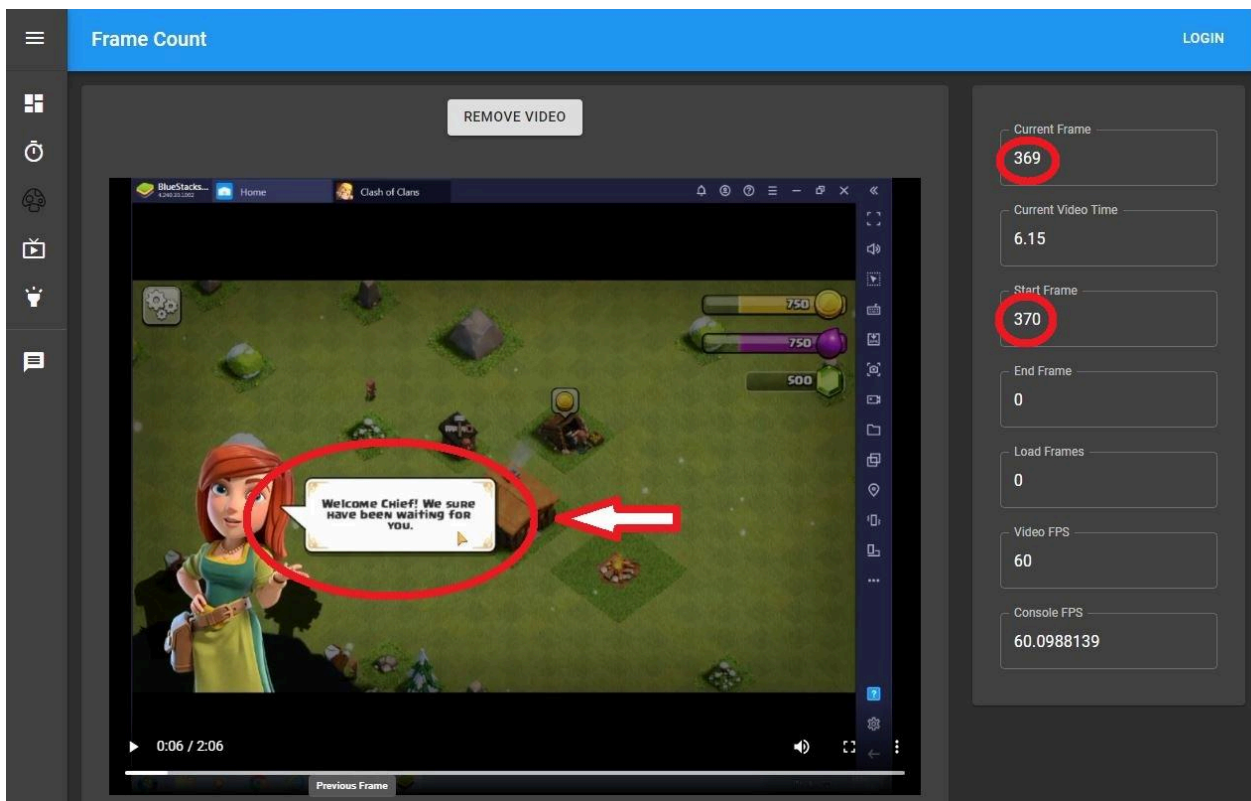


Town Hall 2 Any% Speedrun Guide

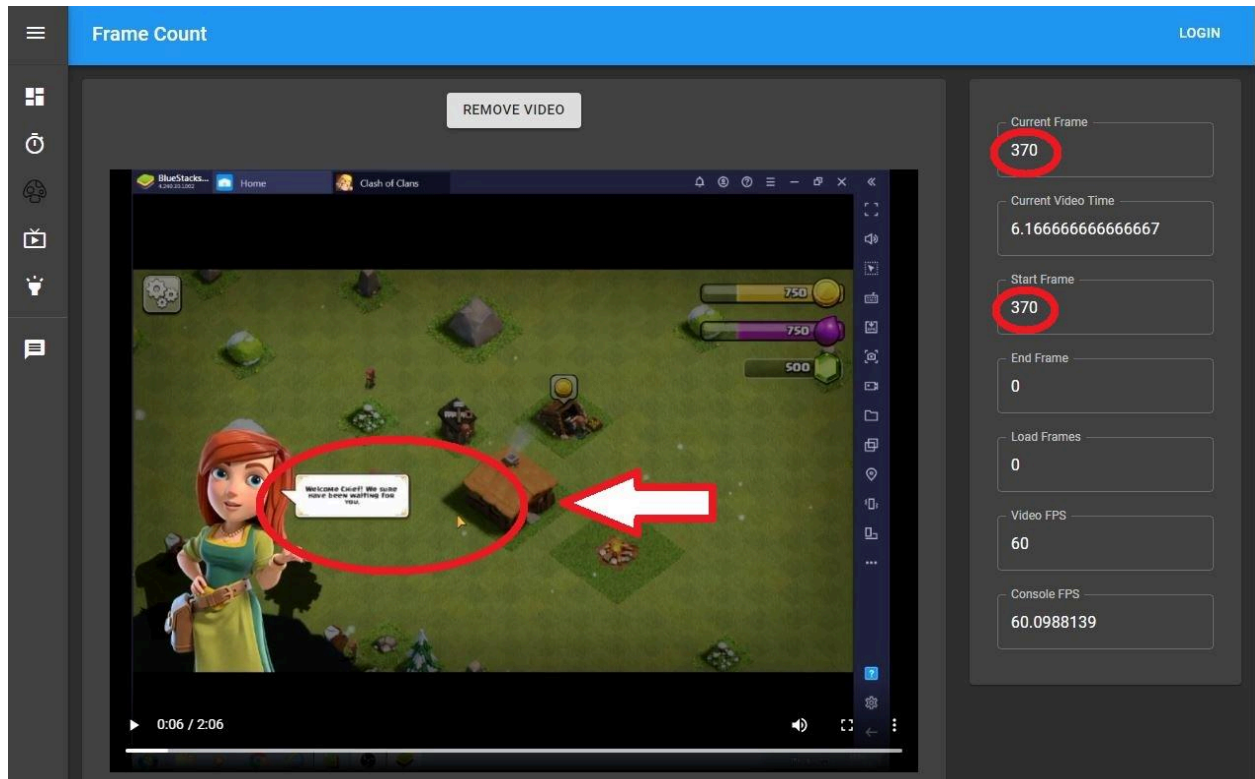
This document was made to help any new or returning players learn how to run Clash of Clans Town Hall 2 Any%. Since Town Hall 2 Any% is the most popular and competitive category within the Clash of Clans