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**ARCADE**

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FOR COLECOVISION  
& ADAM

# What's Inside

|                     |    |
|---------------------|----|
| How To Play         | 3  |
| Controls            | 4  |
| The Playfield       | 6  |
| Meet The Cast       | 7  |
| Digging Deeper      | 9  |
| Climbing The Stages | 14 |
| Tips & Tricks       | 15 |
| Scoring             | 16 |
| Easter Eggs         | 17 |
| Some History        | 18 |
| Special Thanks      | 19 |

# How To Play

Guide Mr. Do! through a grid-based orchard to harvest cherries while evading a relentless horde of enemies.

## PATHS TO VICTORY

### 01 Cherry Harvesting

Collect every cherry on the screen.

### 02 Take out the Enemies

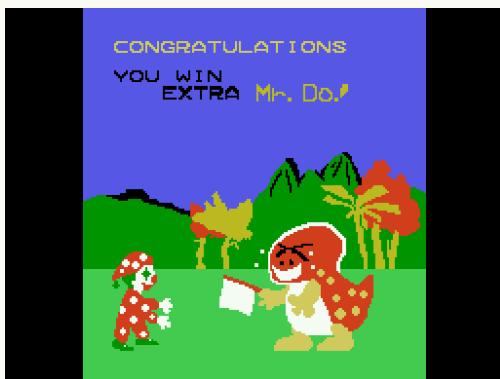
Eliminate every active Badguy on the map.

### 03 The E-X-T-R-A Bonus

Collect all five letters of EXTRA to win the stage and earn a life.

### 04 Collecting a Diamond

Sometimes hidden in a broken apple. Instant stage clear plus 8,000 points.



## PART 1 • BASICS

# Joystick & Keypad

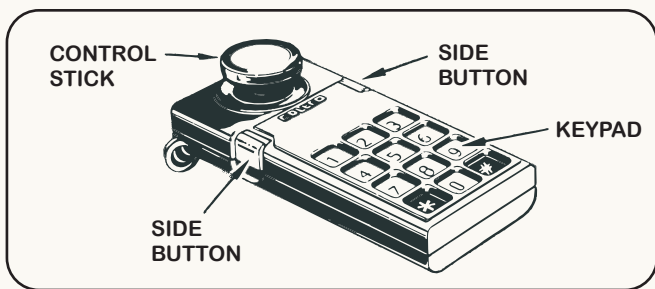
Mr. Do! uses the standard ColecoVision controller. The four directions of the joystick move Mr. Do! through the orchard, and either fire button throws the Power Ball.

## Move

Push the joystick in any of the four cardinal directions to dig tunnels and collect cherries.

## Throw Power Ball

Press the left or right side button to throw your Power Ball in the direction Mr. Do! is facing.



# Starting a Game

From the title screen, press the keypad number that matches the number of players. Then choose a skill level using the number pad. The higher the skill level, the faster the enemies move at the beginning of the game. Skill 1 starts you with five Mr. Do's in reserve; skills 2–4 start with three.

## 1 • One Player

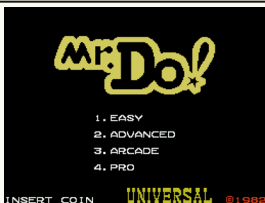
Standard one-player game.

## 2 • Two Players

Two players alternate after each Mr. Do! is defeated.

### SKILL LEVEL

- 1 Easy
- 2 Advanced
- 3 Arcade — approximates the action of the original arcade version
- 4 Pro



# The Playfield

Each stage drops Mr. Do! into a new cherry orchard. The garden fills the screen, with the score area and lives remaining shown along the top edge.

## 1 • Score Area

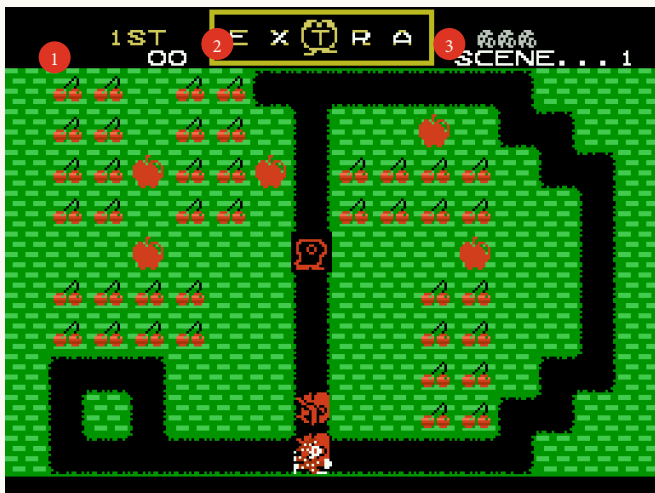
Your current score sits in the top-left.

