

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.

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