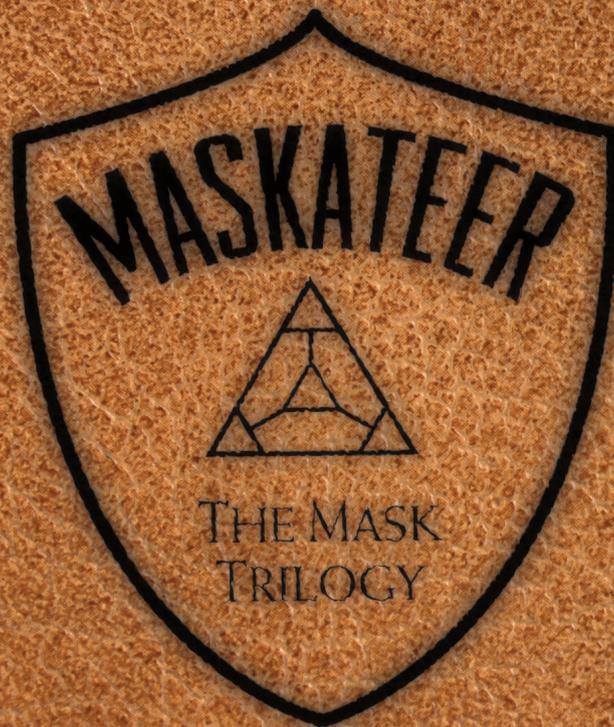


THE MASK TRILOGY

Adventure Game Guide



Lorenzo



TERMINOLOGY

The Mask Trilogy Collection contains the following books:

- **Secrets of the Carsarians** is the novel of the Mask that contains 10 Lesser Clues.
- **The Anthology and Poetic Musings** contains poems with 10 Lesser Clues and photographs which contain 10 Lesser Clues.
 - **The Companion to Secrets of the Carsarians** contains Bonus Clues
 - **The Adventure Game Kit** contains components to play the game.

Silver Maskateer(s): Person/group looking to find the location of the mask who signs up to play the game at www.themasktrilogy.com

Gold Maskateer(s): Person or group who find the location of the Mask

Carsarian: A woman who belongs to a secret society of women called the Carsarians.

Part: There are 10 numbered Parts in Secrets of the Carsarians.

Poem: There are 10 numbered poems in The Anthology and Poetic Musings.

Photograph: There are 10 numbered photographs in The Anthology and Poetic Musings.

Keys: There are multiple Keys in the Secrets of the Carsarians, which are identified with a symbol of a skeleton key. These Keys guide you to how to find the next set of Lesser Clues.

Lesser Clues: There are 30 lesser clues equally divided in Secrets of the Carsarians, and in the poems and photographs of The Anthology and Poetic Musings.

Greater Clues: There are 10 Greater Clues that need to be found in order to solve where the Mask is located. Each Greater Clue is associated with 3 Lesser Clues.

Clue Card: To record Lesser Clues and Greater Clues. Can be downloaded at the website www.themasktrilogy.com

Bonus Clues: These clues can be found in The Companion to Secrets of the Carsarians, marketing materials, and future travel clues, future Youtube videos and future events that will be announced on the website. www.themasktrilogy.com. Be sure to keep checking the website.

Riddles: There is a Riddle on each of the 10 Part pages in the Secrets of the Carsarians. These Riddles are an additional clue to compliment the Lesser Clues in the Part Number.

Shield Cipher: These Shield Ciphers can be found on some of the Part pages in Secrets of the **Carsarians**. It is important to decipher these shields to help with finding the Lesser Clues

Trilogy Cipher (Angles): These Trilogy Ciphers can be found on some of the Part pages in the Secrets of the Carsarians. It is important to decipher these angles to help with finding the Lesser Clues.



WELCOME MASKATEERS



As a Maskateer, you will be traveling over 600 years of history as you read the book, *Secrets of the Carsarians*. Your journey will be full of adventures, intrigue, laughter, sadness and mystery.

