



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY ESRB

SLUS-01471

PVP
Premium Value Product

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Marble MASTER



Premium Value Product



CONSPIRACY ENTERTAINMENT
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WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Marble MASTER™

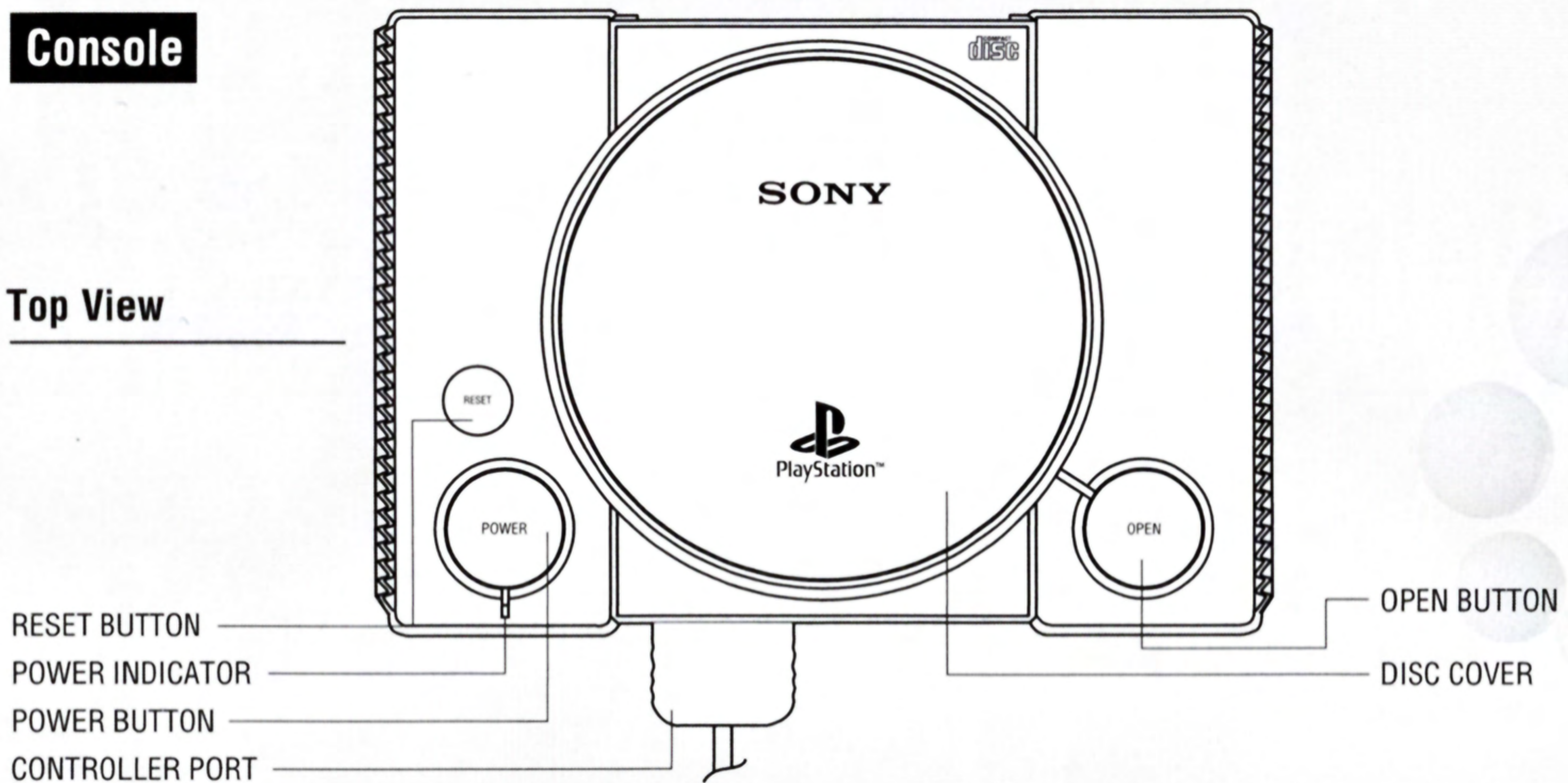
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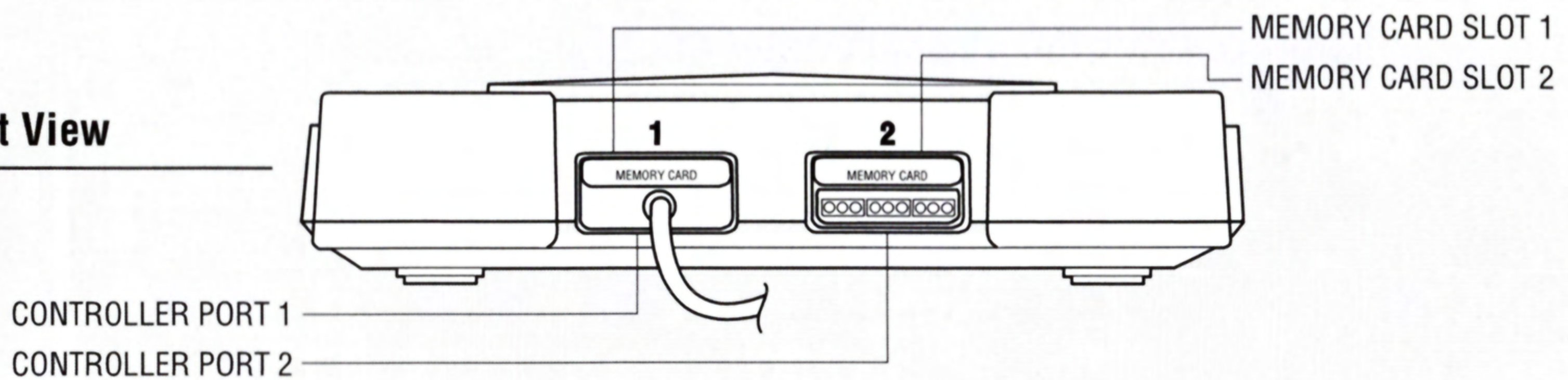
System Setup

