



# UNDERTALE

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Toby Fox. 2016  
Role-playing

Available in Microsoft Windows, OS X, Linux

# INTRODUCTION

Undertale is a role-playing video game created by American indie developer and composer Toby Fox. In the game, players control a human child who has fallen into the Underground, a large, secluded region underneath the surface of the Earth, separated by a magic barrier. The player meets various monsters during a quest to return to the surface, mainly through the combat system; the player navigates through mini-bullet hell attacks by the opponent, and can opt to spare monsters instead of attacking and killing them. These choices affect the game, with the dialogue, characters, and story changing based on outcomes.

Fox developed the entirety of the game independently, including writing and composing the score, with only additional art created by other artists. The game was inspired by the Mother and Mario & Luigi role-playing series, the bullet hell shooter series Touhou Project, and the British comedy show Mr. Bean. Undertale was initially meant to be two hours in length and was set to be released in mid-2014, but development was delayed over the course of the next three years.

The game was released for Microsoft Windows and OS X in September 2015, and later for Linux in July 2016. Upon release, the game was acclaimed for its writing, thematic material, intuitive combat system, musical score, and originality; with praise directed towards its story, dialogue, and characters. The game sold over a million copies, and was nominated for multiple accolades and awards, including Game of the Year from several gaming publications and conventions.

Undertale takes place in the Underground, a realm where monsters, once equal to humans, were banished to after war broke out between them. The Underground is sealed from the surface world by an imperfect magic barrier, the only point of entry being at Mount Ebott. A human child falls into the Underground and encounters Flowey, a sentient flower who teaches them the game's mechanics and encourages them to raise their "LV", or "LOVE", by gaining "EXP" through killing monsters.



# GAMEPLAY

Undertale is a role-playing game that uses a top-down perspective. In the game, players control a child and complete objectives in order to progress through the story. Players explore an underground world of towns and caves, and are required to solve numerous puzzles on their journey. The underground world is the home of monsters, many of whom challenge the player in combat; players decide to kill, flee, or befriend them.

When players encounter enemies in either scripted events or random encounters, they enter a battle mode. During battles, players control a small red heart which represents their soul, and must avoid attacks unleashed by the opposing monster in a similar fashion to a bullet hell shooter. As the game progresses, new elements are introduced, such as colored obstacles which require players to remain stationary or move through them, and boss battles which change the way players control the heart. Players may choose to attack the enemy, which involves timed button presses, earning EXP and gold for defeating them. Alternatively, they can use the ACT option to perform non-violent actions, which vary depending on the enemy. If players uses the right actions to respond to the enemy, they can choose to spare them and end the fight without killing them. In order for some boss encounters to be completed peacefully, the player is required to survive until the character they are facing has finished their dialogue. The game features various story branches and endings depending on whether players choose to kill or spare their enemies; and as such, it is possible to clear the game without killing a single enemy.

Monsters will converse with players during the battles, and the game will tell the players what the monster's feelings and actions are. Enemy attacks alter based on how players interact with them: should players choose non-violent options, enemy attacks are easy, whereas they become difficult if players choose violent options. The game relies on a number of metafictional elements in both its gameplay and story. When players participate in a boss battle on a second playthrough, the dialogue will be altered depending on actions in previous playthroughs.



# STARTER GUIDE

## How to Get the True Ending

Undertale is just shy of being a month old and stirred up those of us who have played it into a frenzy. It's that same frenzy that has probably driven you here, right? Before I go into detail about what is required to obtain the "True Ending," here are a few things I will clarify upfront. Highlight the text of any censored portion with your mouse.

## What You Need to Know First

1. You must not, I repeat, YOU MUST NOT KILL ANYTHING. Be very cautious with the decision to fight anything.
2. You must have already achieved the Neutral Ending or the Genocide Ending. That's right. It is unfortunately impossible to achieve the True Ending on your first run even if you are playing as a pacifist.
3. If you are on a Neutral Pacifist run and are stuck at the Asgore confrontation, you are allowed to fight him. Your good soul will prevent you from landing a killing blow and he will yield to you.
4. If you are on your first Neutral Pacifist run (meaning you did not kill anything) you do not have to reset your game after the Flowey fight. Just press Continue the next time you load your game. You cannot use this same tactic during a genocide playthrough or regular neutral playthrough as you have already killed innocent monsters.
5. If you have completed a genocide playthrough, meaning that you met Chara (the kid straight out of hell) and they attacked you, you can still get what resembles the True Ending. Are you above the consequences though?



The key to getting the best possible pacifist ending is to make sure you befriend crucial plot characters. These characters include Toriel, Sans, Papyrus, Undyne, and Alphys. Some of these opportunities are initiated through phone calls. Most of these phone calls are triggered in certain areas. What appears to be consistent in several playthroughs is that Alphys will probably be the last monster that you need to befriend after completing the first playthrough requirement. I have yet to see a fresh playthrough in which the player gained proper access to the depths of Alphys' lab. Alright, enough stalling, here's what you need to do!

## How to Become Friends with Toriel

**Summary:** Spare her!

Toriel is quite a compassionate soul already. It's heartbreaking if you abuse that compassion. Just live up to her expectations of you and do NOT under any circumstances fight her. Honestly, the game gives you no justification to even hit the FIGHT button. Just stay determined and reach for the SPARE button nonstop.

