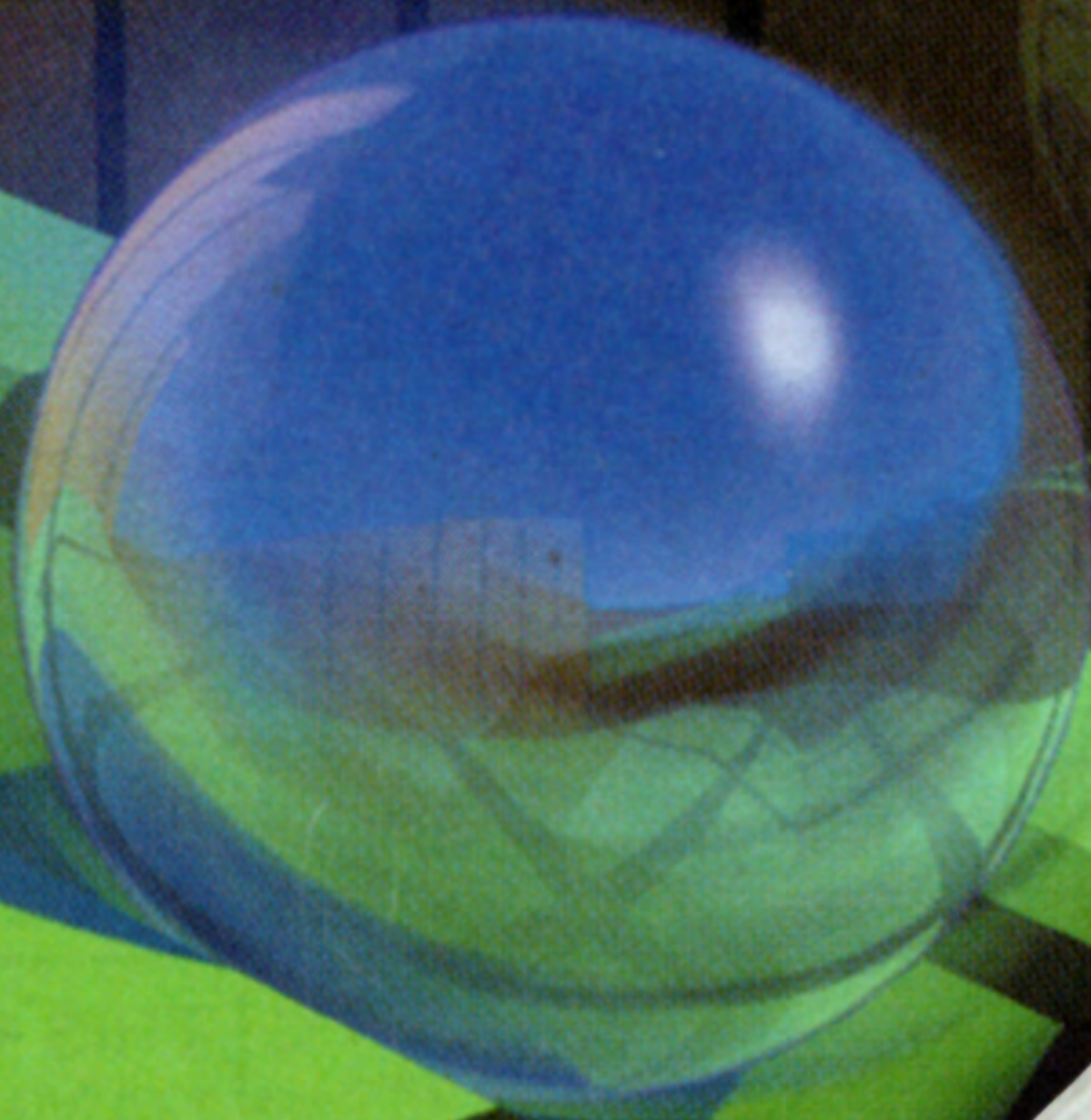


Nintendo

CGB-ANNE-USA

GAME BOY[®] color

MARBLE MADNESS[™]