## 2 • E-X-T-R-A Letters

Each letter you collect from eliminating Alphamonsters turns from yellow to red. The Alphamonster moves back and forth over the letters to indicate which letter will appear when activated.

## 3 • Lives Remaining

The Mr. Do! icons in the upper-right corner indicate how many lives you have left.



# Heroes & Villains



## Mr. Do!

Our hero is a cheerful clown armed only with his wits and a Power Ball.



## Red Badguys

The relentless red dinos. They spawn from the nest in the center and chase Mr. Do!. They get faster after each stage is cleared. They can also turn into diggers and create their own tunnels.



## Blue Chompers

Summoned by collecting the center treat. They can tunnel through the stage during Alphamonster Mode. Sometimes they turn into an apple when struck by your Power Ball.



## Alphamonsters

These letter-wearing visitors don't give chase. Defeat one to end the mode and claim a letter toward E-X-T-R-A.

# Allies & Treats

*Not everything in the orchard wants Mr. Do! dead.*



## The Treat

Snacks in the center of the orchard. Grabbing one freezes the Badguys, triggers Alphamonster Mode, and pays 500 × the stage number.



## Diamond

A rare jewel hidden inside certain apples. Worth 8,000 points and instantly clears the stage.



## Cherries

Each is worth 50 points. Clear all eight in a row without stopping and the final cherry is worth 500.



## Apples

Dig under them or push them off a cliff to make them fall on your enemies. Don't get stuck underneath a falling apple or you'll get squashed.

# Digging Deeper

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To survive the later stages, you need to understand the deeper mechanics of Mr. Do! The next four spreads break down the techniques that separate beginners from veterans.

# Power Ball Cooldown

You possess a single Power Ball that bounces through tunnels to eliminate your enemies. However, it requires careful management. Every time the ball impacts an object or strikes an enemy, its return cooldown timer increases, leaving you defenseless for longer stretches between throws.



# Dessert Reset

When you find yourself cornered or waiting on a prolonged ball cooldown, head for the center of the screen. Collecting the item that appears there once all the Badguys have spawned will instantly reset your ball cooldown and trigger Alphamonster Mode.

*You may want to delay collecting the treat until the Alphamonster marker in the scoreboard is highlighting a letter you haven't collected yet!*

## THE DESSERT MENU • STAGES 1-10



# Alphamonster Mode

Grabbing the center treat temporarily freezes the red Badguys and summons an Alphamonster alongside three protective Blue Chompers.

During this mode, your ball cooldown maintains its short duration until the mode is ended. You can use this to your advantage to clear out the red Badguys in rapid succession.

Defeating the Alphamonster ends the mode and earns a letter toward spelling E-X-T-R-A. Alphamonsters also drop by on their own every 5,000 points you score — no treat required.



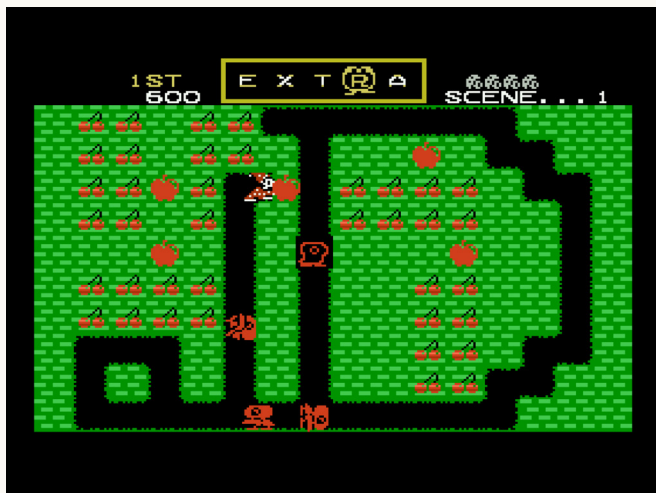
# Apple Strategies

Apples scattered across the map serve as your environmental hazards. You can use them to block a tunnel — but the Badguys can push them too! If you're not careful, they'll turn the tables and crush you.

If you block their path, they'll eventually turn into diggers to get around your apple.



Dropping an apple from too high will cause it to shatter — but a well-timed drop can crush multiple enemies at once.



# Climbing The Stages

Each stage you clear ups the ante. The orchard fills with faster Badguys and Chompers.

## Speed Climbs

Badguy movement speed increases every stage. By stage 10 they're faster than Mr. Do! You'll need more than speed to get by.

## Intermissions

Every 3rd stage, the **VERY GOOD !!** screen recaps your last three stages: score, time, and how you cleared each one. Every 10th stage, the **WONDERFUL !!** screen tallies your grand total and average.



