

# Starting rooms

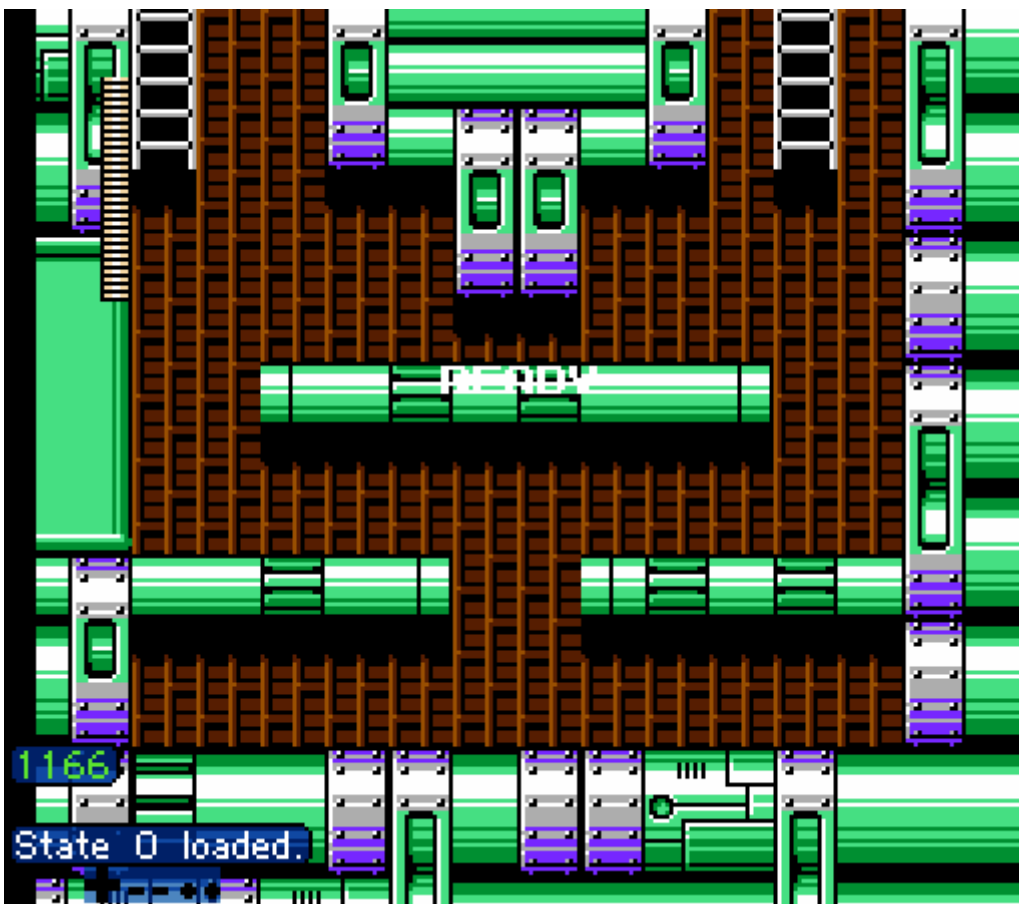
When you first start Cossack 2 you are welcomed with 2 different paths available