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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EVERYONE
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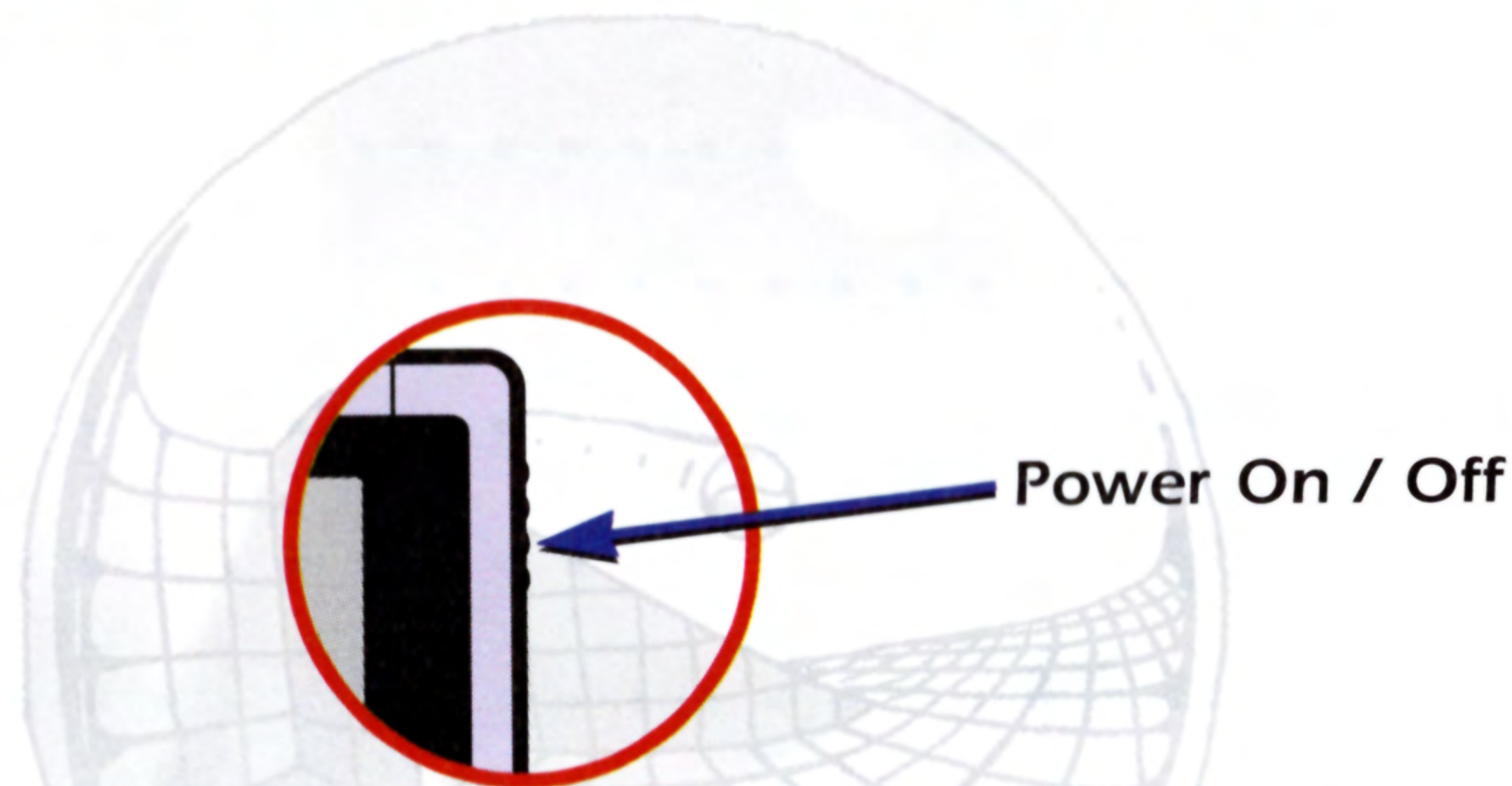
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GETTING STARTED



- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.

CONTROLS

Here are the controls for Marble Madness.

