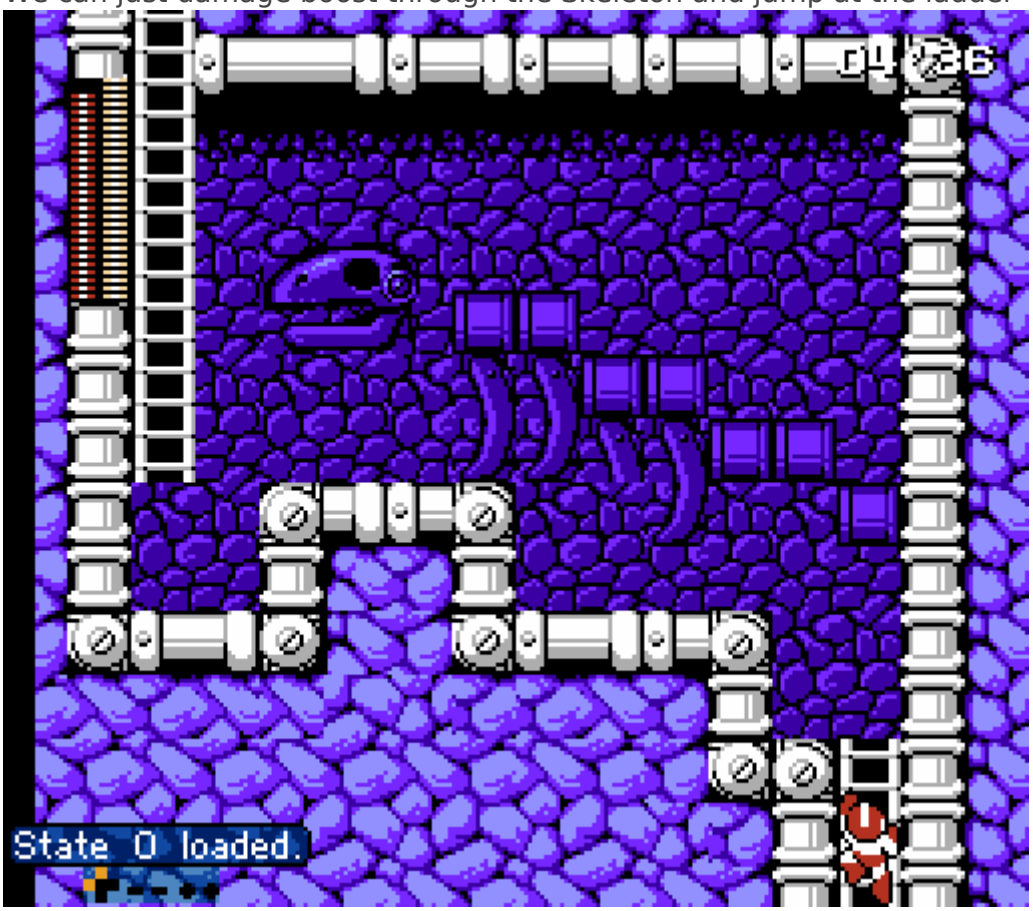
# Room 2 - Skeleton Joe

A short room with just one Skeleton Joe at the center, despite the glaring simplicity of the room you can clear it with various strategies.

