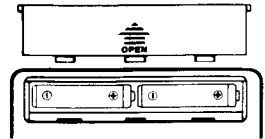


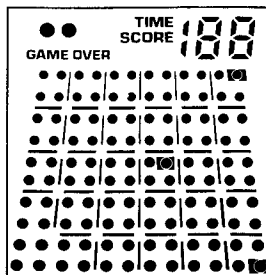
**ELECTRONIC****MARBLE  
MADNESS™****LCD VIDEO GAME****1 INSERTING THE BATTERY**

When batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover push in the direction of the arrow.)

Insert two "AA" batteries UM3 or equivalent, making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be slightly pushed. Use a ball point pen to activate ACL switch.



## 2 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock, or the display may fail.



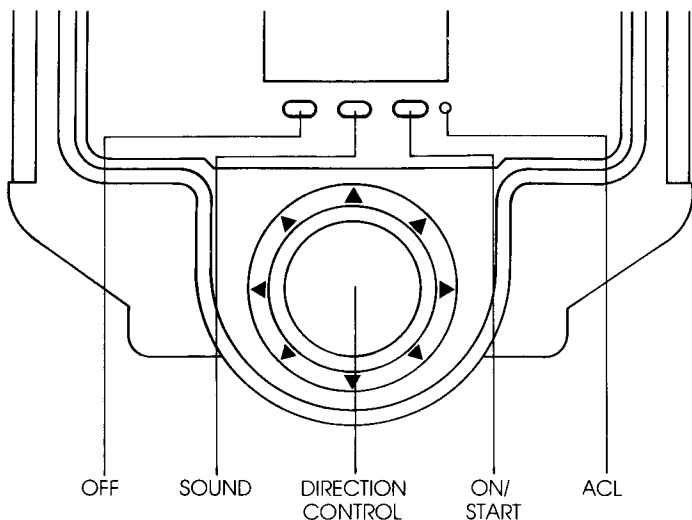
Clean only with a piece of soft cloth.



Do not use a pencil or pin to press the ACL switch. Use a ball point pen.

Replace batteries at the first sign of erratic operation.

## 3 CONTROLS



ON/START

SOUND

OFF

DIRECTION CONTROL

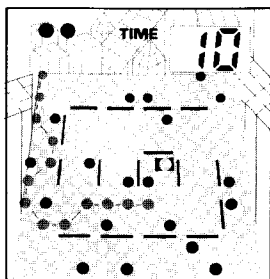
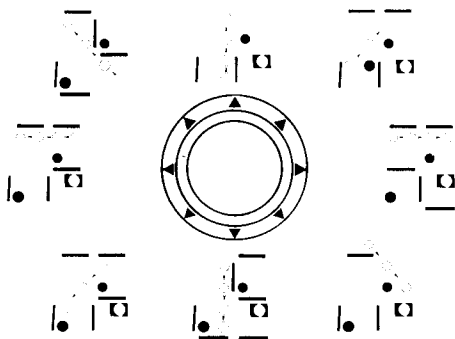
To turn on/start the game

To turn on/off the sound

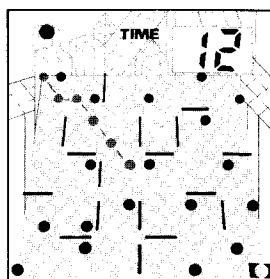
To turn off the game

To control the movement of the blinking ball

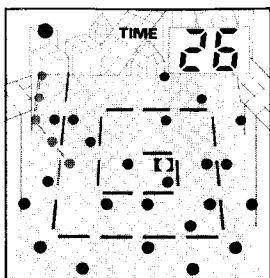
Use the direction control pad to control the ball going through the maze. Avoid falling into the holes. You win the level if you can reach the finish point before the timer gets to zero. Then the ball will go through the channel and the LCD display is switched to the next maze. There will also be a starting melody together with a pause to allow you to get ready to play the next maze. During that pause period, the score is displayed, (1 point for each level/maze). The game immediately starts after the short tune.



