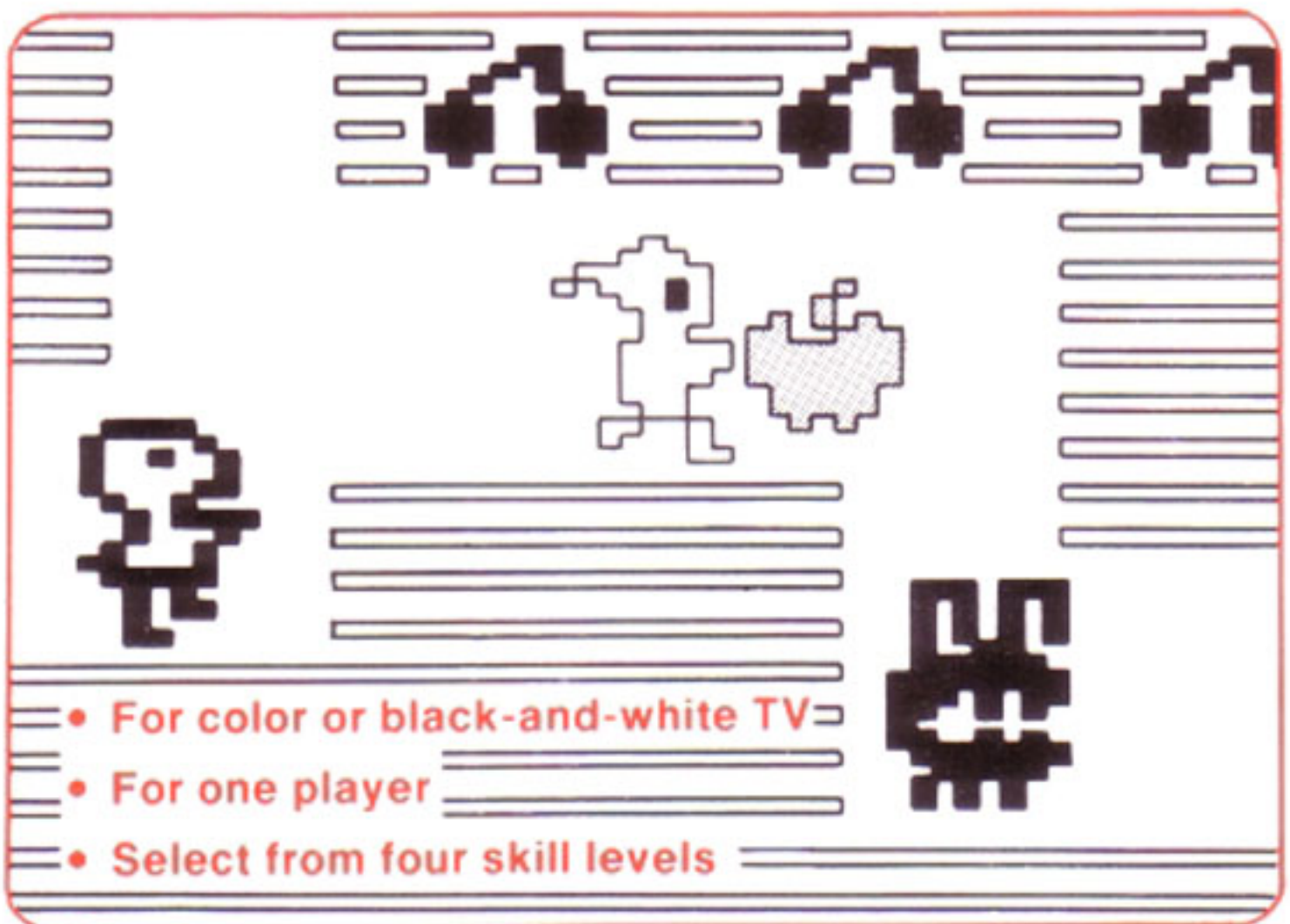




CARTRIDGE INSTRUCTIONS



For use with the GEMINI™, Atari® 2600 VCS and other compatible game systems.

GAME DESCRIPTION

Guide Mr. Do™ as he tries to harvest his orchard before the evil Badguys can catch him. Quick! Mow a path to the cherries and start picking! But watch out — here comes a Badguy! Throw your Power Ball to squelch him. But another one is on the way, so run until your Power Ball comes back.

