

Marble Madness FAQ/Walkthrough

by Mortortex

Updated to v1.03 on Jan 19, 2007

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||          MARBLE MADNESS FAQ\WALKTHROUGH BY NATHAN KROEGER (MORTORTEX)          ||
||                                     VERSION: 1.03                                ||
||          ORIGINALLY SUBMITTED: MARCH 8, 2006                                ||
||          LAST UPDATED: JANUARY 19, 2007                                       ||
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This is a Faq\Walkthrough that I always wanted to do but never had the time to do it in. It is a rather short and easy game and I managed to get done. There isn't really much more to say but for the small amount of people that still play this game I hope you find it informative and helps you beat the levels. So enjoy my Faq\Walkthrough...

This Faq\Walkthrough will include:

- >Introduction
- >Version History
- >Basics
- >Controls
- >Walkthrough
- >Legal/Contact/Credits

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||          INTRODUCTION          ||
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Marble Madness is not that complicated of a game. You roll a Marble around 6 courses to the end and try and score as many points as you can. You start at the top and must roll to the bottom. The faster you beat the level the more points you get. You need lots of time in order to beat all the levels, but with the shortness of the levels you have more than enough time to complete them all. I only wrote the main strategy for getting through the levels, while there are others, it is really pointless to go through the trouble.

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||                VERSION HISTORY                ||
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Version: 1.00--March 8, 2006 - Original Version

Version: 1.03--January 19, 2007 - Added games to library in bottom section
- Added lup.com, Supercheats.com and
Honestgamer.com to site list
- Changed headers to boxes and centered

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||                CONTROLS                        ||
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Control Pad - Move Marble and Cursor

A Button - Accelerate Marble and Choose Letters for name

Start - Pause game and Confirm name entry

Select - Choose 1 or 2 player modes

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||                BASICS                          ||
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1-Player Game - Play one Marble game.

2-Player Game - Play two Marble game. Two Marbles will be on the screen at the same time. If one falls behind it will disappear and reappear with a five second penalty. The player that finishes first will get a time bonus.

Enter Name - Pick a 6 digit name and then start the game.

90 Degree Game - Up, Down, Left and Right move the Marble in those directions.

45 Degree Game - Up goes top left, down goes bottom right, left goes bottom left and right goes top right. If you angle your paddle the movements make more sense.

Time - Time is given out before each level and extra time is kept and added on to the next levels time.

Scoring After a Level - 100 points x every second left on the clock + 10 points every second you move the Marble + any level specific points = Score for the level given out when you cross the blue flags.

Scoring After the Game - 20,000 points for beating the Ultimate Level +
level scores - 1,000 points every time you died.
That's your score for the entire game.

High Rollers - If you score high enough you make it onto the High Rollers
list of High Scores.

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|| WALKTHROUGH ||
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Level One: Practice Race

Time to Finish Practice Race: +60 Seconds

When you gain control of the Marble, roll it down and to the right,
in-between what looks like a tower below you and a pit above you. Roll down
the ramp to the left and straight down. Fall into a little sunken area and
roll along the zig-zagging path all the way to the end. Take your time with
this because it is easy to fall off the narrow path. At the end of the path
are two blue flags, roll through them to beat the level.

Level Two: Beginner Race

Time to Finish Beginner Race: +65 Seconds

Roll down the hill in-between the two rectangles. Ahead of you is another
rectangle, move to the right of it. Now watch out! There is a black Marble
rolling around at the bottom of the hill. Move around it and make your move
down the ramp below. When you come to the fork-in-the-road take the
right ramp. You are now on a big flat area with pointy things in the ground.
There are three green blocks that jump and roll around. Zoom past them to
the bottom. There will be a piece of the road that is on a tilt. Move slowly
towards it and then touch it to move it into place. Now roll on. Don't go
down the ramp ahead of you but into the pink vent to the far right. The Vent
transports you to a hilly area below. Roll over the hills and cross the
zig-zagging path. Be careful and go slow so you don't fall off. Go inside the
next pink vent and you come out below. Cross over some translucent tiles and
through the blue flags to finish the level.