It all began when the mask was created on the night of October 3, 1226 in the town of Assisi, Italy by Clare of Assisi and Brother Leo.

The mask disappeared on the evening of November 5, 1805, as two Carsarian women sneaked into the Schönbrunn Palace, outside of Vienna, Austria and reclaimed the mask of Saint Francis of Assisi.

Where did they go? Where did they hide the Mask?

The clues to finding the location of the mask is found in the novel, *Secrets of the Carsarians*, and in the poems and photographs in the book, *The Anthology and Poetic Musings*.

Finding the clues will not be easy. As a Maskateer, you will need to decipher codes, solve riddles, and figure out how to connect the 3 Lesser Clues to guide you to find the 1 associated Greater Clue.

Once you have found the 10 Greater Clues, all Maskateers will then need to figure out how to connect those Greater Clues to tell you where the Mask is located.

If you are successful in finding the location of the mask, you will become a Gold Maskateer and be eligible to enter, at a future time, the next level of the game.



Attention Maskateers

IMPORTANT: Be sure to check the website, www.themasktrilogy.com for updates to the game as this Game Guide was printed before the final website was fully constructed. There could be important changes and notices to the game before you begin.

In the words of Jin Wu, the apothecary in Florence Italy in 1558, who said to Galileo, "sometimes the journey to a mysterious destination can reveal more truths of the universe than the destination could ever divulge."

Enjoy the experience and journey of finding the location of the mask in *The Mask Trilogy Adventure Game*. Share with family and friends. Challenge other book clubs to see who could find the location of the mask first. Be the first group in your school, parish, organization to find the location of the mask.

Books, posters and other components to play the game can be purchased at www.themasktrilogy.com



HELPFUL HINTS ABOUT THE GAME

SOURCES to find the Clues:

1. Secrets of the Carsarians novel. There you will find Keys, Riddles, and other clues
2. Photographs in The Anthology and Poetic Musings
3. Poetic Musings in The Anthology and Poetic Musings

- **LESSER CLUES:** There are 10 Lesser Clues distributed in the Secrets of the Carsarians, 10 Lesser Clues in the Anthology Photographs and 10 Lesser Clues in the Poetic Musings (poems) for a total of 30 Lesser Clues.
- **GREATER CLUES:** There are 10 Greater Clues that will be needed to be found in order to find the location of the Mask. The ratio is 3:1 or Three Lesser Clues to determine the associated one Greater Clue.
- **BONUS CLUES:** These clues can add to the Lesser Clues to help determine the associated Greater Clue. These Clues can be found in:
 - The Companion to the Secrets of the Carsarians Digital Illustrations
 - Future events, notices and release of new clues. Check www.themasktrilogy.com
 - Future youtube channel. Check www.themasktrilogy.com for release dates
- **KEYS:** Look for a symbol of a "Skelton Key" in the Secrets of the Carsarians. This key will guide you in the right direction to look for the next set of Lesser Clues.
- **RIDDLES:** In the Secrets of the Carsarians Riddles can help you find the Lesser and/or Greater Clue(s).
 - The game is to be played **SEQUENTIALLY**. Look for the Lesser Clue in Part 1 of the Secrets of the Carsarians, the Lesser Clue in Poem 1 and the Lesser Clue in Photograph 1 in the Anthology and Poetic Musings. These three Lesser Clues will guide you to the Greater Clue 1. Go to www.themasktrilogy.com Clue Page and enter the Greater Clue to see if you are correct in your guess. If not, try again.
 - Lesser and Greater Clues 9 and 10 **will require** following instruction at the website www.themasktrilogy.com
- **DO NOT SKIP** through the clues. You will need some of the previous Lesser Clues and Greater Clues to solve some of the future clues.
 - The 10 Greater Clues are **CRITICAL** to be identified. Without identifying all of the Greater Clues, it will be extremely difficult to find the location of the mask
 - Use all the **strategies of game playing** to find the clues including riddle solving, deciphering hidden messages and other game solving techniques. Think outside the book!
 - The **first page of each Part** (there are 10 Parts), in the Secrets of the Carsarians, contains helpful hints.
 - The game **gets harder** as you move sequentially through the clues.
 - If you think you know exactly where the mask is located, then you can physically go to the location to find the mask. It is not necessary to physically go to where the mask is located, but if you do, it will become a **great adventure**.
 - The game incorporates **historical** figures and symbols, mathematical formulas and obscure references.
 - The Game Guide and updated information about the game including purchasing of books, posters, and game components, go to www.themasktrilogy.com



