


# Moebius

## The Orb of Celestial Harmony



**I**n this one-character game by Greg Malone you are a disciple of Moebius, a martial arts and Zen master. His mystic orb has been stolen by Kaimen, a renegade disciple, triggering earthquakes and other disasters that devastate the land. Your quest for the Orb takes you through the Realms of Earth, Water, Air and Fire. In each you must slay the evil Monks who have taken over the Shrines of Moebius, then free the Priests and liberate the temple. By doing so you will acquire magical prayers and artifacts that compose a charming magic system with uniquely Oriental overtones. Combat is also distinctive, the most effectively animated battles yet seen in a role-playing game. You can choose from an array of twelve moves, six each for karate and sword-fighting while battling one foe at a time, and the three-inch high characters are fluidly animated.

DEALING JUSTLY with the good citizens of Khantun is as important as dealing death to the bad ones, otherwise you'll miss useful clues and other help. The main map reveals buildings of stone amid thick bamboo forests, and there's nary a single maze to map. In fact, a clever auto-mapping feature displays a variety of maps of the current Realm. The keyboard interface makes it a challenge for non-arcade gamers to master the basics of this game system, but *Moebius* is worth the extra effort. It's one of those rare role-playing games that, though the goal involves a mystic Orb and an evil wizard, is completely original in design and implementation.

## The Walkthrough

### General Tips

Search all the doors, chests and vials, which are easy to find and therefore not indicated on the maps. Location of the chests and vials is the same in every game, but their contents vary. Save the game before opening them, so you can restart and try again; often the contents will be different next time. Always close the door behind you after entering or leaving a room. Guards will steal from you, and you must chase them down and defeat them to regain your goods. If the door is shut, the guard can't leave and you won't have to chase him all over the castle. Your character may vanish beneath the water when swimming, but you can keep track of his location by sticking a piece of tape

or a write protection tab over him before entering the water.

Collect lots of magical components (especially panda hair and beetle pincers, at *least* six of each) before moving on. Have a sword equipped and you'll usually get them from the animal. And don't be hasty in going to the next Realm. They get progressively tougher, so hang around the first Three until you've been promoted six times in each. The only Overlord that must be defeated is Kamien in the Fire Realm, but you should get the one in the Earth Realm just for the extra points and the sword. If you're down to one or no extra lives, you may want go ahead and liberate a Shrine immediately after slaying the Monk, which earns you another life.

### Combat Tips

When using an unblessed sword you have a slim chance against assassins. Sword-fighting against a guard is a little easier. As the guard approaches, wait until he is just in front of you, then use low swings to hit his legs. After striking him, immediately do an 'O' or an 'I' to deliver a blow to his head. Then use a 'K' or 'L' for a mid-level swing to his arms. Bare-handed combat is more reliable against all foes, so practice it more in the early stages.

The low kick is extremely effective and, unless you just like sword-fighting, should be your main weapon against everyone but Monks. The trick is to move into the center and wait for the foe to advance, then kick as he moves in. Assassins can be defeated with punches to the face when they are almost on you—low kicks are also good. If you miss, hit the 'A' key to back out of range. Keep one finger on that key, another on the 'X' to move forward. If you're about to lose a fight, hit the return key to "break and run." When prompted to make your break, restart from your last save.

Evil monks should be stunned with fireballs before using long strides to overlap the foe and plant middle and high kicks to the face. You can also paralyze a Monk before the battle begins, then kill him with a single hammer blow. This is handy when they attack in groups, especially in the Fire Realm. If you've got a lot of Mind Elixirs, turn invisible and you can kill most of the Monks in this Realm in one sustained assault with the hammer.

### Earth Realm

A good strategy is to head for the Cistern (C1 on the map), refill your waterskin and clear a path due east to the Palace steps. Enter and confront the Overlord by moving north into the Palace Court. (If you can't find him, listen for the person issuing commands). Next get the Priest at (P1) to follow you. Exit through the northwest door, then go south into the pool and south again when you surface outside the Palace. Head back to the Cistern to get refilled on water and recharge your body and mental energy. Now go to Shrine (S1), have the Priest wait outside, and save the game. Enter, defeat the Evil Monk, and lead the Priest inside to liberate the Shrine.

Now get the Priest (P2) to follow you to (a) on the map and tell him to stay. Equip your sword and move southeast twice to (b), then use the sword to clear a path east or northeast. Return for the Priest, retrace your path and head down the east side to Shrine (S2). Defeat the Monk and install the Priest. You may then want to return to the forest west of (C1) to hunt for panda fur.