Level Three: Intermediate Race

Time to Finish Intermediate Race: +35 Seconds

Move off the pillar you are on, down the ramp and into a maze. Take the first
left all the way through to the end and roll down the ramp. Watch out for
another green block that will be bouncing around. Move past it and cross the
small path. Now you come to an area with green lights on the floor. Don't
roll over them, make your way over the risen spots and go into the pink vent.
When you come out roll down the two ramps. Move across a skinny path and come
upon a green pool of water. Move in-between the waves and roll into the blue
flags after another ramp.

Level Four: Aerial Race

Time to Finish Aerial Race: +30 Seconds

Roll off the large red ramp you are on and off the left tiny path. Use
control to not fall off when you land and roll down the ramp below. Move
across the zig-zagging path fast because yellow vents pop up as you cross
and try and suck you in. You need to be fast and nimble to pass quick and
not be hurt. Past the path is a wide ramp, roll down it and across another
narrow path and get into the catapult. The catapult launches you across

to the left. When you land move right across a narrow path with lots of turns. Move slow to avoid falling off. At the other end is a ramp. Roll down it and the next one that follows and around the bend is a bridge. Roll under it and take the U turn and roll under the second bridge. Now you come to a part with more zig-zagging narrow pathways. When you come to the fork-in-the-road, take the right path. Move around the corner and don't get knocked off by the hammers that pop out of the ground. Watch their pattern and make it past. Around another corner and you're done when you enter the two blue flags.

Level Five: Silly Race

Time to Finish Silly Race: +20 Seconds

Move left from you starting position and up the ramp to the right. That's right, up the ramp. This course defies the laws of physics. Move up a few more ramps and pass a part with black and yellow small things in it. At the other side of that area is a red vent. Move under it and get sucked up. When you come out the left side roll along some narrow paths. Some parts are tilted along the pathway so watch your angles so you don't fall off. At the end of the paths move up the ramp and into a area with flying things. Move across this area to the far right side and up the ramp. Move left, down a ramp and across a bridge to the blue flags and the end to the level.

Level Six: Ultimate Race

Time to Finish Ultimate Race: +20 Seconds

Move from the platform you are on to the plank-like thing. Roll off it and into a hole. You come out of a vent below. Move along the narrow S turn and across some blue blocks. Move along and down a ramp to a red area. Roll around the corner and watch out for the green light. Below is a part with more blue blocks. Take this part slow because there is a black Marble rolling around below. Carefully pass it and then you come to a tricky part. The path you must go on it constantly appearing and disappearing. When the part appears in front of you, roll on it and then the next and so on. Keep on the move because the pieces behind you are disappearing. At the end of this are the two blue flags and the end.

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||                LEGAL/CONTACT/CREDITS                ||
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Sites MARBLE MADNESS FAQ\WALKTHROUGH is allowed:

- Gamefaqs.com
- Neoseeker.com
- lup.com
- Supercheats.com
- Honestgamer.com

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If you wish to contact me because: spelling mistakes, comment, question, want

to add something--will credit, or I made a mistake, here is my E-mail address:
mrchuckles_6666@hotmail.com

Credits go to: Tengen for making the game, me for writing this
Faq\Walkthrough, sites for posting this Faq\Walkthrough and my system for
playing it.

If you like this Faq\Walkthrough, be sure to check out my others:

- CONTRA: SHATTERED SOLDIER FAQ\WALKTHROUGH for Playstation 2
- MARIO'S TIME MACHINE FAQ\WALKTHROUGH for Super Nintendo
- MEGA MAN X FAQ\WALKTHROUGH for Super Nintendo
- OPERATION C FAQ\WALKTHROUGH for Gameboy
- MORTAL KOMBAT: DEADLY ALLIANCE FAQ\MOVE LIST for Playstation 2
- MORTAL KOMBAT: DECEPTION FAQ\MOVE LIST for Playstation 2
- KIRBY'S DREAM LAND 2 FAQ\WALKTHROUGH for Gamboy

Also, check out some of my in-depth Faqs:

- TUROK 2: SEEDS OF EVIL ENEMY FAQ for Nintendo 64
- MORTAL KOMBAT: DEADLY ALLIANCE CYRAX FAQ for Playstation 2
- THE ULTIMATE DOOM NIGHTMARE WALKTHROUGH for pc

All my in-depth Faqs and Faq\Walkthroughs can be found on the sites listed
above under the name Mortortex.

Bye, bye for now.

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