Console

Top View

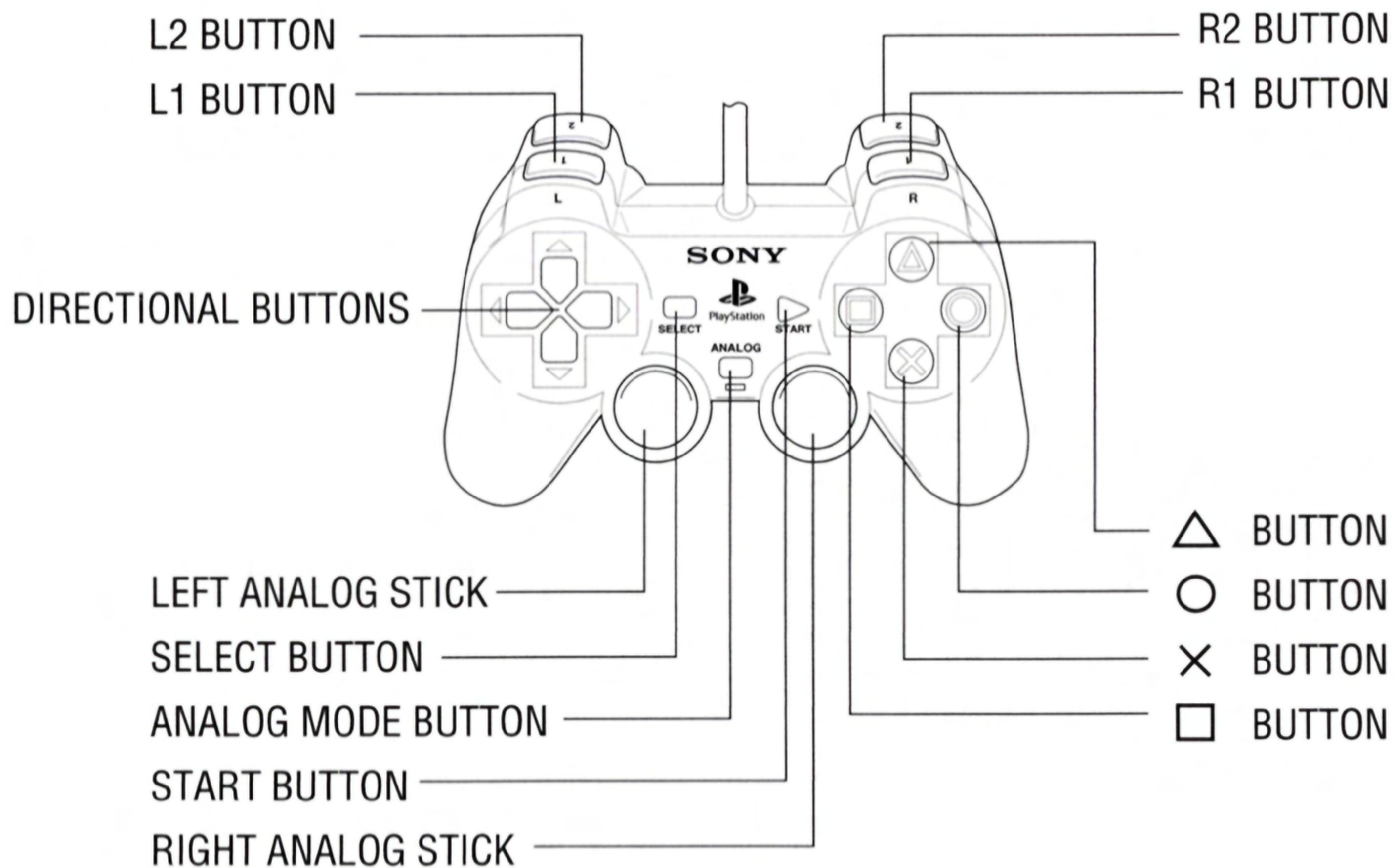


Front View



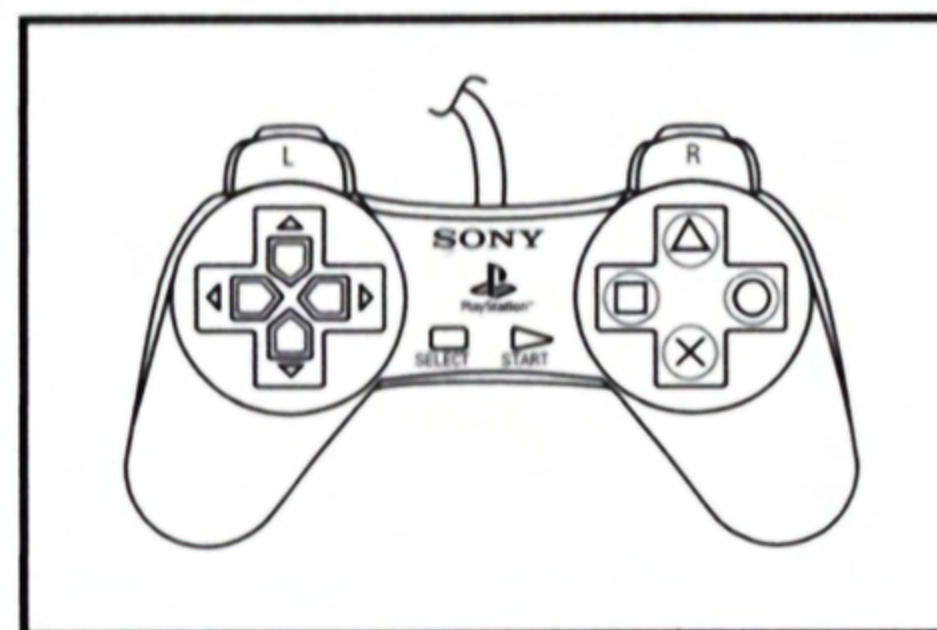
Controller

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this,
if so please follow the digital instructions outlined above.



Getting Started

Thank you for purchasing **Marble Master**[™]

1. Before inserting the CD, make sure that your PlayStation[®] is switched off. The system may be damaged if the CD is inserted while your PlayStation[®] system is on.
2. Insert the **Marble Master** CD into the PlayStation[®] CD tray.
3. Press the POWER button to turn on the PlayStation[®].
4. The PlayStation[®] logo screen and licensing screen should appear, followed by the **Marble Master** introduction screen. If you experience problems, please repeat steps 1 and 2.

Note: Please ensure you have enough free blocks on your MEMORY CARD before commencing play. This game will autosave highscore data. Please ensure that you have at least 1 free block to save game data and 2 additional free blocks for autosaving highscore data. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. This game only supports MEMORY CARDS inserted into MEMORY CARD slot 1.

Controls

Select menu options/Moving the crane

Choose menu option/Throw down the marble in the game

Leave current menu

Quickstart in main menu

Quit entering players name/Call the extra description screen in single of multiplayer mode/
View the mission goal in mission mode

Call the ingame menu

Move the crane

Setting the controller functions

Use the directional buttons to select one of the buttons shown, eg. **L1**, from the configuration menu and press the **X** button. A transparent box will now appear, containing four different commands. Choose one of the commands and press the **X** button again. The function that you have just selected is now assigned to the button.

Specify Player 1 or Player 2

Select "Player 1" from the menu. Now press the LEFT and RIGHT directional buttons. When "Player 2" is indicated, this player can now reconfigure his or her buttons. Player 1's controller is blocked until Player 2 has finished with the menu or sets the menu back to "Player 1".

Controllers vibration

If you have an DUALSHOCK® Analog Controller inserted, you can use the LEFT and RIGHT directional buttons to turn the vibration function On and Off.

Directional Buttons

X Button

△ Button

□ Button

▶ Button
START


■ Button
SELECT

LEFT Analog Stick





Quickstart

How can I get into the game quickly?

- Insert the disc into your console.
- Press the  button as soon as you are in the main menu.
- Wait until the play area is loaded.

And then what?

- Use the  button to pick up a marble with your crane.
- Move the crane to the left and right using the directional buttons.
- Use the  button to throw marbles.

How do I get points?

Every time 3 marbles of the same color land adjacent to each other horizontally, they will disappear and you will score points.

What do the numbers on the marble mean?

The numbers represent the weight of the marbles. At the bottom of the play area you will see 4 see-saws which position themselves according to the weight of the marbles that are placed on them.

