

ELECTRONIC ARTS®

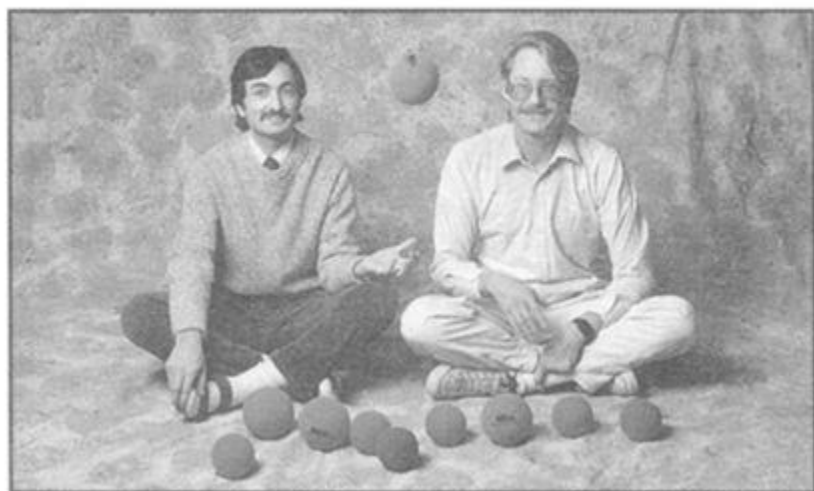


# MARBLE MADNESS™

OFFICIAL

**SEGA**

SEAL OF  
QUALITY



## ARTISTS BIOS

Michael Schwartz (above, left) is a man who likes to play. He started working with games at age 19, and has worked on them for the last twelve years (don't bother with the speed-math, he's 31).

When he's not cranking out the blues on guitar, bass, and piano, he's fine-tuning fun games like Marble Madness™.

"The ultimate game is making games," says Michael. It is our sincerest hope that he will be playing the ultimate game for a long time to come.

Steve Hayes (above, right) is the master manipulator of sounds and sheet music for this Genesis version of Marble Madness, and in his spare time enjoys collecting antique cars.

## !WARNING!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

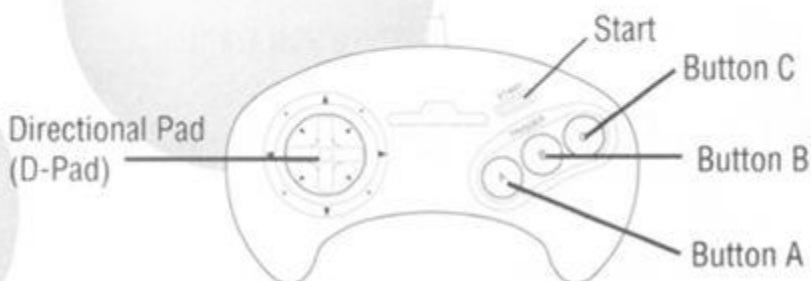
# MARBLE MADNESS!!

## TABLE OF CONTENTS

Press **START** to begin playing!

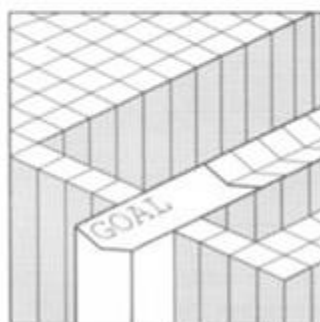
<b>Setting Up for Play</b>	2
<b>Objective</b>	3
<b>In the Beginning</b>	3
<i>Adjust your game</i>	3
<b>Get the Ball Rolling!</b>	4
<i>D-Pad any direction to move</i>	4
<i>Press A,B, or C to turboboost</i>	4
<b>Losing Your Marbles</b>	5
<b>Enemies and Traps</b>	5
<b>Scoring</b>	6
<i>Earning points</i>	6
<i>Bonuses</i>	6
<b>The High-scores Screen</b>	7

## SETTING UP FOR PLAY



1. Make sure your Sega™ Genesis™ is off. Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled *Control 1* on the console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn your Genesis on. The Electronic Arts® logo appears followed by the Marble Madness title screen. If you don't see these screens, begin again at step 1.
5. Press **START** to go to the Selection screen.

