

From the Arcade Version by Atari Games Corporation

By Will Harvey

MARBLE MADNESS

COMMODORE 64 & 128*

64K; 1 or 2 players; 2-sided disk
Joystick or Trackball recomm'd

*C128 in C64 Emulation Mode

MARBLE MADNESS

1192



ELECTRONIC ARTS™

Of Marbles 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 Gooding
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 Glin
Logo Design: William Glin Sr.
Artists' Photography: Steve Unze
Photography: Kit Morris

Software design ©1984, 1985, 1986 by Atari Games
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taneously published in Canada and the U.S.A.
Screenshots represent Amiga 1000, 512K version.
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When Atari Games Corporation intro-
duced "Marble Madness" to the ar-
cades 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 techno-
logical marvel with outstanding 3-D
graphics and an original music score,
but it was also a unique game expe-
rience, like a new sport, both competi-
tive and strategic.

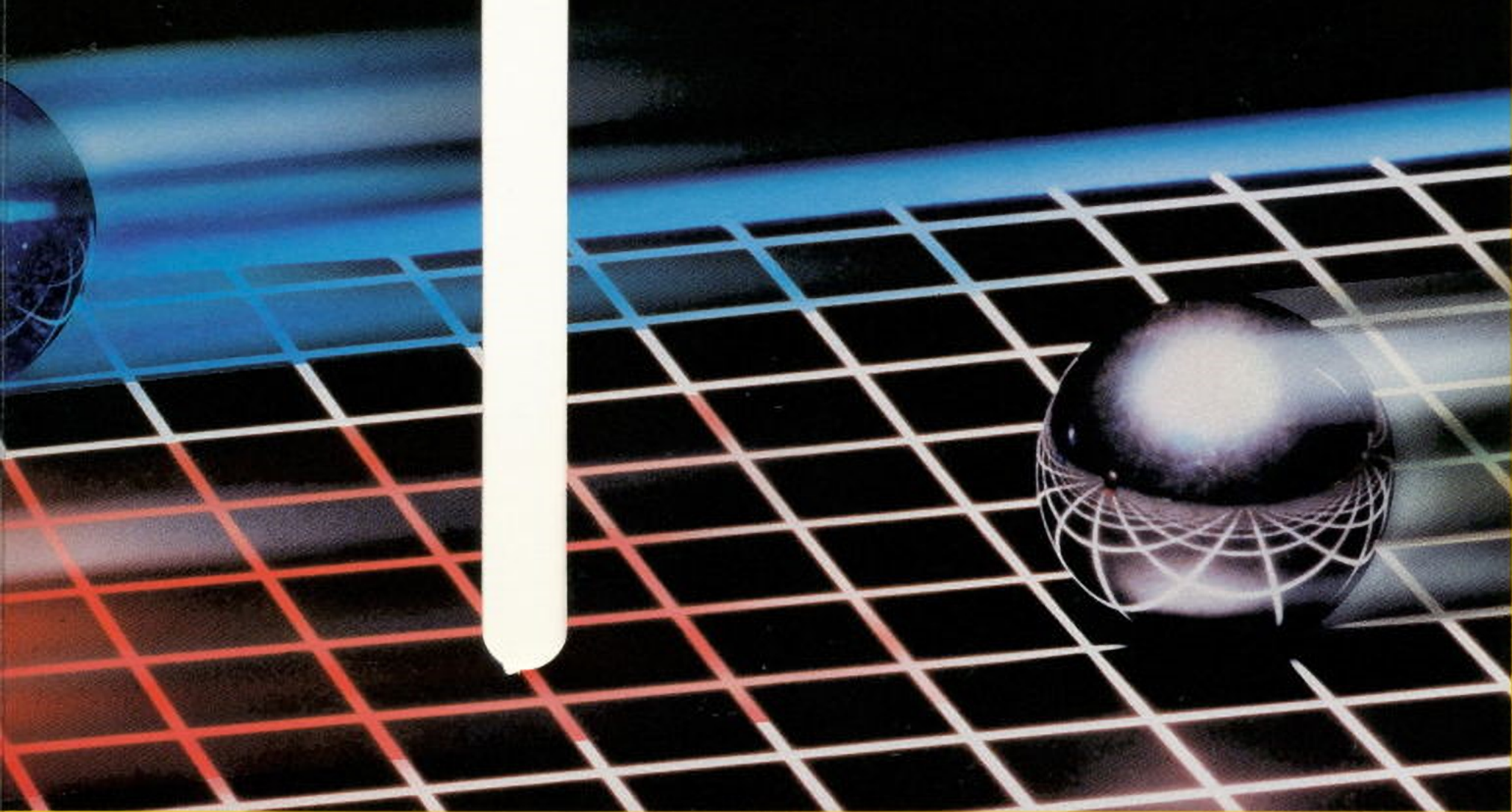
The game quickly became a favorite
with software artists at Electronic Arts.
They even liked it in Finance. Soon,
everyone was stricken with "Madness,"
and the nearby local arcade began
doing a brisk business. As quarters
became a precious commodity, it be-
came evident that something had to
be done,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

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

duplicate the game exactly, featuring
the same fantastic playfields, animation,
sounds and music? Why not borrow a
coin-op version for the playroom while
developing 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 ar-
cade "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.

Commodore 64



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.

Commodore 64

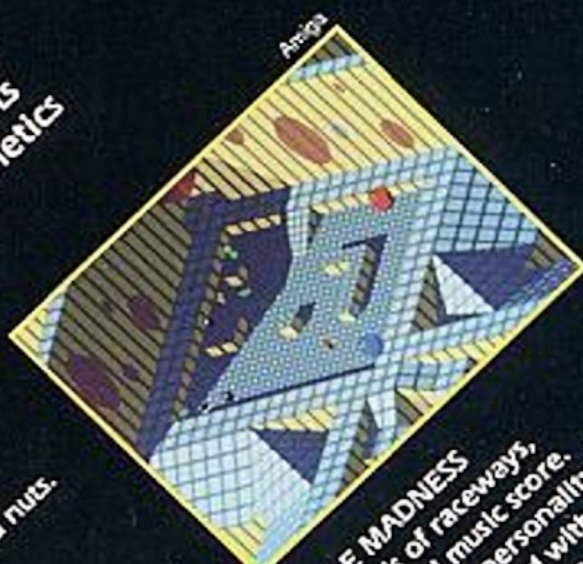


INTENSE ACTION
Marble Madness offers the
ultimate in exciting non-stop action.
It's not easy being a marble; make it
to the Ultimate Race and
you'll learn why.

ELECTRONIC ARTS™

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Machines, Inc.
Electronic Arts provides a limited, ninety-day
warranty on the foregoing media. See limited
warranty form not applicable to the software
program themselves, which are
provided AS IS.
Made in the
U.S.A.

Amiga



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!

Amiga



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

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MARBLE MADNESS/C-64