

# ***[ULTRAKILL]***

## ***V2 Versus Every Boss: Analysis***

### **[0-1] Malicious Face**

#### **V2 First: Failure**

The small room seems to be the hardest part for V2 to deal with, as while it has just enough firepower to take out the Malicious Face, V2 must stay at a distance to do so consistently due to its slow movement. Additionally, V2 will often waste time firing a Core Eject that merely bounces off the target, or end up stuffing itself in a corner in an attempt to create space where there is none.

#### **V2 Second: Success**

The addition of the Nailgun and the higher health pool allows V2 to facetank the damage from the Malicious Face, and respond with a devastating burst of nails. This is aided by the Malicious Face taking increased damage from nails, as well as having a large hitbox so more of them can connect. Additionally, the small space actually BENEFITS V2 here, as it forces it to be up-close so that the nails have less time to disperse, and V2 Second's increased usage of mobility allows it to avoid the shots that previously destroyed it.

### **[0-3] Swordsmachine First**

#### **V2 First: Failure**

V2 First simply doesn't have the firepower, health, or especially mobility to take on Swordsmachine, and add V2's lack of ability to parry, and you have a very one-sided fight. Makes you wonder how V2 got the Shotgun in the first place, as Swordsmachines are the only ones carrying them. As a funny extra note, during one of the test runs, V2 ended up getting shot into the ceiling fan and dying immediately.

#### **V2 Second: Success**

V2's increased usage of movement tools here showcases just how hard Swordsmachine is countered by it, as it's now a one-sided fight in V2's favor, with the new weapons not even being necessary.

## [0-3] Swordsmachine Second

### V2 First: Failure

To no one's surprise, V2's lack of mobility here is what gets it murdered once again.

### V2 Second: Success

V2 doesn't do nearly as well in this fight as it did against Swordmachine First, which is rather surprising. In fact, it even appears to be *losing* right up until it starts using the Marksman Revolver. This is likely due to V2 insisting on relying on its supposedly higher-durability frame compared to V1, and simply tanking the damage rather than bothering to dodge attacks. It's worth noting that while it worked here, this is an especially bad idea because in addition to not being able to heal, that standardized plating used by V2 is apparently WEAKER than V1's supposedly thinner plating, at least if we go by HP values, as V2 First has a mere 40 HP, and V2 Second still only has 80.

## [0-5] Cerberus, Guardian of Hell

### V2 First: Failure

V2 actually does surprisingly well here, even getting one Cerberus extremely low on health, but it does ultimately get worn down over enough hits before it can finish off either statue.

### V2 Second: Success

Despite very little change in strategy from V2 First, it now has the health to comfortably tank enough damage to easily destroy both Cerberi, with the Marksman Revolver and Nailgun merely letting it do so even faster.

## [1-2] Very Cancerous Rodent

### V2 First: Success

Look, I needed to give V2 First at least *ONE* win.

## [1-3] Swordsmachines Agony & Tundra

### V2 First: Failure

As expected from its first bout against a single Swordsmachine, V2 First gets absolutely obliterated against Agony and Tundra without even managing to do any significant damage.

### V2 Second: Failure

V2 Second's first failure, not even the spike damage from the Marksman Revolver can save it from its terrible approach to avoiding attacks. That being, to not bother with doing so. Even if it was able to focus down and kill one of the Swordsmachines, it would immediately be revived due to the other still being alive.

## [1-3] Hideous Mass

### V2 First: Failure

Interestingly, V2's swift death here doesn't seem to be the fault of its lack of strategy, rather the fact that the Hideous Mass' harpoon deals such insanely high damage to V2 that it instantly wipes out around 70% of its health in a single strike. As such, it's difficult to tell how well V2 was doing because the fight is over so quickly.

### V2 Second: Failure

V2 Second still takes big damage from the Hideous Mass' harpoon, but it's a bit more clear that V2 likely wouldn't have won regardless due to a new weakness we can see from this footage: V2 struggles to deal with armor or hit weakspots. You can tell from the footage that even V2's most powerful attacks, the Marksman Revolver and Overheat Nailgun, are almost completely ineffective due to aiming for the mostly-armored center mass, rather than the exposed tail.

## [2-3] Mindflayer

### V2 First: Success

Honestly, this one surprised me. V2 (whether accidentally or not) managed to take advantage of the arena to block most of the Mindflayer's attacks before countering with its own, ending the fight while still having around half health.

## [2-4] The Hand of King Minos

### V2 First: Success

In this one, V2 gets its revenge on the bosses it cannot beat due to jank or cheese, by being the one to wield the cheese in this fight. By completely bypassing the invisible wall preventing the player from getting too close to the hand, V2 becomes completely immune to the hands attacks, only taking damage from point-blank Core Ejects.

