

The Secrets of ColecoVision Games

ColecoVision Mr. Do!

Vital Statistics

Original Manufacturer: Universal Inc.

Current Copyright Owner: Imagineer

Arcade Release Date: 1982

Related Arcade Games: Mr. Do!'s Castle, Mr. Do!'s Wild Ride, Do! Run Run

Manufacturer: Coleco

Game Serial Number: 2622

Home Release Date: 1983

Guide No.: 12828

Rarity (Based on CV FAQ): Common (can be tough to get due to its popularity)

Size: 24k

Label Variation: ColecoVision label; ColecoVision/ADAM label.

Game Background

It's harvest time! Mr. Do! is gathering his apples and cherries before the mean badguys, diggers, blue chompers, and alphamonsters get them first. And if they don't collect the harvest, they may knock off our clown friend first!

Mr. Do! is the first installment of highly successful arcade Mr. Do! series (keeping in mind the other ones are in order above). Mr. Do! has been ported to Atari 2600, Atari 5200, ColecoVision, GameBoy, Super Nintendo, and possibly regular Nintendo. When people think of "Mr. Do!", they think of this game first and may not even know about the other three.

On a side note, please write Imagineer, Black Pearl/TH*Q (Super Nintendo version), and/or Ocean (Gameboy version), and let them know we want the entire series ported or (better yet) emulated for modern systems.

The game play itself is well done. Five rows of eight cherries appear on the board, and the bad guys look decent to the arcade likeness except for specific colors. Each scene was created with the number of the board in it (i.e., scene two has a "2" in it) except for scene one ("D" for "Do!") -- just like the arcade game. The only better versions are the original arcade game and the Super Nintendo version--and even the Super Nintendo version is just better due to minor tweaks!

(Some vital statistics provided by the ColecoVision FAQ by Joe Huber.)

"Do!" It To It

The game has ten scenes and eight variations (four for one player, another four for two players).

A board is "solved" by gathering all forty cherries or destroying all the badguys and diggers. You have a powerball that can bounce around the mazes you create with your diggings. When it hits an enemy or stays around too long, it will disappear, and it will reappear after a certain amount of time.

Mr. Do! likes music a lot, and, if he gathers all eight cherries in a row without stopping, he will complete an entire musical scale. (A musical scale is made up of eight different notes played in succession with the first and last notes being the same one but the last one having a higher pitch but same harmonic resonance.)

Badguys aren't the brightest of enemies, so they spend their time hanging around. If they encounter an apple which they cannot get around, they will turn in a digger. Badguys cannot dig, but diggers, of course, can.

After all the badguys make the scene (no pun intended:), a prize will appear in the middle of the board. If Mr. Do! collects the prize, three blue chompers and a alphamonster will appear. The blue chompers can dig their own paths, and they speed up with each scene. When a blue chomper is defeated, he disappears instead of becoming an apple in the arcade version.

The alphamonster is the creature with a letter in its tummy. If you collect five different letters to spell "EXTRA", the game will complete the scene automatically and give you an extra guy. He will appear with the chompers when the prize is collected or when the score is a multiple of 10,000 points and the alphamonster in the "EXTRA" block is over a white (or unused) letter.

Unlike the arcade version, you cannot ever touch the blue chompers or the alphamonsters because they cannot eat apples. This is actually an advantage since they must go around apples and can be stopped fast with a good apple landing on their head(s).

When you complete all ten scenes, the game starts back on the first board. Note that each scene has its number formed in the dug-out maze except for scene one with "D" for "Mr. Do!".

Mr. Do! can complete a scene by eliminating all badguys, picking all cherries, spelling "EXTRA", or capturing the diamond.

Mr. Do! Controls and Scoring

The joystick controls your direction, and the side button fires your powerball. Other special buttons: "*" pauses your game (press again to unpause) or replay at the same skill option, and "#" brings up the skill menu (like all Coleco programmed titles).

All scores are in points:

Each cherry harvested.....	50
Group of eight cherries in succession....	50 each plus 500 bonus
Treat eaten (prize taken).....	500 plus 500 times scene/phase number
Diamond captured.....	10,000
Enemy hit by powerball.....	500
One enemy crushed by an apple.....	1,000
Two enemies crushed by an apple.....	2,000
More than two enemies crushed.....	2,000 plus 2,000 for each enemy over two

Tricks, Tips, and Easter Eggs

If you've played Dig Dug, this game has similar techniques. Push apples down deep holes, and the more

enemies you gather, the higher your score. Mr. Do! can lead enemies underneath apples which are about to fall. You can throw your powerball to stop enemies in their tracks if they get close.

Powerball jackpot! Be careful how you use the powerball; it may not return as quickly as you need it, so you may need to use an apple or alternate route instead.

Diamonds are a clown's best friend. Diamonds will occasionally appear when an apple splits in half. There is an algorithm (computer programmed pattern) to the diamond appearing in the game; however, the arcade game programmers would not disclose how it's done (according to one article I read; I will try to find it again and post it). The diamond is worth 10,000 points in this version, but the arcade game gives you a free credit (a "special") and 8,000 points.

The Badguys are making a getaway! Badguys won't turn into diggers unless Mr. Do! fights them over an apple or becomes stuck. Mr. Do! cannot push apples over baddies if they push on the other side (unlike the arcade game).

Freeze Frame. Badguys will freeze in their place when you collect the prize and you choose a letter that's already been taken. Wait for a letter to appear you need -- it may help you get another life.

The lady or the tiger? When Mr. Do! has one badguy and one cherry left, you probably want the badguy since he's worth ten times the points (50 vs. 500 points). But it's sometimes better to getaway and live to play another scene!

Controlling interest. This port of Mr. Do! has very blocky controls; you must be directly square with the set paths of the board so you can move that way. That is why you cannot go the direction you want sometimes.

Color-coded. Although the game does have the characters being off color scheme compared to the arcade, the boards themselves are impressive because they have brick patterned ground. This ColecoVision port is faithful to the original board structures of the game (unlike Donkey Kong).

You may also want to check out the Mr. Do! FAQ.

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