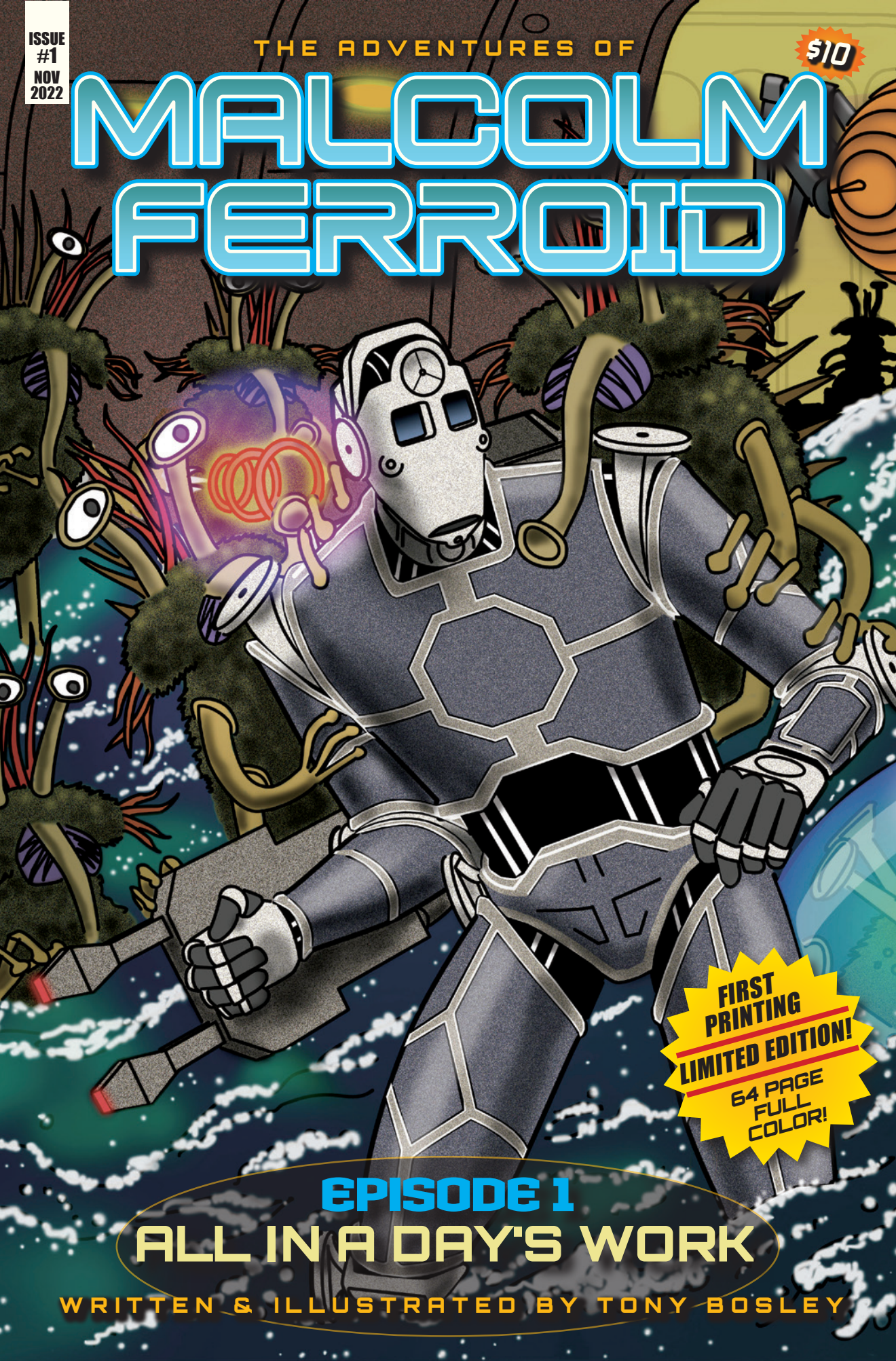


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#1
NOV
2022

THE ADVENTURES OF

\$10

MALCOLM FERROID



**FIRST
PRINTING
LIMITED EDITION!**
64 PAGE
FULL
COLOR!

EPISODE 1
ALL IN A DAY'S WORK

WRITTEN & ILLUSTRATED BY TONY BOSLEY

This is the first episode in the ongoing saga of Cyad-M of Ziastra, (A.K.A. Malcolm Ferroid).

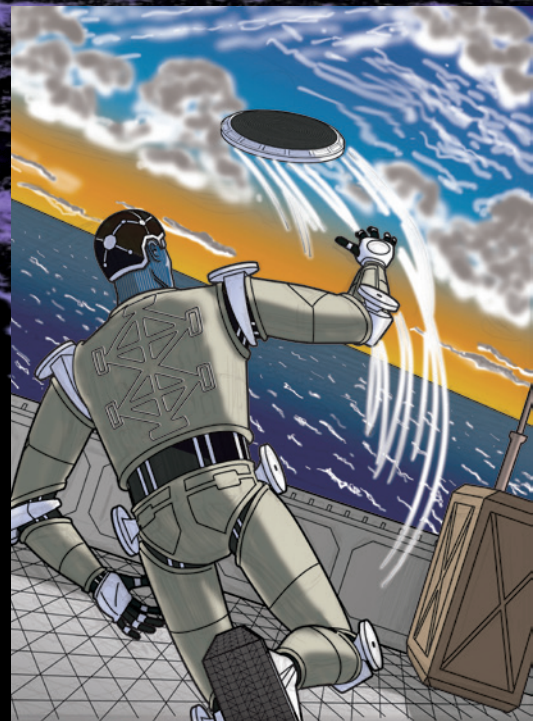
What is a "Cyad"?

Cyads are a race of genetically engineered humanoids employed as space workers and soldiers by the Great Consortium of Setra Sikordis, which is based in the Corilaxis Planetary Belt, roughly halfway between Earth and the center of our galaxy.

Cyads possess many special attributes, including their ability to withstand very harsh environmental conditions. Their **Ridged, Corduroy-Style Skin** protects them from radiation, gamma rays and electromagnetism, and insulates them against extreme temperature fluctuations.

Their **Skeletal Structure** is composed of a highly resilient **Iron-Titanium Alloy**, and their musculature is comprised of **Carbon-Silicon** based, high-tensile strands which give Cyads incredible strength and the ability to execute extraordinary acrobatic feats.

Cyads also have highly enhanced senses, such as **Multi-Spectral Vision** and **Ultrasonic Hearing**. They are able to multi-task while simultaneously processing large amounts of information, and are also gifted with **Natural Clairvoyance** which enables them to often foresee and predict future events.



Written & Illustrated by
Tony Bosley

Prime Directive -

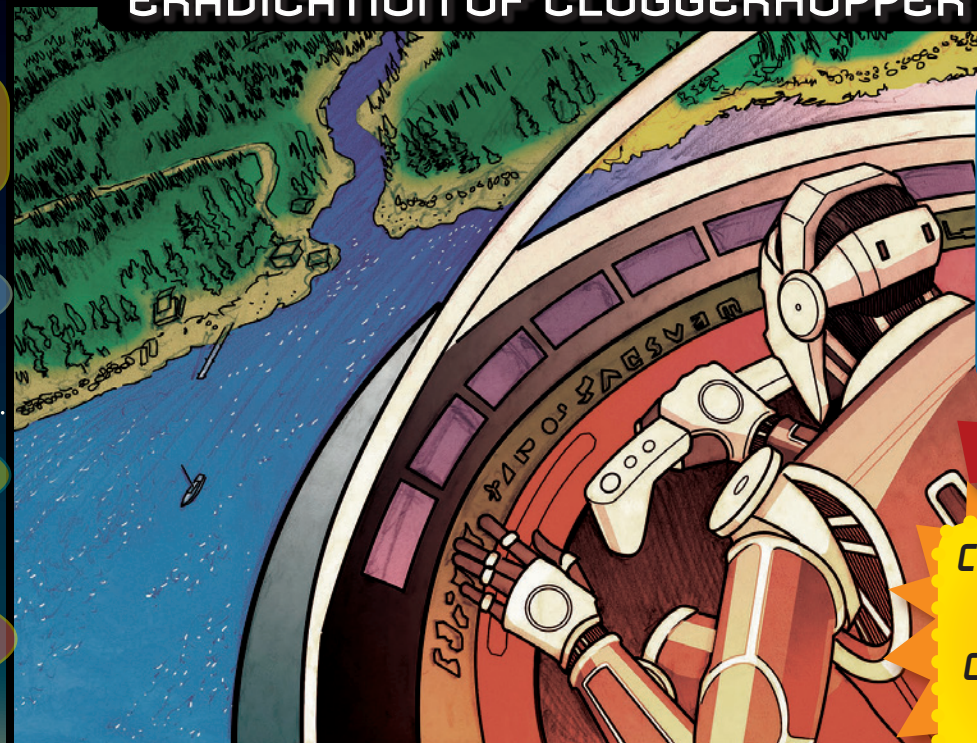
Cyad-M has been commissioned to act as a **Sentinel**, overseeing the small planet B-14H2 located on the extreme outskirts of the galaxy (planet Earth).

Setra Sikordis is intent on promoting the proliferation of human species throughout the galaxy, and since so many outlying planets have been seeded during the last **Pinwheel Rotation**, they are now beginning to attract many visitors.

It is therefore imperative that these colonies be monitored in order to encourage natural development. Thus, highly trained sentinels like Cyad-M are often stationed in cloaked orbits around these planets in order to observe all the comings and goings of non-human trespassers, and to remove or otherwise eliminate any **invasive alien lifeforms** that may have entrenched themselves on the planet.

Our story begins...

MALCOLM FERROID - EPISODE 1: ERADICATION OF CLOGGERHOPPER BASE



In this mission, Cyad-M seeks to eliminate a subterranean base of Sny-Lekzos... the notorious "Cloggerhoppers".

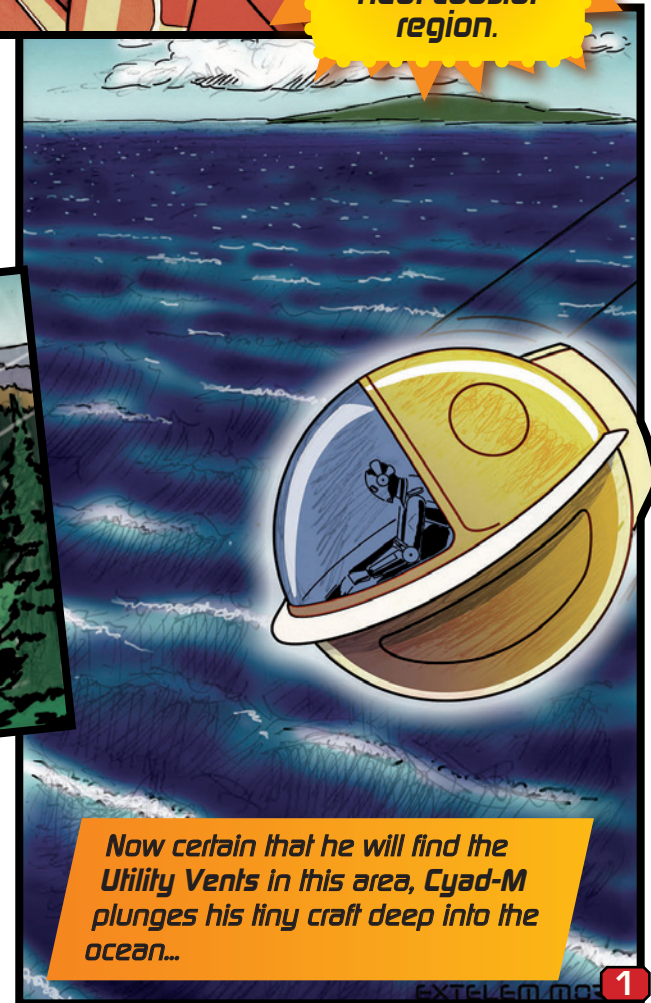
ALERT!

CYAD-M - Sector 4618 - Strong indications of Clogger activity near coastal region.

The highly tenacious **Cloggers** are one of a number of alien groups who have infiltrated Earth's environment and who, according to M's directive, must be eradicated.



GEOHERMAL ANALYSIS DETERMINES THAT OCEAN ACCESS TO UTILITY VENTS WILL BE OPTIMAL APPROACH



Now certain that he will find the Utility Vents in this area, Cyad-M plunges his tiny craft deep into the ocean...

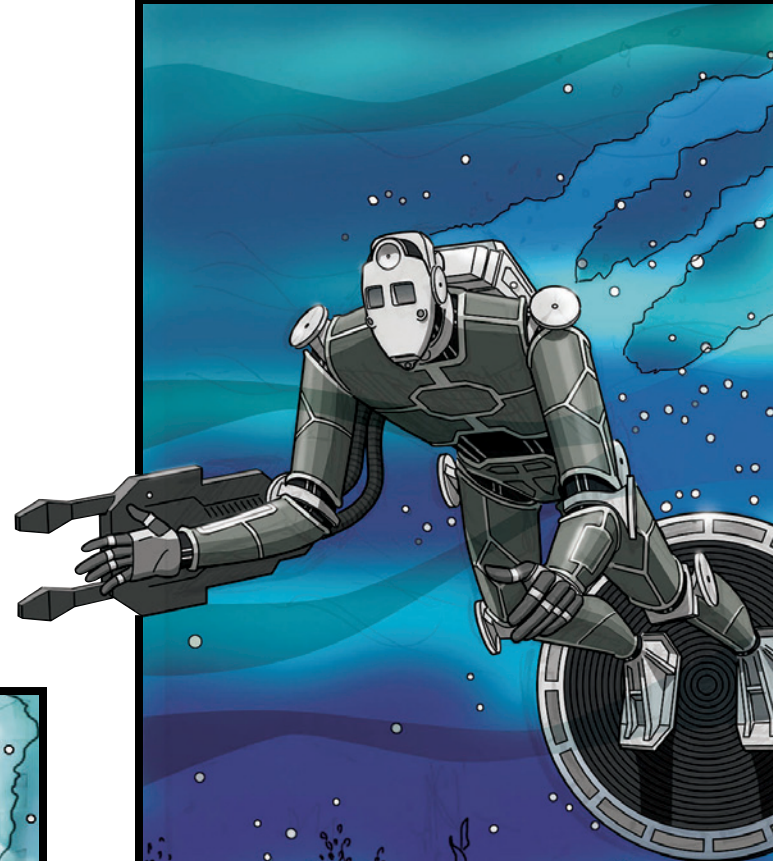
Cyad-M quickly reconfigures the Morph-Pod in order to make it more suitable for sub-sea operation.

After debarking from the pod, Cyad-M uses his Anti-Gravity Disk to maneuver swiftly through the sea as he searches for the auxiliary hatches.

Armed with a Tenaflek General Duty Neutralizer, he is confident that he will be able to handle anything the Cloggers can dish out.

The Anti-Gravity Disk appears to be defying the laws of physics by moving through the water perpendicular to the flow. This is because the platform area of the disk is composed of a porous, carbon-titanium honeycomb type structure which allows gasses or liquids to pass directly through it with virtually zero resistance.

In fact, the openings themselves act as tiny ram-jets, expelling gas or liquid at an exponentially higher velocity, thus giving the AG-disk greatly enhanced thrust capacity.



Cyad-M must penetrate the undersea Clogger base, neutralize any oppositional forces, and proceed to plant a Vortex Generator as close to the center of the base as possible.

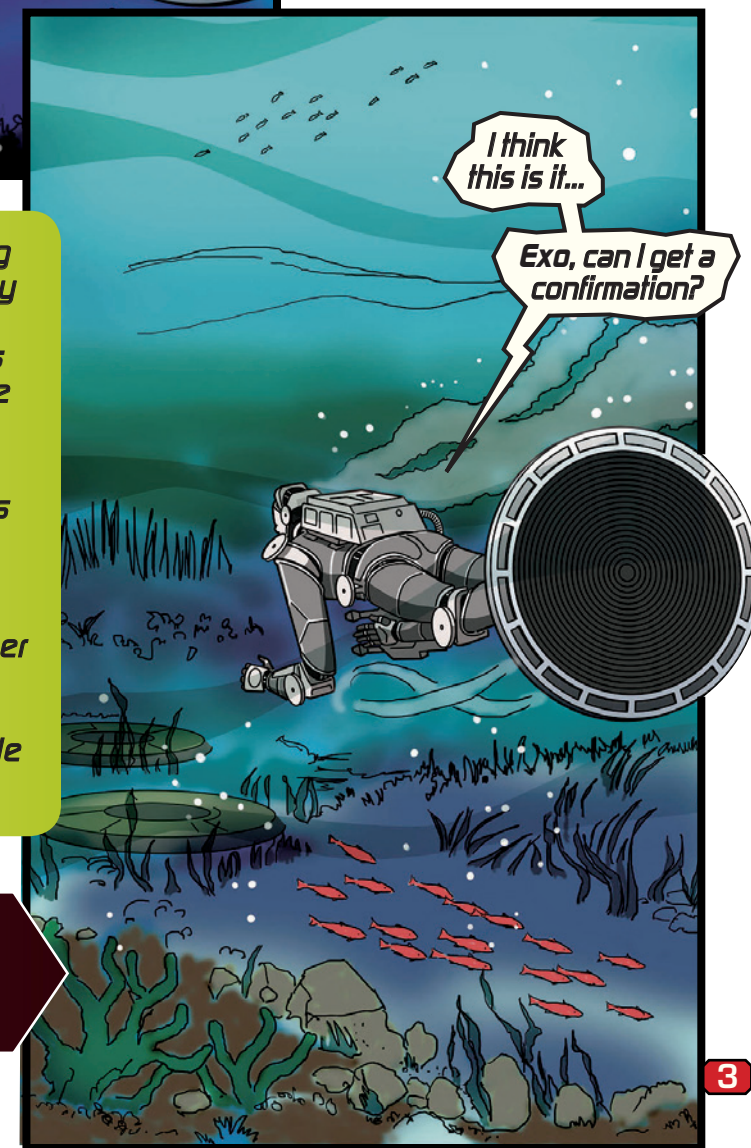
The Vortex Generator will then manifest an exponential retraction sequence, pulling the entire base into a space-time continuum.

The contents will be sent through a hyper-dimensional portal, to be deposited on a utility plane at Centrellium, where they will be isolated and properly assessed by Cyladrian Techs.

After some time navigating the murky waters, M finally locates a pair of semi-camouflaged utility hatches amidst thick foliage on the ocean floor.

The next step will be to breach one of the hatches and gain entry to the Cloggers' underground labyrinth. It is vitally important that he not trigger any sensors, alerting the Cloggers to his presence, as this could put the whole mission in jeopardy.

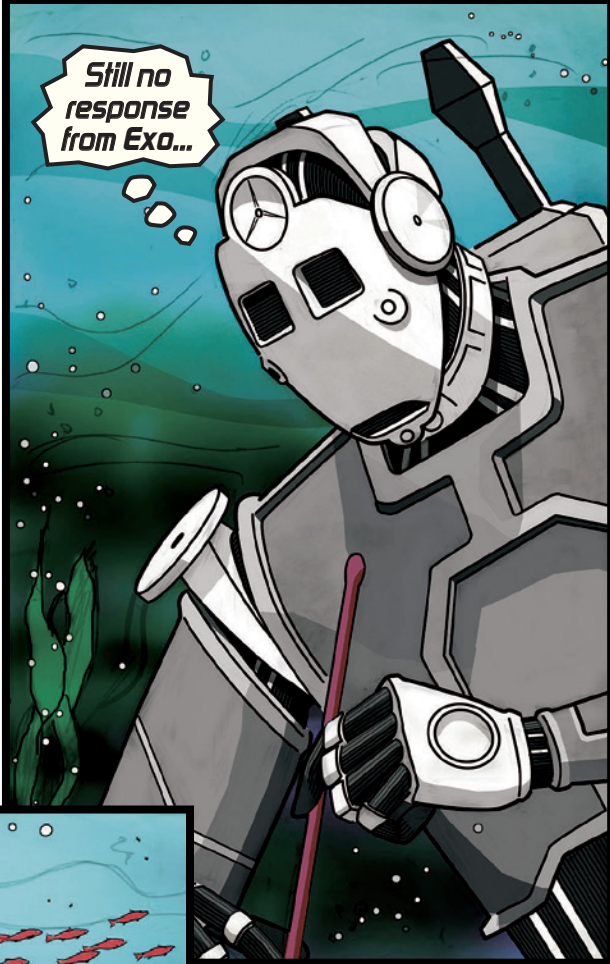
Note: Cyad-M's native tongue is Ziastrian, but for the purposes of this story, his speech will be translated to English.



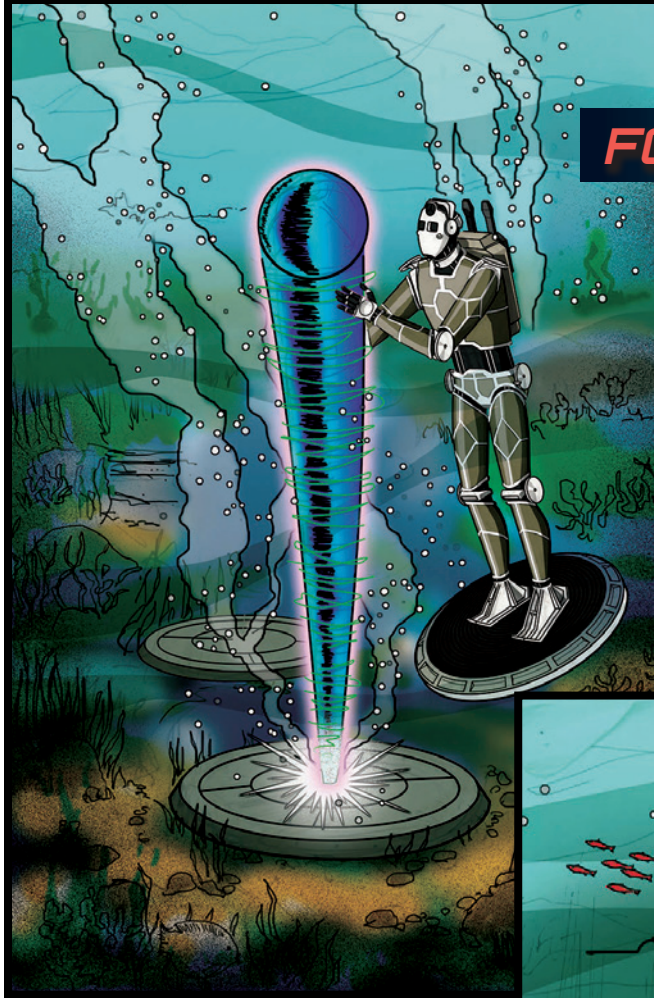
M examines the hatch cover to confirm that it is made of an advanced polymer composite, as suspected.

*In order to breach the hatch, he employs a **Kelioptic Atom Divider**. This device allows him to literally pry open an **atomic-level fissure**, between rows of atoms in the surface of the hatch.*

*The structural integrity of the hatch itself will not be disturbed; thus the **Cloggers'** sensors will not perceive this intrusion as a breach.*

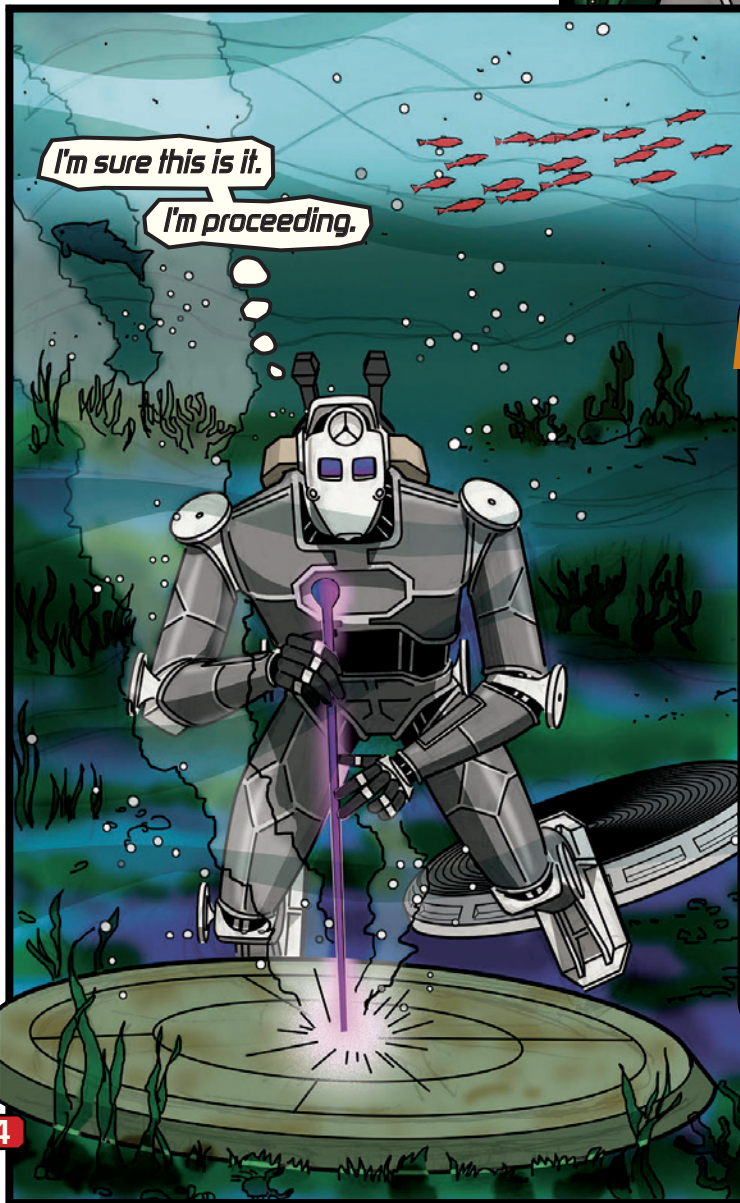


Still no response from Exo...



FORGING AN OPENING...

*As M carefully guides the operation, the **atom divider** increases substantially in size as it continues to expand the opening in the hatch.*



I'm sure this is it.

I'm proceeding.

The process begins...

*Applying pressure, M forces the **atom divider** downward, as it forges an ever-increasing chasm between the molecules in the hatch cover material.*

*The **atom divider** also begins to form a sphere at the top, which will eventually become large enough to act as an **entry chamber**.*

*It will be through this sphere that M will be able to enter the **vent network**.*



That oughta do it.

*With the hatch now fully expanded and the **Induction Sphere** at full size, M prepares to make the jump into the **Sphere**.*

*He reverses the polarity of his body armor. The **Plasma Membrane** will allow him to pass through but it will resist the ocean water. This is very important, because even though the **duct network** is also full of water, any influx of ocean water would create a pressure surge, which could easily be detected by the **Cloggers**.*

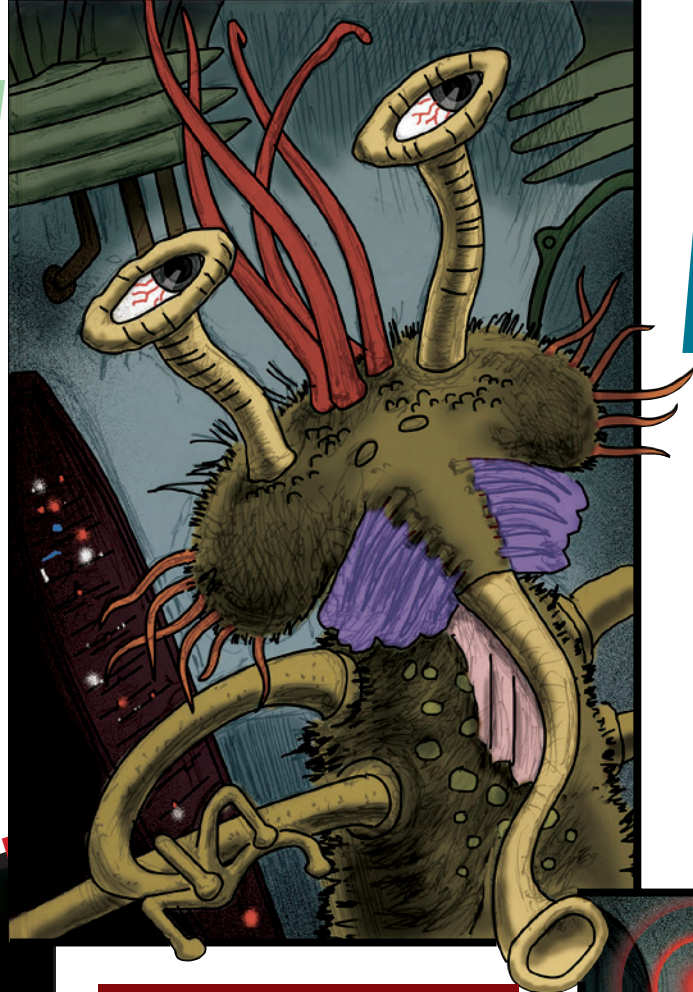


In the blink of an eye **M**, pops through the membrane and is now inside the induction chamber, preparing to descend into the labyrinth of utility ducts.

The **AG-Disk** will contract to a smaller diameter temporarily in order to fit through the narrow ducts.

This is the most delicate part of the operation. Nevertheless the expertly-trained **Cyad-M** executes each step of the process with absolute precision in order to avoid detection...

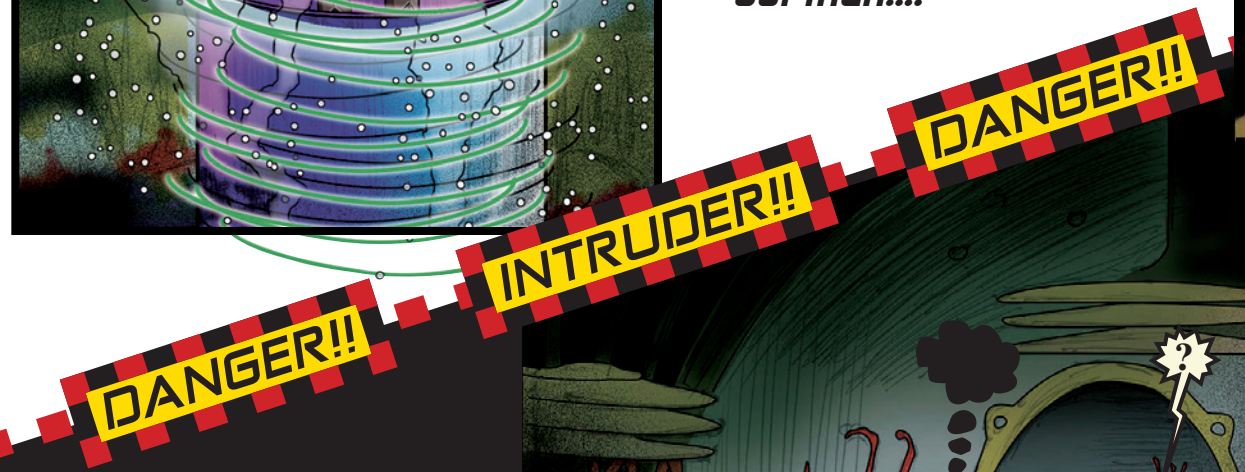
but then....



As alarms sound throughout the base, the **Cloggers** immediately spring into action, sending sentries to all key entrance points, with an extra focus on the **storage tank** area...

At the same time, the **Clogger Commander** sends an alert to the private security team who have been subcontracted to provide extra protection in emergency situations.

However, depending on their proximity, they may not arrive in time to make a difference.

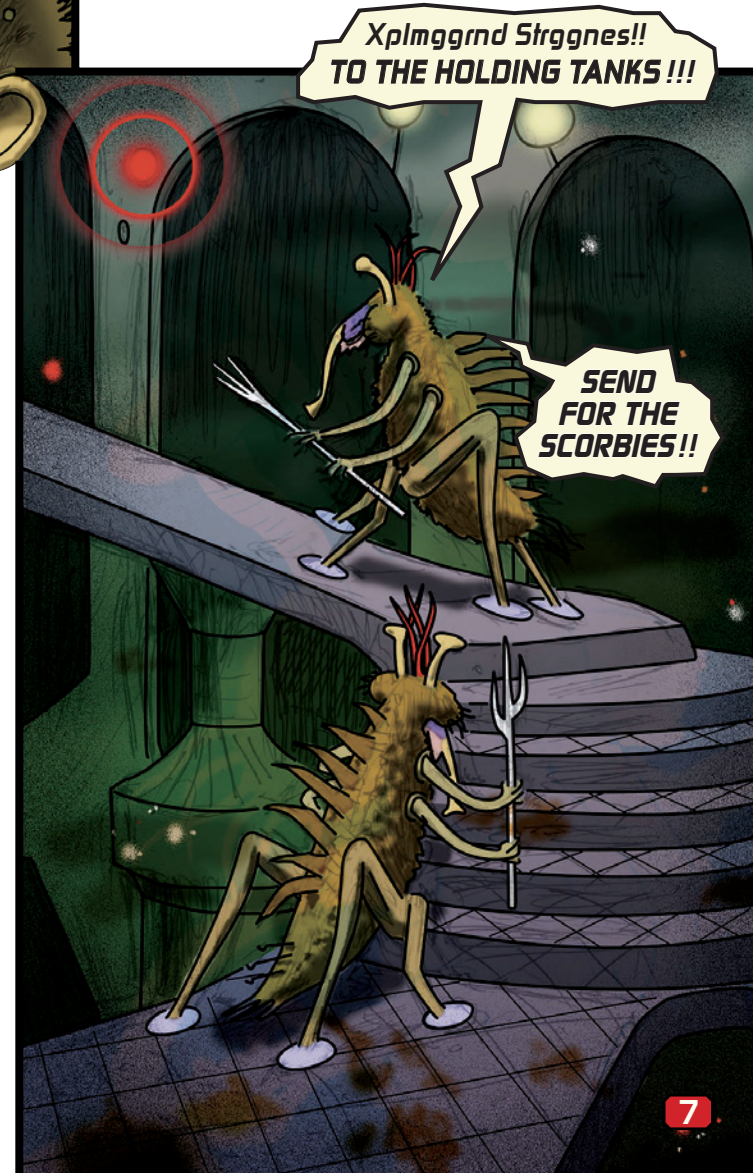


UNFORTUNATELY the Induction Sphere did in fact cause a very slight pressure change and now the **Cloggers'** sensors have been triggered.

