Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
prototype				
@@array@@				
arguments				
Greetings.				
demona				
You have made yourself completely clear.				
demonb				
Understood.				
demonc				
I, your humble servant, will follow you to the utmost...				
demond				
argument0				
\XLa, la.^3 &Time to wake&up and\R smell\X &the^4 pain./			TESTROOM	
msg				
* Though^2.^4.^6.^8.&It's still a&little shaky./			TESTROOM	
fhuehfuehfuehfuheufhe/%			TESTROOM	
%%%			TESTROOM	
* TestMonster and its cohorts&draw near!	Narrator		TESTROOM	
	Menu		room_battle	
monster				
monsterinstance				
script_execute				
adder				
\W	Menu		room_battle	
mercy				
flag				
\Y	Menu		room_battle	
\p	Menu		room_battle	
*	Menu		room_battle	
monstername				
monstertype				
A	Menu		room_battle	
\W &	Menu		room_battle	
\Y	Menu		room_battle	
\p	Menu		room_battle	
*	Menu		room_battle	
B	Menu		room_battle	
C	Menu		room_battle	
l				
* Spare	Menu		room_battle	
& \W * Flee	Menu		room_battle	
itemnameb				
	Menu		room_battle	
item				
*	Menu		room_battle	
&	Menu		room_battle	
& PAGE 1	Menu		room_battle	
& PAGE 2	Menu		room_battle	
* You recovered	Narrator		room_battle	
string				
HP!/%	Narrator		room_battle	
* Your HP was maxed out./%	Narrator		room_battle	
random				
round				
* You bid a quiet farewell& to the	Narrator			
menucoord				
itemname				
.	Narrator			
* You put the	Narrator			
& on the ground and gave it a& little pat.	Narrator			
* You threw the	Narrator			
& on the ground like the piece& of trash it is.	Narrator			
* You abandoned the &	Narrator			
* The	Narrator			
was& thrown away.	Narrator			
/%	Narrator			
* I'm outta here.	Frisk		room_battle	
* I've got better to do.	Frisk		room_battle	
* Escaped...	Frisk		room_battle	
* Don't slow me down.	Frisk		room_battle	
xpreward				
goldreward				
* Ran away with	Narrator		room_battle	
EXP& and	Narrator		room_battle	
GOLD.	Narrator		room_battle	
room				
* (The shadow of the ruins& looms above^1, filling you with& determination.)/	Narrator	Ruins	room_ruins1	
* (HP fully restored.)/%%	Narrator	Ruins	room_ruins1, room_ruins7	
* (Playfully crinkling through& the leaves fills you with& determination.)/	Narrator	Ruins	room_ruins7	
* (Knowing the mouse might one& day leave its hole and& get the cheese...)/	Narrator	Ruins	room_ruins12A	
* (It fills you with& determination.)/%%	Narrator	Ruins, Snowdin,	room_ruins12A, room_tundra_spaghetti, room_tundra_lesserdog, room_water_savepoint1, room_water_preundyne, room_fire_mewmew2	
* (Seeing such a cute^1, tidy& house in the RUINS gives& you determination.)/%%	Narrator	Ruins	room_ruins19	
* Determination./%%	Narrator	Ruins, Snowdin,	room_ruins1, room_ruins7, room_ruins12A, room_ruins19, room_tundra3, room_tundra_spaghetti, room_tundra_lesserdog, room_tundra_town, room_water2, room_water4, room_water_savepoint1, room_water_preundyne, room_water_trashsavepoint, room_water_friendlyhub, room_water_temvillage, room_water_u	
* (The cold atmosphere of a& new land... it fills you& with determination.)/%%	Narrator	Snowdin		
* (The convenience of that& lamp still fills you& with determination.)/%%	Narrator	Snowdin	room_tundra3	
* (Knowing the mouse might one& day find a way to heat& up the spaghetti...)/	Narrator	Snowdin	room_tundra_spaghetti	
* (Knowing that dog will& never give up trying to& make the perfect snowdog...)/	Narrator	Snowdin	room_tundra_lesserdog	
* (Snow can always be broken& down and rebuilt into& something more useful.)/	Narrator	Snowdin	room_tundra_lesserdog	
* (This simple fact fills& you with determination.)/%%	Narrator	Snowdin	room_tundra_lesserdog	

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Text	Character	Area	Room	How to get it ?
* (The sight of such a friendly& town fills you with& determination.)/%%	Narrator	Snowdin	room_tundra_town	
* (The sound of rushing water& fills you with& determination.)/%%	Narrator	Waterfall	room_water2	
* (A feeling of dread hangs& over you...^1)&* (But you stay determined.)/%%	Narrator	Waterfall	room_water4	
* (Knowing the mouse might one& day extract the cheese from& the mystical crystal...)/	Narrator	Waterfall	room_water_savepoint1	
* (The sound of muffled rain& on the cavetop...)/	Narrator	Waterfall	room_water_preundyne	
* (The serene sound of a& distant music box...)/	Narrator	Waterfall	room_water_preundyne	
* (The feeling of your socks& squishing as you step& gives you determination.)/%%	Narrator	Waterfall		
* (The waterfall here seems& to flow from the& ceiling of the cavern...)/	Narrator	Waterfall	room_water_trashsavepoint	
* (Occasionally^1, a piece of& trash will flow& through...)/	Narrator	Waterfall	room_water_trashsavepoint	
* (... and fall into the& bottomless abyss below.)/	Narrator	Waterfall	room_water_trashsavepoint	
* (Viewing this endless& cycle of worthless& garbage...)/	Narrator	Waterfall	room_water_trashsavepoint	
* (Partaking in worthless& garbage fills you& with determination.)/%%	Narrator	Waterfall	room_water_trashsavepoint	
* (You feel a calming& tranquility^1. You're filled& with determination...)/%%	Narrator	Waterfall	room_water_friendlyhub	
* (You feel..^1. something.)&* (You're filled with& detemmienation.)/%%	Narrator	Waterfall	room_water_temvillage	
* (The wind is howling^1.&* You're filled with& determination...)/%%	Narrator	Waterfall	room_water_undynefinal	
* (The howling wind is& now a breeze^1. This gives& you determination...)/%%	Narrator	Waterfall	room_water_undynefinal	
* (The wind has stopped^1.&* You're filled with& determination...)/%%	Narrator	Waterfall	room_water_undynefinal	
* (Seeing such a strange& laboratory in a place like& this...)/	Narrator	Hotland	room_fire_prelab	
* (You're filled with& determination.)/%%	Narrator	Hotland, Core	room_fire_prelab, room_fire6, room_fire_savepoint2, room_fire_core_premett	
* (The wooshing sound of steam& and cogs..^1. it fills you& with determination.)/%%	Narrator	Hotland	room_fire6	
* (An ominous structure looms& in the distance...)/	Narrator	Hotland	room_fire_savepoint1	
* (Knowing the mouse might one& day hack the computerized& safe and get the cheese...)/	Narrator	Hotland	room_fire_mewmew2	
* (A huge structure lies north.^1)&* (You're filled with& determination.)/%%	Narrator	Hotland		
* (The relaxing atmosphere& of this hotel..^1. it fills& you with determination.)/%%	Narrator	Hotland	room_fire_hotellobby	
* (The air is filled with& the smell of ozone..^1. it fills& you with determination.)/%%	Narrator	Core	room_fire_core_branch	
* (Behind this door must be& the elevator to the King's& castle.)/	Narrator	Core	room_fire_core_premett	
* (The smell of cobwebs fills& the air...)/	Narrator	Hotland	room_fire_savepoint2	
was& put away.	Narrator			
was& tossed inside recklessly.	Narrator			
was& placed thoughtfully inside.	Narrator			
was& taken out.	Narrator			
was& grabbed impatiently.	Narrator			
was& taken out and held like a& small puppy.	Narrator			
* You can't carry any more./%%	Narrator			
* The box is full./%%	Narrator			
* You leave the Quiche on the& ground and tell it you'll& be right back./%%	Narrator			
* Use the box?& & Yes No \C	Narrator and Frisk	Snowdin, Water	room_tundra3, room_tundra_town, room_water3, room_water11, room_water_temvillage, room_fire_hotellobby, room_castle_front, room_sanscorridor	
choice				
instance_exists				
instance_create				
%%	Menu			
floor				
gx				
* You have no items^1.&* You put a little time into& the box./%%	Narrator			
* You have no items^1.&* You put a little effort& into the box./%%	Narrator			
* You have no items^1.&* You put a little feeling& into the box./%%	Narrator			
\W* Howdy^2!&* I'm\Y FLOWEY\W.^2 &* \YFLOWEY\W the \YFLOWER\W!/	Flowey	Ruins	room_area1_2	
* Hmmm.../	Flowey	Ruins	room_area1_2	
* You're new to the& UNDERGROUND^2, aren'tcha?/	Flowey	Ruins	room_area1_2	
* Golly^1, you must be& so confused./	Flowey	Ruins	room_area1_2	
* Someone ought to teach& you how things work& around here!/	Flowey	Ruins	room_area1_2	
* I guess little old me& will have to do./	Flowey	Ruins	room_area1_2	
* Ready^2?&* Here we go!/%%	Flowey	Ruins	room_area1_2	
\E2* This way./%%	Toriel	Ruins	room_area1_2	
\E2* Welcome to your new& home^1, innocent one./	Toriel	Ruins	room_ruins2	Text variation
* Allow me to educate you& in the operation of the& RUINS./%%	Toriel	Ruins	room_ruins2	
\E2* The RUINS are full of& puzzles./	Toriel	Ruins	room_ruins2	
* Ancient fusions between & diversions and doorkeys./	Toriel	Ruins	room_ruins2	
* One must solve them& to move from room to& room./	Toriel	Ruins	room_ruins2	
* Please adjust yourself to the sight of them./%	Toriel	Ruins	room_ruins2	
\E2* To make progress here,^1 & you will need to trigger& several switches./	Toriel	Ruins	room_ruins3	
* Do not worry,^1 I have & labelled the ones that& you need to flip./%	Toriel	Ruins	room_ruins3	
* Do not worry,^1 I have & labelled the ones that& you need to flip./	Toriel	Ruins	room_ruins3	
* ... eh^1?&* It seems that the& labelling has worn away./	Toriel	Ruins	room_ruins3	
* Oh dear./	Toriel	Ruins	room_ruins3	
* This might be far more& challenging than I& anticipated.../%%	Toriel	Ruins	room_ruins3	
\E2* The first switch is over& on the wall./%	Toriel	Ruins	room_ruins3	
\E1* Do you need some help..^1?&* Press the switch on the wall./	Toriel	Ruins	room_ruins3	
\E0* Come on^1, you can do it!/%	Toriel	Ruins	room_ruins3	
\E2* Go on^1, press the switch& on the left./%	Toriel	Ruins	room_ruins3	
\E2* I believe it was& the switch on the& left./%	Toriel	Ruins	room_ruins3	
\E1* You do know which way& left is^1, do you not?/	Toriel	Ruins	room_ruins3	
\E0* Press the switch that I& labelled for you./%	Toriel	Ruins	room_ruins3	
\E1* You do know which way& left is^1, do you not?/%%	Toriel	Ruins	room_ruins3	
\E1* You are very curious,^1 & are you not?/	Toriel	Ruins	room_ruins3	
\E1* Please understand.^2 & \E0I only want the best& for you./%	Toriel	Ruins	room_ruins3	
\E0* Splendid!^2 &* I am proud of you,^1 & little one./	Toriel	Ruins	room_ruins3	
* Let us move to the& next room./%	Toriel	Ruins	room_ruins3	
\E1* As a human living in& the UNDERGROUND,^1 & monsters may attack you./	Toriel	Ruins	room_ruins4	
\E2* You will need to be& prepared for this& situation./	Toriel	Ruins	room_ruins4	
\E0* However, worry not!^2 &* The process is simple./	Toriel	Ruins	room_ruins4	
\E2* When you encounter a & monster,^1 you will enter& a FIGHT./	Toriel	Ruins	room_ruins4	
* While you are in a& FIGHT^1, strike up a& friendly conversation./	Toriel	Ruins	room_ruins4	
\E2* Stall for time.& I will come to resolve& the conflict./	Toriel	Ruins	room_ruins4	
\E2* Practice talking to& the dummy./%	Toriel	Ruins	room_ruins4	
\E1* Ahh,^1 the dummies are& not for fighting!^2 &* They are for talking!/	Toriel	Ruins	room_ruins4	
* We do not want to hurt& anybody, do we...?^2 \E0 &* Come now./%	Toriel	Ruins	room_ruins4	
\E0* Ah,^1 very good!^2 &* You are very good./%	Toriel	Ruins	room_ruins4	
\E1* .../	Toriel	Ruins	room_ruins4	

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Text	Character	Area	Room	How to get it ?
\E1* ... you ran away.../	Toriel	Ruins	room_ruins4	
\E0* Truthfully^1, that was& not a poor choice./	Toriel	Ruins	room_ruins4	
\E0* It is better to& avoid conflict& whenever possible./	Toriel	Ruins	room_ruins4	
\E1* That..^1. however^1, is& only a dummy^2.&* It cannot harm you./	Toriel	Ruins	room_ruins4	
\E1* It is made of cotton^1.&* It has no desire& for revenge.../	Toriel	Ruins	room_ruins4	
\E0* Nevermind^2.&* Stay close to me and& I will keep you safe./%	Toriel	Ruins	room_ruins4	
\E3* ^1.^1.^1./	Toriel	Ruins	room_ruins4	
\E4* ^1.^1.^1./	Toriel	Ruins	room_ruins4	
\E0* The next room awaits./%	Toriel	Ruins	room_ruins4	
\E2* Practice talking to& the dummy./	Toriel	Ruins	room_ruins4	
\E1* You can say anything..^2.\E2 &* I do not think the dummy& will be bothered./%	Toriel	Ruins	room_ruins4	
\E0* Do you need some& ideas for conversation& topics?/	Toriel	Ruins	room_ruins4	
* Well^1, I often start with& a simple 'how do you& do...'/	Toriel	Ruins	room_ruins4	
* You could ask them about& their favorite books.../	Toriel	Ruins	room_ruins4	
* Jokes can be useful for& 'breaking the ice.'/	Toriel	Ruins	room_ruins4	
* Listen to this one.../	Toriel	Ruins	room_ruins4	
* What did the skeleton& tile his roof with?/	Toriel	Ruins	room_ruins4	
* ... SHIN-gles!/	Toriel	Ruins	room_ruins4	
\E0* Well^1, I thought it& was amusing./%	Toriel	Ruins	room_ruins4	
\E1* You can say anything..^2.\E0 &* The dummy will not& be bothered./%	Toriel	Ruins	room_ruins4	
\E1* There is another puzzle& in this room.../	Toriel	Ruins	room_ruins5	
\E0* I wonder if you can& solve it?/%	Toriel	Ruins	room_ruins5	
\E1* This is the puzzle^1,& but.../	Toriel	Ruins	room_ruins5	
\E0* Here^1, take my hand& for a moment./%	Toriel	Ruins	room_ruins5	
\E1* Puzzles seem a little& too dangerous for& now./%	Toriel	Ruins	room_ruins5	
.../%	Toriel	Ruins	room_ruins6	
\E2* Greetings,^1 my child^2.&* Do not worry^1, I did& not leave you./	Toriel	Ruins	room_ruins6	
\E0* I was merely behind this& pillar the whole time./	Toriel	Ruins	room_ruins6	
* Thank you for trusting& me./	Toriel	Ruins	room_ruins6	
\E2* However^1, there was an& important reason for& this exercise./	Toriel	Ruins	room_ruins6	
* ... to test your& independence./	Toriel	Ruins	room_ruins6	
\E1* I must attend to some& business^1, and you must& stay alone for a while./	Toriel	Ruins	room_ruins6	
\E0* Please remain here^2.&*\E1 It's dangerous to& explore by yourself./	Toriel	Ruins	room_ruins6	
\E0* I have an idea^2.&* I will give you a& CELL PHONE./	Toriel	Ruins	room_ruins6	
* If you have a need for& anything^1, just call./	Toriel	Ruins	room_ruins6	
\E1* Be good^1, alright?/%	Toriel	Ruins	room_ruins6	
\E0* You have done& excellently thus& far^1, my child./	Toriel	Ruins	room_ruins6	
\E2* However... I have a& difficult request to ask& of you./	Toriel	Ruins	room_ruins6	
* .../	Toriel	Ruins	room_ruins6	
* I would like you to walk& to the end of the room& by yourself./	Toriel	Ruins	room_ruins6	
\E1* Forgive me for this./%	Toriel	Ruins	room_ruins6	
* Ring..\E0.\TT /	Cell phone	Ruins	room_ruins9	
\F1 %	Toriel (call)	Ruins	room_ruins9	
* Hello?&* This is TORIEL./	Toriel (call)	Ruins	room_ruins9	
* For no reason in& particular...&* Which do you prefer?/	Toriel (call)	Ruins	room_ruins9	
* Cinnamon or& butterscotch?& Cinnamon Bscotch \C	Toriel (call) and Frisk	Ruins	room_ruins9	
undertale.ini				
ini_open				
Bscotch				
Toriel				
ini_write_real				
ini_close				
* Oh^1, I see.&* Thank you very much!/	Toriel (call)	Ruins	room_ruins9	
\TS \F0 \T0 %	Toriel (call)	Ruins	room_ruins9	
* Click.../%%	Cell phone	Ruins	room_ruins9	
* /				
* It's a fishing rod affixed& to the ground.../	Narrator	Snowdin	room_tundra3A	
* Reel it in?& & Yes No \C	Narrator and Frisk	Snowdin	room_tundra3A	
reeled				
image_index				
* All that's attached to& the end is a photo of a& weird-looking monster.../	Narrator	Snowdin	room_tundra3A	
* (Call Me!& Here's my number!)/	Ugly Fish (note)	Snowdin	room_tundra3A	
* You decide not to call./%%	Narrator	Snowdin	room_tundra3A	
* All that's attached to& the end is a note./	Narrator	Snowdin	room_tundra3A	
* (Nevermind^1, guys!)/%%	Ugly Fish (note)	Snowdin	room_tundra3A	
* You leave it alone./%%	Narrator	Snowdin	room_tundra3A	
* I shouldn't have given myself& away so easily.../%%	Snowman	Snowdin	room_tundra6A	
* Did you just...&* Consume the part of me& I had given you?/	Snowman	Snowdin	room_tundra6A	
* In front of my very eyes!?/	Snowman	Snowdin	room_tundra6A	
* I have no words for you..^1.&* Begone!/%%	Snowman	Snowdin	room_tundra6A	
* Thank you for taking care& of me.../%%	Snowman	Snowdin	room_tundra6A	
scr_itemcheck				
scr_storagecheck				
haveit				
haveit2				
* Huh^1? Again...?/	Snowman	Snowdin	room_tundra6A	
* I'm sorry..^1. if I give you& any more^1, there will be& nothing left of me./	Snowman	Snowdin	room_tundra6A	
* I suppose it is true^1.&* Travelling beyond our limits& is but a fantasy./	Snowman	Snowdin	room_tundra6A	
* It's no different for& anyone else./	Snowman	Snowdin	room_tundra6A	
* All of monsterkind& are doomed to stay& underground^1, forever.../%%	Snowman	Snowdin	room_tundra6A	
* How am I doing^1?&* By "I" I mean the piece& of me I gave you.../	Snowman	Snowdin	room_tundra6A	
* Huh^1? You lost it...^1?&* ... I suppose I can give& you another piece.../	Snowman	Snowdin	room_tundra6A	
scr_itemget				
noroom				
* You don't have any room^1?&* OK..^1. I understand I am not& a priority for you^1, then./%%	Snowman	Snowdin	room_tundra6A	
* Please be careful this& time./	Snowman	Snowdin	room_tundra6A	
* (You got the Snowman& Piece.)/%%	Narrator	Snowdin	room_tundra6A	
%%		Snowdin	room_tundra6A	
* Hello^1.&* I am a snowman./	Snowman	Snowdin	room_tundra6A	

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* I want to see the world..^1.&* But I cannot move./	Snowman	Snowdin	room_tundra6A	
* If you would be so kind^1,& traveller^1, please.../	Snowman	Snowdin	room_tundra6A	
* Take a piece of me and& bring it very far away.& Yes No \C	Snowman and Frisk	Snowdin	room_tundra6A	
* It seems you do not& have enough room for me./%%	Snowman	Snowdin	room_tundra6A	
* Thank you... good luck!/	Snowman	Snowdin	room_tundra6A	
* I see^1.&* Good journey^1, then./%%	Snowman	Snowdin	room_tundra6A	
SANS!!^1!&THAT DIDN'T DO&ANYTHING!/	Papyrus	Snowdin	room_tundra9	
SANS!!^1!&THEY DIDN'T EVEN&LOOK AT IT!/	Papyrus	Snowdin	room_tundra9	
scr_sansface				
* whoops./	Sans	Snowdin	room_tundra9	
* i knew i should have& used today's crossword& instead./	Sans	Snowdin	room_tundra9	
scr_papface				
WHAT!^1?&CROSSWORD!?/	Papyrus	Snowdin	room_tundra9	
I CAN'T BELIEVE&YOU SAID THAT!!/	Papyrus	Snowdin	room_tundra9	
IN MY OPINION.../	Papyrus	Snowdin	room_tundra9	
\E3JUNIOR JUMBLE&IS EASILY THE&HARDEST./	Papyrus	Snowdin	room_tundra9	
* what^1? really^1, dude^1?&* that easy-peasy word& scramble?/	Sans	Snowdin	room_tundra9	
\E1* that's for baby bones./	Sans	Snowdin	room_tundra9	
UN^1. BELIEVABLE./	Papyrus	Snowdin	room_tundra9	
\E0HUMAN!!^1!&SOLVE THIS DISPUTE!/	Papyrus	Snowdin	room_tundra9	
\TS \F0 \E0 \T0 %	Papyrus	Snowdin	room_tundra9	
* (Which is harder?)& & Jumble Crossword \C	Narrator and Frisk	Snowdin	room_tundra9	
		Snowdin	room_tundra9	
HA^1! HA^1! YES!/	Papyrus	Snowdin	room_tundra9	
HUMANS MUST BE&VERY INTELLIGENT!/	Papyrus	Snowdin	room_tundra9	
IF THEY ALSO FIND&JUNIOR JUMBLE&SO DIFFICULT!/	Papyrus	Snowdin	room_tundra9	
NYEH^1! HEH^1! HEH HEH!/%%	Papyrus	Snowdin	room_tundra9	
YOU TWO ARE WEIRD!/	Papyrus	Snowdin	room_tundra9	
\E3CROSSWORDS ARE SO&EASY./	Papyrus	Snowdin	room_tundra9	
IT'S THE SAME&SOLUTION EVERY&TIME./	Papyrus	Snowdin	room_tundra9	
\E0I JUST FILL ALL&THE BOXES IN WITH&THE LETTER "Z"..../	Papyrus	Snowdin	room_tundra9	
BECAUSE EVERY TIME&I LOOK AT A&CROSSWORD.../	Papyrus	Snowdin	room_tundra9	
ALL I CAN DO IS&SNORE!!!/	Papyrus	Snowdin	room_tundra9	
NYEH HEH HEH!!!/%%	Papyrus	Snowdin	room_tundra9	
doak				
* Hello^1!&* Would you like some& Nice Cream?/	Nice Cream Guy	Snowdin	room_tundra8	
* It's the frozen treat& that warms your heart!/	Nice Cream Guy	Snowdin	room_tundra8	
* Now just 15G!& & Yes No \C	Nice Cream Guy and Frisk	Snowdin	room_tundra8	
%	Nice Cream Guy	Snowdin	room_tundra8	
* Nice Cream^1!&* It's the frozen treat& that warms your heart!/	Nice Cream Guy	Snowdin	room_tundra8	
afford				
gold				
* Here you go^1!&* Have a super-duper day^1!&* (You got the Nice Cream.)/%%	Nice Cream Guy	Snowdin	room_tundra8	
* Huh^1?&* You don't have enough& money.../	Nice Cream Guy	Snowdin	room_tundra8	
* I wish I could make& Nice Cream for free.../%%	Nice Cream Guy	Snowdin	room_tundra8	
* It looks like you're& holding too much stuff^1!&* Oh well!/%%	Nice Cream Guy	Snowdin	room_tundra8	
* Well then..^1.&* Tell your friends.../	Nice Cream Guy	Snowdin	room_tundra8	
* There's ice cream..^1.&* Out in the middle of& the woods.../%%	Nice Cream Guy	Snowdin	room_tundra8	
* Now just 25G!& & Yes No \C	Nice Cream Guy and Frisk	Waterfall	room_water_nicecream	
* Hey^1, you have an umbrella^1.& just like my cart.../	Nice Cream Guy	Waterfall	room_water_nicecream	
* Such solidarity^1!&* I have no choice but to& give you a deal!/	Nice Cream Guy	Waterfall	room_water_nicecream	
* Discount Ice Cream! 15G!& & Yes No \C	Nice Cream Guy and Frisk	Waterfall	room_water_nicecream	
* Umbrella solidarity!^1?&* I guess I have to give& you a deal.../	Nice Cream Guy	Waterfall	room_water_nicecream	
itemcount				
* Hey^1!&* You have 3 Punch Cards!/	Nice Cream Guy	Waterfall	room_water_nicecream	
* How about redeeming them& for some Nice Cream!?/	Nice Cream Guy	Waterfall	room_water_nicecream	
* It's free!& & Yes No \C	Nice Cream Guy and Frisk	Waterfall	room_water_nicecream	
* Super^1! Here you go^1!&* Your Card's in the box!&* (You got the Nice Cream.)/%%	Nice Cream Guy and Narrator	Waterfall	room_water_nicecream	
* Huh^1? No money^1?&* Sorry^1, I can't give it to& you for free./%%	Nice Cream Guy	Waterfall	room_water_nicecream	
* Huh^1? You can't afford it& even with the discount^1?&* I.../%%	Nice Cream Guy	Waterfall	room_water_nicecream	
rem				
g				
n				
scr_itemshift				
* Here^1! A free Nice Cream^1!&* (You lost 3 cards and got& a Nice Cream.)/%%	Nice Cream Guy and Narrator	Waterfall	room_water_nicecream	
* There's ice cream..^1.&* Hidden in the depths of a& watery cavern.../%%	Nice Cream Guy	Waterfall	room_water_nicecream	
* I've been thinking& about selling treats& too./	Sans	Snowdin	room_tundra8	
* want some fried snow^1?&* it's just 5G.& Buy No\C	Sans and Frisk	Snowdin	room_tundra8	
* did i say 5G^1?&* i meant 50G^1.& Buy No\C	Sans and Frisk	Snowdin	room_tundra8	
	Sans	Snowdin	room_tundra8	
* you're right./	Sans	Snowdin	room_tundra8	
* i should charge way& more than than that./%%	Sans	Snowdin	room_tundra8	
* really^1?&* how about 5000G?& Buy No\C	Sans and Frisk	Snowdin	room_tundra8	
* that's still too low./%%	Sans	Snowdin	room_tundra8	
* 50000G^1.&* that's my final offer.& Buy No\C	Sans and Frisk	Snowdin	room_tundra8	
* i have to pay for& the raw materials& somehow./%%	Sans	Snowdin	room_tundra8	
* what^1?&* you don't have the& money?/	Sans	Snowdin	room_tundra8	
* hey^1, that's okay./	Sans	Snowdin	room_tundra8	
\E1* i don't have any snow./%%	Sans	Snowdin	room_tundra8	
* wow^1, that's a lot& of cash./	Sans	Snowdin	room_tundra8	
\E3* that's why i'm sorry& to say.../	Sans	Snowdin	room_tundra8	
\E3* i can't sell you& this fried snow./	Sans	Snowdin	room_tundra8	
\E2* it's got too much& sentimental value./%%	Sans	Snowdin	room_tundra8	
* don't you know a& good deal when you& hear one?/%%	Sans	Snowdin	room_tundra8	
WHAT!^1?&HOW DID YOU&AVOID MY TRAP?/	Papyrus	Snowdin	room_tundra_xoxosmall	
\E3AND^1, MORE&IMPORTANTLY.../	Papyrus	Snowdin	room_tundra_xoxosmall	
\E0IS THERE ANY&LEFT FOR ME???/	Papyrus	Snowdin	room_tundra_xoxosmall	
* (What do you tell Papyrus& about his spaghetti?)& Ate it Left it \C	Narrator and Frisk	Snowdin	room_tundra_xoxosmall	
REALLY!?/	Papyrus	Snowdin	room_tundra_xoxosmall	

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\E2WOWIE.../	Papyrus	Snowdin	room_tundra_xoxosmall	
NO ONE'S EVER&ENJOYED MY&COOKING BEFORE.../	Papyrus	Snowdin	room_tundra_xoxosmall	
\E0WELL THEN!!/	Papyrus	Snowdin	room_tundra_xoxosmall	
YOU RESISTED THE&FLAVOR OF MY&HOMECOOKED PASTA.../	Papyrus	Snowdin	room_tundra_xoxosmall	
JUST SO YOU&COULD SHARE&IT WITH ME???/	Papyrus	Snowdin	room_tundra_xoxosmall	
\E0FRET NOT HUMAN^1!&I^1, MASTER CHEF&PAPYRUS.../	Papyrus	Snowdin	room_tundra_xoxosmall	
WILL MAKE YOU ALL&THE PASTA YOU&COULD EVER WANT!/	Papyrus	Snowdin	room_tundra_xoxosmall	
HEH HEH HEH HEH&HEH HEH NYEH!/%%	Papyrus	Snowdin	room_tundra_xoxosmall	
HEY!/	Papyrus	Snowdin	room_tundra_randoblock	
IT'S THE HUMAN!/	Papyrus	Snowdin	room_tundra_randoblock	
\E0YOU'RE GONNA&LOVE THIS&PUZZLE!/	Papyrus	Snowdin	room_tundra_randoblock	
IT WAS MADE&BY THE GREAT&DR. ALPHYS!/	Papyrus	Snowdin	room_tundra_randoblock	
YOU SEE&THESE TILES&!?/	Papyrus	Snowdin	room_tundra_randoblock	
ONCE I THROW&THIS SWITCH.../	Papyrus	Snowdin	room_tundra_randoblock	
THEY WILL&BEGIN TO&CHANGE COLOR!/	Papyrus	Snowdin	room_tundra_randoblock	
EACH COLOR HAS&A DIFFERENT&FUNCTION!/	Papyrus	Snowdin	room_tundra_randoblock	
RED TILES ARE&IMPASSABLE!/	Papyrus	Snowdin	room_tundra_randoblock	
YOU CANNOT&WALK ON THEM!/	Papyrus	Snowdin	room_tundra_randoblock	
YELLOW TILES&ARE ELECTRIC!/	Papyrus	Snowdin	room_tundra_randoblock	
THEY WILL&ELECTROCUTE&YOU!/	Papyrus	Snowdin	room_tundra_randoblock	
GREEN TILES&ARE ALARM&TILES!/	Papyrus	Snowdin	room_tundra_randoblock	
IF YOU STEP&ON THEM.../	Papyrus	Snowdin	room_tundra_randoblock	
YOU WILL HAVE&TO FIGHT A&MONSTER!!/	Papyrus	Snowdin	room_tundra_randoblock	
ORANGE TILES&ARE ORANGE-&SCENTED./	Papyrus	Snowdin	room_tundra_randoblock	
THEY WILL MAKE&YOU SMELL&DELICIOUS!/	Papyrus	Snowdin	room_tundra_randoblock	
BLUE TILES ARE&WATER TILES./	Papyrus	Snowdin	room_tundra_randoblock	
SWIM THROUGH&IF YOU LIKE^1,&BUT.../	Papyrus	Snowdin	room_tundra_randoblock	
IF YOU SMELL&LIKE ORANGES!/	Papyrus	Snowdin	room_tundra_randoblock	
THE PIRANHAS&WILL BITE&YOU./	Papyrus	Snowdin	room_tundra_randoblock	
ALSO^1, IF A&BLUE TILE IS&NEXT TO A,/	Papyrus	Snowdin	room_tundra_randoblock	
YELLOW TILE^1,&THE WATER WILL&ALSO ZAP YOU!/	Papyrus	Snowdin	room_tundra_randoblock	
PURPLE TILES&ARE SLIPPERY!/	Papyrus	Snowdin	room_tundra_randoblock	
YOU WILL SLIDE&TO THE NEXT&TILE!/	Papyrus	Snowdin	room_tundra_randoblock	
HOWEVER^1, THE&SLIPPERY&SOAP.../	Papyrus	Snowdin	room_tundra_randoblock	
SMELLS LIKE&LEMONS!!/	Papyrus	Snowdin	room_tundra_randoblock	
WHICH PIRANHAS&DO NOT LIKE!/	Papyrus	Snowdin	room_tundra_randoblock	
PURPLE AND&BLUE ARE OK!/	Papyrus	Snowdin	room_tundra_randoblock	
FINALLY^1,&PINK TILES./	Papyrus	Snowdin	room_tundra_randoblock	
THEY DON'T DO&ANYTHING./	Papyrus	Snowdin	room_tundra_randoblock	
STEP ON THEM&ALL YOU LIKE./	Papyrus	Snowdin	room_tundra_randoblock	
HOW WAS THAT!^1?&UNDERSTAND???/	Papyrus	Snowdin	room_tundra_randoblock	
* (Understand the explanation?)& & Of course No \C	Narrator and Frisk	Snowdin	room_tundra_randoblock	
GREAT!^1!&THEN THERE'S ONE&LAST THING.../	Papyrus	Snowdin	room_tundra_randoblock	
THIS PUZZLE.../	Papyrus	Snowdin	room_tundra_randoblock	
IS ENTIRELY RANDOM&!!!!!!/	Papyrus	Snowdin	room_tundra_randoblock	
WHEN I PULL THIS&SWITCH^1, IT WILL&MAKE A PUZZLE.../	Papyrus	Snowdin	room_tundra_randoblock	
THAT HAS NEVER&BEEN SEEN BEFORE!/	Papyrus	Snowdin	room_tundra_randoblock	
NOT EVEN I WILL&KNOW THE SOLUTION!/	Papyrus	Snowdin	room_tundra_randoblock	
NYEH HEH HEH^1!&GET READY...!/%%	Papyrus	Snowdin	room_tundra_randoblock	
conversation				
OKAY..^1.&I GUESS I'LL&REPEAT MYSELF.../	Papyrus	Snowdin	room_tundra_randoblock	
\E0RED TILES ARE&IMPASSABLE./	Papyrus	Snowdin	room_tundra_randoblock	
YELLOW TILES ARE&ELECTRIC AND&DANGEROUS./	Papyrus	Snowdin	room_tundra_randoblock	
BLUE TILES MAKE&YOU FIGHT A&MONSTER./	Papyrus	Snowdin	room_tundra_randoblock	
GREEN TILES ARE&WATER TILES./	Papyrus	Snowdin	room_tundra_randoblock	
ORANGE TILES ARE&ORANGE SCENTED./	Papyrus	Snowdin	room_tundra_randoblock	
IF YOU STEP ON&ORANGE^1, DON'T STEP&ON GREEN./	Papyrus	Snowdin	room_tundra_randoblock	
\E3BROWN TILES ARE.../	Papyrus	Snowdin	room_tundra_randoblock	
\E1WAIT!!^1!&THERE ARE NO&BROWN TILES.../	Papyrus	Snowdin	room_tundra_randoblock	
\E0PURPLE TILES&SMELL LIKE&LEMONS.../	Papyrus	Snowdin	room_tundra_randoblock	
\E3WHY DON'T THE&YELLOW ONES&SMELL LEMONY?/	Papyrus	Snowdin	room_tundra_randoblock	
\E3UMM.../	Papyrus	Snowdin	room_tundra_randoblock	
\E1WAIT!^1!&DID I MIX UP&GREEN AND BLUE!?/	Papyrus	Snowdin	room_tundra_randoblock	
THE BLUE ONES&ARE WATER ONES!/	Papyrus	Snowdin	room_tundra_randoblock	
\E3PINK TILES.../	Papyrus	Snowdin	room_tundra_randoblock	
I DON'T..^1.&REMEMBER???/	Papyrus	Snowdin	room_tundra_randoblock	
\E1WAIT!!!/	Papyrus	Snowdin	room_tundra_randoblock	
\E3THOSE ONES DON'T&DO ANYTHING./	Papyrus	Snowdin	room_tundra_randoblock	
\E0OKAY^1!&DO YOU UNDERSTAND&BETTER NOW!?/	Papyrus	Snowdin	room_tundra_randoblock	
* (Understand the explanation?)& & Yes Even less \C	Narrator and Frisk	Snowdin	room_tundra_randoblock	
...../	Papyrus	Snowdin	room_tundra_randoblock	
OK^1, YOU KNOW&WHAT???/	Papyrus	Snowdin	room_tundra_randoblock	
HOW ABOUT..^1.&YOU JUST.../	Papyrus	Snowdin	room_tundra_randoblock	
DO THIS PUZZLE..^1.&ON YOUR OWN.../	Papyrus	Snowdin	room_tundra_randoblock	
I'LL LEAVE THE&INSTRUCTIONS.../	Papyrus	Snowdin	room_tundra_randoblock	
JUST READ THEM./	Papyrus	Snowdin	room_tundra_randoblock	
THEN WHEN YOU&UNDERSTAND IT.../	Papyrus	Snowdin	room_tundra_randoblock	
YOU CAN THROW&THE SWITCH./	Papyrus	Snowdin	room_tundra_randoblock	
AND DO IT AT&YOUR OWN PACE./	Papyrus	Snowdin	room_tundra_randoblock	
GOOD LUCK./	Papyrus	Snowdin	room_tundra_randoblock	
NYEH..^1.&HEH..^1.&HEH!/%%	Papyrus	Snowdin	room_tundra_randoblock	
* (There's a lone quiche& sitting underneath& this bench.)/	Narrator	Waterfall	room_waterSA	
* (Will you take it?)& & Take it Leave it \C	Narrator and Frisk	Waterfall	room_waterSA	
* It's just a bench./%%	Narrator	Waterfall	room_waterSA	
* (You got the Abandoned& Quiche.)/%%	Narrator	Waterfall	room_waterSA	
* (You're carrying too much.)/	Narrator	Waterfall	room_waterSA	
* (You aren't ready for the& responsibility.)/%%	Narrator	Waterfall	room_waterSA	
* (The quiche was left all& alone...)/%%	Narrator	Waterfall	room_waterSA	
* (There's a tutu lying on& the ground here.)/	Narrator	Waterfall	room_water3A	

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Text	Character	Area	Room	How to get it ?
* Nothing's here!!!/%%				
* (You got the Old Tutu.)/%%	Narrator	Waterfall	room_water3A	
* (You're carrying too much.)/%%	Narrator	Waterfall	room_water3A	
%%		Waterfall		
card				
* (The box contains	Narrator	Waterfall	room_water_nicecream	
cards.)/	Narrator	Waterfall	room_water_nicecream	
* (Two bugs in the box are& playing a	Narrator	Waterfall	room_water_nicecream	
-card game.)/	Narrator	Waterfall	room_water_nicecream	
* (There's a smiley face made& of	Narrator	Waterfall	room_water_nicecream	
cards in the box.)/	Narrator	Waterfall	room_water_nicecream	
* (A house made of	Narrator	Waterfall	room_water_nicecream	
cards& sits in the box.)/	Narrator	Waterfall	room_water_nicecream	
* (The box is overstuffed with& cards.)/	Narrator	Waterfall	room_water_nicecream	
* (Take a card?)& & Take Leave \C	Narrator and Frisk	Waterfall	room_water_nicecream	
* (It's a box for storing Punch& Cards^1.)&* (It's empty right now.)/%%	Narrator	Waterfall	room_water_nicecream	
* (You got a Punch Card.)/%%	Narrator	Waterfall	room_water_nicecream	
* (All games must end one day.^1)&* (You got a Punch Card.)/%%	Narrator	Waterfall	room_water_nicecream	
* (Happiness is fleeting.^1)&* (You got a Punch Card.)/%%	Narrator	Waterfall	room_water_nicecream	
* (The house collapses.^1)&* (You got a Punch Card.)/%%	Narrator	Waterfall	room_water_nicecream	
* (It's a pair of ballet shoes.)/	Narrator	Waterfall	room_water_shoe	
* (You got the Ballet Shoes.)/%%	Narrator	Waterfall	room_water_shoe	
* (This little bird wants to& carry you across.)/	Narrator	Waterfall	room_water_bird	
* (Accept the bird's offer?)& & Get ride No \C	Narrator and Frisk	Waterfall	room_water_bird	
* (Umbrellas and birds...^1)&* (A bad combination.)/%%	Narrator	Waterfall	room_water_bird	
interact				
carry				
uncan				
* (It's a legendary artifact.)/	Narrator	Waterfall	room_water_dogroom	
* (The artifact is gone.)/%%	Narrator	Waterfall	room_water_dogroom	
* (This will never happen.)/%%	Narrator	Waterfall	room_water_dogroom	
* (You're carrying too many& dogs.)/%%	Narrator	Waterfall	room_water_dogroom	
* (The fridge is filled with& instant noodles and soda.)/	Narrator	Hotland	room_fire_lab1	
* (Take a package of noodles?)& & Take it Leave it \C	Narrator and Frisk	Hotland	room_fire_lab1	
* (The fridge is filled with& instant noodles and soda.)/%%	Narrator	Hotland	room_fire_lab1	
* (You got the Instant Noodles.)/%%	Narrator	Hotland	room_fire_lab1	
* (You decide to stay healthy.)/%%	Narrator	Hotland	room_fire_lab1	
* (There's a frypan lying on& the ground.)/	Narrator	Hotland	room_fire6A	
* (You got the Burnt Pan.)/%%	Narrator	Hotland	room_fire6A	
* (There's an apron lying on& the ground.)/	Narrator	Hotland	room_fire_apron	
* (You got the Stained Apron.)/%%	Narrator	Hotland	room_fire_apron	
* (There's a Glamburger inside& the trash can.)/	Narrator	Core	room_fire_core_treasureleft	
* (It's an empty trashcan.)/%%	Narrator	Core	room_fire_core_treasureleft	
* (You got the Glamburger.)/%%	Narrator	Core	room_fire_core_treasureleft	
* (There's 100G inside& the trash can.)/	Narrator	Core	room_fire_core_treasureright	
* (You got 100G.)/%%	Narrator	Core	room_fire_core_treasureright	
scr_murderlv				
* (There's a worn dagger& inside the box.)/	Narrator	New Home	room_asrielroom_final	
* (Knife inside the box.)/	Chara	New Home	room_asrielroom_final	
* (You got the Worn Dagger.)/%%	Narrator	New Home	room_asrielroom_final	
* (You got the Real Knife.)/%%	Narrator	New Home	room_asrielroom_final	
* (There's a heart-shaped& locket inside the box.)/	Narrator	New Home	room_asrielroom_final	
* (You got the Heart-shaped& Locket.)/%%	Narrator	New Home	room_asrielroom_final	
* (You got The Locket.)/%%	Narrator	New Home	room_asrielroom_final	
* (The box is empty.)/%%	Narrator	New Home	room_asrielroom_final	
* Hello...&* Would you like some& Nice Cream...?/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* It's the frozen treat...&* That warms your heart./	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Now only 12G!& & Yes No \C	Nice Cream Guy and Frisk	Hotland	room_fire_hotelfront_1	
* Nice Cream^1.&* It's the frozen treat^1.&* That warms your heart./	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Now just 12G.& & Yes No \C	Nice Cream Guy and Frisk	Hotland	room_fire_hotelfront_1	
* Here^1.&* (You got the Nice Cream.)/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* You don't have enough& money.../%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Drop something./%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Life..^1. is suffering./%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* (Golden flowers.^1)&* (They must have& broken your fall.)/%%	Narrator	Ruins	room_area1	
* "Press [Z] to read signs!"/%%	Sign	Ruins	room_ruins3	
* Just a regular old pillar./%%	Narrator	Ruins	room_ruins6	
* Please don't step on the& leaves./%%	Sign	Ruins	room_ruins10	
* Didn't you read the sign& downstairs?/%%	Sign	Ruins	room_ruins10	
* WHOA there^1, pardner^2!&* Who said you could push& me around?/	Rock	Ruins	room_ruins11	
* HMM^2?&* So you're ASKIN' me to& move over?/	Rock	Ruins	room_ruins11	
* Okay^1, just for you^1,& pumpkin./%%	Rock	Ruins	room_ruins11	
* HMM^2?&* You want me to move some& more?/	Rock	Ruins	room_ruins11	
* Alrighty^1, how's this?/%%	Rock	Ruins	room_ruins11	
* HMM^2?&* That was the wrong direction?/	Rock	Ruins	room_ruins11	
* Okay^1, think I got it./%%	Rock	Ruins	room_ruins11	
* Was that helpful?/%%	Rock	Ruins	room_ruins11	
* HMM^2?&* You wanted me to STAY there?/	Rock	Ruins	room_ruins11	
* You're giving me a real& workout./%%	Rock	Ruins	room_ruins11	
* Aren't things easier when& you just ask?/%%	Rock	Ruins	room_ruins11	
* The exit's open^1?&* Guess I better roll out.../	Rock	Ruins	room_ruins11	
* Hey^1, y'mind giving me a& push^1, pumpkin?/%%	Rock	Ruins	room_ruins11	
"Take one.'& Take a candy?& Yes No \C	Narrator and Frisk	Ruins	room_ruins7A	
* It says 'take one.'&* Take a piece of candy?& Yes No \C	Narrator and Frisk	Ruins	room_ruins7A	
* Look at what you've done./%%	Narrator	Ruins	room_ruins7A	
* You took a piece of candy.&* (Press [C] to open the menu.)/%%	Narrator	Ruins	room_ruins7A	
* You took more candy^1.&* How disgusting../%%	Narrator	Ruins	room_ruins7A	
* You take another piece.&* You feel like the& scum of the earth.../%%	Narrator	Ruins	room_ruins7A	
* You took too much too fast.&* The candy spills onto& the floor./%%	Narrator	Ruins	room_ruins7A	

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* In this hellish world^1, you& can only take 3 pieces& of candy.../%%	Narrator	Ruins	room_ruins7A	
* You tried to take a piece& of candy^1, but you didn't& have any room./%%	Narrator	Ruins	room_ruins7A	
* You decided not to take some./%%	Narrator	Ruins	room_ruins7A	
* zzzzzzzzzzzzzzz..^1.&* zzzzzzzzzzzzzzz.../	Napstablook	Ruins	room_ruins12	
* zzzzzzzzzz..^1.&* (are they gone yet^1)&* zzzzzzzzzzzzzzz.../	Napstablook	Ruins	room_ruins12	
* (This ghost keeps saying 'z'& out loud repeatedly^1,& pretending to sleep.)/	Narrator	Ruins	room_ruins12	
* Move it with force?& & Yes No \C	Narrator and Frisk	Ruins	room_ruins12	
* It says 'Take them all.'&* Take a candy?& Yes No \C	Narrator and Frisk	Ruins	room_ruins12B_old	
* You took a piece.&* Boy^1, that's heavy./%%	Narrator	Ruins	room_ruins12B_old	
* You can't carry more.&* It's just too heavy./%%	Narrator	Ruins	room_ruins12B_old	
* Leave 7G in the web?& & Yes No \C	Narrator and Frisk	Ruins	room_ruins12B	
* Some spiders crawled down& and gave you a donut./%%	Narrator	Ruins	room_ruins12B	
* You didn't have enough& gold./%%	Narrator	Ruins	room_ruins12B	
* You are carrying too& many items./%%	Narrator	Ruins	room_ruins12B	
*%%	Narrator	Ruins	room_ruins12B	
* Leave 18G in the web?& & Yes No \C	Narrator and Frisk	Ruins	room_ruins12B	
* Some spiders crawled down& and gave you a jug./%%	Narrator	Ruins	room_ruins12B	
* You found a Faded Ribbon./%%	Narrator	Ruins	room_ruins14	
* You are carrying too& much./%%	Narrator	Ruins	room_ruins14	
* It's a switch.&* Press it?& Yes No \C	Narrator and Frisk	Ruins	room_ruins15A	
* Nothing happened./%%	Narrator	Ruins	room_ruins15A	
* You're making the switches& uncomfortable with all& this attention./%%	Narrator	Ruins	room_ruins15A	
* You hear a clicking sound./%%	Narrator	Ruins	room_ruins15B	
plot				
snd_play				
* You found the Toy Knife./%%	Narrator	Ruins	room_ruins18OLD	
* It's TORIEL's diary.&* Read the circled passage?& Yes No \C	Narrator and Frisk	Ruins	room_torielroom	
* You read the passage.../	Narrator	Ruins	room_torielroom	
* "Why did the skeleton want& a friend?"/	Toriel (diary)	Ruins	room_torielroom	
* "Because she was feeling& BONELY.../	Toriel (diary)	Ruins	room_torielroom	
* The rest of the page is& filled with jokes of& a similar caliber./%%	Narrator	Ruins	room_torielroom	
* You found a slice of& butterscotch-cinnamon& pie./%%	Narrator	Ruins	room_asrielroom	
* You found a slice of& snail pie.../%%	Narrator	Ruins	room_asrielroom	
* Hello there^1,& little one!/	Toriel	Ruins	room_torhouse2	
* The pie has not& cooled down yet./	Toriel	Ruins	room_torhouse2	
* Perhaps you should& take a nap.& Yes No \C	Toriel and Frisk	Ruins	room_torhouse2	
* Sweet dreams./%%	Toriel	Ruins	room_torhouse2	
\E1* You'd rather stay& up and chat with& me^1, then?/	Toriel	Ruins	room_torhouse2	
* Up already^1, I see?/	Toriel	Ruins	room_torhouse2	
\E0* Um^1, I want you to know& how glad I am to& have someone here./	Toriel	Ruins	room_torhouse2	
* There are so many& old books I want& to share./	Toriel	Ruins	room_torhouse2	
* I want to show you& my favorite bug-& hunting spot./	Toriel	Ruins	room_torhouse2	
* I've also prepared& a curriculum for& your education./	Toriel	Ruins	room_torhouse2	
* This may come as& a surprise to you.../	Toriel	Ruins	room_torhouse2	
* But I have always& wanted to be a& teacher./	Toriel	Ruins	room_torhouse2	
\E1* ... actually^1, perhaps& that isn't very& surprising./	Toriel	Ruins	room_torhouse2	
\E5* STILL./	Toriel	Ruins	room_torhouse2	
\E0* I am glad to have& you living here./	Toriel	Ruins	room_torhouse2	
\E1* Oh^1, did you& want something?/	Toriel	Ruins	room_torhouse2	
* What is it?& When can& Nothing I go home?\C	Toriel and Frisk	Ruins	room_torhouse2	
* Well^1, talk to me& again if you& need anything./%%	Toriel	Ruins	room_torhouse2	
\E1* What^1?&* This..^1. this IS your& home now./	Toriel	Ruins	room_torhouse2	
* Um..^1. would you like& to hear about this& book I am reading?/	Toriel	Ruins	room_torhouse2	
\E0* Oh^1, hello!/	Toriel	Ruins	room_torhouse2	
* Did you want to& hear about the& book I am reading?/	Toriel	Ruins	room_torhouse2	
\E0* It is called& "72 Uses for Snails."/	Toriel	Ruins	room_torhouse2	
* How about it?& How to exit& Sure the RUINS\C	Toriel and Frisk	Ruins	room_torhouse2	
* Here is an exciting& snail fact./	Toriel	Ruins	room_torhouse2	
\E1* Um^1.^1.^1.&*\E0 How about an exciting& snail fact?/	Toriel	Ruins	room_torhouse2	
\E2* Did you know& that snails.../	Toriel	Ruins	room_torhouse2	
r				
\E0* Have a chainsaw-like& tongue called a& radula?/	Toriel	Ruins	room_torhouse2	
\E0* Sometimes flip their& digestive systems& as they mature?/	Toriel	Ruins	room_torhouse2	
\E0* Make terrible& shoelaces?/	Toriel	Ruins	room_torhouse2	
\E0* Talk^2. Really^2. Slowly^2?&* Just kidding^1, snails& don't talk./	Toriel	Ruins	room_torhouse2	
\E0* Interesting.& How to exit& Yeah the RUINS\C	Toriel and Frisk	Ruins	room_torhouse2	
* Well^1, bother me& if you need anything& else./%%	Toriel	Ruins	room_torhouse2	
\E1* ... I have to do& something^1.&* Stay here./%%	Toriel	Ruins	room_torhouse2	
\E0* What is it?& How to exit& Nothing the RUINS\C	Toriel and Frisk	Ruins	room_torhouse2	
* If you need anything^1,& just ask./%%	Toriel	Ruins	room_torhouse2	
\E1* ... I have to do& something.&* Stay here./%%.	Toriel	Ruins	room_torhouse2	
\E2NYOO HOO HOO.../	Papyrus	Snowdin	room_fogroom	
I CAN'T EVEN&STOP SOMEONE AS&WEAK AS YOU.../	Papyrus	Snowdin	room_fogroom	
UNDYNE'S GOING TO&BE DISAPPOINTED&IN ME./	Papyrus	Snowdin	room_fogroom	
I'LL NEVER JOIN THE&ROYAL GUARD..^1.&AND.../	Papyrus	Snowdin	room_fogroom	
MY FRIEND QUANTITY&WILL REMAIN&STAGNANT!/	Papyrus	Snowdin	room_fogroom	
* (What should you say?)& Let's be What a& friends loser\C	Narrator and Frisk	Snowdin	room_fogroom	
murder				
\E0WOWIE!^1!&YOU DID IT!!!/	Papyrus	Snowdin	room_fogroom	
YOU DIDN'T DO A&VIOLENCE!!!/	Papyrus	Snowdin	room_fogroom	
\E5TO BE HONEST^1,&I WAS A LITTLE&AFRAID.../	Papyrus	Snowdin	room_fogroom	
\E0BUT YOU'RE ALREADY&BECOMING A GREAT&PERSON!/	Papyrus	Snowdin	room_fogroom	
\E7I'M SO PROUD I&COULD CRY!!!/	Papyrus	Snowdin	room_fogroom	
\E3... WAIT^1, WASN'T I&SUPPOSED TO&CAPTURE YOU...?/	Papyrus	Snowdin	room_fogroom	
\E0WELL^1, FORGET IT!/	Papyrus	Snowdin	room_fogroom	
I JUST WANT YOU&TO BE THE BEST&PERSON YOU CAN BE./	Papyrus	Snowdin	room_fogroom	
SO LET'S LET&BYBONES BE&BYBONES./	Papyrus	Snowdin	room_fogroom	
I'LL EVEN TELL YOU&HOW TO LEAVE THE&UNDERGROUND!/	Papyrus	Snowdin	room_fogroom	
JUST KEEP GOING&EAST!/	Papyrus	Snowdin	room_fogroom	

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EVENTUALLY YOU'LL&REACH THE KING'S&CASTLE./	Papyrus	Snowdin	room_fogroom	
THEN YOU CAN&LEAVE!/%%	Papyrus	Snowdin	room_fogroom	
REALLY!^1?&YOU WANT TO BE&FRIENDS^1, WITH ME???/	Papyrus	Snowdin	room_fogroom	
WELL THEN.../	Papyrus	Snowdin	room_fogroom	
\E0I GUESS..^1./	Papyrus	Snowdin	room_fogroom	
I GUESS&I CAN MAKE AN&ALLOWANCE FOR YOU!/	Papyrus	Snowdin	room_fogroom	
HUH^1?&WHY WOULD YOU.../	Papyrus	Snowdin	room_fogroom	
BERATE YOURSELF&SO LOUDLY???/	Papyrus	Snowdin	room_fogroom	
IS IT BECAUSE.../	Papyrus	Snowdin	room_fogroom	
\E3YOU DON'T THINK&YOU'RE GOOD ENOUGH&TO BE MY FRIEND?/	Papyrus	Snowdin	room_fogroom	
\E0NO!!^1!&YOU'RE GREAT!!^1!&I'LL BE YOUR FRIEND!/	Papyrus	Snowdin	room_fogroom	
WOWIE!^1!&WE HAVEN'T EVEN HAD&OUR FIRST DATE.../	Papyrus	Snowdin	room_fogroom	
AND I'VE ALREADY&MANAGED TO HIT&THE FRIEND ZONE!!!/	Papyrus	Snowdin	room_fogroom	
WHO KNEW THAT&ALL I NEEDED TO&MAKE PALS.../	Papyrus	Snowdin	room_fogroom	
WOW!!!/	Papyrus	Snowdin	room_fogroom	
I HAVE FRIENDS!!!/	Papyrus	Snowdin	room_fogroom	
AND WHO KNEW THAT&ALL I NEEDED TO&MAKE THEM.../	Papyrus	Snowdin	room_fogroom	
WAS TO GIVE PEOPLE&AWFUL PUZZLES AND&THEN FIGHT THEM??/	Papyrus	Snowdin	room_fogroom	
YOU TAUGHT ME A&LOT^1, HUMAN./	Papyrus	Snowdin	room_fogroom	
I HEREBY GRANT&YOU PERMISSION&TO PASS THROUGH!/	Papyrus	Snowdin	room_fogroom	
AND I'LL GIVE&YOU DIRECTIONS&TO THE SURFACE./	Papyrus	Snowdin	room_fogroom	
CONTINUE FORWARD&UNTIL YOU REACH THE&END OF THE CAVERN./	Papyrus	Snowdin	room_fogroom	
\WTHEN..^1. WHEN YOU&REACH THE CAPITAL^1,&CROSS \YTHE BARRIER\W./	Papyrus	Snowdin	room_fogroom	
THAT'S THE MAGICAL&SEAL TRAPPING US&ALL UNDERGROUND./	Papyrus	Snowdin	room_fogroom	
ANYTHING CAN ENTER&THROUGH IT^1, BUT&NOTHING CAN EXIT.../	Papyrus	Snowdin	room_fogroom	
... EXCEPT SOMEONE&WITH A POWERFUL&SOUL./	Papyrus	Snowdin	room_fogroom	
... LIKE YOU!!!/	Papyrus	Snowdin	room_fogroom	
THAT'S WHY THE&KING WANTS TO&ACQUIRE A HUMAN./	Papyrus	Snowdin	room_fogroom	
HE WANTS TO OPEN&THE BARRIER WITH&SOUL POWER./	Papyrus	Snowdin	room_fogroom	
THEN US MONSTERS&CAN RETURN TO&THE SURFACE!/%%	Papyrus	Snowdin	room_fogroom	
YOU'RE BACK AGAIN?!?!/	Papyrus	Snowdin	room_fogroom	
I FINALLY REALIZE&THE TRUE REASON WHY./	Papyrus	Snowdin	room_fogroom	
YOU.../	Papyrus	Snowdin	room_fogroom	
JUST MISS SEEING MY&FACE SO MUCH.../	Papyrus	Snowdin	room_fogroom	
I'M NOT SURE I&CAN FIGHT SOMEONE&WHO FEELS THIS WAY./	Papyrus	Snowdin	room_fogroom	
BUT MOSTLY..^1. I'M GETTING&REALLY TIRED OF&CAPTURING YOU!/	Papyrus	Snowdin	room_fogroom	
SO..^1.&WHAT DO YOU SAY?/	Papyrus	Snowdin	room_fogroom	
* (Fight Papyrus?)& & Yes No\C	Narrator and Frisk	Snowdin	room_fogroom	
\TP %	Papyrus	Snowdin	room_fogroom	
OKAY.../	Papyrus	Snowdin	room_fogroom	
I GUESS./	Papyrus	Snowdin	room_fogroom	
IF YOU WANT ME TO&CAPTURE YOU./	Papyrus	Snowdin	room_fogroom	
I'LL TRY AGAIN!!!/%%	Papyrus	Snowdin	room_fogroom	
... OKAY.../	Papyrus	Snowdin	room_fogroom	
I GUESS I'LL ACCEPT&MY FAILURE.../%%	Papyrus	Snowdin	room_fogroom	
s				
* Welcome to Snowed Inn^1!&* Snowdin's premier hotel!/	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* One night is 80G.& & Stay Leave\C	Snowed Inn Keeper and Frisk	Snowdin	room_tundra_inn	
* Back again^1?&* Well^1, stay as long as you& like./	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* How about it?& & Stay Leave\C	Snowed Inn Keeper and Frisk	Snowdin	room_tundra_inn	
jtext				
* What^1?&* No^1, you can't get a& second key!	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Hello^1!&* Sorry^1, no time for a& nap.../	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Snowed Inn is shutting& down so we can all go& to the surface./%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Oh^1, there you are^1.&* I was worrying about& you!/	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Things are going to be OK^1.& you hear?/	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* We're all going to the& surface world soon.../	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* There's bound to be a& place you can stay there!/%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
Error./%%				
* Here's your room key^1.&* Make sure to bundle up!/%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* ... You don't even have 80G?/	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Oh^1! You poor thing^1.&* I can only imagine what& you've been through./	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* One of the rooms upstairs& is empty^1./	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* You can sleep there for& free^1, okay?/%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* You aren't carrying enough& money./%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Well^1, feel free to come& back any time./%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* (Look through the telescope?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water6	
view_yview				
view_xview				
dsprite				
* I'm thinking about& getting into the& telescope business./	Sans	Waterfall	room_water11	
* it's normally 50000G& to use this premium& telescope.../	Sans	Waterfall	room_water11	
* but..^1.&*\E1 since I know you^1,& you can use it for free./	Sans	Waterfall	room_water11	
\E2* howzabout it?/	Sans	Waterfall	room_water11	
* (Use the telescope?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water11	
* huh^1?&* you aren't satisfied?/	Sans	Waterfall	room_water11	
\E1* don't worry./	Sans	Waterfall	room_water11	
\E2* i'll give you a& full refund./%%	Sans	Waterfall	room_water11	
lsprite				
* well^1, come back& whenever you want./%%	Sans	Waterfall	room_water11	
BEPIS.	Papyrus	Waterfall	room_water5	
armor	Papyrus	Waterfall	room_water5	
GROSS BANDAGE	Papyrus (call)	Waterfall	room_water5	
FADED RIBBON	Papyrus (call)	Waterfall	room_water5	
BANDANNA	Papyrus (call)	Waterfall	room_water5	
DUSTY TUTU	Papyrus (call)	Waterfall	room_water5	
* Ring..\E0./	Cell phone	Waterfall	room_water5	
HELLO^1!&THIS IS PAPYRUS!!!/	Papyrus (call)	Waterfall	room_water5	
\E3HOW DID I GET THIS&NUMBER...?/	Papyrus (call)	Waterfall	room_water5	

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\E0IT WAS EASY!!!/	Papyrus (call)	Waterfall	room_water5	
\E0I JUST DIALED EVERYNUMBER SEQUENTIALLYUNTIL I GOT YOURS!!!/	Papyrus (call)	Waterfall	room_water5	
NYEH HEH HEH HEH!!/	Papyrus (call)	Waterfall	room_water5	
\E2SO..^1.&WHAT ARE YOU&WEARING...?/	Papyrus (call)	Waterfall	room_water5	
\E3I'M..^1.&ASKING FOR A&FRIEND./	Papyrus (call)	Waterfall	room_water5	
\E0SHE THOUGHT SHE&SAW YOU WEARING A&	Papyrus (call)	Waterfall	room_water5	
./	Papyrus (call)	Waterfall	room_water5	
\E3IS THAT TRUE^1?&ARE YOU WEARING A&	Papyrus (call)	Waterfall	room_water5	
?/	Papyrus (call)	Waterfall	room_water5	
* (What will you say?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water5	
SO YOU ARE WEARING&A	Papyrus (call)	Waterfall	room_water5	
.../	Papyrus (call)	Waterfall	room_water5	
GOT IT!!^1!&WINK WINK!!!/	Papyrus (call)	Waterfall	room_water5	
HAVE A NICE DAY!/	Papyrus (call)	Waterfall	room_water5	
SO YOU AREN'T&WEARING A&	Papyrus (call)	Waterfall	room_water5	
GOT IT!/	Papyrus (call)	Waterfall	room_water5	
YOU'RE MY FRIEND^1,&SO I TRUST YOU&100-PERCENT./	Papyrus (call)	Waterfall	room_water5	
* (There's an empty pie tin& inside the stove.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
\E0MY BROTHER ALWAYS&GOES OUT TO EAT^1.&BUT.../	Papyrus	Snowdin	room_tundra_sanshouse	
\E3RECENTLY^1, HE TRIED&'BAKING' SOMETHING./	Papyrus	Snowdin	room_tundra_sanshouse	
IT WAS LIKE..^1.&A QUICHE./	Papyrus	Snowdin	room_tundra_sanshouse	
BUT FILLED WITH A&SUGARY^1, NON-EGG&SUBSTANCE./	Papyrus	Snowdin	room_tundra_sanshouse	
\E0HOW ABSURD!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
* (It's a joke book.)/	Narrator	Snowdin	room_tundra_sanshouse	
* (Take a look inside?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_sanshouse	
* (Inside the joke book was& a quantum physics book.)/	Narrator	Snowdin	room_tundra_sanshouse	
* (You look inside...)/	Narrator	Snowdin	room_tundra_sanshouse	
* (Inside the quantum physics& book was another joke& book.)/	Narrator	Snowdin	room_tundra_sanshouse	
* (There's another quantum& physics book...)/	Narrator	Snowdin	room_tundra_sanshouse	
* (You decide to stop.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
THAT'S MY ROOM^1!/	Papyrus	Snowdin	room_tundra_sanshouse	
IF YOU'VE&FINISHED LOOKING&AROUND.../	Papyrus	Snowdin	room_tundra_sanshouse	
WE COULD GO IN&AND.../	Papyrus	Snowdin	room_tundra_sanshouse	
HANG-OUT LIKE&A PAIR OF VERY&COOL FRIENDS?/	Papyrus	Snowdin	room_tundra_sanshouse	
\E3DO WHATEVER&PEOPLE DO WHEN&THEY DATE???/	Papyrus	Snowdin	room_tundra_sanshouse	
* (Go inside?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_sanshouse	
* (It's the door to& Papyrus's room.)/	Narrator	Snowdin	room_tundra_sanshouse	
* (It's covered in many& labels...)/	Narrator	Snowdin	room_tundra_sanshouse	
* (NO GIRLS ALLOWED!)/	Papyrus (label)	Snowdin	room_tundra_sanshouse	
* (NO BOYS ALLOWED!)/	Papyrus (label)	Snowdin	room_tundra_sanshouse	
* (PAPYRUS ALLOWED.)/%%	Papyrus (label)	Snowdin	room_tundra_sanshouse	
event_user				
THERE ARE NO&SKELETONS INSIDE&MY CLOSET!!!/	Papyrus	Snowdin	room_tundra_paproom	
\E3EXCEPT ME&SOMETIMES./	Papyrus	Snowdin	room_tundra_paproom	
* (Look in the closet?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_paproom	
* (Clothes are hung up& neatly inside.)/%%	Narrator	Snowdin	room_tundra_paproom	
IT'S OK TO BE&INTIMIDATED BY&MY FASHION SENSE./%%	Papyrus	Snowdin	room_tundra_paproom	
\E3SO^1, UM.../	Papyrus	Snowdin	room_tundra_paproom	
\E3IF YOU'VE SEEN&EVERYTHING.../	Papyrus	Snowdin	room_tundra_paproom	
\E2DO YOU WANT TO&START HANGING OUT?/	Papyrus	Snowdin	room_tundra_paproom	
* (Begin the hangouts?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_paproom	
\E2DO YOU WANT TO&START THE DATE?/	Papyrus	Snowdin	room_tundra_paproom	
* (Begin the date?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_paproom	
intro				
\E0OKAY!!^1!&DATING START!!!/%%	Papyrus	Snowdin	room_tundra_paproom	
\E0OKAY!!^1!&LET'S HANG TEN!!/%%	Papyrus	Snowdin	room_tundra_paproom	
\E2TAKE YOUR TIME..^1.&I'LL WAIT FOR&YOU./%%	Papyrus	Snowdin	room_tundra_paproom	
* (This mailbox is labelled& "PAPYRUS".)/	Narrator	Snowdin	room_tundra_town	
* (Look inside?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_town	
* (It's empty.)/%%	Narrator	Snowdin	room_tundra_town	
* (You realize that would& probably be illegal.)/%%	Narrator	Snowdin	room_tundra_town	
* what^1?&* haven't you seen a guy& with two jobs before?/	Sans	Waterfall	room_water2	
\E1* fortunately^1, two jobs& means twice as many& legally-required breaks./	Sans	Waterfall	room_water2	
\E0* i'm going to grillby's.&* wanna come?& Yeah I'm busy \C	Sans and Frisk	Waterfall	room_water2	
* .../%%	Sans	Waterfall	room_water2	It's not sparing Papyrus in Genocide apparently, I tested it
\E2* hey^1, looks like you're& really turning yourself& around./	Sans	Waterfall	room_water2	It's not sparing Papyrus in Genocide apparently, I tested it
\E0* how about i treat you& to lunch at grillby's?/	Sans	Waterfall	room_water2	It's not sparing Papyrus in Genocide apparently, I tested it
\E1* ... when everyone you& scared away comes& back^1, i mean./%%	Sans	Waterfall	room_water2	It's not sparing Papyrus in Genocide apparently, I tested it
* well^1, if you insist..^1.&* i'll pry myself away& from my work.../%%	Sans	Waterfall	room_water2	
con				
* OK^1. have fun./%%	Sans	Waterfall	room_water2	
\E1* whoops^1, watch where& you sit down./	Sans	Snowdin	room_tundra_grillby	
* sometimes weirdos put& whoopee cushions on& the seats./	Sans	Snowdin	room_tundra_grillby	
\E0* anyway^1, let's order./	Sans	Snowdin	room_tundra_grillby	
* whaddya want...?& & Fries Burger\C	Sans and Frisk	Snowdin	room_tundra_grillby	
* ok^1, coming right up./%%	Sans	Snowdin	room_tundra_grillby	
* hey^1, that sounds& pretty good./	Sans	Snowdin	room_tundra_grillby	
* grillby^1, we'll have& a double order of& fries./%%	Sans	Snowdin	room_tundra_grillby	
burg				
* grillby^1, we'll have& a double order of& burg./%%	Sans	Snowdin	room_tundra_grillby	
* so^1, what do you& think.../	Sans	Snowdin	room_tundra_grillby	
* of my brother?& & Cool Uncool\C	Sans and Frisk	Snowdin	room_tundra_grillby	
* of course he's cool./	Sans	Snowdin	room_tundra_grillby	
\E1* you'd be cool too& if you wore that& outfit every day./	Sans	Snowdin	room_tundra_grillby	
\E0* he'd only take that& thing off if he& absolutely had to./	Sans	Snowdin	room_tundra_grillby	
* oh well^1.&* at least he washes& it./	Sans	Snowdin	room_tundra_grillby	
\E1* and by that i mean& he wears it in& the shower./%%	Sans	Snowdin	room_tundra_grillby	
* hey^1, pal./	Sans	Snowdin	room_tundra_grillby	
\E1* sarcasm isn't funny^1,& okay?/	Sans	Snowdin	room_tundra_grillby	

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\E0* my brother's a real& star./	Sans	Snowdin	room_tundra_grillby	
* he's the person who& pushed me to get& this sentry job./	Sans	Snowdin	room_tundra_grillby	
* maybe it's a little& strange^1, but& sometimes.../	Sans	Snowdin	room_tundra_grillby	
* ... it's nice to have& someone call you out& on being lazy./	Sans	Snowdin	room_tundra_grillby	
\E1* even though nothing& could be further& from the truth./%%	Sans	Snowdin	room_tundra_grillby	
* here comes the grub./	Sans	Snowdin	room_tundra_grillby	
* want some ketchup^1?& & Yes No \C	Sans and Frisk	Snowdin	room_tundra_grillby	
\E2* bone appetit./%%	Sans	Snowdin	room_tundra_grillby	
\E2* more for me./%%	Sans	Snowdin	room_tundra_grillby	
\W* have you ever heard& of a \Ytalking flower\W?& Yes No \C	Sans and Frisk	Snowdin	room_tundra_grillby	
\E1* so you know all& about it./	Sans	Snowdin	room_tundra_grillby	
\E1* i'll tell you^1, then./	Sans	Snowdin	room_tundra_grillby	
\W*\E0 the \Becho flower\W./	Sans	Snowdin	room_tundra_grillby	
* they're all over the& marsh./	Sans	Snowdin	room_tundra_grillby	
* say something to them^1,& and they'll repeat it& over and over.../	Sans	Snowdin	room_tundra_grillby	
* what about it?/	Sans	Snowdin	room_tundra_grillby	
* well^1, papyrus told& me something interesting& the other day./	Sans	Snowdin	room_tundra_grillby	
* sometimes^1, when no& one else is around.../	Sans	Snowdin	room_tundra_grillby	
* a flower appears and& whispers things to& him./	Sans	Snowdin	room_tundra_grillby	
* flattery..^1.&* advice..^1.&* encouragement.../	Sans	Snowdin	room_tundra_grillby	
* ... predictions./	Sans	Snowdin	room_tundra_grillby	
* weird^1, huh?/	Sans	Snowdin	room_tundra_grillby	
* someone must be using& an echo flower to& play a trick on him./	Sans	Snowdin	room_tundra_grillby	
* keep an eye out^1, ok?/	Sans	Snowdin	room_tundra_grillby	
* thanks./%%	Sans	Snowdin	room_tundra_grillby	
\E1* oh^1, by the way.../	Sans	Snowdin	room_tundra_grillby	
\E0* i'm flat broke^1.&* can you foot the& bill?/	Sans	Snowdin	room_tundra_grillby	
* it's just 10000G.& & Yes No \C	Sans and Frisk	Snowdin	room_tundra_grillby	
* My mind is running wild^1!&* I haven't felt like this& in a long time.../%%	Ficus Licker	Waterfall	room_water_mushroom	
* Please leave./%%	Ficus Licker	Waterfall	room_water_mushroom	
* You..^1.&* You came from outside^1,& didn't you?/	Ficus Licker	Waterfall	room_water_mushroom	
* People like you are so& rare.../	Ficus Licker	Waterfall	room_water_mushroom	
* Please^1!* Stranger!/	Ficus Licker	Waterfall	room_water_mushroom	
* Tell me about outside...?& & Yes No\C	Ficus Licker and Frisk	Waterfall	room_water_mushroom	
* Well^1, what are you& waiting for?/%%	Ficus Licker	Waterfall	room_water_mushroom	
* Oh^1!&* You're back!/	Ficus Licker	Waterfall	room_water_mushroom	
* How's the room?& & Different Same\C	Ficus Licker and Frisk	Waterfall	room_water_mushroom	
* Huh^1?&* "SURFACE"^1?&* What do you mean?/	Ficus Licker	Waterfall	room_water_mushroom	
* I just meant outside this& room./	Ficus Licker	Waterfall	room_water_mushroom	
* If you haven't noticed^1, my& mycelium have bound me& to the ground./	Ficus Licker	Waterfall	room_water_mushroom	
* Please^1!&* Stranger!/	Ficus Licker	Waterfall	room_water_mushroom	
* I'll make this simple./	Ficus Licker	Waterfall	room_water_mushroom	
* I've spent my whole life& in the same spot^1,& in the same room./	Ficus Licker	Waterfall	room_water_mushroom	
* But I've long wondered& what lies inside the& room to the right./	Ficus Licker	Waterfall	room_water_mushroom	
* Long I've fantasized& about entering^1, and& changing my scenery.../	Ficus Licker	Waterfall	room_water_mushroom	
* No..^1.&* Changing my LIFE!/	Ficus Licker	Waterfall	room_water_mushroom	
* Please^1.&* Go and tell me what's& inside./%%	Ficus Licker	Waterfall	room_water_mushroom	
* Is everyone out there& like you^1?&* How terrible./%%	Ficus Licker	Waterfall	room_water_mushroom	
* Oh^1, that's a relief^1!/	Ficus Licker	Waterfall	room_water_mushroom	
* That's all I need to& continue my fantasies^1.&* Thank you^1, stranger./%%	Ficus Licker	Waterfall	room_water_mushroom	
* So it's the same./	Ficus Licker	Waterfall	room_water_mushroom	
* The same.../	Ficus Licker	Waterfall	room_water_mushroom	
* Same.../	Ficus Licker	Waterfall	room_water_mushroom	
* OK./%%	Ficus Licker	Waterfall	room_water_mushroom	
* (Take an umbrella?)& & Take one Do not\C	Narrator and Frisk	Waterfall	room_water_prewaterfall	
* (Return the umbrella?)& & Put back Do not\C	Narrator and Frisk	Waterfall	room_water_prewaterfall	
* (You took an umbrella.)/%%	Narrator	Waterfall	room_water_prewaterfall	
rsprite				
usprite				
* (You returned the umbrella.)/%%	Narrator	Waterfall	room_water_prewaterfall	
* (It's a statue^1.)&* (The structures at its& feet seem dry.)/%%	Narrator	Waterfall	room_water_statue	
* (Put the umbrella on the& statue?)& Yes Do not\C	Narrator and Frisk	Waterfall	room_water_statue	
* (The music continues^1, and& doesn't stop.)/%%	Narrator	Waterfall	room_water_statue	
* (You place the umbrella& atop the statue.)/	Narrator	Waterfall	room_water_statue	
* (Inside the statue^1, a music& box begins to play...)/%%	Narrator	Waterfall	room_water_statue	
* (It's a rusty old& fridge.)/	Narrator			
* (You open the fridge.^1)&* (The air fills with a& rotten stench.)/	Narrator			
* (All the food inside here& spoiled long ago.)/%%	Narrator			
* error/%%				
* (The cooler is empty.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (Take a space food bar& from the cooler?)& Yes No \C	Narrator and Frisk	Waterfall	room_water_trashzone2	
* (It's a cooler^1.&* It has no brand^1, and& shows no signs of wear...)/	Narrator	Waterfall	room_water_trashzone2	
* (Inside are a couple& of freeze-dried space& food bars.)/	Narrator	Waterfall	room_water_trashzone2	
* (Take one?)& & Yes No \C	Narrator and Frisk	Waterfall	room_water_trashzone2	
* (You got the Astronaut Food.)/%%	Narrator	Waterfall	room_water_trashzone2	
* %%	Narrator	Waterfall	room_water_trashzone2	
* (Seems like a regular& training dummy.)/	Narrator	Waterfall	room_water_trashzone2	
* (Do you want to beat it& up?)& Yes No \C	Narrator and Frisk	Waterfall	room_water_trashzone2	
* (You've had enough of& the dummy.)/%%	Narrator	Waterfall	room_water_trashzone2	
lv				
* (You tap the dummy with& your fist.)/	Narrator	Waterfall	room_water_trashzone2	
* (You feel bad.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (You hit the dummy& lightly.)/	Narrator	Waterfall	room_water_trashzone2	
* (You don't feel like& you learned anything.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (You sock the dummy.)/	Narrator	Waterfall	room_water_trashzone2	
* (Who cares?)/%%	Narrator	Waterfall	room_water_trashzone2	
* (You punch the dummy at& full force.)/	Narrator	Waterfall	room_water_trashzone2	
* (Feels good.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (You stare into each& other's eyes for a& moment...)/%%	Narrator	Waterfall	room_water_trashzone2	

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* (It's a horse stable.)/	Narrator			
* (Do you want to go& inside?)& Yes No \C	Narrator and Frisk			
* (You jostle the door.)&* (It's locked.)/	Narrator			
* (Suddenly^1, from inside& the [redacted], you hear a&/%%	Narrator			
* x/%%	Gaster ?			
* (This CD is labelled& "Spooktunes.")/	Narrator	Waterfall	room_water_blookhouse	
* (Play it?)& & Play it No\C	Narrator and Frisk	Waterfall	room_water_blookhouse	
* (This CD is playing.)&* (Turn it off?)& Stop it No\C	Narrator and Frisk	Waterfall	room_water_blookhouse	
* (You play the CD.)/%%	Narrator	Waterfall	room_water_blookhouse	
* (Spooktunes are dead.)/%%	Narrator	Waterfall	room_water_blookhouse	
* (The CD stops moving.)/%%	Narrator	Waterfall	room_water_blookhouse	
* (This CD is labelled& "Spookwave.")/	Narrator	Waterfall	room_water_blookhouse	
* (This CD is labelled& "Ghouliday Music.")/	Narrator	Waterfall	room_water_blookhouse	
* (Look inside the fridge?)& & Open it No\C	Narrator and Frisk	Waterfall	room_water_blookhouse	
* (There's a lonely sandwich& inside.)/%%	Narrator	Waterfall	room_water_blookhouse	
* this is a ghost sandwich.../	Napstablook	Waterfall	room_water_blookhouse	
* do you want to try it...& & Yes No\C	Napstablook and Frisk	Waterfall	room_water_blookhouse	
* (You attempt to bite& into the ghost sandwich.)/	Narrator	Waterfall	room_water_blookhouse	
* (You phase right through& it...)/	Narrator	Waterfall	room_water_blookhouse	
* oh.../	Napstablook	Waterfall	room_water_blookhouse	
* nevermind.../%%	Napstablook	Waterfall	room_water_blookhouse	
* oh.....& .....& ...../%%	Napstablook	Waterfall	room_water_blookhouse	
* after a great meal i like& to lie on the ground and& feel like garbage.../	Napstablook	Waterfall	room_water_blookhouse	
* it's a family tradition.../	Napstablook	Waterfall	room_water_blookhouse	
* do you want..^1.&* ... to join me...& Yes No\C	Napstablook and Frisk	Waterfall	room_water_blookhouse	
* okay..^1.&* follow my lead.../%%	Napstablook	Waterfall	room_water_blookhouse	
* do you want to play a game^1?&* it's called thundersnail./	Napstablook	Waterfall	room_water_farm	
* the snails will race^1, and if& the yellow snail wins^1, you& win./	Napstablook	Waterfall	room_water_farm	
* it's 10G to play.& & Play No\C	Napstablook and Frisk	Waterfall	room_water_farm	
* um..^1.&* you don't have any money?/	Napstablook	Waterfall	room_water_farm	
* n-no^1, you can still play^1,& don't worry about it.../	Napstablook	Waterfall	room_water_farm	
* okay..^1.&* press [Z] repeatedly to& encourage your snail./	Napstablook	Waterfall	room_water_farm	
* ready?/%%	Napstablook	Waterfall	room_water_farm	
* um..^1. that's less than 10G./	Napstablook	Waterfall	room_water_farm	
* but since you're my only& real customer^1, i guess i'll& just take what you have.../	Napstablook	Waterfall	room_water_farm	
* oh...../%%	Napstablook	Waterfall	room_water_farm	
* Seven./	Undyne	Waterfall	room_water18	
* Seven human souls./	Undyne	Waterfall	room_water18	
* With the power of seven& human souls^1, our king.../	Undyne	Waterfall	room_water18	
\W* \YKing \RASGORE \YDreemurr\W.../	Undyne	Waterfall	room_water18	
* ... will become a god./	Undyne	Waterfall	room_water18	
\W* With that power^1, \RASGORE\W & can finally shatter the& barrier./	Undyne	Waterfall	room_water18	
* He will finally take the& surface back from humanity.../	Undyne	Waterfall	room_water18	
* And give them back the& suffering and pain that& we have endured./	Undyne	Waterfall	room_water18	
* Understand^1, human?/	Undyne	Waterfall	room_water18	
* This is your only chance& at redemption./	Undyne	Waterfall	room_water18	
* Give up your soul.../	Undyne	Waterfall	room_water18	
* Or I'll tear it from& your body./%%	Undyne	Waterfall	room_water18	
* That spark in your eyes.../	Undyne	Waterfall		
* You're really eager to& die^1, aren't you?/%%	Undyne	Waterfall		
* Yo^1, I know I'm not supposed& to be here^1, but.../	Monster Kid	Waterfall	room_water20	
* I wanna ask you something./	Monster Kid	Waterfall	room_water20	
* Man^1, I've never had to ask& anyone this before.../	Monster Kid	Waterfall	room_water20	
* Umm.../	Monster Kid	Waterfall	room_water20	
* Yo..^1. You're human^1, right?&* Haha./	Monster Kid	Waterfall	room_water20	
* Man^1! I knew it!/	Monster Kid	Waterfall	room_water20	
* ... well^1, I know it now^1,& I mean.../	Monster Kid	Waterfall	room_water20	
* Undyne told me^1, um^1, "stay& away from that human."/	Monster Kid	Waterfall	room_water20	
* So^1, like^1, ummm.../	Monster Kid	Waterfall	room_water20	
* I guess that makes us enemies& or something./	Monster Kid	Waterfall	room_water20	
* But I kinda stink at that^1,& haha./	Monster Kid	Waterfall	room_water20	
* Yo^1, say something mean so& I can hate you?/	Monster Kid	Waterfall	room_water20	
* Please? & & Yes No \C	Monster Kid and Frisk	Waterfall	room_water20	
* Huh...?/	Monster Kid	Waterfall	room_water20	
* Yo^1, that's your idea of& something mean?/	Monster Kid	Waterfall	room_water20	
* My sister says that to me& ALL THE TIME!/	Monster Kid	Waterfall	room_water20	
* Guess I have to do it^1, haha./	Monster Kid	Waterfall	room_water20	
* Yo^1, I..^1. I hate your guts./	Monster Kid	Waterfall	room_water20	
* Man^1, I..^1. I'm such a turd./	Monster Kid	Waterfall	room_water20	
* I'm..^1. I'm gonna go home& now./%%	Monster Kid	Waterfall	room_water20	
* Yo^1, what^1?&* So I have to do it?/	Monster Kid	Waterfall	room_water20	
* Here goes nothing.../	Monster Kid	Waterfall	room_water20	
* (It's a water cooler.)&* (Take a cup of water?)& Yes No \C	Narrator and Frisk	Hotland	room_fire2	
* (There's no more water left& in the cooler.)/%%	Narrator	Hotland	room_fire2	
* (Sadistically^1, you've poured& out all the water right in& front of Undyne's eyes.)/%%	Narrator	Hotland	room_fire2	
* (You take a cup of water.)/%%	Narrator	Hotland	room_fire2	
* (Get rid of the water?)& & Yes No \C	Narrator and Frisk	Hotland	room_fire2	
* (You pour the water on& the ground next to the& water cooler.)/%%	Narrator	Hotland	room_fire2	
* A rousing error./%%	Narrator	Hotland	room_fire2	
bavewater				
* (Give Undyne the water?)& & Yes No \C	Narrator and Frisk	Hotland	room_fire2	
* (She looks dry...)/%%	Narrator	Hotland	room_fire2	
armor1				
armor2				
REMEMBER WHEN&I ASKED YOU&ABOUT CLOTHES?/	Papyrus (call)	Waterfall	room_water12	
\E3WELL^1, THE FRIEND&WHO WANTED TO&KNOW.../	Papyrus (call)	Waterfall	room_water12	
\E0HER OPINION OF&YOU IS VERY.../	Papyrus (call)	Waterfall	room_water12	
\E3MURDERY./	Papyrus (call)	Waterfall	room_water12	
\E0ERROR!!^1!&SEE YOU LATER!/%%	Papyrus (call)	Waterfall	room_water12	

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\E0BUT I BET YOU&KNEW THAT&ALREADY!/	Papyrus (call)	Waterfall	room_water12	
\E3AND BECAUSE YOU&KNEW THAT.../	Papyrus (call)	Waterfall	room_water12	
\E0I TOLD HER WHAT&YOU TOLD ME&YOU WERE WEARING!/	Papyrus (call)	Waterfall	room_water12	
A	Papyrus (call)	Waterfall	room_water12	
!/	Papyrus (call)	Waterfall	room_water12	
BECAUSE I KNEW^1,&OF COURSE.../	Papyrus (call)	Waterfall	room_water12	
\E3AFTER SUCH A&SUSPICIOUS&QUESTION.../	Papyrus (call)	Waterfall	room_water12	
\E0YOU WOULD&OBVIOUSLY CHANGE&YOUR CLOTHES!/	Papyrus (call)	Waterfall	room_water12	
YOU'RE SUCH A&SMART COOKIE!/	Papyrus (call)	Waterfall	room_water12	
THIS WAY YOU'RE&SAFE AND I&DIDN'T LIE!!!/	Papyrus (call)	Waterfall	room_water12	
NO BETRAYAL&ANYWHERE!!!/	Papyrus (call)	Waterfall	room_water12	
BEING FRIENDS&WITH EVERYONE&IS EASY!!!/	Papyrus (call)	Waterfall	room_water12	
\E0WELL^1, WORRY&NOT DEAR HUMAN!/	Papyrus (call)	Waterfall	room_water12	
PAPYRUS WOULD&NEVER BETRAY YOU!/	Papyrus (call)	Waterfall	room_water12	
\E3I AM NOT A&CRUEL PERSON./	Papyrus (call)	Waterfall	room_water12	
\E0I STRIVE TO BE&COMFORTING AND&PLEASANT./	Papyrus (call)	Waterfall	room_water12	
PAPYRUS!&HE SMELLS LIKE&THE MOON./	Papyrus (call)	Waterfall	room_water12	
SO, BECAUSE OF&MY INHERENT&GOODNESS.../	Papyrus (call)	Waterfall	room_water12	
I TOLD HER YOU&WERE NOT WEARING&A	Papyrus (call)	Waterfall	room_water12	
\E3EVEN THOUGH YOU&TOLD ME YOU&WERE!/	Papyrus (call)	Waterfall	room_water12	
INSTEAD^1, I MADE&SOMETHING UP!/	Papyrus (call)	Waterfall	room_water12	
I TOLD HER YOU&WERE WEARING.../	Papyrus (call)	Waterfall	room_water12	
\E0A	Papyrus (call)	Waterfall	room_water12	
\E3IT PAINED ME TO&TELL SUCH A&BOLDFACED LIE./	Papyrus (call)	Waterfall	room_water12	
I KNOW YOU WOULD&NEVER EVER WEAR&A	Papyrus (call)	Waterfall	room_water12	
\E0BUT YOUR SAFETY&IS MORE IMPORTANT&THAN FASHION./	Papyrus (call)	Waterfall	room_water12	
\E3DANG!/	Papyrus (call)	Waterfall	room_water12	
I JUST WANT TO&BE FRIENDS WITH&EVERYONE.../	Papyrus (call)	Waterfall	room_water12	
\E3PAPYRUS WOULD&NEVER BETRAY YOU!/	Papyrus (call)	Waterfall	room_water12	
\WY\E0OU SAID YOU WERE\Y &NOT WEARING A&	Papyrus (call)	Waterfall	room_water12	
\W./	Papyrus (call)	Waterfall	room_water12	
\E3SO OF COURSE&I ACTUALLY&TOLD HER.../	Papyrus (call)	Waterfall	room_water12	
\E0YOU WERE&INDEED WEARING&A	Papyrus (call)	Waterfall	room_water12	
BUT SINCE YOU&AREN'T WEARING&A	Papyrus (call)	Waterfall	room_water12	
\E0SHE SURELY&WON'T ATTACK&YOU!/	Papyrus (call)	Waterfall	room_water12	
NOW YOU ARE&SAFE AND SOUND./	Papyrus (call)	Waterfall	room_water12	
\E2WOWIE..^1.&THIS IS HARD./	Papyrus (call)	Waterfall	room_water12	
I JUST WANT TO&BE EVERYBODY'S&FRIEND!/	Papyrus (call)	Waterfall	room_water12	
\E0I KNEW WHEN&YOU SAID:/	Papyrus (call)	Waterfall	room_water12	
\E3"I AM NOT&WEARING A&	Papyrus (call)	Waterfall	room_water12	
."/	Papyrus (call)	Waterfall	room_water12	
\E0IT WAS REALLY&A SECRET CODE!/	Papyrus (call)	Waterfall	room_water12	
\E3YOU REALLY&MEANT.../	Papyrus (call)	Waterfall	room_water12	
\E0"I ACTUALLY AM&WEARING&A	Papyrus (call)	Waterfall	room_water12	
!"/	Papyrus (call)	Waterfall	room_water12	
YOU WERE TRYING&TO PROTECT&YOURSELF.../	Papyrus (call)	Waterfall	room_water12	
WHILE MAKING IT&SO I DIDN'T&HAVE TO LIE!/	Papyrus (call)	Waterfall	room_water12	
I PICKED UP ON&THIS, AND FOLLOWED&YOUR PLAN./	Papyrus (call)	Waterfall	room_water12	
IN FACT I TOOK&IT ONE STEP&FURTHER!/	Papyrus (call)	Waterfall	room_water12	
\E3I TOLD HER YOU&WERE PROBABLY.../	Papyrus (call)	Waterfall	room_water12	
\E0WEARING A&	Papyrus (call)	Waterfall	room_water12	
\E3OF COURSE, YOU&WOULD NEVER&WEAR THAT./	Papyrus (call)	Waterfall	room_water12	
\E0BUT THAT'S THE&POINT!/	Papyrus (call)	Waterfall	room_water12	
SHE WON'T&RECOGNIZE YOU&NOW!/	Papyrus (call)	Waterfall	room_water12	
AND I DIDN'T&HAVE TO BETRAY&EITHER OF YOU!/	Papyrus (call)	Waterfall	room_water12	
SINCE I JUST&TOLD HER WHAT&YOU SAID!/	Papyrus (call)	Waterfall	room_water12	
WOWIE^1!&YOU'RE SUCH A&SMART COOKIE!/	Papyrus (call)	Waterfall	room_water12	
I REALLY CAN&BE FRIENDS WITH&EVERYONE!!!/	Papyrus (call)	Waterfall	room_water12	
HEY^1!&WHAT'S UP!?/	Papyrus (call)	Hotland	room_water_undynefinal3	
I WAS JUST&THINKING.../	Papyrus (call)	Hotland	room_water_undynefinal3	
YOU^1, ME^1, AND&UNDYNE SHOULD ALL&HANG OUT SOMETIME!/	Papyrus (call)	Hotland	room_water_undynefinal3	
I THINK YOU&WOULD MAKE&GREAT PALS!/	Papyrus (call)	Hotland	room_water_undynefinal3	
LET'S MEET UP&AT HER HOUSE&LATER!/	Papyrus (call)	Hotland	room_water_undynefinal3	
AFTER YOU HANG&OUT WITH ME.../	Papyrus (call)	Hotland	room_water_undynefinal3	
LET'S MEET UP&AT HER HOUSE!/	Papyrus (call)	Hotland	room_water_undynefinal3	
* (It's a book labelled& Monster History Part 6.)& Read it Do not\C	Narrator and Frisk			
* Unfortunately^1, monsters are& not experienced with& illness./	Book			
* However^1, when monsters are& about to expire of age^1,& they lie down^1, immobile./	Book			
* We call this state& "Fallen Down."/	Book			
* A person who has Fallen& Down will soon perish./	Book			
* In a way^1, this confusing& situation was all too& familiar./%%	Book			
* (You decide not to read it.)/%%	Narrator			
* (It's a book labelled& Monster History Part 7.)& Read it Do not\C	Narrator and Frisk			
* When a human dies^1, its& soul remains stable& outside the body./	Book			
* Meanwhile^1, a monster's soul& disappears near-instantly& upon death./	Book			
* This allows monsters to& absorb the souls of& humans.../	Book			
* While it is extremely& difficult for humans to& absorb a monster's soul./	Book			
* This is why they feared us./	Book			
* Though monsters are weak^1,& with enough human souls.../	Book			
* They could easily destroy& all of mankind./%%	Book			
* (It's a book labelled& Monster History Part 8.)& Read it Do not\C	Narrator and Frisk			
* There is one exception& to the aforementioned& rules:/	Book			
* A certain type of monster^1,& the "boss" monster./	Book			
* Due to its life cycle^1, it& possesses an incredibly& strong soul for a monster./	Book			
* This soul can remain& stable after death^1, if& only for a few moments./%%	Book			
* (All these books are labelled& Human History.)& Read one Do not\C	Narrator and Frisk	Hotland	room_fire_lab2	
* (You look inside a book.)/	Narrator	Hotland	room_fire_lab2	
* (It's a comic of a giant& robot fighting a beautiful& alien princess.)/	Narrator	Hotland	room_fire_lab2	
* (This doesn't strike you& as very accurate...)/%%	Narrator	Hotland	room_fire_lab2	

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Text	Character	Area	Room	How to get it ?
* (You decide not to.)/%%	Narrator	Hotland	room_fire_lab2	
* (You look inside a book.)&* (It's a comic book.)/	Narrator	Hotland	room_fire_lab2	
* (Two scantily-clad chefs are& flinging energy pancakes& at each other.)/	Narrator	Hotland	room_fire_lab2	
* (A hideous android is running& to school with toast in& its mouth.)/	Narrator	Hotland	room_fire_lab2	
* (Seems like it's late.)/	Narrator	Hotland	room_fire_lab2	
* (There's a piano here.^1)&* (Play it?)& Yes No\C	Narrator and Frisk	Waterfall	room_water_piano	
See that heart^1? &That is your SOUL^1,&the very culmination&of your being!/	Flowey	Ruins	room_floweybattle	
Your SOUL starts off&weak^1, but can grow&strong if you gain&a lot of LV./	Flowey	Ruins	room_floweybattle	
What's LV stand for^1?&Why^1, LOVE^1, of course!/	Flowey	Ruins	room_floweybattle	
You want some&LOVE, don't you?/	Flowey	Ruins	room_floweybattle	
Don't worry,&I'll share some&with you!/%	Flowey	Ruins	room_floweybattle	
Down here^1, LOVE is&shared through..^1./	Flowey	Ruins	room_floweybattle	
Little white..^2.\E1 &"friendliness&pellets."/	Flowey	Ruins	room_floweybattle	
\E2Are you ready\E0?/%	Flowey	Ruins	room_floweybattle	
Move around^1!&Get as many as&you can^2!%%%	Flowey	Ruins	room_floweybattle	
You idiot./	Flowey	Ruins	room_floweybattle	
In this world^1, it's&kill or BE killed./	Flowey	Ruins	room_floweybattle	
Why would ANYONE pass&up an opportunity&like this!?/%	Flowey	Ruins	room_floweybattle	
Die./%	Flowey	Ruins	room_floweybattle	
Hey buddy^1,&you missed them./	Flowey	Ruins	room_floweybattle	
Let's try again^1,&okay?/%	Flowey	Ruins	room_floweybattle	
Is this a joke^2?&Are you braindead^2?&RUN^2. INTO^2. THE^2.&BULLETS!!!	Flowey	Ruins	room_floweybattle	
You know what's&going on here^1,&don't you?/	Flowey	Ruins	room_floweybattle	
You just wanted to&see me suffer./%	Flowey	Ruins	room_floweybattle	
\E1What a terrible&creature^1, torturing&such a poor^1,&innocent youth.../	Toriel	Ruins	room_floweybattle	
\E2Ah, do not be&afraid^1, my child./	Toriel	Ruins	room_floweybattle	
\XI am \BTORIEL\X,&caretaker of&the \RRUINS\X./	Toriel	Ruins	room_floweybattle	
I pass through this&place every day to&see if anyone has&fallen down./	Toriel	Ruins	room_floweybattle	
You are the first&human to come here&in a long time./	Toriel	Ruins	room_floweybattle	
I will do my best&to ensure your&protection during&your time here./%%	Toriel	Ruins	room_floweybattle	
\E2Come^2!&I will guide you&through the&catacombs./%%	Toriel	Ruins	room_floweybattle	
* Three gold for the ferry.& & Yes No\C	Ferry and Frisk	Waterfall	room_water7, room_water9	
* Later^1, then./%%	Ferry	Waterfall	room_water7, room_water9	
* Hop on!/%%	Ferry	Waterfall	room_water7, room_water9	
* (It's a switch.)& & Press it Don't\C	Narrator and Frisk	Hotland	room_fire_lasers1	
sc				
sound1				
sound2				
alarm				
* (The lasers were deactivated.)/%%	Narrator	Hotland	room_fire_lasers1	
* (The lasers were reactivated.)/%%	Narrator	Hotland	room_fire_lasers1	
* Ring.../	Cell phone	Hotland	room_fire_coreview2	
\TS \E3 \F6 \TA %	Alphys (call)	Hotland	room_fire_coreview2	
\E1* Um.../	Alphys (call)	Hotland	room_fire_coreview2	
\E0* I noticed you've been& kind of quiet.../	Alphys (call)	Hotland	room_fire_coreview2	
\W*\E8 Are you w-worried& about meeting \RASGORE\W...?/	Alphys (call)	Hotland	room_fire_coreview2	
\E2* .../	Alphys (call)	Hotland	room_fire_coreview2	
\E0* W-well^1, don't worry^1,& okay?/	Alphys (call)	Hotland	room_fire_coreview2	
\E7* Th-the king is a& really nice guy.../	Alphys (call)	Hotland	room_fire_coreview2	
\E0* I'm sure you can& talk to him^1, and.../	Alphys (call)	Hotland	room_fire_coreview2	
* W-with your human& soul^1, you can pass& through the barrier!/	Alphys (call)	Hotland	room_fire_coreview2	
* S-so no worrying^1, OK^1?&* J-just forget about it& and smile./	Alphys (call)	Hotland	room_fire_coreview2	
* hey buddy^1, what's up^1?&* wanna buy a hot dog?/	Sans	Hotland	room_fire_hotdog	
* it's only 30G.& & Yes No \C	Sans and Frisk	Hotland	room_fire_hotdog	
instance_number				
* here^1.&* have fun./%%	Sans	Hotland	room_fire_hotdog	
* here's another hot& dog./	Sans	Hotland	room_fire_hotdog	
* it's on the house^1.&* well^1, no^1.&* it's on you./%%	Sans	Hotland	room_fire_hotdog	
* sorry^1, thirty is& the limit on& head-dogs./%%	Sans	Hotland	room_fire_hotdog	
\TS*^1 \Tsi'll be 'frank' with& you./	Sans	Hotland	room_fire_hotdog	
* as much as i like& putting hot dogs& on your head.../	Sans	Hotland	room_fire_hotdog	
* thirty is just& an excessive number./	Sans	Hotland	room_fire_hotdog	
* twenty-nine^1, now& that's fine^1, but& thirty.../	Sans	Hotland	room_fire_hotdog	
* does it look like& my arms can reach& that high?/%%	Sans	Hotland	room_fire_hotdog	
* thanks, kid^1.&* here's your hot dog./%%	Sans	Hotland	room_fire_hotdog	
* thanks, kid^1.&* here's your 'dog./	Sans	Hotland	room_fire_hotdog	
* yeah^1. 'dog^1.&* apostrophe-dog^1.&* it's short for hot-dog./%%	Sans	Hotland	room_fire_hotdog	
* another h'dog^1?&* here you go.../	Sans	Hotland	room_fire_hotdog	
* whoops^1, i'm actually& out of hot dogs./	Sans	Hotland	room_fire_hotdog	
* here^1, you can have& a hot cat instead./%%	Sans	Hotland	room_fire_hotdog	
* another dog^1, coming& right up.../	Sans	Hotland	room_fire_hotdog	
* ... you really like& hot animals^1, don't& you?/	Sans	Hotland	room_fire_hotdog	
* hey^1, i'm not judging./	Sans	Hotland	room_fire_hotdog	
* i'd be out of a job& without folks like you./%%	Sans	Hotland	room_fire_hotdog	
* cool^1.&* here's that "dog./	Sans	Hotland	room_fire_hotdog	
* apostrophe-apostrophe& dog./	Sans	Hotland	room_fire_hotdog	
* it's short for& apostrophe-dog./	Sans	Hotland	room_fire_hotdog	
* which is^1, in turn^1,& short for.../%%	Sans	Hotland	room_fire_hotdog	
* another one^1?&* okay./	Sans	Hotland	room_fire_hotdog	
* careful^1.&* if you eat& too many hot dogs.../	Sans	Hotland	room_fire_hotdog	
* you'll probably get& huge like me./	Sans	Hotland	room_fire_hotdog	
* huge as in super-& popular^1, i mean./	Sans	Hotland	room_fire_hotdog	
* i'm practically& a hot-dog tycoon now./%%	Sans	Hotland	room_fire_hotdog	
* whoops^1, you don't have& enough cash./	Sans	Hotland	room_fire_hotdog	
* you should get a job^1.&* i've heard being a& sentry pays well./%%	Sans	Hotland	room_fire_hotdog	
* you're holding too much^1.&* ... guess i'll just put& it on your head./%%	Sans	Hotland	room_fire_hotdog	
* yeah^1, you've gotta& save your money for& college and spiders./%%	Sans	Hotland	room_fire_hotdog	
* L-looks like you& beat him!/	Alphys (call)	Hotland	room_fire_multititle	
\E0* Y-you did a really& great job out there./	Alphys (call)	Hotland	room_fire_multititle	

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Text	Character	Area	Room	How to get it ?
& All thanks& to you ... \C	Frisk	Hotland	room_fire_multitile	
\E3* What^1?&* Oh no^1, I mean.../	Alphys (call)	Hotland	room_fire_multitile	
\E4* You were the one& doing everything cool!/	Alphys (call)	Hotland	room_fire_multitile	
\E0* I just wrote some& silly programs for& your phone./	Alphys (call)	Hotland	room_fire_multitile	
\E4* ... umm^1, h-hey^1, this& might sound strange^1,& but.../	Alphys (call)	Hotland	room_fire_multitile	
\E6* ... c-can I tell& you something?/	Alphys (call)	Hotland	room_fire_multitile	
\E9* .../	Alphys (call)	Hotland	room_fire_multitile	
\E4* B-before I met you^1,& I d-didn't really.../	Alphys (call)	Hotland	room_fire_multitile	
\E9* I didn't really& like myself very& much./	Alphys (call)	Hotland	room_fire_multitile	
* For a long time^1,& I f-felt like a& total screw-up./	Alphys (call)	Hotland	room_fire_multitile	
\E9* L-like I couldn't& do a-anything& w-without.../	Alphys (call)	Hotland	room_fire_multitile	
\E9* W-without ending up& letting everyone& down./	Alphys (call)	Hotland	room_fire_multitile	
\E3* B-but...!/	Alphys (call)	Hotland	room_fire_multitile	
\E4* Guiding you has& made me feel.../	Alphys (call)	Hotland	room_fire_multitile	
\E9* A lot better about& myself./	Alphys (call)	Hotland	room_fire_multitile	
\E0* So... thanks for& letting me help& you./	Alphys (call)	Hotland	room_fire_multitile	
\E4* Uhhh^1, anyway^1, we're& almost to the CORE./	Alphys (call)	Hotland	room_fire_multitile	
\E0* It's just past& MTT Resort./	Alphys (call)	Hotland	room_fire_multitile	
\E6* Come on^1!&* Let's finish this!/%%	Alphys (call)	Hotland	room_fire_multitile	
\E0EUREKA!!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
I'VE FIGURED OUT&THE PUZZLE!!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E3YOU SEEM LIKE&YOU'RE HAVING&FUN^1, THOUGH.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E0DO YOU ABSOLUTELY^1,&DAPSOLUTELY WANT&THE SOLUTION???/	Papyrus	Snowdin	room_tundra_xoxopuzz	
* (Do you absolutely^1,& dapsolutely want the answer?)& Yes No\C	Narrator and Frisk	Snowdin	room_tundra_xoxopuzz	
THE^1!&SOLUTION^1!&IS!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
(PLEASE IMAGINE&A DRUMROLL IN&YOUR HEAD)/	Papyrus	Snowdin	room_tundra_xoxopuzz	
... THAT TREE&OVER THERE HAS&A SWITCH ON IT!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
CHECK IT&OUTIE!!!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
WOW..^1.&YOU'RE TRULY A&PUZZLE PASSIONEER!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
I'M SO ENTHUSED&BY YOUR&ENTHUSIASM!!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
YOU CAN DO IT^1,&HUMAN!!!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
* (There's a switch on the& trunk of this tree.)/	Narrator	Snowdin	room_tundra_xoxopuzz	
* (Press it?)& & Yes No\C	Narrator and Frisk	Snowdin	room_tundra_xoxopuzz	
\vic.				
OHO^1!&THE HUMAN ARRIVES!/	Papyrus	Waterfall	room_water_undyneyard	
ARE YOU READY TO&HANG OUT WITH&UNDYNE?/	Papyrus	Waterfall	room_water_undyneyard	
I HAVE A PLAN&TO MAKE YOU TWO&GREAT FRIENDS!/	Papyrus	Waterfall	room_water_undyneyard	
* (Will you hang out?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water_undyneyard	
OKAY^1!&STAND BEHIND ME!/%%	Papyrus	Waterfall	room_water_undyneyard	
HMMM..^1.&STILL GETTING&READY?/	Papyrus	Waterfall	room_water_undyneyard	
\E0TAKE YOUR TIME!/%%	Papyrus	Waterfall	room_water_undyneyard	
OKAY^1!&ALL READIED-UP&TO HANG OUT!?/	Papyrus	Waterfall	room_water_undyneyard	
TAKE YOUR TIME!/%%	Papyrus	Waterfall	room_water_undyneyard	
\E4* .../	Undyne	Waterfall	room_water_undynehouse	
\E5* So why are YOU& here?/	Undyne	Waterfall	room_water_undynehouse	
\E4* To rub your victory& in my face?/	Undyne	Waterfall	room_water_undynehouse	
\E4* To humiliate me& even further?/	Undyne	Waterfall	room_water_undynehouse	
\E1* IS THAT IT? & & Yes No\C	Undyne and Frisk	Waterfall	room_water_undynehouse	
\E2* Oh-ho-ho-ho./	Undyne	Waterfall	room_water_undynehouse	
\E1* Well^1, I've got news& for you^1, BRAT./	Undyne	Waterfall	room_water_undynehouse	
\E2* You're on MY& battlefield now./	Undyne	Waterfall	room_water_undynehouse	
\E3* And you AREN'T& going to& humiliate me./	Undyne	Waterfall	room_water_undynehouse	
\E3* I'll TELL you& what's going to& happen./	Undyne	Waterfall	room_water_undynehouse	
\E0* We're going to& hang out./	Undyne	Waterfall	room_water_undynehouse	
\E2* We're going to& have a good& time./	Undyne	Waterfall	room_water_undynehouse	
\M1* We're going to& become "friends."/	Undyne	Waterfall	room_water_undynehouse	
\E3* You'll become so& enamored with me.../	Undyne	Waterfall	room_water_undynehouse	
\E1* YOU'LL be the one& feeling humiliated& for your actions!/	Undyne	Waterfall	room_water_undynehouse	
\E6* Fuhuhuhuhu!!/	Undyne	Waterfall	room_water_undynehouse	
\M2* It's the perfect& revenge!!!/	Undyne	Waterfall	room_water_undynehouse	
\E1* Err.../	Undyne	Waterfall	room_water_undynehouse	
\E9* Why don't you& have a seat?/%%	Undyne	Waterfall	room_water_undynehouse	
\E4* Then why are you& here?/	Undyne	Waterfall	room_water_undynehouse	
\E1* ...!/	Undyne	Waterfall	room_water_undynehouse	
\E2* Wait^1, I get it./	Undyne	Waterfall	room_water_undynehouse	
\E3* You think that I'm& gonna be friends& with you^1, huh?/	Undyne	Waterfall	room_water_undynehouse	
* Right???& NEVER & Yes with you\C	Undyne and Frisk	Waterfall	room_water_undynehouse	
\E6* Really^1?&* How delightful!^1!&* I accept!/	Undyne	Waterfall	room_water_undynehouse	
* Let's all frolick& in the fields& of friendship!/	Undyne	Waterfall	room_water_undynehouse	
\E2* ...NOT!/	Undyne	Waterfall	room_water_undynehouse	
\E2* Why would I EVER& be friends with& YOU!?/	Undyne	Waterfall	room_water_undynehouse	
\E3* If you weren't my& houseguest^1, I'd beat& you up right now!/	Undyne	Waterfall	room_water_undynehouse	
\E0* You're the enemy& of everyone's hopes& and dreams!/	Undyne	Waterfall	room_water_undynehouse	
\E1* I WILL NEVER& BE YOUR FRIEND./	Undyne	Waterfall	room_water_undynehouse	
\E3* Now get out of& my house!/%%	Undyne	Waterfall	room_water_undynehouse	
\E1* WHAT?/	Undyne	Waterfall	room_water_undynehouse	
\E4* First you parade& into my house^1,& then you INSULT me?/	Undyne	Waterfall	room_water_undynehouse	
\E2* You little BRAT^1!&* I have half a& mind to.../	Undyne	Waterfall	room_water_undynehouse	
\E3* Wait./	Undyne	Waterfall	room_water_undynehouse	
\E2* I'll prove you& WRONG./	Undyne	Waterfall	room_water_undynehouse	
\E3* We ARE going to& be friends./	Undyne	Waterfall	room_water_undynehouse	
\E1* In fact.../	Undyne	Waterfall	room_water_undynehouse	
\E3* We./	Undyne	Waterfall	room_water_undynehouse	
\M1* Are going to be& BESTIES./	Undyne	Waterfall	room_water_undynehouse	
* I'll make you like& me so much.../	Undyne	Waterfall	room_water_undynehouse	
\E1* Your WHOLE LIFE& will revolve around& me!!/	Undyne	Waterfall	room_water_undynehouse	
\E6* FUHUHUHUHU!!!/	Undyne	Waterfall	room_water_undynehouse	
\E9* Now^1, why don't& you have a seat?/%%	Undyne	Waterfall	room_water_undynehouse	
* (Sit down and progress?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water_undynehouse	

