

RK9 HM guide

by Nocti ☺

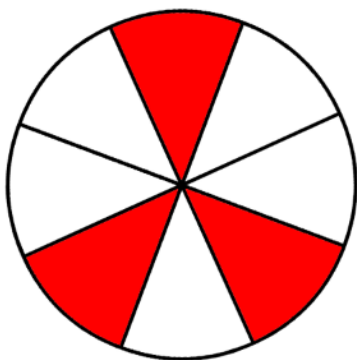
I'm not at all sure this is 100% correct. It's based on Korean youtube videos, feel free to tell me or correct any mistakes.

1st BOSS NEW/UPDATED MECHS

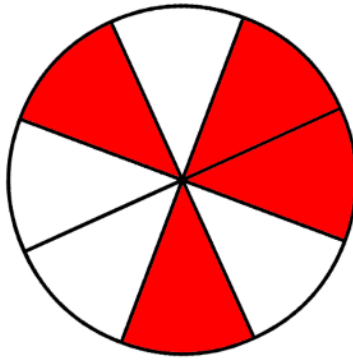
a) Pizza:

<https://youtu.be/n37cS29gldI?t=1m34s>

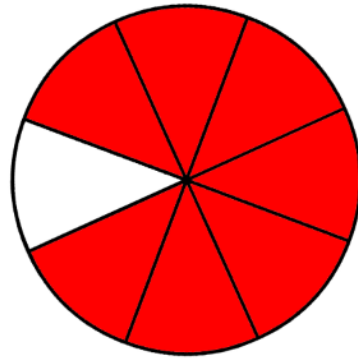
Can/Can't dodge? (1st and 2nd can?, 3rd can't?)



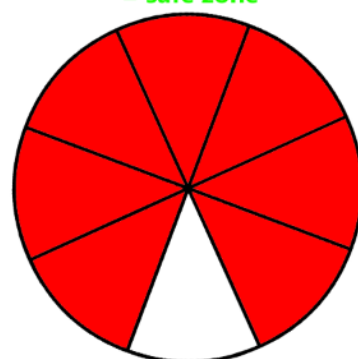
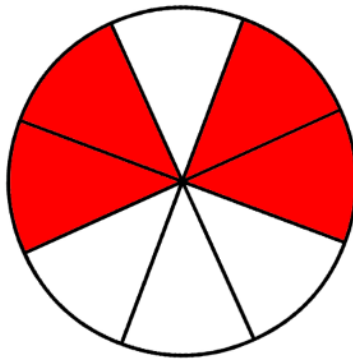
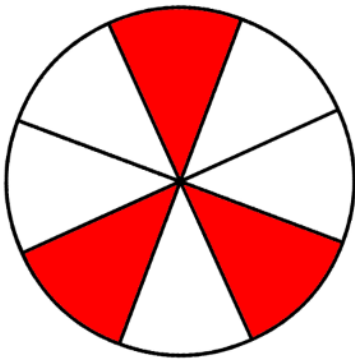
1st hit:
always this pattern



2nd hit:
4 of the 5 other slices



3rd hit:
slice that didnt get hit
= safe zone



b) Airflow

<https://youtu.be/n37cS29gldI?t=50s>

Similar to Killian fire in LoT?

He'll say a message, air flow starts to appear. Can/can't dodge? (probably can't)

c) Bombs

>50% : 2 bombs, <50% : 3 bombs

2nd BOSS NEW/UPDATED MECHS

a) Triple ball:

<https://youtu.be/TxuvyLPa-S8?t=15s>

Stack the balls or put them on the same line at the opposite side of the boss like this:

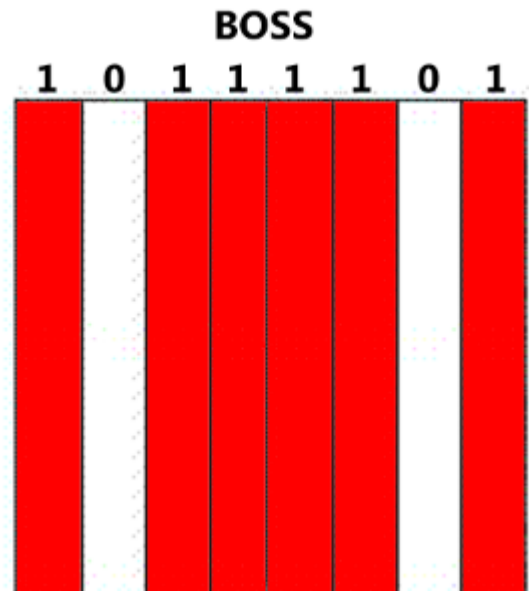
<https://youtu.be/TxuvyLPa-S8?t=2m48s>

b) Side slices

<https://youtu.be/TxuvyLPa-S8?t=4m55s>

The boss will jump to one side and start 2 alternating slices. The 3rd slice is equal to the bits it shows (1=slice, 0 = safe-zone). The most left and right areas (behind/between the pressers at the side) are safe-zone during the whole mechanic as you can see in the video here:

<https://youtu.be/TxuvyLPa-S8?t=1m5s>



c) IN>OUT-Wipe

<https://youtu.be/TxuvyLPa-S8?t=1m51s>

The boss will say a message and put his arms together, following with an outer wipe (go in). After this he'll do a normal wipe (from RKNM). He can still do the NM wipe separately though.

Note: after every wipe phase, he'll do a normal in or out attack (like in NM).

3rd BOSS NEW/UPDATED MECHS

a) 95% Shield & Timer:

<https://youtu.be/e8jIYb62OsU?t=17s>

At 95%, the boss will start a shield that can be destroyed by activating the 5 panels, spread out over the corners of the room (like the minigame before 1st and 2nd boss). Destroying the shield will cause him to fall apart for 15 seconds. It seems you can't lower his health during this time. After these 15 seconds the timer starts: you have 10 minutes to kill the boss.

b) Double Fist:

<https://youtu.be/e8jIYb62OsU?t=4m>

Once the boss is below 70%, after every 'clap-clap' or fist attack, he'll do another one on the opposite side.

c) MAIN MECHANIC: IN/OUT/CIRCLE

This mechanic is very similar to the Lakan mechanics in VSHM.

After he gets up after 95% shield, he'll call a phrase. (*Idk what exactly he says in the English version of the game.*) There are a total of 3 of those phrases and each one corresponds to a certain attack:

- 1) 'Start protocol: "Near Detection"' = Inner attack
- 2) 'Executing protocol: "Full Sensing"' = Outer attack
- 3) 'Executing protocol: "Circle Detection"' = Circle attack
(Like the 'You will burn!' attack in DFHM)

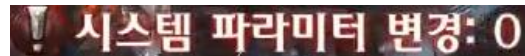


Every minute, the boss puts his hands in the air and says one of the messages: ('Executing protocol: ...').

Immediately following this he'll do 2 of the 3 attacks in succession: the attack he just called + the previously called attack. To be clear: the first time he does the mechanic, the 'previous' attack is the one he calls at the start. The following times, the previous attack is the one he called in the previous mechanic.

However, the order he executes those 2 attacks depends on the color of the triangle symbol below his feet. This color changes all the time during the fight. Every +-30s he'll say another phrase:

- 'Changing parameter: 0' > red
- 'Changing parameter: 1' > green



GREEN (normal):

PREVIOUS ATTACK > CURRENT ATTACK

RED (reversed):

CURRENT ATTACK > PREVIOUS ATTACK

How the mechanic looks like: <https://youtu.be/e8jIYb62OsU?t=1m49s>

Sources:

<https://youtu.be/e8jIYb62OsU>

<https://www.youtube.com/watch?v=iPuxXex56Gg>

and some other youtube videos...