

DO RUN RUN

# DO RUN RUN !!

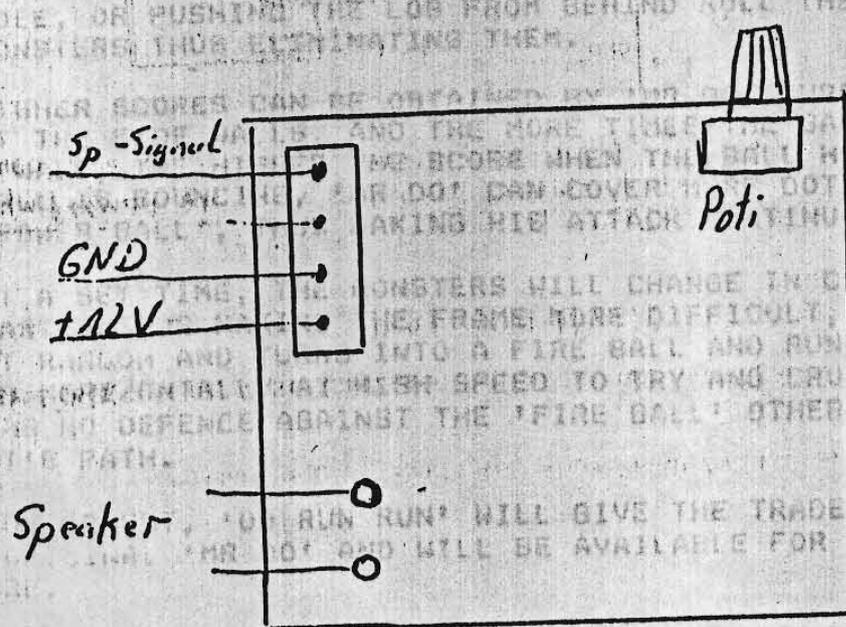
# Do Run Run

## Kredite:

Wird kein Münzzählwerk verwendet, so werden Kredite nur mit sehr langem Impuls aufgezählt. Außerdem ist die Anzahl schwankend.

## Abhilfe:

Je einen Widerstand 1KOhm (1/4 Watt) von pin 24 gegen +5V und von pin 25 gegen +5Volt. (Bestückungsseite)



**alpha electronic**

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" DO RUN RUN "

THIS EXCITING NEW 'MR DO' GAME ENTERS THE THREE DIMENSIONAL AGE, AND AS WITH THE ORIGINAL 'MR DO' GAME, THERE ARE THREE GAMES IN ONE. BY EXPERIENCE THE PLAYER WILL DECIDE WHICH OF THE PLAY SEQUENCES TO UTILISE AND BY COMBINING ALL THE FACETS OF EACH, USING SKILL AND OUT THINKING THE MONSTERS HE CAN SUCCESSFULLY BUILD HIGH SCORES AND BONUS GAMES.

1. TO COMPLETE EACH SCREEN 'MR DO' CAN EITHER DESTROY ALL THE MONSTERS BY USING HIS 'POWER BALL' OR ELIMINATE ALL THE DOTS.
2. THERE ARE THREE LEVELS FOR 'MR DO' TO COVER AND REMEMBER, IF THE POWER BALL IS THROWN ON THE TOP LEVEL, IT WILL PASS OVER THE HEADS OF THE MONSTERS AND NOT KILL THEM
3. 'MR DO' PROCEEDS AROUND THE SCREEN ELIMINATING THE MONSTERS AND DOTS, EVERY TIME THE POWER BALL IS THROWN, 'MR DO' HAS TO ELIMINATE A FURTHER 12 DOTS BEFORE HE OBTAINS ANOTHER POWER BALL.
4. AS 'MR DO' TRAVELS AROUND THE SCREEN HE LEAVES A WHITE TRACE LINE BEHIND HIM, AND IF HE CAN ENCLOSE A RANDOM BLOCK OF DOTS WITHIN THE WHITE LINE WITHOUT RETRACING HIS PATH, THE DOTS CHANGE TO CHERRIES, AND AS EACH ADDITIONAL BLOCK OF SYMBOLS IS ENCLOSED THEY CHANGE TO APPLES, LEMONS, AND PINEAPPLES, WITH INCREASED BONUS VALUES AS SHOWN BELOW:-