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Text	Character	Area	Room	How to get it ?
* That sugar's for& the tea./	Undyne	Waterfall	room_water_undynehouse	
\E2* I'm not gonna give& you a cup of& sugar!/	Undyne	Waterfall	room_water_undynehouse	
\E6* What do I look& like^1, the ice-cream& woman?/	Undyne	Waterfall	room_water_undynehouse	
\E2* Do human ice-cream& women TERRORIZE HUMANITY& with ENERGY SPEARS?/	Undyne	Waterfall	room_water_undynehouse	
\E3* Are their ice-cream& songs a PRELUDE TO& DESTRUCTION?/	Undyne	Waterfall	room_water_undynehouse	
\E1* ... what^1?&* REALLY?/	Undyne	Waterfall	room_water_undynehouse	
\E6* That rules!!!/%%	Undyne	Waterfall	room_water_undynehouse	
\E3* That's what I& thought./%%	Undyne	Waterfall	room_water_undynehouse	
* Envision these& vegetables as your& greatest enemy!/	Undyne	Waterfall	room_water_undynehouse	
\E2* Now!^1!&* Pound them to dust& with your fists!!/	Undyne	Waterfall	room_water_undynehouse	
* (How will you pound?)& & Strong Wimpy\C	Narrator and Frisk	Waterfall	room_water_undynehouse	
* (You punch the vegetables& at full force^1.&* You knock over a tomato.)/	Narrator	Waterfall	room_water_undynehouse	
scr_undface				
* YEAH^1!&* YEAH!/	Undyne	Waterfall	room_water_undynehouse	
\E1* Our hearts are& uniting against these& healthy ingredients!/	Undyne	Waterfall	room_water_undynehouse	
\M2* NOW IT'S MY TURN!/	Undyne	Waterfall	room_water_undynehouse	
* NGAHHH!/%%	Undyne	Waterfall	room_water_undynehouse	
* (You pet the vegetables& in an affectionate& manner.)/	Narrator	Waterfall	room_water_undynehouse	
* OH MY GOD!!^1!&* STOP PETTING THE& ENEMY!!!/	Undyne	Waterfall	room_water_undynehouse	
\M2* I'll show you& how it's done!/	Undyne	Waterfall	room_water_undynehouse	
* ... we add the& noodles!/	Undyne	Waterfall	room_water_undynehouse	
\E0* Homemade noodles& are the best!/	Undyne	Waterfall	room_water_undynehouse	
\E6* BUT I JUST BUY& STORE-BRAND!/	Undyne	Waterfall	room_water_undynehouse	
\M2* THEY'RE THE& CHEAPEST!!!/	Undyne	Waterfall	room_water_undynehouse	
\E1* NGAHHHHHHHHHH& HHHHHHHHHH!!!/	Undyne	Waterfall	room_water_undynehouse	
\E9* Uhh^1, just put them& in the pot./	Undyne	Waterfall	room_water_undynehouse	
\M0* (How will you put them in?)& & Fiercely Careful\C	Narrator and Frisk	Waterfall	room_water_undynehouse	
* (You throw everything into& the pot as hard as you can^1,& including the box.)/	Narrator	Waterfall	room_water_undynehouse	
* (It clanks against the& empty bottom.)/	Narrator	Waterfall	room_water_undynehouse	
\M2* YEAH!!^1!&* I'M INTO IT!!!/%%	Undyne	Waterfall	room_water_undynehouse	
* (You place the noodles& in one at a time.)/	Narrator	Waterfall	room_water_undynehouse	
* (They clank against the& empty bottom.)/	Narrator	Waterfall	room_water_undynehouse	
* Nice???/%%	Undyne	Waterfall	room_water_undynehouse	
\E0* Humans suck^1, but& their history..^1.&* Kinda rules./	Undyne	Waterfall	room_water_undynehouse	
\E2* Case in point^1:&* This giant sword!/	Undyne	Waterfall	room_water_undynehouse	
\E0* Historically^1, humans& wielded swords up& to 10x their size./	Undyne	Waterfall	room_water_undynehouse	
\E1* RIGHT?& & True False\C	Undyne and Frisk	Waterfall	room_water_undynehouse	
\E6* Heh^1, I knew it!/	Undyne	Waterfall	room_water_undynehouse	
\E2* When I first heard& that^1, I immediately& wanted one!/	Undyne	Waterfall	room_water_undynehouse	
\E0* So me and Alphys& built a giant& sword together./	Undyne	Waterfall	room_water_undynehouse	
\E0* She figured out all& the specs herself.../	Undyne	Waterfall	room_water_undynehouse	
\E6* She's smart^1, huh!?/%%	Undyne	Waterfall	room_water_undynehouse	
\E2* Pfft^1!&* You liar!/	Undyne	Waterfall	room_water_undynehouse	
\E3* I've READ Alphys's& human history book& collection!/	Undyne	Waterfall	room_water_undynehouse	
\E3* I know all about& your giant swords.../	Undyne	Waterfall	room_water_undynehouse	
\E3* Your colossal^1,& alien-fighting& robots.../	Undyne	Waterfall	room_water_undynehouse	
* Your supernatural& princesses.../	Undyne	Waterfall	room_water_undynehouse	
\E6* Heh^1! There's no& way you're gonna& fool me!!!/%%	Undyne	Waterfall	room_water_undynehouse	
* (Look inside the bone drawer?)& & Yes No\C	Narrator and Frisk	Waterfall	room_water_undynehouse	
\M5* WHAT A SENSATIONAL OPPORTUNITY& FOR A STORY!/	Mettaton	Hotland	room_fire_newsreport	
\M3* I CAN SEE THE HEADLINE NOW:/	Mettaton	Hotland	room_fire_newsreport	
\M4* "A DOG EXISTS SOMEWHERE."/	Mettaton	Hotland	room_fire_newsreport	
\M2* FRANKLY^1, I'M BLOWN AWAY./	Mettaton	Hotland	room_fire_newsreport	
* (REPORT THIS ONE?)& & Report Look More\C	Mettaton and Frisk	Hotland	room_fire_newsreport	
eventchoice				
\M5* THIS DOG..^1.&* STILL EXISTS!/	Mettaton	Hotland	room_fire_newsreport	
* THIS STORY..^1.&* JUST KEEPS GETTING& BETTER AND BETTER!/	Mettaton	Hotland	room_fire_newsreport	
\M2* (REPORT THIS ONE?)& & Report Look More\C	Mettaton and Frisk	Hotland	room_fire_newsreport	
\M5* OH MY!!!!/	Mettaton	Hotland	room_fire_newsreport	
\M2* ... IT'S A COMPLETELY& NONDESCRIPT GLASS OF WATER./	Mettaton	Hotland	room_fire_newsreport	
\M4* BUT ANYTHING CAN MAKE& A GREAT STORY WITH ENOUGH& SPIN!/	Mettaton	Hotland	room_fire_newsreport	
\M3* I'M HONORED TO BE IN THE& PRESENCE OF SUCH A HUGE& LUKEWARM WATER FAN^1, FOLI	Mettaton	Hotland	room_fire_newsreport	
\M5* OH NO!!^1!&* THAT MOVIE SCRIPT!!^1!&* HOW'D??^1? THAT GET THERE???/	Mettaton	Hotland	room_fire_newsreport	
\M4* IT'S A SUPER-JUICY SNEAK& PREVIEW OF MY LATEST& GUARANTEED-NOT-TO-BOMB FILM:/	Mettaton	Hotland	room_fire_newsreport	
\M6* METTATON THE MOVIE XXVIII..^1.& STARRING METTATON!/	Mettaton	Hotland	room_fire_newsreport	
\M1* I'VE HEARD THAT LIKE THE& OTHER FILMS.../	Mettaton	Hotland	room_fire_newsreport	
\M1* IT CONSISTS MOSTLY OF A SINGLE& FOUR-HOUR SHOT OF ROSE PETALS& SHOWERING ON M	Mettaton	Hotland	room_fire_newsreport	
\M5* OOH!!^1!&* BUT THAT'S!!^1!&* NOT CONFIRMED!!/	Mettaton	Hotland	room_fire_newsreport	
\M5* YOU WOULDN'T (COUGH) SPOIL MY& MOVIE FOR EVERYONE WITH A& PROMOTIONAL STOR	Mettaton	Hotland	room_fire_newsreport	
\M5* PHEW!!^1! THAT WAS CLOSE!^1!&* YOU ALMOST GAVE ME A BUNCH& OF FREE ADVERTISEM	Mettaton	Hotland	room_fire_newsreport	
\M2 %%	Mettaton	Hotland	room_fire_newsreport	
\M3* OH^1!&* YOU'RE BACK!/	Mettaton	Hotland	room_fire_newsreport	
\M6* THAT'S RIGHT^1, FOLKS^1!&* IT SEEMS NO ONE CAN RESIST& THE ALLURE OF MY NEW FILM	Mettaton	Hotland	room_fire_newsreport	
\M4* BASKETBALL'S A BLAST^1, ISN'T IT^1,& DARLING?/	Mettaton	Hotland	room_fire_newsreport	
\M1* TOO BAD YOU CAN'T PLAY WITH& THESE BALLS./	Mettaton	Hotland	room_fire_newsreport	
\M4* THEY'RE MTT-BRAND FASHION& BASKETBALLS^1.&* FOR WEARING^1, NOT PLAYING./	Mettaton	Hotland	room_fire_newsreport	
\M6* YOU CAN'T GET RICH AND FAMOUS& LIKE MOI WITHOUT BEAUTIFYING& A FEW ORBS./	Mettaton	Hotland	room_fire_newsreport	
* IT SEEMS OUR REPORTER IS DRAWN& TO SPORTS LIKE MOTHS TO A& FLAMING BASKETBALL HOO	Mettaton	Hotland	room_fire_newsreport	
\M5* OH MY^1! IT'S A PRESENT^1!&* AND IT'S ADDRESSED TO YOU^1,& DARLING!/	Mettaton	Hotland	room_fire_newsreport	
\M6* AREN'T YOU JUST BURSTING& WITH EXCITEMENT?/	Mettaton	Hotland	room_fire_newsreport	
\M5* WHAT COULD BE INSIDE^1?&* WELL^1, NO TIME LIKE THE& "PRESENT" TO FIND OUT!/	Mettaton	Hotland	room_fire_newsreport	
\M4* READY FOR YOUR..^1.&* PRESENTATION?/	Mettaton	Hotland	room_fire_newsreport	
\M4* (... LET'S CUT THAT ONE IN& POST.)/	Mettaton	Hotland	room_fire_newsreport	
\M5* OOH LA LA^1!&* THIS VIDEO GAME YOU FOUND..^1.&* IS DYNAMITE!!!/	Mettaton	Hotland	room_fire_newsreport	
\M4* THOUGH I DON'T MAKE AN& APPEARANCE IN IT UNTIL& THREE-FOURTHS IN./	Mettaton	Hotland	room_fire_newsreport	
\M3* BUT I LIKE THAT./	Mettaton	Hotland	room_fire_newsreport	
\M6* APPEARING FROM THE HEAVENS LIKE& MANNA^1, SLAKING THE AUDIENCE'S& HUNGER FOI	Mettaton	Hotland	room_fire_newsreport	
\M5* OOH^1!&* THAT'S METTATON!/	Mettaton	Hotland	room_fire_newsreport	
* AH^1, YOU UNDERSTAND./	Mettaton	Hotland	room_fire_newsreport	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* THIS IS A GAME WHERE YOU& SHOULD CHECK EVERYTHING& TWICE./	Mettaton	Hotland	room_fire_newsreport	
* Buy a Spider Cider for 9999G?& & Yes No \C	Narrator and Frisk	Hotland	room_fire_spidershop	
* Buy a Spider Donut for 9999G?& & Yes No \C	Narrator and Frisk	Hotland	room_fire_spidershop	
* Ribbit^1, ribbit.&* (I have heard you are quite& merciful^1, for a human...)/	Froggit	Ruins	room_ruins13	
\W* (Surely you know by now a& monster wears a \YYELLOW\W name& when you can \YSPARE\W	Froggit	Ruins	room_ruins13	
* (What do you think of that?)& Very It's& Helpful Bad\C	Froggit and Frisk	Ruins	room_ruins13	
* (It is rather helpful.^1)&* (Remember^1, sparing is just& saying you won't fight.)/	Froggit	Ruins	room_ruins13	
* (Maybe one day^1, you'll& have to do it even if& their name isn't yellow.)/%%	Froggit	Ruins	room_ruins13	
* (Really^1? Then^1, I'll tell all& of my friends to tell& their friends' friends...)/	Froggit	Ruins	room_ruins13	
* (Never use yellow names.)&* (How about that?)/	Froggit	Ruins	room_ruins13	
Keep No more& Yellow Yellow& Names Names\C	Frisk	Ruins	room_ruins13	
* (OK^1, they will still& use yellow names.)/%%	Froggit	Ruins	room_ruins13	
* (OK^1, I will let them& know not to use yellow& names.)/%%	Froggit	Ruins	room_ruins13	
* Ribbit^1, ribbit^1.&* (How are you doing without& yellow names?)/	Froggit	Ruins	room_ruins13	
Bring & It's Them& great Back\C	Frisk	Ruins	room_ruins13	
* (Glad to hear it.^1)&* (Though^1, I do not know why& you dislike yellow.)/	Froggit	Ruins	room_ruins13	
* (You had better hope you do& not encounter a banana-themed& monster.)/%%	Froggit	Ruins	room_ruins13	
* (Huh^1? It's rather inconvenient& that you changed your mind& like this.)/	Froggit	Ruins	room_ruins13	
* (Since I told everyone& not to use yellow names^1,& everyone threw theirs out.)/	Froggit	Ruins	room_ruins13	
* (This is really troubling...^1)&* (Hmmm...)/	Froggit	Ruins	room_ruins13	
\W* (Well^1, last year it was& fashionable to have \ppink\W & names.)/	Froggit	Ruins	room_ruins13	
* (I think everyone still& has those in their closets& somewhere...)/	Froggit	Ruins	room_ruins13	
* (I'll ask everyone to look.^1)&* (But this is the last time!)/%%	Froggit	Ruins	room_ruins13	
* Ribbit^1, ribbit...&* (I hope you're satisfied.)/%%	Froggit	Ruins	room_ruins13	
* \YNAPSTABLOOK22 has sent you& a friend request.\W /	Narrator (Undernet)	Hotland	room_fire_apron	
* Accept the request?& & Accept Reject\C	Narrator (Undernet) and Frisk	Hotland	room_fire_apron	
* (It seems to have already& rejected itself...)/%%	Narrator	Hotland	room_fire_apron	
* \YMETTATON has sent you a& Mortal Enemy request.\W /	Narrator (Undernet)	Hotland		
* Congratulations^1!&* You are now Mortal Enemies& with Mettaton./	Narrator (Undernet)	Hotland		
* \YCOOLSKELETON95\W has posted& a comment on this change./	Narrator (Undernet)	Hotland		
* CONGRATULATIONS^1, YOU TWO^1!&* WISH YOU A LONG AND& HORRIBLE RIVALRY./%%	Papyrus (Undernet)	Hotland		
* You rejected the request./%%	Narrator (Undernet)	Hotland		
* \YMETTATON has sent you an& invitation to "Die."\W /	Narrator (Undernet)	Hotland		
* RSVP?& & Respond Ignore\C	Narrator (Undernet) and Frisk	Hotland		
* Bepis valley Granola Bars/%%				
* hey^1.&* I heard you're going& to the core./	Sans	Hotland	room_fire_hotelfront_2	
\E0* how about grabbing some& dinner with me first?& Yeah I'm busy \C	Sans and Frisk	Hotland	room_fire_hotelfront_2	
* great^1, thanks for& treating me./%%	Sans	Hotland	room_fire_hotelfront_2	
* well^1, have fun in& there./%%	Sans	Hotland	room_fire_hotelfront_2	
* This is the barrier./	Asgore	New Home	room_castle_barrier	
* This is what keeps& us all trapped& underground./	Asgore	New Home	room_castle_barrier	
* If.../	Asgore	New Home	room_castle_barrier	
* If by chance you& have any unfinished& business.../	Asgore	New Home	room_castle_barrier	
* Please do what you& must./	Asgore	New Home	room_castle_barrier	
& & Continue Go Back\C	Frisk	New Home	room_castle_barrier	
* ..^2.&* ... I see.../	Asgore	New Home	room_castle_barrier	
* This is it^1, then./%%	Asgore	New Home	room_castle_barrier	
* I see./	Asgore	New Home	room_castle_barrier	
* Anything you want to& do is important& enough./	Asgore	New Home	room_castle_barrier	
* Even something as small& as reading a book^1,& or taking a walk.../	Asgore	New Home	room_castle_barrier	
* Please take your time./%%	Asgore	New Home	room_castle_barrier	
* Oh..^1.&* Back so soon?/	Asgore	New Home	room_castle_barrier	
* How are you feeling?/	Asgore	New Home	room_castle_barrier	
& & Ready Go Back\C	Frisk	New Home	room_castle_barrier	
* Do what you have to./%%	Asgore	New Home	room_castle_barrier	
* Tra la la^1.&* I am the riverman./	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* Or am I the riverwoman...^1?&* It doesn't really matter./	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* I love to ride in my boat^1.&* Would you care to join me?/	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* (Ride in the boat?)& & Yes No\C	River Person and Frisk	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* Tra la la^1.&* Care for a ride?/	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* Where will we go today?& & Error Error\C	River Person and Frisk	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* Where will we go today?& & Snowdin Waterfall\C	River Person and Frisk	Hotland	room_fire_dock	
* Where will we go today?& & Snowdin Hotland\C	River Person and Frisk	Waterfall	room_water_dock	
* Where will we go today?& & Waterfall Hotland\C	River Person and Frisk	Snowdin	room_tundra_dock	
* Then perhaps another time^1.&* Or perhaps not^1.&* It doesn't really matter./%%	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* Then we're off.../%%	River Person	Snowdin, Water	room_tundra_dock, room_water_dock, room_fire_dock	
* (There's a switch on the& wall.)/	Narrator	True Lab	room_truelab_fan	
* (The switch doesn't do& anything.)/%%	Narrator	True Lab	room_truelab_fan	
* (Seems like a comfortable& bed.)/	Narrator	True Lab	room_truelab_bedroom	
* (Lie on it?)& & Yes No\C	Narrator and Frisk	True Lab	room_truelab_bedroom	
* (It's just a regular suspicious& bed now.)/%%	Narrator	True Lab	room_truelab_bedroom	
* (It's a yellow key.^1)&* (You put it on your& keychain.)/%%	Narrator	True Lab	room_truelab_bedroom	
* (There's something under& the sheets.)/	Narrator	True Lab	room_truelab_bedroom	
* (Check it out?)& & Yes No\C	Narrator and Frisk	True Lab	room_truelab_bedroom	
* (The power has been turned& on.)/%%	Narrator	True Lab	room_truelab_power	
* (It seems like this controls& the elevator's power.)/	Narrator	True Lab	room_truelab_power	
* (Turn it on?)& & Yes No\C	Narrator and Frisk	True Lab	room_truelab_power	
\E7* I always was a crybaby^1,& wasn't I^1,	Asriel	New Home	room_goodbyeasriel	
charname				
\E2* ... I know./	Asriel	New Home	room_goodbyeasriel	
\E0* You're not actually&	Asriel	New Home	room_goodbyeasriel	
, are you?/	Asriel	New Home	room_goodbyeasriel	
\E7*	Asriel	New Home	room_goodbyeasriel	
's been gone for& a long time./	Asriel	New Home	room_goodbyeasriel	
\E9* Um..^1. what.../	Asriel	New Home	room_goodbyeasriel	
\E0* What IS your name?/	Asriel	New Home	room_goodbyeasriel	
\E5* "Frisk?"/	Asriel	New Home	room_goodbyeasriel	
\E7* That's.../	Asriel	New Home	room_goodbyeasriel	
\E5* A nice name./	Asriel	New Home	room_goodbyeasriel	

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\E7* Frisk.../	Asriel	New Home	room_goodbyeasriel	
\E0* I haven't felt like& this for a long time./	Asriel	New Home	room_goodbyeasriel	
\E2* As a flower^1, I was& soulless./	Asriel	New Home	room_goodbyeasriel	
\E1* I lacked the power to& love other people./	Asriel	New Home	room_goodbyeasriel	
\E2* However^1, with everyone's& souls inside me.../	Asriel	New Home	room_goodbyeasriel	
\E7* I not only have my own& compassion back.../	Asriel	New Home	room_goodbyeasriel	
\E5* But I can feel every& other monster's as& well./	Asriel	New Home	room_goodbyeasriel	
\E7* They all care about& each other so much./	Asriel	New Home	room_goodbyeasriel	
\E0* And..^1. they care about& you too^1, Frisk./	Asriel	New Home	room_goodbyeasriel	
\E7* I wish I could tell& you how everyone& feels about you./	Asriel	New Home	room_goodbyeasriel	
* Papyrus..^1. Sans..^1.& * Undyne..^1. Alphys.../	Asriel	New Home	room_goodbyeasriel	
\E0* ... Toriel./	Asriel	New Home	room_goodbyeasriel	
\E7* Monsters are weird./	Asriel	New Home	room_goodbyeasriel	
\E5* Even though they barely& know you.../	Asriel	New Home	room_goodbyeasriel	
\E6* It feels like they& all really love& you./	Asriel	New Home	room_goodbyeasriel	
\E8* Haha./	Asriel	New Home	room_goodbyeasriel	
\E1* Frisk..^1. I..^1.& * I understand if you& can't forgive me./	Asriel	New Home	room_goodbyeasriel	
* I understand if you& hate me./	Asriel	New Home	room_goodbyeasriel	
* I acted so strange and& horrible./	Asriel	New Home	room_goodbyeasriel	
\E3* I hurt you./	Asriel	New Home	room_goodbyeasriel	
* I hurt so many people./	Asriel	New Home	room_goodbyeasriel	
\E1* Friends^1, family^1,& bystanders.../	Asriel	New Home	room_goodbyeasriel	
\E3* There's no excuse for& what I've done./	Asriel	New Home	room_goodbyeasriel	
& & Forgive Do not\C	Frisk	New Home	room_goodbyeasriel	
\E3* Wh..^1. what?/	Asriel	New Home	room_goodbyeasriel	
\E7* ... Frisk^1, come on./	Asriel	New Home	room_goodbyeasriel	
\E0* You're..^1.& * You're gonna make me& cry again./	Asriel	New Home	room_goodbyeasriel	
\E7* ... besides^1, even if& you do forgive me.../	Asriel	New Home	room_goodbyeasriel	
\E2* ... right^1./	Asriel	New Home	room_goodbyeasriel	
* I understand./	Asriel	New Home	room_goodbyeasriel	
\E1* I just hope that.../	Asriel	New Home	room_goodbyeasriel	
* I can make up for& it a little right& now./	Asriel	New Home	room_goodbyeasriel	
\E1* I can't keep these& souls inside of me./	Asriel	New Home	room_goodbyeasriel	
\E0* The least I can do& is return them./	Asriel	New Home	room_goodbyeasriel	
\E2* But first.../	Asriel	New Home	room_goodbyeasriel	
\E4* There's something I& have to do./	Asriel	New Home	room_goodbyeasriel	
* Right now^1, I can feel& everyone's hearts& beating as one./	Asriel	New Home	room_goodbyeasriel	
* They're all burning& with the same& desire./	Asriel	New Home	room_goodbyeasriel	
* With everyone's power..^1.& * With everyone's& determination.../	Asriel	New Home	room_goodbyeasriel	
* It's time for& monsters.../	Asriel	New Home	room_goodbyeasriel	
* To finally go free./%%	Asriel	New Home	room_goodbyeasriel	
\E0* I have to go now./	Asriel	New Home	room_goodbyeasriel	
\E7* Without the power of& everyone's souls.../	Asriel	New Home	room_goodbyeasriel	
\E1* I can't keep& maintaining this& form./	Asriel	New Home	room_goodbyeasriel	
* In a little while.../	Asriel	New Home	room_goodbyeasriel	
* I'll turn back into& a flower./	Asriel	New Home	room_goodbyeasriel	
\E3* I'll stop being& "myself."/	Asriel	New Home	room_goodbyeasriel	
* I'll stop being able& to feel love again./	Asriel	New Home	room_goodbyeasriel	
\E1* So..^1. Frisk./	Asriel	New Home	room_goodbyeasriel	
\E7* It's best if you& just forget about& me^1, OK?/	Asriel	New Home	room_goodbyeasriel	
\E0* Just go be with& the people who& love you./	Asriel	New Home	room_goodbyeasriel	
& Comfort& him Do not\C	Frisk	New Home	room_goodbyeasriel	
\E0* So^1, Alphys.../	Undyne	New Home	room_castle_prebarrier	
\E9* What do you want& to do now that& we're all free?/	Undyne	New Home	room_castle_prebarrier	
\E0* We have the whole& world to explore& now./	Undyne	New Home	room_castle_prebarrier	
scr_alface				
\E3* W-well^1, of course& I'm going to go& out and.../	Alphys	New Home	room_castle_prebarrier	
\E4* Um.../	Alphys	New Home	room_castle_prebarrier	
\E3* No^1, I should be& honest!!/	Alphys	New Home	room_castle_prebarrier	
\E1* I'm gonna stay inside& and watch anime like& a total loser!/	Alphys	New Home	room_castle_prebarrier	
\E0THAT'S THE SPIRIT!/	Papyrus	New Home	room_castle_prebarrier	
EVERYONE!!^1!&A CELEBRATION!!!&TO BEING LOSERS!!/	Papyrus	New Home	room_castle_prebarrier	
\E9* Heh^1..& * Papyrus has the& right idea./	Undyne	New Home	room_castle_prebarrier	
\E0* Losing to Frisk is& the best thing to& ever happen to me./	Undyne	New Home	room_castle_prebarrier	
\E0* So I'm glad that& we.../	Undyne	New Home	room_castle_prebarrier	
\E9* Huh^1?& * What is it^1, Asgore?/	Undyne	New Home	room_castle_prebarrier	
scr_asgface				
\E2* Um..^1. what's an.../	Asgore	New Home	room_castle_prebarrier	
\E0* ... anime?/	Asgore	New Home	room_castle_prebarrier	
\E1* (Oh My God?)/	Alphys	New Home	room_castle_prebarrier	
\E3* (Frisk^1. Please.)/	Alphys	New Home	room_castle_prebarrier	
\E2* (Help me explain what& anime is to Asgore.)/	Alphys	New Home	room_castle_prebarrier	
\E0* Y-you see^1, it's& like a cartoon^1,& but.../	Alphys	New Home	room_castle_prebarrier	
& With With& Sword's Gun's\C	Frisk	New Home	room_castle_prebarrier	
\E2* So it's like a& cartoon..^1.& * But with swords?/	Asgore	New Home	room_castle_prebarrier	
\E2* So it's like a& cartoon..^1.& * But with guns?/	Asgore	New Home	room_castle_prebarrier	
\E0* Golly^1!& * That sounds neato!/	Asgore	New Home	room_castle_prebarrier	
\E3* Where is this^1?& * Where can I see the& Anime./	Asgore	New Home	room_castle_prebarrier	
\E3* H-hold on^1, uh..^1.& * I think I have& some on my phone./	Alphys	New Home	room_castle_prebarrier	
\E0* Here^1, I-look at& this!/	Alphys	New Home	room_castle_prebarrier	
\E0* .../	Alphys	New Home	room_castle_prebarrier	
\E3*...Oh^1, uh.../	Alphys	New Home	room_castle_prebarrier	
\E4* Um..^1. that's the..^1.& * That's the wrong.../	Alphys	New Home	room_castle_prebarrier	
\E5* Uh^1, nevermind./	Alphys	New Home	room_castle_prebarrier	
* Golly^1.& * Were those two robots.../	Asgore	New Home	room_castle_prebarrier	
\E9* ... kissing?/	Undyne	New Home	room_castle_prebarrier	
\E0* Boy^1!& * Technology sure is& something^1, isn't it?/	Asgore	New Home	room_castle_prebarrier	
\E5* Eheheh..^1. yeah^1!& * It sure is!/%%	Alphys	New Home	room_castle_prebarrier	
\E0* Psst..^1.& * F-Frisk./	Alphys	New Home	room_castle_prebarrier	

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\E3* Um^1, you've gotta& tell me./	Alphys	New Home	room_castle_prebarrier	
\E6* D..^1. do you think& Asgore and Toriel& are...?/	Alphys	New Home	room_castle_prebarrier	
\E3* Uh^1, ever gonna get& back together?/	Alphys	New Home	room_castle_prebarrier	
& & Yeah Nope\C	Frisk	New Home	room_castle_prebarrier	
* Error.../%%	Alphys	New Home	room_castle_prebarrier	
\E7* Y-yeah!!^1!&* Yeah^1, that's what& I hope^1, too./	Alphys	New Home	room_castle_prebarrier	
\E7* Just think about how& cute they must have& been together./	Alphys	New Home	room_castle_prebarrier	
\E0* It's quickly becoming& my number one ship& of all time./	Alphys	New Home	room_castle_prebarrier	
\E7* Tori and Gorey.../	Alphys	New Home	room_castle_prebarrier	
\E5* My..^1.&* My old boss and& his ex-wife./	Alphys	New Home	room_castle_prebarrier	
\E8* ... uh^1, that sounds& a lot less cool& all of a sudden./%%	Alphys	New Home	room_castle_prebarrier	
\E8* ... yeah^1, that's what& I thought./	Alphys	New Home	room_castle_prebarrier	
\E7* A woman can dream& though^1, right?/	Alphys	New Home	room_castle_prebarrier	
\E2* And write fanfiction./	Alphys	New Home	room_castle_prebarrier	
\E1* A LOT of fanfiction./%%	Alphys	New Home	room_castle_prebarrier	
\E0* Frisk^1!&* I just realized!/	Asgore	New Home	room_castle_prebarrier	
\E3* Now that we aren't& fighting each& other.../	Asgore	New Home	room_castle_prebarrier	
\E2* I can finally ask& you.../	Asgore	New Home	room_castle_prebarrier	
\E0* "Would you like a& cup of tea?"/	Asgore	New Home	room_castle_prebarrier	
\E0* Would you like a& cup of tea?/	Asgore	New Home	room_castle_prebarrier	
& & Yes No\C	Frisk	New Home	room_castle_prebarrier	
* Oh^1!&* Well!/	Asgore	New Home	room_castle_prebarrier	
\E3* Actually^1, the cup I& had is cold now./	Asgore	New Home	room_castle_prebarrier	
* So you shouldn't& have it./	Asgore	New Home	room_castle_prebarrier	
\E0* But^1, I am so& happy you said& yes./	Asgore	New Home	room_castle_prebarrier	
\E0* As soon as I can^1,& I will make some& more for you./	Asgore	New Home	room_castle_prebarrier	
\E0* Then we can be& great pals./%%	Asgore	New Home	room_castle_prebarrier	
\E3* Oh.../	Asgore	New Home	room_castle_prebarrier	
\E3* Okay./	Asgore	New Home	room_castle_prebarrier	
\E2* Frisk^1! Stop^1!&* You're breaking his& big burly heart!/	Undyne	New Home	room_castle_prebarrier	
\E2* Um^1, it's OK^1, Undyne./	Asgore	New Home	room_castle_prebarrier	
\E0* My heart's already& broken./	Asgore	New Home	room_castle_prebarrier	
\E6* ASGORE^1! STOP^1!&* YOU'RE BREAKING MY& BIG BURLY HEART!/	Undyne	New Home	room_castle_prebarrier	
\E9* Y-yeah^1, Asgore^1.&* Don't break Undyne's& heart./	Alphys	New Home	room_castle_prebarrier	
\E2* That's my job./	Alphys	New Home	room_castle_prebarrier	
\E2* OH MY GOD!&* YOU'RE GOING BACK& IN THE TRASH!!!/	Undyne	New Home	room_castle_prebarrier	
\E0CAN I GO IN THE&TRASH TOO?/	Papyrus	New Home	room_castle_prebarrier	
\E9* Sure^1, Papyrus./	Undyne	New Home	room_castle_prebarrier	
\E1* guess i have to& go in the trash& too./	Sans	New Home	room_castle_prebarrier	
scr_torface				
\E0* Oh^1, may I enter& the trash as well?/	Toriel	New Home	room_castle_prebarrier	
\E1* Uh^1, okay?/	Undyne	New Home	room_castle_prebarrier	
\E0* Am I invited to& the trash?/	Asgore	New Home	room_castle_prebarrier	
\E6* SURE!!!&* WHY NOT!!!/	Undyne	New Home	room_castle_prebarrier	
\E1* On second thought^1,& do not put me& in the trash./	Toriel	New Home	room_castle_prebarrier	
\E5* Oh.../	Asgore	New Home	room_castle_prebarrier	
\E1* OH MY GOD!!!/%%	Undyne	New Home	room_castle_prebarrier	
* (If you leave here^1, your& adventure will really& be over.)/	Narrator	New Home	room_castle_trueexit	
* (Your friends will follow& you out of the underground.)/	Narrator	New Home	room_castle_trueexit	
& Don't I'm& leave ready\C	Frisk	New Home	room_castle_trueexit	
\E0* Oh my.../	Toriel	Surface	room_outsideworld	
\E0* Isn't it beautiful^1,& everyone?/	Asgore	Surface	room_outsideworld	
\E3* Wow..^1. it's e-even& better than on TV./	Alphys	Surface	room_outsideworld	
\E7* WAY better^1!&* Better than I ever& imagined!/	Alphys	Surface	room_outsideworld	
\E1* Frisk^1, you LIVE with& this!?/	Undyne	Surface	room_outsideworld	
\E9* The sunlight is so& nice..^1. and the air& is so fresh!/	Undyne	Surface	room_outsideworld	
* I really feel alive!/	Undyne	Surface	room_outsideworld	
\E0HEY SANS.../	Papyrus	Surface	room_outsideworld	
\E3WHAT'S THAT GIANT&BALL?/	Papyrus	Surface	room_outsideworld	
\E1* we call that& "the sun^1," my friend./	Sans	Surface	room_outsideworld	
\E0THAT'S THE SUN!^1?&WOWIE!!!/	Papyrus	Surface	room_outsideworld	
I CAN'T BELIEVE&I'M FINALLY MEETING&THE SUN!!!/	Papyrus	Surface	room_outsideworld	
\E0* I could stand here& and watch this for& hours.../	Asgore	Surface	room_outsideworld	
\E0* Yes^1, it is beautiful^1,& is it not?/	Toriel	Surface	room_outsideworld	
\E1* But we should really& think about what comes& next./	Toriel	Surface	room_outsideworld	
\E3* Oh^1, right./	Asgore	Surface	room_outsideworld	
\E0* Everyone.../	Asgore	Surface	room_outsideworld	
* This is the beginning& of a bright new& future./	Asgore	Surface	room_outsideworld	
* An era of peace between& humans and monsters./	Asgore	Surface	room_outsideworld	
\E2* Frisk.../	Asgore	Surface	room_outsideworld	
* I have something to& ask of you./	Asgore	Surface	room_outsideworld	
\E0* Will you act as our& ambassador to the& humans?/	Asgore	Surface	room_outsideworld	
* (Be the ambassador?)& & Yes No\C	Narrator and Frisk	Surface	room_outsideworld	
WOWI, Nice error./%%	Papyrus	Surface	room_outsideworld	
\E0YEAH^1!&FRISK WILL BE THE&BEST AMBASSADOR!/	Papyrus	Surface	room_outsideworld	
AND I^1, THE GREAT&PAPYRUS.../	Papyrus	Surface	room_outsideworld	
WILL BE THE BEST&MASCOT!/	Papyrus	Surface	room_outsideworld	
I'LL GO MAKE A&GOOD FIRST&IMPRESSION!/%%	Papyrus	Surface	room_outsideworld	
\E0IT'S OK FRISK^1!&I'VE GOT YOU&COVERED!/	Papyrus	Surface	room_outsideworld	
IF YOU DON'T WANT&TO BE THE&AMBASSADOR.../	Papyrus	Surface	room_outsideworld	
I CAN DO IT FOR&YOU!!!/	Papyrus	Surface	room_outsideworld	
* Frisk.../	Toriel	Surface	room_outsideworld	
\E2* You came from this& world^1, right...?/	Toriel	Surface	room_outsideworld	
\E1* So you must have& a place to return to^1,& do you not?/	Toriel	Surface	room_outsideworld	
\E2* What will you do& now?/	Toriel	Surface	room_outsideworld	
I want I have& to stay places& with you to go\C	Frisk	Surface	room_outsideworld	
* (The door has no mail slot.)/	Narrator	Hotland	room_fire_prelab	
* (Slide the letter under?)& & Slide NO!!!! \C	Narrator and Frisk	Hotland	room_fire_prelab	
* (You slide the letter under& the door and give it a& knock.)/%%	Narrator	Hotland	room_fire_prelab	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
myinteract				
* (You'll keep the letter& warm for a little longer.)/%%	Narrator	Hotland	room_fire_prelab	
* (It's a note from Alphys.)/	Narrator	Hotland	room_fire_lab1	
* (Read it...?)& & Read Do not \C	Narrator and Frisk	Hotland	room_fire_lab1	
* (It's hard to read because& of the handwriting^1, but& you try your best...)/	Narrator	Hotland	room_fire_lab1	
* Hey./	Alphys (note)	Hotland	room_fire_lab1	
* Thanks for your help back& there./	Alphys (note)	Hotland	room_fire_lab1	
* You guys..^1.&* Your support really means a& lot to me./	Alphys (note)	Hotland	room_fire_lab1	
* But..^1.&* As difficult as it is& to say this.../	Alphys (note)	Hotland	room_fire_lab1	
* You guys alone can't& magically make my own& problems go away./	Alphys (note)	Hotland	room_fire_lab1	
* I want to be a better& person./	Alphys (note)	Hotland	room_fire_lab1	
* I don't want to be& afraid anymore./	Alphys (note)	Hotland	room_fire_lab1	
* And for that to happen^1,& I have to be able to& face my own mistakes./	Alphys (note)	Hotland	room_fire_lab1	
* I'm going to start& doing that now./	Alphys (note)	Hotland	room_fire_lab1	
* I want to be clear./	Alphys (note)	Hotland	room_fire_lab1	
* This isn't anyone else's& problem but mine./	Alphys (note)	Hotland	room_fire_lab1	
* But if you don't ever& hear from me again.../	Alphys (note)	Hotland	room_fire_lab1	
* If you want to know& "the truth."/	Alphys (note)	Hotland	room_fire_lab1	
* Enter the door to the& north of this note./	Alphys (note)	Hotland	room_fire_lab1	
* You all at least deserve& to know what I did./	Alphys (note)	Hotland	room_fire_lab1	
* (That's all she wrote.)/%%	Narrator	Hotland	room_fire_lab1	
* (Buy chips for 25G?)& & Buy No \C	Narrator and Frisk	True Lab	room_truelab_hub	
* (There were no chips left& in the machine.)/%%	Narrator	True Lab	room_truelab_hub	
* (The vending machine& dispensed some chisps.)/%%	Narrator	True Lab	room_truelab_hub	
* (You didn't have enough& gold.)/%%	Narrator	True Lab	room_truelab_hub	
* (You are carrying too& many items.)/%%	Narrator	True Lab	room_truelab_hub	
ini_read_real				
bs				
* Cinnamon or& butterscotch?/	Toriel (call)	Ruins	room_ruins9	
\E1* ... wait^1.&* Do not tell me./	Toriel (call)	Ruins	room_ruins9	
\E0* It is ERROR MESSAGE!& & Yes No \C	Toriel (call) and Frisk	Ruins	room_ruins9	
\E0* Is it butterscotch?& & Yes No \C	Toriel (call) and Frisk	Ruins	room_ruins9	
\E0* Is it Cinnamon?& & Yes No \C	Toriel (call) and Frisk	Ruins	room_ruins9	
\E0* Hee hee hee^1.&* I had a feeling./	Toriel (call)	Ruins	room_ruins9	
\E1* When humans fall down& here^1, strangely..^1.&* I.../	Toriel (call)	Ruins	room_ruins9	
\E1* I often feel like& I already know them./	Toriel (call)	Ruins	room_ruins9	
\E0* Truthfully^1, when I first& saw you^1, I felt.../	Toriel (call)	Ruins	room_ruins9	
\E1* ... like I was seeing& an old friend for& the first time./	Toriel (call)	Ruins	room_ruins9	
\E0* Strange^1, is it not?/	Toriel (call)	Ruins	room_ruins9	
* Well^1, thank you for& your selection./	Toriel (call)	Ruins	room_ruins9	
\E1* Oh..^1. I see./	Toriel (call)	Ruins	room_ruins9	
\E0* Well^1, thank you^1.&* Goodbye for now./	Toriel (call)	Ruins	room_ruins9	
* (Seems like you could skip& Mettaton's monologue by& turning him around now.)/	Narrator	Core	room_fire_core_metttest	
* (What will you do?)& & Skip Hear again\C	Narrator and Frisk	Core	room_fire_core_metttest	
* (You told Mettaton there& was something cool& behind him.)/%%	Narrator	Core	room_fire_core_metttest	
* though.../	Sans	New Home	room_sanscorridor	
* one thing about you& always struck me& as kinda odd./	Sans	New Home	room_sanscorridor	
* now^1, i understand& acting in self-defense./	Sans	New Home	room_sanscorridor	
* you were thrown into& those situations& against your will./	Sans	New Home	room_sanscorridor	
* but.../	Sans	New Home	room_sanscorridor	
* sometimes.../	Sans	New Home	room_sanscorridor	
* you act like you& know what's gonna& happen./	Sans	New Home	room_sanscorridor	
* like you've already& experienced it all& before./	Sans	New Home	room_sanscorridor	
* this is an odd thing& to say^1, but.../	Sans	New Home	room_sanscorridor	
\W* if you have some sort& of \Yspecial power\W.../	Sans	New Home	room_sanscorridor	
* isn't it your& responsibility to do& the right thing?/	Sans	New Home	room_sanscorridor	
& & Yes No\C	Frisk	New Home	room_sanscorridor	
\E1* ah./	Sans	New Home	room_sanscorridor	
\E0* i see./	Sans	New Home	room_sanscorridor	
\E3* .../%%	Sans	New Home	room_sanscorridor	
\E1* heh./	Sans	New Home	room_sanscorridor	
\E0* well^1, that's your& viewpoint./	Sans	New Home	room_sanscorridor	
\E2* i won't judge you& for it./	Sans	New Home	room_sanscorridor	
* (Ring...)/	Cell phone	Hotland	room_fire_conveyorlaser	
\E0* Hey!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* This um^1, doesn't have& anything to do with& guiding you..^1. but.../	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E6* Uhh^1, hey^1, would you want& to watch a human TV& show together???/	Alphys (call)	Hotland	room_fire_conveyorlaser	
* Sometime???/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E4* It's called^1, um^1,& M..^1.Mew Mew Kissy& Cutie.../	Alphys (call)	Hotland	room_fire_conveyorlaser	
& & Sure! ...no...\C	Frisk	Hotland	room_fire_conveyorlaser	
* R-really!?/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* It's so good^1!&* It's um^1, my favorite& show!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
* It's all about this& human girl named Mew Mew& who has cat ears!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* Which humans don't have!&* S-so she's all& sensitive about them!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E6* But like...&* Eventually!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
* She realizes that her& ears don't matter!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
* That her friends like& her despite the ears!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E7* It's really moving!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E5* Whoops, spoilers%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E6* Also, this sounds& weird, but she has& the power!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E5* To control the minds& of anyone she kisses!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* She kisses people and& controls them to fix& her problems!!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E5* They don't remember& anything after the& kiss I mean!!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* BUT IF SHE MISSES& THE KISS!!!&* THEN!!%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E4* Then^1, uh^1, and^1, uh^1,& also I mean^1, of course%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E5* Eventually^1, she& realizes that& controlling people%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E3* OKAY WELL I almost& spoiled the whole& show^1, but%	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E5* Uhhh^1, I think you'd& really like it!!!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E0* We should watch it^1!&* After you get through& all this!/	Alphys (call)	Hotland	room_fire_conveyorlaser	

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* (Click...)/%%	Cell phone	Hotland	room_fire_conveyorlaser	
\E5* Um^1! Well^1!&* That's okay!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
* Just thought I'd!^1!&* Ask!!!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\E6* B-but I think you'd& really like it!!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
* If you gave it a& chance!!/	Alphys (call)	Hotland	room_fire_conveyorlaser	
\M1* Did y'hear!^1?&* You're back!/	Onionsan	Waterfall	room_water_onionsan	
\M0* I'll tell you a big secret./	Onionsan	Waterfall	room_water_onionsan	
\M1* I'm starting a band^1, y'hear?/	Onionsan	Waterfall	room_water_onionsan	
\M1* It's called the Red Hot& Chibi Peppers./	Onionsan	Waterfall	room_water_onionsan	
\M0* All I've thought of is& the name./	Onionsan	Waterfall	room_water_onionsan	
\M3* And I don't^1, play...&* Instruments^1, or sing./	Onionsan	Waterfall	room_water_onionsan	
\M1* Well^1!&* Do you think we'll be& popular!!!/	Onionsan	Waterfall	room_water_onionsan	
& & Yeah No\C	Frisk	Waterfall	room_water_onionsan	
\M0* Yeah^1, me too.../%%	Onionsan	Waterfall	room_water_onionsan	
* (It's a lamp.)/	Narrator	Snowdin	room_tundra_sansroom	
* (There's no lightbulb.^1)&* (A flashlight is stuck in& the bulb socket.)/	Narrator	Snowdin	room_tundra_sansroom	
* (The flashlight is out of& batteries.)/%%	Narrator	Snowdin	room_tundra_sansroom	
sprite_index				
* Hey^1, hey^1!&* Did you remember my name?/	Heats Flamesman	Hotland	room_fire_elevator_r3	
* (Did you?)& & Yes No\C	Narrator and Frisk	Hotland	room_fire_elevator_r3	
* Wh-WHAT!^1?&* You REMEMBER!?/	Heats Flamesman	Hotland	room_fire_elevator_r3	
* How could I be so easily& defeateeeeeeeeeed!?/%%	Heats Flamesman	Hotland	room_fire_elevator_r3	
* Wh-WHAT!^1?&* You DON'T REMEMBER!?/	Heats Flamesman	Hotland	room_fire_elevator_r3	
* (It's a small white dog.^1)&* (It's fast asleep...)/	Narrator	Snowdin	room_ice_dog	
* (Fight the dog?)& & Yes No\C	Narrator and Frisk	Snowdin	room_ice_dog	
* (Can't fight the dog.)/	Narrator	Snowdin	room_ice_dog	
* (Seems like the fabric it's& sleeping on has too many& holes in it.)/	Narrator	Snowdin	room_ice_dog	
* (Seems like the dog needs& to "patch" the fabric.)/	Narrator	Snowdin	room_ice_dog	
* (Then you can fight the dog.^1)&* (... maybe.)/	Narrator	Snowdin	room_ice_dog	
* (Upon closer examination^1,& the holes in the fabric& seem to be growing.)/	Narrator	Snowdin	room_ice_dog	
* (Might take a while for the& dog to fix all of them.)/	Narrator	Snowdin	room_ice_dog	
* (Dogs aren't usually very& good at knitting.)/	Narrator	Snowdin	room_ice_dog	
* (A crocheting dog is out of& the question.)/%%	Narrator	Snowdin	room_ice_dog	
* (Let sleeping dogs lie^1, instead& of fighting them.^1)&* (That's how the saying goes.)/%%	Narrator	Snowdin	room_ice_dog	
* (Knock knock)./	Narrator	Hotland	room_fire_hoteldoors	
* Ooooaaah ^1!&* Room service !/	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* Got my "Sea Tea" ?& & Yes No\C	MTT Resort room 1 resident and	Hotland	room_fire_hoteldoors	
* Room service never came ^1.&* (Sigh ...)/%%	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* Thanks a million ./%%	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* (No response.)/%%	Narrator	Hotland	room_fire_hoteldoors	
scr_itemremove				
removed				
* (You pour the Sea Tea under& the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* HUH !?!?!?!^2?&* That's just the way I want ^1!&* Here's a tip ./	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* (You got 99G.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* ..^1.&* No you don't ./%%	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* Then ...!?/%%	MTT Resort room 1 resident	Hotland	room_fire_hoteldoors	
* Got my "Cinnamon Bun" ?& & Yes No\C	MTT Resort room 3 resident and	Hotland	room_fire_hoteldoors	
* Thanks a trillion ./%%	MTT Resort room 3 resident	Hotland	room_fire_hoteldoors	
* (You flatten the Cinnamon Bun& until it's paper thin.)&* (You slide it under the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (You hear shuffling.)/	Narrator	Hotland	room_fire_hoteldoors	
* (Seems like you could put& something under the door.)/	Narrator	Hotland	room_fire_hoteldoors	
& & Put No Put\C	Frisk	Hotland	room_fire_hoteldoors	
* (...)/	Narrator	Hotland	room_fire_hoteldoors	
* (But you didn't have anything& appealing.)/%%	Narrator	Hotland	room_fire_hoteldoors	
type				
* (You put a Hot Dog in front& of the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (A white paw shoots out from& under the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (It tries to pull the Hot Dog& into its room...)/	Narrator	Hotland	room_fire_hoteldoors	
* (But it keeps pressing down too& hard^1, and the hot dog keeps& spinning away.)/	Narrator	Hotland	room_fire_hoteldoors	
* (It finally succeeds.)/	Narrator	Hotland	room_fire_hoteldoors	
* (You hear the grinding of& stone.)/	Narrator	Hotland	room_fire_hoteldoors	
* (A single hushpuppy slides& out from under the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (You got Hush Puppy.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (You put a Hot Cat in front& of the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (You hear growling...)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (You put a Dog Salad in front& of the door.^1)&* (It slides underneath.)/	Narrator	Hotland	room_fire_hoteldoors	
* (The Dog Salad was absorbed& by the darkness.)/%%	Narrator	Hotland	room_fire_hoteldoors	
choose				
rr...				
* (You put a Dog Residue in& front of the door.)/	Narrator	Hotland	room_fire_hoteldoors	
* (It slides underneath the door^1,& as if pulled by a magnet.)/	Narrator	Hotland	room_fire_hoteldoors	
* (ZOMMM!!^1!)&* (It shoots back out at a& high speed!)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (Two Dog Residues slowly slide& back out from underneath& the door.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* Yes^1, we know^1.&* The elevator to the city& is NOT working./	Hand Receptionist	Hotland	room_fire_hotellobby	
* Because of this incident^1, rooms& are running at a special rate!/	Hand Receptionist	Hotland	room_fire_hotellobby	
* 200G a room^1. Interested^1?& & Stay Do not\C	Hand Receptionist and Frisk	Hotland	room_fire_hotellobby	
* Did you enjoy your stay?/	Hand Receptionist	Hotland	room_fire_hotellobby	
* What^1?&* Room..^1.&* Key?/	Hand Receptionist	Hotland	room_fire_hotellobby	
* No^1, we don't do that./	Hand Receptionist	Hotland	room_fire_hotellobby	
* If you leave your room^1,& you'll have to pay again./	Hand Receptionist	Hotland	room_fire_hotellobby	
* Fabulous^1!&* We'll escort you to your& room!/%%	Hand Receptionist	Hotland	room_fire_hotellobby	
* ... that's not enough money./%%	Hand Receptionist	Hotland	room_fire_hotellobby	
* Do let us know if you& change your mind^1.&* Have a sparkular day!/%%	Hand Receptionist	Hotland	room_fire_hotellobby	
* ... MY ONE TRUE LOVE?/	Mettaton	Hotland	room_fire_operatest	
* (YOU LOOK BORED^1, DARLING.)/	Mettaton	Hotland	room_fire_operatest	
* (I WANT THIS TO BE A STELLAR& PERFORMANCE^1, SO IF YOU& WON'T GIVE IT YOUR ALL...)/	Mettaton	Hotland	room_fire_operatest	
* (THEN I'LL SKIP AHEAD FOR& THE AUDIENCE'S SAKE.)/	Mettaton	Hotland	room_fire_operatest	
* (Perform?)& & Yeah Skip this\C	Narrator and Frisk	Hotland	room_fire_operatest	

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* (UNDERSTOOD.^1)&* (LET'S KNOCK 'EM DEAD!)/%%	Mettaton	Hotland	room_fire_operatest	
* (KA-SIGH...^1)&* (THE SHOW MUST GO ON!)/%%	Mettaton	Hotland	room_fire_operatest	
Interesting./	Chara		room_nothingness	
You want to go back./	Chara		room_nothingness	
You want to go bac^1k&to the worl^2d&you destroyed./	Chara		room_nothingness	
It was you who pushed&everythin^1g to its edge./	Chara		room_nothingness	
It was you who led the worl^1d&to its destruction./	Chara		room_nothingness	
But you cannot accept it./	Chara		room_nothingness	
You think you are above&consequences.& Yes No\C	Chara and Frisk		room_nothingness	
	Chara		room_nothingness	
Exactly./%%	Chara		room_nothingness	
Then what are you looking for?/%%	Chara		room_nothingness	
Perhaps./	Chara		room_nothingness	
We can reach a compromise./	Chara		room_nothingness	
You still have somethin^1g&I want./	Chara		room_nothingness	
Give it to me./	Chara		room_nothingness	
And I will bring this&world back./	Chara		room_nothingness	
Then it is agreed./	Chara		room_nothingness	
You will give me your SOUL.& & Yes No\C	Chara and Frisk		room_nothingness	
Then stay here for&all eternity./	Chara		room_nothingness	
Then^1, it is done./%%	Chara		room_nothingness	
* hey./	Sans (call)	Snowdin	room_tundra4	
* is your refrigerator& running?/	Sans (call)	Snowdin	room_tundra4	
& & yes no\C	Frisk	Snowdin	room_tundra4	
* nice^1.&* I'll be over to deposit& the brewskis./%%	Sans (call)	Snowdin	room_tundra4	
* ok^1, I'll send someone& over to fix it./	Sans (call)	Snowdin	room_tundra4	
* thanks for letting me& know./	Sans (call)	Snowdin	room_tundra4	
* good communication is& important./%%	Sans (call)	Snowdin	room_tundra4	
* Check * Compliment& * Threat	Narrator	Ruins	room_battle	
choices				
* Check * Talk	Narrator	Ruins	room_battle	
* Check * Console& * Terrorize	Narrator	Ruins	room_battle	
* Check * Imitate& * Flirt	Narrator	Ruins	room_battle	
* Check * Talk& * Devour * Dinner	Narrator	Ruins	room_battle	
* Check * Pick On& * Don't Pick On	Narrator	Ruins	room_battle	
* Check * Flirt& * Threat * Cheer	Narrator	Ruins	room_battle	
* Check * Pet	Narrator	Snowdin	room_battle	
* Check * Pet& * Pet * Pet & * Pet * Pet	Narrator	Snowdin	room_battle	
* Check * Pet& * Re-sniff * Roll Around	Narrator	Snowdin	room_battle	
* Check * Pet& * Beckon * Play & * Ignore	Narrator	Snowdin	room_battle	
* Check * Agree& * Clash * Joke	Narrator	Snowdin	room_battle	
* Check * Laugh& * Heckle * Joke	Narrator	Snowdin	room_battle	
* Check * Compliment& * Ignore * Steal	Narrator	Snowdin	room_battle	
* Check * Compliment	Narrator	Snowdin	room_battle	
* Check * Ditch	Narrator	Snowdin	room_battle	
* Check * Decorate& * Undecorate * Gift	Narrator	Snowdin	room_battle	
* Check * Flex& * Shoo	Narrator	Waterfall	room_battle	
* Check * Flex& * Feed Temmie * Talk& Flakes	Narrator	Waterfall	room_battle	
* Check * Flirt& * Insult	Narrator	Waterfall	room_battle	
* Check	Narrator		room_battle	
stage				
* Check * Lie Down& * Hug * Unhug	Narrator	Waterfall	room_battle	
* Check * Clean& * Touch * Joke	Narrator	Waterfall	room_battle	
* Check * Smile& * Hum * Conduct	Narrator	Waterfall	room_battle	
* Check * Plead& * Challenge	Narrator	Waterfall	room_battle	
* Check * Cry	Narrator	Hotland	room_battle	
* Check * Whisper& * Clean Armor	Narrator	Hotland	room_battle	
* Check * Flirt& * Approach	Narrator	Hotland	room_battle	
* Check * Criticize& * Encourage * Hug	Narrator	Hotland	room_battle	
* Check * Cool Down& * Heat Up * Invite	Narrator	Hotland	room_battle	
NaN	Narrator	Hotland	room_battle	
cashfactor				
\W * Check * Struggle& * Pay	Narrator	Hotland	room_battle	
G& \YYour Money:	Narrator	Hotland	room_battle	
G \W	Narrator	Hotland	room_battle	
* Check * Yell	Narrator	Hotland	room_battle	
\W * Check \Y* Yellow \W	Narrator	Hotland	room_battle	
* Check * Fake Attack	Narrator	Waterfall	room_battle	
* Check * Talk & * Stare * Clear Mind	Narrator	Core	room_battle	
* Check * Talk & * Sing	Narrator	Core	room_battle	
* Check * Compliment& * Threaten * Mystify	Narrator	Core	room_battle	
* Check * Pick On& * Don't Pick * Challenge& On	Narrator	Core	room_battle	
* Check * Console& * Terrorize * Pray	Narrator	Core	room_battle	
* Check * Defuse Bomb	Narrator	Hotland	room_battle	
* Check * Whisper& * Touch Glove	Narrator	Hotland	room_battle	
* Check * Burn	Narrator	Core	room_battle	
\W * Check \Y* Turn \W	Narrator	Core	room_battle	
* Check * Boast& * Pose * Heel Turn	Narrator	Core	room_battle	
* Call * Hum& * Scream * Flex& * Unhug * Cry	Narrator	True Lab	room_battle	
* Check * Pick On& * Mystify * Clean& * Hum * Pray	Narrator	True Lab	room_battle	
* Check * ITEM & * STAT * CELL	Narrator	True Lab	room_battle	
coherent				
* Check * Join& * Refuse	Narrator	True Lab	room_battle	
* Fake Hit * Recipe& * Smile * Clash	Narrator	New Home	room_battle	
* Encourage * Call & * Nerd Out * Quiz	Narrator	New Home	room_battle	
* Joke * Puzzle & * Recipe * Insult	Narrator	New Home	room_battle	
* Take break * Joke & * Judgment * Crossword	Narrator	New Home	room_battle	
* Talk * Mercy & * Hug * Preference	Narrator	New Home	room_battle	
* Talk * Mercy & * Stare * Hug	Narrator	New Home	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Check * Switch& * Fix * Lie Down	Narrator	Ruins	room_battle	
* Check * Hiss& * Devour * Snack	Narrator	Ruins	room_battle	
* Check * Applaud& * Boo * Nothing	Narrator	Snowdin	room_battle	
* Check * Something	Narrator	Hotland	room_battle	
* Check * Draw	Narrator	Hotland	room_battle	
* Check * Hope & * Dream	Narrator	New Home	room_battle	
* Error	Narrator		room_battle	
* Struggle	Narrator	New Home	room_battle	
\W * Undyne	Narrator	New Home	room_battle	
\W \Y* (Saved) \W	Narrator	New Home	room_battle	
* Alphys \W &	Narrator	New Home	room_battle	
\Y* (Saved)\W &	Narrator	New Home	room_battle	
\W * Papyrus * Sans \W &	Narrator	New Home	room_battle	
\Y * (Saved) * (Saved)\W &	Narrator	New Home	room_battle	
\W * Toriel * Asgore \W	Narrator	New Home	room_battle	
\Y * (Saved) * (Saved)\W	Narrator	New Home	room_battle	
* Someone else	Narrator	New Home	room_battle	
* Asriel Dreemurr	Narrator	New Home	room_battle	
* Dialing..\E0.\TT /	Cell phone	Ruins		
\E0* This is TORIEL./	Toriel (call)	Ruins		
* You only wanted to& say hello...^2?&* Well then./	Toriel (call)	Ruins		
\E0* 'Hello!'/	Toriel (call)	Ruins		
* I hope that suffices^1.&* Hee hee./	Toriel (call)	Ruins		
* You want to say& hello again?/	Toriel (call)	Ruins		
* 'Salutations!'/	Toriel (call)	Ruins		
* Is that enough?/	Toriel (call)	Ruins		
\F1 \TT %	Toriel (call)	Ruins		
* Are you bored^1?&* I should have given& a book to you./	Toriel (call)	Ruins		
* My apologies./	Toriel (call)	Ruins		
* Why not use your& imagination to& divert yourself?/	Toriel (call)	Ruins		
* Pretend you are..^1.&* A monarch!/	Toriel (call)	Ruins		
* Rule over the leaf pile& with a fist of iron./	Toriel (call)	Ruins		
* Can you do that for me?/	Toriel (call)	Ruins		
* Hello^1, my child./	Toriel (call)	Ruins		
\E1* Sorry^1, I do not have& much to say./	Toriel (call)	Ruins		
\E0* It was nice to hear& your voice^1, though^1./	Toriel (call)	Ruins		
* This is TORIEL./	Toriel (call)	Ruins		
\E1* Help with a puzzle^1.^1.^1.?/	Toriel (call)	Ruins		
* Um^1, you have not& left the room^1, have you?/	Toriel (call)	Ruins		
\E0* Wait patiently for& me and we can solve& it together!/	Toriel (call)	Ruins		
\E1* You want to know& more about me?/	Toriel (call)	Ruins		
* Well^1, I am afraid there& is not much to say./	Toriel (call)	Ruins		
\E0* I am just a silly little& lady who worries too& much!/	Toriel (call)	Ruins		
\E8* Huh^2?&* Did you just call& me... "Mom"?/	Toriel (call)	Ruins		
\E1* Well...&* I suppose.../	Toriel (call)	Ruins		
* Would that make you& happy?/	Toriel (call)	Ruins		
* To call me..^2.&* "Mother?"/	Toriel (call)	Ruins		
\E0* Well then^1, call me& whatever you like!/!	Toriel (call)	Ruins		
\E8* ...^2 huh???/	Toriel (call)	Ruins		
\E1* Oh,^1 heh..^1 heh...^1 \E0 &* Ha ha ha!/	Toriel (call)	Ruins		
* How adorable...^1 I& could pinch your cheek!/	Toriel (call)	Ruins		
* You can certainly find& better than an old woman& like me./	Toriel (call)	Ruins		Text variation
\E1* Oh dear,^1 are you& serious...?/	Toriel (call)	Ruins		
\E1* I do not know if this is& pathetic,^1 or endearing./	Toriel (call)	Ruins		
\E8* And after you said you& want to call& me "mother..."/	Toriel (call)	Ruins		
\E0* You are an...^2 & \E1... "interesting"& child./	Toriel (call)	Ruins		
* Dialing... /	Cell phone			
* ... /	Narrator			
* But nobody came./%%	Narrator			
* Nobody picked up./%%	Narrator			
* The ringing is coming from& inside your inventory./%%	Narrator	Waterfall	room_water_dogroom	
faceemotion				
* Dialing...\TT /	Cell phone	Ruins		
* Hey^1, you silly& child./	Toriel (call)	Ruins		
* If you want to& talk to me^1, I am& right here./	Toriel (call)	Ruins		
* (Somewhere^1, signals deflected& by a dog.)/%%	Narrator	Ruins		
scr_papcall				
* (No response.^1)&* (Their phone might be out& of batteries.)/%%	Narrator			
scr_torcall				
* (The box is aclog with the& the hair of a dog.)/%%	Narrator	Waterfall	room_water_dogroom	
\E2* Welcome to your new& home,^1 innocent one./	Toriel	Ruins	room_ruins2	Text variation
* Allow me to educate you& in the operation of& the RUINS./%	Toriel	Ruins	room_ruins2	Text variation
faceplate				
* You can certainly find& better than an old woman& like me./%	Toriel (call)	Ruins		Text variation
* You encountered the Dummy.	Narrator	Ruins	room_battle	
* Froggit attacks you!	Narrator	Ruins	room_battle	
* Froggit hopped close!	Narrator	Ruins	room_battle	
* Whimsun approached meekly!	Narrator	Ruins	room_battle	
* Froggit and Whimsun drew near!	Narrator	Ruins	room_battle	
* Moldsmal blocked the way!	Narrator	Ruins	room_battle	
testlines.txt				
file_text_open_read				
fileid				
file_text_eof				
file_text_read_string				
file_text_readln				
file_text_close				
date_current_datetime				
argument7				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
argument6				
argument5				
argument4				
argument3				
argument2				
argument1				
application_surface				
sprite_create_from_surface				
audio_stop_sound				
audio_play_sound				
audio_is_playing				
music/story.ogg				
song_index				
music/bad.ogg				
music/toriel.ogg				
music/flowey.ogg				
music/prebattle1.ogg				
music/tension.ogg				
music/ghostbattle.ogg				
music/menu1.ogg				
music/menu2.ogg				
music/menu3.ogg				
music/menu4.ogg				
music/house1.ogg				
music/intronoise.ogg				
music/cymbal.ogg				
music/silence.ogg				
music/piano.ogg				
music/battle1.ogg				
music/boss1.ogg				
music/house2.ogg				
music/ruins.ogg				
music/gameover.ogg				
music/papyrus.ogg				
music/snowy.ogg				
music/wind.ogg				
music/snowwalk.ogg				
music/whoopee.ogg				
music/muscle.ogg				
music/rimshot.ogg				
music/tone2.ogg				
music/tone3.ogg				
music/sticksnap.ogg				
music/dogmeander.ogg				
music/waterfall.ogg				
music/waterquiet.ogg				
music/ambientwater.ogg				
music/undynefast.ogg				
music/fearsting.ogg				
music/musicbox.ogg				
music/rain.ogg				
music/rain_deep.ogg				
music/napstahouse.ogg				
music/spoopy.ogg				
music/spoopy_wave.ogg				
music/spoopy_holiday.ogg				
music/dununnn.ogg				
music/predummy.ogg				
music/napstachords.ogg				
music/undyneboss.ogg				
music/endingexcerpt1.ogg				
music/endingexcerpt2.ogg				
music/paino/piano1.ogg				
music/paino/piano2.ogg				
music/paino/piano3.ogg				
music/paino/piano4.ogg				
music/paino/piano5.ogg				
music/paino/piano6.ogg				
music/paino/piano7.ogg				
music/paino/piano8.ogg				
music/paino/piano9.ogg				
music/paino/pianoA.ogg				
music/shyren/badnote1.ogg				
music/shyren/badnote2.ogg				
music/shyren/badnote3.ogg				
music/shyren/note1.ogg				
music/shyren/note2.ogg				
music/shyren/note3.ogg				
music/shyren/note4.ogg				
music/shyren/note5.ogg				
music/shyren/note6.ogg				
music/shyren/singF.ogg				
music/shyren/singG.ogg				
music/shyren/singvoice.ogg				
music/dialup/dialup_0.ogg				
music/dialup/dialup_1.ogg				
music/dialup/dialup_2.ogg				
music/dialup/dialup_3.ogg				
music/dialup/dialup_4.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
music/dialup/dialup_5.ogg				
music/drum/cuica.ogg				
music/drum/cuica2.ogg				
music/drum/cymbal.ogg				
music/drum/kick.ogg				
music/drum/snare.ogg				
music/oogloop.ogg				
music/anothermedium.ogg				
music/drone.ogg				
music/mettsmash.ogg				
music/mett_cheer.ogg				
music/mett_applause.ogg				
music/alphysfix.ogg				
music/confession.ogg				
music/chime.ogg				
music/rotate.ogg				
music/mettmusical1.ogg				
music/mettmusical2.ogg				
music/mettmusical3.ogg				
music/mettmusical4.ogg				
music/create.ogg				
music/bgflameA.ogg				
music/deeploop2.ogg				
music/elevator.ogg				
music/elevator_last.ogg				
music/operatile.ogg				
music/mettafly.ogg				
music/myemeow.ogg				
music/core_ambience.ogg				
music/ohyes.ogg				
music/mt_yeah.ogg				
music/bergentruckung.ogg				
music/sfx_cinematicrut.ogg				
music/sfx_swipe.ogg				
music/explosion.ogg				
music/sfx_eyeflash.ogg				
music/sfx_chainsaw.ogg				
music/sfx_gunshot.ogg				
music/sfx_frypan.ogg				
music/sfx_bookspin.ogg				
music/toomuch.ogg				
music/sfx_oh.ogg				
music/sfx_generate.ogg				
music/sfx_yowl.ogg				
music/sfx_ahh.ogg				
music/sfx_voice_triple.ogg				
music/sfx_voice_jafe.ogg				
music/sfx_ted.ogg				
music/sfx_voice_ted.ogg				
music/yourbestfriend_3.ogg				
music/repeat_1.ogg				
music/repeat_2.ogg				
music/f_intro.ogg				
music/f_laugh.ogg				
music/f_alarm.ogg				
music/f_noise.ogg				
music/f_part1.ogg				
music/f_6s_1.ogg				
music/f_6s_2.ogg				
music/f_6s_3.ogg				
music/f_6s_4.ogg				
music/f_6s_5.ogg				
music/f_6s_6.ogg				
music/f_part2.ogg				
music/f_part3.ogg				
music/f_endnote.ogg				
music/f_finale_1.ogg				
music/f_finale_1_l.ogg				
music/f_finale_2.ogg				
music/f_finale_3.ogg				
music/f_saved.ogg				
music/f_destroyed.ogg				
music/f_destroyed2.ogg				
music/f_destroyed3.ogg				
music/f_glock.ogg				
music/f_orchhit.ogg				
music/f_orchhit_l.ogg				
music/f_wind1.ogg				
music/f_wind2.ogg				
music/f_newlaugh.ogg				
music/f_newlaugh_low.ogg				
music/sfx_gigapunch.ogg				
music/story_stuck.ogg				
music/z_ending.ogg				
music/amalgam.ogg				
music/creepy_ambience.ogg				
music/hereweare.ogg				
music/fallendown2.ogg				
music/dontgiveup.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
music/xpart_a.ogg				
music/xpart_b.ogg				
music/xpart.ogg				
music/xpart_2.ogg				
music/xpart_back.ogg				
music/reunited.ogg				
music/leave.ogg				
music/a2.ogg				
music/sfx/sfx_abreak2.ogg				
music/sfx/sfx_abreak.ogg				
music/sfx/sfx_a_target.ogg				
music/sfx/sfx_a_bullet.ogg				
music/sfx/sfx_a_swordappear.ogg				
music/sfx/sfx_a_pullback.ogg				
music/sfx/sfx_a_lithit.ogg				
music/sfx/sfx_a_gigatalk.ogg				
music/sfx/sfx_a_grab.ogg				
music/sfx/sfx_a_swipe.ogg				
music/sfx/sfx_sparkles.ogg				
music/sfx/sfx_rainbowbeam_hold.ogg				
music/sfx/sfx_hypergoner_charge.ogg				
music/sfx/sfx_spellcast.ogg				
music/sfx/sfx_star.ogg				
music/sfx/sfx_segapower.ogg				
music/sfx/sfx_segapower2.ogg				
music/sfx/sfx_rainbowbeam_1.ogg				
music/sfx/sfx_hypergoner_laugh.ogg				
music/end/cast_1.ogg				
music/end/cast_2.ogg				
music/end/cast_3.ogg				
music/end/cast_4.ogg				
music/end/cast_5.ogg				
music/end/cast_6.ogg				
music/end/cast_7.ogg				
music/end/crickets.ogg				
music/end/doorclose.ogg				
music/end/dooropen.ogg				
music/end/express_myself.ogg				
music/x_undyne.ogg				
music/x_undyne_pre.ogg				
music/mettaton_neo.ogg				
music/zz_megalovania.ogg				
music/zzz_c2.ogg				
music/zzz_c.ogg				
music/dance_of_dog.ogg				
music/sigh_of_dog.ogg				
music/dogroom.ogg				
music/coolbeat.ogg				
music/options_winter.ogg				
music/options_fall.ogg				
music/options_summer.ogg				
music/harpnoise.ogg				
music/battle2.ogg				
music/mode.ogg				
music/dogsong.ogg				
music/papyrusboss.ogg				
music/shop.ogg				
music/town.ogg				
music/computer.ogg				
music/mystery.ogg				
music/snoresymphony.ogg				
music/dogappear.ogg				
music/wawa.ogg				
music/tv.ogg				
music/date.ogg				
music/date_tense.ogg				
music/date_fight.ogg				
music/mysteriousroom2.ogg				
music/undynescary.ogg				
music/undynetheme.ogg				
music/birdsong.ogg				
music/chokedup.ogg				
music/dummybattle.ogg				
music/ruinspiano.ogg				
music/kingdescription.ogg				
music/race.ogg				
music/undynetruetheme.ogg				
music/undynepiano.ogg				
music/lab.ogg				
music/mtgameshow.ogg				
music/mettatonbattle.ogg				
music/hotel.ogg				
music/mettsad.ogg				
music/spider.ogg				
music/sansdate.ogg				
music/star.ogg				
music/news.ogg				
music/news_battle.ogg				
music/hotel_battle.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
music/core.ogg				
music/mettaton_ex.ogg				
music/mettaton_pretransform.ogg				
music/endarea_partb.ogg				
music/birdnoise.ogg				
music/smallshock.ogg				
music/churchbell.ogg				
music/barrier.ogg				
music/vsasgore.ogg				
music/endarea_parta.ogg				
music/sfx_woofenstein.ogg				
music/sfx_disturbing.ogg				
music/sfx_woofenstein_loop.ogg				
music/temvillage.ogg				
music/temshop.ogg				
priority				
scr_getmusindex				
this_song_i				
audio_sound_pitch				
audio_sound_gain				
audio_resume_sound				
audio_sound_get_pitch				
audio_sound_get_gain				
audio_stop_all				
audio_pause_sound				
caster_free				
y				
x				
genafterimage				
image_xscale				
size				
image_yscale				
image_angle				
image_blend				
image_speed				
depth				
alphadown				
growth				
b				
c				
a				
sprite_height				
image_alpha				
sin				
sprite_width				
draw_sprite_part_ext				
background_height				
background_width				
background_index				
draw_background_part_ext				
room_height				
u				
make_color_rgb				
color				
draw_sprite				
yf)yf)yf)

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
draw_self_border_true				
l				
t				
w				
h				
offx				
offy				
ll				
idealborder				
tt				
ww				
hh				
draw_sprite_part				
draw_self_border				
fw				
fh				
argument9				
argument10				
sprite_get_width				
sprite_get_height				
argument8				
abs				
min				
keyboard_check				
keyboard_check_pressed				
wck				
dogcheck				
currentroom				
room_goto				
mrd				
murderboy				
draw_set_color				
draw_set_font				
naming				
alerm				
caster_load				
cy				
caster_play				
q				
random_ranger				
draw_text_transformed				
truereset				
s_key				
reset				
sk				
file_exists				
file_delete				
fun				
General				
time				
string_lower				
frisk				
room_goto_next				
allow				
i_char				
Is this name correct?	Narrator		room_intromenu	
spec_m				
basname				
A name has already#been chosen.	Narrator		room_intromenu	
You must choose a name.	Narrator			
aaaaaa				
Not very creative...?	Narrator		room_intromenu	
asgore				
You cannot.	Asgore		room_intromenu	
toriel				
I think you should#think of your own#name, my child.	Toriel		room_intromenu	
sans				
nope.	Sans		room_intromenu	
undyne				
Get your OWN name!	Undyne		room_intromenu	
flowey				
I already CHOSE#that name.	Flowey		room_intromenu	
chara				
The true name.	Narrator		room_intromenu	
alphys				
D-don't do that.	Alphys		room_intromenu	
alphy				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Uh.... OK?	Alphys		room_intromenu	
papyru				
I'LL ALLOW IT!!!!	Papyrus		room_intromenu	
napsta				
blooky				
.....#(They're powerless to#stop you.)	Napstablook and Narrator		room_intromenu	
That's a little on-#the-nose, isn't it...?	Narrator		room_intromenu	
asriel				
...	Narrator		room_intromenu	
WARNING: This name will#make your life hell.#Proceed anyway?	Narrator		room_intromenu	
catty				
Bratty! Bratty!#That's MY name!	Catty		room_intromenu	
bratty				
Like, OK I guess.	Bratty		room_intromenu	
MTT				
metta				
mett				
OOOOH!!! ARE YOU#PROMOTING MY BRAND?	Mettaton		room_intromenu	
gerson				
Wah ha ha! Why not?	Gerson		room_intromenu	
shyren				
...?	Shyren		room_intromenu	
aaron				
Is this name correct? ;)	Aaron		room_intromenu	
temmie				
hOI!	Temmie		room_intromenu	
woshua				
Clean name.	Narrator		room_intromenu	
jerry				
Jerry.	Narrator		room_intromenu	
bpants				
You are really scraping the#bottom of the barrel.	Narrator		room_intromenu	
Part of this game's charm is the mystery of how many options or secrets there are. If you are reading this, please don't post this message or this information anywhere. Or doing secrets will become pointless.				
demonx				
gaster				
game_restart				
keyboard_multicheck_pressed				
selected2				
string_length				
keyboard_clear				
draw_text				
No	Menu		room_intromenu	
Yes	Menu		room_intromenu	
Go back	Menu		room_intromenu	
selected				
j				
m				
chr				
Quit	Menu		room_intromenu	
Backspace	Menu		room_intromenu	
Done	Menu		room_intromenu	
bks_f				
string_delete				
keyboard_key_release				
Name the fallen human.	Narrator		room_intromenu	
iniread				
ini_section_exists				
minutes				
seconds				
0	Save File			
roome				
name				
LV	Save File			
love				
:	Save File			
roomname				
selected3				
Continue	Save File			
js				
j_ch				
Joystick Config	Save File		room_intromenu	
Reset	Save File		room_intromenu	
True Reset	Save File		room_intromenu	
file0				
--- Instruction ---	Menu		room_intromenu	
[Z or ENTER] - Confirm	Menu		room_intromenu	
[X or SHIFT] - Cancel	Menu		room_intromenu	
[C or CTRL] - Menu (In-game)	Menu		room_intromenu	
[F4] - Fullscreen	Menu		room_intromenu	
[Hold ESC] - Quit	Menu		room_intromenu	
When HP is 0, you lose.	Menu		room_intromenu	
Begin Game	Menu		room_intromenu	
--	Save File			
real				
Ruins - Entrance	Save File	Ruins	room_ruins1	
Ruins - Leaf Pile	Save File	Ruins	room_ruins7	
Ruins - Mouse Hole	Save File	Ruins	room_ruins12A	
Ruins - Home	Save File	Ruins	room_ruins19	
Snowdin - Ruins Exit	Save File	Snowdin		

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Snowdin - Box Road	Save File	Snowdin	room_tundra3	
Snowdin - Spaghetti	Save File	Snowdin	room_tundra_spaghetti	
Snowdin - Dog House	Save File	Snowdin	room_tundra_lesserdog	
Snowdin - Town	Save File	Snowdin	room_tundra_town	
Waterfall - Checkpoint	Save File	Waterfall	room_water2	
Waterfall - Hallway	Save File	Waterfall	room_water4	
Waterfall - Crystal	Save File	Waterfall	room_water_savepoint1	
Waterfall - Bridge	Save File	Waterfall	room_water_preundyne	
Waterfall - Trash Zone	Save File	Waterfall	room_water_trashsavepoint	
Waterfall - Quiet Area	Save File	Waterfall	room_water_friendlyhub	
Waterfall - Temmie Village	Save File	Waterfall	room_water_temvillage	
Waterfall - Undyne Arena	Save File	Waterfall	room_water_undynefinal	
Hotland - Bad Opinion Zone	Save File	Hotland	room_fire_mewmew2	
Hotland - Laboratory Entrance	Save File	Hotland	room_fire_prelab	
Hotland - Magma Chamber	Save File	Hotland	room_fire6	
Hotland - Core View	Save File	Hotland	room_fire_savepoint1	
Hotland - Spider Entrance	Save File	Hotland	room_fire_savepoint2	
Hotland - Hotel Lobby	Save File	Hotland	room_fire_hotellobby	
Hotland - Core Branch	Save File	Core	room_fire_core_branch	
Hotland - Core End	Save File	Core	room_fire_core_premett	
Castle Elevator	Save File	New Home	room_castle_elevatorout	
New Home	Save File	New Home	room_castle_front	
Last Corridor	Save File	New Home	room_sanscorridor	
Throne Entrance	Save File	New Home	room_castle_finalshoehorn	
Throne Room	Save File	New Home	room_castle_throneroom	
The End	Save File	New Home	room_castle_prebarrier	
True Laboratory	Save File	True Lab	room_truelab_hub	
True Lab - Bedroom	Save File	True Lab	room_truelab_bedroom	
currentlevel				
xp				
levelup				
maxhp				
at				
ceil				
df				
recovered				
maxedout				
hp				
kills				
lastsavedkills				
lastsavedtime				
lastsavedlv				
file				
filechoice				
file_text_open_write				
myfileid				
file_text_write_string				
file_text_writeln				
file_text_write_real				
maxen				
wstrength				
adef				
sp				
phone				
weapon				
menuchoice				
currentsong				
filechoicebk3				
filechoicebk2				
iniwrite				
Name				
ini_write_string				
Love				
Time				
Kills				
Room				
filechoicebk				
room_set_persistent				
file_text_read_real				
en				
area				
scr_dogcheck				
randomize				
audio_channel_num				
awfultest				
steam_int				
steam_initialised				
system_information_962				
steam_file_exists				
exd				
system_information_963				
steam_file_delete				
debug				
asp				
hb				
gt				
km				
ph				
CHARA				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spell				
bulletvariable				
menuno				
bmenuno				
bmenucoord				
areapop				
Error				
monsterhp				
monstermaxhp				
monsterdef				
itemrewardid				
itemrewardchance				
attacker				
mnpwr				
bulletpwr				
hurtanim				
battlegroup				
turntimer				
talked				
inv				
invc				
turnmax				
myfight				
mnfight				
incombat				
firingrate				
border				
turn				
actfirst				
extraintro				
mytarget				
ord('z')				
confirm				
damagetimer				
attacktype				
pwr				
attackspeed				
attackspeedr				
specialbattle				
batmusic				
myview				
hshake				
vshake				
shakespeed				
encounter				
facing				
phasing				
viewpan				
inbattle				
facechoice				
seriousbattle				
dontfade				
entrance				
currentsong2				
typer				
msc				
hardmode				
data/unused/dfb.png				
data/unused/dfb				
file_rename				
background_add				
background				
halt				
phonename				
itemid				
Say Hello	Menu			
Puzzle Help	Menu			
About Yourself	Menu			
Call Her "Mom"	Menu			
Flirt	Menu			
Toriel's Phone	Menu			
Papyrus's Phone	Menu			
Papyrus and Undyne	Menu			
Dimensional Box A	Menu			
Dimensional Box B	Menu			
scr_itemnamelist				
* If you are reading this,& I messed up somehow./%				
* "Monster Candy" - Heals 10 HP&* Has a distinct,^1 & non-licorice flavor./%	Narrator			
* "Croquet Roll" - Heals 15 HP&* Fried dough traditionally& served with a mallet./%	Narrator			
* "Stick" - Weapon AT 0&* Its bark is worse than& its bite./%	Narrator			
* "Bandage" - Heals 10 HP&* It has already been used& several times./%	Narrator			
* "Rock Candy" - Heals 1 HP&* Here is a recipe to make& this at home:/	Narrator			
* 1. Find a rock/%	Narrator			
* "Pumpkin Rings" - Heals 8 HP&* A small pumpkin cooked& like onion rings./%	Narrator			
* "Spider Donut" - Heals 12 HP&* A donut made with Spider& Cider in the batter./%	Narrator			
* "Stoic Onion" - Heals 5 HP&* Even eating it raw^1, the& tears just won't come./%	Narrator			
* "Ghost Fruit" - Heals 16 HP&* If eaten^1, it will never& pass to the other side./%	Narrator			
* "Spider Cider" - Heals 24 HP&* Made with whole spiders^1,& not just the juice./%	Narrator			
* "Butterscotch Pie" - All HP&* Butterscotch-cinnamon& pie^1, one slice./%	Narrator			

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* "Faded Ribbon" - Armor DF 3&* If you're cuter^1, monsters& won't hit you as hard./%	Narrator			
* "Toy Knife" - Weapon AT 3&* Made of plastic.&* A rarity nowadays./%	Narrator			
* "Tough Glove" - Weapon AT 5&* A worn pink leather glove^1.&* For five-fingered folk./%	Narrator			
* "Manly Bandanna" - Armor DF 7&* It has seen some wear.&* It has abs drawn on it./%	Narrator			
* "Snowman Piece" - Heals 45 HP&* Please take this to the& ends of the earth./%	Narrator			
* "Nice Cream" - Heals 15 HP&* Instead of a joke,^1 the& wrapper says something nice./%	Narrator			
* "Puppydough Icecream"&* Heals 28 HP^1.&* Made by young pups./%	Narrator			
* "Bisicle" - Heals 11 HP&* It's a two-pronged popsicle^1,& so you can eat it twice./%	Narrator			
* "Unisicle" - Heals 11 HP&* It's a SINGLE-pronged popsicle^1.&* Wait^1, that's just normal.../%	Narrator			
* "Cinnamon Bunny" - Heals 22 HP&* A cinnamon roll in the shape& of a bunny./%%	Narrator			
* "Temmie Flakes" - Heals 2 HP&* It's just torn up pieces& of colored construction paper./%%	Narrator			
* "Abandoned Quiche" Heals 34 HP&* A psychologically damaged& spinach egg pie./%%	Narrator			
* "Old Tutu" - Armor DF 10&* Finally^1, a protective piece& of armor./%%	Narrator			
* "Ballet Shoes" - Wpn AT 7&* These used shoes make you& feel incredibly dangerous./%%	Narrator			
* "Punch Card" - Battle Item&* Use to make punching attacks& stronger in one battle./	Narrator			
* Use outside of battle to& look at the card./%%	Narrator			
* "Annoying Dog" - Dog&* A little white dog^1.&* It's fast asleep.../%%	Narrator			
* "Dog Salad" - Heals ?? HP&* Recovers HP.&* (Hit Poodles.)/%%	Narrator			
* "Dog Residue" - Dog Item&* Shiny trail left& behind by a dog./%%	Narrator			
* "Dog Residue" - Dog Item&* Dog-shaped husk shed& from a dog's carapace./%%	Narrator			
* "Dog Residue" - Dog Item&* Dirty dishes left& unwashed by a dog./%%	Narrator			
* "Dog Residue" - Dog Item&* Glowing crystals secreted& by a dog./%%	Narrator			
* "Dog Residue" - Dog Item&* Jigsaw puzzle left& unfinished by a dog./%%	Narrator			
* "Dog Residue" - Dog Item&* Web spun by a dog& to ensnare prey./%%	Narrator			
* "Astronaut Food" Heals 21 HP&* For feeding a pet& astronaut./%%	Narrator			
* "Instant Noodles" Heals HP&* Comes with everything you& need for a quick meal!/%%	Narrator			
* "Crab Apple" Heals 18 HP&* An aquatic fruit that& resembles a crustacean./%%	Narrator			
* "Hot Dog...?" Heals 20 HP&* The "meat" is made of something& called a "water sausage."/%%	Narrator			
* "Hot Cat" Heals 21 HP&* Like a hot dog^1, but with& little cat ears on the end./%%	Narrator			
* "Glamburger" Heals 27 HP&* A hamburger made of edible& glitter and sequins./%%	Narrator			
* "Sea Tea" Heals 10 HP&* Made from glowing marshwater.&* Increases SPEED for one battle./%%	Narrator			
* "Starfait" Heals 14 HP&* A sweet treat made of& sparkling stars./%%	Narrator			
* "Legendary Hero" Heals 40 HP&* Sandwich shaped like a sword.&* Increases ATTACK when eaten.	Narrator			
* "Cloudy Glasses" - Armor DF 6&* Glasses marred with wear.&* Increases INV by 9./	Narrator			
* (After you get hurt by an& attack^1, you stay invulnerable& for longer.)/%%	Narrator			
* "Torn Notebook" - Weapon AT 2&* Contains illegible scrawls.&* Increases INV by 6./%	Narrator			
* "Stained Apron" - Armor DF 11&* Heals 1 HP every other& turn./%	Narrator			
* "Burnt Pan" - Weapon AT 10&* Damage is rather consistent.&* Consumable items heal 4 more HP.	Narrator			
* "Cowboy Hat" - Armor DF 12&* This battle-worn hat makes you& want to grow a beard./	Narrator			
* It also raises ATTACK by 5./%	Narrator			
* "Empty Gun" - Weapon AT 12&* An antique revolver^1.&* It has no ammo./	Narrator			
* Must be used precisely, or& damage will be low./%	Narrator			
* "Heart Locket" - Armor DF 15&* It says "Best Friends Forever."/%	Narrator			
* "Worn Dagger" - Weapon AT 15&* Perfect for cutting plants& and vines./%	Narrator			
* "Real Knife" - Weapon AT 99&* Here we are!/%	Narrator			
* "The Locket" - Armor DF 99&* You can feel it beating./%	Narrator			
* "Bad Memory" Hurts 1 HP&* ?????/%%	Narrator			
* "Dream" Heals 12 HP&* The goal of "Determination."/%%	Narrator			
* "Undyne's Letter" - Unique&* Letter written for Dr.& Alphys./%%	Narrator			
* "Undyne's Letter EX" - Unique&* It has DON'T DROP IT& written on it./%%	Narrator			
* "Popato Chisps" Heals 13 HP&* Regular old popato chisps./%%	Narrator			
* "Junk Food" Heals 17 HP&* Food that was probably& once thrown away./%%	Narrator			
* "Mystery Key" Unique&* It is too bent to fit on& your keychain./%%	Narrator			
* "Face Steak" Heals 60 HP&* Huge steak in the shape& of Mettaton's face./	Narrator			
* (You don't feel like it's& made of real meat...)/%%	Narrator			
* "Hush Puppy" Heals 65 HP&* This wonderful spell will stop& a dog from casting magic./%%	Narrator			
* "Snail Pie" - Heals Some HP&* An acquired taste./%%	Narrator			
* "temy armor" - Armor DF 20&* The things you can do with& a college education!/	Narrator			
* Raises ATTACK when worn^1.&* Recovers HP every other turn^1.&* INV up slightly./%%	Narrator			
* Error!/%%	Narrator			
* You ate the Monster Candy.	Narrator			
randomtext				
&* Very un-licorice-like.	Narrator			
&* ... tastes like licorice.	Narrator			
* You hit the Croquet Roll into& your mouth.	Narrator			
* You ate the Croquet Roll.	Narrator			
mercymod				
scr_monstersum				
* You threw the stick^1.&* But nothing happened./%	Narrator	Snowdin	room_battle	
* You threw the stick and& the dogs ran to get it^1.&* You played fetch for a while./%	Narrator	Snowdin	room_battle	
* You threw the stick and& the dog ran to get it^1.&* You played fetch for a while./%	Narrator	Snowdin, True L	room_battle	
* You throw the stick.&* Papyrus brings it back& in his mouth./%	Narrator	Snowdin	room_battle	
* You raise the stick.&* Madjick mistakes it for& a magic wand./%	Narrator	Core	room_battle	
curtype				
* You throw the stick.&* Mettaton catches it in his& mouth and winks./%	Narrator	Core	room_battle	
* You threw the stick away^1.&* Then picked it back up./%	Narrator			
* You re-applied the bandage.	Narrator			
&* Still kind of gooey.	Narrator			
* You ate the Rock Candy.	Narrator			
* You ate the Pumpkin Rings.	Narrator			
* You ate the Spider Donut.	Narrator			
* Don't worry^1, Spider didn't.	Narrator			Tried eating the donut in every way, can't find how to trigger it
* You ate the Stoic Onion.	Narrator			
&* You didn't cry...	Narrator			
* You ate the Ghost Fruit.	Narrator			
foodsounder				
soundtype				
* You drank the Spider Cider.	Narrator			
* You ate the Butterscotch Pie^1.&* Your HP was maxed out./%%	Narrator			

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spec_p				
* You ate the Butterscotch Pie^1.&* Your HP was maxed out./	Narrator		room_battle	
* The smell reminded ASGORE of& something.../	Narrator	New Home	room_battle	
* ASGORE's ATTACK down^1!&* ASGORE's DEFENSE down!/%%	Narrator	New Home	room_battle	
myself				
monsteratk				
* The smell reminded the Lost& Souls of something...!/%%	Narrator	New Home	room_battle	
totalmercy				
* You ate the Butterscotch Pie.&* Your HP was maxed out./%	Narrator			Text variation
* You ate the Butterscotch Pie.&* Your HP was maxed out./	Narrator			Text variation
scr_armoreq				
* You equipped the ribbon./%	Narrator			
scr_weaponeq				
* You equipped Toy Knife./%	Narrator			
* You equipped Tough Glove./%	Narrator			
* You equipped Manly Bandanna./%	Narrator			
* You ate the Snowman Piece.	Narrator			
* You're just great!	Nice Cream Guy (Nice Cream wrapper)			
* You look nice today!	Nice Cream Guy (Nice Cream wrapper)			
* Are those claws natural?	Nice Cream Guy (Nice Cream wrapper)			
* You're super spiffy!	Nice Cream Guy (Nice Cream wrapper)			
* Have a wonderful day!	Nice Cream Guy (Nice Cream wrapper)			
* Is this as sweet as you?	Nice Cream Guy (Nice Cream wrapper)			
* (An illustration of a hug.)	Narrator			
* Love yourself! I love you!	Nice Cream Guy (Nice Cream wrapper)			
* Mmm^1! Tastes like puppies.	Narrator			
* You eat one half of& the Bisicle.	Narrator			
* You eat the Unisicle.	Narrator			
* You eat the Cinnamon Bunny.	Narrator			
* You eat the Temmie Flakes.	Narrator			
* You eat the quiche.	Narrator			
* You equipped the Old Tutu./%	Narrator			
* You equipped Ballet Shoes./%	Narrator			
d				
* OOOORAAAAA!!^1!&* You rip up the punch card!/	Narrator			
add				
* Your hands are burning^1!&* AT increased by	Narrator			
!/%	Narrator			
* But nothing happened./%	Narrator			
* You deployed the dog./%%	Narrator	Waterfall	room_water_dogroom	
healamt				
dogsad				
* You eat the Dog Salad^1.&	Narrator			
* Oh^1. Tastes yappy...	Narrator			
* Oh^1. Fried tennis ball...	Narrator			
* Oh^1. There are bones...	Narrator			
* It's literally garbage???	Narrator			
grt				
* The rest of your inventory& filled up with Dog Residue./%%	Narrator			
* You finished using it./	Narrator			
* An uneasy atmosphere fills& the room./%%	Narrator			
* You used the Dog Residue./	Narrator			
* You eat the Astronaut Food.	Narrator			
* You eat the Instant Noodles.	Narrator			
* They're better dry.	Narrator			
nood				
* You eat the Crab Apple.	Narrator			
* You eat the Hot Dog...?	Narrator			
* You eat the Hot Cat.	Narrator			
* You eat the Glamburger.	Narrator			
* You eat the Glamburger.&* The audience loves the brand.	Narrator	Core	room_battle	
* You drink the Sea Tea.	Narrator			
&* But SPEED restricted by web.	Narrator	Hotland	room_battle	
&* Your SPEED boosts!	Narrator		room_battle	
* You drink the Starfait.	Narrator			
* You eat the Starfait.&* The audience loves the brand.	Narrator	Core	room_battle	
* You eat the Legendary Hero.	Narrator			
&* ATTACK increased by 4!	Narrator		room_battle	
* You equipped the glasses./%	Narrator			
* You equipped the Torn Notebook./%	Narrator			
* You equipped the apron./%	Narrator			
* You equipped the Burnt Pan./%	Narrator			
* You equipped the Cowboy Hat./%	Narrator			
* You equipped the Empty Gun./%	Narrator			
* You equipped the locket./%	Narrator			
* You equipped the dagger./%	Narrator			
* About time./%	Chara			
* Right where it belongs./%	Chara			
* You consume the Bad Memory^1.&* Your HP was maxed out./%	Narrator			
* You consume the Bad Memory^1.&* You lost 1HP./%	Narrator			
* Through DETERMINATION^1, the& dream became true.	Narrator			
* The dream came true!	Narrator			
* You tried to open the letter^1,& but.../	Narrator			
* It's been shut so tightly^1,& you'd need a chainsaw in& order to open it./%	Narrator			
* (Maybe if you check the lab& door^1, you can slide it& underneath...)/%%	Narrator			
* OH MY GOD!!^1!&* I'M GONNA FREAKIN' KILL& YOU!!/%%	Undyne	Snowdin	room_tundra_town	
* You eat the Popato Chisps.	Narrator			
* You eat the Junk Food.	Narrator			
* You eat the Junk Food.&* The audience is disgusted.	Narrator	Core	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* You used the Mystery Key^1.&* But nothing happened./%%	Narrator			
* You used the Mystery Key^1.&* The door's lock clicks.../	Narrator	Snowdin	room_icecave1	
* ... as you fail to fit the& key into it./	Narrator	Snowdin	room_icecave1	
* You used the Mystery Key^1.&* Mettaton pretends it isn't& there./%%	Narrator	Core	room_battle	
* You used the Mystery Key^1.&* The red house's door& was unlocked./	Narrator	Waterfall	room_water_blookyard	
* The key disappeared./%%	Narrator	Waterfall	room_water_blookyard	
* You ate the Face Steak.	Narrator			
* You ate the Face Steak.&* The audience goes nuts.	Narrator	Core	room_battle	
* You eat the Hush Puppy.&* Dog-magic is neutralized.	Narrator	True Lab	room_battle	
* You eat the Hush Puppy.	Narrator			
* You ate the Snail Pie^1.&* Your HP was maxed^1. Almost./%%	Narrator	Ruins		
* You ate the Snail Pie^1.&* Your HP was maxed out./	Narrator	Ruins		
* You ate the Snail Pie.&* Your HP was maxed out./%	Narrator	Ruins		Text variation
* You ate the Snail Pie.&* Your HP was maxed out./	Narrator	Ruins		Text variation
* You donned the Temmie Armor./%	Narrator			
scr_writetext				
scr_phone_moveup				
ii				
spec				
boxtype				
Monster Candy	Narrator			
Croquet Roll	Narrator			
Stick	Narrator			
Bandage	Narrator			
Rock Candy	Narrator			
Pumpkin Rings	Narrator			
Spider Donut	Narrator			
Stoic Onion	Narrator			
Ghost Fruit	Narrator			
Spider Cider	Narrator			
Butterscotch Pie	Narrator			
Faded Ribbon	Narrator			
Toy Knife	Narrator			
Tough Glove	Narrator			
Manly Bandanna	Narrator			
Snowman Piece	Narrator			
Nice Cream	Narrator			
Puppydough Icecream	Narrator			
Bisicle	Narrator			
Unisicle	Narrator			
Cinnamon Bun	Narrator			
Temmie Flakes	Narrator			
Abandoned Quiche	Narrator			
Old Tutu	Narrator			
Ballet Shoes	Narrator			
Punch Card	Narrator			
Annoying Dog	Narrator			
Dog Salad	Narrator			
Dog Residue	Narrator			
Astronaut Food	Narrator			
Instant Noodles	Narrator			
Crab Apple	Narrator			
Hot Dog...?	Narrator			
Hot Cat	Narrator			
Glamburger	Narrator			
Sea Tea	Narrator			
Starfait	Narrator			
Legendary Hero	Narrator			
Cloudy Glasses	Narrator			
Torn Notebook	Narrator			
Stained Apron	Narrator			
Burnt Pan	Narrator			
Cowboy Hat	Narrator			
Empty Gun	Narrator			
Heart Locket	Narrator			
Worn Dagger	Narrator			
Real Knife	Narrator			
The Locket	Narrator			
Bad Memory	Narrator			
Dream	Narrator			
Undyne's Letter	Narrator			
Undyne Letter EX	Narrator			
Popato Chisps	Narrator			
Junk Food	Narrator			
Mystery Key	Narrator			
Face Steak	Narrator			
Hush Puppy	Narrator			
Snail Pie	Narrator			
temy armor	Narrator			
MnstrCndy	Narrator			
CroqtRoll	Narrator			
Stick	Narrator			
Bandage	Narrator			
RockCandy	Narrator			
PunkRings	Narrator			
PmknRings	Narrator			
SpidrDont	Narrator			
SpdrDonut	Narrator			
StocOnoin	Narrator			

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	Neutral Not Pacifist	Hard Mode	Variable names			
	Text		Character	Area	Room	How to get it ?
Onion			Narrator			
GhostFrut			Narrator			
GhstFruit			Narrator			
SpidrCidr			Narrator			
SpdrCider			Narrator			
ButtsPie			Narrator			
Pie			Narrator			
Ribbon			Narrator			
TuffGlove			Narrator			
Glove			Narrator			
Mandanna			Narrator			
Bandanna			Narrator			
SnowPiece			Narrator			
NiceCream			Narrator			
PDIceCram			Narrator			
Ice Cream			Narrator			
Bisicle			Narrator			
Unisicle			Narrator			
Popsicle			Narrator			
CinnaBun			Narrator			
C. Bun			Narrator			
TemFlakes			Narrator			
Ab Quiche			Narrator			
Quiche			Narrator			
Old Tutu			Narrator			
Tutu			Narrator			
BallShoes			Narrator			
Shoes			Narrator			
PunchCard			Narrator			
Annoy Dog			Narrator			
Dog			Narrator			
DogResidu			Narrator			
D.Residue			Narrator			
AstroFood			Narrator			
Astr.Food			Narrator			
InstaNood			Narrator			
I.Noodles			Narrator			
CrabApple			Narrator			
Hot Dog			Narrator			
Hot Cat			Narrator			
GlamBurg			Narrator			
G. Burger			Narrator			
Sea Tea			Narrator			
Starfait			Narrator			
Leg,Hero			Narrator			
L. Hero			Narrator			
ClodGlass			Narrator			
Glasses			Narrator			
TornNotbo			Narrator			
Notebook			Narrator			
StainApro			Narrator			
Apron			Narrator			
CowboyHat			Narrator			
<--Locket			Narrator			
H. Locket			Narrator			
WornDG			Narrator			
W. Dagger			Narrator			
RealKnife			Narrator			
TheLocket			Narrator			
BadMemory			Narrator			
LastDream			Narrator			
UndynLetr			Narrator			
Letter			Narrator			
UndynLtrX			Narrator			
PT Chisps			Narrator			
Chips			Narrator			
MystryKey			Narrator			
Key			Narrator			
FaceSteak			Narrator			
drak						
gigi						
gugu						
Fsteak			Narrator			
Steak			Narrator			
HushPupe			Narrator			
HushPuppy			Narrator			
Temmie AR			Narrator			
Tem.Armor			Narrator			
value						
loc						
skip						
itemfree						
itemhold						
loop						
hspeed						
vspeed						
npcdir						
thismarker						
visible						

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
idealstep				
idealxx2				
idealxdist				
idealyy2				
idealydist				
idealxx1				
idealyy1				
amt				
fadespeed				
resume				
conshakex				
conshakey				
cutscene				
consiner				
cos				
populationfactor				
steps				
alldead				
xdist				
bbox_top				
ydist				
rtsprite				
ltsprite				
dtsprite				
utsprite				
direction				
stopped				
movementtype				
onscreen				
view_current				
view_wview				
view_hview				
bouncer				
myobject				
bounceamt				
grav				
in_border				
xprevious				
yprevious				
instance_destroy				
sdir				
gen				
bulletnumber				
bulletappearance				
iii				
dmg				
xx				
yy				
numm				
c_borderwidth				
wid				
c_borderheight				
het				
where				
xdiff				
ydiff				
thatchbonus				
bmax				
btype				
bspeed				
bchoice				
bside				
btime				
spearmax				
speardir				
speartype				
timemod				
speedmod				
dontplay				
noresponse				
tired				
* Ring..^1. Ring.../	Cell phone			
* (There's no response...)/%%	Narrator			
HMMMM..^1.&THE STRANGE DOOR&IN THE WOODS./	Papyrus (call)	Snowdin	room_tundra1	
\E0ACTUALLY^1,&MY BROTHER SPENDS&A LOT OF TIME HERE./	Papyrus (call)	Snowdin	room_tundra1	
\E3WHAT'S HE DOING...?/	Papyrus (call)	Snowdin	room_tundra1	
\E1I'VE GOT TO KEEP&HIM ON THE STRAIGHT&AND NARROW!!!/%%	Papyrus (call)	Snowdin	room_tundra1	
ARE YOU STILL&AROUND THAT DOOR?/	Papyrus (call)	Snowdin	room_tundra1	
\E1OH NO!!^1!&MY BROTHER'S A&BAD INFLUENCE!!!/%%	Papyrus (call)	Snowdin	room_tundra1	
THIS IS WHERE MY&BROTHER IS SUPPOSED&TO PATROL.../	Papyrus (call)	Snowdin	room_tundra2	
\E3BUT^1, EVERY TIME I&SHOW UP^1, HE'S&SLACKING OFF./	Papyrus (call)	Snowdin	room_tundra2	
\E0IT'S A GOOD THING&I SPOTTED YOU&FIRST!/	Papyrus (call)	Snowdin	room_tundra2	
\E3I'M SURE HE WOULD&HAVE MADE A WEIRD&FIRST IMPRESSION./%%	Papyrus (call)	Snowdin	room_tundra2	
IF HE'S NOT AROUND^1,&HE WON'T COME&BACK.../	Papyrus (call)	Snowdin	room_tundra2	
\E3THAT'S JUST THE&WAY HE FUNCTIONS./%%	Papyrus (call)	Snowdin	room_tundra2	
WHAT??^1?&ARE YOU LOST???/	Papyrus (call)	Snowdin	room_tundra3	
\E0HMMM..^1. YOU SHOULD&TRY CALLING&SOMEONE FOR HELP!/%%	Papyrus (call)	Snowdin	room_tundra3	
HUH??^1?&WHY ARE YOU&CALLING ME??/%%	Papyrus (call)	Snowdin	room_tundra3	
IT'S TOO COLD&TO SWIM IN THE&RIVER./	Papyrus (call)	Snowdin	room_tundra3A	

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Text	Character	Area	Room	How to get it ?
UNLESS YOU HAVE A&WATERPROOF&SWEATER!/%%	Papyrus (call)	Snowdin	room_tundra3A	
IT'S JUST A&RIVER./%%	Papyrus (call)	Snowdin	room_tundra3A	
NYEH HEH HEH!^1!&IMPRESSED!?!/	Papyrus (call)	Snowdin	room_tundra4	
NOT ONLY AM I&GREAT AT PUZZLES.../	Papyrus (call)	Snowdin	room_tundra4	
BUT I'M ALSO&AN ESTEEMED&ARCHITECT!!!/%%	Papyrus (call)	Snowdin	room_tundra4	
MY BROTHER HELPED&ME FIND THE BOX!/%%	Papyrus (call)	Snowdin	room_tundra4	
THE STATION OF&DOGGO./	Papyrus (call)	Snowdin	room_tundra5	
HE HAS THE AMAZING&POWER TO SEE THINGS&WHEN THEY MOVE./	Papyrus (call)	Snowdin	room_tundra5	
\E3OKAY^1, MAYBE IT'S&NOT AN AMAZING&POWER./%%	Papyrus (call)	Snowdin	room_tundra5	
DOGGO'S NOT HOME./%%	Papyrus (call)	Snowdin	room_tundra5	
CAREFUL!^1!&THE ICE IS&SLPPERY./	Papyrus (call)	Snowdin	room_tundra6	
\E0BUT IF YOU SLIDE&ON THE ICE^1, NO ONE&WILL ATTACK YOU./	Papyrus (call)	Snowdin	room_tundra6	
\E3NO ONE WANTS TO&PRATFALL DURING A&COOL TECHNIQUE./%%	Papyrus (call)	Snowdin	room_tundra6	
I'M COLD OUT OF&THINGS TO SAY./%%	Papyrus (call)	Snowdin	room_tundra6	
IT MUST BE TOUGH&BEING A SNOWMAN./	Papyrus (call)	Snowdin	room_tundra6A	
\E2TRY TO BE NICE&TO PEOPLE MADE OF&STRANGE MATERIALS./%%	Papyrus (call)	Snowdin	room_tundra6A	
IS THAT SNOWMAN&STILL THERE?/%%	Papyrus (call)	Snowdin	room_tundra6A	
OH HO^1!&THE ELECTRIC MAZE^1!&THAT SURE WAS FUN!/	Papyrus (call)	Snowdin	room_tundra7	
\E3EXCEPT FOR WHEN&I GOT SHOCKED./%%	Papyrus (call)	Snowdin	room_tundra7	
OH HO^1!&THE ELECTRIC MAZE^1!&A GREAT PUZZLE!/	Papyrus (call)	Snowdin	room_tundra7	
\E3EXCEPT FOR THE&PART WHERE WE&DIDN'T EVEN DO IT./	Papyrus (call)	Snowdin	room_tundra7	
\E0MINUS THAT ONE&TINY FLAW^1, IT'S AN&EASY 10 OUT OF 10!/%%	Papyrus (call)	Snowdin	room_tundra7	
DISAPPOINTING^1, BUT&I TURNED OFF THE&ELECTRICITY./%%	Papyrus (call)	Snowdin	room_tundra7	
THE FAMOUS SNOWDIN&SNOWBALL GAME./	Papyrus (call)	Snowdin	room_tundra8	
FASTER COMPLETION&GIVES DIFFERENT&PRIZES./	Papyrus (call)	Snowdin	room_tundra8	
\E3WHERE DOES THE&MONEY COME FROM?/	Papyrus (call)	Snowdin	room_tundra8	
\E0THE SNOWBALL TAX^1,&OF COURSE!!/%%	Papyrus (call)	Snowdin	room_tundra8	
WHAT^1?&YOU'VE NEVER HEARD&OF A SNOWBALL TAX?/	Papyrus (call)	Snowdin	room_tundra8	
\E2THE SURFACE WORLD&MUST BE PARADISE.../%%	Papyrus (call)	Snowdin	room_tundra8	
THE STATION OF THE&MARRIED DOGS.../	Papyrus (call)	Snowdin	room_tundra8A	
\E3HMMMM^1. DO YOU EVER&THINK ABOUT DOING&THAT SOMEDAY?/	Papyrus (call)	Snowdin	room_tundra8A	
\E0MARRYING A DOG?/%%	Papyrus (call)	Snowdin	room_tundra8A	
NAH..^1.&THAT'S WEIRD./	Papyrus (call)	Snowdin	room_tundra8A	
\E0THERE ARE WAY&BETTER ANIMALS TO&MARRY./	Papyrus (call)	Snowdin	room_tundra8A	
LIKE SKELETONS!!!/%%	Papyrus (call)	Snowdin	room_tundra8A	
HMM... CROSSWORD^1.&I GUESS IT'S AN&APT NAME./	Papyrus (call)	Snowdin	room_tundra9	
\E4THOSE WORDS MAKE&ME CROSS!!!/%%	Papyrus (call)	Snowdin	room_tundra9	
ARE YOU STILL&LOOKING AT THAT&WORD SEARCH?/%%	Papyrus (call)	Snowdin	room_tundra9	
AH^1, THE SPAGHETTI&TRAP ROOM.../	Papyrus (call)	Snowdin	room_tundra_spaghetti	
ERROR????/%%	Papyrus (call)	Snowdin	room_tundra_spaghetti	
\E3I STILL HAVE TO&GO VISIT IT.../	Papyrus (call)	Snowdin	room_tundra_spaghetti	
\E2THE SPAGHETTI YOU&LEFT ME IS STILL&THERE!!!/%%	Papyrus (call)	Snowdin	room_tundra_spaghetti	
\E3WELL^1, I GUESS IT'S&NOT MUCH OF A&TRAP ANYMORE.../	Papyrus (call)	Snowdin	room_tundra_spaghetti	
\E0SINCE YOU ATE THE&WHOLE THING^1,&RIGHT!?/%%	Papyrus (call)	Snowdin	room_tundra_spaghetti	
NOTHING LIKE A&HOT BUCKET OF&SPAGH.../%%	Papyrus (call)	Snowdin	room_tundra_spaghetti	
THIS ROOM IS&NORMALLY BLOCKED&BY THOSE SPIKES./	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
\E3BUT WE'RE THINKING&OF GETTING RID&OF THEM.../	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
\E0THE KING RELEASED&A MANDATE ON&PUZZLES RECENTLY./	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
\E3HE THINKS SPIKES&ARE INEFFECTIVE AND&HAZARDOUS TO KIDS./	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
\E4BUT I THINK HE'S&WRONG!!!/	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
\E0KIDS LOVE DEADLY&SPIKES!!!/%%	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
IF YOU KNOW ANY&KIDS^1, YOU SHOULD&ASK THEM!!!/%%	Papyrus (call)	Snowdin	room_tundra_snowpuzz	
HMMM..^1.&THE SOLUTION TO&THIS ONE...?/	Papyrus (call)	Snowdin	room_tundra_xoxosmall	
\E5I ACTUALLY JUST&STEPPED OVER THE&SPIKES./	Papyrus (call)	Snowdin	room_tundra_xoxosmall	
\E0SO THE SOLUTION&IS TO BE VERY&TALL AND HANDSOME./%%	Papyrus (call)	Snowdin	room_tundra_xoxosmall	
I'M SOLVING IT&AS WE SPEAK.../%%	Papyrus (call)	Snowdin	room_tundra_xoxosmall	
OH-HO!!^1! &THIS PUZZLE^1!/	Papyrus (call)	Snowdin	room_tundra_xoxopuzz	
YOU FIGURED IT OUT&SO EASILY!!/	Papyrus (call)	Snowdin	room_tundra_xoxopuzz	
\E2THAT WAS VERY&PAPYRUS OF YOU./%%	Papyrus (call)	Snowdin	room_tundra_xoxopuzz	
TALKING ON THE&PHONE..^1. HOW&PAPYRUS OF YOU./%%	Papyrus (call)	Snowdin	room_tundra_xoxopuzz	
OH-HO!!^1!&THE PUZZLE THAT&DR. ALPHYS MADE!/	Papyrus (call)	Snowdin	room_tundra_randoblock	
I HAD TO ASK&UNDYNE TO ASK&HER TO MAKE ONE./	Papyrus (call)	Snowdin	room_tundra_randoblock	
\E3I ONLY FOLLOW&HER ONLINE.../	Papyrus (call)	Snowdin	room_tundra_randoblock	
\E3I'M NOT REALLY&FRIENDS WITH HER.../	Papyrus (call)	Snowdin	room_tundra_randoblock	
\E0YET!!!!/%%	Papyrus (call)	Snowdin	room_tundra_randoblock	
SOMEDAY I'LL&IMPRESS HER WITH&MY HUGE BICEPS.../	Papyrus (call)	Snowdin	room_tundra_randoblock	
\E0THAT'S A GOOD&WAY TO MAKE&FRIENDS!!!/%%	Papyrus (call)	Snowdin	room_tundra_randoblock	
THE STATION OF&LESSERDOG./	Papyrus (call)	Snowdin	room_tundra_lesserdog	
THIS DOG LOVES&TO BE PET./	Papyrus (call)	Snowdin	room_tundra_lesserdog	
THAT'S ITS DEFINING&PERSONALITY&TRAIT./	Papyrus (call)	Snowdin	room_tundra_lesserdog	
\E3WAIT^1, WHY ARE THEY&A ROYAL GUARD&AND NOT ME!?/	Papyrus (call)	Snowdin	room_tundra_lesserdog	
\E0I LOVE TO BE&PET TOO!!/%%	Papyrus (call)	Snowdin	room_tundra_lesserdog	
SIGH. ^1.&IT'S ALL JUST A&PUPULARITY CONTEST./%%	Papyrus (call)	Snowdin	room_tundra_lesserdog	
WE WERE GETTING&BORED WAITING&FOR YOU.../	Papyrus (call)	Snowdin	room_tundra_icehole	
\E0SO I BUILT A&SNOW-PAPYRUS!/	Papyrus (call)	Snowdin	room_tundra_icehole	
\E3AND SANS...&DID HIS THING./%%	Papyrus (call)	Snowdin	room_tundra_icehole	
ACTUALLY^1, IT'S ONE&OF HIS BETTER&LUMPS./%%	Papyrus (call)	Snowdin	room_tundra_icehole	
I ALWAYS JUMP OVER&THE GAP INSTEAD OF&SOLVING THE PUZZLE./	Papyrus (call)	Snowdin	room_tundra_iceentrance	
SANS NEVER SOLVES&IT EITHER./	Papyrus (call)	Snowdin	room_tundra_iceentrance	
\E3HE ALWAYS JUST..^1.&UM.../	Papyrus (call)	Snowdin	room_tundra_iceentrance	
GETS ACROSS./%%	Papyrus (call)	Snowdin	room_tundra_iceentrance	
I THINK HE HAS&A SHORTCUT OR&SOMETHING./%%	Papyrus (call)	Snowdin	room_tundra_iceentrance	
GYFTROT LIVES NEAR&THERE^1.&THEY LIKE GIFTS./	Papyrus (call)	Snowdin	room_tundra_iceexit_new	
\E3DON'T WORRY IF&YOU CAN'T AFFORD&SOMETHING NICE./	Papyrus (call)	Snowdin	room_tundra_iceexit_new	
\E0IT'S THE THOUGHT&THAT COUNTS./	Papyrus (call)	Snowdin	room_tundra_iceexit_new	
SO IMAGINE YOU&HAVE A LOT OF&MONEY.../%%	Papyrus (call)	Snowdin	room_tundra_iceexit_new	
DID YOU MEET&GYFTROT?/%%	Papyrus (call)	Snowdin	room_tundra_iceexit_new	
MY SIGNAL IS&GETTING WEAK./	Papyrus (call)	Snowdin	room_tundra_iceexit	
\E3LOOKS LIKE THE&PHONE WON'T WORK&PAST HERE./	Papyrus (call)	Snowdin	room_tundra_iceexit	