STAGE 1



STAGE 5



STAGE 10



# Field Notes

*Veteran Mr. Do! players have passed down a few tricks for the seasoned clown.*

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## Tunnel Strategy

Dig winding tunnels to confuse your enemies and delay their progress.

## Power Ball Magic

Your Power Ball can pass through very thin walls if you move right up next to the wall. Use this trick to attack unsuspecting enemies on the other side.

## Save The Treat

Hold the center treat in reserve until you really need it. You can pause the action if you collect the dessert when a letter you already collected is highlighted.

# Points & Bonuses

*Plan your attack for the biggest payoff.*

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## **01 Cherries**

Single cherry: 50 points. Clear eight in a row without stopping and the final cherry is worth 500.

## **02 Power Ball Hit**

Direct-hit an enemy and score 500 points.

## **03 Apple Crush**

Drop an apple on one enemy for 1,000. Crush a crowd and each one counts 2,000 — three at once pays 6,000, five pays 10,000.

## **04 Alphamonster**

500 points plus an EXTRA letter.

## **05 Diamond**

8,000 points and instant stage clear.

## **06 Center Treat**

Worth  $500 \times$  the stage number — the later the stage, the sweeter the snack.

## **07 Extra Mr. Do!**

Spell E-X-T-R-A for a bonus Mr. Do! You can bank up to 6.

# Easter Eggs & Lore

*Mr. Do! has been quietly hiding secrets and curiosities since 1982.*

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## The Snowman

Mr. Do! began life as a snowman holding a rake. Traces of that original artwork still appear on some arcade bezels.

## The Music

The original ColecoVision port shipped with music that matched an early arcade prototype ROM — not the final cabinet. Coleco wrote its conversion before the arcade soundtrack was locked. This version restores the music you remember from the arcade.

## The Family Tree

Universal followed up with Mr. Do!'s Castle, Mr. Do!'s Wild Ride, and Do! Run Run. Mr. Do! is the rare arcade hero with a multi-game franchise.

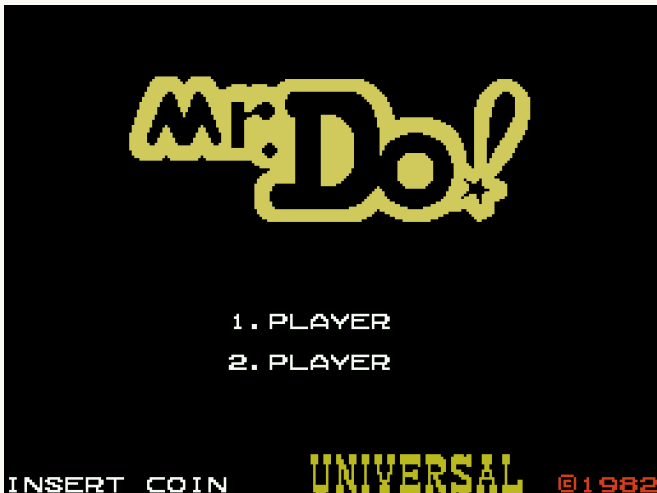
# Some History

Mr. Do! was developed by Universal and released in arcades in late 1982. Universal's president requested that game designer Kazutoshi Ueda make his next game similar to the massive arcade hit Dig Dug.

Before being finalized as a clown, the main character's design resembled a snowman (*yakidaruma* in Japanese) holding a rake. Traces of this original artwork can be seen on some North American arcade bezels.

Captain Cozmos discovered the *yakidaruma* sprite in the original ColecoVision ROM — never inserted in the final game.

Despite initial comparisons to Dig Dug, Mr. Do! stood on its own and became one of Universal's biggest hits.



# Special Thanks

Thank you for supporting this project. Mr. Do! Arcade is an international collaboration of homebrew developers recreating the 1982 arcade classic.

## THE TEAM

|                                |                                              |
|--------------------------------|----------------------------------------------|
| <b>Arturo Ragozini</b>         | Lead programmer                              |
| <b>Konstantinos Giamalidis</b> | Graphics                                     |
| <b>Captain Cozmos</b>          | Disassembly of the original game code        |
| <b>Scott Moschella</b>         | Programming support, music, packaging design |

## Under The Hood

This is still the original ColecoVision release of Mr. Do!, carefully deconstructed, annotated, and re-engineered to look, sound, and feel as close to the arcade version keeping the original ColecoVision gameplay roots. Fits in 32 kilobytes and runs on any ColecoVision or Adam Computer!

## Thanks To

The ColecoVision homebrew community, AtariAge, Universal Co. Ltd. for the original arcade game, and everyone who playtested our many builds.



**Arcade Gameplay.**  
**Arcade Music.**  
**Arcade Fun.**

- FITS IN 32K
- RUNS ON ANY COLECOVISION
- NO SPECIAL HARDWARE REQUIRED