

## SUBSTORIES

*What's exciting about UNDERTALE is how characters' stories bring order to their lives.*

Napstablook								
Toriel								
Papyrus								
Undyne								
Alphys								
Muffet								
Mettaton								
Asgore								
Sans								

[Napstablook](#) is a full-time music critic, though some say his reviews can get a bit tangential.

[Toriel](#) has been acting as a senior family member to many younger monsters.

[Papyrus](#) is now a bronze fighter in the Imperial Monster Army!

[Undyne](#) is spending more time in the Hotlands! Some say she's turning into a desert fish.

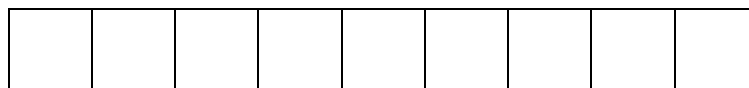
[Alphys](#) coded and implemented a stripped-down warning system in the underground.

[Muffet](#)'s spider F&B business is expanding! Her flagship product is a curdled alcoholic drink.

[Mettaton](#) is... the same.

[Asgore](#) still rules benevolently—sometimes he's too kind to even collect payable lease!

[Sans](#) has gone back to being a snack seller in the Hotlands.



# UNDERTALE

## NAPSTABLOOK

**Caution:** Solving this sub-puzzle will cause the solver to interact with *UNDERTALE* spoilers. If you do not wish to be spoiled, you should skip ahead to the rest of the sub-puzzles.

This track certainly lives up to its name! The short-looping 8-bit-style track does surprisingly well in building up tension and skillfully plays with listeners' emotions, even though it turns out to be pretty hilariously out-of-place in the context of the game. Ten stars.

An unassuming ditty that's only heard in its titular minigame, it's likely that you might never hear this track at all. While the track itself might not be very interesting, it's an example of attention to detail that really just makes the soundtrack all the more charming. Three stars.

Although you'll almost never get to hear this track—especially not in the way its title suggests you "might"—it's nonetheless an enjoyable listen, with its screaming guitar and powerful drum combining to form an electrifying, high-octane sound. Ten stars.

With this track, the soundtrack takes a break from its typical punchy ditties to turn to something a little quieter, reflective, and piano-heavy. The title might feel a little incongruous (is there even weather in the Underground?), but a refreshing addition to a soundtrack that can sometimes feel a tad same-y! Seven stars.

This track's heavy use of distortion really matches the distorted nature of the foes it's associated with. Its intro goes on a little too long, even with some drum to break up the monotony, but once the song really gets going we're treated to a characteristically up-tempo arrangement layered over the same distorted synth in the back. Six stars.

This track certainly lives up to its name, layering beeps and boops on top of each other to deliver an appropriately metallic sound, especially right at the beginning of the track. While the melody of the song is interesting enough, the heavily robotic synth can get a bit grating at times, and it ends up sounding more like a novelty song played on a calculator. Three stars.

This track's name harkens back to the track that gave it its melody, and in doing so portrays the stark contrast between the character you might once have considered a "friend" and the one you're fighting against now. The constant cuts to and from various short, chirpy melodies really tie in with the highly neurotic nature of the enemy itself. Ten stars.

This track's placement is intriguing; you'll encounter it long before you'll ever come across its titular location. Still, its clean and subdued beat makes for an interesting change of pace from the surroundings. The song is a chirpy, bright, and downright incongruous tonal shift, just like its associated locale, and is left open for its melody to be "upgraded" into its faster-paced (and significantly longer-titled) counterpart encountered not long after. Two stars.

This track's opening quiet, echoing piano notes really set the stage for the rest of the composition, which is about as intense as synth can get and accompanied by a fittingly quick drumline. About a minute and a half in, the song reverts to a quieter, more reflective melody; coupled with a leitmotif that harkens back to less violent times, this might make the listener reflect on who the hero of this battle truly is. Eleven stars.

# TORIEL

*Toriel's still real nice, and she still bakes endless amounts of pie.*



# PAPYRUS

*Papyrus hopes to sort out his silver- and gold-tier promotions soon.*

## BRONZE

- It might be opened by a key or a combination (4)
- Prepared (5)
- Vertically endowed (4)
- Sound made with two fingers (4)
- Music genre characterized by electric guitar and bass (4)
- Cruise \_\_\_\_ (setting in some cars) (7)
- It's thicker than water, proverbially (5)
- It might hit the nail on the head (6)
- Mononym of the musician born Valerie Anne Poxleitner (6)

## SILVER AND GOLD

- Where half the matches take place, in a double elimination tournament (5 7)
- Patch up Queen Antoinette or physicist Curie (3 5)
- Public occasion in the NYSE, maybe (7 5)
- Singer who speaks rhythmically about timepieces (5 6)
- Identification and access cards held by member of a military aviation force? (3 5 6)
- Vote in major US airline (5 5)
- Nation's territorial maritime zone (5 6)
- Where one might be sent for committing e-crimes in an online world (7 6)
- Person like Clint Eastwood or Tom Hanks, but not Ryan Gosling or Colin Firth, for example (8 5)

# UNDYNE

Undyne's stay in the Hotlands proves that fish can be found anywhere.



