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GAME BOY®

DMG-MB-USA

MARBLE MADNESS™



INSTRUCTION BOOKLET

INSTRUCTION BOOKLET FOR . . .

MARBLE MADNESS™



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***OBJECT OF THE GAME***

Move your marble to the Goal Line on five levels (Levels 1 through 5) without running out of time! In a 2-player game, beat your opponent to each Goal Line to score the most points.

***GETTING STARTED***

One or two players can play *Marble Madness*.

One Player

To play alone, follow these steps:

1. Put *Marble Madness* in Game Boy.
2. Turn **on** Game Boy.
3. Select the directional control angles for arrows < ➡ ⬅ ⬇ ⬆ > on the control pad:
 - Press **A** to steer marbles at 45° angles.
 - Press **B** to steer marbles at 90° angles.
4. Press **Start** to begin play, to pause, and to continue.
5. Press < ➡ ⬅ ⬇ ⬆ > to steer your marble to the goal.

Two Players

For two players, you need a Game link cable. Follow these steps:

1. Connect the two Game Boys with the Game link cable.
2. Put *Marble Madness* in each Game Boy.
3. Turn **on** each Game Boy, one at a time.
4. Select the directional control angles for arrows <➡️⬅️⬇️⬆️> the control pad:
 - Press **A** to steer marbles at 45° angles.
 - Press **B** to steer marbles at 90° angles.
5. Press **Start** with the Game Boy that was turned on first.
6. Press <➡️⬅️⬇️⬆️> to steer your marbles to the goal--
and may the best player win!