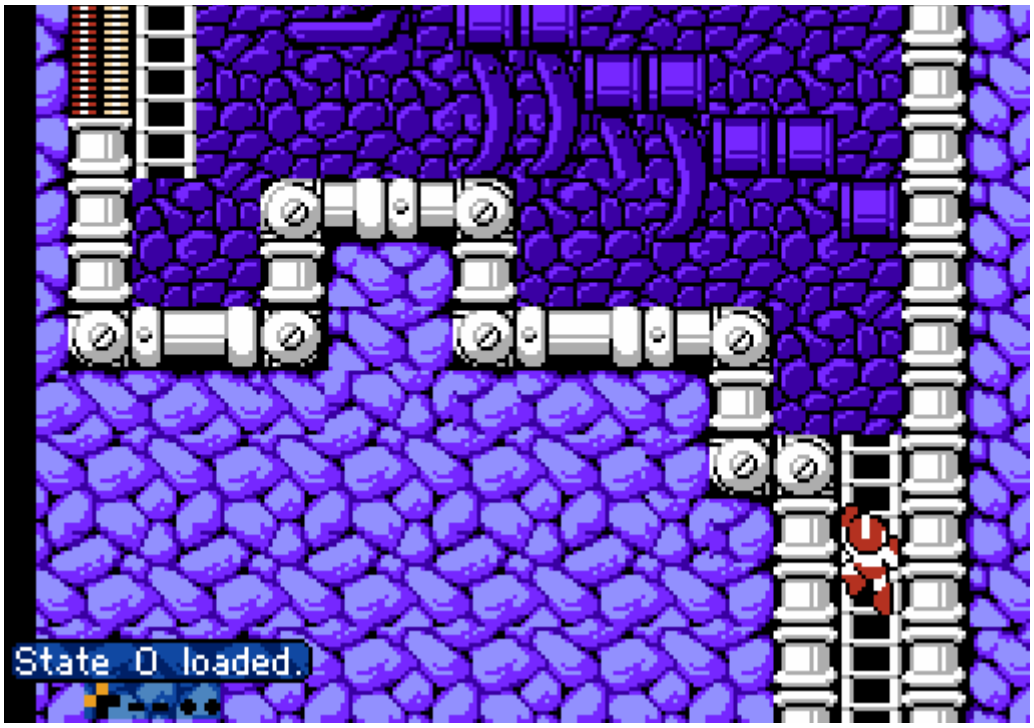
## Beginner Strategy

We can just damage boost through the Skeleton and jump at the ladder

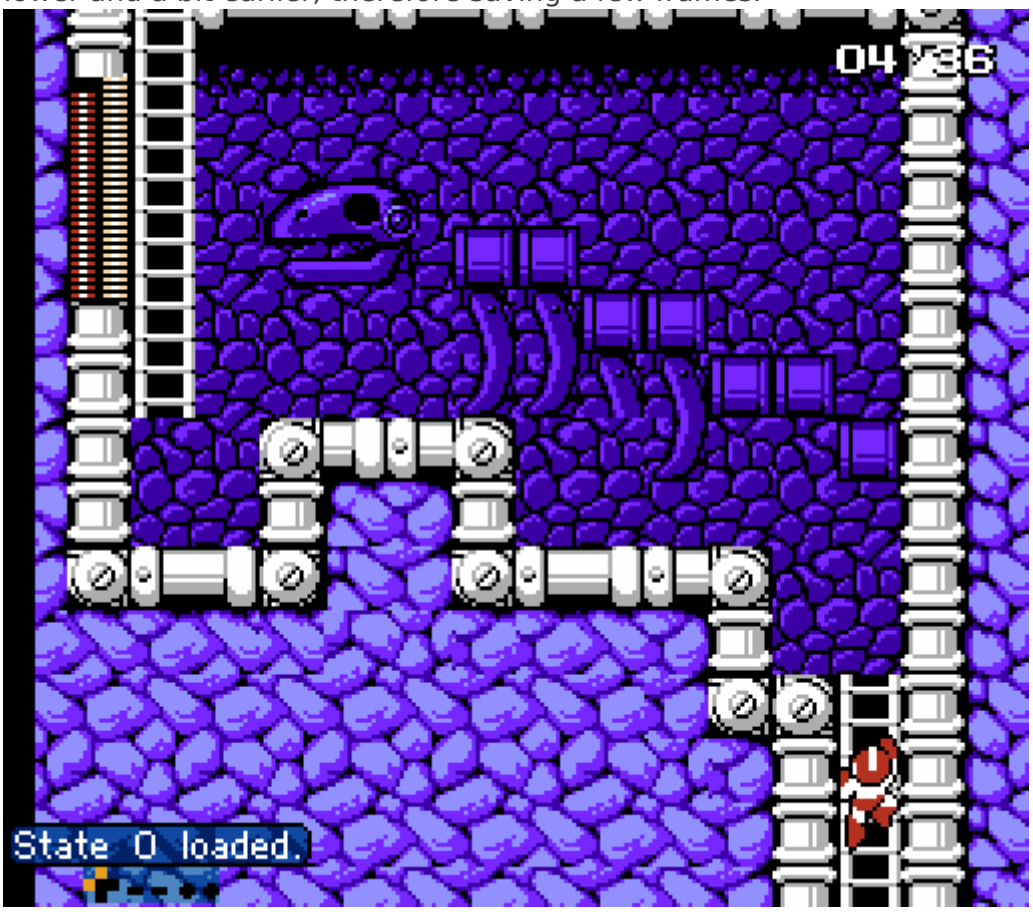



## Intermediate Strategies

To speed up the room by a couple of frames we can add some balloons usage in the room, the first we can add is a Balloon Jump on the wall.




