
P A R K E R B R O T H E R S



R U L E S

FOR ATARI HOME COMPUTERS™

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Object

To keep MR. DO! safe and moving to the next scene in his castle. To do this, help him eliminate as many unicorns as possible by either whacking them directly on the head with his hammer, or by hammering out floor blocks from above so they land directly on top of the unicorns.

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON.
3. Press the FIRE button on the joystick controller to begin play. Because this is a one-player game, the joystick controller should be plugged into jack #1.

To reset the game at any time, press the RESET key on the console, then the FIRE button. The game will begin again at Scene 1, Difficulty Level 1.

The Joystick



Use your joystick to move MR. DO! through the castle. To make MR. DO! move left or right, move the joystick in those directions. To make MR. DO! climb up a ladder, push forwards on the joystick; to climb down, pull backwards.

The Fire Button

Press the FIRE button any time you want MR. DO! to swing his hammer. You must press the FIRE button for each swing of the hammer.

Playing

This hammer-happy game begins as MR. DO! enters his humble home through the basement. With hammer in hand, he's ready to confront his invaders head on. Guide MR. DO! up and down ladders, down hallways – even drop him off landings or through openings in the floor. But above all, keep him a safe distance from all these deadly unicorns. One bite and he's a goner!

The Screen

In this game, there are 8 different scenes (or screens) – each one somewhere in MR. DO!'s Castle. In each scene, there are 7 floors in the castle, including the top and basement floors.

To the immediate right of the castle, you'll see a set of numbers. These numbers represent your score. Beneath your score you'll see a number indicating the scene being played. Below the scene number, you'll see a number of bars indicating the number of MR. DO!'s remaining. Finally, below the bars, letters in the word, "EXTRA" will appear whenever you earn a Bonus Letter.

Those Pesky Unicorns

Whether they're red, blue, or green – these unicorns are all deadly. And they're all after MR. DO!. But there's a few things about each colour unicorn you'll find helpful:

Red Unicorns

You'll meet these hot little guys first. But not to worry – you should have little trouble eliminating them. On levels 1 and 2, if any unicorns are standing on a block, you can whack them directly on the head with your hammer. Or, on any level, drop blocks onto them. Even slow them down by hammering them through openings in the floor once they've become trapped in a hole. The catch is: shortly after you've eliminated all but the last red unicorn, you'll hear a change in the background music and – POOF – he'll turn blue and double in number!

Green Unicorns

You'll notice that green unicorns are a bit more feisty than red unicorns, though not as tricky as blue ones. So be prepared.

Blue Unicorns

Blue unicorns are the nastiest of them all, and they're known to "clone" around. That is, they have the power to split into two separate unicorns. One final note: blue unicorns are also a bit more hard-headed than the other colour unicorns - which means you can't knock them through holes in the floors!

Each time you eliminate a unicorn, you earn points **DEPENDING UPON THE NUMBER OF FLOORS THEY FALL THROUGH OR** (see **Scoring** section). When you eliminate **all** unicorns in a particular scene, you automatically advance to the next scene.

NOTE: On rare occasions, the unicorns may not find their way to MR. DO! When MR. DO! proceeds to a different floor, however, they'll be back in hot pursuit!

Bonus Letter Unicorns

Unlike the rest of the unicorns in MR. DO!'s Castle, these critters run **AWAY** from MR. DO! instead of running after him. That's because you earn Bonus Letters for each one you clobber. When you've collected all the keys in a scene, **AND** reached the door at the top of the castle, the unicorns will change to Bonus Letters. In the next few seconds, clobber as many Bonus Letters as possible with your hammer or with falling blocks. For each one you eliminate, you'll earn the corresponding letter in the word, "EXTRA." Spell EXTRA and you win an extra MR. DO! and advance to the next scene. **NOTE:** In each scene, you may not necessarily see all the Bonus Letters you need to spell "EXTRA." You may have to play through a few scenes in order to collect all the correct letters. When time is up, Bonus Letter unicorns will change back into normal unicorns.

MR. DO!'s Castle

MR. DO!'s Castle is not your average home. But then, MR. DO! is not your average clown. In any case, as you move about the castle, you'll need to know the following things:

Ladders

For the most part, MR. DO! (and the unicorns) use the many ladders throughout the castle to travel to different levels. But the ladders at mid-floor are the ones to watch. These ladders swing left or right whenever

MR. DO! "kicks" them. Just guide MR. DO! over to the top of the swinging ladders. When his foot touches them, away they'll swing. You may want to swing ladders away from a particular floor when unicorns are hot on your heels!

Floor Blocks

You'll notice that there are 7 floors in MR. DO!'s Castle – including the top and base floors – and that both MR. DO! and the unicorns can travel on any of them. However, the middle 5 floors (excluding the top and basement) are made up of several blocks featuring different items. These items are:

- **Cherries** – Cherries happen to be MR. DO!'s favourite treat. So, of course, his hallways are going to be filled with them. For each cherry block you knock out, you earn 20 points. Knock out all the cherry blocks in a scene and you'll automatically advance to the next scene.
- **Keys** – Keys are definitely the key here! MR. DO! must knock out all the blocks featuring keys if he's to open the door at the top of the castle and earn a chance to win Bonus Letters. For each key block you knock out, you earn 20 points.
- **Skulls** – Skulls mean trouble for these troublesome unicorns. You'll notice that in some cases, there are skulls at either end of a particular section of a floor. If there are unicorns stuck somewhere in the middle of that section, and you knock out BOTH skull blocks, that entire section will drop – and be replaced by a slatted bridge.
This is a good way to eliminate several unicorns in one fell swoop. You earn 20 points for each skull block you knock out.
- **Unicorn's Blocks** – When these unicorns fall into a hole in any of the floors, they like to fill it in (so they won't get trapped the next time around)! You can still knock out these blocks at any time, earning 20 points for each.

Castle Door

On the very top floor of the castle, directly in the centre, you'll see a door. When MR. DO!'s knocked out all the key blocks, the castle door will flash, meaning Bonus Letter unicorns are on the way. If MR. DO! reaches the door without being bitten, you'll earn bonus points – plus a chance to collect Bonus Letters!

Game Difficulty

There are 8 different scenes and 16 different Difficulty Levels within MR. DO's Castle - each more difficult than the one before. In general, as you progress through the various scenes, the following things will happen:

- More unicorns will appear on screen
- Unicorns will become more aggressive
- Ladders and floor blocks will change positions.

End of Game

When you lose all of your MR. DO's, the game ends.

Refer to **SETTING THE CONSOLE CONTROLS** section to play again.

Scoring

Eliminating Unicorns

Red Unicorns & Bonus Unicorns Falling:

0 - 1 floor levels	500 points
2 floor levels	1000 points
3 floor levels	1500 points
4 floor levels	2000 points
5 floor levels	2500 points

Green Unicorns Falling:

0 - 1 floor levels	1000 points
2 floor levels	2000 points
3 floor levels	3000 points
4 floor levels	4000 points
5 floor levels	5000 points

Blue Unicorns Falling:

0 - 1 floor levels	1500 points
2 floor levels	3000 points
3 floor levels	4500 points
4 floor levels	6000 points
5 floor levels	7500 points

Knocking out floor blocks

20 points each

Opening the castle door

1,500 points (scene 1)

and 500 additional each successive scene (Maximum of 8000 points)

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