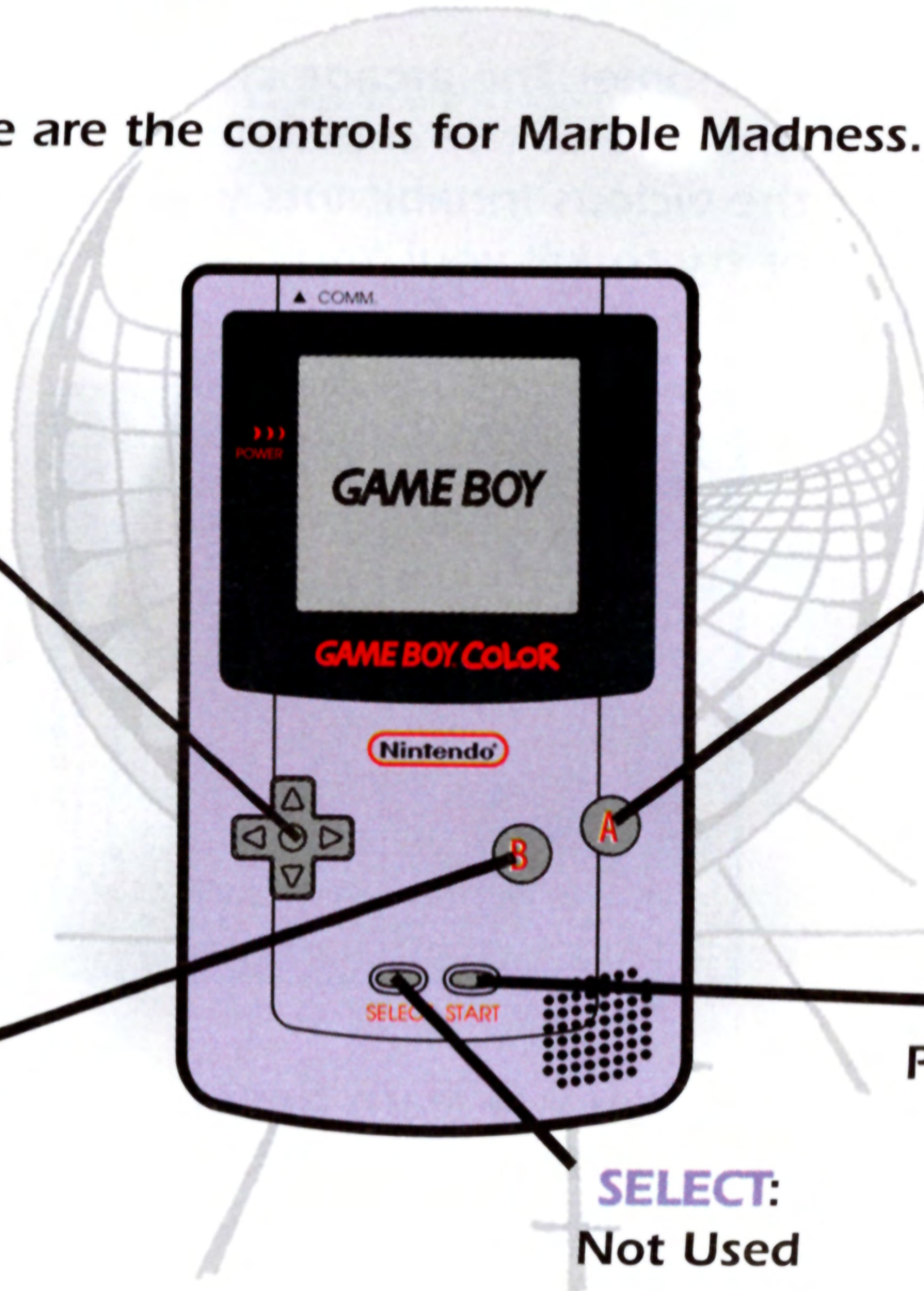
Control Pad:
Move Marble
(All Directions)