HOW TO DECIPHER A SUBSTITUTION CIPHER

At first look, a substitution cipher, also known as a cryptogram, can be intimidating with strange combinations of letters, numbers, symbols and shapes. It almost feels like it would be impossible to figure out what the cipher is saying.

The reason these ciphers are called Substitution Ciphers is that letters and numbers have been substituted with new letters, new numbers, symbols or strange shapes. Substitution Ciphers are also called Cryptograms.

There are some tricks of the trade in deciphering a cipher. Here are some important facts about the English Language as written in the book, *Codes, Ciphers and Secret Writing* by Martin Gardner:

1. "The most often used letter is E, followed (in order of frequency) by T, A, O, N.
2. The most common letter at the end of a word is E
3. The most common beginning letter of a word is T
4. A single letter word is A or I and on rare occasions, O
5. The most frequent two-letter word is OF, followed by TO and IN.
6. The most used three-letter word is THE. The next most common is AND.
7. Q is always followed by U
8. The consonant that most often follows a vowel is N
9. The most common double letters are, in order of frequency LL,EE,SS,OO, TT,FF,RR,NN,PP and CC.
10. The most frequently occurring four-letter word is THAT

It is important to look for any of the above patterns in a Cryptogram. The recommended technique to solving a Cryptogram is making your best guesses about a word based on a pattern. For example, if you see a pattern of three symbols in a row multiple times, it may be the word THE or AND. If your guess is wrong, try again with another substitution of letters. As you start identifying the letters or numbers associated with a symbol, the cipher will soon reveal its message."

Shift Ciphers:

These type of ciphers are often called "Caesar Ciphers" after the famous Roman Caesar, Julius Caesar, who used this type of cipher to send messages to his military generals. In *The Mask Trilogy*, Caesar Ciphers are periodically used. Look carefully at the ciphers for indications of a Caesar Shift.

The reason they are called, Shift Ciphers, is that instead of the letter being an A, if it has been shifted 5 letters forward on the alphabet and it is now the letter E. And every letter after the A has also been shifted 5 letters forward on the alphabet. When you come to the end of the alphabet, you go back to the beginning of the alphabet to accommodate the last 5 letters of the alphabet to shift 5 letters forward.

An easy way to manage the Caesar Shift is to write the alphabet in a line. Then, based on the shift number, write the alphabet above the original alphabet line and you will be able to identify the Caesar Shift letters easily.

Enclosed in *The Mask Trilogy Collection* is the Adventure Game Kit which has a Cipher Wheel designed for the Caesar Shift. Just rotate the upper wheel backwards or forward based on the shift number and direction. The original letter will now align with the Caesar Shift Letter.

The trick to deciphering the Caesar Cipher Shift cipher is to determine the shift number—and whether it is forward or backwards. Instead of the A moving 5 letters forward to the letter E, it could move 5 letters backwards to the letter V. This number shift is referred to as a Key.

Important Note: All of the Ciphers or Cryptograms in *The Mask Trilogy* are called "Monoalphabetic" ciphers as each symbol represents a single letter or number.



