

Burn Rooster

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Rooster Vertical Shaft 1

Burn Rooster's stage has 3 vertical shaft autoscrollers. The first one is the easiest, as it can be passed by Zero flying into the top left corner.

Encounter Room 1

Both encounter rooms are the same...unless you routed Vile into the second room.

Both involve destroying a small swarm of enemies jumping out of the furnace.

They are all defeated by Zero flying up against the ceiling with the D. Glaive

Rooster - Spike Room

The middle room of the stage is in the running for worst room in the game.

Encounter Room 2 - Vile

If you are not fighting Vile, use the same tactic as Encounter Room 1.

Rooster - Vertical Shaft 2

You cannot fly in the corner of this shaft to bypass it. Be mindful of your air dashes and double jumps.

Boss - Burn Rooster

Burn Rooster has seemingly random movements and can do a lot of damage.

it is recommended to have Zero survive this fight, as his double jump is useful for the escape.

Phase 1

The floor is flat, making this the simplest phase. The Rooster jumps around a lot and bounces off walls before coming to the ground.

Phase 2

The floor moves, making it harder to hit Rooster without taking damage.

Phase 3

Burn Rooster will light the two side walls on fire. If you can swing to do damage with the glaive fast enough to defeat him, do it. If you are in trouble, you can use the team attack.

Rooster Escape

The stage is not over after the boss fight.

The escape sequence is fairly simple after memorizing it, and has no enemies, but the lava is deadly.

It's worth practicing this with both Zero and a second character so you know how to handle it with double jumps and with an air dash.