speedrunning community it may be helpful to read over this document to improve your time!

#1. The Start

The start of any Clash of Clans Any% or 100% run starts when the first dialogue starts to go away from the villager.



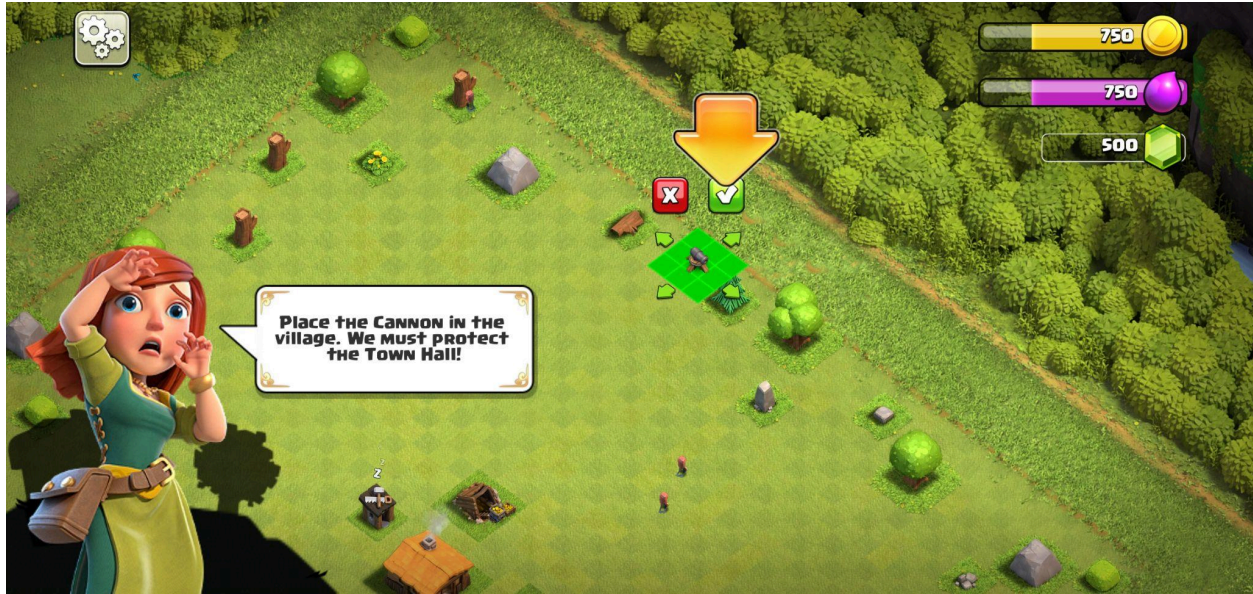
The above image is the frame before the run has started.