TIMES ENCLOSED	0	1	2	3	4
TARGET CHANGES	DOTS	CHERRY	TO APPLE	TO LEMON	TO PINEAPPLE
DOTS OR FRUIT SYMBOLS					
TO NEW POWER BALL	12	10	8	6	4
BONUS POINTS	10	20	40	80	100

5. EVERY TIME 'MR DO' ENCLOSES A NUMBER OF DOTS OR SYMBOLS THERE IS A RANDOM POSSIBILITY OF AN 'EXTRA' LETTER OR 'DIAMOND' APPEARING, THE LETTER GOING TOWARDS AN ADDITIONAL MAN IF CROSSED OVER BY 'MR DO' AND THE WORD EXTRA COMPLETED, OR AN EXTRA GAME IF THE 'DIAMOND' IS CROSSED.
6. AS WELL AS KILLING THE MONSTERS, 'MR DO' CAN USE THE LOGS WHICH APPEAR ON THE SCREEN AT RANDOM, AND BY KNOCKING OUT THE SUPPORT POLE, OR PUSHING THE LOG FROM BEHIND ROLL THE LOG OVER THE MONSTERS THUS ELIMINATING THEM.
7. HIGHER SCORES CAN BE OBTAINED BY 'MR DO' THROWING THE 'POWER BALL' AT THE SIDE WALLS, AND THE MORE TIMES THE BALL BOUNCES AGAINST A WALL, THE HIGHER THE SCORE WHEN THE BALL HITS A MONSTER. AS THE BALL IS BOUNCING, 'MR DO' CAN COVER MORE DOTS TO OBTAIN ANOTHER 'POWER BALL', THUS MAKING HIS ATTACK CONTINUOUS.
8. AT A SET TIME, THE MONSTERS WILL CHANGE IN CHARACTER AND MOVE FASTER THUS MAKING THE FRAME MORE DIFFICULT, AND A SNAKE APPEARS AT RANDOM AND TURNS INTO A FIRE BALL AND RUNS EITHER VERTICALLY OR HORIZONTALLY AT HIGH SPEED TO TRY AND CRUSH 'MR DO', AND HE HAS NO DEFENCE AGAINST THE 'FIRE BALL' OTHER THAN RUNNING CLEAR OF IT'S PATH.

WITHOUT DOUBT, 'DO RUN RUN' WILL GIVE THE TRADE A WORTHY SUCCESSOR TO THE ORIGINAL 'MR DO' AND WILL BE AVAILABLE FOR SALE IN THE NEAR FUTURE.

UNIVERSAL TECHNIQUES

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# DO. RUN-RUN DIP SW

## DIP SW A

NO. OF MR. DQ	SW 1
3	OFF
5	ON

SCREEN DIRECTION	SW 5
FORWARD	OFF
REVERSE	ON

SPECIAL	SW 2
GIVEN	OFF
NOT	ON

FREE PLAY

AUTOMATIC RENEWAL OF SCREEN	SW 6
NOT MADE	OFF
MADE	ON

GAME STYLE	SW 3
TABLE	OFF
UP RIGHT	ON

ATTRACTION SOUND	SW 6
YES	OFF
NO	ON

REMARK: IN FREE PLAY, THERE WILL BE ATTRACTION SOUND.

DIFFICULTY OF EXTRA	SW 4
EASY	OFF
DIFFICULT	ON

DIFFICULTY OF THE	SW 7	SW 8
EASY GAMES	OFF	OFF
↑	OFF	ON
	ON	OFF
↓	ON	ON
DIFFICULT	ON	ON

## DIP SW B

COIN	CREDIT	LEFT COIN CHUTE				RIGHT COIN CHUTE			
		SW 1	SW 2	SW 3	SW 4	SW 5	SW 6	SW 7	SW 8
/	/	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
/	2				ON				ON
/	3			ON	OFF			ON	OFF
/	4				ON				ON
/	5		ON	OFF	OFF		ON	OFF	OFF
2	/				ON				ON
2	3			ON	OFF			ON	OFF
3	/				ON				ON
3	2	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
4	/				ON				ON
/	/			ON	OFF			ON	OFF
/	/				ON				ON
/	/		ON	OFF	OFF		ON	OFF	OFF
/	/				ON				ON
/	/			ON	OFF			ON	OFF
/	/				ON				ON
FREE PLAY					ON				ON