M will have to move fast in order to make his way to the inner storage tanks before the **Cloggers** are able to mount any substantial resistance, but since he has not been able to communicate with his Command Unit, he is still unaware that he's been detected.



Armed with super-charged field prongs, **Cloggers** begin fanning out throughout the dingy, poorly lit base, as they speculate as to what type of intruders they may be facing.





BImmgrbtz
Schplctn^@^1qΣ

Concentrating on tank #1, Cloggers peer through numerous portholes, looking for any activity.

These tanks are normally used to house captive sea creatures, but this tank was also used as a holding bay for a very large creature often referred to as a **Tarkadon**. This behemoth has the unique ability to filter tiny particles of **gold** directly out of seawater.

It's not in this tank at the present moment as it had been sent out to feed on lichen on the ocean floor.

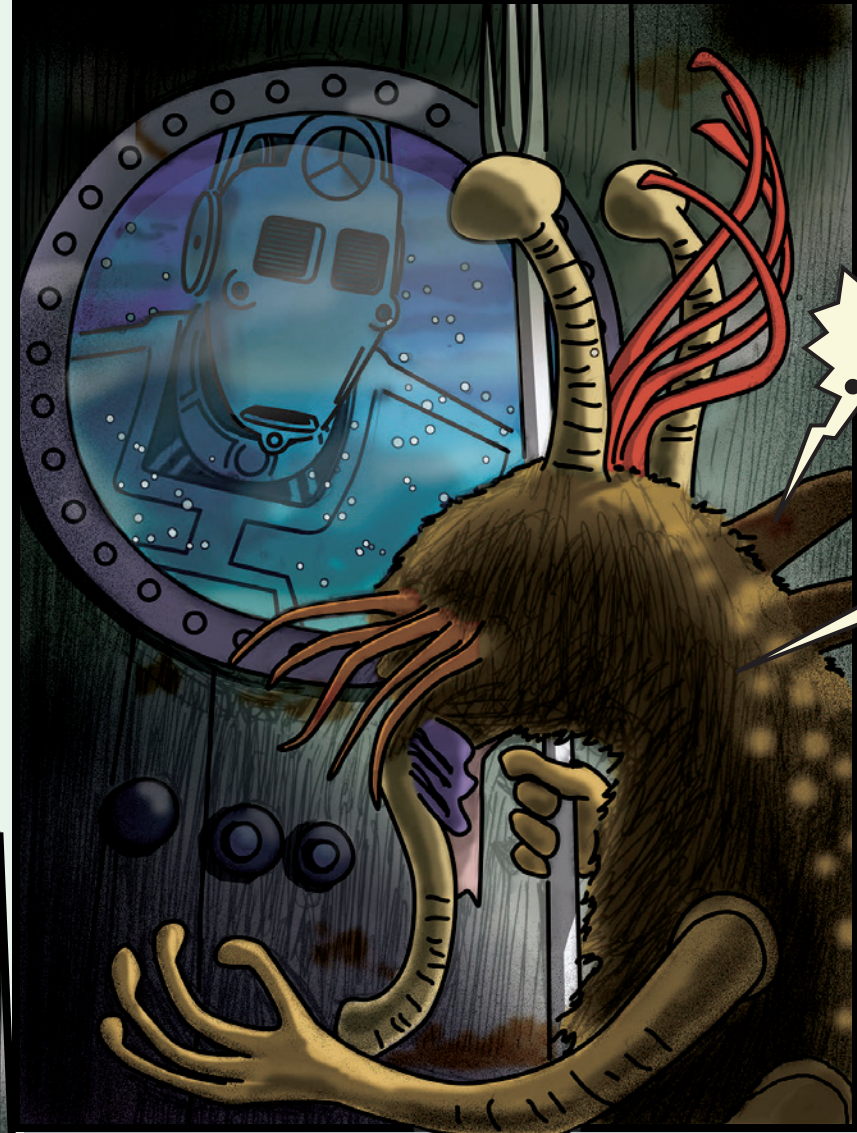
There's movement there.

But something else seems to be in this tank, as the Cloggers quickly realize. They begin to perceive what appears to be some sort of **mechanical object** moving around in the murky water.

Xplmggrnd Strggnes
Rgr!!! LVV áB'' æΣ @^m''!!!!

Seal all hatches immediately!!!! We must keep it contained in the holding tank!!!

Then we can compress the walls and squash it like a bug.



The Clogger is suddenly confronted face to face with a horrid looking entity peering back at him through the porthole.

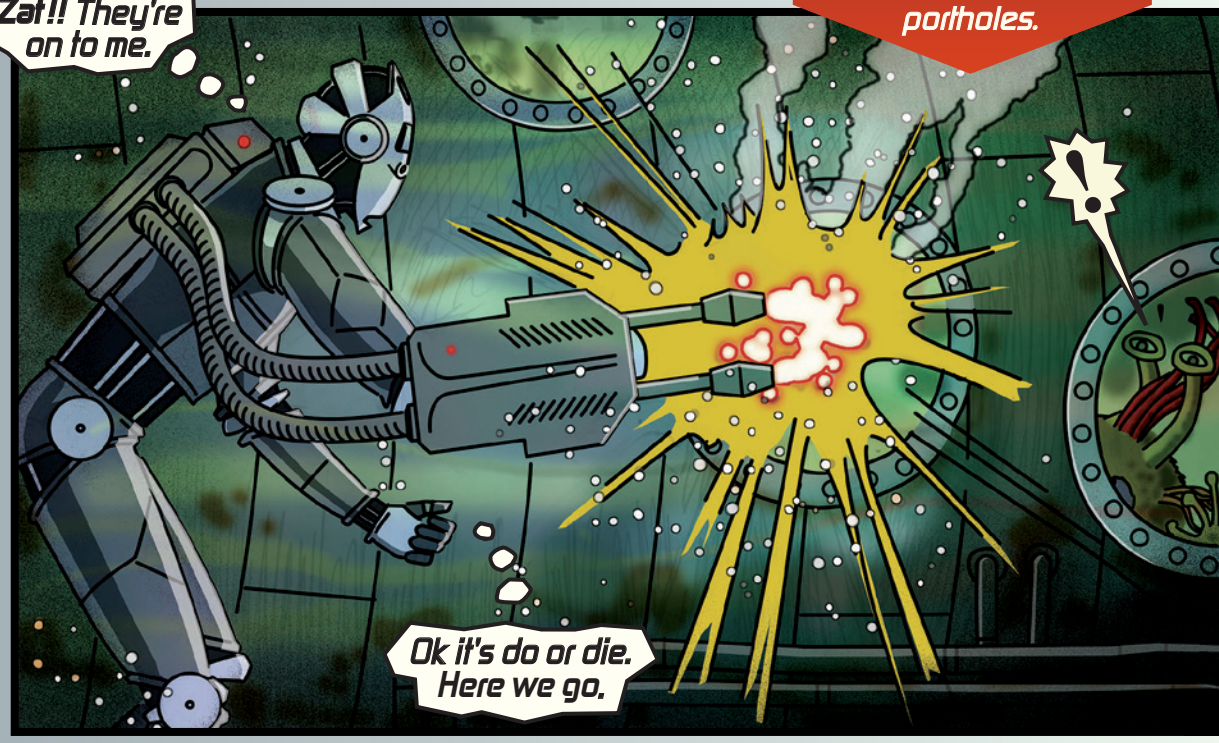
&*Mfimmprc5•ηρρ5!!
It's absolutely hideous!!

Wretched!!

It must be destroyed!!

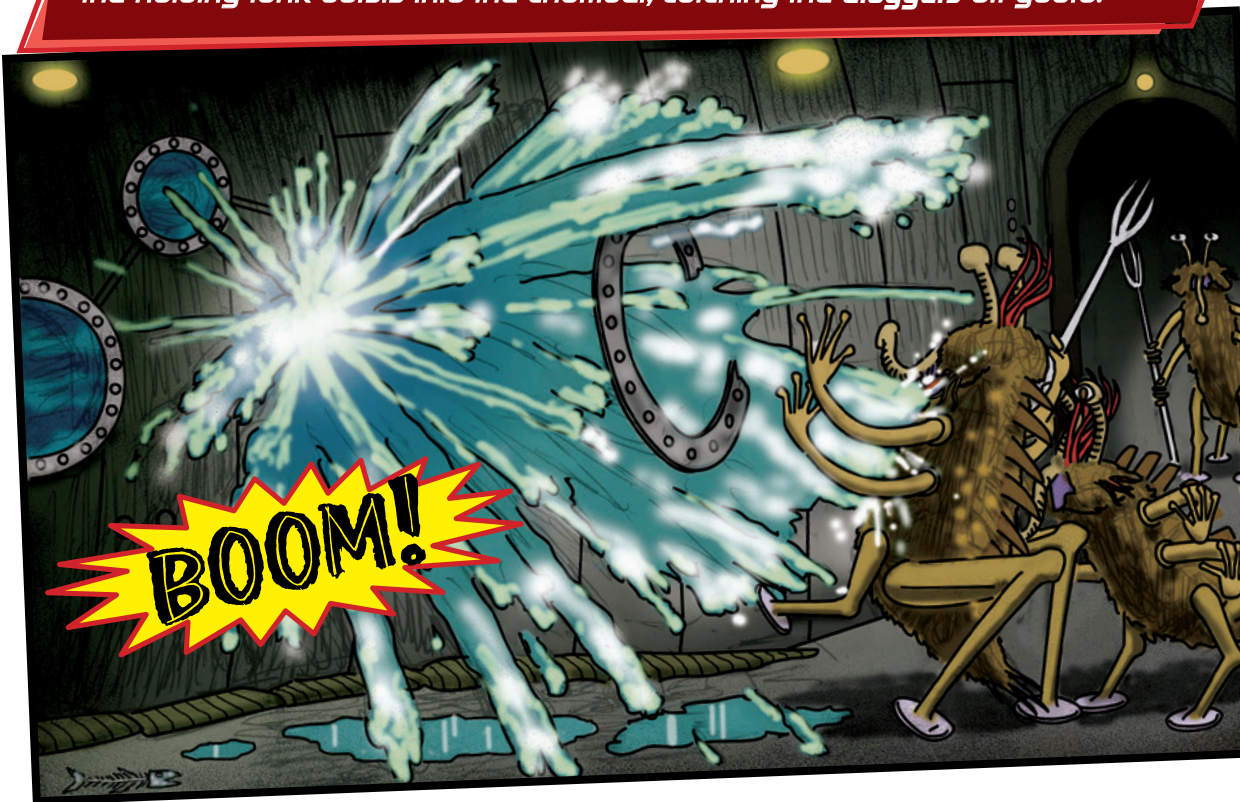
Meanwhile **Cyad-M**, realizing he's been detected, immediately takes the initiative, using his **Atomizer** to disintegrate the molecules in one of the thick polymer portholes.

Zat!! They're on to me.



Ok it's do or die.
Here we go.

As the double-pane polymer porthole window dissolves, the water from inside the holding tank bursts into the chamber, catching the Cloggers off guard.

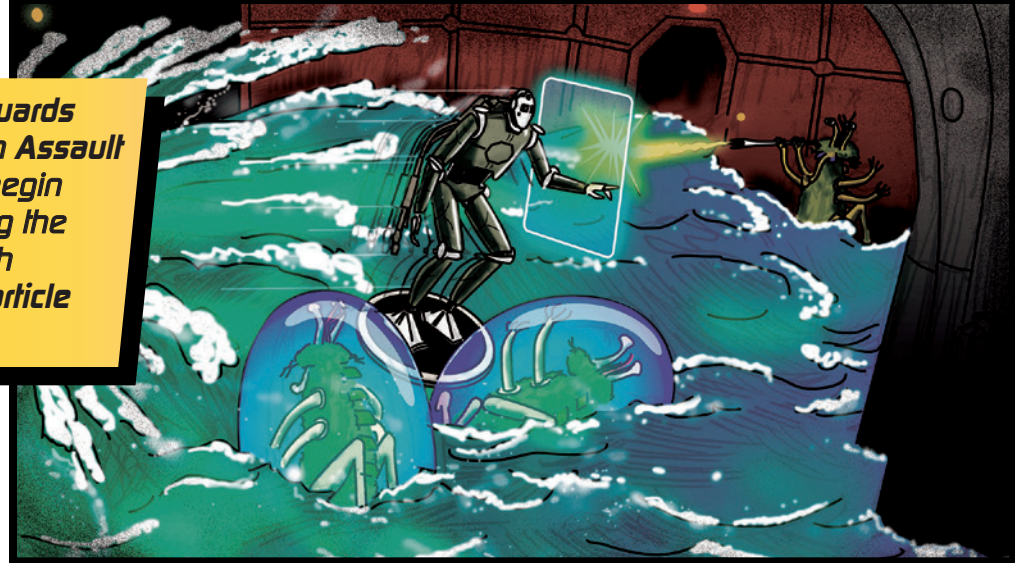


Thrusting forward, **M** immediately switches his **Regulator** to encasement mode, which allows him to neutralize **Clogger** guards by enveloping them in a suspended animation capsule. This renders them completely immobile, but also serves to maintain their structural integrity as they're being sent through the **Vortex Generator**.

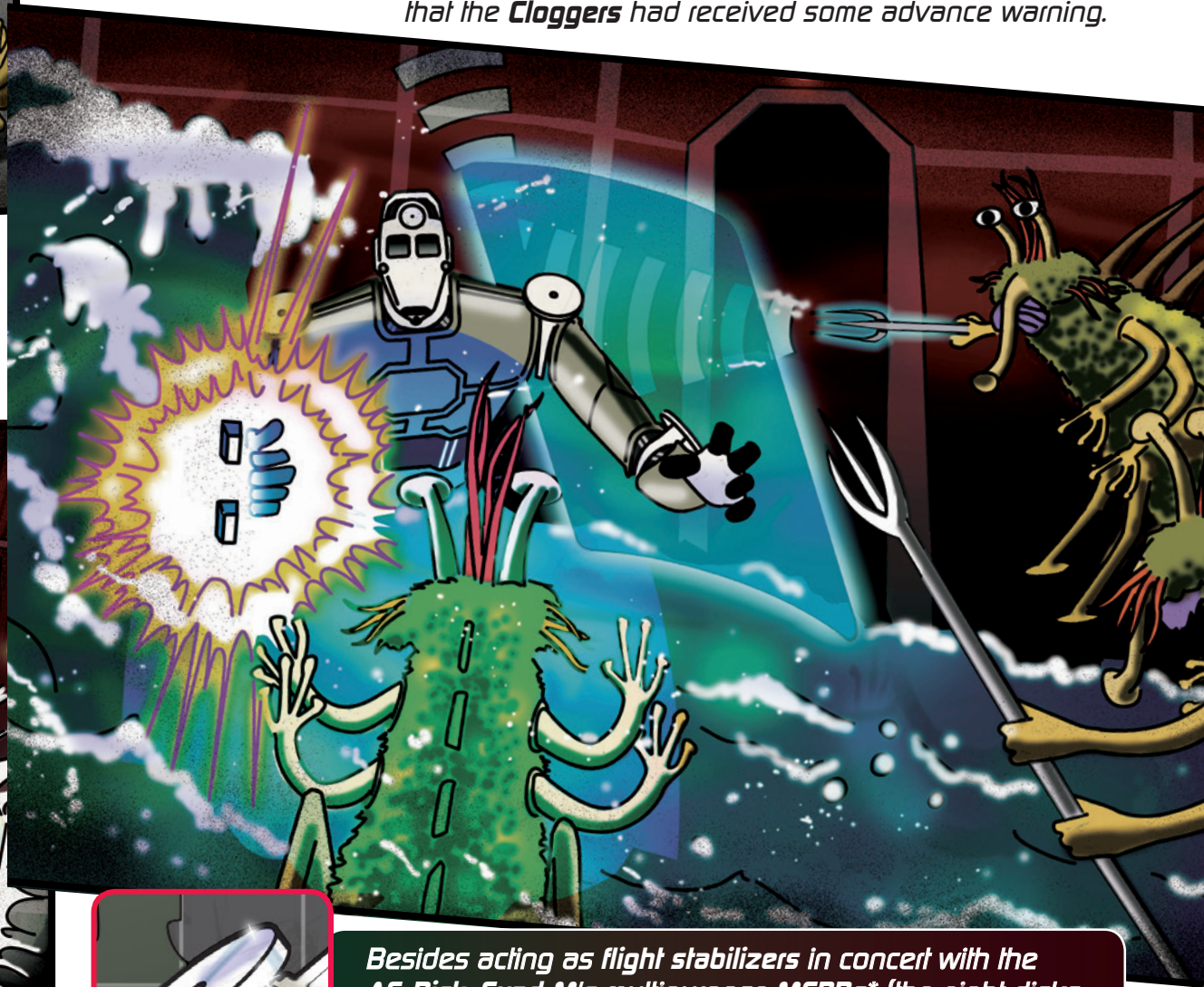


But for now, since his presence has been detected, and with the ducts being sealed off, he will have to battle his way out through the central chambers...

Clogger Guards armed with **Assault Sceptres** begin bombarding the intruder with powerful particle beams...



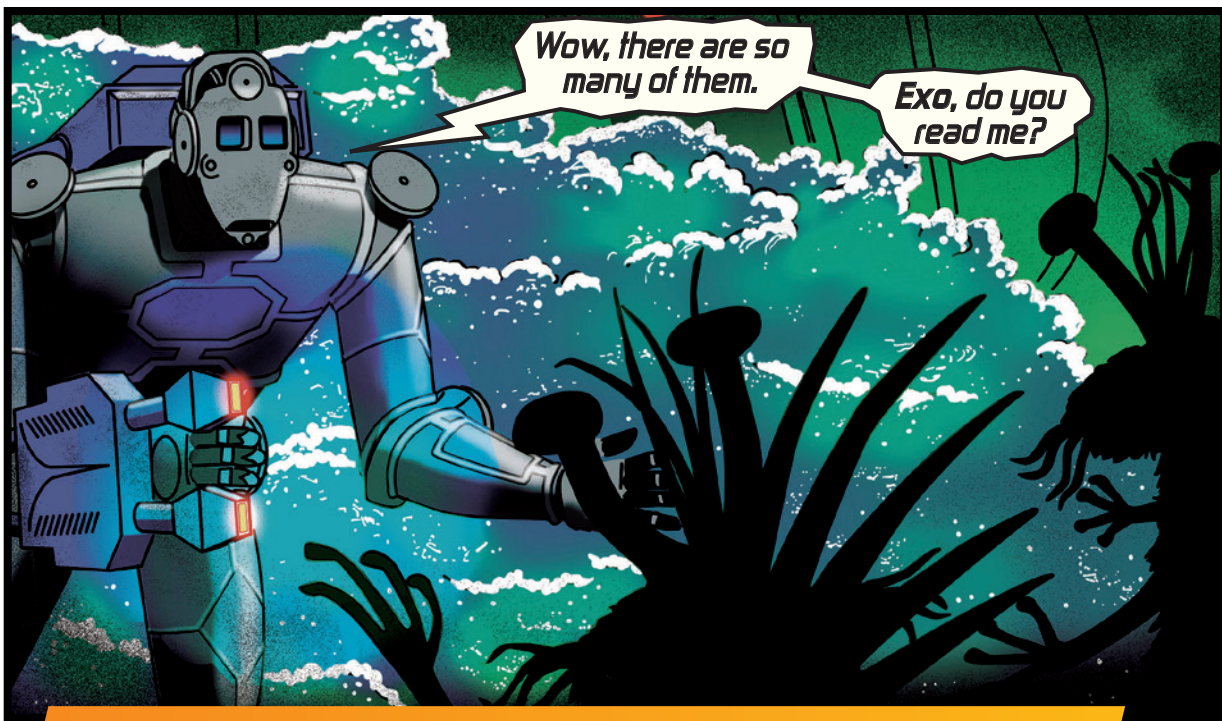
M's Shield Generators automatically deploy as he continues to encapsulate his adversaries, one by one. So far, the resistance is fairly minimal, despite the fact that the **Cloggers** had received some advance warning.



Besides acting as flight stabilizers in concert with the **AG-Disk**, **Cyad-M's** multipurpose **MERBs*** (the eight disks attached to his body suit) also automatically generate **Plasma Force-Field Shields** whenever he is under fire.



***MERB**: Modular External Radial Bearing



Wow, there are so many of them.

Exo, do you read me?

Using the massive influx of sea water to his advantage, M continues neutralizing the last remaining guards before proceeding to the inner power plant where he must place the Vortex Converter.

More heavily-armed Cloggers continue with their attempts to thwart the intruder, this time using a low-frequency disordering beam, which under normal circumstances would turn any living creature's internal organs to jello.

Nevertheless, M's heavily reinforced body suit along with his own radiation proof skin is able to resist this type of assault. Thus, his work continues, unabated...



After making his way successfully into the central region of the Clogger base, M realizes he's surrounded by a seemingly endless number of Cloggers...

And worse... now they're bringing in heavy weapons...

Suddenly, Cyad-M receives a transmission from PL-exo...



Ok, I'm back. Can you hear me?

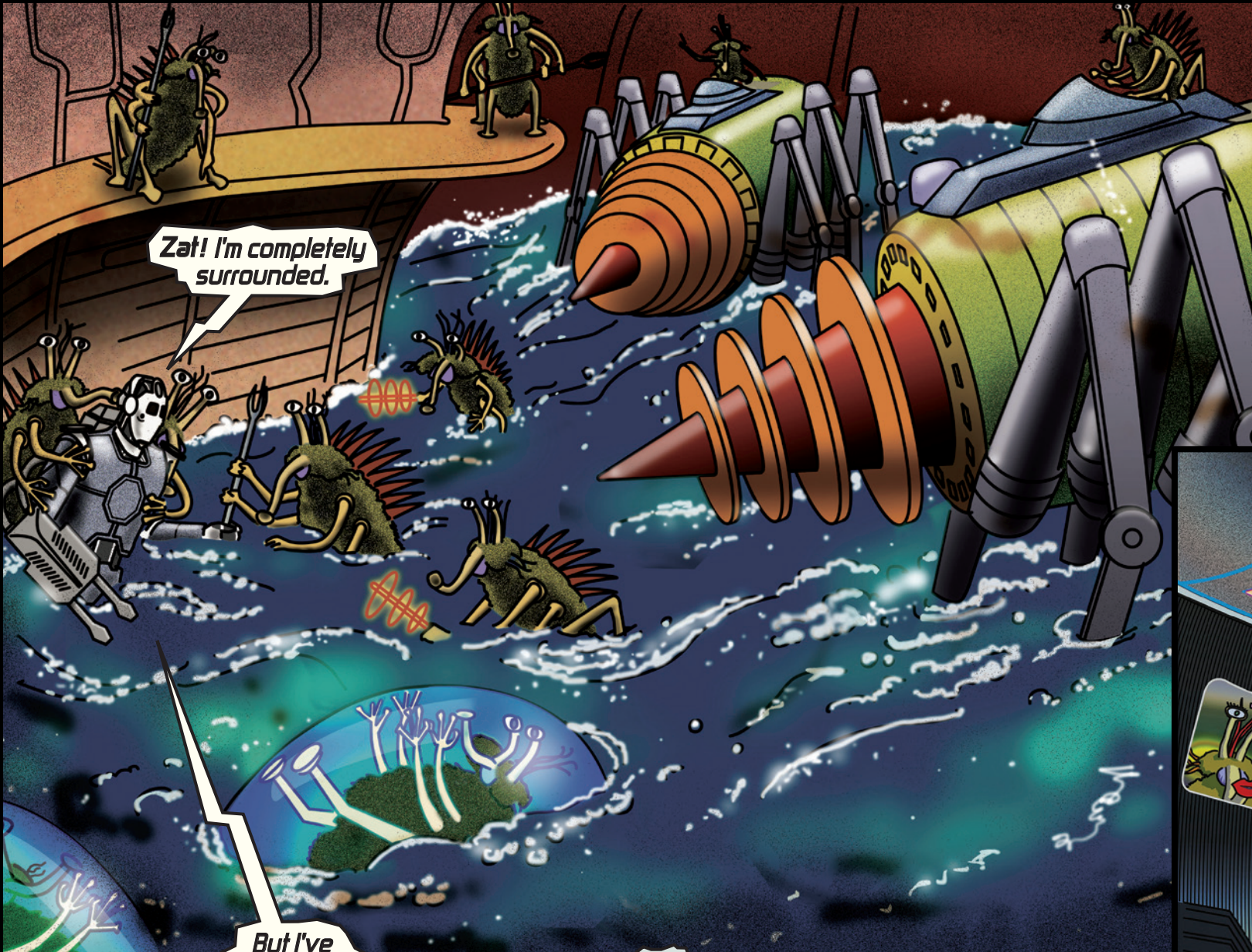
What happened?

More on that later. What is your mission status?

Much worse than I anticipated.

There's no way I can encapsulate them all.

The rest will have to go through the vortex unprotected.



Zat! I'm completely surrounded.

But I've deployed the Vortex Generator.
It's attached to this retaining wall behind me.

Ok.
I will initiate the vortex countdown shortly.
You need to vacate forthwith.

When the going gets rough...

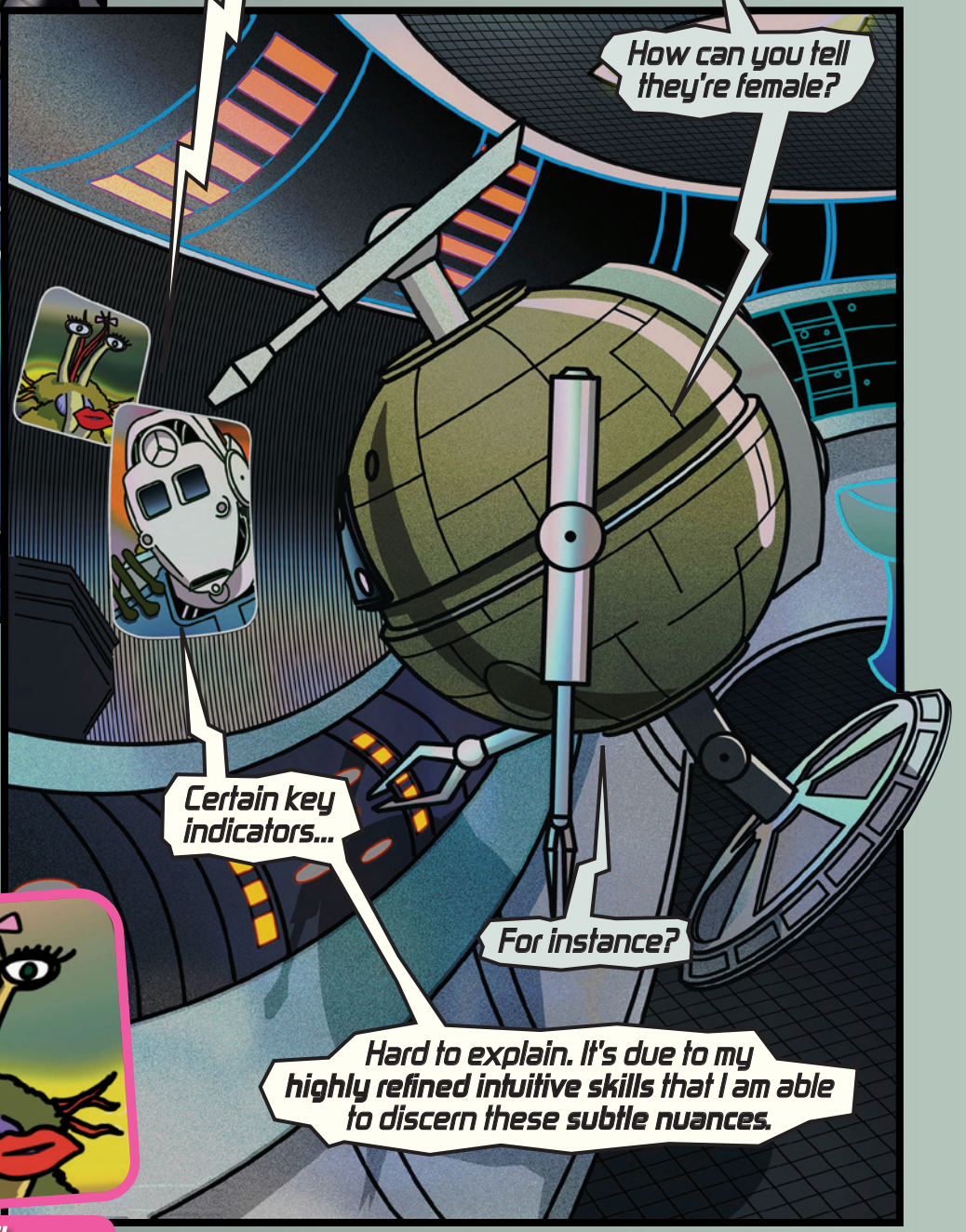
It has become apparent that the initial intel reports of this sub-sea base being relatively unpopulated were unfounded. While completely surrounded and cornered, and at risk of being captured, Cyad-M engages in a tense communiqué with PL-exo at the command center using CTCs (Cognitive Telepathic Communication System) to discuss logistics and try to quickly determine the best exit strategy...

Yes, that's my plan, but I'd like to know where you got your intel on the population of this base?

Darnoplex

Well, they need to do their homework. It's clear that these Cloggers have been reproducing in great numbers. I see there are many females among them.

How can you tell they're female?



Certain key indicators...

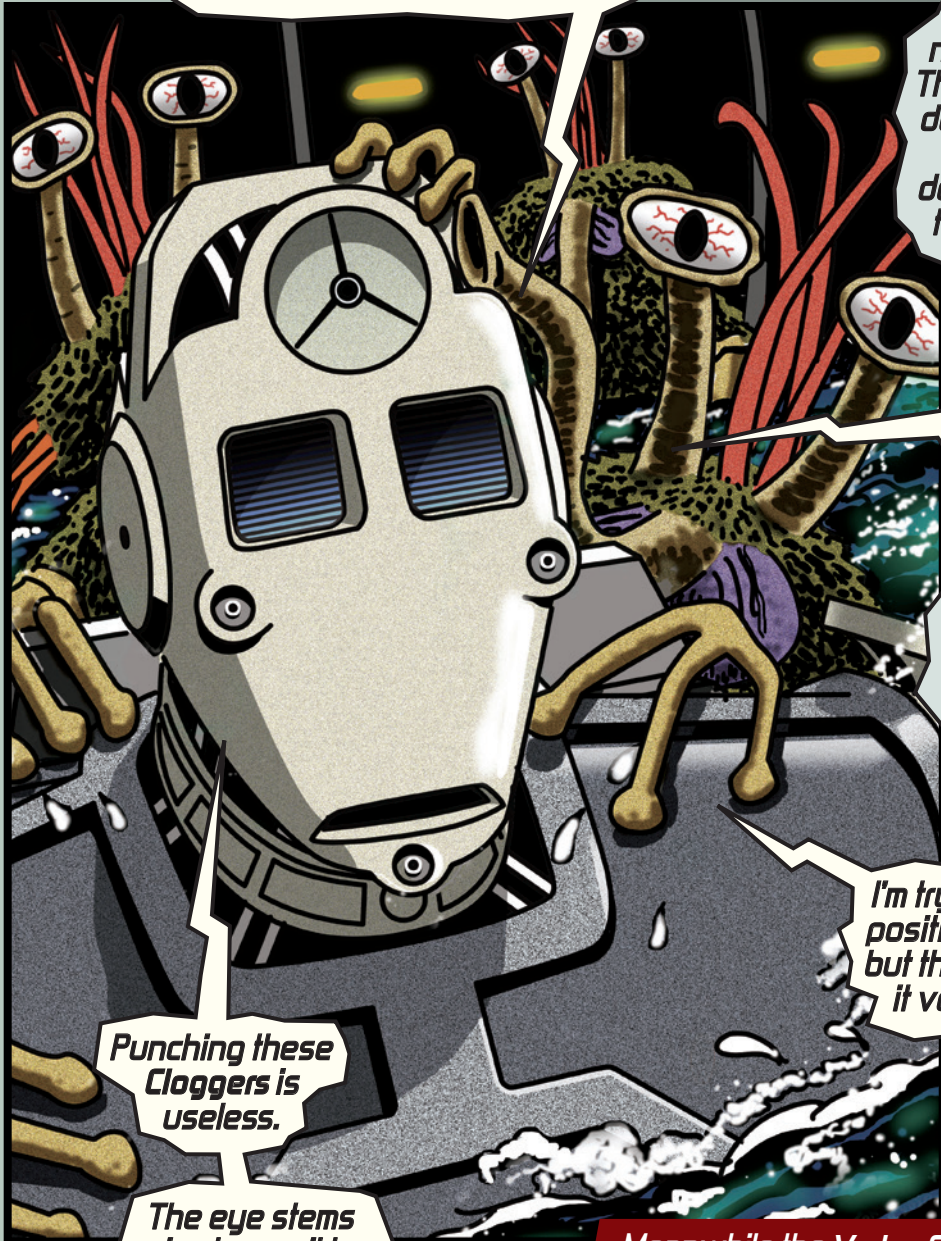
For instance?