Another small improvement that we can add is to use a balloon at the start of the room, the objective by placing the extra balloon as we jump off the ladder is that we can trigger the slide lower and a bit earlier, therefore saving a few frames.



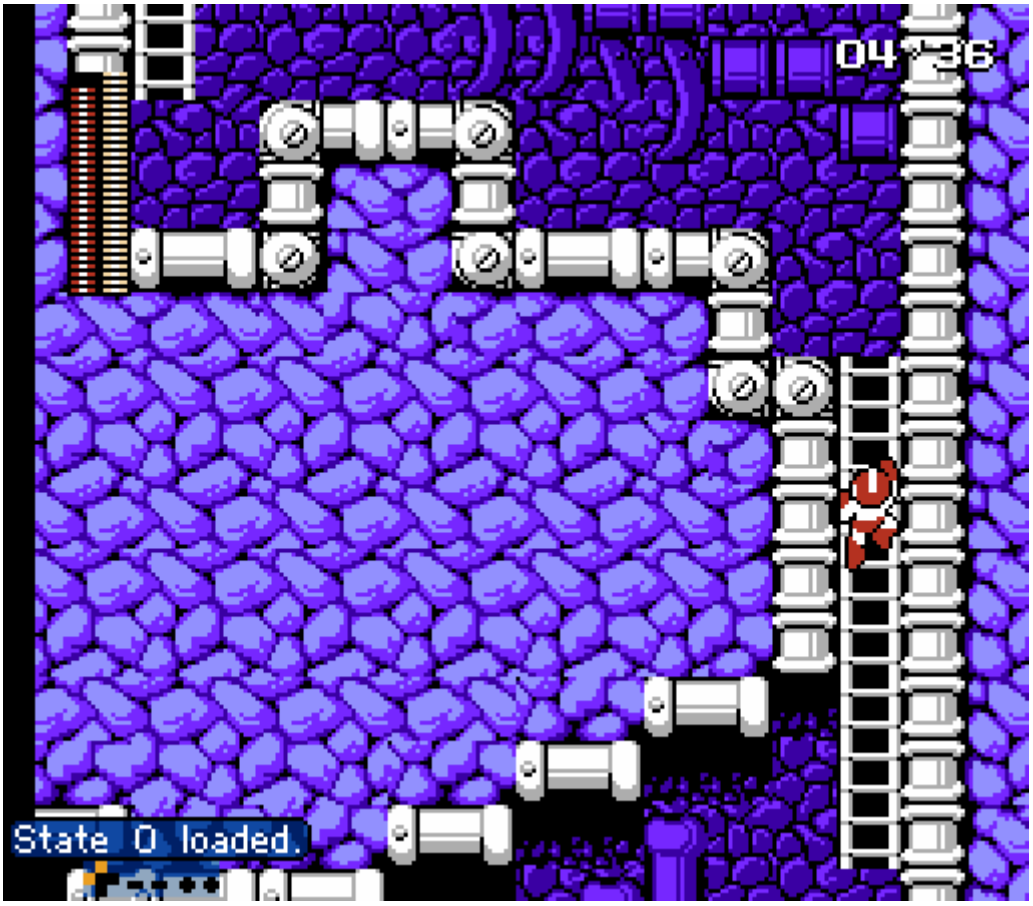
# Advanced Strategies

As a final add, it's possible to dodge the damage boost from the Skeleton, we are going to use one extra balloon in order to make this work.