A Button:
Not Used

B Button:
Not Used

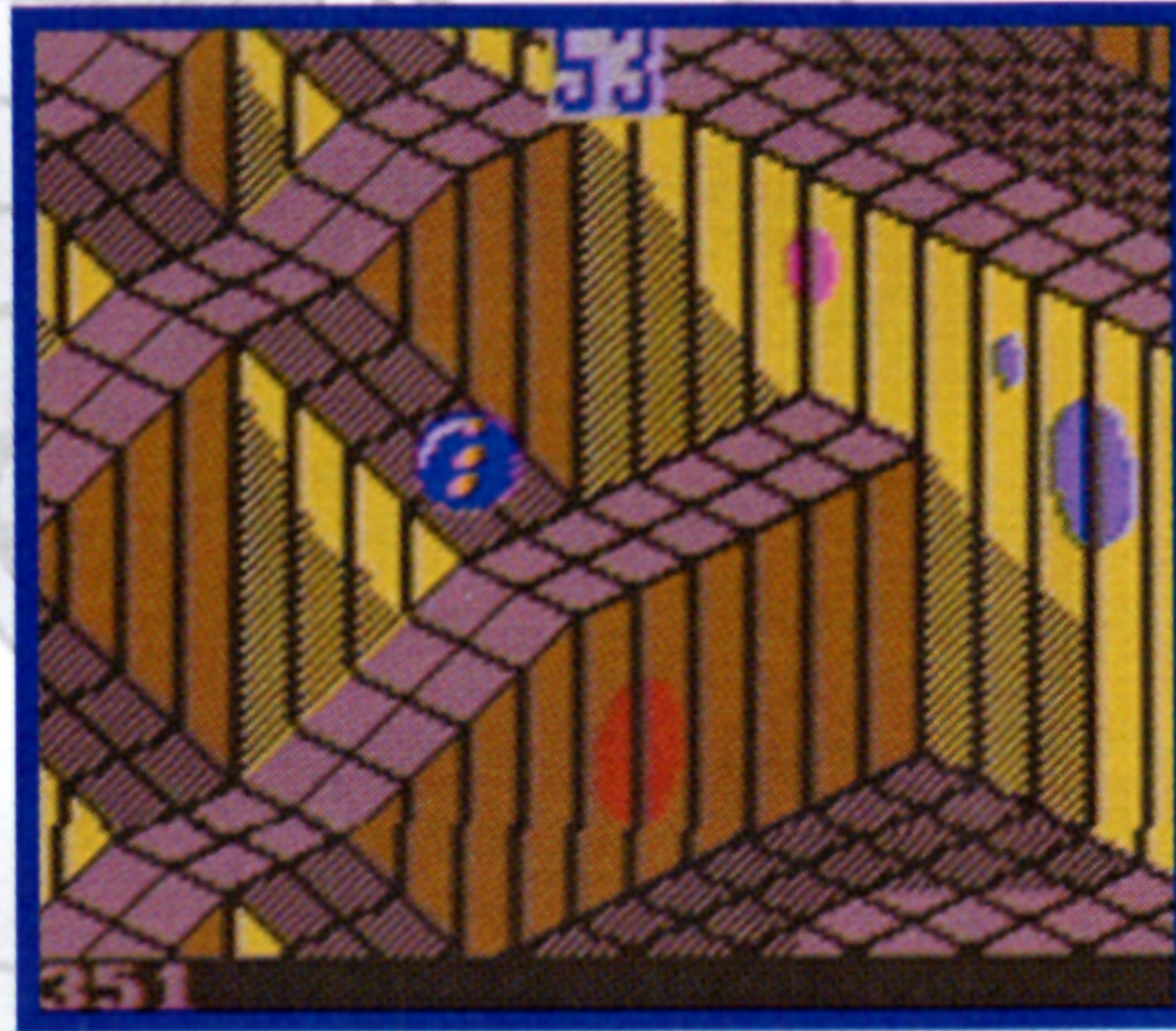
START:
Pause Game

SELECT:
Not Used



MARBLE MADNESS

Marble Madness comes home! The arcade classic is now in your hands. Steer your marble to the end of the course in the minimum amount of time. Watch out for the vicious inhabitants you'll encounter. These guys will slow you down or try to kill you! You have an infinite amount of extra lives, but when your marble dies, you lose valuable time.



Throughout this manual, you will learn how to play the game, how to adjust the game's options and what things you should roll away from!