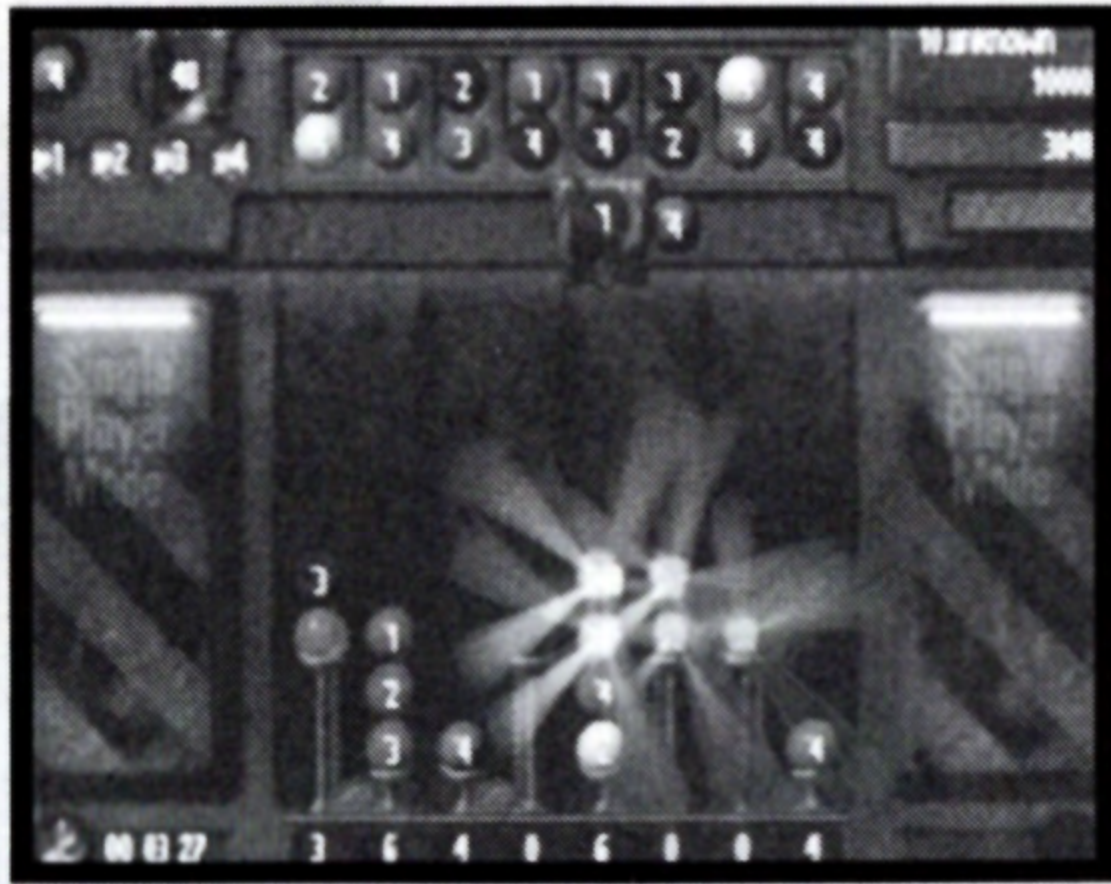


Introduction



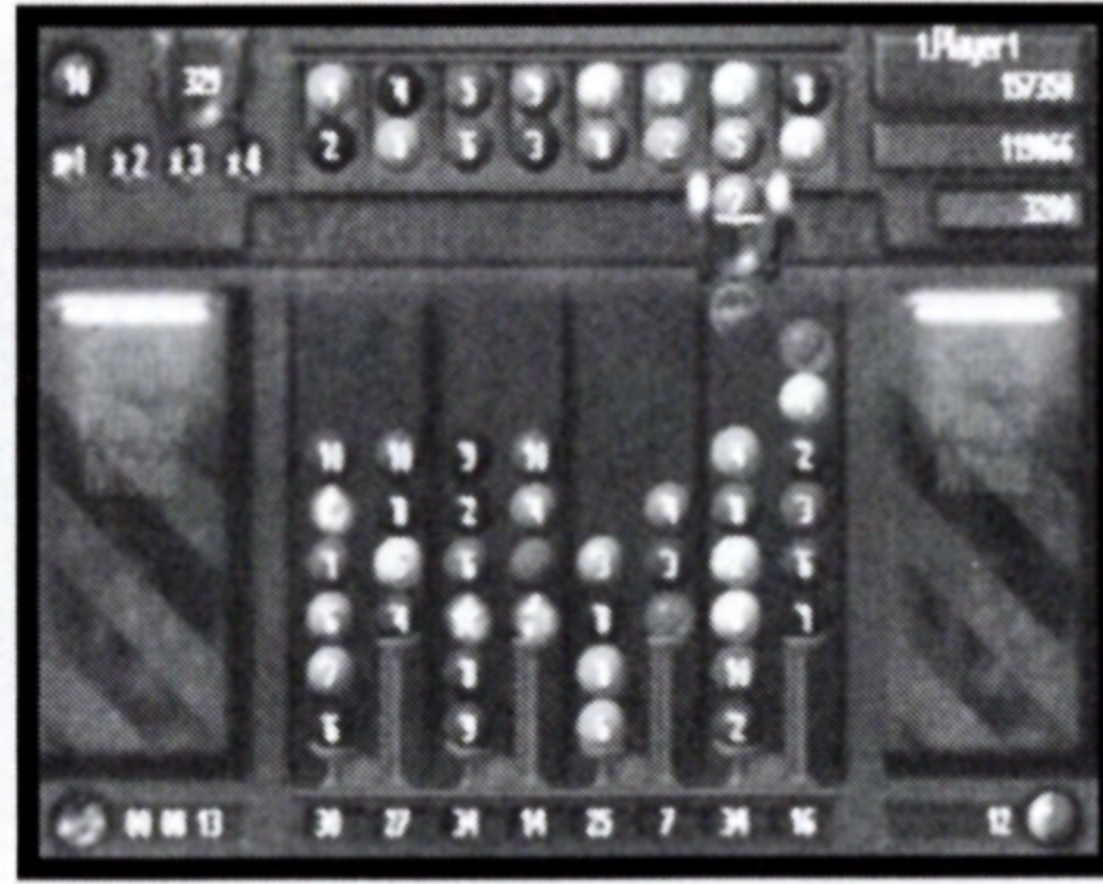
At first glance, **Marble Master** would appear to be a game of logic, that's true! But there's more to **Marble Master** than meets the eye. Depending on the mode the player selects, **Marble Master** can offer logic, puzzles, and action all at once.

Logic



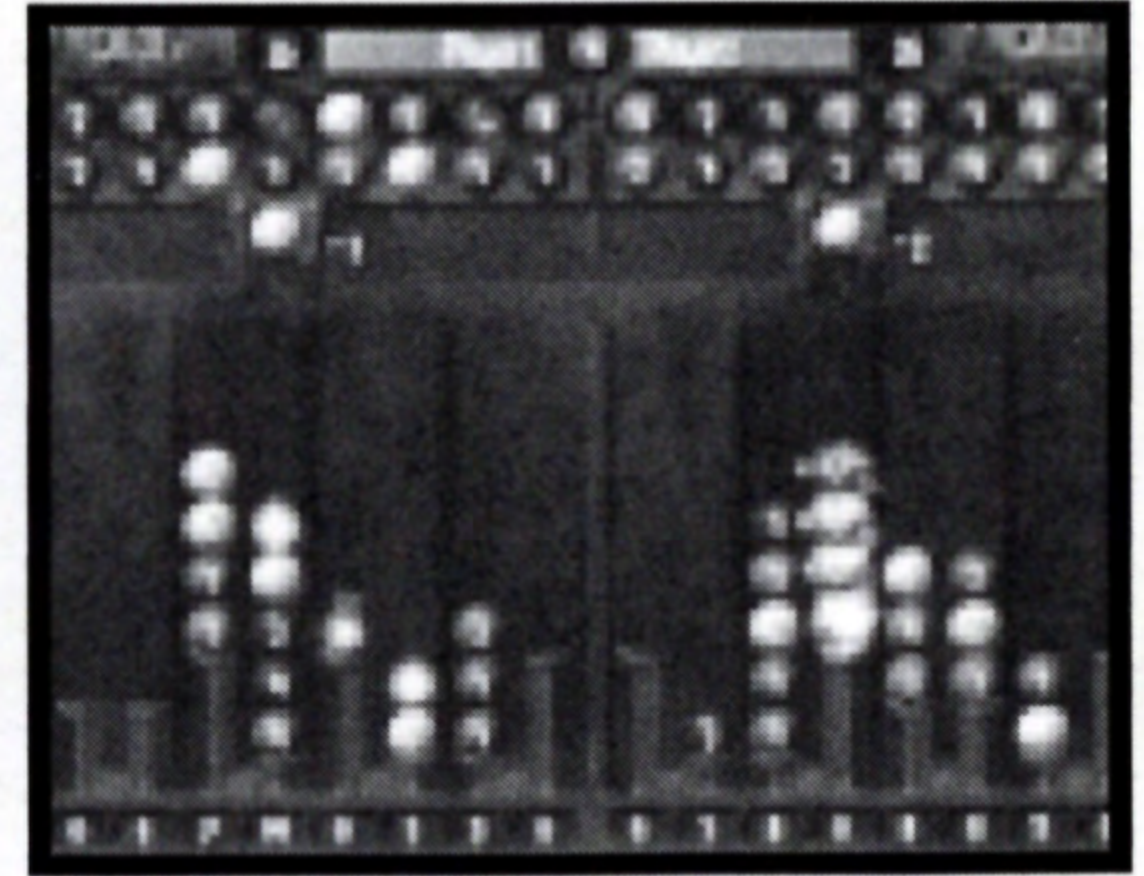
Single Player Sudden Death

Puzzle



Single Player Mission Mode

Action



Multiplayer Arcade

Marble Master can be configured in so many different ways that it has something to offer every player. By selecting a particular level of difficulty, **Marble Master** can present a challenge to beginners, casual players, or pros. Players are free to adjust the difficulty to suit their individual requirements and also to several pre-set stages. **Marble Master** offers enjoyment to solitary puzzlers as well as people wanting to hurl marbles at each other in multiple player mode.

