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Book Descriptions:

a boy and his blob instruction manual

Help us expand it, and you get a cookie. Help expand it This page is a stub. Help us expand it, and you get a cookie. For the original NES game, see A Boy and His Blob Trouble on Blobolonia. It was released in North America on October 13, 2009 and in Europe on November 6, 2009. The protagonist feeds the titular blob jelly beans to transform him into one of fifteen different objects that can be used to solve puzzles and defeat enemies. The game consists of eighty levels forty standard and an additional forty hidden challenge levels with the standard levels consisting of an average of ten hours of gameplay. A Boy and His Blob does not take advantage of the Wii Remotes motion detection or IR controls. If you can wikify this page, please edit it, or help by discussing possible changes on the talk page. If you need help with wiki markup, see the wiki markup page. If you want to try out wikimarkup without damaging a page, why not use the sandbox This page needs to be wikified It needs to be rewritten with wikimarkup and laid out correctly according to the editing guidelines. If you want to try out wikimarkup without damaging a page, why not use the sandbox If you use the Nunchuck, you will play in standard tandem with the Wi Remote. If you use the Classic Controller, you will not use the Wii Remote. If the Blob cannot reach you, try using repeatedly. Use Movement controls to select a bean, then release to commit. The Bean Menu also shows the status of a levels Treasure Chests. You may have to register before you can post click the register link above to proceed. To start viewing messages, select the forum that you want to visit from the selection below. For the Wii game, see A Boy and His Blob. The video game was published by Absolute Entertainment in North America, by Nintendo in Europe and by Jaleco in

Japan. http://www.drapikowski.pl/uploaded/fck_files/file/canon-pixma-mp640-manual-pdf.xml

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A Boy and His Blob follows an unnamed, male protagonist and his shapeshifting blob friend on their adventure to save the planet of Blobolonia from the clutches of an evil emperor. A Boy and His Blob was designed and programmed by David Crane. Licensed by Nintendo in the summer of 1989, development began and was completed in an intense sixweek period. Crane has described the games overall concept of a boy accompanied by a morphing blob as unconventional and wanted to try his own hand at implementing useful tools for the player. Though most reviewers agreed the gameplay was original, some felt it was poorly executed. A Boy and His Blob was followed by a sequel on the Game Boy titled The Rescue of Princess Blobette. After two failed attempts to bring the series to Nintendos other handhelds over the years, a reimagining of Trouble on Blobolonia was developed by WayForward Technologies and released by Majesco Entertainment on the Wii in 2009. That same year, the original NES game was rereleased on the Wii Virtual Console service in North America and PAL regions. The HUD shows the players score, remaining treasures, and extra lives. Many reviews published during the games original release positively regarded the games premise of a boy advancing by using a blob companion as a toolset. In 2005, University of Houston newspaper columnist Jason Poland attributed the inspiration of the games premise, in which a young boy befriends an outerspace being, to the central theme found in a slew of 1980s films including E.T. the ExtraTerrestrial and The Last Starfighter. ISSN 09604952. Archived from the original PDF on May 19, 2019. Retrieved November 29, 2009. Archived from the original on November 25, 2010. Retrieved April 16, 2011. Retrieved November 29, 2009. Milwaukee, WI Journal Communications 8D. Milwaukee, WI Journal Communications 5D. Lombard, IL Sendai Publications 8 14. Retrieved

October 1, 2008. Archived from the original on October 4, 2009. Retrieved March 6, 2010.<http://www.gymostrov.cz/gymostrov/userfiles/canon-pixma-mp620-manual-download.xml>

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Published and distributed by Majesco Entertainment Company. Please enable JavaScript on your browser, then try again. View cart for details. You may also like All Rights Reserved. User Agreement, Privacy, Cookies and AdChoice Norton Secured powered by Verisign For more recent exchange rates, please use the Universal Currency Converter Number of bids and bid amounts may be slightly out of date. See each listing for international shipping options and costs. All trademarks are property of their respective owners in the US and other countries. Instead, he finds a young boy. Help the blob dethrone the evil Emperor that's terrorizing Blobolonia and establish a friendship with the blob that will last a lifetime. I'm setting up this page to collate all the currently known issues. If you feel like there is something missed, then do leave a comment below and I'll make sure to add it. It's only five, anyway. Letters in buttons!! Let's fix that! If you want to watch someone playing through the original NES version of this look up The Mexican Runner on Youtube and Twitch. It was clearly as much of a head ache as I remember. I'd like to. All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org. Minecraft Google Classroom Fortnite YouTube Snapchat TikTok Roblox YouTube Kids Zoom Messenger Kids Parental Controls More.

