NV) DO RUN RUN II Do Ruh Ruy

TENE THREE EVELS FOR THE CONT TO COVER AND REMERRE IF THE THE THE DUSTERS AND NOT KILL THEN

Wird kein Münzzählwerk verwendet, so werden Kredite EEN LLININATINE THE MONSTERS AND nur mit schr langem Impuls aufgezählt. 2 DOID DEFORE HE CRIAINS ANOTHER POWER BALL Außerdem ist die Anzahl schwankend. BERGEN IBC, ULE ANZANA BOUND DAL BEREEN HE LEAVEB A MHITE TRACE ALLE HIND FIM, AND IF HE CAN ENCLOSE A RANDOM BLOCK OF BOTS -ALLE HILLE LINE WITHOUT ALTRACI - HIS PATH, THE DOTT CHANCE Abhilfe: ANTE TO ANTIES, LEMONS, AND FINIAPPLES, MITH INCREASED

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TALV.

(Bestückungsseite) YERSTITUTE "INDEDO " ENCLOSES A NUMBER OF COTS OR SYMBOLS THERE LE A RANDOM POBRIEILITY OF AN "EXTRA! LETTER ON TELAMODAL APPEARING. THE LETTER COINS TOWARDS AN ADDITIONAL UN AN LATRA BANK 15. 7.8% A. D. M. M. C. Dimes. Phil 2.0 公共省级市东白

AL HELL AS HEALTHD THE ROUBTERS, THA DO' CAN USE THE LOSS WATCH SPREAK AL THE BERGEN AT RANDOM, AND BY MNOCHINE OUT THE SUPPORT TOLE, OF PUSHING THE LOS FROM BENIND ROLL THE LOD OVER THE CONFILMENTING THEM.

WIND THE PROVEM BAELS HUTHER SCORES CAN BE ONTO THE ANTE A HONSTER AS THE **于**转版。然后来日 T Links Annen 5p -Signer ME BOORS SHEET THE TO OBTAIN ANDIHER ANING HIE ATTACK PotiTINU US (Perfort, symmetry) and 1 48

HERFRAME HURE DIFFICULT, AND A SAAKE ASPEARD INTO A FIRE BALL AND PUN EITHER VERTICALLY -0 AT RATINGAN ARD CRETCHER AND THAT HAT HE SHE SPEED TO TRY AND TRU HAT ME DOT, AND HE THE IN DEFENCE AGAINST THE FIRE GALL OTHER THAN RUNNING CEFAR OF

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•	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 TIMES ENCLOSED 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.
ÔC	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 TECHNINUS Dannis Prov Alzoyer Strabe 173- Tel. 0 8241/71 81

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