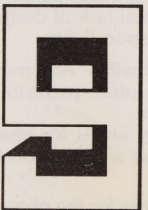


Game Play



COMMODORE



GOLD STANDARD

If you have a programme that you think will reach the G.B. STANDARD send software along with name and address to G.B. STANDARD
Church Row Chambers, Franklands,
Longton, Preston, Lancs.

CIPHOID NINE SHOULDER BADGE

A multi-colour embroidered cloth shoulder badge (similar to those used by NASA for space shuttle mission etc. depicting the title screen from Ciphoid Nine is available at a special price of ... £1.25p inc. post and packing for orders on the official order form included with this cassette.

Extra badges can be purchased if required at a price of £3.50p each. The badges are of excellent quality and are highly recommended to all budding Space Cadets.

NOTE: Please allow 28 days for delivery.

Orders to: Monarch Software Ltd.,
Badge Offer.,
Dept. MG 04
35 Church Road, Banks,
Southport,
Merseyside PR9 8ET.



To Monarch Software Ltd.,

Please supply one Ciphoid Nine Badge @ £1.25
(inc. p & p + VAT

* Please supply extra badges @ £3.50
(inc. p & p. + VAT) Total

Name
Address
Town
County
Post Code

Please make cheques or postal orders in favour of
Monarch Software Ltd.

* Delete as necessary.

CIPHOID 9

Scenario

The year is 2045 and earth radar stations have detected numerous fleets of alien ships, bound for earth.

The ships have refused to identify themselves and have destroyed a cargo vessel en route to Uranus. Their intentions are presumed hostile.

One last defensive position stands between the aliens and Earth. This base is situated on the moon, just to the south of the Sea of Tranquility.

The lunar base is under partial computer control but the actual task of destroying the alien ships is your responsibility.

The Computer will:- Automatically turn the phaser turret to intercept the incoming ships in different sectors.

Monitor energy levels for phaser banks and shields and give warnings on the status indicators.

The energy banks for the phasers hold energy for ten rapid phaser bolts. Once they have been discharged your computer failsafe system will only allow single bolts until the nuclear pile has cooled down.

Your force shields will stand 50 direct hits by fighters before they are discharged. Recharge can only occur when you have destroyed a mothership.

WARNING:- Motherships are equipped with high energy nuclear shells which will deplete energy levels much faster. You must destroy these at all costs.

The Mothership can only be destroyed by 10 direct hits on the central revolving Anti-Gravity coll.

This ends your briefing. You have been given all the available information on the Ciphoids and their capabilities, your mission is to destroy as many as you can and prevent them reaching Earth.

Points are awarded as follows:-

Ciphoid Fighter	10
Nuclear Shell	40
Mothership Hit	30
Bonus for Each Waves	100 x Wave No.
Mothership Destroyed .	200 x Wave No.

Loading Instructions:-

Hold down 'Shift' key and press 'run/stop' key. Control by Joystick (either joystick port)

Control by Keys

" ← "	=	DOWN
" 1 "	=	UP
"CTRL"	=	LEFT
" 2 "	=	RIGHT
" SPACE "	=	FIRE

All "In Game" instructions are Displayed on the status indicator (Bottom Line on Score Panel).



GRAPHICALLY BETTER