Hard to explain. It's due to my highly refined intuitive skills that I am able to discern these subtle nuances.



Female Clogger

That aside, right now I have to contend with these massive boring machines that are bearing down on me...



Oh... they're not boring at all. These are serious devices. Slow on power-up, but devastating once they attain max capacity.

No, I meant... oh never mind.

Use your Regulator to coat the Piercer with a Deep-Freeze Gel. This will neutralize it long enough for you to make your escape.

I'm trying to get in position to do that but they're making it very difficult.

Punching these Cloggers is useless.

The eye stems simply recoil to absorb the blow, while the eyes themselves are shielded by some type of thick, clear, highly resilient covering.

They appear vulnerable yet they're anything but.

Meanwhile the Vortex Generator, now firmly mounted on the retaining wall, has already begun its power-up sequence.



What a nuisance

Well you are in their base.

Holy hell...

Now I know why they call them Cloggers.

Behind you. They're lining you up for a major how-do-you-do.

(Cyad-M switches his face mask to temporary transparency...)



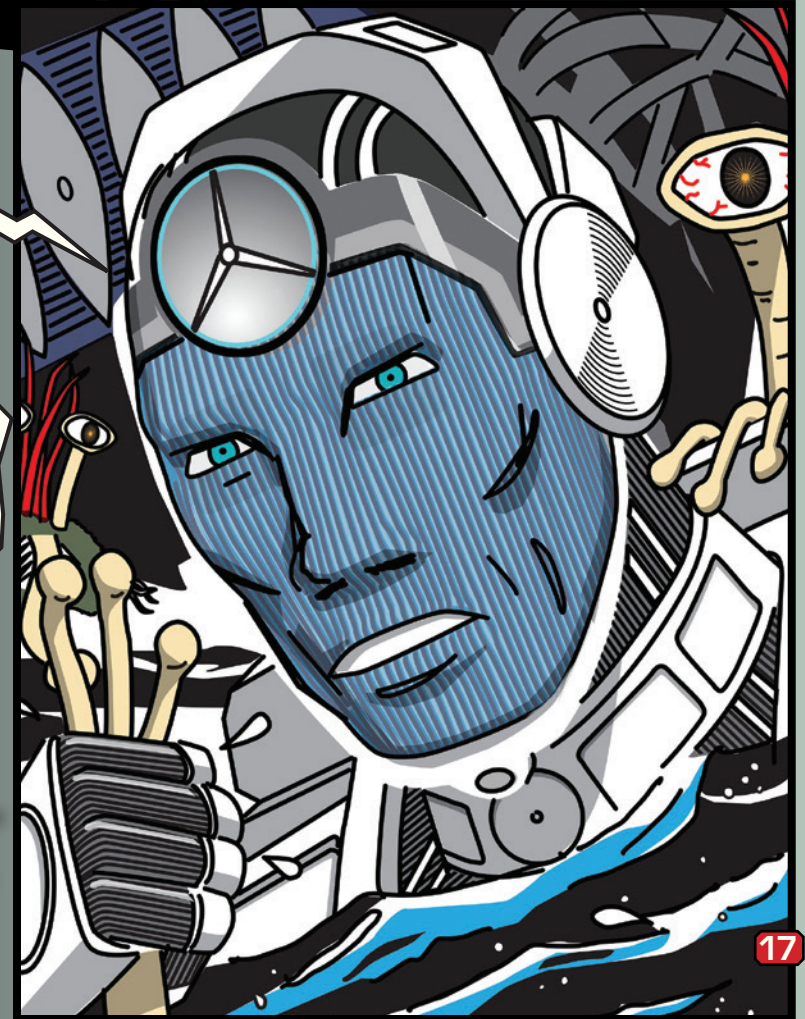
I know!

Still trying to get free from their clutches.

Horrible little things...

Are you seeing this? These finger pods... incredibly adhesive. We need to do a full lab analysis...

**NO TIME!
YOU'RE UNDER ATTACK!!**



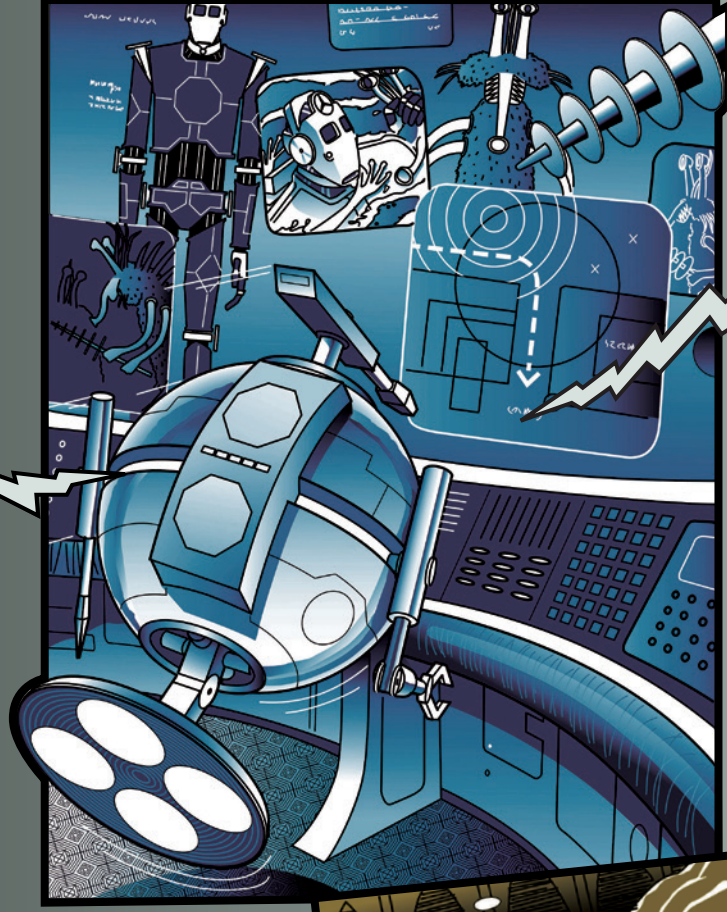
BZZZZTTT WAWA PPPPP

Yes, that's hot.

You need to act immediately!

I'm trying, but the little @*%\$% have me wrapped up again!

There are hundreds. They keep coming.



I am initiating the Dimensional Vortex Countdown Sequence this instant.

You now have exactly 5 Taks to extract or you're going with it.

5...

Oy yoy!! That is intense. I have to move.... got to.... get out of their grip...

Either you hit that Tunneller now, or you're dead. It's as simple as that.

Even your Plasma Shields cannot withstand a sustained charge from this device.



While continuing to fend off Cloggers, Cyad-M takes advantage of a slight break in the action to spin into firing position and nail the Driller with a powerful blast of fast-hardening Super-Freeze Gel combined with a Subsonic Particle Beam, which should neutralize the attack... at least for the moment...

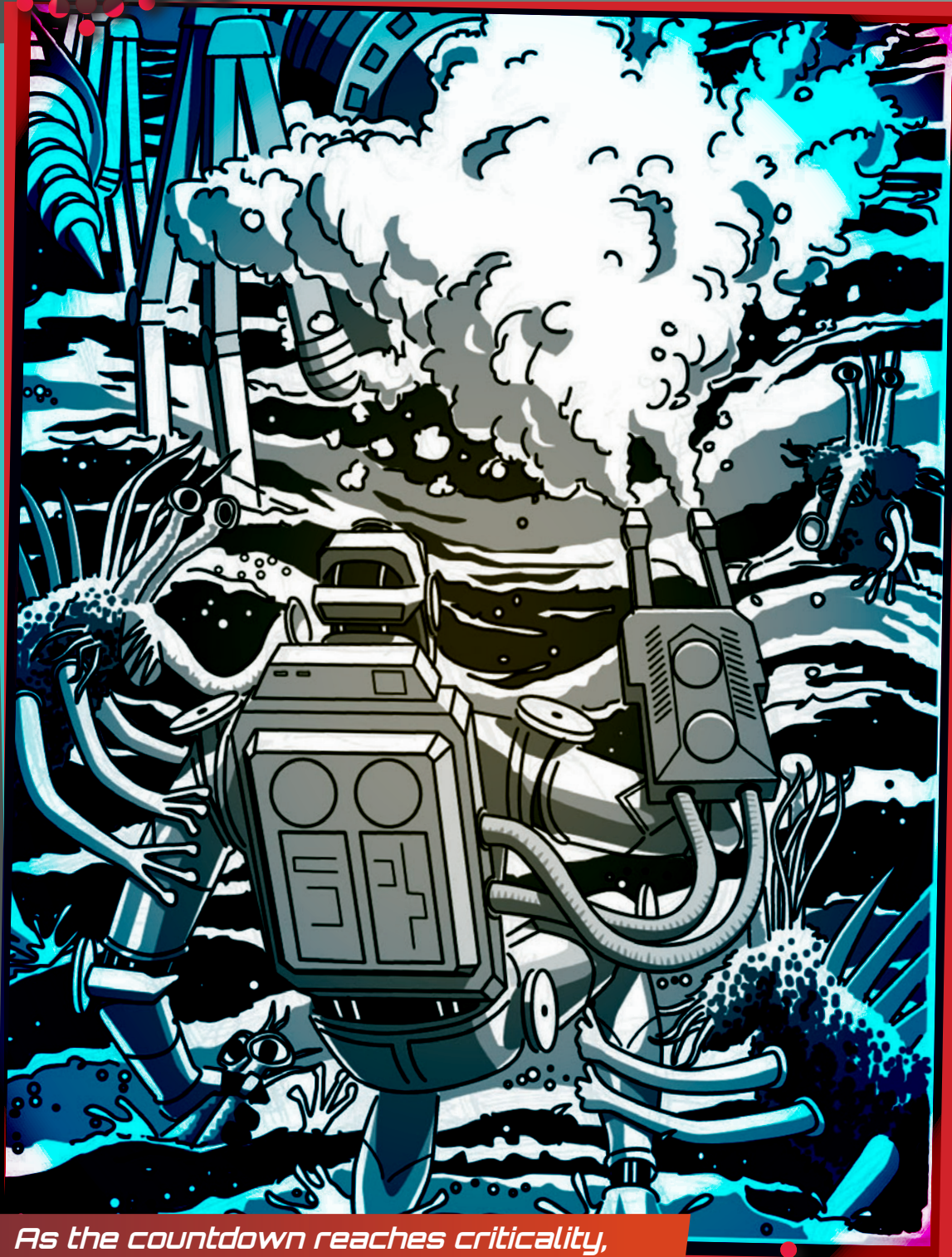
4...



3

THE MOMENT OF RECKONING!

down to the wire....



As the countdown reaches criticality, Cyad-M relentlessly envelops the Drillers with the sticky mass, successfully rendering them ineffective...

2



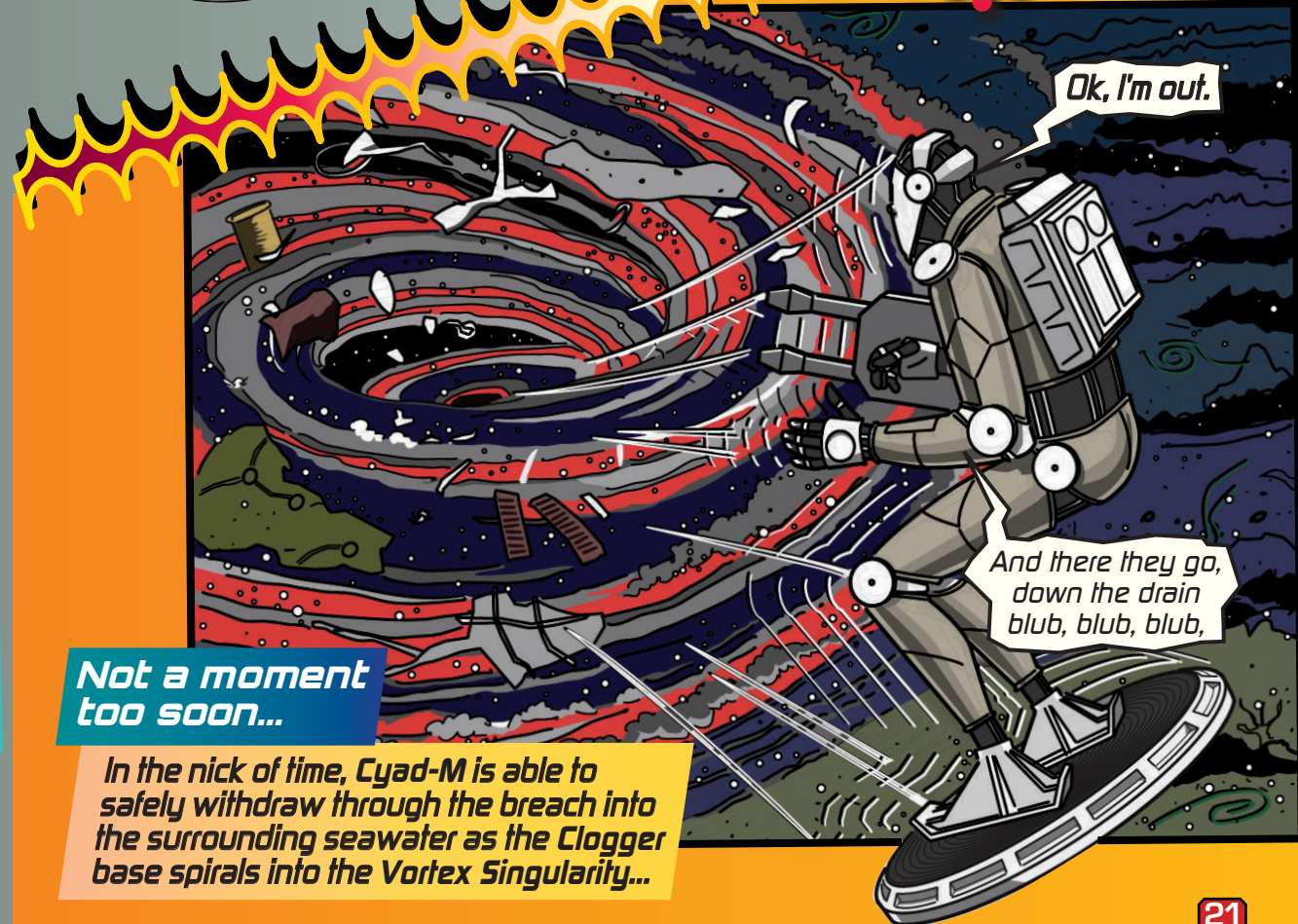
1



EXTRACT!!

Cyad-M spies a breach in the compound wall and heads straight for it at full tilt as Plexo initiates the Vortex Sequence.

0

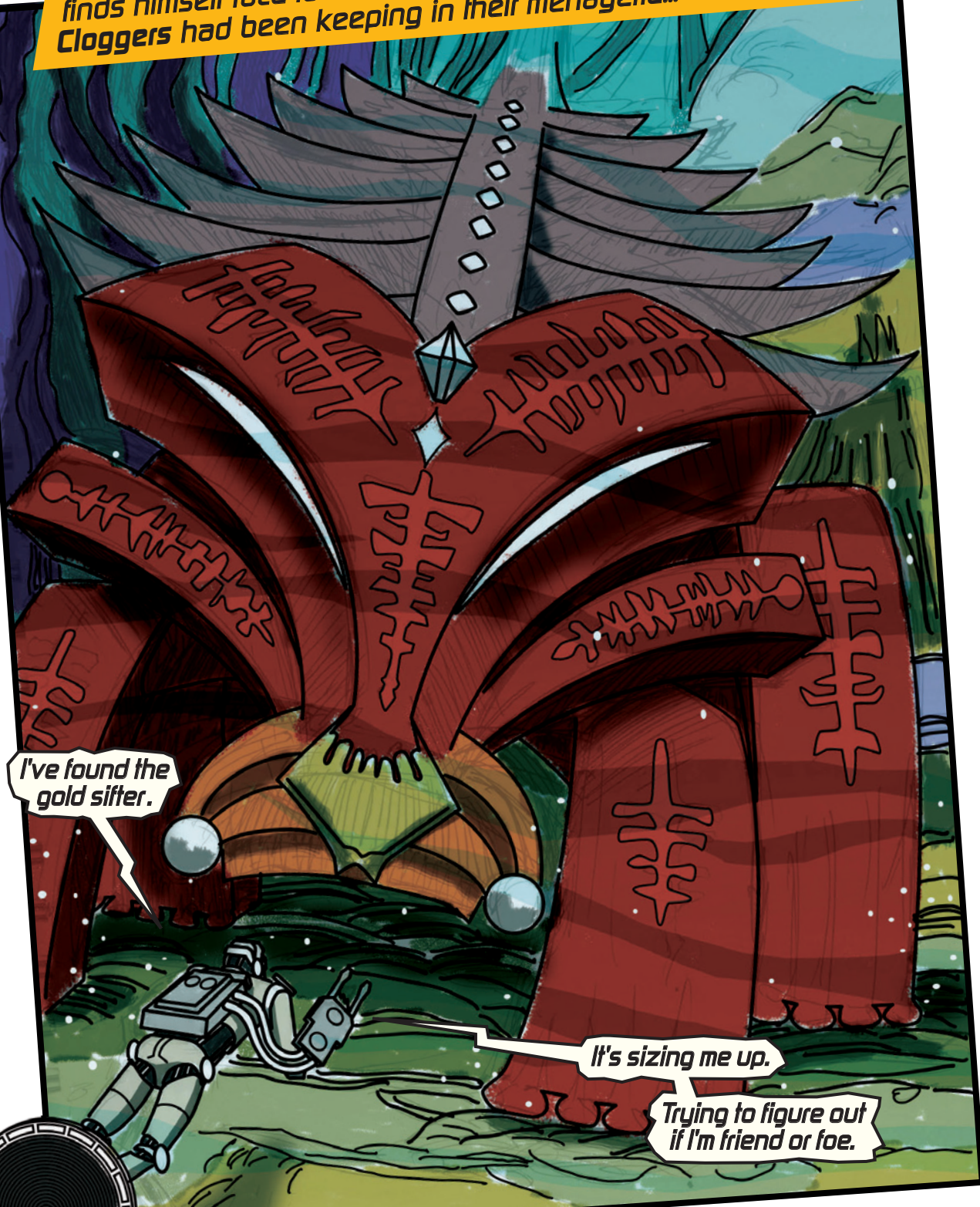


Not a moment too soon...

In the nick of time, Cyad-M is able to safely withdraw through the breach into the surrounding seawater as the Clogger base spirals into the Vortex Singularity...

THE BIG PRIZE...

...No sooner does M escape from the Vortex than he suddenly finds himself face to face with the huge Tarkadon which the Cloggers had been keeping in their menagerie...



I've found the gold sifter.

It's sizing me up.

Trying to figure out if I'm friend or foe.

Tarkadons (a.k.a. the Battering Rams of Agdolen), are relatively common on their home planet of Jenora, however only a handful of them have been transported to Earth.



Be wary...

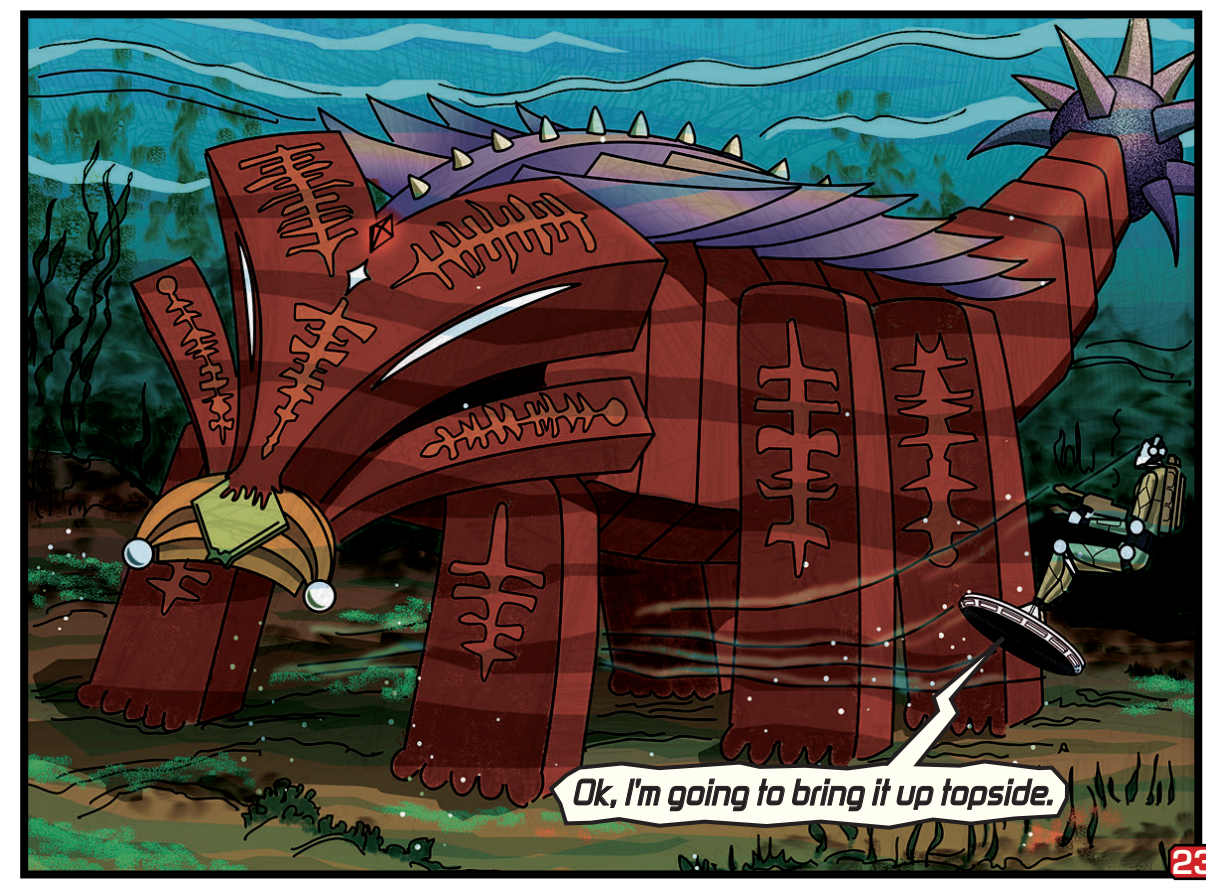
I don't see any guard detail.

Being somewhat familiar with the general nature of Tarkadons, M shows little concern for the dangers it may pose.

He immediately begins devising a plan to bring the Tarkadon to the surface, where it can be picked up by the work platform and subsequently transported to Centrellium.

I think this one may be ill. Or it's been sedated.

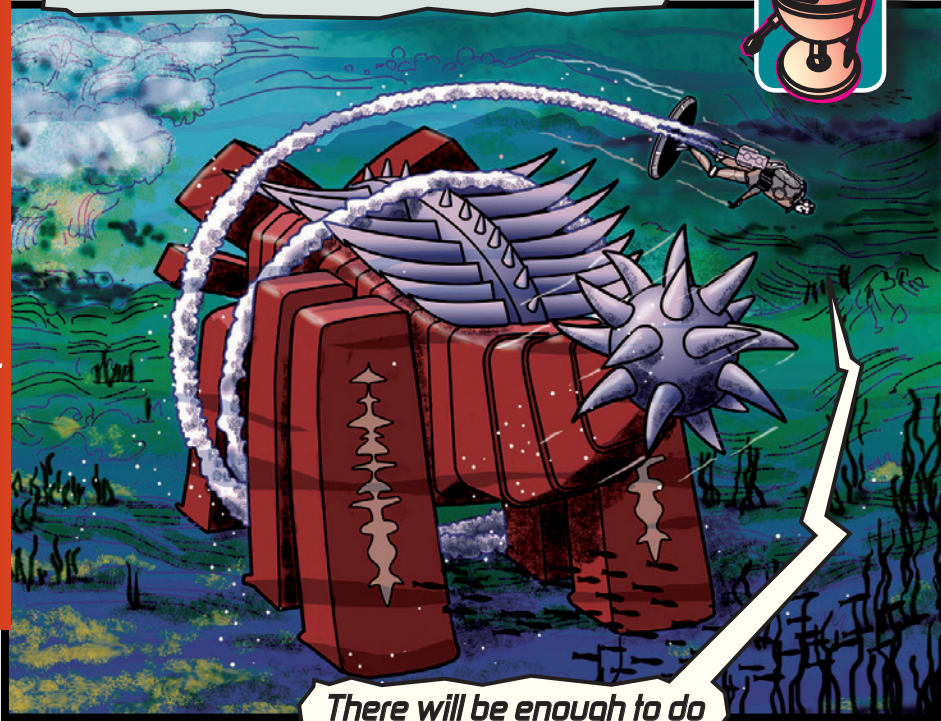
They're usually quite aggressive.



Ok, I'm going to bring it up topside.

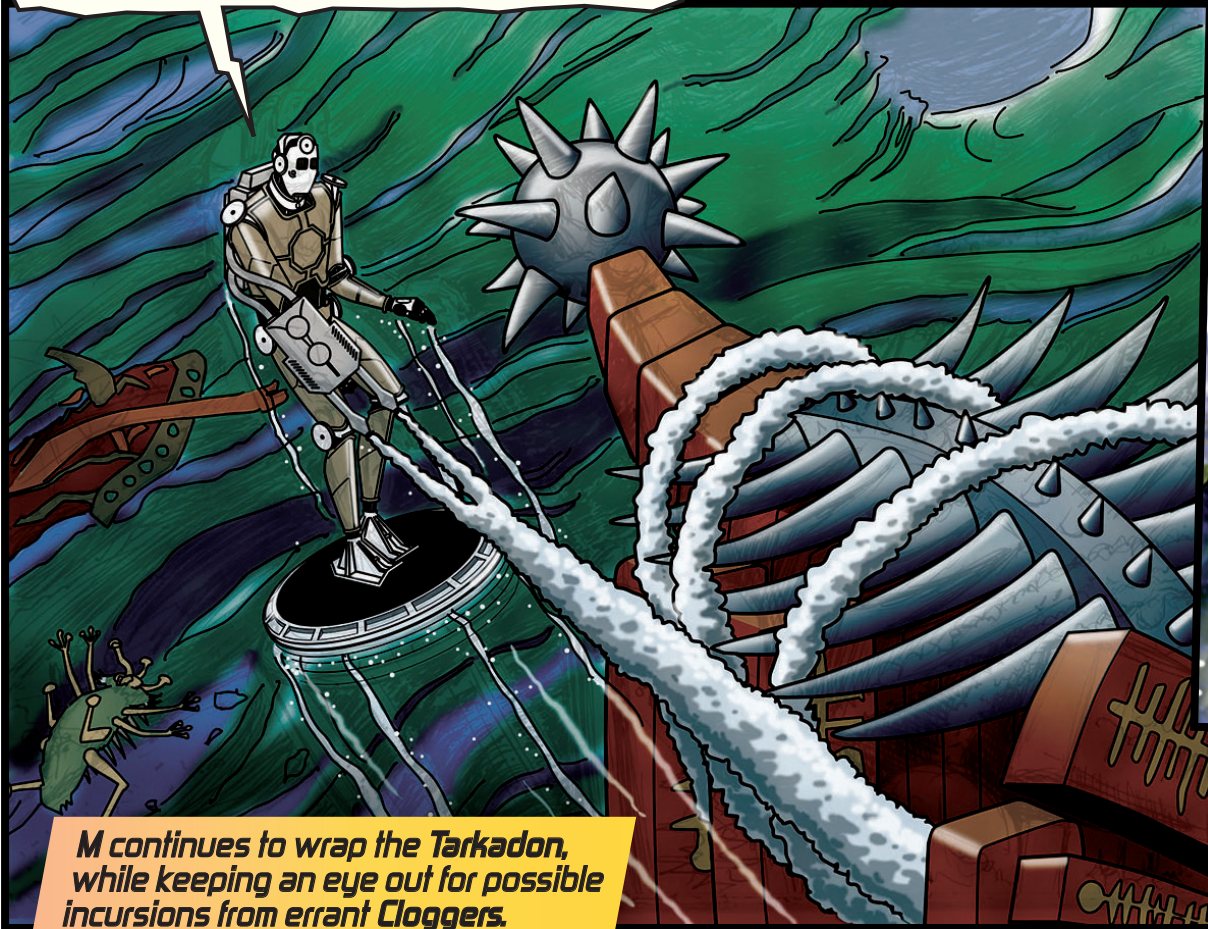
M proceeds to encircle the docile Tarkadon, while expelling Nano-Cord in his wake. He will envelop the creature with a makeshift sling, which he can then attach to the Morph-Pod in order to tow the Tarkadon up to the ocean surface, where it can be intercepted by the Zektoplanar.

You may not have enough nano material.



There will be enough to do this job. You'll see.

We need to get this creature out of here ASAP.



M continues to wrap the Tarkadon, while keeping an eye out for possible incursions from errant Cloggers.

Don't get too comfortable...



You might be in for some company



As expected...

But I'm sure it won't be anything I can't handle.

As M is working, Plexo informs him that new intel indicates there are possibly other entities who are likely very intent on getting a hold of this Gold Sifter. M is advised to remain on the highest alert and not to engage with any of these potential adversaries, as they could be much more heavily armed than the Cloggers...



We insist that you abandon this quest immediately. Your main mission has been successfully completed.

I'm almost done

Now it's simply a matter of tethering it to the Morph-Pod and I can begin heading to the surface.

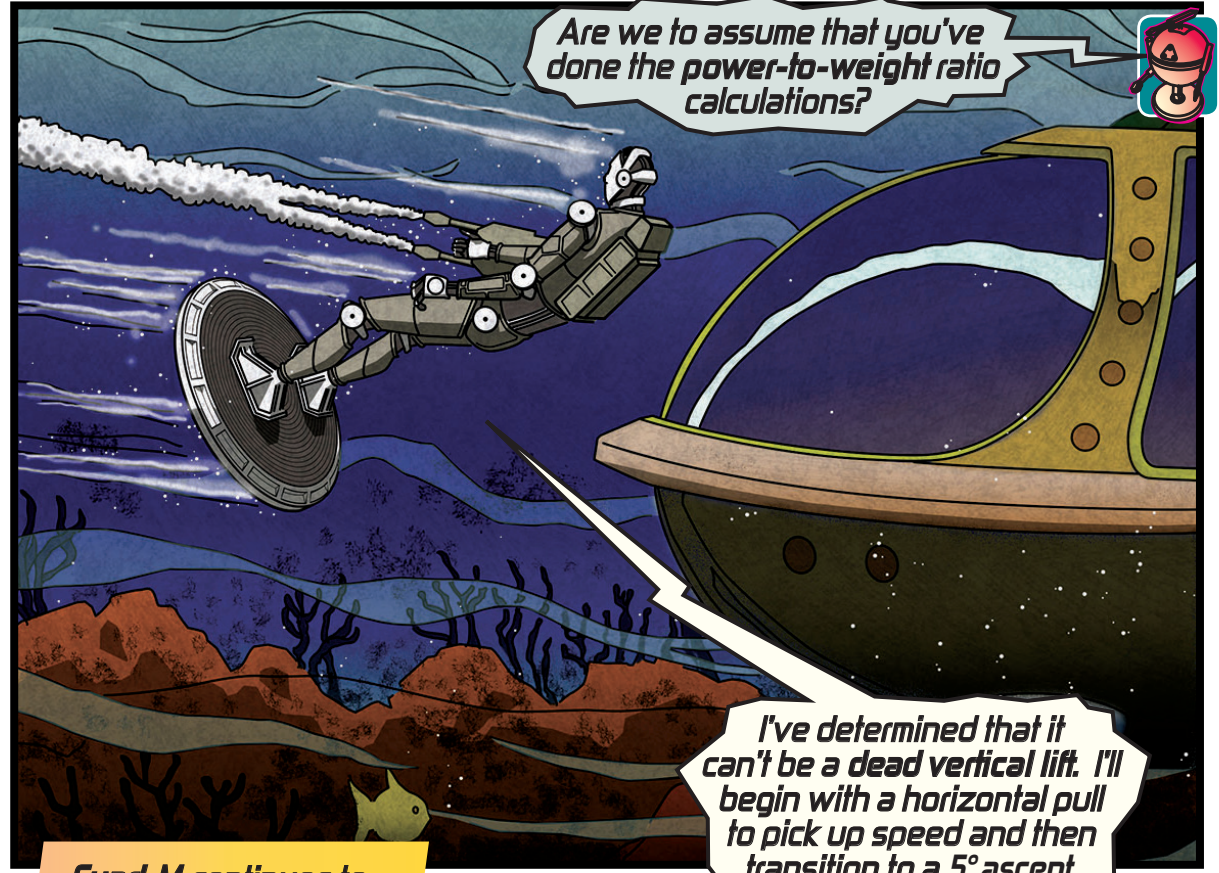


With the last remnants of the Vortex still waning in the distance, M completes the task of wrapping the Tarkadon with Nano-Cord, while Plexo continues to insist that this task may be too dangerous. Cyad-M however is still determined to complete it, seemingly unfazed by the possibility of attacks from any other entities.



Are we to assume that you've done the power-to-weight ratio calculations?

