



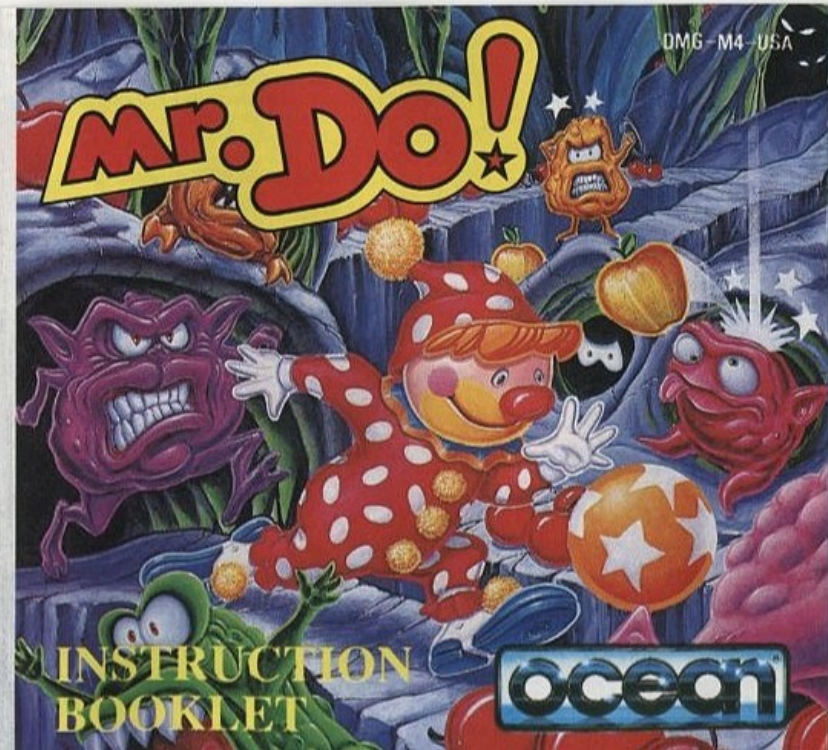
Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, California 95131

GAME PROGRAM © 1991 OCEAN OF AMERICA, INC.
MR. DO!™ & © 1982 UNIVERSAL CO., LTD.

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Nintendo

GAME BOY®



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Nintendo

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Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY: READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: Altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.



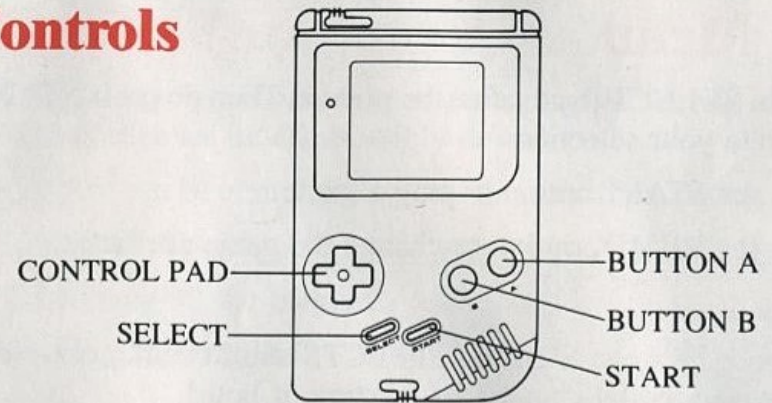
Mr. Do Is Doing It Again!

Mr. Do's a digger, a dribbler and a dropper! He'll do double-time to drum up cherries! Diamonds delight him! Dangerous dudes don't deter him! This diligent doofus digs up dirt and drops fruit on dizzy dorks who don't understand — he's gotta do dessert! He's dingy for those fruity little deals, and he'll deck the duck that deflects him! He's disguised! He's disgusted! He's delinquent! He's delirious! AND — He delivers!

Getting Started

- 1) Make sure that your Game Boy is turned off.
- 2) Insert your Mr. Do! game pak into the cartridge slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press **START** to begin your game.

Controls



Mr. Do says do use the **CONTROL PAD** to move Mr. Do!

Mr. Do says do press **BUTTON A** or **BUTTON B** to throw Magic Balls.

Mr. Do says do press **START** or **SELECT** to pause the game and view the entire current play area.

Mr. Do says do press **START** again to resume action.

The Menu

Do press **SELECT** to advance the pointer. Then do press **START** to activate your selection.

Do use the **START** option to play a game.

Do use the **REMIX** option to change the game attributes.

Sound

Do choose between **SOUND EFFECTS** and **MUSIC**, or — do your own sound by choosing a mixture of both!

Skill

Do play the **EASY-FAIR-HARD** levels depending on your ability.

Detail

Do switch the background detail on or off depending on your personal preference. Do what you like best!

How To Play

Mr. Do must dig his way around each playfield eating all the delicious cherries he can possibly down!

Each level can be completed by doing one of three daring deeds:

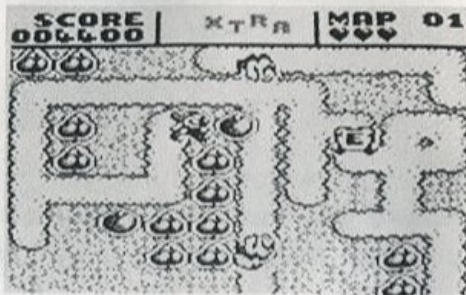
- Eating all the cherries.
- Destroying all the baddies.
- Gaining an extra life.



You will get a report on how you're doing after you've done three levels. This will show you your score and time for each wave of play. An average will be shown after you do ten levels of play.

Playing Strategies

- Do throw your “magic balls” at the dingos you wish to demolish. If you’ve made contact, the ball will disappear for a little while, but do not despair.
- Do push those delightful little apples to the left or right to block or destroy those dastardly bad guys. Drop the apples down the tunnels to destroy the baddies beneath them!
- But do watch out. Falling apples are dangerous to Mr. Do too.



- Do eat the really delicious food treat in the middle of the playfield. Doing this will freeze the action and make the diabolical Extra Monster and his Henchdudes appear. Watch out — they will eat the tasty apples that stand in their way.
- Do destroy Extra Monsters and collect Bonus Letters to gain an extra Mr. Do life.
- Mutating baddies will dig tunnels and destroy your cherries, so do beware!

Scoring

Monsters / Extra Monsters / Henchdudes

500 points when wiped out with a magic ball; 1000 points when crushed by a falling apple.

Cherries

50 points each, plus a bonus 500 points when a string of cherries is eaten in a row.

Food Treats

1000 points for eating a central food treat, plus an additional 500 points for each wave completed.

Limited Warranty

Ocean of America, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131. (408) 954-0201.