

# Cossack 3

Autoscrollers

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# First Half

Cossak 3 is an autoscroller, so there isn't much to explain that isn't in the videos. There are a few notes though.

First, very simply, the screen does not begin scrolling until you move to the right past the spawn point. (?)

The only real thing to note, is to shoot the 4 turrets when they spawn to avoid lag-generating bullets. After the destroying the fourth turret, you can switch to a weapon to refill, and then (if necessary) to Ring before the next screen.

On the screen between the long screens, use Ring to destroy the saws on the platforms, bot for its effectiveness and very low ammo usage.

## On Weapon Refills

The current WR route only collects a weapon drop for Ring in the first half. Note the WR route is extremely tight on ammo usage, rightfully so since collecting ammo and pausing to switch weapons to refill different weapons takes several seconds.

If you are not looking for a WR, collecting the first refill with Dust equipped makes sense. Just remember this takes time.

# Second Half

Still autoscrolling. Slide across the screen to trigger it.

You want to spend as little time as possible on the floating platforms that sink when you stand on them - they generate lag.

After the ring refill partway through the screen, switch to Pharaoh and hold a full charge over Mega Man's head for the rest of the stage. Use this to destroy the saturn enemies for free.

Be careful with the very last platform - if it and Mega Man are at the top row of tiles at the same time, it's possible for it to push Mega Man to the left.

The E-Tank at the end I think requires Balloon? It's not required for anything and there are multiple E-Tanks in the next stage. We suggest skipping this unless it is a specific goal to collect this E-Tank.

# Boss - Cockroach Twins

This fight assumes holding a full charge with Pharaoh when you enter the room.

## Moonwalk

Hold left when Mega Man enters, even in the air. This is for fun.

## Strategy

The twins are weak to Pharaoh shot. The second spawns at the bottom of the screen when the first one is destroyed. As such, part of the strategy here is to get a "Double Hit" with one shot striking both twins, saving ammo.

### First Twin

As soon as the fight start, jump and release the Pharaoh Shot at the twin, and immediately begin charging again. Make sure you land on the platform to not hit until the shot is charged.

Once the shot is charged, jump under the twin to hit it with the overhead charge, then hit it again once the i-Frames run out.

Quickly do this again. However, releasing this charge should finish the twin. You want to be on the left side for this shot and angle the shot down towards the lower right gate...

### Second Twin

...if you did it right, the angled shot will strike the second twin when it spawns.

Other than this, simply strike the twin with Charge shots as you are able. Remember the twin is only overhead sometimes, so you will probably only get one "double hit" from one charge.