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\E0SO THERE'S NO&REASON TO GO&FURTHER./%%	Papyrus (call)	Snowdin	room_tundra_iceexit	
HELLO./%%	Papyrus (call)	Snowdin	room_tundra_iceexit	
THE STATION OF&GREATERDOG./	Papyrus (call)	Snowdin	room_tundra_poffzone	
\E3HE LOOKS A BIT&LIKE A CERTAIN DOG&I DON'T LIKE./	Papyrus (call)	Snowdin	room_tundra_poffzone	
\E0BUT GREATERDOG&DOESN'T COLLECT&ANYTHING./	Papyrus (call)	Snowdin	room_tundra_poffzone	
\E2HE'S ONLY A&KLEPTOMANIAC&FOR AFFECTION!/%%	Papyrus (call)	Snowdin	room_tundra_poffzone	
HE'S AMASSED A&LARGE COLLECTION&OF HUGS AND PETS./%%	Papyrus (call)	Snowdin	room_tundra_poffzone	
THIS BRIDGE LOOKS&DANGEROUS^1, BUT&IT'S VERY STABLE./	Papyrus (call)	Snowdin	room_tundra_dangerbridge	
IN FACT^1, IT'S JUST&A ROCK FORMATION&I PAINTED OVER./	Papyrus (call)	Snowdin	room_tundra_dangerbridge	
I THINK IT LOOKS&MORE DRAMATIC&THAT WAY./%%	Papyrus (call)	Snowdin	room_tundra_dangerbridge	
I ADDED THE ROPE^1,&TOO./%%	Papyrus (call)	Snowdin	room_tundra_dangerbridge	
SNOWDIN..^1.&HOME OF PAPYRUS!/	Papyrus (call)	Snowdin	room_tundra_town	
\E3THAT'S THE SLOGAN^1,&RIGHT???/%%	Papyrus (call)	Snowdin	room_tundra_town	
I'M PETITIONING TO&CHANGE THE SLOGAN./%%	Papyrus (call)	Snowdin	room_tundra_town	
THAT FURRY PERSON&THROWS ICE ALL&DAY./	Papyrus (call)	Snowdin	room_tundra_town2	
NOBODY KNOWS&WHERE IT GOES./%%	Papyrus (call)	Snowdin	room_tundra_town2	
NOBODY KNOWS&WHERE IT GOES./	Papyrus (call)	Snowdin	room_tundra_town2	
* Hey^1, I know^1!&* Alphys told me.../	Undyne (call)	Snowdin	room_tundra_town2	
* It goes to Hotland& to cool down the& CORE!/	Undyne (call)	Snowdin	room_tundra_town2	
WOW^1, UNDYNE!^1!&I DIDN'T KNOW YOU&LIKED NERDY STUFF!/%%	Papyrus (call)	Snowdin	room_tundra_town2	
\E3JUST STRENGTH&AND FIGHTING.../%%	Papyrus (call)	Snowdin	room_tundra_town2	
\E0* Are you kidding!?&* Why wouldn't I!?/	Undyne (call)	Snowdin	room_tundra_town2	
\E6* The brain's the& biggest muscle of& all!!!/%%	Undyne (call)	Snowdin	room_tundra_town2	
HYPNOTIZING^1, ISN'T&IT???/%%	Papyrus (call)	Snowdin	room_tundra_town2	
THE INN'S A&GREAT PLACE&TO STAY./	Papyrus (call)	Snowdin	room_tundra_inn	
THE LADY WHO&RUNS IT IS&REALLY NICE./	Papyrus (call)	Snowdin	room_tundra_inn	
\E2SHE ALWAYS GIVES&ME A LOLLIPOP AND&A PAT ON THE HEAD./%%	Papyrus (call)	Snowdin	room_tundra_inn	
WHY ARE YOU&CALLING ME?/	Papyrus (call)	Snowdin	room_tundra_inn	
\E0ARE YOU TRYING&TO MAKE A&RESERVATION???/%%	Papyrus (call)	Snowdin	room_tundra_inn	
* Hey^1, I always stay& there when I come& to Snowdin!/	Undyne (call)	Snowdin	room_tundra_inn	
\E4* I used to stay& at Papyrus's^1, but.../	Undyne (call)	Snowdin	room_tundra_inn	
\E1* His couch is like^1,& lumpy and janghy?/	Undyne (call)	Snowdin	room_tundra_inn	
\E5* And his brother& kept making 100's& of midnight snacks./%%	Undyne (call)	Snowdin	room_tundra_inn	
\E2* And Papyrus himself& doesn't??^1?&* Know how to sleep?/%%	Undyne (call)	Snowdin	room_tundra_inn	
* Yeah^1, just sleep& here./%%	Undyne (call)	Snowdin	room_tundra_inn	
GRILLBY'S...&IT'S DARK AND FULL&OF GREASE./	Papyrus (call)	Snowdin	room_tundra_grillby	
PURGATORY OF&FRIES..^1.&HAMBURGER ABYSS.../	Papyrus (call)	Snowdin	room_tundra_grillby	
ANYWAY^1, MY BROTHER&PRACTICALLY LIVES&HERE./%%	Papyrus (call)	Snowdin	room_tundra_grillby	
I'M NOT COMING&TO GRILLBY'S./%%	Papyrus (call)	Snowdin	room_tundra_grillby	
GRILLBY'S^1? WE'RE TOO&REFINED FOR THAT&GREASEHOLE./	Papyrus (call)	Snowdin	room_tundra_grillby	
* WOAH^1, if you go^1,& you HAVE to try& the cheese fries./	Undyne (call)	Snowdin	room_tundra_grillby	
\E6* They're AMAZINGLY& bad for you!!/	Undyne (call)	Snowdin	room_tundra_grillby	
\E9* Oh^1, sorry^1, Papyrus^1,& were you saying& something?/	Undyne (call)	Snowdin	room_tundra_grillby	
JUST MONOLOGUING&ABOUT MY LOVE&FOR GREASE!!!/%%	Papyrus (call)	Snowdin	room_tundra_grillby	
OUR FEELINGS FOR&GREASE RUN DEEP&LIKE A RIVER./	Papyrus (call)	Snowdin	room_tundra_grillby	
* Grease^1, I.../	Undyne (call)	Snowdin	room_tundra_grillby	
\E8* I..^1.&* .../	Undyne (call)	Snowdin	room_tundra_grillby	
\E6* I want you in& all my food!!!/%%	Undyne (call)	Snowdin	room_tundra_grillby	
I LOVE THE LIBRARY^1.&THE BOOKS ARE ALL&ARRANGED BY COLOR../	Papyrus (call)	Snowdin	room_tundra_library	
\E4THIS SENSE OF&ORDER!!^1! IT FILLS&ME WITH POWER!/%%	Papyrus (call)	Snowdin	room_tundra_library	
WHAT'S A LIBRARY&CARD?/%%	Papyrus (call)	Snowdin	room_tundra_library	
* I couldn't get enough& books when I was& a kid./	Undyne (call)	Snowdin	room_tundra_library	
\E9* I tore through all& sorts of 'em!/	Undyne (call)	Snowdin	room_tundra_library	
\E1* I ripped through& tons of 'em!/	Undyne (call)	Snowdin	room_tundra_library	
\E6* I kicked 'em into& shreds!!!/%%	Undyne (call)	Snowdin	room_tundra_library	
* But now I think& reading's cool./%%	Undyne (call)	Snowdin	room_tundra_library	
WOW^1! IT ONLY TOOK&YOU FOUR SECONDS&TO CALL ME!!/	Papyrus (call)	Snowdin	room_tundra_paproom	
YOU MUST BE VERY&DESPERATE FOR MY&HELP!!!/	Papyrus (call)	Snowdin	room_tundra_paproom	
WELL^1! DO NOT FEAR^1!&THIS IS PAPYRUS'S&HOTFUL HELPLINE!/	Papyrus (call)	Snowdin	room_tundra_paproom	
JUST DESCRIBE YOUR&LOCATION^1, AND...!/	Papyrus (call)	Snowdin	room_tundra_paproom	
I WILL DESCRIBE&SOME HOT TIPS!/	Papyrus (call)	Snowdin	room_tundra_paproom	
\E0SO^1, WHERE ARE&YOU?/	Papyrus (call)	Snowdin	room_tundra_paproom	
\E3.../	Papyrus (call)	Snowdin	room_tundra_paproom	
\E5... YOU'RE STILL&IN MY ROOM??/	Papyrus (call)	Snowdin	room_tundra_paproom	
\E3HAVE YOU HEARD OF&SOMETHING CALLED&A..^1. DOOR?/	Papyrus (call)	Snowdin	room_tundra_paproom	
\E0WAIT^1! DON'T WORRY^1!&I'LL DRAW A&DIAGRAM FOR YOU!/%%	Papyrus (call)	Snowdin	room_tundra_paproom	
HOLD UP^1!&I'M STILL DRAWING!/%%	Papyrus (call)	Snowdin	room_tundra_paproom	
WHAT^1? I THOUGHT&YOU HAD GOTTEN OUT&OF MY ROOM./	Papyrus (call)	Snowdin	room_tundra_paproom	
\E1WE'RE GOING TO&HAVE TO START OVER&FROM SQUARE ONE!/	Papyrus (call)	Snowdin	room_tundra_paproom	
\E0FIRST: DO YOU&KNOW WHO PAPYRUS&IS!?/%%	Papyrus (call)	Snowdin	room_tundra_paproom	
DO I KNOW WHO&PAPYRUS IS!?/%%	Papyrus (call)	Snowdin	room_tundra_paproom	
YOU'RE IN MY&HOUSE^1.&GOOD CHOICE!/	Papyrus (call)	Snowdin	room_tundra_sanshouse	
\E3THOUGH I GUESS&IT'S TECHNICALLY&SANS'S HOUSE TOO./	Papyrus (call)	Snowdin	room_tundra_sanshouse	
\E1BUT I PREFER NOT&TO DISCUSS HIS&PART OF IT./	Papyrus (call)	Snowdin	room_tundra_sanshouse	
\E3HIS ROOM IS..^1.&IT'S LIKE ANOTHER&WORLD!/	Papyrus (call)	Snowdin	room_tundra_sanshouse	
\E2A WORLD WHERE&THEY DON'T KNOW&HOW TO VACUUM./%%	Papyrus (call)	Snowdin	room_tundra_sanshouse	
YOU'RE BEST&STAYING AWAY FROM&THAT STRANGE PLACE./%%	Papyrus (call)	Snowdin	room_tundra_sanshouse	
THIS IS WHERE&I TRIED TO&CAPTURE YOU!/	Papyrus (call)	Snowdin	room_fogroom	
WHAT A TERRIBLE&MEMORY!/%%	Papyrus (call)	Snowdin	room_fogroom	
.../%%	Papyrus (call)	Snowdin	room_fogroom	
* Yeah!^1! This is the& best room for& snow-wrestling!!/	Undyne (call)	Snowdin	room_fogroom	
SNOW WRESTLING IS&WHEN SHE SNEAKS UP&ON YOU FROM BEHIND,/	Papyrus (call)	Snowdin	room_fogroom	
THEN TACKLES YOU&AND YELLS&"SNOW-WRESTLING!"/	Papyrus (call)	Snowdin	room_fogroom	
\E5IT'S..^1.&NOT THE BEST&GAME./	Papyrus (call)	Snowdin	room_fogroom	
\E9* Well^1, you know& what I think?/	Undyne (call)	Snowdin	room_fogroom	
WHAT?/	Papyrus (call)	Snowdin	room_fogroom	
* Snow-wrestling!!/	Undyne (call)	Snowdin	room_fogroom	
NOOOOOOOOOO!!!/%%	Papyrus (call)	Snowdin	room_fogroom	
* We'll have to play& sometime!/%%	Undyne (call)	Snowdin	room_fogroom	

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Text	Character	Area	Room	How to get it ?
WATERFALL...^1.&I BARELY KNOW&ANYTHING ABOUT IT./	Papyrus (call)	Waterfall	room_water1	
\E0BUT I'LL DO MY&BEST TO INFORM&YOU!!!/%%	Papyrus (call)	Waterfall	room_water1	
UH^1, I DON'T HAVE&ANY FACTS ABOUT&THIS ROOM./%%	Papyrus (call)	Waterfall	room_water1	
* If you're going to& Snowdin^1, I won't& have much to say./	Undyne (call)	Waterfall	room_water1	
BUT I WILL!!/	Papyrus (call)	Waterfall	room_water1	
* There's the rub^1,& right?/	Undyne (call)	Waterfall	room_water1	
WHAT!^1?&THERE'S A RUB^1?&WHERE!?!?/	Papyrus (call)	Waterfall	room_water1	
* In Snowdin^1, duh!!!/%%	Undyne (call)	Waterfall	room_water1	
I'LL DO MY&BEST TO FIND&THE RUB./	Papyrus (call)	Waterfall	room_water1	
* Hey^1, I think I& found something!/	Undyne (call)	Waterfall	room_water1	
OOH^1, WHERE?/	Papyrus (call)	Waterfall	room_water1	
\E5AND WHAT'S THIS&HORRIBLE NOOGIE?/	Papyrus (call)	Waterfall	room_water1	
* It's the rub!!!/%%	Undyne (call)	Waterfall	room_water1	
MY BROTHER HAS&A STATION HERE./	Papyrus (call)	Waterfall	room_water2	
\E3YES^1, HE MANS&TWO STATIONS AT&ONCE./	Papyrus (call)	Waterfall	room_water2	
\E0AMAZING^1, ISN'T&HE?/	Papyrus (call)	Waterfall	room_water2	
HE SLACKS OFF&TWICE AS MUCH&AS NORMAL!!/%%	Papyrus (call)	Waterfall	room_water2	
NORMAL FOLKS CAN&ONLY DREAM OF&SUCH SLOTH.../%%	Papyrus (call)	Waterfall	room_water2	
* This is Papyrus's& brother's station./	Undyne (call)	Waterfall	room_water2	
\E4* I'm always catching& him slacking off^1,& or sleeping.../	Undyne (call)	Waterfall	room_water2	
\E2* But his results are& JUST good enough& to not fire him./	Undyne (call)	Waterfall	room_water2	
\E4* Well^1, except today./	Undyne (call)	Waterfall	room_water2	
\E2* He didn't tell me& ANYTHING about you./%%	Undyne (call)	Waterfall	room_water2	
\E4* JUST scraping by& the bare minimum& every time.../	Undyne (call)	Waterfall	room_water2	
\E9* I guess it's kind& of impressive...?/%%	Undyne (call)	Waterfall	room_water2	
ROCKS?/	Papyrus (call)	Waterfall	room_water3	
\E0IT MUST BE ONE&OF UNDYNE'S&INGENIOUS PUZZLES./	Papyrus (call)	Waterfall	room_water3	
\E0YOU'D BETTER BE&CAREFUL!!!/%%	Papyrus (call)	Waterfall	room_water3	
BE WARY OF ROCKS./%%	Papyrus (call)	Waterfall	room_water3	
* God^1, I was supposed& to build a puzzle& for this room.../	Undyne (call)	Waterfall	room_water3	
\E2* But I HATE puzzles./	Undyne (call)	Waterfall	room_water3	
\E6* So I just put a& huge pile of& rocks upstream./%%	Undyne (call)	Waterfall	room_water3	
* What??^1?&* Don't judge me!!!/	Undyne (call)	Waterfall	room_water3	
\E6* My lack of& creativity's making& your life easier!/%%	Undyne (call)	Waterfall	room_water3	
WHERE'D YOU GO!?&I CAN'T SEE&YOU!!!/	Papyrus (call)	Waterfall	room_water3A	
\E0OH WAIT^1, THAT'S&BECAUSE YOU'RE&ON THE PHONE./%%	Papyrus (call)	Waterfall	room_water3A	
ARE YOU STILL&ON THE PHONE?/%%	Papyrus (call)	Waterfall	room_water3A	
* So you found the& room behind the& waterfall.../	Undyne (call)	Waterfall	room_water3A	
\E0* When I feel like& relaxing^1, I always& take a break there./	Undyne (call)	Waterfall	room_water3A	
\E1* That means NEVER!^1!&* I HATE RELAXING!!/%%	Undyne (call)	Waterfall	room_water3A	
* I LOVE being& ANGRY and STRESSED& OUT!!!/	Undyne (call)	Waterfall	room_water3A	
\E0* Nah^1, I'm joking./%%	Undyne (call)	Waterfall	room_water3A	
WOWIE^1, I HAD AN&AWKWARD TIME IN&THIS ROOM EARLIER./	Papyrus (call)	Waterfall	room_water4	
\E0GOOD HEAVENS&YOU WEREN'T AROUND&TO SEE IT!!/%%	Papyrus (call)	Waterfall	room_water4	
YOU REALLY&DIDN'T SEE IT!/	Papyrus (call)	Waterfall	room_water4	
I LOVE THAT&FACT^1, AND&REPEATING IT!/%%	Papyrus (call)	Waterfall	room_water4	
* This is the room& where I first& spotted you./	Undyne (call)	Waterfall	room_water4	
\E2* You have NO idea& how many spears I& wanted to throw!!!/	Undyne (call)	Waterfall	room_water4	
\E9* But^1, um^1, that sea-& grass is under& scientific protection./%%	Undyne (call)	Waterfall	room_water4	
* What!!!!^1!&* That's a real thing!/%%	Undyne (call)	Waterfall	room_water4	
A BRIDGE GROWS&IF YOU ALIGN&FOUR BRIDGE SEEDS./	Papyrus (call)	Waterfall	room_water_bridgepuzz1	
\E3BUT THAT'S SORT&OF LIMITED IN&USEFULNESS./	Papyrus (call)	Waterfall	room_water_bridgepuzz1	
\E2WHY DON'T WE&HAVE AIRPLANE&SEEDS???/%%	Papyrus (call)	Waterfall	room_water_bridgepuzz1	
OR^1, PHONES THAT&CAN TURN INTO&JETPACKS???/%%	Papyrus (call)	Waterfall	room_water_bridgepuzz1	
* Wait^1, did you actually& DO the puzzle!?/	Undyne (call)	Waterfall	room_water_bridgepuzz1	
\E2* You can't just jump& across!?/	Undyne (call)	Waterfall	room_water_bridgepuzz1	
\E6* You can't do the& jimpity jumpity& joodle!?/%%	Undyne (call)	Waterfall	room_water_bridgepuzz1	
* The limpity loppity& leap!?/%%	Undyne (call)	Waterfall	room_water_bridgepuzz1	
HMMM..^1. THIS PUZZLE.../	Papyrus (call)	Waterfall	room_water5	
\E0I'VE GOT IT!!!/	Papyrus (call)	Waterfall	room_water5	
TRY TO BUILD A&BRIDGE WITH THE&BRIDGE SEEDS!!/%%	Papyrus (call)	Waterfall	room_water5	
I'M HELPING./%%	Papyrus (call)	Waterfall	room_water5	
* Alphys helped measure& out the mud tiles& for this puzzle./	Undyne (call)	Waterfall	room_water5	
* It was a lot of work^1,& but we got to make& sand castles after./	Undyne (call)	Waterfall	room_water5	
\E9* We're a good team^1.&* She's great at& building them.../	Undyne (call)	Waterfall	room_water5	
\E6* And I'm great at& wrecking them!!/%%	Undyne (call)	Waterfall	room_water5	
* There's barely even& a trace of 'em& now.../%%	Undyne (call)	Waterfall	room_water5	
WHAT'S BETTER&THAN A BENCHFUL&OF QUICHE?/%%	Papyrus (call)	Waterfall	room_water5A	
* What's better than& a benchful of& quiche?/%%	Undyne (call)	Waterfall	room_water5A	
\E3THE WISHING ROOM^1.&DO YOU HAVE&A WISH...?/	Papyrus (call)	Waterfall	room_water6	
\E0NYEH HEH HEH!^1!&I HAVE ONE!!!/	Papyrus (call)	Waterfall	room_water6	
\E2I WISH I WAS&TALKING TO MY&COOL FRIEND!!!/	Papyrus (call)	Waterfall	room_water6	
\E0LOOK!!^1!&IT'S COMING TRUE!/%%	Papyrus (call)	Waterfall	room_water6	
WHAT WILL YOU&WISH FOR?/%%	Papyrus (call)	Waterfall	room_water6	
* Every day^1, people& come here and wish& to the stars.../	Undyne (call)	Waterfall	room_water6	
\E1* I won't let them& down!!!/	Undyne (call)	Waterfall	room_water6	
* I'll make everyone's& wishes come true!!/	Undyne (call)	Waterfall	room_water6	
I WISH I HAD&EIGHT LEGS.../	Papyrus (call)	Waterfall	room_water6	
\E0SO I COULD WEAR&FOUR PAIRS OF&HOTPANTS./	Papyrus (call)	Waterfall	room_water6	
* I'll make most& people's wishes& come true!!!/%%	Undyne (call)	Waterfall	room_water6	
* What^1, you have a& wish?/	Undyne (call)	Waterfall	room_water6	
\E3* Add it to the pile^1,& punk./%%	Undyne (call)	Waterfall	room_water6	
THERE ARE MANY&ANCIENT PLAQUES&HERE./	Papyrus (call)	Waterfall	room_water7	
WATERFALL IS&PRACTICALLY A&HISTORY MUSEUM./	Papyrus (call)	Waterfall	room_water7	
\E3EXCEPT WITH&MUSCULAR&SEAHORSES./%%	Papyrus (call)	Waterfall	room_water7	
HI?/%%	Papyrus (call)	Waterfall	room_water7	
* Along these walls& lies our tragic& history.../	Undyne (call)	Waterfall	room_water7	
\E1* Tragically BORING!/	Undyne (call)	Waterfall	room_water7	
\E2* Why can't our history& be COOL ANIMATIONS& like the humans'!?/	Undyne (call)	Waterfall	room_water7	

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\E6* Someone at LEAST& engrave a plaque with& swords and kissing!!!/%%	Undyne (call)	Waterfall	room_water7	
* Come on^1, don't act& like your history's& not COOL!!/%%	Undyne (call)	Waterfall	room_water7	
ANOTHER HARMLESS&AND VERY SAFE&CORRIDOR.../	Papyrus (call)	Waterfall	room_water8	
\E0ALL THANKS TO&ME!!^1!&NYEH HEH HEH!!/%%	Papyrus (call)	Waterfall	room_water8	
HEH!!!!!/%%	Papyrus (call)	Waterfall	room_water8	
* This is where I& threw all those& spears at you.../	Undyne (call)	Waterfall	room_water8	
\E6* That was fun!!^1!&* Let's do that& again sometime!!/%%	Undyne (call)	Waterfall	room_water8	
* Come on^1!&* Don't fear the spear!/%%	Undyne (call)	Waterfall	room_water8	
WATCH YOUR STEP!/	Papyrus (call)	Waterfall	room_water9	
\E3UNDYNE REALLY CARES&ABOUT THIS GRASS&FOR SOME REASON./%%	Papyrus (call)	Waterfall	room_water9	
ARE YOU WATCHING?/%%	Papyrus (call)	Waterfall	room_water9	
* If it wasn't for& that grass^1, I'd& have kicked your.../	Undyne (call)	Waterfall	room_water9	
\E9* Uh^1, if not for& that grooty^1, I'd have& kicked your booty./%%	Undyne (call)	Waterfall	room_water9	
* Don't ask me what& a grooty is!!!/%%	Undyne (call)	Waterfall	room_water9	
WHY ARE THERE SO&MANY TABLES LYING&AROUND HERE?/%%	Papyrus (call)	Waterfall	room_water_savepoint1	
* Where are all& these tables coming& from?/%%	Undyne (call)	Waterfall	room_water_savepoint1	
HUH^1? SANS ISN'T&PLAYING WITH HIS&TELESCOPE?/	Papyrus (call)	Waterfall	room_water11	
\E0WOWIE!!^1! MAYBE HE&WENT TO WORK!!!/	Papyrus (call)	Waterfall	room_water11	
\E2WOW!!^1! AM I&ALLOWED TO BE&PROUD???/%%	Papyrus (call)	Waterfall	room_water11	
HUH^1? MY BROTHER^1?&OF COURSE HE HAS&A TELESCOPE./	Papyrus (call)	Waterfall	room_water11	
\E0SANS LOVES&OUTER SPACEY&SCI-FI STUFF./	Papyrus (call)	Waterfall	room_water11	
\E3HMM^1?&HE NEVER TOLD&YOU??/	Papyrus (call)	Waterfall	room_water11	
\E0YEAH^1, SANS NEVER&TELLS ANYBODY&ANYTHING!/%%	Papyrus (call)	Waterfall	room_water11	
THANKS FOR CALLING./%%	Papyrus (call)	Waterfall	room_water11	
* Hey^1, here's a& neat party trick./	Undyne (call)	Waterfall	room_water11	
\E0* Try talking to& the southern& wall!/	Undyne (call)	Waterfall	room_water11	
\E4* First you have to& throw a party& though.../	Undyne (call)	Waterfall	room_water11	
\E0* Hey^1, you should& make it a costume& party!/	Undyne (call)	Waterfall	room_water11	
\E6* Then Papyrus can& have someplace he& seems normal!!!/%%	Undyne (call)	Waterfall	room_water11	
* Oh^1!&* I should invite& Alphys^1, too!/%%	Undyne (call)	Waterfall	room_water11	
ICE CREAM^1?&THANKS^1, BUT I&LIVE IN SNOWDIN!/	Papyrus (call)	Waterfall	room_water_nicecream	
\E0THERE'S ICE CREAM&ALL OVER THE&GROUND!!!/	Papyrus (call)	Waterfall	room_water_nicecream	
* that's called snow./	Sans	Waterfall	room_water_nicecream	
SANS!!^1! I DIDN'T&ASK YOUR OPINION!!/%%	Papyrus (call)	Waterfall	room_water_nicecream	
I'M FLATTERED HOW&MUCH YOU WANT TO&GIVE ME ICE CREAM./	Papyrus (call)	Waterfall	room_water_nicecream	
* me too./	Sans	Waterfall	room_water_nicecream	
NO YOU AREN'T!!/%%	Papyrus (call)	Waterfall	room_water_nicecream	
\E1* Ugh^1, ice cream!^1?&* Sugary... COLD..^1.&* Talk about GROSS./	Undyne (call)	Waterfall	room_water_nicecream	
\E3* Now this chilly& pink stuff that& Alphys makes me.../	Undyne (call)	Waterfall	room_water_nicecream	
\E6* THAT rules!!!/%%	Undyne (call)	Waterfall	room_water_nicecream	
* I'll also drink it& if it's heated up./%%	Undyne (call)	Waterfall	room_water_nicecream	
SOMETIMES^1, PRIZES&ARE HIDDEN UNDER&THE GRASS./	Papyrus (call)	Waterfall	room_water_shoe	
TREASURES LIKE&MUD^1, OR DIRT./%%	Papyrus (call)	Waterfall	room_water_shoe	
DID YOU FIND&THE TREASURE?/%%	Papyrus (call)	Waterfall	room_water_shoe	
* There's normally a& pair of old shoes& in that seagrass./	Undyne (call)	Waterfall	room_water_shoe	
\E4* Strangely^1, they're made& for someone without& fins or claws./	Undyne (call)	Waterfall	room_water_shoe	
\E7* What kind of monster& is like that...?/	Undyne (call)	Waterfall	room_water_shoe	
\E2* Oh^1, wait!^1?&* What about a slime& monster!?/	Undyne (call)	Waterfall	room_water_shoe	
\E6* Wait^1, those don't& have feet at all!/%%	Undyne (call)	Waterfall	room_water_shoe	
* Well^1, if they fit& you^1, you might as& well take them./	Undyne (call)	Waterfall	room_water_shoe	
\E6* Whoever wore them& isn't coming back!/%%	Undyne (call)	Waterfall	room_water_shoe	
\E3A BIRD MONSTER?^1?&TRY TALKING TO&IT!!!/	Papyrus (call)	Waterfall	room_water_bird	
\E0OR YOU COULD&PUT ME ON THE&LINE!/	Papyrus (call)	Waterfall	room_water_bird	
\E2I'VE GOT SOME&PRETTY GOOD&TWEETS./	Papyrus (call)	Waterfall	room_water_bird	
\E0(HORRIBLE& BIRD IMITATIONS)/%%	Papyrus (call)	Waterfall	room_water_bird	
DID THE BIRD LIKE&MY TWEETS???/%%	Papyrus (call)	Waterfall	room_water_bird	
* That bird will carry& anyone past the gap^1.&* It NEVER says no./	Undyne (call)	Waterfall	room_water_bird	
\E7* When I was younger^1,& it gave me a lift^1.&* It took an hour.../	Undyne (call)	Waterfall	room_water_bird	
\E2* But this bird NEVER& once thought of& giving up!!!/	Undyne (call)	Waterfall	room_water_bird	
\E7* Cherish this bird./%%	Undyne (call)	Waterfall	room_water_bird	
* Well??^1?&* Are you CHERISHING???/	Undyne (call)	Waterfall	room_water_bird	
\E1* CHERISH HARDER!!!/%%	Undyne (call)	Waterfall	room_water_bird	
ONION?/%%	Papyrus (call)	Waterfall	room_water_onionsan	
HUM HUM HUM.../%%	Papyrus (call)	Waterfall	room_water_onionsan	
* Onion...?/%%	Undyne (call)	Waterfall	room_water_onionsan	
* ...?/%%	Undyne (call)	Waterfall	room_water_onionsan	
I'VE HEARD A SHY&MONSTER LIVES&AROUND HERE./	Papyrus (call)	Waterfall	room_water14	
\E3WELL^1, IF YOU WANT&TO GET SOMEONE&TO OPEN UP.../	Papyrus (call)	Waterfall	room_water14	
\E0YOU SHOULD ENGAGE&THEM IN COMBAT!!!/%%	Papyrus (call)	Waterfall	room_water14	
* Oh yeah^1, Shyren& lives around here./	Undyne (call)	Waterfall	room_water14	
* I used to give her& piano lessons./	Undyne (call)	Waterfall	room_water14	
\E4* She was really& talented..^1. \E9for someone& with no fingers./	Undyne (call)	Waterfall	room_water14	
\E4* One day^1, she stopped& coming to her lessons^1,& though.../%%	Undyne (call)	Waterfall	room_water14	
\E7* How did her song& go again...?/%%	Undyne (call)	Waterfall	room_water14	
HUH!^1?&ARE YOU SERENADING&ME!?/	Papyrus (call)	Waterfall	room_water_piano	
\E2OH NO!!^1!&YOU'RE MAKING ME&BLUSH!!!/%%	Papyrus (call)	Waterfall	room_water_piano	
LET'S WRITE A&MUSICAL ABOUT&OUR ADVENTURES!!!/%%	Papyrus (call)	Waterfall	room_water_piano	
\E6* Yeah!^1! YEAH!!^1!&* I made this puzzle!!/	Undyne (call)	Waterfall	room_water_piano	
\E0* Really^1, it was just& an excuse to put& a piano here./	Undyne (call)	Waterfall	room_water_piano	
\E2* I love FIGHTING THE& IVORIES!!!/%%	Undyne (call)	Waterfall	room_water_piano	
\E9* Maybe I'll play you& something sometime!/%%	Undyne (call)	Waterfall	room_water_piano	
\E3HMMM.../	Papyrus (call)	Waterfall	room_water_dogroom	
THERE'S SOMETHING&ANNOYING ABOUT&THIS ROOM./%%	Papyrus (call)	Waterfall	room_water_dogroom	
BUT I CAN'T&QUITE PLACE MY&FINGER ON IT.../	Papyrus (call)	Waterfall	room_water_dogroom	
THEN PLACE MY&WHOLE HAND ON&IT.../	Papyrus (call)	Waterfall	room_water_dogroom	
THEN PET IT&AFFECTIONATELY.../%%	Papyrus (call)	Waterfall	room_water_dogroom	
\E1* Huh!^1?&* Did you solve the& puzzle!?/	Undyne (call)	Waterfall	room_water_dogroom	
\E6* No one has ever..^1.&* I've been waiting so& long for someone to.../	Undyne (call)	Waterfall	room_water_dogroom	
\E2* I mean^1, uhhh^1, big deal^1!&* Whatever!/%%	Undyne (call)	Waterfall	room_water_dogroom	

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Text	Character	Area	Room	How to get it ?
* Guess I've gotta& find a new mystic& artifact./%%	Undyne (call)	Waterfall	room_water_dogroom	
\E3A MYSTERIOUS&STATUE.../%%	Papyrus (call)	Waterfall	room_water_statue	
\E3WHAT'S THAT MUSIC?/	Papyrus (call)	Waterfall	room_water_statue	
AM I ON HOLD???/%%	Papyrus (call)	Waterfall	room_water_statue	
\E0* That statue's been& here forever.../	Undyne (call)	Waterfall	room_water_statue	
* No one knows where& it came from./%%	Undyne (call)	Waterfall	room_water_statue	
* Hey^1, you figured out& how to get the& music to play...?/	Undyne (call)	Waterfall	room_water_statue	
\E9* Nice^1, isn't it?/%%	Undyne (call)	Waterfall	room_water_statue	
ALWAYS CARRY AN&UMBRELLA IN CASE&IT RAINS!/	Papyrus (call)	Waterfall	room_water_prewaterfall	
YOU KNOW^1.&JUST KEEP A FEW&IN YOUR POCKETS./%%	Papyrus (call)	Waterfall	room_water_prewaterfall	
NOTHING LIKE A&HOT BUCKET OF&'BRELLAS.../%%	Papyrus (call)	Waterfall	room_water_prewaterfall	
* Those umbrellas were& ASGORE's idea./	Undyne (call)	Waterfall	room_water_prewaterfall	
\E9* He says he doesn't& want anyone to& catch a cold./	Undyne (call)	Waterfall	room_water_prewaterfall	
\E0* Waterfall's underwater& citizens couldn't care& less^1, though./%%	Undyne (call)	Waterfall	room_water_prewaterfall	
* Did you get a 'brella?/%%	Undyne (call)	Waterfall	room_water_prewaterfall	
YOU CAN SEE YOUR&REFLECTION IN A&PUDDLE^1, BUT.../	Papyrus (call)	Waterfall	room_water_waterfall	
\E1DON'T LET A BODY&OF WATER DETERMINE&YOUR SELF-WORTH!!!/%%	Papyrus (call)	Waterfall	room_water_waterfall	
HMMM^1? YOU'RE&HANGING OUT&WITH A FRIEND?/	Papyrus (call)	Waterfall	room_water_waterfall	
THEN MAYBE YOU&SHOULDN'T TALK&TO ME.../	Papyrus (call)	Waterfall	room_water_waterfall	
\E0YOU'LL MAKE THEM&JEALOUS!/%%	Papyrus (call)	Waterfall	room_water_waterfall	
CALLING AGAIN...?/%%	Papyrus (call)	Waterfall	room_water_waterfall	
* What!^1?&* You're at my& FAVORITE SPOT!?!?/	Undyne (call)	Waterfall	room_water_waterfall	
\E2* You'd better jump in& at least 1000 puddles& for me!!!/%%	Undyne (call)	Waterfall	room_water_waterfall	
* Have you reached& triple digits yet!?/%%	Undyne (call)	Waterfall	room_water_waterfall	
WHERE ARE YOU^1?&I HEAR WATER./	Papyrus (call)	Waterfall	room_water_waterfall2	
ARE YOU IN THE&TOILET?/%%	Papyrus (call)	Waterfall	room_water_waterfall2	
ALSO^1, WHAT'S A&TOILET?/%%	Papyrus (call)	Waterfall	room_water_waterfall2	
* This whole area's& like a little& nature trail./	Undyne (call)	Waterfall	room_water_waterfall2	
* It's nice to have& a rainy spot away& from civilization.../	Undyne (call)	Waterfall	room_water_waterfall2	
\E7* Though^1, with the city& filling up^1, who knows& how long that'll last./%%	Undyne (call)	Waterfall	room_water_waterfall2	
* Well?^1!&* Are you enjoying& nature!?/%%	Undyne (call)	Waterfall	room_water_waterfall2	
THAT'S THE KING'S&CASTLE.../%%	Papyrus (call)	Waterfall	room_water_waterfall3	
SEEMS YOU CAN&FINALLY SEE THE&END./%%	Papyrus (call)	Waterfall	room_water_waterfall3	
* ASGORE's castle.../	Undyne (call)	Waterfall	room_water_waterfall3	
\E7* Guess there's no& stopping you^1, huh?/%%	Undyne (call)	Waterfall	room_water_waterfall3	
SEEMS LIKE THE&PHONE CONNECTION'S&GETTING WEAK.../%%	Papyrus (call)	Waterfall	room_water_waterfall4	
BETTER NOT GO&PAST THAT POINT./%%	Papyrus (call)	Waterfall	room_water_waterfall4	
* The trail dead-ends& here^1, unless you can& jump./	Undyne (call)	Waterfall	room_water_waterfall4	
\E4* Honestly^1, I can't& believe I expected& you to go this way./	Undyne (call)	Waterfall	room_water_waterfall4	
\E6* What was I thinking???/	Undyne (call)	Waterfall	room_water_waterfall4	
\E1* ... and how was I& right???/%%	Undyne (call)	Waterfall	room_water_waterfall4	
* Don't explain it!!/%%	Undyne (call)	Waterfall	room_water_waterfall4	
FLOWERS...?/	Papyrus (call)	Waterfall	room_water_trashzone1	
\E0DO ANY OF THEM&TALK!^1?&SAY HI FOR ME!!!/%%	Papyrus (call)	Waterfall	room_water_trashzone1	
FLOWERS ARE OUR&BEST FRIENDS!!/%%	Papyrus (call)	Waterfall	room_water_trashzone1	
* Those flowers.../	Undyne (call)	Waterfall	room_water_trashzone1	
* One day^1, they just& started to grow& there./	Undyne (call)	Waterfall	room_water_trashzone1	
* I swear^1, it's like& they have a mind& of their own./%%	Undyne (call)	Waterfall	room_water_trashzone1	
* That's ridiculous& though!/%%	Undyne (call)	Waterfall	room_water_trashzone1	
GARBAGE^1, HUH^1?&BOY^1, DO I KNOW&GARBAGE!!/	Papyrus (call)	Waterfall	room_water_trashsavepoint	
\E4AFTER ALL^1, I'M&HOUSEMATES WITH A&LAZY BAG OF TRASH!/	Papyrus (call)	Waterfall	room_water_trashsavepoint	
\E0HIS NAME'S TRASHY^1.&HE LIVES IN THE&GARBAGE CAN./%%	Papyrus (call)	Waterfall	room_water_trashsavepoint	
YOU DIDN'T THINK I&DIDN'T NAME MY&GARBAGE^1, DID YOU?/%%	Papyrus (call)	Waterfall	room_water_trashsavepoint	
\E1* That's where I& met Alphys for the& first time!!/	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E0* I was looking for& cool swords^1, when& I saw her.../	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E1* Uh^1, standing there^1,& staring into the& abyss./	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E4* She looked pretty..^1.&* Um..^1.&* ... contemplative./	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E9* So I asked her& where she thought& the abyss led to!/	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E2* She looked up at& me^1, shocked^1, and went& red in the face./	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E6* But I'm scary^1,& so I'm used to& that kinda stuff!/	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E1* Then she kept& explaining all her& different theories./	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E9* She went on for& hours^1!&* I was so captivated!/	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E1* After that^1, I kept& running into her& here./	Undyne (call)	Waterfall	room_water_trashsavepoint	
\E6* And now we're& friends^1!&* Yeeee hawww!!!/%%	Undyne (call)	Waterfall	room_water_trashsavepoint	
* Oh my GOD^1!&* Don't make me tell& this story AGAIN!!!/%%	Undyne (call)	Waterfall	room_water_trashsavepoint	
I KNOW WHY YOU&CALLED ME./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E0I ALWAYS MAKE&PEOPLE FEEL&BETTER.../	Papyrus (call)	Waterfall	room_water_trashzone2	
\E2WHEN THEY'RE DOWN&IN THE DUMPS!!!/	Papyrus (call)	Waterfall	room_water_trashzone2	
\E0.../	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3I'VE SPENT TOO&LONG WITH MY&BROTHER TODAY./%%	Papyrus (call)	Waterfall	room_water_trashzone2	
FORGET I SAID&THAT./%%	Papyrus (call)	Waterfall	room_water_trashzone2	
* The garbage dump!^1!&* So many great things& come from there!!/	Undyne (call)	Waterfall	room_water_trashzone2	
\E0* The only reason we& have modern& technology.../	Undyne (call)	Waterfall	room_water_trashzone2	
* Is 'cause of all the& human junk that flows& from the surface!/	Undyne (call)	Waterfall	room_water_trashzone2	
\E9* Plus^1, it's a GREAT& place to meet& girls./%%	Undyne (call)	Waterfall	room_water_trashzone2	
* Wait^1!&* Don't quote me on& that one!!!/%%	Undyne (call)	Waterfall	room_water_trashzone2	
HEY^1!&YOU'RE NEAR&UNDYNE'S HOUSE!/	Papyrus (call)	Waterfall	room_water_friendlyhub	
THAT'S TO THE&LEFT-UPWARDS^1.&LUPWARDS./	Papyrus (call)	Waterfall	room_water_friendlyhub	
\E3ALL THE OTHER&DIRECTIONS GO TO&THE WRONG HOUSE./	Papyrus (call)	Waterfall	room_water_friendlyhub	
\E0NORTH:&GHOST HOUSE./	Papyrus (call)	Waterfall	room_water_friendlyhub	
EAST: TURTLE HOUSE./	Papyrus (call)	Waterfall	room_water_friendlyhub	
SOUTH:&TRASH HOUSE./%%	Papyrus (call)	Waterfall	room_water_friendlyhub	
WEST: BIRD HOUSE./%%	Papyrus (call)	Waterfall	room_water_friendlyhub	
SOUNDS LIKE YOU'RE&NEAR UNDYNE'S&HOUSE./	Papyrus (call)	Waterfall	room_water_undyneyard	
HEY^1!&WE SHOULD GO&VISIT UNDYNE!/	Papyrus (call)	Waterfall	room_water_undyneyard	
* I'm right here!/	Undyne (call)	Waterfall	room_water_undyneyard	
I LOVE WHEN A PLAN&COMES TOGETHER^1!&NYEH HEH HEH!!!/%%	Papyrus (call)	Waterfall	room_water_undyneyard	
* Well^1, I think we& should hang out& with Papyrus./	Undyne (call)	Waterfall	room_water_undyneyard	
REALLY??^1?&CAN WE???/%%	Papyrus (call)	Waterfall	room_water_undyneyard	

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THAT'S UNDYNE'S&HOUSE./	Papyrus (call)	Waterfall	room_water_undyneyard	
LET'S GO THERE&AND HANG OUT&SOME DAY!!!/%%	Papyrus (call)	Waterfall	room_water_undyneyard	
STILL WAITING&OUTSIDE HER&HOUSE...?/	Papyrus (call)	Waterfall	room_water_undyneyard	
\E0YEAH^1, I DO THAT&SOMETIMES^1, TOO!/%%	Papyrus (call)	Waterfall	room_water_undyneyard	
YOU KNOW^1, THE&ONE WITH THE&SKELETON IN FRONT./%%	Papyrus (call)	Waterfall	room_water_undyneyard	
IT'S A GREAT&PLACE TO.../	Papyrus (call)	Waterfall	room_water_undyneyard	
\E5UHHH?/	Papyrus (call)	Waterfall	room_water_undyneyard	
* Huff..^1. puff...!/	Undyne (call)	Waterfall	room_water_undyneyard	
\E6* YEAH!!^1!&* That's MY HOUSE!!!/	Undyne (call)	Waterfall	room_water_undyneyard	
HI UNDYNE^1!&HOW'D YOU GET&HERE SO FAST?/	Papyrus (call)	Waterfall	room_water_undyneyard	
\E9* I ran./	Undyne (call)	Waterfall	room_water_undyneyard	
WOWIE!!^1!&UNDYNE!!!/	Papyrus (call)	Waterfall	room_water_undyneyard	
SOMEDAY I WANT&TO BE AS STRONG&AND SWEATY AS YOU./%%	Papyrus (call)	Waterfall	room_water_undyneyard	
SO YOU RAN HERE&JUST TO BE ON&THE PHONE???/	Papyrus (call)	Waterfall	room_water_undyneyard	
* Yep!/	Undyne (call)	Waterfall	room_water_undyneyard	
THEN YOU MUST&HAVE SOMETHING.../	Papyrus (call)	Waterfall	room_water_undyneyard	
EXTREMELY COOL&TO SAY ABOUT&YOUR HOUSE!!!/	Papyrus (call)	Waterfall	room_water_undyneyard	
* Nope!!!/%%	Undyne (call)	Waterfall	room_water_undyneyard	
* That's my house./	Undyne (call)	Waterfall	room_water_undyneyard	
\E1* Or^1, it WAS my& house^1, until we& set it on fire./	Undyne (call)	Waterfall	room_water_undyneyard	
\E6* But hey^1, can't say& I've never done& that before!!/%%	Undyne (call)	Waterfall	room_water_undyneyard	
* Hey^1, if you find& any cool swords in& the wreckage.../	Undyne (call)	Waterfall	room_water_undyneyard	
* You know where to& find me./%%	Undyne (call)	Waterfall	room_water_undyneyard	
OH^1, THAT'S THE&HOUSE OF... UM..^1.&UNDYNE'S NEIGHBOR./	Papyrus (call)	Waterfall	room_water_blookyard	
\E3WHAT WAS THEIR&NAME AGAIN?/	Papyrus (call)	Waterfall	room_water_blookyard	
\E0SPOOKY BLOO BLOO?/%%	Papyrus (call)	Waterfall	room_water_blookyard	
NAPPER HOG...?/%%	Papyrus (call)	Waterfall	room_water_blookyard	
* That's Napstablook's& house./	Undyne (call)	Waterfall	room_water_blookyard	
\E9* They kind of keep& to theirself^1, but...&* That's a good ghost./	Undyne (call)	Waterfall	room_water_blookyard	
\E4* I try to be a good& neighbor^1, but I think& they're scared of me./	Undyne (call)	Waterfall	room_water_blookyard	
\E2* C'mon^1, what's scary& about a good-natured& invite to wrestle!!?/%%	Undyne (call)	Waterfall	room_water_blookyard	
* They're incorporeal& anyway!!/%%	Undyne (call)	Waterfall	room_water_blookyard	
SO YOU'RE FRIENDS&WITH A GHOST.../	Papyrus (call)	Waterfall	room_water_blookhouse	
\E5ISN'T THAT KIND&OF SPOOKY?/	Papyrus (call)	Waterfall	room_water_blookhouse	
\E3I'D THINK YOU'D&LIKE YOUR FRIENDS&WARM AND CUDDLY.../	Papyrus (call)	Waterfall	room_water_blookhouse	
\E0LIKE SKELETONS!!!/%%	Papyrus (call)	Waterfall	room_water_blookhouse	
VERY SOFT^1, AND&FULL OF CALCIUM./%%	Papyrus (call)	Waterfall	room_water_blookhouse	
* Oh^1, you're hanging& out with Napstablook!^1?&* That's great!!!/	Undyne (call)	Waterfall	room_water_blookhouse	
\E9* I haven't seen them& hanging out with& anyone since.../	Undyne (call)	Waterfall	room_water_blookhouse	
\E4* Well^1, their cousin./	Undyne (call)	Waterfall	room_water_blookhouse	
\E9* They would both watch& TV at all hours of& the day.../	Undyne (call)	Waterfall	room_water_blookhouse	
\E0* Then they would& practice these& weird performances./	Undyne (call)	Waterfall	room_water_blookhouse	
\E4* Where'd they go...?/%%	Undyne (call)	Waterfall	room_water_blookhouse	
* Don't feel like you& have to live up& to their cousin!/	Undyne (call)	Waterfall	room_water_blookhouse	
\E6* Just be your lovable& old garbage self!/%%	Undyne (call)	Waterfall	room_water_blookhouse	
THAT HOUSE USED&TO BE HAUNTED./	Papyrus (call)	Waterfall	room_water_hapstablook	
BECAUSE A GHOST&LIVED THERE./	Papyrus (call)	Waterfall	room_water_hapstablook	
BUT THE GHOST&MOVED AWAY./	Papyrus (call)	Waterfall	room_water_hapstablook	
IT'S AN&UN-HAUNTED HOUSE./%%	Papyrus (call)	Waterfall	room_water_hapstablook	
BY THE BY^1,&BREAKING INTO&A HOUSE.../	Papyrus (call)	Waterfall	room_water_hapstablook	
\E3THAT'S ILLEGAL^1,&RIGHT???/	Papyrus (call)	Waterfall	room_water_hapstablook	
\E5PLEASE STOP&COMMITTING GHOST&CRIMES./%%	Papyrus (call)	Waterfall	room_water_hapstablook	
* WHAT?/	Undyne (call)	Waterfall	room_water_hapstablook	
* You broke into& Napstablook's& cousin's house!?/	Undyne (call)	Waterfall	room_water_hapstablook	
\E2* That's..^1.&* That's...!/	Undyne (call)	Waterfall	room_water_hapstablook	
\E9* Hey^1, what was& their name^1, anyway?/	Undyne (call)	Waterfall	room_water_hapstablook	
HAPPSTABLOOK^1,&THE HAPPY&GHOST./	Papyrus (call)	Waterfall	room_water_hapstablook	
* Okay^1, that's& DEFINITELY wrong./	Undyne (call)	Waterfall	room_water_hapstablook	
IT'S NOT WRONG^1.&IT'S JUST MY&HEADCANON./%%	Papyrus (call)	Waterfall	room_water_hapstablook	
* Seriously^1, though^1,& stop committing& ghost crimes./%%	Undyne (call)	Waterfall	room_water_hapstablook	
THESE SNAILS ARE&JUST LIKE MY&BROTHER./	Papyrus (call)	Waterfall	room_water_farm	
ROUND^1, SLOW.../	Papyrus (call)	Waterfall	room_water_farm	
\E3AND CONSTANTLY&EMITTING SLIME???/%%	Papyrus (call)	Waterfall	room_water_farm	
EMITTING SLIME..^1.&THAT'S JUST WHAT&BROTHERS DO./%%	Papyrus (call)	Waterfall	room_water_farm	
* Napstablook's family& used to run this& farm^1, but.../	Undyne (call)	Waterfall	room_water_farm	
\E7* They've all..^1.&* Passed on.../	Undyne (call)	Waterfall	room_water_farm	
\E9* ... to different jobs^1,& since there's not& much business here./	Undyne (call)	Waterfall	room_water_farm	
\E0* Them and their cousin& stayed behind to run& the family farm./	Undyne (call)	Waterfall	room_water_farm	
\E4* But no one's seen& their cousin for a& long time./	Undyne (call)	Waterfall	room_water_farm	
\E7* Now Napstablook's& all alone.../	Undyne (call)	Waterfall	room_water_farm	
\E1* Be nice to them^1,& okay!?/%%	Undyne (call)	Waterfall	room_water_farm	
* Cherish this ghost!!!/%%	Undyne (call)	Waterfall	room_water_farm	
IF YOU SEE A&SHOP^1, YOU SHOULD&STOP.../	Papyrus (call)	Waterfall	room_water_shop	
DROP^1, AND&ROLL.../	Papyrus (call)	Waterfall	room_water_shop	
INTO SOME&GREAT DEALS!!/	Papyrus (call)	Waterfall	room_water_shop	
BECAUSE WE'RE&HAVING A FIRE&SALE!!/	Papyrus (call)	Waterfall	room_water_shop	
AT MY IMAGINARY&STORE^1, WHICH&SELLS FLAMES./%%	Papyrus (call)	Waterfall	room_water_shop	
YET ANOTHER DREAM&OF MINE./%%	Papyrus (call)	Waterfall	room_water_shop	
\E1* Hey!/	Undyne (call)	Waterfall	room_water_shop	
* That's the store of& Gerson^1, the Hammer of& Justice!/	Undyne (call)	Waterfall	room_water_shop	
\E9* The toughest monster& that ever lived...!/	Undyne (call)	Waterfall	room_water_shop	
\E4* He fought in the& war between humans& and monsters.../	Undyne (call)	Waterfall	room_water_shop	
\E6* And he survived^1!&* He's a real hero!/%%	Undyne (call)	Waterfall	room_water_shop	
* Are you gonna buy& something?/%%	Undyne (call)	Waterfall	room_water_shop	
IS THE RIVER&PERSON THERE&TODAY?/%%	Papyrus (call)	Waterfall	room_water_dock	
ARE THEY?/%%	Papyrus (call)	Waterfall	room_water_dock	
* That river connects& to Snowdin and& Hotland./	Undyne (call)	Waterfall	room_water_dock	
* If you need to get& from one place to& another^1, jump in!/	Undyne (call)	Waterfall	room_water_dock	
\E2* Look^1, that's all we& got for public& transport^1, OK!?/%%	Undyne (call)	Waterfall	room_water_dock	

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* So what?/%%	Undyne (call)	Waterfall	room_water_dock	
WHAT'S THAT&STRANGE WHISPER?/	Papyrus (call)	Waterfall	room_water15	
\E5I MIGHT HAVE&TO HANG UP./%%	Papyrus (call)	Waterfall	room_water15	
PAPYRUS ISN'T&HOME RIGHT NOW!!/%%	Papyrus (call)	Waterfall	room_water15	
* A field of echo& flowers.../	Undyne (call)	Waterfall	room_water15	
\E4* They babble back and& forth to each other.../	Undyne (call)	Waterfall	room_water15	
* ... until their words& become meaningless& noise./	Undyne (call)	Waterfall	room_water15	
\E5* Creepy^1, huh?/%%	Undyne (call)	Waterfall	room_water15	
* Stop calling me& from that creepy& room!!/%%	Undyne (call)	Waterfall	room_water15	
WHAT^1?&MUSHROOMS^1?&CAN YOU EAT THEM?/	Papyrus (call)	Waterfall	room_water16	
\E3ARE YOU SURE&YOU CAN'T EAT&THEM???/%%	Papyrus (call)	Waterfall	room_water16	
I'D TRY EATING&THEM./%%	Papyrus (call)	Waterfall	room_water16	
* Once you get familiar& with this room.../	Undyne (call)	Waterfall	room_water16	
\E9* You don't even need& to light up the& mushrooms!/	Undyne (call)	Waterfall	room_water16	
\E0* I mean^1, the path& to Temmie Village is& never lit up here./	Undyne (call)	Waterfall	room_water16	
\E6* But why would you& wanna go there!?/%%	Undyne (call)	Waterfall	room_water16	
* It's down south if& you want to avoid& it./%%	Undyne (call)	Waterfall	room_water16	
LANTERNS^1?&UM^1, OKAY.../	Papyrus (call)	Waterfall	room_water17	
\E0CAN YOU EAT&THEM???/	Papyrus (call)	Waterfall	room_water17	
\E3I'M SERIOUSLY OUT&OF IDEAS HERE./%%	Papyrus (call)	Waterfall	room_water17	
\E9* You don't even need& to light up the& lanterns!/	Undyne (call)	Waterfall	room_water17	
\E0* ... yeah./%%	Undyne (call)	Waterfall	room_water17	
* Whatever./%%	Undyne (call)	Waterfall	room_water17	
HMMM..^1.&A CORRIDOR FILLED&WITH WATER./	Papyrus (call)	Waterfall	room_water18	
\E0THAT'S JUST A&GUESS./%%	Papyrus (call)	Waterfall	room_water18	
I HAVE NOTHING&TO SAY./%%	Papyrus (call)	Waterfall	room_water18	
* That's where I first& talked to you!/	Undyne (call)	Waterfall	room_water18	
\E3* Weren't you SUPER& terrified?/	Undyne (call)	Waterfall	room_water18	
\E2* I practice that& monologue ALL the& time in the mirror!/	Undyne (call)	Waterfall	room_water18	
UNDYNE???/	Papyrus (call)	Waterfall	room_water18	
* I mean!!^1!&* Uh!!^1!&* No I don't!!!/	Undyne (call)	Waterfall	room_water18	
OH^1.&I WAS JUST GOING&TO ASK./	Papyrus (call)	Waterfall	room_water18	
\E0DO YOU WANT TO&PRACTICE MONOLOGUES&TOGETHER...?!!/	Papyrus (call)	Waterfall	room_water18	
* UH!!^1!&* NO!!^1!&* I DON'T!!!!/%%	Undyne (call)	Waterfall	room_water18	
ATTENTION EVERYONE^1!&I AM GOING TO&OPEN THE FRIDGE!/	Papyrus (call)	Waterfall	room_water18	
* Do you have a& monologue for& EVERYTHING?/%%	Undyne (call)	Waterfall	room_water18	
ECHO FLOWERS.../	Papyrus (call)	Waterfall	room_water19	
\E0THERE'S ONLY ONE&TALKING FLOWER&FOR ME!!/%%	Papyrus (call)	Waterfall	room_water19	
* Fields of flowers^1,& whispering everybody's& hopes and dreams.../	Undyne (call)	Waterfall	room_water19	
\E1* NGAHHHH!!^1!&* IT FILLS ME WITH& POWER!!!/%%	Undyne (call)	Waterfall	room_water19	
* NGAHHHH!!/%%	Undyne (call)	Waterfall	room_water19	
EACH AREA HAS TO&HAVE A PRECARIOUS&BRIDGE./	Papyrus (call)	Waterfall	room_water20	
IT'S MANDATED BY&THE GOVERNMENT./	Papyrus (call)	Waterfall	room_water20	
OF COURSE^1, KING&FLUFFYBOY WANTS TO&UNMANDATE IT SAFER./	Papyrus (call)	Waterfall	room_water20	
\E1WHY!!^1? WON'T HE&THINK OF THE&CHILDREN!?/%%	Papyrus (call)	Waterfall	room_water20	
SPIKES^1. DANGER&BRIDGES^1. THE&PILLARS OF YOUTH./%%	Papyrus (call)	Waterfall	room_water20	
* This room...!/	Undyne (call)	Waterfall	room_water20	
* Error?/%%	Undyne (call)	Waterfall	room_water20	
\E7* That sure was a& tense scenario./	Undyne (call)	Waterfall	room_water20	
\E4* I just wanted to& help that poor kid^1,& but.../	Undyne (call)	Waterfall	room_water20	
\E1* I thought if I tried^1,& you'd attack me!/	Undyne (call)	Waterfall	room_water20	
\E9* Thankfully^1, you& ended up saving& them./%%	Undyne (call)	Waterfall	room_water20	
\E7* I'd actually..^1.&* Forgotten what had& happened here./	Undyne (call)	Waterfall	room_water20	
\E4* You just let that& poor kid drop to& the floor./	Undyne (call)	Waterfall	room_water20	
* Maybe you were just& afraid./	Undyne (call)	Waterfall	room_water20	
\E7* But if I hadn't& been around^1, then...?/%%	Undyne (call)	Waterfall	room_water20	
\E2* That's when you ran& away when your friend& asked for help!!!/	Undyne (call)	Waterfall	room_water20	
\E9* Though^1, who can blame& you for fleeing from& certain death...?/	Undyne (call)	Waterfall	room_water20	
\E6* ME!!!^1!&* I'm still TOTALLY& disappointed!/	Undyne (call)	Waterfall	room_water20	
\E1* That's the WIMPIEST& thing you've EVER& done!/	Undyne (call)	Waterfall	room_water20	
* Apologize to your& poor friend^1, OK^1,& buster!?/%%	Undyne (call)	Waterfall	room_water20	
THIS IS WHERE&ELDER PUZZLER&LIKES TO STAND./	Papyrus (call)	Waterfall	room_water21	
BLOCK-PUSHING^1.&KEY-GATHERING^1.&TEDIOUS AGONY./	Papyrus (call)	Waterfall	room_water21	
IT'S IMPORTANT TO&RESPECT OUR ROOTS!/%%	Papyrus (call)	Waterfall	room_water21	
IT'S IMPORTANT TO&RESPECT OUR&PUZZLING ROOTS./	Papyrus (call)	Waterfall	room_water21	
* Yeah^1, someone else& has to care so I& don't have to!/	Undyne (call)	Waterfall	room_water21	
BUT UNDYNE^1, DON'T&YOU LIKE TRADITION?/	Papyrus (call)	Waterfall	room_water21	
* I worked in an office& pushing blocks for& a month!/	Undyne (call)	Waterfall	room_water21	
\E9* My respect for block& puzzles was depleted& by corporate life./	Undyne (call)	Waterfall	room_water21	
WHAT!^1? YOU THREW&AWAY MY DREAM&LIFE!!!/	Papyrus (call)	Waterfall	room_water21	
\E2THE LIFE OF A&SIMPLE SALARYMAN.../	Papyrus (call)	Waterfall	room_water21	
COMMUTING EVERY&DAY ON A TRAIN&FULL OF SPIKES.../	Papyrus (call)	Waterfall	room_water21	
* (I won't tell him& that's not how it& works...)/%%	Undyne (call)	Waterfall	room_water21	
UNDYNE^1, DID YOU&REALLY HAVE AN&OFFICE JOB?/	Papyrus (call)	Waterfall	room_water21	
* Well^1, it was more& of a^1, uh^1, community& service thing./	Undyne (call)	Waterfall	room_water21	
THAT'S UNDYNE!^1!&ALWAYS HELPING OUT&THE COMMUNITY!/	Papyrus (call)	Waterfall	room_water21	
* Uh^1, yep^1!&* Totally of my own& volition there!/%%	Undyne (call)	Waterfall	room_water21	
THAT'S UNDYNE'S&DRAMATIC CRAG./	Papyrus (call)	Waterfall	room_water_undynefinal	
\E0SHE'S ALWAYS&POSING ATOP IT./	Papyrus (call)	Waterfall	room_water_undynefinal	
\E3MUMBLING SOMETHING&TO HERSELF.../%%	Papyrus (call)	Waterfall	room_water_undynefinal	
I THINK IT'S&SOMETHING SHE&HAS TO MEMORIZE./%%	Papyrus (call)	Waterfall	room_water_undynefinal	
* Oh my GOD!!^1!&* Wasn't this room& the BEST!?/	Undyne (call)	Waterfall	room_water_undynefinal	
\E3* Like when I decided& to NOT do that& BORING monologue.../	Undyne (call)	Waterfall	room_water_undynefinal	
\E6* And then went TOTALLY& off-the-cuff!?/	Undyne (call)	Waterfall	room_water_undynefinal	
\E2* Or when I almost& killed you with& spears???/	Undyne (call)	Waterfall	room_water_undynefinal	
\E3* Or when I almost& killed you with& MORE spears???/	Undyne (call)	Waterfall	room_water_undynefinal	
\E9* Aw man^1.&* I should have taken& photos./	Undyne (call)	Waterfall	room_water_undynefinal	
\E8* Think about how cute& a little scrapbook& would be.../	Undyne (call)	Waterfall	room_water_undynefinal	
NOW I WANT A&SCRAPBOOK OF&MY FIGHT TOO!!!/	Papyrus (call)	Waterfall	room_water_undynefinal	

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Text	Character	Area	Room	How to get it ?
* Let's start a photo& company for boss& fights!/	Undyne (call)	Waterfall	room_water_undynefinal	
ONE WEEK LATER^1,&SAMPLE GLOSSIES&IN THE MAIL./	Papyrus (call)	Waterfall	room_water_undynefinal	
* Relive the memories.../%%	Undyne (call)	Waterfall	room_water_undynefinal	
* Going off-the-cuff..^1.&* It helped that I...&* Uh./	Undyne (call)	Waterfall	room_water_undynefinal	
\E9* Completely forgot the& words to my monologue^1,& anyway.../%%	Undyne (call)	Waterfall	room_water_undynefinal	
HEY..^1. ISN'T THIS&WHERE I CALLED&YOU?/	Papyrus (call)	Waterfall	room_water_undynefinal3	
\E2I HAVE A PHOTO-&GRAPHIC MEMORY&FOR PHONE CALLS./	Papyrus (call)	Waterfall	room_water_undynefinal3	
\E5HEY^1, WHEN ARE&WE GONNA HANG&WITH UNDYNE?/%%	Papyrus (call)	Waterfall	room_water_undynefinal3	
\E0HEY^1, WHEN ARE&WE GONNA HANG&WITH UNDYNE?/%%	Papyrus (call)	Waterfall	room_water_undynefinal3	
* This is where I& was chasing you.../	Undyne (call)	Waterfall	room_water_undynefinal3	
\E1* But you got a phone& call^1, so I had to& wait./	Undyne (call)	Waterfall	room_water_undynefinal3	
OH^1!&THAT WAS ME!/	Papyrus (call)	Waterfall	room_water_undynefinal3	
* What!^1?&* What were you even& calling about!?/	Undyne (call)	Waterfall	room_water_undynefinal3	
I WAS JUST&SAYING WE SHOULD&ALL HANG OUT./	Papyrus (call)	Waterfall	room_water_undynefinal3	
* As I was trying& to kill them!?/	Undyne (call)	Waterfall	room_water_undynefinal3	
WELL!^1!&NOBODY STARTS AS&GREAT FRIENDS!/%%	Papyrus (call)	Waterfall	room_water_undynefinal3	
* Nobody starts as& great friends^1, huh?/	Undyne (call)	Waterfall	room_water_undynefinal3	
THAT'S THE RULE./	Papyrus (call)	Waterfall	room_water_undynefinal3	
* Well^1, you're gonna& END as my great& friend!!/	Undyne (call)	Waterfall	room_water_undynefinal3	
N... NO!!^1!&NOT THE FLATTERY&SUPLEX!!!/%%	Papyrus (call)	Waterfall	room_water_undynefinal3	
OH!!!&YOU'RE IN HOTLAND&NOW!!!/	Papyrus (call)	Hotland	room_fire1	
\E4... HEY SANS^1,&AREN'T YOU SUPPOSED&TO BE THERE?/	Papyrus (call)	Hotland	room_fire1	
* don't worry^1.&* I am./	Sans (call)	Hotland	room_fire1	
PHEW!/%%	Papyrus (call)	Hotland	room_fire1	
FINALLY^1, SANS IS&DOING HIS JOB./%%	Papyrus (call)	Hotland	room_fire1	
\E1* I can't believe& Papyrus's brother was& sleeping!!/	Undyne (call)	Hotland	room_fire1	
\E2* I was counting on& him to stop you!^1!&* UrrrrgHHHH!!!/	Undyne (call)	Hotland	room_fire1	
HE'S GOTTEN REALLY&OUT OF SHAPE^1.&HE TIRES EASILY./	Papyrus (call)	Hotland	room_fire1	
LATELY HE'S BEEN&NAPPING OVER 7&HOURS A NIGHT.../	Papyrus (call)	Hotland	room_fire1	
\E1HE'S NAPPING&HIMSELF INTO AN&EARLY GRAVE!!/	Papyrus (call)	Hotland	room_fire1	
* I agree!^1!&* Your brother needs& to...!/	Undyne (call)	Hotland	room_fire1	
\E9* ... wait^1, isn't that& just called sleeping?/	Undyne (call)	Hotland	room_fire1	
UNDYNE!^1! NO!!^1!&NOT YOU TOO!!!/%%	Papyrus (call)	Hotland	room_fire1	
* Wait^1. Papyrus..^1.&* When do YOU sleep?/	Undyne (call)	Hotland	room_fire1	
\E3I'M USUALLY TOO&BUSY TO SLEEP^1.&WHY???/	Papyrus (call)	Hotland	room_fire1	
* Well^1, I was just& thinking.../	Undyne (call)	Hotland	room_fire1	
\E6* If you're not using& that cool car bed^1,& can I have it!?/%%	Undyne (call)	Hotland	room_fire1	
A WATER COOLER...^1?&IN HOTLAND???&THAT'S WEIRD./	Papyrus (call)	Hotland	room_fire2	
\E0SHOULDN'T IT BE&A FIRE COOLER&INSTEAD?/%%	Papyrus (call)	Hotland	room_fire2	
\E3WHAT'S A WATER&COOLER DO^1,&ANYWAY?/	Papyrus (call)	Hotland	room_fire2	
\E3MAKE WATER..^1.&COOLER?/	Papyrus (call)	Hotland	room_fire2	
\E0SO IT GIVES IT&SPIKES AND MAKES&IT GLOW?/%%	Papyrus (call)	Hotland	room_fire2	
* Thank God for that& water cooler^1, huh?/	Undyne (call)	Hotland	room_fire2	
\E4* Actually^1, you can& thank Alphys.../	Undyne (call)	Hotland	room_fire2	
\E9* She put it there& just for me./	Undyne (call)	Hotland	room_fire2	
\E0* Now I can take a& drink on the way& to her lab./	Undyne (call)	Hotland	room_fire2	
\E1* Though^1, usually I'm& not wearing 100& pounds of armor...!/%%	Undyne (call)	Hotland	room_fire2	
* Thanks for giving me& that water^1, I guess./%%	Undyne (call)	Hotland	room_fire2	
A LAB??^1?&MY BROTHER&WOULD LOVE THAT!/	Papyrus (call)	Hotland	room_fire_prelab	
HE LOVES SCIENCE&FICTION!!/	Papyrus (call)	Hotland	room_fire_prelab	
ESPECIALLY&WHEN IT'S&REAL./%%	Papyrus (call)	Hotland	room_fire_prelab	
WAIT^1, THAT BAG OF&DOG FOOD LOOKS&FAMILIAR.../	Papyrus (call)	Hotland	room_fire_lab1	
I REMEMBER SEEING&IT..^1.&IN SANS'S ROOM?/	Papyrus (call)	Hotland	room_fire_lab1	
\E1YEAH^1! I ASKED HIM&WHY HE HAD IT!/	Papyrus (call)	Hotland	room_fire_lab1	
\E0HE TOLD ME HE&WAS TRYING TO&EAT HEALTHIER./%%	Papyrus (call)	Hotland	room_fire_lab1	
* You're at Alphys's& lab^1?&* Is she there...?/	Undyne (call)	Hotland	room_fire_lab1	
\E1* Hey^1, tell her I& said hi^1, okay!?/	Undyne (call)	Hotland	room_fire_lab1	
\E2* And^1, tell me how& she's doing!/	Undyne (call)	Hotland	room_fire_lab1	
\E9* And tell me if& she needs anything^1,& and.../	Undyne (call)	Hotland	room_fire_lab1	
\E1* Wait^1! No^1!&* Don't ask any of& that!!!/%%	Undyne (call)	Hotland	room_fire_lab1	
* But she's fine^1,& right!?/%%	Undyne (call)	Hotland	room_fire_lab1	
* (There's some strange& interference...)/%%	Narrator	Hotland	room_fire_lab1, room_fire_newsreport, room_fire_operatest	
\E2YOU'RE IN HER&ROOM^1, UNINVITED^1?&WOWIE.../	Papyrus (call)	Hotland	room_fire_lab2	
\E3THAT'S EXTREMELY&CREEPY./%%	Papyrus (call)	Hotland	room_fire_lab2	
MAYBE DON'T DO&THAT./%%	Papyrus (call)	Hotland	room_fire_lab2	
* What!^1?&* You're in her room!?/	Undyne (call)	Hotland	room_fire_lab2	
\E2* Get out of there!/	Undyne (call)	Hotland	room_fire_lab2	
\E9* Unless^1, um^1, she& invited you.../	Undyne (call)	Hotland	room_fire_lab2	
\E2* No wayyyy!!^1!&* That did NOT happen!/%%	Undyne (call)	Hotland	room_fire_lab2	
* Stop that!/%%	Undyne (call)	Hotland	room_fire_lab2	
HOTLAND^1, HUH.../	Papyrus (call)	Hotland	room_fire3	
\E2I KNOW IT LIKE&THE BACK OF&MY HAND.../	Papyrus (call)	Hotland	room_fire3	
\E3WHICH^1, SINCE I'M&ALWAYS WEARING&GLOVES.../	Papyrus (call)	Hotland	room_fire3	
\E0I DON'T KNOW&ANYTHING&ABOUT!!!/%%	Papyrus (call)	Hotland	room_fire3	
MY KNOWLEDGE&QUANTITY IS&STAGNANT./%%	Papyrus (call)	Hotland	room_fire3	
NEITHER OF US&KNOW ANYTHING&ABOUT HOTLAND./	Papyrus (call)	Hotland	room_fire3	
* So we'll just have& to COMBINE OUR& POWER!!!/	Undyne (call)	Hotland	room_fire3	
ZERO PLUS ZERO&IS STILL ZERO./	Papyrus (call)	Hotland	room_fire3	
* Yeah^1, but it's a& BIG zero!!!/%%	Undyne (call)	Hotland	room_fire3	
* THE BIGGEST ZERO!/%%	Undyne (call)	Hotland	room_fire3	
HEY^1, YOU SHOULD&COME TO SNOWDIN&AND VISIT ME!/	Papyrus (call)	Hotland	room_fire_dock	
\E2I'VE BEEN WORKING&ON A FEW THINGS./	Papyrus (call)	Hotland	room_fire_dock	
\E0A FEW SENTENCES&TO STAND AROUND&AND REPEAT./%%	Papyrus (call)	Hotland	room_fire_dock	
A FEW SENTENCES&TO STAND AROUND&AND REPEAT./%%	Papyrus (call)	Hotland	room_fire_dock	
* No WAY!!^1!&* Come to Snowdin& and visit ME!!!/	Undyne (call)	Hotland	room_fire_dock	
WHAT??^1?&WE'RE IN THE&SAME LOCATION!!/	Papyrus (call)	Hotland	room_fire_dock	
* Wrong^1! I'm standing& slightly to the& right!!/%%	Undyne (call)	Hotland	room_fire_dock	
* Come on!!^1!&* Make your choice!!!/%%	Undyne (call)	Hotland	room_fire_dock	
CONVEYOR BELTS&EVERYWHERE?^1?&ARE YOU SERIOUS?/	Papyrus (call)	Hotland	room_fire5	

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\E3IMAGINE RIDING&ONE TO GET TO&WORK OR SCHOOL./	Papyrus (call)	Hotland	room_fire5	
RIDICULOUS./	Papyrus (call)	Hotland	room_fire5	
\E0NOW ICE AND&SPIKES^1, THERE'S&CONVENIENCE!!!/%%	Papyrus (call)	Hotland	room_fire5	
GLAD I DON'T&LIVE IN HOTLAND./%%	Papyrus (call)	Hotland	room_fire5	
* I rode on a& conveyor belt& once./	Undyne (call)	Hotland	room_fire5	
\E1* I learned pretty& fast that they& make me sick./	Undyne (call)	Hotland	room_fire5	
DID YOU HURL??/	Papyrus (call)	Hotland	room_fire5	
* Yeah^1, like 9000& times!^1!&* It was awesome!!/%%	Undyne (call)	Hotland	room_fire5	
STOP CALLING AND&MAKING HER SAY&GROSS THINGS./%%	Papyrus (call)	Hotland	room_fire5	
STEAM VENTS^1?&WOW..^1. THAT&SOUNDS AWFUL./	Papyrus (call)	Hotland	room_fire6	
\E1WHAT IF YOU'RE&WEARING A&DRESS?/%%	Papyrus (call)	Hotland	room_fire6	
GLAD I DON'T&LIVE IN HOTLAND!!/%%	Papyrus (call)	Hotland	room_fire6	
* Steam vents^1?&* I think Alphys told& me about those./	Undyne (call)	Hotland	room_fire6	
* The CORE cools off& by releasing steam& through those.../	Undyne (call)	Hotland	room_fire6	
\E9* And at the same& time^1, it doubles& as transport!/	Undyne (call)	Hotland	room_fire6	
\E6* Pretty cool^1, if& you aren't wearing& a dress!/%%	Undyne (call)	Hotland	room_fire6	
* Huh!^1?&* Did you put on& a dress?/%%	Undyne (call)	Hotland	room_fire6	
ORANGE AND BLUE&LASERS^1, HUH?/	Papyrus (call)	Hotland	room_fire_lasers1	
\E3JUST KEEP IN&MIND WHAT THE&COLORS MEAN./	Papyrus (call)	Hotland	room_fire_lasers1	
\E0BLUE MEANS&JUMP.../	Papyrus (call)	Hotland	room_fire_lasers1	
\E3AND ORANGE MEANS&YOU'LL..^1. SMELL&LIKE ORANGES./	Papyrus (call)	Hotland	room_fire_lasers1	
\E0THAT'S WHAT I&REMEMBER./%%	Papyrus (call)	Hotland	room_fire_lasers1	
HAVE FUN!!/%%	Papyrus (call)	Hotland	room_fire_lasers1	
* What!^1?&* Why'd I call Alphys& about the weather?/	Undyne (call)	Hotland	room_fire_lasers1	
\E3* Who CARES!?!^1?&* Isn't it natural& to love meteorology!?/	Undyne (call)	Hotland	room_fire_lasers1	
ZOINKS!!!/	Papyrus (call)	Hotland	room_fire_lasers1	
\E3I THOUGHT THAT WAS&JUST AN EXCUSE&TO TALK TO HER./	Papyrus (call)	Hotland	room_fire_lasers1	
I DIDN'T KNOW&THERE WAS WEATHER&DOWN HERE!!!/	Papyrus (call)	Hotland	room_fire_lasers1	
\E1* YEAH!?!^1!&* THERE IS?!!?!/	Undyne (call)	Hotland	room_fire_lasers1	
\E2* And I'm forecasting& an incoming front& of SHUT UP!!!/	Undyne (call)	Hotland	room_fire_lasers1	
WOWIE!!^1!&WILL I NEED&AN UMBRELLA?/%%	Papyrus (call)	Hotland	room_fire_lasers1	
* What!^1?&* What ABOUT this& room!?/%%	Undyne (call)	Hotland	room_fire_lasers1	
* Oh^1. Papyrus^1.&* I can't stay mad& at you./	Undyne (call)	Hotland	room_fire_lasers1	
IT'S OKAY^1, I&FORGIVE YOU!/	Papyrus (call)	Hotland	room_fire_lasers1	
\E3(PSST^1, WHEN WAS&SHE MAD AT ME?)/%%	Papyrus (call)	Hotland	room_fire_lasers1	
IT'S IMPORTANT TO&STAY IN SCHOOL./	Papyrus (call)	Hotland	room_fire8	
\E3A REAL TEACHER.../	Papyrus (call)	Hotland	room_fire8	
\E0WOULD NEVER ACCEPT&DEADLY LASERS AS&AN EXCUSE!!/%%	Papyrus (call)	Hotland	room_fire8	
GLAD!&I DON'T&LIVE IN HOTLAND!!/%%	Papyrus (call)	Hotland	room_fire8	
* Huh^1?&* Those kids are& skipping school?/	Undyne (call)	Hotland	room_fire8	
\E6* ... well^1, I can't& blame them^1, school& sucks!/	Undyne (call)	Hotland	room_fire8	
\E4* We need to find& some way to make& it cooler.../	Undyne (call)	Hotland	room_fire8	
\E2* Hey^1, what if I& visited their& school!?/	Undyne (call)	Hotland	room_fire8	
\E6* Then I could beat& up ALL the teachers!/%%	Undyne (call)	Hotland	room_fire8	
* Okay^1, maybe I& wouldn't beat up& a teacher.../%%	Undyne (call)	Hotland	room_fire8	
OH NO^1!&THE PUZZLES&REACTIVATING.../	Papyrus (call)	Hotland	room_fire9	
\E3CAUSED THOSE&PEOPLE TO MISS&THEIR WORK!?/	Papyrus (call)	Hotland	room_fire9	
* yep./	Sans (call)	Hotland	room_fire9	
\E1* that's why i'm& missing work^1, too./	Sans (call)	Hotland	room_fire9	
OH MY GOD!!^1!&SANS^1, GO DO YOUR&JOB(S)!!!/%%	Papyrus (call)	Hotland	room_fire9	
GLAD^1,&I DON'T&LIVE IN HOTLAND./	Papyrus (call)	Hotland	room_fire9	
THEN WHY ARE&YOU SKIPPING&WORK!?!/%%	Papyrus (call)	Hotland	room_fire9	
I HEARD YOU GOT&TO MEET METTATON!!/	Papyrus (call)	Hotland	room_fire_turn	
\E0IS THAT TRUE!^1?&CAN YOU GET ME&AN AUTOGRAPH!?/	Papyrus (call)	Hotland	room_fire_turn	
\E2HE'S MY FAVORITE&SEXY RECTANGLE!!/%%	Papyrus (call)	Hotland	room_fire_turn	
I WISH I LIVED&IN HOTLAND!!!/%%	Papyrus (call)	Hotland	room_fire_turn	
* Really^1? Careful^1, that& dude gives me bad& vibes./	Undyne (call)	Hotland	room_fire_turn	
WH-WHAT^1?&BUT HE'S SO&POPULAR.../	Papyrus (call)	Hotland	room_fire_turn	
* I don't care about& people just because& they're popular./	Undyne (call)	Hotland	room_fire_turn	
WELL^1, YOU CAN&SAY THAT BECAUSE&YOU'RE POPULAR./	Papyrus (call)	Hotland	room_fire_turn	
* Pssshhht^1, what!^1?&* Popular with WHO?/	Undyne (call)	Hotland	room_fire_turn	
YOU'RE POPULAR&WITH ME!!!/	Papyrus (call)	Hotland	room_fire_turn	
* Awww..^1.&* Papyrus^1, you're popular& with me^1, too./	Undyne (call)	Hotland	room_fire_turn	
AWW^1, WOWIE!^1!&WAIT.../	Papyrus (call)	Hotland	room_fire_turn	
\E3DOES THAT MEAN&YOU DON'T CARE&ABOUT ME...?/%%	Papyrus (call)	Hotland	room_fire_turn	
* Let's not discuss& this anymore./%%	Undyne (call)	Hotland	room_fire_turn	
WHAT^1? MY BROTHER'S&ACTUALLY AT HIS&STATION?/	Papyrus (call)	Hotland	room_fire_hotdog	
\E1BUT SOMEHOW^1, HE'S&SELLING HOTDOGS&INSTEAD?/	Papyrus (call)	Hotland	room_fire_hotdog	
\E3SLACKING OFF BY&DOING WORK.../	Papyrus (call)	Hotland	room_fire_hotdog	
TRULY MY BROTHER&IS A MASTER./%%	Papyrus (call)	Hotland	room_fire_hotdog	
NO FURTHER&COMMENT./%%	Papyrus (call)	Hotland	room_fire_hotdog	
* What^1?&* I thought he only& had three stations./	Undyne (call)	Hotland	room_fire_hotdog	
NO^1, HE HAS..^1.&AT LEAST FOUR?/	Papyrus (call)	Hotland	room_fire_hotdog	
* Who the heck keeps& hiring this guy!?/%%	Undyne (call)	Hotland	room_fire_hotdog	
* Seriously!!/%%	Undyne (call)	Hotland	room_fire_hotdog	
MY BROTHER ISN'T&EVEN THERE???/	Papyrus (call)	Hotland	room_fire_hotdog	
\E1WASN'T HE SLACKING&OFF BY SELLING&HOTDOGS?/	Papyrus (call)	Hotland	room_fire_hotdog	
\E3NOW HE'S SLACKING&OFF FROM SLACKING&OFF.../	Papyrus (call)	Hotland	room_fire_hotdog	
WHAT^1? YOU HAVE TO&SOLVE A PUZZLE&ON THE CONVEYORS?/	Papyrus (call)	Hotland	room_fire10	
\E3THAT GOES AGAINST&PUZZLE DESIGN&101.../	Papyrus (call)	Hotland	room_fire10	
\E4CONVEYORS ARE&AWFUL AND SHOULD&NEVER BE USED!!!/%%	Papyrus (call)	Hotland	room_fire10	
GLAD I DON'T&LIVE ON CONVEYOR&PLANET!!!/%%	Papyrus (call)	Hotland	room_fire10	
* Oh MAN^1, did I ever& tell you MY conveyor& puzzle idea?/	Undyne (call)	Hotland	room_fire10	
WHAT... IS IT?/	Papyrus (call)	Hotland	room_fire10	
* Imagine four basketball& hoops on the sides& of a conveyor loop./	Undyne (call)	Hotland	room_fire10	
\E2* The conveyor keeps& speeding up^1, until& you get sick.../	Undyne (call)	Hotland	room_fire10	
\E6* Then you have to& puke in all four& hoops in a row!!!/	Undyne (call)	Hotland	room_fire10	
I HATE THIS./	Papyrus (call)	Hotland	room_fire10	
* You have to time& the pukes!!!/%%	Undyne (call)	Hotland	room_fire10	

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* Oh man!!^1!&* You wanna hear more& of my great idea!?/	Undyne (call)	Hotland	room_fire10	
I'M GONNA HANG&UP NOW!!!/%%	Papyrus (call)	Hotland	room_fire10	
SO THE ARROWS&FLIP WHEN YOU&DO WHAT?/	Papyrus (call)	Hotland	room_fire_rpuzzle	
I CAN'T VISUALIZE&THIS PUZZLE AT&ALL./	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E0CAN YOU DRAW&A PICTURE???/	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E3THEN HOLD IT UP&TO THE RECEIVER??/%%	Papyrus (call)	Hotland	room_fire_rpuzzle	
DID YOU DRAW IT&YET?/%%	Papyrus (call)	Hotland	room_fire_rpuzzle	
WHAT^1? HOW'S THIS&PUZZLE WORK^1?&UMMM.../	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E0WHOOPS^1, I THINK&IT'S UNDYNE'S TURN&TO TALK!!!/	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E1* What!^1?&* No^1, I HATE puzzles^1!&* Papyrus^1, YOU do it!/	Undyne (call)	Hotland	room_fire_rpuzzle	
WELL^1, ALPHYS MADE&THE PUZZLE^1,&RIGHT?/	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E0YOU SHOULD JUST&CALL HER UP.../	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E2AND SAY IN A&HOT VOICE.../	Papyrus (call)	Hotland	room_fire_rpuzzle	
ALPHYS..^1.&I NEED HELP WITH&A.../	Papyrus (call)	Hotland	room_fire_rpuzzle	
(AUDIBLE WINK)/	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E2PUZZLE.../	Papyrus (call)	Hotland	room_fire_rpuzzle	
* Oh my GOD^1!&* NO^1!&* Shut up!!!/	Undyne (call)	Hotland	room_fire_rpuzzle	
FINE!!^1!&GIVE ME HER&NUMBER!!!/	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E0I'LL DO THE HOT&VOICE!!!/	Papyrus (call)	Hotland	room_fire_rpuzzle	
* NO!!!^1!&* THAT'S EVEN WORSE!!!/%%	Undyne (call)	Hotland	room_fire_rpuzzle	
(AUDIBLE WINK).../	Papyrus (call)	Hotland	room_fire_rpuzzle	
\E3WAIT^1, WHOSE NUMBER&IS THIS???/%%	Papyrus (call)	Hotland	room_fire_rpuzzle	
THE ROYAL GUARD&PATROLS THAT&AREA./	Papyrus (call)	Hotland	room_fire_boysnightout	
YES^1, LIKE SNOWDIN^1,&HOTLAND HAS ROYAL&GUARD MEMBERS./	Papyrus (call)	Hotland	room_fire_boysnightout	
WATERFALL DOESN'T&NEED THEM BECAUSE&IT'S GOT UNDYNE!!!/%%	Papyrus (call)	Hotland	room_fire_boysnightout	
DID YOU SEE&THEM?/%%	Papyrus (call)	Hotland	room_fire_boysnightout	
* Careful^1, the Royal& Guard patrols that& area./	Undyne (call)	Hotland	room_fire_boysnightout	
\E4* I think it's RG01& and RG02 today.../	Undyne (call)	Hotland	room_fire_boysnightout	
\E0* It's funny^1, the bunny& actually requested to be& with the dragon guy./	Undyne (call)	Hotland	room_fire_boysnightout	
* It's nice when people& are platonic friends& like that!/%%	Undyne (call)	Hotland	room_fire_boysnightout	
I LOVE THE NEWS^1!&IT'S SO&INFORMATIVE.../	Papyrus (call)	Hotland	room_fire_newsreport	
AND FULL OF CUT-&THROAT^1, EXPLOSIVE&ACTION!!!/%%	Papyrus (call)	Hotland	room_fire_newsreport	
KA-WOWIE!/%%	Papyrus (call)	Hotland	room_fire_newsreport	
* Yeah^1! You totally& kicked his butt& on the news!!!/	Undyne (call)	Hotland	room_fire_newsreport	
\E9* And I bet Alphys& was helping you^1,& wasn't she?/	Undyne (call)	Hotland	room_fire_newsreport	
\E6* Oh my god!!^1!&* You guys becoming& friends.../	Undyne (call)	Hotland	room_fire_newsreport	
\E8* It's kinda cute.../	Undyne (call)	Hotland	room_fire_newsreport	
\E1* ... I mean^1, uh.../	Undyne (call)	Hotland	room_fire_newsreport	
\E2* I'm tough!!^1!&* I love to eat rocks!!/%%	Undyne (call)	Hotland	room_fire_newsreport	
* What!?!?/%%	Undyne (call)	Hotland	room_fire_newsreport	
THE CORE..^1.&YOU'RE GETTING&CLOSE^1, HUH...?/	Papyrus (call)	Hotland	room_fire_coreview2	
\E6.../%%	Undyne (call)	Hotland	room_fire_coreview2	
* What!^1?&* No^1, we just& became friends!!/	Undyne (call)	Hotland	room_fire_coreview2	
\E4* You can't already& be that close.../%%	Undyne (call)	Hotland	room_fire_coreview2	
* What?/%%	Undyne (call)	Hotland	room_fire_coreview2	
IT MIGHT SOUND&WEIRD THAT SPIDERS&NEED DONATIONS./	Papyrus (call)	Hotland	room_fire_spidershop	
\E0BUT THINK ABOUT&IT^1, THEY HAVE&EIGHT FEET./	Papyrus (call)	Hotland	room_fire_spidershop	
\E3THAT'S FOUR PAIRS&OF SHOES./	Papyrus (call)	Hotland	room_fire_spidershop	
\E0A SPIDER WEARING&FOUR PAIRS OF&PINK BOOTIES./	Papyrus (call)	Hotland	room_fire_spidershop	
MEDITATE ON&THIS IMAGE./%%	Papyrus (call)	Hotland	room_fire_spidershop	
OM.../%%	Papyrus (call)	Hotland	room_fire_spidershop	
THE ENTIRE ROOM&IS COVERED IN&STEAM THINGIES?/	Papyrus (call)	Hotland	room_fire_walkandbranch2	
\E1OH MY GOD^1, CAN'T&YOU JUST TAKE&A BUS!?!?/	Papyrus (call)	Hotland	room_fire_walkandbranch2	
\E3HOTLAND STINKS.../%%	Papyrus (call)	Hotland	room_fire_walkandbranch2	
DON'T TELL ME&MORE OF THIS&GARBAGE./%%	Papyrus (call)	Hotland	room_fire_walkandbranch2	
A WHOLE ROOM&COVERED IN VENTS^1?&OH NO.../	Papyrus (call)	Hotland	room_fire_walkandbranch2	
* Hey^1, did I ever& tell you about my& puzzle idea?/	Undyne (call)	Hotland	room_fire_walkandbranch2	
* It's a maze full& of steam vents.../	Undyne (call)	Hotland	room_fire_walkandbranch2	
\E2* But the steam vents& are on conveyor& belts^1, and.../	Undyne (call)	Hotland	room_fire_walkandbranch2	
OH MY GOD!!^1!&I HATE THIS!?!?/%%	Papyrus (call)	Hotland	room_fire_walkandbranch2	
ITS BEST IF YOU&DON'T ENCOURAGE&HER./%%	Papyrus (call)	Hotland	room_fire_walkandbranch2	
LASERS ON&CONVEYORS^1?&NO THANKS./	Papyrus (call)	Hotland	room_fire_conveyorlaser	
SOUNDS LIKE MY&LEAST FAVORITE&NIGHTMARE./%%	Papyrus (call)	Hotland	room_fire_conveyorlaser	
LASERS ON&CONVEYORS^1? ARE&YOU SERIOUS???/	Papyrus (call)	Hotland	room_fire_conveyorlaser	
* Hey^1, this reminds& me of a puzzle& idea./	Undyne (call)	Hotland	room_fire_conveyorlaser	
OH MY GOD??^1?&NO??^1?&WHY????/	Papyrus (call)	Hotland	room_fire_conveyorlaser	
I THOUGHT YOU&HATED MAKING&UP PUZZLES!!/	Papyrus (call)	Hotland	room_fire_conveyorlaser	
* Yeah^1, but I love& driving you crazy!/%%	Undyne (call)	Hotland	room_fire_conveyorlaser	
PLEASE STOP&ENCOURAGING&HER./%%	Papyrus (call)	Hotland	room_fire_conveyorlaser	
WHERE DID THAT&TABLE COME FROM?/	Papyrus (call)	Hotland	room_fire_mewmew2	
\E0DOES IT BELONG&TO THE MOUSE??/%%	Papyrus (call)	Hotland	room_fire_mewmew2	
EH???/%%	Papyrus (call)	Hotland	room_fire_mewmew2	
* Where are all these& tables coming from?/	Undyne (call)	Hotland	room_fire_mewmew2	
MAYBE THEY BELONG&TO THE MOUSE./	Papyrus (call)	Hotland	room_fire_mewmew2	
* What would a mouse& need a table for?/	Undyne (call)	Hotland	room_fire_mewmew2	
TO PUT THE&CHEESE ON./	Papyrus (call)	Hotland	room_fire_mewmew2	
* But where's the& cheese come from!?/	Undyne (call)	Hotland	room_fire_mewmew2	
* doesn't it come& from milk?/	Undyne (call)	Hotland	room_fire_mewmew2	
OH MY GOD!!^1!&GET OUT OF&HERE!!!/%%	Papyrus (call)	Hotland	room_fire_mewmew2	
WAIT^1, DOES IT&COME FROM MILK??/%%	Papyrus (call)	Hotland	room_fire_mewmew2	
WOW!!^1!&THAT CHOREOGRAPHY!/	Papyrus (call)	Hotland	room_fire_operatest	
\E2I CAN'T BELIEVE&I'M FRIENDS.../	Papyrus (call)	Hotland	room_fire_operatest	
\E0WITH A BONE-A-&FIDE OPERA&STAR!!!/%%	Papyrus (call)	Hotland	room_fire_operatest	
WOWIE!/%%	Papyrus (call)	Hotland	room_fire_operatest	
I CAN'T BELIEVE&YOU GOT TO DANCE&WITH METTATON!/	Papyrus (call)	Hotland	room_fire_operatest	
* Big deal.../	Undyne (call)	Hotland	room_fire_operatest	
\E2* Earlier^1, the human& and I danced with& DEATH!!!/	Undyne (call)	Hotland	room_fire_operatest	
IS DEATH COOL?/	Papyrus (call)	Hotland	room_fire_operatest	
* Yeah^1, she's like& super hot./%%	Undyne (call)	Hotland	room_fire_operatest	

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Text	Character	Area	Room	How to get it ?
I WANT TO MEET&DEATH.../%%	Papyrus (call)	Hotland	room_fire_operatest	
WHAT?&!^1? SCREAM?/	Papyrus (call)	Hotland	room_fire_hotelfront_1	
\E0SURE^1!&I'LL TRY./	Papyrus (call)	Hotland	room_fire_hotelfront_1	
A^1. A^1. A^1. A^1. A./	Papyrus (call)	Hotland	room_fire_hotelfront_1	
I'M SCREAMING VERY&SLOWLY./%%	Papyrus (call)	Hotland	room_fire_hotelfront_1	
A./%%	Papyrus (call)	Hotland	room_fire_hotelfront_1	
* WHAT!^1?&* RG01 and RG02 are& slacking off?!/	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E2* Come ON^1!&* They should be KILLING& you right now!/	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E9* Not that I want& them to^1, I mean./	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E6* But they could at& least TRY^1, y'know!?/%%	Undyne (call)	Hotland	room_fire_hotelfront_1	
* Oh yeah^1, that& reminds me./	Undyne (call)	Hotland	room_fire_hotelfront_1	
* I told RG01 and RG02& that if they managed& to nab you.../	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E9* I'd take them both& out for ice cream./	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E0* I hope you were able& to avoid them./	Undyne (call)	Hotland	room_fire_hotelfront_1	
\E6* Cause I HATE ice& cream!!/%%	Undyne (call)	Hotland	room_fire_hotelfront_1	
I ALMOST CAPTURED&YOU.../	Papyrus (call)	Hotland	room_fire_hotelfront_1	
WHERE'S MY ICE&CREAM./%%	Papyrus (call)	Hotland	room_fire_hotelfront_1	
A HOT-L.../	Papyrus (call)	Hotland	room_fire_hotellobby	
\E0THAT'S SHORT FOR&HOTLAND^1, RIGHT?/%%	Papyrus (call)	Hotland	room_fire_hotellobby	
* A hotel?^1? Cool!^1!&* I've never stayed& at a fancy hotel!/	Undyne (call)	Hotland	room_fire_hotellobby	
REALLY?^1?&ME NEITHER./	Papyrus (call)	Hotland	room_fire_hotellobby	
* Papyrus^1, we should& go on vacation& sometime!/	Undyne (call)	Hotland	room_fire_hotellobby	
YEAH!^1!&LET'S VACATION TO&A HOTEL!!!/%%	Papyrus (call)	Hotland	room_fire_hotellobby	
* Well^1, maybe we would& go someplace besides& the hotel^1, too.../	Undyne (call)	Hotland	room_fire_hotellobby	
OH^1, I WAS BEING&SARCASTIC./	Papyrus (call)	Hotland	room_fire_hotellobby	
\E0I WOULD NEVER&TAKE A VACATION&FOR ANY REASON./%%	Papyrus (call)	Hotland	room_fire_hotellobby	
A FANCY&SCHMANCY&RESTAURANT!?!?/	Papyrus (call)	Hotland	room_fire_restaurant	
\E2AFTER TASTING MY&COOKING^1, THAT SEEMS&POINTLESS^1, RIGHT?/%%	Papyrus (call)	Hotland	room_fire_restaurant	
I BET THEY CAN'T&EVEN MAKE&SPAGHETTI!/%%	Papyrus (call)	Hotland	room_fire_restaurant	
* Woah!^1!&* A fancy restaurant!?/	Undyne (call)	Hotland	room_fire_restaurant	
\E6* Are you treating us^1?&* Do they have steak?/	Undyne (call)	Hotland	room_fire_restaurant	
PSHHHHHHT./	Papyrus (call)	Hotland	room_fire_restaurant	
\E0WHO NEEDS THAT!&YOUR FRIENDS ARE&GREAT CHEFS!/	Papyrus (call)	Hotland	room_fire_restaurant	
* Well^1, maybe our cooking& abilities aren't& exactly perfect./	Undyne (call)	Hotland	room_fire_restaurant	
\E6* Nah!!^1!&* They totally are!^1!&* Eat up^1, punk!!/	Undyne (call)	Hotland	room_fire_restaurant	
* (You hear spaghetti thwap& against the receiver.)/%%	Narrator	Hotland	room_fire_restaurant	
ISN'T FRIENDSHIP&DELICIOUS?/%%	Papyrus (call)	Hotland	room_fire_restaurant	
CAREFUL^1.&LOTS OF HOTELS ARE&INFESTED NOWADAYS./	Papyrus (call)	Hotland	room_fire_hoteldoors	
THEY CAN SLIDE&UNDER CLOSED DOOR&HOLES 1 INCH HIGH./	Papyrus (call)	Hotland	room_fire_hoteldoors	
WHAT DO I MEAN^1?&YOU'LL KNOW IT&IF YOU SEE IT./	Papyrus (call)	Hotland	room_fire_hoteldoors	
* (You hear a muffled bark& behind one of the doors.)/%%	Narrator	Hotland	room_fire_hoteldoors	
WHAT WAS THAT???/%%	Papyrus (call)	Hotland	room_fire_hoteldoors	
CAREFUL^1. I'VE HEARD&THAT HOTEL HAS A&DOG PROBLEM./	Papyrus (call)	Hotland	room_fire_hoteldoors	
* Oh^1?&* No pets allowed^1, huh?/	Undyne (call)	Hotland	room_fire_hoteldoors	
I'M NOT TALKING&ABOUT PETS./	Papyrus (call)	Hotland	room_fire_hoteldoors	
* What's the problem?/	Undyne (call)	Hotland	room_fire_hoteldoors	
THE PROBLEM IS..^1.&DOG./	Papyrus (call)	Hotland	room_fire_hoteldoors	
* What's wrong with& dogs!?/	Undyne (call)	Hotland	room_fire_hoteldoors	
NOT ALL DOGS^1.&JUST THAT ONE./	Papyrus (call)	Hotland	room_fire_hoteldoors	
* What's WRONG with it!?/	Undyne (call)	Hotland	room_fire_hoteldoors	
EVERYTHING./%%	Papyrus (call)	Hotland	room_fire_hoteldoors	
* So you hate this dog^1,& but like weird& talking flowers?/	Undyne (call)	Hotland	room_fire_hoteldoors	
THE FLOWER IS MY&FRIEND!/	Papyrus (call)	Hotland	room_fire_hoteldoors	
* I mean^1, if having& an imaginary friend& makes you happy.../	Undyne (call)	Hotland	room_fire_hoteldoors	
OH MY GOD!^1!&HE'S NOT IMAGINARY^1!&HE HAS A NAME!/	Papyrus (call)	Hotland	room_fire_hoteldoors	
* What's his name./	Undyne (call)	Hotland	room_fire_hoteldoors	
FL.../	Papyrus (call)	Hotland	room_fire_hoteldoors	
\E3FLOWERY?/	Papyrus (call)	Hotland	room_fire_hoteldoors	
* Oh my GOD!!^1!&* You just made that& up!!/	Undyne (call)	Hotland	room_fire_hoteldoors	
OK^1, I DID!^1!&BUT HE'S REAL!!/%%	Papyrus (call)	Hotland	room_fire_hoteldoors	
YOU HAVE YOUR OWN&HOTEL ROOM!?/	Papyrus (call)	Hotland	room_fire_hotelbed	
\E3... WHY?/	Papyrus (call)	Hotland	room_fire_hotelbed	
\E0MY GARAGE IS&ALWAYS OPEN TO&YOU!!/%%	Papyrus (call)	Hotland	room_fire_hotelbed	
THE PRICE IS&RIGHT!!/%%	Papyrus (call)	Hotland	room_fire_hotelbed	
* Heyyy!^1!&* Let's throw a room& party!/	Undyne (call)	Hotland	room_fire_hotelbed	
\E9* We can order a pizza& and stay up all night& playing games!/	Undyne (call)	Hotland	room_fire_hotelbed	
PARTY "GAMES"^1?&LIKE THE SIX-&LEGGED RACE?/	Papyrus (call)	Hotland	room_fire_hotelbed	
* Nah^1, like "pillow& fight the skeleton!"/	Undyne (call)	Hotland	room_fire_hotelbed	
H-HEY!!^1!&NO PILLOWS FROM&THE COUCH!/	Papyrus (call)	Hotland	room_fire_hotelbed	
* Aww^1, okay./	Undyne (call)	Hotland	room_fire_hotelbed	
HEY!!^1!&NO ENTIRE COUCH!!/	Papyrus (call)	Hotland	room_fire_hotelbed	
* Too late!!/%%	Undyne (call)	Hotland	room_fire_hotelbed	
HEY^1, YOU DIDN'T&HIT ME WITH MY&ENTIRE COUCH./	Papyrus (call)	Hotland	room_fire_hotelbed	
* Nah^1, why would I& do that?/	Undyne (call)	Hotland	room_fire_hotelbed	
\E6* I'm saving it for& the party!!/%%	Undyne (call)	Hotland	room_fire_hotelbed	
THE ELEVATOR&SAYS L1./	Papyrus (call)	Hotland	room_fire_elevator_l1	
\E3BUT WHAT DOES THE&L STAND FOR^1?&LINGUINE?/	Papyrus (call)	Hotland	room_fire_elevator_l1	
\E0LINGUINE^1.&THE FLAT PASTA./	Papyrus (call)	Hotland	room_fire_elevator_l1	
IT CAN ALSO BE&USED TO TIE UP&PRESENTS./%%	Papyrus (call)	Hotland	room_fire_elevator_l1	
THE FLATNESS&MAKES A NICE&RIBBON./%%	Papyrus (call)	Hotland	room_fire_elevator_l1	
\E0THE ELEVATOR&SAYS L1./	Papyrus (call)	Hotland	room_fire_elevator_l1	
\E3BUT WHAT DOES THE&L STAND FOR?/	Papyrus (call)	Hotland	room_fire_elevator_l1	
\E0* C'mon^1, Papyrus^1.&* Think about it./	Undyne (call)	Hotland	room_fire_elevator_l1	
\E6* It stands for& L-evator^1, duh!!!/%%	Undyne (call)	Hotland	room_fire_elevator_l1	
IS ELEVATOR&REALLY SPELLED&THAT WAY?/	Papyrus (call)	Hotland	room_fire_elevator_l1	
* Probably?/%%	Undyne (call)	Hotland	room_fire_elevator_l1	
THE ELEVATOR&SAYS R1./	Papyrus (call)	Hotland	room_fire_elevator_r1	
\E3BUT WHAT DOES THE&R STAND FOR^1?&RAVIOLI?/	Papyrus (call)	Hotland	room_fire_elevator_r1	
\E0RAVIOLI..^1.&THE DUMPLING-TYPE&PASTA./	Papyrus (call)	Hotland	room_fire_elevator_r1	

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Text	Character	Area	Room	How to get it ?
THE TREASURE CHEST&OF THE CULINARY&WORLD./%%	Papyrus (call)	Hotland	room_fire_elevator_r1	
YOU CAN PUT GEMS&OR GOLD INSIDE./%%	Papyrus (call)	Hotland	room_fire_elevator_r1	
\E0THE ELEVATOR&SAYS R1./	Papyrus (call)	Hotland	room_fire_elevator_r1	
\E3BUT WHAT DOES THE&R STAND FOR?/	Papyrus (call)	Hotland	room_fire_elevator_r1	
\E6* It stands for RED^1,& 'cause that's the& color of the lights!/%%	Undyne (call)	Hotland	room_fire_elevator_r1	
I GUESS THAT&MAKES SENSE!/%%	Papyrus (call)	Hotland	room_fire_elevator_r1	
* (The phone won't turn on.)/%%	Narrator	Hotland	room_fire_elevator_r1, room_fire_elevator_l2, room_fire_elevator_l3	
THE ELEVATOR&SAYS R2./	Papyrus (call)	Hotland	room_fire_elevator_r2	
\E3BUT WHAT DOES THE&R STAND FOR^1?&RIGATONI?/	Papyrus (call)	Hotland	room_fire_elevator_r2	
\E0THE TUBE-SHAPED&PASTA./	Papyrus (call)	Hotland	room_fire_elevator_r2	
IN A PINCH^1, IT&CAN BE USED AS&A STRAW./%%	Papyrus (call)	Hotland	room_fire_elevator_r2	
IF YOU NEED TO&DRINK A CUP OF&SAUCE./%%	Papyrus (call)	Hotland	room_fire_elevator_r2	
\E3WAIT^1, UNDYNE^1.&IF THE R STANDS&FOR RED.../	Papyrus (call)	Hotland	room_fire_elevator_r2	
\E5WHAT COLOR DOES&THE L STAND FOR?/	Papyrus (call)	Hotland	room_fire_elevator_r2	
* Uhhhh.../	Undyne (call)	Hotland	room_fire_elevator_r2	
\E9* Light green./	Undyne (call)	Hotland	room_fire_elevator_r2	
OH^1! OF COURSE!/	Papyrus (call)	Hotland	room_fire_elevator_r2	
WAIT^1.&ISN'T THAT TWO&WORDS?/	Papyrus (call)	Hotland	room_fire_elevator_r2	
* light sea green./	Sans (call)	Hotland	room_fire_elevator_r2	
THREE DOESN'T&FIX THE ISSUE!/%%	Papyrus (call)	Hotland	room_fire_elevator_r2	
* light sea foam& green./	Sans (call)	Hotland	room_fire_elevator_r2	
AREN'T YOU WORKING&IN THE VERY NEXT&ROOM!?/%%	Papyrus (call)	Hotland	room_fire_elevator_r2	
THE ELEVATOR&SAYS L2./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E3BUT WHAT DOES THE&L STAND FOR^1?&LASAGNA?/	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E3I HOPE NOT^1.&I DON'T MAKE&LASAGNA ANYMORE./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E1THAT GLUTTONOUS&DOG ALWAYS EATS&IT FIRST!/	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E3FIRST MY BONES^1,&AND NOW THIS.../%%	Papyrus (call)	Hotland	room_fire_elevator_l2	
THEN IT RETREATS&INTO A SHALLOW&BLUE BOX./	Papyrus (call)	Hotland	room_fire_elevator_l2	
COVERS ITSELF&WITH A BLANKET^1,&AND SLEEPS.../%%	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E2* OK^1, OK^1.&* I've got it./	Undyne (call)	Hotland	room_fire_elevator_l2	
\E9* The L stands for& the color "Lime."/	Undyne (call)	Hotland	room_fire_elevator_l2	
\E0REALLY!?/	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E3I HATE LIMES./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E1* What!^1? Limes rule!^1!&* I eat them whole& all the time!!/	Undyne (call)	Hotland	room_fire_elevator_l2	
\E3WELL^1, ONE TIME I&WAS GIVING MYSELF&THE SPA TREATMENT./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E0I PUT THE LIME&SLICES IN MY&EYES^1, LIKE ON TV./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E1BUT IT STINGS!^1!&HOW DO THEY DO&IT!?/	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E6* Oh my god^1!&* Those aren't LIMES^1!&* Those are CUCUMBERS!/%%	Undyne (call)	Hotland	room_fire_elevator_l2	
\E3I THOUGHT IT WAS&SUPPOSED TO BE&REJUVENATING./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E1BUT IT WASN'T&WORKING!/	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E5SO I JUST STUCK&MORE LIMES INTO&MY EYES./	Papyrus (call)	Hotland	room_fire_elevator_l2	
\E1* Gross!^1!&* Why did you even& do that!?/	Undyne (call)	Hotland	room_fire_elevator_l2	
\E2I JUST WANT TO&HAVE HANDSOME^1,&BISHONEN EYES./	Papyrus (call)	Hotland	room_fire_elevator_l2	
LIKE METTATON..^1.&SIGH.../	Papyrus (call)	Hotland	room_fire_elevator_l2	
* (He doesn't even& HAVE eyes!!!)/%%	Undyne (call)	Hotland	room_fire_elevator_l2	
THE ELEVATOR&SAYS L3./	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E3BUT WHAT DOES THE&L STAND FOR^1?&LUMACONI?/	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E0THAT'S THE SNAIL-&SHAPED PASTA!/	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E3SANS BOUGHT SOME&RECENTLY./	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E2HE'LL PROBABLY&FILL THEM WITH&HOTDOGS AND SLIME./%%	Papyrus (call)	Hotland	room_fire_elevator_l3	
HEY!^1!&MAYBE HE'LL SHARE&SOME WITH YOU!/%%	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E0MAYBE WE NEED TO&THINK MORE&ABSTRACTLY./	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E3MAYBE THE L&STANDS FOR.../	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E2LOVE./	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E2* But isn't love& supposed to be& FIERY RED!?/	Undyne (call)	Hotland	room_fire_elevator_l3	
\E9* Like a cartoony& human-heart?/	Undyne (call)	Hotland	room_fire_elevator_l3	
\E3BUT UNDYNE^1, DON'T&YOU TURN PEOPLE'S&HEARTS GREEN?/	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E9* You make it sound& like I give people& nausea./	Undyne (call)	Hotland	room_fire_elevator_l3	
\E0WELL^1, IT WOULD BE&AN AFFECTIONATE&NAUSEA./	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E6* Okay^1, yeah^1!&That's me!/%%	Undyne (call)	Hotland	room_fire_elevator_l3	
IT'S DECIDED!^1!&L STANDS FOR!!/	Papyrus (call)	Hotland	room_fire_elevator_l3	
\E3A HEART THAT&UNDYNE HAS MADE&NAUSEOUS?/%%	Papyrus (call)	Hotland	room_fire_elevator_l3	
THE ELEVATOR&SAYS R3./	Papyrus (call)	Hotland	room_fire_elevator_r3	
\E3BUT WHAT DOES THE&R STAND FOR^1?&ROTINI?/	Papyrus (call)	Hotland	room_fire_elevator_r3	
THE SCREW-SHAPED&PASTA./	Papyrus (call)	Hotland	room_fire_elevator_r3	
I USED IT TO HOLD&MY SENTRY STATION&TOGETHER./%%	Papyrus (call)	Hotland	room_fire_elevator_r3	
MY WHOLE STATION&IS MADE OUT OF&CARDBOARDHYDRATES!/%%	Papyrus (call)	Hotland	room_fire_elevator_r3	
\E3WAIT^1.&WHAT IF R AND L./	Papyrus (call)	Hotland	room_fire_elevator_r3	
\E0STAND FOR RIGHT&AND LEFT???/	Papyrus (call)	Hotland	room_fire_elevator_r3	
\E9* No WAY!&* That makes NO sense./	Undyne (call)	Hotland	room_fire_elevator_r3	
\E6* Cause if you face& the opposite way^1,& they'd be wrong!/%%	Undyne (call)	Hotland	room_fire_elevator_r3	
BUT IF YOU FACE&THE OTHER WAY.../	Papyrus (call)	Hotland	room_fire_elevator_r3	
HOW CAN YOU KNOW&THEY ARE REALLY&STILL WRONG?/	Papyrus (call)	Hotland	room_fire_elevator_r3	
* Let's not get& philosophical& over the alphabet./%%	Undyne (call)	Hotland	room_fire_elevator_r3	
\E9PAPYRUS^1?&WHO IS THAT?/	Papyrus (call)	Hotland	room_fire_walkandbranch	
THIS IS..^1.&COOLSKELETON95./	Papyrus (call)	Hotland	room_fire_walkandbranch	
SORRY^1. CAN'T TALK^1.&I'M BUSY BEING&POPULAR ON-LINE./	Papyrus (call)	Hotland	room_fire_walkandbranch	
\E0NYEH HEH HEH^1!&ONLY KIDDING^1!&YOU HAVE BEEN HAD!/	Papyrus (call)	Hotland	room_fire_walkandbranch	
IT WAS PAPYRUS&PLAYING A SIMPLE&GENTLEMAN'S RUSE!/%%	Papyrus (call)	Hotland	room_fire_walkandbranch	
WINK!/	Papyrus (call)	Hotland	room_fire_walkandbranch	
YOU CAN SEE&ME WINKING^1,&RIGHT./%%	Papyrus (call)	Hotland	room_fire_walkandbranch	
\E9* Papyrus..^1.&* Why are you& wearing those?/	Undyne (call)	Hotland	room_fire_walkandbranch	
\E9PAPYRUS?/	Papyrus (call)	Hotland	room_fire_walkandbranch	
EXCUSE ME^1?&I AM THE VERY&COOL ONLINE GUY,/	Papyrus (call)	Hotland	room_fire_walkandbranch	
COOLSKELETON95./	Papyrus (call)	Hotland	room_fire_walkandbranch	
* What^1?&* No^1!&* You're Papyrus!/	Undyne (call)	Hotland	room_fire_walkandbranch	
(UNDYNE!!!^1)&(SHHH!!!)/	Papyrus (call)	Hotland	room_fire_walkandbranch	
(YOU'RE GOING TO&REVEAL MY SECRET&ONLINE PERSONA!)/%%	Papyrus (call)	Hotland	room_fire_walkandbranch	
* FINE then^1!&* I'm not Undyne!/	Undyne (call)	Hotland	room_fire_walkandbranch	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E2* The name's...&* StrongFish91!/	Undyne (call)	Hotland	room_fire_walkandbranch	
WHAT!^1?&REALLY!^1?&OH NO!!!/	Papyrus (call)	Hotland	room_fire_walkandbranch	
STRONGFISH!^1!&PLEASE BRING BACK&MY FRIEND UNDYNE!/	Papyrus (call)	Hotland	room_fire_walkandbranch	
* Uh^1, OK./%%	Undyne (call)	Hotland	room_fire_walkandbranch	
AN APRON LYING&IN HOTLAND^1?&THAT MAKES SENSE./	Papyrus (call)	Hotland	room_fire_apron	
COOKING IS&DEFINITELY&FIRE-ELEMENTAL./%%	Papyrus (call)	Hotland	room_fire_apron	
UNLESS YOU COOK&A POPSICLE./%%	Papyrus (call)	Hotland	room_fire_apron	
\E3* Yeah^1, cooking is& definitely fire-& elemental!/	Undyne (call)	Hotland	room_fire_apron	
\E3UNLESS YOU COOK&A POPSICLE./	Papyrus (call)	Hotland	room_fire_apron	
\E9* Would you really& call it "cooking"& a popsicle...?/	Undyne (call)	Hotland	room_fire_apron	
\E5THAT'S WHAT YOU&CALLED IT LAST&TIME WE^1, UH.../	Papyrus (call)	Hotland	room_fire_apron	
* Oh MAN^1, I almost& forgot about that^1!&* What a mess!/%%	Undyne (call)	Hotland	room_fire_apron	
* It took forever to& hose everything off./%%	Undyne (call)	Hotland	room_fire_apron	
\E0WOW^1! I SAW IT^1!&THE MULTICOLOR&TILE PUZZLE!/	Papyrus (call)	Hotland	room_fire_multitile	
\E2YOU DID IT!^1!&MY DIRECTIONS&HELPED YOU!!/	Papyrus (call)	Hotland	room_fire_multitile	
I'M A GOOD&EXPLAINER!/	Papyrus (call)	Hotland	room_fire_multitile	
NYEH HEH HEH!/%%	Papyrus (call)	Hotland	room_fire_multitile	
\E3SEEMS LIKE YOU&WEREN'T ABLE TO&COMPLETE IT./	Papyrus (call)	Hotland	room_fire_multitile	
\E0YOU'VE GOT TO&BE PREPARED NEXT&TIME!/	Papyrus (call)	Hotland	room_fire_multitile	
I'LL HAVE TO&EXPLAIN IT ALL&AGAIN!/	Papyrus (call)	Hotland	room_fire_multitile	
YOU SEE^1, RED&TILES ARE&IMPASSIBLE./	Papyrus (call)	Hotland	room_fire_multitile	
PINK TILES&DON'T DO&ANYTHING./	Papyrus (call)	Hotland	room_fire_multitile	
GREEN TILES&ARE.../%%	Papyrus (call)	Hotland	room_fire_multitile	
PLAID TILES&ARE.../%%	Papyrus (call)	Hotland	room_fire_multitile	
\E3HEADING INTO&THE CORE...^1?&HMMM./	Papyrus (call)	Core	room_fire_precore	
YOU MIGHT NOT&BE ABLE TO&CALL PAST THERE./	Papyrus (call)	Core	room_fire_precore	
\E1I KNOW^1!&IT SOUNDS AWFUL!/	Papyrus (call)	Core	room_fire_precore	
\E3HOW WILL YOU&GET BY WITHOUT&ME?/	Papyrus (call)	Core	room_fire_precore	
\E0WELL^1, I HAVE&CONFIDENCE YOU&WILL FIND A WAY!/	Papyrus (call)	Core	room_fire_precore	
I WILL TALK TO&YOU AGAIN^1, SO&DO NOT WORRY!/	Papyrus (call)	Core	room_fire_precore	
GOOD LUCK OUT&THERE!/%%	Papyrus (call)	Core	room_fire_precore	
QUIT IT^1!&YOU DON'T HAVE&TO SAY GOODBYE!/%%	Papyrus (call)	Core	room_fire_precore	
\E4* The CORE is a huge& tower of electric& energy./	Undyne (call)	Core	room_fire_precore	
* So I don't think& your phone will& work through it.../	Undyne (call)	Core	room_fire_precore	
\E1OH NO!/	Papyrus (call)	Core	room_fire_precore	
\E3WHAT WILL YOU DO&WITHOUT US...?/	Papyrus (call)	Core	room_fire_precore	
* You have something& you have to do^1,& right...?/	Undyne (call)	Core	room_fire_precore	
* Well.../	Undyne (call)	Core	room_fire_precore	
\E9* Even without words^1,& we'll be with you& in spirit^1, OK!?/	Undyne (call)	Core	room_fire_precore	
\E0YEAH^1! YOU CAN'T&GET RID OF US!/	Papyrus (call)	Core	room_fire_precore	
\E9* We're counting on& you^1, so don't mess& it up!/%%	Undyne (call)	Core	room_fire_precore	
* We're not going to& say goodbye to you& just yet!/%%	Undyne (call)	Core	room_fire_precore	
\E0A POSTER FOR&METTATON'S SHOW?/	Papyrus (call)	Hotland	room_fire_pacing	
THAT'S NEATO^1.&I WANT A POSTER&FOR MY PUZZLES!/	Papyrus (call)	Hotland	room_fire_pacing	
\E3AND MAYBE A FEW&OPENING BANDS./%%	Papyrus (call)	Hotland	room_fire_pacing	
THEY COULD PLAY&MY THEME SONG!/	Papyrus (call)	Hotland	room_fire_pacing	
\E3I JUST NEED TO&GET A THEME SONG./%%	Papyrus (call)	Hotland	room_fire_pacing	
\E1* Oh^1! And I want a& poster for all of& my big fights!/	Undyne (call)	Hotland	room_fire_pacing	
A REAL EVENT^1!&WE COULD HAVE A&LIVE BAND!/	Papyrus (call)	Hotland	room_fire_pacing	
* And a barbeque!/	Undyne (call)	Hotland	room_fire_pacing	
AND FIREWORKS!/	Papyrus (call)	Hotland	room_fire_pacing	
* And a second& barbeque!/	Undyne (call)	Hotland	room_fire_pacing	
WON'T YOU JUST&EAT BBQ INSTEAD&OF FIGHTING?/	Papyrus (call)	Hotland	room_fire_pacing	
\E6* Let's do it!/%%	Undyne (call)	Hotland	room_fire_pacing	
\E2* We could use the& spears as kabob& skewers!/	Undyne (call)	Hotland	room_fire_pacing	
AND BONES AS&KABONE SKEWERS!/	Papyrus (call)	Hotland	room_fire_pacing	
* What's a kabone?/	Undyne (call)	Hotland	room_fire_pacing	
LIKE A KABOB BUT&WITH ONLY BONES./%%	Papyrus (call)	Hotland	room_fire_pacing	
\E0DO SPIDERS HAVE&WEBBED FEET?/	Papyrus (call)	Hotland	room_fire_savepoint2	
\E3WAIT^1.&SPIDERS DON'T HAVE&FEET./	Papyrus (call)	Hotland	room_fire_savepoint2	
\E0DO SPIDERS HAVE&WEBBED FINGERS?/%%	Papyrus (call)	Hotland	room_fire_savepoint2	
JUST CURIOUS./%%	Papyrus (call)	Hotland	room_fire_savepoint2	
\E0HEY^1, UNDYNE^1.&DO SPIDERS HAVE&WEBBED FEET?/	Papyrus (call)	Hotland	room_fire_savepoint2	
\E9* No^1, ducks have& webbed feet./	Undyne (call)	Hotland	room_fire_savepoint2	
DUCKS CAN SPIN&WEBS!?/	Papyrus (call)	Hotland	room_fire_savepoint2	
* Yeah^1, haven't you& seen a duck wrap& up a loaf of bread?/	Undyne (call)	Hotland	room_fire_savepoint2	
\E3* Then suck all of& its guts out with& its fangs?/	Undyne (call)	Hotland	room_fire_savepoint2	
BREAD HAS GUTS?/	Papyrus (call)	Hotland	room_fire_savepoint2	
* Yeah^1. They just take& `em all out before& they sell it./	Undyne (call)	Hotland	room_fire_savepoint2	
\E0WOW!^1!&YOU'RE REALLY&SMART^1, UNDYNE!/	Papyrus (call)	Hotland	room_fire_savepoint2	
* (I thought he knew& I was joking...)/%%	Undyne (call)	Hotland	room_fire_savepoint2	
\E9* Papyrus^1, wait^1, you& know I'm joking^1,& right...?/	Undyne (call)	Hotland	room_fire_savepoint2	
OF COURSE!/	Papyrus (call)	Hotland	room_fire_savepoint2	
\E2EVERYONE KNOWS&SPIDERS HAVE&WEBBED FEET./%%	Papyrus (call)	Hotland	room_fire_savepoint2	
* (The signal is clogged with& cobwebs...)/%%	Narrator	Hotland	room_fire_savepoint2, room_fire_spider	
I'VE HEARD THERE&ARE TWO GROUPS&OF SPIDERS./	Papyrus (call)	Hotland	room_fire_spider	
ONE IN HOTLAND^1,&AND ONE IN THE&RUINS./	Papyrus (call)	Hotland	room_fire_spider	
\E3SINCE THE SPIDERS&CAN'T CROSS THE&COLD OF SNOWDIN./	Papyrus (call)	Hotland	room_fire_spider	
THEY NEED SOME&KIND OF TRANSPORT./	Papyrus (call)	Hotland	room_fire_spider	
\E0LIKE A TANDEM&MOTORCYCLE WITH&EIGHT WHEELS./%%	Papyrus (call)	Hotland	room_fire_spider	
OR A UNICYCLE&WITH EIGHT&WHEELS!/%%	Papyrus (call)	Hotland	room_fire_spider	
I WONDER IF ANY&OF MY ONLINE&FANS ARE SPIDERS./	Papyrus (call)	Hotland	room_fire_spider	
* Do spiders even& use the internet?/	Undyne (call)	Hotland	room_fire_spider	
* are you kidding^1?&* spiders love to surf& the web./	Sans (call)	Hotland	room_fire_spider	
SANS!/	Papyrus (call)	Hotland	room_fire_spider	
\E0YOU'RE RIGHT&ABOUT SOMETHING./%%	Papyrus (call)	Hotland	room_fire_spider	
\E3FANGS FOR VISITING&MY WEB-SITE./	Papyrus (call)	Hotland	room_fire_spider	
\E0THAT'S WHAT SPIDERS&LIKE TO POST./%%	Papyrus (call)	Hotland	room_fire_spider	
HMMM..^1.&A MYSTERIOUS&SCIENCE HOUSE./	Papyrus (call)	Hotland	room_fire_prelab	