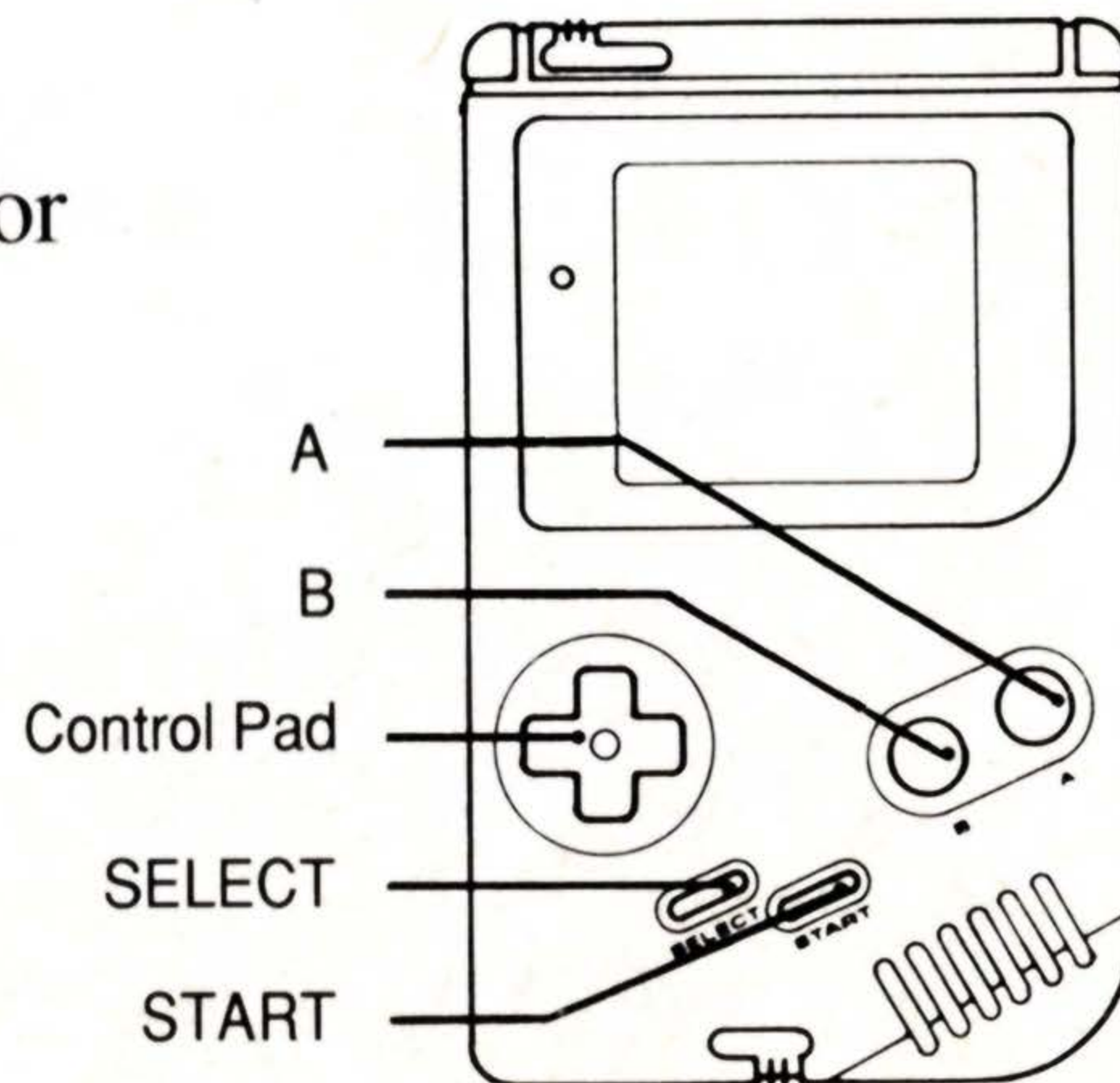
MARBLE CONTROLS

Use these controls to move your marbles through the mazes.

Game Boy Controller

Start Use to start a level; while in play, use to pause and to continue.

A/B Turbocharge your marble for a burst of speed!

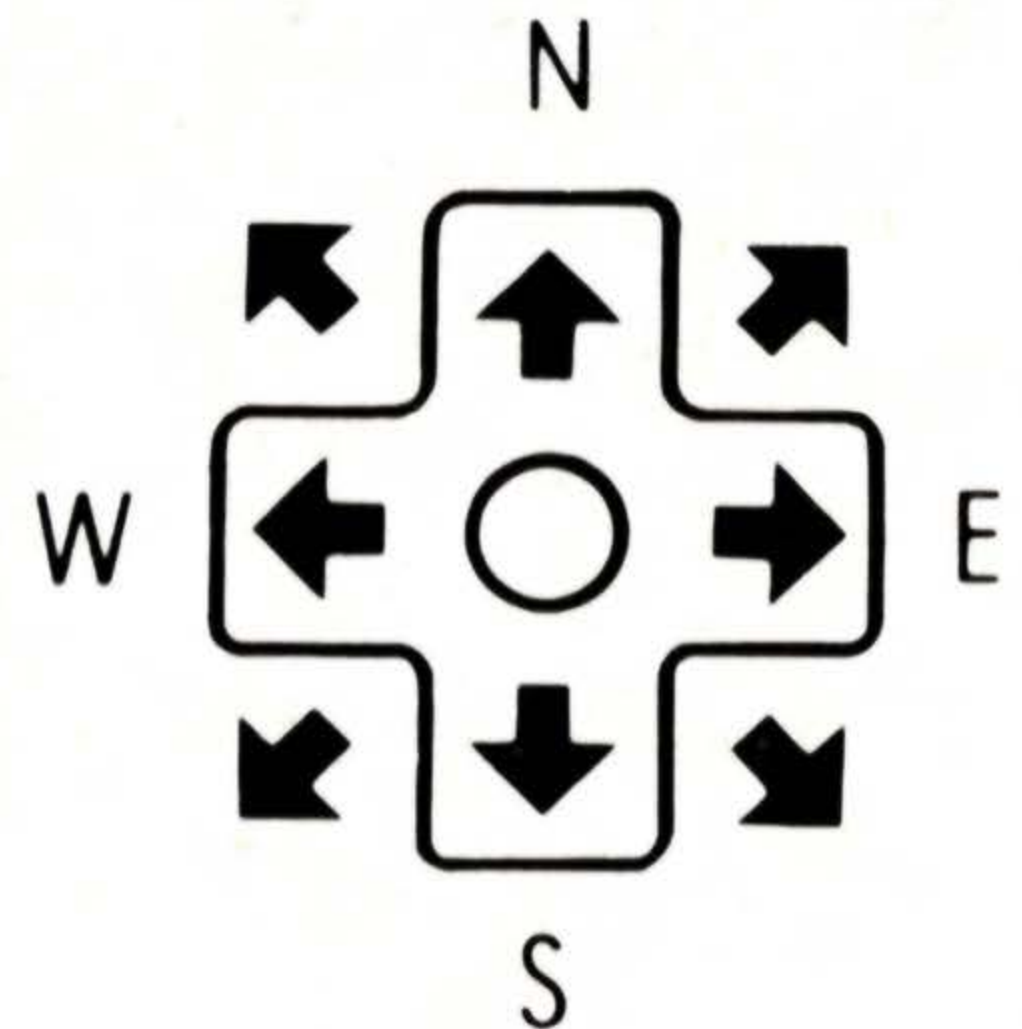


Control Pad

The arrows will steer the marble depending on the directional control angle that you select.

