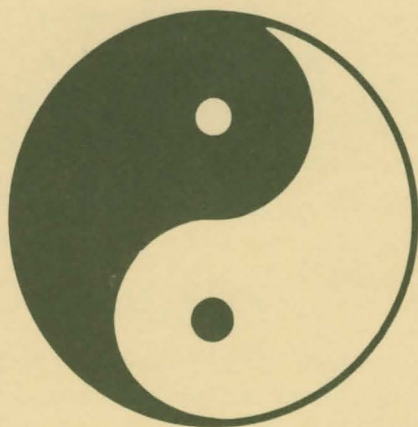


Moebius

THE ORB OF CELESTIAL HARMONY



PLAYER REFERENCE CARD

by Greg Malone

Amiga Version
Conversion by MicroMagic



TO BEGIN PLAYING MOEBIUS

Boot your Amiga™ Kickstart disk, V1.1 or V1.2.

Insert the Moebius disk when the "Workbench" prompt appears.

Press any key or click mouse button to exit demo mode.

From Book of Moebius menu, press "A" to Add Disciple.

Name disciple by typing in name.

Press "T" to Train disciple. **NOTE:** Disciples must be trained in Sword Fighting, Hand to Hand Fighting, and Divination, i.e., they must be successful in one session of each type, before an Adventure may be started. Once a disciple has been trained, you may Begin an Adventure by pressing "B" at the Book of Moebius menu.

COMMAND SUMMARY

As you move about the realms of Moebius, you'll see that there are two ways to control your disciple's movement.

1. Use one of the two sets of eight movement keys indicated in the section: **MOVEMENT**.
2. Using the mouse, click directly on the play window to move your disciple in the direction indicated by the cursor arrow.

NOTE: All menu options in Moebius may be selected by pressing the first letter of the desired command or by clicking with the mouse upon the appropriate icon.

- B- Bare hands;** put sword away.
- C- Communicate with character.** Press appropriate initial letter when Communication Menu appears.
- D- Open or close door.** Use movement keys to indicate direction to door.
- E- Equip with sword,** i.e., hold sword at ready.
- F- Cast Fireball.** Available only in shrines. Use movement keys to choose direction when indicated.

G- Get item or fresh water.

H- Hit with hammer if one has a hammer.

L- Listen. Disciple's effective Listening radius will improve with level increase.

M- Magic. Choose appropriate initial letter when Magic Menu appears. **NOTE:** "Utter Prayer" requires a period of fasting after which "Utter Prayer" must be selected again in order to activate a prayer. "Stop All" will end all magic in use at the time.

Q- Quit & Save game. Up to four Adventures may be saved. The Book of Moebius will be automatically updated during this time.

R- Restore at last saved position.

S- Swing sword; to cut vegetation or attack adjacent character. Use movement keys to choose direction when indicated.

T- Throw shuriken, if one has shurikens. Use movement keys to choose direction when indicated. **NOTE:** If an opponent is right next to you, your shurikens will not be very effective.

U- Use item in Inventory. Will turn torch on/off, if torch chosen. When Inventory Menu appears, press the appropriate initial letter to choose item.

V- View Maps. At Map menu, press the appropriate initial letter of the map to be viewed. Pressing "Esc" will return to Map Menu. Pressing "Esc" again will return to game play. When viewing the Memory Map, use the movement keys to scroll map.

W- Ways of Play. * (See Below)

1-9- Set Game and Combat Speed Slowest to Fastest. Use number keys across top of keyboard.

ESC- Pause Game. Pressing "Esc" again will display Options and Character Status during Adventure. "Esc" also exits all menus (Use, Magic, etc.) and will cancel most of the adventuring commands (Throw, Swing, Fireball, etc.)

RETURN- Break and Run during Combat. Does not work in Training. **NOTE:** The probability of successfully





breaking and running from a combat decreases with lowered Dexterity.

Description of Icon: Function

- **Disciple:** Toggle between Equip Sword/Bare Hands.
- **Disk:** Preferences/Ways of Play.* (See Below)
- **Question Mark:** Options/Commands.
- **Pouch:** Use Pouch Contents.
- **Mystic Square:** Magic.
- **Eye:** View Maps/Lenses.
- **Head with sound waves:** Listen.
- **Disciple and peasant:** Communicate.
- **Hand:** Get (Chests/Vials/Water).
- **Sword:** Swing sword. Will only appear if you are equipped with a sword.
- **Hammer:** Hit with hammer. Will only appear if you have one in your possession.
- **Shuriken:** Throw Shuriken. Will only appear if you have some in your possession.
- **Fireball:** Cast Fireball. Only available when you become eligible to use them.

***Special Note:** When Preferences/Ways of play is selected by choosing the disk icon or with the Commands, a menu with the following options will appear:

Auto chop: Toggles a mode in which you automatically swing your sword at vegetation as you try to move onto it.

Pace: Another way to adjust speed of play.

Show mouse: Toggles between visible and invisible mouse pointer.

Full sound: Plays music throughout the game.

Mid sound: Plays music at important events.

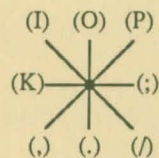
Basic sound: Sound effects only, no music.

No sound: Silent.

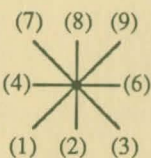
Restore: Restores your game to the last save.

Quit/Save: Up to four Adventures can be saved.

Movement



OR:



Combat

Action

Long stride left
 Long stride right
 Short step left
 Short step right

Keys

A
 S
 Z
 X

Sword

Short upper swing	I or 7	Long upper swing	O or 8
Short middle swing	K or 4	Long middle swing	L or 5
Short lower swing	, or 1	Long lower swing	. or 2

Karate

High Kick	I or 7	High Punch	O or 8
Middle Kick	K or 4	Middle Punch	L or 5
Low Kick	, or 1	Low Punch	. or 2

NOTE: To "Block" with a sword or bare hands, press the SPACEBAR.

COMBAT

During combat, there are several methods you can use to defeat your enemies:

1. Use the movement keys that are indicated on this reference card under Combat, Sword and Karate.
2. Use the mouse directly on your disciple to move and strike. If your disciple is equipped with a sword then a sword icon will appear. If your player is bare-handed then a foot or hand icon will appear for you to strike with.
3. There is a set of icons directly below the combat screen that can be clicked upon for movement and striking.

A glowing sword to the left of your stats indicates that you are using a blessed sword.

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