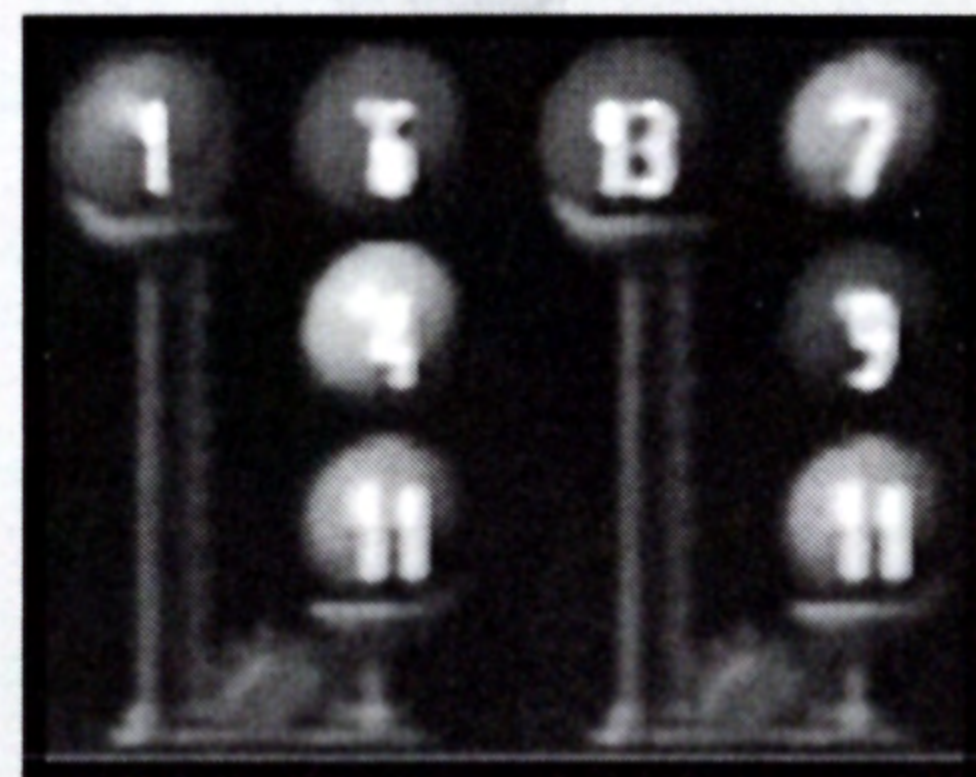
The Game




Marbles of the same color are called "trios." Earn as many points as you can by dropping the marbles on the see-saws so that at least three marbles of the same color are lying next to each other horizontally. Marbles of the same color above, below, or beside the trio will be wiped out as well. A trio can also be formed with the special "Joker" marble (refer to "Extras" page 20), which automatically takes the place of the required color.

NORMAL MARBLES

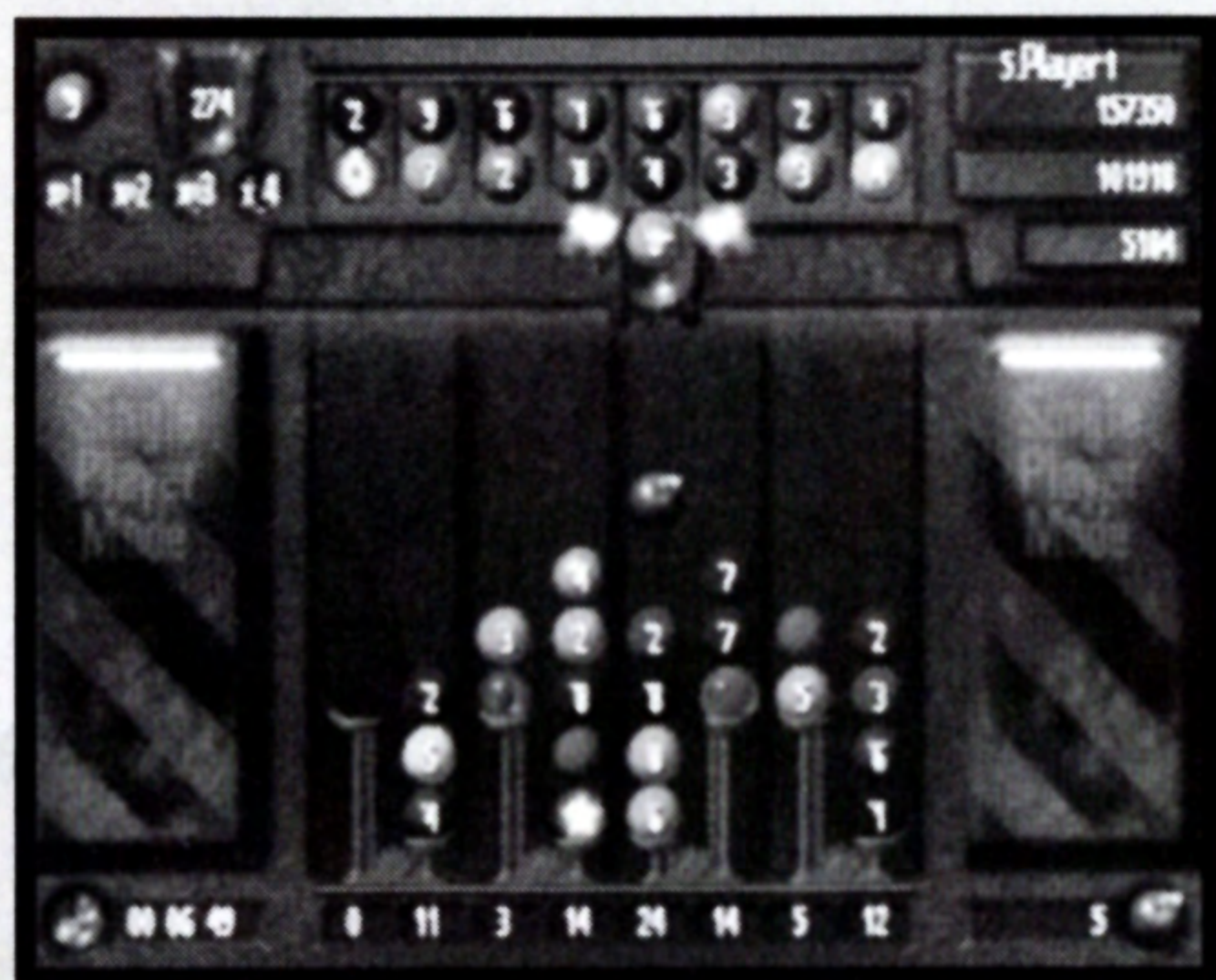
Marble Master has a huge variety of marbles. There are normal marbles and special marbles which are called extras. The normal marbles can be recognized by the weight that is represented by the number on the marble.



EXTRAS

Extras can be recognized by the fact that they are animated and do not have a weight. If you want to know what a special marble does when you are in the middle of a game, you can access the internal help function by pressing the  button.





PLAY AREA

The play area contains a total of 4 see-saws, each with 2 scales. Up to 6, 7, or 8 marbles can be piled onto these, depending on the position of the see-saw. If you overload a scale, the game is over. There are warning lights and warning sounds to alert you when a shaft is in danger of being overloaded. The total weight of the marbles on each scale is given below the see-saws. If you are playing on the "easy" and "normal" levels, this indicator will flash as a warning if the see-saw's position would be altered by

throwing another marble on to it. The crane is located above the play area. Above the crane is your supply, housed in the depot.