45°	
Move northwest	↖
Move northeast	↗
Move southeast	↘
Move southwest	↙

90°	
Move left	←
Move up	↑
Move right	→
Move down	↓

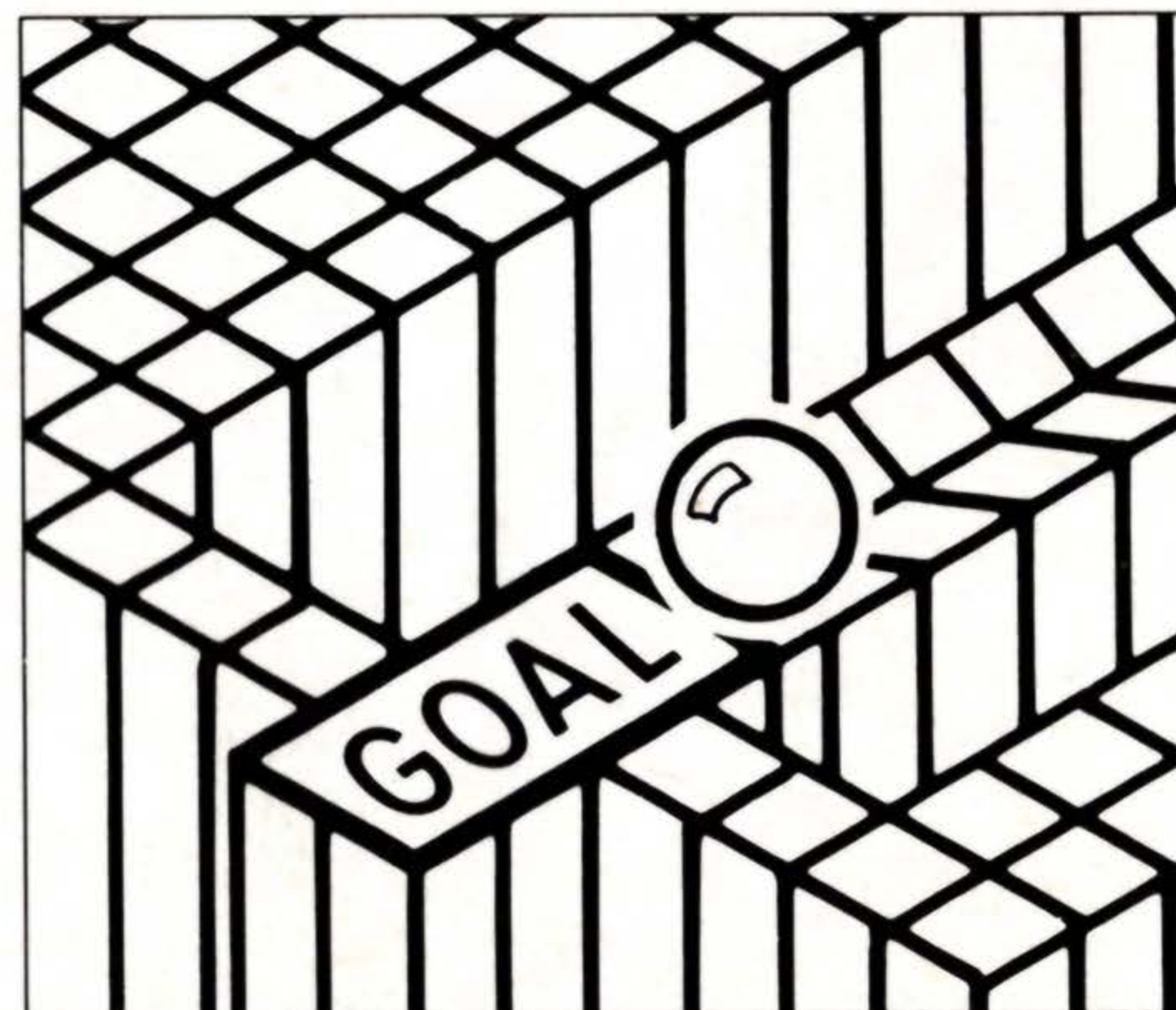


MARBLES

You have an unlimited number of marbles. Player One gets white marbles. Player Two gets black marbles.