You're not completely defenseless, though. You can push apples on top of the Badguys to quash their pursuit. Sometimes when you're not looking, a Badguy changes into an Alphamonster. Don't let it near Mr. Do™! Eliminate all five Alphamonsters to spell E-X-T-R-A and win an extra Mr. Do™!

THE CAST



MR. DO™



BADGUY



BLUE
CHOMPER



ALPHA-
MONSTER

GETTING READY TO PLAY

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your Challenge.

Insert the cartridge, then turn your game system on. Press **GAME RESET**. The Title Screen for MR. DO™ will appear on your TV.

If you would like to play a game at the easiest level (Skill 1) right away, press the Play/Action Button on your hand controller.

If you would like to select a harder level, press **GAME SELECT** until the number of the skill level you want appears in the center of the screen. Then press the Play/Action Button.

Skill 1: the easiest level, suitable for play by beginners. Your opponents move slowly and track you poorly.

Skill 2: the action is harder, but not as demanding as the arcade version of the game. The opponents move more quickly and track you a little more accurately.

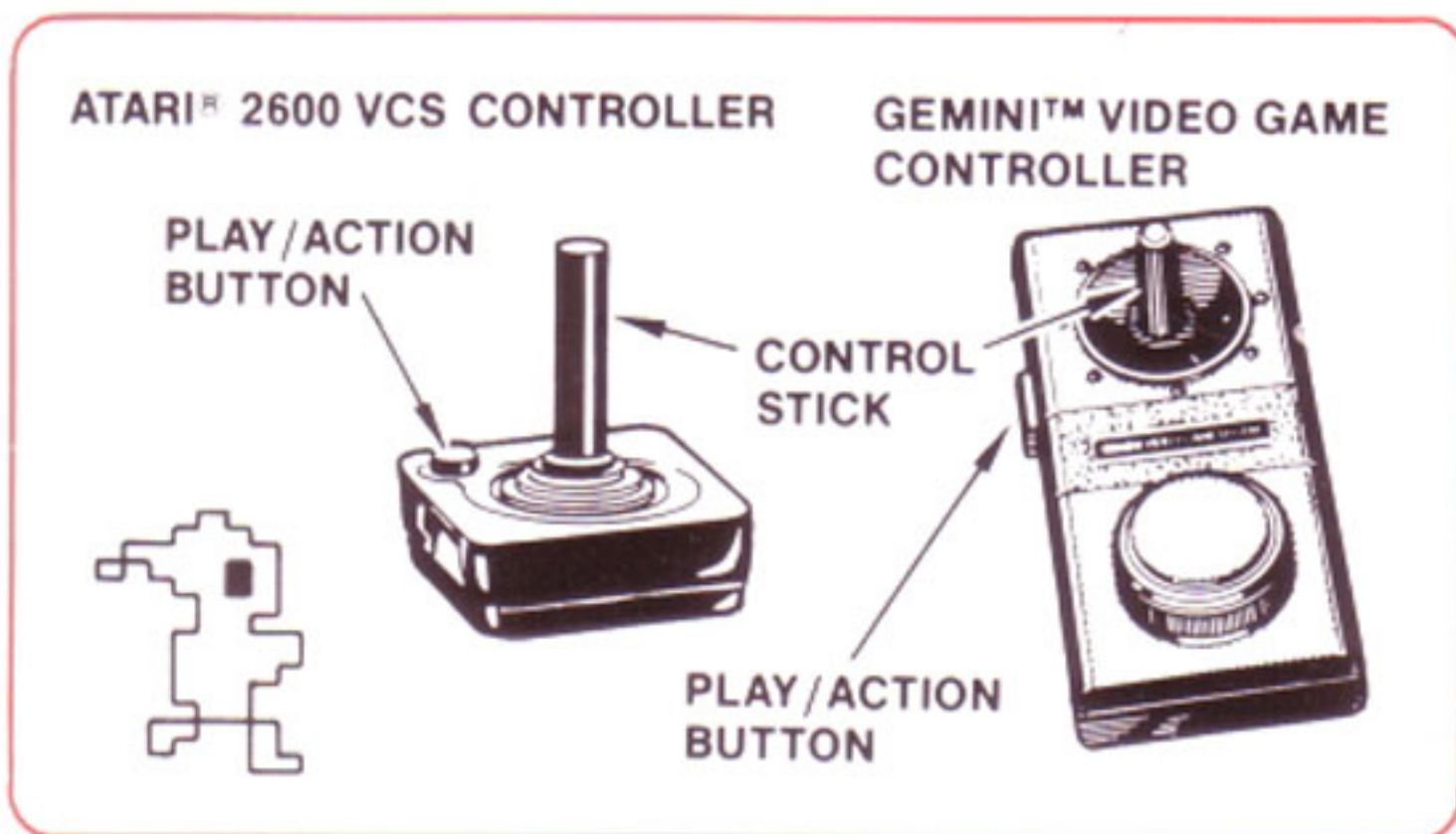
Skill 3: the action approximates the difficulty of the arcade version of MR. DO!™