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Text	Character	Area	Room	How to get it ?
* the sign outside& says "lab."/	Sans (call)	Hotland	room_fire_prelab	
LAB?/	Papyrus (call)	Hotland	room_fire_prelab	
* like..^1. laboratory./	Sans (call)	Hotland	room_fire_prelab	
LABRADOR..^1. Y?/	Papyrus (call)	Hotland	room_fire_prelab	
DOES THAT MEAN&THERE ARE DOGS&INSIDE?/	Papyrus (call)	Hotland	room_fire_prelab	
* i mean./	Sans (call)	Hotland	room_fire_prelab	
\E2* i wouldn't rule it& out./%%	Sans (call)	Hotland	room_fire_prelab	
STRANGE DOG'S&HOUSE.../%%	Papyrus (call)	Hotland	room_fire_prelab	
* That's Alphys's house./	Undyne (call)	Hotland	room_fire_prelab	
\E9* Hey^1, why don't we& all go over and& watch anime?/	Undyne (call)	Hotland	room_fire_prelab	
ANIME?/	Papyrus (call)	Hotland	room_fire_prelab	
ISN'T THAT A KIND&OF CARTOON FOR&SMALL CHILDREN?/	Papyrus (call)	Hotland	room_fire_prelab	
* Oh my GOD!!!/	Undyne (call)	Hotland	room_fire_prelab	
\E6* Anime isn't just for& kids^1! It's deep^1!&* It's EMOTIONAL!!!/	Undyne (call)	Hotland	room_fire_prelab	
IS (THE SOUND A&BABY MAKES) AN&EMOTION?/	Papyrus (call)	Hotland	room_fire_prelab	
* YEah CAUSE It'S HoW& I'M FEEliNG RIGHT& NOW!!!/%%	Undyne (call)	Hotland	room_fire_prelab	
WAIT.../	Papyrus (call)	Hotland	room_fire_prelab	
\E5UNDYNE^1, DO YOU&LIKE ANIME?/	Papyrus (call)	Hotland	room_fire_prelab	
UH OH!!!/	Papyrus (call)	Hotland	room_fire_prelab	
\E3I MEAN^1, I'VE&NEVER SEEN ANY./	Papyrus (call)	Hotland	room_fire_prelab	
\E0MAYBE I ACTUALLY&DO LIKE ANIME!/	Papyrus (call)	Hotland	room_fire_prelab	
* You don't have to& say that^1, Papyrus./	Undyne (call)	Hotland	room_fire_prelab	
MAYBE I'M A BABY&WHO LOVES CARTOONS&FOR CHILDREN!/	Papyrus (call)	Hotland	room_fire_prelab	
* YOU DON'T HAVE TO& SAY THAT^1, PAPYRUS!!/%%	Undyne (call)	Hotland	room_fire_prelab	
* What!^1?&* Royal Guards are& blocking the way!?/	Undyne (call)	Hotland	room_fire_prelab	
\E2* Then I'll tell them& to...!/	Undyne (call)	Hotland	room_fire_prelab	
\E4* Well^1, nothing^1, I& guess./	Undyne (call)	Hotland	room_fire_prelab	
\E2* I already told them& to seek out and& destroy you!/	Undyne (call)	Hotland	room_fire_prelab	
\E1* And I can't just& tell them I've& changed my mind./	Undyne (call)	Hotland	room_fire_prelab	
\E2* You see^1, Alphys& showed me these& animations about.../	Undyne (call)	Hotland	room_fire_prelab	
\E1* Uhhh^1, humans?&* So I can learn& their weaknesses?/	Undyne (call)	Hotland	room_fire_prelab	
\E2* And one of them& is about this human& that^1, uh.../	Undyne (call)	Hotland	room_fire_prelab	
\E6* Well^1, suffice to say^1,& they can control& people's minds!!!/	Undyne (call)	Hotland	room_fire_prelab	
\E3* Surprised^1?&* I know your kind's& hidden power!/	Undyne (call)	Hotland	room_fire_prelab	
\E1* Anyway^1, I told my& crew that if I ever& defended a human.../	Undyne (call)	Hotland	room_fire_prelab	
\E2* I must be under& some kind of mind& control!/	Undyne (call)	Hotland	room_fire_prelab	
\E6* And to disregard& EVERYTHING that I& tell them!/	Undyne (call)	Hotland	room_fire_prelab	
\E7* So^1, sorry..^1.&* But my hands are& tied./	Undyne (call)	Hotland	room_fire_prelab	
\E9* By the way^1, that& animation is& really good!/%%	Undyne (call)	Hotland	room_fire_prelab	
\E6* I'm not going to& tell them to let& you by!/%%	Undyne (call)	Hotland	room_fire_prelab	
I DON'T HAVE&ANYTHING ELSE TO&SAY./%%	Papyrus (call)			
* (Noticed you received a& text from Toriel.)/	Narrator			
* Dear Frisk,/	Toriel (message)			
* Sans and Alphys are teaching& me how to text^1.&* I am learning so much./	Toriel (message)			
* For example:&* Do you know what a& "smiley" is?/	Toriel (message)			
* Please look at this:/	Toriel (message)			
]:)/	Toriel (message)			
* Now turn your head to the& left./	Toriel (message)			
* It is a picture of me& smiling at you^1!&* Can you see it?/	Toriel (message)			
* L-O-L^1!&* (That stands for Lots of& Laughter.)/	Toriel (message)			
* Sincerely^1, Toriel/	Toriel (message)			
* (That's all for now.^1)&* (Maybe in the next room^1, you& will receive another.)/%%	Narrator			
* (TORIEL sent you a message.)&* Dear Frisk,/	Narrator and Toriel (message)			
* How are you^1? You have been& wandering around for& quite some time now./	Toriel (message)			
* I hope you are not getting& into trouble./	Toriel (message)			
* Only kidding^1.&* L-O-L!/	Toriel (message)			
* Sincerly^1, Toriel/	Toriel (message)			
* PS - Do not get into trouble./%%	Toriel (message)			
* (TORIEL sent you a message.)&* Excuse me,/	Narrator and Toriel (message)			
* I did not mean to write& "sincerly."&* I meant to say "sincerely."/	Toriel (message)			
* It is difficult to use this& with large hands./	Toriel (message)			
* Perhaps I should ask Sans& to transcribe for me./%%	Toriel (message)			
* (TORIEL sent you a message.^1)&* Sans will be typing from& now on./%%	Narrator and Toriel (message)			
* (TORIEL sent you a message.)/	Narrator			
* hey frisk^1.&* it's torrrrrieellll/	Sans (message)			
* i just baked 1000000 pies.&* do you want any?/	Sans (message)			
* make sure to brush your& teeth before crossing& the street^1, frisk/%%	Sans (message)			
* I did not say any of that./%%	Toriel (message)			
* Greetings^1.&* This is Sans^1.&* I love my brother very much./	Toriel (message)			
* help im being slandered/%%	Sans (message)			
* This is Sans^1.&* Frisk^1, did you know that I& love to "get owned?"/	Toriel (message)			
* I also think Toriel is very& good and fhfjkehfeaufsisf/	Sans (message)			
* Excuse me/	Toriel (message)			
* ./%%	Toriel (message)			
* (TORIEL sent you a message& titled "Cat Video.")/	Narrator			
* (Inside^1, she meticulously& describes a video she saw& of a small^1, white animal.)/	Narrator			
* (There is no link or& attachment to watch it.)/%%	Narrator			
* Fwd: send this 2 some1 u& care about... or a skeleton& will rattle his bones at u/%%	Toriel (message)			
* Thought you might enjoy this^1.&*]:)/	Toriel (message)			
* (It's ASCII art of a snail.)/%%	Narrator			
* Undyne and Papyrus want to& cook something together& with me./	Toriel (message)			
* Sans is telling me that they& are excellent chefs./	Toriel (message)			
* I am excited.]:)&* Maybe if you are lucky^1, you& can have some!/%%	Toriel (message)			
* If Sans and I started a& band^1, do you know what& we could call it?/	Toriel (message)			
* "Dreemurr" and "Femur.^1"&* L-O-L!/	Toriel (message)			
* PS - That is only a joke^1.&* Do not refer to me as& Dreemurr./%%	Toriel (message)			
* Undyne is very strong./	Toriel (message)			
* Papyrus made a bet with her& that she could not lift& everyone here up./	Toriel (message)			
* She could./	Toriel (message)			

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Text	Character	Area	Room	How to get it ?
* The only trouble is that& she did not know how to& put everyone down./%%	Toriel (message)			
* Alphys is telling me many& interesting facts about& the human world./	Toriel (message)			
* Quite a few of them are& wrong^1, though./	Toriel (message)			
* Frisk^1, you did not tell& her anything funny^1, did you^1?&*]:)/%%	Toriel (message)			
* I heard that using the& computer for too long& is bad for you./	Toriel (message)			
* However^1, I have not seen& you use the computer at all./	Toriel (message)			
* You must be very healthy^1!&* How nice./%%	Toriel (message)			
* I think I may have to turn& off the phone for now./	Toriel (message)			
* Your friends are all very& lovely people!/	Toriel (message)			
* I think I will spend this& time getting to know& them better./	Toriel (message)			
* Be good^1, alright?/	Toriel (message)			
* Sincerely^1, Toriel./%%	Toriel (message)			
* (Toriel has not sent any& more messages.)/%%	Narrator			
originalstring				
stringpos				
writer				
blcon				
parent				
writingy				
writingx				
scr_blcon				
\T5 \F0 \E				
\F3 \Ts %	Sans			
\F1 \TT %	Toriel			
\F7 \Ta %				
\T0 %				
\F4 \TP %	Papyrus			
\F5 \TU %	Undyne			
\F6 \TA %	Alphys			
stringno				
lineno				
myx				
myy				
mystring				
textspeed				
vspacing				
myfont				
mycolor				
writingxend				
shake				
txtsound				
spacing				
bone				
len				
yinit				
whatiheard				
draw_rectangle				
hpwrite				
00.001	Menu	New Home	room_battle	
00.0001	Menu	New Home	room_battle	
00.000001	Menu	New Home	room_battle	
00.0000000001	Menu	New Home	room_battle	
/	Menu		room_battle	
LV	Menu		room_battle	
merge_color				
KillYou				
Asgore	Menu	New Home	room_battle	
ky				
tempvalue				
Gameover				
g_o				
caster_stop				
myxb				
myyb				
TestFroggit	Menu		room_battle	
Dummy	Menu	Ruins	room_battle	
Froggit	Menu	Ruins	room_battle	
Whimsun	Menu	Ruins	room_battle	
Moldsmal	Menu	Ruins	room_battle	
Migosp	Menu	Ruins	room_battle	
Vegetoid	Menu	Ruins	room_battle	
Loox	Menu	Ruins	room_battle	
Napstablook	Menu	Ruins	room_battle	
Doggo	Menu	Snowdin	room_battle	
Lesser Dog	Menu	Snowdin	room_battle	
Dogamy	Menu	Snowdin	room_battle	
Dogaressa	Menu	Snowdin	room_battle	
Greater Dog	Menu	Snowdin	room_battle	
Snowdrake	Menu	Snowdin	room_battle	
Chilldrake	Menu	Snowdin	room_battle	
Ice Cap	Menu	Snowdin	room_battle	
Ice	Menu	Snowdin	room_battle	
Jerry	Menu	Snowdin	room_battle	
Gyftrot	Menu	Snowdin	room_battle	
Aaron	Menu	Waterfall	room_battle	
Temmie	Menu	Waterfall	room_battle	
Papyrus	Menu	Waterfall	room_battle	
Woshua	Menu	Waterfall	room_battle	
Shyren	Menu	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Agent	Menu			
Mad Dummy	Menu	Waterfall	room_battle	
Undyne	Menu	Waterfall	room_battle	
Mettaton	Menu	Hotland	room_battle	
RG 01	Menu	Hotland	room_battle	
RG 02	Menu	Hotland	room_battle	
Tsunderplane	Menu	Hotland	room_battle	
Vulkin	Menu	Hotland	room_battle	
Pyrope	Menu	Hotland	room_battle	
Muffet	Menu	Hotland	room_battle	
Madjick	Menu	Core	room_battle	
Knight Knight	Menu	Core	room_battle	
Final Froggit	Menu	Core	room_battle	
Astigmatism	Menu	Core	room_battle	
Whimsalot	Menu	Core	room_battle	
Bomb	Menu			
RG 03	Menu			
RG 04	Menu			
Mettaton EX	Menu	Core	room_battle	
Lemon Bread	Menu	True Lab	room_battle	
,	Menu	True Lab	room_battle	
Amalgamate	Menu	True Lab	room_battle	
Lost Soul	Menu	New Home	room_battle	
Monster Kid	Menu	Waterfall	room_battle	
Undyne the Undying	Menu	Waterfall	room_battle	
Glad Dummy	Menu	Waterfall	room_battle	
Mettaton NEO	Menu	Core	room_battle	
Sans	Menu	New Home	room_battle	
Migospel	Menu	Ruins	room_battle	
Moldessa	Menu	Ruins	room_battle	
Parsnik	Menu	Ruins	room_battle	
Glyde	Menu	Snowdin	room_battle	
So Sorry	Menu	Hotland	room_battle	
Doodlebog	Menu	Hotland	room_battle	
Asriel Dreemurr	Menu	New Home	room_battle	
Asriel	Menu	New Home	room_battle	
Gaster	Menu			
caster_loop				
battlelv				
* You tripped into a& line of Moldsmals.	Narrator	Ruins	room_battle	
* A pair of Froggits hop& towards you.	Narrator	Ruins	room_battle	
* Moldsmal and Moldsmal& block the way.	Narrator	Ruins	room_battle	
* Migosp crawled up close!	Narrator	Ruins	room_battle	
* Vegetoid came out of the earth!	Narrator	Ruins	room_battle	
* Loox drew near!	Narrator	Ruins	room_battle	
* Vegetoid and Loox attacked!	Narrator	Ruins	room_battle	
* Loox and co. decided to& pick on you!	Narrator	Ruins	room_battle	
* A pair of Vegetoids& came out of the ground!	Narrator	Ruins	room_battle	
* A pair of Loox& decided to pick on you!	Narrator	Ruins	room_battle	
* But nobody came./%	Narrator	Ruins, Snowdin, Waterfall, Hotland, Core		
* Here comes Napstablook.	Narrator	Ruins	room_battle	
* Here comes Napstablook^1.&* Same as usual.	Narrator	Ruins	room_battle	
* Toriel blocks the way!	Narrator	Ruins	room_battle	
* Doggo blocks the way!	Narrator	Snowdin	room_battle	
* Lesser Dog appears.	Narrator	Snowdin	room_battle	
* Dogi assault you!	Narrator	Snowdin	room_battle	
* It's the Greater Dog.	Narrator	Snowdin	room_battle	
* Papyrus blocks the way!	Narrator	Snowdin	room_battle	
* Papyrus is sparing you.	Narrator	Snowdin	room_battle	
* Gyftrot confronts you!	Narrator	Snowdin	room_battle	
* Chilldrake saunters up!	Narrator	Snowdin	room_battle	
* Snowdrake flutters forth!	Narrator	Snowdin	room_battle	
* Chilldrakes flutter forth!	Narrator	Snowdin	room_battle	
* Icecap struts into view.	Narrator	Snowdin	room_battle	
* Icecap and Chilldrake& pose like bad guys.	Narrator	Snowdin	room_battle	
* Icecap and Snowdrake& pose like bad guys.	Narrator	Snowdin	room_battle	
* Jerry clings to you!	Narrator	Snowdin	room_battle	
* Icecap appears^1.&* Jerry came too.	Narrator	Snowdin	room_battle	
* Icecap and Snowdrake& confront you^1, sighing.&* Jerry.	Narrator	Snowdin	room_battle	
* Aaron flexes in!	Narrator	Waterfall	room_battle	
* Special enemy Temmie appears& here to defeat you!!	Narrator	Waterfall	room_battle	
* You walk into Moldsmal.	Narrator	Waterfall	room_battle	
* Woshua shuffles up.	Narrator	Waterfall	room_battle	
* Shyren hides in the corner& but somehow encounters you& anyway.	Narrator	Waterfall	room_battle	
* Mad Dummy blocks the way!	Narrator	Waterfall	room_battle	
* You shouldn't read this.	Narrator	Waterfall	room_battle	
* Mettaton attacks!	Narrator	Hotland	room_battle	
* Royal Guard attacks!	Narrator	Hotland	room_battle	
* Tsunderplane gets in the way!&* Not on purpose or anything.	Narrator	Hotland	room_battle	
* Vulkin strolls in.	Narrator	Hotland	room_battle	
* Pyrope bounds towards you!	Narrator	Hotland	room_battle	
* Woshua and Aaron appear.	Narrator	Waterfall	room_battle	
* Moldbygg and Woshua appear.	Narrator	Waterfall	room_battle	
mypart1				
Moldbygg	Menu	Waterfall	room_battle	
part1				
scalevalue				
* Muffet traps you!	Narrator	Hotland	room_battle	
* Madjick pops out of its hat!	Narrator	Core	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Knight Knight blocks the way!	Narrator	Core	room_battle	
* Final Froggit was already there^1,& waiting for you	Narrator	Core	room_battle	
* Astigmatism drew near.	Narrator	Core	room_battle	
* Whimsalot rushed in!	Narrator	Core	room_battle	
* Whimsalot and Final Froggit& appeared.	Narrator	Core	room_battle	
* Whimsalot and Astigmatism& appeared.	Narrator	Core	room_battle	
* Final Froggit and Astigmatism& appeared.	Narrator	Core	room_battle	
* What a nightmare!	Narrator	Core	room_battle	
* Mercenaries emerge from& the shadows.	Narrator	Core	room_battle	
* Defuse the bomb!	Narrator	Hotland	room_battle	
* Defuse the dog!	Narrator	Hotland	room_battle	
bombtype				
* Defuse the extremely agile& glass of water!	Narrator	Hotland	room_battle	
Extremely Agile Glass& Of Water	Menu	Hotland	room_battle	
* Defuse the script!	Narrator	Hotland	room_battle	
Script Bomb	Menu	Hotland	room_battle	
* Defuse the basketball!	Narrator	Hotland	room_battle	
Basket Bomb	Menu	Hotland	room_battle	
* Defuse the present!	Narrator	Hotland	room_battle	
Present Bomb	Menu	Hotland	room_battle	
* Defuse the game!	Narrator	Hotland	room_battle	
Game Bomb	Menu	Hotland	room_battle	
* Tsunderplane attacks!&* Not because it's jealous Vulkin& is paying attention to you!	Narrator	Hotland	room_battle	
* The rare and threatening& Double Davis.	Narrator	Hotland	room_battle	
* A strange parade blocks the& path.	Narrator	Hotland	room_battle	
* Mettaton EX makes his premiere!	Narrator	Core	room_battle	
* Smells like sweet lemons.	Narrator	True Lab	room_battle	
* ,	Narrator	True Lab	room_battle	
* It's so cold.	Narrator	True Lab	room_battle	
* drew near!	Narrator	True Lab	room_battle	
* It's the Amalgamate.	Narrator	True Lab	room_battle	
caster_is_playing				
* The Lost Soul appeared.	Narrator	New Home	room_battle	
* The Lost Souls appeared.	Narrator	New Home	room_battle	
* In my way.	Chara	Waterfall	room_battle	
* The heroine appears.	Narrator	Waterfall	room_battle	
* Glad Dummy lets you go.	Narrator	Waterfall	room_battle	
* Mettaton NEO blocks the way!	Narrator	Core	room_battle	
* ASGORE attacks!	Narrator	New Home	room_battle	
* That doesn't seem correct.	Narrator	Ruins	room_battle	
* Final Froggit stopped chasing& Migospel around.	Narrator	Ruins	room_battle	
* Parsnik slithered out of the& earth!	Narrator	Ruins	room_battle	
* You tripped over some& Moldessas.	Narrator	Ruins	room_battle	
* A line of Moldessas block the& path.	Narrator	Ruins	room_battle	
* Can you believe it?	Narrator	Ruins	room_battle	
* Final Froggit hopped in...?	Narrator	Ruins	room_battle	
* Whimsalot and Parsnik appeared.	Narrator	Ruins	room_battle	
* Migospel flutters in^1, carrying& Moldessa.	Narrator	Ruins	room_battle	
* Migospel flutters in^1, carrying& Parsnik.	Narrator	Ruins	room_battle	
* Parsniks hissed out of the& earth!	Narrator	Ruins	room_battle	
* Not only potatoes have eyes.	Narrator	Ruins	room_battle	
* Eyes appeared from the shadows.	Narrator	Ruins	room_battle	
* Looks like a real party.	Narrator	Ruins	room_battle	
* Party from Hell.	Narrator	Ruins	room_battle	
* Glyde swooped in!	Narrator	Snowdin	room_battle	
* You're blocked in politely!	Narrator	Hotland	room_battle	
* It's the end.	Narrator	New Home	room_battle	
* ASRIEL blocks the way!	Narrator	New Home	room_battle	
* ASRIEL's SOUL was awakened& by the power of your& friends!	Narrator	New Home	room_battle	
* It's time to say goodbye.	Narrator	New Home	room_battle	
SCR_BORDERSETUP				
defarg				
damage				
check				
puredmg				
dmgamt				
scr_damagestandard				
runvalue				
runaway				
tlvl				
killed				
vaporspeed				
monstersprite				
ddd				
object_index				
scr_newvapordata				
ht				
wd				
room_width				
offpurple				
yzero				
f				
save_x				
save_y				
save_index				
save_sprite				
save_blend				
save_xscale				
save_yscale				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
save_angle				
save_hspeed				
save_vspeed				
speed				
save_speed				
save_direction				
saved				
phase				
siner				
Itaqua				
draw_sprite_ext				
powered				
test_number				
played				
active_l				
active_r				
buffer				
songno				
g_timer				
seeya_timer				
Welcome to the Sound Test!#Listen to all your favorites.#Press Left or Right to select.#Press Z to play	Menu	Snowdin	room_soundtest	
SOUND TEST	Menu	Snowdin	room_soundtest	
Happy Town	Menu	Snowdin	room_soundtest	
Meat Factory	Menu	Snowdin	room_soundtest	
Trouble Dingle	Menu	Snowdin	room_soundtest	
Gaster's Theme	Menu	Snowdin	room_soundtest	
<<	Menu	Snowdin	room_soundtest	
>>	Menu	Snowdin	room_soundtest	
Thanks for your feedback!#Be seeing you soon!	Menu	Snowdin	room_soundtest	
talkedto				
gox				
fsx				
* Yo^1!&* You're a ??? too^1, right?/%%	Goner Kid	Waterfall	room_water7	
* Have you ever thought about& a world where everything is& exactly the same.../	Goner Kid	Waterfall	room_water7	
* Except you don't exist?/	Goner Kid	Waterfall	room_water7	
* Everything functions& perfectly without you.../	Goner Kid	Waterfall	room_water7	
* Ha^1, ha..^1.&* The thought terrifies me./%%	Goner Kid	Waterfall	room_water7	
* An umbrella...^1?&* But it's not raining./	Goner Kid	Waterfall	room_water7	
* Ha^1, ha.../	Goner Kid	Waterfall	room_water7	
* You know^1, that does make& me feel a little better& about this./	Goner Kid	Waterfall	room_water7	
* Thank you./	Goner Kid	Waterfall	room_water7	
* Please forget about me./%%	Goner Kid	Waterfall	room_water7	
* Please don't think about& this anymore./%%	Goner Kid	Waterfall	room_water7	
mydialoguer				
scr_depth				
scr_npc_anim				
choos				
* Alphys might work faster^1.&* But the old Royal Scientist^1,& Doctor W.D. Gaster?/	Gaster Follower 2	Hotland	room_fire_elevator_r1	
* One day^1, he vanished& without a trace./	Gaster Follower 2	Hotland	room_fire_elevator_r1	
* They say he shattered& across time and space./	Gaster Follower 2	Hotland	room_fire_elevator_r1	
* Ha ha..^1.&* How can I say so& without fear?/	Gaster Follower 2	Hotland	room_fire_elevator_r1	
* I'm holding a piece of& him right here./%%	Gaster Follower 2	Hotland	room_fire_elevator_r1	
* It makes sense why ASGORE& took so long to hire a& new Royal Scientist./	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* After all^1, the old one..^1.&* Dr. Gaster^1.&* What an act to follow!/	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* They say he created the CORE./	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* However^1, his life..^1.&* Was cut short./	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* One day^1, he fell into& his creation^1, and.../%%	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* Will Alphys end up the& same way?/%%	Gaster Follower 1	Hotland	room_fire_elevator_l3	
* I understand why ASGORE& waited so long to hire a& new Royal Scientist./	Gaster Follower 3	Hotland	room_fire_elevator_l2	
* The previous one..^1.&* Dr. Gaster./	Gaster Follower 3	Hotland	room_fire_elevator_l2	
* His brilliance was& irreplaceable./	Gaster Follower 3	Hotland	room_fire_elevator_l2	
* One day^1, his experiments& went wrong^1, and.../%%	Gaster Follower 3	Hotland	room_fire_elevator_l2	
* Well^1, I needn't gossip./	Gaster Follower 3	Hotland	room_fire_elevator_l2	
* After all^1, it's rude to& talk about someone who's& listening./%%	Gaster Follower 3	Hotland	room_fire_elevator_l2	
touched				
ch				
caster_pause				
* (Ring... ring...)/	Cell phone	Snowdin	room_tundra_dock	
* Hello^1!&* Can I speak to G.../	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
* ...&* Wait a second./	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
* Is this the wrong number?/%%	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
wrns				
* Oh it's the wrong number^1!&* The wrong number song!/	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
* We're very very sorry that& we got it wrong!/	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
* We're very very sorry that& we got it wrong!/%%	Wrong Number Song Caller (call)	Snowdin	room_tundra_dock	
caster_resume				
* (Ring... ring...)/%%	Cell phone	Snowdin	room_tundra4	
* U-uhhh..^1.&* (Oh my god^1, help...)/	Alphys (call)	Snowdin	room_tundra4	
* I'd like to order a..^1.&* Um..^1.&* A pizza...?/	Alphys (call)	Snowdin	room_tundra4	
* With^1, uhh..^1.&* The toppings are^1, uh.../	Alphys (call)	Snowdin	room_tundra4	
* I have them copied^1, I'll& just paste them to you./	Alphys (call)	Snowdin	room_tundra4	
* (Your phone is too old to& receive texts...)/	Narrator	Snowdin	room_tundra4	
* (It reads out loud^1, character-& by-character^1, an ASCII art& of an anime catgirl.)/	Narrator	Snowdin	room_tundra4	
\TA* .../%%	Alphys (call)	Snowdin	room_tundra4	
ar				
timer				
al				
whitepro				
gravity				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
ystart				
cogno				
ck				
active				
osflavor				
draw_set_circle_precision				
lengthdir_y				
lengthdir_x				
draw_circle				
f_l				
f_d				
sn				
friction				
aa				
ts				
on				
ENTRY NUMBER&SEVENTEEN/	Gaster		room_gaster	
DARK&DARKER&YET DARKER/	Gaster		room_gaster	
THE DARKNES^2S&KEEPS GROWING/	Gaster		room_gaster	
THE SHADOW^2S&CUTTING DEEPER/	Gaster		room_gaster	
PHOTON&READING^2S&NEGATIVE/	Gaster		room_gaster	
THIS NEX^2T&EXPERIMENT/	Gaster		room_gaster	
SEEMS/	Gaster		room_gaster	
VERY/	Gaster		room_gaster	
INTERESTING/	Gaster		room_gaster	
WHAT DO YOU&TWO THINK/%%	Gaster		room_gaster	
game_end				
dingusvol				
dongusvol				
dingus				
dangus				
dongus				
dungus				
caster_set_volume				
caster_set_pitch				
ok				
qr				
ex2				
birb				
birbvol				
birbcon				
mynoise				
caster_set_panning				
right				
mysong				
caster_get_volume				
volume				
fvolume				
jok				
rot				
By Toby Fox	Menu	Ruins	room_undertale	
siner_o				
ini_read_string				
m2				
TK				
m3				
TS				
m4				
PD				
pd				
UD				
ud				
AD				
Alphys				
ad				
F7				
fd				
K				
Flowey				
fk				
EndF				
mlevel				
menusong				
draw_background				
UNDERTALE v1.001 (C) Toby Fox 2015	Menu		room_intromenu	
go				
introno ise				
ballamount				
special_x				
drawpw				
pw1				
pw2				
pw3				
pw4				
Won				
Truth				
Intro				
F				
SK				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
room_goto_previous				
[PRESS Z OR ENTER]	Menu		room_introimage	
No Information	Menu		room_introimage	
Activity Level A	Menu		room_introimage	
Activity Level B	Menu		room_introimage	
Activity Level C	Menu		room_introimage	
action_move_to				
tspeed				
over				
action_kill_object				
act				
intromusic				
dongs				
vol				
fadercreator				
Long ago^1, two races&ruled over Earth^1:&HUMANS and MONSTERS^5. \E1 ^1 %	Menu		room_introstory	
One day^1, war broke&out between the two&races^5. \E0 ^1 %	Menu		room_introstory	
After a long battle^1,&the humans were&victorious^5. \E1 ^1 %	Menu		room_introstory	
They sealed the monsters&underground with a magic&spell^4. \E0 ^1 %	Menu		room_introstory	
Many years later^2.^2.^4.\E1 ^1%	Menu		room_introstory	
MT. EBOTT& 201X^9 \E0 %	Menu		room_introstory	
Legends say that those&who climb the mountain&never return^5.^3 \E1 %	Menu		room_introstory	
\E1 %	Menu		room_introstory	
^9 ^5 \E0 %	Menu		room_introstory	
^9 ^5 ^2 \E1 %	Menu		room_introstory	
^9 ^5 ^2 \E2 %	Menu		room_introstory	
^9 ^9 ^9 ^9 ^9 ^9 \E2 %%	Menu		room_introstory	
^9 ^9 ^9 ^9 ^9 \E0 %%	Menu		room_introstory	
^9 ^9 ^9 ^9 ^9 ^9 \E0 %	Menu		room_introstory	
mywriter				
fader				
rotspeed				
sinerfactor				
tr				
menu				
menu_engage				
joystick_has_pov				
joypad_dir				
RESETTED...	Menu		room_joyconfig	
r_line				
o_o				
r_buffer				
weather				
extreme2				
extreme				
rectile				
current_month				
month				
harp				
weathermusic				
js_buffer				
config.ini				
button0				
b0				
joypad1				
button1				
b1				
button2				
b2				
analog_sense				
as				
joy_dir				
jd				
JOYSTICK CONFIG	Menu		room_joyconfig	
EXIT	Menu		room_joyconfig	
CONFIRM - [Z + ENTER] ::	Menu		room_joyconfig	
text				
CANCEL - [X + SHIFT] ::	Menu		room_joyconfig	
MENU - [C + CTRL] ::	Menu		room_joyconfig	
(PUSH BUTTON)	Menu		room_joyconfig	
joystick_buttons				
joystick_check_button				
bt				
ANALOG SENSITIVITY:	Menu		room_joyconfig	
analog_sense_sense				
ANALOG SENSITIVITY SENSITIVITY:	Menu		room_joyconfig	
DIR CHOICE:	Menu		room_joyconfig	
NORMAL	Menu		room_joyconfig	
ANALOG ONLY	Menu		room_joyconfig	
POV ONLY	Menu		room_joyconfig	
draw_text_transformed_color				
RESET TO DEFAULT	Menu		room_joyconfig	
rrr				
SPAGHETTI...	Menu		room_joyconfig	
CONTROL TEST	Menu		room_joyconfig	
cold outside#but stay warm#inside of you	Menu		room_joyconfig	
spring time#back to school	Menu		room_joyconfig	
try to withstand#the sun's life-#giving rays	Menu		room_joyconfig	
sweep a leaf#sweep away a#troubles	Menu		room_joyconfig	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
starton9				
z_index				
x_index				
c_index				
s_snare				
s_kick				
s_cymbal				
s_cuica				
s_cuica2				
borderl				
borderr				
borderu				
tile_layer_hide				
keyboard_multicheck				
minusy				
ac				
draw_set_alpha				
thissong				
make_color_hsv				
bounce				
nowy				
remvspeed				
remgravity				
gravity_direction				
pollenalpha				
pollenx				
polleny				
pollensize				
pollenhspeed				
pollenvspeed				
truepollenalpha				
e				
script				
splode				
alp				
ap				
background_color				
talkcounter				
xstart				
move_towards_point				
snd				
oalpha				
top				
f_test				
g_heart				
rememberx				
rememberview				
scrollspeed				
xhome				
myview_b				
gg				
yhome				
tile_layer_shift				
background_visible				
background_x				
scr_waver_height_bg				
madehell				
scr_waver_lava				
xxx				
star				
maxm				
maximum				
lastx				
mc				
musiccon				
* (Ring^1, ring...)/	Cell phone	New Home	room_undertale_end	
* heya./	Sans (call)	New Home	room_undertale_end	
\E1* is anyone there...?/	Sans (call)	New Home	room_undertale_end	
\E2* well^1, i'll just leave& a message.../%%	Sans (call)	New Home	room_undertale_end	
\E2* well..^1. just calling& to say./	Sans (call)	New Home	room_undertale_end	
\E1* you made a snowman& really happy./	Sans (call)	New Home	room_undertale_end	
\E2* .... guess i should& say something else^1,& too./%%	Sans (call)	New Home	room_undertale_end	
\E1* it's been a while^1,&* shouldn't you SAVE?/	Sans (call)	New Home	room_undertale_end	
\E2* well..^1. just calling& to ask./	Sans (call)	New Home	room_undertale_end	
\E1* did you ever take& off that gross& bandage...?/	Sans (call)	New Home	room_undertale_end	
\E1* did you ever get& something to eat?/	Sans (call)	New Home	room_undertale_end	
\E1* you really like to& challenge yourself^1,& huh...?/	Sans (call)	New Home	room_undertale_end	
\E2* well..^1. good job^1./	Sans (call)	New Home	room_undertale_end	
\E1* just promise not to& brag about it^1,& okay?/	Sans (call)	New Home	room_undertale_end	
* alright^1, I've got the& number./%%	Sans (call)	New Home	room_undertale_end	
* so..^1.&* it's been a while./	Sans (call)	New Home	room_undertale_end	
\E0* the queen returned^1, and& is now ruling over& the underground./	Sans (call)	New Home	room_undertale_end	
* she's enstated a new& policy.../	Sans (call)	New Home	room_undertale_end	
\E3* all the humans who fall& here will be treated& not as enemies.../	Sans (call)	New Home	room_undertale_end	
\E0* but as friends./	Sans (call)	New Home	room_undertale_end	
\E1* it's probably for the& best^1, anyway./	Sans (call)	New Home	room_undertale_end	
\E0* the human souls the king& gathered.../	Sans (call)	New Home	room_undertale_end	
\E3* seem to have& disappeared./	Sans (call)	New Home	room_undertale_end	
\E1* so^1, uh^1, that plan& ain't happening any& time soon./	Sans (call)	New Home	room_undertale_end	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* but even though people& are heartbroken over& the king.../	Sans (call)	New Home	room_undertale_end	
\E1* ... and things are& looking grim for our& freedom.../	Sans (call)	New Home	room_undertale_end	
\E0* the queen's trying her& best not to let us& give up hope./	Sans (call)	New Home	room_undertale_end	
\E1* so^1, uh^1, hey.../	Sans (call)	New Home	room_undertale_end	
\E1* if we're not giving& up down here.../	Sans (call)	New Home	room_undertale_end	
\E2* don't give up wherever& you are^1, ok?/	Sans (call)	New Home	room_undertale_end	
\E3* who knows how long& it will take.../	Sans (call)	New Home	room_undertale_end	
\E0* but we will get out& of here./	Sans (call)	New Home	room_undertale_end	
\E2* that's a promise./	Sans (call)	New Home	room_undertale_end	
SANS!!!&WHO ARE YOU&TALKING TO???/	Papyrus (call)	New Home	room_undertale_end	
* oh^1, nobody./	Sans (call)	New Home	room_undertale_end	
WHAT!^1?&NOBODY!?/	Papyrus (call)	New Home	room_undertale_end	
\E0CAN I TALK TO&THEM TOO???/	Papyrus (call)	New Home	room_undertale_end	
* here^1, knock yourself& out./%%	Sans (call)	New Home	room_undertale_end	
WAIT A SECOND.../	Papyrus (call)	New Home	room_undertale_end	
\E1I RECOGNIZE THIS&NUMBER!!!/	Papyrus (call)	New Home	room_undertale_end	
\E0ATTENTION^1, HUMAN!/	Papyrus (call)	New Home	room_undertale_end	
\E2I^1, THE GREAT&PAPYRUS.../	Papyrus (call)	New Home	room_undertale_end	
\E0AM NOW CAPTAIN OF&THE ROYAL GUARD!/	Papyrus (call)	New Home	room_undertale_end	
\E2IT'S EVERYTHING I'VE&EVER DREAMED OF.../	Papyrus (call)	New Home	room_undertale_end	
\E3EXCEPT^1, INSTEAD&OF FIGHTING^1, WE&JUST WATER FLOWERS./	Papyrus (call)	New Home	room_undertale_end	
\E0SO THAT'S EVER-&SO-SLIGHTLY&DIFFERENT./	Papyrus (call)	New Home	room_undertale_end	
\E0AND^1, WE'RE HELPING&DR. ALPHYS&WITH HER RESEARCH!/	Papyrus (call)	New Home	room_undertale_end	
\E0SHE'S GONNA FIND A&WAY TO GET US OUT&OF HERE./	Papyrus (call)	New Home	room_undertale_end	
UNDYNE IS HELPING&HER TOO!/	Papyrus (call)	New Home	room_undertale_end	
\E3THOUGH^1, TO BE&HONEST^1, HER METHOD&OF HELPING.../	Papyrus (call)	New Home	room_undertale_end	
\E2SEEMS KIND OF.../	Papyrus (call)	New Home	room_undertale_end	
\E3EXPLOSION-INDUCING./	Papyrus (call)	New Home	room_undertale_end	
\E0BUT I THINK ALPHYS&LIKES HAVING HER&AROUND./	Papyrus (call)	New Home	room_undertale_end	
\E5UH OH!!!/%%	Papyrus (call)	New Home	room_undertale_end	
\E0HEY!!^1! HUMAN!!!/	Papyrus (call)	New Home	room_undertale_end	
HOW ARE YOU DOING^1?&I'M DOING FINE!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3WELL, BESIDES ONE&THING.../	Papyrus (call)	New Home	room_undertale_end	
\E3THE QUEEN&DISBANDED THE&ROYAL GUARD./	Papyrus (call)	New Home	room_undertale_end	
SINCE WE DON'T&HAVE TO FIGHT&HUMANS ANYMORE./	Papyrus (call)	New Home	room_undertale_end	
\E0WOW!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3I HAVE NO IDEA&WHAT TO DO&WITH MY LIFE./	Papyrus (call)	New Home	room_undertale_end	
\E0BUT^1, THAT'S&OKAY!/	Papyrus (call)	New Home	room_undertale_end	
BECAUSE I'M&STILL WORKING&HARD!/	Papyrus (call)	New Home	room_undertale_end	
\E4EVEN IF IT'S&ON NOTHING AT&ALL!/	Papyrus (call)	New Home	room_undertale_end	
\E0SO DON'T FEEL&BAD!/	Papyrus (call)	New Home	room_undertale_end	
PAPYRUS IS FINE!/	Papyrus (call)	New Home	room_undertale_end	
\E5UNDYNE IS THE&ONE THAT'S GOT&IT BAD!/	Papyrus (call)	New Home	room_undertale_end	
\E3SHE LOST HER&JOB.../	Papyrus (call)	New Home	room_undertale_end	
THEN SHE LOST&HER HOUSE.../	Papyrus (call)	New Home	room_undertale_end	
\E2IT WAS SAD..^1.&BUT WE'RE TAKING&CARE OF HER!/	Papyrus (call)	New Home	room_undertale_end	
\E0SHE LIVES ON&OUR COUCH NOW./	Papyrus (call)	New Home	room_undertale_end	
IT'S LIKE A&SLEEPOVER EVERY&NIGHT!/	Papyrus (call)	New Home	room_undertale_end	
A SLEEPOVER&THERE'S NO&ESCAPE FROM./	Papyrus (call)	New Home	room_undertale_end	
OH^1, WE GAVE HER&A JOB^1, TOO./	Papyrus (call)	New Home	room_undertale_end	
\E3SANS HIRED HER AT&HIS ILLEGAL HOT&DOG STAND./	Papyrus (call)	New Home	room_undertale_end	
\E5SHE HATES WORKING&THERE!/	Papyrus (call)	New Home	room_undertale_end	
\E3BUT SHE MAKES&A MEAN HOT DOG./	Papyrus (call)	New Home	room_undertale_end	
\E5OH YEAH./	Papyrus (call)	New Home	room_undertale_end	
I DON'T KNOW HOW&TO PUT THIS^1,&BUT.../	Papyrus (call)	New Home	room_undertale_end	
\E3SHE^1, UM^1, REALLY&HATES YOU NOW./	Papyrus (call)	New Home	room_undertale_end	
\E6EVEN MORE THAN&SHE EVER HAS./	Papyrus (call)	New Home	room_undertale_end	
IT'S BECAUSE SHE&MADE FRIENDS WITH&YOU^1, THEN.../	Papyrus (call)	New Home	room_undertale_end	
\E5SHE SAID YOU&KILLED SOMEONE?/	Papyrus (call)	New Home	room_undertale_end	
\E3I KNOW^1, THAT&SOUNDS RIDICULOUS&DOESN'T IT?/	Papyrus (call)	New Home	room_undertale_end	
\E6BUT SHE FEELS SO&HURT AND BETRAYED./	Papyrus (call)	New Home	room_undertale_end	
AND ANGRY AT&HERSELF^1, TOO./	Papyrus (call)	New Home	room_undertale_end	
SHE SAYS.../	Papyrus (call)	New Home	room_undertale_end	
SHE DOESN'T&UNDERSTAND WHY.../	Papyrus (call)	New Home	room_undertale_end	
SHE EVER LET&HERSELF BECOME&FRIENDS WITH YOU./	Papyrus (call)	New Home	room_undertale_end	
THAT SHE KNEW&WHAT HUMANS WERE&LIKE.../	Papyrus (call)	New Home	room_undertale_end	
\E3AND YET SHE&STILL FAILED TO&RESIST./	Papyrus (call)	New Home	room_undertale_end	
\E6MORE PEOPLE GOT&HURT BECAUSE OF&HER MISTAKE./	Papyrus (call)	New Home	room_undertale_end	
\E5I REALLY CAN'T&UNDERSTATE./	Papyrus (call)	New Home	room_undertale_end	
HOW MUCH SHE&HATES YOU./	Papyrus (call)	New Home	room_undertale_end	
\E6IT PAINS ME TO&SAY THIS^1, BUT.../	Papyrus (call)	New Home	room_undertale_end	
YOU SHOULD&PROBABLY NEVER&COME BACK HERE./	Papyrus (call)	New Home	room_undertale_end	
\E3IF YOU DO^1, UNDYNE&WILL DEFINITELY&DESTROY YOU./	Papyrus (call)	New Home	room_undertale_end	
\E5NOT EVEN THE QUEEN&CAN STOP HER./	Papyrus (call)	New Home	room_undertale_end	
\E6SO^1, UH..^1.&GOODBYE FOREVER./	Papyrus (call)	New Home	room_undertale_end	
I'LL MISS YOU^1,&MY FRIEND./%%	Papyrus (call)	New Home	room_undertale_end	
\E5AND YOU MADE&ASGORE DISAPPEAR?/	Papyrus (call)	New Home	room_undertale_end	
\E3AND MADE ALPHYS&DISAPPEAR^1, TOO./	Papyrus (call)	New Home	room_undertale_end	
\E6SHE'S NOT VERY&HAPPY./	Papyrus (call)	New Home	room_undertale_end	
SHE SAYS THINGS&LIKE.../	Papyrus (call)	New Home	room_undertale_end	
I COULDN'T PROTECT&HER.../	Papyrus (call)	New Home	room_undertale_end	
IT'S HARD TO GET&HER TO DO ANYTHING&NOW./	Papyrus (call)	New Home	room_undertale_end	
\E5I EVEN SUGGESTED&WE TRY TO GET&REVENGE ON YOU./	Papyrus (call)	New Home	room_undertale_end	
\E0YOU KNOW^1, SO I&COULD SEE YOU&AGAIN./	Papyrus (call)	New Home	room_undertale_end	
\E5BUT SHE JUST&LOOKED AT ME AND&SAID.../	Papyrus (call)	New Home	room_undertale_end	
\E6REVENGE WON'T BRING&ANYBODY BACK./	Papyrus (call)	New Home	room_undertale_end	
\E3I HAVE NO IDEA&WHAT YOU DID^1,&BUT.../	Papyrus (call)	New Home	room_undertale_end	
\E5CAN YOU PLEASE&BRING BACK HER&FRIENDS?/	Papyrus (call)	New Home	room_undertale_end	
IF YOU MADE THEM&DISAPPEAR?/	Papyrus (call)	New Home	room_undertale_end	

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Text	Character	Area	Room	How to get it ?
\E6PLEASE.../	Papyrus (call)	New Home	room_undertale_end	
UNDYNE'S NOT&DOING VERY WELL./	Papyrus (call)	New Home	room_undertale_end	
BYE./%%	Papyrus (call)	New Home	room_undertale_end	
\E3SHE STILL BLAMES&YOU.../	Papyrus (call)	New Home	room_undertale_end	
\E3FOR THE&DISAPPEARANCE&OF ASGORE./	Papyrus (call)	New Home	room_undertale_end	
\E3SHE TALKS TO ME&A LOT.../	Papyrus (call)	New Home	room_undertale_end	
\E5ABOUT GETTING&REVENGE ON YOU./	Papyrus (call)	New Home	room_undertale_end	
SHE HAS A&LUDICROUS PLAN.../	Papyrus (call)	New Home	room_undertale_end	
TO CROSS THE&BARRIER AND&BEAT YOU UP./	Papyrus (call)	New Home	room_undertale_end	
\E3TO BE HONEST^1,&I THINK IT'S&IMPOSSIBLE./	Papyrus (call)	New Home	room_undertale_end	
\E0BUT I'D LIKE TO&BELIEVE IT'S&NOT!!!/	Papyrus (call)	New Home	room_undertale_end	
CAUSE I WANT TO&GO WITH HER!/	Papyrus (call)	New Home	room_undertale_end	
THEN I'D GET TO&SEE YOU AGAIN!/	Papyrus (call)	New Home	room_undertale_end	
\E3EVEN IF I'D HAVE&TO FIGHT YOU./	Papyrus (call)	New Home	room_undertale_end	
\E0WELL^1, KEEP YOUR&FINGERS CROSSED!/	Papyrus (call)	New Home	room_undertale_end	
AND KEEP IN&TOUCH.../	Papyrus (call)	New Home	room_undertale_end	
IT'LL MAKE OUR&PLANS EASIER./	Papyrus (call)	New Home	room_undertale_end	
BYE!/%%	Papyrus (call)	New Home	room_undertale_end	
\E5AND ALPHYS'&DISAPPEARANCE^1, TOO./	Papyrus (call)	New Home	room_undertale_end	
\E3SHE'S NOT VERY&HAPPY./	Papyrus (call)	New Home	room_undertale_end	
\E6SHE SAYS THINGS&LIKE.../	Papyrus (call)	New Home	room_undertale_end	
\E3BUT SHE JUST&LOOKED AT ME AND&SAID.../	Papyrus (call)	New Home	room_undertale_end	
I HAVE NO IDEA&WHAT YOU DID^1,&BUT.../	Papyrus (call)	New Home	room_undertale_end	
* Hey^1!&* What are you up& to^1, punk!?/	Undyne (call)	New Home	room_undertale_end	
\E1* Ngahhhh!/	Undyne (call)	New Home	room_undertale_end	
PLEASE DON'T NOOGIE&THE PHONE./	Papyrus (call)	New Home	room_undertale_end	
\E2* Hey^1!&* Who's in charge& here!?/	Undyne (call)	New Home	room_undertale_end	
ME./	Papyrus (call)	New Home	room_undertale_end	
* Oh..^1. yeah^1, that's& right!/	Undyne (call)	New Home	room_undertale_end	
\E0* I quit my job as& leader of the Royal& Guard./	Undyne (call)	New Home	room_undertale_end	
\E4* Actually^1, since we& won't be fighting& anymore.../	Undyne (call)	New Home	room_undertale_end	
\E1* The Royal Guard& totally disbanded./	Undyne (call)	New Home	room_undertale_end	
\E9* There's^1, uh^1, only& one member now./	Undyne (call)	New Home	room_undertale_end	
BUT HE'S EXTREMELY&GOOD./	Papyrus (call)	New Home	room_undertale_end	
* Yeah!^1! He is!!^1!&* C'mere!!/	Undyne (call)	New Home	room_undertale_end	
PLEASE DON'T NOOGIE&THE SKELETON./	Papyrus (call)	New Home	room_undertale_end	
* Anyways^1, now I'm& working as Alphy's& lab assistant.../	Undyne (call)	New Home	room_undertale_end	
\E2* We're gonna find a& way out of this dump& once and for all!!/	Undyne (call)	New Home	room_undertale_end	
\E9* Oh^1, yeah^1, and I'm a& gym teacher at the& queen's new school./	Undyne (call)	New Home	room_undertale_end	
\E6* Did you know I can& bench-press seven& children!?/	Undyne (call)	New Home	room_undertale_end	
\E9* Awesome^1, right?/	Undyne (call)	New Home	room_undertale_end	
\E0* Hey./	Undyne (call)	New Home	room_undertale_end	
\E4* I'm sorry about what& happened with ASGORE./	Undyne (call)	New Home	room_undertale_end	
\E4* You were just doing& what you had to./	Undyne (call)	New Home	room_undertale_end	
* It's not your fault& he.../	Undyne (call)	New Home	room_undertale_end	
\E7* Ah^1, darn it./	Undyne (call)	New Home	room_undertale_end	
* I miss the big guy./	Undyne (call)	New Home	room_undertale_end	
\E7* .../	Undyne (call)	New Home	room_undertale_end	
\E1* Come on^1, Undyne^1!&* Snap out of it!/	Undyne (call)	New Home	room_undertale_end	
\E4* Uh^1, I guess I'll& tell you how Alphys& is doing./	Undyne (call)	New Home	room_undertale_end	
\E0* Well^1, she's the& same as ever./	Undyne (call)	New Home	room_undertale_end	
\E4* Maybe a little more& reclusive than& normal./	Undyne (call)	New Home	room_undertale_end	
\E7* Seems like something's& really bothering& her.../	Undyne (call)	New Home	room_undertale_end	
\E1* But she can get& through it!/	Undyne (call)	New Home	room_undertale_end	
\E2* I'm there supporting& her!!/	Undyne (call)	New Home	room_undertale_end	
\E9* That's what friends& are for^1, right?/	Undyne (call)	New Home	room_undertale_end	
\E0* Hey^1, where-ever you& are.../	Undyne (call)	New Home	room_undertale_end	
\E4* I hope it's better& than here./	Undyne (call)	New Home	room_undertale_end	
\E7* It took a lot of& sacrifice for you& to get there.../	Undyne (call)	New Home	room_undertale_end	
* So^1, where-ever you& are.../	Undyne (call)	New Home	room_undertale_end	
\E6* You have to try to& be happy^1, okay!?/	Undyne (call)	New Home	room_undertale_end	
\E2* For our sakes!/	Undyne (call)	New Home	room_undertale_end	
\E0* We'll feel better& knowing our trouble& was worth it./	Undyne (call)	New Home	room_undertale_end	
\E9* We're all with you^1!&* Everyone is^1!&* Even the queen!/	Undyne (call)	New Home	room_undertale_end	
\E2* HEYYY^1!&* WAIT a second!/	Undyne (call)	New Home	room_undertale_end	
\E6* TORIEL^1!&* TORIEL^1!&* Do you wanna...?/	Undyne (call)	New Home	room_undertale_end	
\E9* Heh^1, she says& she's busy./	Undyne (call)	New Home	room_undertale_end	
BUT IF SHE KNEW&WHO WE WERE&TALKING TO.../	Papyrus (call)	New Home	room_undertale_end	
* we wouldn't get the& phone back for at& least a few hours./	Sans (call)	New Home	room_undertale_end	
WE HAVE THE&MERCY TO SPARE&YOU FROM HER!!/	Papyrus (call)	New Home	room_undertale_end	
* But call back any& time^1, ok?!&* She'd love to talk!/	Undyne (call)	New Home	room_undertale_end	
* oh^1, whoops./	Sans (call)	New Home	room_undertale_end	
\E0* this thing's almost& outta batteries./	Sans (call)	New Home	room_undertale_end	
\E1* so^1, hate to cut this& short^1, but.../	Sans (call)	New Home	room_undertale_end	
\E2* be seeing you^1, ok^1,& buddy?/	Sans (call)	New Home	room_undertale_end	
BYE BYE FOR NOW!/	Papyrus (call)	New Home	room_undertale_end	
* See ya^1, punk!/%%	Undyne (call)	New Home	room_undertale_end	
* H-hey^1, Undyne^1, are& you okay...?/	Alphys (call)	New Home	room_undertale_end	
* I'm fine^1.&* Why don't you talk& for a while?/	Undyne (call)	New Home	room_undertale_end	
* U..^1. uh^1, okay!/%%	Alphys (call)	New Home	room_undertale_end	
* Man^1, she's tsundere.../	Alphys (call)	New Home	room_undertale_end	
\E7* Um^1, hi.../	Alphys (call)	New Home	room_undertale_end	
\E4* S-sorry^1, I hate& talking on the& phone./	Alphys (call)	New Home	room_undertale_end	
\E3* I don't really know& what to say./	Alphys (call)	New Home	room_undertale_end	
\E7* Hey^1, why didn't you& tell me the queen& was so cute?/	Alphys (call)	New Home	room_undertale_end	
\E3* Uh^1, I mean^1, uh.../	Alphys (call)	New Home	room_undertale_end	
\E6* Mettaton's doing OK!/	Alphys (call)	New Home	room_undertale_end	
* And^1! Um!/	Alphys (call)	New Home	room_undertale_end	
\E6* I'm trying to figure& a way for us to& get out of here!/	Alphys (call)	New Home	room_undertale_end	

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\E4* B-but I kinda have& no idea what I'm& doing./	Alphys (call)	New Home	room_undertale_end	
\E0* I'll figure it out& eventually^1, though./	Alphys (call)	New Home	room_undertale_end	
\E3* The queen is a lot& different from& ASGORE.../	Alphys (call)	New Home	room_undertale_end	
\E7* She actually checks to& see if I'm doing& anything./	Alphys (call)	New Home	room_undertale_end	
\E0* She's really turned& this whole place& around!/	Alphys (call)	New Home	room_undertale_end	
\E3* Oh^1!&* Hey^1!&* Wait a second!/	Alphys (call)	New Home	room_undertale_end	
\E0* Hey^1! TORIEL^1!&* Do you wanna talk& to...?/	Alphys (call)	New Home	room_undertale_end	
\E0* Well^1, she says she's& busy./	Alphys (call)	New Home	room_undertale_end	
* Oh^1, she SAYS she's& busy./	Undyne (call)	New Home	room_undertale_end	
IF SHE KNEW WHO&WE WERE TALKING&TO.../	Papyrus (call)	New Home	room_undertale_end	
* B-but^1, if you want& to^1, call and talk& to her any time./	Alphys (call)	New Home	room_undertale_end	
* Yeah^1!&* She'd be happy to& hear from ya!/	Undyne (call)	New Home	room_undertale_end	
* See ya^1, punk!/	Undyne (call)	New Home	room_undertale_end	
* G-good..^1.&* Good.../	Alphys (call)	New Home	room_undertale_end	
\E4* Hey^1, why do I& have to be the one& to hang up?/	Alphys (call)	New Home	room_undertale_end	
\E7* Eheheh..^1.&* I hate goodbyes.../	Alphys (call)	New Home	room_undertale_end	
\E3* Um^1, we'll see you& again someday!/%%	Alphys (call)	New Home	room_undertale_end	
mf				
SPECIALK				
\E0* the queen returned^1, and& attempted to resume& ruling the underground./	Sans (call)	New Home	room_undertale_end	
* she enstated a new& policy.../	Sans (call)	New Home	room_undertale_end	
\E3* all the humans who fall& here would be treated& not as enemies.../	Sans (call)	New Home	room_undertale_end	
\E3* .../	Sans (call)	New Home	room_undertale_end	
\E1* but people REALLY& didn't like that& policy./	Sans (call)	New Home	room_undertale_end	
\E0* because of you^1, not& only was the king& gone.../	Sans (call)	New Home	room_undertale_end	
\E3* but the human souls& had gone missing as& well.../	Sans (call)	New Home	room_undertale_end	
* along with the lives& of countless citizens./	Sans (call)	New Home	room_undertale_end	
* along with the life& of.../	Sans (call)	New Home	room_undertale_end	
* along with the life& of undyne^1, their& greatest hero./	Sans (call)	New Home	room_undertale_end	
* nobody wanted to see& that happen ever again./	Sans (call)	New Home	room_undertale_end	
\E0* so the people started& a rebellion to& overthrow the queen./	Sans (call)	New Home	room_undertale_end	
\E2* but^1, she^1, uh^1, pretty& much gave up peacefully& when she realized./	Sans (call)	New Home	room_undertale_end	
\E1* so she went back& to the ruins./	Sans (call)	New Home	room_undertale_end	
\E0* the underground's& basically an uneasy& anarchy now./	Sans (call)	New Home	room_undertale_end	
\E0* everyone's trying to& live life like they& always have.../	Sans (call)	New Home	room_undertale_end	
\E3* but it's not really& easy^1, you know?/	Sans (call)	New Home	room_undertale_end	
* when all of your& hope has pretty much& been thrown away.../%%	Sans (call)	New Home	room_undertale_end	
\E1* undyne spearheaded& the revolution^1, of& course./	Sans (call)	New Home	room_undertale_end	
\E3* she was pretty mad& after what happened& to asgore./	Sans (call)	New Home	room_undertale_end	
\E3* she was pretty mad& after what happened& to asgore and alphys./	Sans (call)	New Home	room_undertale_end	
\E1* she threw the queen& out of the castle& with her strength./	Sans (call)	New Home	room_undertale_end	
\E0* then she became the& empress of the& underground.../	Sans (call)	New Home	room_undertale_end	
* and banished the& queen back to the& ruins./	Sans (call)	New Home	room_undertale_end	
\E1* seems like undyne's..^1.&* hmmm.../	Sans (call)	New Home	room_undertale_end	
\E3* even more vehement& about destroying& humanity than ASGORE./	Sans (call)	New Home	room_undertale_end	
\E1* .../%%	Sans (call)	New Home	room_undertale_end	
\E2* but hey^1!&* it's not all bad!/	Sans (call)	New Home	room_undertale_end	
\E0* she's not so lonely& anymore./	Sans (call)	New Home	room_undertale_end	
\E1* me and papyrus go& and visit her.../	Sans (call)	New Home	room_undertale_end	
\E0* we bring her books& from the library^1,& or play games.../	Sans (call)	New Home	room_undertale_end	
\E2* we've even convinced& her to leave& sometimes./	Sans (call)	New Home	room_undertale_end	
\E1* as long as me or& papyrus stay behind& to watch for humans./	Sans (call)	New Home	room_undertale_end	
\E2* but papyrus loves& doing that./	Sans (call)	New Home	room_undertale_end	
YEAH!!^1!&I LOVE STANDING IN&FOR THE QUEEN!!!/	Papyrus (call)	New Home	room_undertale_end	
I'VE BEEN PRACTICING&FOR WHEN A HUMAN&COMES./	Papyrus (call)	New Home	room_undertale_end	
I'M GOING TO BE&A GREAT MOM!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3BY THE WAY^1,&WHO ARE YOU&TALKING TO?/	Papyrus (call)	New Home	room_undertale_end	
OH, COOL^1.&TELL THEM I SAY&HI!!!/	Papyrus (call)	New Home	room_undertale_end	
* papyrus says hi./	Sans (call)	New Home	room_undertale_end	
\E0* well^1, i hope things& are better where& you are./	Sans (call)	New Home	room_undertale_end	
\E2* later./%%	Sans (call)	New Home	room_undertale_end	
\E1* when the queen went& back to the ruins.../	Sans (call)	New Home	room_undertale_end	
\E2* i decided to go& with her./	Sans (call)	New Home	room_undertale_end	
\E1* and i took out some& books from the& library^1, too./	Sans (call)	New Home	room_undertale_end	
\E1* so she won't have& to read the same& ones./	Sans (call)	New Home	room_undertale_end	
\E0* she's a good roomie^1.&* we have a lot of& fun./	Sans (call)	New Home	room_undertale_end	
\E1* you know./	Sans (call)	New Home	room_undertale_end	
\E1* sometimes the queen& talks about.../	Sans (call)	New Home	room_undertale_end	
\E0* how she'd like to& see you again./	Sans (call)	New Home	room_undertale_end	
\E1* isn't that nice?/	Sans (call)	New Home	room_undertale_end	
\E3* i don't have the& heart to tell her& what you did./	Sans (call)	New Home	room_undertale_end	
\E0* do you know how she'd& react?/	Sans (call)	New Home	room_undertale_end	
\E3* if i told her that& 'cause she protected& you.../	Sans (call)	New Home	room_undertale_end	
\E4* ... you went on to& kill my brother...?/	Sans (call)	New Home	room_undertale_end	
\E1* anyway^1, never come& back here./	Sans (call)	New Home	room_undertale_end	
\E0* you are not welcome./	Sans (call)	New Home	room_undertale_end	
* since you left^1,& things down here.../	Sans (call)	New Home	room_undertale_end	
\E3* are different./	Sans (call)	New Home	room_undertale_end	
* with ASGORE gone.../	Sans (call)	New Home	room_undertale_end	
\E0* undyne became the& ruler of the& underground./	Sans (call)	New Home	room_undertale_end	
\E3* she's decided to& destroy every human& that comes here./	Sans (call)	New Home	room_undertale_end	
\E3* and since the human& souls disappeared.../	Sans (call)	New Home	room_undertale_end	
\E0* she's also looking& for a new way to& break the barrier.../	Sans (call)	New Home	room_undertale_end	
* and when she does^1,& she's going to wage& war on humanity./	Sans (call)	New Home	room_undertale_end	
\E1* i mean^1, that was& asgore's plan^1, too./	Sans (call)	New Home	room_undertale_end	
\E2* but he was really^1,& uh^1, bad at it./	Sans (call)	New Home	room_undertale_end	
\E0* undyne has also& expanded the royal& guard massively./	Sans (call)	New Home	room_undertale_end	
* she says the first& thing she'll do after& we get out of here.../	Sans (call)	New Home	room_undertale_end	
* is take her army.../	Sans (call)	New Home	room_undertale_end	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E3* and personally hunt& you down and destroy& you./	Sans (call)	New Home	room_undertale_end	
\E1* meanwhile.../	Sans (call)	New Home	room_undertale_end	
* i've been knocking& on the door to& the RUINs.../	Sans (call)	New Home	room_undertale_end	
\E3* but the woman that's& there hasn't been& answering me./	Sans (call)	New Home	room_undertale_end	
\E1* maybe she's not& feeling well?/	Sans (call)	New Home	room_undertale_end	
\E3* heh./	Sans (call)	New Home	room_undertale_end	
\E4* or maybe she's not& feeling anything at& all...?/	Sans (call)	New Home	room_undertale_end	
\E4* you'd better watch& yourself^1, kid./	Sans (call)	New Home	room_undertale_end	
\E4* things are lookin& real bad for you./%%	Sans (call)	New Home	room_undertale_end	
\E3* i've been knocking on& the door to the& RUINS.../	Sans (call)	New Home	room_undertale_end	
\E3* but that woman hasn't& been answering me.../	Sans (call)	New Home	room_undertale_end	
HEY^1, SANS^1, WHO ARE&YOU TALKING TO?/	Papyrus (call)	New Home	room_undertale_end	
* oh^1, just the human./	Sans (call)	New Home	room_undertale_end	
OH^1, COOL./	Papyrus (call)	New Home	room_undertale_end	
\E5WAIT, DID YOU&SAY THE HUMAN!?/	Papyrus (call)	New Home	room_undertale_end	
\E0CAN I TALK TO&THEM???/	Papyrus (call)	New Home	room_undertale_end	
* sure^1, knock yourself& out./	Sans (call)	New Home	room_undertale_end	
HEY!!^1!&UNDYNE'S THE&EMPRESS NOW!!/	Papyrus (call)	New Home	room_undertale_end	
IT'S AMAZING!!!/	Papyrus (call)	New Home	room_undertale_end	
AND SHE APPOINTED&ME TO BE.../	Papyrus (call)	New Home	room_undertale_end	
THE MOST IMPORTANT&ROYAL POSITION!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3THAT'S IT^1.&THAT'S LITERALLY&THE TITLE./	Papyrus (call)	New Home	room_undertale_end	
\E0WHAT DO I DO?/	Papyrus (call)	New Home	room_undertale_end	
\E3SHE TOLD ME TO^1,&UM.../	Papyrus (call)	New Home	room_undertale_end	
\E3STAND AROUND AND&LOOK CUTE./	Papyrus (call)	New Home	room_undertale_end	
\E0WELL!!^1!&THAT'S THE PERFECT&JOB FOR ME!!!/	Papyrus (call)	New Home	room_undertale_end	
I DO THAT ALL THE&TIME^1, WITHOUT&TRYING!!/	Papyrus (call)	New Home	room_undertale_end	
FINALLY!^1!&I'M IMPORTANT./	Papyrus (call)	New Home	room_undertale_end	
AND IT'S ALL&THANKS TO YOU,/	Papyrus (call)	New Home	room_undertale_end	
AND THE HORRIBLE&THINGS YOU DID./	Papyrus (call)	New Home	room_undertale_end	
THANK YOU^1, HUMAN!/	Papyrus (call)	New Home	room_undertale_end	
COME BACK AND&VISIT SOMETIME!!/	Papyrus (call)	New Home	room_undertale_end	
\E3WAIT..^1.&UNDYNE WOULD&PROBABLY KILL YOU./	Papyrus (call)	New Home	room_undertale_end	
\E0BUT..^1.&YOU'D GET TO&SEE ME./	Papyrus (call)	New Home	room_undertale_end	
SO YOU GOTTA&RISK IT!!!/	Papyrus (call)	New Home	room_undertale_end	
YOU GOTTA!!!/	Papyrus (call)	New Home	room_undertale_end	
SEE YOU SOON./%%	Papyrus (call)	New Home	room_undertale_end	
* so^1, it's been a& while./	Sans (call)	New Home	room_undertale_end	
\E1* since you left^1, things& have..^1.&* gotten interesting./	Sans (call)	New Home	room_undertale_end	
\E0* with ASGORE gone^1, the& people looked to& undyne to rule.../	Sans (call)	New Home	room_undertale_end	
\E3* but she was nowhere& to be found./	Sans (call)	New Home	room_undertale_end	
\E2* so mettaton just& kind of..^1.&* took over?/	Sans (call)	New Home	room_undertale_end	
\E1* he's brainwashed& everyone with his& stupid TV show./	Sans (call)	New Home	room_undertale_end	
* and made the& underground into his& personal paradise./	Sans (call)	New Home	room_undertale_end	
\E3* it's honestly..^1.&* kinda disturbing./	Sans (call)	New Home	room_undertale_end	
\E1* as for me^1?&* oh^1, yeah.../	Sans (call)	New Home	room_undertale_end	
\E2* i'm his agent./%%	Sans (call)	New Home	room_undertale_end	
\E0* HEY THERE^1, DARLING!/	Mettaton (call)	New Home	room_undertale_end	
* THANK YOU SO MUCH FOR& YOUR HARD WORK.../	Mettaton (call)	New Home	room_undertale_end	
* THANKS TO YOU, THE& UNDERGROUND IS MORE& EXCITING THAN EVER!/	Mettaton (call)	New Home	room_undertale_end	
\E7* OOH LA LA...&* STATUES... MONUMENTS& TO MY BEAUTY.../	Mettaton (call)	New Home	room_undertale_end	
\E6* FLOWERS IN THE& ARRANGEMENT OF MY& NAME.../	Mettaton (call)	New Home	room_undertale_end	
\E5* HEDGES IN THE SHAPE& OF MY SMILE.../	Mettaton (call)	New Home	room_undertale_end	
\E8* UNDER MY RULE, THE& UNDERGROUND'S PROBLEMS& ARE OVER, BABY!/	Mettaton (call)	New Home	room_undertale_end	
\E7* CROWDING?&* DREARINESS???/	Mettaton (call)	New Home	room_undertale_end	
\E9* WHO NEEDS THE SUN& WHEN YOU'VE GOT& THE SPOTLIGHT!!?/	Mettaton (call)	New Home	room_undertale_end	
\E1* ECONOMIC COLLAPSE?&* EDUCATION PROBLEMS?&* WHAT!?/	Mettaton (call)	New Home	room_undertale_end	
\E8* EVERYTHING'S COVERED& IN GOLDEN GLITTER!/	Mettaton (call)	New Home	room_undertale_end	
\E6* THERE ARE NO& PROBLEMS, BEAUTIFUL!/	Mettaton (call)	New Home	room_undertale_end	
\E0* AND, I'VE ENSTATED& A NEW POLICY ON& HUMANITY./	Mettaton (call)	New Home	room_undertale_end	
\E1* IF A HUMAN FALLS DOWN& HERE.../	Mettaton (call)	New Home	room_undertale_end	
\E6* THEY CAN JOIN MY& FAN CLUB FOR FREE!/	Mettaton (call)	New Home	room_undertale_end	
\E1* OH, YOU MIGHT BE& WONDERING ABOUT& ALPHYS./	Mettaton (call)	New Home	room_undertale_end	
\E0* DON'T WORRY!/	Mettaton (call)	New Home	room_undertale_end	
\E9* I BUILT A STATUE& OF HER, TOO./	Mettaton (call)	New Home	room_undertale_end	
\E3* REALLY THOUGH.&* I REALIZED I WAS.../	Mettaton (call)	New Home	room_undertale_end	
\E4* NOT THE GREATEST& TO HER./	Mettaton (call)	New Home	room_undertale_end	
\E1* SO I WENT TO& APOLOGIZE./	Mettaton (call)	New Home	room_undertale_end	
\E9* AND, TO ASK HER& TO HELP ME RULE./	Mettaton (call)	New Home	room_undertale_end	
\E3* BUT I COULDN'T FIND& HER./	Mettaton (call)	New Home	room_undertale_end	
\E4* TRUST ME.&* I LOOKED./	Mettaton (call)	New Home	room_undertale_end	
\E1* ANYWAY./	Mettaton (call)	New Home	room_undertale_end	
\E2* I HOPE YOUR LIFE& AFTER MEETING ME.../	Mettaton (call)	New Home	room_undertale_end	
\E7* HAS BEEN WORTH LIVING./	Mettaton (call)	New Home	room_undertale_end	
\E6* IT MUST BE A STRUGGLE./	Mettaton (call)	New Home	room_undertale_end	
\E0* PLEASE, THINK OF ME& ALWAYS./	Mettaton (call)	New Home	room_undertale_end	
\E5* JUST CONSTANTLY.&* THINK OF ME POSING.&* BEAUTIFULLY.../	Mettaton (call)	New Home	room_undertale_end	
\E6* OH YESSSS!!!/	Mettaton (call)	New Home	room_undertale_end	
\E6* OH YESSSS!!!/%%	Mettaton (call)	New Home	room_undertale_end	
\E2* OH^1, MY OTHER AGENT& WANTS TO TALK./	Mettaton (call)	New Home	room_undertale_end	
HEY!!^1!&IT'S ME^1, PAPYRUS!!/	Papyrus (call)	New Home	room_undertale_end	
\E2IMAGINE ME WEARING&COOL GLASSES^1, AND&A SUIT./	Papyrus (call)	New Home	room_undertale_end	
\E0AND IMAGINE SANS&WEARING SUNGLASSES&BEING A BOUNCER./	Papyrus (call)	New Home	room_undertale_end	
THAT'S OUR LIFE..^1.&IT'S SO COOL!!!/	Papyrus (call)	New Home	room_undertale_end	
THINGS HAVE GOTTEN&WAY BETTER SINCE&YOU CAME HERE!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3WELL^1, MINUS THE&FACT THAT&EVERYTHING SUCKS.../	Papyrus (call)	New Home	room_undertale_end	
\E5FOR ANYONE THAT&DOESNT WORSHIP&METTATON./	Papyrus (call)	New Home	room_undertale_end	
\E3AND MINUS THE FACT&THAT MY FRIEND&UNDYNE IS MISSING./	Papyrus (call)	New Home	room_undertale_end	
WHO KNOWS WHERE&SHE WENT./	Papyrus (call)	New Home	room_undertale_end	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
SHE NEVER LIKED&METTATON'S SHOW./	Papyrus (call)	New Home	room_undertale_end	
\E3PEOPLE WHO DON'T&TEND TO KIND OF.../	Papyrus (call)	New Home	room_undertale_end	
\E5DISAPPEAR./	Papyrus (call)	New Home	room_undertale_end	
\E6I MISS HER A&LOT SOMETIMES./	Papyrus (call)	New Home	room_undertale_end	
\E0IF YOU SEE HER^1,&CAN YOU TELL HER&I SAID HI?/	Papyrus (call)	New Home	room_undertale_end	
THANKS^1!&SEE YOU LATER!/%%	Papyrus (call)	New Home	room_undertale_end	
\E3* so.^1.&* it's been a while./	Sans (call)	New Home	room_undertale_end	
* since you left.../	Sans (call)	New Home	room_undertale_end	
\E1* things have gotten& really strange./	Sans (call)	New Home	room_undertale_end	
\E0* overnight^1, a bunch of& people mysteriously& disappeared./	Sans (call)	New Home	room_undertale_end	
\E3* as well as the& human souls./	Sans (call)	New Home	room_undertale_end	
\E3* people were heart-& broken. everyone they& looked up to.../	Sans (call)	New Home	room_undertale_end	
* everything they were& relying on^1, in one& night, disappeared./	Sans (call)	New Home	room_undertale_end	
* everyone clamored to& elect a new ruler as& fast as possible./	Sans (call)	New Home	room_undertale_end	
\E1* so^1, uh..^1.&* by process of& elimination.../	Sans (call)	New Home	room_undertale_end	
\E2* papyrus became the& ruler?/	Sans (call)	New Home	room_undertale_end	
\E1* why doesn't he talk& to you about this.../	Sans (call)	New Home	room_undertale_end	
\E0HELLO!!^1!&HUMAN!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3IT'S STRANGE./	Papyrus (call)	New Home	room_undertale_end	
\E3ASGORE^1, ALPHYS^1,&METTATON^1, AND&UNDYNE WENT AWAY./	Papyrus (call)	New Home	room_undertale_end	
\E0SANS SAYS THEY&WENT ON VACATION./	Papyrus (call)	New Home	room_undertale_end	
I HOPE THEY'RE&HAVING FUN!!!/	Papyrus (call)	New Home	room_undertale_end	
\E3OH YEAH./	Papyrus (call)	New Home	room_undertale_end	
\E0I'M THE RULER OF&THE UNDERGROUND&NOW!!!/	Papyrus (call)	New Home	room_undertale_end	
EVERYTHING IS&IMPROVING A LOT&HERE./	Papyrus (call)	New Home	room_undertale_end	
PRODUCTIVITY IS UP!/	Papyrus (call)	New Home	room_undertale_end	
BECAUSE I TELL&EVERYONE TO KEEP&WORKING./	Papyrus (call)	New Home	room_undertale_end	
AND^1, NO ONE GOES&HUNGRY!!!/	Papyrus (call)	New Home	room_undertale_end	
BECAUSE I COOK&EVERYONE&SPAGHETTI./	Papyrus (call)	New Home	room_undertale_end	
\E3MEANWHILE^1, MY&BROTHER HANDLES&THE PAPERWORK./	Papyrus (call)	New Home	room_undertale_end	
\E3STRANGELY..^1.&HE SEEMS TO BE&WORKING HARD?/	Papyrus (call)	New Home	room_undertale_end	
\E3THIS SOUNDS MESSED&UP..^1. BUT.../	Papyrus (call)	New Home	room_undertale_end	
\E5I'M PROUD..^1.&OF HIM???/	Papyrus (call)	New Home	room_undertale_end	
OH NO!!!!/	Papyrus (call)	New Home	room_undertale_end	
\E0AS FOR OUR HUMAN&POLICY.../	Papyrus (call)	New Home	room_undertale_end	
\E3WE'VE DECIDED^1, UM./	Papyrus (call)	New Home	room_undertale_end	
SANS^1, WHAT WAS IT?/	Papyrus (call)	New Home	room_undertale_end	
\E2* we can't judge& humans to be all& good or all bad./	Sans (call)	New Home	room_undertale_end	
\E0RIGHT^1!&SO IT'S CASE-BY-&CASE!/	Papyrus (call)	New Home	room_undertale_end	
IF THEY'RE EVIL..^1.&WE GIVE THEM&PUZZLES!/	Papyrus (call)	New Home	room_undertale_end	
IF THEY'RE GOOD..^1.&WE ALSO GIVE&THEM PUZZLES!/	Papyrus (call)	New Home	room_undertale_end	
THAT SEEMS TO BE&THE BEST WAY!/	Papyrus (call)	New Home	room_undertale_end	
IS SANS GONE?/	Papyrus (call)	New Home	room_undertale_end	
\E6YOU KNOW.../	Papyrus (call)	New Home	room_undertale_end	
DON'T TELL MY&BROTHER, BUT.../	Papyrus (call)	New Home	room_undertale_end	
DESPITE THE&IMPROVEMENTS&WE'VE MADE.../	Papyrus (call)	New Home	room_undertale_end	
SOMETIMES THIS JOB&IS KIND OF HARD./	Papyrus (call)	New Home	room_undertale_end	
SINCE THE KING&WENT AWAY.../	Papyrus (call)	New Home	room_undertale_end	
LOTS OF PEOPLE&JUST WANT TO&GIVE UP./	Papyrus (call)	New Home	room_undertale_end	
SOMETIMES, EVEN MY&BEST&ENCOURAGEMENT.../	Papyrus (call)	New Home	room_undertale_end	
DOESN'T WORK./	Papyrus (call)	New Home	room_undertale_end	
AND^1, AND^1, I MISS&UNDYNE^1, TOO./	Papyrus (call)	New Home	room_undertale_end	
SHE NEVER ANSWERS&MY PHONE CALLS.../	Papyrus (call)	New Home	room_undertale_end	
\E5SHE MUST BE& HAVING A LOT OF&FUN ON VACATION./	Papyrus (call)	New Home	room_undertale_end	
\E6I JUST WISH SHE'D&SEND A POSTCARD./	Papyrus (call)	New Home	room_undertale_end	
\E5BUT HEY!!!/	Papyrus (call)	New Home	room_undertale_end	
\E4I WON'T GIVE UP!/	Papyrus (call)	New Home	room_undertale_end	
I CAN'T GIVE UP!/	Papyrus (call)	New Home	room_undertale_end	
I HAVE TO MAKE&EVERYONE GIVE UP&GIVING UP!/	Papyrus (call)	New Home	room_undertale_end	
\E0WE'LL GET OUT&OF HERE^1, SLOWLY!!!/	Papyrus (call)	New Home	room_undertale_end	
THEN WE CAN ALL&HANG OUT AGAIN!!!/	Papyrus (call)	New Home	room_undertale_end	
\E0NYEH HEH HEH!!!/%%	Papyrus (call)	New Home	room_undertale_end	
\E3* it's been a while^1,& huh?/	Sans (call)	New Home	room_undertale_end	
* things have gotten& pretty bad here./	Sans (call)	New Home	room_undertale_end	
\E0* everyone considered a& leader disappeared& overnight./	Sans (call)	New Home	room_undertale_end	
\E1* it's gotten so quiet./	Sans (call)	New Home	room_undertale_end	
\E3* there's a bad feeling& hanging over& everyone./	Sans (call)	New Home	room_undertale_end	
* like everyone's just& going to die here^1,& trapped in the dark.../	Sans (call)	New Home	room_undertale_end	
\E2* ... i bet you're& wondering why i'm& not the ruler./	Sans (call)	New Home	room_undertale_end	
\E1* eh./	Sans (call)	New Home	room_undertale_end	
\E1* i'm not cut out& for something like& that./	Sans (call)	New Home	room_undertale_end	
\E2* i like to take it& easy^1, you know?/	Sans (call)	New Home	room_undertale_end	
\E3* ... that's a joke./	Sans (call)	New Home	room_undertale_end	
\E3* this is what happens& when people like me& take it easy./	Sans (call)	New Home	room_undertale_end	
\E4* see ya./%%	Sans (call)	New Home	room_undertale_end	
\E0* hey^1, at least things& are less crowded./	Sans (call)	New Home	room_undertale_end	
\E1* 'cause of all the& people you killed./	Sans (call)	New Home	room_undertale_end	
\E2* hope that was a good& experience for you./	Sans (call)	New Home	room_undertale_end	
\E2* just kidding^1.&* I don't really hope& that./	Sans (call)	New Home	room_undertale_end	
\E4* go to hell./%%	Sans (call)	New Home	room_undertale_end	
\E1* it seems a number of& important people& disappeared overnight./	Sans (call)	New Home	room_undertale_end	
* but no one else was& harmed./	Sans (call)	New Home	room_undertale_end	
\E0* the people were& confused^1.&* it was complete bedlam./	Sans (call)	New Home	room_undertale_end	
\E3* somehow^1, at the end of& the day.../	Sans (call)	New Home	room_undertale_end	
\E1* a small^1, white dog& became president of& the underground./	Sans (call)	New Home	room_undertale_end	
\E0* it sleeps on the& throne and does& absolutely nothing./	Sans (call)	New Home	room_undertale_end	
\E1* strangely^1, it seems& this is the best& life for everyone./	Sans (call)	New Home	room_undertale_end	
\E2* thanks./%%	Sans (call)	New Home	room_undertale_end	
\E1* i'll be honest./	Sans (call)	New Home	room_undertale_end	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E2* i have no idea what& happened for you& to get here./	Sans (call)	New Home	room_undertale_end	
\E1* this is actually some& sort of error-& handling message./	Sans (call)	New Home	room_undertale_end	
\E3* so^1, if you're getting& this ending.../	Sans (call)	New Home	room_undertale_end	
\E1* tell whoever made the& game^1, okay?/	Sans (call)	New Home	room_undertale_end	
\E2* they'll fix it^1, or& if it's a novel& situation.../	Sans (call)	New Home	room_undertale_end	
\E1* they might even add& another ending to& the game./	Sans (call)	New Home	room_undertale_end	
\E3* chances are^1, though.../	Sans (call)	New Home	room_undertale_end	
\E4* you're just a dirty& hacker^1, aren't you?/	Sans (call)	New Home	room_undertale_end	
\E1* yeah^1, get outta here./%%	Sans (call)	New Home	room_undertale_end	
\E1* H..^1. hey./	Alphys (call)	New Home	room_undertale_end	
\E0* So..^1. you're the one& who killed all my& friends./	Alphys (call)	New Home	room_undertale_end	
\E1* I just called to tell& you./	Alphys (call)	New Home	room_undertale_end	
\E0* I hate you./	Alphys (call)	New Home	room_undertale_end	
\E1* Yet..^1. strangely..^1.&* It's because of you^1,& that.../	Alphys (call)	New Home	room_undertale_end	
\E2* That I was forced to& become a better& person./	Alphys (call)	New Home	room_undertale_end	
\E0* When I first saw you& hurting people.../	Alphys (call)	New Home	room_undertale_end	
* I just sat there^1.&* Watching you./	Alphys (call)	New Home	room_undertale_end	
\E1* I felt so guilty knowing& I hadn't do anything& to stop you./	Alphys (call)	New Home	room_undertale_end	
\E3* I felt like all I& do was.../	Alphys (call)	New Home	room_undertale_end	
\E4* Was hope you would& destroy me^1, too./	Alphys (call)	New Home	room_undertale_end	
\E1* But when Undyne called^1,& with crazed desperation& in her voice.../	Alphys (call)	New Home	room_undertale_end	
\E0* I..^1.&* I realized I had to do& something./	Alphys (call)	New Home	room_undertale_end	
\E1* Even if it meant& everybody would.../	Alphys (call)	New Home	room_undertale_end	
* Have to learn the& truth about me./	Alphys (call)	New Home	room_undertale_end	
\E2* It's strange^1.&* You know?/	Alphys (call)	New Home	room_undertale_end	
\E5* Even after all the& bad things I did./	Alphys (call)	New Home	room_undertale_end	
* People treated me like& a hero./	Alphys (call)	New Home	room_undertale_end	
\E2* And then they..^1.&* Asked me to run& everything./	Alphys (call)	New Home	room_undertale_end	
\E5* So I'm trying my& best^1, here./	Alphys (call)	New Home	room_undertale_end	
\E2* I think I have some& good policies^1, but^1,& y-you know.../	Alphys (call)	New Home	room_undertale_end	
\E1* Talking to people& still makes me& nervous./	Alphys (call)	New Home	room_undertale_end	
\E0* I'm no ASGORE^1.& you know?/	Alphys (call)	New Home	room_undertale_end	
\E4* God..^1.&* I miss everyone./	Alphys (call)	New Home	room_undertale_end	
\E3* Now that they're& gone^1, it.../	Alphys (call)	New Home	room_undertale_end	
* It feels so clear what& I should have done./	Alphys (call)	New Home	room_undertale_end	
\E3* What I should have& said./	Alphys (call)	New Home	room_undertale_end	
\E6* Undyne..^1.&* Asgore.../	Alphys (call)	New Home	room_undertale_end	
* Mettaton.../	Alphys (call)	New Home	room_undertale_end	
\E5* At least Sans is& still here./	Alphys (call)	New Home	room_undertale_end	
\E4* He's..^1.&* He's a good guy^1.&* And with him around.../	Alphys (call)	New Home	room_undertale_end	
\E4* I.../	Alphys (call)	New Home	room_undertale_end	
\E2* Sigh./	Alphys (call)	New Home	room_undertale_end	
\E1* You know^1.&* Just daydreaming here^1.&* But.../	Alphys (call)	New Home	room_undertale_end	
\E5* I really should have& killed you when I& had the chance./%%	Alphys (call)	New Home	room_undertale_end	
fimg				
facetype				
AF				
AK				
NK				
IK				
CK				
CHANGE				
EX				
truename				
\E0Why...?/	Flowey	New Home	room_undertale_end	
Why did you let me go? /	Flowey	New Home	room_undertale_end	
\E7Don't you realize that&being nice.../	Flowey	New Home	room_undertale_end	
\E1... just makes you&get hurt?/	Flowey	New Home	room_undertale_end	
\E0Look at yourself./	Flowey	New Home	room_undertale_end	
\E9You made all these&great friends.../	Flowey	New Home	room_undertale_end	
\E0But now^1, you'll probably&never see them again./	Flowey	New Home	room_undertale_end	
\E9Not to mention how&much they've been&set back by you./	Flowey	New Home	room_undertale_end	
\E6Hurts^1, doesn't it?/	Flowey	New Home	room_undertale_end	
\E7If you had just gone&through without caring&about anyone.../	Flowey	New Home	room_undertale_end	
\E6You wouldn't have to&feel bad now./	Flowey	New Home	room_undertale_end	
\E0So I don't get it./	Flowey	New Home	room_undertale_end	
\E7If you really did&everything the right&way../	Flowey	New Home	room_undertale_end	
\E0Why did things still&end up like this?/	Flowey	New Home	room_undertale_end	
\E6Why...?/	Flowey	New Home	room_undertale_end	
\E5Is life really&that unfair?/	Flowey	New Home	room_undertale_end	
\E9.../	Flowey	New Home	room_undertale_end	
\E0Say./	Flowey	New Home	room_undertale_end	
\E9What if I told you.../	Flowey	New Home	room_undertale_end	
\E0I knew some way&to get you a better&ending?/	Flowey	New Home	room_undertale_end	
\E9You'll have to load&your SAVE file, and.../	Flowey	New Home	room_undertale_end	
\E9You'll have to&start over^1, and.../	Flowey	New Home	room_undertale_end	
\E0Well, in the meantime^1,&why don't you go see&Dr. Alphys?/	Flowey	New Home	room_undertale_end	
\E0Well^1, in the meantime^1,&why don't you go see&Undyne?/	Flowey	New Home	room_undertale_end	
\E0Well^1, in the meantime^1,&why don't you go see&Papyrus^1, then Undyne?/	Flowey	New Home	room_undertale_end	
\E9It seems like you&could have been&better friends./	Flowey	New Home	room_undertale_end	
Who knows..^1. maybe&she's got the key&to your happiness...?/	Flowey	New Home	room_undertale_end	
\E4See you soon./%%	Flowey	New Home	room_undertale_end	
But^1, despite everything^1,&your happy ending&didn't come./	Flowey	New Home	room_undertale_end	
\E5Why...?/	Flowey	New Home	room_undertale_end	
\E4I know why./	Flowey	New Home	room_undertale_end	
\E4Go to Dr. Alphys./	Flowey	New Home	room_undertale_end	
\E5Your date with her&has really just&begun./%%	Flowey	New Home	room_undertale_end	
So you went the&whole way through&without killing.../	Flowey	New Home	room_undertale_end	
\E5And then you decided&to kill ASGORE?/	Flowey	New Home	room_undertale_end	

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Text	Character	Area	Room	How to get it ?
\E6What the hell is&WRONG with you?/	Flowey	New Home	room_undertale_end	
\E4You COMPLETELY missed&the point./	Flowey	New Home	room_undertale_end	
\E2Are you trolling me?/	Flowey	New Home	room_undertale_end	
\E0Because./	Flowey	New Home	room_undertale_end	
\E4No./	Flowey	New Home	room_undertale_end	
\E5You are only&trolling yourself./	Flowey	New Home	room_undertale_end	
\E6What a waste of&everybody's time./	Flowey	New Home	room_undertale_end	
\E7All you had to&do was make friends./	Flowey	New Home	room_undertale_end	
With Papyrus^1, Undyne^1,&and then Alphys./	Flowey	New Home	room_undertale_end	
\E2But you were too&busy messing it up!/%%	Flowey	New Home	room_undertale_end	
Hey./	Flowey	New Home	room_undertale_end	
Since you defeated me./	Flowey	New Home	room_undertale_end	
I've been thinking./	Flowey	New Home	room_undertale_end	
\E3Is killing things&really necessary?/	Flowey	New Home	room_undertale_end	
\E1.../	Flowey	New Home	room_undertale_end	
\E3I honestly don't&know anymore./	Flowey	New Home	room_undertale_end	
\E0I have a request&for you./	Flowey	New Home	room_undertale_end	
\E4Prove to me.../	Flowey	New Home	room_undertale_end	
\E5Prove to me you&are strong enough&to survive./	Flowey	New Home	room_undertale_end	
\E6Get here from&the beginning./	Flowey	New Home	room_undertale_end	
\E0Without killing a&single thing.../	Flowey	New Home	room_undertale_end	
\E4... and I won't&kill the king./	Flowey	New Home	room_undertale_end	
\E4... and^1, maybe.../	Flowey	New Home	room_undertale_end	
\E7Then you'll have&your so-called&"happy ending."/	Flowey	New Home	room_undertale_end	
\E6So^1, what will&it be?/	Flowey	New Home	room_undertale_end	
\E5Will you prove&yourself?/	Flowey	New Home	room_undertale_end	
\E8Or will I get to&watch you suffer...?/	Flowey	New Home	room_undertale_end	
Either way^1, I'm&interested!!!/	Flowey	New Home	room_undertale_end	
\E4Hee hee hee.../%%	Flowey	New Home	room_undertale_end	
Interesting.../	Flowey	New Home	room_undertale_end	
\E6So^1, even with&everything you did.../	Flowey	New Home	room_undertale_end	
\E5The outcome's still&the same./	Flowey	New Home	room_undertale_end	
\E9In the end^1, your&choices were an&illusion./	Flowey	New Home	room_undertale_end	
\E9NOTHING you do&really matters!/	Flowey	New Home	room_undertale_end	
\E8Hee hee hee!/	Flowey	New Home	room_undertale_end	
\E8.../	Flowey	New Home	room_undertale_end	
\E0Well./	Flowey	New Home	room_undertale_end	
\E6You DID do what&I told you./	Flowey	New Home	room_undertale_end	
\E5I guess it's up&to me to get you a&REAL happy ending./	Flowey	New Home	room_undertale_end	
\E0For starters^1, you&can't do it by&yourself./	Flowey	New Home	room_undertale_end	
Papyrus^1, Undyne^1,&Alphys..^1. these guys./	Flowey	New Home	room_undertale_end	
\E4Are you friends with&all of them yet?/	Flowey	New Home	room_undertale_end	
\E5Maybe you should go&back and..^1. "hang"&with them./	Flowey	New Home	room_undertale_end	
\E4The power of&friendship.../	Flowey	New Home	room_undertale_end	
That always saves&the day^1, right?/%%	Flowey	New Home	room_undertale_end	
\E0So^1, killing people&is ACTUALLY fine...?/	Flowey	New Home	room_undertale_end	
\E4Sure./	Flowey	New Home	room_undertale_end	
I'm glad we agree on&the value of a life./	Flowey	New Home	room_undertale_end	
I've learned SO&MUCH from you./	Flowey	New Home	room_undertale_end	
\E0Though..^1. are you&REALLY gonna keep&doing things halfway?/	Flowey	New Home	room_undertale_end	
\E8The amount of people&you killed.../	Flowey	New Home	room_undertale_end	
\E9It's honestly&DISAPPOINTING./	Flowey	New Home	room_undertale_end	
\E8You IDIOT./	Flowey	New Home	room_undertale_end	
\E4You really can't do&ANYTHING right./%%	Flowey	New Home	room_undertale_end	
Why^1,	Flowey	New Home	room_undertale_end	
...?/	Flowey	New Home	room_undertale_end	
\E3Why?/	Flowey	New Home	room_undertale_end	
\E1WHY?/	Flowey	New Home	room_undertale_end	
\E8We were on our way&to REAL victory.../	Flowey	New Home	room_undertale_end	
\E9On our way to making&up for LAST time!/	Flowey	New Home	room_undertale_end	
\E2Why'd you have to&SCREW IT UP?/	Flowey	New Home	room_undertale_end	
\E5Hahaha.../	Flowey	New Home	room_undertale_end	
\E9Is this REVENGE?/	Flowey	New Home	room_undertale_end	
\E1Making me watch you&act so pure and&happy^1, while I...?/	Flowey	New Home	room_undertale_end	
\E1Making me watch you&live out your life^1,&while I...?/	Flowey	New Home	room_undertale_end	
\E1.../	Flowey	New Home	room_undertale_end	
\E7No./	Flowey	New Home	room_undertale_end	
\E8NO./	Flowey	New Home	room_undertale_end	
I KNOW what you're&doing./	Flowey	New Home	room_undertale_end	
You just want to see&what it's all like./	Flowey	New Home	room_undertale_end	
Before we TEAR IT&AWAY from them./	Flowey	New Home	room_undertale_end	
Ahahaha.../	Flowey	New Home	room_undertale_end	
\E9Genius^1,	Flowey	New Home	room_undertale_end	
\E4Well^1, I'll let you&mess around./	Flowey	New Home	room_undertale_end	
\E8I know you'll come&back eventually./	Flowey	New Home	room_undertale_end	
\E9And when that time&comes.../	Flowey	New Home	room_undertale_end	
\E4	Flowey	New Home	room_undertale_end	
\E4I'll be waiting&for you./%%	Flowey	New Home	room_undertale_end	
Why do you keep&coming back here?/	Flowey	New Home	room_undertale_end	
\E5Oh^1, I get it^1.&You wanna be friends^1,&huh...?/	Flowey	New Home	room_undertale_end	
\E8You're PATHETIC./	Flowey	New Home	room_undertale_end	
\E8You REALLY think I&want to be friends&with YOU?/	Flowey	New Home	room_undertale_end	
\E5Heh.../	Flowey	New Home	room_undertale_end	
\E9You really DON'T&get it^1, do you?/	Flowey	New Home	room_undertale_end	
\E5There's only one&person I could care&about anymore./	Flowey	New Home	room_undertale_end	
\E6And even then^1, I&couldn't TRULY care&about them./	Flowey	New Home	room_undertale_end	
\E5I just like to think&there's someone out&there.../	Flowey	New Home	room_undertale_end	
Someone that I&won't get tired of./	Flowey	New Home	room_undertale_end	
\E8Someone like ME./	Flowey	New Home	room_undertale_end	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E4Quit looking at me&with that stupid&expression./	Flowey	New Home	room_undertale_end	
You're pissing me&off./%%	Flowey	New Home	room_undertale_end	
\E0So you're here&again./	Flowey	New Home	room_undertale_end	
\E2What's wrong with&you?/	Flowey	New Home	room_undertale_end	
\E4Are you trying to&start the Flowey&Fan Club?/	Flowey	New Home	room_undertale_end	
\E5Because if you&want to join THAT.../	Flowey	New Home	room_undertale_end	
\E4You'll have to&talk to Papyrus./	Flowey	New Home	room_undertale_end	
\E6Yeah^1, he started&one./	Flowey	New Home	room_undertale_end	
\E5A few different&times^1, anyway./	Flowey	New Home	room_undertale_end	
\E0I won't lie./	Flowey	New Home	room_undertale_end	
\E4He's one of the&better characters&to mess around with./	Flowey	New Home	room_undertale_end	
\E5Took me a long&time to get bored&of that one./	Flowey	New Home	room_undertale_end	
\E7... Yeah./	Flowey	New Home	room_undertale_end	
\E4Talk to him&about it./%%	Flowey	New Home	room_undertale_end	
\E0So./	Flowey	New Home	room_undertale_end	
\E4Did you start the&Flowey Fan Club?/	Flowey	New Home	room_undertale_end	
\E5Ha^1.&I'm just kidding./	Flowey	New Home	room_undertale_end	
\E9I was watching^1.&I know you didn't./	Flowey	New Home	room_undertale_end	
\E5But I don't care^1.&Really./	Flowey	New Home	room_undertale_end	
\E6He probably would&have invited his&garbage brother./	Flowey	New Home	room_undertale_end	
\E4You know^1.&Smiley Trashbag./	Flowey	New Home	room_undertale_end	
\E4Say./	Flowey	New Home	room_undertale_end	
If I have ONE piece&of advice for you.../	Flowey	New Home	room_undertale_end	
\E9DON'T./	Flowey	New Home	room_undertale_end	
Let his brother./	Flowey	New Home	room_undertale_end	
Find out ANYTHING&about you./	Flowey	New Home	room_undertale_end	
\E6He'll..^1. well.../	Flowey	New Home	room_undertale_end	
\E5Let's just say./	Flowey	New Home	room_undertale_end	
\E9He's caused me more&than my fair share&of resets./	Flowey	New Home	room_undertale_end	
\E4Stay away from&that guy./%%	Flowey	New Home	room_undertale_end	
\E0Why do you keep&coming back here?/	Flowey	New Home	room_undertale_end	
You don't REALLY&want to be friends^1,&do you...?/	Flowey	New Home	room_undertale_end	
\E4No^1. I get it./	Flowey	New Home	room_undertale_end	
You're just like me^1,&aren't you?/	Flowey	New Home	room_undertale_end	
You don't care about&anyone./	Flowey	New Home	room_undertale_end	
\E4You're just bored./	Flowey	New Home	room_undertale_end	
You just want to&see what I'll say./	Flowey	New Home	room_undertale_end	
\E5So you can laugh&and throw me away&like a broken toy./	Flowey	New Home	room_undertale_end	
\E8Well^1, TOO BAD!/	Flowey	New Home	room_undertale_end	
\E9I'm not LIKE everybody&else./	Flowey	New Home	room_undertale_end	
\E9So, from now on.../	Flowey	New Home	room_undertale_end	
\E4You're not getting&ANYTHING./%%	Flowey	New Home	room_undertale_end	
\E4Don't you have&anything BETTER to do?/%%	Flowey	New Home	room_undertale_end	
Hi./%%	Flowey	New Home	room_flowey_regret	
Seems as if everyone&is perfectly happy./	Flowey	New Home	room_flowey_regret	
Monsters have returned&to the surface./	Flowey	New Home	room_flowey_regret	
Peace and prosperity&will rule across the land./	Flowey	New Home	room_flowey_regret	
\E6Take a deep breath./	Flowey	New Home	room_flowey_regret	
\E5There's nothing left&to worry about./%%	Flowey	New Home	room_flowey_regret	
\E7.../	Flowey	New Home	room_flowey_regret	
\E6Well./	Flowey	New Home	room_flowey_regret	
\E1There is one thing./	Flowey	New Home	room_flowey_regret	
\E3One last threat./	Flowey	New Home	room_flowey_regret	
One being with the&power to erase&EVERYTHING.../	Flowey	New Home	room_flowey_regret	
\E1Everything everyone's&worked so hard for./	Flowey	New Home	room_flowey_regret	
\E6You know who I'm&talking about^1, don't&you?/	Flowey	New Home	room_flowey_regret	
\E1That's right./	Flowey	New Home	room_flowey_regret	
\E4I'm talking about YOU./	Flowey	New Home	room_flowey_regret	
\E7YOU still have the&power to reset&everything./	Flowey	New Home	room_flowey_regret	
\E0Toriel^1, Sans^1, Asgore^1,&Alphys, Papyrus, Undyne.../	Flowey	New Home	room_flowey_regret	
If you so choose.../	Flowey	New Home	room_flowey_regret	
Everyone will be&ripped from this&timeline.../	Flowey	New Home	room_flowey_regret	
... and sent back before&all of this&ever happened./	Flowey	New Home	room_flowey_regret	
\E6Nobody will&remember anything./	Flowey	New Home	room_flowey_regret	
\E5You'll be able to&do whatever you&want./	Flowey	New Home	room_flowey_regret	
\E7That power./	Flowey	New Home	room_flowey_regret	
\E3I know that power./	Flowey	New Home	room_flowey_regret	
\E6That's the power&you were fighting to&stop^1, wasn't it?/	Flowey	New Home	room_flowey_regret	
\E7The power that I&wanted to use./	Flowey	New Home	room_flowey_regret	
\E6But now^1, the idea&of resetting&everything.../	Flowey	New Home	room_flowey_regret	
\E7I.../	Flowey	New Home	room_flowey_regret	
\E1I don't think I&could do it all&again./	Flowey	New Home	room_flowey_regret	
Not after that./	Flowey	New Home	room_flowey_regret	
\E1So, please./	Flowey	New Home	room_flowey_regret	
\E3Just let them go./	Flowey	New Home	room_flowey_regret	
Let Frisk be happy./	Flowey	New Home	room_flowey_regret	
Let Frisk live&their life./%%	Flowey	New Home	room_flowey_regret	
\E3But./	Flowey	New Home	room_flowey_regret	
If I can't change&your mind./	Flowey	New Home	room_flowey_regret	
If you DO end up&erasing everything.../	Flowey	New Home	room_flowey_regret	
\E6You have to erase&my memories^1, too./	Flowey	New Home	room_flowey_regret	
\E6I'm sorry./	Flowey	New Home	room_flowey_regret	
\E5You've probably heard&this a hundred times&already^1, haven't you...?/	Flowey	New Home	room_flowey_regret	
\E0Well^1, that's all./	Flowey	New Home	room_flowey_regret	
\E6See you later.../	Flowey	New Home	room_flowey_regret	
./%%	Flowey	New Home	room_flowey_regret	
true_end				
number				
phonecalls				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
E				
FFFFF				
won				
Logo Design#Cutscene Artist#Overworld Artist+#Animator (Area 1,2,3)#Shop Artist (Area 2,3)#Tile A	Menu	New Home	room_undertale_end	
Temmie Chang	Menu	New Home	room_undertale_end	
Tile Artist (Area3+4)#And Hypertester	Menu	New Home	room_undertale_end	
Kenju	Menu	New Home	room_undertale_end	
Main BG Artist	Menu	New Home	room_undertale_end	
Merrigo	Menu	New Home	room_undertale_end	
Assistant Monster Designer	Menu	New Home	room_undertale_end	
Magnolia Porter	Menu	New Home	room_undertale_end	
Extra Art and Testing	Menu	New Home	room_undertale_end	
Gigi DG#Drak#Clairevoire	Menu	New Home	room_undertale_end	
Misc. Art	Menu	New Home	room_undertale_end	
Easynam (Tile Area 1)#Guzusuru (Asgore Spear Reveal)	Menu	New Home	room_undertale_end	
Guest Monster Designs	Menu	New Home	room_undertale_end	
Muffet - Michelle Czajkowski#"Woshua" - Inspired by OMOCAT	Menu	New Home	room_undertale_end	
Photoshop#Flowey Battle Co-design	Menu	New Home	room_undertale_end	
Everdraed	Menu	New Home	room_undertale_end	
Programming Help	Menu	New Home	room_undertale_end	
Flashygoodness#Leon Arnott	Menu	New Home	room_undertale_end	
Other Monster Designs	Menu	New Home	room_undertale_end	
Mike Reid#????????????	Menu	New Home	room_undertale_end	
Guest NPC Concepts	Menu	New Home	room_undertale_end	
Mushroom "Rage!" - Alexander Swardt#"Sam Byool" - Ahmed Almutawa#Bah! "Puzzle Guy" - Summe	Menu	New Home	room_undertale_end	
Guitar	Menu	New Home	room_undertale_end	
Stephanie MacIntire	Menu	New Home	room_undertale_end	
Bratty & Catty Help	Menu	New Home	room_undertale_end	
IPGD	Menu	New Home	room_undertale_end	
scr_scinit				
keyboard_set_map				
messed				
floweytale	Menu	New Home	room_f_menu	
window_set_caption				
str_r				
ir				
k				
str_piece				
z				
v				
p				
o				
UNDERTALE	Menu			
UNDERTALE the Musical	Menu	Hotland	room_fire_operatest	
quit				
battle				
mode				
mychoicex				
mychoicey				
distance_to_point				
spdr				
heartdraw				
clap				
depp				
claptimer				
tb				
room_persistent				
myroom				
action_create_object				
unpersist				
scr_battlegroup				
mercyuse				
itemused				
heard				
tmsg				
tempat				
tempdf				
tempspd				
healed				
drawrect				
drawbinfo				
rearrange				
currentplace				
* YOU WON!&* You earned	Narrator		room_battle	
XP and	Narrator		room_battle	
gold.	Narrator		room_battle	
&* Your LOVE increased.	Narrator		room_battle	
rmsg				
SCR_TEXT				
mntrg				
itempos				
thisitemid				
snd_isplaying				
xwrite				
ywrite				
room_speed				
nowcoord				
mv				
tempcheck				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
myvapor				
myread				
finishedreading				
line				
dn				
ht_a				
ht_b				
ht_c				
mychar				
1				
~				
string_char_at				
ord				
blk				
finished				
action_set_alarm				
draw_getpixel				
scr_getvapordata				
1				
linefriended				
data/monster/				
fileplace				
snd_stop				
rightside				
topside				
shudder				
sprite_get_name				
2				
ideallength				
length				
maxlength				
stringp				
DATE POWER	Dating HUD	Snowdin	room_papdate	
FRIENDSHIP	Friendship HUD	Snowdin	room_papdate	
die				
draw_rectangle_color				
REEL IT IN!	Dating / Friendship HUD	Snowdin	room_papdate	
current_hour				
currenthour				
current_weekday				
weekday				
SUN	Dating / Friendship HUD	Snowdin	room_papdate	
day				
MON	Dating / Friendship HUD	Snowdin	room_papdate	
TUE	Dating / Friendship HUD	Snowdin	room_papdate	
WED	Dating / Friendship HUD	Snowdin	room_papdate	
THU	Dating / Friendship HUD	Snowdin	room_papdate	
FRI	Dating / Friendship HUD	Snowdin	room_papdate	
SAT	Dating / Friendship HUD	Snowdin	room_papdate	
CRIME	Dating / Friendship HUD	Snowdin	room_papdate	
radardogalpha				
radardogx				
radardogy				
draw_line_width				
point				
off				
tough				
POPULATION	Dating / Friendship HUD	Snowdin	room_papdate	
TENSION	Dating / Friendship HUD	Snowdin	room_papdate	
face_speed				
face_index				
cn				
joke				
choicer				
datemusic				
datefight				
datetense				
datevolume				
sha				
haty				
present				
graph				
friendgraph				
textskip				
scr_textskip				
DATING^1 START!^5 %%	Narrator	Snowdin	room_papdate	
HANGOUT^1 START!^5 %%	Narrator	Snowdin	room_papdate	
HERE WE ARE!^1!&	Papyrus	Snowdin	room_papdate	
ON OUR DATE!!/	Papyrus	Snowdin	room_papdate	
HANGING OUT!!/	Papyrus	Snowdin	room_papdate	
\E3I'VE ACTUALLY&NEVER DONE THIS&BEFORE./	Papyrus	Snowdin	room_papdate	
\E0BUT DON'T WORRY!!!/	Papyrus	Snowdin	room_papdate	
YOU CAN'T SPELL&'PREPARED' WITHOUT&SEVERAL LETTERS&FROM MY NAME!!!/%%	Papyrus	Snowdin	room_papdate	
blconwd				
I SNAGGED AN&OFFICIAL&	Papyrus	Snowdin	room_papdate	
DATING RULEBOOK	Papyrus	Snowdin	room_papdate	
HANGOUT GUIDEBOOK	Papyrus	Snowdin	room_papdate	
&FROM THE LIBRARY!/	Papyrus	Snowdin	room_papdate	
WE'RE READY TO&HAVE A GREAT&TIME!/	Papyrus	Snowdin	room_papdate	