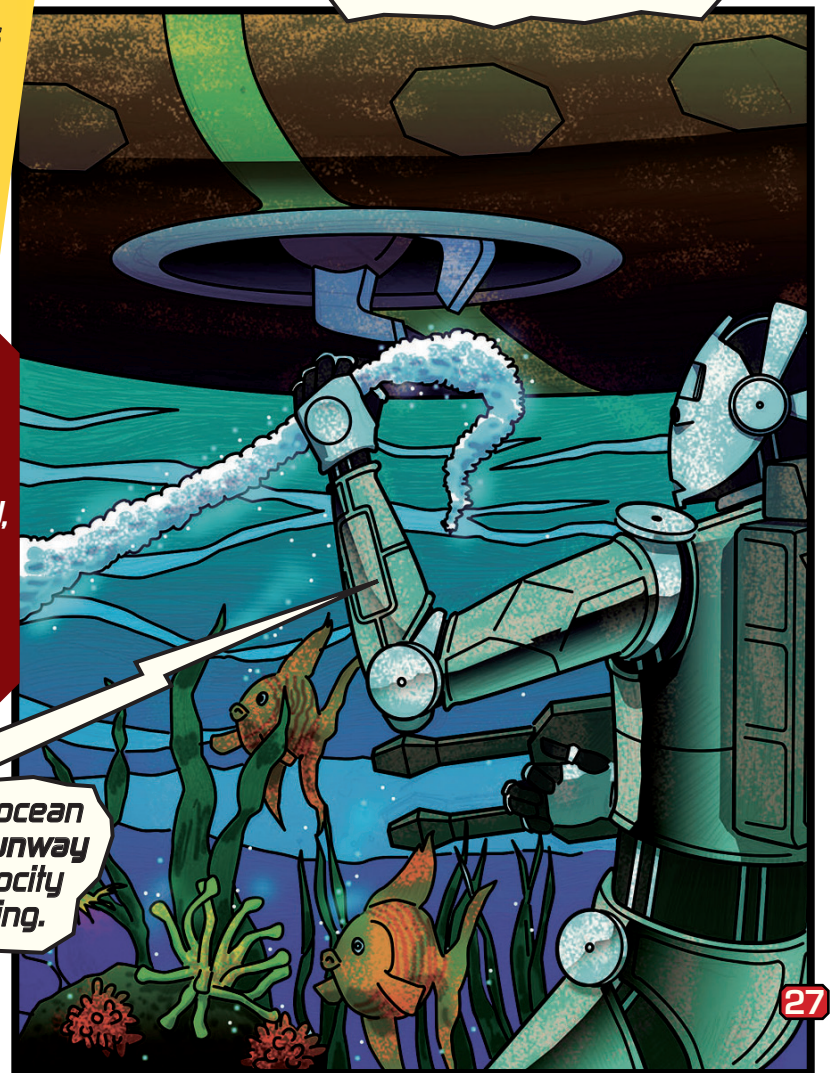
I've determined that it can't be a dead vertical lift. I'll begin with a horizontal pull to pick up speed and then transition to a 5° ascent.

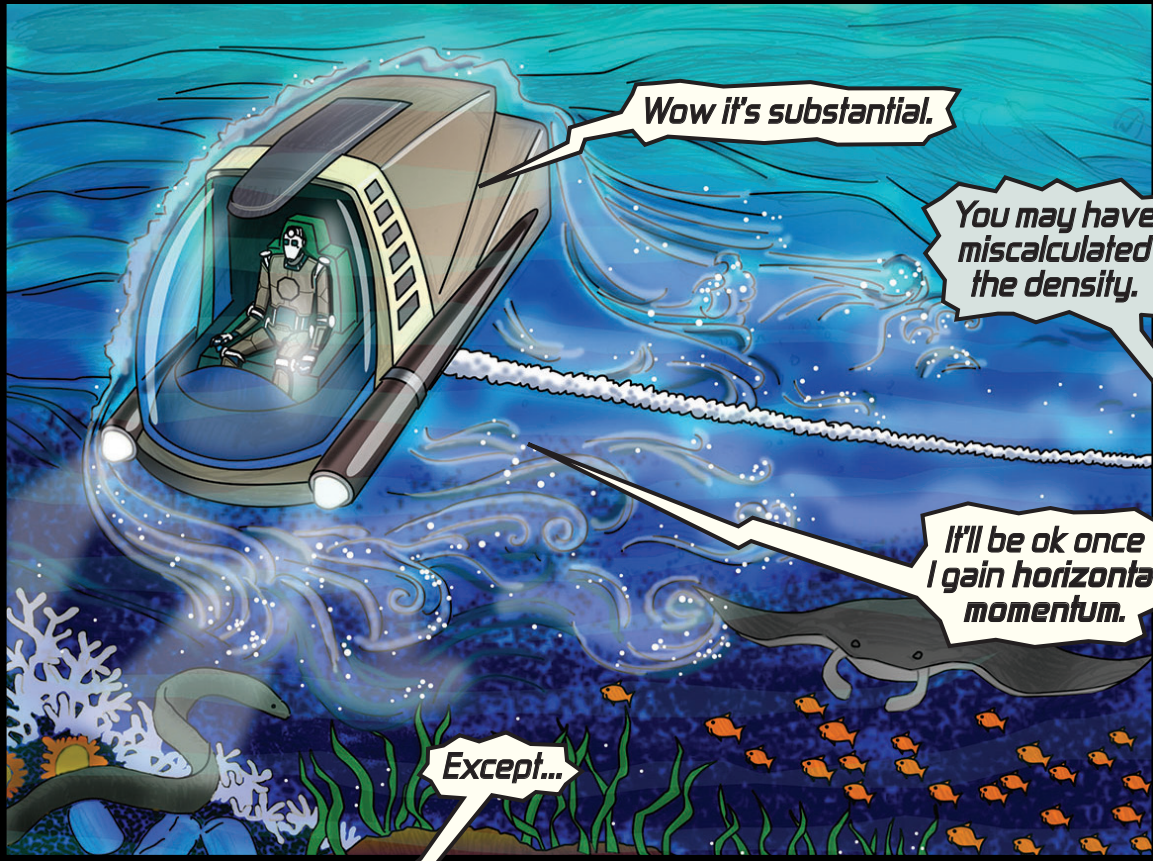


Cyad-M continues to mete out Nano-Cord as he heads back to the Morph-Pod, which, fortunately, is situated relatively close to the Tarkadon....

He then uses the utility clamp on the underside of the Morph-Pod to secure the Nano-Cord, and is now ready to begin towing the creature up to the surface.

There's a long stretch of ocean floor that I will use as a runway in order to gain the velocity I need before ascending.





Wow it's substantial.

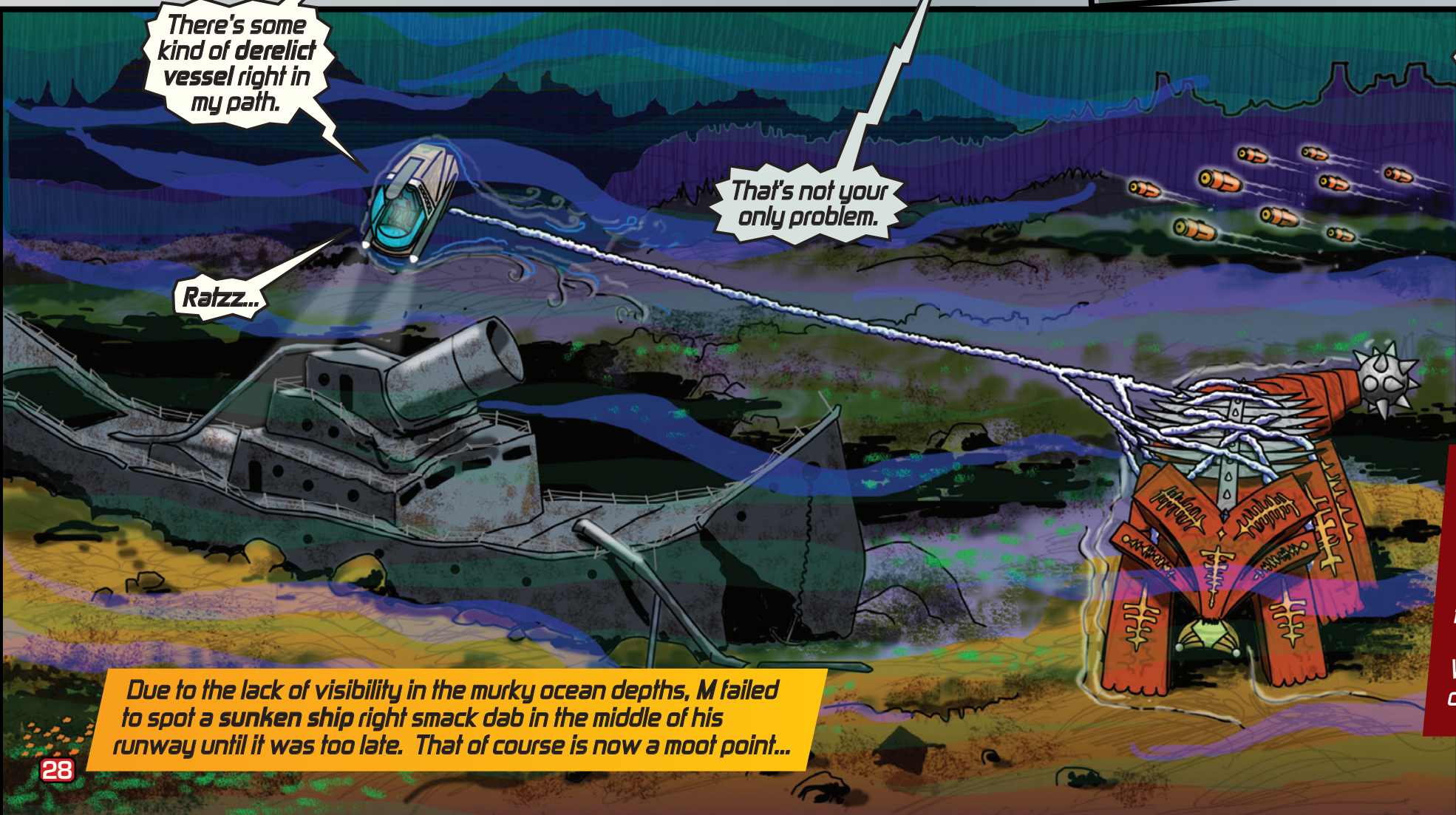
You may have miscalculated the density.

It'll be ok once I gain horizontal momentum.

Except...



Oh K-rap...



There's some kind of derelict vessel right in my path.

That's not your only problem.

Ratzz...

There are nine bogeys bearing down on you hard and heavy at 6 o'clock!



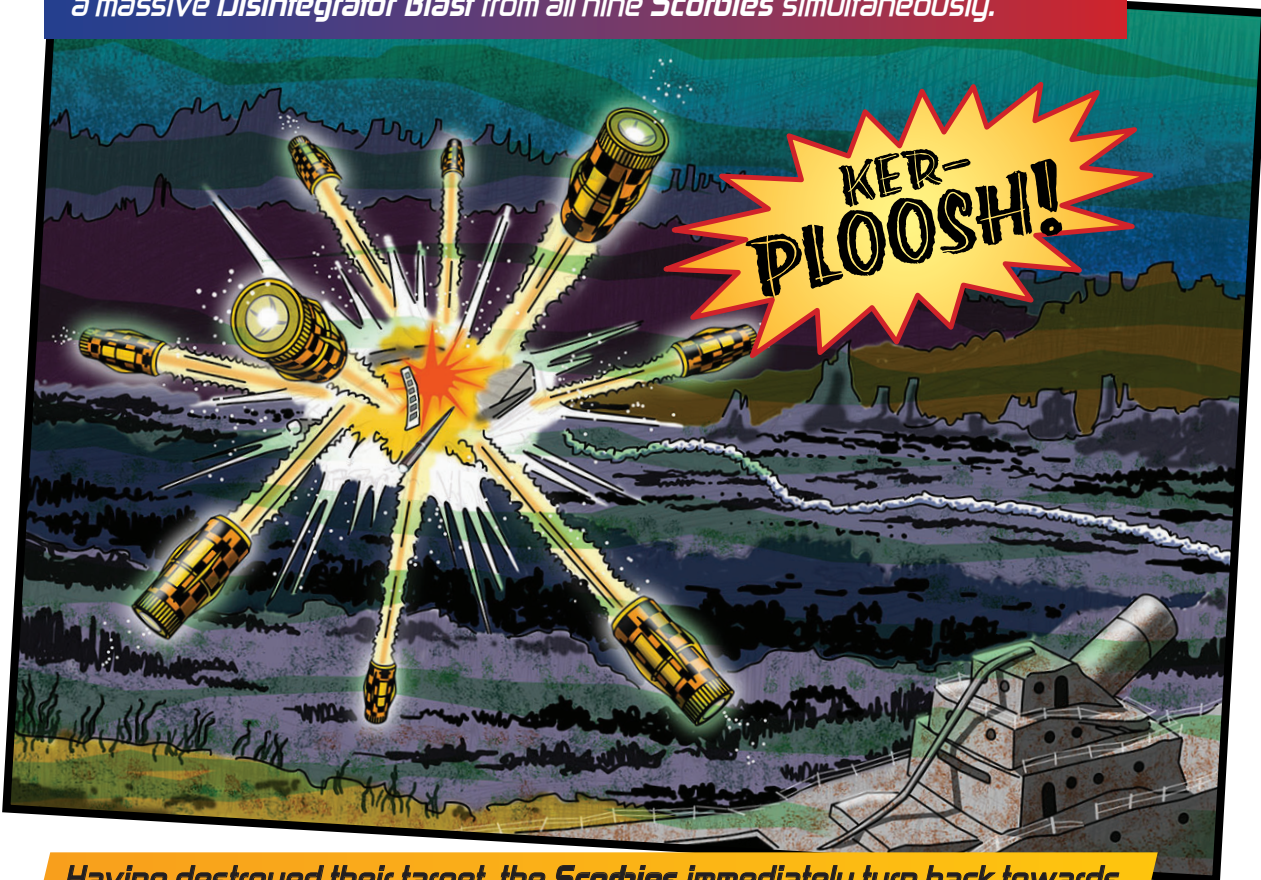
You need to lose your payload and get out of there...

Right NOW!!!

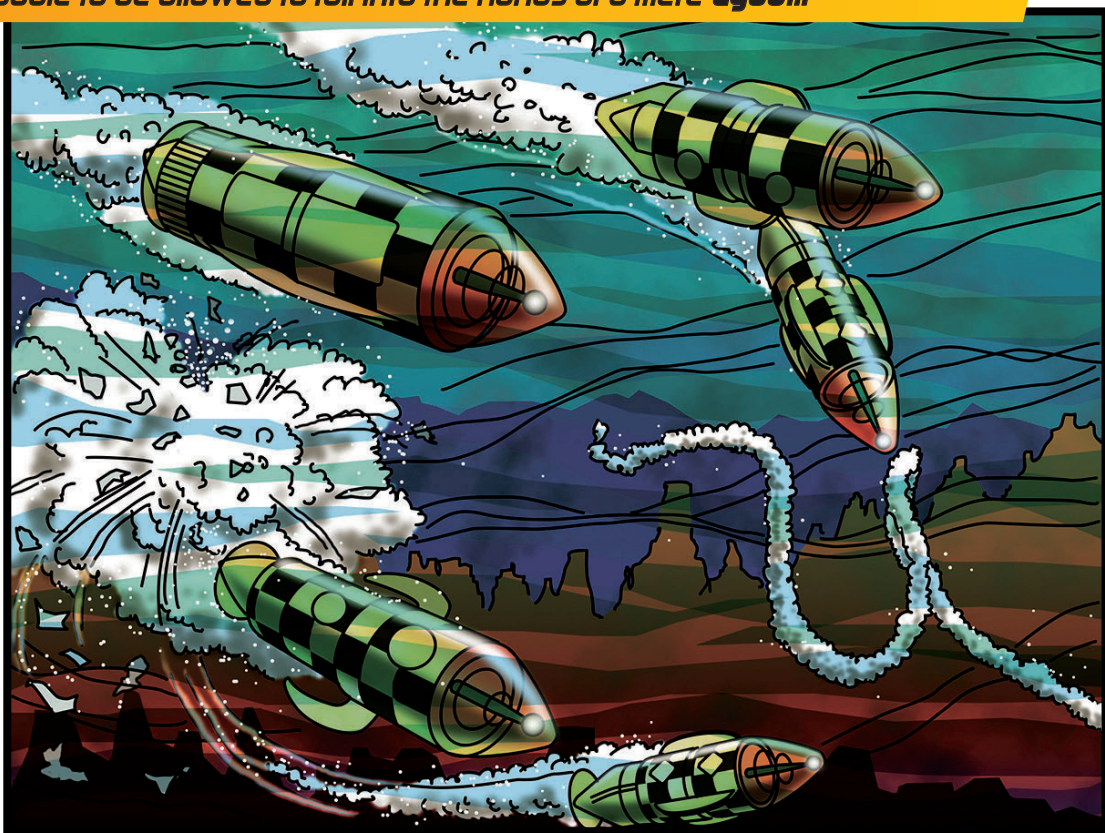
Following a series of poor decisions and miscalculations, Cyad-M has found himself in an imminently dangerous position yet again. This could prove to be far more dire than the last, since these are NOT Clogger craft. Where they hail from, he has yet to determine...

Due to the lack of visibility in the murky ocean depths, M failed to spot a sunken ship right smack dab in the middle of his runway until it was too late. That of course is now a moot point...

But the warning comes too little, too late. The Scorbie attack vessels arrived too quickly and Cyad-M's vehicle is immediately blown to smithereens by a massive Disintegrator Blast from all nine Scorbies simultaneously.



Having destroyed their target, the Scorbies immediately turn back towards the Tarkadon. Evidently, someone feels strongly that this prize is much too valuable to be allowed to fall into the hands of a mere Cyad...



The Scorbies then surround the Tarkadon and envelop it in an Interwoven Energy Field that will allow them to transport it to some far off, unknown location.

And that about wraps it up!



Sadly, this brings to a close the saga of the indomitable Malcolm Ferroid. But the important thing to remember is that he was doing what he loved, right till the end. And now, he's in a better place.... we hope.



We'd like to take a moment to send our warmest regards to all of our readers who were able to embark upon this short journey with us. It was a blast!!

Thank you everyone!

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BUT WAIT!!
Hold the presses!!

It appears that Cyad-M somehow managed to pull a Harry Houdini, just a split second before the Morph-Pod was vaporized!!

M initiated an intradimensional transfer mere microseconds before impact. This capacity is one of the many highly advanced technologies available in his Envirogear, and is particularly useful when it comes to seemingly inescapable situations such as this.

WOW!!



!
 Nicely done.

I'm ok.

He's ok!!

We're back in business!!

The saga continues after all, for all you hardcore Malcolm Ferroid fans! Woohoo!!

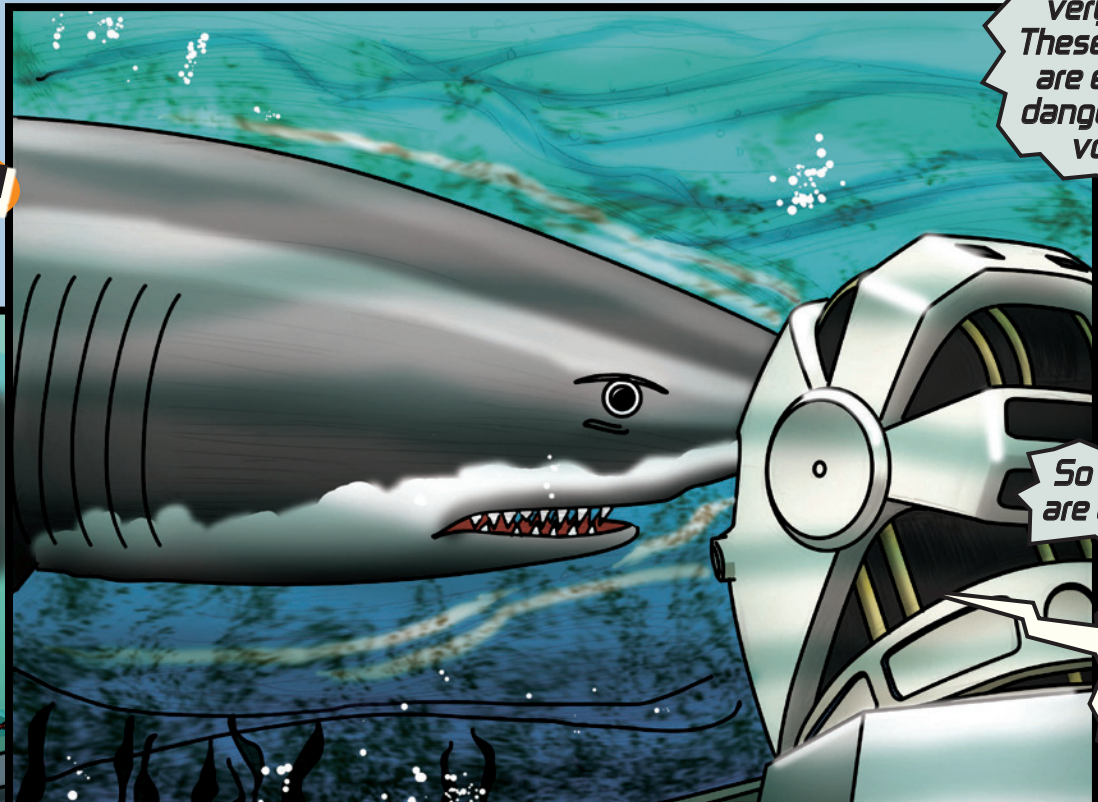
So, picking up where we left off... Cyad-M miraculously escapes certain death, but now he's stuck on the ocean floor, with no Morph-Pod, and no AG-Disk to propel him back to the surface, as he watches the Tarkadon quietly disappear into the depths of the ocean.

I don't like doing it though.

It always gives me indigestion.

And now, a very large, angry looking creature is lurking nearby...

Out of the frying pan, into the fire...

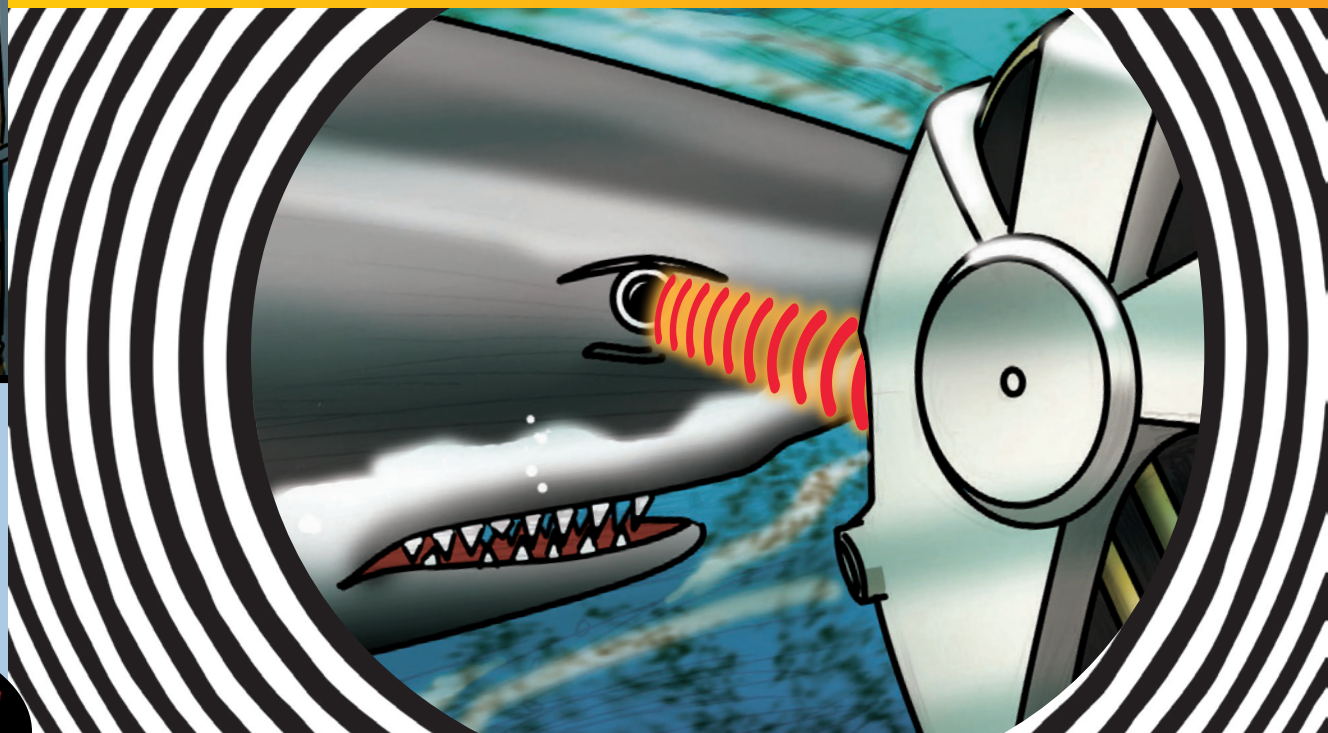


You need to be very careful. These creatures are extremely dangerous, and volatile...

So then what are you doing?

I'm going to hitch a ride out of here...

Using his well-honed powers of telepathy and mind control, which Cyads are known for, M proceeds to direct this powerful energy towards the eye of the shark... as he slowly begins to take control of its mind....



...deeper and deeper he goes, until the shark's thoughts are no longer its own... they are now the very thoughts of Cyad-M, who will now command the massive beast's every move, every action, every impulse, every whim, every...

WHOA!!

SUDDENLY... the huge shark spins around and attempts to make an hor d'oeuvre out of Cyad-M.

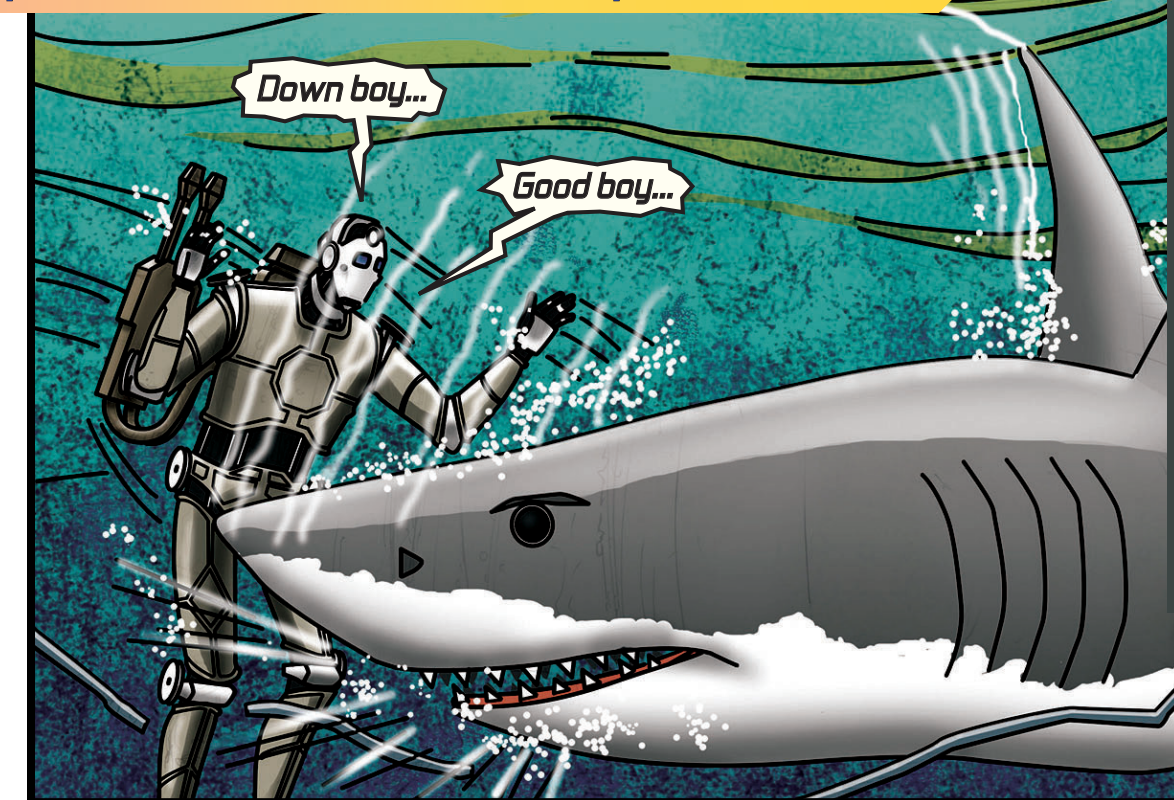
Ok, so it's not a mind control day for you.

CAVEAT...

The mind control technique doesn't always work, but Cyad-M has used this method with favorable results in many other situations. [Visit www.ferroid.com for more information]

Down boy...

Good boy...

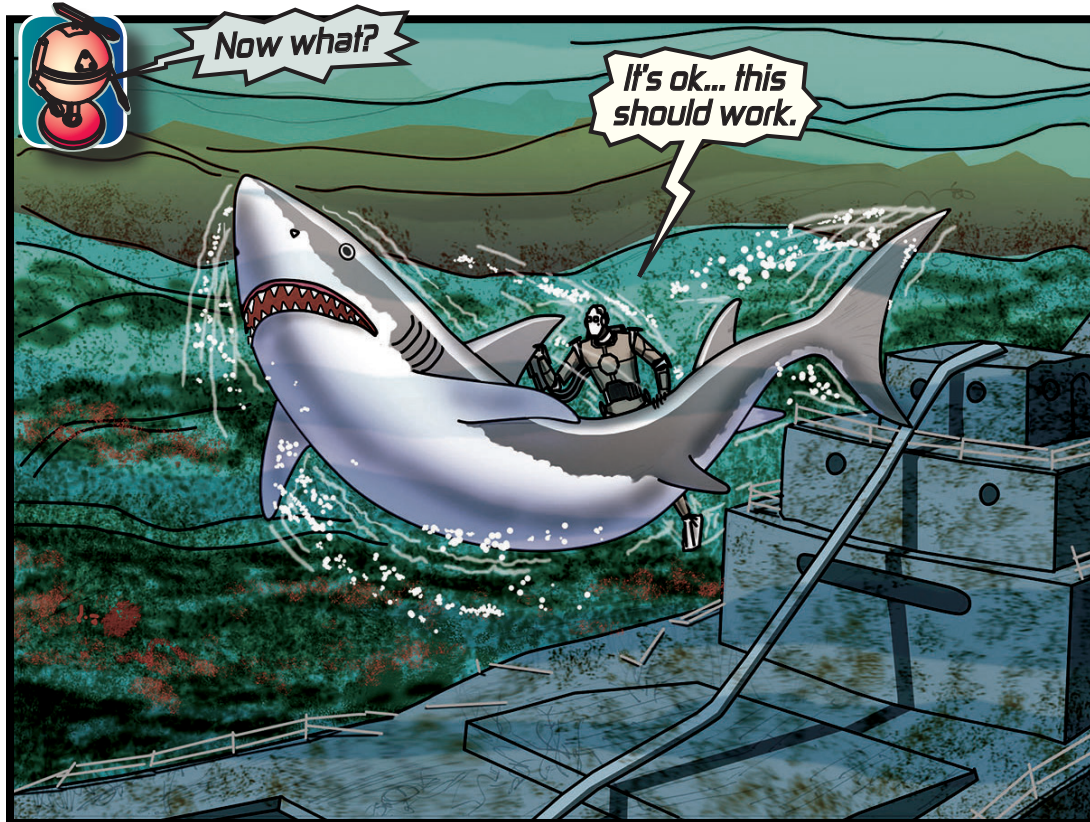


Nimble sidestepping the creature's huge jaws as it attempts to chomp down on its supposed prey, M quickly decides to take another approach...



Now what?

It's ok... this should work.



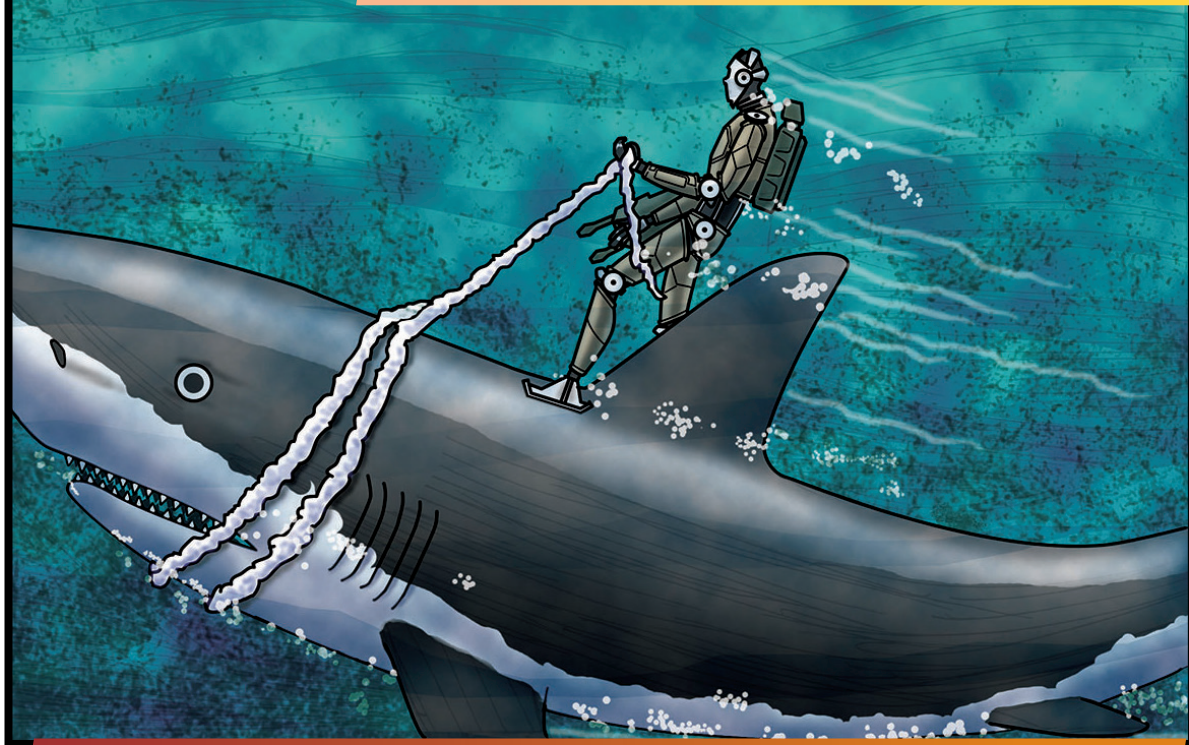
The ever-resourceful Cyad-M deftly maneuvers towards the back of the beast as it passes. Then using his Regulator, he creates a Nano String Lasso which he wraps right behind its head.