Skill 4: the game is the toughest challenge of all!

Player 1 uses the **left** controller.

Be sure the B-W/Color switch is set to the "Color" position on your game system if you have a color TV.

USING YOUR CONTROLS

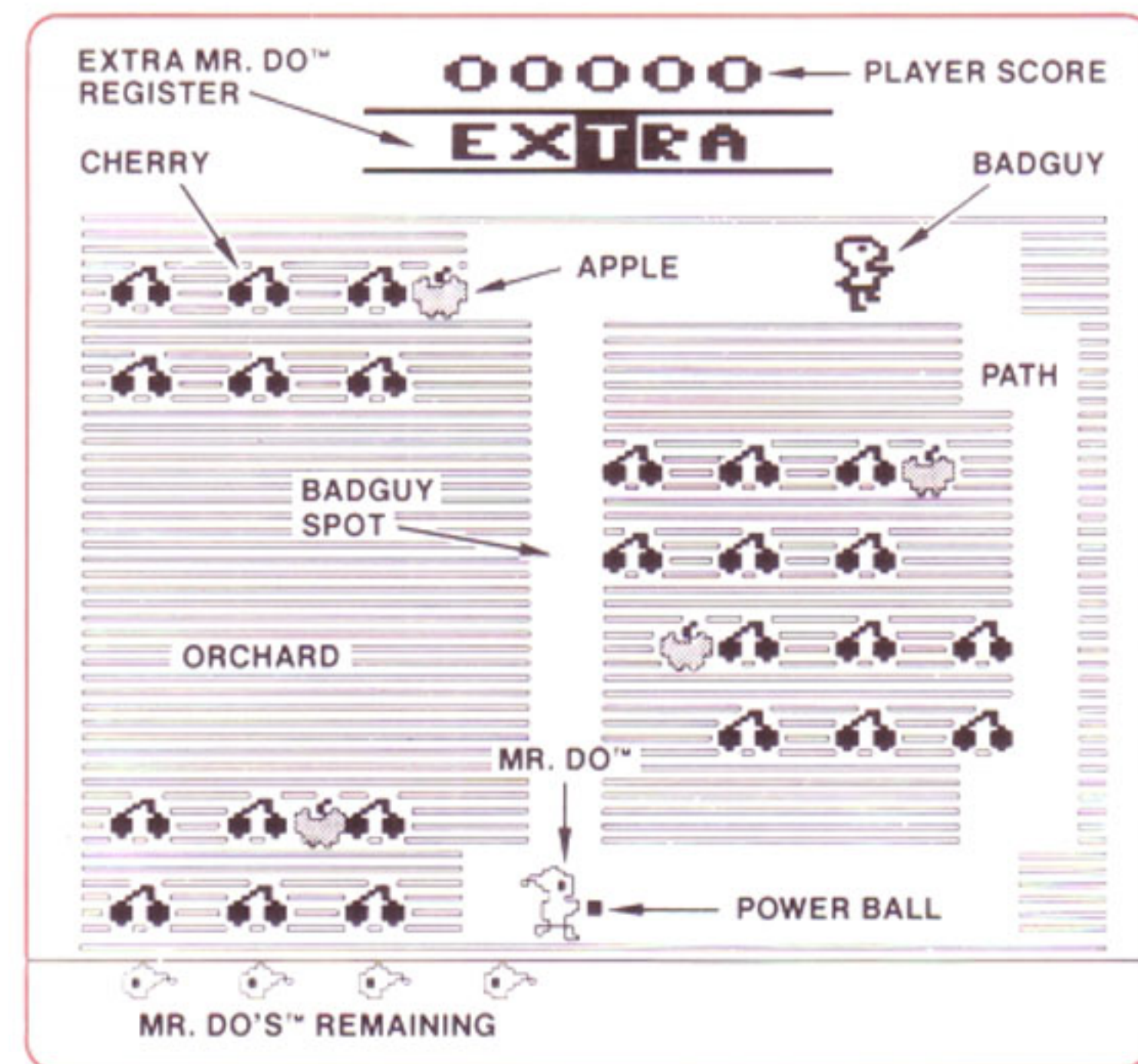


- 1. Left Controller:** Hold the left controller with the Play/Action Button to your upper left (toward the TV).
- 2. Control Stick:** Push the Control Stick up (away from you), down (toward you), left or right to move Mr. Do™ in that direction.
- 3. Play/Action Button:** Press the Play/Action Button to start each new screen, and to make Mr. Do™ throw his Power Ball. Mr. Do™ must **face** an opponent to eliminate it successfully this way.

