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'-> Guide started today. After viewing a speed run of somebody beating this game in 3:13, I rediscovered how much fun this game is, and decided to write a FAQ for it. It should only take me a few hours to complete it.  
;)

## 1.2 - Controls

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Can't figure out what button operates the thing-a-ma-jig? This must be the section for you!

You might be using a NES emulator to play this game. If you are, this section can still be found useful by checking the configuration controls of the emulator you're using.

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|                                     |  
|                                     | STANDARD  
|   _   |                             | NINTENDO  
|  _|  | |                             | ENTERTAINMENT  
| | _  _| == == (B) (A) | SYSTEM  
|  | _|  SL ST          | CONTROLLER  
|                                     |  
'-----'
```

A Button: Accelerate the marble!, choose a letter on the name entry screen.

B Button: No known use.

Select Button: Toggle 1/2 player game.

Start Button: Confirm 1/2 player game, pause game.

D-Pad: Move the marble!, toggle through letters on the name entry screen,  
toggle through 90/45 degrees.

## =====

## 2) PLAYING THE GAME

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This section will explain exactly how to begin a game. Most of it is common sense, but I am going to go through it anyway!

After powering on your faithful NES console with the Marble Madness cartridge in it, wait a few seconds for the title screen to disappear, and then you'll come to a screen where you have to choose 1 or 2 players.

- 1 Player Game - a 1 player game is obviously what you should choose if you don't have a friend to play with you. It's fun, but I have found the most fun coming from a 2 player game.

2 Player Game - a 2 player game is obviously what you should choose if you have a friend next to you who wants to play the game with you. 2 Player games are much more fun, simply because you have the company of a friend, rather than playing in your lonesome. Both players will play at the same time, as opposed to taking turns. If one player's marble is so far behind that it goes off screen, it will disappear, and reappear back on screen, but a 5 second penalty will apply to that marble. Also, in a 2 player game, the player that finishes the race first will receive some bonus time.

After you choose a 1 or 2 player game, you will have to enter your name. Usually I choose random letters and numbers, because I am too anxious to start the game, but it is best to enter your real name for the high scores. After you have entered your name, choose "END" to confirm the name. You will then be taken to a screen where you choose what angle you want to play at. You can either choose to play the game at 90 degrees or 45 degrees. Note that this does not change anything physically, but rather what angle you should be holding the controller.

90 degrees - This is the most common degrees that people play at. The NES controller should be held normally. Pressing down will make the marble move down, up/right will make the marble move diagonally up/right, etc. It's pretty much common sense.

45 degrees - A few people prefer this method. While the game screen looks physically the same as 90 degrees, you must hold the NES controller at a 45 degree angle for the controls to make sense. Holding down will make the marble move diagonally down/left, holding down/right will make the marble move down, etc. It sounds confusing, but it makes perfect sense when holding the controller and actually playing the game in this mode.

After choosing either 90/45 degrees, the game will start. The object of the game is to race your marble through the course, and to the finish line within the time limit. There are 6 courses, you will receive more time when you begin each course. It's best to race through as fast as you can, because if you take a long time in one course, that score will carry over to the next level. For example, if you finish Course 2 with 7 seconds left, you will begin Course 3 with 7 seconds + the amount of time given for starting Course 3. Also, note that your score is always located in the top left portion of the screen. Your score only counts for shits and giggles, unless you actually care whether or not you get a high score, even though the high scores are wiped out every time you turn the game off. You receive 10 points for every second you move the marble. You also receive 100 points for every second left on the clock after finishing the level. For example, if you finish a level with 42 seconds left, you will receive a time bonus of 4,200 seconds. You can also receive points for plenty of other random things, and I don't want to get into all of these things.

There are 6 courses in the entire game. They are called Practice, Beginner, Intermediate, Aerial, Silly, Ultimate Race, in that order. Like the way most levels work in most games, they progressively get harder. After you beat all 6 courses, you will access the FINISH screen, where many marbles are bouncing around (for appearance) and your total score will be calculated. You will receive 20,000 extra points simply for finishing all 6 courses, and an additional 1,000 points for every second you had left after finishing the game. Also, you will lose 1,000 points for every time you died. Your total score is calculated, and then you will be taken to the "HIGH ROLLERS" screen, which is nothing more than a high score screen. Your score, if you scored

high enough, will then be on the list. However, as soon as you turn the game off, your high score will be wiped, so it doesn't matter too much if you make the list or not.

