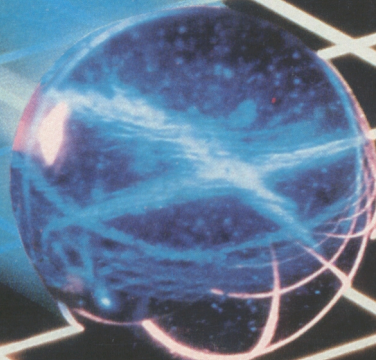
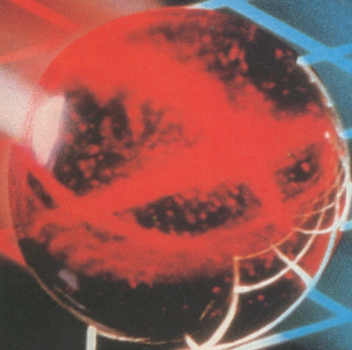


From the Arcade Version by Atari Games Corporation

MARBLE MADNESS



APPLE IIe, IIc, IIgs

128K; 1 or 2 players

Joystick recomm'd

Color Monitor recomm'd

MARBLE MADNESS

1230



ELECTRONIC ARTS™

ables and Madness.

LARRY REED got his first taste of computer programming as a freshman in high school. When he attended Stanford University as a math major, he combined his interests in jazz fusion music and computers by working on computer music programs. After graduation, he began programming for a living, working on CAD/CAM for Xerox and later at Versatec. In the past, Larry has done several games for Electronic Arts in his spare time. Lately, "Madness" has consumed his full-time activities.

WILL HARVEY is no stranger to Electronic Arts. Anyone who has ever used his Music Construction Set (which he created at the tender age of 16!) knows what he can do with a computer. Currently, Will attends Stanford University where he is majoring in physics. As if his studies don't keep him busy enough, he has started a software development group with several of his Stanford classmates and friends. They call themselves Sandcastle and have chosen Marble Madness as their first project together. We're glad they did and look forward to many more Sandcastle products in the future!



Commodore Amiga version programming by:
Larry Reed

Commodore C64, Apple II, IBM, Atari versions
programming by: Will Harvey, Bruce Leak,
Mark Armstrong, Brad Whisler, Ron Avizur

Artwork by: Ian Goodling
Sound consulting: Jim Nitchals

Producer: Stewart J. Bonn
Technical Director: Steven E. Hayes
Product Manager: Don Traeger
Art Director: Nancy L. Fong
Package Design: William Gln
Logo Design: William Gln Sr.
Artists' Photography: Steve Unze
Photography: Kit Morris

Software design ©1984, 1985, 1986 by Atari Games
Corporation and Electronic Arts. Package design
©1986 by Electronic Arts. All rights reserved. Simul-
taneously published in Canada and the U.S.A.
Screenshots represent Amiga 1000, 512K version.
Other versions may vary. Marble Madness is a
registered trademark of Atari Games Corporation.
Amiga is a registered trademark of Commodore
Business Machines, Inc.

When Atari Games Corporation introduced "Marble Madness" to the arcades and bars in the spring of 1985, a whole world of game players went bonkers with its high-speed action and bizarre, Escher-like raceways. Not only was "Marble Madness" a technological marvel with outstanding 3-D graphics and an original music score, but it was also a unique game experience, like a new sport, both competitive and strategic.

The game quickly became a favorite with software artists at Electronic Arts. They even liked it in Finance. Soon, everyone was stricken with "Madness," and the nearby local arcade began doing a brisk business. As quarters became a precious commodity, it became evident that something had to be done, and soon.

Why not license "Marble Madness" from Atari Games Corporation and produce Electronic Arts' first-ever conversion of an arcade hit? Why not

duplicate the same fantastic sounds and graphics in a coin-op version? Why not take the time to develop the home version and save our quarters for the laundry?

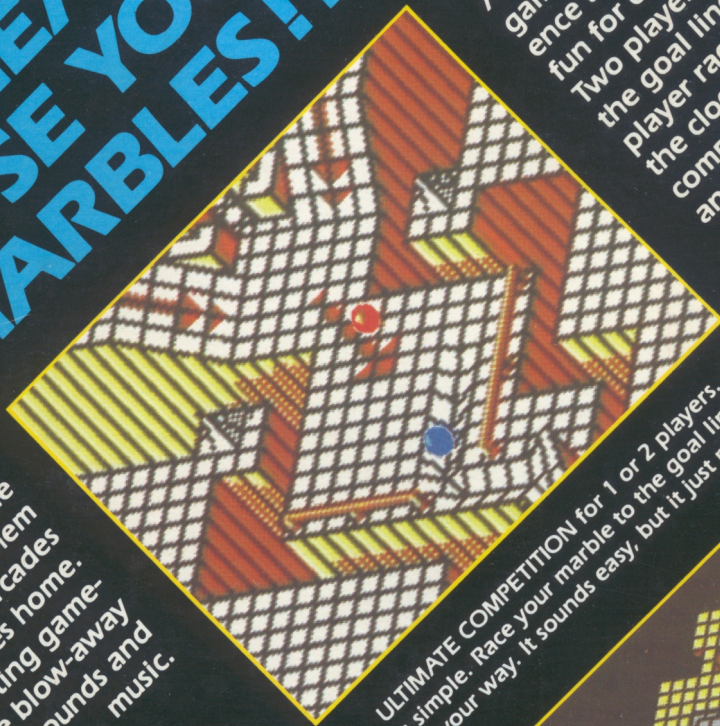
In no time flat, the contract was signed. Before the ink was even dry, an arcade "Marble Madness" was delivered to the playroom at Electronic Arts. Now the insanity really took hold. There was a constant line to get into the playroom. There was a sudden increase in the number of employees "working" extra-long hours. High-score contests were conducted regularly. The first employee to complete all the levels became a cult hero.