HERE'S HOW TO PLAY

Getting started.

To start a game immediately after turning on your console, just press the Play/Action Button on your hand controller. The game comes up in Skill 1. To start another game, press **GAME RESET**.



Harvest time!

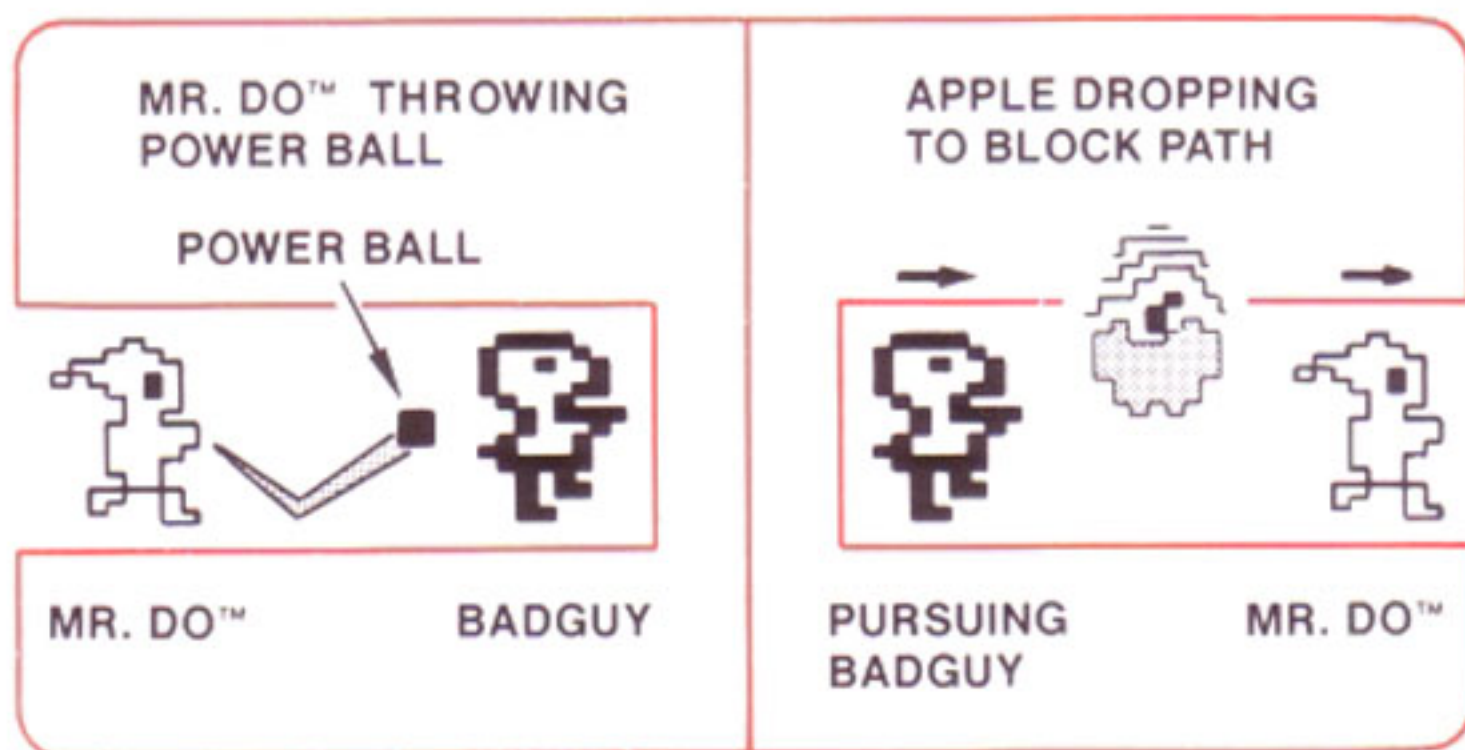
Mr. Do™ begins at the bottom center of the screen, ready to harvest his cherry orchard. Use the Control Stick to move him toward a row of ripe-red cherries. Mr. Do™ mows as he goes! But watch out: the mowed paths leave him open to trouble.