Various statistics are displayed on the left of the supply, including the current level, the number of marbles that have been dropped, and the bonus lights. To the right of the supply, you will find your current score and the high score. You can also see how many points were gained by the last marble to form a trio. Obtain additional information from the game duration indicator in the bottom left-hand corner. The extra indicator in the bottom right-hand corner shows you which extra you will get as the game progresses.



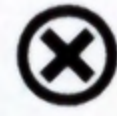


THE SEE-SAWS

The position of a see-saw determines the maximum number of marbles that can be piled onto a scale. If the scale is at the bottom, up to 8 marbles can be put onto it.



If it is at the top then it will hold only 6 marbles. When a scale tips due to unequal weight between the see-saws, the marble at the top of the scale on the lighter side will be catapulted out. The difference between the weights on each side represents the number of fields the dislodged marble will fly before it lands on another see-saw. If a marble is thrown completely out of the play area, it will fly back in again at the other side and turn into an extra: a **Heart** marble. When thrown out of the play area, heart marbles and other extras turn into bombs that return to destroy the colored marbles they land on. If bombs are thrown out of the play area, they change back into hearts.

THE CRANE

You control the game by picking a marble from the supply and then dropping it into the play area. The crane is operated by the RIGHT and LEFT directional buttons and the  button. Drop a marble into a suitable space by pressing the  button. If you are using a DUALSHOCK[®] Analog Controller and have it set to Analog Mode (LED:Red), you can use the LEFT stick to operate a crane. Pick a marble out of the supply by pressing the  button. This makes the next marble roll down from the supply.



THE TRIOS

The following formula is used to calculate points for a trio:

Whenever you manage to create a trio, all the bonus lights are activated. If you form another trio immediately, you will be rewarded with bonus points. However, the bonus lights are turned off again after a certain time, so don't wait too long.

THE TRIO OF STARS



After 50 marbles, you will get a silver star as a reward for completing a level, which can also be grouped into trios. Jokers (refer to "Extras" page 20) will not help you form a trio of stars. Other extras that can be used to color or transform marbles will not duplicate stars either, otherwise it would be easy to place three stars next to each other. A trio of stars clears the entire play area and you get loads of points for it.

THE FIVE

The vertical five is another interesting arrangement. If you drop five marbles of the same color on top of each other, they will all melt together into a single marble of that color, which then has the total weight of the melted marbles. If dropping a marble would form both a trio and a five, the trio always takes precedence.



Main Menu

Use the directional buttons to move between the different sections in the main menu and select the section you want with the **X** button. Any sub-menus that are open can be closed again using the **▲** button.


Use the **□** button to enable Quick Start mode. This starts a single player game using the current settings.

The list of commands at the bottom of the screen shows which buttons are available and which functions you can call up using them.








Sudden Death


SINGLE PLAYER SUDDEN DEATH

To begin a "Sudden Death" game, use the directional buttons to select "Sudden Death–New" from the menu and confirm this with  button.

ENTER NAME



Type in your name, using the directional buttons and  button to select the individual letters. You can enter a maximum of 11 letters. You can delete a letter by selecting "CLEAR". You move along one letter when you press the  button. Then select "END" and press the  button. You can press the  button to begin the game. Pressing the  button aborts the name entry process and returns you to the "SINGLE PLAYER" sub-menu.

DURING THE GAME


While you are playing the game, you can use the  button to call up an in-game menu. This gives you a choice of the following four points:

"Restart Game" restarts the game "Save" allows you to save the current state of play
"Exit" takes you back to the main menu "Abort" takes you back to the game

SUDDEN DEATH LOADING (from the memory card)

Use the directional buttons to load **Marble Master** data that you have saved to your MEMORY CARD. Press the  button to confirm. If you wish to exit the LOAD screen without loading the data, press the  button to return to the SINGLE PLAYER sub-menu.

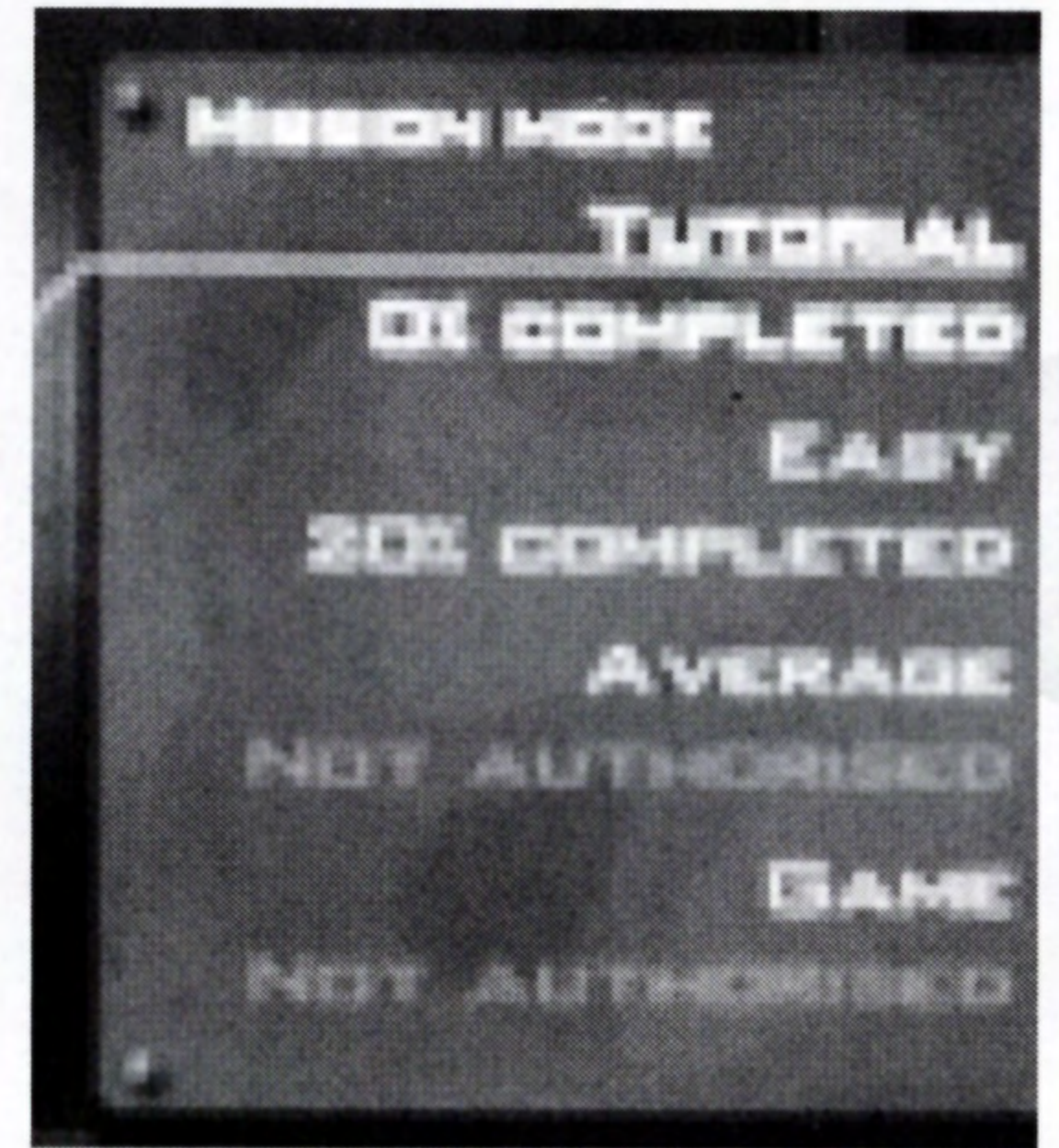
MISSION MODE – NEW

To begin a new "mission" game, use the directional buttons to select "Mission mode–New" from the menu and press  button to confirm.