## Easier right path route

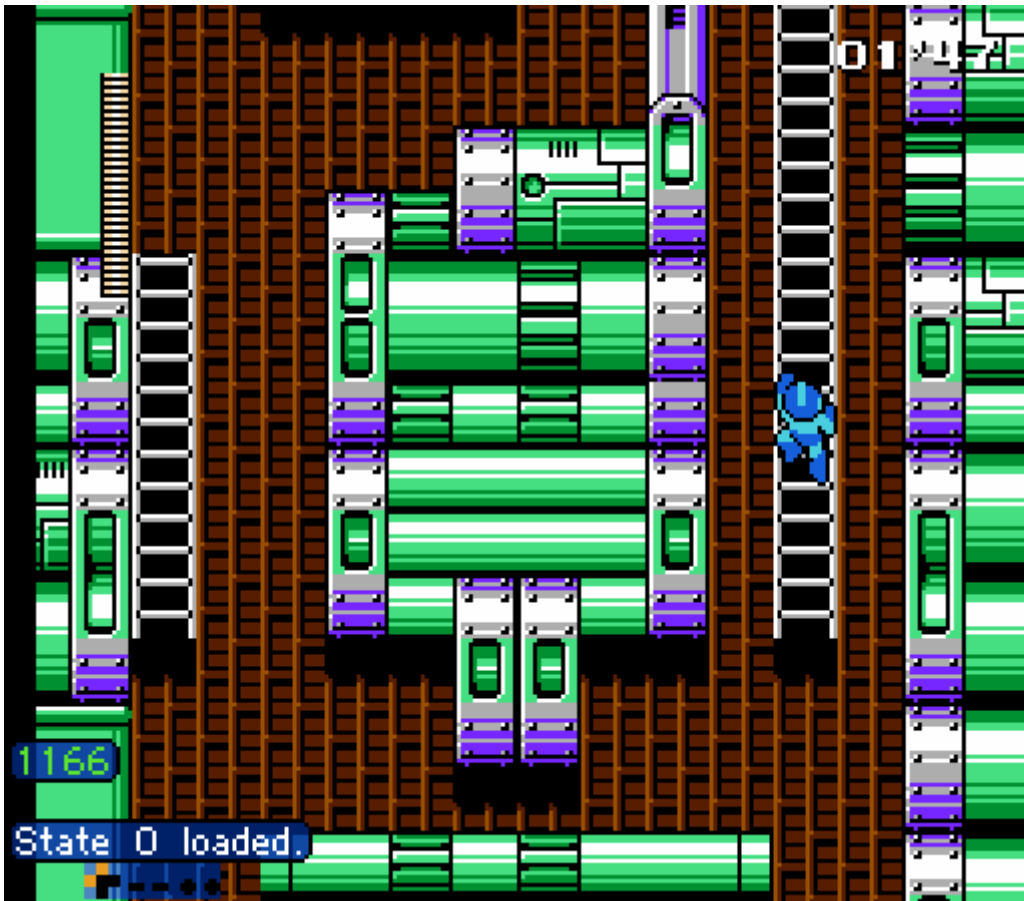
If you dont wanna bother with difficult strategy the **right path** is probably what you want to be taking.

We are going to stay on **Buster** for the few first rooms, here a quick rundown :

1. Try to grab the right ladder as high as possible on 1st screen
2. Climb the long ladder, and when you reach the ledge do a slide shot, followed by other one to kill the enemy.
3. Slide again to reach the ladder.



You can save extra frames with a well timed jump at the very end of the 2nd room with this strat



Sliding while trying to jump is significantly harder to do, and keep in mind the timesave is very minimal.

## Balloon left path

This what most runners will do as it's the fastest to approach the stage as well.

As stated in the name, we need **Balloons** so in the first screen, after climbing reaching Ladder, switch to Balloons. Then you climb the left ladder and you need to precisely place 2 balloons in order to reach the top.



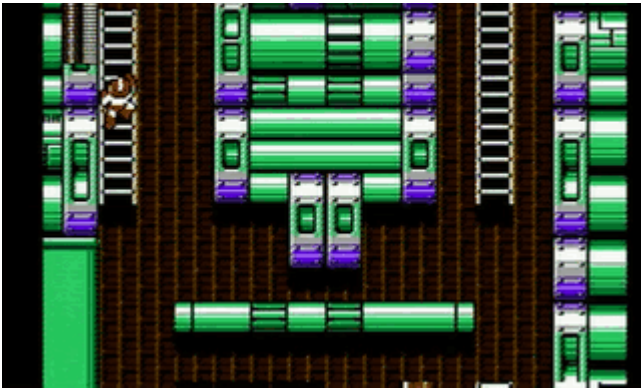
This second room might be quite difficult especially for new runners that are not quite used to Balloons yet.

You probably noticed that you need to go quite fast in order to reach the top as the top enemy is about to fall into you. Though dont let that rush your movement, as this is precisely what makes this worse.

Like any balloons you need to place **BEFORE** you hit the wall, otherwise you wont be able to land on it. Which means, the first one as to be placed before you hug the right wall and the second on the left before you hug it too.

You gotta make sure to place these balloons somewhat late to get good height so you land on it late. Especially the last one as you can get hit if you are too slow/too low. It's likely that any deviations are causing this strat to fail.

Also make sure you are not holding "Up" - this will make you grab the ladder, and get hit.



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