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<https://gameanglinginstructors.co.uk/images/brother-xl-3500-manual.pdf>

Systems are sold with one controller and all hookups without original box unless otherwise noted. All Brand New items are sold in original packaging with factory wrap or seal. This brings about his journey to Earth in search of help for his world. See the gallery See our Video Games Guide for more. See the full gallery He remembers his alien pal Blobert from six years ago but no one ever believed him about their adventure and eventually gave up on trying to convince people of. That is until Blobert returns, crashlanding on Earth, to tell him that the evil Emperor of Blobonia, who they defeated in the original, is hiding out on Earth and plans to enslave all Earthlings. Now they must once again defeat the evil Emperor. This time around youll have more than 15 kinds of jellybeans you can feed to Blobert to transform him into all kinds of crazy items. Items he can transform into include a bomb, a blowtorch, a trampoline or even a suit of armor for the boy. The 3D side scrolling adventure takes place in more than 15 levels, 5 environments and on 2 planets. Youll have to fight thugs and evil blobs along the way while solving puzzles using your blobs multiple abilities. The touch screen is used. Choose an adventure below and discover your next favorite movie or TV show. If you need the utility to view these, click the above link to get it. Championship Golf Herbs Volleyball Championship Game Shapes Big Splash Project Vanna White. The boy can feed the blob a variety of jellybeans, which are unlocked as the game progresses and vary depending on the level, which transforms it into one of fifteen different objects that can be used to solve puzzles and defeat enemies. These include ladders for climbing, anvils to drop on top of enemies, holes that allow the boy to drop through platforms, and cannons for shooting the to hardtoreach areas. The boy can also hug and scold the blob, as well as call to it to revert its transformation and bring it to his side.

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However, the boy will die if he touches any enemy or hazard, or falls from a great height, sending the player back to the beginning of the area. Walkthrough The game is split into four worlds with a boss battle at the end of each world. Finding three chests hidden within each main level unlocks additional challenge levels, which rewards bonus developer material such as concept art and storyboards when cleared. They will unlock a challenge level. If you see firelies they are a hint that a chest is near. Dont worry if you dont find them all. You can visit any level through chapter select. The Worlds are You need to Complete all 12 Forest Challenge Levels. You need to complete all ten Cave Challenge Levels thanks to PurrPleeHaze for the video. You need to complete all ten Blobolonia Challenge Levels thanks to PurrPleeHaze for the video. You need to complete all eight Citadel Challenge Levels thanks to PurrPleeHaze for the video. When you complete Forest Level 12, the Final Boss will appear. You just need to beat him. This was my strategy. Press to deflect energy balls back at Boss. When Boss is stunned drop mech bean and go and repeatedly punch Boss until he recovers. Dodge falling objects. Bounce to top platform. Drop a shield bean and drop down to ground when water level back down. Press to deflect energy balls back at Boss. When Boss is stunned drop mech bean and go and repeatedly punch Boss until he recovers. The video quality isnt

great but it shows how to beat them all. You should get this in Forest World Level 10 if you have collected every chest available. You should get this in Cave World Level 10 if you have collected every chest available. You should get this in Blobolonia World Level 10 if you have collected every chest available. This will require getting every Treasure Chest in the game. You should get this in Forest World Level 12. There are fifteen different abilities. Their locations are as follows. Now repeat this four more times.