Mission Mode

SINGLE PLAYER MISSION MODE MENU

You can choose between five main mission groups and one tutorial mission group. Use the directional buttons to make your selection and confirm it with the **(X)** button. If you are playing a mission for the first time, you may want to select the tutorials and the easy missions. As soon as you have solved 75% of a mission group, the next group will be made available. Only a true Marble Master pro can solve 100% of the missions.





PLAYING THE MISSION GROUPS

Use the directional buttons and the **(X)** button to select a mission group. The "SELECT MISSION" menu will open, giving a list of the missions. Each group contains between 3 and 6 missions. The mission info indicates whether you have already played a mission. If you have not managed to complete any of the missions yet, this is marked as "NOT PLAYED". If a mission has been solved correctly, the player's name and the completion time are shown. Pressing the **(A)** button aborts the mission selection process and returns you to the "Mission Groups" sub-menu.

THE MISSION OBJECTIVE

Once you have selected a mission using the **(X)** button, you will be given details of the mission objective so read carefully! Press the **(X)** button again to start the selected mission. Pressing the **(A)** button will take you out of the Mission Objective screen and return you to "Mission Selection".

DURING THE MISSION

If you want to check the mission objective while you are in the middle of a mission, just press the  button. You will fail a mission if there are no marbles left in the depot and the objective has not been achieved. You can abort the mission if you realize that you won't be able to complete the task with the marbles that are left. If you realize that you have failed a mission, or you would like to save the current game, you can use the  button to call up an in-game menu. This will give you the option to restart your mission, save the game, exit to the main menu, or abort the in-game menu to return to the mission.


MISSION COMPLETE

So you've solved it? Then "MISSION COMPLETED" will appear on the screen. Now press any button to cancel this message.

MISSION MODE – TUTORIAL

If you aren't familiar with **Marble Master** yet, you should play the tutorial first. These simple missions will help you understand the most important features of the game. You will find more information on the tutorial missions in the section entitled "Mission mode–New".

MISSION MODE – CODE

This allows you to enter a code (if you know one) using the directional buttons and the  button.

LEVEL OF DIFFICULTY

There are several levels of difficulty: easy, normal, absurd, and free.

ALTERING THE LEVEL OF DIFFICULTY

You can use the LEFT and RIGHT directional buttons to alter the level of difficulty. Alternatively you can switch through the different difficulty levels using the **X** button.

THE FREE LEVEL OF DIFFICULTY

“Free” means that you can specify your own level of difficulty. To enable you to do this, the editor for the “Free mode” gives you access to nearly all the variables that affect the level of difficulty.


FREE-MODE SETTINGS

This editor allows you to specify the levels in which extra marbles appear. You can set the game level, the start level, and the end level too. You can also specify how many marbles there should be on a level and how often a question mark appears. Find your way through the individual points in the editor by pressing the UP and DOWN directional buttons. When a point is selected, it will light up. Alter the values in the sections you’ve selected on the menu using the LEFT and RIGHT directional buttons. By





pressing the **X** button, you can switch between the different extra families in the Extra section (e.g. all the Jokers, colored marbles, etc.). The **□** button deletes the values that you have set and restores the standard settings. Press the **▲** button to exit this screen.




MULTIPLE PLAYER MODE – COMPETITION


You can open a new “Competition” game by selecting “Competition” from the menu. Use the  button to confirm.

Enter Names for Player 1 and Player 2


If you are the first player, you can enter your name using the Controller connected to Controller port 1 by selecting the individual letters with the directional buttons and the  button. You can enter a maximum of 11 letters. If you want to delete a letter, just select “CLEAR”. Every time you press the  button, you move along one letter. Then select “END” and press the  button. Alternatively, you can press the  button. If you are the second player, use the Controller connected to Controller port 2 to enter your name when the

first player has finished entering his or her name. Pressing the  button aborts the name entry process and returns you to the “MULTIPLE PLAYER” sub-menu.

Arcade Mode—Status Menu

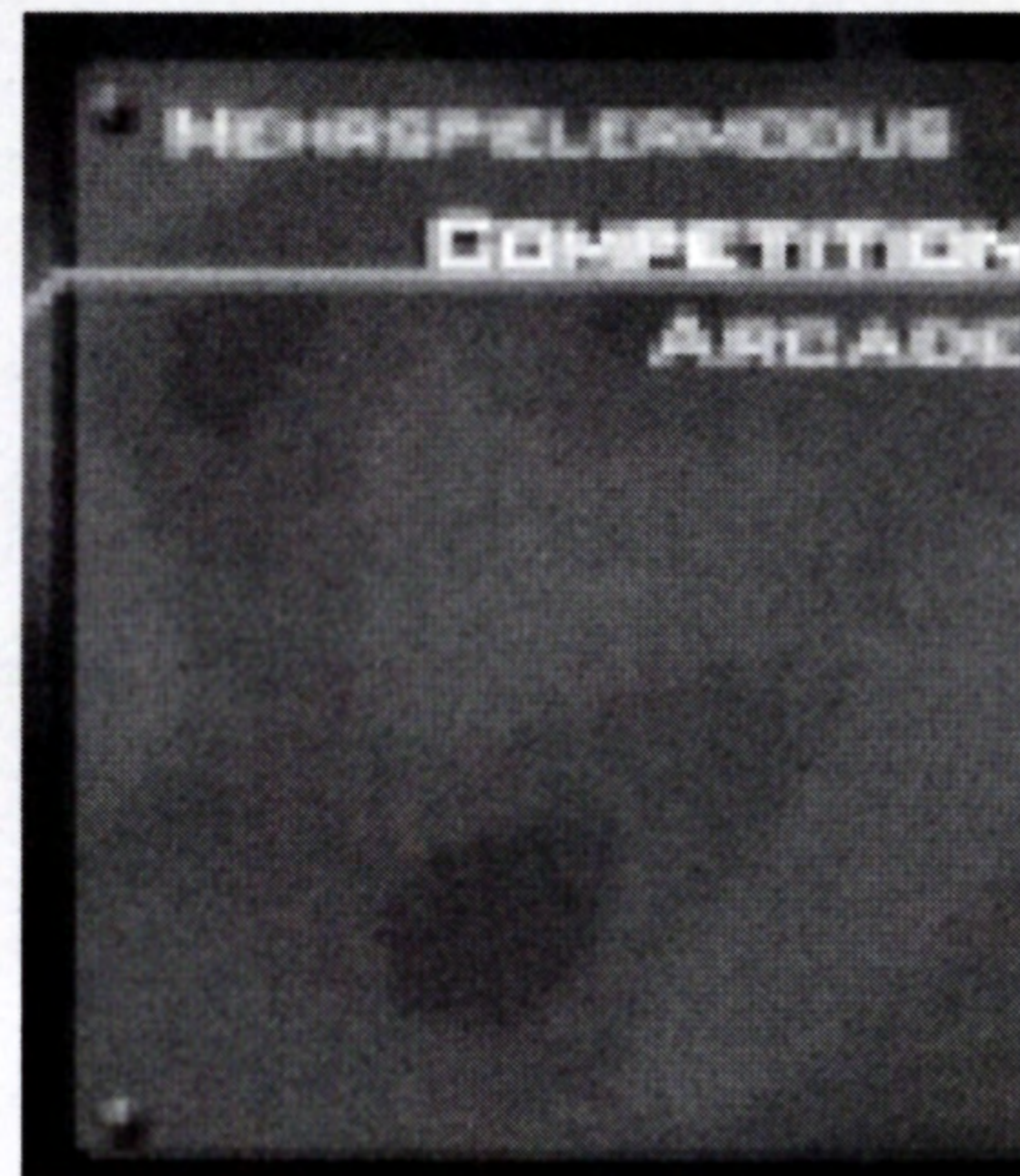
This tells you how many times you have won or lost. You can begin a new game by pressing the  button.

