

# Vertical Screens

## Screen 1

The vertical screens are where **Balloon** really shines over **Rush Jet**.

There's various strategies that can be used.

### Damageless double balloons

You place the first balloon to the right of the second spiky block, then place a balloon slightly above the other spiky block to that you can slide on the balloon and safely land on the block then finish the screen



### Damageless single balloon

A bit more tight, you jump over the enemy and align in between the 2 blocks in the center.



### Safe Damage boost

Similar to the double balloon except instead of placing an extra balloon, you take a small back boost off the spike



### Damage boost (Zip way)

Here you wanna place your balloon intentionally too high and further left than normal and then take damage off the spike from below, which as a result will boost you upwards.



## Damage boost (Fast way)

Instead of dodging the enemy here we want to slide into it then very quickly place a balloon at the center and jump into the spike while having iframes



The window the jump off the spike is tight on this strategy! Wouldn't recommend unless you have good consistency with it!

## Screen 2

You wanna use 2 balloons usually. One of the right and one on the left as a balloon walljump



Note that if you struggle with walljump balloons you can wait for the 1st balloon to go higher and climb the ladder that way

## Rush Jet

Alternatively, you can also use Jet for both screens, can be useful if you used Jet on prior screens.

The first screen is simple enough with Jet.



The second screen....is a mess as you can see. Might be best to switch back to Balloon on that screen especially if you already used Jet prior to this screen, you should have plenty of balloons to use

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