

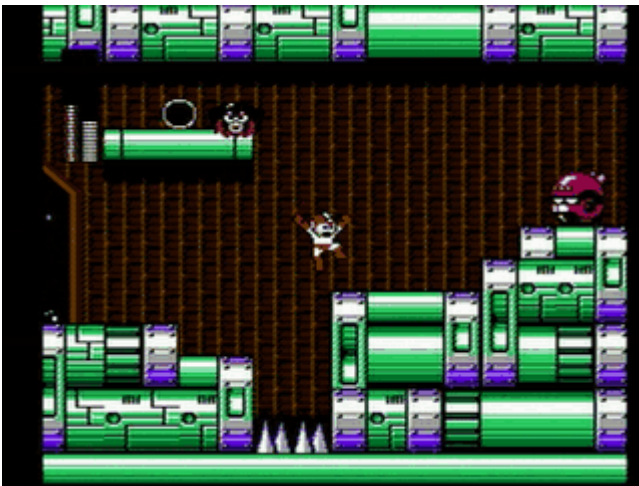
Checkpoint Screen

This long screen involves avoiding many enemies while moving fast.

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

You can use an extra balloon to grab the health, but you may need that balloon to use the faster balloon strat in Cossak 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, not the balloon must be high enough to get over the roly 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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