GET ROLLING!

After pressing START at the Title Screen, the following choices are available to you: START GAME, OPTIONS and DEMO. Roll your marble to any one using the Control Pad. Press Right to go to START GAME, Up to go to OPTIONS and Left to go to DEMO.

START GAME:

This mode is for One Player only.

OPTIONS:

This will allow you to adjust some of the game's options. For more information, see the next page.

DEMO:

This short demonstration shows you some of the dangers you'll encounter while playing the game.



GAME OPTIONS

If you select **OPTIONS** from the Main Menu screen, you will be able to control the sounds and Controller configuration of the game. To select an option (Music, Sounds FX or Control Config), highlight the option by pressing **Up** or **Down** on the **Control Pad**. Each option can be turned **ON** or **OFF** by pressing **Left** or **Right** on the **Control Pad**. These functions are shown as a check mark or an X. The check mark means the sound is ON, while the X represents the sound being OFF.



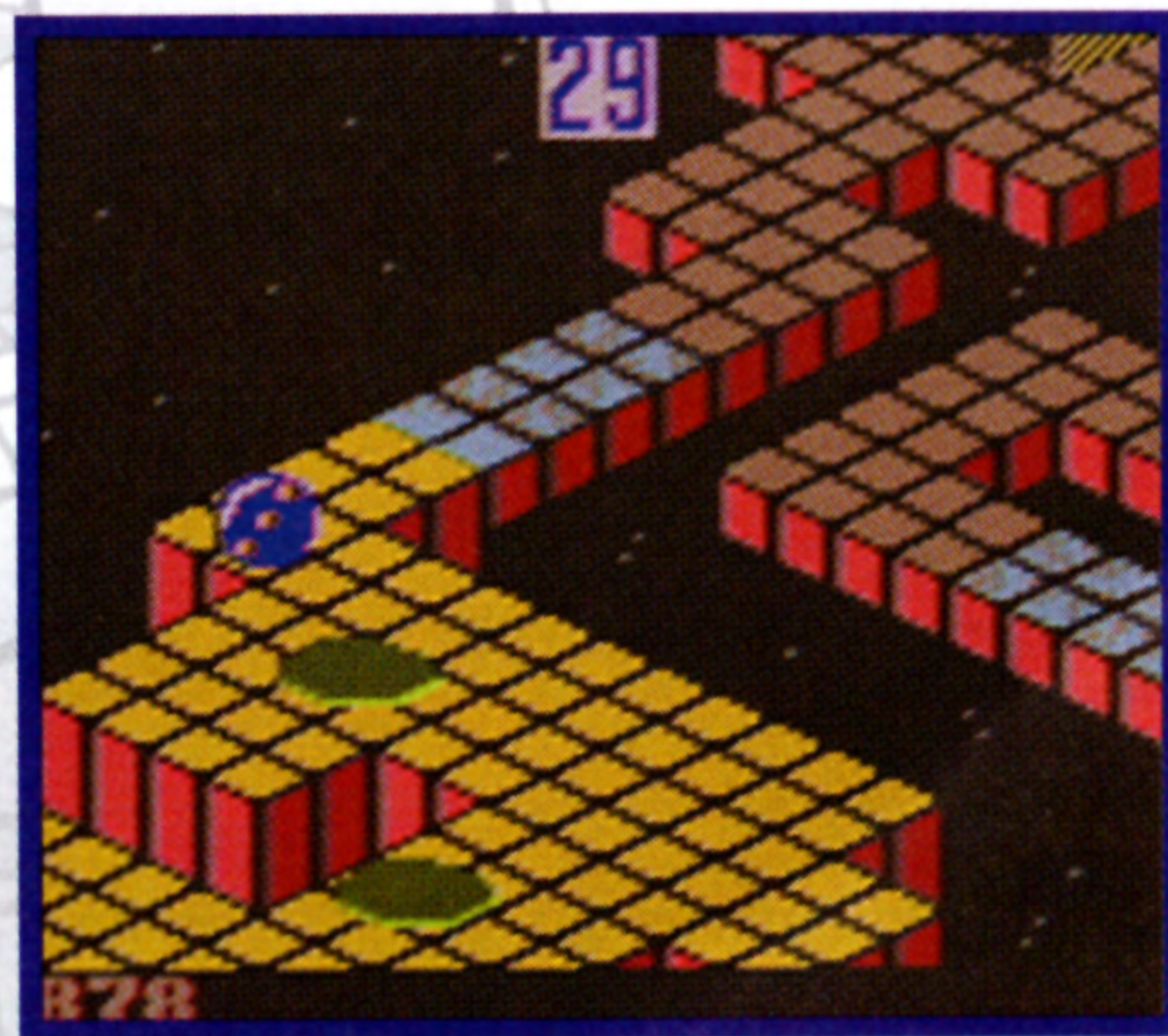
The Control Config option allows you to change the angle of your Control Pad in the game. The default setting is a 90° angle, while the other setting is at a 45° angle. Basically instead of pressing Left on the Control Pad (at 90°), you must push diagonally Down and Left to get the same direction.