Here come the Badguys.

Soon after game start, evil Badguys begin to appear at the Badguy spot, then set out hunting for Mr. Do™. They can't mow, but they can follow Mr. Do's™ open paths. Don't let them get too close! If a Badguy contacts Mr. Do™, Mr. Do™ is eliminated.

Mr. Do™ fights back.

If a Badguy gets too close for comfort, Mr. Do™ can throw his Power Ball. Use the Control Stick to turn Mr. Do™ toward his opponent. Then press the Play/Action Button to throw the Power Ball. Kapow! The Badguy is eliminated and you earn points. But be careful. Mr. Do™ must get his Power Ball back before he can throw it again. Sometimes it returns quickly, but sometimes it takes its sweet time.



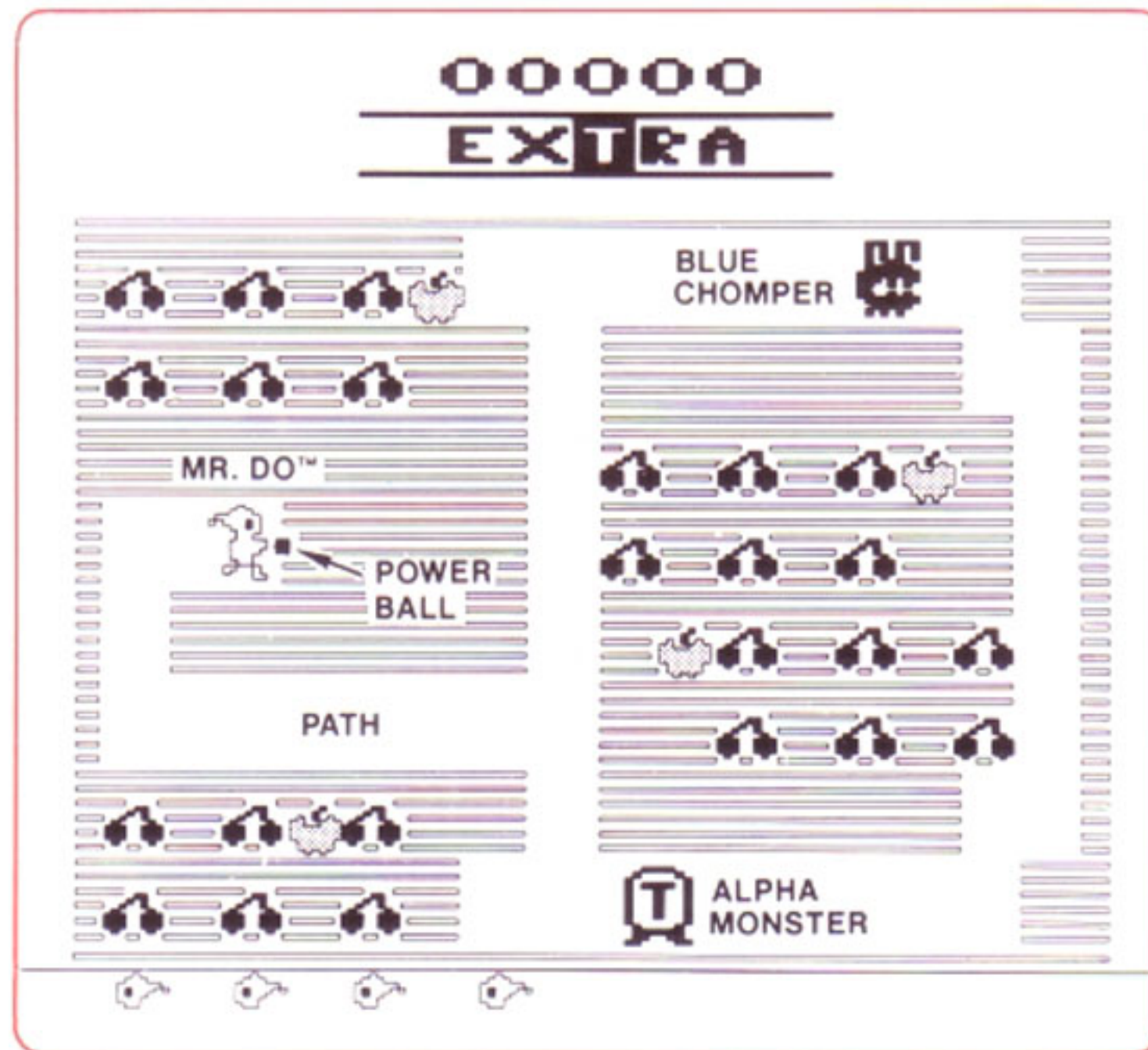
How do you like them apples?