The attempt at mind control may not have been successful, however he is nonetheless determined to tame this wild steed, and turn it into his personal transport.



Et Voila!

Success! as Cyad-M manages to stand upright on the back of the creature, using the Nano-Cord as the reins. Now it's just a matter of directing the shark in a steady, upward trajectory toward the surface...

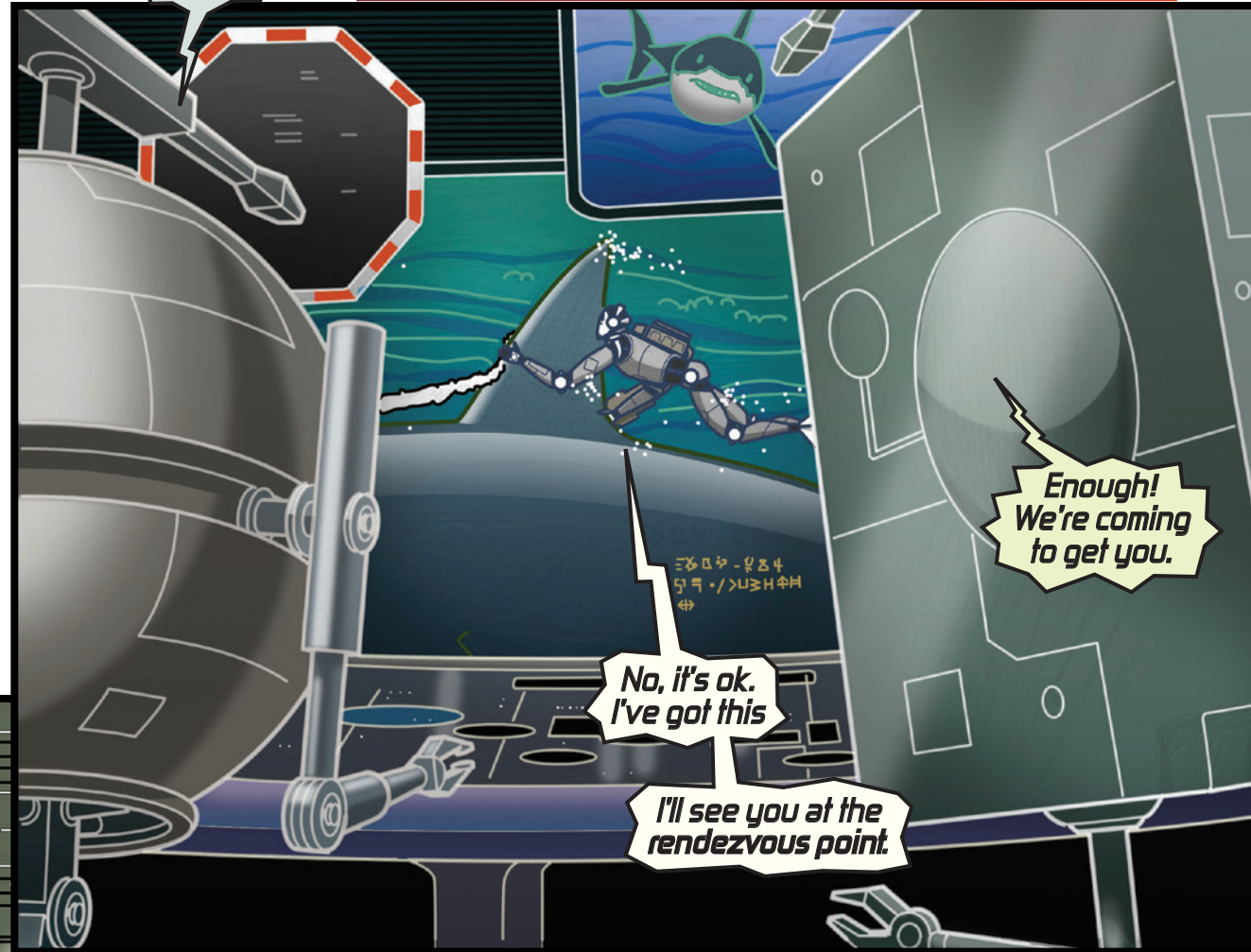


Meanwhile back at the command center, an astonished Plexo and Thop are observing all of the proceedings via the Seeing-Eye Remote Monitoring System.

It's Round-up Time!!

Things quickly turn into a rodeo circus however as M struggles to stay on top of the creature, sliding off several times as it writhes and twists, while the shark itself struggles to understand how its dinner got stuck on its back.

You've fallen off again.

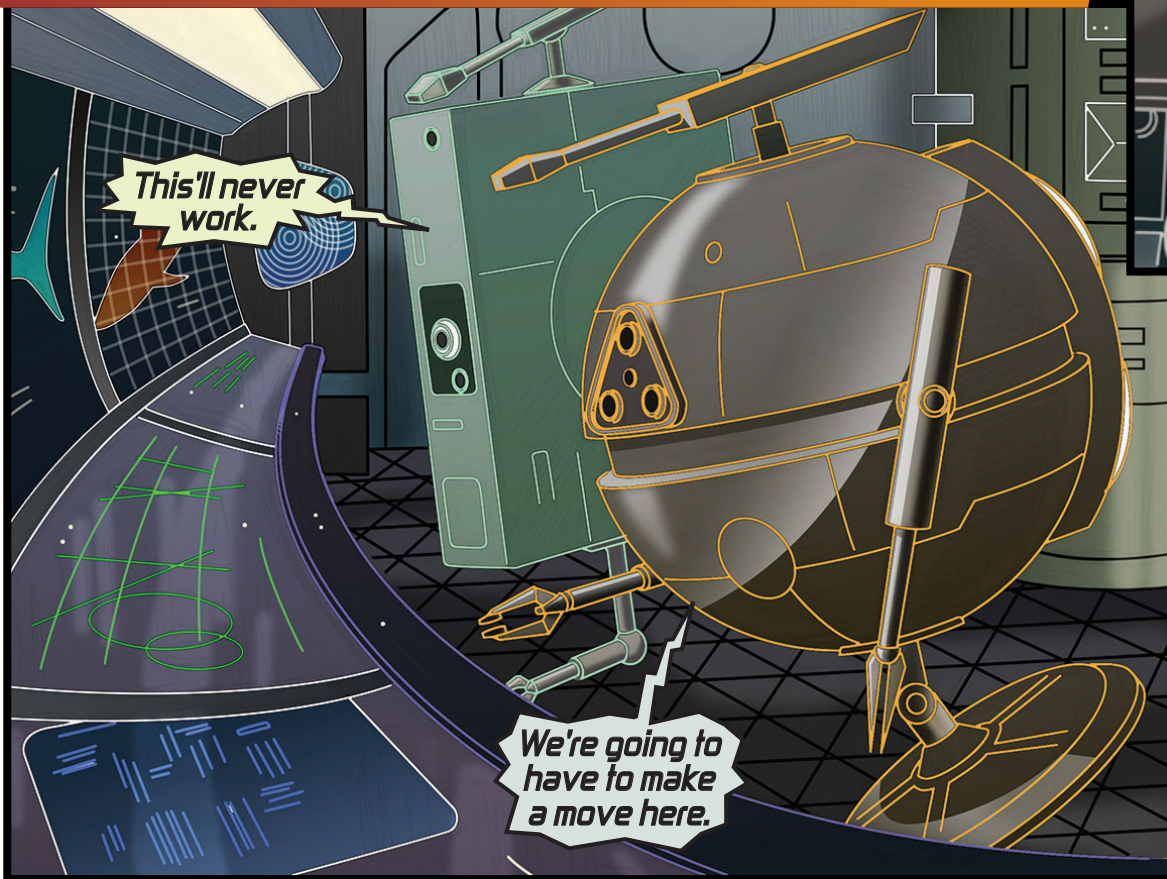


Enough! We're coming to get you.

No, it's ok. I've got this

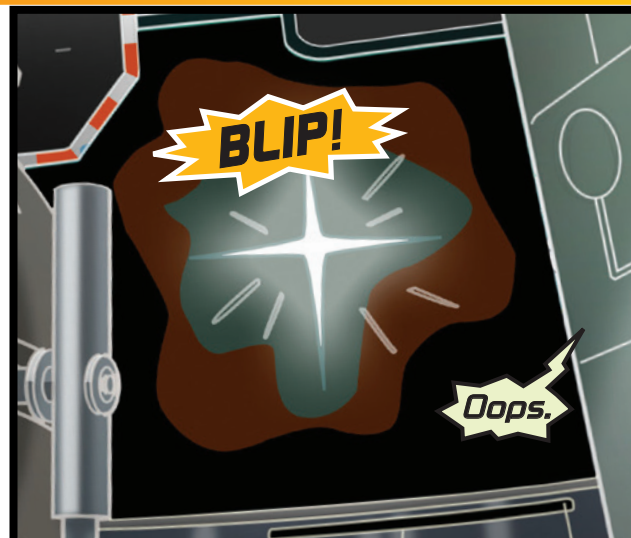
I'll see you at the rendezvous point

Suddenly the visual feed cuts out...



This'll never work.

We're going to have to make a move here.



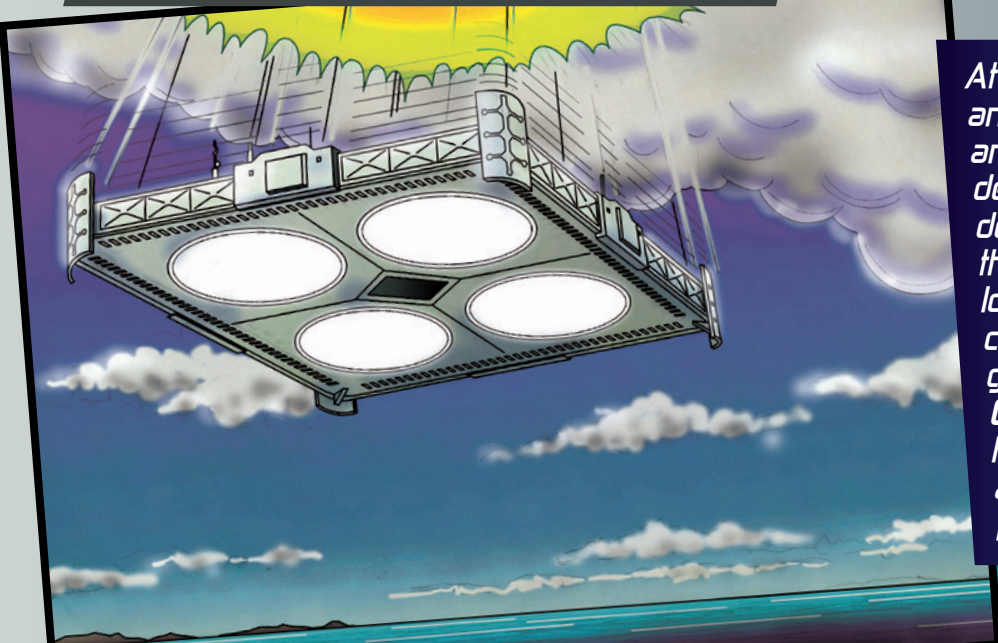
BLIP!

Oops.

The Seeing-Eye Remote Monitoring System (based on the quantum physics principle of remote viewing) employs invisible "Sprites" which can be programmed to follow most targets, and forward high resolution, real-time 'video' of the events to a specified destination.

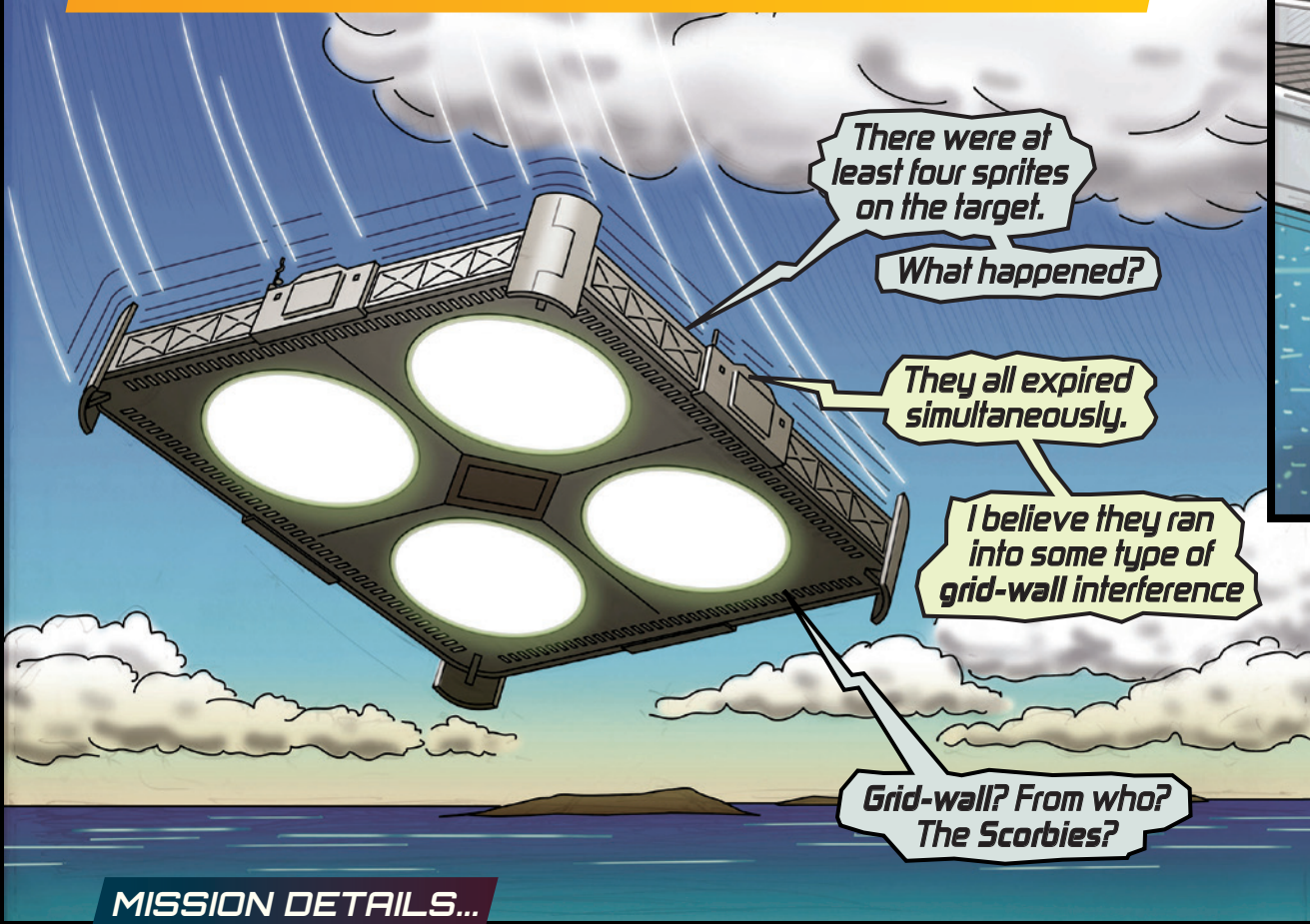
These Sprites however are somewhat fragile and can be disabled or eliminated through a number of means.

FROM OUT OF THE CLOUDS...



At this point, Plexo and Thop make an executive decision and decide to abandon their hidden location within a cloud in order to go and retrieve Cyad-M before he winds up in a far worse predicament.

An impressive sight as the near football field sized Zektoplanar suddenly drops out of the sky and swoops down towards the ocean surface...



There were at least four sprites on the target.

What happened?

They all expired simultaneously.

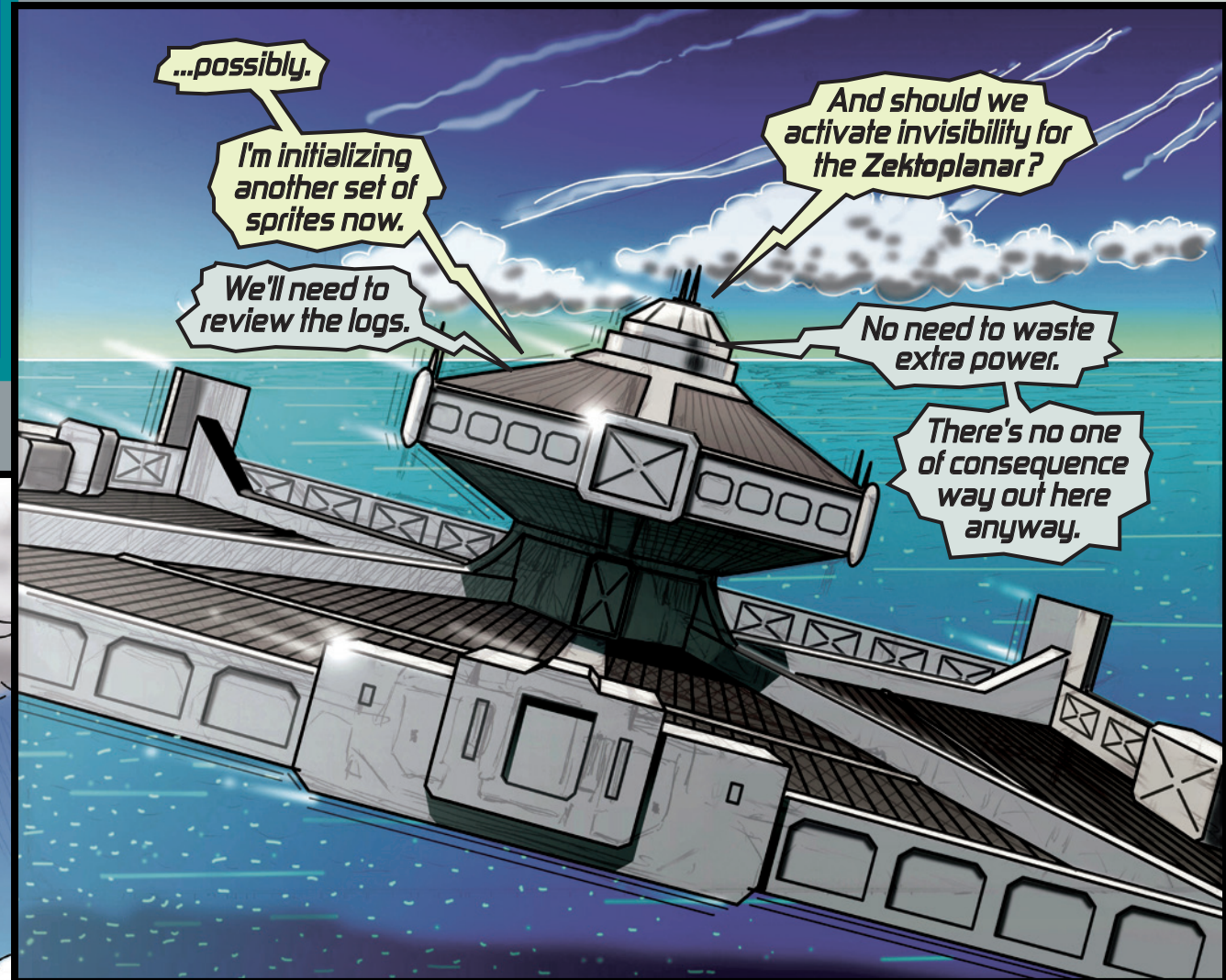
I believe they ran into some type of grid-wall interference

Grid-wall? From who? The Scorbies?

MISSION DETAILS...

A major concern is that the Scorbies may still be in the vicinity, so there is still a strong possibility that they will return to attack Cyad-M if they discover that he was not eliminated in the initial destruction of the Morph-Pod...

Although they have lost contact with Cyad-M via SERV (Seeing Eye Remote Viewing System) Plexo and Thop are still able to track his position using Standard Global Locator (SGL). They will also attempt to re-establish an audio feed using CTC (Cognitive Telepathic Communication System).



...possibly.

I'm initializing another set of sprites now.

We'll need to review the logs.

And should we activate invisibility for the Zektoplanar?

No need to waste extra power.

There's no one of consequence way out here anyway.

Meanwhile, the armature of the Zektoplanar Work Platform is significant, with a substantial array of weaponry that can be deployed in an instant. Any hostile forces they may encounter can be dealt with very quickly and decisively.

SEARCH & RESCUE

And so it is that Plexo and Thop set out on a sea-quest over the open ocean to try to intercept Cyad-M, if and when he manages to make it to the surface. Of course, the predetermined rendezvous point will no longer be viable since M appears unable to adequately control the direction the shark swims...

Transponders in Cyad-M's Envirogear continue to transmit his position, however he is still at a depth of over 400 meters. Plexo and Thop try to determine their next plan of action...

We're in the right vicinity, but he's still very deep.

Activate Rescue Pod B. I'm going down there.

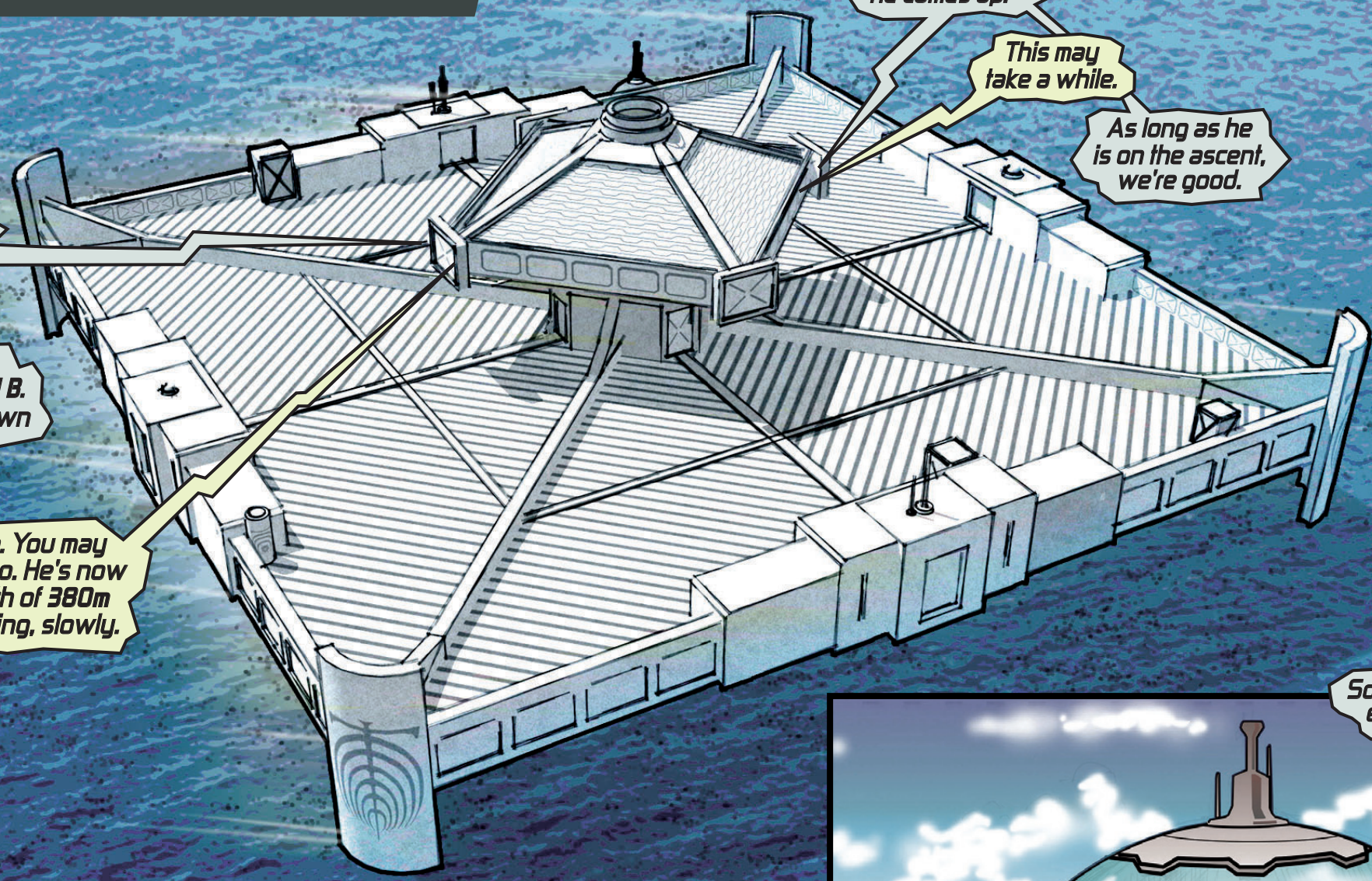
Hang on. You may not need to. He's now at a depth of 380m and climbing, slowly.

Ok. Well then we'll continue to ghost his position and intercept him when he comes up.

This may take a while.

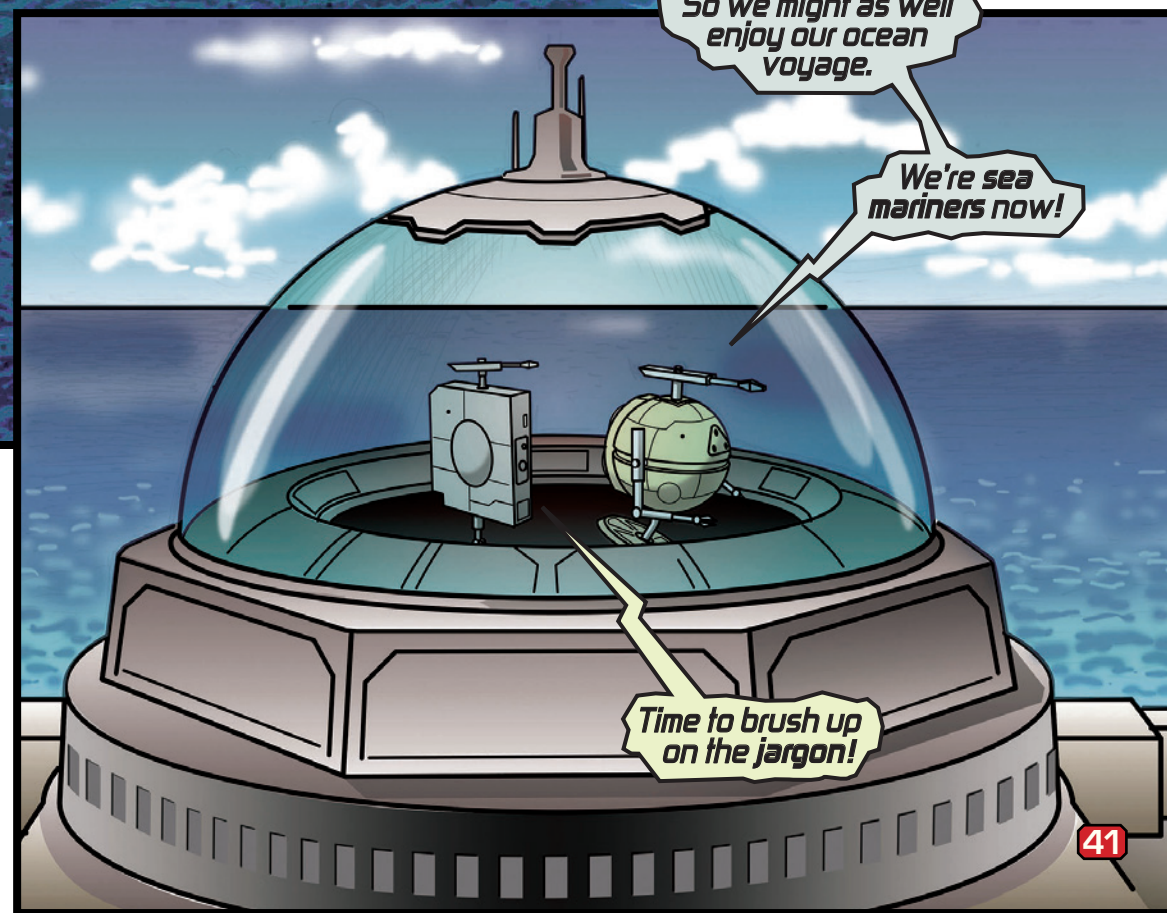
As long as he is on the ascent, we're good.

Once Plexo and Thop realize that Cyad-M is drawing steadily closer to the ocean surface, they decide to hold off on using the Rescue Pod and instead will simply track his transponder signal until and unless there is some sort of drastic change to his trajectory.



The Zectoplanar of course has the ability to go underwater itself, however due to its sheer size, it is more likely to disrupt Cyad-M and possibly put him in greater danger. Therefore a Rescue-Pod would be the only option.

Plexo and Thop man the bridge in order to conduct visual recognizance of the area and locate Cyad-M if he is able to get to the surface. He may be hard to see amid the whitecaps, however both Xenods are equipped with high performance infrared sensors which should yield results, especially on a clear sunny day such as this.

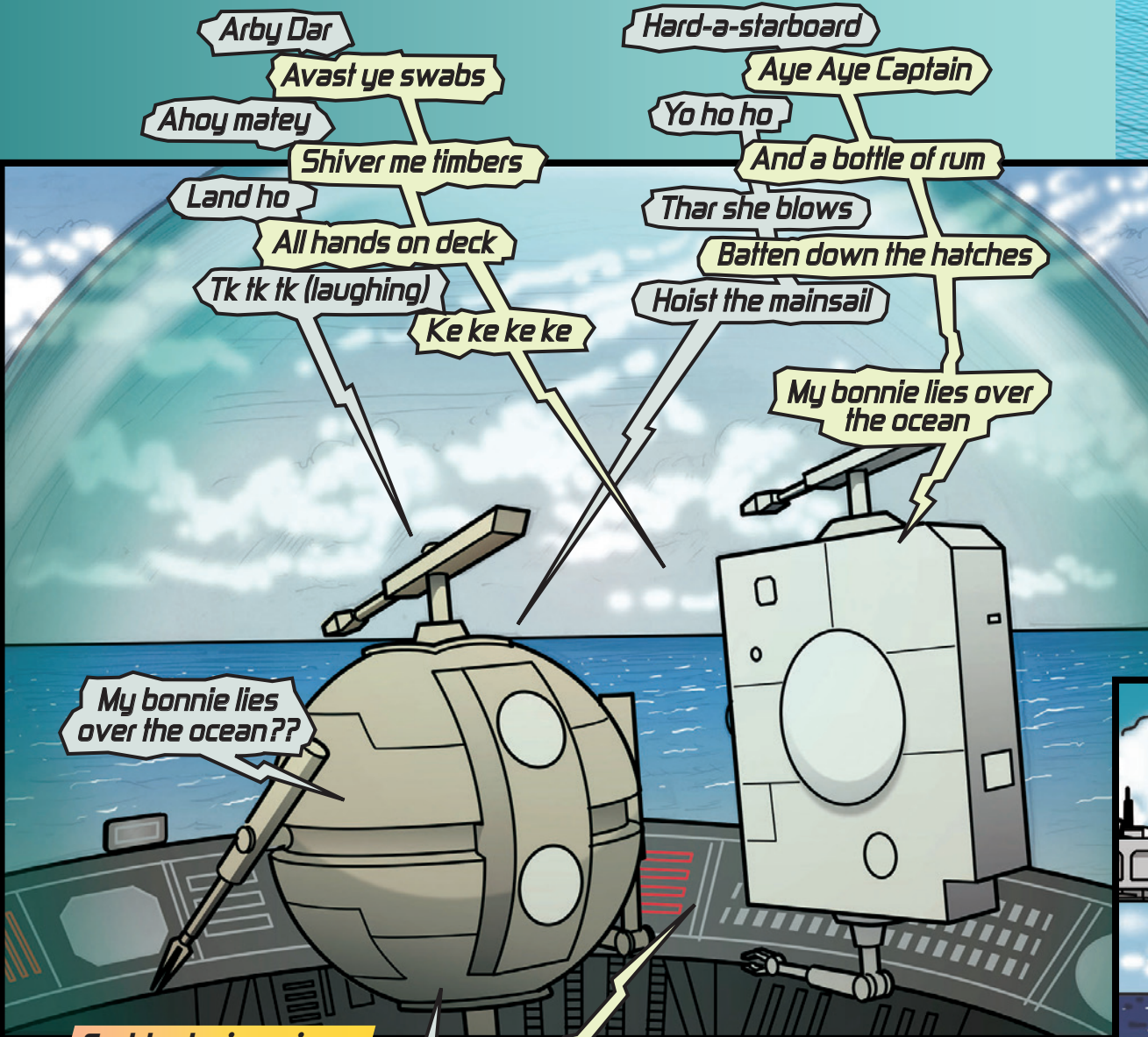


So we might as well enjoy our ocean voyage.

We're sea mariners now!

Time to brush up on the jargon!

