

# Clown Part 2 - The Climb

There is one bolt in this section for 40 bolts.

**Map**

clown climb.png

For a detailed tutorial video, look here - <https://www.youtube.com/watch?v=iK5J5iEp4pc>

## All Climb Strats Start...

- Slide onto the screen, jump when Mega Man's front toe starts going over the Circle block
- Ball jump twice to the right through the gap, then once to the left to reach the second level's left X block.
- Jump at the helicopter enemy. Fire two mega balls - one to destroy it, one to ball jump to the ? block

## One Cycle vs Two Cycle

The trick here for one cycle, is you want to be far enough left to trigger the above level's balloon enemy to float left, not right. This can be tricky, but makes the rest of the climb significantly simpler.

For a two cycle climb, use this ? block, destroy the balloon enemy with grenades (note that it floats to the right towards you), then continue ball jumping up

Either way, you should aim for the X block on the top level to not fall down.

## General Climb Strats

Get used to wiggling in a tight space to climb a narrow passage way.

Know where the "intended" ? blocks are. The two cycle climb is the obvious one, but there are worse things than landing on the last ? block to reach the very top in a race.

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