



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM-6:00PM Pacific Time.

TENGEN

675 Sycamore Drive • Milpitas, CA 95035

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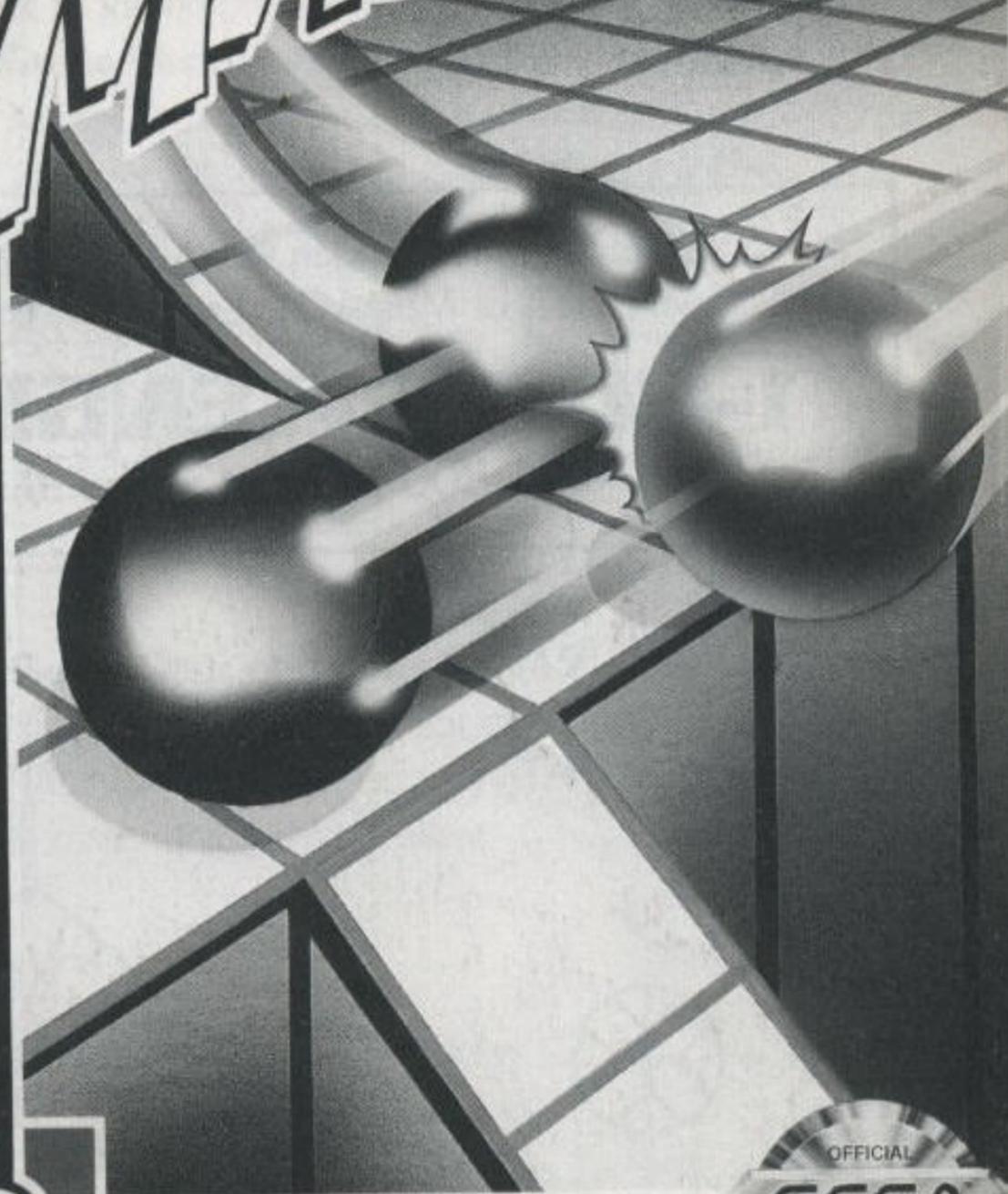


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MARBLE MADNESS™

SEGA™

COLOR PORTABLE VIDEO GAME SYSTEM
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TENGEN