## [2-4] The Corpse of King Minos

### V2 First: Stalemate

So, we've seen what happens with V2 in regards to only shooting center mass before, in the Hideous Mass fight. Well, this is what you get when "center mass" isn't in sight. Add Minos himself being unable to target V2 and the Black Hole having no effect... and you have a stalemate that lasts until the end of time. The same thing happens with V2 Second, if you were wondering. This is probably one of the reasons that this boss isn't spawnable with cheats.

## [3-2] Gabriel, Judge of Hell

### V2 First: Failure

Once again, lack of health, mobility, and an inability to parry is what seals V2's fate here. It's hard trying to come up with new ways to phrase this, but these really are V2's biggest weaknesses, and it only becomes more and more apparent the farther in we get. Because of this, we're going to be skipping V2 First from this point forward, as he's completely out-scaled, and it would only waste both of our time.

### V2 Second: Success

In what may come as a surprise to many, V2 Second actually beats Gabriel relatively easily. It has enough health to tank the hits it can't dodge, and its new high damage options ensure that Gabriel doesn't have enough time to lay on too many attacks, especially aided by the fact that it can juggle Gabriel after entering his second phase.

## [4-2] Sisyphean Insurrectionist

### Result: Failure

Ultimately, V2 just gets out-damaged here. With no Feedbacker to reliably parry the Insurrectionist's hard-hitting attacks and the almighty Marksman not properly hitting, there's not a whole lot V2 can do. Not even removing the sand damage by turning it to night helps enough.

## [4-3] Mysterious Druid Knight (& Owl)

### Result: Failure

V2 doesn't get invincibility frames. 'Nuff said.

## [5-2] Ferryman

### Result 1: Failure

Despite sometimes taking some heavy damage early on, V2 is surprisingly able to claw its way back up to the second phase, primarily by staying out of the Ferryman's effective range and chipping it down. Unfortunately, it's all for naught, because as some of you may have guessed already, V2 is unable to get up to the Ferryman or break the Idol. But what if it could?

### Result 2: Success

V2 actually performed better in this test than previously, possibly due to it actually using its most powerful attack (the Marksman Revolver) more often. Considering that other Ferrymen do not have the Idols at their disposal, saying that V2 can somewhat reliably take them down would be accurate.

## [5-4] Leviathan

### Result: Success

V2 wins by doing almost nothing??? The first phase is a normal victory (sans V2 apparently being waterproof), but I think it was trying to target the tail during the second phase, but I can't be sure.

## [6-1] Insurrectionists Angry & Rude

Result: Failure

Once again, V2 somehow instantly dies to a stomp attack that seems to exclusively damage enemies.

## [6-2] Gabriel, Apostate of Hate

Result: Success

While the odds may not be in V2's favor here, it is very much capable of winning if it actually uses all of the tools in its arsenal, especially the hard-hitting Marksman Revolver. Even then, it's still a close fight. Overall, I'd call this (surprisingly) a fairly even match, and I'm honestly intrigued to see how this experiment would play out with Gabriel.

## [7-1] Big Johninator

Result: Stalemate

Unfortunately cannot be fought, as it shares V2's AI, and as such, they will not attack each other.

## [7-1] ~~Minotaur~~ First

Result: Failure

V2 dies due to not knowing how trams work. Not much to comment on here.

## [7-1] ~~Minotaur~~ Second

Result: Failure

Every single attempt is extremely close, however, V2 always loses just at the end. The main contributors to this seem to be the Minotaur's immunity to the Marksman combined with the extremely high damage V2 receives from the Minotaur's acid.

## [7-2] Gutterman

Result: Success

I don't think this outcome is too surprising, what with V2 being an actual boss and the Gutterman being a relatively common enemy type from Violence onward. What is a little surprising is how often V2 will get stuck behind the broken door in this arena, leading to a stalemate with both sides unable to hurt the other.

## [7-2] Guttertank

Result: Success

While not a true boss, I felt that if the Gutterman counted, the Guttertank should as well. V2 performs SHOCKINGLY well here. The match was only supposed to be against the first Guttertank, but V2 proceeded to destroy it and then the two that followed as well.

## [7-4] 1000-THR Defense System

Result: Failure

This fight is EXTREMELY jank. Not only does V2 only attack the rocket launchers for some unknown reason, but the laser system apparently follows the player regardless of the "Ignore players" and "Enemies attack each other" settings telling it to do otherwise.

## [7-4] 1000-THR "Earthmover"

Result: Success

This is either an infinite stalemate if V2 doesn't receive assistance in breaking the Idols, or a free win if it does, once again thanks to V2, being an enemy, ignoring player-only barriers and getting places that attacks don't cover.

## [P-1] Flesh Prison

Result: Failure

V2 never stood a chance, even with invincibility frames to tank this attack it still would have been mulched.

## [P-1] Minos Prime

Result: Failure

V2 gets shockingly far in, even making it to the second phase, but we all knew it wasn't winning ANY of these.

## [P-2] Flesh Panopticon

Result: Failure

V2 barely even scratches the Panopticon, let alone beats it.

## [P-2] Sisyphus Prime

Result: Failure

Well, V2 did better than my first attempts at Sisyphus, at least.