Checkpoint Screen

This long screen involves avoiding many enemies while moving fast.

The first concern with this screen is the **bat**. It can open after **1** or **3** seconds, its a **50/50**.

You can clear the wall either with a regular balloon slide or balloon walljump

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EPU31X1.gif

Using a wall balloon is always slightly faster and slightly riskier (if you get knocked down by the bat).

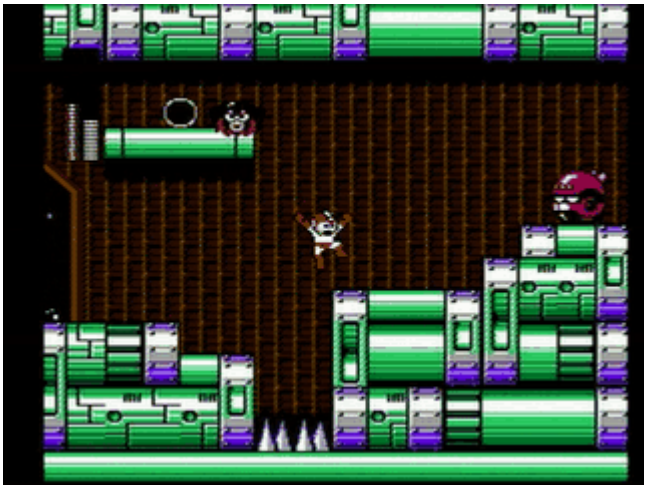
You then wanna place balloons over the Mono Roaders instead of jumping over them, that way you can keep doing slides.

Full room example

TBMpByA.gif

> You can use an extra balloon to grab the health, but you may need that balloon to use the faster balloon strat in Cossack 4's shortcut room. You can always use Coil there, so it really depends on your confidence in not needing this health.

For the end of the screen, the balloon must be high enough to get over the rolly enemy, and LOW enough to get under the bat. Getting under the bat is practically an A+B input, or at least a VERY fast balloon usage.



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> In case you are out of Balloons you can jump into the bat, jump off the spikes while in i-frames.

Fast Mono Roader damageboost

In case you used extra balloons, you can attempt to left damage boost the last mono roader to pass the bat through i-frames without falling like the World Record does

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> This strat is hard (mostly intended for advanced players) and is actually slower if you didnt used extra balloons in Spike Room for example.

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