There are 2 ways this can be done

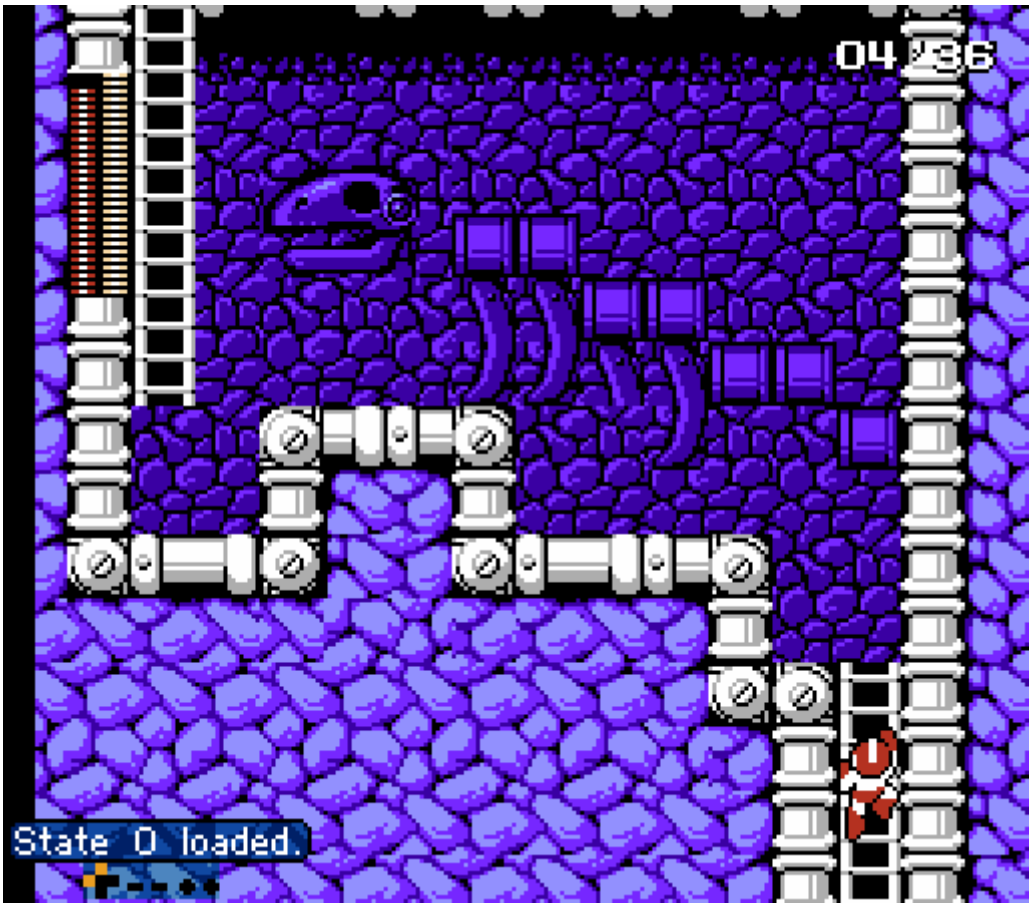
## Safe way

The safe way is not very punishing as in case of a final, this can be easily reverted to one of the previous stated strategies.




## World record way

The way is quite risky has it's very easy to place the third balloon too high and die by getting crushed. This also doesnt save a significant amount of frames so use at your own risk.




# Fastest Recorded Room Time

Fastest time is tied at 2'18 with **LookinToad** and **Chelney**

https://www.youtube.com/embed/8IK5AHdHg8w

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