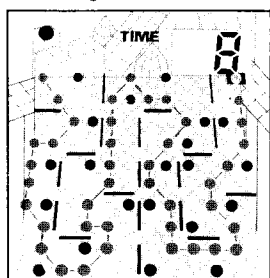
Maneuver the marble through the maze.



Be careful not to let the marble fall through the holes.



Try to find the hidden shortcuts in the maze.



Complete each maze in time to move on to a more difficult maze.

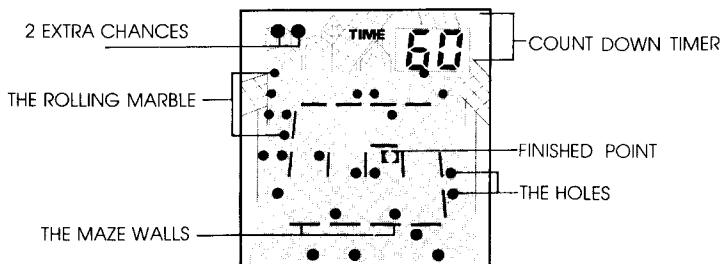
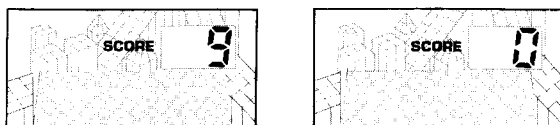
## 4 FEATURES

- There are a total 200 levels of increasing skill level.
- Ball rolls faster as the level number goes up.
- Built-in auto power-off.
- Maximum score retained.
- Music on/off key.

## 5 HOW TO START AND PLAY THE GAME

Press the "On/Start" button to turn on the unit and start the game.

Game start melody is generated and the best score will be displayed first before switching back to the "Timer" display. You always start from level 1 (Score 0).



You have to complete your game, (of that level), within the time limit. You will lose a chance if you fail to get to the finished point within the time limit. The time limit will be decreased by 5 seconds everytime you pass through 15 levels until reaching the minimum 30 seconds.

You start with 3 chances. You will lose one chance if you fall into a hole. You will also lose a chance if you fail to complete the round within the time limit, (timer reaches zero). You lose the game if you lose all your chances.

As the game goes on, the sensitivity of the ball will increase which means the ball will roll faster.

You will be awarded an extra chance for the completion of 15 mazes. However, you can only have a maximum of 2 extra chances at any time.

After the game is over, press "On/Start" to start the game from level 1 (Score 0).

Use the sound "On/Off" button to control the sound.

Turn off the unit after play using the "off" button.

There is a built in auto power-off timer which will activate after 3 minutes.

## 6 TECHNICAL LEVELS

Level	Round	Time	Holes	Invisible Walls	Speed
1-15	1	60	10	NO	Low
16-30	2	55	11	NO	▼
31-45	3	50	12	NO	
46-60	4	45	13	YES	High
61-75	5	40	14	YES	N.C.
76-90	6	35	15	YES	N.C.
91-105	7	30	16	YES	N.C.
106-120	8	30	17	YES	N.C.
121-135	9	30	18	YES	N.C.
136-150	10	30	19	YES	N.C.
151-165	11	30	20	YES	N.C.
166-180	12	30	21	YES	N.C.
181-195	13	30	22	YES	N.C.
196-199	14	30	23	YES	N.C.

Remarks: N.C. represents for speed no change.

