

# 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...

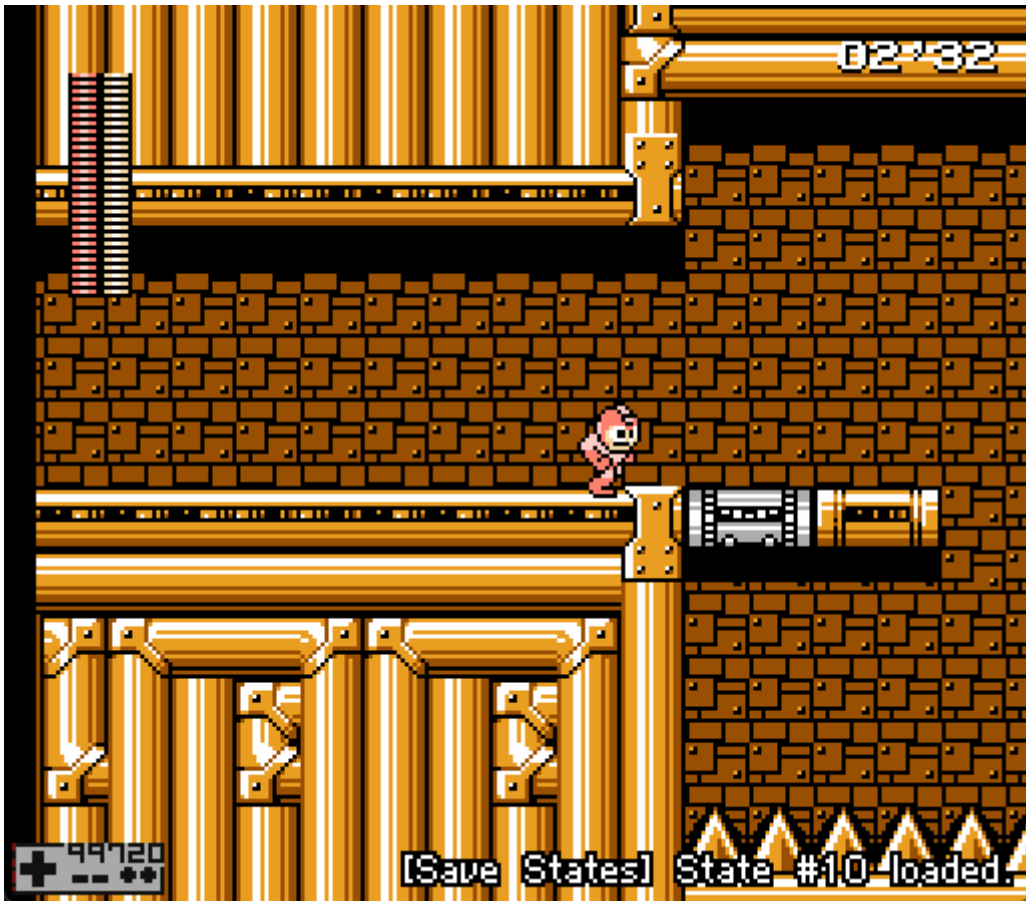
### Second Twin

...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.

Also note that the second twin unlike the first **DOES** have some RNG to it, it either will shoot a big bullet or 4 small bullets. Here are example of full complete fights with both patterns

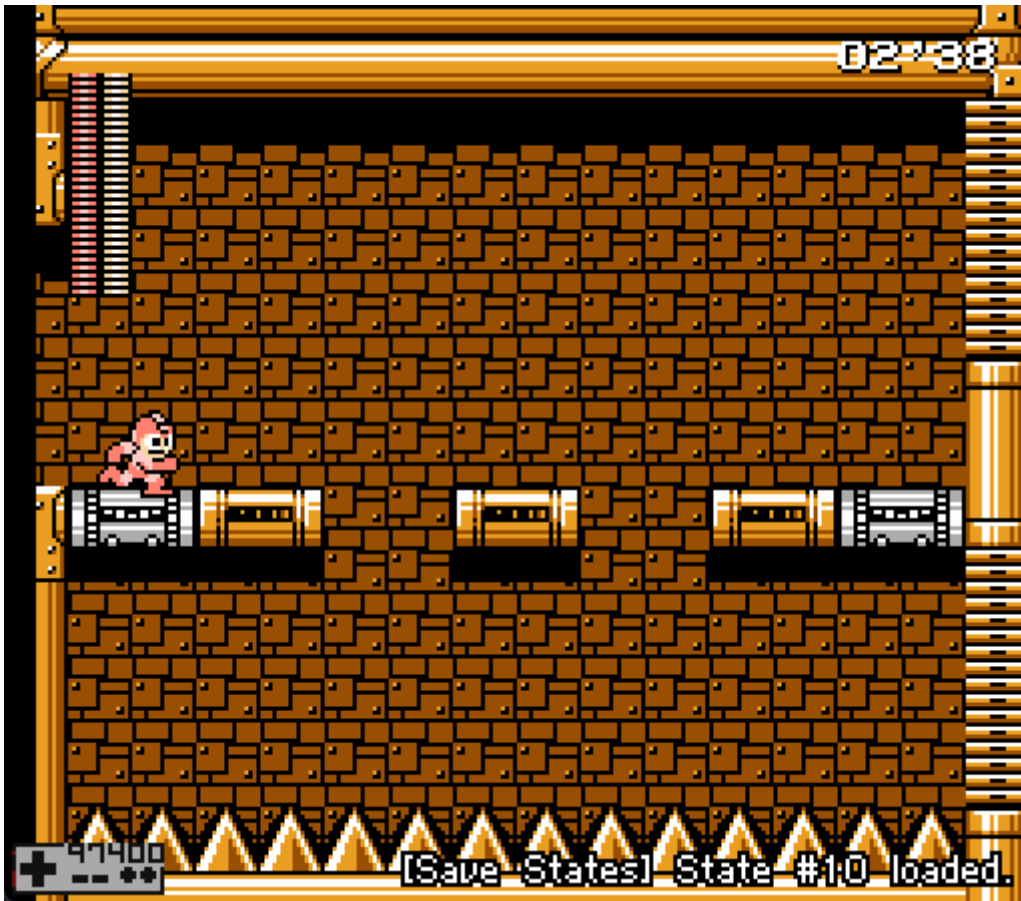
#### 4 bullet pattern



Make sure to advance close to the ledge as you damage boost (like the example) or else your shot will get caught before its fully charged, which will loose time and ammo!

This pattern looses about 1 second due to the lag it creates over the big bullet

Big bullet pattern



Note that the damage on second last shot is optional but comfortable for positioning on the last shot

## Race Backups

The twins take damage from Dive, Drill, and Ring. Dive could be a race bailout if the lower twin has only a few HP left and you are low or out of Pharoah.

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