Mr. Do™ can bonk a Badguy — even more than one — with an apple. Mow a path up toward either side of an apple, but not directly beneath it. Then cut across under the apple and move on for a bit. The apple falls into your path and blocks the pursuers. Now turn around and push the apple on top of the Badguys. The more Badguys you squash, the more points you earn!

Careful, though. If you mow a path all the way up and directly beneath an apple, the apple will fall on Mr. Do™ and he will be eliminated!

They can dig it.

Badguys are not all that defenseless. They can transform into Blue Chompers if they want to get at Mr. Do™ in a hurry. Watch for the change. Then keep an eye on the Blue Chomper as it digs through the grass. If it gets too close, hit it with the Power Ball or an apple.



Be careful, though. Early in the game, sometimes a Badguy will change into a Blue Chomper as you push an apple against it. If this happens, retreat from the apple for a second. The Blue Chomper starts digging down. When it does, quickly push the apple over it. Crunch! But you're only safe for the moment!

Spelling Wins!

Alphamonsters can be deadly, too. An Alphamonster can sometimes appear in the paths when:

1. your score reaches a multiple of 1000 points, and
2. the Alphamonster in the E-X-T-R-A Mr. Do™ Register is over a letter you haven't won yet.

Hit the Alphamonster with a Power Ball or bonk it with an apple to earn the letter on its chest. Be quick! If the Alphamonster starts to change into a Badguy, you might not get credit for earning the letter. When you spell E-X-T-R-A, you win an extra Mr. Do™! But be careful. If an Alphamonster touches Mr. Do™, Mr. Do™ is eliminated!

Completing a screen.

There are three ways to complete a screen and go on to the next:

1. Pick all cherries in the orchard.
2. Eliminate all enemies on the screen.
3. Eliminate all Alphamonsters to spell E-X-T-R-A.

Completing any one of these three takes you to a new orchard and a chance to boost your score.

Starting Over.

The adventure ends when all your Mr. Do's™ have been eliminated. Press **GAME RESET** or the Play/Action Button to replay the game option that you've just played. Press **GAME SELECT** to select another challenge.

SCORING

<u>ACTION COMPLETED</u>	<u>POINTS EARNED</u>
Each cherry picked	50
Group of 6 cherries in succession . .	50 each cherry, plus 500 bonus
Each Enemy hit by Power Ball	500
Each enemy crushed by an apple	1000

Hit an Alphamonster with the Power Ball or bonk it with an apple for 500 points.

Each player begins with five Mr. Do's™ in Skill 1 games and three Mr. Do's™ in all games played at other skills. The player earns an extra Mr. Do™ for each spelling of E-X-T-R-A.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to start playing MR. DO™, but it is only the beginning! You will find that this cartridge is full of special features to make MR. DO™ exciting every time you play. Experiment with different techniques — and enjoy the game!

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