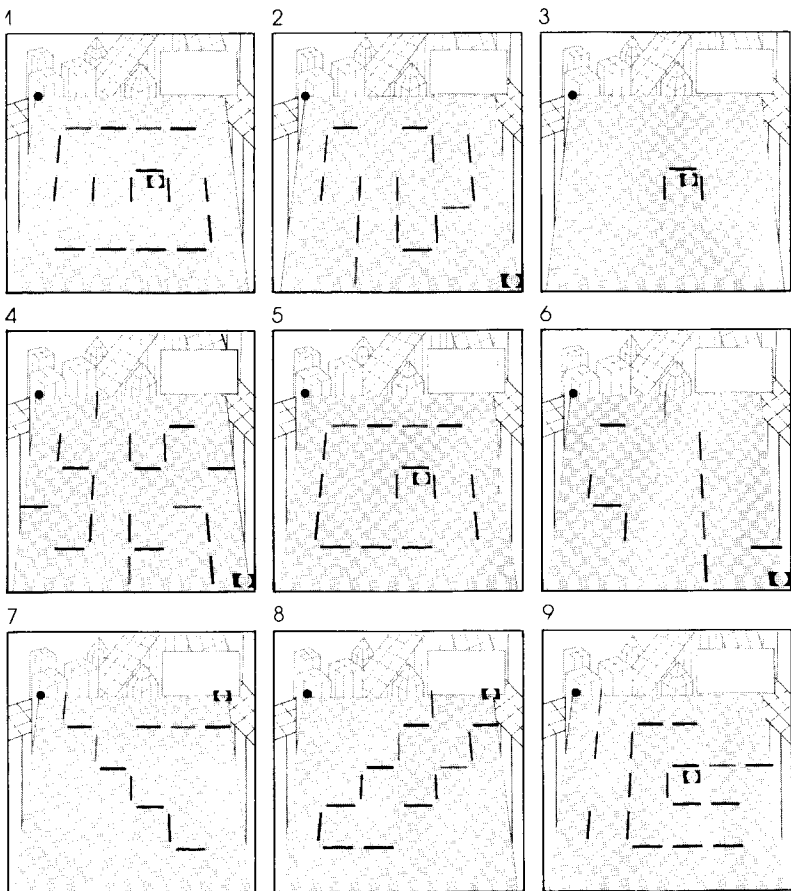
The speed of the ball will increase if you continuously press a certain motion key. Gaining considerable speed, the ball will bounce after hitting the maze walls. Otherwise, it will be stopped by the walls

The ball will keep on moving at the last speed along the last direction even if no motion key is depressed.

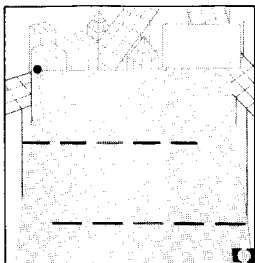
There are a total of 15 mazes (199 levels). You will get one score after passing one level so that the maximum score is 199. However, the holes are randomly generated. Thus, you will never play the same maze. There will be less holes at the beginning, and more holes at higher level. After you have played through the 15th maze, the game will start from first maze again. However, one more hole will be added. After the 45th level, invisible walls will occasionally appear to help you to pass through the maze.

When the game is above round 3 (level 46 — 200), one or two maze walls will occasionally disappear to provide a shorter path for the player. The positions of the invisible walls are fixed for each maze pattern. The disappearance and reappearance of the maze walls are fully randomized.

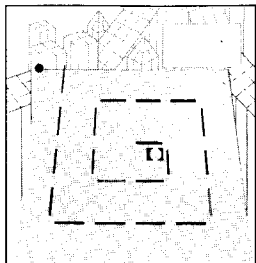
There are a total of 15 mazes pattern as follows:



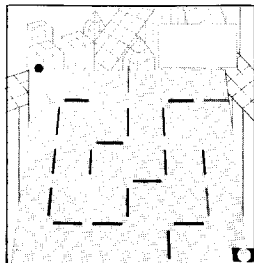
10



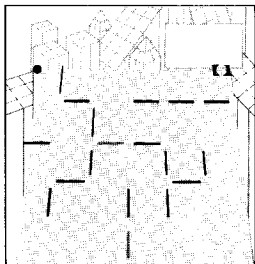
11



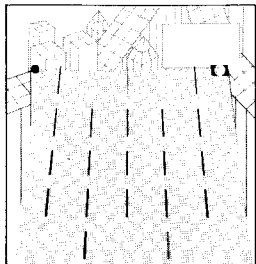
12



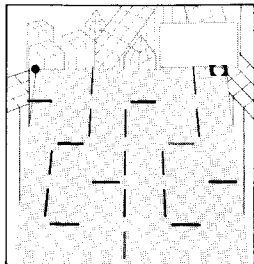
13



14



15



Remarks: Gray walls in the figures are invisible walls.

[www.handheldmuseum.com](http://www.handheldmuseum.com)

## 7 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

TIGER ELECTRONIC TOYS  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

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