Moving Through the Maze

On each level, you must move your marble through a 3-D maze to the Goal Line. At first, you'll search for Goal Lines. Once you know where they are, you can try to go faster!



Level 1 Goal Line

Losing your marbles?

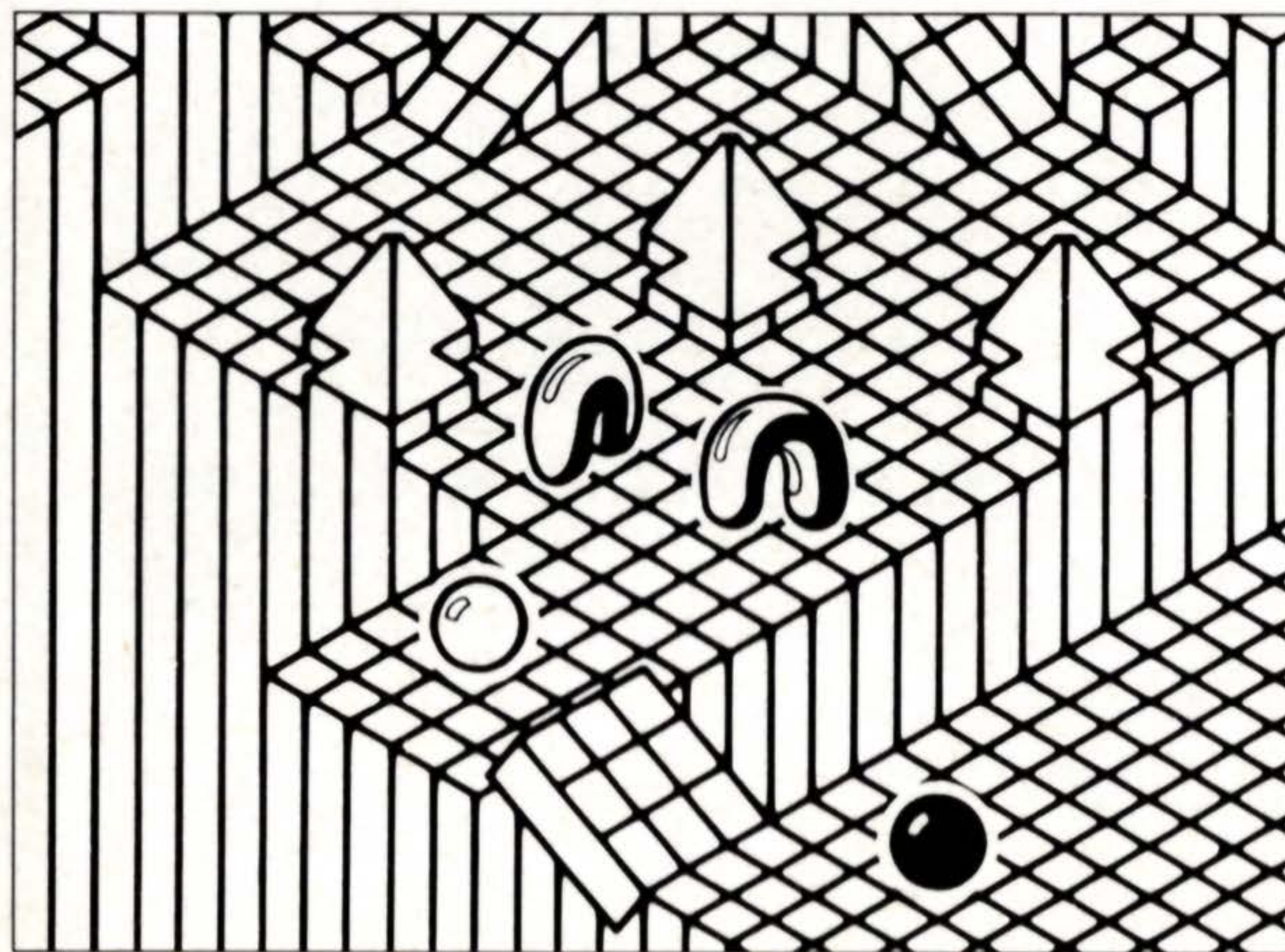
This will drive you crazy. When your marble falls or gets munched by an enemy, *it disappears!* When you lose a marble, you must wait for it to reappear before you continue.

Turbocharging

Press **A** or **B** to give your marble an extra burst of speed. Turbocharging can save you time and help you escape enemies and traps!

Enemies and Traps

Enemies and traps await you on every level! Be careful, or you'll lose your marbles! See the illustration below for some examples.



Marble Munchers.