Make sure you've got a *ibnnfs*, obtained by defeating a guard. Go to (w), where you can see the island, then swim west two or three times to land at (x) on the shore. Move southeast to (y) on the southernmost point of the island's exterior, then south one into the water. A swift current flows here, so quickly move west four times, northwest once, and north twice to arrive at the island's entrance. Iju the wall with the *ibnnfs* and you're in. The Astral Gate to the next realm is marked (G) on the map, but don't leave until your character has reached level ten, has a full supply of food and water, and is in good health.

### Water Realm

From the west side of (A), swim north to the Palace island. (If the current takes you elsewhere, restart and try again). Follow the path northeast to the Tower (T1), then take the path west and southwest to the Palace steps. Go up Palace steps to the doors. If you need water, take the northwest door, go west and south to (w). Go through the northeast door to (d) and enter the well: You'll be transported to the Shrine (S1). Defeat the Monk, go south. Follow the path west to the water on the south, swim south and then east to the Palace island.

Go along the south shore, then north to Tower (T1). Head past it, then northwest along the shore, swim north to the island and follow the path to Tower (T2), where the astrologer will give you some *gjitdbmft*. Go to the southwest corner of the island and swim *tpvui* to the Palace island.

Enter the Palace's northwest door, follow the corridors to (B) and slay the Overlord. (You must have a shovel before this phase, so attack guards until you get one). Get the Priest at (P1) and lead him to the small well at (e). Make sure he's in the room when you enter the well. You'll both be transported to island (X). (There's a water hole southeast if you need it). Move north out of the water and around to the island's northwest corner. Swim to the north beach, go to the west side, then north to the area south of Cistern (C1). Go north to the Cistern. You must chop through trees south of the Cistern building going east. When you reach a path, follow it to Shrine (S1) and liberate it. Swim back to island (X). Go to the northwest corner and swim west to the island with the Gate.

Move south down the west shore as far as possible. Waterwalk down the river to Shrine (S2). Before entering, *hfu* a *tpjm tbnqmf* from either side of the *fousbodf*. Defeat the Monk, exit, follow the river back north, then go east to the Palace island. Get Priest (P2). While standing together on *tnbf tqpu*, *jowplf* the *ufmfqpsu* spell. You will arrive at the entrance to (S2). *Mjcfbuf* it. Go to the Gate (G).

### Air Realm

The Demon and the Condor cannot be defeated, so avoid them. Obtaining the Minstrel's Were-charm is tricky. The easiest way is to save the game when you hear him play his eerie tune, then cast *qbsbmzaf* and find him. *Vtf* the *bnvmfu cfgpsf* you move onto his square. When you're there, *tupq nbhjd*.

From (A), waterwalk south on the river until you see a Tower to the south, then go west to the Cistern (C1). Go north at the opening for water and recharging. Exit, go east to shore and follow the path east to the Tower (T) and get the Amulet. Cross to the river's west shore and waterwalk or walk/chop your way north upstream to the path west of the skeleton (K). Follow it west and southwest to the Palace.

Enter the Palace, avoiding the lake. Go northwest around lake and through the halls to the west door (D). Exit (you may need to use the hammer). Take the south path heading southeast, south, east, southwest and southeast to Shrine (S1) and defeat the Monk. Get a soil sample outside the door. Return to the Palace for the Priest (P1). Teleport to (S1). Go southeast through the mountains, then east until you reach the skeletons. There's a small building to the northwest. Go along the soil to (N), northeast of the building, at night to catch the Condor. Continue due east to Shrine (S2) in northeast corner. Get soil sample. Defeat Monk.

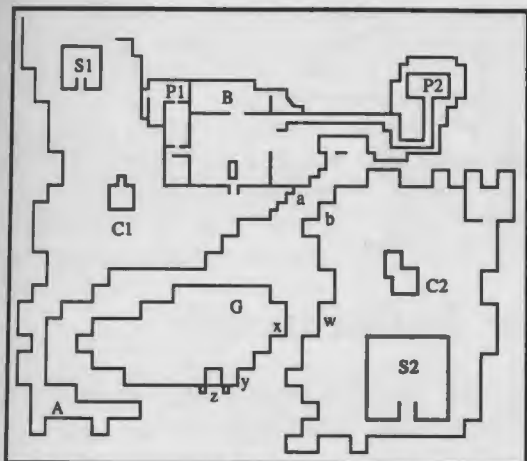


Return to Palace and get Priest (P2). Teleport and liberate Shrine. Head to Cistern (C2). Follow path north of Cistern to skeleton by air. Hit the skeleton and move to that square, then use xfsfdibsn to dibohf to a dpoeps and gmz opsuifbtu to the Gate.