Accessible in game	True Pacifist	Not accessible	TODO
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Text	Character	Area	Room	How to get it ?
\F4 \E8 %	Papyrus	Snowdin	room_papdate	
LET'S SEE.../	Papyrus	Snowdin	room_papdate	
\XSTEP ONE..^1. PRESS&THE [C] KEY ON&YOUR KEYBOARD FOR&	Papyrus	Snowdin	room_papdate	
\RDATING HUD\X./	Papyrus	Snowdin	room_papdate	
\RFRIENDSHIP HUD\X./	Papyrus	Snowdin	room_papdate	
\E3I THINK YOU&ALREADY DID&THAT.../%%	Papyrus	Snowdin	room_papdate	
\E3OKAY^1, FORGET IT./%%	Papyrus	Snowdin	room_papdate	
graph2				
graph3				
graph4				
graph5				
graph6				
\E0WOWIE!!^1!&I FEEL SO&INFORMED!!!/	Papyrus	Snowdin	room_papdate	
I THINK WE'RE&READY FOR STEP&TWO!!!/	Papyrus	Snowdin	room_papdate	
STEP TWO..^1.&ASK THEM&	Papyrus	Snowdin	room_papdate	
ON A DATE."/	Papyrus	Snowdin	room_papdate	
TO HANG OUT."/	Papyrus	Snowdin	room_papdate	
\E0A\F0HEM!/	Papyrus	Snowdin	room_papdate	
\E1HUMAN^1!&I^1, THE GREAT&PAPYRUS.../	Papyrus	Snowdin	room_papdate	
WILL GO ON&A DATE WITH&YOU!!!/*	Papyrus	Snowdin	room_papdate	
WILL HANG OUT&WITH YOU!!!/*	Papyrus	Snowdin	room_papdate	
& Yes No &	Frisk	Snowdin	room_papdate	
R-REALLY??^1?&WOWIE!!!/	Papyrus	Snowdin	room_papdate	
FORTUNATELY^1, IT&ONLY SAYS TO&ASK!!!/	Papyrus	Snowdin	room_papdate	
\E0I GUESS THAT&MEANS IT'S&TIME FOR PART&THREE!!!/	Papyrus	Snowdin	room_papdate	
STEP THREE..^1.&PUT ON NICE&CLOTHES TO&SHOW YOU CARE!/	Papyrus	Snowdin	room_papdate	
\E3.../%%	Papyrus	Snowdin	room_papdate	
\E3WAIT A SECOND./%%	Papyrus	Snowdin	room_papdate	
WEAR CLOTHING.../	Papyrus	Snowdin	room_papdate	
THAT THING ON&YOUR BODY.../	Papyrus	Snowdin	room_papdate	
THAT BANDAGE&HANGING OFF&OF YOU.../	Papyrus	Snowdin	room_papdate	
THAT RIBBON IN&YOUR HAIR.../	Papyrus	Snowdin	room_papdate	
THAT BANDANNA&AROUND YOUR&HEAD.../	Papyrus	Snowdin	room_papdate	
THAT TUTU AROUND&YOUR WAIST.../	Papyrus	Snowdin	room_papdate	
THOSE GLASSES ON&YOUR FACE.../	Papyrus	Snowdin	room_papdate	
THAT APRON YOU&PUT ON.../	Papyrus	Snowdin	room_papdate	
THAT COWBOY HAT&ON YOUR HEAD.../	Papyrus	Snowdin	room_papdate	
THAT LOCKET&AROUND YOUR NECK./	Papyrus	Snowdin	room_papdate	
\E1YOU'RE WEARING&CLOTHING RIGHT&NOW!!!/	Papyrus	Snowdin	room_papdate	
\E3NOT ONLY THAT.../	Papyrus	Snowdin	room_papdate	
\E1EARLIER TODAY^1,&YOU WERE ALSO&WEARING CLOTHING!/	Papyrus	Snowdin	room_papdate	
\F3 \E2 %	Papyrus	Snowdin	room_papdate	
NO..^1.&COULD IT BE???/	Papyrus	Snowdin	room_papdate	
\F0 \E1 %	Papyrus	Snowdin	room_papdate	
YOU'VE WANTED TO&DATE ME FROM&THE VERY&BEGINNING!??/*	Papyrus	Snowdin	room_papdate	
YOU'VE WANTED TO&HANG OUT WITH&ME FROM THE&VERY BEGINNING!??/*	Papyrus	Snowdin	room_papdate	
NO!!/	Papyrus	Snowdin	room_papdate	
YOU PLANNED IT&ALL!!!/	Papyrus	Snowdin	room_papdate	
YOU'RE WAY BETTER&AT DATING THAN&I AM!!!/	Papyrus	Snowdin	room_papdate	
\XN\E6-NOOOO!!!&YOUR \BDATING POWER\X &...!!!/%%	Papyrus	Snowdin	room_papdate	
YOU'RE WAY BETTER&AT HANGING OUT&THAN I AM!!!/	Papyrus	Snowdin	room_papdate	
\XN\E6-NOOOO!!!&YOUR \BFRIENDSHIP&POWER\X!!!/%%	Papyrus	Snowdin	room_papdate	
\E3DESPITE THAT^1, YOU&CHOSE TO WEAR&CLOTHING TODAY^1, OF&ALL DAYS...?/	Papyrus	Snowdin	room_papdate	
\E2WAS YOUR INTEREST&IN ME.../	Papyrus	Snowdin	room_papdate	
\E2WAS YOUR&FRIENDSHIP.../	Papyrus	Snowdin	room_papdate	
\F3PREDESTINED!?!?/	Papyrus	Snowdin	room_papdate	
NYEH!/	Papyrus	Snowdin	room_papdate	
\F0DON'T THINK YOU'VE&BESTED ME YET!/	Papyrus	Snowdin	room_papdate	
I^1, THE GREAT&PAPYRUS.../	Papyrus	Snowdin	room_papdate	
HAVE NEVER BEEN&BEATEN AT DATING^1,&AND I NEVER WILL!/	Papyrus	Snowdin	room_papdate	
JUST IN CASE&SOMEBODY HAPPENS&TO ASK ME ON&A DATE!!!/	Papyrus	Snowdin	room_papdate	
HAVE NEVER BEEN&BEATEN AT HANGING&OUT^1, AND I NEVER&WILL!/	Papyrus	Snowdin	room_papdate	
JUST IN CASE&SOMEONE WANTS&TO HANG OUT!/	Papyrus	Snowdin	room_papdate	
\E0I CAN EASILY&KEEP UP WITH&YOU!!!/	Papyrus	Snowdin	room_papdate	
\E1YOU SEE^1,&I^1, TOO^1, CAN WEAR&CLOTHING!!!/	Papyrus	Snowdin	room_papdate	
\E3IN FACT.../	Papyrus	Snowdin	room_papdate	
\E1I ALWAYS WEAR MY&"SPECIAL" CLOTHES&UNDERNEATH MY&REGULAR CLOTHES!!/	Papyrus	Snowdin	room_papdate	
\E0BEHOLD!!!/%%	Papyrus	Snowdin	room_papdate	
\E1NYEH!&WHAT DO YOU&THINK OF MY&SECRET STYLE!?!/*	Papyrus	Snowdin	room_papdate	
& I love it I hate it&	Frisk	Snowdin	room_papdate	
\E6NO!!!/	Papyrus	Snowdin	room_papdate	
A GENUINE&COMPLIMENT...!!!/%%	Papyrus	Snowdin	room_papdate	
YOUR HONESTY...^1!&IT SHOWS HOW&MUCH YOU REALLY&CARE!!!/%%	Papyrus	Snowdin	room_papdate	
\E3HOWEVER.../	Papyrus	Snowdin	room_papdate	
\XY\E0OU DON'T TRULY&UNDERSTAND THE\R &HIDDEN POWER\X OF&THIS OUTFIT!!!/	Papyrus	Snowdin	room_papdate	
\E3THEREFORE.../%%	Papyrus	Snowdin	room_papdate	
\E1WHAT YOU JUST&SAID IS INVALID!!!/	Papyrus	Snowdin	room_papdate	
THIS DATE WON'T&ESCALATE ANY&FURTHER!!!/	Papyrus	Snowdin	room_papdate	
THIS HANG-OUT&WON'T ESCALATE&ANY FURTHER!/	Papyrus	Snowdin	room_papdate	
\X.\E7.. UNLESS&YOU FIND \RMY&SECRET\X!!/	Papyrus	Snowdin	room_papdate	
BUT THAT WON'T&HAPPEN!!/%%	Papyrus	Snowdin	room_papdate	
* (Move and inspect with [Z].)	Narrator	Snowdin	room_papdate	
\E3MY HAT...?/	Papyrus	Snowdin	room_papdate	
\E8MY HAT./	Papyrus	Snowdin	room_papdate	
\E0MY HAT!/	Papyrus	Snowdin	room_papdate	
W-WELL THEN..^1.&YOU FOUND MY&SECRET!/	Papyrus	Snowdin	room_papdate	
I SUPPOSE I HAVE&NO CHOICE!/	Papyrus	Snowdin	room_papdate	
IT'S A PRESENT.../	Papyrus	Snowdin	room_papdate	
A PRESENT J-JUST&FOR YOU!!!/	Papyrus	Snowdin	room_papdate	

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Text	Character	Area	Room	How to get it ?
GO AHEAD^1!&OPEN IT!/*	Papyrus	Snowdin	room_papdate	
& Open it Don't &		Snowdin	room_papdate	
\E2YOU CAN'T EVEN&BRING YOURSELF TO&HARM MY DELICATE&WRAPPING??/	Papyrus	Snowdin	room_papdate	
\E7N-NO..^1.&THAT TECHNIQUE!/	Papyrus	Snowdin	room_papdate	
\E6IT'S TOO STRONG!/	Papyrus	Snowdin	room_papdate	
\E7COUNTERATTACK^1!&I'LL OPEN THE&PRESENT MYSELF!!/%%	Papyrus	Snowdin	room_papdate	
\E0DO YOU KNOW WHAT&THIS IS?/*	Papyrus	Snowdin	room_papdate	
& Of course No idea &	Frisk	Snowdin	room_papdate	
\E0"SPAGHETTI."/	Papyrus	Snowdin	room_papdate	
\E3THAT'S WHAT&YOU'RE THINKING^1,&ISN'T IT?/	Papyrus	Snowdin	room_papdate	
\E0RIGHT!/	Papyrus	Snowdin	room_papdate	
\E1BUT OH-SO WRONG!/%%	Papyrus	Snowdin	room_papdate	
\E0NYEH HEH HEH^1!&THAT'S RIGHT./	Papyrus	Snowdin	room_papdate	
YOU HAVE NO IDEA!/	Papyrus	Snowdin	room_papdate	
\E3THOUGH THIS&APPEARS TO BE&SPAGHETTI.../%%	Papyrus	Snowdin	room_papdate	
\E1THIS AIN'T ANY&PLAIN OL' PASTA!/	Papyrus	Snowdin	room_papdate	
\E0THIS IS AN&ARTISAN'S WORK!/	Papyrus	Snowdin	room_papdate	
\E3SILKEN SPAGHETTI^1,&FINELY AGED IN&AN OAKEN CASK.../	Papyrus	Snowdin	room_papdate	
\E0THEN COOKED BY&ME^1, MASTER CHEF&PAPYRUS!/	Papyrus	Snowdin	room_papdate	
\E1HUMAN!!^1!&IT'S TIME TO&END THIS!!/	Papyrus	Snowdin	room_papdate	
THERE'S NO WAY&THIS CAN GO&ANY FURTHER!/	Papyrus	Snowdin	room_papdate	
EAT THIS^1!&MY ULTIMATE&TECHNIQUE!!!/*	Papyrus	Snowdin	room_papdate	
& Eat it Refuse &		Snowdin	room_papdate	
* (You take a small bite.)/	Narrator	Snowdin	room_papdate	
* (Your face reflexively& scrunches up.)/	Narrator	Snowdin	room_papdate	
* (The taste is indescribable...)/%%	Narrator	Snowdin	room_papdate	
\E0WHAT A PASSIONATE&EXPRESSION!!!/	Papyrus	Snowdin	room_papdate	
\E3YOU MUST REALLY&LOVE MY COOKING!/	Papyrus	Snowdin	room_papdate	
\E2AND BY EXTENSION^1,&ME!!!/	Papyrus	Snowdin	room_papdate	
\E6MAYBE EVEN MORE&THAN I DO!!!/%%	Papyrus	Snowdin	room_papdate	
\E3YOU MEAN.../	Papyrus	Snowdin	room_papdate	
\E2YOU'RE LETTING ME&HAVE IT INSTEAD?/	Papyrus	Snowdin	room_papdate	
\E2BECAUSE YOU KNOW&HOW MUCH I LOVE&PASTA.../	Papyrus	Snowdin	room_papdate	
\E6IMPOSSIBLE!^1!&TAKING MY PRESENT&AND TURNING IT&AROUND ON ME!/%%	Papyrus	Snowdin	room_papdate	
AUGH!!^5!%%	Papyrus	Snowdin	room_papdate	
URRRGH!!^5!%%	Papyrus	Snowdin	room_papdate	
NOOOOOOOO!!^4!%%	Papyrus	Snowdin	room_papdate	
papyrus				
HUMAN^1.&IT'S CLEAR NOW./	Papyrus	Snowdin	room_papdate	
YOU'RE MADLY IN&LOVE WITH ME./	Papyrus	Snowdin	room_papdate	
EVERYTHING YOU DO^1.&EVERYTHING&YOU SAY./	Papyrus	Snowdin	room_papdate	
IT'S ALL BEEN&FOR MY SAKE./	Papyrus	Snowdin	room_papdate	
HUMAN^1. I WANT&YOU TO BE&HAPPY^1, TOO./	Papyrus	Snowdin	room_papdate	
IT'S TIME FOR ME&TO EXPRESS MY&FEELINGS./	Papyrus	Snowdin	room_papdate	
IT'S TIME THAT&I TOLD YOU./	Papyrus	Snowdin	room_papdate	
I^1, PAPYRUS.../%%	Papyrus	Snowdin	room_papdate	
YOU'RE COMPLETELY&OBSESSED WITH ME./	Papyrus	Snowdin	room_papdate	
HUMAN^1. I WANT&YOU TO BE&HAPPY^1,TOO./	Papyrus	Snowdin	room_papdate	
\E8I^1, PAPYRUS.../%%	Papyrus	Snowdin	room_papdate	
myw				
I.../	Papyrus	Snowdin	room_papdate	
UM.../	Papyrus	Snowdin	room_papdate	
\E4BOY^1, IS IT HOT&IN HERE^1, OR IS&IT JUST ME??/	Papyrus	Snowdin	room_papdate	
\E4.../	Papyrus	Snowdin	room_papdate	
\E5OH^1, SHOOT./	Papyrus	Snowdin	room_papdate	
HUMAN^1, I.../	Papyrus	Snowdin	room_papdate	
I'M SORRY./	Papyrus	Snowdin	room_papdate	
I DON'T LIKE YOU&THE WAY YOU&LIKE ME./	Papyrus	Snowdin	room_papdate	
\E4ROMANTICALLY^1,&I MEAN./	Papyrus	Snowdin	room_papdate	
\E6I MEAN^1, I TRIED&VERY HARD TO!/	Papyrus	Snowdin	room_papdate	
\E8I THOUGHT THAT&BECAUSE YOU&FLIRTED WITH ME.../	Papyrus	Snowdin	room_papdate	
THAT I WAS&SUPPOSED&TO GO ON A&DATE WITH YOU./	Papyrus	Snowdin	room_papdate	
\E0THEN^1, ON THE DATE^1,&FEELINGS WOULD&BLOSSOM FORTH!!!/	Papyrus	Snowdin	room_papdate	
\E2I WOULD BE ABLE&TO MATCH YOUR&PASSION FOR ME!/	Papyrus	Snowdin	room_papdate	
\E4BUT ALAS..^1.&I^1, THE GREAT&PAPYRUS.../	Papyrus	Snowdin	room_papdate	
\E5HAVE FAILED./	Papyrus	Snowdin	room_papdate	
I FEEL JUST THE&SAME AS BEFORE./	Papyrus	Snowdin	room_papdate	
AND INSTEAD^1, BY&DATING YOU.../	Papyrus	Snowdin	room_papdate	
I HAVE ONLY DRAWN&YOU DEEPER.../	Papyrus	Snowdin	room_papdate	
\E6INTO YOUR INTENSE&LOVE FOR ME!/	Papyrus	Snowdin	room_papdate	
\E5A DARK PRISON OF&PASSION^1, WITH NO&ESCAPE./	Papyrus	Snowdin	room_papdate	
HOW COULD I HAVE&DONE THIS TO MY&DEAR FRIEND...?/	Papyrus	Snowdin	room_papdate	
\E6NO^1! WAIT^1!&THAT'S WRONG!/	Papyrus	Snowdin	room_papdate	
I CAN'T FAIL AT&ANYTHING!!!/	Papyrus	Snowdin	room_papdate	
\E1HUMAN!!^1!&I'LL HELP YOU&THROUGH THESE&TRYING TIMES!!!/	Papyrus	Snowdin	room_papdate	
\E0I'LL KEEP BEING&YOUR COOL&FRIEND.../	Papyrus	Snowdin	room_papdate	
\E8AND ACT LIKE THIS&ALL NEVER&HAPPENED./	Papyrus	Snowdin	room_papdate	
\E0AFTER ALL^1, YOU&ARE VERY GREAT,/	Papyrus	Snowdin	room_papdate	
\E5IT WOULD BE&TRAGIC TO LOSE&YOUR FRIENDSHIP./	Papyrus	Snowdin	room_papdate	
\E0SO PLEASE..../	Papyrus	Snowdin	room_papdate	
\E5DON'T CRY BECAUSE&I WON'T KISS YOU./	Papyrus	Snowdin	room_papdate	
\E4BECAUSE^1, I DON'T&EVEN HAVE LIPS./	Papyrus	Snowdin	room_papdate	
\E0AND HEY^1, SOMEDAY^1,&YOU'LL FIND&SOMEONE AS&GREAT AS ME./	Papyrus	Snowdin	room_papdate	
\E8WELL, NO^1.&THAT'S NOT TRUE./	Papyrus	Snowdin	room_papdate	
\E0BUT I'LL HELP YOU&SETTLE FOR&SECOND BEST!!!/	Papyrus	Snowdin	room_papdate	
NYEH HEH HEH&HEH HEH!!!/%%	Papyrus	Snowdin	room_papdate	
\E8HMM.../	Papyrus	Snowdin	room_papdate	
\E0WELL^1, I'M FLATTERED&YOU CARE SO MUCH./	Papyrus	Snowdin	room_papdate	
\E4BUT MAYBE COOL&IT A LITTLE BIT...?/	Papyrus	Snowdin	room_papdate	

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Text	Character	Area	Room	How to get it ?
\E0YOU ARE A VERY&NICE PERSON./	Papyrus	Snowdin	room_papdate	
I'M GLAD WE'RE&FRIENDS./	Papyrus	Snowdin	room_papdate	
\E8BUT^1, I THINK YOU&CAN REACH YOUR&MAX POTENTIAL,,,/	Papyrus	Snowdin	room_papdate	
\E0IF YOU LIVE MORE&FOR YOUR OWN SAKE^1,&RATHER THAN JUST&FOR MINE./	Papyrus	Snowdin	room_papdate	
\E8HMMM.../	Papyrus	Snowdin	room_papdate	
\E0HEY^1, I KNOW THE&SOLUTION!!!/	Papyrus	Snowdin	room_papdate	
YOU SHOULD HANG&OUT WITH MY BOSS^1,&UNDYNE!!!/	Papyrus	Snowdin	room_papdate	
I THINK IF YOU&SPREAD YOUR FRIEND-&ENERGY OUT MORE.../	Papyrus	Snowdin	room_papdate	
YOU'LL HAVE A MORE&HEALTHY LIFESTYLE./	Papyrus	Snowdin	room_papdate	
YEAH!!^1!&LET'S BE FRIENDS&WITH UNDYNE!!!/	Papyrus	Snowdin	room_papdate	
OH^1, AND IF YOU&EVER NEED TO&REACH ME.../	Papyrus	Snowdin	room_papdate	
\XHERE'S MY \RPHONE&NUMBER\X./	Papyrus	Snowdin	room_papdate	
YOU CAN CALL&ME ANY TIME!/	Papyrus	Snowdin	room_papdate	
\E4PLATONICALLY./	Papyrus	Snowdin	room_papdate	
\E0WELL^1, GOTTA GO^1!&NYEH HEH HEH!/%%	Papyrus	Snowdin	room_papdate	
scr_phoneget				
face				
lab				
fadeamt				
fadeouter				
pitch				
DATING^1 STAR^5T^2.^2.^2.^3?%%	Narrator	Hotland	room_adate	
Uhhh^1, sorry^2!&I'm still getting&dressed!/%%	Alphys	Hotland	room_adate	
H-how do I look?/	Alphys	Hotland	room_adate	
My friend helped me&pick out this&dress./	Alphys	Hotland	room_adate	
\E1S\M0he's got a great&sense of.../	Alphys	Hotland	room_adate	
\E0Um^1, anyway^1!&Let's do this thing!/%%	Alphys	Hotland	room_adate	
DATING^3 START^3.%%	Narrator	Hotland	room_adate	
mfo				
H-h-hey^1, w-w-wait!/	Alphys	Hotland	room_adate	
Actually^1, we still&can't start the&date yet!!!/%%	Alphys	Hotland	room_adate	
DATING..^1. STOP^4?%%	Narrator	Hotland	room_adate	
Umm^1, I've gotta give&you items to raise&your affection&statistic^1, first!/	Alphys	Hotland	room_adate	
That'll increase the&chance of a successful&outcome to the&date!/	Alphys	Hotland	room_adate	
\E6Right...?/	Alphys	Hotland	room_adate	
\E0Anyway^1, d-don't worry^1!&I'm prepared!/	Alphys	Hotland	room_adate	
\E5I-I've been&stockpiling gifts&in anticipation&for a date like this!/	Alphys	Hotland	room_adate	
\E7F\M6-first^1, I've got.../	Alphys	Hotland	room_adate	
\E5Some metal armor&polish!/	Alphys	Hotland	room_adate	
\E6Um^1, maybe you can't&use that./	Alphys	Hotland	room_adate	
\E5But!!!/	Alphys	Hotland	room_adate	
I also brought some&waterproof cream for&your scales!/	Alphys	Hotland	room_adate	
\E3Your^1, uh..^1.&Scales.../	Alphys	Hotland	room_adate	
\E6Uh^1, well^1, how about.../	Alphys	Hotland	room_adate	
This magical spear&repair kit^1, that I.../	Alphys	Hotland	room_adate	
\E7Um.../	Alphys	Hotland	room_adate	
\E5Hey^1, let's forget&about the items!/	Alphys	Hotland	room_adate	
\E0L\M0et's just start&the date!/%%	Alphys	Hotland	room_adate	
DATING!^1! START!^3!%%	Narrator	Hotland	room_adate	
Yeah!!^1!&Let's^1, uh^1, date!/%%	Alphys	Hotland	room_adate	
... uh.../	Alphys	Hotland	room_adate	
\E4Do you..^3. like..^3.&Anime...^2?/*	Alphys	Hotland	room_adate	
H-hey^1!&Me too!!/%%	Alphys	Hotland	room_adate	
Oh./%%	Alphys	Hotland	room_adate	
Hey^1!&Let's!^1!&Go somewhere!!!/	Alphys	Hotland	room_adate	
\E7But where's a good&place to go on&a date...?/	Alphys	Hotland	room_adate	
\E2.../	Alphys	Hotland	room_adate	
\E0I've got it!!!/	Alphys	Hotland	room_adate	
\E5Let's go to the&garbage dump!!!/%%	Alphys	Hotland	room_adate	
watersfx				
mfi				
trashcan				
Here we are!/	Alphys	Waterfall	room_adate	
This is where Undyne&and I come all&the time.../	Alphys	Waterfall	room_adate	
\E1We find all sorts&of great stuff&here./	Alphys	Waterfall	room_adate	
\E5Heh^1, she's&really.../	Alphys	Waterfall	room_adate	
\E6Uh.../%%	Alphys	Waterfall	room_adate	
Oh no./	Alphys	Waterfall	room_adate	
\E9That's her over&there./	Alphys	Waterfall	room_adate	
\M4I c-can't let her&see me on a date&with you!/	Alphys	Waterfall	room_adate	
\M0Because^1, uh..^1.&Well.../	Alphys	Waterfall	room_adate	
\E9Oh no^1, here she&comes!!/%%	Alphys	Waterfall	room_adate	
und				
yyy				
Hey!^1!& There you are!!/	Undyne	Waterfall	room_adate	
\F2 I^1, uh^1, realized^1,& if you deliver that& thing.../	Undyne	Waterfall	room_adate	
\F3 It might be a bad& idea./	Undyne	Waterfall	room_adate	
\F4 So I'm gonna do& it!!!^1!& Give it to me!!!/	Undyne	Waterfall	room_adate	
\F3 Huh!^1?& You don't have it!?/	Undyne	Waterfall	room_adate	
\F4 Ngggaaahhh!!/	Undyne	Waterfall	room_adate	
Have you at least& seen her!?/*	Undyne	Waterfall	room_adate	
& Yeah Nope &	Frisk	Waterfall	room_adate	
Yes?/	Undyne	Waterfall	room_adate	
\F6 So she's somewhere& around here.../	Undyne	Waterfall	room_adate	
\F0 Thanks^1.& I'll keep looking./%%	Undyne	Waterfall	room_adate	
No???/	Undyne	Waterfall	room_adate	
But she wasn't& at home.../	Undyne	Waterfall	room_adate	
\F3 Where the heck& could she be!?/%%	Undyne	Waterfall	room_adate	
\E2Oh my god.../	Alphys	Waterfall	room_adate	

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Text	Character	Area	Room	How to get it ?
\E6W... well^1, I guess&it's obvious^1, huh?/	Alphys	Waterfall	room_adate	
\E7I...^1 uh..^1.&I really like her./	Alphys	Waterfall	room_adate	
\E9I mean^1, more than&I like other people!/	Alphys	Waterfall	room_adate	
\E7I'm sorry./	Alphys	Waterfall	room_adate	
\E6I j-just figured^1,&y-you know.../	Alphys	Waterfall	room_adate	
\E7It'd be f-fun to&go on like^1, a cute^1,&kind of.../	Alphys	Waterfall	room_adate	
\E6P\M3retend date with you^1?&T-to make you feel&better?/	Alphys	Waterfall	room_adate	
\E6Well^1, it sounds even&worse when I put it&like that./	Alphys	Waterfall	room_adate	
\E8I\M0'm sorry^1.&I messed up again./	Alphys	Waterfall	room_adate	
\E7Undyne's the person I..^1.&Um..^1. really want to&go on a date with./	Alphys	Waterfall	room_adate	
But, I mean..^1.&She's way out of&my league./	Alphys	Waterfall	room_adate	
\E9N-not that you&aren't^1, um^1, cool!/	Alphys	Waterfall	room_adate	
\E7B-but..^1. Undyne.../	Alphys	Waterfall	room_adate	
She's so confident..^1.&And strong..^1.&And funny.../	Alphys	Waterfall	room_adate	
\E8And I'm just a&nobody./	Alphys	Waterfall	room_adate	
\M3A fraud./	Alphys	Waterfall	room_adate	
I'm the royal&scientist^1, but.../	Alphys	Waterfall	room_adate	
\M0All I've ever done&is hurt people./	Alphys	Waterfall	room_adate	
\E7I've told her so&many lies^1, she thinks&I'm.../	Alphys	Waterfall	room_adate	
\E6She thinks I'm a&lot cooler than I&actually am./	Alphys	Waterfall	room_adate	
\E7If she gets close&to me^1, she'll.../	Alphys	Waterfall	room_adate	
\E8She'll find out the&truth about me./	Alphys	Waterfall	room_adate	
\E7What should I do?/*	Alphys	Waterfall	room_adate	
& Tell her Keep & the truth lying	Frisk	Waterfall	room_adate	
\E9The truth...?/	Alphys	Waterfall	room_adate	
\M4But if I tell her&that^1, she'll hate&me./	Alphys	Waterfall	room_adate	
\E6I\M0sn't it better&this way?/	Alphys	Waterfall	room_adate	
To live a lie where&both people are&happy.../	Alphys	Waterfall	room_adate	
\E7Or a truth where&neither of us&are?/	Alphys	Waterfall	room_adate	
They say "be&yourself."/	Alphys	Waterfall	room_adate	
\E8But I don't&really like who&"myself" is./	Alphys	Waterfall	room_adate	
\E7I'd rather just&be whatever makes&people like me./	Alphys	Waterfall	room_adate	
\E6Eheheh.../	Alphys	Waterfall	room_adate	
No, you're right./	Alphys	Waterfall	room_adate	
Every day I'm&scared.../	Alphys	Waterfall	room_adate	
\E7Scared what will&happen if people&learn the truth&on their own./	Alphys	Waterfall	room_adate	
\M3They'll all get&hurt because of&me.../	Alphys	Waterfall	room_adate	
\E9B\M4ut how can I&tell UNDYNE the&tr..^1. truth?/	Alphys	Waterfall	room_adate	
\E8I d-don't have the&confidence.../	Alphys	Waterfall	room_adate	
\E9I'm going to mess&it up^1!&How can I&practice!?/%%	Alphys	Waterfall	room_adate	
Yeah..^1. yeah^1, you're&right!/	Alphys	Waterfall	room_adate	
\E6I\M0've come this far^1,&I c-can't tell&her now!/	Alphys	Waterfall	room_adate	
\E7Sh-she'd be really&hurt if she found&out^1, right?/	Alphys	Waterfall	room_adate	
\E5S-so it'll just&be^1, uh^1, a little&secret!/	Alphys	Waterfall	room_adate	
\M1What people don't&know can't hurt&them!!/	Alphys	Waterfall	room_adate	
\M0Th-thank God I've&got an honest&friend like you!!/	Alphys	Waterfall	room_adate	
\M1B..^1. but what if she&finds out on her&own^1, somehow?/	Alphys	Waterfall	room_adate	
\E7O\M0r if I ever&m-mess up.../	Alphys	Waterfall	room_adate	
\M4Sh-she'd find out&the truth^1, and.../	Alphys	Waterfall	room_adate	
\E8Pr-probably be even&more hurt than if&I told her myself./	Alphys	Waterfall	room_adate	
\E6N\M0-not to mention^1,&I-lying so far..^1.&h..^1. has.../	Alphys	Waterfall	room_adate	
\E8Been really&stressful^1, and scary./	Alphys	Waterfall	room_adate	
\E4I think I'm going&to have to tell&her the truth./	Alphys	Waterfall	room_adate	
\E9B-but how!?/	Alphys	Waterfall	room_adate	
\E8I..^1. I don't have&the confidence.../	Alphys	Waterfall	room_adate	
\E7How am I supposed&to practice&something like that!?/%%	Alphys	Waterfall	room_adate	
Let's Obviously& Roleplay Let's & It Roleplay	Frisk	Waterfall	room_adate	
\E4R..^1. roleplay?/	Alphys	Waterfall	room_adate	
\E5.\M1.. That actually&sounds kind of&fun!/	Alphys	Waterfall	room_adate	
\M0OK^1, which one of&us will be Undyne?/*	Alphys	Waterfall	room_adate	
& I'll be You'll be& Undyne Undyne	Frisk	Waterfall	room_adate	
Oh^1. Right^1.&Obviously^1.&Ehehe./	Alphys	Waterfall	room_adate	
\E2A\M1hem./	Alphys	Waterfall	room_adate	
\E0H-hi\M3 Undyne..^1.&H-how are you doing&today?/*	Alphys	Waterfall	room_adate	
& I'm fine. YOur & cute,	Frisk	Waterfall	room_adate	
\E5Ha^1! Ha^1!&Glad to hear it!!/	Alphys	Waterfall	room_adate	
\E4Uhhh^1, so I'd like&to^1, um^1, talk to&you about&something./%%	Alphys	Waterfall	room_adate	
\E5Th..^1. thanks!/	Alphys	Waterfall	room_adate	
\E6You say that to me&a lot^1, and I&never know what&to say!!/	Alphys	Waterfall	room_adate	
\E6But I know^1, you just^1,&mean it platonically^1,&because we're just&friends!/	Alphys	Waterfall	room_adate	
\M1Eheheh!!!/	Alphys	Waterfall	room_adate	
& What is it, THEN SHe& Alphys. Kisses YOu	Frisk	Waterfall	room_adate	
\E3Umm, you see..^1.&I..^1. I.../	Alphys	Waterfall	room_adate	
\M3I..^1. I h-haven't been&exactly truthful&w-w-with you.../	Alphys	Waterfall	room_adate	
\E4Y\M4..^1. you see^1, I..^1. I.../	Alphys	Waterfall	room_adate	
\E9Oh^1, forget it!/	Alphys	Waterfall	room_adate	
\M0Undyne!!!/	Alphys	Waterfall	room_adate	
I..^1. I want to&tell you how I&feel!/	Alphys	Waterfall	room_adate	
\M4Y-you're so brave^1,&a-and s-strong..^1.&A-and nice.../	Alphys	Waterfall	room_adate	
Y-you always listen&t-to me when I talk&about n-n-nerdy&stuff.../	Alphys	Waterfall	room_adate	
\E0Y-you always d-d-do&your best to m-make&me f-f-feel&special.../	Alphys	Waterfall	room_adate	
\E3L-like t-telling me&that y-you'll b-beat&up anyone that&g-gets in my way.../%%	Alphys	Waterfall	room_adate	
\E9WH-WHAT!?/	Alphys	Waterfall	room_adate	
\M1UNDYNE WOULD NEVER^1,&UH..../	Alphys	Waterfall	room_adate	
\M0.../	Alphys	Waterfall	room_adate	
\E4I kiss her back..^1.&S..^1. softly.../	Alphys	Waterfall	room_adate	
\M4I..^1. I-look gently&into her eyes.../%%	Alphys	Waterfall	room_adate	
UNDYNE!!!/	Alphys	Waterfall	room_adate	
I CAN'T TAKE THIS&ANY LONGER!!!/	Alphys	Waterfall	room_adate	

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I'M MADLY IN LOVE&WITH YOU!!!/	Alphys	Waterfall	room_adate	
HOLD ME^1, UNDYNE!^1!&HOLD ME!!!/%%	Alphys	Waterfall	room_adate	
I START HOLLERING!!/	Alphys	Waterfall	room_adate	
UNDYNE!!!^1!&I LOVE YOU!!!/	Alphys	Waterfall	room_adate	
UNDYNE!!^1!&KISS ME AGAIN^1,&UNDYNE!!!/%%	Alphys	Waterfall	room_adate	
\E9M\M0-m-me^1?&Undyne???/	Alphys	Waterfall	room_adate	
\E7Uh^1, uh^1, uh^1, uh^1,&ok!/	Alphys	Waterfall	room_adate	
\E6I'll say what I&think she'd say^1,&and you..^1. ummm..../	Alphys	Waterfall	room_adate	
\E5You show me what&I'm supposed to do!/	Alphys	Waterfall	room_adate	
\E2*\M1ahem*/	Alphys	Waterfall	room_adate	
\E0N\M2gahhhh!!^1!&Hey^1, Alphys!&You look cute&today!/	Alphys	Waterfall	room_adate	
\E5Which I say often^1!&But platonically&because I would&NEVER like you./*	Alphys	Waterfall	room_adate	
Hi Undyne! Yo your& Can we one hot& talk? hotbaby	Frisk	Waterfall	room_adate	
Talk^1, to you^1?&Hmmm..^1.&I guess so./	Alphys	Waterfall	room_adate	
I often seem&excited to listen&to you for some&reason./	Alphys	Waterfall	room_adate	
\E4I will make intent&eye contact with you&so you sweat while&you talk./	Alphys	Waterfall	room_adate	
\E0So^1, what is it?/%%	Alphys	Waterfall	room_adate	
What!^1?&A... alphys!?/	Alphys	Waterfall	room_adate	
What's gotten into&you!?/	Alphys	Waterfall	room_adate	
\E9H\M2-hotbaby!^1?&How dare you call&me that!?/	Alphys	Waterfall	room_adate	
\E5First off^1, I'm a&baby KNIGHT!/	Alphys	Waterfall	room_adate	
Captain of the&babies!!!/	Alphys	Waterfall	room_adate	
Treat my position&with respect^1, or I&will strike you&down!/	Alphys	Waterfall	room_adate	
\M3Uh^1, now pretend&I'm suplexing a&boulder for no&reason./	Alphys	Waterfall	room_adate	
\E9U\M0m^1! Anyway^1!&What do you&want to say^1,&Alphys!?/%%	Alphys	Waterfall	room_adate	
Let's tell Alphys& Undyne the gives u& truth a kiss,	Frisk	Waterfall	room_adate	
What!?/	Alphys	Waterfall	room_adate	
So you've been&lying to me the&whole time.../	Alphys	Waterfall	room_adate	
\E7Alphys!!^1!&I can't believe you!/	Alphys	Waterfall	room_adate	
\E8You w-worthless&slime!/	Alphys	Waterfall	room_adate	
\E9How could you&betray our&friendship!!/	Alphys	Waterfall	room_adate	
\E8After how much I&trusted you!!!/%%	Alphys	Waterfall	room_adate	
WH-WHAT!^1?&I WOULD NEVER.../	Alphys	Waterfall	room_adate	
\M0Alphys^1!&What are you&d-doing!/	Alphys	Waterfall	room_adate	
I s-say^1, pushing&you away from&me.../	Alphys	Waterfall	room_adate	
\E3You sh-shouldn't&k-kiss me...!!/	Alphys	Waterfall	room_adate	
\E3B-but^1, y-you're so&good at it.../	Alphys	Waterfall	room_adate	
\E5B-b-b-because of what&you learned from&th-those d-d-dating&video games.../	Alphys	Waterfall	room_adate	
I...^1.&I c-c-can't help but&k-k-kiss you back.../%%	Alphys	Waterfall	room_adate	
ALPHYS^1!&I'LL NEVER LOVE YOU!/	Alphys	Waterfall	room_adate	
NEVER WILL YOU FEEL&MY PASSIONATE&EMBRACE!!!/	Alphys	Waterfall	room_adate	
I^1, UNDYNE^1, WILL&NEVER KISS YOU&WITH MY BEAUTIFUL&LIPS!!!/%%	Alphys	Waterfall	room_adate	
NGAHHHH!!^1!&NGAHHH!!!!/	Alphys	Waterfall	room_adate	
I'M UNDYNE AND I'M&PILING ON THE&SMOOCHES!!!/%%	Alphys	Waterfall	room_adate	
set				
WHAT did you just&say?/%%	Undyne	Waterfall	room_adate	
\E1U..^1. Undyne^1!&I..^1. was..^1. just.../%%	Alphys	Waterfall	room_adate	
\F6Hey^1, woah^1, wait&a second!/	Undyne	Waterfall	room_adate	
Your outfit's really&cute^1!&What's the occasion?/	Undyne	Waterfall	room_adate	
\F0.\E0.../	Undyne	Waterfall	room_adate	
\F2W\E1ait a second./	Undyne	Waterfall	room_adate	
\F1Are you two.../	Undyne	Waterfall	room_adate	
\F3On a date?/%%	Undyne	Waterfall	room_adate	
\E1UHHH^1, \F4YES!/	Alphys	Waterfall	room_adate	
\E7I mean^1, \F5UHHH NO!/	Alphys	Waterfall	room_adate	
\E3I mean^1, \F7we were^1,& bu^1t%	Alphys	Waterfall	room_adate	
\E1I mean^1, actually we&were \F3only romantically&roleplaying as you!/%%	Alphys	Waterfall	room_adate	
\F3WHAT???/%%	Undyne	Waterfall	room_adate	
\E8I MEAN!!!/	Alphys	Waterfall	room_adate	
\E3I mean.../	Alphys	Waterfall	room_adate	
Undyne..^1.&I.../%%	Alphys	Waterfall	room_adate	
confession				
\F4I've been lying to&you!/%%	Alphys	Waterfall	room_adate	
\F3WHAT??^1?&ABOUT WHAT???/%%	Undyne	Waterfall	room_adate	
About... well.../	Alphys	Waterfall	room_adate	
\E2Everything!/%%	Alphys	Waterfall	room_adate	
\E7I told you that& seaweed was like...&scientifically&important...%	Alphys	Waterfall	room_adate	
\F5Really, I just...&I just use it to&make ice cream^1!%%	Alphys	Waterfall	room_adate	
And those human&history books I&keep reading...%	Alphys	Waterfall	room_adate	
\F7Those are just&dorky comic books^1!%%	Alphys	Waterfall	room_adate	
And the history&movies..^1.&those..^2.%	Alphys	Waterfall	room_adate	
\F2Those are just^1, uh^1,&anime^2!&They aren't real^2!%%	Alphys	Waterfall	room_adate	
And that time I&told you I was&busy with work on&the phone..^1. I...%	Alphys	Waterfall	room_adate	
\F9Was just eating&frozen yogurt in&my pajamas!%	Alphys	Waterfall	room_adate	
\E3That time I...%%	Alphys	Waterfall	room_adate	
Alphys./%%	Undyne	Waterfall	room_adate	
\E5I..^1. I just wanted to&impress you!/	Alphys	Waterfall	room_adate	
I just wanted you&to think I was&smart and cool./	Alphys	Waterfall	room_adate	
That I wasn't&some..^1.&nerdy loser./%%	Alphys	Waterfall	room_adate	
thrower				
\E5Undyne^1, I..^1.&I really think you're&neat^1, OK.../%%	Alphys	Waterfall	room_adate	
Alphys./	Undyne	Waterfall	room_adate	
Shhhh./	Undyne	Waterfall	room_adate	
Shhhhhh./%%	Undyne	Waterfall	room_adate	
fadein				
utheme				
\F0Alphys!/	Undyne	Waterfall	room_adate	
I..^1. think you're&neat^1, too, I guess./	Undyne	Waterfall	room_adate	
\F1But, you've gotta&realize.../	Undyne	Waterfall	room_adate	

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Text	Character	Area	Room	How to get it ?
\F2Most of what you&said really doesn't&matter to me./	Undyne	Waterfall	room_adate	
I don't care if&you're watching kid&cartoons or reading&history books./	Undyne	Waterfall	room_adate	
\F3To me^1, ALL of&that stuff is&just NERDY CRAP!/	Undyne	Waterfall	room_adate	
What I like about&you is that you're&PASSIONATE^1!&You're ANALYTICAL!!/	Undyne	Waterfall	room_adate	
It doesn't matter&what it is^1!&YOU CARE ABOUT IT!!/	Undyne	Waterfall	room_adate	
\F4100-PERCENT!^1!&AT MAXIMUM POWER!!!/	Undyne	Waterfall	room_adate	
\F5... so^1, you don't&have to lie to me./	Undyne	Waterfall	room_adate	
\F0I don't want you&to have to lie to&anyone anymore./	Undyne	Waterfall	room_adate	
\F6Alphys..^1. I want to&help you become&happy with who&you are!/	Undyne	Waterfall	room_adate	
\F5And I know just&the training you&need to do that!/%%	Undyne	Waterfall	room_adate	
aturn				
Undyne..^1.&You.../	Alphys	Waterfall	room_adate	
\E4Y-you're gonna train&me...?/%%	Alphys	Waterfall	room_adate	
\F2Pffft^1, what^1?&ME?/%%	Undyne	Waterfall	room_adate	
pap				
\F6Nah^1, I'm gonna&get Papyrus to&do it./%%	Undyne	Waterfall	room_adate	
GET THOSE BONES&SHAKIN'!!!/	Papyrus	Waterfall	room_adate	
IT'S TIME TO JOG&100 LAPS^1, HOOTING&ABOUT HOW GREAT&WE ARE!!!/%%	Papyrus	Waterfall	room_adate	
Ready^1?&I'm about to start&the timer!/%%	Undyne	Waterfall	room_adate	
\E5 & & U-Undyne.../	Alphys	Waterfall	room_adate	
\E1 & & I'll do my& best...!/%%	Alphys	Waterfall	room_adate	
\F3OH MY GOD!!!/	Undyne	Waterfall	room_adate	
\F5She was kidding^1,&right!? /	Undyne	Waterfall	room_adate	
Those cartoons..^1.&those comics.../	Undyne	Waterfall	room_adate	
\F7Those are still&REAL^1, right!?/	Undyne	Waterfall	room_adate	
\F8ANIME'S REAL^1,&RIGHT?!?!/%%	Undyne	Waterfall	room_adate	
Anime is Anime & Real is not & real	Frisk	Waterfall	room_adate	
HA HA HA!!!/	Undyne	Waterfall	room_adate	
I KNEW IT!!!/	Undyne	Waterfall	room_adate	
GIGANTIC SWORDS!!^1!&MAGICAL PRINCESSES^1!&HERE I COME!!!/%%	Undyne	Waterfall	room_adate	
\F3No..^1. NO!!!!/	Undyne	Waterfall	room_adate	
I CAN FEEL MY&HEART BREAKING&INTO PIECES!!!/%%	Undyne	Waterfall	room_adate	
\F6.../	Undyne	Waterfall	room_adate	
Uhh^1, thanks for&taking care of&Alphys./	Undyne	Waterfall	room_adate	
\F9I didn't get to&say what I wanted&to^1, but.../	Undyne	Waterfall	room_adate	
\F0Things seem like&they're going to get&better for her./	Undyne	Waterfall	room_adate	
\F6Well^1, I gotta go&catch up with&them!/	Undyne	Waterfall	room_adate	
Later!/%%	Undyne	Waterfall	room_adate	
\F3.../	Undyne	Waterfall	room_adate	
\F5... no^1, I can&survive this.../	Undyne	Waterfall	room_adate	
\F3I have to be strong./	Undyne	Waterfall	room_adate	
\F9For Alphys./	Undyne	Waterfall	room_adate	
\F0Thank you^1, human^1,&for telling me&the truth./	Undyne	Waterfall	room_adate	
\F9I'll try my best to&live in this&world.../	Undyne	Waterfall	room_adate	
\F0See you later!/%%	Undyne	Waterfall	room_adate	
adhd				
drawnum				
topx				
sinerf				
xoff				
alphysy				
hoopx				
alphysheight				
heightdown				
drawa				
acounter				
yoff				
fadecounter				
width				
height				
anim				
pause				
shaker				
* You put some water in& the pot and place it on& the heat./	Narrator		room_battle	
* You wait for the water& to boil.../	Narrator		room_battle	
* ..^4.&* ..^4.&* .../	Narrator		room_battle	
* It^2s boiling./	Narrator		room_battle	
* You place the noodle^1s& into the pot./	Narrator		room_battle	
* 4^3 minutes lef^3t until& the noodle^2s are finished./	Narrator		room_battle	
* 3^3 minutes lef^3t until& the noodle^2s are finished./	Narrator		room_battle	
* 2^3 minutes lef^3t until& the noodle^2s are finished./	Narrator		room_battle	
* 1^3 minute lef^3t until& the noodle^2s are finished./	Narrator		room_battle	
* The noodle^3s are finished./	Narrator		room_battle	
* ... they don't taste very& good./	Narrator		room_battle	
* You add the flavor packet./	Narrator		room_battle	
* That's better./	Narrator		room_battle	
* Not great^1, but better./	Narrator		room_battle	
* You remove the Instant& Noodles from their& packaging./	Narrator		room_battle	
* You ate the Instant Noodles.	Narrator			
heart				
tim				
stretchwidth				
stretchfactor				
apparenthp				
actualhp				
negative				
special				
drawbar				
thisnum				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
place				
numadd				
thisnum2				
power				
numnum				
ex				
Don't worry about it.		True Lab	room_battle	
Absorbed		True Lab	room_battle	
I'm lovin' it.		True Lab	room_battle	
But it didn't work.		True Lab	room_battle	
nope		True Lab	room_battle	
FAILURE		True Lab	room_battle	
MISS		True Lab	room_battle	
action_set_gravity				
action_set_hspeed				
dt				
000100000				
action_move				
floweysong				
funwriter				
blconwriter				
Is this a joke^2?&Are you braindead^2?&RUN^2. INTO^2. THE.&friendliness pellets/	Flowey	Ruins	room_floweybattle	
/				
stop it				
instance_find				
blonicx				
blonicy				
attackyou				
movement				
pitchlower				
scr_monstersetup				
hurtsound				
attacked				
takedamage				
outside				
000000010				
mycommand				
^1.^1.^1.^1.^1.	Dummy	Ruins	room_battle	
dmgwriter				
* Dummy looks like it's& going to fall over.	Narrator	Ruins	room_battle	
* Dummy stands around& absentmindedly.	Narrator	Ruins	room_battle	
* Dummy tires of your& aimless shenanigans.	Narrator	Ruins	room_battle	
* DUMMY - ATK 0 DEF 0^1 &* A cotton heart and a button ey^1e* You are the apple of my eye/%%	Narrator	Ruins	room_battle	
* You talk to the DUMMY^2.&* .../	Narrator	Ruins	room_battle	
* It doesn't seem much for& conversation./	Narrator	Ruins	room_battle	
* TORIEL seems happy with you./%%	Narrator	Ruins	room_battle	
000000001				
action_set_friction				
mypart2				
scr_monsterdefeat				
* Froggit doesn't seem to& know why it's here.	Narrator	Ruins	room_battle	
* Froggit hops to and fro.	Narrator	Ruins	room_battle	
* The battlefield is filled with the smell of& mustard seed.	Narrator	Ruins	room_battle	
* You are intimidated by& Froggit's raw strength^4.& * Only kidding.	Narrator	Ruins	room_battle	
* Froggit seems reluctant& to fight you.	Narrator	Ruins	room_battle	
* Froggit is trying to& run away.	Narrator	Ruins	room_battle	
* FROGGIT - ATK 4 DEF 5&* Life is difficult for& this enemy./^	Narrator	Ruins	room_battle	
* Froggit didn't understand& what you said^1, but was& flattered anyway./^	Narrator	Ruins	room_battle	
* Froggit didn't understand& what you said^1, but was& scared anyway./^	Narrator	Ruins	room_battle	
Ribbit,&ribbit.	Froggit	Ruins	room_battle	
Croak,&croak.	Froggit	Ruins	room_battle	
Hop,&hop.	Froggit	Ruins	room_battle	
Meow.	Froggit	Ruins	room_battle	
(Blushes&deeply.)&Ribbit..	Froggit	Ruins	room_battle	
(Shiver)			room_battle	
* You feel intimidated by the&strength of this adversary.^4 &* Just kidding.	Narrator		room_battle	
* The enemy cooks a small&bowl of flies.	Narrator		room_battle	
* You can't concentrate&over the sound of croaking.	Narrator		room_battle	
* The battlefield is filled with the smell of mustard seed.	Narrator		room_battle	
* You think hard about words&that rhyme with frog.^4 &* Log.^4 Dog.^4 Snog.^4 Pog?	Narrator		room_battle	
* A frog can't lick its&wounds because its tongue is&just too stretchy.	Narrator		room_battle	
* You say some raunchy&things to those frogs.&Leeeeez!/	Narrator		room_battle	
* There's definitely some&sort of reaction./^	Narrator		room_battle	
* What's your favorite color?& * Red * Orange	Narrator		room_battle	
* Do robots dream of&electric sex?/^			room_battle	
* I hate programming this./^			room_battle	
path_start				
I'm&sorry...	Whimsun	Ruins	room_battle	
I have&no&choice..	Whimsun	Ruins	room_battle	
Forgive&me...	Whimsun	Ruins	room_battle	
sniff&sniff	Whimsun	Ruins	room_battle	
I&can't&handle&this...	Whimsun	Ruins	room_battle	
path_end				
scr_blconmatch				
* Whimsun avoids eye contact.	Narrator	Ruins	room_battle	
* Whimsun continues to mutter& apologies.	Narrator	Ruins	room_battle	
* Whimsun is fluttering.	Narrator	Ruins	room_battle	
* It's starting to smell like& lavender and mothballs.	Narrator	Ruins	room_battle	
* Whimsun is hyperventilating.	Narrator	Ruins	room_battle	

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Text	Character	Area	Room	How to get it ?
* Whimsun is having trouble& flying.	Narrator	Ruins	room_battle	
* WHIMSUN - ATK 5 DEF 0&* This monster is too& sensitive to fight.../^	Narrator	Ruins	room_battle	
* Halfway through your first& word^1, Whimsun bursts into& tears and runs away./^	Narrator	Ruins	room_battle	
* You raise your arms and& wiggle your fingers.&* Whimsun freaks out!/^	Narrator	Ruins	room_battle	
FILTHY&SINGLE&MINDER..	Migosp	Ruins	room_battle	
OBEY&THE&OVERMIND&..	Migosp	Ruins	room_battle	
LEGION!&WE&ARE&LEGION	Migosp	Ruins	room_battle	
HEED&THE&SWARM	Migosp	Ruins	room_battle	
IN&UNISON,&NOW	Migosp	Ruins	room_battle	
I&DON'T&CARE.	Migosp	Ruins	room_battle	
Bein' me&is the&best!	Migosp	Ruins	room_battle	
La la~&Just be&yourself~	Migosp	Ruins	room_battle	
Nothin'&like&alone&time!	Migosp	Ruins	room_battle	
Mmm, cha&cha cha!	Migosp	Ruins	room_battle	
Swing&your&arms,&baby	Migosp	Ruins	room_battle	
Hiya~	Migosp	Ruins	room_battle	
bullettype				
* Migosp skitters around.	Narrator	Ruins	room_battle	
* Migosp is knitting its brow.	Narrator	Ruins	room_battle	
* Migosp is whispering to the& others.	Narrator	Ruins	room_battle	
* It's starting to smell like& a roach motel.	Narrator	Ruins	room_battle	
* Migosp doesn't have a care& in the world.	Narrator	Ruins	room_battle	
* Migosp refuses to give& up.	Narrator	Ruins	room_battle	
* MIGOSP - ATK 7 DEF 5&* It seems evil^1, but it's& just with the wrong crowd.../^	Narrator	Ruins	room_battle	
eat				
ate				
Contains&Vitamin&A	Vegetoid	Ruins	room_battle	
Part Of&A&Complete&Breakfast	Vegetoid	Ruins	room_battle	
Farmed&Locally,&Very&Locally	Vegetoid	Ruins	room_battle	
Fresh&Morning&Taste	Vegetoid	Ruins	room_battle	
Ate&Your&Greens	Vegetoid	Ruins	room_battle	
Plants&Can't&Talk&Dummy	Vegetoid	Ruins	room_battle	
Eat&Your&Greens	Vegetoid	Ruins	room_battle	
specgreen				
* Vegetoid gave a mysterious& smile.	Narrator	Ruins	room_battle	
* Vegetoid cackles softly.	Narrator	Ruins	room_battle	
* Vegetoid's here for your& health.	Narrator	Ruins	room_battle	
* It smells like steamed& carrots and peas.	Narrator	Ruins	room_battle	
* Vegetoid seems kind of& bruised.	Narrator	Ruins	room_battle	
* VEGETOID - ATK 6 DEF 6&* Serving Size: 1 Monster&* Not monitored by the USDA/^	Narrator	Ruins	room_battle	
* You tried to eat Vegetoid^1,& but it wasn't weakened& enough./^	Narrator	Ruins	room_battle	
* You took a bite out of& Vegetoid^1.&* You recovered 5 HP!/^	Narrator	Ruins	room_battle	
* You pat your stomach^1.&* Vegetoid offers a healthy& meal./^	Narrator	Ruins	room_battle	
I've got&my eye&on you.	Loox	Ruins	room_battle	
Don't&point&that&at me.	Loox	Ruins	room_battle	
Quit&staring&at me.	Loox	Ruins	room_battle	
What an&eyesore.	Loox	Ruins	room_battle	
How&about a&staring&contest?	Loox	Ruins	room_battle	
Please&don't&pick on&me.	Loox	Ruins	room_battle	
Finally&someone&gets it.	Loox	Ruins	room_battle	
You rude&little&snipe!	Loox	Ruins	room_battle	
* Loox is gazing at you.	Narrator	Ruins	room_battle	
* Loox is staring right& through you.	Narrator	Ruins	room_battle	
* Loox gnashes its teeth.	Narrator	Ruins	room_battle	
* Smells like eyedrops.	Narrator	Ruins	room_battle	
* Loox has gone bloodshot.	Narrator	Ruins	room_battle	
* Loox doesn't care about& fighting anymore.	Narrator	Ruins	room_battle	
* Loox is watering.	Narrator	Ruins	room_battle	
* LOOX - ATK 6 DEF 6&* Don't pick on him.&* Family name: Eyewalker/^	Narrator	Ruins	room_battle	
mercer				
* YOU WON!&* You lost 1 experience point./%	Narrator	Ruins	room_battle	
i'm&fine,&thanks.	Napstablook	Ruins	room_battle	
just&pluggin&along...	Napstablook	Ruins	room_battle	
nnnnnn&ggghhh.	Napstablook	Ruins	room_battle	
oh, i'm&REAL&funny.	Napstablook	Ruins	room_battle	
go&ahead,&do it.	Napstablook	Ruins	room_battle	
i'd just&weigh&you&down.	Napstablook	Ruins	room_battle	
heh...	Napstablook	Ruins	room_battle	
heh&heh...	Napstablook	Ruins	room_battle	
let me&try...	Napstablook	Ruins	room_battle	
i knew&it...	Napstablook	Ruins	room_battle	
oh&no...	Napstablook	Ruins	room_battle	
oh&gee...	Napstablook	Ruins	room_battle	
umm... you do&know you cant&kill ghosts, right?/	Napstablook	Ruins	room_battle	
we're sorta&incorporeal and&all/	Napstablook	Ruins	room_battle	
i was just&lowering my hp&because i didnt&want to be rude/	Napstablook	Ruins	room_battle	
sorry..^1.&i just made this&more awkward.../	Napstablook	Ruins	room_battle	
pretend you beat& me.../	Napstablook	Ruins	room_battle	
ooooooooo^1o%%	Napstablook	Ruins	room_battle	
* Napstablook is staring into& the distance.	Narrator	Ruins	room_battle	
* Napstablook is wishing they& weren't here.	Narrator	Ruins	room_battle	
* Napstablook is pretending to& sleep.	Narrator	Ruins	room_battle	
* The faint odor of ectoplasm& permeates the vicinity.	Narrator	Ruins	room_battle	
* Napstablook looks just a& little bit better.	Narrator	Ruins	room_battle	
* Cheering seems to have& improved Napstablook's& mood again.	Narrator	Ruins	room_battle	
* NAPSTABLOOK - ATK 10 DEF 10&* This monster doesn't seem to& have a sense of humor.../^	Narrator	Ruins	room_battle	
* NAPSTABLOOK - ATK 10 DEF 10&* Missed the memo and is the& same difficulty as normal./^	Narrator	Ruins	room_battle	
* You give Napstablook a& cruel look./^	Narrator	Ruins	room_battle	
* You try to console& Napstablook.../^	Narrator	Ruins	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* You gave Napstablook a& patient smile./^	Narrator	Ruins	room_battle	
* You told Napstablook a& little joke./^	Narrator	Ruins	room_battle	
* Napstablook wants to& show you something./^	Narrator	Ruins	room_battle	
iwilltalk				
hplastturn				
destroyed				
.....	Toriel	Ruins	room_battle	
.....&	Toriel	Ruins	room_battle	
.....& .....&	Toriel	Ruins	room_battle	
...?	Toriel	Ruins	room_battle	
What are& you& doing?	Toriel	Ruins	room_battle	
Attack& or run& away!	Toriel	Ruins	room_battle	
What are& you& proving& this way?	Toriel	Ruins	room_battle	
Fight me& or& leave!	Toriel	Ruins	room_battle	
Stop it.	Toriel	Ruins	room_battle	
Stop& looking& at me& that way.	Toriel	Ruins	room_battle	
Go away!	Toriel	Ruins	room_battle	
...	Toriel	Ruins	room_battle	
...& ...	Toriel	Ruins	room_battle	
I know you want&to go home^1, but...	Toriel	Ruins	room_battle	
But please... go&upstairs now.	Toriel	Ruins	room_battle	
I promise I will&take good care&of you here.	Toriel	Ruins	room_battle	
I know we do not&have much^1, but...	Toriel	Ruins	room_battle	
We can have a&good life here.	Toriel	Ruins	room_battle	
Why are you&making this so&difficult?	Toriel	Ruins	room_battle	
Please^1, go upstairs.	Toriel	Ruins	room_battle	
.....	Toriel	Ruins	room_battle	
Ha ha...	Toriel	Ruins	room_battle	
Pathetic^1, is it not^2?&I cannot save even&a single child.	Toriel	Ruins	room_battle	
No^1, I understand./	Toriel	Ruins	room_battle	
You would just be&unhappy trapped&down here./	Toriel	Ruins	room_battle	
The RUINS are very&small once you&get used to them./	Toriel	Ruins	room_battle	
It would not be&right for you to&grow up in a&place like this./	Toriel	Ruins	room_battle	
My expectations...&My loneliness...&My fear.../	Toriel	Ruins	room_battle	
For you^1, my child...&I will put them aside./%%	Toriel	Ruins	room_battle	
\E0Urgh.../	Toriel	Ruins	room_battle	
\E0You are stronger&than I thought.../	Toriel	Ruins	room_battle	
Listen to me^1,& small one.../	Toriel	Ruins	room_battle	
If you go beyond&this door,/	Toriel	Ruins	room_battle	
Keep walking as&far as you can./	Toriel	Ruins	room_battle	
Eventually you will&reach an exit./	Toriel	Ruins	room_battle	
\E1..^1.&..../	Toriel	Ruins	room_battle	
\RASGORE\X..^1.&Do not let \RASGORE\X &take your soul./	Toriel	Ruins	room_battle	
His plan&cannot be allowed&to succeed./	Toriel	Ruins	room_battle	
\E2...../	Toriel	Ruins	room_battle	
Be good^1,&won't you?/	Toriel	Ruins	room_battle	
\E3My child. %%	Toriel	Ruins	room_battle	
Y... you...&really hate me&that much?/	Toriel	Ruins	room_battle	
Now I see who I&was protecting by&keeping you here./	Toriel	Ruins	room_battle	
Not you.../	Toriel	Ruins	room_battle	
\E5But them!/	Toriel	Ruins	room_battle	
\E3Ha... ha... %%	Toriel	Ruins	room_battle	
\E4You.../	Toriel	Ruins	room_battle	
... at my most&vulnerable&moment.../	Toriel	Ruins	room_battle	
To think I was&worried you&wouldn't fit&in out there.../	Toriel	Ruins	room_battle	
\E5Eheheheh!!!&You really are&no different than&them!/	Toriel	Ruins	room_battle	
x1				
gen2				
* Toriel prepares a magical& attack.	Narrator	Ruins	room_battle	
* Toriel looks through you.	Narrator	Ruins	room_battle	
* Toriel is acting aloof.	Narrator	Ruins	room_battle	
* Toriel takes a deep breath.	Narrator	Ruins	room_battle	
* ...	Narrator	Ruins	room_battle	
* TORIEL - ATK 80 DEF 80&* Knows best for you./^	Narrator	Ruins	room_battle	
* You couldn't think of& any conversation& topics./^	Narrator	Ruins	room_battle	
* You tried to think& of something to say& again^1, but.../^	Narrator	Ruins	room_battle	
* Ironically^1, talking does not& seem to be the solution& to this situation./^	Narrator	Ruins	room_battle	
* You thought about telling& Toriel that you saw& her die./	Narrator	Ruins	room_battle	
* But...&* That's creepy./	Narrator	Ruins	room_battle	
* Can you show mercy without& fighting or running& away...?/^	Narrator	Ruins	room_battle	
* Can you show mercy& without running away...?/^	Narrator	Ruins	room_battle	
* Not worth talking to./^	Chara	Ruins	room_battle	
facechange				
Burble&burb...	Moldsmal	Ruins	room_battle	
Squorch&...	Moldsmal	Ruins	room_battle	
Slime&sounds	Moldsmal	Ruins	room_battle	
Sexy&wiggle	Moldsmal	Ruins	room_battle	
* Moldsmal burbles quietly.	Narrator	Ruins	room_battle	
* Moldsmal waits pensively.	Narrator	Ruins	room_battle	
* Moldsmal is ruminating.	Narrator	Ruins	room_battle	
* The aroma of lime gelatin& wafts through.	Narrator	Ruins	room_battle	
* Moldsmal has started to spoil.	Narrator	Ruins	room_battle	
* MOLDSMAL - ATK 6 DEF 0&* Stereotypical: Curvaceously& attractive, but no brains.../^	Narrator	Ruins	room_battle	
* MOLDSMAL - ATK 12 DEF 0&* It's a different color^1, so& it's a bit stronger now./^	Narrator	Ruins	room_battle	
* You lie immobile with Moldsmal.&* You feel like you understand& the world a little better./^	Narrator	Ruins	room_battle	
* You wiggle your hips.&* Moldsmal wiggles back.&* What a meaningful conversation!/^	Narrator	Ruins	room_battle	
Shiver,&shiver.	Froggit	Ruins	room_battle	
* The battlefield is filled& with the smell of mustard& seed.	Narrator	Ruins	room_battle	
* You are intimidated by& Froggit's raw strength^4.&* Only kidding.	Narrator	Ruins	room_battle	

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Text	Character	Area	Room	How to get it ?
normalgfx				
hurtgfx				
cube				
ignore				
Where's&YOUR&hat?	Ice Cap	Snowdin	room_battle	
Your&head&looks so&...NAKED	Ice Cap	Snowdin	room_battle	
What a&great&hat!&(Mine)	Ice Cap	Snowdin	room_battle	
Snow?&No! It's&hat&residue.	Ice Cap	Snowdin	room_battle	
I just&looove&my hat.&OK?	Ice Cap	Snowdin	room_battle	
Fine!!!&I don't&care!!!	Ice Cap	Snowdin	room_battle	
OK!&I'll&ignore&you too.	Ice Cap	Snowdin	room_battle	
Better&a hatter&than a&HATER.	Ice Cap	Snowdin	room_battle	
HELLO???&My hat's&up here.	Ice Cap	Snowdin	room_battle	
What?&What are&you&doing?	Ice Cap	Snowdin	room_battle	
DUH!&Who&DOESN'T&know?	Ice Cap	Snowdin	room_battle	
Envious?&TOO BAD!	Ice Cap	Snowdin	room_battle	
My hat's&too loud&for me to&hear you.	Ice Cap	Snowdin	room_battle	
I KNEW&IT!!!&THIEF!!	Ice Cap	Snowdin	room_battle	
HELP!!!&FASHION&POLICE!!	Ice Cap	Snowdin	room_battle	
Haha!&That was&ACTUALLY&funny!	Ice Cap	Snowdin	room_battle	
Ha!&Imitated&it spot-&on!	Ice Cap	Snowdin	room_battle	
That's&the best&one in&a while!	Ice Cap	Snowdin	room_battle	
pop				
ditch				
* It's snowing dandruff.	Narrator	Snowdin	room_battle	
* Ice Cap also wants a hat& for its nose.	Narrator	Snowdin	room_battle	
* Ice Cap makes sure its hat& is still there.	Narrator	Snowdin	room_battle	
* Ice Cap is thinking about a& certain article of clothing.	Narrator	Snowdin	room_battle	
* Here comes that new clothes& smell.	Narrator	Snowdin	room_battle	
* Ice Cap is secretly checking& if you're looking at& its hat.	Narrator	Snowdin	room_battle	
* Ice Cap is desperate for& attention.	Narrator	Snowdin	room_battle	
* Ice Cap's hat is loose.	Narrator	Snowdin	room_battle	
* ICE CAP - ATK 11 DEF 4&* This teen wonders why& it isn't named 'Ice Hat.'/^	Narrator	Snowdin	room_battle	
* You continue not looking& at Ice Cap's hat./	Narrator	Snowdin	room_battle	
* It seems defeated.../^	Narrator	Snowdin	room_battle	
* You manage to tear your& eyes away from Ice Cap's& hat./	Narrator	Snowdin	room_battle	
* It looks annoyed.../^	Narrator	Snowdin	room_battle	
* You inform Ice Cap that& it has a great hat!/^	Narrator	Snowdin	room_battle	
* You tried to steal Ice Cap's& hat.../	Narrator	Snowdin	room_battle	
* ... but it's not weakened& enough!/^	Narrator	Snowdin	room_battle	
* And succeeded!&* (It melts in your hands...)/^	Narrator	Snowdin	room_battle	
thisturn				
thisturn2				
Guys, it's COLD.&Does ANYONE care?	Jerry	Snowdin	room_battle	
Why are we doing&this? What a fail.	Jerry	Snowdin	room_battle	
Wow, you guys&SUCK at this.	Jerry	Snowdin	room_battle	
SHHHH! I'm&THINKING, guys!!	Jerry	Snowdin	room_battle	
Ka-SIGH.	Jerry	Snowdin	room_battle	
Well... can YOU&give me a ride&home?	Jerry	Snowdin	room_battle	
Huh? Did they&ditch me...? SOME&friends!	Jerry	Snowdin	room_battle	
Awkwarrrd.	Jerry	Snowdin	room_battle	
So, like, what&are you even&doing?	Jerry	Snowdin	room_battle	
The wi-fi here&sucks.	Jerry	Snowdin	room_battle	
Insults&won't&fix your&outfit!	Ice Cap	Snowdin	room_battle	
What?&My hat's&too loud&sorry.	Ice Cap	Snowdin	room_battle	
Get your&own,&twerp.	Ice Cap	Snowdin	room_battle	
Hahaha!&Say something&else funny!	Jerry	Snowdin	room_battle	
Haha! Wow!&Drake, you suck!	Jerry	Snowdin	room_battle	
Hahaha!&Where do you get&your ideas!?!	Jerry	Snowdin	room_battle	
* Jerry eats powdery food and& licks its hands loudly.	Narrator	Snowdin	room_battle	
* Jerry sneezes without covering& its nose.	Narrator	Snowdin	room_battle	
* Jerry tells everyone it has to& go to the bathroom.	Narrator	Snowdin	room_battle	
* Jerry lets out a yawn.	Narrator	Snowdin	room_battle	
* Smells like..... Jerry.	Narrator	Snowdin	room_battle	
* Jerry is wounded.	Narrator	Snowdin	room_battle	
* The other monsters celebrate& Jerry's disappearance.	Narrator	Snowdin	room_battle	
* Return of Jerry.	Narrator	Snowdin	room_battle	
* JERRY - ATK 0 DEF 30&* Everyone knows Jerry.&* Makes attacks 2 seconds longer./^	Narrator	Snowdin	room_battle	
* You and the other& monsters ditch Jerry& when it looks away!/^	Narrator	Snowdin	room_battle	
* ... but failed!/^	Narrator	Snowdin	room_battle	
happy				
I...&I...	Ice	Snowdin	room_battle	
What can&I say...	Ice	Snowdin	room_battle	
What's&the&point…	Ice	Snowdin	room_battle	
So...&Cold...	Ice	Snowdin	room_battle	
Yeah...&I like&my hair&too.	Ice	Snowdin	room_battle	
Hmm...&Hats are&for&posers.	Ice	Snowdin	room_battle	
So I can&still&impress&you?	Ice	Snowdin	room_battle	
I wanted&you to&see me&as cool.	Ice	Snowdin	room_battle	
toothdist				
* 'Ice Cap' is no more.	Narrator	Snowdin	room_battle	
* It smells like frozen despair.	Narrator	Snowdin	room_battle	
* Ice doesn't mind its identity.	Narrator	Snowdin	room_battle	
* It's melting.	Narrator	Snowdin	room_battle	
* ICE - ATK 1 DEF 0&* Without its cap.../^	Narrator	Snowdin	room_battle	
* You inform Ice Cap that& it still looks fine.../^	Narrator	Snowdin	room_battle	
hurtsprite				
normalsprite				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
(Pant&pant)	Lesser Dog	Snowdin	room_battle	
(Wag&wag)	Lesser Dog	Snowdin	room_battle	
(Thinks&of&food)	Lesser Dog	Snowdin	room_battle	
(Tiny&bark)	Lesser Dog	Snowdin	room_battle	
(Pants&fast)	Lesser Dog	Snowdin	room_battle	
(Pant!&Pant!)	Lesser Dog	Snowdin	room_battle	
(Excited&noises)	Lesser Dog	Snowdin	room_battle	
(Motor&revving)	Lesser Dog	Snowdin	room_battle	
(Plane&takeoff)	Lesser Dog	Snowdin	room_battle	
(Kettle&whistle)	Lesser Dog	Snowdin	room_battle	
(...)	Lesser Dog	Snowdin	room_battle	
(Faraway&bark)	Lesser Dog	Snowdin	room_battle	
(Bark)	Lesser Dog	Snowdin	room_battle	
* Lesser Dog cocks its head& to one side.	Narrator	Snowdin	room_battle	
* Lesser Dog thinks your& weapon is a dog treat.	Narrator	Snowdin	room_battle	
* Lesser Dog is really not& paying attention.	Narrator	Snowdin	room_battle	
* Smells like dog chow.	Narrator	Snowdin	room_battle	
* Lesser Dog is barking& excitedly.	Narrator	Snowdin	room_battle	
* Lesser Dog is overstimulated.	Narrator	Snowdin	room_battle	
* Lesser Dog shows no signs& of stopping.	Narrator	Snowdin	room_battle	
* Lesser Dog is lowering.	Narrator	Snowdin	room_battle	
* Lesser Dog is learning& to read.	Narrator	Snowdin	room_battle	
* Lesser Dog is whining& because it can't see& you.	Narrator	Snowdin	room_battle	
* Hello there.	Narrator	Snowdin	room_battle	
* Lesser Dog is questioning& your choices.	Narrator	Snowdin	room_battle	
* Lesser Dog has gone where& no Dog has gone before.	Narrator	Snowdin	room_battle	
* Lesser Dog tucks its tail& between its legs.	Narrator	Snowdin	room_battle	
* LESSER DOG - ATK 12 DEF 2&* Wields a stone dogger made& of pomer-granite./^	Narrator	Snowdin	room_battle	
* You barely lifted your& hand and Lesser Dog& got excited./^	Narrator	Snowdin	room_battle	
* You lightly touched the& Dog^1.&* It's already overexcited.../^	Narrator	Snowdin	room_battle	
* You pet the Dog.&* It raises its head up& to meet your hand./^	Narrator	Snowdin	room_battle	
* You pet the Dog.&* It was a good Dog./^	Narrator	Snowdin	room_battle	
* You pet the Dog.&* Its excitement knows no& bounds./^	Narrator	Snowdin	room_battle	
* Critical pet!&* Dog excitement increased./^	Narrator	Snowdin	room_battle	
* You have to jump up& to pet the Dog./^	Narrator	Snowdin	room_battle	
* You don't even pet it^1.&* It gets more excited./^	Narrator	Snowdin	room_battle	
* There is no way to& stop this madness./^	Narrator	Snowdin	room_battle	
* Lesser Dog enters the& realm of the clouds./^	Narrator	Snowdin	room_battle	
* You call the Dog but it& is too late^1.&* It cannot hear you./^	Narrator	Snowdin	room_battle	
* .../^	Narrator	Snowdin	room_battle	
* You can reach Lesser Dog& again./^	Narrator	Snowdin	room_battle	
* You pet Lesser Dog./^	Narrator	Snowdin	room_battle	
* It's possible that you& may have a problem./^	Narrator	Snowdin	room_battle	
* Lesser Dog is unpettable& but appreciates the attempt./^	Narrator	Snowdin	room_battle	
* Perhaps mankind was not& meant to pet this much./^	Narrator	Snowdin	room_battle	
* It continues./^	Narrator	Snowdin	room_battle	
* Lesser Dog is beyond& your reach./^	Narrator	Snowdin	room_battle	
* Really.../^	Narrator	Snowdin	room_battle	
tailobj				
thismercy				
dogignore				
close				
pet				
* Greater Dog is watching you& intently.	Narrator	Snowdin	room_battle	
* Greater Dog is waiting for& your command.	Narrator	Snowdin	room_battle	
* It smells like freshly-& squeezed puppy juice.	Narrator	Snowdin	room_battle	
* Greater Dog is seeking& affection.	Narrator	Snowdin	room_battle	
* Greater Dog just wants& affection.	Narrator	Snowdin	room_battle	
* Greater Dog is making& puppy-dog eyes.	Narrator	Snowdin	room_battle	
* Greater Dog is patting the& ground with its front paws.	Narrator	Snowdin	room_battle	
* Greater Dog wants some TLC.	Narrator	Snowdin	room_battle	
* Pet capacity is 40-percent.	Narrator	Snowdin	room_battle	
* Greater Dog is contented.	Narrator	Snowdin	room_battle	
* Greater Dog is panting& slowly.	Narrator	Snowdin	room_battle	
* GREATER DOG - ATK 15 DEF 8&* It's so excited that it& thinks fighting is just play./^	Narrator	Snowdin	room_battle	
* The Greater Dog's ears& perk up^1.&* Nothing else happens./^	Narrator	Snowdin	room_battle	
* You call the Greater Dog./	Narrator	Snowdin	room_battle	
* It bounds towards you^1,& flecking slobber into your& face./^	Narrator	Snowdin	room_battle	
* Greater Dog inches closer./^	Narrator	Snowdin	room_battle	
* Greater Dog decides you are& too boring./^	Narrator	Snowdin	room_battle	
* You pet the dog./^	Narrator	Snowdin	room_battle	
* Tummy rubs are forbidden./^	Narrator	Snowdin	room_battle	
* You pet decisively^1.&* Pet capacity reaches 100& percent./	Narrator	Snowdin	room_battle	
* The dog flops over with& its legs hanging in the air./^	Narrator	Snowdin	room_battle	
* As you pet the dog^1,& it sinks its entire weight& into you.../	Narrator	Snowdin	room_battle	
* Your movements slow./	Narrator	Snowdin	room_battle	
* But^1, you still haven't& pet enough...!/^	Narrator	Snowdin	room_battle	
* Greater Dog's excitement is& creating a power field that& prevents petting./^	Narrator	Snowdin	room_battle	
* Greater Dog curls up in& your lap as it is& pet by you./	Narrator	Snowdin	room_battle	
* It gets so comfortable& it falls asleep.../	Narrator	Snowdin	room_battle	
* Zzzzz.../	Narrator	Snowdin	room_battle	
* Then it wakes up^1!&* It's so excited!/^	Narrator	Snowdin	room_battle	
* Greater Dog is too far& away to pet^1.&* You just pet the air./^	Narrator	Snowdin	room_battle	
* You play with the dog./^	Narrator	Snowdin	room_battle	
* Greater Dog is too tired& to play./^	Narrator	Snowdin	room_battle	
* You make a snowball and& throw it for the dog& to fetch./	Narrator	Snowdin	room_battle	
* It splats on the ground./	Narrator	Snowdin	room_battle	
* Greater Dog picks up all& the snow in the area& and brings it to you./	Narrator	Snowdin	room_battle	
* Now dog is very tired..^1.&* It rests its head on you.../^	Narrator	Snowdin	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Greater Dog is not excited& enough to play with./^	Narrator	Snowdin	room_battle	
breaking				
talpha				
tab				
SICK	Glyde	Snowdin	room_battle	
SWEET	Glyde	Snowdin	room_battle	
SPICEY	Glyde	Snowdin	room_battle	
NICEY	Glyde	Snowdin	room_battle	
RAD	Glyde	Snowdin	room_battle	
VIBIN	Glyde	Snowdin	room_battle	
COOL	Glyde	Snowdin	room_battle	
phrase				
gl				
true_tab				
dsiner				
sh_timer				
sh_speed				
diff				
sh				
attackmode				
bl				
shb				
applaud				
nothing				
boo				
How&great&I am.	Glyde	Snowdin	room_battle	
Look.&Watch.&Observe.	Glyde	Snowdin	room_battle	
Wow.&Check&out my&pecs.	Glyde	Snowdin	room_battle	
Sorry...&for&NOTHING&*ollies*	Glyde	Snowdin	room_battle	
Bepis	Glyde	Snowdin	room_battle	
Boo?&What a&wimpy&ghost.	Glyde	Snowdin	room_battle	
Mmm,&Fresh&Sweet&Haters	Glyde	Snowdin	room_battle	
OK!&I rule!&I admit&it!	Glyde	Snowdin	room_battle	
What&else do&you have&to say!?	Glyde	Snowdin	room_battle	
Eh?&You&forgot&to clap.	Glyde	Snowdin	room_battle	
HELLO??&I'M&RIGHT&HERE!!!	Glyde	Snowdin	room_battle	
shker				
obj				
* Glyde does fancy flips.	Narrator	Snowdin	room_battle	
* Glyde is giving itself a& high five^1.&* ... somehow.	Narrator	Snowdin	room_battle	
* Glyde sees its reflection & and gets jealous.	Narrator	Snowdin	room_battle	
* Glyde is thinking of new& slang for the word "cool."&* Like "freakadacious."	Narrator	Snowdin	room_battle	
* An arrogant-smelling wind& blows through.	Narrator	Snowdin	room_battle	
* Glyde is doing tons of flips& to get your attention.	Narrator	Snowdin	room_battle	
* Glyde seems satisfied.	Narrator	Snowdin	room_battle	
* Glyde is dying^1, but in a& cool way.	Narrator	Snowdin	room_battle	
* GLYDE - ATK HIGH DEF HIGH&* Refuses to give more details& about its statistics./^	Narrator	Snowdin	room_battle	
* You clap really sloppily^1.&* Glyde sucks up your praise& like a vacuum cleaner./^	Narrator	Snowdin	room_battle	
* You clap like a gorilla^1.&* Glyde is becoming addicted to& your praise./^	Narrator	Snowdin	room_battle	
* You boo..^1. but haters& only make Glyde stronger^1.&* Glyde ATTACK UP+DEFENSE DOWN./^	Narrator	Snowdin	room_battle	
* You boo loudly^1.&* Glyde leaves to look elsewhere& for praise./^	Narrator	Snowdin	room_battle	
* You do nothing^1.&* No effect./^	Narrator	Snowdin	room_battle	
* You do nothing^1.&* Glyde leaves to look elsewhere& for praise./^	Narrator	Snowdin	room_battle	
* You do nothing^1.&* Glyde looks desperate for& attention./^	Narrator	Snowdin	room_battle	
* You do nothing^1.&* Glyde looks disappointed you& aren't paying attention./^	Narrator	Snowdin	room_battle	
PK				
M1				
gq				
insult				
hotcha				
flirto				
flirt2				
stalk				
prevhp				
talkify				
batmusic2				
truefight				
fighto				
xfight				
dontcancel				
bonetalk				
bonetalk2				
bonetalk3				
bonetalk4				
hearthp				
hearthp2				
xxtalk				
ALAS^1, POOR& PAPYRUS!/%%	Papyrus	Snowdin	room_battle	
W-WELL^1, THAT'S& NOT WHAT I& EXPECTED.../%%	Papyrus	Snowdin	room_battle	
blconwdS				
WELL^1, AT LEAST I& STILL HAVE MY& HEAD!/%%	Papyrus	Snowdin	room_battle	
BUT.../	Papyrus	Snowdin	room_battle	
ST..^1. STILL^1!& I BELIEVE IN& YOU!/	Papyrus	Snowdin	room_battle	
YOU CAN DO A& LITTLE BETTER!/	Papyrus	Snowdin	room_battle	
EVEN IF YOU& DON'T THINK SO!/	Papyrus	Snowdin	room_battle	
I..^1.& I PROMISE.../%%	Papyrus	Snowdin	room_battle	
dh				
db				
scr_levelup				

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Text	Character	Area	Room	How to get it ?
WELL...! *HUFF^1*& IT'S CLEAR...& YOU CAN'T^1! *HUFF^1*& DEFEAT ME!!!/	Papyrus	Snowdin	room_battle	
YEAH!!!& I CAN SEE YOU& SHAKING IN YOUR& BOOTS!!!/	Papyrus	Snowdin	room_battle	
THEREFORE I^1, THE& GREAT PAPYRUS^1,& ELECT TO GRANT& YOU PITY!!/	Papyrus	Snowdin	room_battle	
\X I WILL \RSPARE\X YOU,& HUMAN!!!/	Papyrus	Snowdin	room_battle	
\XNOW'S YOUR CHANCE& TO ACCEPT MY& \RMERCY\X./%%	Papyrus	Snowdin	room_battle	
WHAT THE HECK!/	Papyrus	Snowdin	room_battle	
THAT'S MY& SPECIAL ATTACK!/%%	Papyrus	Snowdin	room_battle	
HEY^1!& YOU STUPID DOG!/%%	Papyrus	Snowdin	room_battle	
DO YOU HEAR& ME!?/	Papyrus	Snowdin	room_battle	
STOP MUNCHING ON& THAT BONE!!!/%%	Papyrus	Snowdin	room_battle	
HEY!!!& WHAT ARE YOU& DOING!!!/	Papyrus	Snowdin	room_battle	
COME BACK HERE& WITH MY SPECIAL& ATTACK!!!/%%	Papyrus	Snowdin	room_battle	
.../	Papyrus	Snowdin	room_battle	
OH WELL./%%	Papyrus	Snowdin	room_battle	
OH WELL./	Papyrus	Snowdin	room_battle	
I'LL JUST USE& A REALLY COOL& REGULAR ATTACK./%%	Papyrus	Snowdin	room_battle	
* Papyrus is getting ready& for a regular attack.	Narrator	Snowdin	room_battle	
sblcon				
...	Papyrus	Snowdin	room_battle	
OH^1, I SHOULD& HAVE BROUGHT ONE& OF THOSE.	Papyrus	Snowdin	room_battle	
SO YOU'RE& SERIOUS.../	Papyrus	Snowdin	room_battle	
SO YOU WON'T& FIGHT.../	Papyrus	Snowdin	room_battle	
THEN^1, LET'S SEE& IF YOU CAN HANDLE& MY FABLED& 'BLUE ATTACK!'/%%	Papyrus	Snowdin	room_battle	
BEHOLD!	Papyrus	Snowdin	room_battle	
HMMM... I WONDER& WHAT I SHOULD& WEAR...	Papyrus	Snowdin	room_battle	
HOW HIGH CAN YOU& JUMP?	Papyrus	Snowdin	room_battle	
WHAT!? I'M NOT& THINKING ABOUT& THAT DATE THING!!	Papyrus	Snowdin	room_battle	
TRY HOLDING THE& 'UP' BUTTON TO& JUMP!!!	Papyrus	Snowdin	room_battle	
\X YEAH!& DON'T MAKE ME& USE MY \RSPECIAL& ATTACK\X!	Papyrus	Snowdin	room_battle	
HOLD 'UP' LONGER& TO JUMP HIGHER!& JEEZ!!!	Papyrus	Snowdin	room_battle	
I CAN ALMOST& TASTE MY FUTURE& POPULARITY!!!	Papyrus	Snowdin	room_battle	
PAPYRUS:& HEAD OF THE& ROYAL GUARD!	Papyrus	Snowdin	room_battle	
PAPYRUS:& UNPARALLELED& SPAGHETTORE!	Papyrus	Snowdin	room_battle	
UNDYNE WILL BE& REALLY PROUD& OF ME!!	Papyrus	Snowdin	room_battle	
THE KING WILL& TRIM A HEDGE& IN THE SHAPE& OF MY SMILE!!!	Papyrus	Snowdin	room_battle	
MY BROTHER WILL& ... WELL, HE& WON'T CHANGE& VERY MUCH.	Papyrus	Snowdin	room_battle	
I'LL HAVE LOTS& OF ADMIRERS!!& BUT...	Papyrus	Snowdin	room_battle	
HOW WILL I& KNOW IF PEOPLE& SINCERELY LIKE& ME???	Papyrus	Snowdin	room_battle	
WILL ANYONE LIKE& ME AS SINCERELY& AS YOU?	Papyrus	Snowdin	room_battle	
SOMEONE LIKE& YOU IS REALLY& RARE...	Papyrus	Snowdin	room_battle	
I DON'T THINK& THEY'LL LET YOU& GO...	Papyrus	Snowdin	room_battle	
AND DATING MIGHT& BE KIND OF& HARD...	Papyrus	Snowdin	room_battle	
AFTER YOU'RE& CAPTURED AND& SENT AWAY.	Papyrus	Snowdin	room_battle	
URGH...& WHO CARES!& GIVE UP!!	Papyrus	Snowdin	room_battle	
\X GIVE UP OR& FACE MY...& \RSPECIAL ATTACK\X!!!	Papyrus	Snowdin	room_battle	
\X YEAH!!!& VERY SOON I WILL& USE MY& \RSPECIAL ATTACK\X!	Papyrus	Snowdin	room_battle	
\X NOT TOO LONG& AND I WILL& USE THAT& \RSPECIAL ATTACK\X!!!	Papyrus	Snowdin	room_battle	
\X THIS IS YOUR& LAST CHANCE...& BEFORE MY& \RSPECIAL ATTACK\X!!	Papyrus	Snowdin	room_battle	
\X BEHOLD...!& MY \RSPECIAL& ATTACK\X!	Papyrus	Snowdin	room_battle	
SIGH HERE'S AN& ABSOLUTELY& NORMAL ATTACK.	Papyrus	Snowdin	room_battle	
NYEH HEH HEH!	Papyrus	Snowdin	room_battle	
I DON'T DESERVE& SUCH HOSPITALITY& FROM YOU ...	Papyrus	Snowdin	room_battle	
YOUR BARBS HIDE A& HIDDEN AFFECTION^1!& YOU EMOTIONAL& CACTUS!	Papyrus	Snowdin	room_battle	
DON'T WASTE YOUR& WORDS ON ME!	Papyrus	Snowdin	room_battle	
LET'S DATE& L-LATER!^1!& AFTER I CAPTURE& YOU!	Papyrus	Snowdin	room_battle	
bz				
jumpstage				
osc				
oscmin				
oscmax				
blue				
* Papyrus is preparing a bone& attack.	Narrator	Snowdin	room_battle	
* Papyrus prepares a non-bone& attack then spends a minute& fixing his mistake.	Narrator	Snowdin	room_battle	
* Papyrus is cackling.	Narrator	Snowdin	room_battle	
* Papyrus whispers "Nyeh heh& heh!"	Narrator	Snowdin	room_battle	
* Papyrus is rattling his bones.	Narrator	Snowdin	room_battle	
* Papyrus is trying hard to play& it cool.	Narrator	Snowdin	room_battle	
* Papyrus is considering his& options.	Narrator	Snowdin	room_battle	
* Smells like bones.	Narrator	Snowdin	room_battle	
* Papyrus remembered a bad joke& Sans told and is frowning.	Narrator	Snowdin	room_battle	
* Papyrus is thinking about& what to wear for his date.	Narrator	Snowdin	room_battle	
* Papyrus is thinking about& what to cook for his date.	Narrator	Snowdin	room_battle	
* Papyrus dabs some Bone& Cologne behind his ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs marinara sauce& behind his ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs MTT-Brand Bishie& Cream behind his ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs MTT-Brand Anime& Powder behind his ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs MTT-Brand Cute& Juice behind his ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs MTT-Brand& Attraction Slime behind his& ear.	Narrator	Snowdin	room_battle	
* Papyrus dabs MTT-Brand& Beauty Yogurt behind his& ear.	Narrator	Snowdin	room_battle	
* Papyrus realizes he doesn't& have ears.	Narrator	Snowdin	room_battle	
* Papyrus has lumps of weird-& smelling ointment on his& head.	Narrator	Snowdin	room_battle	
* Papyrus is at the edge of& defeat.	Narrator	Snowdin	room_battle	
* PAPYRUS - ATK 20 DEF 20&* He likes to say:& "Nyeh heh heh!"/^	Narrator	Snowdin	room_battle	
* PAPYRUS - ATK 3 DEF 3&* Forgettable./^	Chara	Snowdin	room_battle	
HOW SELFLESS.../	Papyrus	Snowdin	room_battle	
YOU WANT ME TO& FEEL BETTER& ABOUT FIGHTING& YOU.../%%	Papyrus	Snowdin	room_battle	
THERE'S NO NEED& TO LIE TO& YOURSELF!!!/%%	Papyrus	Snowdin	room_battle	
DON'T...!/%%	Papyrus	Snowdin	room_battle	
sblconwd				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* You INSULT^1, but to no avail^1.& * Seems ACTing won't escalate& this battle.../^	Narrator	Snowdin	room_battle	
* Papyrus is too busy FIGHTing& to accept your insult./^	Narrator	Snowdin	room_battle	
WHAT!^1?& FL-FLIRTING!?/	Papyrus	Snowdin	room_battle	
\X SO YOU FINALLY& REVEAL YOUR\R & ULTIMATE FEELINGS\X!/	Papyrus	Snowdin	room_battle	
W-WELL^1!& I'M A SKELETON& WITH VERY HIGH& STANDARDS!!!/%%	Papyrus	Snowdin	room_battle	
OH NO!!!/%%	Papyrus	Snowdin	room_battle	
* You FLIRT^1, but to no avail^1.& * Seems ACTing won't escalate& this battle.../^	Narrator	Snowdin	room_battle	
* Papyrus is too busy FIGHTing& to flirt back./^	Narrator	Snowdin	room_battle	
OH NO!!^1! YOU'RE& MEETING ALL MY& STANDARDS!!!/	Papyrus	Snowdin	room_battle	
I GUESS THIS MEANS& I HAVE TO GO ON A& DATE WITH YOU...?/%%	Papyrus	Snowdin	room_battle	
OH NO!!^1!& THAT HUMILITY..^1.& IT REMINDS ME OF,/	Papyrus	Snowdin	room_battle	
MYSELF!!!/	Papyrus	Snowdin	room_battle	
YOU'RE MEETING ALL& MY STANDARDS!!!/%%	Papyrus	Snowdin	room_battle	
I can I have zero& make redeeming& spaghetti qualities\C	Frisk	Snowdin	room_battle	
gift				
part2				
part3				
itemgone				
mypart3				
mypart4				
mypart8				
googly				
giftgiven				
betray				
ung				
mypart5				
Error!!				
Is this&funny to&you?	Gyftrot	Snowdin	room_battle	
Don't&put any&more on&me!	Gyftrot	Snowdin	room_battle	
Leave me&alone...	Gyftrot	Snowdin	room_battle	
Hohoho!&Go ahead&and&laugh...	Gyftrot	Snowdin	room_battle	
Get this&off of&me...	Gyftrot	Snowdin	room_battle	
Thanks.	Gyftrot	Snowdin	room_battle	
Aw, you&shouldn'&have...	Gyftrot	Snowdin	room_battle	
You even&wrapped&it...	Gyftrot	Snowdin	room_battle	
Keep&away&from me!	Gyftrot	Snowdin	room_battle	
I don't&want&your&gift!	Gyftrot	Snowdin	room_battle	
How do&I know&it's not&a trick?	Gyftrot	Snowdin	room_battle	
GOSHDARN&TEENAGE&GOOGLY&EYES!!!	Gyftrot	Snowdin	room_battle	
I WAS&STARTING&TO TRUST&YOU!!!	Gyftrot	Snowdin	room_battle	
That's&a little&better.	Gyftrot	Snowdin	room_battle	
Er...&Those&are&real.	Gyftrot	Snowdin	room_battle	
A weight&has been&lifted.	Gyftrot	Snowdin	room_battle	
Thanks&for&nothing!	Gyftrot	Snowdin	room_battle	
* Gyftrot laments its lack of& hands.	Narrator	Snowdin	room_battle	
* Gyftrot eyes you with& suspicion.	Narrator	Snowdin	room_battle	
* Gyftrot distrusts your& youthful demeanor.	Narrator	Snowdin	room_battle	
* Ah^1, the scent of fresh& pine needles.	Narrator	Snowdin	room_battle	
* Gyftrot tries vainly to& remove its decorations.	Narrator	Snowdin	room_battle	
* Gyftrot pretends to refuse& your gift.	Narrator	Snowdin	room_battle	
* Gyftrot politely accepts& your gift.	Narrator	Snowdin	room_battle	
* Gyftrot stumbles blindly.	Narrator	Snowdin	room_battle	
* Gyftrot is slightly less& irritated.	Narrator	Snowdin	room_battle	
* Gyftrot's problems have& been taken away.	Narrator	Snowdin	room_battle	
* Gyftrot looks disappointed.	Narrator	Snowdin	room_battle	
* Gyftrot's antlers tremble.	Narrator	Snowdin	room_battle	
* GYFTROT - ATK 16 DEF 8&* Some teens "decorated" it as& a prank./^	Narrator	Snowdin	room_battle	
* You remove the striped cane& that says "I use this tiny& cane to walk" on it./^	Narrator	Snowdin	room_battle	
* You remove the box of& non-dog-related raisins./^	Narrator	Snowdin	room_battle	
* You remove the lenticular& bookmark of a smug teen& winking./^	Narrator	Snowdin	room_battle	
* You remove the barbed wire& made of pipe cleaners./^	Narrator	Snowdin	room_battle	
* You remove a childhood& photograph of Snowdrake and& his parent./^	Narrator	Snowdin	room_battle	
* You remove a small^1, confused& dog./^	Narrator	Snowdin	room_battle	
* You remove a stocking filled& with chicken nuggets./^	Narrator	Snowdin	room_battle	
* You remove the shirt that says& 'I'm with stupid' and points& inward./^	Narrator	Snowdin	room_battle	
* You try to undecorate...?/^	Narrator	Snowdin	room_battle	
* You remove the googly eyes./^	Narrator	Snowdin	room_battle	
* You add some googly eyes& you found on the ground./^	Narrator	Snowdin	room_battle	
* You can't improve on& perfection./^	Narrator	Snowdin	room_battle	
mypart6				
* You give the cheapest gift& of all...^1.& * Friendship./^	Narrator	Snowdin	room_battle	
* You give 35 G because& you can't think of an& appropriate gift./^	Narrator	Snowdin	room_battle	
* You give your remaining& money because you can't& think of a better gift./^	Narrator	Snowdin	room_battle	
* Gyftrot refuses your gift./^	Narrator	Snowdin	room_battle	
* Hey now^1.& * You aren't made of money./^	Narrator	Snowdin	room_battle	
* Hey now^1.& * You aren't made of friendship./^	Narrator	Snowdin	room_battle	
draw_self_custom_x				
You're&rather&slow.	Doge	Snowdin	room_battle	
Come on,&let's go.	Doge	Snowdin	room_battle	
Hurry&up...	Doge	Snowdin	room_battle	
Want to&go on&a walk?	Doge	Snowdin	room_battle	
Pet...&me...	Doge	Snowdin	room_battle	
Oh boy!&Oh boy!&Oh boy!&Oh boy!	Doge	Snowdin	room_battle	
Ahhhh,&humans&are&nice.	Doge	Snowdin	room_battle	
Hey!!&That&was&fun!!	Doge	Snowdin	room_battle	
* Doge is pacing anxiously.	Narrator	Snowdin	room_battle	
* Doge paws at an imaginary& door.	Narrator	Snowdin	room_battle	
* Doge is looking at you and& whining.	Narrator	Snowdin	room_battle	
* Doge is wondering where she& put her leash.	Narrator	Snowdin	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Doge is now primed for petting.	Narrator	Snowdin	room_battle	
* Doge looks satisfied.	Narrator	Snowdin	room_battle	
* Doge needs a vet.	Narrator	Snowdin	room_battle	
* DOGE - ATK 7 DEF 5&* Pronounced "dohj." Soft j^1.&* Seems like she wants a walk./^	Narrator	Snowdin	room_battle	
* You tried to bathe Doge^2,& but she's perfectly clean.../^	Narrator	Snowdin	room_battle	
* You go on a short walk with& the Doge./^	Narrator	Snowdin	room_battle	
* The Doge seems all tuckered& out./^	Narrator	Snowdin	room_battle	
* You called Doge over.&* Doge came close./^	Narrator	Snowdin	room_battle	
* Dry a dry doge?&* Your mind boggles at this& impossibility./^	Narrator	Snowdin	room_battle	
* You pet the Doge.&* What a good Doge./^	Narrator	Snowdin	room_battle	
* Doge seems too dangerous& to pet..^1.&* For now./^	Narrator	Snowdin	room_battle	
joketold				
smell				
axhp				
Take my&wife...&'s fleas.	Dogamy	Snowdin	room_battle	
Don't&touch my&hot dog.	Dogamy	Snowdin	room_battle	
No. 2&Nuzzle&Champs&'98!!	Dogamy	Snowdin	room_battle	
Let's&kick&human&tail!!	Dogamy	Snowdin	room_battle	
Hm?&What's&that&smell?	Dogamy	Snowdin	room_battle	
What!&Smells&like a&...	Dogamy	Snowdin	room_battle	
Paws off&you&smelly&human.	Dogamy	Snowdin	room_battle	
Wow!!!&Pet by&another&pup!!!	Dogamy	Snowdin	room_battle	
Stop!&Don't&touch&her!	Dogamy	Snowdin	room_battle	
What&about&me.....&.....	Dogamy	Snowdin	room_battle	
Whine.	Dogamy	Snowdin	room_battle	
Whimper.	Dogamy	Snowdin	room_battle	
* Dogamy is brokenhearted.	Narrator	Snowdin	room_battle	
* DOGAMY - ATK 14 DEF 5&* Husband of Dogaressa.&* Knows only what he smells./^	Narrator	Snowdin	room_battle	
* The Dogs sniff you again.../	Narrator	Snowdin	room_battle	
* But you smell just as& weird as before!/^	Narrator	Snowdin	room_battle	
* After rolling in the dirt^1,& you smell all right!/^	Narrator	Snowdin	room_battle	
* The Dogs already know you& smell fine./^	Narrator	Snowdin	room_battle	
* Dogamy won't even lift& up his snout./^	Narrator	Snowdin	room_battle	
* Dogamy just growls at& you./^	Narrator	Snowdin	room_battle	
* The Dogs are too suspicious& of your smell./^	Narrator	Snowdin	room_battle	
* You pet Dogamy./^	Narrator	Snowdin	room_battle	
* You roll around in the& dirt and snow./	Narrator	Snowdin	room_battle	
* You smell like a weird& puppy./^	Narrator	Snowdin	room_battle	
(Don't,&actually&...)	Dogaressa	Snowdin	room_battle	
(He&means&me.)	Dogaressa	Snowdin	room_battle	
(Of&course&we were&second.)	Dogaressa	Snowdin	room_battle	
(Do&humans&have&tails?)	Dogaressa	Snowdin	room_battle	
(Smell&mystery)	Dogaressa	Snowdin	room_battle	
(Are you&actually&a little&puppy!?)	Dogaressa	Snowdin	room_battle	
(Beware&of&dog.)	Dogaressa	Snowdin	room_battle	
(A dog&that pets&dogs...&Amazing!)	Dogaressa	Snowdin	room_battle	
(That's&not your&husband,&OK?)	Dogaressa	Snowdin	room_battle	
(Well.&Don't&leave me&out!)	Dogaressa	Snowdin	room_battle	
(Misery&awaits&you.)	Dogaressa	Snowdin	room_battle	
(Kneel&and&suffer!)	Dogaressa	Snowdin	room_battle	
(I'll&chop you&in&half!)	Dogaressa	Snowdin	room_battle	
gen1				
* The Dogs keep shifting their& axes to protect each other.	Narrator	Snowdin	room_battle	
* The Dogs are re-evaluating& your smell.	Narrator	Snowdin	room_battle	
* The Dogs are practicing for& the next couples contest.	Narrator	Snowdin	room_battle	
* The Dogs are saying sickly& sweet things to each other.	Narrator	Snowdin	room_battle	
* The Dogs may want to& re-smell you.	Narrator	Snowdin	room_battle	
* The Dogs think that you& may be a lost puppy.	Narrator	Snowdin	room_battle	
* Every dog loves to play& fetch!!!	Narrator	Snowdin	room_battle	
* The Dogs' minds have been& expanded.	Narrator	Snowdin	room_battle	
* The Dogaressa is on the& warpath.	Narrator	Snowdin	room_battle	
* DOGARESSA - ATK 14 DEF 5&* This puppy finds her& hubby lovely^1. SMELLS ONLY?/^	Narrator	Snowdin	room_battle	
* The Dogaressa won't even& lift up her snout./^	Narrator	Snowdin	room_battle	
* The Dogaressa just growls& at you./^	Narrator	Snowdin	room_battle	
* The Dogaressa is too& suspicious of your smell./^	Narrator	Snowdin	room_battle	
* You pet the Dogaressa./^	Narrator	Snowdin	room_battle	
part4				
excited				
pets				
Don't&move an&inch!	Doggo	Snowdin	room_battle	
It moved&!! It&didn't&NOT move!	Doggo	Snowdin	room_battle	
Will it&move&this&time?	Doggo	Snowdin	room_battle	
HUH!!!&A FUN&STICK&APPEARS!	Doggo	Snowdin	room_battle	
WHAT!!!&I'VE&BEEN&PET!!!	Doggo	Snowdin	room_battle	
WHERE'S&THAT&COMING&FROM!	Doggo	Snowdin	room_battle	
THERE'S&NO END&TO IT!!	Doggo	Snowdin	room_battle	
WELL,&THIS IS&THOROUGH&!!!	Doggo	Snowdin	room_battle	
OK.&That's&enough.	Doggo	Snowdin	room_battle	
* Doggo can't seem to& find anything.	Narrator	Snowdin	room_battle	
* Doggo is confirming the moving& object.	Narrator	Snowdin	room_battle	
* Doggo loves fetch!!!	Narrator	Snowdin	room_battle	
* Doggo has been pet.	Narrator	Snowdin	room_battle	
* DOGGO - ATK 13 DEF 7&* Easily excited by movement.&* Hobbies include^1: squirrels./^	Narrator	Snowdin	room_battle	
* Doggo is too suspicious of& your movements./^	Narrator	Snowdin	room_battle	
* You pet Doggo./^	Narrator	Snowdin	room_battle	
specialx				
FETCH?	Doggo	Snowdin	room_battle	
PET?	Doggo	Snowdin	room_battle	
PAT?	Doggo	Snowdin	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
POT?	Doggo	Snowdin	room_battle	
MOVING?	Doggo	Snowdin	room_battle	
Ice&to meet&you.	Snowdrake	Snowdin	room_battle	
Ice puns&are&"snow"&problem	Snowdrake	Snowdin	room_battle	
Fights&you in&"cold"&blood.	Snowdrake	Snowdin	room_battle	
Better&not snow&"flake"&out!	Snowdrake	Snowdin	room_battle	
My fave&ice&cereals:&"frosted"	Snowdrake	Snowdin	room_battle	
Chill&out...	Snowdrake	Snowdin	room_battle	
M.. m..&macaroni&and&"freeze"	Snowdrake	Snowdin	room_battle	
Do I&really&...	Snowdrake	Snowdin	room_battle	
Hey...	Snowdrake	Snowdin	room_battle	
Guys...&guys...	Snowdrake	Snowdin	room_battle	
You have&good&taste!!&(In jokes)	Snowdrake	Snowdin	room_battle	
See!?&Laughs!&Dad was&wrong!	Snowdrake	Snowdin	room_battle	
Thanks,&you're&all&great.	Snowdrake	Snowdin	room_battle	
What are&YOU&laughin'&at?!?	Snowdrake	Snowdin	room_battle	
Is that&s'posed&to be&funny?	Snowdrake	Snowdin	room_battle	
Ha...&Ha...&Nice&try.	Snowdrake	Snowdin	room_battle	
I've&heard&that&one.	Snowdrake	Snowdin	room_battle	
THIS&won't be&funny&either!	Snowdrake	Snowdin	room_battle	
Is your&flesh&rotten&as you?	Snowdrake	Snowdin	room_battle	
(Insults&towards&humans)	Snowdrake	Snowdin	room_battle	
IT'S&JUST&LIKE&'EM	Snowdrake	Snowdin	room_battle	
HAHA&YOU'RE&BETTER	Snowdrake	Snowdin	room_battle	
YOU&NAILED&IT	Snowdrake	Snowdin	room_battle	
That's&not&like&me...	Snowdrake	Snowdin	room_battle	
I don't&do it&that&way...	Snowdrake	Snowdin	room_battle	
It's&better&when I&do it...	Snowdrake	Snowdin	room_battle	
* Snowdrake is assessing the& crowd.	Narrator	Snowdin	room_battle	
* Snowdrake is practicing& its next pun.	Narrator	Snowdin	room_battle	
* Snowdrake is smiling at its& own bad joke.	Narrator	Snowdin	room_battle	
* It smells like a wet& pillow.	Narrator	Snowdin	room_battle	
* Snowdrake realized its own& name is a pun and is& freaking out.	Narrator	Snowdin	room_battle	
* Snowdrake is pleased with& its "cool" joke.	Narrator	Snowdin	room_battle	
* Snowdrake is laughing at& your imitation of its& cohort.	Narrator	Snowdin	room_battle	
* Snowdrake pretends not to& care.	Narrator	Snowdin	room_battle	
* Snowdrake is puffed up..	Narrator	Snowdin	room_battle	
* Snowdrake is flaking& apart.	Narrator	Snowdin	room_battle	
* SNOWDRAKE - ATK 12 DEF 7&* This teen comedian fights to& keep a captive audience./^	Narrator	Snowdin	room_battle	
* You boo the Snowdrake./^	Narrator	Snowdin	room_battle	
* You tell the Snowdrake that& they aren't funny./^	Narrator	Snowdin	room_battle	
* You tell the Snowdrake that& no one will ever love& them the way they are.../	Narrator	Snowdin	room_battle	
* They struggle to make a& retort^1, and slink away& utterly crushed.../^	Narrator	Snowdin	room_battle	
* You laugh at Snowdrake before& it says anything funny./^	Narrator	Snowdin	room_battle	
* You laugh at Snowdrake's& pun./^	Narrator	Snowdin	room_battle	
* You make a bad ice pun./^	Narrator	Snowdin	room_battle	
* You make a bad ice pun./	Narrator	Snowdin	room_battle	
* The other monsters think& it's hilarious.../^	Narrator	Snowdin	room_battle	
scr_withallmonster				
Brush my&teeth?&No way&in heck!	Chilldrake	Snowdin	room_battle	
NEVER do&your&homework&!!	Chilldrake	Snowdin	room_battle	
No&bedtime!&Only&DEADTIME	Chilldrake	Snowdin	room_battle	
turns&music up&all the&way	Chilldrake	Snowdin	room_battle	
Do you...&really&...	Chilldrake	Snowdin	room_battle	
I don't&think&you...	Chilldrake	Snowdin	room_battle	
To tell&you the&truth...	Chilldrake	Snowdin	room_battle	
You&don't&know my&cause!!	Chilldrake	Snowdin	room_battle	
Only&Snowy&can do&that.	Chilldrake	Snowdin	room_battle	
You&ain't&Snowy.	Chilldrake	Snowdin	room_battle	
Stick to&puns.&They're&better.	Chilldrake	Snowdin	room_battle	
WRONG!&Let's&fight&and die.	Chilldrake	Snowdin	room_battle	
Actually&...&Death?	Chilldrake	Snowdin	room_battle	
Defiance&can't be&defied!	Chilldrake	Snowdin	room_battle	
HAHA&WOWEE	Chilldrake	Snowdin	room_battle	
Where's&Snowy&right&now?	Chilldrake	Snowdin	room_battle	
Ha...&Ha...	Chilldrake	Snowdin	room_battle	
Nice&try,&laugh&Picasso.	Chilldrake	Snowdin	room_battle	
* Chilldrake starts a one-& monster riot.	Narrator	Snowdin	room_battle	
* Chilldrake is chanting an& anarchist spell.	Narrator	Snowdin	room_battle	
* Chilldrake is eating its& own homework.	Narrator	Snowdin	room_battle	
* It smells like "Ice"& scented body-spray.	Narrator	Snowdin	room_battle	
* Chilldrake is wondering& where Snowy went.	Narrator	Snowdin	room_battle	
* Chilldrake feels neutered& by your agreement.	Narrator	Snowdin	room_battle	
* Chilldrake is laughing at& your imitation of its& cohort.	Narrator	Snowdin	room_battle	
* Chilldrake pretends not to& care.	Narrator	Snowdin	room_battle	
* Chilldrake is puffed up...	Narrator	Snowdin	room_battle	
* Chilldrake is flaking& apart.	Narrator	Snowdin	room_battle	
* CHILLDRAKE - ATK 12 DEF 7&* Rebels against everything!!&* Looking for its friend Snowy./^	Narrator	Snowdin	room_battle	
* You tell Chilldrake it's& all wrong./^	Narrator	Snowdin	room_battle	
* You agree with Chilldrake& before it gives its speech./^	Narrator	Snowdin	room_battle	
* You agree with Chilldrake^1.&* It seems to get very& uncomfortable.../^	Narrator	Snowdin	room_battle	
* You make fun of Chilldrake./^	Narrator	Snowdin	room_battle	
* You make fun of Chilldrake./	Narrator	Snowdin	room_battle	
down				
dirtyjoke				
alphaup				
dub				
slime				

