

**COLLECTOR
VISION
Games**

Guide No. 099215

CARTRIDGE
INSTRUCTIONS

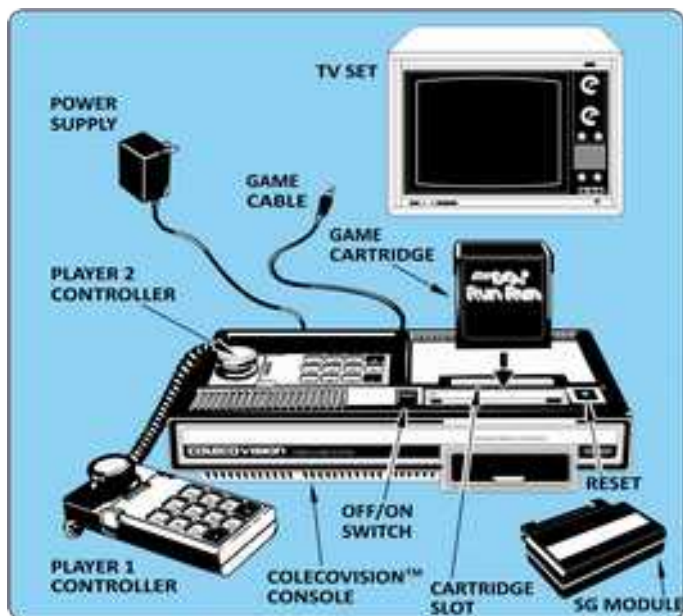


Mr. Do! Run Run

Keep on running as our hero Mr. Do! Collects all the dots and fruit in this 3-D adventure. Battle against weird and wonderful monsters with his crystal ball or squash them under the rolling logs.

Mr. Do! is back and better than ever in Do! Run Run. You run for your life as you're pursued around a 3-dimensional playing field. Up and down the stairs you race – just one step ahead of danger. A Sizzling Snake whizzes past and cuts off your escape! Quickly you throw your Powerball and run as more snakes approach, rocketing balls of flame. No time to get another Powerball. Hurry! Roll the log and let it crush anything in its path. More monsters appear! How will you ever escape?! Non-stop action is in store for you in the latest Mr. Do! adventure. You'll be breathless each time you play Do! Run Run.

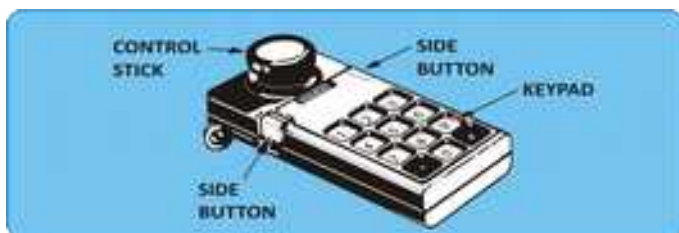
GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Push the Control Stick up, down, left or right to move Mr. Do! in that direction.

Press either Side Button to make Mr. Do! throw his Powerball. The Powerball moves forwards in the direction that Mr. Do! is facing when the button is pressed.

PAUSE Feature

Press * during a game to pause. Note that music and sound effects continue to play while the game is paused. Press * again to return to the game at the point where you stopped. Play begins again immediately, so make sure you're ready.

HERE'S HOW TO PLAY

Encirclement!

Mr. Do! begins at the bottom center of the screen, ready to run for his life. Use the Control Stick to move him while leaving a white trail behind. Keep moving Mr. Do! around encircling areas of dots as you go to change them into Cherries. Encircling Cherries turns them into Apples, Apples into Lemons and finally Lemons into Pineapples. Each type of fruit is more valuable than the last.

Here come the Monsters.

Soon after the game starts, Monsters appear and set out hunting for Mr. Do! Don't let them get too close! If a Monster touches Mr. Do! then Mr. Do! is eliminated.

Mr. Do! fights back.

If a Monster gets too close for comfort, Mr. Do! can fight back by throwing his Powerball. Use the Control Stick to turn Mr. Do! toward his opponent. Then press either Side Button to fire the Powerball. Kapow! The Monster is eliminated and you earn points.

Mr. Do! can also set a trap by bouncing his Powerball off walls, logs, and even the edges of the playfield, so that it bounces back and forth. The Powerball will continue to bounce until it either hits a Monster, Mr. Do! throws another Powerball, or Mr. Do! picks up the bouncing Powerball by touching it. If the bouncing Powerball hits a Monster the Monster is eliminated. The more times the Powerball bounces before hitting a Monster the more points you earn.

