

Final Climbing rooms - Cossack 1 ending

The final section of this track have multiple rooms where you gotta use an extra Item to climb.

The first 2 rooms are almost identical, the third one is where most of the strat variances are actually important.

Climb rooms

Beginner approach

Balloons hitboxes are pretty big so you can very safely place them where you need to without doing any slides



Fast way

You can speed up those 2 rooms:

- Aligning the first balloon to the ledge so you can perform a full slide
- Placing a second balloon below the 2nd ledge so you can reach the ladder quicker (this is a Balloon Jump)
- Adding a ledge slide after the first balloon in the second room



Note that you dont have to add everything at once, but this is all you can do to optimize these 2 rooms.

For instance, the balloon slide in the second climb room is a very small timesave, although NOT risky as most of the time you will just bonk the left side of the middle ledge.

Triple Balloon Room

This room is quite tricky, it features Ladder Presses and you have to go all the way to the left ladder while not falling.

Safe way

Before reaching the top of the ladder, press the diagonal **Up + Left** and then place a balloon, reach the top of the ladder, go on the balloon and place the 2 other balloons to make your way to the left ladder. Note that you will have to wait that the press open to pass.



Safe one D-boost way

To speed up, you can do one dboost on the right ladder press to skip the left ladder press you'd normally have to wait for when playing without damage by using the invincibility frames of the damage.

The setup is very similiar to the safe way. You wanna place the balloons the same way but as you are jumping into the last balloon you wanna turnaround to get damage boosted to the left into the third balloon to reach the ladder afterwards, skipping the ladder press.



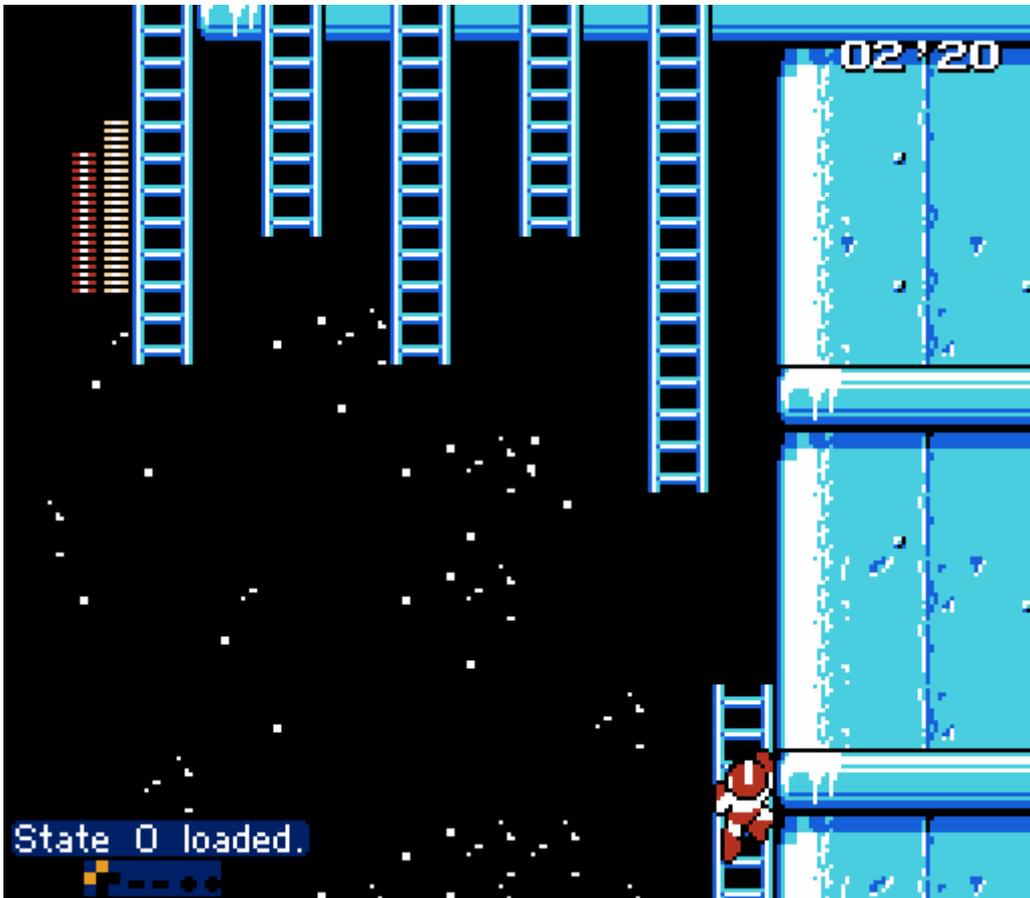
Other ways to only do one damage boost somewhat safe are out there. Feel free to test what works for you in that spot.