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
flex				
clean				
bodypart				
teeth&and eyes	Woshua	Waterfall	room_battle	
leg	Woshua	Waterfall	room_battle	
SOUL	Woshua	Waterfall	room_battle	
hand	Woshua	Waterfall	room_battle	
Wosh u&	Woshua	Waterfall	room_battle	
whistle&as it&cleans	Woshua	Waterfall	room_battle	
Your&SOUL&is&unclean	Woshua	Waterfall	room_battle	
Out!!!&Darned&spot	Woshua	Waterfall	room_battle	
Oops, I&meant...&scrub a&sub-SUBS	Woshua	Waterfall	room_battle	
Scrub a&dub-dubs	Woshua	Waterfall	room_battle	
Green&means&clean	Woshua	Waterfall	room_battle	
Yuck!	Woshua	Waterfall	room_battle	
Fresh!	Woshua	Waterfall	room_battle	
NO. THAT&JOKE'S&TOO...&DIRTY	Woshua	Waterfall	room_battle	
blcontweet				
\Xtweet	Woshua's Bird	Waterfall	room_battle	
blconwd2				
qq				
backwards				
cleaner				
offset				
qd				
* Woshua wonders if tears are& sanitary.	Narrator	Waterfall	room_battle	
* Woshua is friends with& a little bird.	Narrator	Waterfall	room_battle	
* Woshua is rinsing off a& pizza.	Narrator	Waterfall	room_battle	
* Woshua is looking for some& good clean fun.	Narrator	Waterfall	room_battle	
* Smells like detergent.	Narrator	Waterfall	room_battle	
* Woshua is revolted at its own& wounds.	Narrator	Waterfall	room_battle	
* WOSHUA - ATK 18 DEF 5&* This humble germophobe seeks& to cleanse the whole world./^	Narrator	Waterfall	room_battle	
* You reach out^1.&* Woshua recoils from your& touch./^	Narrator	Waterfall	room_battle	
* Woshua is terrified of& your slimy body!&* It runs away./^	Narrator	Waterfall	room_battle	
* You give Woshua a friendly& pat./^	Narrator	Waterfall	room_battle	
* You ask Woshua to clean you^1.&* It hops around excitedly./^	Narrator	Waterfall	room_battle	
* Woshua continues cleaning./^	Narrator	Waterfall	room_battle	
ll				
* You tell a joke about two& kids who played in a& muddy flower garden./	Narrator	Waterfall	room_battle	
* You tell a joke about a kid& who ate a pie with& their bare hands./	Narrator	Waterfall	room_battle	
* You tell a joke about a kid& who slept in the soil./	Narrator	Waterfall	room_battle	
* Woshua's powers neutralized!/^	Narrator	Waterfall	room_battle	
by				
fy				
fu				
ducky				
wy				
waterxx				
wu				
bull				
... what the&HECK is that&music?/%%	Woshua	Waterfall	room_battle	
I-I DUNNO^1, DUDE&BUT IT'S SPOOKIN&ME OUT ;)/%%	Aaron	Waterfall	room_battle	
... this is worse&than Shyren./%%	Woshua	Waterfall	room_battle	
No way^1, Shyren is&way less scary&;)/%%	Aaron	Waterfall	room_battle	
... if you're so&scared^1, why do&you keep winking?/%%	Woshua	Waterfall	room_battle	
THESE ARE WINKS&OF FEAR ;)/%%	Aaron	Waterfall	room_battle	
Forget it^1.&This beat is&too.../	Woshua	Waterfall	room_battle	
... filthy./%%	Woshua	Waterfall	room_battle	
Wosh^1! Wait^1!&Don't leave me ;)/	Aaron	Waterfall	room_battle	
Is this creepy&music my punishment&for being creepy?&;)/	Aaron	Waterfall	room_battle	
Please..^1. stop..^1.&I'll never creep&again ;)/%%	Aaron	Waterfall	room_battle	
Wahhhhh!!!!!&;)^3 %%	Aaron	Waterfall	room_battle	
agent				
emotion				
encourage				
creep				
badnote				
note				
longnote				
....&....&toot&....	Shyren	Waterfall	room_battle	
...&....&hum hum	Shyren	Waterfall	room_battle	
si re,&si re&si mi&si mi	Shyren	Waterfall	room_battle	
Si Fa&Si Fa&So Fa So&Mi Re Re	Shyren	Waterfall	room_battle	
Mi So&Mi So&Mi Si Mi&La Si So	Shyren	Waterfall	room_battle	
(agg-&ressive&tooting)	Shyren	Waterfall	room_battle	
(final&toot)	Shyren	Waterfall	room_battle	
* Shyren hums very faintly.	Narrator	Waterfall	room_battle	
* Shyren pretends to be a& pop idol.	Narrator	Waterfall	room_battle	
* Shyren taps a little beat& with her fins.	Narrator	Waterfall	room_battle	
* Shyren thinks about doing& karaoke by herself.	Narrator	Waterfall	room_battle	
* Smells like music.	Narrator	Waterfall	room_battle	
* Shyren's voice gets raspy.	Narrator	Waterfall	room_battle	
* Shyren seems much more& comfortable singing along.	Narrator	Waterfall	room_battle	
* Sans is selling tickets& made of toilet paper.	Narrator	Waterfall	room_battle	
* A hooded figure watches& the commotion from afar.	Narrator	Waterfall	room_battle	
* The crowd tosses clothing^1.&* It's a storm of socks.	Narrator	Waterfall	room_battle	
* Shyren thinks about her& future.	Narrator	Waterfall	room_battle	
* SHYREN - ATK 19 DEF 0&* Tone deaf^1. She's too ashamed& to sing her deadly song./^	Narrator	Waterfall	room_battle	
* SHYREN - ATK 19 DEF 0&* A talented singer^1, with& a little help./^	Narrator	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* SHYREN - ATK 19 DEF 0&* That's Shyren^1.&* She's your band-mate./^	Narrator	Waterfall	room_battle	
* You hum a funky tune^1.&* Shyren follows your melody./^	Narrator	Waterfall	room_battle	
* You hum a sad song^1.&* Shyren follows your melody./^	Narrator	Waterfall	room_battle	
* You hum a jazz ballad^1.&* Shyren follows your melody./^	Narrator	Waterfall	room_battle	
* You hum some more^1.&* Monsters are drawn to the& music./	Narrator	Waterfall	room_battle	
* Suddenly^1, it's a concert.../^	Narrator	Waterfall	room_battle	
* You hum some more^1.&* The seats are sold out^1.&* You feel like a rock star./^	Narrator	Waterfall	room_battle	
* You hum some more^1.&* But the constant attention.../	Narrator	Waterfall	room_battle	
* The tours..^1.&* The groupies..^1.&* It's all.../^	Narrator	Waterfall	room_battle	
* You and Shyren have come so& far^1, but it's time./	Narrator	Waterfall	room_battle	
* You both have your own& journeys to embark on./	Narrator	Waterfall	room_battle	
* You hum a farewell song./^	Narrator	Waterfall	room_battle	
* You smile^1.&* You ask to see Shyren's smile^1,& too./	Narrator	Waterfall	room_battle	
* Shyren gets quieter^1.&* In the corner^1, Aaron nods& his head approvingly./^	Narrator	Waterfall	room_battle	
* You keep smiling^1.&* But nothing happened./^	Narrator	Waterfall	room_battle	
* You give a darling smile and& a little wink./	Narrator	Waterfall	room_battle	
* The crowd goes wild!/^	Narrator	Waterfall	room_battle	
* You wave your arms wildly^1.&* You are now vulnerable& to electric attacks./^	Narrator	Waterfall	room_battle	
* You wave your arms wildly^1.&* The crowd eats it up./^	Narrator	Waterfall	room_battle	
siny				
yo				
creator				
drawngr				
idealww				
gr				
sprite_delete				
sprite_create_from_screen_x				
scr_waver_height				
idealww2				
x_blue				
flash				
dir				
idealdir				
old				
neg				
lesson				
order				
rating				
refuse				
sound0				
ender				
done				
darkify				
col2				
hitno				
col				
scr_sr				
degtorad				
dif				
tideal				
collision_line				
collision_rectangle				
spearno				
object0				
site				
countdown				
alphoid				
part				
truesite				
rater				
r2				
remx				
remy				
xrate				
totalx				
fade				
alpha				
ysin				
deactivate				
scr_damagestandard_x				
draw_self_border_ext				
xsetmem				
xsetmem2				
offchoice				
reload				
xset				
point_direction				
offsetdir				
draw_line				
green				
greenlock				
songplayed				
revert				
damagecause				
borderspec				
ratingb				
defadjust				
died				
blconx				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
blcony				
shakify				
uncancel				
hitfirst				
berserk				
mercied				
xbullet				
blcontype				
Ngahhh!	Undyne	Waterfall	room_battle	
Bring&it on!	Undyne	Waterfall	room_battle	
C'mon!	Undyne	Waterfall	room_battle	
Fuhuhu!	Undyne	Waterfall	room_battle	
Ngahh!!	Undyne	Waterfall	room_battle	
Urahhh!!	Undyne	Waterfall	room_battle	
\E1 You're strong...& But not strong& enough!	Undyne	Waterfall	room_battle	
\E4 You're a pain in& the neck, huh?	Undyne	Waterfall	room_battle	
\E5 DIE ALREADY, YOU& LITTLE BRAT!	Undyne	Waterfall	room_battle	
\XAs long as you're& \GGREEN\X you \RCAN'T& ESCAPE\X!/	Undyne	Waterfall	room_battle	
\XUnless you learn& to \Rface danger& head-on\X.../	Undyne	Waterfall	room_battle	
You won't last& a SECOND against& ME!/%%	Undyne	Waterfall	room_battle	
You^1?& Sparing ME^1?& Fuhuhuhu!/	Undyne	Waterfall	room_battle	
How insulting^1!& I'd NEVER& surrender to the& likes of you!/%%	Undyne	Waterfall	room_battle	
Not bad^1!& Then how about& THIS!?/%%	Undyne	Waterfall	room_battle	
\E0 I wanted this to& be a fair fight./	Undyne	Waterfall	room_battle	
\E1 I thought if I& beat you like& this.../	Undyne	Waterfall	room_battle	
It'd truly show& how strong& monsters can be./	Undyne	Waterfall	room_battle	
\E4 BUT NOW???/	Undyne	Waterfall	room_battle	
\E5 I DON'T CARE!/	Undyne	Waterfall	room_battle	
I'M NOT YOUR& FREAKING& KINDERGARTEN& TEACHER!/	Undyne	Waterfall	room_battle	
\E1 Unless your& kindergarten& teacher.../	Undyne	Waterfall	room_battle	
\E5 DOES THIS!/%%	Undyne	Waterfall	room_battle	
\E5 WHAT ARE YOU& DOING?/	Undyne	Waterfall	room_battle	
JUST FACE& UPWARDS!!!/	Undyne	Waterfall	room_battle	
IT'S NOT HARD!/	Undyne	Waterfall	room_battle	
\E0 %%	Undyne	Waterfall	room_battle	
\E4 Look./	Undyne	Waterfall	room_battle	
\E4 I gave you a& spear to block& the bullets with./	Undyne	Waterfall	room_battle	
\E4 Do I have to& explain this& any more& clearly?/	Undyne	Waterfall	room_battle	
\E1 \XWhen I said& \Rface towards& danger\X.../	Undyne	Waterfall	room_battle	
\E4 I meant face& towards the& bullets!/	Undyne	Waterfall	room_battle	
For years,& we've dreamed& of a happy& ending...	Undyne	Waterfall	room_battle	
And now,& sunlight is& just within& our reach!	Undyne	Waterfall	room_battle	
I won't let& you snatch it& away from& us!	Undyne	Waterfall	room_battle	
\E1 NGAHHH!& Enough warming& up!/%%	Undyne	Waterfall	room_battle	
Heh...& You're tough!	Undyne	Waterfall	room_battle	
Mercy^1!& Ha!/	Undyne	Waterfall	room_battle	
I still can't& believe YOU& want to spare& ME!/%%	Undyne	Waterfall	room_battle	
But even if& you could& beat me...	Undyne	Waterfall	room_battle	
But even if& I spared& YOU...	Undyne	Waterfall	room_battle	
\X No human has& EVER made it& past& \RASGORE\X!	Undyne	Waterfall	room_battle	
Honestly^1,& killing you& now is an act& of mercy...!	Undyne	Waterfall	room_battle	
Honestly, I'm& doing you& a favor...	Undyne	Waterfall	room_battle	
\E1 Killing you& now is an act& of mercy!	Undyne	Waterfall	room_battle	
\E4 So STOP being& so damn& resilient!/%%	Undyne	Waterfall	room_battle	
What the& hell are& humans made& out of!?	Undyne	Waterfall	room_battle	
Anyone else& would be DEAD& by now!	Undyne	Waterfall	room_battle	
Alphys told me& humans were& determined...	Undyne	Waterfall	room_battle	
I see now what& she meant by& that!	Undyne	Waterfall	room_battle	
But I'm& determined,& too!	Undyne	Waterfall	room_battle	
Determined to& end this& RIGHT NOW!	Undyne	Waterfall	room_battle	
... RIGHT NOW!	Undyne	Waterfall	room_battle	
... RIGHT...& ...& ... NOW!!	Undyne	Waterfall	room_battle	
Ha...& Ha...	Undyne	Waterfall	room_battle	
\E5 NGAHHH!!!& DIE ALREADY, YOU& LITTLE BRAT!/%%	Undyne	Waterfall	room_battle	
YOU'RE GETTING& IN MY WAY!	Undyne	Waterfall	room_battle	
I WILL NEVER& TAKE MERCY FROM& THE LIKES OF YOU!	Undyne	Waterfall	room_battle	
I WILL NOT& BE DEFEATED!	Undyne	Waterfall	room_battle	
YOU! WILL!& NEVER! SPARE! ME!	Undyne	Waterfall	room_battle	
Come on^1, is that& all you've got!?/%%	Undyne	Waterfall	room_battle	
... pathetic./	Undyne	Waterfall	room_battle	
You're going to& have to try& harder than that!/%%	Undyne	Waterfall	room_battle	
S-see how strong& we are when we& believe in& ourselves?/%%	Undyne	Waterfall	room_battle	
H... heh.../	Undyne	Waterfall	room_battle	
Had enough yet?/%%	Undyne	Waterfall	room_battle	
\E7 .../	Undyne	Waterfall	room_battle	
... I won't..^1.& ... give up.../%%	Undyne	Waterfall	room_battle	
\E7.../%%	Undyne	Waterfall	room_battle	
tempdie				
deadmusic1				
deadmusic2				
pseudodarker				
* The wind is howling...	Narrator	Waterfall	room_battle	
* Undyne flips her spear& impatiently.	Narrator	Waterfall	room_battle	
* Flower pollen drifts in& front of you.	Narrator	Waterfall	room_battle	
* Water rushes around you.	Narrator	Waterfall	room_battle	
* The spears pause for a& moment.	Narrator	Waterfall	room_battle	
* Undyne points heroically& towards the sky.	Narrator	Waterfall	room_battle	
* Undyne suplexes a huge& boulder^1, just because& she can.	Narrator	Waterfall	room_battle	
* Undyne bounces impatiently.	Narrator	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Undyne flashes a menacing& smile.	Narrator	Waterfall	room_battle	
* Undyne draws her finger& across her neck.	Narrator	Waterfall	room_battle	
* Undyne holds her fist in& front of her and shakes& her head.	Narrator	Waterfall	room_battle	
* Undyne towers threateningly.	Narrator	Waterfall	room_battle	
* Undyne thinks of her friends& and pounds the ground& with her fists.	Narrator	Waterfall	room_battle	
* Smells like sushi.	Narrator	Waterfall	room_battle	
* Undyne's eye is twitching& involuntarily.	Narrator	Waterfall	room_battle	
* Undyne is smashing spears& on the ground.	Narrator	Waterfall	room_battle	
* Undyne's eyes dart around& to see if this is& a prank.	Narrator	Waterfall	room_battle	
* Undyne is hyperventilating.	Narrator	Waterfall	room_battle	
* Smells like angry fish.	Narrator	Waterfall	room_battle	
* Undyne is smiling as if& nothing is wrong.	Narrator	Waterfall	room_battle	
* Undyne's body is wavering.	Narrator	Waterfall	room_battle	
* Undyne's body is losing& its shape.	Narrator	Waterfall	room_battle	
* Undyne's body...	Narrator	Waterfall	room_battle	
* UNDYNE - ATK 50 DEF 20&* The heroine that NEVER gives& up./^	Narrator	Waterfall	room_battle	
chal_e				
* You tell UNDYNE her attacks& are too easy^1.&* She doesn't care./^	Narrator	Waterfall	room_battle	
* You tell UNDYNE her attacks& are too easy^1.&* The bullets get faster./^	Narrator	Waterfall	room_battle	
* You tell UNDYNE her attacks& are too easy^1.&* The bullets get unfair./^	Narrator	Waterfall	room_battle	
* Didn't work./^				
* Hamburger Helpers./^				
plead_e				
* You told Undyne you didn't& want to fight^1.&* But nothing happened./^	Narrator	Waterfall	room_battle	
* You told Undyne you just& want to be friends.&* She remembers someone.../	Narrator	Waterfall	room_battle	
* Her attacks became a little& less extreme./^	Narrator	Waterfall	room_battle	
En guarde!/%%	Undyne	Waterfall	room_battle	
\E1 You won't get& away from me& this time!/%%	Undyne	Waterfall	room_battle	
\E4 You've escaped& from me for& the LAST time!/%%	Undyne	Waterfall	room_battle	
\E5 STOP RUNNING& AWAY!!!/%%	Undyne	Waterfall	room_battle	
\E5 COME BACK HERE^1,& YOU LITTLE& PUNK!!/%%	Undyne	Waterfall	room_battle	
acr_bkon_x				
* Undyne attacks!	Narrator	Waterfall	room_battle	
Ngahhh.../	Undyne	Waterfall	room_battle	
You were stronger...&Than I thought.../	Undyne	Waterfall	room_battle	
So then..^1.&... this is where..^1.&... it ends.../	Undyne	Waterfall	room_battle	
No.../%%	Undyne	Waterfall	room_battle	
NO!/	Undyne	Waterfall	room_battle	
I won't die!/	Undyne	Waterfall	room_battle	
Alphys..^1.&Asgore..^1.&Papyrus.../	Undyne	Waterfall	room_battle	
Everyone is counting&on me to protect&them!/	Undyne	Waterfall	room_battle	
NNNNGAH!/%%	Undyne	Waterfall	room_battle	
Human!/	Undyne	Waterfall	room_battle	
In the name of&everybody's hopes&and dreams.../	Undyne	Waterfall	room_battle	
I WILL DEFEAT YOU!/%%	Undyne	Waterfall	room_battle	
* Undyne looks determined.	Narrator	Waterfall	room_battle	
Ha..^1. ha.../	Undyne	Waterfall	room_battle	
... Alphys.../	Undyne	Waterfall	room_battle	
This is what I& was afraid of.../	Undyne	Waterfall	room_battle	
This is why I& never told you.../	Undyne	Waterfall	room_battle	
No..^1.&No!/	Undyne	Waterfall	room_battle	
Not yet!/	Undyne	Waterfall	room_battle	
I won't die!/%%	Undyne	Waterfall	room_battle	
NGAHHHHHHHH!!^2! %%	Undyne	Waterfall	room_battle	
I WON'T DIE^3! %%	Undyne	Waterfall	room_battle	
melter				
I^2 WON'T^2 %%	Undyne	Waterfall	room_battle	
air				
head				
hair				
pants				
larm				
rarm				
legs				
movetype				
jumpno				
slashno				
fadeout				
slash				
noanim				
sine				
spearalpha				
bidoof				
goof				
doof				
criticize				
hug				
turnt				
Show me what&you've got!	Undyne	Waterfall	room_battle	
Do your worst!	Undyne	Waterfall	room_battle	
What's the&matter, scared?	Undyne	Waterfall	room_battle	
\E6What the hell&is the holdup?	Undyne	Waterfall	room_battle	
COME ON ALREADY!	Undyne	Waterfall	room_battle	
IT'S GETTING&HOT IN HERE!	Undyne	Waterfall	room_battle	
* Undyne is letting you make& the first attack.	Narrator	Waterfall	room_battle	
* UNDYNE - ATK 41 DEF 21&* This time^1, don't hold& anything back!/^	Narrator	Waterfall	room_battle	
* You pretend to swing at& UNDYNE with all your might./%%	Narrator	Waterfall	room_battle	
I've been&defeated..^1.&My house is in&shambles.../	Undyne	Waterfall	room_battle	
I even failed to&befriend you./	Undyne	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
That's it./	Undyne	Waterfall	room_battle	
\E8I don't care if&you're my guest&anymore./	Undyne	Waterfall	room_battle	
\E6One final rematch^1!&All out on both&sides!!!/	Undyne	Waterfall	room_battle	
IT'S THE ONLY WAY&I CAN REGAIN MY&LOST PRIDE!!!/	Undyne	Waterfall	room_battle	
NOW COME ON^1!&HIT ME WITH&ALL YOU'VE GOT!&NGAHHHH!!!/%%	Undyne	Waterfall	room_battle	
scr_marker				
wht				
What./	Undyne	Waterfall	room_battle	
\E2That's the best&you can manage?/	Undyne	Waterfall	room_battle	
\E3Even attacking at&full force.../	Undyne	Waterfall	room_battle	
You just can't&muster any intent&to hurt me^1,&huh?/	Undyne	Waterfall	room_battle	
\E7Heh^1, you know&what?/%%	Undyne	Waterfall	room_battle	
I don't actually&want to hurt you&either./	Undyne	Waterfall	room_battle	
At first^1, I hated&your stupid&saccharine&schtick^1, but.../	Undyne	Waterfall	room_battle	
\E3The way you hit&me right now^1,&it.../	Undyne	Waterfall	room_battle	
\E4Reminded me of&someone I used&to train with./	Undyne	Waterfall	room_battle	
\E7Now I know you&aren't just some&wimpy loser./	Undyne	Waterfall	room_battle	
\E9You're a wimpy&loser with a&big heart!/	Undyne	Waterfall	room_battle	
\E4Just like him.../	Undyne	Waterfall	room_battle	
\E3Listen^1, human./	Undyne	Waterfall	room_battle	
\E2It seems that you&and ASGORE are&fated to fight./	Undyne	Waterfall	room_battle	
\E3But knowing him.../	Undyne	Waterfall	room_battle	
\E4He probably&doesn't want to./	Undyne	Waterfall	room_battle	
\E2Talk to him./	Undyne	Waterfall	room_battle	
\E1I'm sure you can&persuade him to&let you go home./	Undyne	Waterfall	room_battle	
\E3Eventually^1, some&mean human will&fall down here.../	Undyne	Waterfall	room_battle	
\E3And I'll take&THEIR soul instead./	Undyne	Waterfall	room_battle	
\E1That makes sense^1,&right^1?&Fuhuhu./	Undyne	Waterfall	room_battle	
\E2Oh^1, and if you&DO hurt ASGORE.../	Undyne	Waterfall	room_battle	
\E7I'll take the&human souls..^1.&Cross the barrier.../	Undyne	Waterfall	room_battle	
\E6And beat the&hell out of you!/	Undyne	Waterfall	room_battle	
\E9That's what friends&are for^1, right?/	Undyne	Waterfall	room_battle	
\E9Fuhuhu!/	Undyne	Waterfall	room_battle	
\E9Now let's get the&hell out of this&flaming house!/%%	Undyne	Waterfall	room_battle	
udhd				
orderb				
curang				
rotmin				
num				
rate				
hx				
spear				
ld				
ang				
eyetimer				
eye_on				
arm_v				
heady				
slash2				
s_f				
s_f2				
s_f3				
shk				
shaketime				
* UNDYNE THE UNDYING 99ATK 99DEF&* Heroine reformed by her own& DETERMINATION to save	Narrator	Waterfall	room_battle	
Damn it.../	Undyne the Undying	Waterfall	room_battle	
So even THAT&power..^1.&It wasn't enough...?/	Undyne the Undying	Waterfall	room_battle	
\E1Heh.../	Undyne the Undying	Waterfall	room_battle	
Heheheh.../	Undyne the Undying	Waterfall	room_battle	
\E2If you..^1./	Undyne the Undying	Waterfall	room_battle	
If you think I'm&gonna give up hope^1,&you're wrong./	Undyne the Undying	Waterfall	room_battle	
'Cause I've..^1.&Got my friends&behind me./	Undyne the Undying	Waterfall	room_battle	
\E3Alphys told me that&she would watch me&fight you.../	Undyne the Undying	Waterfall	room_battle	
\E4And if anything went&wrong^1, she would..^1.&evacuate everyone./	Undyne the Undying	Waterfall	room_battle	
\E5By now she's called&ASGORE and told him&to absorb the 6&human SOULs./%%	Undyne the Undying	Waterfall	room_battle	
And with that&power.../%%	Undyne the Undying	Waterfall	room_battle	
This world will&live on...!/%%	Undyne the Undying	Waterfall	room_battle	
* Monster Kid quivers anxiously.	Narrator	Waterfall	room_battle	
* MONSTER KID 2 ATK 2 DEF&* Looks like free EXP./^	Chara	Waterfall	room_battle	
skiptext				
Undyne..^1.&You're..^1.&You're hurt.../%%	Monster Kid	Waterfall	room_battle	
Hurt?&It's nothing./	Undyne	Waterfall	room_battle	
Next time^1, listen&when I tell you&to leave^1, okay?/%%	Undyne	Waterfall	room_battle	
I'll take care of&this!/	Undyne	Waterfall	room_battle	
Get out of here!/%%	Undyne	Waterfall	room_battle	
... heh...&"It's nothing"../	Undyne	Waterfall	room_battle	
No..^1. s-somehow^1,&with just one&hit.../	Undyne	Waterfall	room_battle	
I'm already.../	Undyne	Waterfall	room_battle	
Already.../	Undyne	Waterfall	room_battle	
D..^1. damn it..../%%	Undyne	Waterfall	room_battle	
Papyrus..^1.&Alphys..^1.&ASGORE.../	Undyne	Waterfall	room_battle	
Just like that^1,&I.../	Undyne	Waterfall	room_battle	
I've failed you./%%	Undyne	Waterfall	room_battle	
No.../%%	Undyne	Waterfall	room_battle	
truthmusic				
My body..^1.&It feels like it's&splitting apart./	Undyne	Waterfall	room_battle	
Like any instant..^1.&I'll scatter into&a million pieces./	Undyne	Waterfall	room_battle	
But.../	Undyne	Waterfall	room_battle	
Deep^1, deep in my&soul./	Undyne	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
There's a burning&feeling I can't&describe./	Undyne	Waterfall	room_battle	
\E6A burning feeling&that WON'T let me&die./	Undyne	Waterfall	room_battle	
\E5This isn't just&about monsters&anymore^1, is it?/	Undyne	Waterfall	room_battle	
If you get past&me^1, you'll.../	Undyne	Waterfall	room_battle	
You'll destroy them&all^1, won't you?/	Undyne	Waterfall	room_battle	
Monsters..^1.&Humans..^1.&Everyone.../	Undyne	Waterfall	room_battle	
Everyone's hopes^1.&Everyone's dreams^1.&Vanquished in an&instant./	Undyne	Waterfall	room_battle	
\E6But I WON'T let&you do that./	Undyne	Waterfall	room_battle	
Right now^1, everyone&in the world.../	Undyne	Waterfall	room_battle	
\E7I can feel their&hearts beating as&one./	Undyne	Waterfall	room_battle	
And we all have&ONE goal./	Undyne	Waterfall	room_battle	
\E8To defeat YOU./	Undyne	Waterfall	room_battle	
\E7Human^1.&No^1, WHATEVER you&are./	Undyne	Waterfall	room_battle	
\E8For the sake of&the whole world.../%%	Undyne	Waterfall	room_battle	
\E9!^1, UNDYNE^1, will&strike you down!/%%	Undyne	Waterfall	room_battle	
risesfx				
pit				
You're gonna have&to try a little&harder than THAT./%%	Undyne the Undying	Waterfall	room_battle	
room_restart				
cc				
You.../	Undyne the Undying	Waterfall	room_battle	
\E9You're gonna have&to try a little&harder than THAT!/%%	Undyne the Undying	Waterfall	room_battle	
Thanks!	Glad Dummy	Waterfall	room_battle	
Thanks!	Glad Dummy	Waterfall	room_battle	
Thank&you!	Glad Dummy	Waterfall	room_battle	
Great&work!	Glad Dummy	Waterfall	room_battle	
Bravo!	Glad Dummy	Waterfall	room_battle	
OK!	Glad Dummy	Waterfall	room_battle	
* GLAD DUMMY - ATK 0 DEF 0^1 &* Wipe that smile off your& face./^	Chara	Waterfall	room_battle	
hurtsies				
con2				
talko				
next				
drawhp				
type2				
con3				
soundbuffer				
\E1OWWWW^1, you&DUMMIES!!/	Mad Dummy	Waterfall	room_battle	
\XWatch where you're&aiming your \RMAGIC\X &attacks!/	Mad Dummy	Waterfall	room_battle	
\XHey^1!&You^1! \E2Forget&I said anything&about \RMAGIC\X!!!/%%	Mad Dummy	Waterfall	room_battle	
Foolish^1.&Foolish^1!&FOOLISH!/	Mad Dummy	Waterfall	room_battle	
Even if you attack&my vessel^1, you'll&NEVER hurt me!/	Mad Dummy	Waterfall	room_battle	
I'm still&incorporeal^1, you&DUMMY!!!/%%	Mad Dummy	Waterfall	room_battle	
Foolish.&Foolish!&FOOLISH!	Mad Dummy	Waterfall	room_battle	
Futile.&Futile!&FUTILE!	Mad Dummy	Waterfall	room_battle	
Pitiful.&Pitiful!&PITIFUL!	Mad Dummy	Waterfall	room_battle	
Feeble.&Feeble!&FEEBLE!	Mad Dummy	Waterfall	room_battle	
I'll defeat you and& take your SOUL!	Mad Dummy	Waterfall	room_battle	
I'll use your SOUL& to cross the barrier!	Mad Dummy	Waterfall	room_battle	
I'll stand in the& window of a fancy& store!	Mad Dummy	Waterfall	room_battle	
\E3 THEN EVERYTHING I& WANT WILL BE MINE!	Mad Dummy	Waterfall	room_battle	
\E2 Huh?& Yeah, I guess& that'll avenge my& cousin.	Mad Dummy	Waterfall	room_battle	
\E0 What was their name& again...?	Mad Dummy	Waterfall	room_battle	
Whatever.& Whatever!& WHATEVER!!	Mad Dummy	Waterfall	room_battle	
DUMMY&BOTS!&MAGIC&MISSILE!	Mad Dummy	Waterfall	room_battle	
DUMMY&BOTS!&TRY&AGAIN!	Mad Dummy	Waterfall	room_battle	
DUMMY&BOTS!&You're&awful???	Mad Dummy	Waterfall	room_battle	
DUMMY&BOTS!&FINAL&ATTACK!	Mad Dummy	Waterfall	room_battle	
(Wait^1, is DUMMY& a compliment...?)	Mad Dummy	Waterfall	room_battle	
side				
choice2				
choice3				
* Mad Dummy is doing an armless& ska dance.	Narrator	Waterfall	room_battle	
* Mad Dummy is bossing around& its bullets.	Narrator	Waterfall	room_battle	
* Mad Dummy glares into a& mirror^1, then turns to you& with the same expression.	Narrator	Waterfall	room_battle	
* Mad Dummy is hopping mad.	Narrator	Waterfall	room_battle	
* Smells like a clothing& store.	Narrator	Waterfall	room_battle	
* This message will NEVER& happen.	Narrator	Waterfall	room_battle	
* Mad Dummy is getting cotton& all over the dialogue box.	Narrator	Waterfall	room_battle	
* MAD DUMMY - ATK 30 DEF YES&* Because they're a ghost^1,& physical attacks will fail./^	Narrator	Waterfall	room_battle	
* You tell Aaron to go away./^	Narrator	Waterfall	room_battle	
* You talk to the DUMMY^1.&* .../	Narrator	Waterfall	room_battle	
* No one is happy with this./^	Narrator	Waterfall	room_battle	
* Mad Dummy is looking& nervous.	Narrator	Waterfall	room_battle	
rotmod				
sinadd				
\E1HEY GUYS!/%%	Mad Dummy	Waterfall	room_battle	
\E0Dummies^1.&Dummies^1!&DUMMIES!/	Mad Dummy	Waterfall	room_battle	
\E1Remember how I&said NOT to&shoot at me?/	Mad Dummy	Waterfall	room_battle	
\E0Well.../	Mad Dummy	Waterfall	room_battle	
\E3FAILURES^1!&YOU'RE FIRED^1!&YOU'RE ALL BEING&REPLACED!!!/%%	Mad Dummy	Waterfall	room_battle	
\E0Hahaha^1.&Hahaha^1!&HAHAHA!/	Mad Dummy	Waterfall	room_battle	
Now you'll see&my true power:/	Mad Dummy	Waterfall	room_battle	
Relying on people&that aren't garbage!/%%	Mad Dummy	Waterfall	room_battle	
* Mechanical whirrs fill& the room.	Narrator	Waterfall	room_battle	
\E2(N..^1. no way!)/	Mad Dummy	Waterfall	room_battle	
\E2(These guys are&even WORSE than&the other guys!)/	Mad Dummy	Waterfall	room_battle	
\E3Who cares^1.&Who cares^1!&WHO CARES!!/	Mad Dummy	Waterfall	room_battle	
I DON'T NEED&FRIENDS!!!/%%	Mad Dummy	Waterfall	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
knife				
\E3I'VE GOT&KNIVES!!!/%%	Mad Dummy	Waterfall	room_battle	
\E0I'm..^1./	Mad Dummy	Waterfall	room_battle	
\E2Out of knives./	Mad Dummy	Waterfall	room_battle	
\E3BUT IT DOESN'T&MATTER!!!/	Mad Dummy	Waterfall	room_battle	
YOU CAN'T HURT&ME AND I CAN'T&HURT YOU!/	Mad Dummy	Waterfall	room_battle	
YOU'LL BE STUCK&FIGHTING ME.../	Mad Dummy	Waterfall	room_battle	
Forever./	Mad Dummy	Waterfall	room_battle	
Forever!/	Mad Dummy	Waterfall	room_battle	
FOREVER!!!!/	Mad Dummy	Waterfall	room_battle	
AHAHAHA

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Text	Character	Area	Room	How to get it ?
NO!!!!!&muscles&r.....&NOT CUTE/%%	Temmie	Waterfall	room_battle	
blconxwd				
Ooh, I&have to&disagree&;)/%%	Aaron	Waterfall	room_battle	
Temmie^1,&are you&okay?&;)/%%	Aaron	Waterfall	room_battle	
blcont				
NO!!!!!&!!!!!!!/%%	Temmie	Waterfall	room_battle	
sinelover				
stetch				
bborder				
sl2				
Guoooh!	Moldbygg	Waterfall	room_battle	
Roar.	Moldbygg	Waterfall	room_battle	
Chaste&wiggle	Moldbygg	Waterfall	room_battle	
* Moldsmal sits motionless.	Narrator	Waterfall	room_battle	
* Moldsmal is very normal.	Narrator	Waterfall	room_battle	
* Moldsmal is having quiet& time.	Narrator	Waterfall	room_battle	
* Smells like a bait shop.	Narrator	Waterfall	room_battle	
* Quite impossible.	Narrator	Waterfall	room_battle	
* Moldbygg needs some distance.	Narrator	Waterfall	room_battle	
* Moldbygg gyrates reservedly.	Narrator	Waterfall	room_battle	
* Moldbygg mills about in the& corner.	Narrator	Waterfall	room_battle	
* Moldbygg seems comfortable& with your presence.	Narrator	Waterfall	room_battle	
* Moldbygg has seen better days.	Narrator	Waterfall	room_battle	
* MOLDSMAL? - ATK 6 DEF 0&* It's a slime mold...?/^	Narrator	Waterfall	room_battle	
* MOLDBYGG - ATK 18 DEF 18&* One size greater than& Moldaverage./^	Narrator	Waterfall	room_battle	
* You approach Moldsmal.&* Suddenly...!/^	Narrator	Waterfall	room_battle	
* You lie down.&* Moldbygg lies down too.&* Moldbygg understands life now./^	Narrator	Waterfall	room_battle	
* You wiggle your hips.&* Suddenly...!/^	Narrator	Waterfall	room_battle	
* You hug Moldbygg.&* Gross slime covers you.&* Your SPEED decreased./^	Narrator	Waterfall	room_battle	
* Wrong message!/^	Narrator	Waterfall	room_battle	
* You don't hug Moldbygg.&* It appreciates your respect& of its boundaries./^	Narrator	Waterfall	room_battle	
facex				
facey				
facetime				
smuggy				
xsin				
xsin2				
dirface				
point_distance				
diramt				
imax				
hurtlast				
hurta				
qno				
LET'S START WITH&AN EASY ONE!!/%%	Mettaton	Hotland	room_battle	
HERE'S YOUR TERRIFIC&PRIZE!/%%	Mettaton	Hotland	room_battle	
ENOUGH ABOUT YOU.&LET'S TALK ABOUT ME!/%%	Mettaton	Hotland	room_battle	
HERE'S ANOTHER EASY&ONE FOR YOU!/%%	Mettaton	Hotland	room_battle	
DON'T 'COUNT'&ON YOUR VICTORY.../%%	Mettaton	Hotland	room_battle	
LET'S PLAY MEMORY&GAME./%%	Mettaton	Hotland	room_battle	
BUT CAN YOU GET&THIS ONE???/%%	Mettaton	Hotland	room_battle	
HERE'S A SIMPLE&ONE./%%	Mettaton	Hotland	room_battle	
TIME TO BREAK OUT&THE BIG GUNS!!/%%	Mettaton	Hotland	room_battle	
sxx				
* Mettaton.	Narrator	Hotland	room_battle	
* METTATON - ATK 30 DEF 255&* His metal body renders him& invulnerable to attack./^	Narrator	Hotland	room_battle	
* Screaming is against the& rules./^	Narrator	Hotland	room_battle	
turns				
THIS IS IT, DARLING!&SAY GOODBYE!/%%	Mettaton	Hotland	room_battle	
HA!&THAT BUTTON WON'T&SAVE YOU NOW, DARLING!/%%	Mettaton	Hotland	room_battle	
YOU WOULDN'T DARE&USE THE [ACT] COMMAND&AND PRESS THAT&BUTTON!/%%	Mettaton	Hotland	room_battle	
THAT'S RIGHT!&DON'T PRESS IT!&I'LL DESTROY YOU!/%%	Mettaton	Hotland	room_battle	
WITHOUT THAT BUTTON,&YOU ARE INCHING&CLOSER AND CLOSER&TO YOUR DEMISE!/%%	Mettaton	Hotland	room_battle	
ANY MINUTE NOW!& /%%	Mettaton	Hotland	room_battle	
ANY... MINUTE...&....NOW!/%%	Mettaton	Hotland	room_battle	
.....&......./%%	Mettaton	Hotland	room_battle	
.....&...(COUGH)/%%	Mettaton	Hotland	room_battle	
OH!!!&THAT YELLOW GLOW...!/%%	Mettaton	Hotland	room_battle	
TOOK YOU LONG&ENOUGH!/%%	Mettaton	Hotland	room_battle	
* No on e cares.	Mettaton	Hotland	room_battle	
* METTATON - ATK 30 DEF 255&* His metal body STILL renders& him invulnerable to attack./^	Narrator	Hotland	room_battle	
* You yell..^1.&* Nothing happened./^	Narrator	Hotland	room_battle	
* You press the yellow button^1.&* The phone is resonating with& Mettaton's presence...!/^	Narrator	Hotland	room_battle	
IS THAT YOUR PHONE?&YOU'D BETTER ANSWER&IT!/%%	Mettaton	Hotland	room_battle	
shblcon				
H-hey!!&Th-this seems bad,&but don't worry!!/	Alphys (call)	Hotland	room_battle	
Th-there's one last&thing I installed&on your phone...!/	Alphys (call)	Hotland	room_battle	
\WYou see that\Y &yellow button\W...?/	Alphys (call)	Hotland	room_battle	
Go to this phone's&[[ACT]] menu and&press it!!!/%%	Alphys (call)	Hotland	room_battle	
* Your phone's [[ACT]] menu is& glowing.	Narrator	Hotland	room_battle	
ctheart				
Now press [Z]!!!	Alphys (call)	Hotland	room_battle	
OOOH!/	Mettaton	Hotland	room_battle	
OOOOOOOH!/	Mettaton	Hotland	room_battle	
YOU'VE DEFEATED ME!!/	Mettaton	Hotland	room_battle	
HOW CAN THIS BE,&YOU WERE STRONGER&THAN I THOUGHT, ETC./%%	Mettaton	Hotland	room_battle	
WHATEVER.	Mettaton	Hotland	room_battle	
shot				
failure				

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Text	Character	Area	Room	How to get it ?
specialdam				
con_2				
YES, I WAS THE ONE&THAT RE-ARRANGED&THE CORE!/	Mettaton	Core	room_battle	
I WAS THE ONE THAT&HIRED EVERYONE TO&KILL YOU!/	Mettaton	Core	room_battle	
THAT, HOWEVER, WAS A&SHORT-SIGHTED PLAN./	Mettaton	Core	room_battle	
YOU KNOW WHAT WOULD&BE A HUNDRED TIMES&BETTER?/	Mettaton	Core	room_battle	
KILLING YOU MYSELF!!/%%	Mettaton	Core	room_battle	
LISTEN, DARLING.&I'VE SEEN YOU FIGHT./	Mettaton	Core	room_battle	
YOU'RE WEAK./	Mettaton	Core	room_battle	
IF YOU CONTINUE&FORWARD, ASGORE WILL&TAKE YOUR SOUL./	Mettaton	Core	room_battle	
AND WITH YOUR SOUL,&ASGORE WILL DESTROY&HUMANITY./%%	Mettaton	Core	room_battle	
BUT IF I GET YOUR&SOUL, I CAN STOP&ASGORE'S PLAN!/	Mettaton	Core	room_battle	
I CAN SAVE HUMANITY&FROM DESTRUCTION!/%%	Mettaton	Core	room_battle	
THEN, USING YOUR SOUL,&I'LL CROSS THROUGH&THE BARRIER.../	Mettaton	Core	room_battle	
AND BECOME THE STAR&I'VE ALWAYS DREAMED&OF BEING!/	Mettaton	Core	room_battle	
HUNDREDS, THOUSANDS.../	Mettaton	Core	room_battle	
NO!&MILLIONS OF HUMANS&WILL WATCH ME!/%%	Mettaton	Core	room_battle	
GLITZ! GLAMOUR!&I'LL FINALLY HAVE&IT ALL!/	Mettaton	Core	room_battle	
SO WHAT IF A FEW&PEOPLE HAVE TO DIE?/	Mettaton	Core	room_battle	
THAT'S SHOW BUSINESS,&BABY!/%%	Mettaton	Core	room_battle	
tang				
dark				
* MEttaton Rules the school.	Narrator	Core	room_battle	
* Mettaton Is A- OK .	Narrator	Core	room_battle	
* METTATON - ATK 30 DEF 255&* Seriously^1, his metal body& is invulnerable!/^	Narrator	Core	room_battle	
* This is probably what you'll& do if things continue in& this manner./^	Narrator	Core	room_battle	
* You tell Mettaton that there's& a mirror behind him./%%	Narrator	Core	room_battle	
U..uh... I can't see&what's going on in&there, but.../	Alphys (call)	Core	room_battle	
D-d-don't give up,&okay!?/	Alphys (call)	Core	room_battle	
Th... there's o-one&l-l-last way to beat&Mettaton.../	Alphys (call)	Core	room_battle	
It's... um... it's.../	Alphys (call)	Core	room_battle	
This is a work in-&progress, so don't&judge it too hard.../	Alphys (call)	Core	room_battle	
But, you know how&Mettaton always faces&f-f-forward?/	Alphys (call)	Core	room_battle	
That's because&there's a switch&on his backside./	Alphys (call)	Core	room_battle	
S-s-so if y-y-you&c-c-can turn him&around... um.../	Alphys (call)	Core	room_battle	
And, umm... press&th-th-th-the&switch.../	Alphys (call)	Core	room_battle	
He'll be... um...&He'll be.../	Alphys (call)	Core	room_battle	
Vulnerable./	Alphys (call)	Core	room_battle	
Well, g-g-gotta go!/%%	Alphys (call)	Core	room_battle	
* Seems like a good time to& turn Mettaton around.	Narrator	Core	room_battle	
OH???&A MIRROR???/	Mettaton	Core	room_battle	
RIGHT, I HAVE TO&LOOK PERFECT FOR&OUR GRAND FINALE!/%%	Mettaton	Core	room_battle	
behind				
HMMM...&I DON'T SEE IT...&WHERE IS IT...?/%%	Mettaton	Core	room_battle	
DID YOU./	Mettaton	Core	room_battle	
JUST FLIP./	Mettaton	Core	room_battle	
MY SWITCH?/%%	Mettaton	Core	room_battle	
trueanim				
oyea				
THAT WORTHLESS PEA-&SHOOTER WON'T WORK&ON ME, DARLING. ^3 %	Mettaton	Core	room_battle	
DON'T YOU UNDERSTAND&WHAT ACTING IS!?^3 %%	Mettaton	Core	room_battle	
mettamt				
maxed				
maxeda				
maxedb				
maxedc				
lefter				
pspeed				
arms				
sineron				
sinvalue				
hit				
shudderon				
hitted				
bbox_bottom				
bbox_right				
bbox_left				
jimbo				
gl				
scalefactor				
left				
idiff				
tdiff				
wdiff				
hdiff				
sdiff				
Errror Babye				
atext				
answered				
ano				
correct				
answer				
atext2				
special1				
sizefactor				
txtsize				
draw_set_halign				
No question.	Television	Hotland	room_battle	
qtext				

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Text	Character	Area	Room	How to get it ?
Funyuns	Television	Hotland	room_battle	
a1				
Juggalos	Television	Hotland	room_battle	
a2				
Happy Beefsteak	Television	Hotland	room_battle	
a3				
Thunder muffin	Television	Hotland	room_battle	
a4				
quiztimer				
limit				
quizinit				
ERROR? %%				
HAHAHA, YOU WISH!&WRONG!	Mettaton	Hotland	room_battle	
WRONG! IF ONLY ALPHYS&COULD HELP!	Mettaton	Hotland	room_battle	
NOPE! TOO BAD ALPHYS&CAN'T HELP!	Mettaton	Hotland	room_battle	
WRONG!!! WRONG!!!&WROOOOOOOONG!!	Mettaton	Hotland	room_battle	
COMPLETELY UTTERLY&WRONG!!!!!!	Mettaton	Hotland	room_battle	
BOY, THAT'S&EMBARRASSING, HUH?	Mettaton	Hotland	room_battle	
TIME'S UP!&GUESS THAT'S A NO??	Mettaton	Hotland	room_battle	
NO NO NO!&CAN'T YOU READ!?	Mettaton	Hotland	room_battle	
RIGHT! SOUNDS LIKE&YOU GET IT!	Mettaton	Hotland	room_battle	
CORRECT! WHAT A&TERRIFIC ANSWER!	Mettaton	Hotland	room_battle	
TOO EASY FOR&YOU, HUH??????????	Mettaton	Hotland	room_battle	
WONDERFUL! I'M&ASTOUNDED, FOLKS!	Mettaton	Hotland	room_battle	
CORRECT! YOU'RE SO&LUCKY TODAY!!!	Mettaton	Hotland	room_battle	
I'M SO FLATTERED YOU&REMEMBERED!	Mettaton	Hotland	room_battle	
GREAT ANSWER!&I LOVE IT!!!!!!!	Mettaton	Hotland	room_battle	
OF COURSE THAT&WAS EASY FOR YOU!	Mettaton	Hotland	room_battle	
* The quiz show continues.	Narrator	Hotland	room_battle	
nod1				
nod2				
nod3				
nod4				
What's a pretzel's#favorite color?	Television	Hotland	room_battle	
Black	Television	Hotland	room_battle	
Yellow	Television	Hotland	room_battle	
Red	Television	Hotland	room_battle	
Dusk	Television	Hotland	room_battle	
What's the prize#for answering#correctly?	Television	Hotland	room_battle	
Money	Television	Hotland	room_battle	
Mercy	Television	Hotland	room_battle	
New car	Television	Hotland	room_battle	
More questions	Television	Hotland	room_battle	
What's the king's#full name?	Television	Hotland	room_battle	
Lord Fluffybuns	Television	Hotland	room_battle	
Fuzzy Pushover	Television	Hotland	room_battle	
Asgore Dreemurr	Television	Hotland	room_battle	
Dr. Friendship	Television	Hotland	room_battle	
What are robots#made of?	Television	Hotland	room_battle	
Hopes&Dreams	Television	Hotland	room_battle	
Metal&Magic	Television	Hotland	room_battle	
Snips&Snails	Television	Hotland	room_battle	
Sugar&Spice	Television	Hotland	room_battle	
Two trains, Train A and Train B,#simultaneously depart Station A#and Station B.#Station A and Statio	Television	Hotland	room_battle	
31.054 minutes	Television	Hotland	room_battle	
16.232 minutes	Television	Hotland	room_battle	
32.049 minutes	Television	Hotland	room_battle	
32.058 minutes	Television	Hotland	room_battle	
How many flies are#in this jar?	Television	Hotland	room_battle	
54	Television	Hotland	room_battle	
53	Television	Hotland	room_battle	
55	Television	Hotland	room_battle	
52	Television	Hotland	room_battle	
What monster is this?	Television	Hotland	room_battle	
Would you smooch#a ghost?	Television	Hotland	room_battle	
Heck Yeah	Television	Hotland	room_battle	
How many letters in#the name Mettaton	Television	Hotland	room_battle	
In the dating#simulation video game#"Mew Mew Kissy Cutie"#what is Mew Mew's#favorite food?	Television	Hotland	room_battle	
Who does Dr. Alphys#have a crush on?	Television	Hotland	room_battle	
The human	Television	Hotland	room_battle	
Don't know	Television	Hotland	room_battle	
How bright is#this text?	Television	Hotland	room_battle	
85% Bright	Television	Hotland	room_battle	
84% Bright	Television	Hotland	room_battle	
86% Bright	Television	Hotland	room_battle	
83% Bright	Television	Hotland	room_battle	
OH^1! OH^1! I KNOW&THIS ONE!!!!&IT'S SNAIL ICE&CREAM!!!!!!!^1!%	Alphys	Hotland	room_battle	
IN THE FOURTH&CHAPTER EVERYONE&GOES TO THE&BEACH!!!%	Alphys	Hotland	room_battle	
AND SHE BUYS&ICE CREAM FOR&ALL OF HER&FRIENDS!!!!%	Alphys	Hotland	room_battle	
BUT IT'S SNAIL&FLAVOR AND SHE'S&THE ONLY ONE&WHO WANTS IT!!!!!!%	Alphys	Hotland	room_battle	
IT'S ONE OF MY&FAVORITE PARTS&OF THE GAME&BECAUSE%	Alphys	Hotland	room_battle	
IT'S ACTUALLY A&VERY POWERFUL&message abou^1t&friendshi^1p and..^2.%%	Alphys	Hotland	room_battle	
ALPHYS^1,&ALPHYS^1,&ALPHYS./	Mettaton	Hotland	room_battle	
YOU AREN'T HELPING&OUR CONTESTANT,&ARE YOU?/	Mettaton	Hotland	room_battle	
OOOOOOH!!!&YOU SHOULD HAVE&TOLD ME./	Mettaton	Hotland	room_battle	
I'LL ASK A&QUESTION.../	Mettaton	Hotland	room_battle	
YOU'LL BE SURE&TO KNOW THE&ANSWER TO!/%%	Mettaton	Hotland	room_battle	
ALPHYS^1, ALPHYS^1,&ALPHYS./	Mettaton	Hotland	room_battle	
SEE, ALPHYS?&I TOLD YOU IT&WAS OBVIOUS./	Mettaton	Hotland	room_battle	

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Text	Character	Area	Room	How to get it ?
EVEN THE HUMAN&FIGURED IT OUT./	Mettaton	Hotland	room_battle	
YES, SHE SCRAWLS&HER NAME IN THE&MARGINS OF HER&NOTES./	Mettaton	Hotland	room_battle	
SHE NAMES PROGRAMMING&VARIABLES AFTER&HER./	Mettaton	Hotland	room_battle	
LOOLLLL IF YOU CAME TO THIS PART OF THE CODE TO SEE WHO I HAVE A CRUSH ON YOURE OUT OF LUCK				
fsgsfgsx	Mettaton	Hotland	room_battle	
SHE EVEN WRITES&STORIES OF THEM&TOGETHER.../	Mettaton	Hotland	room_battle	
SHARING A DOMESTIC&LIFE./	Mettaton	Hotland	room_battle	
PROBABILITY OF&CRUSH:&101 PERCENT./	Mettaton	Hotland	room_battle	
MARGIN OF ERROR.&ONE PERCENT./%%	Mettaton	Hotland	room_battle	
WHY WOULD SOMEONE&OUTFIT AN&AMUSEMENT ROBOT.../	Mettaton	Hotland	room_battle	
WITH BRUTAL COMBAT&CAPABILITIES?/	Mettaton	Hotland	room_battle	
SIMPLE./	Mettaton	Hotland	room_battle	
TO IMPRESS MR.&ASGORE DREEMURR,&OF COURSE!/	Mettaton	Hotland	room_battle	
OR AS ALPHYS&CALLS HIM.../	Mettaton	Hotland	room_battle	
MR. DREAMY./	Mettaton	Hotland	room_battle	
THOSE STRONG ARMS.../	Mettaton	Hotland	room_battle	
THAT LUSTROUS&BEARD.../	Mettaton	Hotland	room_battle	
LIKE ALL THOSE WHO&CREATE WEAPONS./	Mettaton	Hotland	room_battle	
SHE CRAVES THE&TENDER EMBRACE OF&A BURLY MAN./	Mettaton	Hotland	room_battle	
CAN SHE TRULY&BE BLAMED?/%%	Mettaton	Hotland	room_battle	
... SERIOUSLY?/	Mettaton	Hotland	room_battle	
MY MY..^1.&HOW CONCEITED CAN&YOU GET...?/	Mettaton	Hotland	room_battle	
I LOVE IT!/	Mettaton	Hotland	room_battle	
AND WHILE YOU ARE&COMPLETELY WRONG^1,&YOU DESERVE SOME&CREDIT./	Mettaton	Hotland	room_battle	
I'VE SEEN HER WATCH&YOU ON HER COMPUTER&SCREEN./	Mettaton	Hotland	room_battle	
SMILING WHEN YOU&SUCCEED./	Mettaton	Hotland	room_battle	
SHRIEKING WHEN YOU&FAIL./	Mettaton	Hotland	room_battle	
AND ALWAYS, ALWAYS,&WHISPERING.../	Mettaton	Hotland	room_battle	
NO! WRONG!&YOU HAVE TO&GO THAT WAY!/	Mettaton	Hotland	room_battle	
IN ITS OWN WAY^1,&IS THIS NOT&LOVE??/%%	Mettaton	Hotland	room_battle	
CORRECT./	Mettaton	Hotland	room_battle	
DR. ALPHYS HAS&A CRUSH ON.../	Mettaton	Hotland	room_battle	
THE UNKNOWABLE./	Mettaton	Hotland	room_battle	
YOU SEE, ALPHYS&BELIEVES THERE IS&SOMEONE OUT THERE./	Mettaton	Hotland	room_battle	
SOMEONE WATCHING HER./	Mettaton	Hotland	room_battle	
SOMEONE SHE THINKS&IS "CUTE" AND&"INTERESTING."/	Mettaton	Hotland	room_battle	
HELLO, THEORETICAL&PERSON./	Mettaton	Hotland	room_battle	
DR. ALPHYS LIKES&YOU./	Mettaton	Hotland	room_battle	
TOO BAD YOU&ARE NOT REAL./	Mettaton	Hotland	room_battle	
DERISIVE&LAUGHTRACK/%%	Mettaton	Hotland	room_battle	
H-hey^1, I've done&research about this!/	Alphys	Hotland	room_battle	
There are alternate&universes out there!/	Alphys	Hotland	room_battle	
S-someday^1, maybe^1, I&could meet them.../%%	Alphys	Hotland	room_battle	
YOU SAID THE&EXACT SAME THING&ABOUT "MEW MEW&KISSY CUTIE."/	Mettaton	Hotland	room_battle	
BUT I'LL GIVE YOU&THE BENEFIT OF&THE DOUBT./	Mettaton	Hotland	room_battle	
PERSON^1, IF YOU'RE&OUT THERE.../	Mettaton	Hotland	room_battle	
HOW ABOUT GIVING US&A SIGN^1, RIGHT NOW?/%%	Mettaton	Hotland	room_battle	
THAT SETTLES&THAT, DOESN'T IT?/%%	Mettaton	Hotland	room_battle	
WELL WELL WELL./	Mettaton	Hotland	room_battle	
WITH DR. ALPHYS&HELPING YOU.../	Mettaton	Hotland	room_battle	
THE SHOW HAS NO&DRAMATIC TENSION!/	Mettaton	Hotland	room_battle	
WE CAN'T GO ON&LIKE THIS!!/	Mettaton	Hotland	room_battle	
BUT./	Mettaton	Hotland	room_battle	
BUT!!!/	Mettaton	Hotland	room_battle	
THIS WAS JUST THE&PILOT EPISODE!!/	Mettaton	Hotland	room_battle	
NEXT UP, MORE&DRAMA!/	Mettaton	Hotland	room_battle	
MORE ROMANCE!!!/	Mettaton	Hotland	room_battle	
MORE BLOODSHED!!!/	Mettaton	Hotland	room_battle	
UNTIL NEXT TIME,&DARLINGS...!!!/%%	Mettaton	Hotland	room_battle	
drawtime				
freshdeath				
turn0				
toldhim				
Like,&give us&the soul&brah.	RG 01	Hotland	room_battle	
Like,&"you're&dead"&and all.	RG 01	Hotland	room_battle	
Like,&prepare&to die,&right?	RG 01	Hotland	room_battle	
Like,&perish&and&stuff.	RG 01	Hotland	room_battle	
D...&Dude...	RG 01	Hotland	room_battle	
Like,&team&attack!	RG 01	Hotland	room_battle	
Like...&what?&I don't&get it.	RG 01	Hotland	room_battle	
Like,&hands&off the&merch.	RG 01	Hotland	room_battle	
H-HEY,&STOP&THAT!!	RG 01	Hotland	room_battle	
02..&this is,&like,&for you.	RG 01	Hotland	room_battle	
Like,&02...	RG 01	Hotland	room_battle	
02...&are you&really..	RG 01	Hotland	room_battle	
02...&I never&told&him...	RG 01	Hotland	room_battle	
02!?&B-but&why!?	RG 01	Hotland	room_battle	
* 02 seems to be bothered by& his outfit.	Narrator	Hotland	room_battle	
* 01 is polishing his face.	Narrator	Hotland	room_battle	
* 01 stands guard.	Narrator	Hotland	room_battle	
* 02 watches your movements.	Narrator	Hotland	room_battle	
* Smells like a military zoo.	Narrator	Hotland	room_battle	
* 01 holds his head in his& hands.	Narrator	Hotland	room_battle	
* Anguished noises come from& inside 01's armor.	Narrator	Hotland	room_battle	
* 01 stands still.	Narrator	Hotland	room_battle	
* 01 doesn't know what to do.	Narrator	Hotland	room_battle	
* 01's breathing intensifies.	Narrator	Hotland	room_battle	
* RG 01 - ATK 30 DEF 20&* Royal Guard member with& shining^1, polished armor./^	Narrator	Hotland	room_battle	
* I see two lovers staring over& the edge of the cauldron of& hell./^	Chara	Hotland	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* You attempt to touch RG 01's& armor^1.&* Your hands slip off./^	Narrator	Hotland	room_battle	
* You tell RG 01 to be honest& with his feelings./^	Narrator	Hotland	room_battle	
D-dude&.../	RG 01	Hotland	room_battle	
I can't&.../	RG 01	Hotland	room_battle	
I can't&take&this&anymore!/	RG 01	Hotland	room_battle	
Not like&this!!/%%	RG 01	Hotland	room_battle	
conmusic				
Like^1, 02!&I like.../	RG 01	Hotland	room_battle	
I like^1, LIKE you^1,&bro!/	RG 01	Hotland	room_battle	
The way you fight..^1.&The way you talk.../	RG 01	Hotland	room_battle	
I love doing team&attacks with you./	RG 01	Hotland	room_battle	
I love standing here&with you^1, bouncing&and waving our&weapons in sync.../	RG 01	Hotland	room_battle	
02..^1.&I^1, like^1, want to stay&like this forever.../%%	RG 01	Hotland	room_battle	
^1.^1../	RG 02	Hotland	room_battle	
^1.^1.^1.^1./%%	RG 02	Hotland	room_battle	
Uh.../	RG 01	Hotland	room_battle	
I mean,&uh.../	RG 01	Hotland	room_battle	
Psyche!&Gotcha,&bro!!!&Haha!/%%	RG 01	Hotland	room_battle	
Whew,&bro!&That&human./	RG 01	Hotland	room_battle	
Put me&under,&uh, mind&control!/	RG 01	Hotland	room_battle	
What was&I just&saying?/	RG 01	Hotland	room_battle	
It's all&a blur,&dude!!&Whoops!/%%	RG 01	Hotland	room_battle	
... 01./%%	RG 02	Hotland	room_battle	
Y-yeah,&bro??/%%	RG 01	Hotland	room_battle	
... do&you want&to.../	RG 02	Hotland	room_battle	
... get&some ice&cream.../	RG 02	Hotland	room_battle	
...&after&this?/%%	RG 02	Hotland	room_battle	
Like.../	RG 01	Hotland	room_battle	
Sure,&dude!&Haha!/%%	RG 01	Hotland	room_battle	
* 01 and 02 are looking at& each other happily.	Narrator	Hotland	room_battle	
headpic				
shirtless				
...&...&...&sigh.	RG 02	Hotland	room_battle	
...&...&heh.	RG 02	Hotland	room_battle	
...&...&what?	RG 02	Hotland	room_battle	
...&...&hmph.	RG 02	Hotland	room_battle	
...&team&attack.	RG 02	Hotland	room_battle	
...&I&won't&tell.	RG 02	Hotland	room_battle	
...&getting&...&warmer.	RG 02	Hotland	room_battle	
...&hello.	RG 02	Hotland	room_battle	
01...&you...!&...!!!!	RG 02	Hotland	room_battle	
01...!?&What&the...!?	RG 02	Hotland	room_battle	
* Sweat pours from 02's armor.	Narrator	Hotland	room_battle	
* 02 is clenching and unclenching& his fists.	Narrator	Hotland	room_battle	
* 02 is shaking his head.	Narrator	Hotland	room_battle	
* 02 is striking his sword& against the ground.	Narrator	Hotland	room_battle	
* 02 is coughing.	Narrator	Hotland	room_battle	
* 02's breathing intensifies.	Narrator	Hotland	room_battle	
* RG 02 - ATK 30 DEF 20&* Royal Guard member with& stuffy armor./^	Narrator	Hotland	room_battle	
* Do they both wish for death^1?&* That means their love will& end in hell./	Chara	Hotland	room_battle	
* I couldn't stop laughing./^	Chara	Hotland	room_battle	
* You clean RG 02's armor.&* Its cooling dirt begins to& wash away./^	Narrator	Hotland	room_battle	
* You were repelled./^	Narrator	Hotland	room_battle	
* You pat RG 02's chest& like a muscular bongo./^	Narrator	Hotland	room_battle	
* You tell RG 02 your favorite& secret./^	Narrator	Hotland	room_battle	
...&can't&...&take it./	RG 02	Hotland	room_battle	
...&armor...&too...&HOT!!!/%%	RG 02	Hotland	room_battle	
bodypic				
...&much&better./%%	RG 02	Hotland	room_battle	
* RG 01 looks bothered by& something.	Narrator	Hotland	room_battle	
fuckyou				
...&...	RG 03	Hotland	room_battle	
I know,&but...	RG 03	Hotland	room_battle	
Glove...&getting&looser.	RG 03	Hotland	room_battle	
Nice&to meet&you???	RG 03	Hotland	room_battle	
04...!!&Why&didn't&I...	RG 03	Hotland	room_battle	
04!?&You...&YOU...!	RG 03	Hotland	room_battle	
* 03 rubs her glove quietly.	Narrator	Hotland	room_battle	
* 04 hums and looks the other& way.	Narrator	Hotland	room_battle	
* 03 stands guard.	Narrator	Hotland	room_battle	
* 04's twitches her tail.	Narrator	Hotland	room_battle	
* 03 is trembling.	Narrator	Hotland	room_battle	
* 03 is holding her face in& her hands.	Narrator	Hotland	room_battle	
* 03 stands still.	Narrator	Hotland	room_battle	
* 03 seems sick.	Narrator	Hotland	room_battle	
* 03's breathing intensifies.	Narrator	Hotland	room_battle	
* RG 03	Narrator	Hotland	room_battle	
ATK	Narrator	Hotland	room_battle	
DEF&* Royal Guard member with& stuffy armor./^	Narrator	Hotland	room_battle	
* You touch RG 03's glove^1.&* It starts to come loose./^	Narrator	Hotland	room_battle	
* You shake RG 03's claw./^	Narrator	Hotland	room_battle	
* You tell RG 03 that she& should stand up for herself./^	Narrator	Hotland	room_battle	
My glove&...!/%%	RG 03	Hotland	room_battle	
hand1pic				
03...&Is that&...?/%%	RG 03	Hotland	room_battle	
Yes.&It is./	RG 03	Hotland	room_battle	
Go&ahead.&Laugh at&me./%%	RG 03	Hotland	room_battle	
No, I.../%%	RG 04	Hotland	room_battle	
* RG 04 is looking at her own& glove.	Narrator	Hotland	room_battle	

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Text	Character	Area	Room	How to get it ?
Hmph,&try not&to mess&this up.	RG 04	Hotland	room_battle	
I'll&take you&down&alone!	RG 04	Hotland	room_battle	
Sigh...&team&attack,&I guess.	RG 04	Hotland	room_battle	
I'm a&one&woman&army.	RG 04	Hotland	room_battle	
What&are you&talking&about?	RG 04	Hotland	room_battle	
My...&glove...	RG 04	Hotland	room_battle	
Don't&touch&that!!	RG 04	Hotland	room_battle	
,..	RG 04	Hotland	room_battle	
03!&I didn't&want&this...	RG 04	Hotland	room_battle	
03...&03...	RG 04	Hotland	room_battle	
03...&answer&me...	RG 04	Hotland	room_battle	
03!&I never&said&sorry...	RG 04	Hotland	room_battle	
03...!?&Why,&you...	RG 04	Hotland	room_battle	
* 04 holds her head in her& hands.	Narrator	Hotland	room_battle	
*Sad mews emerge from& 04's armor.	Narrator	Hotland	room_battle	
* 04 is thunderstruck.	Narrator	Hotland	room_battle	
* 04 does nothing.	Narrator	Hotland	room_battle	
* 04's breathing intensifies.	Narrator	Hotland	room_battle	
* RG 04	Narrator	Hotland	room_battle	
DEF&* Royal Guard member.&* Protective of her armor./^	Narrator	Hotland	room_battle	
* You attempt to touch RG 04's& glove^1.&* She bats your hand away./^	Narrator	Hotland	room_battle	
* You touch RG 04's glove softly.&* She nods and begins to& take it off./^	Narrator	Hotland	room_battle	
* You tell RG 04 to remember& what being friends is about./^	Narrator	Hotland	room_battle	
Actually&.../	RG 04	Hotland	room_battle	
I still&wear&mine&too./%%	RG 04	Hotland	room_battle	
Our friendship&bracelets from&high school./%%	RG 03	Hotland	room_battle	
03, I'm sorry.&I thought you hated&me, after what&happened.../	RG 04	Hotland	room_battle	
We did some pretty&nasty things to&each other, because&of.../%%	RG 04	Hotland	room_battle	
That old drama?&Forget about it./	RG 03	Hotland	room_battle	
To tell you the&truth, I requested&to be partners&with you./	RG 03	Hotland	room_battle	
I wanted to become&friends with you&again.../	RG 03	Hotland	room_battle	
But I didn't know&how to breach the&topic./%%	RG 03	Hotland	room_battle	
03!/	RG 04	Hotland	room_battle	
After this.../	RG 04	Hotland	room_battle	
Do you want to get&some ice-cream?/%%	RG 04	Hotland	room_battle	
Salmon-&flavor?/%%	RG 03	Hotland	room_battle	
You know&it!/%%	RG 04	Hotland	room_battle	
* 03 and 04 are planning all& sorts of things to do& together.	Narrator	Hotland	room_battle	
otheri				
xbul				
move_snap				
xpart				
ypart				
armory				
pantsy				
shoesy				
arm1				
arm2				
hand2pic				
graze				
kid				
fatal				
bomb2				
bomb				
specialmessage				
It's not&like I&LIKE&you.	Tsunderplane	Hotland	room_battle	
Id...&Idiot!	Tsunderplane	Hotland	room_battle	
Hmph!&Don't&get in&my way.	Tsunderplane	Hotland	room_battle	
>_<...&Human&...	Tsunderplane	Hotland	room_battle	
...&H-human&...&...?	Tsunderplane	Hotland	room_battle	
Eeeeh?&H-human&...?	Tsunderplane	Hotland	room_battle	
Human,&I...	Tsunderplane	Hotland	room_battle	
Huh!?&Y-you&sicko!	Tsunderplane	Hotland	room_battle	
Ah...&Is that&true...?	Tsunderplane	Hotland	room_battle	
No way!&Why&would I&like YOU	Tsunderplane	Hotland	room_battle	
hurt				
* Tsunderplane looks over^1,& then turns up its nose.	Narrator	Hotland	room_battle	
* Tsunderplane shakes its& nose dimissively at you.	Narrator	Hotland	room_battle	
* Tsunderplane "accidentally"& bumps you with its wing.	Narrator	Hotland	room_battle	
* Tsunderplane gives you a& condescending barrel roll.	Narrator	Hotland	room_battle	
* Smells like an airport& perfume counter.	Narrator	Hotland	room_battle	
* Tsunderplane is looking away& shyly.	Narrator	Hotland	room_battle	
* Tsunderplane's body is smoking.	Narrator	Hotland	room_battle	
* TSUNDERPLANE - ATK 25 DEF 26&* Seems mean^1, but does& it secretly like you?/^	Narrator	Hotland	room_battle	
* You tell Tsunderplane it has& an impressive wingspan./^	Narrator	Hotland	room_battle	
* You tell Tsunderplane it has& nice turbines./^	Narrator	Hotland	room_battle	
* You tell Tsunderplane it has& a powerful rudder./^	Narrator	Hotland	room_battle	
* You tell Tsunderplane that& you like its taste in& movies and books./^	Narrator	Hotland	room_battle	
* You tell Tsunderplane that& it has cute winglets./^	Narrator	Hotland	room_battle	
* You get close to Tsunderplane^1.&* But not too close./^	Narrator	Hotland	room_battle	
fall				
grchange				
prevgr				
curgr				
x_color				
pl				
B-but I#never#got to#...!	Tsunderplane	Hotland	room_battle	
scr_shake				
grgr				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
firetime				
firing				
mysp				
towarddir				
initdir				
lavatime				
Ah! I'll&help!&Healing&magmas!	Vulkin	Hotland	room_battle	
You're&hurt!&I'll&help!!!	Vulkin	Hotland	room_battle	
Thunder!&Helpful&speed&up!!!	Vulkin	Hotland	room_battle	
Speed&will&help&dodge!!	Vulkin	Hotland	room_battle	
Ahh…	Vulkin	Hotland	room_battle	
Does&not&help…	Vulkin	Hotland	room_battle	
Oh!&Ah!&I'm&helping!	Vulkin	Hotland	room_battle	
Feels&so&warm…	Vulkin	Hotland	room_battle	
Ahh!&Tries&the&hardest!	Vulkin	Hotland	room_battle	
Works&hard!&Works&hot!	Vulkin	Hotland	room_battle	
Ahh!&Ahh!&Does&my best!	Vulkin	Hotland	room_battle	
Ahh…&Not…&helping?&OK…	Vulkin	Hotland	room_battle	
Trash…&rump…&Ahh…	Vulkin	Hotland	room_battle	
Ahh…&So…&LOVEY!	Vulkin	Hotland	room_battle	
Hug…&continue&…	Vulkin	Hotland	room_battle	
Starting&to get&weird.	Vulkin	Hotland	room_battle	
* Vulkin parades around the& room.	Narrator	Hotland	room_battle	
* Vulkin is making coffee& in its crater.	Narrator	Hotland	room_battle	
* Vulkin is wiggling its& weird rump.	Narrator	Hotland	room_battle	
* Vulkin makes a smoke hoop& and jumps through it.	Narrator	Hotland	room_battle	
* Smells like a lava lamp.	Narrator	Hotland	room_battle	
* Vulkin's cheeks glow with& a bright heat.	Narrator	Hotland	room_battle	
* Vulkin parades around you& proudly.	Narrator	Hotland	room_battle	
* Vulkin stands in the corner.	Narrator	Hotland	room_battle	
* Little streams of lava come& from Vulkin's eyes.	Narrator	Hotland	room_battle	
* Vulkin reassures you the& plane turning tiny is^1, like^1,& completely intentional.	Narrator	Hotland	room_battle	
* VULKIN - ATK 25 DEF 0&* Mistakenly believes its lava& can heal people./^	Narrator	Hotland	room_battle	
* You tell Vulkin that its& attacks are NOT helpful./^	Narrator	Hotland	room_battle	
* You tell Vulkin that its& rump looks like a sack& of trash./^	Narrator	Hotland	room_battle	
* You tell Vulkin it's doing& a great job.&* Its attacks become extreme…/^	Narrator	Hotland	room_battle	
* You give Vulkin a hug^1.&* It warms your heart…/	Narrator	Hotland	room_battle	
* And your whole body!&* Ouch!&* Your DEFENSE dropped!/^	Narrator	Hotland	room_battle	
* Nothing else happened. /^	Narrator	Hotland	room_battle	
remembery				
arb				
arb2				
rope				
fire				
cfactor				
xa				
ya				
scr_fx_waver				
rotto				
heat				
Hot!!!&Error.	Pyrope	Hotland	room_battle	
Burn,&baby,&BURN!	Pyrope	Hotland	room_battle	
Hot&enough&for&ya!?	Pyrope	Hotland	room_battle	
Feel&the&heat.	Pyrope	Hotland	room_battle	
Is it&cold in&here?	Pyrope	Hotland	room_battle	
Hot!!&HOT!!&Hotter!&HOTTER!!	Pyrope	Hotland	room_battle	
BRRRR!&What's&the&deal!?	Pyrope	Hotland	room_battle	
Sorry!!&I'm all&tied&up!!	Pyrope	Hotland	room_battle	
* Pyrope is protected by its& winsome smile.	Narrator	Hotland	room_battle	
* Pyrope is pretending to& pull the fire alarm.	Narrator	Hotland	room_battle	
* Pyrope is chuckling through& its teeth.	Narrator	Hotland	room_battle	
* Pyrope is pretending to be& a candle.	Narrator	Hotland	room_battle	
* Smells like rope burn.	Narrator	Hotland	room_battle	
* Pyrope wants more heat.	Narrator	Hotland	room_battle	
* The room is sweltering!	Narrator	Hotland	room_battle	
* PYROPE - ATK 29 DEF 14&* This mischievous monster& is never warm enough./^	Narrator	Hotland	room_battle	
* You blow on Pyrope.&* Its flames die down.&* Pyrope's ATTACK dropped!/^	Narrator	Hotland	room_battle	
* You crank up the thermostat.&* Pyrope begins to get& excited./^	Narrator	Hotland	room_battle	
* You crank up the thermostat.&* It's super hot!&* Pyrope looks satisfied./^	Narrator	Hotland	room_battle	
* You crank up the thermostat.&* It's SOOOO hot!/^	Narrator	Hotland	room_battle	
* You invite Pyrope to hang& out./^	Narrator	Hotland	room_battle	
maxsize				
expl				
randomx				
siner2				
pattern				
moved				
factor				
draedmode				
op				
ttype				
turnamt				
yadd2				
rotfactor				
yadd				
yspace				
xmid				
xlen				

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
speedfactor				
yamt				
bno				
ggg				
gg1				
gg2				
ch2				
g2				
scr_sp				
fakey				
xfactor				
fakeyamt				
fakeyoff				
move				
signy				
signimg				
signno				
Up Next	Sign	Hotland	room_battle	
flower				
purpletime				
blconactive				
struggle				
bribes				
atkdown				
talktime				
bemuse				
What is it,&deary?/%%	Muffet	Hotland	room_battle	
No, no, it's&time to go~/%%	Muffet	Hotland	room_battle	
...&well... maybe&ONE little&nibble~~/%%	Muffet	Hotland	room_battle	
Just kidding,&of course~/%%	Muffet	Hotland	room_battle	
If you don't mind&being gobbled up~&Ahuhuhu~/%%	Muffet	Hotland	room_battle	
Ahuhuhuhu~&Well, I don't&mind keeping&you here~/%%	Muffet	Hotland	room_battle	
Feeling comfortable&trapped in that&web?/%%	Muffet	Hotland	room_battle	
It's time to go~/%%	Muffet	Hotland	room_battle	
Ahuhuhu~&What are you&doing~/%%	Muffet	Hotland	room_battle	
Why so pale?&You should be proud~/%%	Muffet	Hotland	room_battle	
Proud that you're&going to make a&delicious cake~&Ahuhuhu~/%%	Muffet	Hotland	room_battle	
Let you go^1?&Don't be silly~/%%	Muffet	Hotland	room_battle	
Your SOUL is going&to make every spider&very happy~~~/%%	Muffet	Hotland	room_battle	
You're scaring off&all my customers!/%%	Muffet	Hotland	room_battle	
Oh, how rude of me!&I almost forgot&to introduce you&to my pet~/	Muffet	Hotland	room_battle	
It's breakfast time,&isn't it?&Have fun, you two~ /%%	Muffet	Hotland	room_battle	
The person who warned&us about you.../%%	Muffet	Hotland	room_battle	
Offered us a LOT of&money for your SOUL./%%	Muffet	Hotland	room_battle	
Looked like a total&nerd./%%	Muffet	Hotland	room_battle	
They had such a sweet&smile~ and... ahuhu~/%%	Muffet	Hotland	room_battle	
She was very&adamant I run away&with her~~~&Ahuhuhu~~~/%%	Muffet	Hotland	room_battle	
It's strange, but&I swore I saw them&in the shadows...&Changing shape...?/%%	Muffet	Hotland	room_battle	
She even left a&route for me to&escape from~/%%	Muffet	Hotland	room_battle	
Oh, it's lunch time,&isn't it?&And I forgot to&feed my pet~/%%	Muffet	Hotland	room_battle	
With that money,&the spider clans&can finally be&reunited~/%%	Muffet	Hotland	room_battle	
She said she would&block off the rest&of Hotland after I&followed her~/%%	Muffet	Hotland	room_battle	
You haven't heard?&Spiders have been&trapped in the RUINS&for generations!/%%	Muffet	Hotland	room_battle	
Foolish nerd~&A spider NEVER leaves&her web~/	Muffet	Hotland	room_battle	
(Except to sell&pastries~)/%%	Muffet	Hotland	room_battle	
Even if they go&under the door,&Snowdin's fatal cold&is impassable alone./%%	Muffet	Hotland	room_battle	
Ah^1, but I do feel&a little regret&over it now.../%%	Muffet	Hotland	room_battle	
But with the money&from your SOUL, we'll&be able to rent&them a heated limo~/%%	Muffet	Hotland	room_battle	
Yes^1, I should have&wrapped her up when&I had the chance~/%%	Muffet	Hotland	room_battle	
And with all of&the leftovers...^1?&We could have a&nice vacation~/	Muffet	Hotland	room_battle	
Or even build a&spider baseball&field~/%%	Muffet	Hotland	room_battle	
She looked like she&would have made a&juicy donut~~~/%%	Muffet	Hotland	room_battle	
But enough of that...&it's time for&dinner, isn't it?&Ahuhuhu~/%%	Muffet	Hotland	room_battle	
Don't look so&blue^1, my deary~/%%	Muffet	Hotland	room_battle	
idealdmg				
gege				
* Muffet pours you a cup of& spiders.	Narrator	Hotland	room_battle	
* All the spiders clap along to& the music.	Narrator	Hotland	room_battle	
* Muffet does a synchronized& dance with the other spiders.	Narrator	Hotland	room_battle	
* Muffet tidies up the web& around you.	Narrator	Hotland	room_battle	
* Smells like freshly baked& cobwebs.	Narrator	Hotland	room_battle	
* MUFFET - ATK 38.8 DEF 18.8&* If she invites you to her& parlor^1, excuse yourself./^	Narrator	Hotland	room_battle	
* You struggle to escape the web^1.&* Nothing happened./^	Narrator	Hotland	room_battle	
* You struggle to escape the web^1.&* Muffet covers her mouth& and giggles at you./^	Narrator	Hotland	room_battle	
* You struggle to escape the web^1.&* Muffet laughs and claps& her hands./^	Narrator	Hotland	room_battle	
* You struggle to escape the web./	Narrator	Hotland	room_battle	
* Muffet is so amused by your& antics that she gives you a& discount!/^	Narrator	Hotland	room_battle	
* You pay	Narrator	Hotland	room_battle	
G^1.&* Muffet reduces her ATTACK& for this turn!/^	Narrator	Hotland	room_battle	
* You empty your pockets^1, but you& don't have enough money.&* Muffet lowers the price./^	Narrator	Hotland	room_battle	
* You're out of money^1.&* Muffet shakes her head./^	Narrator	Hotland	room_battle	
* You empty your pockets..^1.&* But you don't have any& money at all!/	Narrator	Hotland	room_battle	
* Muffet takes pity on you& and reduces her ATTACK for& this turn./^	Narrator	Hotland	room_battle	
* Muffet refuses your money./^	Narrator	Hotland	room_battle	
... I think purple is&a better look on&you! Ahuhuhu~/%%	Muffet	Hotland	room_battle	
* You're trapped in a strange& purple web!	Narrator	Hotland	room_battle	
You're still alive^1?&Ahuhuhu~/	Muffet	Hotland	room_battle	
Oh, my pet~&Looks like it's&time for dessert~/%%	Muffet	Hotland	room_battle	
Huh^1?&Where did you get&that...?/	Muffet	Hotland	room_battle	

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Did you steal it?/	Muffet	Hotland	room_battle	
Oh^1, my pet^1~&It's time to show&them what we do&with thieves~/%%	Muffet	Hotland	room_battle	
Huh?&A telegram from&the spiders in&the RUINS?/	Muffet	Hotland	room_battle	
What?&They're saying&that they saw&you, and.../	Muffet	Hotland	room_battle	
... that this is&an error message!?/	Muffet	Hotland	room_battle	
... even if you&are stingy, you&never hurt a&single spider!/	Muffet	Hotland	room_battle	
... even if you&hurt others, you&never hurt a&single spider!/	Muffet	Hotland	room_battle	
... you helped donate&to their cause!/	Muffet	Hotland	room_battle	
... you were&really passionate&about spiders!/	Muffet	Hotland	room_battle	
... you're a total&spider fanatic!/	Muffet	Hotland	room_battle	
They say even if&you are a hyper-&violent murderer.../	Muffet	Hotland	room_battle	
You never laid a&single finger on a&spider!/	Muffet	Hotland	room_battle	
Oh my, this has&all been a big&misunderstanding~/	Muffet	Hotland	room_battle	
I thought you&were someone that&hated spiders~/	Muffet	Hotland	room_battle	
The person who&asked for that SOUL.../	Muffet	Hotland	room_battle	
They must have&meant a DIFFERENT&human in a&striped shirt~/	Muffet	Hotland	room_battle	
The person who&warned me about&you.../	Muffet	Hotland	room_battle	
They really had&no idea what they&were talking about~/	Muffet	Hotland	room_battle	
Sorry for all the&trouble~&Ahuhuhu~/	Muffet	Hotland	room_battle	
I'll make it up&to you~/	Muffet	Hotland	room_battle	
You can come back&here any time...&And, for no charge&at all.../	Muffet	Hotland	room_battle	
I'll wrap you&up and let you&play with my pet&again!/	Muffet	Hotland	room_battle	
Ahuhuhuhuhuhu~&Just kidding~/	Muffet	Hotland	room_battle	
I'll SPARE you&now~/%%	Muffet	Hotland	room_battle	
* Muffet is sparing you.	Narrator	Hotland	room_battle	
purpleheart				
purple				
sinert				
hairrot				
eye				
pour				
pauser				
arm				
purple2				
yz2				
yno				
moving				
space				
exist				
w_l				
w_r				
w_u				
w_d				
cl				
alt				
cross				
first				
zap				
dirr				
king				
heal				
scr_insideborder				
newdir				
sprink				
sprank				
pp				
som				
stare2				
stare1				
sam				
sim				
orbspr				
confuse				
clear				
stare1a				
stare2a				
Abra&cadabra.	Madjick	Core	room_battle	
Alakazam&!!	Madjick	Core	room_battle	
Tinkle&tinkle&hoy.	Madjick	Core	room_battle	
Hocus&pocus.	Madjick	Core	room_battle	
Please&and&thank&you.	Madjick	Core	room_battle	
Ah^1!&A fellow&wizard!	Madjick	Core	room_battle	
orb				
nowdirr				
orb2				
orb3				
* Madjick does a mysterious jig.	Narrator	Core	room_battle	
* Madjick flaunts its orbs& in a menacing manner.	Narrator	Core	room_battle	
* Madjick whispers arcane& swear words.	Narrator	Core	room_battle	
* Madjick peers at you with& strange eyes.	Narrator	Core	room_battle	
* Smells like magic.	Narrator	Core	room_battle	
* Madjick is distracted by its& own voice.	Narrator	Core	room_battle	
* You still feel confused.	Narrator	Core	room_battle	
* Madjick is distracted.&* You still feel confused.	Narrator	Core	room_battle	
* Madjick's orbs are& incapacitated.	Narrator	Core	room_battle	
* Madjick believes you are& a fellow wizard.	Narrator	Core	room_battle	
* MADJICK - ATK 29 DEF 24 &* This magical mercenary only& says magic words./^	Narrator	Core	room_battle	
* You can't get a word& in edgewise^1.&* Its words dizzy you.../^	Narrator	Core	room_battle	
* Madjick interrupts you by& chattering to itself./	Narrator	Core	room_battle	

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Text	Character	Area	Room	How to get it ?
* Its gibberish dizzies you...&* Your DEFENSE drops by 1./^	Narrator	Core	room_battle	
* Magick interrupts you by& chattering to itself^1.&* It seems satisfied./^	Narrator	Core	room_battle	
* Where to stare? & & Chaser Orb Corner Orb\C	Narrator and Frisk	Core	room_battle	
* You ignore Madjick and think& of pollen and sunshine^1.&* Your DEFENSE increased by 1./^	Narrator	Core	room_battle	
* You think of pollen and& sunshine./	Narrator	Core	room_battle	
* Your confusion abates^1.&* Your DEFENSE increased by 2./^	Narrator	Core	room_battle	
* The unrelenting "Chaser Orb"& was weakened by your glare./^	Narrator	Core	room_battle	
* The destitute "Chaser Orb" was& weakened further by your glare./^	Narrator	Core	room_battle	
* The intimidating "Corner Orb"& was weakened by your glare./^	Narrator	Core	room_battle	
* The homely "Corner Orb" was& weakened further by your glare./^	Narrator	Core	room_battle	
odd				
hnum				
nowx				
sum				
aimbullet				
sleepy				
asleep				
talk				
Good&knight.	Knight Knight	Core	room_battle	
Fare&well.	Knight Knight	Core	room_battle	
Adieu.	Knight Knight	Core	room_battle	
Close&your&eyes...	Knight Knight	Core	room_battle	
Goodbye.	Knight Knight	Core	room_battle	
Zzzz...	Knight Knight	Core	room_battle	
.....& .....& .....& .....& .....& .....& .....& It's OK.	Knight Knight	Core	room_battle	
* Knight Knight smashes her& morningstar.	Narrator	Core	room_battle	
* Knight Knight breathes deeply.	Narrator	Core	room_battle	
* Knight Knight watches quietly.	Narrator	Core	room_battle	
* Knight Knight's armor emits& a dark sheen.	Narrator	Core	room_battle	
* Smells like stardust.	Narrator	Core	room_battle	
* Knight Knight is snoring.	Narrator	Core	room_battle	
* KNIGHT KNIGHT - ATK 36 DEF 36&* This megaton mercenary wields& the Good Morningstar./^	Narrator	Core	room_battle	
* You ask Knight Knight about& her day^1.&* There's no response./^	Narrator	Core	room_battle	
* You ask Knight Knight about& her day./^	Narrator	Core	room_battle	
* You talk to Knight Knight^1.&* She hums something in& her sleep.../^	Narrator	Core	room_battle	
* You sing an old lullaby^1.&* Knight Knight starts to look& sleepy.../^	Narrator	Core	room_battle	
* You sing Shyren's song^1.&* Knight Knight starts to look& sleepy.../^	Narrator	Core	room_battle	
* You keep singing^1.&* Knight Knight closes its& eyes a bit.../^	Narrator	Core	room_battle	
* You keep singing^1.&* Nothing happened./^	Narrator	Core	room_battle	
* You keep singing^1.&* Knight Knight falls asleep./^	Narrator	Core	room_battle	
anim_e				
anim_e2				
anim_l				
anim_l2				
anim_l3				
anim_h				
anim_h2				
anim_m				
anim_m2				
anime				
fr1				
lazy				
no2				
fr2				
no3				
fr3				
impress				
Robbit,&robbit.	Final Froggit	Core	room_battle	
Creak,&creak.	Final Froggit	Core	room_battle	
Skip,&jump.	Final Froggit	Core	room_battle	
Woof.	Final Froggit	Core	room_battle	
Shudder,&shudder.	Final Froggit	Core	room_battle	
Nod,&nod.	Final Froggit	Core	room_battle	
(Thought&-ful&croak)	Final Froggit	Core	room_battle	
(Impress&-ed&ribbit)	Final Froggit	Core	room_battle	
* Final Froggit knows exactly& why it's here.	Narrator	Core	room_battle	
* Final Froggit jumps ominously& up and down.	Narrator	Core	room_battle	
* You are intimidated by& Final Froggit's strength^4.&* Truly.	Narrator	Core	room_battle	
* Final Froggit seems reluctant& to fight you.	Narrator	Core	room_battle	
* Final Froggit stands its& ground.	Narrator	Core	room_battle	
* FINAL FROGGIT - ATK 30 DEF 24&* Its future looks brighter and& brighter./^	Narrator	Core	room_battle	
* You compliment Final Froggit^1.&* It understood you perfectly^1.&* Its ATTACK dropped./^	Narrator	Core	room_battle	
* You threaten Final Froggit^1.&* It understood you perfectly^1.&* Its DEFENSE dropped./^	Narrator	Core	room_battle	
* You did something mysterious./	Narrator	Core	room_battle	
* Final Froggit recognizes it& has more to learn from& this world./^	Narrator	Core	room_battle	
* You did something mysterious^1.&* But nothing happened./^	Narrator	Core	room_battle	
anim2				
anim3				
pickon				
You've&seen&enough.	Astigmatism	Core	room_battle	
Take&your&last&look.	Astigmatism	Core	room_battle	
What are&you so&afraid&of?	Astigmatism	Core	room_battle	
Finally,&someone&gets it.	Astigmatism	Core	room_battle	
How&dare&you.	Astigmatism	Core	room_battle	
That's&right!	Astigmatism	Core	room_battle	
You&dare&defy me?	Astigmatism	Core	room_battle	
You've&pushed&your&luck.	Astigmatism	Core	room_battle	
That&takes&guts.	Astigmatism	Ruins	room_battle	
...&Don't&pick on&me.	Astigmatism	Core	room_battle	

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Text	Character	Area	Room	How to get it ?
...&Pick on&me.	Astigmatism	Core	room_battle	
* Astigmatism gazes through& your soul.	Narrator	Core	room_battle	
* Astigmatism gives you a& hypnotizing glare.	Narrator	Core	room_battle	
* Astigmatism clicks its teeth.	Narrator	Core	room_battle	
* Smells like glasses.	Narrator	Core	room_battle	
* Astigmatism has gone& bloodshot.	Narrator	Core	room_battle	
* Astigmatism doesn't care& about fighting anymore.	Narrator	Core	room_battle	
* Astigmatism is watering.	Narrator	Core	room_battle	
* ASTIGMATISM - ATK 32 DEF 26&* This relentless bully ALWAYS& gets its way./^	Narrator	Core	room_battle	
* You pick on Astigmatism./^	Narrator	Core	room_battle	
* You don't pick on Astigmatism./^	Narrator	Core	room_battle	
* You execute some action./^	Narrator	Core	room_battle	
* You stand up to Astigmatism./^	Narrator	Core	room_battle	
* You stand up to Astigmatism^1.&* The other monsters are& impressed./^	Narrator	Core	room_battle	
sfactor				
wall_l				
wall_r				
wall_d				
wall_u				
ab				
spd				
vside				
hside				
peepee				
asiner				
kid2				
av				
factor1				
factor2				
greentime				
No&regrets.	Whimsalot	Core	room_battle	
I've&made my&choice.	Whimsalot	Core	room_battle	
Not this&time.	Whimsalot	Core	room_battle	
Shine&shine	Whimsalot	Core	room_battle	
I'm not&afraid&of you.	Whimsalot	Core	room_battle	
I've&made&my&peace.	Whimsalot	Core	room_battle	
Don't&give&up!	Whimsalot	Core	room_battle	
There's&still&hope.	Whimsalot	Core	room_battle	
Courage&...	Whimsalot	Core	room_battle	
* Whimsalot locks eyes with you.	Narrator	Core	room_battle	
* Whimsalot flutters silently.	Narrator	Core	room_battle	
* Whimsalot shakes its head& dismissively.	Narrator	Core	room_battle	
* Whimsalot spins its weapon& around.	Narrator	Core	room_battle	
* Smells like nightshade and& bleach.	Narrator	Core	room_battle	
* Whimsalot doesn't want to& fight anymore.	Narrator	Core	room_battle	
* Whimsalot's flying stutters.	Narrator	Core	room_battle	
* WHIMSALOT - ATK 34 DEF 12&* It finally stopped worrying./^	Narrator	Core	room_battle	
* You reassure Whimsalot that& what it's doing is& alright./^	Narrator	Core	room_battle	
* You leap at Whimsalot in a& threatening manner./^	Narrator	Core	room_battle	
* You kneel and pray for safety^1.&* Whimsalot remembers its& conscience./^	Narrator	Core	room_battle	
sleep_x				
s2factor				
sineradd				
initx				
inity				
blenda				
blendb				
coolwidth				
got				
myspeed				
defuse				
movetimer				
dd				
flasher				
startx				
gotimer				
remtype				
Tick.	Bomb	Hotland	room_battle	
Tock.	Bomb	Hotland	room_battle	
Zzz...	Annoying Dog-Bomb	Hotland	room_battle	
Swish.	Bomb	Hotland	room_battle	
boss				
* The bomb is still active!	Narrator	Hotland	room_battle	
* The dog is still active!	Narrator	Hotland	room_battle	
* BOMB&* Could blow at any moment./^	Narrator	Hotland	room_battle	
* ANNOYING DOG-BOMB&* It's blissfully unaware of& its circumstances./^	Narrator	Hotland	room_battle	
* EXTREMELY AGILE G.O.W.&* All things considered^1, it's an& extremely agile glass of water./^	Narrator	Hotland	room_battle	
* SCRIPT BOMB&* Like all modern blockbusters^1,& it's full of explosions./^	Narrator	Hotland	room_battle	
* BASKET BOMB&* Even if you explode^1, you'll& at least look good./^	Narrator	Hotland	room_battle	
* PRESENT BOMB&* Regardless^1, you'll have to& write a thank-you letter./^	Narrator	Hotland	room_battle	
* GAME BOMB&* You really should have rented& it first./^	Narrator	Hotland	room_battle	
* Defuse failed^1!&* Aim for DEFUSE ZONE!/^	Narrator	Hotland	room_battle	
* Bomb defused!	Narrator	Hotland	room_battle	
* Dog defused!	Narrator	Hotland	room_battle	
ratings				
rq				
rq_v				
rq_s				
thisi				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
rp				
accu				
typeuse				
boastmode				
heel				
checkhp				
thisarmor				
armor_worn				
novel_armor				
timeloss				
o_ob				
essay				
Violence	Television	Core	room_battle	
Disappoint	Television	Core	room_battle	
Justice	Television	Core	room_battle	
Action	Television	Core	room_battle	
HyperAction	Television	Core	room_battle	Rating boost against Mettaton EX
Fashion	Television	Core	room_battle	
Fetching	Television	Core	room_battle	
EatingGarbage?	Television	Core	room_battle	
OnBrandFood	Television	Core	room_battle	
Dramatic	Television	Core	room_battle	
Writing	Television	Core	room_battle	
RATINGS	Television	Core	room_battle	
+	Television	Core	room_battle	
thisv				
string_width				
ratingsy				
rpy				
BossMet				
qualify				
textsize				
Lights!&Camera!&Action!/%%	Mettaton EX	Core	room_battle	
Drama!&Romance!&Blood-&shed!/%%	Mettaton EX	Core	room_battle	
I'm the&idol&everyone&craves!/%%	Mettaton EX	Core	room_battle	
Smile&for the&camera!/%%	Mettaton EX	Core	room_battle	
Oooh, it's time&for a pop quiz!/	Mettaton EX	Core	room_battle	
I hope you brought&a keyboard.../	Mettaton EX	Core	room_battle	
This one's an&essay question!/%%	Mettaton EX	Core	room_battle	
Your essay really&showed everyone&your heart./	Mettaton EX	Core	room_battle	
Why don't I show&you mine?/%%	Mettaton EX	Core	room_battle	
dancewait				
Ooooh,&I'm just&warming&up!/%%	Mettaton EX	Core	room_battle	
But how are you&on the dance floor!?/%%	Mettaton EX	Core	room_battle	
Can you&keep up&the&pace!?/%%	Mettaton EX	Core	room_battle	
Lights!&Camera&Bombs!/%%	Mettaton EX	Core	room_battle	
Things&are&blowing&up!/%%	Mettaton EX	Core	room_battle	
Time for our union-&regulated break!/%%	Mettaton EX	Core	room_battle	
We've grown so&distant, darling.../	Mettaton EX	Core	room_battle	
How about another&heart-to-heart?/%%	Mettaton EX	Core	room_battle	
face_set				
A.. arms?&Wh... who needs arms&with legs like&these?/	Mettaton EX	Core	room_battle	
I'm still going&to win!/%%	Mettaton EX	Core	room_battle	
Come on&....!/%%	Mettaton EX	Core	room_battle	
The show&...&must go&on!/%%	Mettaton EX	Core	room_battle	
Dr...&Drama!&A...&Action!/%%	Mettaton EX	Core	room_battle	
dance				
\E5L... lights...&C... camera.../	Mettaton EX	Core	room_battle	
Enough of this!&Do you really want&humanity to perish!?/	Mettaton EX	Core	room_battle	
\E7... or do you just&believe in yourself&that much?/%%	Mettaton EX	Core	room_battle	
Haha, how inspiring!/	Mettaton EX	Core	room_battle	
Well, darling!&It's either me&or you!/	Mettaton EX	Core	room_battle	
\E4But I think we both&already know who's&going to win./	Mettaton EX	Core	room_battle	
\E8Witness the true&power of humanity's&star!/%%	Mettaton EX	Core	room_battle	
... then.../	Mettaton EX	Core	room_battle	
\E8Are YOU the star?/	Mettaton EX	Core	room_battle	
Can you really&protect humanity!?/%%	Mettaton EX	Core	room_battle	
* Smells like Mettaton.	Narrator	Core	room_battle	
* Monster seems satisfied.	Narrator	Core	room_battle	
* Mettaton has low HP.	Narrator	Core	room_battle	
* METTATON EX - ATK 47 DEF 47&* His weak point is his& heart-shaped core./^	Narrator	Core	room_battle	
* You say you aren't going& to get hit at ALL./	Narrator	Core	room_battle	
* Ratings gradually increase& during Mettaton's turn./^	Narrator	Core	room_battle	
* You posed dramatically^1.&* The audience nods./^	Narrator	Core	room_battle	
* Despite being hurt^1, you& posed dramatically^1.&* The audience applauds./^	Narrator	Core	room_battle	
* Despite being wounded^1, you& posed dramatically^1.&* The audience gasps./^	Narrator	Core	room_battle	
* With the last of your power^1,& you pose dramatically^1.&* The audience screams./^	Narrator	Core	room_battle	
* You turn and scoff at the& audience./	Narrator	Core	room_battle	
* They're rooting for your& destruction this turn!/^	Narrator	Core	room_battle	
dsf				
H.. ha.../	Mettaton EX	Core	room_battle	
So I was wrong./	Mettaton EX	Core	room_battle	
Darling.../	Mettaton EX	Core	room_battle	
\E1You really are&strong enough to&get past ASGORE./	Mettaton EX	Core	room_battle	
\E0Well then.../	Mettaton EX	Core	room_battle	
It's time for&you to go./	Mettaton EX	Core	room_battle	
\E0Don't worry about&me./	Mettaton EX	Core	room_battle	
I might seem like&I'm dying now^1,&but.../	Mettaton EX	Core	room_battle	
\E1Dr. Alphys can&always repair me./	Mettaton EX	Core	room_battle	

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\E0And... besides.../	Mettaton EX	Core	room_battle	
Even if I'm not&cut out to be&a star.../	Mettaton EX	Core	room_battle	
\E1I still got to&perform for a&human, didn't I?/	Mettaton EX	Core	room_battle	
So, thank you,&darling.../%%	Mettaton EX	Core	room_battle	
\E1You've been a&great audience!/%%	Mettaton EX	Core	room_battle	
explode				
fadewhite				
endface				
OOH^1, LOOK AT&THESE RATINGS!!!/	Mettaton EX	Core	room_battle	
\E6THIS IS THE MOST&VIEWERS I'VE EVER&HAD!!!/	Mettaton EX	Core	room_battle	
WE'VE REACHED THE&VIEWER CALL-IN&MILESTONE!/	Mettaton EX	Core	room_battle	
\E8ONE LUCKY VIEWER&WILL HAVE THE CHANCE&TO TALK TO ME.../	Mettaton EX	Core	room_battle	
\E7... BEFORE I LEAVE&THE UNDERGROUND&FOREVER!!/	Mettaton EX	Core	room_battle	
\E9LET'S SEE WHO&CALLS IN FIRST!/%%	Mettaton EX	Core	room_battle	
blc				
\E0HI^1, YOU'RE ON TV!/	Mettaton EX	Core	room_battle	
WHAT DO YOU HAVE&TO SAY ON THIS^1,&OUR LAST SHOW???/%%	Mettaton EX	Core	room_battle	
sadmett				
...../	Napstablook (call)	Core	room_battle	
oh...../	Napstablook (call)	Core	room_battle	
\E1hi..^1.&mettaton.../	Napstablook (call)	Core	room_battle	
i really liked&watching your show.../	Napstablook (call)	Core	room_battle	
my life is pretty&boring..^1. but.../	Napstablook (call)	Core	room_battle	
seeing you on the&screen..^1. brought&excitement to my&life..^1. vicariously/	Napstablook (call)	Core	room_battle	
i can't tell^1, but..^1.&i guess this is&the last episode...?/	Napstablook (call)	Core	room_battle	
\E3i'll miss you..^1.&mettaton...../	Napstablook (call)	Core	room_battle	
... oh...^1. i didn't&mean to talk so&long.../	Napstablook (call)	Core	room_battle	
\E2oh...../%%	Napstablook (call)	Core	room_battle	
NO^1, WAIT^1!&WAIT^1, BL.../	Mettaton EX	Core	room_battle	
\E1H..^1.&THEY ALREADY HUNG&UP./	Mettaton EX	Core	room_battle	
\E0I'LL TAKE ANOTHER&CALLER!!!/%%	Mettaton EX	Core	room_battle	
\E1Mettaton^1, your show&made us so happy!/%%	Mettaton Caller 1 (call)	Core	room_battle	
Mettaton^1, I don't&know what I'll&watch without you./%%	Mettaton Caller 2 (call)	Core	room_battle	
Mettaton^1, there's&a Mettaton-shaped&hole in my Mettaton-&shaped heart./%%	Mettaton Caller 3 (call)	Core	room_battle	
\E3AH..^1. I.../	Mettaton EX	Core	room_battle	
I SEE.../	Mettaton EX	Core	room_battle	
EVERYONE..^1.&THANK YOU SO MUCH./	Mettaton EX	Core	room_battle	
\E0DARLING./	Mettaton EX	Core	room_battle	
\E1PERHAPS..^1. IT MIGHT BE&BETTER IF I STAY&HERE FOR A WHILE./	Mettaton EX	Core	room_battle	
\E2HUMANS ALREADY HAVE&STARS AND IDOLS^1,&BUT MONSTERS.../	Mettaton EX	Core	room_battle	
\E0THEY ONLY HAVE ME./	Mettaton EX	Core	room_battle	
\E1IF I LEFT..^1.&THE UNDERGROUND WOULD&LOSE ITS SPARK./	Mettaton EX	Core	room_battle	
\E3I'D LEAVE AN ACHING&VOID THAT CAN NEVER&BE FILLED./	Mettaton EX	Core	room_battle	
\E0SO..^1. I THINK I'LL&HAVE TO DELAY MY&BIG DEBUT./	Mettaton EX	Core	room_battle	
\E2BESIDES./	Mettaton EX	Core	room_battle	
\E1YOU'VE PROVEN TO&BE VERY STRONG./	Mettaton EX	Core	room_battle	
\E0PERHAPS..^1. EVEN STRONG&ENOUGH TO GET PAST&ASGORE./	Mettaton EX	Core	room_battle	
\E0I'M SURE YOU'LL BE&ABLE TO PROTECT&HUMANITY./	Mettaton EX	Core	room_battle	
\E4HA^1, HA.../	Mettaton EX	Core	room_battle	
IT'S ALL FOR THE&BEST^1, ANYWAY./	Mettaton EX	Core	room_battle	
\E3THE TRUTH IS^1, THIS&FORM'S ENERGY&CONSUMPTION IS.../	Mettaton EX	Core	room_battle	
INEFFICIENT./	Mettaton EX	Core	room_battle	
IN A FEW MOMENTS^1,&I'LL RUN OUT OF&BATTERY POWER^1, AND.../	Mettaton EX	Core	room_battle	
\E4WELL./	Mettaton EX	Core	room_battle	
\E0I'LL BE ALRIGHT./	Mettaton EX	Core	room_battle	
\E5KNOCK 'EM DEAD^1,&DARLING./	Mettaton EX	Core	room_battle	
\E0AND EVERYONE..^1.&THANK YOU./	Mettaton EX	Core	room_battle	
YOU'VE BEEN A&GREAT AUDIENCE!/%%	Mettaton EX	Core	room_battle	
impact				
myblend				
myalpha				
cloud				
cltimer				
otr				
flashamt				
blacker				
presong				
flashsound				
n2				
ccc				
Ohhhh my./	Mettaton EX	Core	room_battle	
If you flipped my&switch, that can&only mean one&thing./	Mettaton EX	Core	room_battle	
You're desperate&for the premiere&of my new body,/	Mettaton EX	Core	room_battle	
How rude.../	Mettaton EX	Core	room_battle	
Lucky for you,&I've been aching&to show this off&for a long time./	Mettaton EX	Core	room_battle	
So..^1. as thanks^1,&I'll give you a&handsome reward./	Mettaton EX	Core	room_battle	
I'll make your&last living&moments.../%%	Mettaton EX	Core	room_battle	
ABSOLUTELY beautiful!/%%	Mettaton EX	Core	room_battle	
mb				
legl				
legr				
arml				
armr				
leglh				
legrh				
xoffr				
yoffl				
lsin				
rsin				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
faceno				
prevside				
hurtface				
legmode				
ds				
whiteval				
bodyopen				
bodyimg				
heartdead				
noarm				
noleg				
legh				
xhau1				
xhau2				
sidex				
sidey				
xoffl				
falllegl				
leglsprite				
yoffr				
falllegr				
legrsprite				
fallarml				
armlsprite				
fallarmr				
armrsprite				
offangle				
ds1				
ds2				
cantype				
draw_on				
dotimer				
endbuffer				
EssayNo				
essaynum				
draw_text_ext				
ESSAY PROMPT:#Why do you#love most about#Mettaton?#(No X or Z)	Television	Core	room_battle	
TIME UP!!!	Television	Core	room_battle	
[START TYPING]	Television	Core	room_battle	
exc				
keyboard_lastchar				
stl				
leng				
Speechless...?&Who can blame you?/%%	Mettaton EX	Core	room_battle	
Well... that's concise./%%	Mettaton EX	Core	room_battle	
Beautiful. Sometimes&the fewest words&speak the loudest./%%	Mettaton EX	Core	room_battle	
Nice. You get a&gold star./%%	Mettaton EX	Core	room_battle	
Oh my... what a&great answer./%%	Mettaton EX	Core	room_battle	
Oooooh, you said so&much about me.../	Mettaton EX	Core	room_battle	
I love how&passionate you are./	Mettaton EX	Core	room_battle	
... even though I&don't understand&what you said.../%%	Mettaton EX	Core	room_battle	
Beautiful.&Why don't you&write a book?/%%	Mettaton EX	Core	room_battle	
swear				
nice				
beaut				
mystring_l				
string_pos				
hot				
sexy				
pretty				
handsome				
gorgeous				
sparkl				
charm				
attract				
cute				
smokin				
elegant				
good look				
goodlook				
good-look				
grace				
comely				
fine				
foxy				
looker				
dreamboat				
stun				
shapely				
ravishing				
allur				
entic				
seduct				
enchant				
appeal				
tantaliz				
adorable				
radiant				
capitvat				

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Text	Character	Area	Room	How to get it ?
Nice detail...&You're right, I do&look quite nice./%%	Mettaton EX	Core	room_battle	
Wonderful! Amazing! A+...&I AM completely stunning./%%	Mettaton EX	Core	room_battle	
Oh, I'm blushing...&You're completely right,&I am beautiful in&every way./%%	Mettaton EX	Core	room_battle	
Oh my... I'm speechless...&You've completely&captured how&beautiful I am./%%	Mettaton EX	Core	room_battle	
That's right.&Legs was the&correct answer!/%%	Mettaton EX	Core	room_battle	
How creative. Arms...&most people just&think about my legs./%%	Mettaton EX	Core	room_battle	
My hair... yes,&I use metal hair&gel./%%	Mettaton EX	Core	room_battle	
personality				
voice				
dancing				
Yes^1, my personality&is quite charming^1,&isn't it?/%%	Mettaton EX	Core	room_battle	
They say I have&the voice of a&Siren..^1./	Mettaton EX	Core	room_battle	
... awooga!/%%	Mettaton EX	Core	room_battle	
Dancing...^1?&Thank you^1, I'm&self-taught./%%	Mettaton EX	Core	room_battle	
ugly				
hideous				
repulsive				
unattractive				
look bad				
stupid				
idiot				
jerk				
asshole				
loser				
dumbass				
douche				
Huh? This essay is&supposed to be about&me, not about you.../%%	Mettaton EX	Core	room_battle	
I love you				
I love your				
What a touching&confession! I'll add&it to the pile./%%	Mettaton EX	Core	room_battle	
toby				
Toby? What the hell&is that?&Sounds... sexy./%%	Mettaton EX	Core	room_battle	
fuck				
shit				
cock				
pussy				
penis				
vagina				
anus				
poop				
tity				
titty				
bepis				
Oh my! This is a family&friendly TV show./	Mettaton EX	Core	room_battle	
Now stand still while&I murder you./%%	Mettaton EX	Core	room_battle	
* Mettaton is saving your& essay for future use.	Narrator	Core	room_battle	
testhp				
testinv				
healno				
INSTRUCTIONS ROOM.# #YOU WILL ENCOUNTER A SERIES OF ATTACK.# #PRESS [Z] TO FIRE THE WEA	Menu			
room0				
spaces				
Game Under	Menu			
Big Wienener Zone.	Menu			
Hall of failure.	Menu			
Attack	Menu			
:	Menu			
TAke a screenshot#of this every time#for balancing purposes.	Menu			
Hold SPACEBAR to restart from#Attack 30	Menu			
waiting for the#next battle...	Menu			
attack Number	Menu			
final attack	Menu			
heal items left	Menu			
press H to use one	Menu			
your HP is	Menu			
/20	Menu			
press SPACE to continue	Menu			
blue lasers don't hit#you if you don't#move	Menu			
taken				
ttimer				
darkamt				
addtime				
specialtimer				
last				
gil				
gir				
fff				
sf				
yseg				
b3				
bm				
bm1				
bm2				
bb				
ysegi				
lt				
ks				
early				
bossheart				

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Text	Character	Area	Room	How to get it ?
oo				
rw				
maxrw				
rew				
myside				
eo				
attacklength				
bp				
shot2				
playdo				
myloop				
lightning_timer				
memx				
memy				
life				
ddir				
br				
mt				
mtb				
homex				
homey				
s2				
sf2				
greg				
fs				
fs0				
s3				
ltimer				
times				
lastcon				
newx				
newy				
distspeed				
chch				
thisx				
thisy				
another				
rottimer				
swaptimer				
soundtimer				
laserno				
maxlaser				
laser				
laserdist				
siner3				
siner4				
outer				
outersin				
bobkid				
rewed				
vsp				
xamt				
seg				
segx				
segxinit				
xm				
charge				
xinit				
xbefore				
xafter				
ybefore				
yafter				
aspeed				
hdist				
hdir				
Default				
No 2				
No 3				
No 4				
Action1				
Action2				
Action3				
burston				
* Stage lights are blaring.	Narrator	Core	room_battle	
* METTATON NEO - 90 ATK 9 DEF&* Dr. Alphys's greatest& invention./^	Narrator	Core	room_battle	
\E6G...&GUESS SHE SHOULD&HAVE WORKED MORE&ON THE DEFENSES.../	Mettaton NEO	Core	room_battle	
\E6.../	Mettaton NEO	Core	room_battle	
\E6YOU MAY HAVE&DEFEATED ME...&BUT.../	Mettaton NEO	Core	room_battle	
\E4I KNOW.&I CAN TELL FROM&THAT STRIKE, DARLING./	Mettaton NEO	Core	room_battle	
\E5YOU WERE HOLDING&BACK./	Mettaton NEO	Core	room_battle	
\E6YES, ASGORE WILL&FALL EASILY TO&YOU.../	Mettaton NEO	Core	room_battle	
\E5BUT YOU WON'T&HARM HUMANITY,&WILL YOU?/	Mettaton NEO	Core	room_battle	
\E1YOU AREN'T&ABSOLUTELY EVIL./	Mettaton NEO	Core	room_battle	
\E5IF YOU WERE&TRYING TO BE,&THEN YOU MESSED UP./	Mettaton NEO	Core	room_battle	
\E0AND SO LATE INTO&THE SHOW, TOO./	Mettaton NEO	Core	room_battle	
\E0HA... HA.&AT LEAST NOW,&I CAN REST EASY./	Mettaton NEO	Core	room_battle	
\E3KNOWING ALPHYS AND&THE HUMANS WILL&LIVE ON...!/%%	Mettaton NEO	Core	room_battle	
\E6GH.../	Mettaton NEO	Core	room_battle	
\E5GUESS YOU DON'T&WANNA JOIN MY&FAN CLUB...?/%%	Mettaton NEO	Core	room_battle	

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Text	Character	Area	Room	How to get it ?
xnow				
ynow				
maxr				
child				
boat				
fight				
f_timer				
p_mode				
* DOODLEBOG - ? ATK ? DEF&* Art lets your wildest& fantasies come to life!/^	Narrator	Hotland	room_battle	
* DOODLEBOG C - ? ATK ? DEF&* The "C" stands for "seafaring."&* It likes to ride in a boat./^	Narrator	Hotland	room_battle	
* You draw a boat.&* Away it goes./^	Narrator	Hotland	room_battle	
stop				
freeze				
intense				
back				
tailsiner				
tailtype				
extend				
shimmy				
madech				
ch_color				
ch_color2				
madetrash				
madetrash_b				
armtype				
hat				
tail_t				
arm_a				
armspr				
myplot				
arm_b				
minpull				
cut				
hitplot				
goodot				
d_con				
p_con				
n_con				
AHHHHHHH!!!!!/%%	So Sorry	Hotland	room_battle	
\E1AHHHHH!!!/%%	So Sorry	Hotland	room_battle	
\E1Oh!&Whoops!&That hurt!/	So Sorry	Hotland	room_battle	
\E2So sorry^1, I must&have gotten in the&way!/	So Sorry	Hotland	room_battle	
\E1I really shouldn't&stand so close/	So Sorry	Hotland	room_battle	
\E4Ah I'm just being&troublesome/%%	So Sorry	Hotland	room_battle	
\E4Darn it, I keep&getting in the way/	So Sorry	Hotland	room_battle	
\E2So sorry, I'm such&an oaf/	So Sorry	Hotland	room_battle	
\E2Wandering in front&of you.../%%	So Sorry	Hotland	room_battle	
Are you...&trying to KILL me?/	So Sorry	Hotland	room_battle	
\E4... so sorry, but&I've had a really&tough year./	So Sorry	Hotland	room_battle	
I don't know if I&could take you&killing me on top&of everything./	So Sorry	Hotland	room_battle	
\E2You should find&someone else to&kill.&So sorry./%%	So Sorry	Hotland	room_battle	
\E1?????/	So Sorry	Hotland	room_battle	
\E5I just said I'm&not interested in&the offer!1/	So Sorry	Hotland	room_battle	
\E5.../	So Sorry	Hotland	room_battle	
\E2Sorry, I must not&have enunciated&clearly enough./	So Sorry	Hotland	room_battle	
\E2I am not interested&in being killed.&Thank you very much./%%	So Sorry	Hotland	room_battle	
\E5Look, stranger/	So Sorry	Hotland	room_battle	
\E4I... I guess I'm&going to have to&tell the truth./	So Sorry	Hotland	room_battle	
My whole life, I've&never been worth a&lot of EXP./	So Sorry	Hotland	room_battle	
Everyone else at my&work, in my classes,/	So Sorry	Hotland	room_battle	
Would raise a&person's LV by 4&or 5 when&destroyed.../	So Sorry	Hotland	room_battle	
\E1But me?/	So Sorry	Hotland	room_battle	
\E6I wouldn't even&increase your LV&at LV 1./	So Sorry	Hotland	room_battle	
\E4For this reason...&I...&I've always been.../	So Sorry	Hotland	room_battle	
I've never been&very good at&getting killed.&So.../	So Sorry	Hotland	room_battle	
\E3I'm flattered&that you...&Want to destroy me./	So Sorry	Hotland	room_battle	
\E8But you are making&a big waste of&your time!!/	So Sorry	Hotland	room_battle	
\E8Stop killing me!!!/%%	So Sorry	Hotland	room_battle	
\E2OK, OK. Hm./	So Sorry	Hotland	room_battle	
\E7If you stop killing&me, I'll pay you&200G./%%	So Sorry	Hotland	room_battle	
\E8220G?/%%	So Sorry	Hotland	room_battle	
\E8300G?/%%	So Sorry	Hotland	room_battle	
\E1W..^1.&Wait a second./	So Sorry	Hotland	room_battle	
\E1You trying to&kill me...&C...&could it be...?/	So Sorry	Hotland	room_battle	
\E6Because you&don't like me&very much...?/	So Sorry	Hotland	room_battle	
\E2No, no, that&can't be!/	So Sorry	Hotland	room_battle	
This is just a&friendly, um,&killing between&acquaintances!!!/	So Sorry	Hotland	room_battle	
\E8Pals... we're...&we're still pals,&right!!/	So Sorry	Hotland	room_battle	
\E1OK, maybe not&PALS, but, uh,/	So Sorry	Hotland	room_battle	
\E2Friendly strangers?/	So Sorry	Hotland	room_battle	
\E8You know, just&one step away from&being buds!!!/	So Sorry	Hotland	room_battle	
\E0I mean, I was&practically.../	So Sorry	Hotland	room_battle	
\E0I was about to&crack open the&sparkling cider!/	So Sorry	Hotland	room_battle	
\E2Pull out some&baguettes and some&swiss cheese!/	So Sorry	Hotland	room_battle	
\E8BLOW ON A FREAKING&PARTY HORN!!!/%%	So Sorry	Hotland	room_battle	
\E1N... no, you don't&like me either,&huh...?/	So Sorry	Hotland	room_battle	
\E4Nobody likes me...&they're just putting&up with me/	So Sorry	Hotland	room_battle	
\E6I'm just annoying&you... I should just&leave/	So Sorry	Hotland	room_battle	
\E1ARRRRRGHHHH!!!&Why am I such an&idiot??!?!!!!/	So Sorry	Hotland	room_battle	

