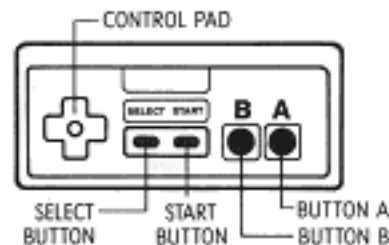# MARBLE MADNESS

INSTRUCTION MANUAL

USING THE CONTROLLER

The illustration below names the controller parts you'll be using as you play.

To turbocharge—Press BUTTON A.

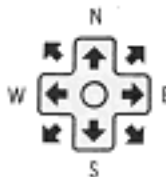To make a selection—Press the SELECT BUTTON.

To pause—Press the START BUTTON. To restart, press START BUTTON again.

- CONTROL PAD
- SELECT BUTTON
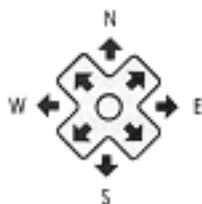- START BUTTON
- BUTTON A
- BUTTON B

CONTROLLER OPTIONS

Horizontal (90°) Hold: Hold controller the conventional way and press control pad to move the marble in the directions shown at right.

Diagonal (45°) Hold: Hold controller at an angle and press control pad to move the marble in the directions shown below.

HOW TO PLAY

OBJECT

Move your marble to the Goal Line on six raceways (Levels 1 through 6) without running out of time.

In a 2-player game, beat your opponent to each Goal Line to score the most points.

SIGNING ON

Press the SELECT BUTTON to choose 1 Player or 2 Players. Then press START. To sign on, press the control pad RIGHT, LEFT, UP or DOWN to select the letters in your name. Press BUTTON A for each letter. To erase a letter, select RUB and press BUTTON A. Select END after entering your name.
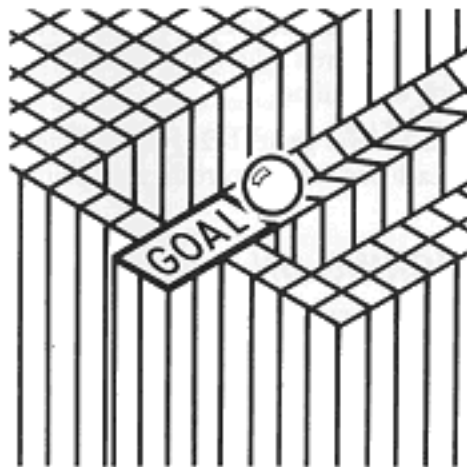
```
PLAYER 1
ENTER YOUR NAME.

A  B  C  D  E  F  G
H  I  J  K  L  M  N
O  P  Q  R  S  T  U
V  W  X  Y  Z  RUB END
__ __ __ __ __ __
```

On the next screen, press the control pad UP or DOWN to choose Horizontal (90°) Hold or Diagonal (45°) Hold. (See CONTROLLER OPTIONS on page 4.) Then press BUTTON A. Repeat the sign-on sequence for a 2-player game.

MOVING THROUGH THE MAZE

On each raceway, you must try to move your marble through a 3-D maze toward the Goal Line. At first, you'll have to search for the Goal Lines. Once you know where they are, you'll be able to get there faster!
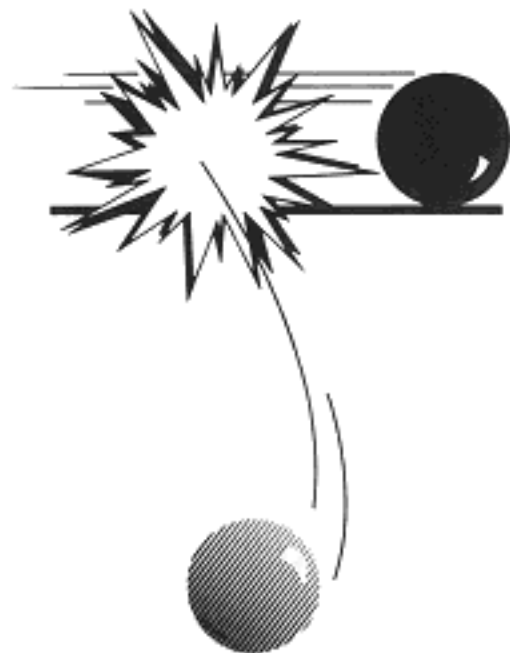

LEVEL 1 GOAL LINE

LOSING YOUR MARBLE

Your marble will disappear 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 slows you down!
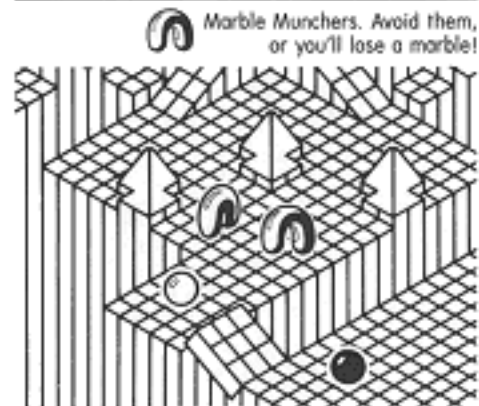
TURBOCHARGING

Press BUTTON A at any time to give your marble an extra burst of speed. Turbocharging can shave seconds off your time. It can *also* help you escape enemies and traps!
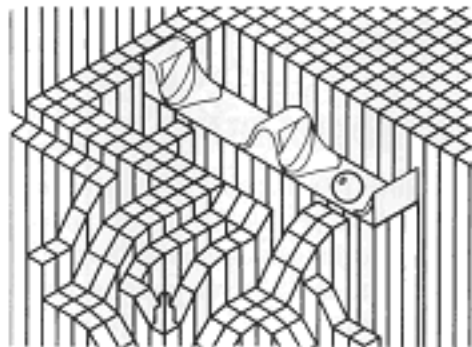
ENEMIES AND TRAPS

Deadly enemies and traps await you on every raceway! Be careful, or you'll lose your marble! See the illustration below for some examples.

Marble Munchers. Avoid them, or you'll lose a marble!

A Steelie. Avoid it—or knock it off the raceway for bonus points!

SHORTCUTS

Be on the lookout for quicker ways to the Goal Line. For example, if you can catch the wave on Level 3 (The Intermediate Race), you'll reach the Goal Line faster!

Riding the wave is a challenge...and a time-saver!

BONUS SECONDS

After Level 1, any seconds leftover from the previous level are added to your time on the next level. You also get a Time Bonus for each leftover second!

BONUS POINTS

You'll get bonus points for finding short-cuts and battling certain enemies. Your bonus points will flash on the screen when you earn them. For example: on Level 1, press Button A to jump across to a tic-tac-toe grid for bonus points! Do a little ex-ploring to find out where you can earn bonus points.

THE HIGH ROLLERS SCREEN

For the duration of play, your name and score will appear on the High Rollers screen if your score is high enough. You don't have to reach the Final (6th) Goal Line to be a High Roller—you just have to rack up a lot of points trying to get there!