When you have finished adjusting the options, highlight **BACK** and press the **A Button**. This will take you back to the Main Menu where you can begin playing.

PLAYING THE GAME

The goal of Marble Madness is to steer your marble to the finish line at the end of each course. Each course is unique with twisting mazes, dangerous enemies, hazardous drops and more!

Control your marble using the Control Pad. You will encounter a variety of challenges. Some pathways are extremely narrow and one wrong move could mean a broken marble! Other courses offer tunnels and chutes that when entered, launch your marble onto a different area of the course. No matter where you are however, you must find the **GOAL** at the end of each course. Arrows will guide you to the end of the level, but you must do it quickly. If your timer runs out, your marble is finished! If you do well enough, sometimes your marble will be “**charmed**” with extra time!



POINT TOTALS

Here's the breakdown of the Marble Madness point totals.

LEVEL COMPLETION BONUS:

Level 1: 1,000 points

Level 2: 2,000 points

Level 3: 3,000 points

Level 4: 4,000 points

Level 5: 5,000 points

Level 6: 6,000 points

ENEMIES:

1,000 points for defeating the Steelie ([Page 12](#)).

CHUTES:

Chutes will drop your marble into another area of the level.

2,000 points for moving through the chute.

4,000 points for the separate chute in Level 2.



POINT TOTALS

TIME REMAINING:

100 points for each second remaining on the clock.

LEVEL 1 PAINTED BLOCKS:

There are a few numbered blocks on Level 1 near the end. Landing on them will give you the following points:

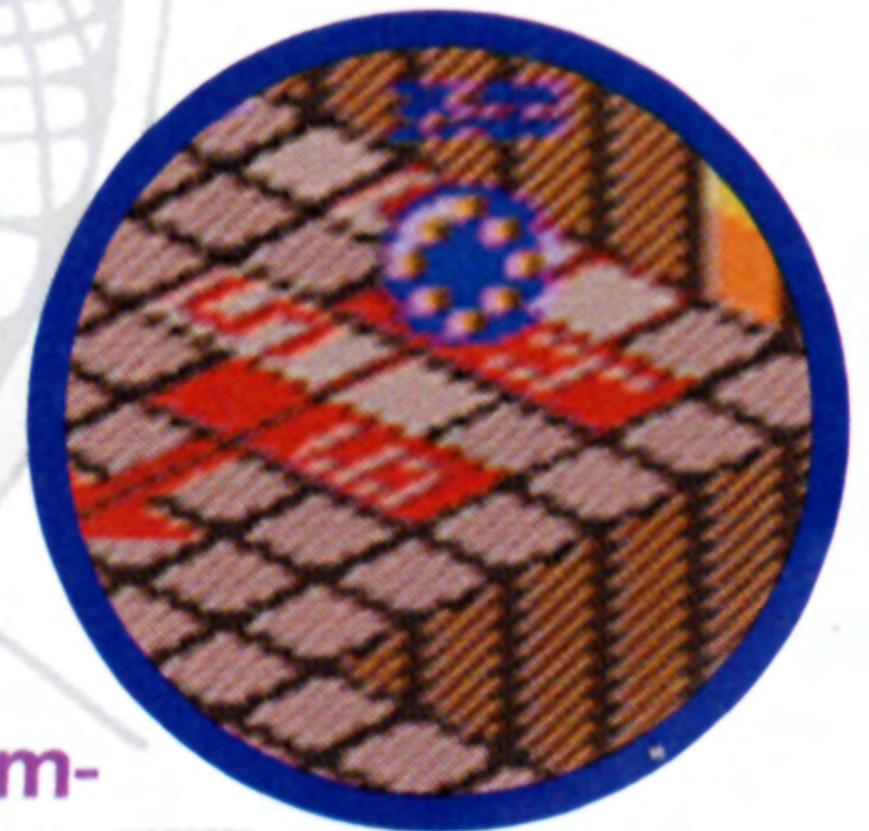
Land on #3: 3,000 points

Land on #4: 4,000 points

Land on #5: 5,000 points

Land on #6: 6,000 points

Note: If you land on a colored tile with no number (that is connected with a number of the same colored tile), you will earn an extra 500 points. For example, if you land on a red tile connected to a six (in the example to the right), you will earn 6,500 points