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Text	Character	Area	Room	How to get it ?
How did I not&see it before!!!/	So Sorry	Hotland	room_battle	
\E1You weren't killing&me because you&LIKED me!!!/	So Sorry	Hotland	room_battle	
\E6NOBODY does that!/	So Sorry	Hotland	room_battle	
That's NOT a thing!/%%	So Sorry	Hotland	room_battle	
\E2Oh. Sorry. I was&being too loud.&Ugh./	So Sorry	Hotland	room_battle	
\E4I'm wasting your&time, aren't I...?/	So Sorry	Hotland	room_battle	
\E1... whew, I feel&really...&strange./	So Sorry	Hotland	room_battle	
\E2I think I need to&go home and lie&down./%%	So Sorry	Hotland	room_battle	
\E1Oh, I'm so sorry!&How clumsy of me...&I've bumped into you/	So Sorry	Hotland	room_battle	
\E6I'm such a klutz./	So Sorry	Hotland	room_battle	
I was just here to&find something to&draw, and.../	So Sorry	Hotland	room_battle	
\E2Oh no, it's ok!&It's OK!/	So Sorry	Hotland	room_battle	
\E0I'll give you a&gift to make up&for your troubles./	So Sorry	Hotland	room_battle	
\E0Let me look in&my vest!/%%	So Sorry	Hotland	room_battle	
\E6Ummm, I couldn't&find anything I&want to give away./	So Sorry	Hotland	room_battle	
\E2Wait, wait!/	So Sorry	Hotland	room_battle	
\M4I've got my notebook!/	So Sorry	Hotland	room_battle	
\E0I can draw you a&picture in it!/	So Sorry	Hotland	room_battle	
\E7I'm quite the artist,&you know./	So Sorry	Hotland	room_battle	
\E8I'll draw you a&GREAT picture!!!/%%	So Sorry	Hotland	room_battle	
\E6S.. sorry...&The drawing didn't&come out very well./	So Sorry	Hotland	room_battle	
\E2Wait^1!&I know the problem!/	So Sorry	Hotland	room_battle	
\M0I just have to&find a better piece&of paper for it!/%%	So Sorry	Hotland	room_battle	
\E6None of my papers&are good enough to&use.../	So Sorry	Hotland	room_battle	
\E2IT'S OK!!!/	So Sorry	Hotland	room_battle	
\E8I know what I&can do!^1!&I'll use my magic&pencil!/	So Sorry	Hotland	room_battle	
\E0It has to be under&some of these papers&somewhere!!!!/%%	So Sorry	Hotland	room_battle	
\M5H\E8ere!&I got it!/	So Sorry	Hotland	room_battle	
My magic pencil is&amazing!/	So Sorry	Hotland	room_battle	
\E2everything I draw&with it looks.../	So Sorry	Hotland	room_battle	
\E8COMPLETELY REAL!/%%	So Sorry	Hotland	room_battle	
\E1I've messed up.&I've really messed up.&Oh no./	So Sorry	Hotland	room_battle	
\E2I'll just use a&regular pencil!&I'll try my best!/%%	So Sorry	Hotland	room_battle	
\E8Are you ready!?/	So Sorry	Hotland	room_battle	
\E0I just finished./	So Sorry	Hotland	room_battle	
\M6Here's your picture!&What do you think!?/	So Sorry	Hotland	room_battle	
\E2It's a representation&of your deepest&essence.../	So Sorry	Hotland	room_battle	
\E7It's great^1, right!?/	So Sorry	Hotland	room_battle	
\E8(They think my art&is terrible.)/	So Sorry	Hotland	room_battle	
\M0Well!/	So Sorry	Hotland	room_battle	
\E2I'll leave you with&that thought!/	So Sorry	Hotland	room_battle	
\E7Goodbye!/	So Sorry	Hotland	room_battle	
\E8See you later!/	So Sorry	Hotland	room_battle	
\E2Sayonara!/	So Sorry	Hotland	room_battle	
\E1Nice knowing ya!/	So Sorry	Hotland	room_battle	
\E7Hasta la vista./	So Sorry	Hotland	room_battle	
\E2I should leave./%%	So Sorry	Hotland	room_battle	
osh				
* The enemy looks nervous.	Narrator	Hotland	room_battle	
* The enemy looks anxious.	Narrator	Hotland	room_battle	
* The enemy taps his fingers& together like jackhammers.	Narrator	Hotland	room_battle	
* The enemy looks perturbed.	Narrator	Hotland	room_battle	
* The enemy tries to copy your& movements so it fits in.	Narrator	Hotland	room_battle	
* The enemy uses a hypnotizing& 3D-tush-wiggle attack.	Narrator	Hotland	room_battle	
* Smells... furry.	Narrator	Hotland	room_battle	
* Are we good here!?.	Narrator	Hotland	room_battle	
* The enemy is apologizing to& its visions of the Reaper.	Narrator	Hotland	room_battle	
* SO SORRY&* This creature is definitely& in the wrong time and space!/^	Narrator	Hotland	room_battle	
* You wave^1.&* They're a bit preoccupied./^	Narrator	Hotland	room_battle	
* You say hello^1.&* They're a bit preoccupied./^	Narrator	Hotland	room_battle	
* You smile^1.&* They're a bit preoccupied./^	Narrator	Hotland	room_battle	
* You cough^1.&* They're a bit preoccupied./^	Narrator	Hotland	room_battle	
* You weep^1.&* They're a bit preoccupied./^	Narrator	Hotland	room_battle	
\E0Oh^1, and.../	So Sorry	Hotland	room_battle	
\E1About all this./	So Sorry	Hotland	room_battle	
\E4Um./	So Sorry	Hotland	room_battle	
\E2Sorry./%%	So Sorry	Hotland	room_battle	
\E1Uuuuhhhh, oh no!!&That's a little too&real!/%%	So Sorry	Hotland	room_battle	
hand2				
hand1				
hand4				
hand3				
amount				
maxamount				
baseang				
dr				
fr				
curatk				
giw				
giu				
mysf				
mysv				
mys				
wait				
hitside				
sidedam				
sv				
mysadd				

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Text	Character	Area	Room	How to get it ?
count				
selfspeed				
selfspeed2				
hl				
hl2				
choseang				
choseangspeed				
rspeed				
angspeed				
negaspeed				
centerx				
centery				
curamt				
initswipewait				
swipewait				
swipetimer				
quick				
cutspeed				
cutsfx				
cutsfxN				
cutsfxl				
cutsdone				
armtest				
cutsfxA				
typeno				
typeamt				
flashtimer				
sw				
kk				
sprite0				
turnoff				
dont				
tttt				
talk_x				
fivedamage				
* Asgore has low HP.	Narrator	New Home	room_battle	
* ASGORE 80 ATK 80 DEF /^	Narrator	New Home	room_battle	
* But there was nothing to& say./^	Narrator	New Home	room_battle	
* You quietly tell ASGORE& you don't want to fight& him./	Narrator	New Home	room_battle	
* His hands tremble for a& moment./^	Narrator	New Home	room_battle	
* You tell ASGORE that you& don't want to fight him./	Narrator	New Home	room_battle	
* His breathing gets funny& for a moment./^	Narrator	New Home	room_battle	
* You firmly tell ASGORE to& STOP fighting./	Narrator	New Home	room_battle	
* Recollection flashes in his& eyes.../	Narrator	New Home	room_battle	
* ASGORE's ATTACK dropped^1!&* ASGORE's DEFENSE dropped!/^	Narrator	New Home	room_battle	
* Seems talking won't do any& more good./^	Narrator	New Home	room_battle	
* All you can do is FIGHT./^	Narrator	New Home	room_battle	
too many times& to count	Narrator	New Home	room_battle	
vari				
once before	Narrator	New Home	room_battle	
twice before	Narrator	New Home	room_battle	
three times	Narrator	New Home	room_battle	
four times	Narrator	New Home	room_battle	
five times	Narrator	New Home	room_battle	
six times	Narrator	New Home	room_battle	
seven times	Narrator	New Home	room_battle	
eight times	Narrator	New Home	room_battle	
nine times	Narrator	New Home	room_battle	
* You tell ASGORE that he's& killed you	Narrator	New Home	room_battle	
* He nods sadly./^	Narrator	New Home	room_battle	
* He nods grievously./^	Narrator	New Home	room_battle	
* He nods pitifully./^	Narrator	New Home	room_battle	
cutsound				
swipesound				
special_end				
* (A strange light fills the& room.^4) %	Narrator	New Home	room_battle	
* (Twilight is shining through& the barrier.^4) %	Narrator	New Home	room_battle	
* (It seems your journey is& finally over.^4) %	Narrator	New Home	room_battle	
* (You're filled with& DETERMINATION.^5) %%	Narrator	New Home	room_battle	
Human.../	Asgore	New Home	room_battle	
\E1It was&nice to&meet&you./	Asgore	New Home	room_battle	
\E0Goodbye./%%	Asgore	New Home	room_battle	
\E1Now&now./	Asgore	New Home	room_battle	
There's&no need&to&fight./	Asgore	New Home	room_battle	
Why not&settle&this.../	Asgore	New Home	room_battle	
Over a&nice cup&of tea?/%%	Asgore	New Home	room_battle	
bicon2				
scr_afterimage				
vvv				
w_on				
whiteout				
blackout				
fdhjfd				
stretch				
sl				
asg				
goalsize				
vv				
originx				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
originy				
outx				
outy				
outx2				
outy2				
draw_triangle				
angle				
fakeanim				
debuggo				
simg				
simg2				
simg3				
simg4				
xhand1				
yhand1				
rdistx				
rdisty				
point1y				
point1x				
armlength				
armangle				
armsize				
armoff				
secrettrick				
frame				
specbullet				
asgorex				
asgorey				
fimg2				
rowdy				
remove				
ry				
rnd				
hearts				
Ah.../	Asgore	New Home	room_battle	
So that&is how&it is./	Asgore	New Home	room_battle	
saddude				
\E3Why..^1.&You.../%%	Asgore	New Home	room_battle	
chokemusic				
I remember the day&after my son&died./	Asgore	New Home	room_battle	
The entire underground&was devoid of hope./	Asgore	New Home	room_battle	
The future had once&again been taken&from us by the&humans./	Asgore	New Home	room_battle	
In a fit of anger,&I declared war./	Asgore	New Home	room_battle	
I said that I would&destroy any human&that came here./	Asgore	New Home	room_battle	
I would use their&souls to become&godlike.../	Asgore	New Home	room_battle	
... and free us from&this terrible prison./	Asgore	New Home	room_battle	
Then, I would destroy&humanity.../	Asgore	New Home	room_battle	
And let monsters rule&the surface, in peace./	Asgore	New Home	room_battle	
Soon, the people's&hopes returned./	Asgore	New Home	room_battle	
My wife, however,&became disgusted with&my actions./	Asgore	New Home	room_battle	
She left this place,&never to be seen&again./%%	Asgore	New Home	room_battle	
Truthfully.../	Asgore	New Home	room_battle	
I do not want power./	Asgore	New Home	room_battle	
I do not want to&hurt anyone./	Asgore	New Home	room_battle	
I just wanted everyone&to have hope.../	Asgore	New Home	room_battle	
I cannot take this&any longer./	Asgore	New Home	room_battle	
I just want to&see my wife./	Asgore	New Home	room_battle	
I just want to&see my child./	Asgore	New Home	room_battle	
Please..^1.&Young one.../	Asgore	New Home	room_battle	
This war has gone&on long enough./	Asgore	New Home	room_battle	
You have the power.../	Asgore	New Home	room_battle	
Take my soul, and&leave this cursed&place./%%	Asgore	New Home	room_battle	
fightbt2				
sparebt2				
fkhrt				
msb				
\E0After everything I&have done to&hurt you.../	Asgore	New Home	room_battle	
\E7You would rather&stay down here&and suffer.../	Asgore	New Home	room_battle	
\E9Than live happily&on the surface?/	Asgore	New Home	room_battle	
\E1Human.../	Asgore	New Home	room_battle	
\E7I promise you.../	Asgore	New Home	room_battle	
\E7For as long as&you remain here.../	Asgore	New Home	room_battle	
\E1My wife and I will&take care of you&as best we can./	Asgore	New Home	room_battle	
\E2We can sit in&the living room^1,&telling stories.../	Asgore	New Home	room_battle	
\E1Eating butterscotch&pie.../	Asgore	New Home	room_battle	
\E2We could be&like.../	Asgore	New Home	room_battle	
\E8Like a family.../%%	Asgore	New Home	room_battle	
targetx				
targety				
ssx				
ssy				
strike				
spb				
You&IDIOT./	Flowey	New Home	room_battle	
You&haven't&learned&a thing./%%	Flowey	New Home	room_battle	
Hee&hee&hee./	Flowey	New Home	room_battle	
So you&finally&get it./%%	Flowey	New Home	room_battle	
So you&DO&recall./%%	Flowey	New Home	room_battle	
In&this&world.../%%	Flowey	New Home	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
radius				
cym				
It's KILL or BE killed^4.%%	Flowey	New Home	room_battle	
white_blocker				
scr_saveprocess				
undertale.exe				
flowey.exe				
Hee hee hee^1.&Don't worry./	Flowey	New Home	room_battle	
I know there's no&REAL point in&fighting you./	Flowey	New Home	room_battle	
The human souls&would probably just&revolt again./	Flowey	New Home	room_battle	
So...!/%%	Flowey	New Home	room_battle	
kill				
Hee hee hee^1./	Flowey	New Home	room_battle	
Did you REALLY&think killing me&would make a&DIFFERENCE?/	Flowey	New Home	room_battle	
No./	Flowey	New Home	room_battle	
Every time you&load your SAVE^1,&I'll come back./	Flowey	New Home	room_battle	
And every time you&try to get a&happy ending.../	Flowey	New Home	room_battle	
I'll be there to&tear it away!/	Flowey	New Home	room_battle	
Ha ha ha!!!/%%	Flowey	New Home	room_battle	
Well^1, let's get&this over with./%%	Flowey	New Home	room_battle	
\E0No^1.&That's just a&fantasy^1, isn't it?/	Asgore	New Home	room_battle	
\E1Young one^1, when I&look at you.../	Asgore	New Home	room_battle	
\E2I'm reminded of the&human that fell here&long ago.../	Asgore	New Home	room_battle	
\E8You have the same&feeling of hope in&your eyes./	Asgore	New Home	room_battle	
\E7There is an ancient&prophecy among our&people.../	Asgore	New Home	room_battle	
One day^1, a savior&will come from the&heavens./	Asgore	New Home	room_battle	
\E1... I believe the&one that was&prophecied was you./	Asgore	New Home	room_battle	
Somewhere in the&world outside.../	Asgore	New Home	room_battle	
There must be a way&to free us from our&prison./	Asgore	New Home	room_battle	
\E0It pains me to&give you this&responsiblity^1, but.../	Asgore	New Home	room_battle	
\E0Please^1.&Take my soul..^1.&and seek the truth./%%	Asgore	New Home	room_battle	
rendepth				
\E0Ha...ha.../	Asgore	New Home	room_battle	
\E6I'm sorry.../	Asgore	New Home	room_battle	
I couldn't give you&a simple^1, happy&ending.../	Asgore	New Home	room_battle	
But I believe your&freedom.../	Asgore	New Home	room_battle	
... is what my son.../	Asgore	New Home	room_battle	
\E8... what ASRIEL would&have wanted./%%	Asgore	New Home	room_battle	
see^1?&I never betrayed&you^2! %	Flowey	New Home	room_battle	
It was all a&trick, see^2? %	Flowey	New Home	room_battle	
I was waiting to&kill him for you^2! %	Flowey	New Home	room_battle	
\E1After all it's me&your best friend^2! %	Flowey	New Home	room_battle	
\E2I'm helpful, I can&be useful to you^1 %	Flowey	New Home	room_battle	
\E1I promise I won't&get in your way^1 %%	Flowey	New Home	room_battle	
\E2I can help..^1.&I can..^1.&I can..^2. %%	Flowey	New Home	room_battle	
\E3Please don't&kill me./%%	Flowey	New Home	room_battle	
s_index				
shk_x				
shk_amt				
s_i				
gameshake				
window_set_fullscreen				
window_center				
window_get_x				
wx				
window_get_y				
window_set_position				
background_foreground				
background_htiled				
background_vtiled				
background_hspeed				
background_vspeed				
undertale.EXE				
Undertale.exe				
UNDERTALE.exe				
file1				
file2				
file3				
file4				
file5				
file6				
file7				
file8				
file9				
steam_file_write_file				
background_y				
canquit				
bigshake				
flashred				
redsiner				
ch_sfx1				
ch_sfx2				
Greetings./	Chara	New Home	room_battle	
I^2 am	Chara	New Home	room_battle	
Thank you./	Chara	New Home	room_battle	
Your power awakened&me from death./	Chara	New Home	room_battle	
My "human soul."/	Chara	New Home	room_battle	
My "determination."/	Chara	New Home	room_battle	
They were not mine^1.&but YOURS./	Chara	New Home	room_battle	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
At first^1, I&was so confused./	Chara	New Home	room_battle	
Our plan had failed^1,&hadn't it?/	Chara	New Home	room_battle	
Why was I brought&back to life?/	Chara	New Home	room_battle	
You./	Chara	New Home	room_battle	
With your guidance./	Chara	New Home	room_battle	
I realized the purpose&of my reincarnation./	Chara	New Home	room_battle	
Power./	Chara	New Home	room_battle	
Together^1, we eradicated&the enemy and became&strong./	Chara	New Home	room_battle	
HP. ATK. DEF.&GOLD. EXP. LV./	Chara	New Home	room_battle	
Every time a number&increases^1, that&feeling.../	Chara	New Home	room_battle	
That's me./	Chara	New Home	room_battle	
	Chara	New Home	room_battle	
Now./	Chara	New Home	room_battle	
Now, we have reached&the absolute./	Chara	New Home	room_battle	
There is nothing&left for us here./	Chara	New Home	room_battle	
Let us erase this&pointless world^1, and&move on to the next./%%	Chara	New Home	room_battle	
The demon that comes&when people call&its name./	Chara	New Home	room_battle	
It doesn't matter when./	Chara	New Home	room_battle	
It doesn't matter where./	Chara	New Home	room_battle	
Time after time,&I will appear./	Chara	New Home	room_battle	
And, with your help./	Chara	New Home	room_battle	
We will eradicate the&enemy and become&strong./	Chara	New Home	room_battle	
But./	Chara	New Home	room_battle	
You and I are not&the same^1, are we?/	Chara	New Home	room_battle	
This SOUL resonates&with a strange&feeling./	Chara	New Home	room_battle	
There is a reason&you continue to&recreate this world./	Chara	New Home	room_battle	
There is a reason&you continue to&destroy it./	Chara	New Home	room_battle	
You are wracked with&a perverted&sentimentality./	Chara	New Home	room_battle	
Hmm./	Chara	New Home	room_battle	
I cannot understand&these feelings&any more./	Chara	New Home	room_battle	
Despite this./	Chara	New Home	room_battle	
I feel obligated to&suggest./	Chara	New Home	room_battle	
Should you choose to&create this world&once more./	Chara	New Home	room_battle	
Another path would&be better suited./	Chara	New Home	room_battle	
Now, partner./	Chara	New Home	room_battle	
Let us send this&world back into the&abyss./%%	Chara	New Home	room_battle	
Right^1. You are a&great partner./	Chara	New Home	room_battle	
We'll be together&forever^1, won't we?/%%	Chara	New Home	room_battle	
No...?/	Chara	New Home	room_battle	
Hmm.../	Chara	New Home	room_battle	
How curious./	Chara	New Home	room_battle	
You must have&misunderstood./	Chara	New Home	room_battle	
SINCE WHEN WERE YOU&THE ONE IN CONTROL?/%%	Chara	New Home	room_battle	
Hmm...&This feeling you have./	Chara	New Home	room_battle	
This is what I&spoke of./	Chara	New Home	room_battle	
Unfortunately,&regarding this.../	Chara	New Home	room_battle	
YOU MADE YOUR CHOICE&LONG AGO./%%	Chara	New Home	room_battle	
ERASE	Frisk	New Home	room_battle	
DO NOT	Frisk	New Home	room_battle	
innate_karma				
reduce				
lac				
damageturn				
innage_karma				
idealx				
idealy				
idealrot				
col_o				
btimer				
terminal				
bbsiner				
p_power				
p_beam				
intensity				
rr2				
xxa				
yya				
xxb				
yyb				
nx_factor				
ny_factor				
z_a				
z_b				
z_y				
le				
rc_cut				
rc_le				
ww1				
ww2				
z_h				
warning				
retain				
cosm_y				
cosm_x				
racket				
Ideal_y				
Ideal_x				
wx2				
wy2				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spot				
Idealx2				
terminate				
cool				
stoptimer				
death_c				
maxx				
maxy				
hit_try				
mbb				
shadow				
level				
prev_s				
laser_d				
shadow_num				
shadow_max				
instaborder				
s_type				
scr_sbo				
sd				
scr_hplat				
hwd				
hht				
chance				
gb				
self_d				
za				
zb				
non				
scr_bwall				
skl				
zone				
reroll				
lock				
jud				
jtimer				
mv20x				
mv20y				
ignore_border				
keyboard_check_direct				
s_s				
a_type				
drawborder				
sweat				
legx				
legy				
deadtest				
repeater				
movearm				
arm_i				
headx				
f_i				
hell				
fac				
mk_c				
smasher				
smashtime				
smashcon				
smashlv				
smashamt				
smashmax				
prevsmash				
test_timer				
test_timer_on				
dodge				
death_t				
asleep_timer				
sleep_c				
sleep_t				
km_t				
inv_check				
inv_timer				
timer_on				
plat				
dplat				
lb				
mk_c_timer				
vtotal				
p_cut				
intr				
\E1huh./	Sans	New Home	room_battle	
\M1always wondered why&people never use&their strongest&attack first./%%	Sans	New Home	room_battle	
\E3anyway^1, as I was&saying^1, it's a&nice day out./	Sans	New Home	room_battle	
\M1why not relax and&take a load off?/%%	Sans	New Home	room_battle	
here we go./%%	Sans	New Home	room_battle	
* You feel like you're going to& have a bad time.	Narrator	New Home	room_battle	
normalfight				
smashdir				
xtimer				

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Text	Character	Area	Room	How to get it ?
rp_x				
gin				
gnum				
disx				
disy				
slam_pain				
pdd				
lc_t				
lc_c				
lc_a				
huff..^1. puff.../	Sans	New Home	room_battle	
all right^1.&that's it./	Sans	New Home	room_battle	
\X\M1t's time for my\R &special attack\X./	Sans	New Home	room_battle	
\E3are you ready?/	Sans	New Home	room_battle	
\E4here goes nothing./%%	Sans	New Home	room_battle	
\E1yep./	Sans	New Home	room_battle	
\E1that's right./	Sans	New Home	room_battle	
\E3it's literally&nothing./	Sans	New Home	room_battle	
\E1and it's not gonna&be anything^1,&either./	Sans	New Home	room_battle	
\E4heh heh heh..^1.&ya get it?/	Sans	New Home	room_battle	
\E1i know i can't&beat you./	Sans	New Home	room_battle	
\E4one of your turns.../	Sans	New Home	room_battle	
\E9you're just gonna&kill me./	Sans	New Home	room_battle	
\E1so^1, uh./	Sans	New Home	room_battle	
\E4i've decided.../	Sans	New Home	room_battle	
it's not gonna BE&your turn^1.&ever./	Sans	New Home	room_battle	
\E3i'm just gonna&keep having MY&turn until you&give up./	Sans	New Home	room_battle	
\E5even if it means&we have to stand&here until the&end of time./	Sans	New Home	room_battle	
\E1capiche?/%%	Sans	New Home	room_battle	
\E9you'll get bored&here./	Sans	New Home	room_battle	
\E1if you haven't&gotten bored&already^1, i mean./	Sans	New Home	room_battle	
\E5and then^1, you'll&finally quit./%%	Sans	New Home	room_battle	
\E5i know your type./	Sans	New Home	room_battle	
\E1you're^1, uh^1, very&determined^1, aren't&you?/	Sans	New Home	room_battle	
\E4you'll never give&up^1, even if&there's^1, uh.../	Sans	New Home	room_battle	
\E3absolutely NO&benefit to&persevering&whatsoever./	Sans	New Home	room_battle	
\E1if i can make&that clear./	Sans	New Home	room_battle	
\E4no matter what^1,&you'll just keep&going./	Sans	New Home	room_battle	
\E9not out of any&desire for good&or evil.../	Sans	New Home	room_battle	
\E3but just because&you think you&can./	Sans	New Home	room_battle	
\E1and because you&"can"../	Sans	New Home	room_battle	
\E9... you "have to."/%%	Sans	New Home	room_battle	
\E9but now^1, you've&reached the end./	Sans	New Home	room_battle	
\E4there is nothing&left for you now./	Sans	New Home	room_battle	
\E1so^1, uh^1, in my&personal opinion.../	Sans	New Home	room_battle	
\E3the most&"determined"&thing you can&do here?/	Sans	New Home	room_battle	
\E1is to^1, uh^1,&completely give&up./	Sans	New Home	room_battle	
\E3and..^1. (yawn)&do literally&anything else./%%	Sans	New Home	room_battle	
timerbonus				
dg_t				
dg_x				
st				
heh^1, didja&really think you&would be able to	Sans	New Home	room_battle	
bof_d				
hit_x				
so.../	Sans	New Home	room_battle	
guess that's it^1,&huh?/	Sans	New Home	room_battle	
just.../	Sans	New Home	room_battle	
don't say i&didn't warn you./%%	Sans	New Home	room_battle	
welp./	Sans	New Home	room_battle	
i'm going to&grillby's./%%	Sans	New Home	room_battle	
q_sin				
dsp				
papyrus^1, do you&want anything?/%%	Sans	New Home	room_battle	
san_d				
solid				
km_bonus				
beamsfx				
beamsfx_a				
beam_up_sfx				
music/sfx/sfx_cinematiccut.ogg				
hit_reached				
birdnoise				
* Skipped ahead.	Narrator	New Home	room_battle	
drama				
mercy_death				
nx				
ini_f				
sm				
del				
what^1?&you think i'm just&gonna stand there&and take it?/%%	Sans	New Home	room_battle	
our reports showed&a massive anomaly&in the timespace&continuum./	Sans	New Home	room_battle	
timelines jumping&left and right,&stopping and&starting.../%%	Sans	New Home	room_battle	
\E4until suddenly^1,&everything ends./%%	Sans	New Home	room_battle	
\E4heh heh heh.../	Sans	New Home	room_battle	
\E5that's your fault^1,&isn't it?/%%	Sans	New Home	room_battle	
\E1you can't understand&how this feels./%%	Sans	New Home	room_battle	
\E4knowing that one&day^1, without any&warning.../	Sans	New Home	room_battle	
\E9it's all going to&be reset./%%	Sans	New Home	room_battle	

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Text	Character	Area	Room	How to get it ?
\E9look^1.&i gave up trying&to go back a long&time ago./%%	Sans	New Home	room_battle	
\E4and getting to the&surface doesn't&really appeal&anymore^1, either./%%	Sans	New Home	room_battle	
\E4cause even if we&do.../	Sans	New Home	room_battle	
\E5we'll just end up&right back here^1,&without any memory&of it^1, right?/%%	Sans	New Home	room_battle	
\E1to be blunt.../	Sans	New Home	room_battle	
\E4it makes it kind&of hard to give&it my all./%%	Sans	New Home	room_battle	
\E1... or is that just&a poor excuse for&being lazy...?/	Sans	New Home	room_battle	
\E3hell if i know./%%	Sans	New Home	room_battle	
\E4all i know is..^1.&seeing what comes&next.../	Sans	New Home	room_battle	
\E9i can't afford not&to care anymore./%%	Sans	New Home	room_battle	
SS				
MP				
\E9ugh..^1.&that being said.../	Sans	New Home	room_battle	
\E1you^1, uh^1, really&like swinging that&thing around^1,&huh?/	Sans	New Home	room_battle	
\E4listen./	Sans	New Home	room_battle	
i know you didn't&answer me before^1,&but.../	Sans	New Home	room_battle	
\E4somewhere in&there^1.&i can feel it./	Sans	New Home	room_battle	
\E0there's a glimmer&of a good person&inside of you./	Sans	New Home	room_battle	
\E4the memory of&someone who once&wanted to do the&right thing./	Sans	New Home	room_battle	
\E1someone who^1, in&another time^1,&might have even&been.../	Sans	New Home	room_battle	
\E4a friend?/	Sans	New Home	room_battle	
\E3c'mon^1, buddy./	Sans	New Home	room_battle	
\E0do you remember&me?/	Sans	New Home	room_battle	
\E4please^1, if you're&listening.../	Sans	New Home	room_battle	
\E9let's forget all&this^1, ok?/	Sans	New Home	room_battle	
\E3just lay down&your weapon^1, and.../	Sans	New Home	room_battle	
\E4well^1, my job&will be a lot&easier./%%	Sans	New Home	room_battle	
friendship.../	Sans	New Home	room_battle	
\E3it's really great^1,&right?/	Sans	New Home	room_battle	
let's quit fighting./%%	Sans	New Home	room_battle	
SS2				
d_music				
\E3welp^1, it was&worth a shot./	Sans	New Home	room_battle	
\E5guess you like&doing things the&hard way^1, huh?/%%	Sans	New Home	room_battle	
\E3woah^1, you look&REALLY pissed off.../	Sans	New Home	room_battle	
\E4heheheh.../	Sans	New Home	room_battle	
\E5did i getcha?/	Sans	New Home	room_battle	
\E4well^1, if you came&back anyway.../	Sans	New Home	room_battle	
\E1i guess that means&we never really&WERE friends^1, huh?/	Sans	New Home	room_battle	
\E4heh./	Sans	New Home	room_battle	
\E9don't tell that&to the other&sans-es^1, ok?/%%	Sans	New Home	room_battle	
\E4sounds strange^1, but&before all this i&was secretly hoping&we could be friends./	Sans	New Home	room_battle	
\E1i always thought the&anomaly was doing&this cause they&were unhappy./	Sans	New Home	room_battle	
and when they got&what they wanted^1,&they would stop&all this./%%	Sans	New Home	room_battle	
\E3and maybe all they&needed was..^1.&i dunno./	Sans	New Home	room_battle	
\M1some good food^1,&some bad laughs^1,&some nice friends./%%	Sans	New Home	room_battle	
\E4but that's&ridiculous^1,&right?/	Sans	New Home	room_battle	
\E5yeah^1, you're the&type of person&who won't EVER&be happy./%%	Sans	New Home	room_battle	
\E5you'll keep&consuming timelines&over and over^1,&until.../	Sans	New Home	room_battle	
\E4well./	Sans	New Home	room_battle	
\M1hey./	Sans	New Home	room_battle	
\E3take it from me^1,&kid./	Sans	New Home	room_battle	
someday.../	Sans	New Home	room_battle	
you gotta learn&when to QUIT./%%	Sans	New Home	room_battle	
\E3and that day's&TODAY./%%	Sans	New Home	room_battle	
\E4cause..^1.&y'see../	Sans	New Home	room_battle	
\E1all this fighting&is really tiring&me out./%%	Sans	New Home	room_battle	
\E4and if you keep&pushing me.../	Sans	New Home	room_battle	
\Xt\E3hen i'll be&forced to use my\R &special attack\X./%%	Sans	New Home	room_battle	
\Xy\E3eah^1, my \Rspecial&attack\X.&sound familiar?/	Sans	New Home	room_battle	
\Xw\E1ell^1, get ready^1.&cause after the&next move^1, i'm&going to \Ruse it\X./	Sans	New Home	room_battle	
\E3so^1, if you don't&wanna see it^1, now&would be a good&time to die./%%	Sans	New Home	room_battle	
\E4well^1, here goes&nothing.../	Sans	New Home	room_battle	
\Xs\E5urvive THIS^1, and&i'll show you my\R &special attack\X!/%%	Sans	New Home	room_battle	
you're sparing me?/	Sans	New Home	room_battle	
\E1finally./	Sans	New Home	room_battle	
\E3buddy^1.&pal./	Sans	New Home	room_battle	
\E4i know how hard&it must be.../	Sans	New Home	room_battle	
to make that&choice./	Sans	New Home	room_battle	
to go back on&everything you've&worked up to./	Sans	New Home	room_battle	
\E0i want you to&know..^1.&i won't let it&go to waste./	Sans	New Home	room_battle	
\M1.../	Sans	New Home	room_battle	
\E3c'mere^1, pal./%%	Sans	New Home	room_battle	
a_choose				
c_choose				
b_choose				
* Just keep attacking.	Narrator	New Home	room_battle	
* Sans's movements grow a& little wearier.	Narrator	New Home	room_battle	
* Sans's movements seem to be& slower.	Narrator	New Home	room_battle	
* Felt like a turning point.	Narrator	New Home	room_battle	
* You felt your sins crawling& on your back.	Narrator	New Home	room_battle	
* You felt your sins weighing& on your neck.	Narrator	New Home	room_battle	
* KARMA coursing through your& veins.	Narrator	New Home	room_battle	
* Doomed to death of KARMA!	Narrator	New Home	room_battle	
* The REAL battle finally begins.	Narrator	New Home	room_battle	
* Reading this doesn't seem& like the best use of time.	Narrator	New Home	room_battle	
* Sans is starting to look& really tired.	Narrator	New Home	room_battle	
* Sans is preparing something.	Narrator	New Home	room_battle	
* Sans is getting ready to& use his special attack.	Narrator	New Home	room_battle	

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Text	Character	Area	Room	How to get it ?
* Sans is sparing you.	Narrator	New Home	room_battle	
* SANS 1 ATK 1 DEF&* The easiest enemy^1.&* Can only deal 1 damage./	Narrator	New Home	room_battle	
* Can't keep dodging forever^1.&* Keep attacking./^	Narrator	New Home	room_battle	
* SANS 1 ATK 1 DEF&* The easiest enemy^1.&* Can only deal 1 damage./^	Narrator	New Home	room_battle	
It's a beautiful&day outside./	Sans	New Home	room_battle	
birds are singing^1,&flowers are&blooming.../	Sans	New Home	room_battle	
on days like these^1,&kids like you.../%%	Sans	New Home	room_battle	
birds are singing^1,%%	Sans	New Home	room_battle	
ready?/%%	Sans	New Home	room_battle	
Should&be&burning&in hell./%%	Sans	New Home	room_battle	
dopower				
stepper				
doomcon				
wind				
writing				
remno				
idno				
* Flowey ran away.	Narrator	New Home	room_flowey_endchoice	
I knew you had it in you^3!%%	Flowey	New Home	room_flowey_endchoice	
doomcounter				
\M1I just can't understand.../%%	Flowey	New Home	room_flowey_endchoice	
\M1I can't understand!/%%	Flowey	New Home	room_flowey_endchoice	
\M1I can't understand./%%	Flowey	New Home	room_flowey_endchoice	
\M1... why are you being.../	Flowey	New Home	room_flowey_endchoice	
\M1... so nice to me?/%%	Flowey	New Home	room_flowey_endchoice	
\M1... why?/%%	Flowey	New Home	room_flowey_endchoice	
\M1...?/%%	Flowey	New Home	room_flowey_endchoice	
\M1.../%%	Flowey	New Home	room_flowey_endchoice	
\M1I'll kill everyone you love./%%	Flowey	New Home	room_flowey_endchoice	
\M1I'll kill everyone./%%	Flowey	New Home	room_flowey_endchoice	
I'll kill you./%%	Flowey	New Home	room_flowey_endchoice	
\M1If you let me live.../	Flowey	New Home	room_flowey_endchoice	
\M1I'll come back./%%	Flowey	New Home	room_flowey_endchoice	
\M1Sparing me won't change&anything./	Flowey	New Home	room_flowey_endchoice	
\M1Killing me is the only&way to end this./%%	Flowey	New Home	room_flowey_endchoice	
\E1What are you doing?/	Flowey	New Home	room_flowey_endchoice	
\E2Do you really think I've&learned anything from this?/	Flowey	New Home	room_flowey_endchoice	
\E3No./%%	Flowey	New Home	room_flowey_endchoice	
skipper				
Tale				
tale				
activetimer				
m1				
floweyx				
floweyy				
A long time ago,&a human fell&into the RUINS./*	Froggit	New Home	room_storybattle	
blconwd1				
Injured by its&fall, the human&called out for&help./%%	Froggit	New Home	room_storybattle	
ASRIEL^1, the king's&son^1, heard the&human's call./*	Whimsun	New Home	room_storybattle	
He brought the&human back to&the castle./%%	Whimsun	New Home	room_storybattle	
Over time^1, ASRIEL&and the human&became like&siblings./*	Moldsmal	New Home	room_storybattle	
The King and&Queen treated the&human child as&their own./*	Moldsmal	New Home	room_storybattle	
The underground&was full of&hope./%%	Moldsmal	New Home	room_storybattle	
blcon3				
blconwd3				
Then..^1.&One day.../*	Migosp	New Home	room_storybattle	
The human became&very ill./%%	Migosp	New Home	room_storybattle	
The sick human&had only one&request./*	Vegetoid	New Home	room_storybattle	
To see the&flowers from&their village./*	Vegetoid	New Home	room_storybattle	
But there was&nothing we could&do./%%	Vegetoid	New Home	room_storybattle	
The next day./*	Loox	New Home	room_storybattle	
The next day./%%	Loox	New Home	room_storybattle	
.../*	Loox	New Home	room_storybattle	
The human died./%%	Loox	New Home	room_storybattle	
ASRIEL^1, wracked&with grief^1,&absorbed the&human's SOUL./*	Snowdrake	New Home	room_storybattle	
He transformed&into a being&with incredible&power./%%	Snowdrake	New Home	room_storybattle	
With the human&SOUL^1, ASRIEL&crossed through&the barrier./*	Ice Cap	New Home	room_storybattle	
He carried the&human's body&into the sunset./*	Ice Cap	New Home	room_storybattle	
Back to the&village of the&humans./%%	Ice Cap	New Home	room_storybattle	
ASRIEL reached&the center of&the village./*	Woshua	New Home	room_storybattle	
There^1, he&found a bed of&golden flowers./*	Woshua	New Home	room_storybattle	
He carried&the human&onto it./%%	Woshua	New Home	room_storybattle	
Suddenly^1, screams&rang out./*	Shyren	New Home	room_storybattle	
The villagers&saw ASRIEL&holding the&human's body./*	Shyren	New Home	room_storybattle	
They thought&that he had&killed the&child./%%	Shyren	New Home	room_storybattle	
The humans&attacked him&with everything&they had./*	Mad Dummy	New Home	room_storybattle	
He was struck&with blow after&blow./*	Mad Dummy	New Home	room_storybattle	
ASRIEL had the&power to destroy&them all./%%	Mad Dummy	New Home	room_storybattle	
But.../*	Knight Knight	New Home	room_storybattle	
ASRIEL did not&fight back./%%	Madjick	New Home	room_storybattle	
Clutching the&human.../*	Knight Knight	New Home	room_storybattle	
ASRIEL smiled^1,&and walked away./%%	Madjick	New Home	room_storybattle	
Wounded^1, ASRIEL&stumbled home./*	Final Froggit	New Home	room_storybattle	
He entered the&castle and&collapsed./*	Final Froggit	New Home	room_storybattle	
His dust spread&across the&garden./%%	Final Froggit	New Home	room_storybattle	
The kingdom fell&into despair./*	Whimsalot	New Home	room_storybattle	
The king and&queen had lost&two children&in one night./*	Whimsalot	New Home	room_storybattle	
The humans had&once again taken&everything&from us./%%	Whimsalot	New Home	room_storybattle	
The king decided&it was time to&end our&suffering./*	Astigmatism	New Home	room_storybattle	

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Every human who&falls down here&must die./*	Astigmatism	New Home	room_storybattle	
With enough souls^1,&we can shatter&the barrier&forever./%%	Astigmatism	New Home	room_storybattle	
It's not long&now./%%	Loox	New Home	room_storybattle	
King ASGORE&will let us&go. /*	Moldsmal	New Home	room_storybattle	
King ASGORE&will give us&hope./*	Loox	New Home	room_storybattle	
King ASGORE&will save us&all. /%%	Migosp	New Home	room_storybattle	
You should be&smiling^1, too./*	Pyrope	New Home	room_storybattle	
Aren't&you&excited?/*	Vulkin	New Home	room_storybattle	
Aren't&you&happy?/%%	Vulkin	New Home	room_storybattle	
You're going&to be free./%%	Froggit	New Home	room_storybattle	
\E0Howdy^1,	Flowey	New Home	room_storybattle	
You finally made&it home./	Flowey	New Home	room_storybattle	
\E0Remember when we&used to play here?/	Flowey	New Home	room_storybattle	
\E0Hee hee hee.../	Flowey	New Home	room_storybattle	
Boy!/	Flowey	New Home	room_storybattle	
\E9Today's gonna be&just as fun./%%	Flowey	New Home	room_storybattle	
\E1I remember when I&first woke up here^1,&in the garden./	Flowey	New Home	room_storybattle	
I was so scared./	Flowey	New Home	room_storybattle	
\E2I couldn't feel my&arms or my legs.../	Flowey	New Home	room_storybattle	
\E1My entire body had&turned into a&flower!/	Flowey	New Home	room_storybattle	
\E5"Mom^1! Dad^1!&Somebody help me^1!"&I called out./	Flowey	New Home	room_storybattle	
\E9But nobody came./%%	Flowey	New Home	room_storybattle	
\E1Eventually^1, the king&found me^1, crying in&the garden./	Flowey	New Home	room_storybattle	
I explained what had&happened to him./	Flowey	New Home	room_storybattle	
Then he held me^1,&	Flowey	New Home	room_storybattle	
He held me with&tears in his eyes^1,&saying.../	Flowey	New Home	room_storybattle	
There^1, there^1.&Everything is going&to be alright./	Flowey	New Home	room_storybattle	
He was so..^1.&Emotional./	Flowey	New Home	room_storybattle	
\E1But..^1.&For some reason.../	Flowey	New Home	room_storybattle	
\E1I didn't feel&anything at all./%%	Flowey	New Home	room_storybattle	
\E1I soon realized I&didn't feel ANYTHING&about ANYONE./	Flowey	New Home	room_storybattle	
My compassion had&disappeared!/	Flowey	New Home	room_storybattle	
\E7And believe me^1,&it's not like I&wasn't trying./	Flowey	New Home	room_storybattle	
\E3I wasted weeks with&that stupid king^1,&vainly hoping I would&feel something./	Flowey	New Home	room_storybattle	
\E1But it became too&much for me./	Flowey	New Home	room_storybattle	
I ran away from&home./	Flowey	New Home	room_storybattle	
Eventually^1, I reached&the RUINS./	Flowey	New Home	room_storybattle	
\E0Inside I found HER^1,&	Flowey	New Home	room_storybattle	
I thought of all&people^1, SHE could&make me feel whole&again./	Flowey	New Home	room_storybattle	
\E7She failed./	Flowey	New Home	room_storybattle	
\E6Ha ha.../%%	Flowey	New Home	room_storybattle	
\E1I realized those two&were useless./	Flowey	New Home	room_storybattle	
I became despondent./	Flowey	New Home	room_storybattle	
I just wanted to&love someone./	Flowey	New Home	room_storybattle	
I just wanted to&care about someone./	Flowey	New Home	room_storybattle	
^1, you might&not believe this.../	Flowey	New Home	room_storybattle	
\E2But I decided..^1.&It wasn't worth&living anymore./	Flowey	New Home	room_storybattle	
\E7Not in a world&without love./	Flowey	New Home	room_storybattle	
\E6Not in a world&without you./	Flowey	New Home	room_storybattle	
\E1So.../	Flowey	New Home	room_storybattle	
\E0I decided to follow&in your footsteps./	Flowey	New Home	room_storybattle	
\E1I would erase myself&from existence./	Flowey	New Home	room_storybattle	
\E1And you know what?/	Flowey	New Home	room_storybattle	
\E0I succeeded./%%	Flowey	New Home	room_storybattle	
\E1But as I left this&mortal coil.../	Flowey	New Home	room_storybattle	
I started to feel&apprehensive./	Flowey	New Home	room_storybattle	
\E9If you don't have&a SOUL^1, what happens&when you...?/	Flowey	New Home	room_storybattle	
\E1Something primal&started to burn&inside me./	Flowey	New Home	room_storybattle	
No^1, I thought^1.&"I don't want to&die!"/	Flowey	New Home	room_storybattle	
Then I woke up./	Flowey	New Home	room_storybattle	
Like it was all&just a bad dream./	Flowey	New Home	room_storybattle	
I was back at the&garden./	Flowey	New Home	room_storybattle	
\E0Back at my&"save point."/%%	Flowey	New Home	room_storybattle	
Interested^1, I decided&to experiment./	Flowey	New Home	room_storybattle	
Again and again^1, I&brought myself to&the edge of death./	Flowey	New Home	room_storybattle	
At any point^1, I&could have let this&world continue on&without me./	Flowey	New Home	room_storybattle	
But as long as I&was determined to&live.../	Flowey	New Home	room_storybattle	
\E0I could go back./	Flowey	New Home	room_storybattle	
\E6Amazing^1, isn't it^1,&	Flowey	New Home	room_storybattle	
\E0I was amazed^1, too./%%	Flowey	New Home	room_storybattle	
\E1At first^1, I used my&powers for good./	Flowey	New Home	room_storybattle	
\E0I became "friends"&with everyone./	Flowey	New Home	room_storybattle	
I solved all their&problems flawlessly./	Flowey	New Home	room_storybattle	
Their companionship&was amusing.../	Flowey	New Home	room_storybattle	
\E1For a while. /	Flowey	New Home	room_storybattle	
\E1As time repeated^1,&people proved&themselves&predictable./	Flowey	New Home	room_storybattle	
What would this&person say if I&gave them this?/	Flowey	New Home	room_storybattle	
What would they do&if I said this to&them?/	Flowey	New Home	room_storybattle	
Once you know the&answer^1, that's it./	Flowey	New Home	room_storybattle	
That's all they are./%%	Flowey	New Home	room_storybattle	
\E1It all started&because I was&curious./	Flowey	New Home	room_storybattle	
\E0Curious what would&happen if I killed&them./	Flowey	New Home	room_storybattle	
\E2"I don't like this^1,"&I told myself./	Flowey	New Home	room_storybattle	
\E1"I'm just doing this&because I HAVE to&know what happens./	Flowey	New Home	room_storybattle	
\E8Ha ha ha..^1.&What an excuse!/	Flowey	New Home	room_storybattle	
\E9You of all people&must know how&liberating it is to&act this way./	Flowey	New Home	room_storybattle	
\E8At least we're better&than those sickos&that stand around and&WATCH it happen.../	Flowey	New Home	room_storybattle	
\E9Those pathetic people&that want to see it^1,&but are too weak to&do it themselves./	Flowey	New Home	room_storybattle	
\E0I bet someone like&that's watching right&now^1, aren't they...?/%%	Flowey	New Home	room_storybattle	

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Text	Character	Area	Room	How to get it ?
\E1Nowadays^1, even that's&grown tiring./	Flowey	New Home	room_storybattle	
\E7You understand^1,&	Flowey	New Home	room_storybattle	
\E6I've done everything&this world has to&offer./	Flowey	New Home	room_storybattle	
\E1I've read every book^1.&I've burned every&book./	Flowey	New Home	room_storybattle	
I've won every game^1.&I've lost every game./	Flowey	New Home	room_storybattle	
I've appeased&everyone^1.&I've killed everyone./	Flowey	New Home	room_storybattle	
Sets of numbers..^1.&Lines of dialogue..^1.&I've seen them all./	Flowey	New Home	room_storybattle	
\E1But you..^1.&YOU'RE different./	Flowey	New Home	room_storybattle	
\E0I never could&predict YOU^1,	Flowey	New Home	room_storybattle	
\E1When I saw you in&the RUINS^1, I didn't&recognize you./	Flowey	New Home	room_storybattle	
\E8I thought I could&frighten you^1, then&steal your SOUL./	Flowey	New Home	room_storybattle	
\E1I failed./	Flowey	New Home	room_storybattle	
\E0And when I tried&to load my save&file.../	Flowey	New Home	room_storybattle	
\E1It didn't work./	Flowey	New Home	room_storybattle	
\E9	Flowey	New Home	room_storybattle	
..^1.&Your DETERMINATION!/	Flowey	New Home	room_storybattle	
\E8Somehow^1, it's even&greater than mine!/%%	Flowey	New Home	room_storybattle	
\E1I just have one&question for you^1,&	Flowey	New Home	room_storybattle	
How did you get&back to the RUINS&from here...?/	Flowey	New Home	room_storybattle	
\E0... wait^1, I know./	Flowey	New Home	room_storybattle	
She must have taken&you when she left./	Flowey	New Home	room_storybattle	
\E1And decided to give&you a proper burial^1,&rather than.../	Flowey	New Home	room_storybattle	
\E0Hanging out in the&basement forever./	Flowey	New Home	room_storybattle	
\E1... but^1, why then...?/	Flowey	New Home	room_storybattle	
What made you wake&up?/	Flowey	New Home	room_storybattle	
\E6Did you hear me&calling you...?/%%	Flowey	New Home	room_storybattle	
\E1It doesn't matter&now./	Flowey	New Home	room_storybattle	
\E1I'm so tired of&this^1,	Flowey	New Home	room_storybattle	
I'm tired of all&these people./	Flowey	New Home	room_storybattle	
I'm tired of all&these places./	Flowey	New Home	room_storybattle	
I'm tired of being&a flower./	Flowey	New Home	room_storybattle	
\E0There's just one&thing left.I want&to do./	Flowey	New Home	room_storybattle	
Let's finish what we&started./	Flowey	New Home	room_storybattle	
Let's free everyone./	Flowey	New Home	room_storybattle	
\E8Then..^1. let's let&them see what&humanity is&REALLY like!/	Flowey	New Home	room_storybattle	
\E6That despite it all.../	Flowey	New Home	room_storybattle	
\E9This world is still&"kill or be killed!!"/%%	Flowey	New Home	room_storybattle	
\E1Then...?/	Flowey	New Home	room_storybattle	
\E7Well^1.&I had.../	Flowey	New Home	room_storybattle	
\E9Been entertaining a&few ways to use&that power./	Flowey	New Home	room_storybattle	
\E8Hee hee hee.../	Flowey	New Home	room_storybattle	
\E1But seeing you here&changed my mind./	Flowey	New Home	room_storybattle	
\E6	Flowey	New Home	room_storybattle	
..^1.&I think if you're&around.../	Flowey	New Home	room_storybattle	
\E7Just living in the&surface world&doesn't seem so bad./%%	Flowey	New Home	room_storybattle	
\E0We don't even need&to leave to get&them this time./	Flowey	New Home	room_storybattle	
The king has six of&them locked away./	Flowey	New Home	room_storybattle	
\E1I've tried hundreds&of ways to get him&to show me them.../	Flowey	New Home	room_storybattle	
\E3But he just won't./	Flowey	New Home	room_storybattle	
\E1	Flowey	New Home	room_storybattle	
\E0I know he'll do it&for YOU./%%	Flowey	New Home	room_storybattle	
\E0Why am I telling&you all of this?/	Flowey	New Home	room_storybattle	
^1, I said it&before./	Flowey	New Home	room_storybattle	
\E1Even after all this&time.../	Flowey	New Home	room_storybattle	
\E0You're still the&only one that&understands me./	Flowey	New Home	room_storybattle	
\E8You won't give me&any worthless pity!/%%	Flowey	New Home	room_storybattle	
\E9Creatures like us.../	Flowey	New Home	room_storybattle	
\E0Wouldn't hesitate to&KILL each other if&we got in each&other's way./	Flowey	New Home	room_storybattle	
\E0So that's.../	Flowey	New Home	room_storybattle	
\E1So..^1. that's..^1.&Why.../%%	Flowey	New Home	room_storybattle	
\E2... ha..^1.&Ha.../	Flowey	New Home	room_storybattle	
\E6... what's this..^1.&... feeling?/	Flowey	New Home	room_storybattle	
Why am I..^1.&Shaking?/	Flowey	New Home	room_storybattle	
Hey..^1.	Flowey	New Home	room_storybattle	
..^1.&No hard feelings about&back then^1, right?/	Flowey	New Home	room_storybattle	
\E4H-Hey^1, what are you&doing!?/	Flowey	New Home	room_storybattle	
B..^1. back off!/%%	Flowey	New Home	room_storybattle	
I..^1. I've changed&my mind about all&this./	Flowey	New Home	room_storybattle	
This isn't a good&idea anymore./	Flowey	New Home	room_storybattle	
Y-you should go back^1,&	Flowey	New Home	room_storybattle	
\E0This place is fine&the way it is!/	Flowey	New Home	room_storybattle	
\E4S-s-stop making that&creepy face!/	Flowey	New Home	room_storybattle	
This isn't funny!/	Flowey	New Home	room_storybattle	
You've got a SICK&sense of humor!/%%	Flowey	New Home	room_storybattle	
overall				
ss				
ssin				
ssini				
rsini				
sz				
hum				
melting				
But&nobody&came.	Lemon Bread	True Lab	room_battle	
Do you&think&I'm&pretty?	Lemon Bread	True Lab	room_battle	
That's&what&they all&say.	Lemon Bread	True Lab	room_battle	
Stay&here&with&me...	Lemon Bread	True Lab	room_battle	
Welcome&to my&special&hell.	Lemon Bread	True Lab	room_battle	
Life's&flashing&before&my teeth	Lemon Bread	True Lab	room_battle	
I've&felt&this&before.	Lemon Bread	True Lab	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
bx				
by				
* You hear the melody of& pulsating flesh.	Narrator	True Lab	room_battle	
* Could this be goodbye!?	Narrator	True Lab	room_battle	
* Monster has low HP.	Narrator	True Lab	room_battle	
* You called for help^1.&* But nobody came./^	Narrator	True Lab	room_battle	
* You hum a familiar tune^1.&* Lemon Bread's body shakes.../^	Narrator	True Lab	room_battle	
* You hum a familiar tune^1.&* Nothing else happened./^	Narrator	True Lab	room_battle	
* You hum a familiar tune^1.&* Lemon Bread seems to& remember something./^	Narrator	True Lab	room_battle	
* You screamed out^1.&* But nobody came./^	Narrator	True Lab	room_battle	
* You flexed your arm^1.&* Lemon Bread's muscle shakes.../^	Narrator	True Lab	room_battle	
* You flexed your arm^1.&* Nothing else happened./^	Narrator	True Lab	room_battle	
* You flexed your arm^1.&* Lemon Bread seems to& remember something./^	Narrator	True Lab	room_battle	
* You let Lemon Bread be^1.&* Lemon Bread's teeth shake.../^	Narrator	True Lab	room_battle	
* You let Lemon Bread be^1.&* Nothing else happened./^	Narrator	True Lab	room_battle	
* You let Lemon Bread be^1.&* Lemon Bread seems to& remember something./^	Narrator	True Lab	room_battle	
* You cried as loud as you& could^1.&* But nobody came./^	Narrator	True Lab	room_battle	
counter				
melt_index				
changed				
siner2v				
hmem				
walking				
trueindex				
atimer				
no				
s22				
anchor				
missle				
betty				
mask_index				
mcornerx				
mcornery				
mcornerx2				
mcornery2				
eyestretch				
miss				
maxtimes				
missadd				
toothno				
tx				
downtooth				
uptooth				
instant				
yy2				
xx2				
head_index				
headsprite				
biteon				
torso_index				
bodycounter				
stretchup				
ystretch				
mstretch				
sx				
sy				
mystify				
pray				
xclean				
Don't&pick on&me.	Reaper Bird	True Lab	room_battle	
Someone&finally&gets it.	Reaper Bird	True Lab	room_battle	
Ribbit&ribbit.	Reaper Bird	True Lab	room_battle	
* Smells like a ,	Narrator	True Lab	room_battle	
* Reaper Bird seems placated.	Narrator	True Lab	room_battle	
* ASTIGMATISM	Narrator	True Lab	room_battle	
DEF&* This relentless bully ALWAYS& gets its way.	Narrator	True Lab	room_battle	
* WHIMSALOT	Narrator	True Lab	room_battle	
DEF&* It finally stopped worrying.	Narrator	True Lab	room_battle	
* FINAL FROGGIT	Narrator	True Lab	room_battle	
DEF&* Its future looks brighter and& brighter /^	Narrator	True Lab	room_battle	
* REAPER BIRD - ATK ?? DEF ??&* This relentless future finally& looks brighter and brighter./^	Narrator	True Lab	room_battle	
* You pick on , ^1.&* It seemed effective./^	Narrator	True Lab	room_battle	
* But^1, it was already& picked on./^	Narrator	True Lab	room_battle	
Reaper Bird	Narrator	True Lab	room_battle	
* You pick on Reaper Bird^1.&* Reaper Bird seems to& remember something./^	Narrator	True Lab	room_battle	
* You did something mysterious.&* , recognizes it has more to& learn from this world./^	Narrator	True Lab	room_battle	
* But^1, it was already& mystified./^	Narrator	True Lab	room_battle	
* You did something mysterious^1.&* Reaper Bird seems to& remember something./^	Narrator	True Lab	room_battle	
* You wash your hands^1.&* Nothing happened./^	Narrator	True Lab	room_battle	
* Your hands are clean enough& to eat!/^	Narrator	True Lab	room_battle	
* You hum a familiar tune^1.&* But no one heard you./^	Narrator	True Lab	room_battle	
* You kneel and pray for safety^1.&* , remembers its conscience./^	Narrator	True Lab	room_battle	
* But , already remembered its& conscience./^	Narrator	True Lab	room_battle	
* You kneel and pray for safety^1.&* Reaper Bird seems to& remember something./^	Narrator	True Lab	room_battle	
sinepitcher				
xlaugh				
xheckle				
sn...& o...& wy...	Snowdrake's Mother	True Lab	room_battle	
haha...& i...& remem...& ber...	Snowdrake's Mother	True Lab	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
haha...& thank...& you...	Snowdrake's Mother	True Lab	room_battle	
* Smells like salty slush.	Narrator	True Lab	room_battle	
* Seems calmed down.	Narrator	True Lab	room_battle	
* AMALGAMATE - ATK -12 DEF -5&* Seems like it's losing itself./^	Narrator	True Lab	room_battle	
* You laugh^1, and keep laughing^1.&* It's SO funny^1, you can't stop^1.&* Tears run down your fa	Narrator	True Lab	room_battle	
* ... what^1?&* You didn't do that?/^	Narrator	True Lab	room_battle	
* But it's not funny./^	Narrator	True Lab	room_battle	
* You said something like..^1.&* "You look horrible.^1"&* "Why are you even alive?^1"/	Narrator	True Lab	room_battle	
* ... what^1?&* You didn't say that?/^	Narrator	True Lab	room_battle	
* You call this a performance?/^	Narrator	True Lab	room_battle	
* You told a bad pun about& snow^1.&* Her expression starts to shift./^	Narrator	True Lab	room_battle	
* You told a bad pun about& snow^1.&* Her expression changes more./^	Narrator	True Lab	room_battle	
* You told a bad pun about& snow^1.&* She's completely calmed down./^	Narrator	True Lab	room_battle	
mega				
dontcomeback				
scr_fx_waver_scanline				
Come&join&the&fun.	Memoryhead	True Lab	room_battle	
It's a&real&get&together	Memoryhead	True Lab	room_battle	
Lorem&ipsum&docet	Memoryhead	True Lab	room_battle	
Become&one of&us!	Memoryhead	True Lab	room_battle	
That's&a&shame.	Memoryhead	True Lab	room_battle	
Oh&well.	Memoryhead	True Lab	room_battle	
Be&seeing&you.	Memoryhead	True Lab	room_battle	
Then,&hold&still.	Memoryhead	True Lab	room_battle	
Just&a&moment.	Memoryhead	True Lab	room_battle	
You'll&be with&us&shortly.	Memoryhead	True Lab	room_battle	
sq				
dnoise				
* But nobody came.	Narrator	True Lab	room_battle	
* Smells like batteries.	Narrator	True Lab	room_battle	
* Seems like it doesn't& care anymore.	Narrator	True Lab	room_battle	
* No data available./^	Narrator	True Lab	room_battle	
* The enemy put a piece of& itself in your inventory./^	Narrator	True Lab	room_battle	
* But your inventory was full./^	Narrator	True Lab	room_battle	
* AT -	Narrator	True Lab	room_battle	
DF -	Narrator	True Lab	room_battle	
/^	Narrator	True Lab	room_battle	
* You take out your CELL PHONE^1.&* You can hear voices through& the receiver...!/^	Narrator	True Lab	room_battle	
Memoryhead	Narrator	True Lab	room_battle	
* MEMORYHEAD/^	Narrator	True Lab	room_battle	
dogsong				
* Amalgamate is watching you& intently.	Narrator	True Lab	room_battle	
* Amalgamate is waiting for& your command.	Narrator	True Lab	room_battle	
* It smells like a bunch of dogs.	Narrator	True Lab	room_battle	
* Amalgamate is hovering close^1,& looking for affection.	Narrator	True Lab	room_battle	
* Amalgamate is striking the& wall with its claws.	Narrator	True Lab	room_battle	
* Amalgamate is twitching& affectionately.	Narrator	True Lab	room_battle	
* Amalgamate's convulsions& intensify.	Narrator	True Lab	room_battle	
* Endogeny is contented.	Narrator	True Lab	room_battle	
Endogeny	Narrator	True Lab	room_battle	
* AMALGAMATE - It's unclear how& many dogs this counts as./^	Narrator	True Lab	room_battle	
* ENDOGENY - It's unclear how& many dogs this counts as./^	Narrator	True Lab	room_battle	
* The Amalgamate's feelers& rotate quickly^1.&* Nothing else happens./^	Narrator	True Lab	room_battle	
* You call the Amalgamate./	Narrator	True Lab	room_battle	
* It bounds towards you^1,& flecking a strange liquid& from an orifice./^	Narrator	True Lab	room_battle	
mouthspeed				
* You try looking away^1, but& it seems to appear everywhere& you look./^	Narrator	True Lab	room_battle	
* You pet the Amalgamate./^	Narrator	True Lab	room_battle	
* You'd give it a tummy rub^1,& but it's not clear where its& tummy begins or ends./^	Narrator	True Lab	room_battle	
* You pet decisively^1.&* The Amalgamate seems to be& satisfied by all this./^	Narrator	True Lab	room_battle	
spared				
* You pet the Amalgamate^1.&* It starts to generate a& Stage I Happiness Froth./^	Narrator	True Lab	room_battle	
* You try to pet the& Amalgamate but your hand& phases through it./	Narrator	True Lab	room_battle	
* It must not want to be pet& for now./^	Narrator	True Lab	room_battle	
* You pet the Amalgamate^1.&* It convulses rapidly..^1.&* Then calms down./	Narrator	True Lab	room_battle	
* It rests quietly on your& lap for a moment.../	Narrator	True Lab	room_battle	
* Suddenly^1, it shoots away and& crawls wildly on the walls!/^	Narrator	True Lab	room_battle	
* Amalgamate is too far& away to pet^1.&* You just pet the air./^	Narrator	True Lab	room_battle	
* You play with the Amalgamate./^	Narrator	True Lab	room_battle	
* Amalgamate seems too tired& to play./^	Narrator	True Lab	room_battle	
* You throw your weapon into& the corner of the room./	Narrator	True Lab	room_battle	
* The Amalgamate brings it back& to you..^1.&* Proudly?/	Narrator	True Lab	room_battle	
* You repeat this process a& few times./	Narrator	True Lab	room_battle	
* Now Amalgamate is very tired..^1.&* It leans its dripping^1,& amorphous body on you.../^	Narrator	True Lab	room_battle	
* Amalgamate is not excited& enough to play with...?/^	Narrator	True Lab	room_battle	
mouth				
aaa				
mercyno				
talkt				
All&humans&will&die!	Undyne	New Home	room_battle	
You're&our&real&enemy.	Undyne	New Home	room_battle	
Mercy&is for&the&weak.	Undyne	New Home	room_battle	
* The Lost Soul stands there.	Narrator	New Home	room_battle	
* You tapped the Lost Soul& lightly./	Narrator	New Home	room_battle	
* Something about the way you& fight is familiar to her.../^	Narrator	New Home	room_battle	
* Something about the way you& fight..^1.&* It's all flooding back!/%%	Narrator	New Home	room_battle	
* You asked the Lost Soul to& teach you how to cook./	Narrator	New Home	room_battle	
* She doesn't know why^1, but& she kind of wants to& teach you how.../^	Narrator	New Home	room_battle	
* Suddenly^1, the memories are& flooding back!/%%	Narrator	New Home	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* You gave the Lost Soul a big& smile^1, like you remember& she likes to do./	Narrator	New Home	room_battle	
* For some reason^1, she sort& of wants to smile back.../^	Narrator	New Home	room_battle	
* You clashed against the Lost& Soul with all of your might./	Narrator	New Home	room_battle	
* She feels your fighting& spirit..^1.&* It's familiar somehow./^	Narrator	New Home	room_battle	
* She recognizes your fighting& spirit..^1. suddenly^1, memories& are flooding back!/%%	Narrator	New Home	room_battle	
Well^1, some humans&are OK^1, I guess!/%%	Undyne	New Home	room_battle	
I MUST&CAPTURE&A&HUMAN!	Papyrus	New Home	room_battle	
THEN&EVERY&ONE&WILL,	Papyrus	New Home	room_battle	
* The Lost Souls stand there.	Narrator	New Home	room_battle	
* You told the Lost Soul a bad& pun about skeletons./	Narrator	New Home	room_battle	
* He seems to hate it..^1.&* But the other Lost Soul& seems to like it./^	Narrator	New Home	room_battle	
* Something about that bad& joke..^1.&* It's all flooding back!/%%	Narrator	New Home	room_battle	
* Suddenly^1, its memories are& flooding back!/	Narrator	New Home	room_battle	
* Seeing how nicely you treated& its brother^1, the other Lost& Soul remembers^1, too!/%%	Narrator	New Home	room_battle	
* You asked the Lost Soul for& help with a puzzle./	Narrator	New Home	room_battle	
* He doesn't know why^1, but he& really wants to help you./^	Narrator	New Home	room_battle	
* You asked the Lost Soul to& cook something for you./	Narrator	New Home	room_battle	
* The Lost Soul is trying to& hide its joy...!/^	Narrator	New Home	room_battle	
* You insulted the Lost Soul./	Narrator	New Home	room_battle	
* Somehow^1, it seems flattered& by this./^	Narrator	New Home	room_battle	
* Somehow^1, it's flattered by& this..^1. memories& are flooding back!/%%	Narrator	New Home	room_battle	
NO! WAIT!^1!& YOU'RE MY FRIEND^1!& I COULD NEVER& CAPTURE YOU!!/%%	Papyrus	New Home	room_battle	
nah^1, I'm rootin for&ya^1, kid. /%%	Sans	New Home	room_battle	
just&give&up.&i did.	Sans	New Home	room_battle	
why&even&try?	Sans	New Home	room_battle	
you'll&never&see 'em&again.	Sans	New Home	room_battle	
* You asked the Lost Soul to& take a break from fighting& with you.../	Narrator	New Home	room_battle	
* It seems like it wants to./^	Narrator	New Home	room_battle	
* It nods its head solemnly..^1.&* Seems like it will!/%%	Narrator	New Home	room_battle	
* You told the Lost Soul a& bad pun about skeletons./	Narrator	New Home	room_battle	
* He seems to love it..^1.&* But the other Lost Soul seems& to hate it./^	Narrator	New Home	room_battle	
* You told the Lost Soul you'd& think about what you'd& done./	Narrator	New Home	room_battle	
* It seems like it's trying& to remember.../^	Narrator	New Home	room_battle	
* It nods solemnly...!/%%	Narrator	New Home	room_battle	
* You tell the Lost Soul you& think that jumble is& tougher than crosswords./	Narrator	New Home	room_battle	
* You tell the Lost Soul you& think that crosswords& are tougher than jumble./	Narrator	New Home	room_battle	
* It seems to have some dim& recollection of this& fact.../^	Narrator	New Home	room_battle	
* It nods its head^1, like it& knew this without question...!/%%	Narrator	New Home	room_battle	
* The other Lost Soul remembers& this conversation^1, too!/%%	Narrator	New Home	room_battle	
You hate&me^1,&don't&you...?	Alphys	New Home	room_battle	
I've got&to keep&lying...	Alphys	New Home	room_battle	
All I do&is hurt&people.	Alphys	New Home	room_battle	
* You tell the Lost Soul that& you'll continue to& support her./	Narrator	New Home	room_battle	
* Something about the way you& said that is familiar to& her./^	Narrator	New Home	room_battle	
* Suddenly^1, she remembers..^1.&* It's all flooding back!/%%	Narrator	New Home	room_battle	
* You call the Lost Soul on& the phone..^1.&* She starts to sweat./	Narrator	New Home	room_battle	
* She doesn't know why^1, but& this all seems very& familiar.../^	Narrator	New Home	room_battle	
* You ask the Lost Soul what& her favorite cartoon is./	Narrator	New Home	room_battle	
* She can barely hold back& from giving you an enormous& answer.../^	Narrator	New Home	room_battle	
* You ask the Lost Soul for& help on a quiz question./	Narrator	New Home	room_battle	
* She barely holds back from& giving you the answer.../^	Narrator	New Home	room_battle	
* Suddenly^1, memories are& flooding back!/%%	Narrator	New Home	room_battle	
No^1, that's not true^1!& My friends like me^1!& And I like you^1,& too!/%%	Alphys	New Home	room_battle	
This is&for your&own&good.	Toriel	New Home	room_battle	
No one&will&leave&again.	Toriel	New Home	room_battle	
* You tell the Lost Soul that& you have to go if you're& going to free everyone./	Narrator	New Home	room_battle	
* Something is stirring within& her.../^	Narrator	New Home	room_battle	
* Something stirs within her..^1.&* It's all flooding back!/%%	Narrator	New Home	room_battle	
* Suddenly^1, her memories are& flooding back!/	Narrator	New Home	room_battle	
* Seeing her remember you^1, the& male Lost Soul tried hard& to remember you^1, too!/%%	Narrator	New Home	room_battle	
* You refuse to fight the Lost& Soul./	Narrator	New Home	room_battle	
* Something about this& is so familiar to her.../^	Narrator	New Home	room_battle	
* You hug the Lost Soul and& tell her that you're going& to see her again./	Narrator	New Home	room_battle	
* Something about this& is so familar to her.../^	Narrator	New Home	room_battle	
* You tell the Lost Soul you& prefer butterscotch instead& of cinnamon./	Narrator	New Home	room_battle	
* You tell the Lost Soul you& prefer cinnamon instead& of butterscotch./	Narrator	New Home	room_battle	
* Somehow^1, she faintly recalls& hearing this before.../^	Narrator	New Home	room_battle	
* Suddenly^1, her memories& are flooding back!/%%	Narrator	New Home	room_battle	
Your fate is up to&you now!/%%	Toriel	New Home	room_battle	
You are our future! /%%	Asgore	New Home	room_battle	
Forgive&me for&this.	Asgore	New Home	room_battle	
This is&my&duty.	Asgore	New Home	room_battle	
* You tell the Lost Soul that& you're going to save& everyone./	Narrator	New Home	room_battle	
* Something stirs deep within& him./^	Narrator	New Home	room_battle	
* Something stirs within him..^1.&* It's all flooding back!/%%	Narrator	New Home	room_battle	
* Suddenly^1, his memories are& flooding back!/	Narrator	New Home	room_battle	
* Seeing how nice you are^1, the& female Lost Soul's memories& returned^1, too!/%%	Narrator	New Home	room_battle	
* You tell the Lost Soul that& you won't hurt him^1, no& matter what./	Narrator	New Home	room_battle	
* Something about this& is so familiar to him.../^	Narrator	New Home	room_battle	
* You stare deep into the& eyes of the Lost Soul./	Narrator	New Home	room_battle	
* He remembers the gaze of& humans past.../^	Narrator	New Home	room_battle	
* You hug the Lost Soul./	Narrator	New Home	room_battle	
* It seems like his aggression& is slowly melting away.../^	Narrator	New Home	room_battle	
* Suddenly^1, his memories& are flooding back!/%%	Narrator	New Home	room_battle	
hope				
hoped				
dreamed				
say				
trcon				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E1You know.../	Asriel	New Home	room_battle	
\M1I \E0don't care about&destroying this&world anymore./%%	Asriel	New Home	room_battle	
\E1After I defeat you&and gain total&control over the&timeline.../	Asriel	New Home	room_battle	
\E2I just want to reset&everything./%%	Asriel	New Home	room_battle	
\E3All your progress..^1.&Everyone's memories./	Asriel	New Home	room_battle	
\E2I'll bring them all&back to zero!/%%	Asriel	New Home	room_battle	
\E2Then we can do&everything ALL over&again./%%	Asriel	New Home	room_battle	
\E3And you know what&the best part of&all this is?/	Asriel	New Home	room_battle	
\E2You'll DO it./%%	Asriel	New Home	room_battle	
\E1And then you'll&lose to me again./%%	Asriel	New Home	room_battle	
\E3And again./%%	Asriel	New Home	room_battle	
\E3And again!!!/%%	Asriel	New Home	room_battle	
\E1Because you want a&"happy ending."/%%	Asriel	New Home	room_battle	
Because you "love&your friends."/%%	Asriel	New Home	room_battle	
Because you "never&give up."/%%	Asriel	New Home	room_battle	
\M1I\E1sn't that&delicious?/	Asriel	New Home	room_battle	
\M0Your "determination.^1"&The power that let&you get this far.../	Asriel	New Home	room_battle	
\E2It's gonna be your&downfall!/%%	Asriel	New Home	room_battle	
\E2Now^1, ENOUGH messing&around!/	Asriel	New Home	room_battle	
It's time to purge&this timeline once&and for all!/%%	Asriel	New Home	room_battle	
specialnormal				
aligncon				
h_mode				
starcon				
bladecon				
guncon				
gonercon				
* Asriel readies "STAR BLAZING."	Narrator	New Home	room_battle	
* Asriel charges "SHOCKER& BREAKER."	Narrator	New Home	room_battle	
* Asriel calls on "CHAOS SABER."	Narrator	New Home	room_battle	
* Asriel readies "CHAOS BUSTER."	Narrator	New Home	room_battle	
* Asriel readies "GALACTIA& BLAZING."	Narrator	New Home	room_battle	
* Asriel calls on "CHAOS SLICER."	Narrator	New Home	room_battle	
* Asriel readies "SHOCKER& BREAKER II."	Narrator	New Home	room_battle	
* Asriel readies "CHAOS& BLASTER."	Narrator	New Home	room_battle	
* Asriel readies "HYPER GONER."	Narrator	New Home	room_battle	
* Asriel is glowing with a& strange power.	Narrator	New Home	room_battle	
* ASRIEL DREEMURR \z4 ATK \z4 DEF&* Legendary being made of every& SOUL in the undergrou	Narrator	New Home	room_battle	
* ASRIEL DREEMURR \z4 ATK \z4 DEF&* The Absolute GOD of Hyperdeath!/^	Narrator	New Home	room_battle	
* You held on to your hopes..^1.&* You reduced how much DAMAGE& you'll take this turn!/^	Narrator	New Home	room_battle	
* You kept holding on^1.&* DAMAGE reduced!/^	Narrator	New Home	room_battle	
* You think about why you're& here now.../	Narrator	New Home	room_battle	
* You can feel the empty& space in your inventory& get smaller and smaller!/^	Narrator	New Home	room_battle	
* Your items fill up with& dreams./^	Narrator	New Home	room_battle	
\E0... even after that&attack^1, you're still&standing in my way...?/	Asriel	New Home	room_battle	
\M1W\E0ow..^1.&You really ARE&something special./	Asriel	New Home	room_battle	
\M0B\E3ut don't get&cocky./	Asriel	New Home	room_battle	
\E0Up until now^1, I've&only been using&a fraction of my&REAL power!/	Asriel	New Home	room_battle	
\E2Let's see what good&your DETERMINATION&is against THIS!!/%%	Asriel	New Home	room_battle	
transform				
bright				
shakeamt				
songcon				
nextbattle				
gocon				
total				
* You feel something faintly& resonating within ASRIEL.	Narrator	New Home	room_battle	
* You feel something& resonating within ASRIEL.	Narrator	New Home	room_battle	
* You feel something strongly& resonating within ASRIEL.	Narrator	New Home	room_battle	
* You feel your friends' SOULs& resonating within ASRIEL!	Narrator	New Home	room_battle	
savecon_a				
savecon_a_x				
endcon				
ucon				
u_gen				
bcon				
* The whole world is ending.	Narrator	New Home	room_battle	
* Strangely^1, as your friends& remembered you.../	Narrator	New Home	room_battle	
* Something else began resonating& within the SOUL^1, stronger& and stronger./	Narrator	New Home	room_battle	
* It seems that there's still& one last person that needs& to be saved./	Narrator	New Home	room_battle	
* But who...?/	Narrator	New Home	room_battle	
* Suddenly^1, you realize./	Narrator	New Home	room_battle	
* You reach out and call& their name./%%	Narrator	New Home	room_battle	
darker				
* Can't move your body^1.&* Nothing happened./	Narrator	New Home	room_battle	
* You struggle..^1.&* Nothing happened./	Narrator	New Home	room_battle	
* You tried to reach your& SAVE file^1.&* Nothing happened./	Narrator	New Home	room_battle	
* You tried again to reach& your SAVE file^1.&* Nothing happened./	Narrator	New Home	room_battle	
* Seems SAVING the game really& is impossible./	Narrator	New Home	room_battle	
* SAVING over ASRIEL's file& seems like the only way to& defeat him.../	Narrator	New Home	room_battle	
* But^1, having never SAVED& before^1, you lack the power& to do it./	Narrator	New Home	room_battle	
* But.../	Narrator	New Home	room_battle	
* Maybe^1, with what little& power you have.../	Narrator	New Home	room_battle	
* You can SAVE something else./%%	Narrator	New Home	room_battle	
* Can't move your body./^	Narrator	New Home	room_battle	
* !?!?	Narrator	New Home	room_battle	
Huh^1? What are you&doing...!?	Asriel	New Home	room_battle	
Urah ha ha ha...&Behold my TRUE power!/%%	Asriel	New Home	room_battle	
I can feel it.../	Asriel	New Home	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Every time you die^1,&your grip on this&world slips away./	Asriel	New Home	room_battle	
Every time you die^1,&your friends forget&you a little more./	Asriel	New Home	room_battle	
Your life will end&here^1, in a world&where no one&remembers you.../%%	Asriel	New Home	room_battle	
Still^1, you're&hanging on...?/	Asriel	New Home	room_battle	
That's fine./	Asriel	New Home	room_battle	
In a few moments^1,&you'll forget&everything^1, too./	Asriel	New Home	room_battle	
That attitude will&serve you well in&your next life!/%%	Asriel	New Home	room_battle	
Ura ha ha.../	Asriel	New Home	room_battle	
Still!?/	Asriel	New Home	room_battle	
Come on.../	Asriel	New Home	room_battle	
Show me what good&your DETERMINATION&is now!/%%	Asriel	New Home	room_battle	
Ultimate bepis/%%	Asriel	New Home	room_battle	
\E1Wh..^1.&what did you do...?/	Asriel	New Home	room_battle	
\E3What's this&feeling...^1?&What's happening&to me?/	Asriel	New Home	room_battle	
\E2No^1! NO^1!&I don't need&ANYONE!/%%	Asriel	New Home	room_battle	
\E6STOP IT^1!&Get away from me!/	Asriel	New Home	room_battle	
Do you hear me!?/	Asriel	New Home	room_battle	
\E2I'll tear you&apart!/%%	Asriel	New Home	room_battle	
..^1.&Do you know why&I'm doing this...?/	Asriel	New Home	room_battle	
Why I keep fighting&to keep you&around...?/%%	Asriel	New Home	room_battle	
\E4I'm doing this.../	Asriel	New Home	room_battle	
\E6Because you're&special^1,	Asriel	New Home	room_battle	
You're the only one&that understands&me./	Asriel	New Home	room_battle	
You're the only one&who's any fun to&play with anymore./%%	Asriel	New Home	room_battle	
No.../	Asriel	New Home	room_battle	
\E1That's not JUST&it./	Asriel	New Home	room_battle	
I..^1. I.../	Asriel	New Home	room_battle	
\E4I'm doing this&because I care&about you^1,	Asriel	New Home	room_battle	
\E4I care about you&more than anybody&else!/%%	Asriel	New Home	room_battle	
\E4I'm not ready for&this to end./	Asriel	New Home	room_battle	
I'm not ready for&you to leave./	Asriel	New Home	room_battle	
I'm not ready to&say goodbye to&someone like&you again.../%%	Asriel	New Home	room_battle	
cry				
\E7So, please..^1.&STOP doing this.../	Asriel	New Home	room_battle	
AND JUST LET ME&WIN!!!/%%	Asriel	New Home	room_battle	
bodyfader				
\E5I'm so alone^1,&	Asriel	New Home	room_battle	
\E5I'm so afraid^1,&	Asriel	New Home	room_battle	
^1, I.../%%	Asriel	New Home	room_battle	
I...	Asriel	New Home	room_battle	
* You called out to your& friends with all your& heart./	Narrator	New Home	room_battle	
* From somewhere^1, you felt& their support.../^	Narrator	New Home	room_battle	
* You reached out to ASRIEL's& SOUL and called out to your& friends./	Narrator	New Home	room_battle	
* They're in there somewhere^1,& aren't they?/	Narrator	New Home	room_battle	
* Within the depths of ASRIEL's& SOUL^1, something's resonating..!/%%	Narrator	New Home	room_battle	
thisvol				
memtimer				
rev_alpha				
qual				
armrot				
up				
u_timer				
ar_shake				
psfx				
ps				
darker_x				
yoff2				
thiscolor				
rx				
arf				
target				
r_break				
r_al				
radi				
r_siner				
armx				
army				
beam				
radi_s				
rely				
relx				
headrot				
armrot_l				
armrot_r				
torsorot				
aimage				
normal				
starty				
specialarm				
arm_alpha				
shrug				
shrug_x				
n_siner				
cr				
powersfx				
mouse_x				
mouse_y				
xxoff				
yyoff				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
altimer				
armraise				
a_xx1				
a_yy1				
a_x1_add				
a_y1_add				
a_xx2				
a_yy2				
a_x2_add				
a_y2_add				
ws				
hg				
\W *	Narrator	New Home	room_battle	
Asriel Dreemurr	Narrator	New Home	room_battle	
fullphrase				
A				
letter				
tcolor				
edge				
image				
w0				
h0				
vk				
flashtime				
ftimer				
falpha				
wp				
lside				
rside				
curx				
* "The true final battle" was& finally beginning.	Narrator	New Home	room_battle	
hue				
shotbuffer				
ub				
t_c				
sidez				
borb				
xxxx				
yyyy				
huer				
xprev				
yprev				
range				
beamtime				
home				
beamsfx2				
hits				
col3				
shaken				
menux				
menuy				
svol1				
svol2				
s1				
bw				
mbw				
ob				
draw_triangle_color				
tt2				
draw_line_width_color				
STOP IT!!	Asriel	New Home	room_battle	
STOP IT NOW!!!	Asriel	New Home	room_battle	
scr_binfowrite				
big				
a_x				
a_y				
a_y2				
a_x2				
sfx				
bg				
shakex				
shakey				
gh				
xxxxx				
yyyyy				
thisd				
txspeed				
tyspeed				
l_timer				
meter				
metercounter				
unhinge				
blast				
ctimer				
sfx_b				
sfx_t				
sfx_l				
sfx_p				

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
lr				
maxfire				
aaspeed				
bolt				
mcolor				
mcolor1				
mcolor2				
giga				
gig				
lithit				
lthit2				
music/sfx/sfx_menu_error.ogg				
er				
l_buffer				
perturn				
lh				
caster_play_l				
this_hit				
sword_b				
sword_a				
lastwhich				
lastwhichwhich				
freakcon				
sfx_pb				
sfx_cut				
sfx_bc				
sfx_spk				
sfx_ap				
sfx_grab				
sfx_jafe				
never				
maxtime				
which				
twinkle				
fhy				
s_offset				
smear				
dontdraw				
flip				
blazing				
bl_o				
start				
thishp				
thisinvc				
scr				
c_counter				
facescale				
gc				
rad				
collision_circle				
ldrx				
ldry				
sad				
Ha ha&hee hee&ho ho&huu huu!	Migospel	Ruins	room_battle	
Honk!&HOOONK!	Migospel	Ruins	room_battle	
(Mime&noises)	Migospel	Ruins	room_battle	
They're&coming.	Migospel	Ruins	room_battle	
I love&to&laugh!	Migospel	Ruins	room_battle	
Send in&the&clowns.	Migospel	Ruins	room_battle	
Everyone&has&gone.	Migospel	Ruins	room_battle	
They&cannot&worry&for me.	Migospel	Ruins	room_battle	
Don't&let them&see me&this way.	Migospel	Ruins	room_battle	
Laughter&hides&the&pain.	Migospel	Ruins	room_battle	
* Migospel is juggling balls& of ants.	Narrator	Ruins	room_battle	
* Migospel makes a balloon animal& out of bees^3.&* Shape: Pile of bees	Narrator	Ruins	room_battle	
* Migospel intentionally& pratfalls^1.&* Twenty times.	Narrator	Ruins	room_battle	
* Smells like bug-flavored cotton& candy.	Narrator	Ruins	room_battle	
* Migospel's facade is broken.	Narrator	Ruins	room_battle	
* Migospel's clown aura fades.	Narrator	Ruins	room_battle	
* MIGOSPEL - ATK 28 DEF 17&* This messed-up clownbug thinks& battle's a performance./^	Narrator	Ruins	room_battle	
* Talking has no effect./^	Narrator	Ruins	room_battle	
offset1				
offset2				
mouth_index				
bodyy				
timer_e				
eyey				
simer				
Hisssss	Parsnik	Ruins	room_battle	
Hersssss	Parsnik	Ruins	room_battle	
Ate&Your&Green&Snakes	Parsnik	Ruins	room_battle	
Don't&Be Rude	Parsnik	Ruins	room_battle	
Eat Your&Green&Tasty&Snakes	Parsnik	Ruins	room_battle	
* Parsnik has a hissy fit.	Narrator	Ruins	room_battle	
* Parsnik's snakes shift to& change hairstyles^1.&* Mohawk^1. Ponytail^1. Undercut.	Narrator	Ruins	room_battle	
* Parsnik completely closes its& mouth^1.&* It looks short and weird.	Narrator	Ruins	room_battle	
* Snakes play with a beach ball.	Narrator	Ruins	room_battle	
* Smells like tasty snakes.	Narrator	Ruins	room_battle	
* Parsnik seems satisfied.	Narrator	Ruins	room_battle	

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Text	Character	Area	Room	How to get it ?
* The snakes are wilting.	Narrator	Ruins	room_battle	
* PARSNIK - ATK 30 DEF 28&* This cobrafied carrot has& a headful of tasty snakes./^	Narrator	Ruins	room_battle	
* You tried to eat Parsnik^1,& but it wasn't weakened& enough./^	Narrator	Ruins	room_battle	
* You start eating snakes like& they're spaghetti.&* You recovered 5 HP!/^	Narrator	Ruins	room_battle	
* Parsnik mishears you and fires& a series of tasty snakes./^	Narrator	Ruins	room_battle	
f_siner				
facego				
lie				
(slime&sounds)	Moldessa	Ruins	room_battle	
Shh...	Moldessa	Ruins	room_battle	
Hsh...	Moldessa	Ruins	room_battle	
Krr...	Moldessa	Ruins	room_battle	
* Moldessa's face rearranges& itself.	Narrator	Ruins	room_battle	
* Moldessa tries to make its& face look like a movie-& star's^1, but it shifts apart.	Narrator	Ruins	room_battle	
* Moldessa hides behind its ears^3.&* ... arms?	Narrator	Ruins	room_battle	
* Smells like twelve-week-old& gummy bears.	Narrator	Ruins	room_battle	
* Moldessa's face falls apart.	Narrator	Ruins	room_battle	
* Moldessa's face looks... happy?	Narrator	Ruins	room_battle	
* MOLDESSA - ATK 27 DEF 23&* Can't decide on a face^1.&* Can't see friend from foe./^	Narrator	Ruins	room_battle	
* You encourage Moldessa to try& a new look^1.&* Its face shifts.../^	Narrator	Ruins	room_battle	
* You adjust Moldessa's face./^	Narrator	Ruins	room_battle	
* You adjust Moldessa's face^1.&* It seems to be happy with its& new look./^	Narrator	Ruins	room_battle	
* You lie down and rest^1.&* Moldessa tucks you in with& a blanket of moss./	Narrator	Ruins	room_battle	
* While you were sleeping^1, the& other monsters get bored./^	Narrator	Ruins	room_battle	
pre_m				
* You lie down and rest^1.&* Moldessa tucks you in with& a blanket of moss./^	Narrator	Ruins	room_battle	
kneel				
draw_u				
draw_f				
tobdog				
And that's the&end of Hard&Mode!/%%	Annoying Dog	Ruins	room_battle	
\E1Eh??/	Toriel	Ruins	room_battle	
\E2You are ending&it NOW?/	Toriel	Ruins	room_battle	
\E1And on such a&dramatic moment...?/%%	Toriel	Ruins	room_battle	
That's the&difficult part./	Annoying Dog	Ruins	room_battle	
Not the bullets./	Annoying Dog	Ruins	room_battle	
\M2But^1, accepting&that it's all&over.../%%	Annoying Dog	Ruins	room_battle	
But there WILL be&more^1, will there&not?/%%	Toriel	Ruins	room_battle	
\M1Maybe./	Annoying Dog	Ruins	room_battle	
\M2Knowing the&answer is.../	Annoying Dog	Ruins	room_battle	
\M2... HARD./	Annoying Dog	Ruins	room_battle	
\E4.../%%	Annoying Dog	Ruins	room_battle	
Hey!/	Annoying Dog	Ruins	room_battle	
Aren't you&supposed&to be dying or&something?/%%	Annoying Dog	Ruins	room_battle	
Well^1.&What is the point&of that now?/%%	Toriel	Ruins	room_battle	
What will you do&instead...?/%%	Annoying Dog	Ruins	room_battle	
Hmmm^1.&Perhaps I will&bake another pie./	Toriel	Ruins	room_battle	
That last one ended&up a little burnt./%%	Toriel	Ruins	room_battle	
\E2I thought it was&good./	Annoying Dog	Ruins	room_battle	
\E1Theoretically./	Annoying Dog	Ruins	room_battle	
\E4It's not like I&ate it all while&you were&fighting./%%	Annoying Dog	Ruins	room_battle	
Hey^1! Hey^1!&Can I have some&pie!/%%	Annoying Dog	Ruins	room_battle	
You are just going&to eat it all.../%%	Toriel	Ruins	room_battle	
I can hellp!!!/%%	Annoying Dog	Ruins	room_battle	
Snoring on the&floor is NOT help./%%	Toriel	Ruins	room_battle	
I'm not snoring^1,&I'm cheering you&on in my sleep!!/	Annoying Dog	Ruins	room_battle	
Oh^1, you're still&here?/	Annoying Dog	Ruins	room_battle	
Don't you have&anything better&to do?/%%	Annoying Dog	Ruins	room_battle	
in				
fx				
famt				
\E0Hey./	Flowey	Ruins	room_battle	
\E3What's the hold&up!?/	Flowey	Ruins	room_battle	
\E9Shouldn't she be&dead by now!?/	Flowey	Ruins	room_battle	
\E1I've been waiting&in that room for.../	Flowey	Ruins	room_battle	
\E7... Hard mode...?/	Flowey	Ruins	room_battle	
\E0Gee^1, you better&take a picture./	Flowey	Ruins	room_battle	
People are gonna&think you're REALLY&cool./	Flowey	Ruins	room_battle	
\E9... NOT!/	Flowey	Ruins	room_battle	
\E8Golly^1, talk about&a tryhard./	Flowey	Ruins	room_battle	
PA^1. THE^1. TIC./%%	Flowey	Ruins	room_battle	
\E0Uh^1, so^1, are you&gonna keep going^1,&or...?/%%	Flowey	Ruins	room_battle	
It's over./%%	Toriel	Ruins	room_battle	
\E8Hahaha^1!&I KNEW that!/	Flowey	Ruins	room_battle	
Why does everyone&have to be so&condescending!?/	Flowey	Ruins	room_battle	
\E8So what's YOUR&excuse^1?&Sitting around&here...?/	Flowey	Ruins	room_battle	
\E0Don't you have&anything better to%%	Flowey	Ruins	room_battle	
I already said&that./%%	Annoying Dog	Ruins	room_battle	
HARD MODE	Menu	Ruins	room_battle	
Coming...	Menu	Ruins	room_battle	
Maybe,	Menu	Ruins	room_battle	
Eh. don't count on it.	Menu	Ruins	room_battle	
drawme				
tail				
msx				
dummy				
bara1				
bara2				
bd				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
vulkin				
plane				
pyrope				
spider				
madjick				
knight				
frog				
gosp				
* Monster does an action.	Narrator		room_battle	
* Smells like a monster.	Narrator		room_battle	
* MONSTER	Narrator		room_battle	
DEF&* Mistakenly believes its lava& is a monster./^	Narrator		room_battle	
flashing				
attackratio				
000010000				
bounced				
path_position				
inactive				
path_speed				
gravitystart				
gravitywave				
sterile				
dink				
intangible				
action_set_relative				
dongle				
iteration				
flush				
iend				
angleadd				
grchoice				
gravity_direction				
disappear				
dropdown				
rbord				
damageable				
drawn				
captured				
movinged				
appear				
blut				
000001000				
dmg2				
instance_position				
startspeed				
startdir				
startgrav				
rotdir				
thisbullet				
scr_perpendicular				
scr_bordercross				
barked				
toothspeed				
seed				
toothxx				
maxi				
toothyy				
THIS IS AN ERROR& MESSAGE^1.& REALLY!!!/%%	Papyrus	Snowdin	room_battle	
YOU'RE TOO WEAK!!& I WAS EASILY ABLE& TO CAPTURE YOU!!!/	Papyrus	Snowdin	room_battle	
I WILL NOW SEND& YOU TO THE& CAPTURE ZONE!!/	Papyrus	Snowdin	room_battle	
OR^1, AS SANS& CALLS IT^1.../	Papyrus	Snowdin	room_battle	
OUR GARAGE???/	Papyrus	Snowdin	room_battle	
YOU'RE IN THE& DOGHOUSE NOW!/	Papyrus	Snowdin	room_battle	
NYEH HEH HEH HEH& HEH HEH HEH!!!/%%	Papyrus	Snowdin	room_battle	
WELL!!^1! YOU MAY& HAVE CLEVERLY& ESCAPED FROM& JAIL BEFORE.../	Papyrus	Snowdin	room_battle	
BUT THIS TIME^1,& I'VE UPGRADED& THE FACILITIES./	Papyrus	Snowdin	room_battle	
NOT ONLY WILL& YOU BE& TRAPPED.../	Papyrus	Snowdin	room_battle	
BUT YOU WON'T& EVEN WANT& TO LEAVE!!!/	Papyrus	Snowdin	room_battle	
YOU ARE...& PERSISTENT!/	Papyrus	Snowdin	room_battle	
BUT^1!& IT JUST WON'T& WORK ON ME!/	Papyrus	Snowdin	room_battle	
I AM THE& PERSISTENTEST!/	Papyrus	Snowdin	room_battle	
AND IF YOU& THINK YOU ARE& PERSISTENESTER.../	Papyrus	Snowdin	room_battle	
THAT IS WRONG^1!& GRAMATICALLY& WRONG!/	Papyrus	Snowdin	room_battle	
BECAUSE THE& CORRECT FORM& WOULD BE.../	Papyrus	Snowdin	room_battle	
NOT AS& PERSISTENTEST AS& PAPYRUS^1, THE& PERSISTENTESTEST!/"	Papyrus	Snowdin	room_battle	
I HOPE YOU& ENJOYED THIS& LESSON./	Papyrus	Snowdin	room_battle	
scr_blueat				
hurted				
blconnum				
hard				
axetype				
nxadd				
xadd				
idealradius				
anglechange				
radchange				
circ				
increase				
angel				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
reds				
fb				
remdir				
currentdir				
dirspeed				
juice				
noboom				
defeat				
create				
destroy				
curdir				
facingMinusTarget				
angleDiff				
leastAccurateAim				
angleDiff2				
leg1				
leg2				
leg3				
leg4				
control				
adjustspeed				
adjust				
hadd				
dep				
detune				
dspeed				
my				
scale				
sinr				
scaleadd				
temdir				
temtim				
temx1				
temx2				
temy1				
temy2				
temy				
temno				
turned				
xdif				
ydif				
final				
adjustx				
adjusty				
xs				
flexspeed				
gel				
mydirection				
mydirectionalspeed				
myrandomspeed				
mydirectionrandom				
action_move_point				
action_set_motion				
twdsX				
twdsY				
owngravity				
owngravity_direction				
twdsXspeed				
twdsYspeed				
gravityincrement				
sinex				
xstar				
bltx				
* You're blue now.	Narrator	Snowdin	room_battle	
YOU'RE BLUE NOW./	Papyrus	Snowdin	room_battle	
THAT'S MY ATTACK!/	Papyrus	Snowdin	room_battle	
NYEH HEH HEH& HEH HEH HEH& HEH HEH HEH!!!/%%	Papyrus	Snowdin	room_battle	
bon				
rsize				
fmove				
totalbt				
blueone				
loopbullet				
chostx				
a4i				
a3i				
a2i				
cx				
vdist				
hd2				
hd1				
cs				
firingspeed				
oldside				
cshot				
cshot2				
blt1				
blt2				
* Napstablook eagerly awaits& your response.	Narrator	Ruins	room_battle	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
do you&like&it...	Napstablook	Ruins	room_battle	
i call&it&"dapper&blook"	Napstablook	Ruins	room_battle	
iiii				
iiiii				
slot				
crit				
fatalx				
myscore				
thensc				
wherex				
lr				
newtarg				
fadebar				
critical hit!			room_battle	
CRITICAL HIT!!!			room_battle	
mons				
trgtest				
critter				
bookspin				
form				
shotno				
gunsfx				
sineramt				
sinerspeed				
sinergrav				
pansfx				
image_number				
myperfectx				
bonusfactor				
punchtime				
punches				
maxpunchtime				
maxpunches				
rotatenoise				
createnoise				
hgo				
vgo				
gameoversong				
currentvol				
heartcon				
hearttimer				
gs				
You cannot give& up just yet.../	Asgore		room_gameover	
^1!& Stay determined.../%%	Asgore		room_gameover	
, this is just& a bad dream.../			room_gameover	
Wake up^1!& It's not over!/%%			room_gameover	
! It's like& he says.../			room_gameover	
You have to& stay determined.../%%			room_gameover	
! Please& don't give up.../			room_gameover	
Have some& determination.../%%			room_gameover	
! You're&			room_gameover	
You can't quit^1!& Stay determined.../%%			room_gameover	
, is this& a kind of joke?/			room_gameover	
Cut it out^1!& Wake up!/%%			room_gameover	
, it's not& time to leave!/			room_gameover	
Hold on!/%%			room_gameover	
, gather& your strength./			room_gameover	
Stay determined!/%%			room_gameover	
, you have& to keep going./			room_gameover	
Our fate rests & upon you.../	Asgore		room_gameover	
You're going to& be alright!/	Asgore		room_gameover	
Don't lose hope!/	Asgore		room_gameover	
It cannot end& now!/	Asgore		room_gameover	
geeettttttt& dunked on!!!/	Sans	New Home	room_gameover	
if we're really& friends.../	Sans	New Home	room_gameover	
you won't come back./%%	Sans	New Home	room_gameover	
* But it refused^5.%%	Narrator	New Home	room_gameover	
uinfader				
deleteafter				
canpress				
\E3I SEE^1. I SEE./	Papyrus	Snowdin	room_papdate	
\E0YOU LIKE CARESSING&MY BICEPS WITH A&FLOATING HEART./	Papyrus	Snowdin	room_papdate	
\E1BUT WHO DOESN'TI?/%%	Papyrus	Snowdin	room_papdate	
\E0TRY AGAIN!/%%	Papyrus	Snowdin	room_papdate	
\E0THIS SHIRT DIDN'T&ORIGINALLY SAY&'COOL^1,' BUT I&IMPROVED IT./	Papyrus	Snowdin	room_papdate	
EXPERT TIP^1: ALL&CLOTHING ARTICLES&CAN BE IMPROVED&THIS WAY./%%	Papyrus	Snowdin	room_papdate	
\E1BUT THAT'S NOT A&SECRET!!!/	Papyrus	Snowdin	room_papdate	
IT'S JUST GOOD&ADVICE!!!/%%	Papyrus	Snowdin	room_papdate	
\E2HOLDING MY HAND&SO I'LL TELL&YOU THE ANSWER.../	Papyrus	Snowdin	room_papdate	
\E7NO!!^1!&I MUST RESIST!!/%%	Papyrus	Snowdin	room_papdate	
\E0THERE'S NO SECRET&TO MY LEGS./	Papyrus	Snowdin	room_papdate	
JUST HARD WORK&AND PERSEVERANCE.../%%	Papyrus	Snowdin	room_papdate	
\E3HUMAN SOULS ARE&STRONGER THAN&MONSTER SOULS.../	Papyrus	Snowdin	room_papdate	
\E0BUT THE SOLES OF&OUR SHOES ON THE&OTHER HAND...!/	Papyrus	Snowdin	room_papdate	
\E3... ARE ABOUT THE&SAME./%%	Papyrus	Snowdin	room_papdate	
HAT DIALOGUE./%%	Papyrus	Snowdin	room_papdate	
\E0I UNDERSTAND&WHY YOU'RE&RUNNING AWAY./	Papyrus	Snowdin	room_papdate	
\E2YOU'RE OVERWHELMED&BY THE SIGHT OF&MY COOL VIBES./	Papyrus	Snowdin	room_papdate	
\E0BUT YOU CAN'T&BACK DOWN NOW!!!/%%	Papyrus	Snowdin	room_papdate	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spec_x				
event_inherited				
instance_change				
writerid				
writerid2				
SCR_TEXTTYPE				
dfy				
^				
%				
rnsound				
&				
\				
myletter				
nskip				
R				
G				
W				
Y				
X				
B				
O				
L				
P				
C				
M				
T				
newtyper				
S				
U				
sym				
sym_s				
+				
I				
!				
?				
D				
'				
Q				
H				
J				
canchoose				
mychoice				
choiced				
event_perform				
room_next				
room_previous				
stepped				
* No no no^1!/	Toriel	Ruins	room_ruins3	
\E0* You want to press the& other switch./	Toriel	Ruins	room_ruins3	
\E1* I even labelled it for& you.../%%	Toriel	Ruins	room_ruins3	
* It seems that is not& the correct switch./%%	Toriel	Ruins	room_ruins3	
* (Wow!^1)&* (You are superfast at being& wrong.)/%%	Narrator	Ruins	room_ruins3	
* This switch doesn't even& work.../%%	Narrator	Ruins	room_ruins3	
* Please press this switch.& & - TORIEL/%%	Toriel (note)	Ruins	room_ruins3	
* Please press this switch& too.& - TORIEL/%%	Toriel (note)	Ruins	room_ruins3	
* Every time this old tree& grows any leaves^1, they fall& right off./%%	Narrator	Ruins	room_ruins19	
* It's a neat-looking tree./%%	Narrator	Ruins	room_ruins19	
* (It's natural for a tree to& lose its leaves.)/%%	Narrator	Ruins	room_ruins19	
* Ah^1, the cactus.&* Truly the most tsundere& of plants./%%	Narrator	Ruins	room_torielroom	
* It's not like this cactus& was waiting for you to come& back or anything.../%%	Narrator	Ruins	room_torielroom	
* The fire isn't burning hot...&* Just pleasantly warm.&* You could put your hand inside./%%	Narrator	Ruins	room_torhouse2	
* Ribbit^1, ribbit^1.&* (Excuse me^1, human.)/	Froggit	Ruins	room_ruins7	
* (I have some advice& for you about battling& monsters.)/	Froggit	Ruins	room_ruins7	
\W* (If you \YACT\W a certain way& or \YFIGHT\W until you& almost defeat them...)/	Froggit	Ruins	room_ruins7	
* (They might not want to& battle you anymore.)/	Froggit	Ruins	room_ruins7	
* (If a monster does not& want to fight you^1, please...)/	Froggit	Ruins	room_ruins7	
\W* (Use some \YMERCY^1,\W human.^1)&* Ribbit./%%	Froggit	Ruins	room_ruins7	
* (The monsters in this world& are very dangerous and& aggressive.)/	Froggit	Ruins	room_ruins7	
* (In this place^1, running away& will not work on the& first turn.)/	Froggit	Ruins	room_ruins7	
* (It may be better to try& another option.^1)&* Ribbit./%%	Froggit	Ruins	room_ruins7	
* (You seem like you have& grown into a thoughtful and& conscientious person.)/	Froggit	Ruins	room_ruins7	
* (Whether that was from my& advice or not...^1)&* (I'm quite proud.)/	Froggit	Ruins	room_ruins7	
* Ribbit./%%	Froggit	Ruins	room_ruins7	
* Ribbit^1, ribbit^1.&* (Just between you and me...)/	Froggit	Ruins	room_ruins17	
\W* (I saw \BTORIEL\W come out of& here just a little& while ago.)/	Froggit	Ruins	room_ruins17	
* (She was carrying some& groceries.)/	Froggit	Ruins	room_ruins17	
* (I didn't ask what they& were for...)/	Froggit	Ruins	room_ruins17	
* (We're all too intimidated& to talk to her.^1)&* Ribbit./%%	Froggit	Ruins	room_ruins17	
* Ribbit^1, ribbit^1.&* (Seems like the RUINS have& finally opened up.)/	Froggit	Ruins	room_ruins17	
* (Maybe we should finally& go out to the rest of& the underground.)/	Froggit	Ruins	room_ruins17	
* (Huh^1? The barrier's open^1,& too...?)/	Froggit	Ruins	room_ruins17	
* (... let's just take this& one step at a time^1, OK?)/%%	Froggit	Ruins	room_ruins17	
* (Normally^1, she carries& groceries out of here.)/	Froggit	Ruins	room_ruins17	
* (But this time^1, she wasn't& carrying anything.)/	Froggit	Ruins	room_ruins17	
* (She looked disappointed.^1)&* Ribbit./%%	Froggit	Ruins	room_ruins17	
* Ribbit ribbit^1.&* (I heard using "F4" can make& you have a "full screen.")/	Froggit	Ruins	room_ruins13	
* (But what does "F4" stand for?^1)&* ("Four frogs"?)/	Froggit	Ruins	room_ruins13	
* (I have only seen a maximum of& three frogs in this room...)/	Froggit	Ruins	room_ruins13	
* (This is troubling^1, to say& the least.^1)&* Ribbit./%%	Froggit	Ruins	room_ruins13	

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Text	Character	Area	Room	How to get it ?
* Ribbit ribbit^1.&* (Did you ever find this& room's fourth frog?)/%%	Froggit	Ruins	room_ruins13	
* Ribbit ribbit^1.&* (Yellow names were nice for& a while.)/	Froggit	Ruins	room_ruins13	
* (Next time^1, we should try a& relaxing shade of green.)/%%	Froggit	Ruins	room_ruins13	
* Ribbit ribbit^1.&* (How was your adventure?)/	Froggit	Ruins	room_ruins13	
* (It must have been difficult& without being able to tell& the enemy's feelings.)/%%	Froggit	Ruins	room_ruins13	
* Ribbit ribbit^1.&* (Finally^1, we can all remove& these aging pink names.)/	Froggit	Ruins	room_ruins13	
* (Everyone gave you a big favor& today.^1)&* (Try to respect that!)/%%	Froggit	Ruins	room_ruins13	
xed				
* Ribbit^1, ribbit^1.&* (Sigh...)/	Froggit	Ruins	room_ruins13	
* (My friend never listens to& me.)/	Froggit	Ruins	room_ruins13	
* (Whenever I talk^1, they skip& through my words by pressing& [X].)/	Froggit	Ruins	room_ruins13	
* (That's right.....^1)&* (Pressing [X].....^1)&* (.....)/	Froggit	Ruins	room_ruins13	
* (Well^1, at least you listen& to me.)/%%	Froggit	Ruins	room_ruins13	
* Ribbit^1, ribbit^1.&* (Say...)/	Froggit	Ruins	room_ruins13	
* (Now that your journey's& over^1, maybe you'll have& time to listen to me.)/	Froggit	Ruins	room_ruins13	
* (Since most people just& press [X] to skip through& my dialogue.)/	Froggit	Ruins	room_ruins13	
* (You've really matured^1,& haven't you?)/%%	Froggit	Ruins	room_ruins13	
* (Oh^1, not you too!)/%%	Froggit	Ruins	room_ruins13	
* (... I suppose some things& never change.)/%%	Froggit	Ruins	room_ruins13	
* (Toriel's small chair.)&* (Its name is Chairiel.)/%%	Narrator	Ruins	room_torielroom	
* (Who knows what the future& holds for Chairiel.)/%%	Narrator	Ruins	room_torielroom	
* Did you miss it?&* Spider Bakesale down and to& the right./	Narrator	Ruins	room_ruins13	
* Come eat food made by& spiders^1, for spiders^1,& of spiders!/%%	Narrator	Ruins	room_ruins13	
\E0* hey there.&* this is just a little test./	Sans			
\TS \F0 \F4 \TP %	Papyrus			
I WILL BATHE IN&A SHOWER OF KISSES&EVERY MORNING !/	Papyrus			
\TS \F0 \F3 \Ts %	Sans			
* no^1. not today./%%	Sans			
* This cheese has been here& quite a long time./	Narrator	Ruins	room_ruins12A	
* It's stuck to the table.../%%	Narrator	Ruins	room_ruins12A	
* (Looks like cheese has a& nibble taken out of it.)/%%	Narrator	Ruins	room_ruins12A	
murderer!v1				
* I usually come to the& RUINS because there's& nobody around.../	Napstablook	Ruins	room_ruins12	
* but today i met somebody& nice.../	Napstablook	Ruins	room_ruins12	
* oh^1, i'm rambling again/	Napstablook	Ruins	room_ruins12	
* i'll get out of your way/%%	Napstablook	Ruins	room_ruins12	
fought				
* i fell down a hole...&* now i cant get up.../	Napstablook	Ruins	room_ruins14	
* go on without me.../	Napstablook	Ruins	room_ruins14	
* wait^1, ghosts can fly^1,& can't they.../	Napstablook	Ruins	room_ruins14	
* oh well.../%%	Napstablook	Ruins	room_ruins14	
candymade				
candy				
* (It's a spider web.)/	Narrator	Waterfall	room_water_blookhouse	
* (There's a flyer for a& bake sale on it.)/%%	Narrator	Waterfall	room_water_blookhouse	
scr_npcdir				
donk				
tor				
curf				
* Do not worry about& me./	Toriel	Ruins	room_area1	
* Someone has to take& care of these flowers./%%	Toriel	Ruins	room_area1	
* Don't worry about& me./	Asriel	Ruins	room_area1	
* Frisk^1, please leave& me alone./	Asriel	Ruins	room_area1	
\E3* I can't come back^1.&* I just can't^1, OK?/%%	Asriel	Ruins	room_area1	
\E7* I don't want to break& their hearts all over& again./	Asriel	Ruins	room_area1	
* It's better if they& never see me./%%	Asriel	Ruins	room_area1	
\E7* ... why are you still& here?/	Asriel	Ruins	room_area1	
* Are you trying to keep& me company?/	Asriel	Ruins	room_area1	
\E0* Frisk.../	Asriel	Ruins	room_area1	
\E7* Hey./	Asriel	Ruins	room_area1	
\E0* Let me ask you a& question./	Asriel	Ruins	room_area1	
* Frisk..^1.&* Why did you come& here?/	Asriel	Ruins	room_area1	
* Everyone knows the& legend^1, right...?/	Asriel	Ruins	room_area1	
* "Travellers who climb& Mt. Ebott are said& to disappear."/	Asriel	Ruins	room_area1	
* Frisk./	Asriel	Ruins	room_area1	
*\E0 Why would you ever& climb a mountain& like that?/	Asriel	Ruins	room_area1	
\E7* Was it foolishness?/	Asriel	Ruins	room_area1	
\E0* Was it fate?/	Asriel	Ruins	room_area1	
\E1* Or was it..^1.&* Because you...?/	Asriel	Ruins	room_area1	
\E7* Well./	Asriel	Ruins	room_area1	
\E0* Only you know the& answer^1, don't you...?/%%	Asriel	Ruins	room_area1	
\E2* I know why	Asriel	Ruins	room_area1	
& climbed the mountain./	Asriel	Ruins	room_area1	
\E7* It wasn't for a& very happy reason./	Asriel	Ruins	room_area1	
\E2* Frisk^1.&* I'll be honest with& you./	Asriel	Ruins	room_area1	
\E7 *	Asriel	Ruins	room_area1	
hated humanity./	Asriel	Ruins	room_area1	
\E2* Why they did^1, they& never talked about& it./	Asriel	Ruins	room_area1	
\E1* But they felt very& strongly about& that./%%	Asriel	Ruins	room_area1	
\E2* Frisk..^1.&* You really ARE different& from	Asriel	Ruins	room_area1	
\E0* In fact^1, though you& have similar^1, uh^1,& fashion choices.../	Asriel	Ruins	room_area1	
* I don't know why I& ever acted like you& were the same person./	Asriel	Ruins	room_area1	
\E7* Maybe..^1.&* The truth is.../	Asriel	Ruins	room_area1	
\E1*	Asriel	Ruins	room_area1	
wasn't really& the greatest person./	Asriel	Ruins	room_area1	
\E7* While^1, Frisk.../	Asriel	Ruins	room_area1	
\E0* You're the type of& friend I wish I& always had./	Asriel	Ruins	room_area1	
\E7* So maybe I was kind& of projecting a& little bit./	Asriel	Ruins	room_area1	
\E0* Let's be honest^1.&* I did some weird& stuff as a flower./%%	Asriel	Ruins	room_area1	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E2* There's one last& thing I feel like& I should tell you./	Asriel	Ruins	room_area1	
* Frisk^1, when	Asriel	Ruins	room_area1	
& and I combined our& SOULs together.../	Asriel	Ruins	room_area1	
* The control over our& body was actually split& between us./	Asriel	Ruins	room_area1	
* They were the one& that picked up their& own empty body./	Asriel	Ruins	room_area1	
* And then^1, when we& got to the village.../	Asriel	Ruins	room_area1	
\E2* They were the one& that wanted to.../	Asriel	Ruins	room_area1	
\E1* ... to use our full& power./	Asriel	Ruins	room_area1	
\E2* I was the one that& resisted./	Asriel	Ruins	room_area1	
\E7* And then^1, because of& me^1, we.../	Asriel	Ruins	room_area1	
\E1* Well^1, that's why I& ended up a flower./	Asriel	Ruins	room_area1	
* This whole time^1, I've& blamed myself for& that decision./	Asriel	Ruins	room_area1	
* That's why I adopted& that horrible view& of the world./	Asriel	Ruins	room_area1	
* "Kill or be killed."/	Asriel	Ruins	room_area1	
\E7* But now..^1.&* After meeting you.../	Asriel	Ruins	room_area1	
\E0* Frisk^1, I don't regret& that decision anymore./	Asriel	Ruins	room_area1	
\E4* I did the right& thing./	Asriel	Ruins	room_area1	
* If I killed those& humans.../	Asriel	Ruins	room_area1	
* We would have had to& wage war against all& of humanity./	Asriel	Ruins	room_area1	
\E0* And in the end^1,& everyone went free^1,& right?/	Asriel	Ruins	room_area1	
\E7* I still feel kind& of sad knowing how& long it took.../	Asriel	Ruins	room_area1	
\E0* ... so maybe it& wasn't a perfect& decision./	Asriel	Ruins	room_area1	
* But you can't regret& hard choices your& whole life^1, right?/	Asriel	Ruins	room_area1	
\E7* Well^1, not that I& have much of a life& left./	Asriel	Ruins	room_area1	
\E0* But that's besides& the point./%%	Asriel	Ruins	room_area1	
* Frisk^1, thank you& for listening to me./	Asriel	Ruins	room_area1	
* You should really go& be with your friends& now^1, OK?/	Asriel	Ruins	room_area1	
* Oh^1, and^1, please.../	Asriel	Ruins	room_area1	
\E7* In the future^1, if you& uh^1, see me.../	Asriel	Ruins	room_area1	
* Don't think of it as& me^1, OK?/	Asriel	Ruins	room_area1	
\E0* I just want you to& remember me like this./	Asriel	Ruins	room_area1	
\E0* Someone that was your& friend for a little& while./	Asriel	Ruins	room_area1	
\E2* Oh^1, and Frisk.../	Asriel	Ruins	room_area1	
\E0* Be careful in the& outside world^1, OK?/	Asriel	Ruins	room_area1	
* Despite what everyone& thinks^1, it's not as& nice as it is here./	Asriel	Ruins	room_area1	
\E7* There are a lot of& Floweys out there./	Asriel	Ruins	room_area1	
\E2* And not everything can& be resolved by just& being nice./	Asriel	Ruins	room_area1	
* Don't kill^1, and& don't be killed^1,& alright?/	Asriel	Ruins	room_area1	
* That's the best you& can strive for./	Asriel	Ruins	room_area1	
* Well^1, see you./%%	Asriel	Ruins	room_area1	
\E6* Don't you have& anything better to& do?/%%	Asriel	Ruins	room_area1	
chair				
* (Seems like the right size& for Toriel.)/%%	Narrator	Ruins	room_torhouse2	
* (It's a great reading chair.^1)&* (But it doesn't seem like& anyone uses it.)/%%	Narrator	New Home	room_asghouse2	
faketor				
alter				
Alter				
\E1* Hello..^1.&* Are you all right?/	Toriel	Ruins	room_area1_2	
* You must be so lost& and confused.../	Toriel	Ruins	room_area1_2	
\E2* Ah, do not be& afraid^1, my child./	Toriel	Ruins	room_area1_2	
\W* I am \BTORIEL\W,& caretaker of the& \RRUINS\W./	Toriel	Ruins	room_area1_2	
* I pass through here& every day to see if& anyone has fallen down./	Toriel	Ruins	room_area1_2	
* You are the first& human to come here& in a long time./	Toriel	Ruins	room_area1_2	
* I will do my best& to protect you during& your time here./	Toriel	Ruins	room_area1_2	
* Come^1!&* I shall guide you& through the catacombs./%%	Toriel	Ruins	room_area1_2	
temptor				
mus				
flow				
flow_m				
Met1				
* Hee hee hee.../	Flowey	Ruins	room_area1_2	
* Why'd you make me& introduce myself?/	Flowey	Ruins	room_area1_2	
* It's rude to act& like you don't& know who I am./	Flowey	Ruins	room_area1_2	
* Someone ought to teach& you proper manners./	Flowey	Ruins	room_area1_2	
* Don't you have anything& better to do?/%%	Flowey	Ruins	room_area1_2	
* Error/%%	Flowey	Ruins	room_area1_2	
* Really^1,	Flowey	Ruins	room_area1_2	
\E5* Well^1, do what you& will./	Flowey	Ruins	room_area1_2	
\E4* I'll be waiting for& you!/%%	Flowey	Ruins	room_area1_2	
\E0* Hey^1.&* Remember./	Flowey	Ruins	room_area1_2	
\E2* DON'T kill anyone./	Flowey	Ruins	room_area1_2	
\E1* I can't believe this& is a REAL thing I& have to remind you./	Flowey	Ruins	room_area1_2	
\E0* Hee hee hee.../	Flowey	Ruins	room_area1_2	
* Good luck!/%%	Flowey	Ruins	room_area1_2	
* Remember.../	Flowey	Ruins	room_area1_2	
\E1* THIS time^1, you've& GOT to become friends& with everyone./	Flowey	Ruins	room_area1_2	
\E2* OK?/	Flowey	Ruins	room_area1_2	
\E5* If you DON'T^1, you'll& be miserable FOREVER./	Flowey	Ruins	room_area1_2	
\E1* And we wouldn't want& THAT^1, would we?/	Flowey	Ruins	room_area1_2	
\E0* No..^1.&* We just want you& to be happy^1, right?/	Flowey	Ruins	room_area1_2	
* Good luck. /%%	Flowey	Ruins	room_area1_2	
alter2				
FloweyExplain1				
FS				
\E2* I hope you like your& choice./	Flowey	Ruins	room_ruinsexit	
* After all^1, it's not& as if you can go& back and change fate./	Flowey	Ruins	room_ruinsexit	
\E0* In this world^1, it's kill& or be killed./	Flowey	Ruins	room_ruinsexit	
\E2* That old hag thought& she could break the& rules./	Flowey	Ruins	room_ruinsexit	
\E1* She tried so hard& to save you humans./	Flowey	Ruins	room_ruinsexit	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E0* But when it came& down to it.../	Flowey	Ruins	room_ruinsexit	
\TF*\E5 Hee hee.../	Flowey	Ruins	room_ruinsexit	
\E4* SHE COULDN'T EVEN& SAVE HERSELF./	Flowey	Ruins	room_ruinsexit	
* WHAT AN IDIOT!!/%%	Flowey	Ruins	room_ruinsexit	
\E2* Heheheheh./	Flowey	Ruins	room_ruinsexit	
* You just can't& get enough^1, can you!?/	Flowey	Ruins	room_ruinsexit	
\E6* How many more& times will you& kill her?/	Flowey	Ruins	room_ruinsexit	
* Ha ha ha ha ha.../	Flowey	Ruins	room_ruinsexit	
\E4*\TF You disgusting animal./	Flowey	Ruins	room_ruinsexit	
* You didn't even& TRY to spare her./%%	Flowey	Ruins	room_ruinsexit	
* Wow^1, you really& can't get enough./	Flowey	Ruins	room_ruinsexit	
\E5* You kind of remind& me of myself./%%	Flowey	Ruins	room_ruinsexit	
* Wow^1, you're utterly& repulsive./	Flowey	Ruins	room_ruinsexit	
\E6* You spared her life.../	Flowey	Ruins	room_ruinsexit	
* Then you decided that& just wasn't interesting& enough for you./	Flowey	Ruins	room_ruinsexit	
\E7* So you murdered her& just to see what& would happen./	Flowey	Ruins	room_ruinsexit	
\E5* You killed her out& of boredom./	Flowey	Ruins	room_ruinsexit	
* Truly disgusting.../%%	Flowey	Ruins	room_ruinsexit	
* Hee hee.../	Flowey	Ruins	room_ruinsexit	
\E4* You naive idiot./	Flowey	Ruins	room_ruinsexit	
* Do you think you& are the only one& with that power?/	Flowey	Ruins	room_ruinsexit	
\E4* The power to reshape& the world.../	Flowey	Ruins	room_ruinsexit	
* Purely by your& own determination./	Flowey	Ruins	room_ruinsexit	
* The ability to& play God!/	Flowey	Ruins	room_ruinsexit	
* The ability to "SAVE."/	Flowey	Ruins	room_ruinsexit	
\E0* I thought I was& the only one with& that power^1. But.../	Flowey	Ruins	room_ruinsexit	
\E1* I can't SAVE anymore./	Flowey	Ruins	room_ruinsexit	
* Apparently YOUR& desires for this& world override MINE./	Flowey	Ruins	room_ruinsexit	
\E5* Well well./	Flowey	Ruins	room_ruinsexit	
* Enjoy that power& while you can./	Flowey	Ruins	room_ruinsexit	
\E4* I'll be watching./%%	Flowey	Ruins	room_ruinsexit	
* Hahaha.../	Flowey	Ruins	room_ruinsexit	
\E1* You're not really human^1,& are you?/	Flowey	Ruins	room_ruinsexit	
\E1* No,^2 You're empty inside^2.&* \E4Just like me^1.&* In fact.../	Flowey	Ruins	room_ruinsexit	
\E8* You're	Flowey	Ruins	room_ruinsexit	
,^1 right?/	Flowey	Ruins	room_ruinsexit	
\E0* We're still inseperable^1,& after all these years.../	Flowey	Ruins	room_ruinsexit	
* Listen^1.&* I have a plan to become& all powerful./	Flowey	Ruins	room_ruinsexit	
\E2* Even more powerful than& you and your stolen& soul./	Flowey	Ruins	room_ruinsexit	
\E4* Let's destroy everything& in this wretched world./	Flowey	Ruins	room_ruinsexit	
\E6* Everyone^1, everything in& these \E7worthless& memories.../	Flowey	Ruins	room_ruinsexit	
\E5* Let's turn 'em all& to dust./%%	Flowey	Ruins	room_ruinsexit	
* Clever.&* Verrrryyy clever./	Flowey	Ruins	room_ruinsexit	
* You think you're really& smart^1, don't you?/	Flowey	Ruins	room_ruinsexit	
\E1* So you were able to& play by your own& rules./	Flowey	Ruins	room_ruinsexit	
*\E4 You spared the life& of a single person./	Flowey	Ruins	room_ruinsexit	
* Froggit^1, Whimsun^1.&* Vegetoid^1, Loox^1.&* Migosp^1, Moldsmal./	Flowey	Ruins	room_ruinsexit	
* Think about those names./	Flowey	Ruins	room_ruinsexit	
* Do you think any of& those monsters have& families?/	Flowey	Ruins	room_ruinsexit	
* Do you think any of& them have friends?/	Flowey	Ruins	room_ruinsexit	
\E6* Each one could have& been someone else's& Toriel./	Flowey	Ruins	room_ruinsexit	
\E7* Selfish brat./	Flowey	Ruins	room_ruinsexit	
* Somebody is dead& because of you./%%	Flowey	Ruins	room_ruinsexit	
\E2* I bet you feel& really great./	Flowey	Ruins	room_ruinsexit	
* You didn't kill& anybody this time./	Flowey	Ruins	room_ruinsexit	
\E0* But what will you& do if you meet a& relentless killer?/	Flowey	Ruins	room_ruinsexit	
* You'll die and you'll& die and you'll& die./	Flowey	Ruins	room_ruinsexit	
\E1* Until you tire of& trying./	Flowey	Ruins	room_ruinsexit	
\E0* What will you do& then?/	Flowey	Ruins	room_ruinsexit	
\E5* Will you kill& out of frustration?/	Flowey	Ruins	room_ruinsexit	
* Or will you give& up entirely on& this world.../	Flowey	Ruins	room_ruinsexit	
\E4* ... and let ME inherit& the power to control& it?/	Flowey	Ruins	room_ruinsexit	
\E5* I am the prince of& this world's future./	Flowey	Ruins	room_ruinsexit	
* Don't worry^1, my little& monarch^1, my plan& isn't regicide./	Flowey	Ruins	room_ruinsexit	
* This is SO much& more interesting./%%	Flowey	Ruins	room_ruinsexit	
* But don't act so& cocky./	Flowey	Ruins	room_ruinsexit	
* I know what you did./	Flowey	Ruins	room_ruinsexit	
\E6* You murdered her./	Flowey	Ruins	room_ruinsexit	
\E7* And then you went& back^1, because you& regretted it./	Flowey	Ruins	room_ruinsexit	
* Ha ha ha ha.../	Flowey	Ruins	room_ruinsexit	
\E5* You naive idiot./	Flowey	Ruins	room_ruinsexit	
tor1				
tor2				
dogtimer				
d_noise				
* Hello^1!&* This is TORIEL./	Toriel (call)	Ruins	room_ruins6	
\E1* My errands are taking& longer than I thought& they would./	Toriel (call)	Ruins	room_ruins6	
\E1* You must wait 5 more& minutes./	Toriel (call)	Ruins	room_ruins6	
\E0* Thank you for being& patient./	Toriel (call)	Ruins	room_ruins6	
* Ring..\E1.\TT /	Cell phone	Ruins	room_ruins6	
* Hello..^1.&* This is TORIEL./	Toriel (call)	Ruins	room_ruins6	
\E1* I found what I was& looking for./	Toriel (call)	Ruins	room_ruins6	
* But before I could& take it.../	Toriel (call)	Ruins	room_ruins6	
* A small^1, white puppy& snatched it away./	Toriel (call)	Ruins	room_ruins6	
\E0* How odd./	Toriel (call)	Ruins	room_ruins6	
\E1* Do dogs even LIKE& flour?/	Toriel (call)	Ruins	room_ruins6	
\E8* Err^1, that is an& unrelated question^1,& of course./	Toriel (call)	Ruins	room_ruins6	
\E1* It will take a little& longer^1.&* Please understand./	Toriel (call)	Ruins	room_ruins6	
* (You hear heavy panting on& the other end of the& phone...)/	Narrator	Ruins	room_ruins6	

