

# Clown Part 2 - General Tips

There are 4 bolts in part 2. One is collected in any% (and is harder to avoid collecting than to collect it). One hard requires a revisit, however 2 are routed into the 40 Bolts revisit.

Note that the final screen Clown Climb is on the following page of this site. **You want at least 12 Mega Balls going into the final screen for this.**

## First Screen

Movement is very tight to do this optimally because of the bell cycles. Fortunately, the bolt is easy to collect.

### Optimal Movement

Fire one grenade at the Sniper Joe, and one over its head at the balloon enemy. You need to be far enough to the right to spawn the blimp, AND give it enough time to actually receive damage. Money jump to the middle-height set of blocks in front of the cannon. You have to jump before the bell rings, but slide as far as you can (sliding is faster). Use a ball to destroy the cannon, slide along it's block, AND trigger the Circle "OK" block detection. Use an ice wave to destroy the last enemy on screen and slide to the next room.

### Backups

The biggest threat on this screen is landing on a skull block after the bell rings and falling to the spikes. There are a few alternate strats, though the biggest challenge is often reaching the top-level cannon in one bell ring.

Making it in two rings is significantly safer if slower, just wait on the last "OK" box before the cannon (or even the X if you're okay with the damage).

If you need extra distance to reach the cannon out of your last slide jump, use a ball jump to stay in the air. Either drop a mega ball or 2 ice waves on the cannon to destroy it from above.

## Fourth (Indoor) & Fifth Screen

(The screens between this and the first screen are trivial)

**Hold** left falling onto the first platform. You must be **HOLDING** left to fall through the gap.

**For 40 bolts,** On your second visit, ball jump to the left to collect the first bolt, then to the right to collect the second.

This is the first screen to leverage fast swaps to Tornado Hold to aid Mega Jump speed. It's also the only time Thunder Claw will not be in your fast weapon swap while you do it. Be mindful of Mega Ball ammo while skipping these ladders.

Screen five, use grenades on the sniper Joe. Switch to Mega Ball quickly just in case there's an ammo drop (You need to switch to it anyway).

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