FREQUENTLY ASKED QUESTIONS

- Q. Why is there no prize if you find the location of the Mask?
A. Due to legal reasons, Lorenzo cannot offer any prizes without extensive legal complex rules. The game is designed such that that journey to find the location of the mask is as much fun as the thrill of finding its location.
- Q. How many people can find the location of the Mask?
A. There are no limits to how many people can play The Mask Trilogy Adventure Game
- Q. What happens when you find the location of the Mask?
A. You will have to wait till you find it.
- Q. Is there a time limit to play the Game?
A. There is no time limit to play the game.
- Q. Can a Maskateer physically go to where the mask is located?
A. Yes, and if you do it is a great adventure.
- Q. How do you become a Maskateer?
A. Go to www.themasktrilogy.com and sign up to become a Silver Maskateer
- Q. How often will Lorenzo give additional bonus clues?
A. Periodically check the website www.themasktrilogy.com for events and updates for additional clues being disclosed.
- Q. Is the Mask location in North America?
A. Sorry, cannot answer this question
- Q. Are there clues other than in the *Secrets of the Carsarians* and *The Anthology and Poetic Musings*?
A. Yes, there are Bonus Clues in *The Companion to Secrets of the Carsarians*. There are also Bonus Clues periodically scattered in the website, promotional literature and other related material.
- Q. How do I know I figured out a Greater Clue?
A. Go to the website www.themasktriloby.com and to go Greater Clue page. Input your guess and you will be informed whether it is correct or not.
- Q. Is the Mask at the location it is hidden?
A. You will have to find out for yourself
- Q. What does it cost to play the game?
A. At a minimum you will need to buy the novel, *Secrets of the Carsarians* and *The Anthology & Poetic Musings* (Poems and Photographs). **The Mask Trilogy Collection** is also available which consists of the *Secrets of the Carsairans*, *The Anthology & Poetic Musings*, *The Companion* and the Adventure Game Kit. Please check the website www.themasktrilogy.com for pricing.
- Q. How do I become a Gold Maskateer
A. You need to be confirmed as finding the location of the Mask.
- Q. Can a Maskateer figure out where the Mask is located without buying both the novel, *Secrets of the Carsarians* and *The Anthology and Poetic Musings* (poems and photographs)?
A. It would be extremely difficult to find the location of the Mask without both books.

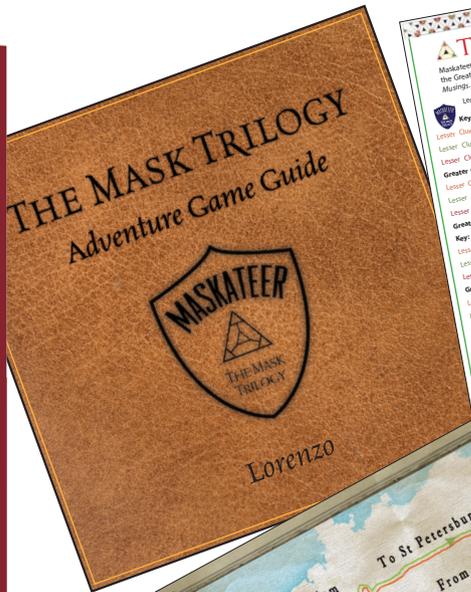
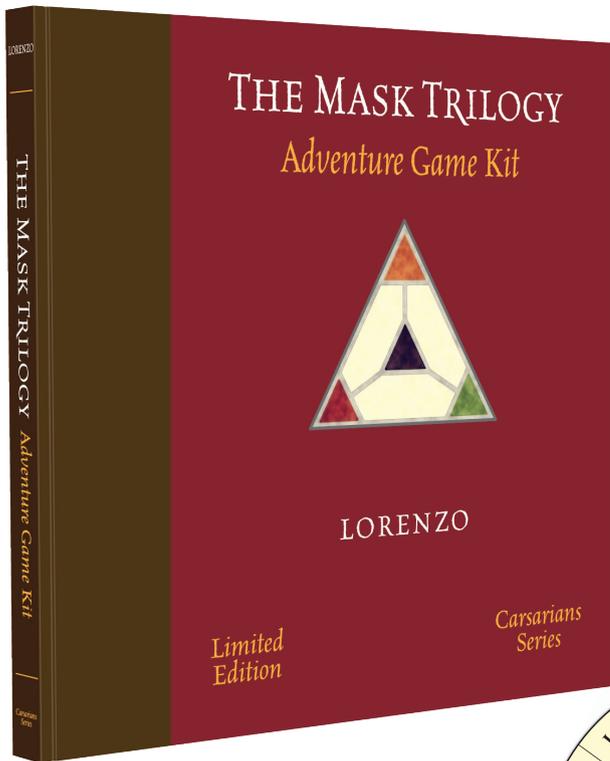