Spontaneously, Plexo and Thop begin running through their database of classic English Mariner Expressions, rapidfire...



Suddenly, in unison, (chipmunk style)...

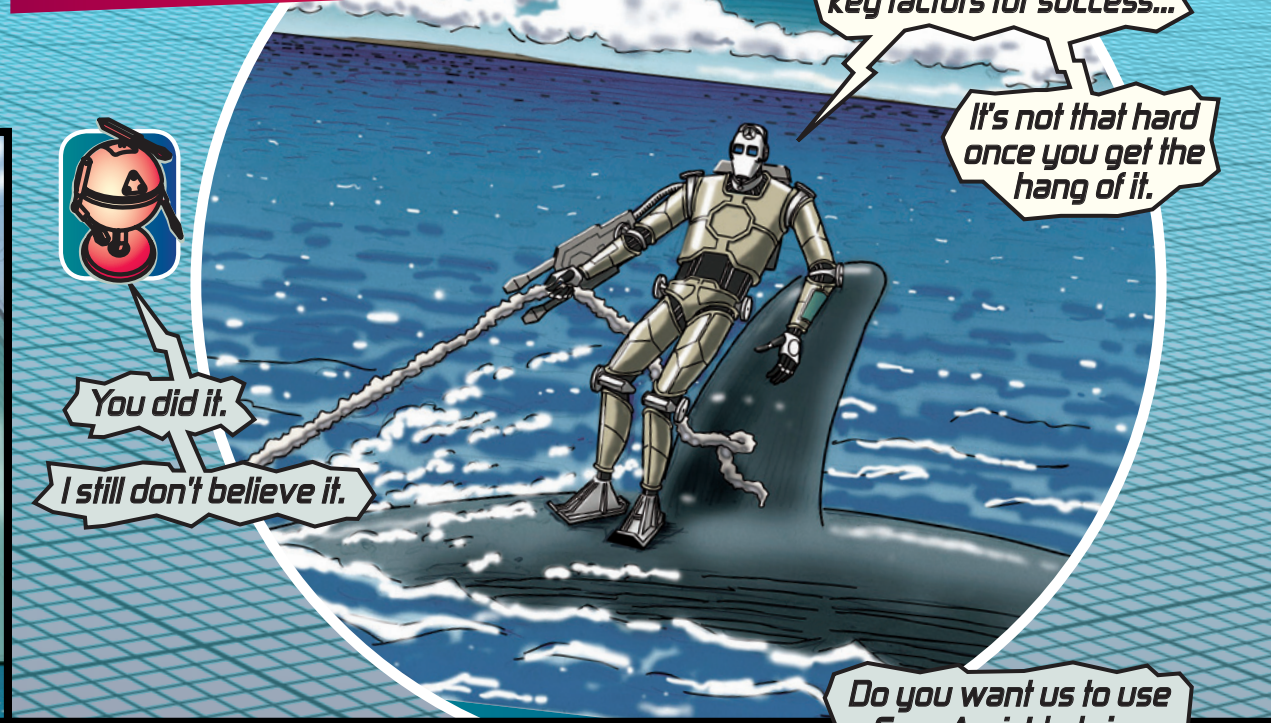
My bonnie lies over the ocean
 My bonnie lies over the sea
 My bonnie lies over the ocean
 Please bring back my bonnie
 to me
 Bring back, bring back
 Bring back my bonnie to me
TO ME !!
 Bring back, bring back
 Bring back my bonn....

ALERT!

TARGET TRIANGULATED
 ON OCEAN SURFACE...
 LATITUDE & LONGITUDE:
 -16.761301, -151.443588

WAIT... THERE
 HE IS!!!

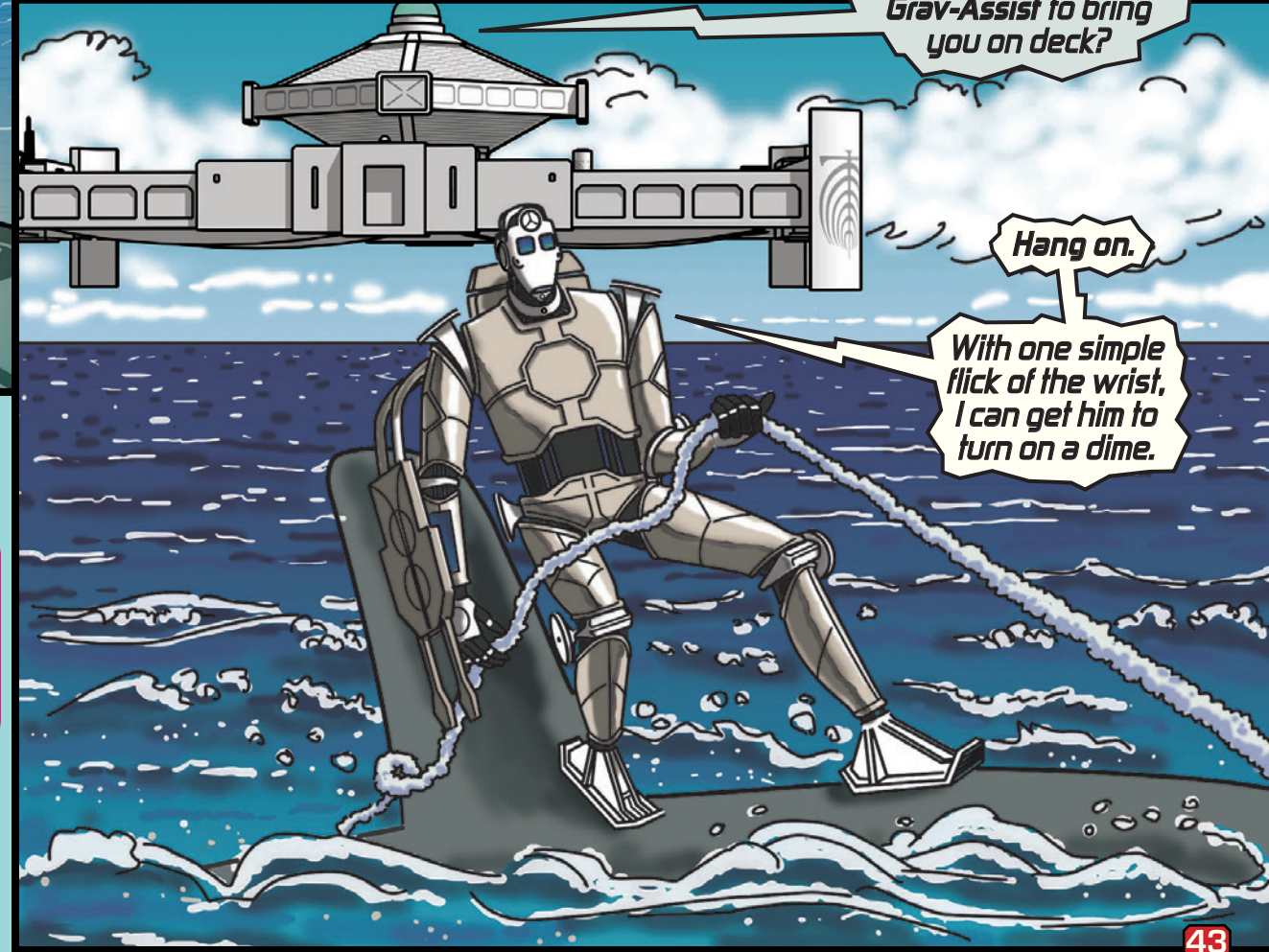
Cyad-M finally appears on the surface of the ocean, and to the amazement of his crew, seems to be in full control of the shark...



Persistence and determination - the two key factors for success...

It's not that hard once you get the hang of it.

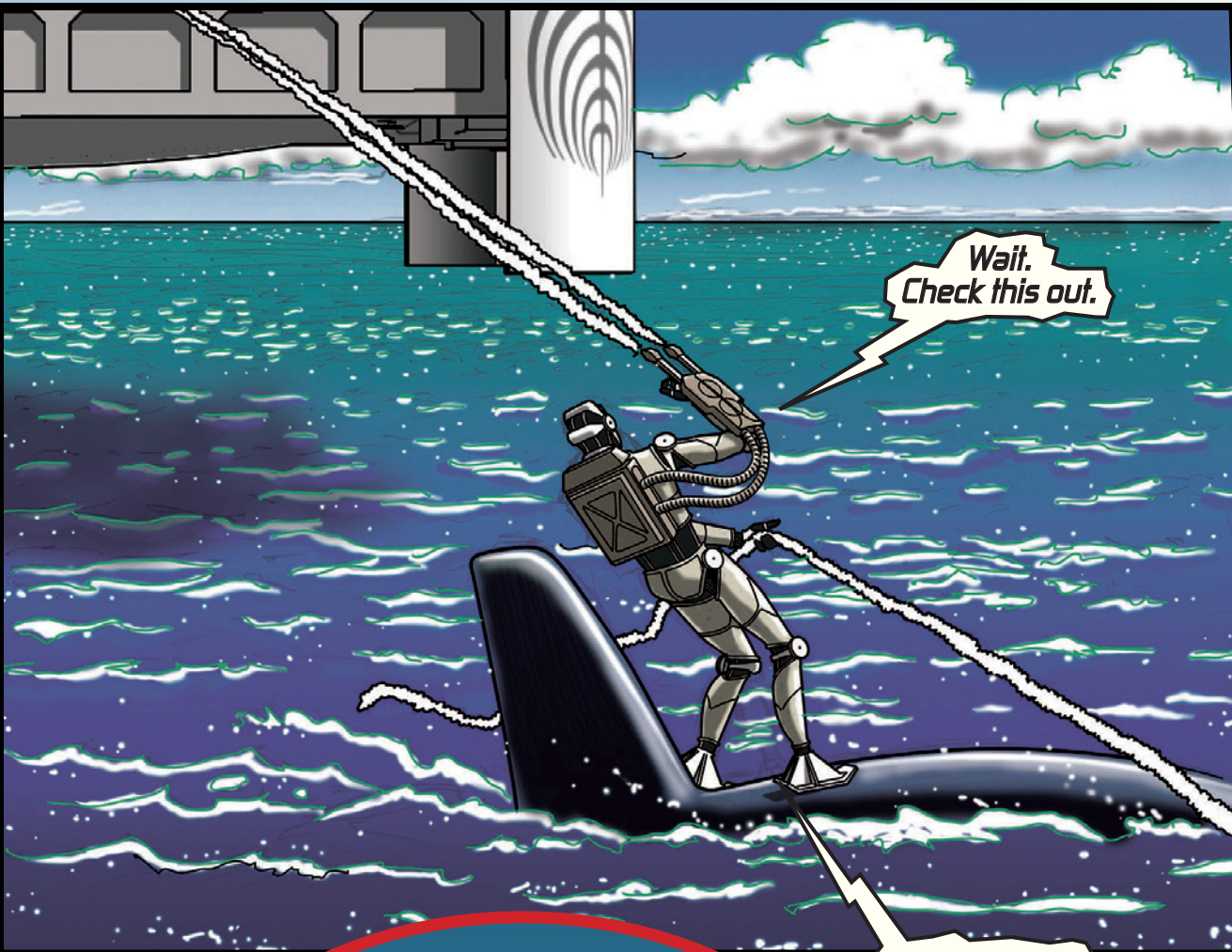
Do you want us to use Grav-Assist to bring you on deck?



Hang on.

With one simple flick of the wrist, I can get him to turn on a dime.

Before Thop can implement Grav-Assist, M, hamming it up a little (as he is often prone to do) uses his Regulator to fire off a double length of Nano-Cord at the Meta-Spire on top of the Zektoplanar as it approaches...



Wait.
Check this out.

Whoa! Bingo.
First try. How
about that?

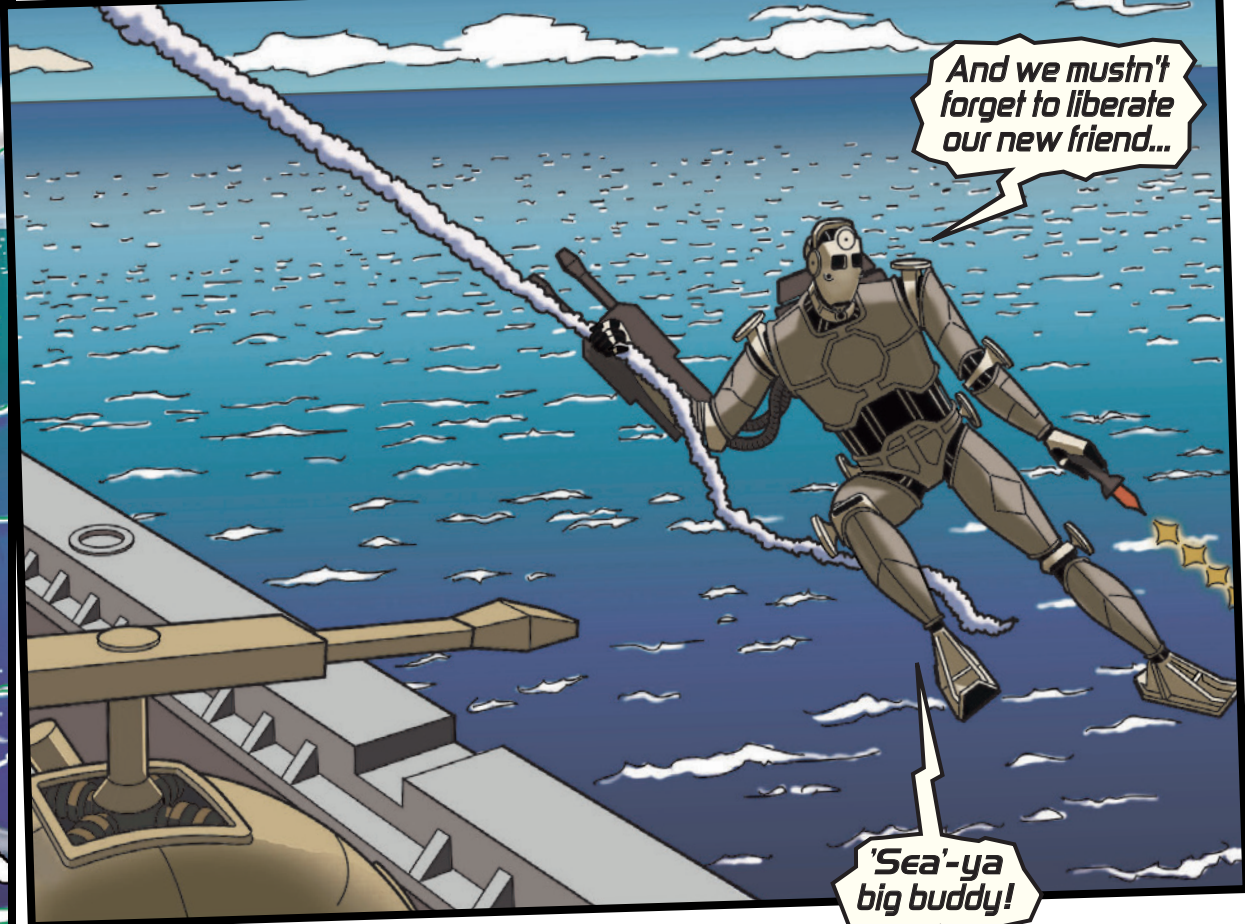
Helluva Shot.



THOINK!

The <smart> Nano-Cord instantly wraps and anchors itself on the Meta-Spire...

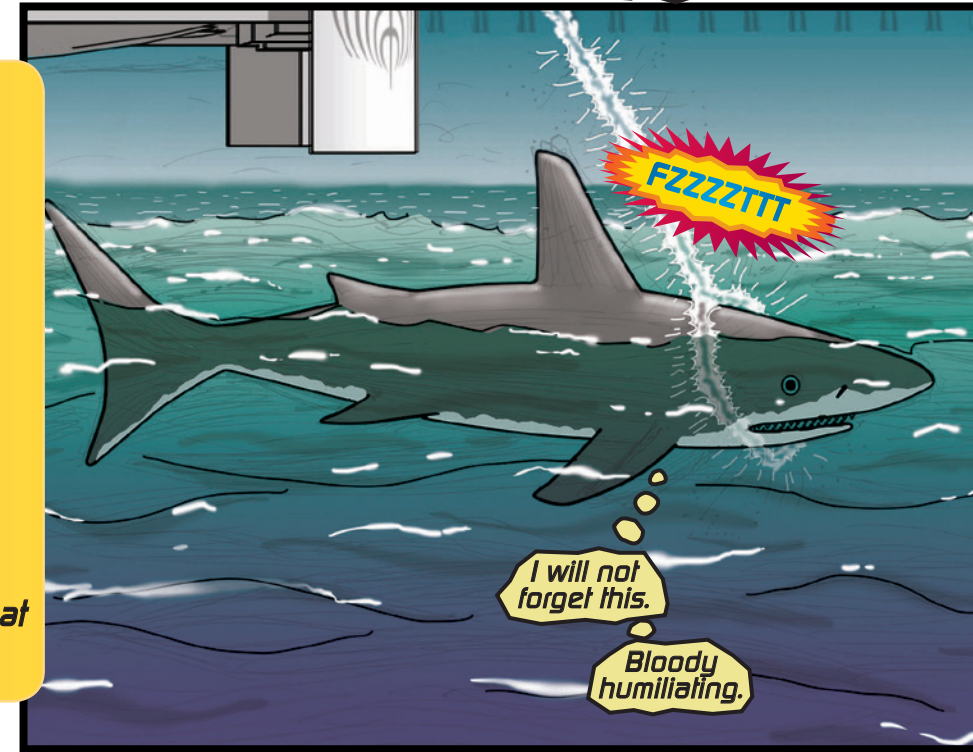
M then initiates the retractor sequence (a rote memory function within the Nano-Cord itself). As it contracts, he is instantly pulled up onto the deck of the Zektoplanar...



And we mustn't
forget to liberate
our new friend...

'Sea'-ya
big buddy!

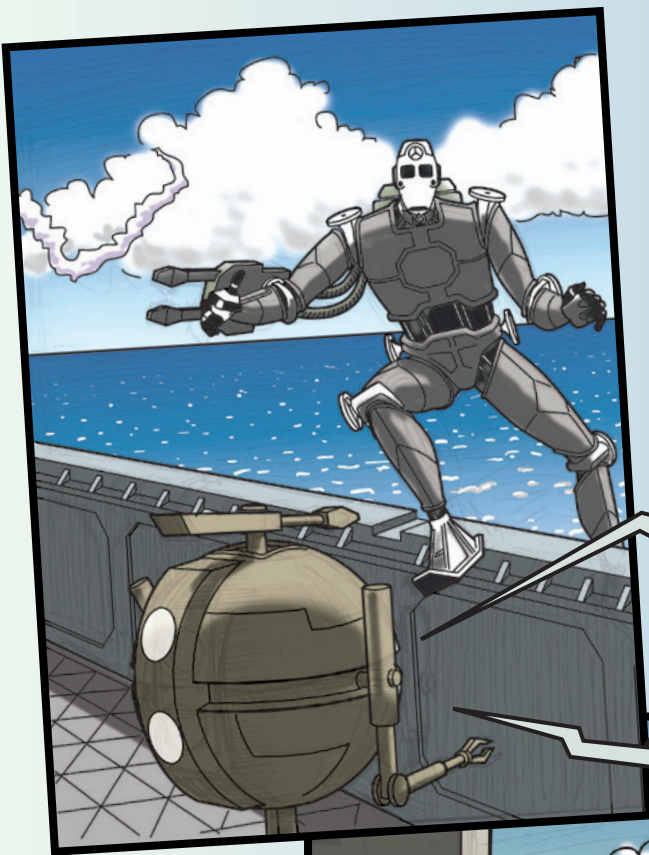
Using a small collapsible Atomizer, Cyad-M is able to dissolve the section of Nano-Cord which was wrapped around the shark, thus setting it free to roam the seas untethered once again... undoubtedly with no memory whatsoever of what just happened...



FZZZZTTT!

I will not
forget this.

Bloody
humiliating.



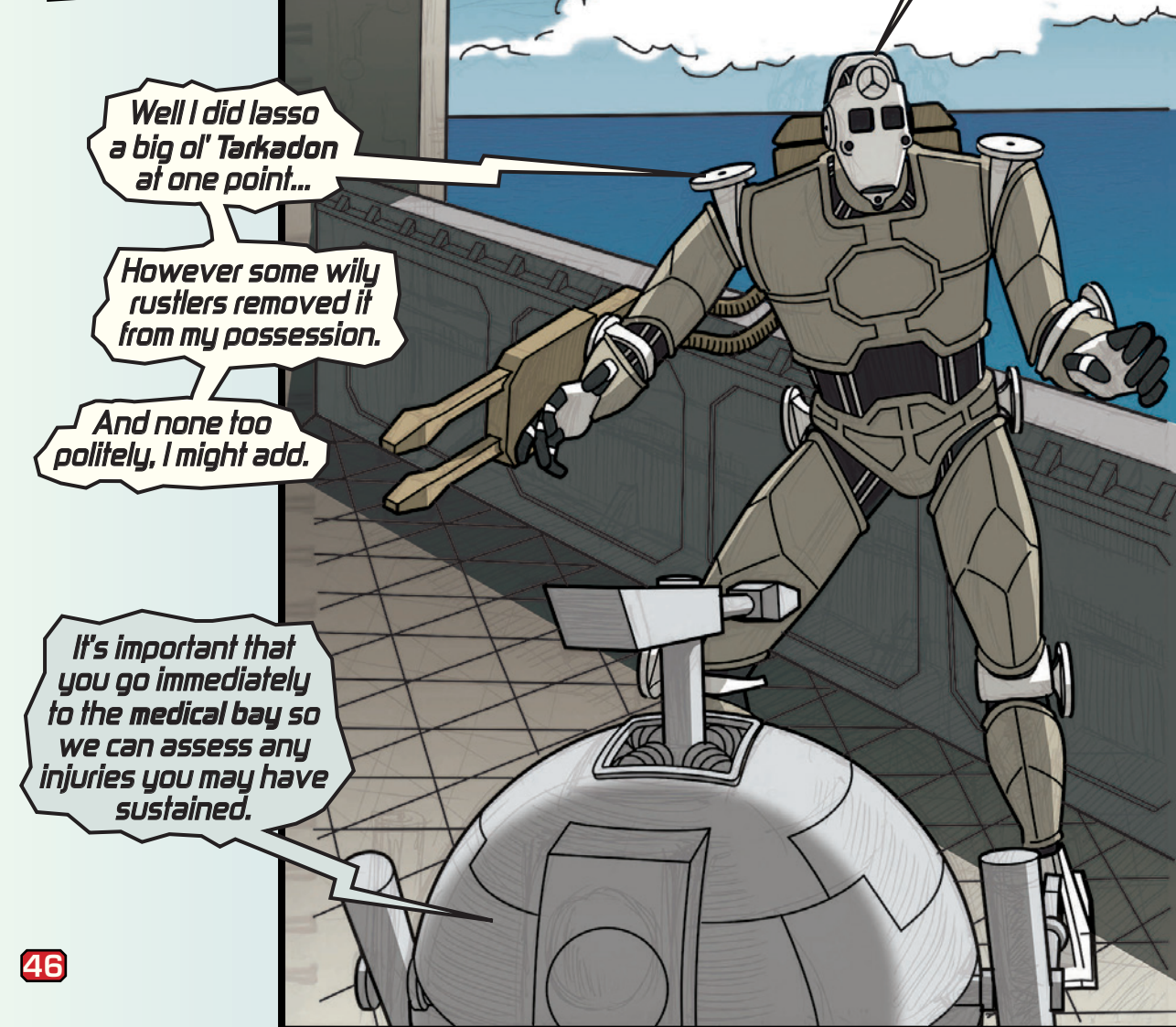
Cyad-M leaps on board the Zektoplanar, to be greeted by a concerned Plexo and Thop, who are eager to verify that he is in one piece, and has not been injured by this recent series of escapades.

Welcome back...

Space Cowboy.

I reckon you have mistook me for another.

That was quite the rodeo!

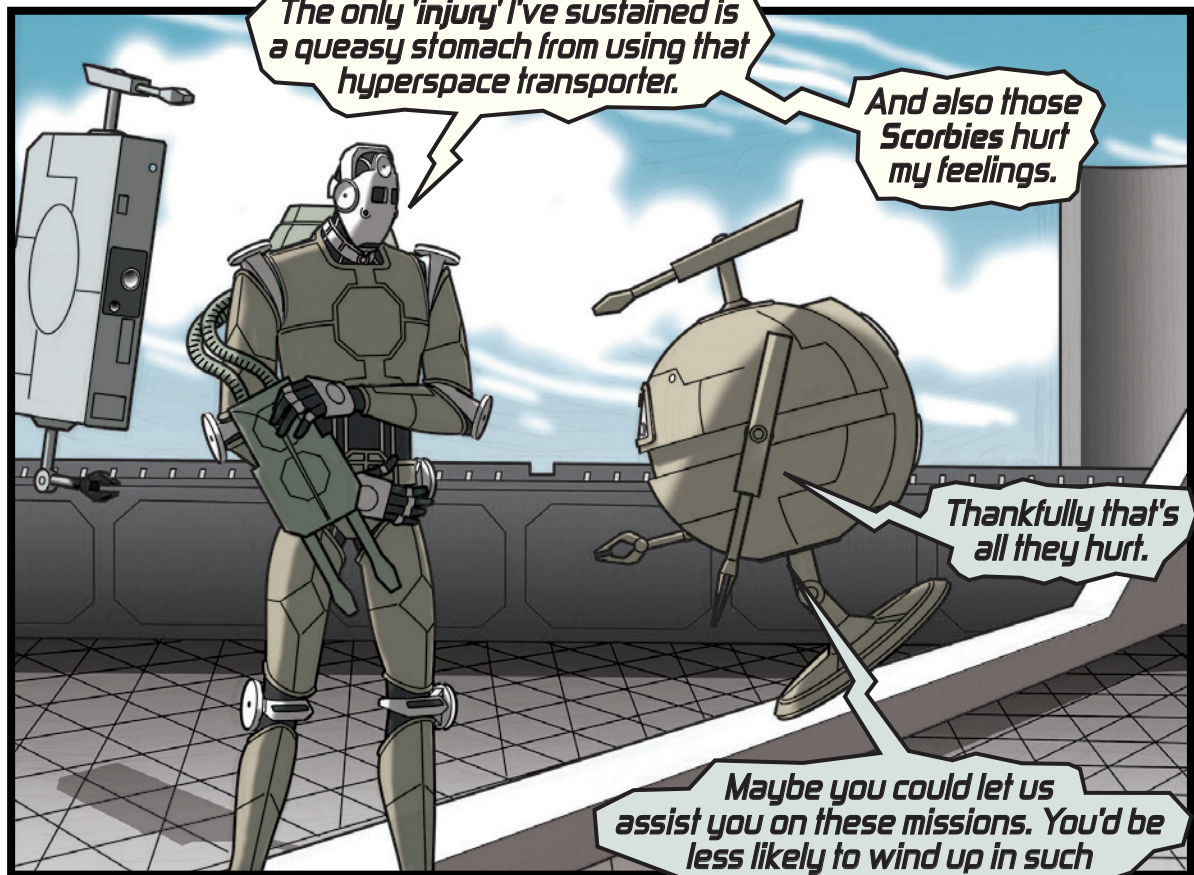


Well I did lasso a big ol' Tarkadon at one point...

However some wily rustlers removed it from my possession.

And none too politely, I might add.

It's important that you go immediately to the medical bay so we can assess any injuries you may have sustained.

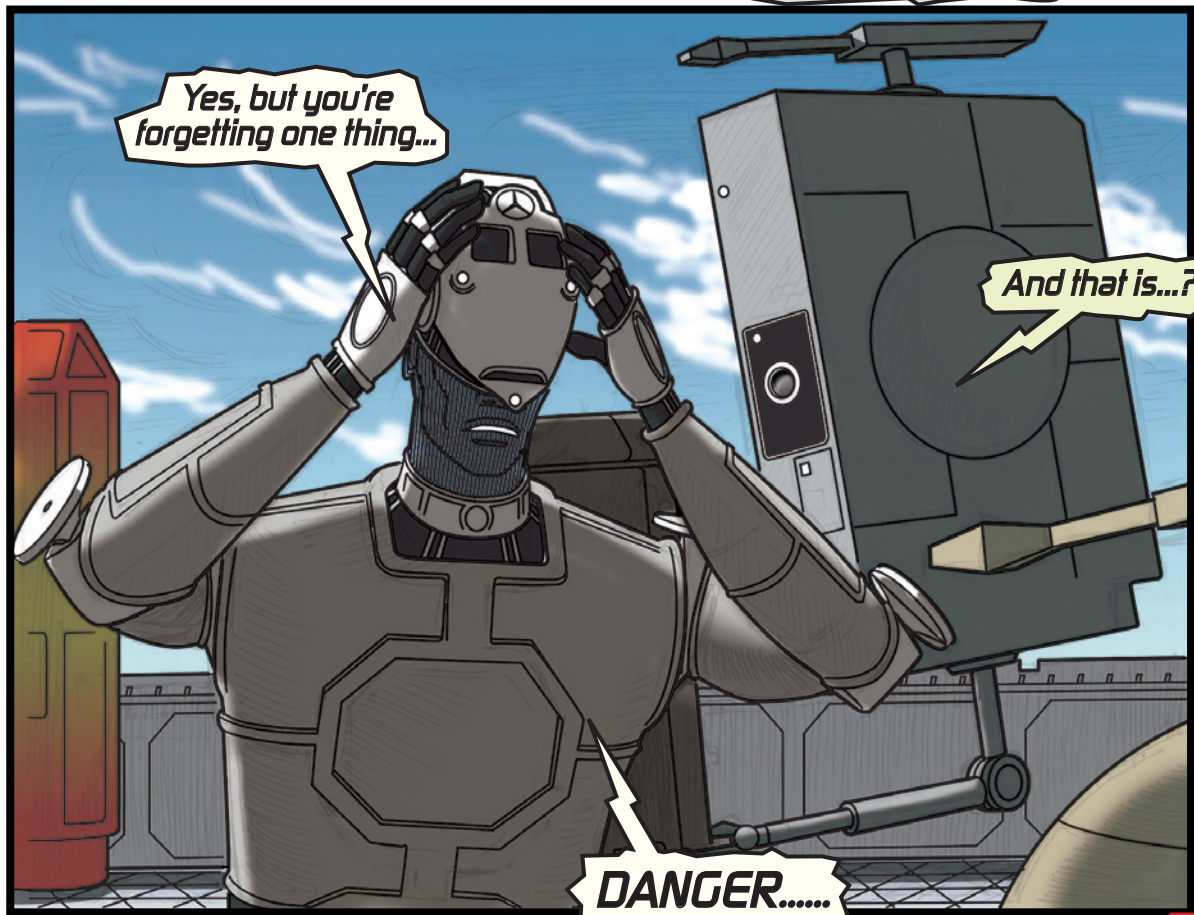


The only 'injury' I've sustained is a queasy stomach from using that hyperspace transporter.

And also those Scorbies hurt my feelings.

Thankfully that's all they hurt.

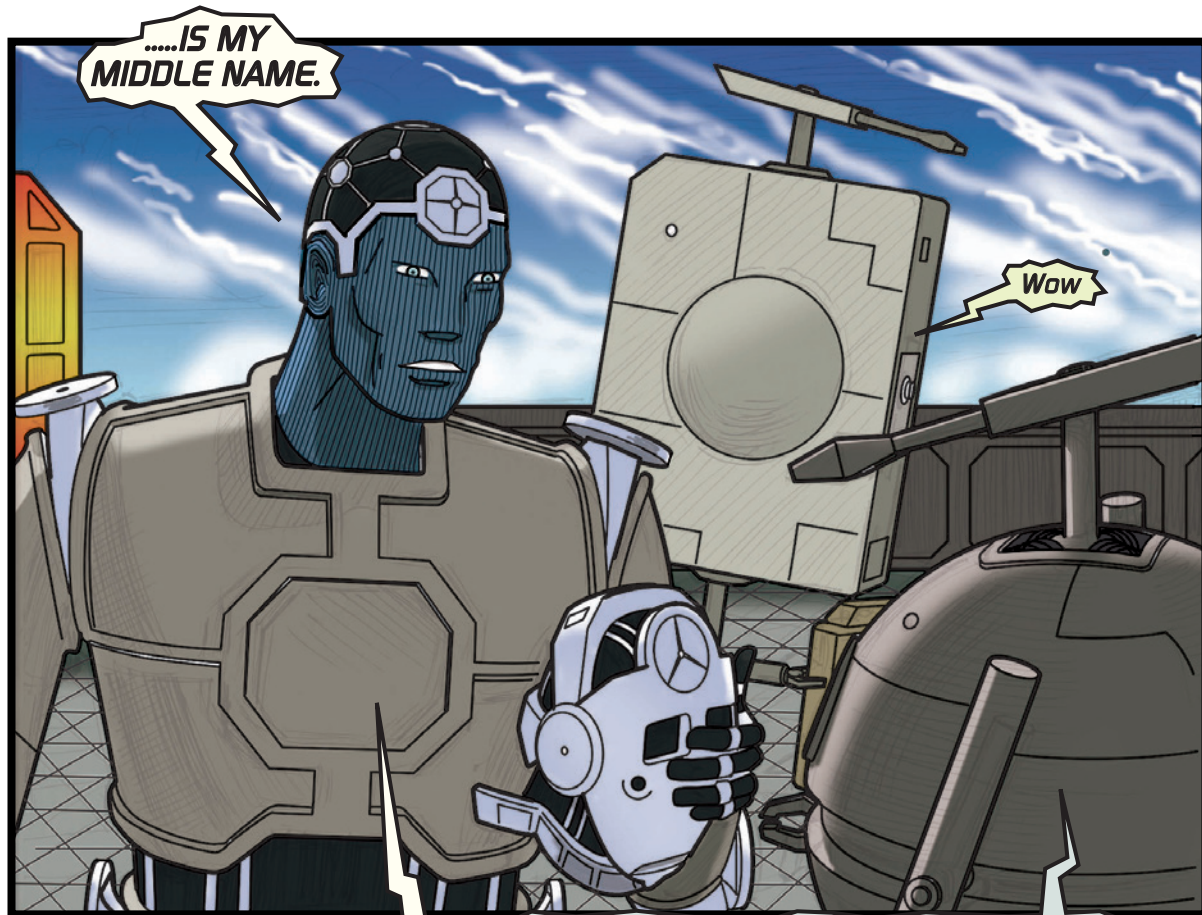
Maybe you could let us assist you on these missions. You'd be less likely to wind up in such precarious situations.