That's the game!

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### 3) COURSE WALKTHROUGHS

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These are walkthroughs to get through each course. Each level is pretty much common sense: you need to move your marble to the finish line...but if you are having any trouble with any obsticals, you should read these.

#### 3.1 - The Practice Race

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Time: 60 Seconds

You start out the very first course of the game with 60 seconds. 60 seconds is more than enough time to complete this course, but you want to conserve your time so you can use the extra seconds in later stages of the game (when you'll really need extra seconds). You should be able to finish this stage with 40 seconds left, easy.

Start by rolling down the hill to either the left or the right (I usually go to the right but it really doesn't matter). There is a pit in the center so you will have to go around. After you get around this pit, head back to the center, and roll your marble downwards through the narrow gap in the center.

Now there will be a zig-zagged ramp that leads farther south. Roll your marble onto this ramp and start to roll down the ramp. If you look to the right or the left of this zig-zagged ramp, you will see a series of numbers (3-6) on the floor. If you can roll your marble fast enough using the ramps, and land on one of the numbers, you will get some points. For example, if you land on the 3, you will get 3,000 points, but if you land on the 5, you will get 5,000 points, et cetera. I don't recommend trying to land on these numbers, but I just though I'd bring up the possibility. Roll your marble the rest of the way down the ramp and through the goal to finish the level. If you did, however, decided to land on a number, you will have to follow the path around to get through the goal.

#### 3.2 - The Beginner Race

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Time: +65 Seconds

Roll a bit downhill, rolling around the box-wall obsticals that will block you way, and you'll see a ramp. The ramp is being guarded by a Black Marble, so carefully roll around the Black Marble and down the ramp. At the bottom of this ramp splits into 2 different ramps. It doesn't matter if you roll down the left ramp or the right ramp here, because they both lead to the same spot and neither is quicker.

There are a total of 3 Green Slug enemies infesting this area. The Green Slugs will jump up into the air and land on you if you are too slow, so be warned.

You don't need to do anything special to get around the Green Slugs, just move past them quickly and they won't give you any problems. You must cross the drawbridge at the bottom of this platform. The drawbridge is sometimes up, which means you cannot cross it. If the bridge is at its UP position, wait a few seconds and it will lower, and then cross it. When (if) waiting for the drawbridge to lower, be sure not to stay idle, or the Green Slug will probably eat you. After crossing the bridge, you have 2 paths you can take:

Recommended Path (Quicker, but harder)

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After rolling over the drawbridge, there's a ramp. Avoid the ramp, but instead go around it, and you'll find a chute. Roll into the chute, and the marble will fall through the chute. The marble will be omitted from the chute at the exit point of the chute. Now, roll your marble to the lower-left, avoiding the holes to the left and right, and then roll the marble to the lower-right, and then the lower-left, through another chute.

Alternate Path (Easier, but longer)

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After rolling over the drawbridge, there's a ramp. Go down the ramp. Follow this path down 2 more ramps, and just continue to follow the path. There is nothing in your way, but the path is narrow, so be careful not to fall off the edge. Just keep following this path and eventually you'll come to a chute. Roll through this chute.

(Paths Rejoined) Roll to the lower left, and you will see a circular shaped slope in the ground, similar to an empty swimming pool. There is a small hole after this slope that is pretty easy to fall into. The best way to go about getting past this is to start out at the top of the slope, and roll downwards, rolling underneath the pit. Then, finally, roll across the finish line to finish Level 2.

### 3.3 - The Intermediate Race

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Time: +35 Seconds

I am going to assume you're playing 1 player mode, which means your marble will start on the left side and not the right. Roll down the hill, and follow the path. There are walls around you, so you don't need to worry about falling off the edge, but you should ricochet in the wrong direction and lose time, so beware of that. When you get to the ramp, roll down it. Roll past the Green Slug in your way, and continue to follow the path to an Acid Pool. Careful not to roll over the Acid Pool or it's the end of you. Roll a bit more downwards, and you'll see a grand total of 5 more Acid Pools. This part can be tricky. I just roll straight through them and hope to God that I don't roll into one. You can take your time to get past them, which will eat up your clock, or you can do it my way and just get lucky. Your choice.

