Important Note to Operators:
If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)

Self-Test Procedure

1. Set the self-test switch to on.

2. Observe the seven colored squares.

3. Activate all switches: control panel, coin and service.

4. Simultaneously press Player 1 and Player 2 start switches.

Test Passes

- The screen shows the self-test display. The ROMs and RAMs are tested. If the screen is different from the self-test display, refer to Chapter 2, Self-Test Procedure.
- Colors are blue, green, light blue, red, violet, white and yellow. If colors are not as described, refer to the raster-scan video display manual.
- The 0 changes to 1 as the switch is activated. If test fails, refer to Chapter 3, The Control Panel.
- Push the joystick diagonally up and to the left. For proper game operation, both the top and left switches should close at the same time, and the top and left 0s should each become 1.
- Push the joystick diagonally up and to the right, repeating the same procedure. Both the top and right switches should close, changing the corresponding 0s to 1s on the screen. If the test fails, refer to Chapter 3, Joystick Assembly.

Game sounds are produced and increment automatically from SOUND 1 through SOUND 7. If test fails, refer to Chapter 2, Self-Test Procedure.

Game sounds:
- SOUND 1 Game melody
- SOUND 2 Kangaroo jumping
- SOUND 3 Kangaroo punching
- SOUND 4 Kangaroo falling
- SOUND 5 Kangaroo dying
- SOUND 6 Apple falling
- SOUND 7 Kangaroo punching apple or gorilla
- SOUND 8 Bonus Kangaroo awarded
- SOUND 9 Begin new level
- SOUND 10 Monkey dying
- SOUND 11 Kangaroo getting fruit
- SOUND 12 End of level
- SOUND 13 Bell ringing
- SOUND 14 Monkey column decreasing by one monkey
- SOUND 15 Gorilla taking Kangaroo's gloves
- SOUND 16 Kangaroo crouching
- SOUND 17 Apples falling from broken branch
- SOUND 18 Kangaroo climbing ladder
- SOUND 19 Kangaroo hopping

* These represent harness connections on the CPU PCB. If the pin is shorted to ground in the harness, it means there is no connection in the harness.