

Marble Madness for the Apple IIs. Includes cracked disk image.

Marble Madness was a classic arcade game released by Atari in 1985, which found its way onto many different computer platforms, the IIs being the last of those, in 1988. Marble Madness was brought to the computer under license from Atari by Electronic Arts.

The aim of Marble Madness is to simply control your Marble to safety over virtual landscapes. 1 or 2 players can play, 2 player mode being simultaneous. If a two player game has started, player 1 uses the mouse and player two either uses joystick or keyboard (keyboard controls being W, A, D, X or O, K, ;, .). Pressing the fire button will increase the speed of your marble, which is actually a feature not found in the arcade version.

The IIs version of Marble Madness is fair. Will Harvey coded the IIs version, as he did the 8-bit Apple II version, and the speed of the game is good with relatively smooth scrolling. However the graphics are somewhat disappointing, lacking the smoothness or extra animation found in the excellent Amiga version. Will Harvey would go on to do more than just redeem himself, with Electronic Arts releases of Zany Golf (which I'm sure Marble Madness served as inspiration) and the Immortal.

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