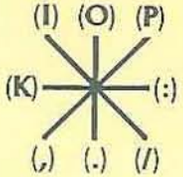
Movement:



Combat:

Action	Keys
Long stride left	A
Long stride right	S
Short step left	Z
Short step right	X

Sword:

Short upper swing	I	Long upper swing	O
Short middle swing	K	Long middle swing	L
Short lower swing	,	Long lower swing	.
Block	SPACEBAR		

Karate:

High Kick	I	High Punch	O
Middle Kick	K	Middle Punch	L
Low Kick	,	Low Punch	.
Block	SPACEBAR		

ORIGIN SYSTEMS INC.

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Manchester, NH 03103

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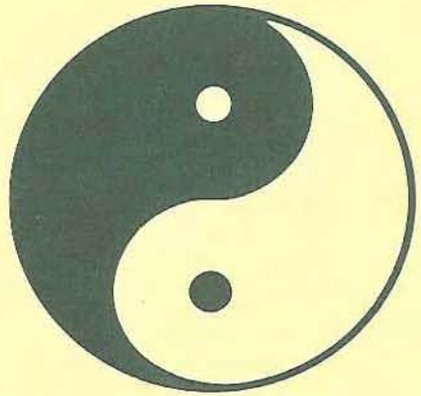
Moebius

THE ORB OF CELESTIAL HARMONY



PLAYER REFERENCE CARD

by Greg Malone

Commodore 64
Conversion by Dr. Cat

Special thanks to Phillip Bacon
for the use of his SIZZLE fast-load program.

Communicating with Moebius:

All menu options in *Moebius* may be selected by pressing the first letter of the desired command.

To begin playing Moebius:

Place Side A in disk drive and turn on power. Type the following: LOAD"*",8,1 ⟨RETURN⟩. Press any key to bypass 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.

NOTE: Sides C & D may be copied for archival purposes, or to permit the playing of simultaneous games. Please be aware that an individual game must be played to completion on a single set of disks. If you switch to a different "C" or "D" disk in the middle of a game, that adventure will be destroyed.

Command Summary:

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 three Adventures may be saved. You will be asked whether to update Book of Moebius. Doing so updates disciple's record in the roster on Side A. This is optional and is done automatically when moving between realms.
R— Restart at last saved position. *Note:* If disciple is killed in combat, Restart will NOT restore to position prior to combat.
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 "RETURN" will return to the Map Menu. Pressing "RETURN" again will return to game play. When viewing the Memory Map, use the movement keys to scroll map. Pressing 1-9 will adjust the scrolling rate of the map.
1-9— Set Game speed Slowest to Fastest.
RETURN— Break and Run during combat. Does not work in training. *Note:* The probability of successfully breaking and running from combat decreases with lowered Dexterity. RETURN also exits from all menus (Use, Magic, etc) and will cancel most of the adventuring commands (throw, swing, fireball, etc.)
F1— Pause game. Pressing F1 again will display Options and character Status during Adventure.