???🐟??

```
max_heap.push(element)
max_element ← max_heap.top()
max_heap.pop()
min_heap.push(max_element)

if max_heap.size < min_heap.size:
    min_element ← min_heap.top()
    min_heap.pop()
    max_heap.push(min_element)

if max_heap.size == min_heap.size:
    Print(max(max_heap.top(), min_heap.top()))
```

??????🐟?



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# ALPHYS

*Alphys' High-Tech Threat Preparation system will sometimes throw four or five errors that don't seem to add up.*

```
ERROR +002: More packing crates required.  
ERROR +006: As a coach, ask for some time to talk with your trainee alone.  
ERROR +014: Conflict resolution talks with another version still ongoing.  
ERROR +003: Door needs a stern talking-to; should think about what it's done.  
ERROR +005: Try dropping a smaller bomb.  
ERROR -019: It's like four in the morning, go back to sleep.  
ERROR -011: Stove simply cannot be pleased.  
ERROR +010: Rollercoaster found.  
ERROR -010: Only accepting paintings in oil or acrylics, not watercolor.  
>>
```

# MUFFET

*Muffet's been experimenting with drink recipes; she's made some Itsy-Bitsy Alterations, though.*

Caribbean islander who might wash their hands a lot, or count things uncontrollably

Out-of-practice astronaut Armstrong

One who absolutely can't stand the sight of dead bodies

Phrase from China or Japan, maybe

Like a very well-known cookie, perhaps

Competition to see who can fly the fastest in heaven

Shakespeare, if he had jaundice

One who can't say they live in Russia's capital

Cross between a primate and an antelope

# METTATON

*As Mettaton once pointed out, Alphys names variables after Undyne—well, she's gone a bit beyond variable names since then.*

```
UNDYNE CAN DO helloworld(n)
  arr IS [-13, -9, 8, -13, 1, 18, -6, 4, 8, -21]
  undyne IS generate_undyne(10)
  out IS ""
  UNDYNE BRINGS my_heart FROM 0 TO undyne_measures(arr)
    ltr IS undyne[my_heart] + arr[my_heart]
    SKEWER ltr WITH out
  NGAHHH!!! out
  UNDYNE THINKS this returns the string "HELLOWORLD".

UNDYNE CAN DO undyne_changes(me_in, undyne_kissing)
  UNDYNE THINKS usage: array me_in, function undyne_kissing
  out IS []
  UNDYNE BRINGS my_dreams FROM 0 TO undyne_measures(me_in)
    heaven IS undyne_kissing(me_in[my_dreams])
    SKEWER heaven WITH out
  NGAHHH!!! out

UNDYNE CAN DO undyne_throws(word)
  UNDYNE THINKS to-do: add documentation
  UNDYNE DECIDES undyne_measures(word) > 1
    ltr IS word[0]
    out IS undyne_throws(word[1:])
    SKEWER ltr WITH out
    NGAHHH!!! out
  UNDYNE DECIDED NO
  NGAHHH!!! word

UNDYNE CAN DO mystery()
  mewmew IS [18, 5, 4, 8, 5, 18, 18, 9, 14]
  anime IS [13, -9, -24, 6, 6, 0, 8, 12, 6]
  kissy IS undyne_changes(mewmew, generate_undyne)
  smoochy IS undyne_changes(kissy, undyne_throws)
  pie IS ""
  UNDYNE BRINGS my_love FROM 0 TO undyne_measures(mewmew):
    cutie IS smoochy[my_love][0] + anime[my_love]
    SKEWER cutie WITH pie
  NGAHHH!!! pie
  UNDYNE THINKS it may not sound like it, but that's the answer!
```



# ASGORE

Asgore has been booking monsters left, right, and centre—it's almost surprising to see him exert such methodical authority.

Monster: Migospel	Offense	Fine
	Scrawls its phone numbers on bathroom stalls	4 G
	Incessantly judges other residents for their clothing choices	7 G
	Claims its job is to continuously make noise... and works night shifts	18 G
	Claims to have "accidentally" eaten my Babe Ruth baseball card	?? G
	Jumpscared other residents in its Old Deuteronomy cosplay	?? G
	Refused to seed me higher at GENESIS than I was at EVO	?? G

Monster: Ice Cap	Offense	Fine
	Leaves ominous messages threatening their "ultimate revenge"	5 G
	Screams "top of the morning!!!" every day at daybreak	13 G
	Dug a hole in the backyard on an expedition to the "centre of the earth"	18 G
	Threatens to demolish the entire neighborhood at the "first sign of danger"	?? G
	Claims my fashion sense is "bottom of the barrel"	?? G
	Will not stop talking about their dumb "ice cap"	?? G

Monster: Timmie	Offense	Fine
	Threw out all my plastic bags, calling them "choking hazards"	11 G
	Went on holiday to the Hotlands; sent me the bill	12 G
	Tried to set up a homing pigeon breeding facility underground	13 G
	Scared the cat by trying to teach it phonics	?? G
	Killed my prize petunias while hoeing the garden	?? G
	Installed a rhodium-extraction facility in living room	?? G

# SANS

*Unbeknownst to most, Sans did consider a few other identities before deciding on his name.*

Undertale is a role-playing video game created by indie developer Toby Fox. The player controls a child who has fallen **into the Underground: a large, secluded** region under the surface of the Earth, **separated by a magic** barrier. The player meets various monsters during the journey back to the surface. Some monsters might engage the player in a fight. The combat system involves the player navigating through mini bullet hell attacks by the opponent. They can opt to pacify or subdue monsters...