You need to throw a balloon bean to them to allow them to float free. You need to throw a balloon bean to them to allow them to float free. You need to throw a balloon bean to them to allow them to float free. You need to throw a balloon bean to them to allow them to float free. You need to throw a balloon bean to them to allow them to float free. Related News A Boy and His Blob Coming to Xbox One This Month Jan 05, 2016 Rating 0 60 0 You need to log in or register to rate games. User Score is based on 4 user ratings. By continuing past this page, you agree to abide by the Terms of Service. Its why the Wii Virtual Console exists, so gamers have the chance to once again play the greatest hits that only get better with age. The NES is well known for its abundance of hits, yet this game is not one of them. No sir, and, no madam, this game should not be your first, second, or even tenth choice of the NES library. This game has the ability to drive even the most hardened game veterans crazy with its unfair game design and control. From the moment you reach the title screen, you know youre in for a treat when you hear a pathetic Indiana Jones theme song ripoff. Title theme music Dude, Im not in this game. I remember playing this game on the NES one time at my friends house when I was a kid. The game was intriguing, yet frustrating, and made me realize how cool it would be to have my own pet blob who could transform, based on the jellybean flavor I fed him. In case youve never heard of this game or its sequels, this game can be categorized as an action puzzle game. Its not much of a platformer. For starters, the main hero, the nameless Boy, cannot jump. He is completely at the mercy of using jelly beans to feed his friend, the Blob, where each flavor transforms the Blob into a different object that the Boy can use to overcome obstacles and traverse his environment. The Blob essentially acts as the Boys allinone utility belt that gives him access to all the tools hell need.

By making the Blob a living creature, I guess the designers wanted the player to have a more personal connection. You navigate one large world while collecting treasures and avoiding death. Other than that, you wont really have a clue about what youre supposed to do unless you read the Wii VC ingame manual. The only clue I found is Ingame manual said Remember after youve collected all the treasure, youll still have to return to the street, get to the healthfood store, and purchase the vitamins. Yeah, sure, ok. It doesnt even mention youll need a new jelly bean flavor. One big flaw with the game, in fact, is that you can easily end up making the long journey toward the final area of the game right from the start, and you wont even know youre missing that critical item to finish the game if you didnt explore the OTHER area first. Theres absolutely no indication at all that youre supposed to do this. Oh, and on that note, the manual says the story is Blob has come to Earth looking for someone to help him defeat the evil emperor. Yep. First thing to note is that as bad as the game is, its not absolute trash. Yes, there are a few things this game does a good job with. These include The whole concept of using the Blobs different transformations creatively makes the game more challenging in that you are left to explore on your own. Im sure at the time this game came out, this was a somewhat novel concept. Theres a fun little bonus where the music plays a fun melody indicating when the Blob finishes helping you and transforms back to normal. The Blobs simple facial expressions are actually pretty well done and are quite humorous. He has a cheerful smile many times, his bouncy bouncy animation as he trails behind the boy is lively, and seeing his huge frown when you miss throwing the jelly bean into his mouth is one of the best expressions of disappointment! Theres actually some clever animations in the game.

Sometimes, but not always, if the boy runs off a ledge, he will continue walking through the air for a

while, then, in classic cartoon fashion, look down, realize hes no longer on solid ground, then let gravity do its job. But, oh! my brothers and sisters of Negative World, there are a great. many. things terribly wrong with this game. Things that will bring out rage and fury within each and every one of us. Either that or you may simply be bored to tears. Both scenarios are entirely possible. Regardless, you will most likely end up not finishing the game or making significant progress, due to things such as Level design is atrocious. This game thrives on trial and error gameplay, where you essentially have to guess where to take the plunge and hope for the best. For example, pick the wrong spot to create a hole Blob, and you fall to your death. You try again, this time with the knowledge of what to do. This wouldnt be a bad thing except you only get 5 lives and youre very limited in earning any extra lives. So basically, memorize the level layouts or hand draw them like we used to do with these games back in the old days, right!. Youre never given any indication on where to go next. At all. Youre not really heading anywhere, ya know. A good example is when you rocket over to the day time forest, you run into screens with falling cherry bombs. If a cherry bomb touches the ground, you die, no matter where you may be. Theres one batch of cherry bombs that is impossible to safely run past. According to some online guides, a supposed solution is to use coconut Blob and roll him along so that the camera follows him and clears out the cherry bombs, but not ONCE when I played did the screen actually follow Blob as he rolled along. The game does not have scrolling screens, much like the SNES game Out of this World. This is not a flaw in itself, but the level design makes it quite difficult to progress.