### Fire Realm

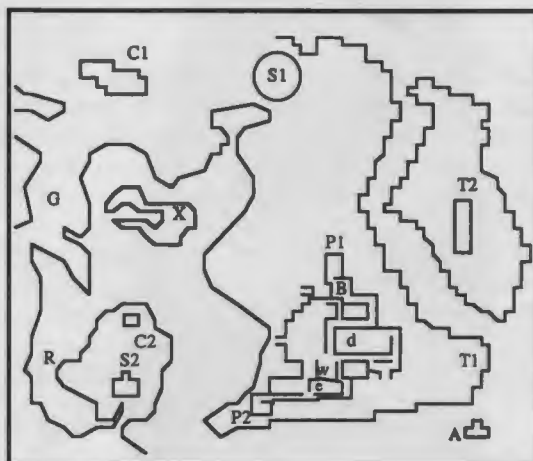
Beware the Floating Skull—it can only be defeated with fireballs. Also avoid the flames. From (A), waterwalk southeast to the island and use the Spirit spell to pass through the wall into the complex. Water is available at (w). Go southwest and enter hall going east to Shrines (S1) and (S2). Defeat Monks in each. Go to (X) and swim to the statue (R), then on to the Priest Island (P). A good route from the southeast corner of the main island is: one southeast, one northeast, nine east and five northeast to (R). Then one east, one northeast, one north, five northeast, three east, three northeast and three north to (P). Save the game when you get there.

Have a Priest follow you and swim back to the statue. You may have to repeat this several—even 10-20 times—because the Priests have a tendency to drown. If this happens repeatedly, let him rest a few turns to restore his body points. When you finally reach (R), save again, then swim for the main island. Liberate one Shrine, then repeat these steps for the other. You'll get gold gloves from the final Priest. Go to the second east-west path, where the Orb (O) is guarded by Kamien and his Monks. Defeat him and use the hpme hmpwft to get Orb. Go south to the Gate, and you're outa there!



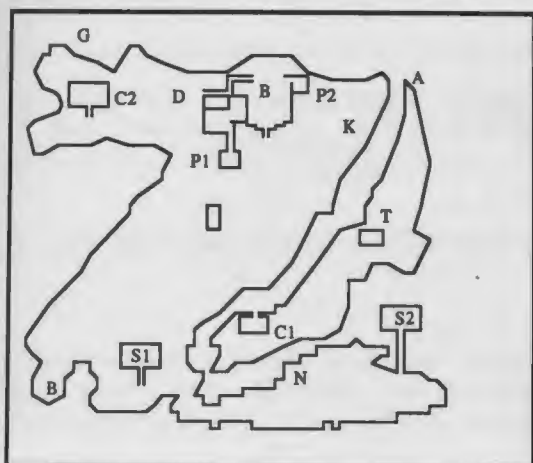
Earth Realm

Air Realm



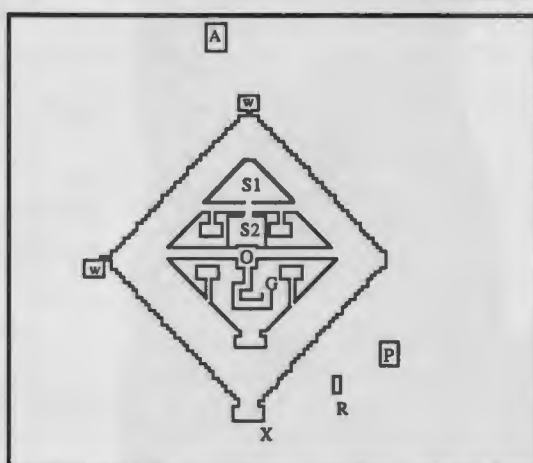
Water Realm

Fire Realm



### Key:

A: Start here  
B: Overlord  
C: Cisterns  
P: Priests  
S: Shrines  
G: Astral Gate  
See walkthru for others.



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)