From the Arcade Version by Atari Games Corporation

For Your AMIGA

MARBLE MADNESS

ELECTRONIC ARTS

MARBLE MADNESS

GETTING STARTED

Start your Amiga with Kickstart and insert the *Marble Madness* disk at the "Insert Workbench" screen. If your Amiga is already on, reboot with **Control-Amiga-Amiga** and insert the *Marble Madness* disk. When the Workbench appears, double-click the *Marble Madness* disk icon to open the disk window, then double-click the *Marble Madness* program icon to start the program.

After a few moments the title screen appears, followed by the *Marble Madness* options menu. Only the mouse can be used to make choices in the options menu. The default *game play* options are for one player using a joystick plugged into the rear port. Click GO! at the bottom of the screen to play the game with the default settings.

CHANGING OPTIONS

You can change any of the other options by clicking the appropriate option. Click **Number of Players** to toggle between one or two players. The default control device for the Blue Player (Player 2) is the mouse plugged into the front port. You can change either player's control device and port by clicking the **Input Device,** and the **Red Player** or **Blue Player** options.

In addition to mice and joysticks, *Marble Madness* also supports types of trackballs that behave just like a joystick internally, this is Trackball 1. Trackball 2 is not yet implemented. Refer to the documentation provided with your trackball to determine which setting you should use.

The final player-adjustable option is the **Difficulty** level. There are eight levels of difficulty numbered from Ø to 7. Ø is the easiest level and should be used by first-time players. Each time you click **Difficulty,** the option advances to the next highest level of difficulty. Clicking at level 7 returns the option to Ø.

When you are finished playing *Marble Madness*, eject the program disk and reboot your Amiga.

CONTROLLING YOUR MARBLE

The Amiga version of *Marble Madness* contains an option that lets you turbocharge your marble. Simply press the joystick, trackball, or left mouse button as you steer to give your marble an extra burst of speed.

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