## OBJECTIVE



*Level 1 GOAL*

On each raceway, maneuver your marble to the GOAL at the end. At first you'll have to search for the Goal. Once you know where they are, you'll be able to get there faster!

## IN THE BEGINNING



*Press **START** from here to get to the Options screen*

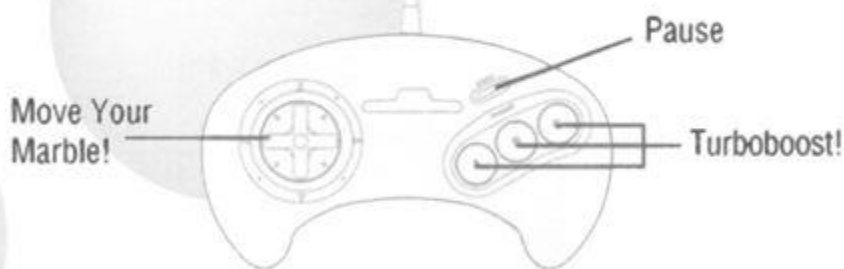


*This is the Options screen. Press **START** to begin playing*

### ***Adjust your game***

At the Options screen, choose a one or two player game, adjust game difficulty (Easy, Normal or Hard), adjust marble control, and view the High Scores screen.

## GET THE BALL ROLLING!



### ***D-Pad any direction to move***

The Directional Pad (D-Pad) moves your marble through each maze. At the Options screen, choose from two types of control:

- **Normal control** - move your marble relative to your television screen
- **Grid control** - move the marble along the lines on the grid (at diagonals to your screen)

### ***Pause for Thought***

To pause the game, press **START** at any time during play. Press **START** again to resume play.

### ***Turbo or not Turbo?***

Press **A**, **B** or **C** at any time to give your marble an extra burst of speed. Turbo to jump over chasms, or slip out of the way of enemies.

### ***The Clock***

At the top of the screen your time remaining to finish is displayed. Although it's possible to have more than 99 seconds of time accumulated through time bonuses, you'll only ever see a maximum of 99 seconds. Don't worry — the game will know when you have more than 99.



## ***Two Players***

When two are playing, player one's marble is red and player two's is blue.

## **LOSING YOUR MARBLES**

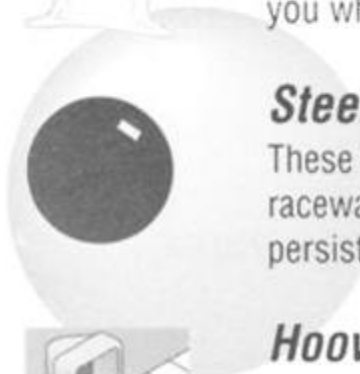
Your marble disappears whenever it falls off the raceway or gets captured by certain enemies. When you lose a marble you must wait for it to reappear before you can continue. You have an unlimited number of marbles, but losing marbles costs time!

## **ENEMIES AND TRAPS**



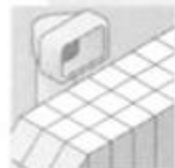
### ***Marble Munchers***

These guys have a ravenous appetite for marbles. They have no eyes, but they can smell you when you get close. Avoid them at all costs!



### ***Steelies***

These black marbles try to bump you off the raceway into caverns around the maze. They're persistent so get around 'em any way you can!



### ***Hoovers***

Vacuums appear out of nowhere to pull you off the raceway. Turbo past them if you want to have a fighting chance!



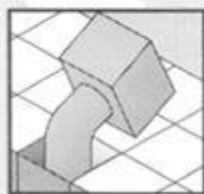
### ***Acid Slime***

These green pools ooze around the grid in an attempt to dissolve your ball. Don't roll into them!