Playing in Arcade Mode

While the game is in progress, Player 1 can use the  button to call up an in-game menu at any time. The in-game menu gives you a choice of the following four points:

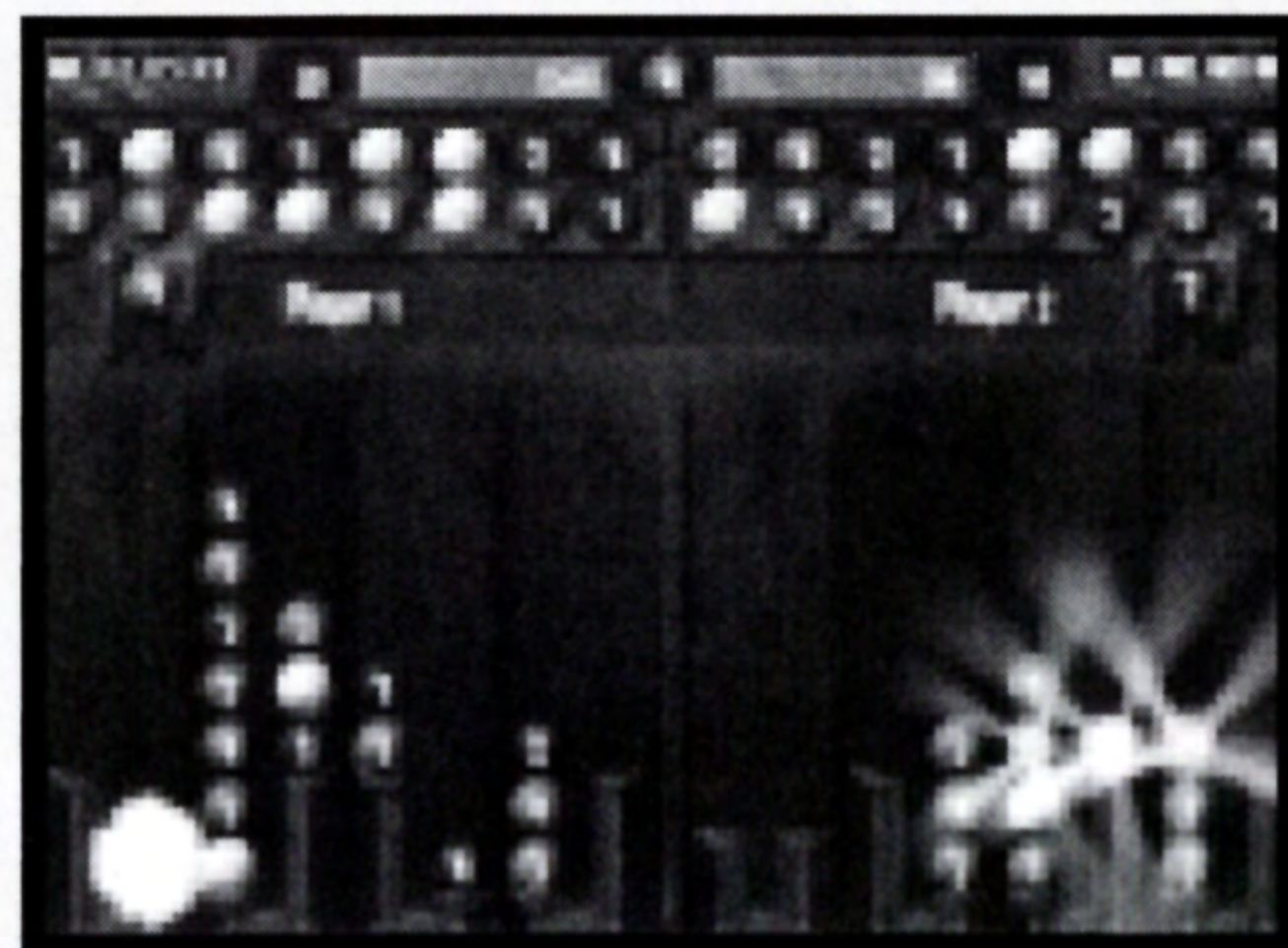
“Start again” restarts the game again
“Exit” takes you back to the main menu

“Save” allows you to save the current state of play
“Abort” takes you back to the game



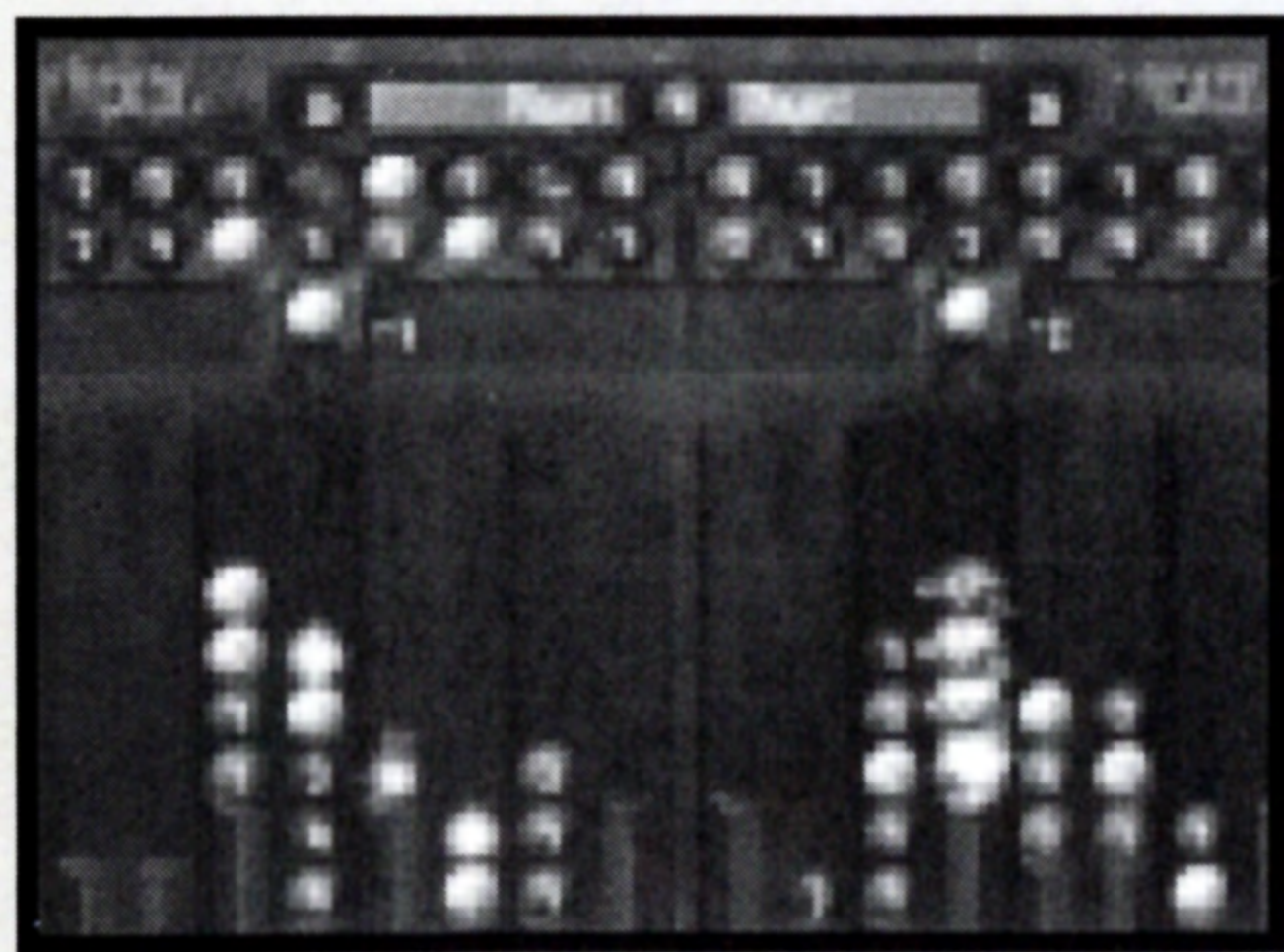
Competition Mode/Arcade Mode

In Competition mode, two players compete in a closed circle. The opponent's play area is on both the left and right hand sides. Any marble thrown from a see-saw out of your own play area will land in the other person's play area. A marble thrown, turns into a "Joker" in the neighboring play area. This means that you can help your opponent. If a player retires because of his or her own errors or as a result of an opponent's actions, the other player can continue playing and earn more points until he or she can't continue anymore. The objective is to gain as many points as possible.



