

FOR  
**COLECO VISION**  
& **ADAM**<sup>™</sup>  
FAMILY COMPUTER SYSTEM

Guide No. 099195

**CARTRIDGE  
INSTRUCTIONS**

by **UNIVERSAL**

# **Mr. Do's WILD RIDE**



It's time to test your skills on the rails of Mr. Do's WildRide.

**COLECO**

# Mr. Do's WILD RIDE

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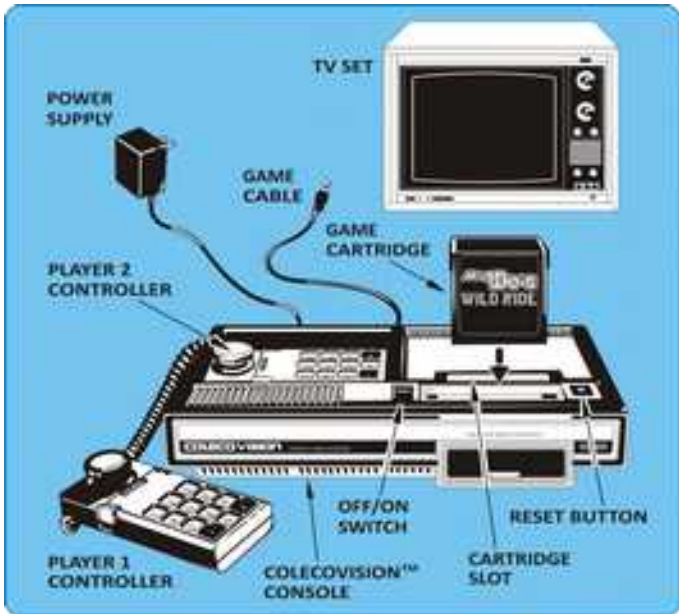
## GAME DESCRIPTION

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It's time to test your skills on the rails of Mr. Do's Wild Ride. Once again Mr. Do is out to get to the goal while dodging perilous run-away coasters and a variety of obstacles on the track. Ladders are placed strategically along the rails to save Mr. Do and speed him along toward the goal – but even the ladders can be dangerous when the coasters speed by!



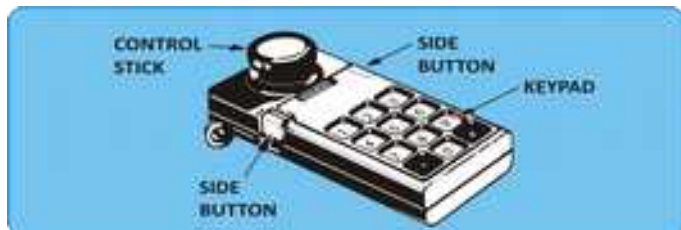
# GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

## USING YOUR CONTROLLERS



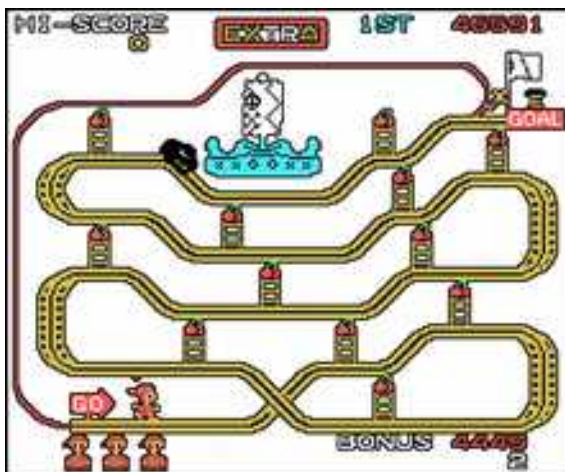
Pushing the Control Stick left or right causes Mr. Do to walk.

Pushing it up or down while Mr. Do is under or over a ladder causes him to climb.

Pressing Side Button makes Mr. Do go faster but beware, bonus points decrease faster too.



## HERE'S HOW TO PLAY



Advance to the goal going along on the coaster lane.

Dodge the coaster coming towards you by the ladder along the lane. When climbing it, be careful of the coasters on the overhead lanes.

Quickly pass difficult and dangerous spots by pressing the Side Button to run.

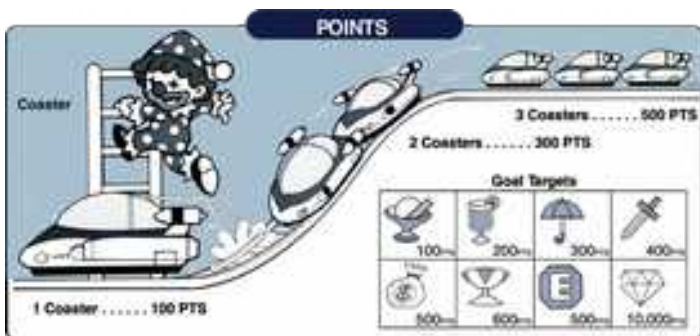
Note: When using the Side Button, bonus points will decrease more than usual.

When removing the fruit at the top of the ladders, you can change the two targets at the goal.

Make E X T R A by picking up the letters as they appear at the goal and receive another Mr. DO!

If you reach the goal when the diamond appears, you receive a replay.

Bonus points are fixed at 4500 and begin to decrease when the game starts. The number of points remaining when the goal is reached is added to the score (A Mr.Do! is lost when the number of bonus points run out).



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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Mr. Do's Wild Ride™, but it is only the beginning! You will find that this cartridge is full of special features that make Mr. Do's Wild Ride™ exciting every time you play. Experiment with different techniques and enjoy the game!

# CREDITS

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MR. DO'S WILD RIDE™ is the trademark of Universal Co., Ltd.

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Program ©2021 Mystery Man

Package ©2021 Collectorvision

Made in Canada by Collectorvision, Inc., Montreal, Quebec

Box and manual by Crapahute

Printed in Canada.



# COLLECTORVISION Games