Safe two D-boosts way

Another safe way of doing it is to take 2 damage boosts. The safe way implies doing 2 full **A+B** inputs.

Unlike the previous ways you wanna go to the top of the ladder immediately. Then, you perform the first **A+B** to place the balloon and setup yourself to be on the left side of the 1st balloon, as you land you perform the second **A+B** which will make you take damage but you will land on the second ballon while falling on the first balloon.

Finally, you jump back on the second balloon and place the third balloon somewhat high and you slide into the ladder press while holding **Left** and **Up** so you can grab the ladder safely and move way.



Faster two D-boosts way

We can speed up that way by reducing the lag we are creating while placing the 2nd balloon.

You can **A+B** to place the first balloon and take damage right away, you will fall right back on the first balloon, since you already are in control you can also place the second balloon a bit higher to save time. Then you place the last balloon the same as the previous shown way.



Since there's only one block of the ceiling separating the ladders you actually cannot die while being crushed by the Balloon. So it's very safe to slide up there.

Taking 2 damage boosts deals a lot of damage, definitely a method to prohibit in case of low health going in here.

World Record way

To speed up even further we can improve the movement by adding an extra slide on the first balloon.

This allows us to reach the second balloon while the ladder press is still going down effectively stopping us **ON** the second balloon. Thanks to this, we have enough invincibility frames to go pass the left ladder press and therefore saving us a damage boost.

<https://www.youtube.com/embed/FprxyJ3MluQ>

This method is **VERY** hard, this requires very tight movement and uneffective movement can very easily cause big time losses.