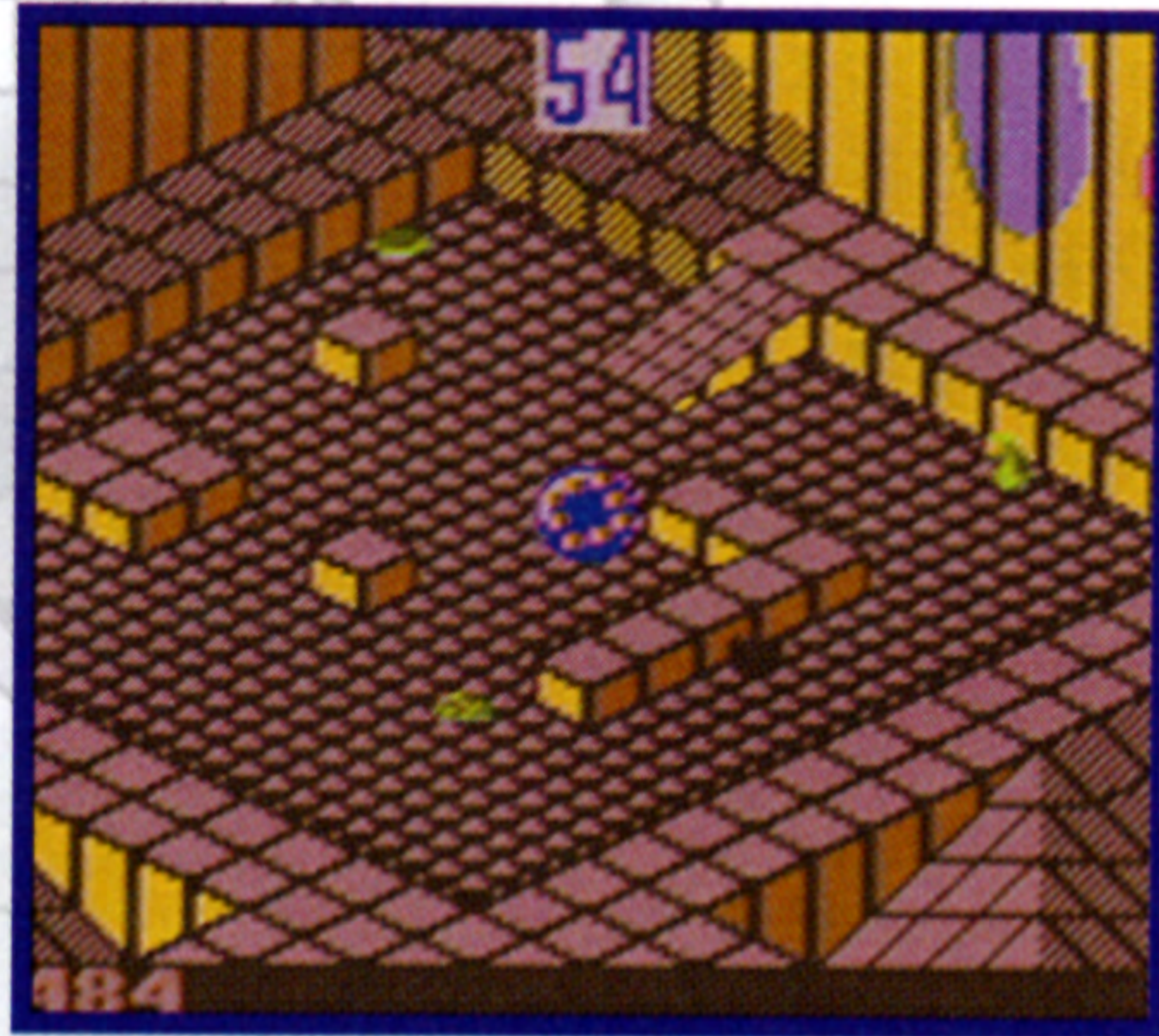


GAME COMPLETION BONUS:

20,000 points for finishing the game.

PLAYING THE GAME

Each of the levels in Marble Madness has you rolling through a course, consisting of ramps and mazes. "Silly" Level is a special level where the game's rules are reversed. You now go up the course! Some of the enemies are smaller, but now they are there for you to destroy. Every one that you defeat will add 3 more seconds to your time!



Remember that you start at the bottom of the course and must work your way to the top!

PLAYING THE GAME

Besides the sharp turns and steep drops, there are a couple of other things you should be cautious around.

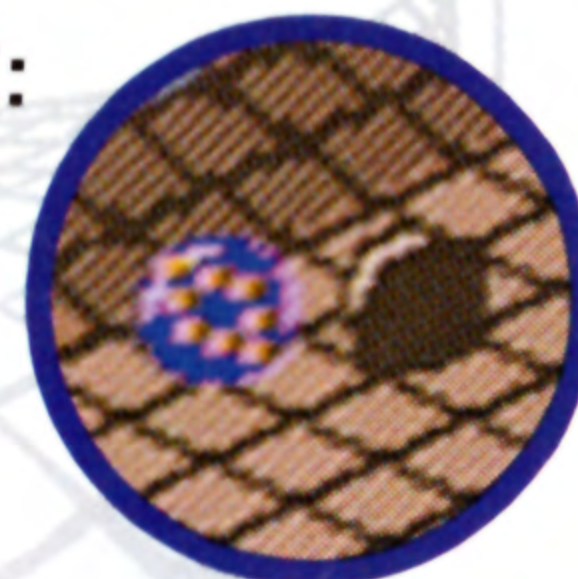


MARBLE MUNCHERS:

These worm-like creatures hop up and down trying to swallow your marble.

THE STEELIE:

Black as night and made of steel, this vicious marble chases you trying to knock you off the edges of the course. Avoid it at all costs!

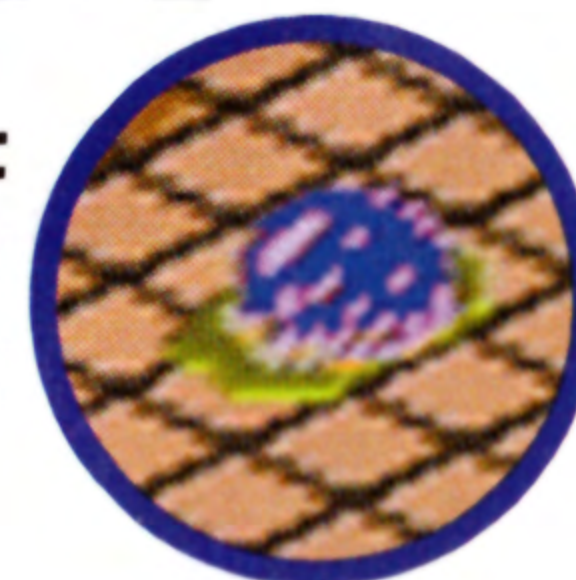


THE VACUUM:

Located in some courses, the Vacuum will suck up your marble - piece by piece.

ACID POOLS:

Squirming around the levels are Acid Pools. These will dissolve your marble and should be avoided!



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