So here it is, the game that drove a company crazy, "Marble Madness" from Electronic Arts. The same exciting thrills and intense action as the arcade original.



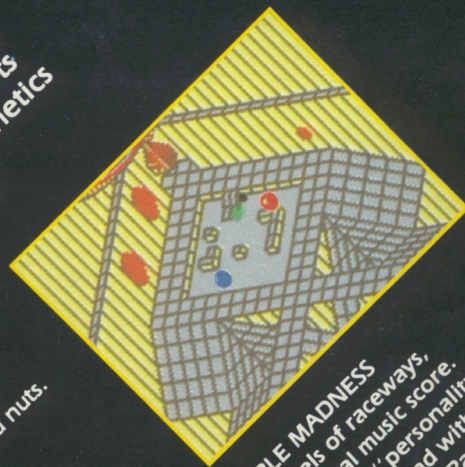
GO AHEAD- LOSE YOUR MARBLES!!!

The game that drove them crazy at the arcades now comes home. Same exciting game-play, same blow-away graphics, sounds and music.

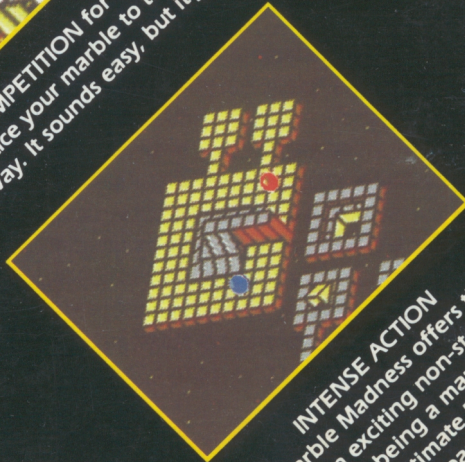


ULTIMATE COMPETITION for 1 or 2 players. The object is simple. Race your marble to the goal line, and don't let anything get in your way. It sounds easy, but it just might drive you nuts.

A unique game experience that's crazy fun for everyone. Two players race to the goal line, or one player races against the clock. It's sports competition, kinetics and strategy.

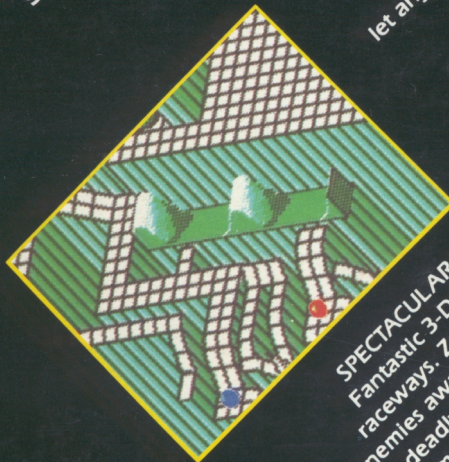


INCREDIBLE MADNESS Six different levels of raceways, each with an original music score. Every level has its own "personality" and creatures to contend with. Have a blast in the Silly Race, but remember, everything you know is wrong!



INTENSE ACTION Marble Madness offers the ultimate in exciting non-stop action. It's not easy being a marble, make it to the Ultimate Race and you'll learn why.

SPECTACULAR ANIMATION Fantastic 3-D terrains are the raceways. Zany (but dangerous) enemies await your every turn. Avoid the deadly Steelies and the pounding Marble Munchers; even surf a mechanical wave.



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This side: Side A
Reverse side: Side B

123002

MARBLE MADNESS™

from the Arcade Version by Atari Games Corporation

©1984, 1986 Atari Games Corporation
and Electronic Arts
Apple version by Will Harvey



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Apple IIe, IIc; 128K

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MARBLE MADNESS™

APPLE II FAMILY

About the Game

The object of **Marble Madness** is to roll downhill (except in the silly level, where everything you know is wrong), until you reach the Goal — and the next level. The faster you finish, the better your score. If you have time left over at the end of a level (except the first level), the computer adds it to your time in the next level. The trick is to avoid the inhabitants of the levels: vicious marble-munching oozes (living pools of acid), steelies (aggressive bully marbles), slinkies (cute hungry springs) and birds.

Getting Started

Put your **Marble Madness** program disk in drive A and turn on the computer. After a few moments the title screen appears, followed by the **Marble Madness** game screen. Press 1 for a one-player game and 2 for a two-player game.



Controlling Your Marble

In a one-player game, you can use either keyboard commands or a joystick to move your marble. (If a joystick is plugged into the computer, the program assumes that you will use it, even though the keyboard commands also work.) In a two-player game, both players can use the keyboard, or one uses a joystick and the other uses the keyboard. Read "Keyboard Commands" below.

Marble Madness contains an option that lets you turbocharge your marble. Simply press the joystick button or Open-Apple as you steer to give your marble an extra burst of speed.

Keyboard Commands

Use the keyboard commands below to move your marble:

Esc — Press once to pause the game; press again to start playing

Player One

Q **W** **E**
up/left up up/right

A **D**
left right

Z **X** **C**
down/left down down/right

Player Two

I **O** **P**
up/left up up/right

K **;**
up right

, **.** **/**
down/left down down/right

Open Apple: turbo

Closed Apple: turbo

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