Yes, but you're forgetting one thing...

And that is...?

DANGER.....

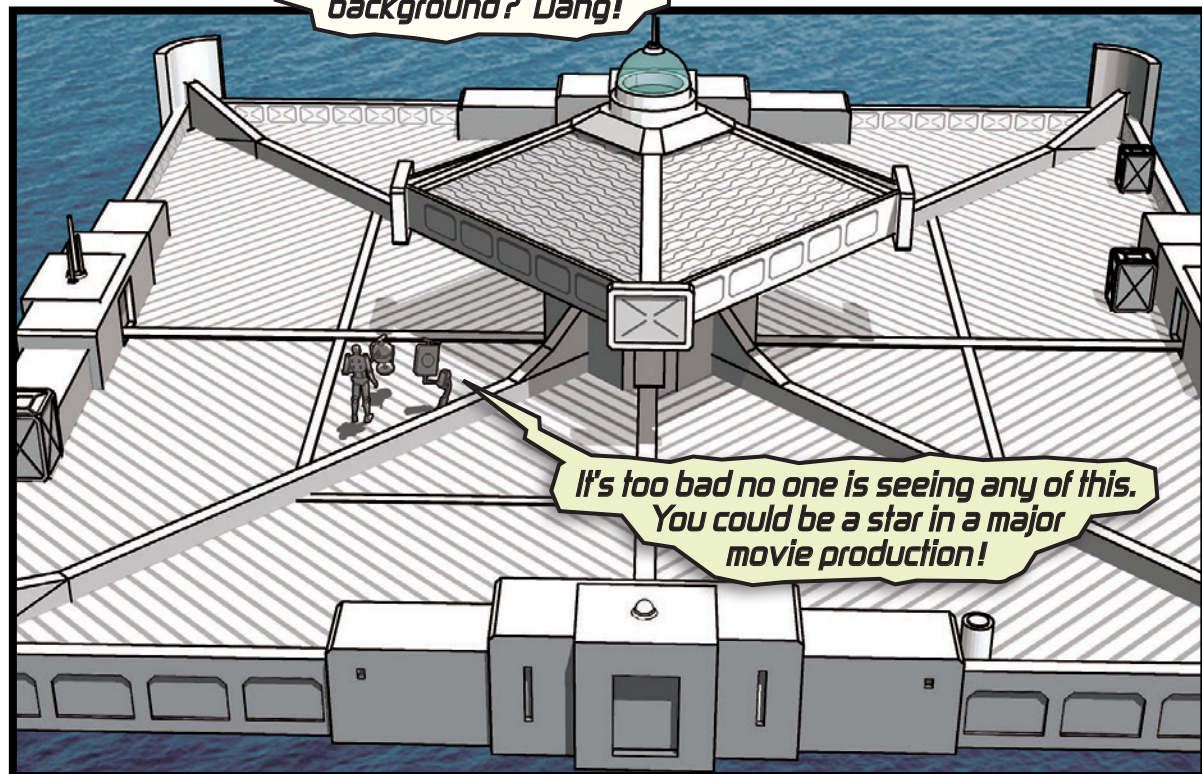


.....IS MY MIDDLE NAME.

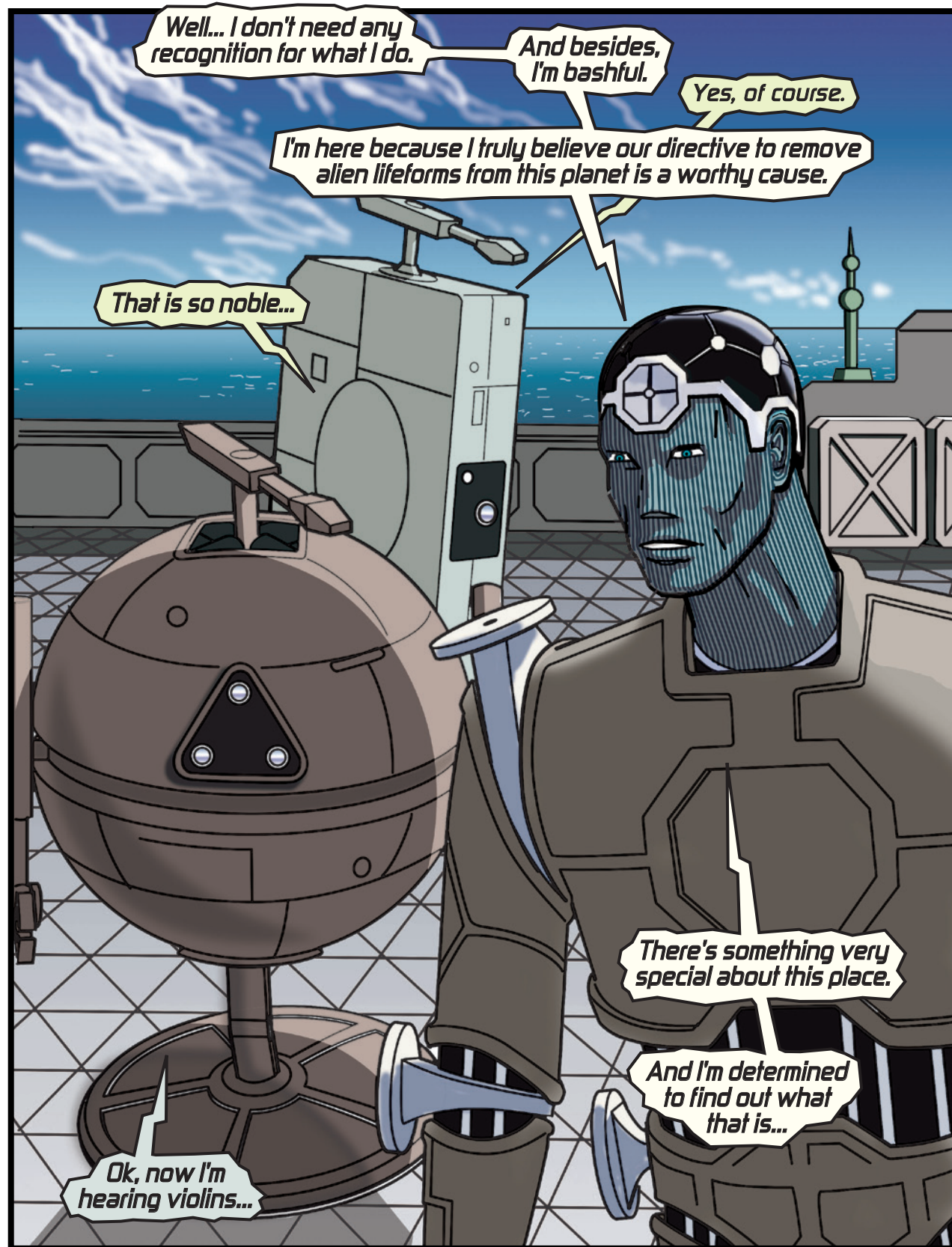
Wow

That was really impressive. I'm waiting for the 'hero' music to kick in, but..... nothing.

No? Not even faintly in the background? Dang!



It's too bad no one is seeing any of this. You could be a star in a major movie production!



Well... I don't need any recognition for what I do.

And besides, I'm bashful.

Yes, of course.

I'm here because I truly believe our directive to remove alien lifeforms from this planet is a worthy cause.

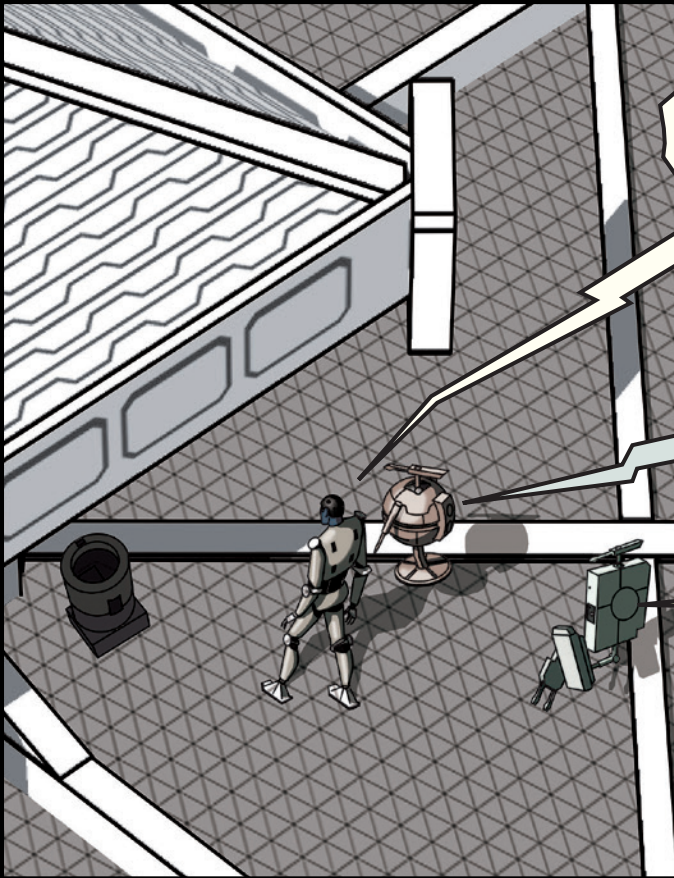
That is so noble...

There's something very special about this place.

And I'm determined to find out what that is...

Ok, now I'm hearing violins...

Prior to his deployment as a sentinel for Planet B-14H2 (Earth), Cyad-M spent many 'years' as a conscript space-trooper and was involved with a great number of Proxy Wars which required the extermination, in some cases, of entire civilizations... the horrors of which he tries to keep buried somewhere in the recesses of his mind...



Ok, so what more do we know about the Scorbie drones?

We've yet to pinpoint their base of operations

They're extremely elusive... masters of stealth.

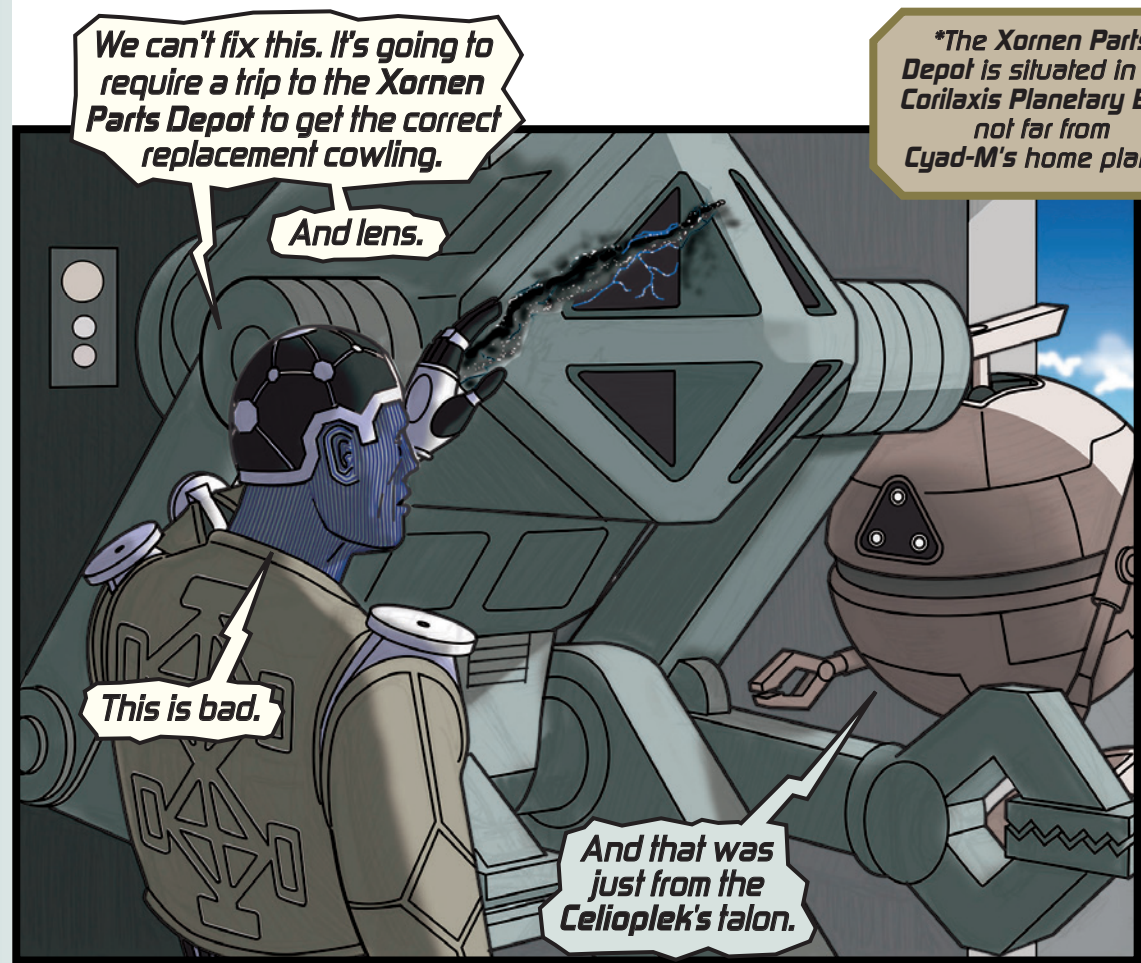
...able to decode our detection algorithms and issue false location readings

So it's a game of cat & mouse...

We need to contact Voytek about those system upgrades...

Wow! What in the name of Grog happened here?

During Cyad-M's absence Plexo & Thop had attempted to "arrest" a large, very vile alien creature who has been roaming loose near an equatorial village, but they were met with unexpected resistance, resulting in serious damage being inflicted upon the Kloxidem's front cowling.



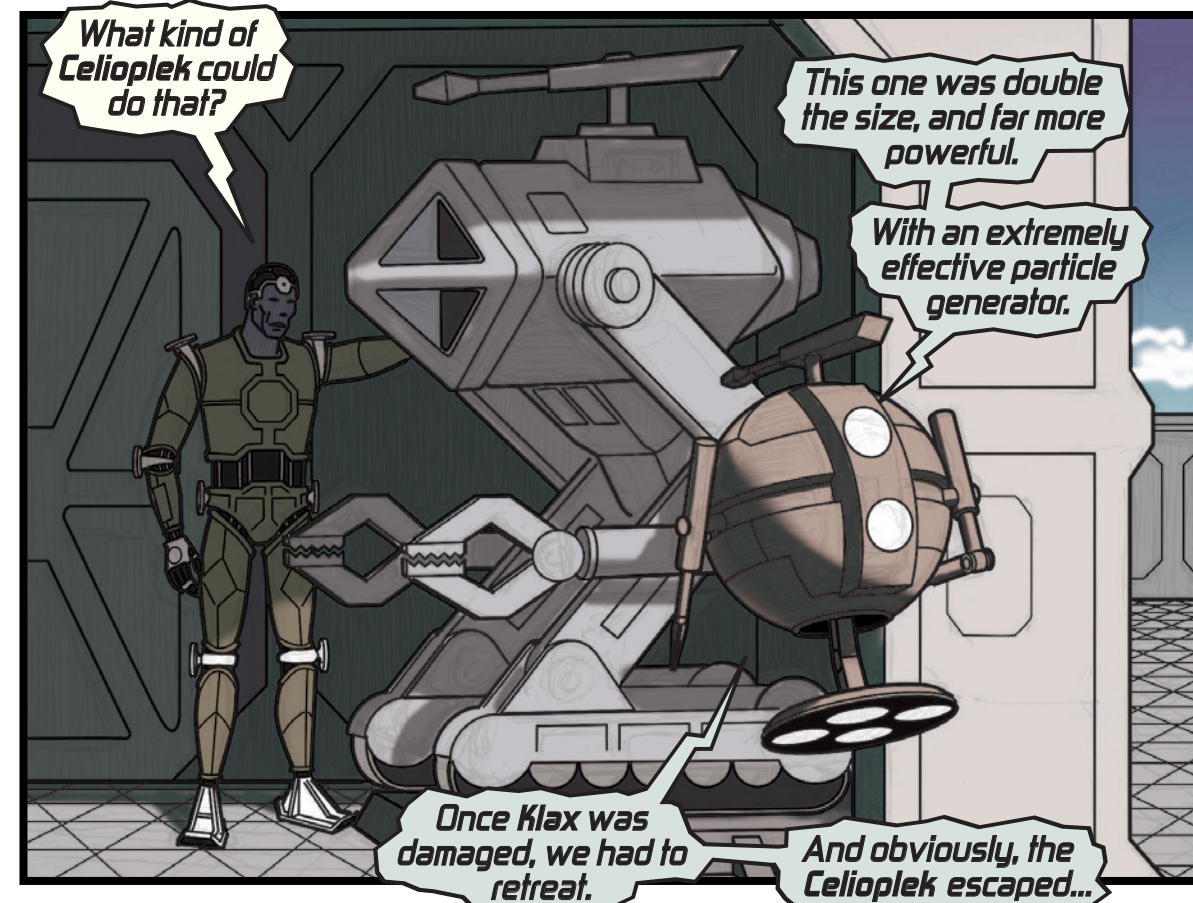
We can't fix this. It's going to require a trip to the Xornen Parts Depot to get the correct replacement cowling.

*The Xornen Parts Depot is situated in the Corilaxis Planetary Belt, not far from Cyad-M's home planet.

And lens.

This is bad.

And that was just from the Celioplek's talon.



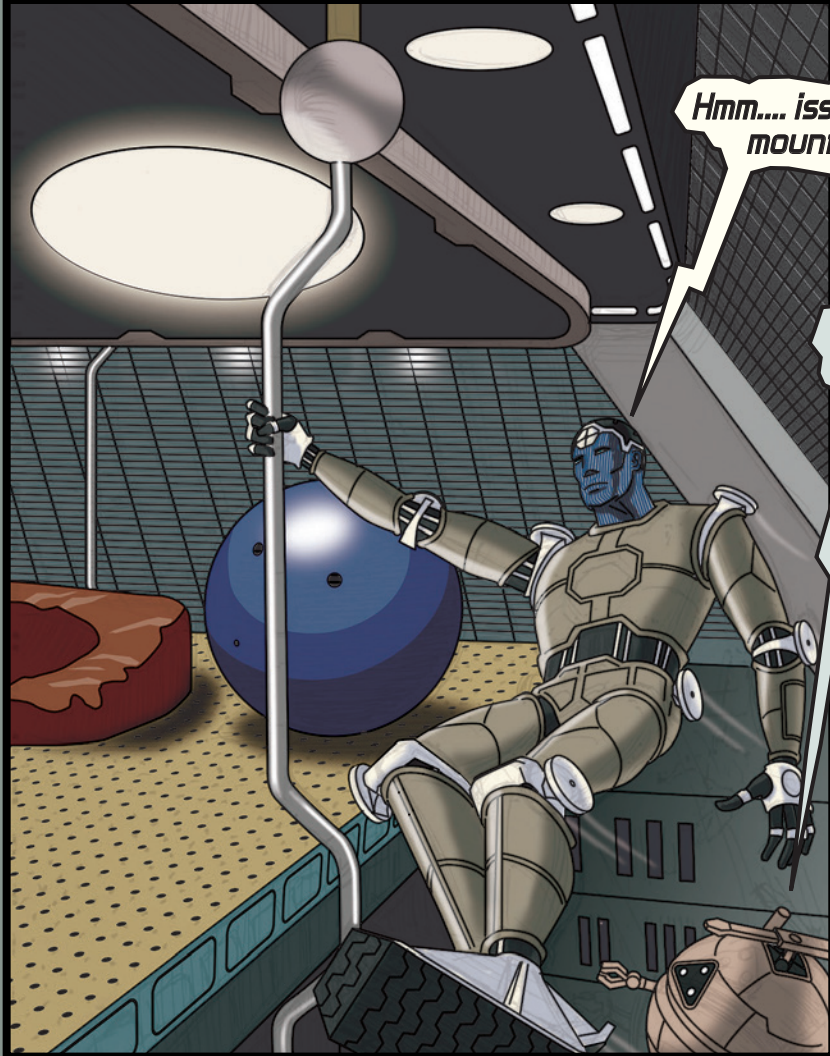
What kind of Celioplek could do that?

This one was double the size, and far more powerful.

With an extremely effective particle generator.

Once Klax was damaged, we had to retreat.

And obviously, the Celioplek escaped...



Hmm.... issues are mounting.

Anything else I should know about?

Well, we're running out of Habey Hooks.

Oh, we better get on that immediately.

Habey Hooks are a bulb from a plant that grows in certain regions of the Martelik Planes of Ziastra.

Besides having an irresistible taste, they also contain a type of stimulant which supposedly enhances brain power.

And Xenods enjoy them too!

We need to do a supply run into Centrellium soon. We also have to recruit another crew member.

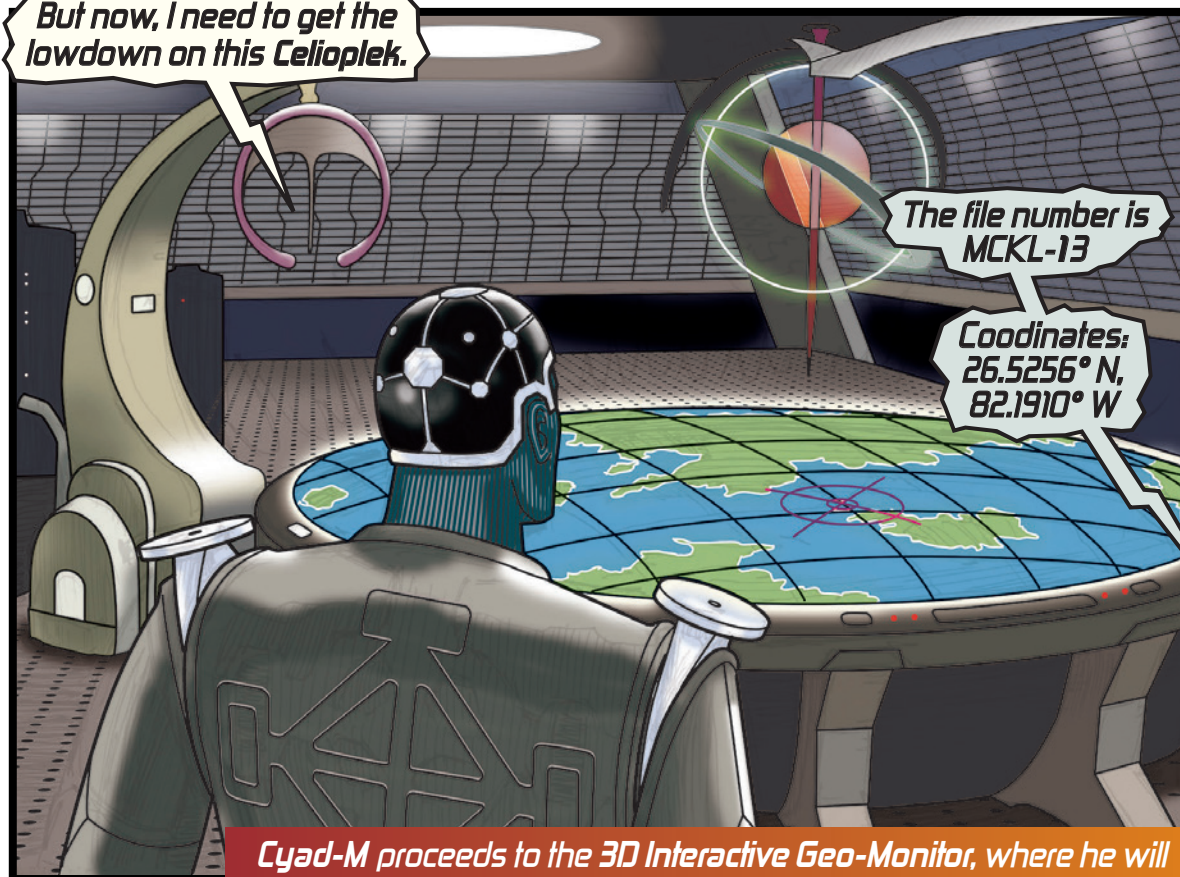
Things are getting busy around here.

And we also need Postellium Beads.

Yes, as always...

Postellium Beads: Sealed nuclear energy packets which act as a power source for a wide range of equipment that Cyad-M uses.

But now, I need to get the lowdown on this Celioplek.

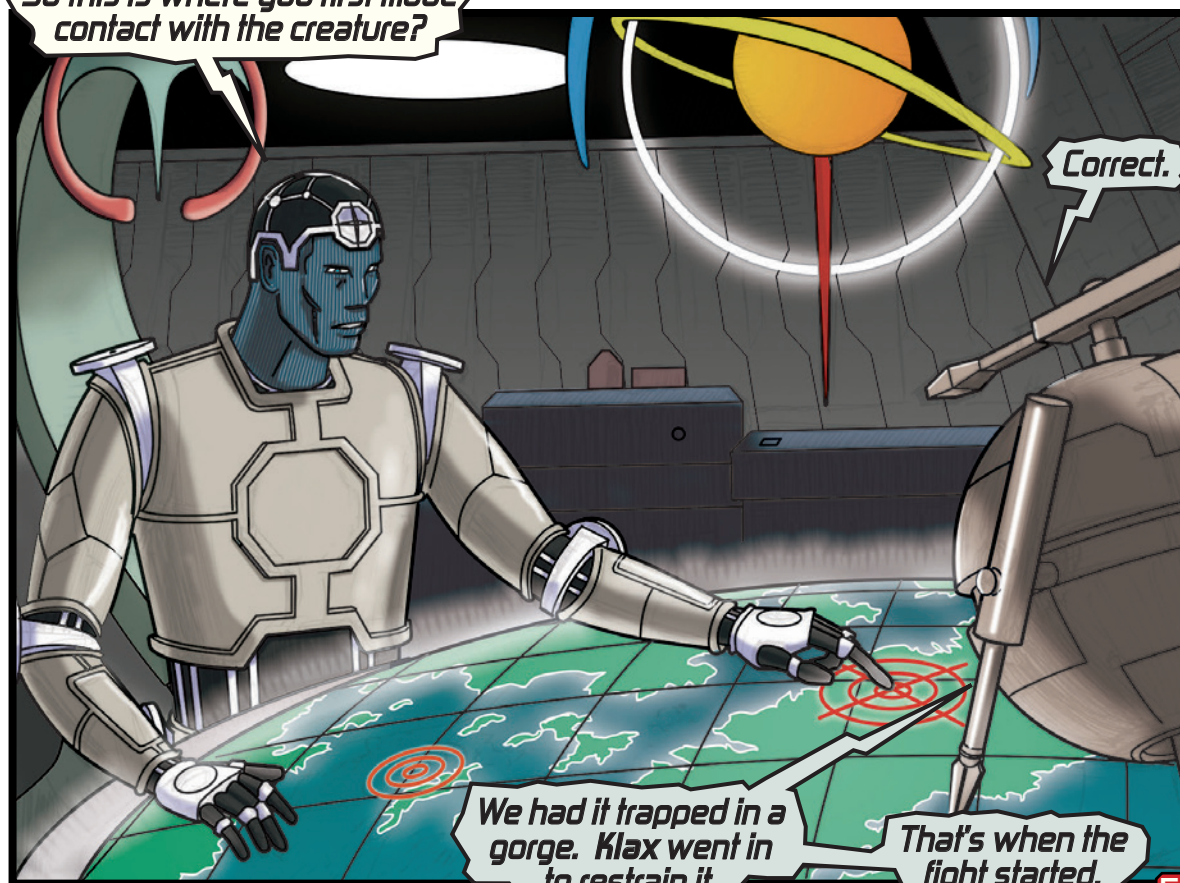


The file number is MCKL-13

Coordinates: 26.5256° N, 82.1910° W

Cyad-M proceeds to the 3D Interactive Geo-Monitor, where he will be able to review details on the location and habitat of the Celioplek.

So this is where you first made contact with the creature?

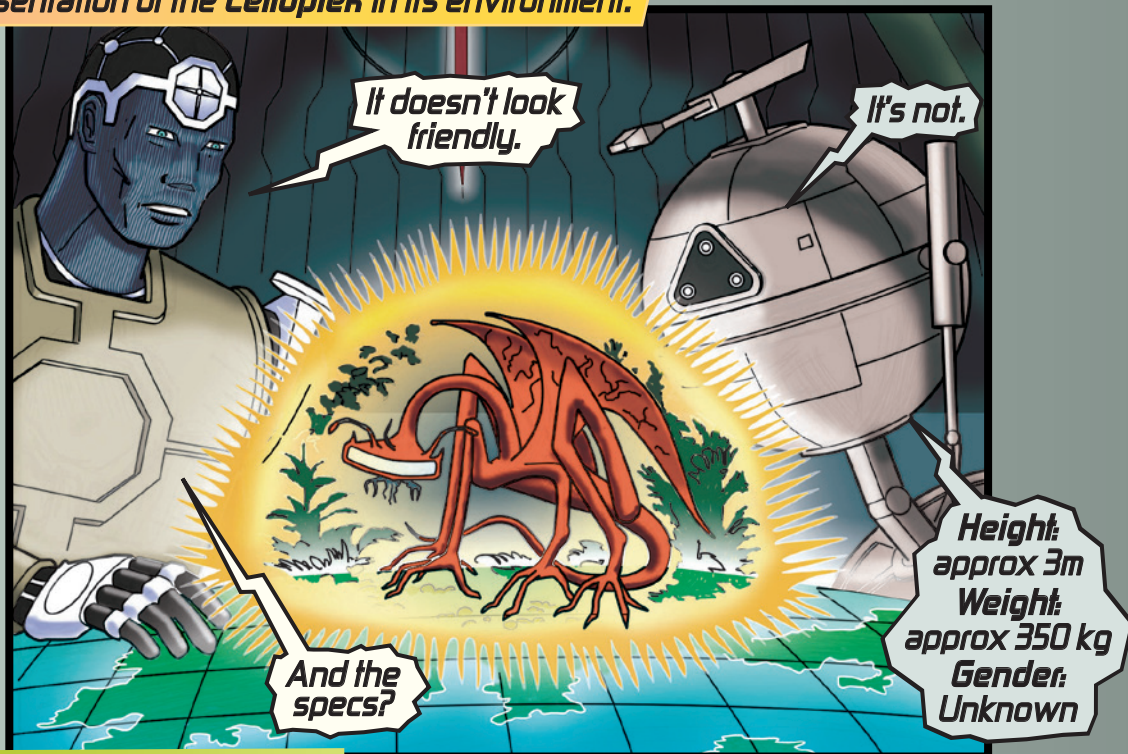


Correct.

We had it trapped in a gorge. Klax went in to restrain it.

That's when the fight started.

The Geo-Monitor generates a 3D holographic representation of the Celioplek in its environment.



It doesn't look friendly.

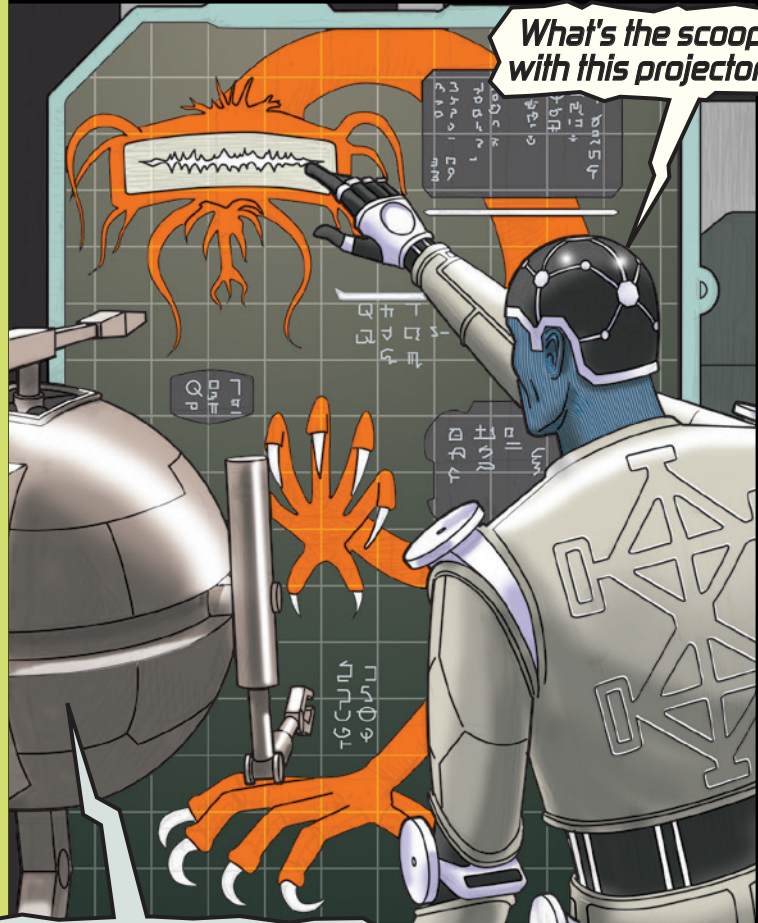
It's not.