After the Acid Pools, roll into the funnel, which will shoot you out down below. Roll down two ramps, and continue through the path. This is where your paths split into 2:

Recommended Path (Quicker, but harder)

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This is the path that I take. I honestly think it's easier, but that's just

because I've played through it enough times and am experienced. Roll onto the green floor, and there will be waves that will run through the floor. The waves will push you to the bottom-right cliff. You need to quickly exit the green floor via the exit towards the end on the bottom. The best way to do this is to wait until one wave goes past you, THEN QUICKLY roll onto the green floor. Do not let a wave push you or you're basically dead. Quickly, rush through the floor and go out the exit. Then, roll down, and go across the finish line. You're done Level 3.

Alternate Path (Easier, but longer)

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Forget about the green floor, it's much more difficult. You have some extra time so we'll go the alternate route. Roll past the green floor area, and then roll down the first ramp, which descends south-west, then go down the 2nd ramp which descends south-east. Roll up the ascending north-east ramp there, and then carefully roll the rest of the way down the narrow rolling area, and over the finish line. Congrats, you're done Level 3.

### 3.4 - The Aerial Race

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Time: +35 Seconds

Once again I'm assuming you're playing 1 player mode, which means you will start on the top right of the screen. If you're 2nd player, you will start on the top left of the screen. It's basically the same for both players, so you can follow the guide regardless of what player you are.

You will start the race on a huge hill. No matter what you do, you WILL roll down it, it is too steep to stay on. After rolling down this hill, you will drop onto a slightly lower platform. Roll down a wider hill, and then there will be a long straightaway. Vacuum cleaners will pop up from the sides, which will suck you up (with a nice time-killing animation) if you're too slow. There is another single vacuum cleaner around the corner, so once again, roll relatively fast to get by them. This next part is kind of tricky. You have to roll down the next ramp, but you can't simply roll directly down, you also have to roll to the side to land on the next platform, or else you'll roll off the cliff. Roll around, and onto a catapult. The catapult will launch you across the stage. The fall, although much larger than other fatal falls, will not kill you for some reason. After the catapult launch, this is where you have two paths you can take.

Recommended Path (Quicker, MUCH harder)

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After the catapult, roll southwards down a pit. There is a bunch of 3 Pistons that will launch out of the ground here. They will launch out of the ground when you are near them, and then quickly descend back into the ground only for this process to repeat. If they pop out of the ground and you are on the Piston, you will fly high into the air, and likely fall off a pit. It is possible to survive a Piston fall, but your marble will be temporarily stunned because of it. Continue to roll over a set of another Pistons. Here is the tricky part. The 3rd set of Pistons is located directly before a gap. If you fall down the gap, though it isn't a very far fall, you will crack and die EVERYTIME. You MUST ACCELERATE (hold A), or you will ALWAYS fall down the gap. What you must do is roll as fast as you can over this group of Pistons and hope that one doesn't get you or block your path. If lucky enough, you

will roll directly overtop of the Pistons, and land safely on the other side of the pit.

Now, roll around the next corner, and then ACCELERATE over the hill, and once again land safely on the other side of the pit. Finally, roll down the next ramp and around the corner, and you will meet up with the other possible path you could have taken.

Alternate Path (Easier, MUCH longer)

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Though I said this path is easier, there is a larger margin for error because it's much longer, which means you will spend more time possibly messing up. After the catapult, forget the southern path, and roll to the path to the north. CAREFULLY roll around the narrow zig-zagged path, and remember that there are no walls, which means you can fall off if you're not careful. After that, roll down the descending south-west ramp, and then down the descending south-east ramp. From here on out, just continue to roll along the wall-less path, being careful enough not to fall off, until you meet up with the other possible path you could have taken.

(Paths Rejoined) Roll south-east, then around the 2 corners until you need to cross a bridge to the north-west. There is a total of 4 Boppers on this narrow bridge. It is pretty much impossible to predict when or where the next one is going to pop up, so what I always do is just roll quickly across the narrow bridge and hope that none of them hits me. Sometimes I get lucky and pass on my first try, but usually it will take me a few tries. Remember that if you run into a Bopper, your marble will be stunned for about 1 second. After passing the very narrow Bopper infested bridge, continue to roll down the path, and in a very short while, you will cross the finish line, thus completeing Level 4, AKA "Aerial." Congrats.

### 3.5 - The Silly Race

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Time: +20 Seconds

I don't really get what's so goofy about this race. There are polka dots on the walls, maybe that's why they call it "Silly". Maybe they call it Silly because you have to navigate upwards instead of downwards. "EVERYTHING YOU KNOW IS WRONG" is what the stage says before you start it, so I don't know...