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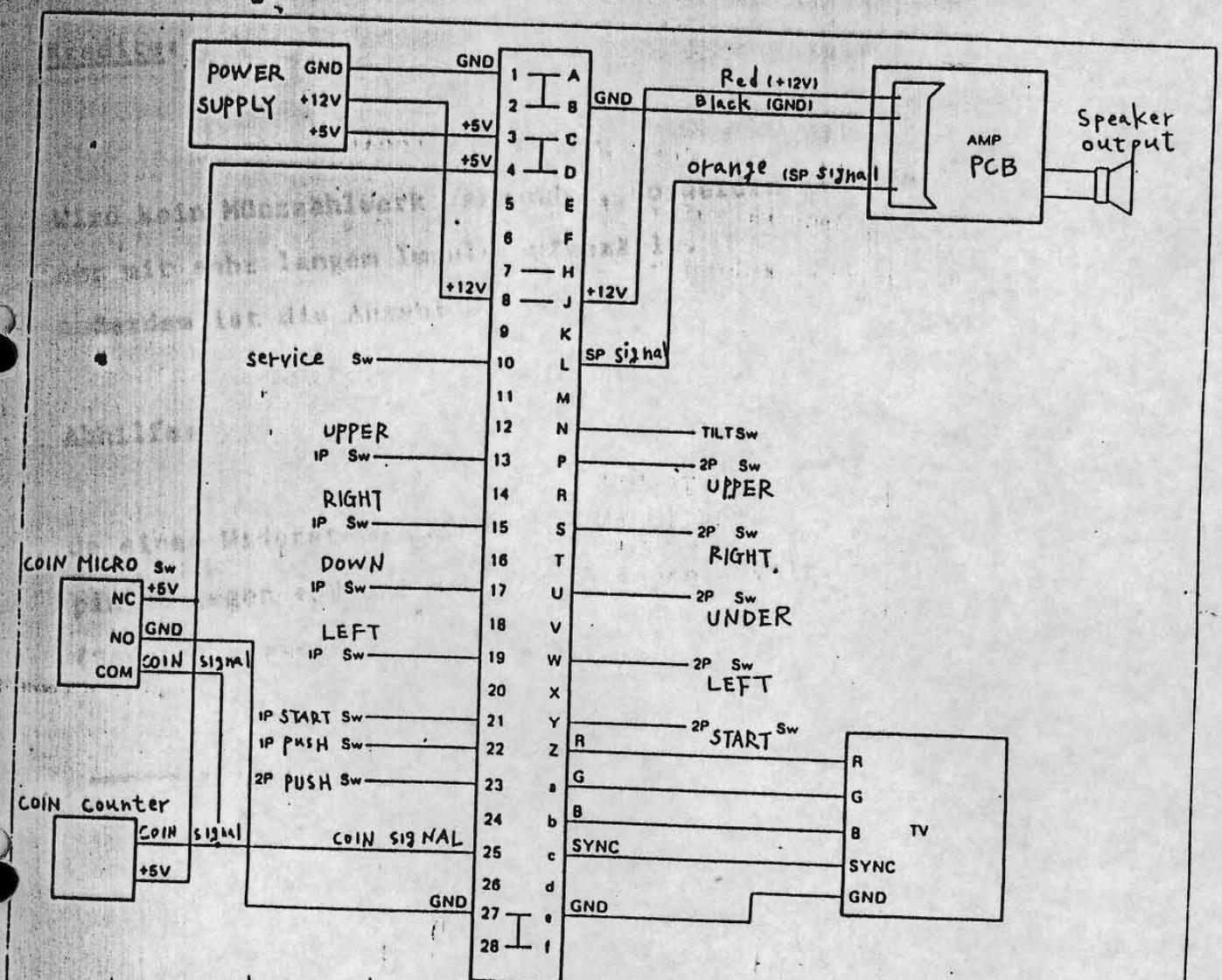
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# Do Run Run

Do. Run Run

## UNIVERSAL



Please make sure that "BOTH" numbers-written-side of edge connector \* and components-mounted-side of main P.C. Board are upward when you mount edge-connector to main P.C. Board.

TABLE TYPE	SPECIFICATION
564(D)x863(W)x570-680(H)m/m	AC100V-115V-230V 50/60Hz 140W (14") 180W (20") ▽ 95-2447
UPRIGHT TYPE	
800(D)x640(W)x1750(H)m/m	AC100V-115V-230V 50/60Hz 180W (20") ▽ 95-1653

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