For example, when youre trying to get a certain treasure underwater surrounded by large spikes, the screen is constantly flickering back and forth since youre navigating on the edge and the bubble controls terribly!!! You push a little bit left or right and the bubble is moving all over the place. You simply cant control it with enough accuracy. The music is terrible. Its noisy, its irritating, and it sounds like a mechanical chicken is trying to sing along in the few songs there are in this game. All the notes seem perfectly off, in a cacophony of nastiness. The Boy is soooooo helpless, defenseless. There are a surprising number of things that can kill you, including walking into a spider web. Oops, spider web touched, instant death. It doesnt make sense because you never actually actually see a spider. Plus, his control is extremely slippery. Theres no run button, but you do gain some speed very quickly when you move. When you try to stop, the Boy simply slides for a looong distance, putting even Luigis slipperiness to shame. Perhaps were in Australia, and Shadowlink s pet is on the loose. Nothing in this game makes sense. Among other things umbrella Blob is good against. You can float down at a safe speed from high distances using the umbrella. And the falling rocks are a first example of the unforgiving hit detection in the game. Your umbrella protects you, but if you walk forward just as the rock misses the umbrella and the rock lands on your foot. Sadly, Blob will never make it home. Falling rocks, and death by marshmallow In stark contrast to Blobs delicious animation and overall look, the boy is an embarrassment of a sprite figure, looking like he was pulled straight out of an old Atari 2600 game. This kind of makes sense, as David Crane started his programming career at Atari, making games for the Atari 2600. Crane left Atari in 1979 and cofounded Activision, where he was best known as the designer of Pitfall! Using the jellybeans is tedious.

You will have to memorize the jellybean flavors effects, as you have no indicator of what each jellybean does until you actually use it. As a courtesy, though, the game does give you text at the bottom of the screen indicating what the Blob transformed into, in case you werent sure. And some of the jellybean flavors are easy to remember their effect. Apple flavor turns Blob into a hydraulic jack like the Apple Jak cereal, har har. You press Select to scroll the beans one by one, and you can only scroll forward. Also, they dont appear to be in any specific kind of order. Well, theres no time limit in the game, so maybe the designers thought why make it any easier. Youve got all the time in the world to find that damn little bean. Speaking of jellybeans, you only get a limited number of each flavor, with some of them being limited to just a few. To sum it up Dont spend your 5 bucks on this

game, please. Use that money for the far superior Wii version developed by WayForward, which can be found for a low price at most retail locations. This NES game has some interesting game mechanics that would have made it a challenging puzzle platformer if it weren't for the poorly designed gameplay aspects. URL to share this content right click and copy link Assassins Creed III Wii U discussion Yoshis New Island release date in NA, and more, in latest Nintendo Press Release focused on 3DS Tomena Sanner Discussion Nintendo WiiWare Nintendo Direct Nintendo Details Another Huge List of Upcoming Games for 3DS, Wii U Kitchen was the president of the Activision spinoff company Absolute, which began self-publishing in 1988. Crane joined his colleague at Absolute around the same time. The development team was given only six weeks to complete A Boy and His Blob. Crane himself rented out a flophouse near his office and put in several 16-hour days of the work on the project.

During the last two weeks of development, Crane worked 20-hour days, flew to the Consumer Electronics Show CES for trade demonstrations, then spent nights at his hotel fixing bugs. He stated that Blobs design was heavily inspired by the characters Gloop and Gleep from the Hanna-Barbera cartoon The Herculoids. To ease the game's difficulty level, the jelly bean flavors were named specifically as either puns or alliteration to help the player remember them. The Wii VC release was published by Majesco. Courtesy of Wikipedia addition of trivia inspired by Sir Master Sephiroth I remember being intrigued by the whole concept of this game as a kid, but just being confused and bored the one time I played it. Also, how did I not rate this game. I'm about to, and its rank is about to drop. I remember that I wanted this game really bad when I was a kid. My mother ordered it online for me but the order got mixed up and I got The Adventures of Bayou Billy instead. I guess it all worked out for the best in the end. I got a better game out of the whole deal after all. I never did play A Boy and his Blob, though. I'm really interested in playing the new one. By the way, I'm honored to have inspired you to add some trivia. Oddly enough I never really liked it. Something kept me trying and trying to make sense of the whole thing. Very good review. I agree completely. Yeah, it's a shame it wasn't better, but I'm so glad WayForward's Wii version corrected so many things that were wrong with the NES game while keeping the charm and puzzle aspects intact. Haha, I remember Bayou Billy. I can't even stand it for a minute. Well, maybe I am being too harsh but this game is something you want to play if you want to get discouraged. It was one of the few games I 100 percent completed this generation. Yay! Could this be why? But this game is pure dogshit, and that's saying something because I can usually find the fun in a bad game like licensed movie titles, but this.

