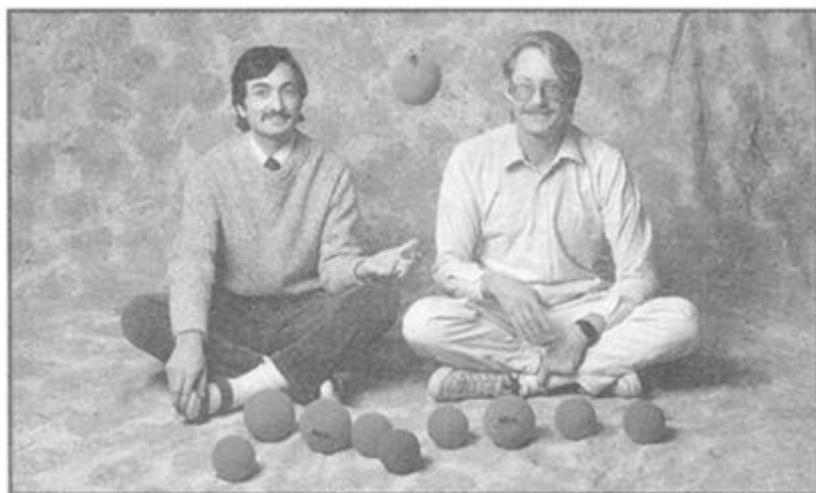


ELECTRONIC ARTS®



# MARBLE MADNESS™





## 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.

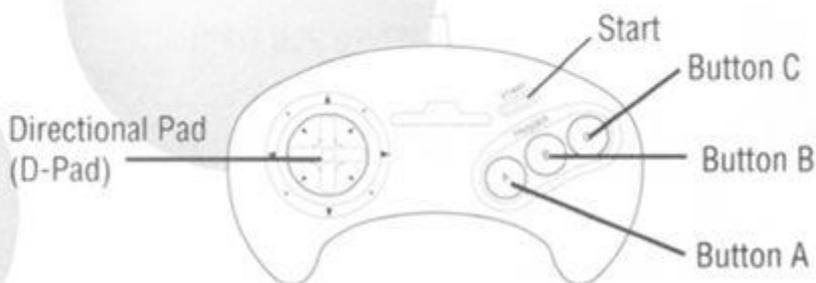
# MARBLE MADNESS!!

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Press **START** to begin playing!

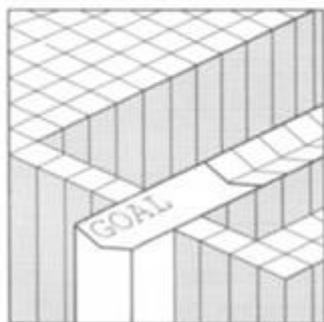
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## SETTING UP FOR PLAY



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*

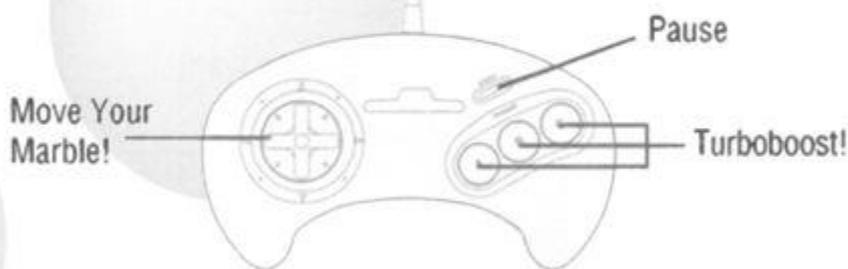


*This is the Options screen. Press **START** to begin playing*

### ***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

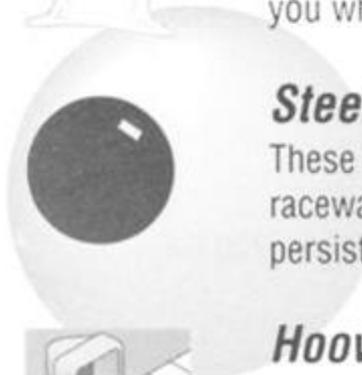
Your marble disappears whenever it falls off the raceway or gets captured by certain enemies. When you lose a marble you must wait for it to reappear before you can continue. You have an unlimited number of marbles, but losing marbles costs time!

## ENEMIES AND TRAPS



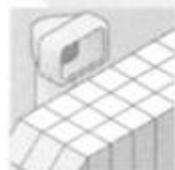
### *Marble Munchers*

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!



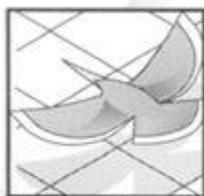
### *Hoovers*

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



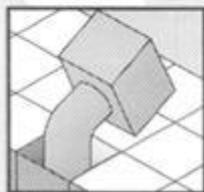
### *Acid Slime*

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



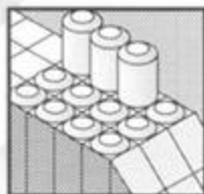
### ***Terrordactyls***

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**  
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Title Screen: **Cynthia Hamilton**  
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Documentation Layout: **Emily Favors**  
Quality Assurance: **Steve Barry**

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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.

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# REAL ACTION! REAL ADVENTURE!



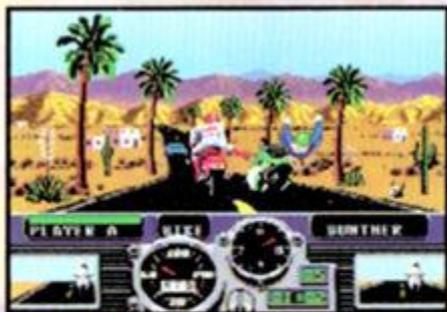
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