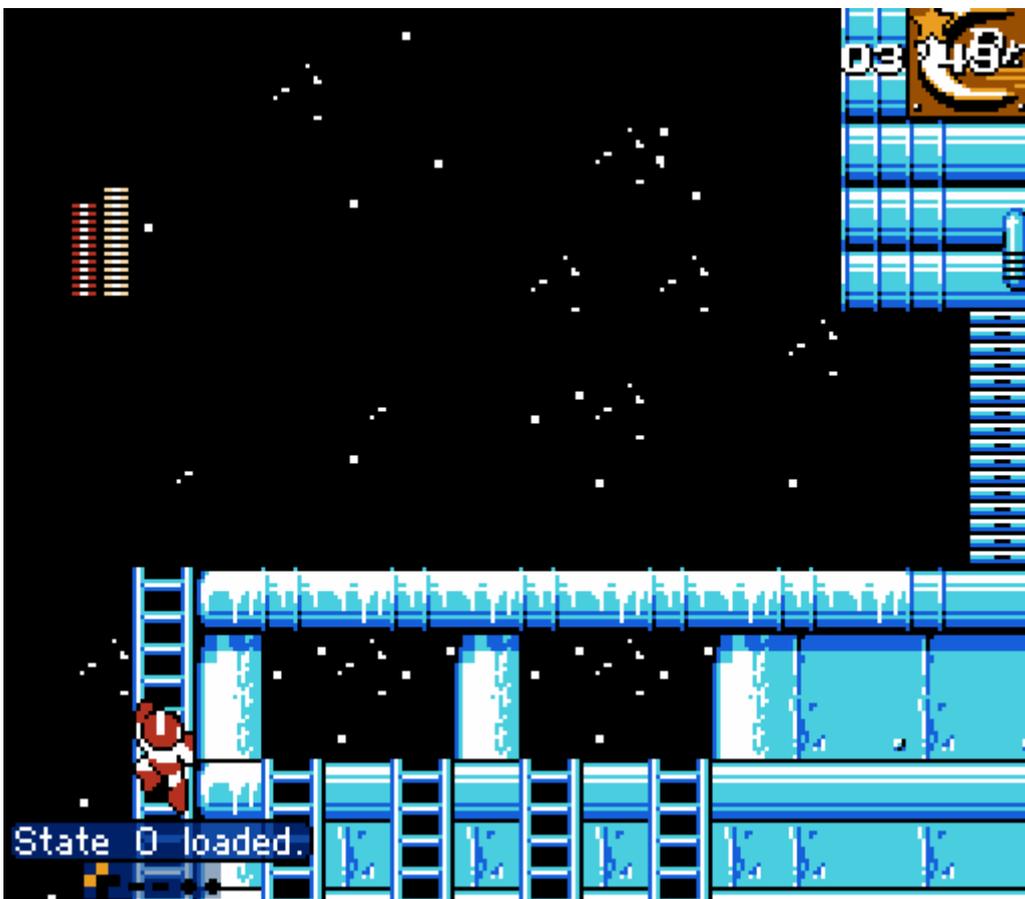
Last Room

The last room is a very short room that only features a single **Jumbig** in your way.

The methods

In this room, you want to Ring while climbing as your movement won't get interrupted.

After the menu, you can either slide and damage boost into him



Or, to save a couple of frames you can attempt to do a backwards damage boost to get pushed very slightly to the right.

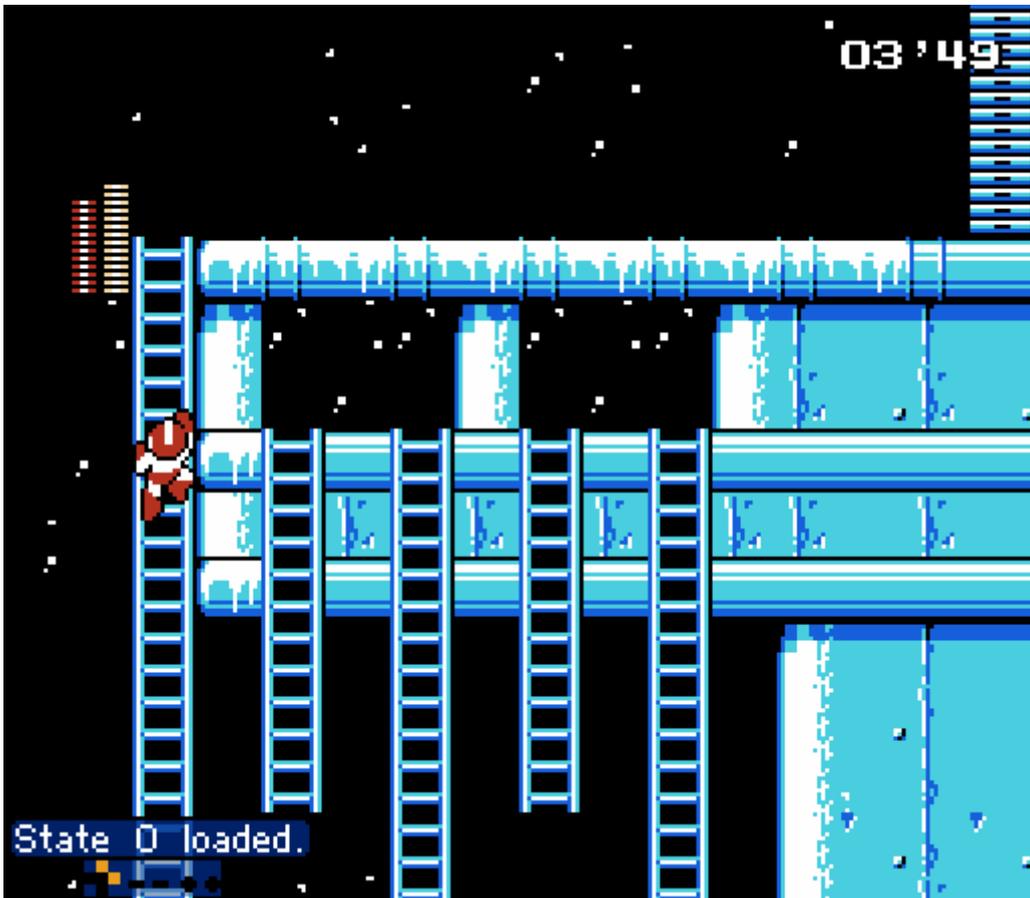


Low health cases

In case you are very low and can't afford a damage boost on that enemy, you can use an extra balloon to skip it. You need to react on the pattern as the balloon placement would be a bit different depending on how big Jumbig will jump.

