

---

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

---

**MR. DO!'S**  
**Castle**™

---

R U L E S

---

ATARI 5200™ GAME SYSTEM

---

COLECOVISION™ GAME SYSTEM

---

MR. DO'S CASTLE is a trademark of Universal USA, Inc.  
Rules © 1984 Parker Brothers, Division of CPG Products Corp, Beverly, MA 01915.  
Printed in U.S.A.

---

## **Object**

---

To keep MR. DOI 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**

---

### **For Atari 5200\* and ColecoVision\* Game Systems**

1. Place the cartridge firmly into the cartridge slot.
  2. Turn the ON/OFF switch to the ON position.
  3. Press the FIRE button once to begin the action.
- 

## **The Joystick**

---

Use your joystick to move MR. DOI through the castle. To make MR. DOI move left or right, move the joystick in those directions. To make MR. DOI 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. DOI to swing his hammer. You must press the FIRE button for each swing of the hammer.

---

## **Playing**

---

This hammer-happy game begins as MR. DOI enters his humble home through the basement. With hammer in hand, he's ready to confront his invaders head on. Guide MR. DOI 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 the 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.

### **Atari 5200™ Screen**

To the immediate right of the castle, you'll see a set of numbers and bars. The numbers on top represent your score. The bars directly below these numbers represent the number of remaining Mr. DO!'s. Each time you lose a MR. DO!, one bar will disappear from the screen. Also, each time you earn a bonus letter in the word "EXTRA," it will appear to the right of the screen.

### **ColecoVision™ Screen**

To the immediate right of the castle, you'll see a set of numbers. These numbers on top represent your score. Beneath your score you'll see 5 flags. Each time you earn a bonus letter in the word "EXTRA," it will appear on one of these flags. Finally, next to the flags you'll see small profiles of MR. DO!'s caps. These represent the number of your remaining MR. DO!'s.

---

## **Those Pesky Unicorns**

---

Whether they're red, blue, or green—these unicorns are all deadly. And they're all after MR. DO!. But there are a few things about each color 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!

(COLECOVISION ONLY): If you hit red unicorns on the head too many times with your hammer, they'll turn into green unicorns!

---

### **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.

(COLECOVISION ONLY): If you hit green unicorns with your hammer, they'll turn into blue unicorns!

### **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 color unicorns—which means you can't knock them through holes in the floors!

Each time you eliminate a unicorn, you earn points **DEPEND-  
ING UPON THE NUMBER OF FLOORS THEY FALL THROUGH** (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 3 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:** 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 slanted ladders 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 basement 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 of several blocks featuring different items. These items are:

- **Cherries**—Cherries happen to be MR. DO!'s favorite 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 somewhere in the middle of that section, and you knock out BOTH skull blocks, the 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 center, you'll see a door. At the start of each scene, the unicorns will enter the castle from here. But 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. To play again, simply press the FIRE button. The game will begin at scene 1 and you'll receive 5 MR. DO's.

---

## **Scoring**

---

### **Eliminating Unicorns**

#### **Red Unicorns & Bonus Unicorns Falling:**

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

#### **Green Unicorns Falling:**

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

#### **Blue Unicorns Falling:**

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

Knocking out floor blocks . . . . . 20 points each

Opening the castle door . . . . . 1,500 points (scene 1)  
500 additional  
each successive scene  
(Maximum of 8000 points)

---

## **180-Day Limited Warranty**

---

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

### CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