Anyway, to start, you can roll either to the left or the right (it doesn't matter), and then roll up a series of FIVE ramps. The first few ramps are kind of large, but as they go, they get smaller. After rolling up all FIVE ramps, you will see a bunch of Mini-Black Marbles, and Mini-Acid Pools. Don't worry, they're actually there to help you. It's payback time, and every Mini enemy you defeat will add +3 seconds onto your clock. There are quite a few Mini enemies here, so there is no excuse not to at 9-15 seconds to your time in this area.

After you're done getting revenge on the Mini enemies, roll upwards and up the small ramp, then go into the chute. The chute will lead you upwards! Maybe this is why they call it "The Silly Race". If you're in 1 player mode, you will exit via the exit to the south, but if you're the 2 player marble, you will exit via the exit to the north-east. They're both about the same in difficulty. Simply roll through the path. There are some slopes that can give



you some trouble, but I can't really give you advice on them, just continue to roll through the path northwards until you see an ascending ramp to the north-east. After this ramp, there is a very long, very narrow pit, so simply roll all the way around it, and the continue around the path. In this area, there are Bird enemies that will fly at you. They always fly in a straight line, so they're easy to predict and avoid, but they can still be a pest. Roll around the area with all the birds, and go up another ascending north-east ramps. After this ramp, roll north-east, then south-east, then north-east some more. The final step is to roll across the finish line to the north a little bit. Congratulations, you're done the Silly Race.

### 3.6 - The Ultimate Race

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Time: +20 Seconds

Okay this is the Ultimate Race, the final course of the game. If you can finish this one, consider yourself a Marble Madness Master. Call yourself Triple M and brag to all your friends. Use it in pick up lines and whatnot. "My friends call me Triple M because I am a Marble Madness Master, but you can call me whatever you want, baby". Yeah. It'll work.

To start the Ultimate Race, roll on the yellow floor to the north-east of the gray ramp. Hold A to accelerate, and accelerate onto the gray ramp, and land inside the dark-gray and red hole. You will be magically sent a few inches below. Roll around the path here, and across the blue floor. The blue floor is similar to ice, except you can't get ANY traction whatsoever. So if you start going left on the blue floor, no matter how fast you're going, you will never be able to change directions. Roll across this small narrow area of blue floor, and then down a ramp. After the ramp you will be on a large area of red floor. The red floor is also similar to ice, except unlike the blue floor, you will have some traction, and can redirect. Carefully roll through the red floor, and then down the narrow ramp to the area where the large area of blue floor is. Remember that you can't change direction once you start rolling on the blue floor, so be sure to roll directly south so that you will roll to where you need to go and not off the edge. Now roll to the south-east, and you will be able to see the finish line. However, this is the very end of the game. The floor here disappears and moves, and is very tricky. It's like the final boss of the a game: very difficult, but easy once you've mastered it. For me it's easy, but for the longest time I had extreme difficulties with this part.

The floor underneath you will disappear. It doesn't disappear as a whole, but rather block sets of 2x2 will disappear, and it will disappear in a sequence along the path, kind of forming movement (similar to the way Christmas lights look like they're moving because of the sequence in which they flash). It's hard to explain in text, but if you're playing, obviously you can see what I'm talking about. The path is very narrow, too, which adds to the difficulty. Usually if the floor is narrow you can take your time, but not here due to the moving/disappearing floor. You can either die from falling off the edge because the floor is narrow, or from falling because the floor underneath you just disappeared. The only advice I have for you is to press Pause and study the way in which the floor goes. You must roll quickly through this. There isn't much advice I can give you other than: Don't screw it up, you pud.

Once you roll over the finish line you have finished the game. Congratulations on beating Marble Madness. Not that it's a long game, but congrats anyway. Now you will be taken to a screen where dozens of marbles are bouncing across the



Enemy: Black Marble  
Found In: Level 2 & 6  
Description: The Black Marble is simple another marble that moves extremely quickly around a small area. It is tougher than you, and therefore it will push you out of the way if you make contact with it. It only pushes you out of the way, which is not a fatal attack. However, it's very annoying, and if it pushes you off the edge, THEN it's fatal.