This image above is when the run has officially started, note the size of the dialogue box may be bigger or smaller depending how high the frame rate you record on is.

(Image Credit to Whiggy from FAQ: [☰ Clash of Clans Town Hall FAQ](#))

Naturally the game wants you to tap through the dialogue then place the cannon. However to be as quick as optimoly possible you want to tap through just the first dialogue of the “Welcome Chief!” then move to the right side of the map without triggering more dialogue. Next you want to place the cannon and gem it right away (skipping dialogue if needed).



The image above is about where you want the cannon to be placed.

(Image credit to ThePro67: <https://www.youtube.com/channel/UCDIgELgcvhFpITSHwEK1TnQ>)

After the goblins are all dead press the “Attack” button the villager gives you as fast as possible.

#2. The First Attack (Payback)

In the battle after the goblins attack you are given 3 wizards. To win the battle the fastest you need to place the wizards asap with two of them targeting the Town Hall and one targeting the cannon.



The image above shows how you should place the wizards.

(Image Credit to ThePro67: https://www.youtube.com/watch?v=qUEIrgSnV_g&t=18s)

#3. Building Placements

After the wizard battle you are taken back to home base and you have to place the following buildings, a builder hut, elixir pump, elixir storage, gold storage, and barracks. To do this as fast as possible you must place the building then gem to complete it as fast as possible. After finishing the last building, the barracks, you must train barbs to attack against the Goblin Outpost. Train 20 barbs by pressing and holding the barbarian icon in the barracks. Once all 20 barbs are in the queue, complete them by using 6 gems. Then a new dialogue will come up and tell you to attack the outpost. In the bottom left press the attack and attack the Goblin Outpost.

#4. Goblin Forest

This battle can make or break your run. There are three buildings you need to destroy: one hut, one archer tower, and one town hall. You must destroy all of these buildings to progress. The most optimal way to do this is placing 4 barbs at the hut, 9 barbs at the town hall, and 7 barbs at the archer tower. If done correctly the buildings will all destroy within a few milliseconds of each other.



(Image credit to PotNoodles: <https://www.youtube.com/watch?v=7thqCHE5WV8&t=41s>)

#5. Upgrading to Town Hall 2

After the Goblin Forest there will be a prompt to enter your name and age (if in the U.S. or other country that requires it). The smallest amount of character you can have for a name is 2 characters. The names most of the top runners use are “dk” or “gg”. Do whatever you feel is faster to you. Make sure you watch out for invalid names, there are a lot of them. Enter age (if

needed). Then press the Town Hall and press upgrade and then gem it. Timing ends on the first frame where Town Hall 2 is visible.

Conclusion

In conclusion the Clash of Clans Any% speedrun for Town Hall 2 is the most popular run in the category, it is also probably the most optimized run as well. Follow this guide and you should be certain you will get a sub 1 minute given enough tries!

If there are any questions or new strategies or you just want to talk about Clash speedrunning in general be sure to join the discord: <https://discord.gg/Jp6TurQPGy>

Special thanks to the following for allowing me to use their resources and pictures:

PotNoodle

Whiggy

ThePro67