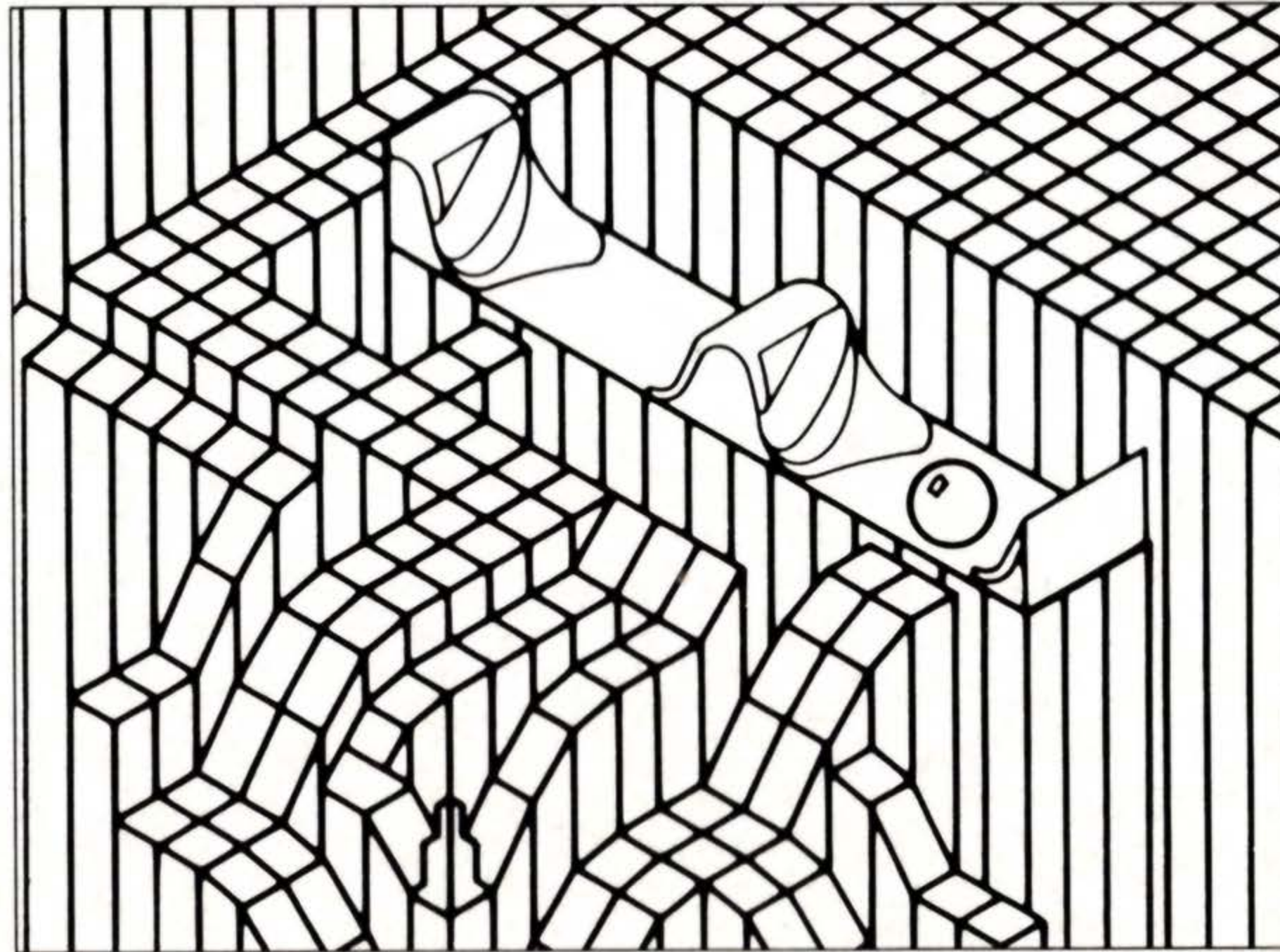
Avoid them, or you'll lose your marbles!



A Steelie. *Avoid it--or bump it off a ledge for bonus points!*

Shortcuts

Look for the quickest ways to each Goal Line. For example, if you catch the wave on Level 3, you'll reach the Goal Line faster!



BONUSES

For Levels 2-5, any leftover seconds from the previous level are added to your time for that level. You also get a *Time Bonus* for each leftover second!

Hint: *On Level 1, press **A** or **B** to increase your speed and to jump across to a tic-tac-toe grid for bonus points!*

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Printed in Japan