Arcade Mode

The two players are also arranged in a circle in this mode. The opponent's play area is to the left and right of your own area. However, while this is mainly played according to the general principles of the game, there are three important differences:



1. The objective is to last longer than your opponent. This means that if you want to win, anything goes. You can attack your opponent by hurling marbles into his play area. You can also make the marbles that your opponent throws into your path or play area disappear as quickly as possible.

2. The marbles that are thrown from your see-saws into the adjoining area do not appear as heart marbles but as stones that block your opponent. Keep in mind that a stone cannot be used to make a trio or a five.

3. In this mode, the extras do not appear in the depot at random. You really have to earn them by forming as many trios as possible. Whenever you form a trio with an odd number of marbles, you get an extra that will help you clear your play area. When you form trios with an even number of marbles, you generate an extra that has to be thrown into your opponent's area before it can do damage there.

The two tables below show the number of matching marbles that have to disappear in a trio before a specific extra appears. For certain numbers of disappearing marbles, it is possible for two different extras to appear. The extra that is obtained is then selected at random from the values given in brackets.

Three with X Spheres	Gained Extra A	Gained Extra B
3	Joker	—
5	Bomb	—
7	Crusher (75%)	Sting (25%)
9	Multicolor ZAP (75%)	Color Bomb (25%)
11+	Blocker	—
Three with X Spheres	Gained Extra A	Gained Extra B
4	Leveler	—
6	Black Maker (75%)	Clock (25%)
8	Stone Maker 3x3 (75%)	Color Stone Maker
10	Twister (75%)	Tower (25%)

Tips on Becoming a Marble Master

1. A marble will always land on the highest tower, unless there's a gap where it can do even more harm.
2. Bombs are magically attracted to stars.
3. To get the third marble of a color, you have to block the last free space for the Three with another marble.

Extras

In **Marble Master** there are normal colored marbles with weights and there are extras: marbles with special properties. For the most part, the extras will help you in the game. However, some extras can really do some damage. The Extra screen shows exactly which extras are “good” and helpful, and which extras are “bad” and tiresome. You can flick through the whole range of available extras using the directional buttons. You control the illuminated ring that shows which extra is currently being defined. Use the button to leave the “Extra screen” and return to the main menu.



Question Mark

A bonus marble which a skillfull player can earn. Behind the Question Mark is an extra which is invisible until it is on the crane. You may also win a marble from the Arcade Mode.



Silver Star

You win a Silver Star when you have completed a level (all 50 marbles). If three Silver Stars are lying next to each other, the whole playing area will be cleared. Stars can not be duplicated by using Extras.



Golden Star

Two Silver Stars lying on top of one another melt and change to a Golden Star. If you have a Three consisting of Golden Stars, the playing area will be cleared and the present points will be added to the score. Stars can not be duplicated!



Heart

If a marble is hurled outside the playing area, it changes into this Extra. When it is thrown back into the playing area it changes into a Bomb, and vice versa.



Stone

An obstacle like the heart, but Stones will not vanish if you get a Three. The only way to destroy a Stone is to use a Crusher or similar Extras.



Shadow

Hides all marbles which are affected by the Shadowmaker or the Shadow-clock. Behind the blackening Shadow the marbles still have their real color and weight.



Joker (Level 6)

The first Extra and can replace the Heart and any color. It can help you score a THREE.



Bomb (Level 8)

From the center, the Bomb blows up an area 3x3 and will remain on an empty see-saw. They will explode when hit in a playing area even if they are underneath another marble.



Crusher (Level 10)

Destroys a complete stack of marbles.



Color ZAP (Level 12)

Destroys all the marbles of that type.



Tint (Level 14)

Turns all the marbles in a pan into the same color as the top marble in the pile.



Flash (Level 16)

Changes two random marbles per row within a triangle into the marble it landed on. The Flash is then the top of the triangle.



Color Joker (Level 18)

Turns all the marbles of that type it lands on into jokers.



ZAP Diagonal (Level 20)

Deletes all the marbles diagonally beneath the point where it lands.



ZAP Top (Level 22)

Blows up the top marble of every row unless it lands on an empty pan.



Tint Depot (Level 24)

Turns the bottom row of the depot into the color of the marble it lands on.



Flash Diagonal (Level 26)

Changes all the marbles diagonally beneath into the marble it lands on.



Color Bomb (Level 28)

Turns all the marbles of that type into bombs.



ZAP Horizontal (Level 30)

From that point where it lands, this Extra deletes a whole line on the playing area.



Multicolor ZAP (Level 32)

Deletes from the playing area all the marbles in the pile beneath it.



Tint 3x3 (Level 34)

Changes all the marbles within a 3x3 area into the same type as the marble it lands on. The central point of the area is the place where Tint 3x3 lands.



Flash Triangle (Level 36)

The most powerful Extra. It changes all the marbles in a triangle underneath it into the same type of marble.



The Leveler (Arcade)

Changes the weight of all the marbles in the pile it lands on to zero.



Shadowmaker (Arcade)

Casts a black shadow over a 3x3 area from the point where it lands. All the marbles within the shadow remain functional.



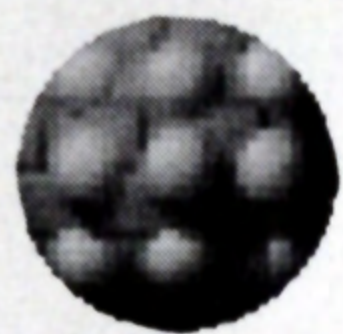
Shadow Clock (Arcade)

Casts a black shadow over the entire field of play for a certain length of time. The length of time is determined by the distance the Shadow Clock travels when thrown.



Sting (Arcade)

Punctures all the marbles above and below it while it is on the field of play. Remember, once Sting puncture the marbles, all of its spines are fully extended.



Stonemaker (Arcade)

Changes all the marbles in a 3x3 area from the point where it lands into stones and will remain a stone.



Color Stone Maker (Arcade)

Turns all the marbles of the same type as the one it lands on into stones.



Twister (Arcade)

Sucks up all the marbles from the pan and scatters them to left and right.



Tower (Arcade)



Fills a pan with stones up to the highest level possible.



Blocker (Arcade)

Blocks an area to the right and left of the square it is lying on. While it is there, a marble can not be thrown from the square into a neighboring one.

HIGHSCORE

This is where you can view each of the lists of high scores for the "easy", "normal", "hard", "absurd", "free" and "Competition" modes. Use the directional buttons or the  button to select the mode you require. Use the  button to close the high score table.

Settings

EFFECTS – graphic sets

SELECTING A SET OF MARBLES

This menu allows you to specify the set of marbles that you require. Select "Marble set" and use the left or right directional buttons to pick one of the different sets of marbles.

MARBLE SET COLOR SEQUENCE

If you find the pre-set color sequence in a set of marbles too dull, you can set the sequence at random. Select "Sequence" from the menu and use the left or right directional buttons to the right or left to select either a "random" sequence or the standard color scheme.

EFFECTS - SCREEN ADJUST

You can adjust the screen using the directional buttons. You will see some red marks in the corners which you can use to specify the exact dimensions of the screen. Press the **⊗** button to apply your new settings. Pressing the **⊙** button resets the screen to the standard settings.

EFFECTS - SOUND FX & MUSIC

Use the LEFT and RIGHT directional buttons to adjust the volume for sound and music. A shaded bar means that you have selected the maximum volume. However, if the bar is no longer available, the music and sound FX are switched off.

EFFECTS - STEREO & MONO

Use the directional buttons to specify whether the audio output should be in "Stereo" or "Mono".

Credits

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Producer
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