And the specs?

Height: approx 3m
Weight: approx 350 kg
Gender: Unknown

Celiopleks have appeared recently in certain subtropical regions. These beasts are actually not capable of flight in our thin atmosphere, however they have a very unusual rectangular screen in the front of their head which can generate a variety of powerful laser-type blasts, along with some other beams with properties which have yet to be fully analyzed.

They are being systematically deposited on our planet illegally by extraterrestrials who are attempting to infiltrate our environment. Cyad-M's job is to collect these creatures and transport them to the holding facility at the Citadel.



What's the scoop with this projector?

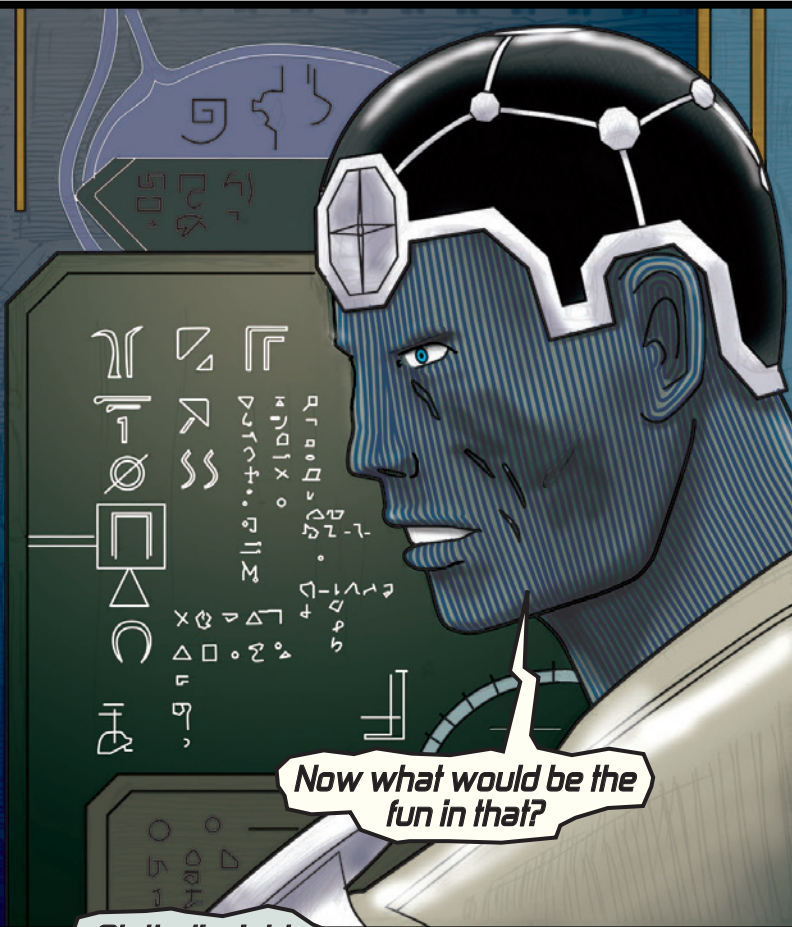
It's a generator within a generator, which serves to re-amplify the power of the beam exponentially.

...thus making it extremely dangerous ...and deadly.



So I'd advise you not to go it alone for once.

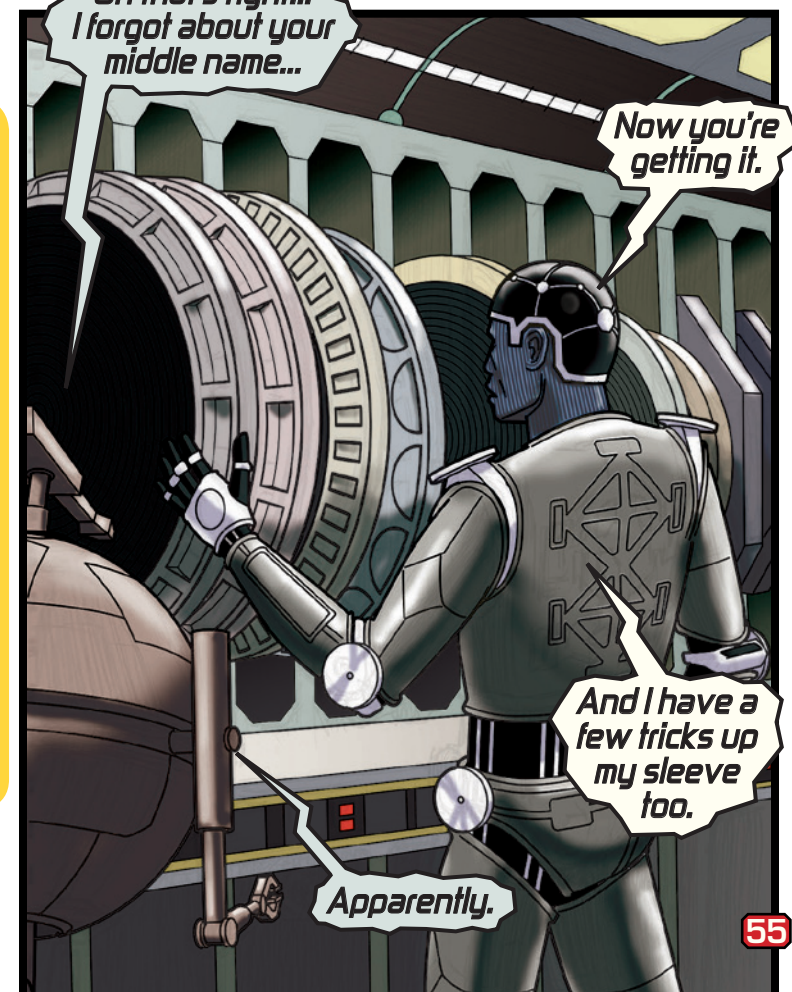
We can arrange to bring in a team.....



Now what would be the fun in that?

Oh that's right... I forgot about your middle name...

Cyad-M proceeds to pick out a replacement AG-Disk, since the last one was destroyed during the Scorbies attack. These disks come in many different configurations, and each has its own characteristics in terms of speed, responsiveness and maneuverability, so he is always very particular when choosing a new one, as mere microseconds in response time can mean the difference between life and death in tight situations.



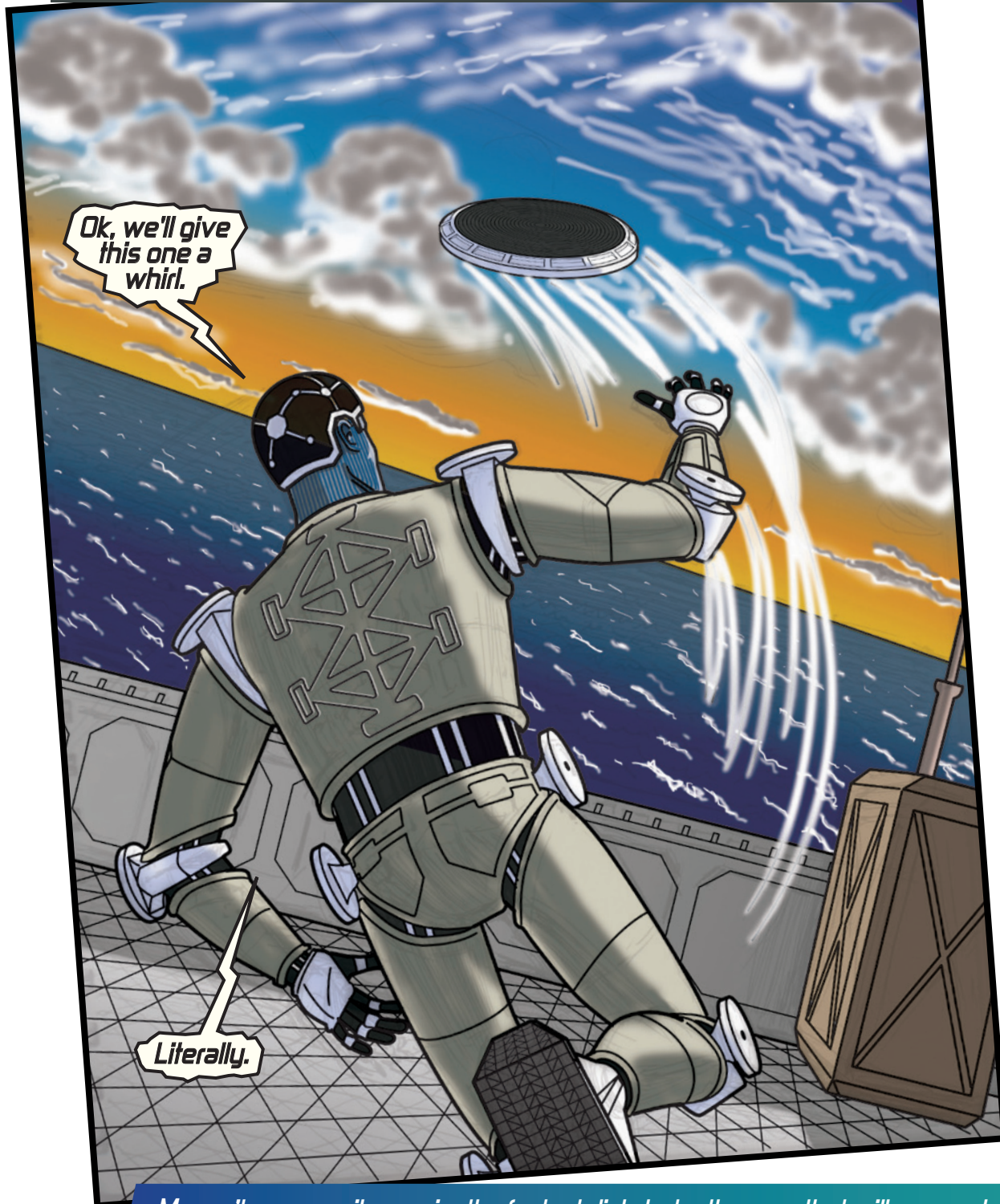
Now you're getting it.

And I have a few tricks up my sleeve too.

Apparently.

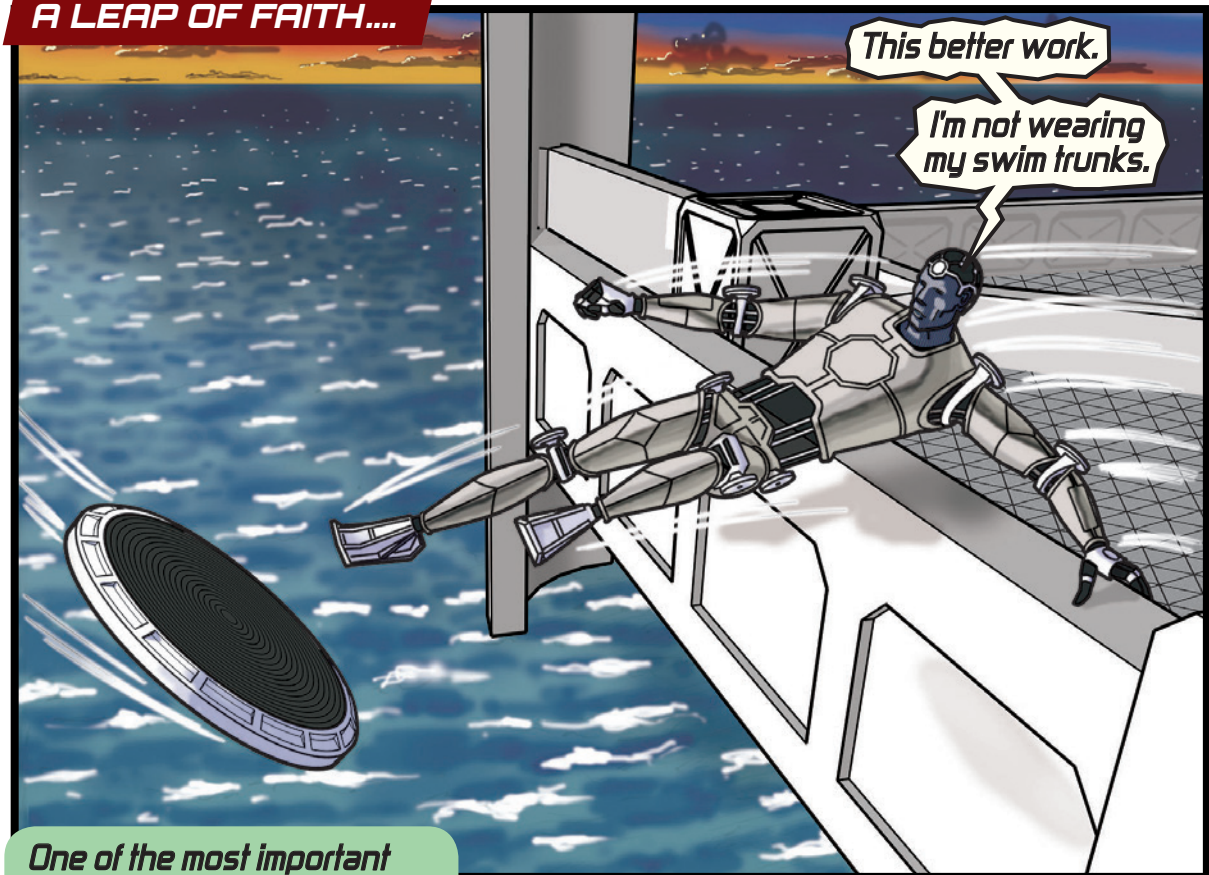
TESTING THE AG DISK...

This particular disk has yet to be broken in, so following standard protocol, Cyad-M will take it through a series of performance tests before embarking on any missions with it. This will include all the previously mentioned characteristics, as well as acceleration, braking and stability.



M won't necessarily require the fastest disk, but rather one that will respond intuitively to his thought commands. The AG-Disk must be able to interface seamlessly with his Klops® (boots) as well as the eight stabilizer disks (MERBs) situated at key locations on his body armor.

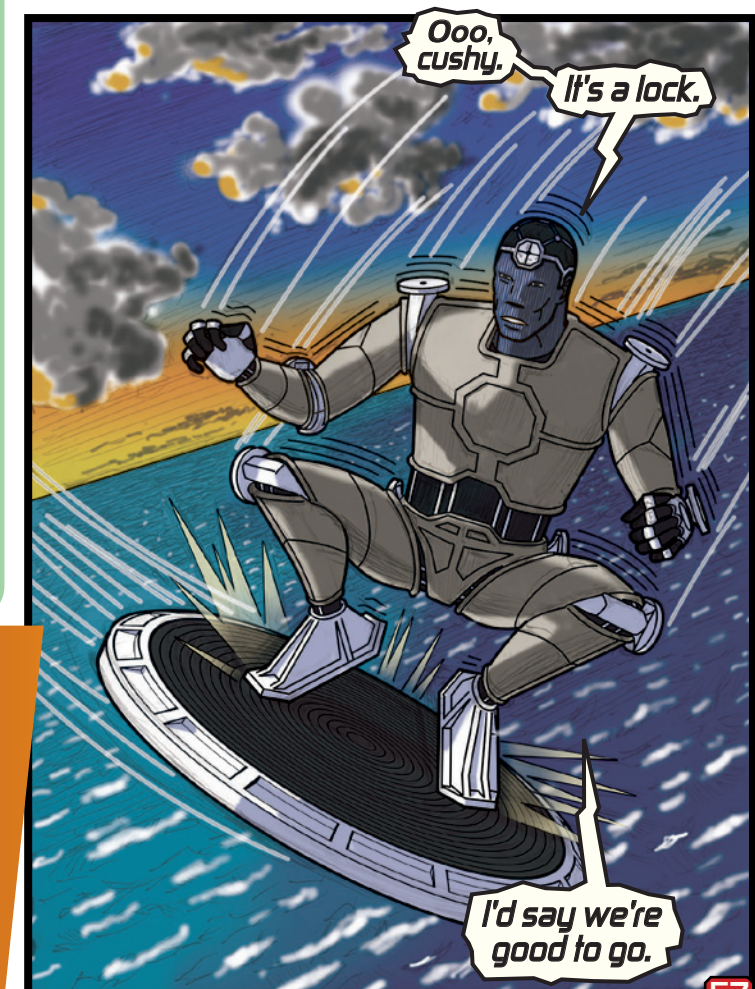
A LEAP OF FAITH....



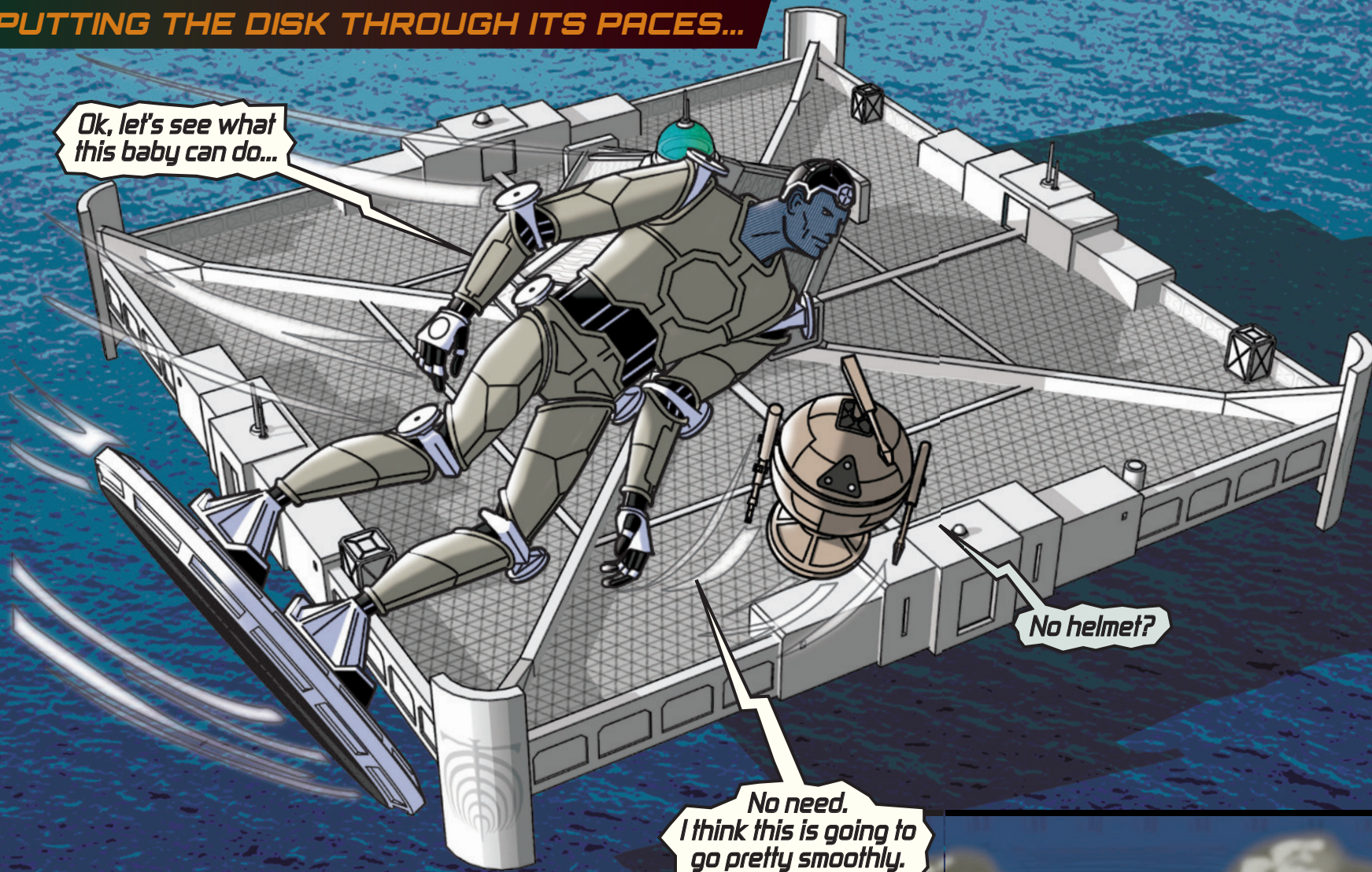
One of the most important tests of course is the AG-Disk's ability to calculate M's trajectory and maneuver itself into position at the appropriate speed in order to engage smoothly and seamlessly with his landing.

This is actually harder than it appears, in terms of the millions of minuscule adjustments that are being calculated instantaneously, along with many environmental factors which must also be taken into consideration.

So far, this disk appears to be fully up to the task, returning like a boomerang and intercepting Cyad-M as he vaults off of the Zektoplanar deck, the toes of his Klops interlocking perfectly with the disk's Metaplane.



Ok, let's see what this baby can do...



No helmet?

No need. I think this is going to go pretty smoothly.

Plexo accompanies Cyad-M on the test run to observe the long series of exercises, and to act as a spotter in case anything goes wrong.

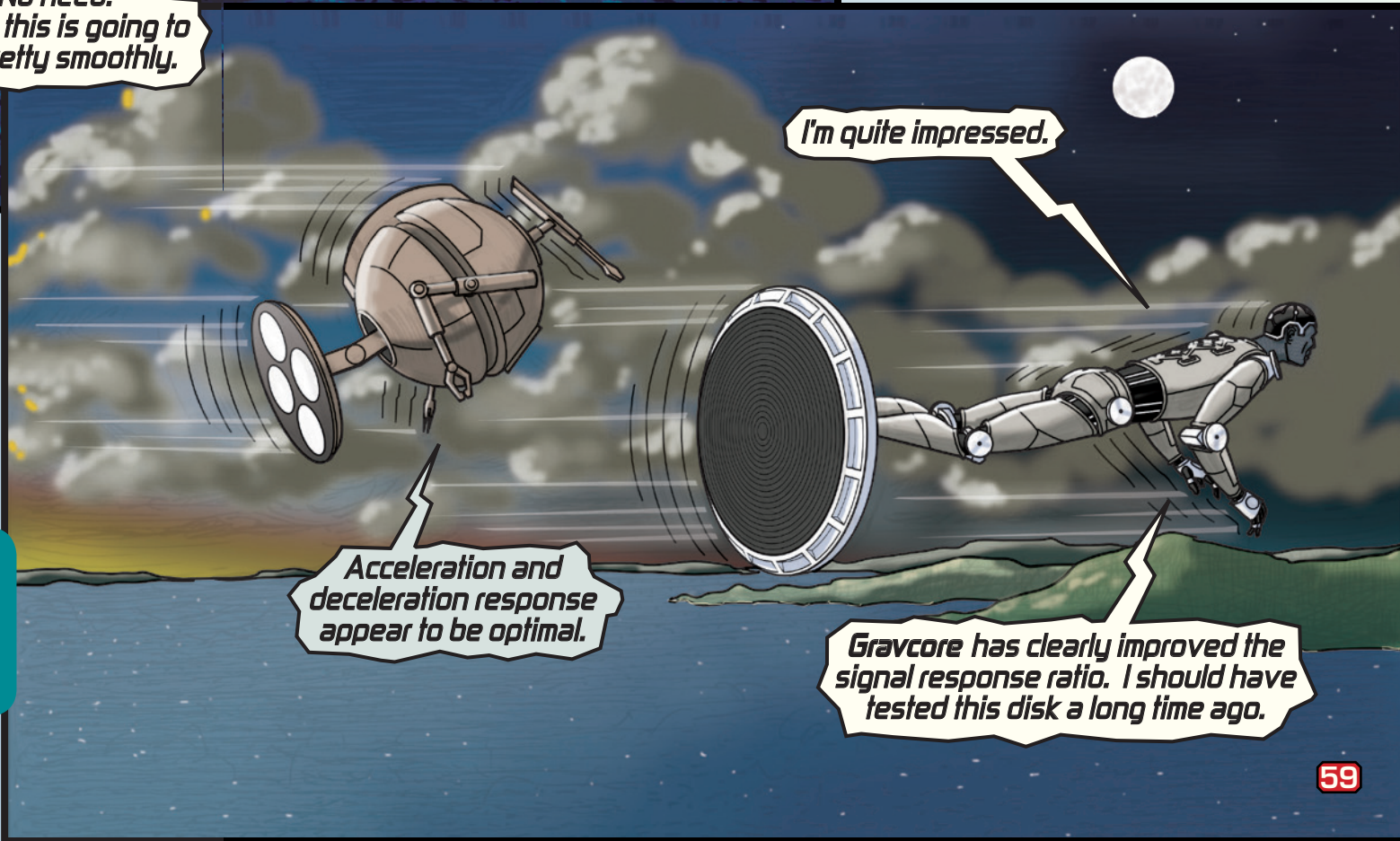
The MERB disks on M's body suit of course will allow him to stay airborne even without the AG-Disk, however he does not have anywhere near the thrust, power and maneuverability that the disk provides.

If the AG-Disk should happen to fail for any reason, M would not fall directly into the ocean, but would still be able to hover and move at moderate speed and eventually make his way back to the Zektoplanar.

That however wouldn't be necessary, as Plexo could simply couple to the disk in order to provide the thrust needed to return M to base quickly.

As night falls across this vast, lonely stretch of ocean, Cyad-M proceeds to conduct variable speed tests in a straight line, accelerating to roughly 250kph and braking to a dead stop, then re-accelerating and so on. No glitches so far. The disk seems to be performing beautifully and remains perfectly synchronized with the sensors in M's Controller-Headset.

Due to the sheer distance covered with this test, they wind up entering the night sky, and soon find themselves over a small island. Indications are that it is sparsely inhabited.

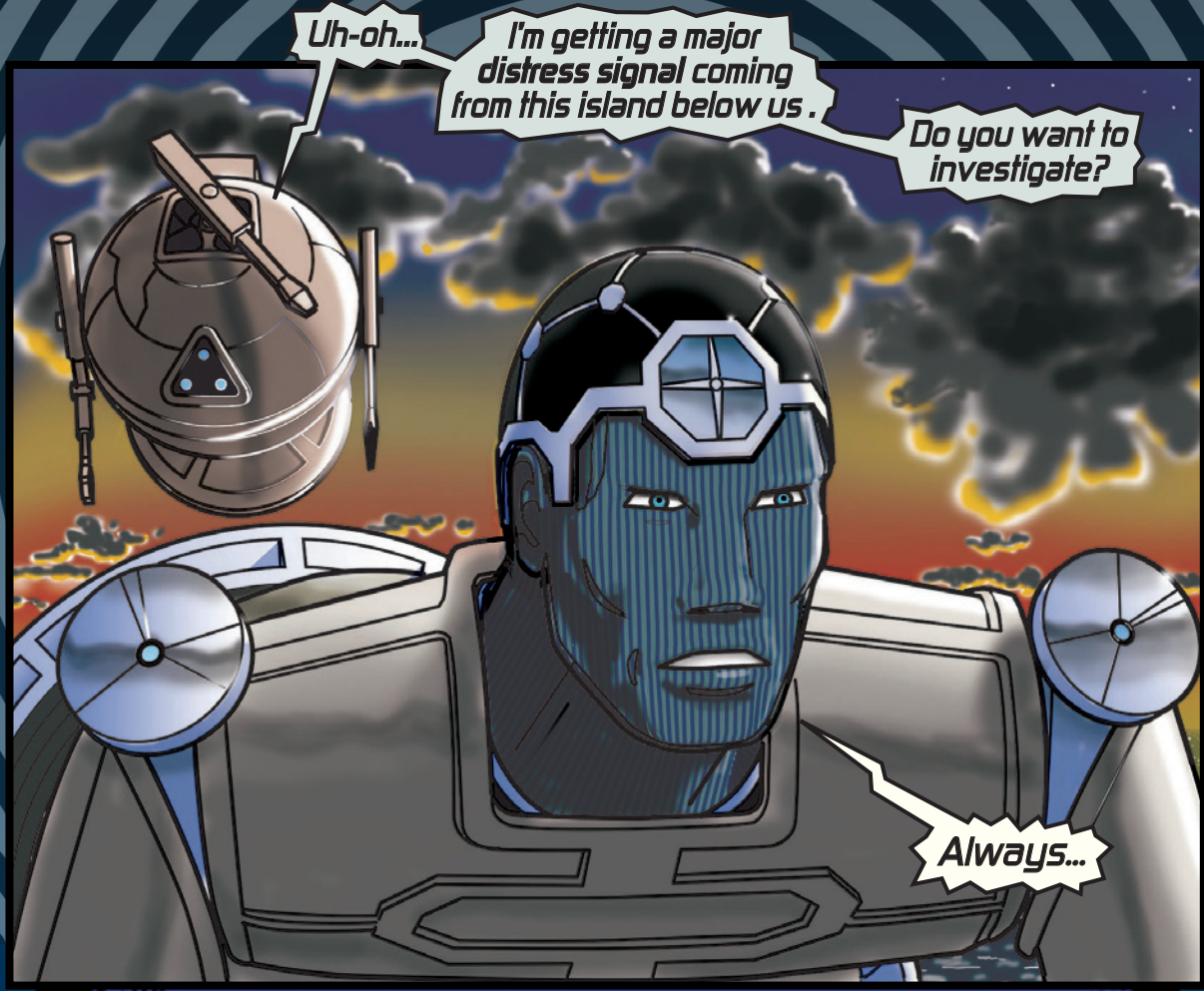


I'm quite impressed.

Acceleration and deceleration response appear to be optimal.

Gravcore has clearly improved the signal response ratio. I should have tested this disk a long time ago.

One of the many useful technologies that Cyad-M and his crew have at their disposal is the ability to detect distress events being emitted by humans and/or creatures in any nearby vicinity...



Uh-oh...

I'm getting a major distress signal coming from this island below us.

Do you want to investigate?

Always...

Ooooooo.....

Aaaahhhh.....



And that brings to a close Episode #1 of the Saga of Malcolm Ferroid!

So stay tuned for Episode #2. You won't believe what he gets into next! Always the unexpected. Never a dull moment! Well, except when they're doing boring technical stuff, which is most of the time. But hey, if we can put up with it, so can you!!

See you soon!!!

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6 Rolls Film 79¢

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So what's all the hoopla?

THE ADVENTURES OF MALCOLM FERROID

Who in heck is Malcolm Ferroid?

What's the hubbub, bub?

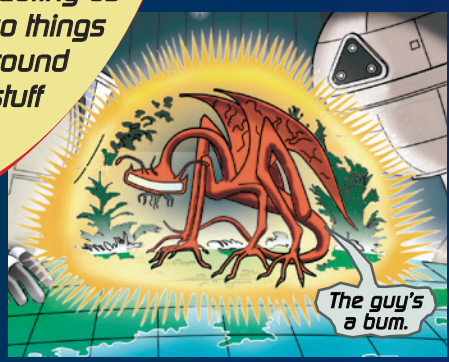
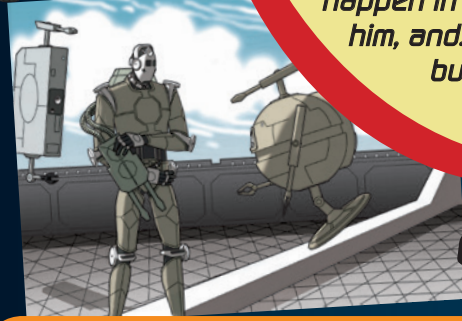
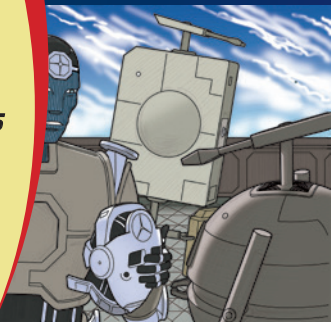
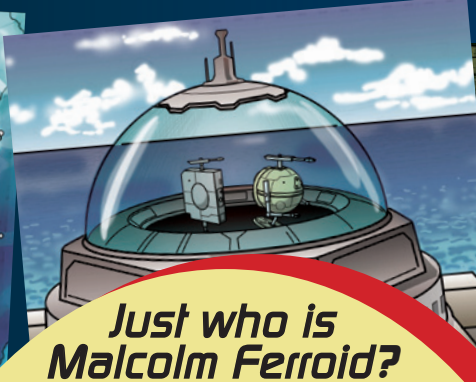
EPISODE 1 ALL IN A DAY'S WORK

Slick around and find out!

Just who is Malcolm Ferroid?

Well, he's like this space dude, right, and he's like, really cool, and totally retro. And he does, like, all this stuff, and, ... and he lives in a spaceship... I think... but he's got more than one, and he has to fight all these alien creatures, or capture them or something. I think he takes them somewhere, and he comes from some other planet, and he's human, not an android, but he has special powers. I'm not sure if he can fly by himself... I don't think so... but he does it with that disk thing and maybe some other stuff. He's super strong and he has springy muscles, so he can jump really far and he has special skin that protects him from radiation, and he can see farther and more colors than we can, and see auras and stuff, and he has super hearing as well, and he can slow down time so things happen in super slow motion around him, and... well... there's more stuff but I can't remember.

— review by
Retro Kid



Visit www.ferroid.com to learn more about the history of MF, upcoming episodes, plans for film production, and the author/illustrator himself. Purchase MF promotional items too!

Dedicated to my late father, Harry F. Bosley, who absolutely insisted that this story be completed!

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Special thanks to my dear friend, the late **Lillian Lanko** of Vancouver for making this possible, and to her sister, the late **Joyce Elliott** of Melbourne, Australia and her family for all their support.

\$10.00



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