Low pattern

This method requires a quick slide and then a balloon slide.



High pattern

This method require a quick slide and a very quick jump off the balloon.



Using an extra balloon or more here might need balloon ammo routing adjustments on later stages. Most likely Cossack 2. This method is also quite difficult and can require some practice to get used to.

Waiting strategy

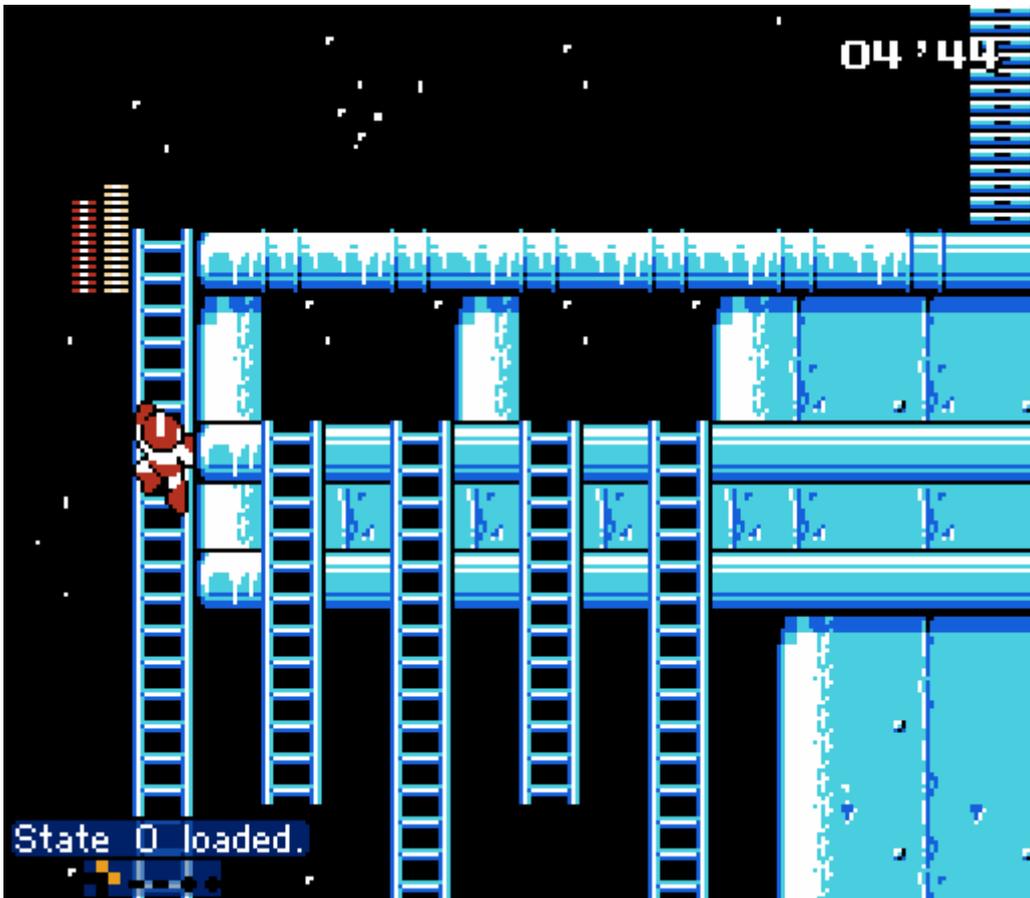
You can also wait that the jumbig jumps high to slide underneath it.



Note that this is highly unsafe as Jumbig can jump low the whole time, use at your own risk.

Ring Weakness

The last resort method would be to kill him using Ring Boomerang this loose on average 3 seconds.



If you manage to slide underneath him while trying to kill him, just abort the kill and go to the door.

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