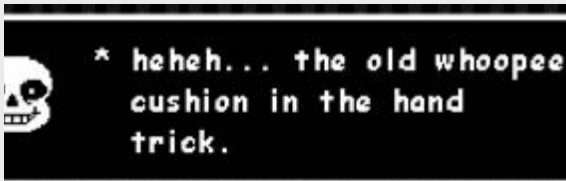




## How to Become Friends with Sans

**Summary:** Don't turn him down for lunch invites!

Sans is a jolly skeleton who carries the burden of knowing many tragic truths. He's eager to play it cool and see you smile. If he invites you to a meal, have a heart and don't turn him down. Do you seriously think you have something better to do? NOPE. Those of you who like to get into the RP nature of the narrative can go a step further and answer questions about Papyrus in a positive light. That part is not required but it shows you appreciate the brotherly bond they share.



## How to Become Friends with Papyrus

**Summary:** Go on a romantic/platonic date with the dude and be sure to get his number!

Papyrus boasts and brags a lot but don't let that turn you off. In fact, an evening with him might leave you laughing harder than one of Sans' boneheaded puns. When befriending Papyrus, it is essential to check in on him. This is especially important after the first fight. It wouldn't hurt to even suggest dating during your battle with him either. Once the encounter is over, you will most likely have the opportunity to experience a romantic get together with him. However, if you weren't flirty during the encounter, the date will be platonic according to some playthroughs. Regardless of what it turns out to be, foster your friendship with Papyrus and be sure to get his number after hanging out.

## How to Become Friends with Undyne

**Summary:** Give her water when she collapses from thirst, visit her after you fight, and accept her intense cooking lesson!

Undyne is truly terrifying at first glance. Her monstrous suit of armor, the menacing shine of her eyes, and her thundering footsteps definitely seem ominous. It turns out though, she is not ruthless in nature and is merely trying to protect the kingdom she loves. Respect this brave warrior and be sure to rehydrate her when she falls in battle. If you aren't careful and leave the screen after she collapses on the ground due to thirst, you pretty much screwed up your True Ending Pacifist playthrough. If you give her a cup of water she'll slowly walk off screen and end the battle.

## How to Become Friends with Alphys

**Summary:** Deliver Undyne's letter, go on a date with Alphys, and discover the secrets hidden away in her lab!

Getting close to this scientist and anime enthusiast is vital if you desire to get the coveted True Pacifist Ending. Alphys will hunker down in her lab most of the time and become an even bigger recluse. Eventually, Undyne will give you a call while you are walking around the Hotland, MTT Hotel, or heading toward King Asgore and ask you to deliver a letter to Alphys. Don't worry if you don't get a call right away. Just be sure you receive it before you confront Asgore. If you don't, head back to Snowdin via the River Person ride and chat with Undyne in front of Papyrus' house. Undyne may also hand the letter straight to you depending on certain choices you made.

Read more guidelines on:

<http://www.dragonblogger.com/undertale-how-to-get-the-true-ending-best-pacifist-ending/>

# GAME REVIEWS

It's hard to express just how much I adore Undertale without spoiling anything significant, but that's what I love about it. It tells its story in such a dynamic way.

- Kallie Plagge, IGN.com



**This game is beyond perfect.**

This game is a giant middle finger to everything made since the dawn of gaming. It's the standing RPG that I will judge all future "Story" driven games by. And, in my own personal opinion, Chrono Trigger doesn't come close to comparing to Undertale.

- Toriel, Metacritic.com



I'm not into RPG games or anything like this usually, but just like "to the moon" this surprised me, loved it.

- Shaun Jones, Pcgamer.com



**Undertale is one of the most unique efforts seen in indie gaming.**

Combining a love for the old with a willingness to innovate and utilize game mechanics to express ideas, rather than a binary input-output, this game should be on any and every one's radar.

- Ray, Gamingtrend.com



RATING:

4.5

★★★★★  
out of 5 stars

# LATEST NEWS

## Undertale Creator Shares Notebook Full Of Early Concepts And Art

January 09, 2017

Undertale creator Toby Fox took to social media yesterday to show off some early notes about the game's creation. The notes feature early concepts for gameplay systems as well as early sketches of some beloved characters.

The notes were scrawled in a notebook that Fox used in college. Some of the initial pages show the concepts for the game's morality and combat systems.

Design notes for how players would be punished or rewarded for killing and sparing monsters are among the initial pages. The notes also show the origins of Toriel as the first boss, a "tutorial person that can't stand to see you leave."



## There's An Undertale Art Book

November 22, 2016



Most of the games I feature here on Fine Art tend to be big, beautiful, AAA extravaganzas. Today, though, will be a reminder that no matter how simple or retro a game's visuals may be, someone still had to go and design all of its stages and characters.

Fangamer are releasing an Undertale book, which has commentary from creator Toby Fox throughout, and features concept art from the game's genesis all the way through to the end of development.

It'll go on sale on at 10am ET on Fangamer. Until then, here's a selection of shots from the book.

Fine Art is a celebration of the work of video game artists, showcasing the best of both their professional and personal portfolios. If you're in the business and have some concept, environment, promotional or character art you'd like to share, drop us a line!

## Undertale's Unused Music Is Pretty Sweet

September 16, 2016

For the past week, famously reclusive Undertale creator Toby Fox has been celebrating the RPG mega-hit's first anniversary with tidbits and snippets (but sadly no butterscotch cinnamon pie). The best part? Music that never made it into the final game.

First up, an early version of Alphys' lab:

Because the anniversary is two days away, I'll post the music that was unused in the game. (Somehow, it wasn't very much.)

This is an early unfinished version of Alphys' lab. It sounded too similar to a certain lab song from another game, so I scrapped it. While I think the new one fits Alphys more, the last part of this one is actually pretty cool.



Visit <http://kotaku.com/tag/undertale> for more Undertale news and updates!





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