RULES AND REGULATIONS

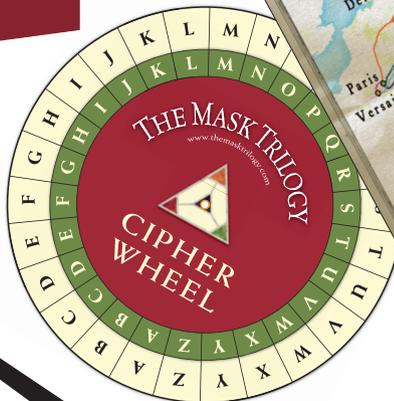
1. The treasure or prize to find the location of the mask is about the fun of the journey and the challenge of a game (The Mask Trilogy Adventure Game). There is no monetary or valued prize if you find the location of the Mask.
2. To play the game, you will need to purchase two books by Lorenzo: *Secrets of the Carsarians*, a fictional story about the death mask of Saint Francis of Assisi and the book, *The Anthology and Poetic Musings* which contains imagined poetic musing by Francesco Bernadone (Saint Francis of Assisi) and photographs reimagining scenes out of Francesco Bernadone's life in Assisi, Italy. These books can be purchased at www.themasktrilogy.com
3. The Game is designed for mid-teens and older.
4. The game can have many winners who can find the location of the Mask.
5. There is no set time limit to play the game
6. Lorenzo and associated companies reserve the right to modify, suspend, delay or end the game at any time for any reason.
7. Lorenzo and related companies waive all and any liability for all and any loss or injury which might be incurred by the game participants, for any reason, in their participation in The Mask Trilogy adventure game.
8. Lorenzo and related companies decline all and any liability for errors in connection with the clues, any downloading process problems, incomplete transmissions, system or program errors, delays or breakdowns, or websites.
9. Recommended tools to play the Game: 1) Computer 2) Browser 3) Google Earth 4) Reference sources (digital or analog). Any of the following books: *Codemaster Book 2: How to Write and Decode Secret Messages* by Marvin Miller; *Codes, Ciphers and Secret Writing* by Martin Gardner; *Top Secret—A handbook of Codes, Ciphers and Secret Writing* by Paul B. Janeczko.
10. Books and components to play the game may be subject to availability at any time.
11. There is no guarantee that upon purchasing the books and components of the game that the participant will find the location of the mask.
12. Lorenzo and related companies have the right to add clues at any time for any reason.
13. There are no refunds for any reason, for books or other components of the game.
14. To contact or communicate to Lorenzo, go to the website www.themasktrilogy.com
15. Anyone who discloses clues, without prior approval from the game owner, via digital, print, video, film, or any other form of communication are violating these rules and infringing on copyrights will be disqualified from the game and may be responsible for financial damages.

THE MASK TRILOGY

Adventure Game Kit



The Mask Trilogy Adventure Game Kit: Maps, Cipher Wheel, Clue Card, Game Guide, Stickers and *more*



All images, symbols, names and copy associated with The Mask Trilogy Collection, including the Adventure Game, are copyrighted and/or trademarked by Focus Sales and Marketing. Visit www.themasktrilogy.com for more information.