Be careful. Mr. Do! must collect dots and/or fruit to get a new Powerball. The more valuable the fruit the fewer Mr. Do! needs to collect.

How do you like them . . . logs?

Mr. Do! can crush monsters by rolling a log over them. To start a log rolling Mr. Do! must either knock the supporting strut out of the way or push the log from the other side. Any Monster in the path of a rolling log is eliminated. The more Monsters you squash, the more points you earn!

A log a day . . .

Be clever! You can trick Monsters into following you towards the supporting strut of a log. Knock the strut out of the way as the Monsters approach and watch as Monster after Monster is crushed and the points rack up. But words of caution; if a log rolls over Mr. Do! he will be eliminated so move out of its path.

They can run.

Monsters are not all that defenseless. They can transform into faster and more ferocious creatures. Listen and watch for the change. Then keep an eye on them as they run fast to get you. Mr. Do! must run very fast indeed. If one gets too close, hit him with a Powerball or a rolling log. But you're only safe for a moment! After a while they grow tired and change back into normal Monsters.

Watch out for Fireballs.

The Monsters are bad enough, at least all they do is walk around the screen. But the Sizzling Snakes can transform into magenta Fireballs. Listen and watch for the change and quickly get out of their path as the Fireball rockets towards you. Don't waste your time throwing a Powerball at a moving Fireball as it is simply knocked to the side.

Only when a Fireball is stationary can a Powerball eliminate it. Luckily rolling logs always eliminate Fireballs. When you're well out of their path, Fireballs transform back into Sizzling Snakes who chase you as normal.

Spelling Wins!

Whenever your score reaches a multiple of 10,000 points an Alphamonster slips out from the Extra Mr.Do! Register. Hit it with a Powerball or crush it with a rolling log to earn the letter on its chest.

Occasionally, after Mr. Do! encircles an area, a flashing icon will appear that cycles through the letters in E X T R A. Collect this and an Alphamonster, accompanied by three pesky Minions, enter the playfield. But be careful! If any of them touches Mr. Do! then Mr. Do! is eliminated. Hit a Minion with a Powerball or crush it with a rolling log to eliminate it. Hit the Alphamonster first and all remaining Minions plus the Alphamonster are eliminated! When you spell E-X-T-R-A, you win an extra Mr. Do!

Diamonds are Mr. Do!'s best friend.

On incredibly rare occasions, after Mr. Do! encircles an area, a special treasure appears. It's a glittering diamond. Guide Mr. Do! over the diamond for 10,000 points, plus 3 extra lives, and go on to the next screen!

Completing a screen.

There are three ways in which you can complete a stage and go on to the next:

1. Collect all dots and fruit in the playfield.
2. Eliminate all Monsters, including Sizzling Snakes, 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 stage and a chance to earn more points.

Starting Over.

The adventure ends when all your Mr. Do's have been eliminated. After GAME OVER has been displayed, for both players if playing a two-player game, the game returns to the title screen. Press either Side Button of any controller to bring up the number

of players selection. Move the player selection dot up or down using the Control Stick of either controller then press any Side Button to start the game.

The Reset Button on the console “clears” game memory. It can be used to start a new game at any time and can also be used in the event of game malfunction.

SCORE

Eliminating enemies with a Powerball. Number of times crystal ball bounces before hitting monster:

No bounce	500 Points
1 bounce	1,000 Points
2 bounces	1,500 Points
3 bounces	2,000 Points
4 bounces	2,500 Points
5 bounces and more	3,000 Points

Eliminating enemies with a rolling log:

1 enemy	1,000 Points
2 enemies	2,500 Points
3 enemies	4,500 Points
4 enemies	7,000 Points
5 enemies	10,000 Points

Collecting Dots and Fruit:

Dots	10 Points
Cherry	20 Points
Apples	40 Points
Lemons	80 Points
Pineapples	160 Points

Eliminate an Alphamonster and you get the number of points according to the above Powerball and rolling log charts. If the Alphamonster is eliminated while Minions are on the screen, they are also eliminated and you get the same number of points for each Minion as you did for the Alphamonster.

Each player begins with three Mr. Do!'s. A player earns an extra Mr. Do! for each spelling of E-X-T-R-A.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Mr Do! Run Run™, but it is only the beginning! You will find that this cartridge is full of special features that make Mr Do! Run Run™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Program ©1984 Universal, All Rights Reserved.

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