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USING THE CONTROLLER

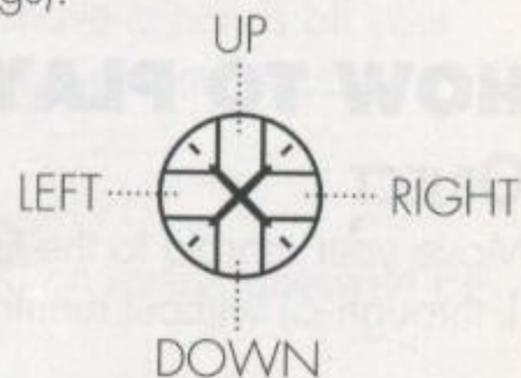
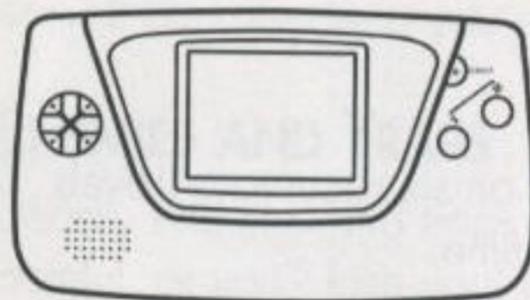
BUTTONS 1 or 2: To turbocharge.

START BUTTON: To start game and to pause when playing. Also gets you options.

The CONTROL PAD has two options, as shown below:

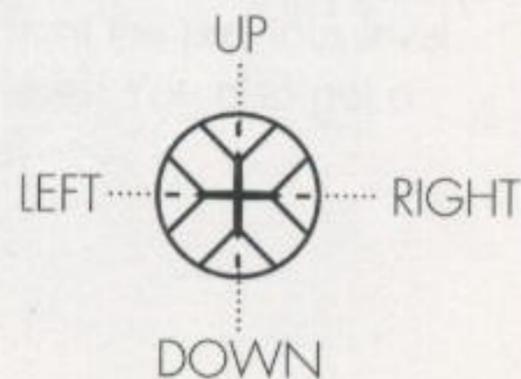
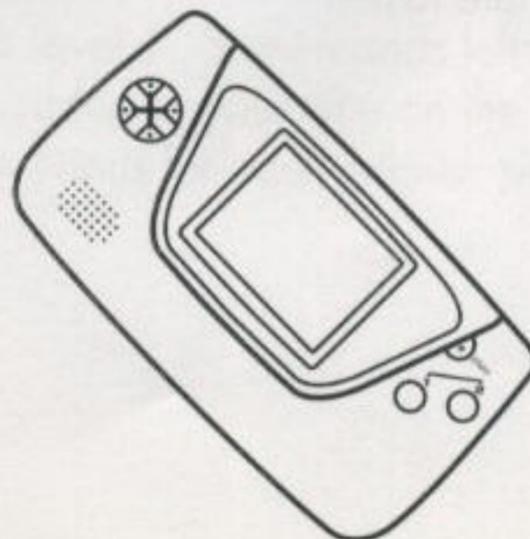
1. Holding Game Gear Horizontally (the normal way):

Hold your Game Gear the conventional way and press the control pad to move the marble in the directions shown below (which are the default settings).



2. Holding Game Gear at a diagonal (45° clockwise):

If you want to hold your Game Gear at an angle, choose from the OPTIONS Menu by pressing START to move the marble in the directions shown below.



OPTIONS

- From the Title Screen, press **BUTTON 1** to go to the Option Screen.
- Press the control pad **UP** or **DOWN** to position your arrow next to an option.
- Press the control pad **LEFT** or **RIGHT** to change the option setting.
- **BUTTON 1** and **BUTTON 2** play the tune or sound effect chosen. Press **START** to begin the game.

HOW TO PLAY

OBJECT

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

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!

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 1** 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!

SHORTCUTS

Be on the lookout for quicker ways to the Goal Line.

BONUS SECONDS

After Level 1, any seconds left over 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 shortcuts and battling certain enemies. Your bonus points will flash on the screen when you earn them. For example: on Level 1, press **BUTTON 1** to jump across to a tic-tac-toe grid for bonus points. Do a little exploring 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!

HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

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Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

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Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)