

# Balloon Jumping

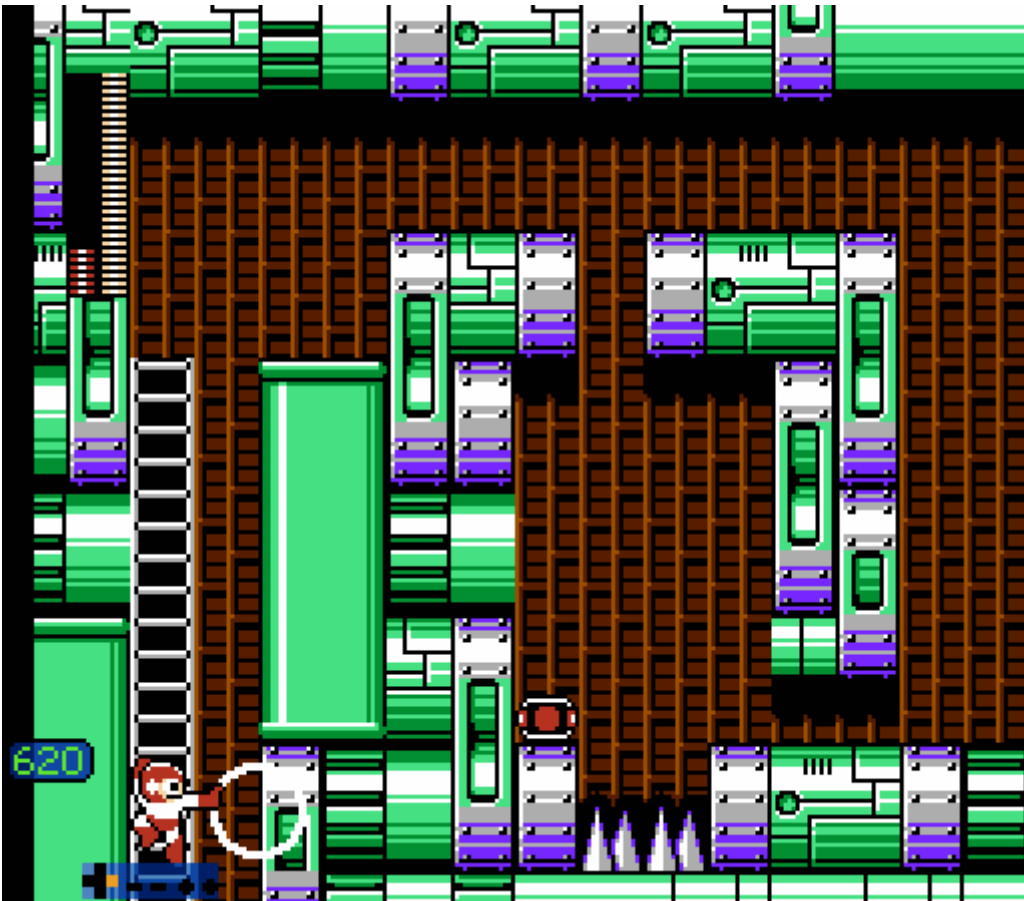
When a Balloon is placed into a wall, it remains there for about **16 frames**. This gives you time to land on the despawning balloon and jump again. This is most obvious in Ring Man's stage, and Cossack 2.



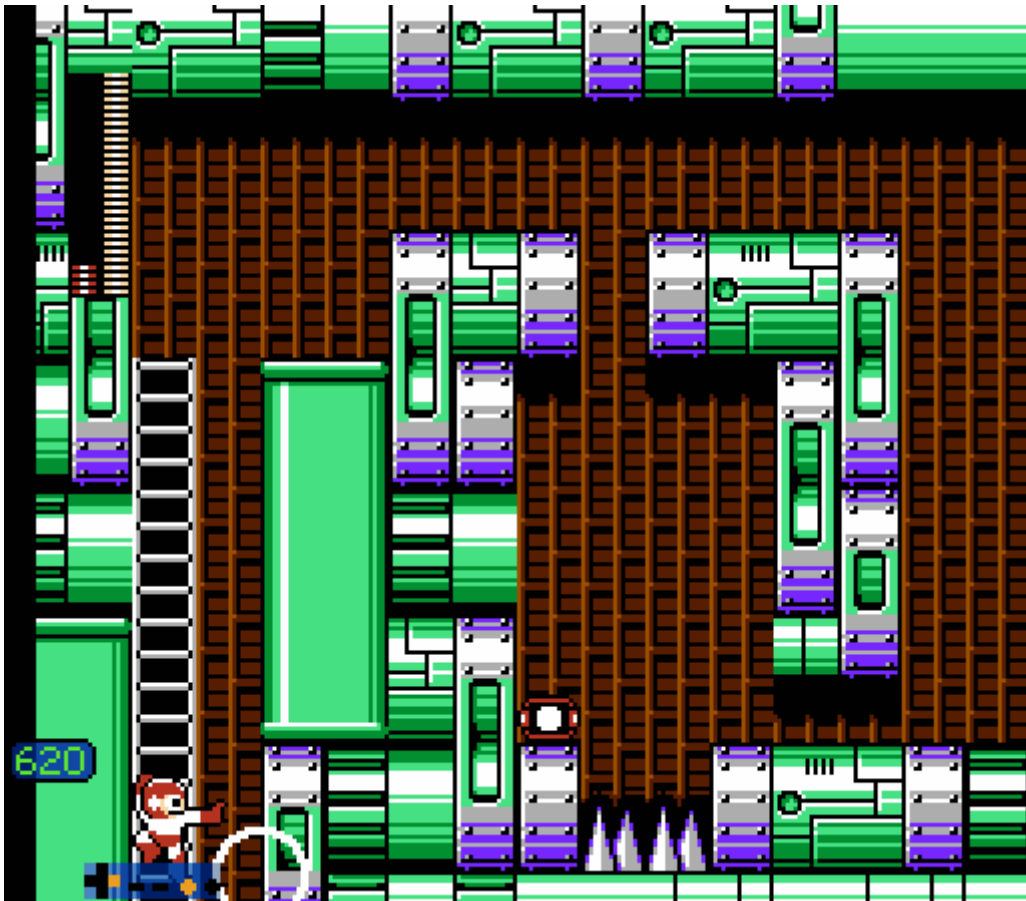
Its worth noting that the time might be reduced due to when you land on the balloon. So placing it weirdly might cause issues

