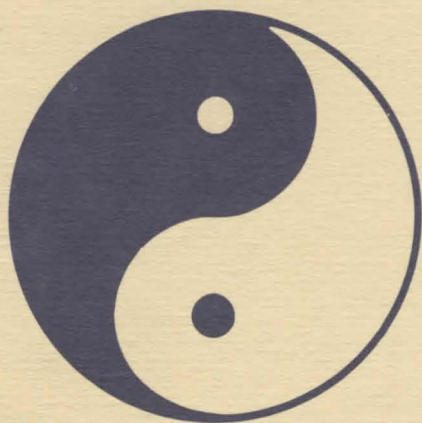


Moebius

THE ORB OF CELESTIAL HARMONY



PLAYER REFERENCE CARD

by Greg Malone

Atari-ST Version
Conversion by MicroMagic



TO BEGIN PLAYING MOEBIUS

Place Disk A in drive and turn on power.
Press any key or click mouse button to exit demo mode.
At prompt insert Disk B into drive and press a key.
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.
A copy of Disk B, the Book of Moebius, can be made to save disciples for archival purposes or to permit the playing of separate games. Please refer to your Atari-ST Owner's Manual for the correct copy procedure.

COMMAND SUMMARY

As you move about the realms of Moebius, you will 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 and when moving between realms.
 - 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 is 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 the map.
- 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).
- **Door:** Open/close door
- **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, 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.

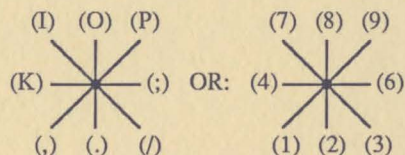
COMBAT

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 disciple 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.

Movement



Combat

| Action | Keys |
|-------------------|------|
| Long stride left | A |
| Long stride right | S |
| Short step left | Z |
| Short step right | 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.

WARRANTY

ORIGIN SYSTEMS, INC. LIMITED 90-DAY WARRANTY Origin Systems, Inc. herein referred to as "Origin", warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, Origin agrees to replace, free of charge, any such product upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Origin. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If failure of the software product, in the judgement of Origin, resulted from accident, abuse, mistreatment or neglect; or if the recording medium should fail after the original 90-day warranty period has expired you may return the software program to Origin Systems, Inc. at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling and Origin will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check (2) a brief statement describing the defect and (3) your return address.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ORIGIN. IN NO EVENT WILL ORIGIN BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ORIGIN HAS BEEN ADVISED TO THE POSSIBILITY FOR SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Special thanks to: Jean Tauscher, Kurtstable, The Diskmaster,
Ian Manchester, Dale Nichols, James Spillane,
Kirk Hutcheon of Quality Assurance.

Moebius is a trademark of Greg Malone.

Atari-ST is a trademark of Atari, Corp.

©1985, 1987 by Greg Malone

136 HARVEY ROAD, BUILDING 'B', LONDONDERRY, NH 03053

ALL RIGHTS RESERVED