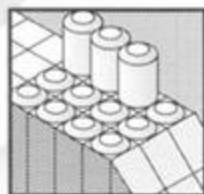
### ***Terrordactyls***

Bad birds fly in a straight path, just don't let 'em fly straight into you! If they do, you're history.



### ***Hammers***

Hammers hide and appear at the last minute and try to knock you off the raceway.



### ***Imwams***

These pistons could pop up at any second and knock you silly. Don't get caught off guard!

## **SCORING**

### ***Earning Points***

You'll get points for several different things:

- Distance covered on your way toward the goal line
- Time spent to get to the Goal. The faster you finish a level, the higher your score
- Earn one of the bonuses below

### ***Bonuses***

#### **BONUS TIME**

After a cleared level, any seconds left over are added to your time on the next level. During two-player competition, the winner gets 5 extra seconds on their time limit for the next level.





The clock is always ticking, and sometimes you think you'll never make it (lots of times you won't). Occasionally, though, a Magic Wand appears to grant you an extra 10 seconds. Use it well!

## BONUS POINTS

To earn bonus points:

- Find shortcuts down pipes, on waves, and over chasms
- Defeat certain enemies
- Finish a level in a short time
- Make successful jumps

## HIGH SCORES



The high score screen appears at the end of a game, and if your score is high enough, you can enter your name. High scores are reset when the game is turned off.

To enter your name:

1. Use the D-Pad to highlight a letter
2. Press **A** to select
3. Repeat steps 1 and 2 to enter all the letters you want
4. Press **START** to exit

## CREDITS

Programming (Genesis Version): **Michael Schwartz**  
Original Design: **Atari Games Corporation**  
Sounds and Music: **Steven E. Hayes**  
Title Screen: **Cynthia Hamilton**  
Executive Producer: **Don Traeger**  
Producer: **Jim Rushing**  
Associate Producers: **Jon Horsley, Happy Keller**  
Assistant Producer: **Gerald McLane**  
Testing: **Jeff Haas, Gerald McLane**  
Product Management: **Susan Goerss**  
Documentation: **Andrea Smith, Marti McKenna**  
Documentation Illustrations: **Andrea Smith, Adrian Bourne**  
Documentation Layout: **Emily Favors**  
Quality Assurance: **Steve Barry**

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS** - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**RETURNS AFTER WARRANTY** - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00 to:

Electronic Arts  
Customer Warranty  
P.O. Box 7578  
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

Unless indicated otherwise, all software and documentation is © 1991 Electronic Arts. All Rights Reserved.

**Marble Madness** is a trademark of Atari Games Corporation.

This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM.

**SEGA** and **GENESIS** are trademarks of Sega Enterprises, Ltd.



## REAL ACTION! REAL ADVENTURE!



### WHERE IN TIME IS CARMEN SANDIEGO?®

Carmen and her gang travel through time to steal treasures from the Middle Ages, the Renaissance, Imperial Japan and even the Present. Pursue the villains to their hideaways before time runs out. Play in one of five languages.



### JAMES POND™ II CODENAME: ROBOCOD™

Power up your Robosuit and use your stretchability to defeat Dr. Maybe's hideous new plot. Dodge death-dealing devices as you make your way through nine different toy factories in a variety of vehicles.



### ROAD RASH™

No-holds-barred street bike racing. Kick and punch your opponents off the road in the most illegal, unofficial and dangerous race on public roads.

For play on Sega™ Genesis™ machine. Electronic Arts Customer Service, P. O. Box 7578, San Mateo, CA 94403-7578. Printed in USA. Robocod and James Pond are trademarks of Millennium. Where in Time is Carmen Sandiego? is a registered trademark of Broderbund Software, Inc. Road Rash is a trademark of Electronic Arts.

  
ELECTRONIC ARTS®

708905