I honestly don't see how anyone can enjoy this game. The concept is great, but the execution even simple stuff like item navigation is abysmal. This is one game I can say with confidence that I'll never touch again. EDIT Honestly, I'd give this game a 1.3. IMO, it's THAT bad! Yeah, I watched a playthrough on youtube and that was enough for me, I'm satisfied having only played the Wii game. I think I can see why a kid without anything else to play would enjoy it in some way, however. The idea that secrets could be literally anywhere, you just have to find them, is a very compelling one. It's just too bad Crane was a dick and gave limited lives and jellybeans. Don't have an account. Sign up for free! Copyright Absolute Entertainment 1989. Written by Brian P Sulpher. Version 1.0. Dates Written November 24th, 2013. I dedicate this one to all my loyal viewers on Youtube. You will have Also, for Cougar, Howler, Koonce, Gracey, Frisky, and Copernicus. I miss Look! He likes them! Likes them The boy's Blob loves them. Jellybeans, that is. In every flavor And more. Like many boys in the twenty-first century, the boy has a buddy from outer space. In fact, for the emperor, Blob his full name is Blobert came to Earth looking for someone to help. That's how he met the boy. To defeat the evil emperor they boy and Blob will need a goodly supply of To get money, they'll So what's a boy to do. Just whistle! That'll call Blob. Then feed him You see, the boy miraculously discovered that not only does Blob love And that those shapes can be used to get through many otherwise impossible With his repertoire of shapes, Blob can help the boy overcome even the most David Crane D-Pad LEFT and RIGHT move the boy in the corresponding directions. When SELECT Cycles through your jellybeans.

Hold DOWN to reverse the cycling. START Pauses and unpauses the game. B Button Whistles for the Blob and changes him out of a transformation. A Button Throws the selected Jellybean.

It also will drop the Blob, if heIt increases by collecting Treasures, shutting offThis runs out, andStarting out at the Boys house, run to the right, holding DOWN when you getUse a PUNCH Jellybean to turn. Blob into a hole, fall through one level, move left, whistling for the BlobTreasure, climbing the ladder to get said Treasure. Move two screens to theMove to one side, whistle for the Blob, and then use a VANILLA Jellybean toSnake, falling off ledges to get another Treasure, letting go of the Blob Falling Rocks. Use a STRAWBERRY Jellybean to span the gap, running to the left to go underNow Whistle for the. Blob, and as he retracts, drop the Boy down through the opening. Let the. Blob fall down to join the Boy, then head to the right for two screens, andTANGERINE Jellybean to get the Treasure one screen up. Now move left, using a PUNCH Jellybean to drop down to the ledge on the Instead, go left and get the Treasure runDrop down off the three ledges, and use a PUNCH Jellybean on the left side Bounce all the way to the top of the screen, leaning the Boy to the left Move left one screen, dropping down to get the. Treasure by the Snake, and use a PUNCH Jellybean to drop through to theGrab the nearby Treasure, then stand below where the Blob dropped the BoyGo right to getHole, heading left. Use a VANILLA Jellybean, fall off the ledge and go left,This area is going to be the most challenging in the underground area. YouYou will see a TreasureThe way to get itTo get back up, let go of DOWN, andContinue to the right to get the six treasures across two screens, Blob stop being a Bubble.Use a LICORICE Jellybean to go up one screen, then use a STRAWBERRY. Jellybean and run across the gap to the next screen. Position the Blob whereWhistle for the Blob, andGo right one screen, use a LICORICE. Jellybean to climb up again, then go right once screen, and use a TANGERINE. Jellybean near the center of the screen to bounce up to a Treasure.

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