While only used at top level, balloons have a weird quirk while climbing a ladder.

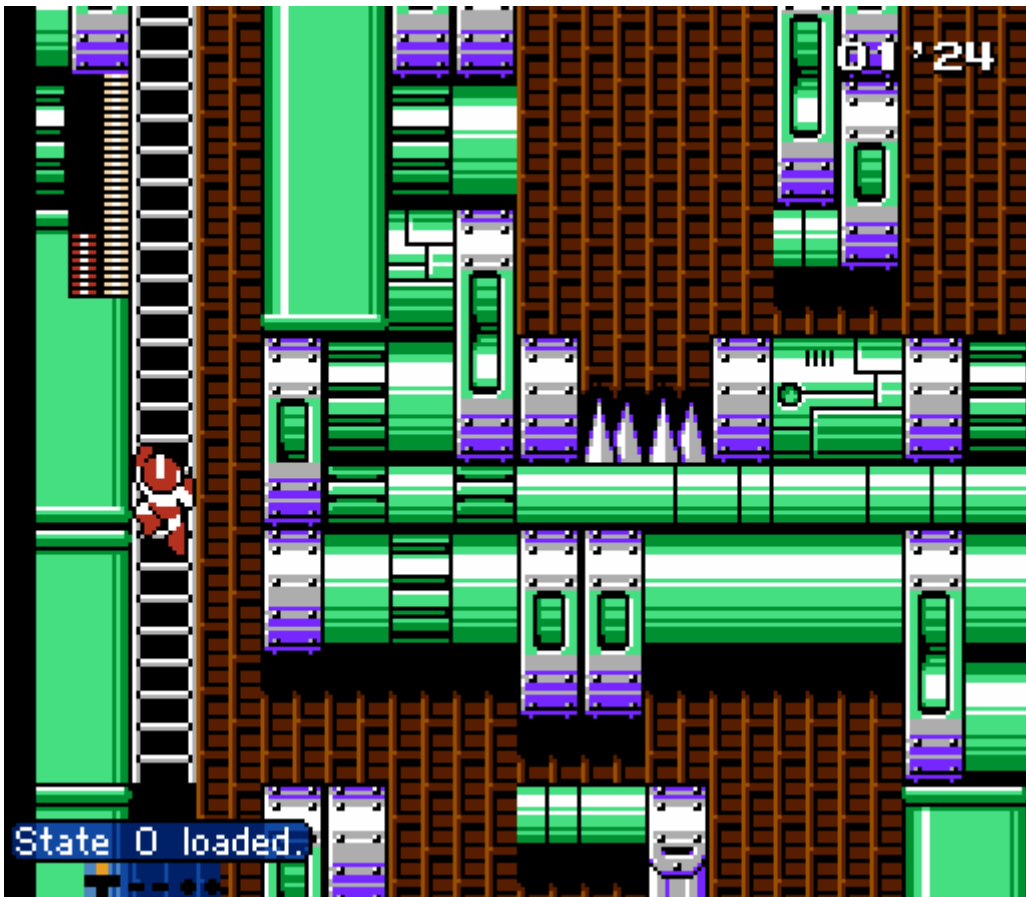
See normally balloons are just placed straight to the direction Mega Man is facing.



However by standing on specific pixels, the balloon will be offset downwards, which allows Mega Man to land on it. We call these specific placements **Ladder Balloons** they dont have a lot of usage in the run, but it's a very nifty trick.



This can allow Mega Man to skip all the climbing here for instance. See [Cossack 2 spike room](#) for more details about it.



# Considerations

You can't be completely against the wall when you shoot.

You still need to move forward onto the balloon.

Speedrunners joke that "16 frames is a literal eternity", but that's still less than half a second.

Despawning the balloon is not only useful for getting up tight passages, but it **ALSO** reduces lag by immediately removing the balloon from the screen.

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