Enemy: Blue Floor  
Found In: Level 6  
Description: The Blue Floor acts completely like a sheet of ice. Once you roll onto it, you can not gain speed or change direction AT ALL. Not even a little bit. You absolutely must roll over the Blue Floor to complete Level 6, so be sure to point your marble at the end and then start out rolling toward it. Since you can't change direction, you will roll right to the end of the Blue Floor area. All in all it's a difficult annoying obstacle, but it must be dealt with to finish the game.

Enemy: Boppers  
Found In: The end of Level 4  
Description: The Boppers are found on a narrow hallway at the very end of Level 4. There is no safe way to circumvent them. Since the hallway is so narrow, you must wait for them to lower, and roll across with correct timing. In all honesty I still have much trouble with them so don't kill yourself if you have trouble with them. If they hit you they will knock you unconscious if you're LUCKY, but usually they just knock you right off the edge.

Enemy: Catapult  
Found In: Level 4  
Description: The Catapult is a very necessary obstical. It is necessary to complete Level 4. Basically all you do is roll onto it, and it will launch you to the other side of the stage. Groovy!

Enemy: Green Slug  
Found In: Level 2 & 3  
Description: A Green Slug is an enemy that wobbles around his area similar to the way a slinky moves. He has a green tubed body and a yellow top. If you get too close he will jump up into the air, expand, and attempt to eat you! The best way to circumvent them is to quickly roll past them. In Level 2 where you have to wait for the bridge to lower, it is a good idea to move up and down real quick until the bridge lowers.

Enemy: Moving Floor  
Found In: End of Level 6  
Description: If you've been to the end of Level 6 you know exactly what I'm talking about. The Moving Floor disappears and moves quickly. You must follow the floor around many difficult turns and bends, up and down hills, and to the goal. But if you are too slow, the part of the floor you're rolling on will disappear and you will fall to the ground and break. The difficult thing about this is that if you fall and break, you must start over at the beginning of the Moving Floor no matter how far you got. It's the biggest pain in the game.

Enemy: Pistons

Found In: Level 4  
Description: Pistons are a special part of the floor that launches upwards. They are designed to only set themselves off when you are near, so beware. You need to accelerate (hold A) to get past them. To circumvent them you can just take the alternate route, but I don't advise it because that way is much longer.

Enemy: Red Floor

Found In: Level 6

Description: The Red Floor is simply part of the floor in Level 6. It's a little slipperier than ordinary floor, but you can still get some traction and move your marble well.

Enemy: Rolling Floor

Found In: The end of Level 3

Description: The Rolling Floor is a special green floor that pushes your marble off the edge. However, if you can quickly escape to the narrow opening located just before the edge, you will not die. In Level 3 there are 2 different ways you can finish the level. The Rolling Floor can be avoided by taking the alternate route, but I do not advise going around it as it takes much longer going the other way.

Enemy: Small Enemies

Found In: Level 5

Description: There are small versions of the Green Slugs, Acid Pools, and Black Marbles in Level 5. If you roll overtop of them, you will actually kill them and gain +3 seconds for each kill. These enemies will not give you any problems, ignore them if you like. They are in the game to help you.

Enemy: Vacuum Sucker

Found In: Level 4

Description: A Vacuum Sucker is found in the two straight hallways of Level 4. You must accelerate as you roll through the hallways to get past them. Actually, you don't really need to accelerate to get by them, but it helps. If you get sucked up, there will be a cool little animation, which eats up precious seconds, and then you will reappear.

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5) ENDING  
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Yes, Marble Madness fans, this is the ending section of this document. Sorry to disapoint you and all.

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## 5.1 - Guide Info

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Here is just some useless (though cool) technical information about this FAQ/Walkthrough document.

□ DOCUMENT INFORMATION:

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Written With: Metapad v3.5

I started this guide on a Monday. I have school on Tuesdays so I did not work on it at all Tuesday. It was finished up on the next Wednesday. It took 3 days to finish this guide, and I probably worked on it for a total of somewhere around 5 hours.

Good day!

## 5.2 - Credits

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### CREDITS

1. Thanks to Darren Ranalli, who created a nice NES emulator called nester, which is the emulator I used to play this game. No, I do not actually own this game.
2. Thanks to Elliot Feiertag, who created a 3:13 speed run of this game, which is what got me back into this ultra fun game, and what inspired me to write this FAQ.
3. Thanks to you, for reading this document. Without readers, this document would be worthless, so thank you.

## 5.3 - Legal

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