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Text	Character	Area	Room	How to get it ?
* Bark^1!&* Bark!/	Annoying Dog (call)	Ruins	room_ruins6	
* Bark..^1.&* Bark!/	Annoying Dog (call)	Ruins	room_ruins6	
* (You hear a distant voice.)/	Narrator	Ruins	room_ruins6	
\TT* Stop^1, please!/	Toriel (call)	Ruins	room_ruins6	
* Come back here with my& CELLPHONE!/	Toriel (call)	Ruins	room_ruins6	
* (Snore..^1. snore...)/	Annoying Dog (call)	Ruins	room_ruins6	
* (It sounds like a small^1,& white dog is sleeping on& the cell phone.)/	Narrator	Ruins	room_ruins6	
* (You hear a distant voice.)\TT/	Narrator	Ruins	room_ruins6	
* Hellooooo^1?&* Little puppy...?/	Toriel (call)	Ruins	room_ruins6	
* Where are you...?/	Toriel (call)	Ruins	room_ruins6	
* I will give you a nice pat& on the head!/	Toriel (call)	Ruins	room_ruins6	
\T0* (The snoring stops.)/	Narrator	Ruins	room_ruins6	
\TT* ... if you return my CELLPHONE./	Toriel (call)	Ruins	room_ruins6	
\T0* (The snoring resumes.)/	Narrator	Ruins	room_ruins6	
* (Achoo!)/	Annoying Dog (call)	Ruins	room_ruins6	
* (It sounds like a small^1,& white dog sneezing in its& sleep.)/	Narrator	Ruins	room_ruins6	
* Here^1, pup-pup-puppy!/	Toriel (call)	Ruins	room_ruins6	
* Oh dear^1, I should not keep& my guest waiting any longer./	Toriel (call)	Ruins	room_ruins6	
* ... Oh no^1, how long has it& been since I have talked to& them...?/	Toriel (call)	Ruins	room_ruins6	
* Perhaps they have been calling& the phone^1, and...?/	Toriel (call)	Ruins	room_ruins6	
* ... here^1, puppy!/	Toriel (call)	Ruins	room_ruins6	
* (Yawn...)/	Annoying Dog (call)	Ruins	room_ruins6	
* (Blink blink.)/	Annoying Dog (call)	Ruins	room_ruins6	
* (You hear a tired voice.)\TT/	Narrator	Ruins	room_ruins6	
* Doggie..^1.&* Here^1, doggie.../	Toriel (call)	Ruins	room_ruins6	
* Oh dear.../	Toriel (call)	Ruins	room_ruins6	
* I do wonder how they are.../	Toriel (call)	Ruins	room_ruins6	
fademusicout				
torielsong				
* How did you get& here^1, my child^1?&* Are you hurt?/	Toriel	Ruins	room_ruins19	
* Not a scratch..^1.&*\E0 Impressive^1!&*\E1 But still.../	Toriel	Ruins	room_ruins19	
* There^1, there^1, I will& heal you./	Toriel	Ruins	room_ruins19	
* Who did this to you^2?\E5 &* You will get an apology./	Toriel	Ruins	room_ruins19	
\E1* I should not have& left you alone& for so long./	Toriel	Ruins	room_ruins19	
* It was irresponsible& to try to surprise& you like this./	Toriel	Ruins	room_ruins19	
\E8* Err.../	Toriel	Ruins	room_ruins19	
\E0* Well^1, I suppose I& cannot hide it& any longer./	Toriel	Ruins	room_ruins19	
* Come^1, small one!/%%	Toriel	Ruins	room_ruins19	
torvolume				
* Oh dear^1, that took& longer than I& thought it would./%%	Toriel	Ruins	room_ruins19	
* Do you smell that^1?/	Toriel	Ruins	room_torhouse1	
* Surprise!/	Toriel	Ruins	room_torhouse1	
* It is a butterscotch-& cinnamon pie./	Toriel	Ruins	room_torhouse1	
* I thought we might& celebrate your& arrival./	Toriel	Ruins	room_torhouse1	
* I want you to have& a nice time living& here./	Toriel	Ruins	room_torhouse1	
* So I will hold off& on snail pie for& tonight./	Toriel	Ruins	room_torhouse1	
* Here^1, I have another& surprise for you./%%	Toriel	Ruins	room_torhouse1	
\E1* Er^1, I assume that& expression means you& do./	Toriel	Ruins	room_torhouse1	
\E0* S..^1. surprise!/	Toriel	Ruins	room_torhouse1	
* I have baked a snail& pie./	Toriel	Ruins	room_torhouse1	
\E1* So I.../	Toriel	Ruins	room_torhouse1	
\E0* Here^1, I have another& surprise for you./%%	Toriel	Ruins	room_torhouse1	
* This is it.../%%	Toriel	Ruins	room_torhouse3	
tiddywinkle				
ruff				
* Is something burning...?&* Um^1, make yourself& at home!/%%	Toriel	Ruins	room_torhouse3	
* A room of your own.&* I hope you like it!/%%	Toriel	Ruins	room_torhouse3	
* I think you should& play upstairs& instead./%%	Toriel	Ruins	room_basement1	
* It is dangerous& to play here./%%	Toriel	Ruins	room_basement1	
* It is drafty here.&* You will catch& a cold./%%	Toriel	Ruins	room_basement1	
* It is dusty here.&* You will catch& a cough./%%	Toriel	Ruins	room_basement1	
* There is nothing& to see here./%%	Toriel	Ruins	room_basement1	
* Do you want to& read a book?/%%	Toriel	Ruins	room_basement1	
\E7* I do not like& the game you& are playing./%%	Toriel	Ruins	room_basement1	
\E0* Why not go for& a walk in the& yard?/%%	Toriel	Ruins	room_basement1	
* Really now./%%	Toriel	Ruins	room_basement1	
\E4* .../%%	Toriel	Ruins	room_basement1	
* Hey^1, do not go down& here./	Toriel	Ruins	room_basement1	
* I have something& to show you& upstairs./%%	Toriel	Ruins	room_basement1	
* You wish to know how& to return "home,"& do you not?/	Toriel	Ruins	room_basement1	
* Ahead of us lies the& end of the RUINS./	Toriel	Ruins	room_basement1	
* A one-way exit to the& rest of the underground./	Toriel	Ruins	room_basement1	
* I am going to destroy& it./	Toriel	Ruins	room_basement1	
* No one will ever& be able to leave& again./	Toriel	Ruins	room_basement1	
* Now be a good child& and go upstairs./%%	Toriel	Ruins	room_basement1	
* Every human that falls& down here meets& the same fate./	Toriel	Ruins	room_basement2	
* I have seen it& again and again./	Toriel	Ruins	room_basement2	
* They come./	Toriel	Ruins	room_basement2	
* They leave./	Toriel	Ruins	room_basement2	
* They die./	Toriel	Ruins	room_basement2	
* You naive child..^1.&* If you leave the& RUINS.../	Toriel	Ruins	room_basement2	
\W* They..^1.&* \RASGORE\W..^1.&* Will kill you./	Toriel	Ruins	room_basement2	
* I am only protecting& you^1, do you understand?/	Toriel	Ruins	room_basement2	
* ... go to your room./%%	Toriel	Ruins	room_basement2	
* Do not try to stop me./	Toriel	Ruins	room_basement3	
* This is your final& warning./%%	Toriel	Ruins	room_basement3	
flames				
turts				
\E0* Goodbye^1, my child./%%	Toriel	Ruins	room_basement4	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E2* That is right./	Toriel	Ruins	room_basement4	
* Go upstairs./%%	Toriel	Ruins	room_basement4	
\E2* If you truly wish to& leave the RUINS.../	Toriel	Ruins	room_basement4	
* I will not stop you./	Toriel	Ruins	room_basement4	
\E2* However^1, when you& leave.../	Toriel	Ruins	room_basement4	
\E1* Please do not come& back./	Toriel	Ruins	room_basement4	
\E2* I hope you understand./%%	Toriel	Ruins	room_basement4	
* You want to leave& so badly?/	Toriel	Ruins	room_basement4	
\E6* Hmph./	Toriel	Ruins	room_basement4	
* You are just like& the others./	Toriel	Ruins	room_basement4	
\E7* There is only one& solution to this./	Toriel	Ruins	room_basement4	
* Prove yourself.../	Toriel	Ruins	room_basement4	
* Prove to me you& are strong enough& to survive./%%	Toriel	Ruins	room_basement4	
* Prove to me you& are strong enough& to survive!/	Toriel	Ruins	room_basement4	
\E6* ... wait./	Toriel	Ruins	room_basement4	
* ... why are you looking& at me like that?/	Toriel	Ruins	room_basement4	
* Like you have seen& a ghost./	Toriel	Ruins	room_basement4	
\E7* Do you know something& that I do not?/	Toriel	Ruins	room_basement4	
* No...&* That is impossible./%%	Toriel	Ruins	room_basement4	
* Prove to me that you& are.../	Toriel	Ruins	room_basement4	
\E1* Hey^1, let me finish%%	Toriel	Ruins	room_basement4	
* Already?/	Toriel	Ruins	room_basement4	
* What will it take& for you to learn& your lesson?/%%	Toriel	Ruins	room_basement4	
* (You noticed there was& a blue switch behind the& top pillar.)/%%	Narrator	Ruins	room_ruins15B	
\E1* You have not left& the room^1, have you?/	Toriel (call)	Ruins	room_ruins7	
* There are a few puzzles& ahead that I have& yet to explain./	Toriel (call)	Ruins	room_ruins7	
* It would be dangerous& to try to solve them& yourself./	Toriel (call)	Ruins	room_ruins7	
* Hello^1? Hello^1?&* This is TORIEL./	Toriel (call)	Ruins	room_ruins7	
* My apologies^1.&* A strange dog& kidnapped my phone./	Toriel (call)	Ruins	room_ruins7	
* So if you called^1, I& could not have helped& you./	Toriel (call)	Ruins	room_ruins7	
\E0* However^1, I have& recovered it./	Toriel (call)	Ruins	room_ruins7	
* And you are still in& that room^1, are you not?/	Toriel (call)	Ruins	room_ruins7	
* What a good child you& are./	Toriel (call)	Ruins	room_ruins7	
\E1* There are a few puzzles& ahead that I have& yet to explain./	Toriel (call)	Ruins	room_ruins7	
\E1* Be good^1, alright?/	Toriel (call)	Ruins	room_ruins7	
\E1* You do not DISLIKE& butterscotch^1, do you?/	Toriel (call)	Ruins	room_ruins9	
\E1* You do not DISLIKE& cinnamon^1, do you?/	Toriel (call)	Ruins	room_ruins9	
* I know what your& preference is^1, but.../	Toriel (call)	Ruins	room_ruins9	
* Would you turn up your& nose if you found& it on your plate?/	Toriel (call)	Ruins	room_ruins9	
* Right^1, right^1, I& understand./	Toriel (call)	Ruins	room_ruins9	
\E0* Thank you for being& patient^1, by the way./	Toriel (call)	Ruins	room_ruins9	
* Hello?/	Toriel (call)	Ruins	room_ruins9	
\E1* You do not have& any allergies^1, do& you?/	Toriel (call)	Ruins	room_ruins9	
* Huh^1?&* Why am I asking?/	Toriel (call)	Ruins	room_ruins9	
\E0* No reason..^1.&* No reason at all./	Toriel (call)	Ruins	room_ruins9	
touch				
\E1* I just realized that it& has been a while since& I have cleaned up./	Toriel (call)	Ruins	room_ruins13	
\E0* I was not expecting to& have company so soon./	Toriel (call)	Ruins	room_ruins13	
* There are probably a lot& of things lying about& here and there./	Toriel (call)	Ruins	room_ruins13	
* You can pick them up^1,& but do not carry more& than you need./	Toriel (call)	Ruins	room_ruins13	
* Someday you might see& something you really& like./	Toriel (call)	Ruins	room_ruins13	
* You will want to leave& room in your pockets& for that./	Toriel (call)	Ruins	room_ruins13	
\E1* I have a question./	Toriel (call)	Ruins	room_ruins9	
* You like things other& than butterscotch or& cinnamon^1, too.../	Toriel (call)	Ruins	room_ruins9	
* Do you not?/	Toriel (call)	Ruins	room_ruins9	
\E0* ..^1. oh^1, what am I& asking./	Toriel (call)	Ruins	room_ruins9	
* I will keep looking./%%	Toriel (call)	Ruins	room_ruins9	
push				
pathtravel				
ns				
destroyme				
read				
* You peek inside..^2.&* Scandalous!/	Narrator	Ruins	room_torielroom	
* It's TORIEL's sock drawer./%%	Narrator	Ruins	room_torielroom	
* You can't stop looking& at the socks./%%	Narrator	Ruins	room_torielroom	
Idealvolume				
curvol1				
curvol2				
audio_sound_get_track_position				
crumblebaby				
audio_sound_set_track_position				
jump				
^1, please.../	Asgore	Ruins	room_asrielroom	
* Wake up!/	Asgore	Ruins	room_asrielroom	
* You are the future& of humans and& monsters.../%%	Asgore	Ruins	room_asrielroom	
* (It felt strange to lie& in the bed.)/	Narrator	Ruins	room_asrielroom	
* (It feels entirely too& small for you now.)/%%	Narrator	Ruins	room_asrielroom	
horizon				
ceiling				
orx				
srx				
* You send the line back out./%%	Narrator	Snowdin	room_tundra3A	
* (Someone's been smoking& dog treats.)/%%	Narrator	Snowdin	room_tundra5	
* (It's a squeaky chew toy.)/%%	Narrator	Snowdin	room_tundra_garage	
* (It's too small to sleep& on.)/%%	Narrator	Snowdin	room_tundra_garage	
* (Unfortunately^1, it's just& dry food.)/%%	Narrator	Snowdin	room_tundra_garage	
* (There's a hot dog cut up& into the kibble.)/%%	Narrator	Snowdin	room_tundra_garage	
* (It's a lump of snow with the& word 'sans' written on it& in red marker.)/%%	Narrator	Snowdin	room_tundra_icehole	
* (It's a snow Papyrus.)/%%	Narrator	Snowdin	room_tundra_icehole	

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Text	Character	Area	Room	How to get it ?
* (What a tiny doghouse!)/%%	Narrator	Snowdin	room_tundra_poffzone	
* (It must be bigger on the& inside.)/%%	Narrator	Snowdin	room_tundra_poffzone	
* It's a snow poff./%%	Narrator	Snowdin	room_tundra_poffzone	
* And this..^1.&* Is a snow poff./%%	Narrator	Snowdin	room_tundra_poffzone	
* This^1, however^1, is a snow poff./%%	Narrator	Snowdin	room_tundra_poffzone	
* Surprisingly^1, it's a snow poff./%%	Narrator	Snowdin	room_tundra_poffzone	
* Snow poff.../%%	Narrator	Snowdin	room_tundra_poffzone	
* Is it really a snow poff?/%%	Narrator	Snowdin	room_tundra_poffzone	
* Behold^1!&* A snow poff./%%	Narrator	Snowdin	room_tundra_poffzone	
* What's this called?/%%	Narrator	Snowdin	room_tundra_poffzone	
* Eh^1?&* There's 30 G inside& this..^1. what is this?/%%	Narrator	Snowdin	room_tundra_poffzone	
* (It looks like a snow ball...)/	Narrator	Snowdin	room_tundra8	
* (Actually^1, it's a& snowdecahedron.)/%%	Narrator	Snowdin	room_tundra8	
* (It's a snow ball.)/%%	Narrator	Snowdin	room_tundra8	
* (The machine isn't working.)/%%	Narrator	Snowdin	room_tundra_randoblock	
* (It's a plate of frozen& spaghetti.)/	Narrator	Snowdin	room_tundra_spaghetti	
* (It's so cold^1, it's stuck& to the table...)/%%	Narrator	Snowdin	room_tundra_spaghetti	
* (It's a plate of lukewarm& spaghetti.)/	Narrator	Snowdin	room_tundra_spaghetti	
* (Seems like something tried& eating it and just..^1.)&* (Gave up.)/%%	Narrator	Snowdin	room_tundra_spaghetti	
* (It's an unplugged microwave.)/	Narrator	Snowdin	room_tundra_spaghetti	
* (All of the settings& say "spaghetti.")/%%	Narrator	Snowdin	room_tundra_spaghetti	
* It's a note from Papyrus.../	Narrator	Snowdin	room_tundra_spaghetti	
HUMAN!^1!&PLEASE ENJOY THIS&SPAGHETTI./	Papyrus (note)	Snowdin	room_tundra_spaghetti	
(LITTLE DO YOU KNOW^1,&THIS SPAGHETTI IS&A TRAP...)/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
(DESIGNED TO ENTICE&YOU!!!)/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
(YOU'LL BE SO BUSY&EATING IT...)/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
(THAT YOU WON'T&REALIZE THAT YOU&AREN'T PROGRESSING!!)/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
(THOROUGHLY JAPED&AGAIN BY THE GREAT&PAPYRUS!!!)/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
& NYEH-HEH-HEH^1,& PAPYRUS/%%	Papyrus (note)	Snowdin	room_tundra_spaghetti	
SEEING AS THIS&SPAGHETTI IS STILL&HERE SOMEHOW.../	Papyrus (note)	Snowdin	room_tundra_spaghetti	
I HEREBY DONATE IT&TO THE PUBLIC./	Papyrus (note)	Snowdin	room_tundra_spaghetti	
IT'S LIKE A&PLAYGROUND FOR&YOUR MOUTH!/	Papyrus (note)	Snowdin	room_tundra_spaghetti	
* It's illegible chicken& scratch./%%	Narrator	Snowdin	room_tundra_randoblock	
WHAT!^1?&THAT'S IMPOSSIBLE./%%	Papyrus (note)	Snowdin	room_tundra_garage	
SORRY^1, I HAVE TO LOCK&YOU IN THE GUEST ROOM&UNTIL UNDYNE ARRIVES./	Papyrus (note)	Snowdin	room_tundra_garage	
FEEL FREE TO MAKE&YOURSELF AT HOME!!!/	Papyrus (note)	Snowdin	room_tundra_garage	
REFRESHMENTS AND&ACCOMODATIONS HAVE&BEEN PROVIDED./	Papyrus (note)	Snowdin	room_tundra_garage	
& - NYEHFULLY YOURS^1,& PAPYRUS/%%	Papyrus (note)	Snowdin	room_tundra_garage	
PLEASE ASK BEFORE&YOU ESCAPE!!!/	Papyrus (note)	Snowdin	room_tundra_garage	
WHEN YOU WENT&MISSING I GOT&WORRIED SICK!!!/	Papyrus (note)	Snowdin	room_tundra_garage	
- SLIGHTLY& BONETROUSLED^1,& PAPYRUS/%%	Papyrus (note)	Snowdin	room_tundra_garage	
IF YOU'RE JUST&LOOKING FOR A&PLACE TO STAY.../	Papyrus (note)	Snowdin	room_tundra_garage	
JUST ASK!!^1!&YOU DON'T NEED&TO FIGHT ME!!!/	Papyrus (note)	Snowdin	room_tundra_garage	
& - YOUR HOST^1,& PAPYRUS/%%	Papyrus (note)	Snowdin	room_tundra_garage	
* (This note is written& very oddly^1, as if the paper was& moving while it was written.)/	Narrator	Snowdin	room_tundra5	
* (It says...^1)&* (Out to lunch...?)/%%	Narrator	Snowdin	room_tundra5	
* (Shoot the opposing ship!^1)&* (Move the boxes to complete& your mission.)/%%	Note	Hotland	room_fire_shootguy_1, room_fire_shootguy_2	
* (Shoot the opposing ship!^1)&* (You have just one shot.)/%%	Note	Hotland	room_fire_shootguy_3, room_fire_shootguy_4	
* (Hey^1!)/	Note	Hotland	room_fire_hotelfront_2	
* (Go up the creepy alleyway& on the right for some& great deals!)/%%	Note	Hotland	room_fire_hotelfront_2	
* There's some narration on this& cardboard box./	Narrator	Snowdin	room_tundra4	
YOU OBSERVE THE&WELL-CRAFTED&SENTRY STATION./	Papyrus (note)	Snowdin	room_tundra4	
WHO COULD HAVE&BUILT THIS^1, YOU&PONDER.../	Papyrus (note)	Snowdin	room_tundra4	
I BET IT WAS&THAT VERY FAMOUS&ROYAL GUARDSMAN!/	Papyrus (note)	Snowdin	room_tundra4	
(NOTE: NOT YET A&VERY FAMOUS&ROYAL GUARDSMAN^1.)/%%	Papyrus (note)	Snowdin	room_tundra4	
(NOTE: NOT YET A&VERY FAMOUS&ROYAL GUARDSMAN^1.)/	Papyrus (note)	Snowdin	room_tundra4	
(UPDATE: AM I A&ROYAL GUARDSMAN&YET???)/%%	Papyrus (note)	Snowdin	room_tundra4	
* These instructions& are written in& chicken scratch./%%	Narrator	Snowdin	room_tundra_randoblock	
* It's some sort of checkpoint& or sentry-station./	Narrator	Snowdin	room_tundra2	
* But there are bottles of& ketchup^1, mustard^1, and relish& sitting inside.../%%	Narrator	Snowdin	room_tundra2	
* I don't understand why& these aren't selling.../	Nice Cream Guy	Snowdin	room_tundra8	
* It's the perfect weather& for something cold.../%%	Nice Cream Guy	Snowdin	room_tundra8	
* You must have something better to do than read this message./%%	Narrator			
* I relocated my store^1, but& there are still no& customers.../%%	Nice Cream Guy	Waterfall	room_water_nicecream	
* I thought for sure if I& went to Hotland^1, I'd sell& some Nice Creams./	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* But nobody wants them^1.&* Everyone's just eating& Starfaits and Glamburgers./	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* So!!!/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* I'm so happy!^1!&* Nice Cream is really& changing the world!!/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Hey^1!&* It's you again^1!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Business is excellent here^1!&* These two fellas bought& ALL my ice cream!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* I've actually sold out of& everything!!!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* ... sorry./	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* Wait^1!&* I've still got something& for you!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* ... a big smile^1!&* How about that!/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* I'm so excited to sell& Nice Cream on the surface!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* If all humans are like you^1,& then...!/	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* ... then I'll still be& able to sell to monsters^1,& I hope./%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* If all humans are like you^1,& I think it'll be a modest& success!/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* If all humans are like you^1,& I think it'll be really& popular!/%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
* OH!!!^1!&* A CUSTOMER!!!/%%	Nice Cream Guy	Snowdin	room_tundra8	
* Fortunately^1, I've thought& of a solution!!/	Nice Cream Guy	Waterfall	room_water_nicecream	
* Punch cards!!/	Nice Cream Guy	Waterfall	room_water_nicecream	
* Every time you buy a& Nice Cream^1, you can take a& punch card from the box./	Nice Cream Guy	Waterfall	room_water_nicecream	
* If you have 3 cards^1, you& can trade them for a& free Nice Cream!/	Nice Cream Guy	Waterfall	room_water_nicecream	
* They're sure to get the& customers to come back!/%%	Nice Cream Guy	Waterfall	room_water_nicecream	
* Anyway.../%%	Nice Cream Guy			
* I'm having a going out of& business sale./%%	Nice Cream Guy	Hotland	room_fire_hotelfront_1	
cancel				
nightmare				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
fn				
draw_me				
* Oh^1?&* About that piece I gave you?/	Snowman	Snowdin	room_tundra6A	
* ... I never gave you anything./%%	Snowman	Snowdin	room_tundra6A	
* Ah..^1. I can feel that piece& of me has been well taken& care of./	Snowman	Snowdin	room_tundra6A	
* Hmmm...^1?&* The barrier's opened up?/	Snowman	Snowdin	room_tundra6A	
* Hmmm..^1.&* Then^1, if it's not too much& to ask.../	Snowman	Snowdin	room_tundra6A	
* ... could you take that& piece of me to the surface?/	Snowman	Snowdin	room_tundra6A	
* I would really appreciate& it./%%	Snowman	Snowdin	room_tundra6A	
* So^1, did you take that& piece of me very far& away...?/	Snowman	Snowdin	room_tundra6A	
* Where's the piece!?/%%	Snowman	Snowdin	room_tundra6A	
* Ah^1, the barrier's open...?/	Snowman	Snowdin	room_tundra6A	
* You know I cannot move^1.&* Why are you telling me^1?&* To mock me?/	Snowman	Snowdin	room_tundra6A	
* Everyone may think you are a& good person^1, but this snowman& knows the truth./	Snowman	Snowdin	room_tundra6A	
* Someday^1, your friends will& realize your heart is as& cold as my butt./%%	Snowman	Snowdin	room_tundra6A	
* (You're carrying too many& items.)/%%	Narrator	Snowdin	room_tundra6A	
* Hello^1.&* I am a snowman^1.&* I cannot move./	Snowman	Snowdin	room_tundra6A	
* Traveller^1, if you could.../	Snowman	Snowdin	room_tundra6A	
* (You got the Snowman Piece.)/%%	Narrator	Snowdin	room_tundra6A	
* Oh me^1, oh my^1.&* What are you doing?/	Snowman	Snowdin	room_tundra6A	
* Soon there won't be any& of me left.../	Snowman	Snowdin	room_tundra6A	
* Stop..^1.&* Please.../	Snowman	Snowdin	room_tundra6A	
* (A useless pile of snow.)/%%	Narrator	Snowdin	room_tundra6A	
* Seems like the base of a& snowdog./%%	Narrator	Snowdin	room_tundra_lesserdog	
* It's a pile of mushy snow./%%	Narrator	Snowdin	room_tundra_lesserdog	
* This dog is staring blankly& into the snow^1, waiting for& it to turn into art./%%	Narrator	Snowdin	room_tundra_lesserdog	
* It's the broken head of& a snowdog./%%	Narrator	Snowdin	room_tundra_lesserdog	
noke				
man				
fog_alpha				
fog_x				
fog_r				
tfr				
poffed				
vic				
xplot				
justdoit				
finaly				
sd_noise				
snap				
broken				
* (It's a tough-looking branch.)&* (It's too heavy to pick up.)/%%	Narrator	Snowdin	room_tundra2	
* (It's been smashed like it& was nothing...)/%%	Narrator	Snowdin	room_tundra2	
gert				
snowx				
snowy				
dodraw				
moveme				
xcurrent				
* Just a conveniently-shaped& lamp./%%	Narrator	Snowdin	room_tundra2	
* actually^1, hey..^1.&* hate to bother ya^1, but& can you do me a favor?/	Sans	Snowdin	room_tundra2	
* i was thinking..^1.&* my brother's been& kind of down lately.../	Sans	Snowdin	room_tundra2	
* he's never seen a human& before^1. and seeing you& might just make his day./	Sans	Snowdin	room_tundra2	
* don't worry^1, he's not& dangerous./	Sans	Snowdin	room_tundra2	
\E1* even if he tries to be./	Sans	Snowdin	room_tundra2	
\E0* thanks a million^1.&* I'll be up ahead./%%	Sans	Snowdin	room_tundra2	
\E0* well^1, I'll be straight-& forward with you./	Sans	Snowdin	room_tundra2	
\E1* my brother'd really& like to see a human.../	Sans	Snowdin	room_tundra2	
\E2* so^1, y'know^1, it'd& really help me out.../	Sans	Snowdin	room_tundra2	
\E1* if you kept pretending& to be one./%%	Sans	Snowdin	room_tundra2	
look				
spinagain				
SO^1, AS I&WAS SAYING&ABOUT UNDYNE./%%	Papyrus	Snowdin	room_tundra4	
\E2SO SANS^1!&WHEN'S THE HUMAN&SHOWING UP????/	Papyrus	Snowdin	room_tundra4	
\E3I WANT TO LOOK&MY SUNDAY BEST.../	Papyrus	Snowdin	room_tundra4	
\E0OR AT LEAST MY&TUESDAY&PRETTY-GOOD./	Papyrus	Snowdin	room_tundra4	
\E1* don't you only have& one outfit?/	Sans	Snowdin	room_tundra4	
\E2YEAH^1, BUT I COULD&STYLE MY HAIR!/	Papyrus	Snowdin	room_tundra4	
\E0* oh^1. right^1.&* good idea./	Sans	Snowdin	room_tundra4	
\E1* say^1, why don't you& look over there?/%%	Sans	Snowdin	room_tundra4	
xobicon				
SANS!!&OH MY GOD!!&IS THAT.../	Papyrus	Snowdin	room_tundra4	
A HUMAN!?!?&!??!?!/%%	Papyrus	Snowdin	room_tundra4	
A HUMAN!?!?&!??!?!/	Papyrus	Snowdin	room_tundra4	
AND IT LOOKS SO&FAMILIAR...!!!/%%	Papyrus	Snowdin	room_tundra4	
\E0SANS!!^1!&OH MY GOD!!!!/	Papyrus	Snowdin	room_tundra4	
\E3I'M DIZZY^1.&WHAT AM I LOOKING&AT?/	Papyrus	Snowdin	room_tundra4	
\E1* behold./%%	Sans	Snowdin	room_tundra4	
view_object				
* uhhhh.../	Sans	Snowdin	room_tundra4	
\E1* actually^1, i think that's& a rock./%%	Sans	Snowdin	room_tundra4	
* uhhhh..^1.&* i think it looks& familiar.../	Sans	Snowdin	room_tundra4	
\E1* because it's a rock?/%%	Sans	Snowdin	room_tundra4	
\E0OH MY GOD!!!/%%	Papyrus	Snowdin	room_tundra4	
OH^1./%%	Papyrus	Snowdin	room_tundra4	
WHY ARE YOU&TELLING ME TO&LOOK AT A ROCK./%%	Papyrus	Snowdin	room_tundra4	
* hey^1, what's that in& front of the rock?/%%	Sans	Snowdin	room_tundra4	
OH MY GOD!!!/%%	Papyrus	Snowdin	room_tundra4	
(IS... IS THAT&A HUMAN)/%%	Papyrus	Snowdin	room_tundra4	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
I HAVE NO IDEA&WHAT THAT IS./%%	Papyrus	Snowdin	room_tundra4	
(yes)/%%	Sans	Snowdin	room_tundra4	
* well^1.&* it's not a rock./%%	Sans	Snowdin	room_tundra4	
OH MY GOD!!!/	Papyrus	Snowdin	room_tundra4	
SANS!&I FINALLY&DID IT!!/	Papyrus	Snowdin	room_tundra4	
UNDYNE WILL.../	Papyrus	Snowdin	room_tundra4	
I'M GONNA.../	Papyrus	Snowdin	room_tundra4	
I'LL BE SO.../	Papyrus	Snowdin	room_tundra4	
POPULAR!!^1!&POPULAR!!^1!&POPULAR!!^1!/	Papyrus	Snowdin	room_tundra4	
\E3..^1.'AHEM'/	Papyrus	Snowdin	room_tundra4	
\E1HUMAN^1! YOU&SHALL NOT PASS&THIS AREA!/	Papyrus	Snowdin	room_tundra4	
I^1, THE GREAT&PAPYRUS^1, WILL&STOP YOU!!!/	Papyrus	Snowdin	room_tundra4	
I WILL THEN&CAPTURE YOU!/	Papyrus	Snowdin	room_tundra4	
YOU WILL BE&DELIVERED TO&THE CAPITAL!/	Papyrus	Snowdin	room_tundra4	
THEN..^1.&THEN!!^1!/	Papyrus	Snowdin	room_tundra4	
\E3I'M NOT SURE&WHAT'S NEXT./	Papyrus	Snowdin	room_tundra4	
\E1IN ANY CASE!/	Papyrus	Snowdin	room_tundra4	
CONTINUE...&ONLY IF YOU&DARE!!!/%%	Papyrus	Snowdin	room_tundra4	
\E3NOT A ROCK...?/	Papyrus	Snowdin	room_tundra4	
\E0OH NO!!^1!&BY PROCESS OF&ELIMINATION!!!/	Papyrus	Snowdin	room_tundra4	
\E0THAT MEANS IT'S&A HUMAN!!!/	Papyrus	Snowdin	room_tundra4	
\E3AHEM!^1!&HUMAN!!/	Papyrus	Snowdin	room_tundra4	
\E4PREPARE YOURSELF!^1!&FOR HIGH JINKS^1!&FOR LOW JINKS!/	Papyrus	Snowdin	room_tundra4	
DANGERS^1!&PUZZLES^1!&CAPERS^1! JAPERS!/	Papyrus	Snowdin	room_tundra4	
BEING CAPTURED!^1!&AND OTHER SORTS OF&FUN ACTIVITIES./	Papyrus	Snowdin	room_tundra4	
REFRESHMENTS WILL&BE PROVIDED.../	Papyrus	Snowdin	room_tundra4	
IF YOU DARE!/%%	Papyrus	Snowdin	room_tundra4	
NYEH HEH HEH&HEH HEH HEH&HEH HEH!!!/%%	Papyrus	Snowdin	room_tundra4	
ppp				
* well^1, that went well./	Sans	Snowdin	room_tundra4	
* don't sweat it^1, kid./	Sans	Snowdin	room_tundra4	
\E2* I'll keep an eyesocket& out for ya./%%	Sans	Snowdin	room_tundra4	
* ...and you don't even& bat an eye^1, huh?/%%	Sans	Snowdin	room_tundra4	
scr_tempsave				
mygrey				
garfield				
rando				
randofactor				
finalrando				
kingrando				
computersound				
shocking				
memoryx				
memoryy				
onhead				
mcmove				
YOU'RE SO&LAZY!!/	Papyrus	Snowdin	room_tundra7	
YOU WERE&NAPPING&ALL NIGHT!!/	Papyrus	Snowdin	room_tundra7	
* i think that's called.../	Sans	Snowdin	room_tundra7	
\E1* sleeping./	Sans	Snowdin	room_tundra7	
EXCUSES^1,&EXCUSES!/%%	Papyrus	Snowdin	room_tundra7	
REALLY THOUGH!!^1!&THAT HUMAN!!!/	Papyrus	Snowdin	room_tundra7	
\E2DO I KNOW THAT&PERSON???/	Papyrus	Snowdin	room_tundra7	
* do you not know.../	Sans	Snowdin	room_tundra7	
\E1* who you know?/	Sans	Snowdin	room_tundra7	
PBPBPPBPT!!/	Papyrus	Snowdin	room_tundra7	
OF COURSE I KNOW&WHO I KNOW!!/	Papyrus	Snowdin	room_tundra7	
I WANTED TO KNOW IF&YOU KNOW.../	Papyrus	Snowdin	room_tundra7	
I KNOW WHO I KNOW&AS MUCH AS I KNOW&I KNOW WHO I KNOW!/	Papyrus	Snowdin	room_tundra7	
\E2...YOU KNOW?/%%	Papyrus	Snowdin	room_tundra7	
OH-HO^1!&THE HUMAN&ARRIVES!/	Papyrus	Snowdin	room_tundra7	
OH-HO^1!&SPEAK OF THE DEVIL!/	Papyrus	Snowdin	room_tundra7	
IN ORDER TO&STOP YOU^1.../	Papyrus	Snowdin	room_tundra7	
MY BROTHER AND&I HAVE CREATED&SOME PUZZLES!/	Papyrus	Snowdin	room_tundra7	
I THINK YOU&WILL FIND&THIS ONE.../	Papyrus	Snowdin	room_tundra7	
\E2QUITE&SHOCKING!!!/	Papyrus	Snowdin	room_tundra7	
\E0FOR YOU SEE^1,&THIS IS THE&INVISIBLE.../	Papyrus	Snowdin	room_tundra7	
ELECTRICITY&MAZE!!!/	Papyrus	Snowdin	room_tundra7	
WHEN YOU TOUCH&THE WALLS OF&THIS MAZE./	Papyrus	Snowdin	room_tundra7	
THIS ORB WILL&ADMINISTER A&HEARTY ZAP!/	Papyrus	Snowdin	room_tundra7	
\E2SOUND LIKE&FUN???/	Papyrus	Snowdin	room_tundra7	
BECAUSE!/	Papyrus	Snowdin	room_tundra7	
THE AMOUNT OF&FUN YOU WILL&PROBABLY HAVE./	Papyrus	Snowdin	room_tundra7	
\E3IS ACTUALLY&RATHER SMALL&I THINK./	Papyrus	Snowdin	room_tundra7	
\E0OK^1, YOU CAN&GO AHEAD NOW./%%	Papyrus	Snowdin	room_tundra7	
SANS!!^1!&WHAT DID YOU&DO?!?!/%%	Papyrus	Snowdin	room_tundra7	
* i think the human& has to hold the orb./%%	Sans	Snowdin	room_tundra7	
OH^1, OKAY./%%	Papyrus	Snowdin	room_tundra7	
crunchybunchy				
stepmake				
HOLD THIS PLEASE!/%%	Papyrus	Snowdin	room_tundra7	
OKAY^1, TRY NOW!/%%	Papyrus	Snowdin	room_tundra7	
\E1INCREDIBLE!!&YOU SLIPPERY&SNAIL!!/	Papyrus	Snowdin	room_tundra7	
\E3YOU SOLVED IT&SO EASILY..^1.&TOO EASILY!/	Papyrus	Snowdin	room_tundra7	
\E0HOWEVER!!/	Papyrus	Snowdin	room_tundra7	
THE NEXT&PUZZLE WILL&NOT BE EASY!/	Papyrus	Snowdin	room_tundra7	
IT IS DESIGNED&BY MY BROTHER^1,&SANS!/	Papyrus	Snowdin	room_tundra7	
YOU WILL&SURELY BE&CONFOUNDED!/	Papyrus	Snowdin	room_tundra7	
I KNOW I AM!/	Papyrus	Snowdin	room_tundra7	

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Text	Character	Area	Room	How to get it ?
NYEH HEH HEH&HEH HEH!!/%%	Papyrus	Snowdin	room_tundra7	
hhh				
\E5FOR YOU SEE^1,&THIS IS..^1.&THE^1, INVISIBLE.../%%	Papyrus	Snowdin	room_tundra7	
\E5UHHHHHHH...?/	Papyrus	Snowdin	room_tundra7	
\E3HMMM..^1. YOU MUST&BE HAVING&CULTURE SHOCK./	Papyrus	Snowdin	room_tundra7	
\E0YOU SEE^1, WHERE I&COME FROM^1, IT'S&A LOVING TRADITION./	Papyrus	Snowdin	room_tundra7	
TO SUFFER THROUGH&HORRIBLE PUZZLES&FOR NO REASON./	Papyrus	Snowdin	room_tundra7	
\E5SO^1, UH^1, JUST&WALK BACK THERE^1,&AND.../	Papyrus	Snowdin	room_tundra7	
\E3SIGH.../	Papyrus	Snowdin	room_tundra7	
\E3WHY COULDN'T WE GET&A HUMAN THAT LIKES&PUZZLES???/%%	Papyrus	Snowdin	room_tundra7	
HUMAN!!^1!&I HOPE YOU'RE&READY FOR.../%%	Papyrus	Snowdin	room_tundra9	
SANS!^1!&WHERE'S THE&PUZZLE!!!/	Papyrus	Snowdin	room_tundra9	
* it's right there^1.&* on the ground./	Sans	Snowdin	room_tundra9	
\E1* trust me^1.&* there's no way they can& get past this one./%%	Sans	Snowdin	room_tundra9	
\E1* trust me^1.&* there's no way they'll& skip this one./%%	Sans	Snowdin	room_tundra9	
WHAT THE HECK!!^1!&THEY DIDN'T SKIP&IT!?!?/	Papyrus	Snowdin	room_tundra9	
* i'm tellin' ya^1.&* everyone likes word& searches./	Sans	Snowdin	room_tundra9	
I CAN'T WORK IN&THIS ENVIRONMENT!!/%%	Papyrus	Snowdin	room_tundra9	
SANS!!^1!&THAT DID NOTHING!!!/	Papyrus	Snowdin	room_tundra9	
\E2* knew i should have& put down junior jumble& instead./	Sans	Snowdin	room_tundra9	
WHAT?!^1?&JUNIOR JUMBLE!?/	Papyrus	Snowdin	room_tundra9	
\E0FINALLY^1, SOMETHING&WE CAN BOTH&AGREE ON./%%	Papyrus	Snowdin	room_tundra9	
IT WAS MADE&BY THE GREAT.../%%	Papyrus	Snowdin	room_tundra_randoblock	
dddd				
\E3... ARE YOU&SERIOUS?/	Papyrus	Snowdin	room_tundra_randoblock	
\E1SANS!!^1!&HELP!!!/	Papyrus	Snowdin	room_tundra_randoblock	
THEY KEEP WALKING&THROUGH MY PUZZLES!/	Papyrus	Snowdin	room_tundra_randoblock	
\E3THEY'RE SUPPOSED&TO LET ME&EXPLAIN THEM./	Papyrus	Snowdin	room_tundra_randoblock	
\E0THEN THREATEN AND&BAFFLE THEM WITH&DANGEROUS JAPES./	Papyrus	Snowdin	room_tundra_randoblock	
* well^1, maybe they& don't like japes./	Sans	Snowdin	room_tundra_randoblock	
EVERYONE LIKES&JAPES!!!/	Papyrus	Snowdin	room_tundra_randoblock	
* what about undyne^1?&* doesn't she hate& puzzles?/	Sans	Snowdin	room_tundra_randoblock	
SHE HATES PUZZLES^1.&BUT SHE LOVES&JAPES./	Papyrus	Snowdin	room_tundra_randoblock	
* that makes sense./	Sans	Snowdin	room_tundra_randoblock	
HUMAN!^1!&WHAT DO YOU&THINK!?/	Papyrus	Snowdin	room_tundra_randoblock	
PUZZLES OR JAPES?/	Papyrus	Snowdin	room_tundra_randoblock	
OKAY^1, THIS IS&NORMALLY THE&PART./	Papyrus	Snowdin	room_tundra_randoblock	
WHERE YOU EITHER&AGREE OR DISAGREE./	Papyrus	Snowdin	room_tundra_randoblock	
AND DEPENDING ON&YOUR ANSWER./	Papyrus	Snowdin	room_tundra_randoblock	
\E0WE SAY SOMETHING&GREAT IN RESPONSE./	Papyrus	Snowdin	room_tundra_randoblock	
\E0HERE^1, WHY DON'T&YOU DO THIS&PUZZLE YOURSELF./%%	Papyrus	Snowdin	room_tundra_randoblock	
p2				
HUMAN!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E3HMMM..^1.&HOW DO I SAY&THIS.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E0YOU WERE TAKING A&LONG TIME TO&ARRIVE^1, SO.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
I DECIDED TO&IMPROVE THIS&PUZZLE.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
BY ARRANGING THE&SNOW TO LOOK MORE&LIKE MY FACE./	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E3UNFORTUNATELY^1,&THE SNOW FROZE&TO THE GROUND./	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E1NOW THE SOLUTION&IS DIFFERENT!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
AND^1,AS USUAL^1, MY&LAZY BROTHER IS&NOWHERE AROUND./	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E3I SUPPOSE WHAT&I AM SAYING&IS.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E0WORRY NOT^1, HUMAN!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
I^1, THE GREAT&PAPYRUS^1, WILL SOLVE&THIS CONUNDRUM!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
THEN WE CAN BOTH&PROCEED!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
MEANWHILE^1, FEEL&FREE TO TRY THE&PUZZLE YOURSELF!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
I'LL TRY NOT TO&GIVE AWAY THE&ANSWER!!!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
p3				
WOW!!^1!&YOU SOLVED IT!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
AND YOU DID IT&ALL WITHOUT MY&HELP.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
MY ADVICE HELPED^1!&IT REALLY HELPED&YOU!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
p4				
INCREDIBLE^1!&I'M IMPRESSED!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
YOU MUST CARE&ABOUT PUZZLES&LIKE I DO!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
WELL^1, I'M SURE&YOU'LL LOVE THE&NEXT PUZZLE THEN!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
IT MIGHT EVEN&BE TOO EASY FOR&YOU!!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
NYEH^1!&HEH HEH^1!&HEHEHEH!!!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
HUMAN!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
tamera				
THIS IS YOUR FINAL&AND MOST DANGEROUS&CHALLENGE!/	Papyrus	Snowdin	room_tundra_dangerbridge	
BEHOLD^1!&THE GAUNTLET OF&DEADLY TERROR!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
dtrapa				
dcannon				
dspear1				
dspear2				
dspike				
ddog				
WHEN I SAY THE&WORD^1, IT WILL&FULLY ACTIVATE!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
CANNONS WILL FIRE^1!&SPIKES WILL SWING^1!&BLADES WILL SLICE^1!/	Papyrus	Snowdin	room_tundra_dangerbridge	
EACH PART WILL&SWING VIOLENTLY&UP AND DOWN!/	Papyrus	Snowdin	room_tundra_dangerbridge	
ONLY THE TINIEST&CHANCE OF VICTORY&WILL REMAIN!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
ARE YOU READY!?/	Papyrus	Snowdin	room_tundra_dangerbridge	
I!/	Papyrus	Snowdin	room_tundra_dangerbridge	
AM!/	Papyrus	Snowdin	room_tundra_dangerbridge	
ABOUT!/	Papyrus	Snowdin	room_tundra_dangerbridge	
TO DO IT!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
* well^1?&* what's the holdup?/	Sans	Snowdin	room_tundra_dangerbridge	
HOLDUP!^1?&WHAT HOLDUP!?/	Papyrus	Snowdin	room_tundra_dangerbridge	
I'M..^1.&I'M ABOUT TO&ACTIVATE IT NOW!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
* that^1, uh^1, doesn't look& very activated./	Sans	Snowdin	room_tundra_dangerbridge	

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WELL!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
THIS CHALLENGE!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
\E3IT SEEMS.../	Papyrus	Snowdin	room_tundra_dangerbridge	
MAYBE..^1. TOO EASY&TO DEFEAT THE&HUMAN WITH./	Papyrus	Snowdin	room_tundra_dangerbridge	
\E1YEAH^1!&WE CAN'T USE&THIS ONE!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
I AM A SKELETON&WITH STANDARDS!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
MY PUZZLES ARE&VERY FAIR!/	Papyrus	Snowdin	room_tundra_dangerbridge	
AND MY TRAPS ARE&EXPERTLY COOKED!/	Papyrus	Snowdin	room_tundra_dangerbridge	
BUT THIS METHOD&IS TOO DIRECT^1!&NO CLASS AT ALL!/	Papyrus	Snowdin	room_tundra_dangerbridge	
\E0AWAY IT GOES!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
\E3... THEY'RE PROBABLY&GOING TO WALK&THROUGH IT./	Papyrus	Snowdin	room_tundra_dangerbridge	
AND IT WON'T BE&ANY FUN AT ALL./	Papyrus	Snowdin	room_tundra_dangerbridge	
* hmmm...&* so this human thing& was a bust^1, huh?/	Sans	Snowdin	room_tundra_dangerbridge	
WELL^1. I MEAN^1.&I'M EXCITED TO&CAPTURE THEM./	Papyrus	Snowdin	room_tundra_dangerbridge	
\E0SO I'LL BECOME&A FAMOUS ROYAL&GUARDSMAN!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
\E3BUT ALL THE TIME&I PUT INTO THESE&PUZZLES.../	Papyrus	Snowdin	room_tundra_dangerbridge	
IT'S KIND OF LIKE&THROWING A&BIRTHDAY PARTY.../	Papyrus	Snowdin	room_tundra_dangerbridge	
* without traps and fire?/	Sans	Snowdin	room_tundra_dangerbridge	
EXACTLY!^1!&IT'S POINTLESS!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
\E3MAYBE YOU WERE&RIGHT TO BE LAZY&ABOUT PUZZLES./	Papyrus	Snowdin	room_tundra_dangerbridge	
* me^1?&* right about something^1?&* really?/	Sans	Snowdin	room_tundra_dangerbridge	
\E0YEAH!^1!&WHAT AM I SAYING!/	Papyrus	Snowdin	room_tundra_dangerbridge	
YOU'RE STILL&COMPLETELY WRONG!/	Papyrus	Snowdin	room_tundra_dangerbridge	
I JUST HAVE THE&WRONG AUDIENCE!/	Papyrus	Snowdin	room_tundra_dangerbridge	
THINK ABOUT HOW&MUCH FUN UNDYNE&WOULD HAVE HERE!/	Papyrus	Snowdin	room_tundra_dangerbridge	
FLAMES^1, VIOLENCE^1.&IT'S RIGHT UP HER&ALLEY!/	Papyrus	Snowdin	room_tundra_dangerbridge	
SO I WON'T WASTE&THIS PUZZLE ON&YOU./	Papyrus	Snowdin	room_tundra_dangerbridge	
I JUST HAVE TO&APPRECIATE.../	Papyrus	Snowdin	room_tundra_dangerbridge	
THE FRIEND I&ALREADY HAVE!!!/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
WHAT ARE YOU&LOOKING AT!?/	Papyrus	Snowdin	room_tundra_dangerbridge	
THIS WAS ANOTHER&DECISIVE VICTORY&FOR PAPYRUS!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
NYEH!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
HEH!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
\E3HEH???/%%	Papyrus	Snowdin	room_tundra_dangerbridge	
A VALUABLE LIFE&LESSON!!!/	Papyrus	Snowdin	room_tundra_dangerbridge	
PS				
PP				
HUMAN./	Papyrus	Snowdin	room_fogroom	
ALLOW ME TO TELL&YOU ABOUT SOME&COMPLEX FEELINGS./	Papyrus	Snowdin	room_fogroom	
SOMEHOW^1, I FEEL LIKE&YOU'RE AN OLD FRIEND.../	Papyrus	Snowdin	room_fogroom	
EVEN THOUGH I'VE&NEVER ACTUALLY MET&YOU BEFORE!!/	Papyrus	Snowdin	room_fogroom	
I CAN'T EXPLAIN&WHY I FEEL THIS&WAY.../	Papyrus	Snowdin	room_fogroom	
DID I MEET YOU&ONLINE???/	Papyrus	Snowdin	room_fogroom	
I HAVE MANY "SOCIAL&MEDIA CONNECTIONS."/	Papyrus	Snowdin	room_fogroom	
IT'S HARD TO KEEP&TRACK OF THEM&ALL./	Papyrus	Snowdin	room_fogroom	
JUST A DOZEN MORE^1,&AND.../	Papyrus	Snowdin	room_fogroom	
I'LL FINALLY REACH&DOUBLE DIGITS!!!/	Papyrus	Snowdin	room_fogroom	
... HEY^1, WAIT A&SECOND!/	Papyrus	Snowdin	room_fogroom	
YOU CAN'T BE MY&FRIEND!!^1!&YOU'RE HUMAN!/	Papyrus	Snowdin	room_fogroom	
I CAN'T BELIEVE YOU&ALMOST TRICKED ME INTO&NOT DEFEATING YOU!!!/	Papyrus	Snowdin	room_fogroom	
WHOOPSIE DOOPSIE!/%%	Papyrus	Snowdin	room_fogroom	
FEELINGS LIKE.../	Papyrus	Snowdin	room_fogroom	
THE JOY OF FINDING&ANOTHER PASTA&LOVER./	Papyrus	Snowdin	room_fogroom	
THE ADMIRATION FOR&ANOTHER'S PUZZLE-&SOLVING SKILLS./	Papyrus	Snowdin	room_fogroom	
THE DESIRE TO HAVE&A COOL^1, SMART PERSON&THINK YOU ARE COOL./	Papyrus	Snowdin	room_fogroom	
THESE FEELINGS.../	Papyrus	Snowdin	room_fogroom	
THEY MUST BE WHAT&YOU ARE FEELING&RIGHT NOW!!!/	Papyrus	Snowdin	room_fogroom	
I CAN HARDLY IMAGINE&WHAT IT MUST BE LIKE&TO FEEL THAT WAY./	Papyrus	Snowdin	room_fogroom	
AFTER ALL^1, I AM&VERY GREAT./	Papyrus	Snowdin	room_fogroom	
I DON'T EVER WONDER&WHAT HAVING LOTS&OF FRIENDS IS LIKE./	Papyrus	Snowdin	room_fogroom	
I PITY YOU..^1.&LONELY HUMAN.../	Papyrus	Snowdin	room_fogroom	
WORRY NOT!!^1!&YOU SHALL BE&LONELY NO LONGER!/	Papyrus	Snowdin	room_fogroom	
I^1, THE GREAT&PAPYRUS^1, WILL BE&YOUR.../	Papyrus	Snowdin	room_fogroom	
^2.^2../	Papyrus	Snowdin	room_fogroom	
NO.../	Papyrus	Snowdin	room_fogroom	
NO^1, THIS IS ALL&WRONG!/	Papyrus	Snowdin	room_fogroom	
I CAN'T BE YOUR&FRIEND!!!/	Papyrus	Snowdin	room_fogroom	
YOU ARE A HUMAN!/	Papyrus	Snowdin	room_fogroom	
I MUST CAPTURE&YOU!!!/	Papyrus	Snowdin	room_fogroom	
THEN^1, I CAN FULFILL&MY LIFELONG DREAM!!!/	Papyrus	Snowdin	room_fogroom	
POWERFUL^1!&POPULAR^1!&PRESTIGIOUS!!!/	Papyrus	Snowdin	room_fogroom	
THAT'S PAPYRUS!!!/	Papyrus	Snowdin	room_fogroom	
THE NEWEST MEMBER.../	Papyrus	Snowdin	room_fogroom	
OF THE ROYAL GUARD!/%%	Papyrus	Snowdin	room_fogroom	
OH..^1.&WHERE COULD THAT&HUMAN HAVE GONE./	Papyrus	Snowdin	room_fogroom	
... WAIT..^1.&IT'S RIGHT IN&FRONT OF ME!!!/	Papyrus	Snowdin	room_fogroom	
HELLO^1!&I WAS WORRIED THAT&YOU HAD GOTTEN LOST!/	Papyrus	Snowdin	room_fogroom	
IT SURE IS A RELIEF&TO KNOW THAT&YOU'RE RIGHT HERE.../	Papyrus	Snowdin	room_fogroom	
... WAIT A SECOND!!!/	Papyrus	Snowdin	room_fogroom	
YOU'RE NOT SUPPOSED&TO ESCAPE!!!/	Papyrus	Snowdin	room_fogroom	
GET BACK THERE!!!/%%	Papyrus	Snowdin	room_fogroom	
I SUPPOSE THIS PROVES&WHAT I SAID./	Papyrus	Snowdin	room_fogroom	
WE REALLY ARE BOUND&TOGETHER./	Papyrus	Snowdin	room_fogroom	
TWO BONES IN THE&SKELETAL ANATOMY OF&FATE!!!/	Papyrus	Snowdin	room_fogroom	
THAT'S HOW YOU APPEAR&HERE NOW.../	Papyrus	Snowdin	room_fogroom	
EVEN THOUGH IT'S VERY&IMPOSSIBLE FOR YOU&TO ESCAPE./	Papyrus	Snowdin	room_fogroom	
AMAZING!!!/	Papyrus	Snowdin	room_fogroom	
I FEEL A SINCERE.../	Papyrus	Snowdin	room_fogroom	
WAAAAAIT A SECOND!!/	Papyrus	Snowdin	room_fogroom	

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I STILL HAVE TO&CAPTURE YOU!!!/	Papyrus	Snowdin	room_fogroom	
WHOOPSIE-DOOPSIE!!/%%	Papyrus	Snowdin	room_fogroom	
BACK AGAIN^1, EH?/	Papyrus	Snowdin	room_fogroom	
I SUPPOSE IT'S MY&FAULT.../	Papyrus	Snowdin	room_fogroom	
I TOLD YOU BEFORE&THAT I WOULD MAKE&YOU SPAGHETTI./	Papyrus	Snowdin	room_fogroom	
IT'S ONLY NATURAL&THAT YOU WOULD&WANT TO SEE ME.../	Papyrus	Snowdin	room_fogroom	
IN THE DIRE HOPE&THAT I WOULD MAKE&YOU SOME./	Papyrus	Snowdin	room_fogroom	
WELL..^1. I UNDERSTAND./	Papyrus	Snowdin	room_fogroom	
PAPYRUS IS HUNGRY^1,&TOO!/	Papyrus	Snowdin	room_fogroom	
HUNGRY FOR JUSTICE!/%%	Papyrus	Snowdin	room_fogroom	
HALT^1, HUMAN!/%%	Papyrus	Snowdin	room_fogroom	
I WAS NEVER ONE& TO BEPIS./%%	Papyrus	Snowdin	room_fogroom	
\E1OH^1, I ALMOST&FORGOT TO TELL&YOU.../	Papyrus	Snowdin	room_fogroom	
TO REACH THE EXIT^1,&YOU WILL HAVE&TO PASS.../	Papyrus	Snowdin	room_fogroom	
\WTHROUGH \YTHE KING\W'S&CASTLE./	Papyrus	Snowdin	room_fogroom	
TO REACH THE EXIT^1,&YOU WILL HAVE&TO MEET.../	Papyrus	Snowdin	room_fogroom	
THE KING./	Papyrus	Snowdin	room_fogroom	
\YTHE KING OF&ALL MONSTERS.../	Papyrus	Snowdin	room_fogroom	
HE IS.../	Papyrus	Snowdin	room_fogroom	
... WELL.../%%	Papyrus	Snowdin	room_fogroom	
volly				
\E0HE'S A BIG FUZZY&PUSHOVER!!!/	Papyrus	Snowdin	room_fogroom	
EVERYBODY LOVES&THAT GUY./	Papyrus	Snowdin	room_fogroom	
I AM CERTAIN IF&YOU JUST SAY.../	Papyrus	Snowdin	room_fogroom	
EXCUSE ME^1, MR.&DREEMURR..^1. CAN I&PLEASE GO HOME?/	Papyrus	Snowdin	room_fogroom	
HE'LL GUIDE YOU&RIGHT TO THE&BARRIER HIMSELF!/	Papyrus	Snowdin	room_fogroom	
ANYWAY!!^1!&THAT'S ENOUGH&TALKING!!!/	Papyrus	Snowdin	room_fogroom	
I'LL BE AT HOME&BEING A COOL&FRIEND!!!/	Papyrus	Snowdin	room_fogroom	
FEEL FREE TO&COME BY AND&HANG OUT!!!/	Papyrus	Snowdin	room_fogroom	
FEEL FREE TO&COME BY AND HAVE&THAT DATE!/	Papyrus	Snowdin	room_fogroom	
NYEH HEH HEH HEH&HEH HEH HEH!!!/%%	Papyrus	Snowdin	room_fogroom	
mmm				
rem_dx				
HEY^1, QUIT MOVING&WHILE I'M TALKING&TO YOU!/	Papyrus	Snowdin	room_fogroom	
I^1, THE GREAT PAPYRUS^1,&HAVE SOME THINGS&TO SAY./	Papyrus	Snowdin	room_fogroom	
FIRST^1: YOU'RE A&FREAKING WEIRDO!/	Papyrus	Snowdin	room_fogroom	
NOT ONLY DO YOU&NOT LIKE PUZZLES./	Papyrus	Snowdin	room_fogroom	
BUT THE WAY YOU&SHAMBLE ABOUT FROM&PLACE TO PLACE.../	Papyrus	Snowdin	room_fogroom	
THE WAY YOUR HANDS&ARE ALWAYS COVERED&IN DUSTY POWDER./	Papyrus	Snowdin	room_fogroom	
IT FEELS.../	Papyrus	Snowdin	room_fogroom	
LIKE YOUR LIFE IS&GOING DOWN A&DANGEROUS PATH./	Papyrus	Snowdin	room_fogroom	
HOWEVER!/	Papyrus	Snowdin	room_fogroom	
I^1, PAPYRUS^1, SEE&GREAT POTENTIAL&WITHIN YOU!/	Papyrus	Snowdin	room_fogroom	
EVERYONE CAN BE&A GREAT PERSON&IF THEY TRY!/	Papyrus	Snowdin	room_fogroom	
AND ME^1, I HARDLY&HAVE TO TRY AT&ALL!!!/	Papyrus	Snowdin	room_fogroom	
NYEH HEH HEH&HEH HEH HEH!!!/%%	Papyrus	Snowdin	room_fogroom	
HEY^1, QUIT MOVING!/	Papyrus	Snowdin	room_fogroom	
THIS IS EXACTLY&WHAT I AM TALKING&ABOUT!/	Papyrus	Snowdin	room_fogroom	
HUMAN^1! I THINK&YOU ARE IN NEED&OF GUIDANCE!/	Papyrus	Snowdin	room_fogroom	
SOMEONE NEEDS TO&KEEP YOU ON THE&STRAIGHT AND NARROW!/	Papyrus	Snowdin	room_fogroom	
BUT WORRY NOT!&I^1, PAPYRUS.../	Papyrus	Snowdin	room_fogroom	
WILL GLADLY BE&YOUR FRIEND AND&TUTOR!/	Papyrus	Snowdin	room_fogroom	
I WILL TURN YOUR&LIFE RIGHT&AROUND!!!/%%	Papyrus	Snowdin	room_fogroom	
I SEE YOU ARE&APPROACHING./	Papyrus	Snowdin	room_fogroom	
ARE YOU OFFERING A&HUG OF ACCEPTANCE?/	Papyrus	Snowdin	room_fogroom	
WOWIE!^1! MY LESSONS&ARE ALREADY&WORKING!!/	Papyrus	Snowdin	room_fogroom	
I^1, PAPYRUS^1,&WELCOME YOU&WITH OPEN ARMS!/%%	Papyrus	Snowdin	room_fogroom	
COME ON!&DON'T BE SO&RUDE!!!/	Papyrus	Snowdin	room_tundra7	
I SET UP&THIS PUZZLE&JUST FOR YOU!/%%	Papyrus	Snowdin	room_tundra7	
\E3DO YOU TREAT&YOUR MOTHER&THIS WAY.../	Papyrus	Snowdin	room_tundra7	
WHEN SHE MAKES&YOU A PUZZLE&?!?!?/%%	Papyrus	Snowdin	room_tundra7	
\E3HUMANS.../%%	Papyrus	Snowdin	room_tundra7	
SANS!!!^1!&THE HUMAN IS&ESCAPING!!!/	Papyrus	Snowdin	room_tundra9	
YOU MADE THE&PUZZLE TOO&HARD!!/	Papyrus	Snowdin	room_tundra9	
HEY YOU!!^1!&GET BACK HERE!/%%	Papyrus	Snowdin	room_tundra9	
* Did something move^1?&* Was it my imagination?/	Doggo	Snowdin	room_tundra5	
* I can only see moving& things./	Doggo	Snowdin	room_tundra5	
* If something WAS moving..^1.&* For example^1, a human.../	Doggo	Snowdin	room_tundra5	
* I'll make sure it NEVER& moves again!/%%	Doggo	Snowdin	room_tundra5	
* H..^1. hey!&* I can't stop shivering& all of a sudden./	Doggo	Snowdin	room_tundra5	
* Who..^1. who's there!?/%%	Doggo	Snowdin	room_tundra5	
scr_regulartext				
* S-S-S-Something pet me...&* Something that isn't& m-m-moving.../	Doggo	Snowdin	room_tundra5	
* I'm gonna need some dog& treats for this!!!/%%	Doggo	Snowdin	room_tundra5	
* A stick appeared out of& nowhere^1, then disappeared./	Doggo	Snowdin	room_tundra5	
* Was it a ghost stick?/	Doggo	Snowdin	room_tundra5	
* Did I just return it to& the afterlife?/	Doggo	Snowdin	room_tundra5	
* I need some dog treats& to think about this./%%	Doggo	Snowdin	room_tundra5	
draw_self_custom				
td				
* Hello^1?&* Is anybody there...^1?&* No?/%%	Doggo	Snowdin	room_tundra5	
* Are you two playing a trick& on me^1?&* Real funny./%%	Doggo	Snowdin	room_tundra5	
* Big guy^1?&* Is that you^1?&* Come on.../%%	Doggo	Snowdin	room_tundra5	
* Well^1, it's not the tall& skeleton..^1.&* He's too loud./%%	Doggo	Snowdin	room_tundra5	
* Whoever you are^1, knock it& off!!!/%%	Doggo	Snowdin	room_tundra5	
dog1				
dog2				
dogmeander				
* What's that smell^1?&* (Where's that smell?)/	Dogamy and Dogaressa	Snowdin	room_tundra_snowpuzz	

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* If you're a smell^1...&* (... identify yoursmell!!)/%%	Dogamy and Dogaressa	Snowdin	room_tundra_snowpuzz	
* Hmmm..^1.&* Here's that weird smell.../	Dogamy	Snowdin	room_tundra_snowpuzz	
* It makes me want to& eliminate./	Dogamy	Snowdin	room_tundra_snowpuzz	
* (... Eliminate YOU!)/%%	Dogaressa	Snowdin	room_tundra_snowpuzz	
* Dogs can pet other dogs??^1?&* (A new world has opened& up for us...)/	Dogamy and Dogaressa	Snowdin	room_tundra_snowpuzz	
* Thanks^1, weird puppy!/%%	Dogamy	Snowdin	room_tundra_snowpuzz	
* Weird smells can bring& good things..^1.&* (Friendly fun fetch!)/	Dogamy and Dogaressa	Snowdin	room_tundra_snowpuzz	
* Thanks^1, weird smell^1!&* (It sure was fun to& "stick" together!)/%%	Dogamy and Dogaressa	Snowdin	room_tundra_snowpuzz	
vol1				
newsnow				
falling				
specialy				
distance_to_object				
bonk				
xchange				
ychange				
tchange				
golf				
shrinko				
rolltime				
timeincrease				
iceflag				
lafftrax				
uuu				
shakehand				
rshot				
* heheh... the old whoopee& cushion in the hand& trick./	Sans	Snowdin	room_tundra2	
* it's ALWAYS funny./	Sans	Snowdin	room_tundra2	
* anyways^1,& you're a human, right?/	Sans	Snowdin	room_tundra2	
\E1* that's hilarious./	Sans	Snowdin	room_tundra2	
* heh^1, the old whoopee& cushion in the hand& trick.../	Sans	Snowdin	room_tundra2	
\E1* wait a sec..^1.&* have you heard it before& or something?/	Sans	Snowdin	room_tundra2	
\E1* you turned around before& I said to..^1.&* ... weird./	Sans	Snowdin	room_tundra2	
* ... whatever^1.&* you're a human^1, right?/	Sans	Snowdin	room_tundra2	
\E0* i'm sans^1.&* sans the skeleton./	Sans	Snowdin	room_tundra2	
* im actually supposed to& be on watch for& humans right now./	Sans	Snowdin	room_tundra2	
* but..^1. y'know.../	Sans	Snowdin	room_tundra2	
\E1* i dont really care about& capturing anybody./	Sans	Snowdin	room_tundra2	
\E0* now my brother^1,& papyrus.../	Sans	Snowdin	room_tundra2	
* he's a human-hunting& FANATIC./	Sans	Snowdin	room_tundra2	
\E1* hey^1, actually^1, I think& that's him over there./	Sans	Snowdin	room_tundra2	
\E0* i have an idea^1.&* go through this gate& thingy./	Sans	Snowdin	room_tundra2	
* yeah, go right through^1.&* my bro made the bars& too wide to stop anyone./%%	Sans	Snowdin	room_tundra2	
\E1* that's^1, uh^1.&* your cue to laugh./	Sans	Snowdin	room_tundra2	
\E2* or^1, uh^1, to emote& at all...?/	Sans	Snowdin	room_tundra2	
\E1* (gee^1, lady^1, you really& know how to pick& 'em, huh...?)/	Sans	Snowdin	room_tundra2	
\E2* OK^1, that's fine^1.&* everyone's got their& own sense of humor./	Sans	Snowdin	room_tundra2	
fsound				
* Human./	Sans	Snowdin	room_tundra2	
* Don't you know how& to greet a new pal?/	Sans	Snowdin	room_tundra2	
* Turn around and shake& my hand./%%	Sans	Snowdin	room_tundra2	
mainact				
* quick^1, behind that& conveniently-shaped& lamp./%%	Sans	Snowdin	room_tundra2	
* sup^1, bro?/	Sans	Snowdin	room_tundra2	
YOU KNOW WHAT&"SUP,^1" BROTHER!/	Papyrus	Snowdin	room_tundra2	
IT'S BEEN EIGHT&DAYS AND YOU&STILL HAVEN'T.../	Papyrus	Snowdin	room_tundra2	
RECALIBRATED^1.&YOUR^1.&PUZZLES^1!/	Papyrus	Snowdin	room_tundra2	
YOU JUST HANG&AROUND OUTSIDE&YOUR STATION!/	Papyrus	Snowdin	room_tundra2	
WHAT ARE YOU&EVEN DOING?!?/	Papyrus	Snowdin	room_tundra2	
* staring at this lamp^1.&* it's really cool^1.&* do you wanna look?/%%	Sans	Snowdin	room_tundra2	
NO!^1!&I DON'T HAVE&TIME FOR THAT!!/	Papyrus	Snowdin	room_tundra2	
WHAT IF A HUMAN&COMES THROUGH&HERE!?!/	Papyrus	Snowdin	room_tundra2	
I WANT TO BE&READY!!!/	Papyrus	Snowdin	room_tundra2	
I WILL BE THE ONE!&I MUST BE THE ONE!/	Papyrus	Snowdin	room_tundra2	
I WILL CAPTURE A&HUMAN!/%%	Papyrus	Snowdin	room_tundra2	
THEN^1, I^1, THE&GREAT PAPYRUS.../	Papyrus	Snowdin	room_tundra2	
WILL GET&ALL THE THINGS I&UTTERLY DESERVE!/	Papyrus	Snowdin	room_tundra2	
RESPECT..^1.&RECOGNITION.../	Papyrus	Snowdin	room_tundra2	
I WILL FINALLY&BE ABLE TO JOIN&THE ROYAL GUARD!/	Papyrus	Snowdin	room_tundra2	
PEOPLE WILL ASK^1,&TO^1, BE MY^1,&"FRIEND?"/	Papyrus	Snowdin	room_tundra2	
\E2I WILL BATHE IN A&SHOWER OF KISSES&EVERY MORNING./%%	Papyrus	Snowdin	room_tundra2	
* hmm.../	Sans	Snowdin	room_tundra2	
\E1* maybe this lamp will& help you./%%	Sans	Snowdin	room_tundra2	
SANS!^1! YOU ARE&NOT HELPING!^1!&YOU LAZYBONES!!/	Papyrus	Snowdin	room_tundra2	
ALL YOU DO IS SIT&AND BOONDOGGLE!/	Papyrus	Snowdin	room_tundra2	
YOU GET LAZIER&AND LAZIER&EVERY DAY!!!/	Papyrus	Snowdin	room_tundra2	
\W* hey^1, take it easy^1.&* i've gotten a \Yton\W & of work done today./	Sans	Snowdin	room_tundra2	
\W*\E2 a skele-\Yton\W./%%	Sans	Snowdin	room_tundra2	
rememberxview				
rememberyview				
SANS!!!/	Papyrus	Snowdin	room_tundra2	
\E1* come on^1.&* you're smiling./	Sans	Snowdin	room_tundra2	
I AM AND I HATE IT!/	Papyrus	Snowdin	room_tundra2	
\E2WHY DOES SOMEONE&AS GREAT AS ME.../	Papyrus	Snowdin	room_tundra2	
\E3HAVE TO DO SO MUCH&JUST TO GET SOME&RECOGNITION.../	Papyrus	Snowdin	room_tundra2	
* wow^1, sounds like& you're really working& yourself.../	Sans	Snowdin	room_tundra2	
\E2* down to the bone./%%	Sans	Snowdin	room_tundra2	
UGH!!!/	Papyrus	Snowdin	room_tundra2	
I WILL ATTEND TO&MY PUZZLES.../	Papyrus	Snowdin	room_tundra2	

Accessible in game	True Pacifist	Not accessible	TODO
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Text	Character	Area	Room	How to get it ?
\E3AS FOR YOUR WORK?/	Papyrus	Snowdin	room_tundra2	
PUT A LITTLE MORE,/	Papyrus	Snowdin	room_tundra2	
\E4"BACKBONE" INTO&IT!!!!/	Papyrus	Snowdin	room_tundra2	
\E2NYEHEHEHEHEHE&HEHEHEHEHEHE!!!/%%	Papyrus	Snowdin	room_tundra2	
HEH!/%%	Papyrus	Snowdin	room_tundra2	
* ok^1, you can come out& now./%%	Sans	Snowdin	room_tundra2	
\E1* uh^1, ok^1, i guess you& don't have to./%%	Sans	Snowdin	room_tundra2	
SANS!!^1!&HAVE YOU FOUND A&HUMAN YET!??!/	Papyrus	Snowdin	room_tundra2	
* yeah./	Sans	Snowdin	room_tundra2	
REALLY!?!^1?&WOW!E!!!/	Papyrus	Snowdin	room_tundra2	
GUESS THAT'S&SETTLED!!/%%	Papyrus	Snowdin	room_tundra2	
* that worked out^1, huh?/%%	Sans	Snowdin	room_tundra2	
* you oughta get going^1.&* he might come back^1.&* and if he does.../	Sans	Snowdin	room_tundra2	
\E2* ... you'll have to& sit through more of& my hilarious jokes./%%	Sans	Snowdin	room_tundra2	
* what's the holdup^1?&* look^1, there's nothin& to be afraid of./	Sans	Snowdin	room_tundra2	
\E2* it's just a dark cavern& filled with skeletons& and horrible monsters./%%	Sans	Snowdin	room_tundra2	
* well?/%%	Sans	Snowdin	room_tundra2	
* ... are you just gonna& stare at me^1, or...?/%%	Sans	Snowdin	room_tundra2	
gone				
s_click				
* hey^1, here's something& important to remember./	Sans	Snowdin	room_tundra6	
\W* my brother has a very& \Bspecial attack\W./	Sans	Snowdin	room_tundra6	
\W* if you see a \Lblue& attack\W,^1 don't move and& it won't hurt you./	Sans	Snowdin	room_tundra6	
* here's an easy way to& keep it in mind./	Sans	Snowdin	room_tundra6	
\W* imagine a stop sign^1.&* when you see a stop& sign^1, you \Rstop^1,\W right?/	Sans	Snowdin	room_tundra6	
\W* stop signs are \Red\W.&* so imagine a \Lblue\W stop& sign instead./	Sans	Snowdin	room_tundra6	
\W* simple^1, right^1?&* when fighting^1, think& about \Yblue stop signs\W./%%	Sans	Snowdin	room_tundra6	
* remember..^1.&* blue stop signs./%%	Sans	Snowdin	room_tundra6	
* hey^1, thanks..^1.&* my brother seems like& he's having fun./	Sans	Snowdin	room_tundra7	
* by the way^1, did you& see that weird outfit& he's wearing?/	Sans	Snowdin	room_tundra7	
* we made that a few& weeks ago for a costume& party./	Sans	Snowdin	room_tundra7	
* he hasn't worn anything& else since.../	Sans	Snowdin	room_tundra7	
* keeps calling it his& "battle body."/	Sans	Snowdin	room_tundra7	
* man./	Sans	Snowdin	room_tundra7	
\E1* isn't my brother cool?/%%	Sans	Snowdin	room_tundra7	
* it would make my& brother happy if you& played along./%%	Sans	Snowdin	room_tundra7	
* thanks for saying& "junior jumble" just& to appease my brother./	Sans	Snowdin	room_tundra9	
\E1* yesterday he got& stumped trying to& "solve" the horoscope./%%	Sans	Snowdin	room_tundra9	
* papyrus..^1.&* ... finds difficulty in& interesting places./	Sans	Snowdin	room_tundra9	
* guess you don't like& word searches^1, huh?/	Sans	Snowdin	room_tundra9	
\E2* me neither^1.&* i'm more of a funny& pages kind of guy./	Sans	Snowdin	room_tundra9	
\E1* i guess despite all& that^1, you still like& word searches^1, huh...?/	Sans	Snowdin	room_tundra9	
\E0* that means you can't& be all bad./%%	Sans	Snowdin	room_tundra9	
* actually^1, that spaghetti& from earlier..^1./	Sans	Snowdin	room_tundra_randoblock	
* it wasn't too bad for& my brother./	Sans	Snowdin	room_tundra_randoblock	
* since he started cooking& lessons^1, he's been& improving a lot./	Sans	Snowdin	room_tundra_randoblock	
\E1* i bet if he keeps it& up^1, next year he'll even& make something edible./%%	Sans	Snowdin	room_tundra_randoblock	
* hey..^1.&* puzzles might be fun^1.&* if you tried them./%%	Sans	Snowdin	room_tundra_randoblock	
* good job on solving it& so quickly^1./	Sans	Snowdin	room_tundra_xoxopuzz	
* you didn't even need& my help./	Sans	Snowdin	room_tundra_xoxopuzz	
* which is great^1, 'cause& i love doing absolutely& nothing./%%	Sans	Snowdin	room_tundra_xoxopuzz	
* ... you must be really& good at puzzles^1,& huh?/	Sans	Snowdin	room_tundra_xoxopuzz	
* it's impossible for& you to have seen& this one before./%%	Sans	Snowdin	room_tundra_xoxopuzz	
* hey^1, why didn't you& ask for help?/	Sans	Snowdin	room_tundra_xoxopuzz	
\E1* i was right here./%%	Sans	Snowdin	room_tundra_xoxopuzz	
* what's up?/%%	Sans	Snowdin	room_tundra_iceexit_new	
* you sure do like to& exercise./%%	Sans	Snowdin	room_tundra_iceexit_new	
* i don't know what my& brother's going to do& now./	Sans	Snowdin	room_tundra_dangerbridge	
\W* if i were you^1, i would& make sure i understand& \Bblue attacks\W./%%	Sans	Snowdin	room_tundra_dangerbridge	
* here^1, i'll give you some& advice about fighting& my brother./	Sans	Snowdin	room_tundra_dangerbridge	
\E1* don't^1.&* capiche?/%%	Sans	Snowdin	room_tundra_dangerbridge	
\E1* hmmm.../	Sans	Snowdin	room_tundra_dangerbridge	
\E2* guess we didn't need& your help to have a& good time after all./	Sans	Snowdin	room_tundra_dangerbridge	
\E2* say^1, i've been& thinking./	Sans	Snowdin	room_tundra_dangerbridge	
\E1* seems like you're& gonna fight my brother& pretty soon./	Sans	Snowdin	room_tundra_dangerbridge	
\E2* here's some friendly& advice./	Sans	Snowdin	room_tundra_dangerbridge	
\E3* if you keep going the& way you are now.../	Sans	Snowdin	room_tundra_dangerbridge	
\E4* you're gonna have a& bad time./%%	Sans	Snowdin	room_tundra_dangerbridge	
\E0* dang^1, i wish i brought& a parasol./	Sans	Waterfall	room_water11	
\E1* i'm getting a nasty burn& from all this sun./%%	Sans	Waterfall	room_water11	
* say..^./	Sans	Snowdin	room_tundra_iceexit_new	
\E1* are you following me?/%%	Sans	Snowdin	room_tundra_iceexit_new	
* are you lost?/%%	Sans	Snowdin	room_tundra_iceexit_new	
* That dog considers itself& an artist^1, but doesn't ever& know what to create./	Faun	Snowdin	room_tundra_lesserdog	
* It probably doesn't help& that its brain is the size& of a piece of kibble./%%	Faun	Snowdin	room_tundra_lesserdog	
* That dog from earlier...^1?&* It's at Grillby's^1.&* I think./	Faun	Snowdin	room_tundra_lesserdog	
* After work^1, all of the dogs& go there to play cards& together./	Faun	Snowdin	room_tundra_lesserdog	
* But that dog doesn't really& know how to express itself./	Faun	Snowdin	room_tundra_lesserdog	
* So^1, it ends up playing alone^1,& instead of introducing& itself to the others.../%%	Faun	Snowdin	room_tundra_lesserdog	
* A dog just rushed in here^1,& filled with inspiration./	Faun	Snowdin	room_tundra_lesserdog	
* It kept trying to build& a snowdog that expressed& its own emotions.../	Faun	Snowdin	room_tundra_lesserdog	
* But^1, as it built^1, it& kept getting more excited& about the sculpture.../	Faun	Snowdin	room_tundra_lesserdog	
* Its neck got longer and& longer^1, and it added more& and more snow^1, until.../	Faun	Snowdin	room_tundra_lesserdog	
* It was rather sad to watch^1,& but I couldn't turn away./%%	Faun	Snowdin	room_tundra_lesserdog	
* We're all free?/	Faun	Snowdin	room_tundra_lesserdog	
* OK^1, OK..^1.&* I'll stop lounging around^1.&* Does that dog know?/	Faun	Snowdin	room_tundra_lesserdog	
* ... it probably doesn't^1,& does it...?/%%	Faun	Snowdin	room_tundra_lesserdog	
rid				
MY BROTHER STARTED&A SOCK COLLECTION&RECENTLY./	Papyrus	Snowdin	room_tundra_xoxopuzz	

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Text	Character	Area	Room	How to get it ?
\E3HOW SADDENING.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E0SOMETIMES I WONDER&WHAT HE WOULD&DO.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
WITHOUT SUCH A&COOL GUY TAKING&CARE OF HIM???/	Papyrus	Snowdin	room_tundra_xoxopuzz	
SO^1, YOU WANT&A HINT^1, HUH?/	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E3WELL..^1.&I'VE BEEN LOOKING&AT THE PUZZLE.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
AND I THINK THE&SOLUTION.../	Papyrus	Snowdin	room_tundra_xoxopuzz	
\E0IS TO TURN ALL&OF THE X'S INTO&O'S!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
YOU SHOULD TRY&THAT!/	Papyrus	Snowdin	room_tundra_xoxopuzz	
ASK AGAIN FOR&MORE GREAT HINTS!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
\WMAYBE SOLVING&THE \YLAST PUZZLE\W &AGAIN WILL HELP./	Papyrus	Snowdin	room_tundra_xoxopuzz	
ASK AGAIN FOR&MORE GREAT HINTS!!/%%	Papyrus	Snowdin	room_tundra_xoxopuzz	
Error, Pepibs./%%				
I ASKED UNDYNE&IF WE COULD&ALL HANG.../	Papyrus	Waterfall	room_water_undyneyard	
\E3BUT SHE SAID&SOMETHING WEIRD./	Papyrus	Waterfall	room_water_undyneyard	
\E0SHE SAID SHE&WON'T HANG OUT&WITH A MURDERER./	Papyrus	Waterfall	room_water_undyneyard	
\E3BUT..^1. HMM.../	Papyrus	Waterfall	room_water_undyneyard	
\E5I DON'T REMEMBER&MURDERERING&ANYONE.../	Papyrus	Waterfall	room_water_undyneyard	
\E3THOUGH I AM A&PRETTY BRUTAL&KIND OF GUY./	Papyrus	Waterfall	room_water_undyneyard	
\E3THEN SHE SAID&SOMETHING ABOUT&WANTING TO.../	Papyrus	Waterfall	room_water_undyneyard	
\E1FIGHT SOME KIND&OF BAD GUY./	Papyrus	Waterfall	room_water_undyneyard	
\E3BUT SHE SEEMS&VERY..^1. WEAK&FROM SOMETHING./	Papyrus	Waterfall	room_water_undyneyard	
\E5SHE STEPPED OUT&AND COLLAPSED IN&THE DOORWAY./	Papyrus	Waterfall	room_water_undyneyard	
\E0SO I'M JUST&WAITING HERE IN&CASE SHE NEEDS ME./	Papyrus	Waterfall	room_water_undyneyard	
\E3SINCE SHE HATES&BEING WAITED ON&HAND AND FOOT./	Papyrus	Waterfall	room_water_undyneyard	
\E5I THINK WE'LL&HAVE TO HANG&OUT LATER.../%%	Papyrus	Waterfall	room_water_undyneyard	
HEY^1, I.../	Papyrus	Waterfall	room_water_undyneyard	
\E5REALLY DOUBT&WE'RE GOING TO&BE ABLE TO HANG./	Papyrus	Waterfall	room_water_undyneyard	
\E3IT'S HARD TO&IMAGINE^1, BUT.../	Papyrus	Waterfall	room_water_undyneyard	
\E0YOU'LL HAVE TO&SPEND TIME WITH&NOT ME./%%	Papyrus	Waterfall	room_water_undyneyard	
HEY^1! READY TO&HANG OUT WITH&UNDYNE???/	Papyrus	Waterfall	room_water_undyneyard	
GREAT!!^1!&ME TOO!!/	Papyrus	Waterfall	room_water_undyneyard	
\E3HOWEVER^1, SHE'S&NOT HERE./	Papyrus	Waterfall	room_water_undyneyard	
\E0NORMALLY SHE&RETURNS AT ABOUT&THIS TIME./	Papyrus	Waterfall	room_water_undyneyard	
\E3SHE'S LATE&THOUGH.../	Papyrus	Waterfall	room_water_undyneyard	
\E3AND SHE'S NOT&ANSWERING HER&PHONE./	Papyrus	Waterfall	room_water_undyneyard	
\E0HOW STRANGE./	Papyrus	Waterfall	room_water_undyneyard	
I'LL JUST WAIT&HERE UNTIL SHE&GETS HOME./	Papyrus	Waterfall	room_water_undyneyard	
I'LL CALL YOU&WHEN SHE GETS&HERE^1, OKAY!?/%%	Papyrus	Waterfall	room_water_undyneyard	
NOPE!^1!&SHE ISN'T HERE&YET!!!/%%	Papyrus	Waterfall	room_water_undyneyard	
UNDYNE'S HOME^1,&BUT SHE ISN'T&FEELING WELL./	Papyrus	Waterfall	room_water_undyneyard	
\E5I DON'T THINK WE&CAN HANG OUT./	Papyrus	Waterfall	room_water_undyneyard	
\E3IT SEEMS LIKE SHE&CAUGHT HEAT-STROKE&OR SOMETHING./	Papyrus	Waterfall	room_water_undyneyard	
SOMEONE MUST HAVE&BROUGHT HER&BACK HOME.../	Papyrus	Waterfall	room_water_undyneyard	
\E5BECAUSE SHE CAN&BARELY MOVE./	Papyrus	Waterfall	room_water_undyneyard	
\E0BUT SHE IS&MUTTERING ABOUT&DESTROYING YOU./	Papyrus	Waterfall	room_water_undyneyard	
SO THAT'S A GOOD&VITAL SIGN./	Papyrus	Waterfall	room_water_undyneyard	
\E3IN ANY CASE^1, I&DON'T THINK WE&CAN HANG OUT./	Papyrus	Waterfall	room_water_undyneyard	
\E0I'M JUST WAITING&HERE IN CASE&SHE NEEDS ME./	Papyrus	Waterfall	room_water_undyneyard	
SO^1, I GUESS YOU&CAN RUN ALONG./%%	Papyrus	Waterfall	room_water_undyneyard	
UNDYNE IS SICK^1,&SO SHE CAN'T&PLAY TODAY./%%	Papyrus	Waterfall	room_water_undyneyard	
GREAT!!^1!&BECAUSE SHE'S NOT&EVEN HERE./	Papyrus	Waterfall	room_water_undyneyard	
BEING READY EARLY^1!&IT SHOWS HOW MUCH&YOU CARE!!/	Papyrus	Waterfall	room_water_undyneyard	
\E3EVEN IF SHE'S&NOT HERE TO SEE&THAT./%%	Papyrus	Waterfall	room_water_undyneyard	
HELLO^1, MY FRIEND./	Papyrus	Snowdin	room_tundra_town	
WHAT BRINGS YOU&TO PAPYRUS TOWN?/%%	Papyrus	Snowdin	room_tundra_town	
HELLO..^1.&H-HOW ARE YOU^1,&MY F-FRIEND?/	Papyrus	Snowdin	room_tundra_town	
\E5I'M FEELING VERY&NOT SUSPICIOUS&TODAY./%%	Papyrus	Snowdin	room_tundra_town	
HEY^1, I HAVE A&GREAT IDEA./	Papyrus	Snowdin	room_tundra_town	
LET'S HANG OUT&WITH UNDYNE&LATER./	Papyrus	Snowdin	room_tundra_town	
I'LL CALL YOU&WHEN I'M READY!/%%	Papyrus	Snowdin	room_tundra_town	
I'M SO GLAD YOU&AND UNDYNE ARE&FRIENDS NOW./	Papyrus	Snowdin	room_tundra_town	
YOU TWO GO&TOGETHER LIKE&PASTA AND BURNING!/%%	Papyrus	Snowdin	room_tundra_town	
OH^1, HEY.../	Papyrus	Snowdin	room_tundra_town	
\E3YOU'RE LEAVING&SOON^1, RIGHT!?/	Papyrus	Snowdin	room_tundra_town	
\E1DON'T COME HERE&TO SAY GOODBYE!!/	Papyrus	Snowdin	room_tundra_town	
\E3GOODBYES AREN'T&ALLOWED IN MY&TOWN./	Papyrus	Snowdin	room_tundra_town	
\E0JUST SEE-YOU-&LATERS./%%	Papyrus	Snowdin	room_tundra_town	
IT SEEMS UNDYNE&HAS SOMETHING&FOR YOU./	Papyrus	Snowdin	room_tundra_town	
SHE'S THE PERSON&THAT'S NOT ME./%%	Papyrus	Snowdin	room_tundra_town	
UNDYNE WRITES A&LOT OF LETTERS./	Papyrus	Snowdin	room_tundra_town	
\E3BUT^1, SHE CAN NEVER&SEEM TO FIND THE&RIGHT WORDS./	Papyrus	Snowdin	room_tundra_town	
SO WHEN SHE GOES&TO DELIVER THEM&HERSELF.../	Papyrus	Snowdin	room_tundra_town	
SHE ALWAYS QUITS&SO SHE CAN GO&BACK AND REWRITE./	Papyrus	Snowdin	room_tundra_town	
\E0THAT'S WHY SHE&ASKED YOU!!/	Papyrus	Snowdin	room_tundra_town	
BECAUSE YOU HAVE&NO STANDARDS!!!/%%	Papyrus	Snowdin	room_tundra_town	
ALPHYS SEEMS TO&HAVE DISAPPEARED./	Papyrus	Snowdin	room_tundra_town	
DON'T WORRY^1, THAT'S&NORMAL./	Papyrus	Snowdin	room_tundra_town	
YOU SHOULD GO&TO HER LAB./	Papyrus	Snowdin	room_tundra_town	
I'M SUPPOSED TO&PUT THESE&NUMBERS TOGETHER./%%	Papyrus	Snowdin	room_tundra_town	
workout				
WELCOME TO SCENIC&MY HOUSE!/	Papyrus	Snowdin	room_tundra_sanshouse	
ENJOY AND TAKE&YOUR TIME!!!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
WOW!&BEING A GOOD HOST&IS A REAL WORKOUT!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
\E3I CAN'T FEEL MY&LEGS.../	Papyrus	Snowdin	room_tundra_sanshouse	
\E0THAT MUST MEAN&I'M BEING A&GREAT HOST!!!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
scr_npc_watch				
TAKE A LOOK&AROUND!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
SO YOU CAME&BACK TO HAVE A&DATE WITH ME!/	Papyrus	Snowdin	room_tundra_town	
SO YOU CAME&BACK TO SEE ME!/	Papyrus	Snowdin	room_tundra_town	

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Text	Character	Area	Room	How to get it ?
\E3YOU MUST BE&REALLY SERIOUS&ABOUT THIS.../	Papyrus	Snowdin	room_tundra_town	
\E2I'LL HAVE TO TAKE&YOU SOMEPLACE&REALLY SPECIAL.../	Papyrus	Snowdin	room_tundra_town	
\E0A PLACE I LIKE&TO SPEND A LOT&OF TIME!!!/%%	Papyrus	Snowdin	room_tundra_town	
MY HOUSE!!!/%%	Papyrus	Snowdin	room_tundra_town	
dooract				
* Seems like someone was& walking in circles just& to make noises.../%%	Narrator	Snowdin	room_tundra_sanshouse	
grandv				
ym				
* Come on! What are you doing!/%%				
* (It's an odd-looking& telescope.)/%%	Narrator	Waterfall	room_water11	
xbound				
xbound2				
ybound				
ybound2				
dest				
dest_timer				
ld				
stk				
subject				
usong				
ushock				
stopper				
ou				
yad				
ar2				
mkid				
sl1				
* Yo..^1. did you see that!?/	Monster Kid	Waterfall	room_water9	
* Undyne just.../	Monster Kid	Waterfall	room_water9	
* ... TOUCHED ME!/	Monster Kid	Waterfall	room_water9	
* I'm never washing my face& ever again...!/	Monster Kid	Waterfall	room_water9	
* Man^1, are you unlucky./	Monster Kid	Waterfall	room_water9	
* If you were standing just& a LITTLE bit to the left...!/	Monster Kid	Waterfall	room_water9	
* Yo^1, don't worry^1!&* I'm sure we'll see her& again!/%%	Monster Kid	Waterfall	room_water9	
* ... yo^1, did you notice^1?&* She seemed really mad& about something!/	Monster Kid	Waterfall	room_water9	
* She looked liked she was& gonna blast me to pieces!/	Monster Kid	Waterfall	room_water9	
* But..^1. sigh..^1.&* Then she decided to put& me down.../	Monster Kid	Waterfall	room_water9	
* Yo^1!&* There's always next time^1,& right^1? Let's go!/%%	Monster Kid	Waterfall	room_water9	
vhspeed				
hhspeed				
musfade				
curview				
int				
tgrav				
tempmusic				
tempvol				
temppitch				
It sounds like it&came from over&here.../	Asriel	Waterfall	room_water_undynebridgeend	
Oh^1! You've fallen&down^1, haven't you.../	Asriel	Waterfall	room_water_undynebridgeend	
Are you okay?/	Asriel	Waterfall	room_water_undynebridgeend	
Here^1, get up.../	Asriel	Waterfall	room_water_undynebridgeend	
^1, huh?/	Asriel	Waterfall	room_water_undynebridgeend	
That's a nice name./%%	Asriel	Waterfall	room_water_undynebridgeend	
My name is %%	Asriel	Waterfall	room_water_undynebridgeend	
ramt				
goalx				
goaly				
gax				
deg				
y1				
x2				
y2				
rdir				
shadowy				
shadowspeed				
spearamt				
turns				
duty				
facer				
sounded				
collision_point				
spearburd				
* (It's merely a fridge.)/%%	Narrator			I had marked him down as seen but now I can't find it anywhere
* (It's too dark to see& near the walls.)/%%	Narrator	Hotland	room_fire_lab1	
* (Piles of garbage.)&* (There are quite a few& brands you recognize.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (Just garbage.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (There's a pile of yellow names& in the trash pile.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (Garbage.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (A trash heap.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (Your persistent garbage& habit shows no signs& of payoff.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (Trash.)/%%	Narrator	Waterfall	room_water_trashzone1, room_water_trashsavepoint, room_water_trashzone2	
* (The trashcan is full& of broken spears.)/%%	Narrator			
* (The trashcan is empty.)/%%	Narrator			
* (You found a trashcan.)/	Narrator			
* (Inside the trashcan& was a key^1, barely visible& to the naked eye...)/	Narrator			
* (You take it.)/%%	Narrator			
open				
* (A garbage can.^1)&* (But it's pretty cute.)/%%	Narrator	Hotland	room_fire_lab1	
* (There's a message crumpled& up in the trash can.)/	Narrator	Hotland	room_fire_lab1	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* (It's in a strange kind& of handwriting.)/	Narrator	Hotland	room_fire_lab1	
* (It says...)/	Narrator	Hotland	room_fire_lab1	
* (I KNOW WHAT YOU DID.)/%%	Narrator	Hotland	room_fire_lab1	
* (You rest your hand on& the rusted bike.^1)/	Narrator	Waterfall	room_water_trashzone2	
* (Its horn wheezes a honk& of despair.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (A beat-up desktop computer.^1)&* (The inside is empty.)/%%	Narrator	Waterfall	room_water_trashzone2	
* (It's a DVD case for an& anime.)/	Narrator	Waterfall	room_water_trashzone2	
* (Desperate claw marks cover& the edges.)/%%	Narrator	Waterfall	room_water_trashzone2	
float				
offground				
draw_sprite_stretched				
drawerdown				
damt				
stir				
stiranim				
stime				
sval				
* Press [Z] repeatedly to stir!	Narrator	Waterfall	room_water_undynehouse	
pot				
* Stir harder^2!%%	Undyne	Waterfall	room_water_undynehouse	
* HARDER^2!%%	Undyne	Waterfall	room_water_undynehouse	
* HARDER!!!^2!%%	Undyne	Waterfall	room_water_undynehouse	
* Ugh^1, let me do it!/%%	Undyne	Waterfall	room_water_undynehouse	
opened				
levelpic				
wrong				
wrongval				
jingle				
* Hold [RIGHT] to turn up the heat!	Narrator	Waterfall	room_water_undynehouse	
* Left^1? You fool^2!%	Undyne	Waterfall	room_water_undynehouse	
\E6* THIS BURNER ONLY& GOES ONE WAY!!^2!%%	Undyne	Waterfall	room_water_undynehouse	
* Hotter^2!%%	Undyne	Waterfall	room_water_undynehouse	
* HOTTER^1, DARNIT^2!%%	Undyne	Waterfall	room_water_undynehouse	
* HOTTER!!!!!^2!%%	Undyne	Waterfall	room_water_undynehouse	
* Wait^1, that's too ^1- %%	Undyne	Waterfall	room_water_undynehouse	
* See!^1?&* This is how you ^1-%%	Undyne	Waterfall	room_water_undynehouse	
dirdir				
hotchocolate				
teabox				
sugar				
soda				
sel_undyne				
sel_hotchocolate				
sel_teabox				
sel_sugar				
sel_soda				
everselect				
* Aim with arrows and select with [Z].	Narrator	Waterfall	room_water_undynehouse	
mytext				
select				
getdir				
xdir				
ydir				
* Teabox - Blatantly correct choice.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Hot Chocolate - Green cylinder.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Soda - Sickly yellow liquid.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Sugar - Goes in tea.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Undyne.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Fridge - Full of food.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
* Sword - Acquired taste.#* Select with [Z].	Narrator	Waterfall	room_water_undynehouse	
\E1* ... are you.../	Undyne	Waterfall	room_water_undynehouse	
\E5* Hitting on me????/%%	Undyne	Waterfall	room_water_undynehouse	
* ????????????????/%%	Undyne	Waterfall	room_water_undynehouse	
* The sugar is for& tea^1, mmm'kay?/%%	Undyne	Waterfall	room_water_undynehouse	
* Oh^1, soda?/	Undyne	Waterfall	room_water_undynehouse	
\E4* Actually^1, even though& you pointed to it^1,& you don't look happy./	Undyne	Waterfall	room_water_undynehouse	
\E0* Heh^1, that's fine^1!&* I think soda's gross^1,& too!/	Undyne	Waterfall	room_water_undynehouse	
\E4* It rots your teeth..^1.&* It rots your mind.../	Undyne	Waterfall	room_water_undynehouse	
\E1* IT ROTS YOUR FIGHTING& SPIRIT!/	Undyne	Waterfall	room_water_undynehouse	
\E9* ... huh^1?&* Why do I have it?/	Undyne	Waterfall	room_water_undynehouse	
\E8* .../%%	Undyne	Waterfall	room_water_undynehouse	
* What^1?&* You wanna throw the& spear at it?/%%	Undyne	Waterfall	room_water_undynehouse	
* Oh^1, you want some& hot chocolate?/	Undyne	Waterfall	room_water_undynehouse	
\E1* Wait^1, wait^1, I just& remembered..^1.&* That container's empty./	Undyne	Waterfall	room_water_undynehouse	
\E9* I stopped getting& it because it was& always a hassle.../	Undyne	Waterfall	room_water_undynehouse	
\E6* ASGORE kept getting& marshmallows stuck in& his beard./%%	Undyne	Waterfall	room_water_undynehouse	
* That container's empty./%%	Undyne	Waterfall	room_water_undynehouse	
\E9* ... tea^1, huh^1?&* Coming right up!/%%	Undyne	Waterfall	room_water_undynehouse	
* The fridge!^1?&* You want to have& the entire fridge!?/	Undyne	Waterfall	room_water_undynehouse	
\E1* No!/%%	Undyne	Waterfall	room_water_undynehouse	
* Believe me^1, I would& GLADLY give you your& fill of swords./	Undyne	Waterfall	room_water_undynehouse	
\E9* If you weren't my& beloved houseguest!/%%	Undyne	Waterfall	room_water_undynehouse	
table				
piano				
sword				
teacup				
HERE^1, UNDYNE./	Papyrus	Waterfall	room_water_undynehouse	
MY FRIEND BROUGHT&A GIFT FOR YOU^1,&ON THEIR OWN!/%%	Papyrus	Waterfall	room_water_undynehouse	
* Uhhh..^1. thanks./%%	Undyne	Waterfall	room_water_undynehouse	

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Text	Character	Area	Room	How to get it ?
* I'll^1, uh^1, put it& with the others./%%	Undyne	Waterfall	room_water_undynehouse	
* So are we ready& to start?/%%	Undyne	Waterfall	room_water_undynehouse	
WHOOPSY DOOPSY^1!&I JUST REMEMBERED!/	Papyrus	Waterfall	room_water_undynehouse	
I HAVE TO GO&TO THE BATHROOM!!/	Papyrus	Waterfall	room_water_undynehouse	
\E0YOU TWO HAVE&FUN!!!/%%	Papyrus	Waterfall	room_water_undynehouse	
scr_getideal				
scr_moveideal				
papyrus2				
DANG^1!&WHAT A SHAME.../	Papyrus	Waterfall	room_water_undynehouse	
\E2I THOUGHT UNDYNE&COULD BE FRIENDS&WITH YOU./	Papyrus	Waterfall	room_water_undynehouse	
\E3BUT I GUESS.../	Papyrus	Waterfall	room_water_undynehouse	
\E3I OVERESTIMATED&HER./	Papyrus	Waterfall	room_water_undynehouse	
\E3SHE'S JUST NOT&UP TO THE&CHALLENGE./%%	Papyrus	Waterfall	room_water_undynehouse	
* CHALLENGE!^1?&* What!?/	Undyne	Waterfall	room_water_undynehouse	
\E0* Papyrus^1!&* Wait a second...!/%%	Undyne	Waterfall	room_water_undynehouse	
* Darnit!/	Undyne	Waterfall	room_water_undynehouse	
* He thinks I can't& be friends with& YOU!?/	Undyne	Waterfall	room_water_undynehouse	
\E6* Fuhuhu^1!&* What a joke!/	Undyne	Waterfall	room_water_undynehouse	
* I could make friends& with a wimpy loser& like you any day!/	Undyne	Waterfall	room_water_undynehouse	
\E2* I'll show him!/	Undyne	Waterfall	room_water_undynehouse	
\E3* Listen up^1, human./	Undyne	Waterfall	room_water_undynehouse	
\E2* We're not just& going to be& friends./	Undyne	Waterfall	room_water_undynehouse	
\E3* We're going to& be.../	Undyne	Waterfall	room_water_undynehouse	
\M1* BESTIES./	Undyne	Waterfall	room_water_undynehouse	
* I'll make you& like me so much.../	Undyne	Waterfall	room_water_undynehouse	
\E1* You won't be able& to think of anyone& else!!!/	Undyne	Waterfall	room_water_undynehouse	
\E3* Fuhuhuhu^1!&* It's the PERFECT& REVENGE!!/	Undyne	Waterfall	room_water_undynehouse	
undyne2				
* Oh^1, leaving so soon?/	Undyne	Waterfall	room_water_undynehouse	
\E3* No^1.&* No you're not./%%	Undyne	Waterfall	room_water_undynehouse	
* Comfortable?/	Undyne	Waterfall	room_water_undynehouse	
* I'll get you& something to drink./%%	Undyne	Waterfall	room_water_undynehouse	
again				
scr_npc_halt				
* All set^1!&* What would you like?/%%	Undyne	Waterfall	room_water_undynehouse	
mcxp				
mcyp				
tspear				
* HEY!!^1!&* DON'T GET UP!!!/	Undyne	Waterfall	room_water_undynehouse	
* YOU'RE THE GUEST!^1!&* SIT DOWN AND ENJOY& YOURSELF!!!/	Undyne	Waterfall	room_water_undynehouse	
\E9* Um^1, why not just& point to what you& want?/	Undyne	Waterfall	room_water_undynehouse	
* You can use the& spear!/%%	Undyne	Waterfall	room_water_undynehouse	
\E4* Y'know^1, I was a& pretty hotheaded& kid./	Undyne	Waterfall	room_water_undynehouse	
* Once^1, to prove I was& the strongest^1, I tried& to fight ASGORE./	Undyne	Waterfall	room_water_undynehouse	
\E1* Emphasis on TRIED./	Undyne	Waterfall	room_water_undynehouse	
\E0* I couldn't land& a single blow& on him!/	Undyne	Waterfall	room_water_undynehouse	
\E4* And worse^1, the whole& time^1, he refused& to fight back!/	Undyne	Waterfall	room_water_undynehouse	
\E7* I was so& humiliated.../	Undyne	Waterfall	room_water_undynehouse	
\E0* Afterwards^1, he& apologized and said& something goofy.../	Undyne	Waterfall	room_water_undynehouse	
* "Excuse me^1, do you& want to know how& to beat me?"/	Undyne	Waterfall	room_water_undynehouse	
\E0* I said yes^1, and& from then on^1, he& trained me./	Undyne	Waterfall	room_water_undynehouse	
\E4* One day^1, during& practice^1, I finally& knocked him down./	Undyne	Waterfall	room_water_undynehouse	
\E7* I felt..^1. bad./	Undyne	Waterfall	room_water_undynehouse	
\E9* But he was& beaming.../	Undyne	Waterfall	room_water_undynehouse	
\E6* I had never seen& someone more proud to& get their butt kicked./	Undyne	Waterfall	room_water_undynehouse	
\E1* ... oh!/	Undyne	Waterfall	room_water_undynehouse	
\E9* I almost forgot& about your tea!/	Undyne	Waterfall	room_water_undynehouse	
* Just a moment!/%%	Undyne	Waterfall	room_water_undynehouse	
* Wait a second./	Undyne	Waterfall	room_water_undynehouse	
* Papyrus..^1.&* His cooking lesson.../	Undyne	Waterfall	room_water_undynehouse	
\M2* HE WAS SUPPOSED& TO HAVE THAT RIGHT& NOW!!!/	Undyne	Waterfall	room_water_undynehouse	
\E3* And if HE's not& here to have it.../	Undyne	Waterfall	room_water_undynehouse	
\E2* YOU'LL HAVE TO& HAVE IT FOR HIM!!!/%%	Undyne	Waterfall	room_water_undynehouse	
teabox2				
breaksprite				
myh				
mya				
sugar2				
soda2				
myv				
hotchocolate2				
* That's right!!!/	Undyne	Waterfall	room_water_undynehouse	
\E1* NOTHING has brought& Papyrus and I& closer than cooking!/	Undyne	Waterfall	room_water_undynehouse	
\E3* Which means that if& I give you his& lesson.../	Undyne	Waterfall	room_water_undynehouse	
\E2* WE'LL BECOME CLOSER& THAN YOU CAN& EVER IMAGINE!!!/	Undyne	Waterfall	room_water_undynehouse	
\E6* Fuhuhu!!^1! Afraid!^1?&* We're gonna be best& friends!!!/%%	Undyne	Waterfall	room_water_undynehouse	
de				
* Ready!^1?&* It's spaghetti time!/	Undyne	Waterfall	room_water_undynehouse	
* Let's start with the& sauce!!/%%	Undyne	Waterfall	room_water_undynehouse	
veg				
* Uhh^1, we'll just scrape& this into a bowl& later./	Undyne	Waterfall	room_water_undynehouse	
\E1* But for NOW!/%%	Undyne	Waterfall	room_water_undynehouse	
box				
* Alright^1!&* Now it's time& to stir the pasta!/	Undyne	Waterfall	room_water_undynehouse	
* As a general rule& of thumb^1, the more& you stir.../	Undyne	Waterfall	room_water_undynehouse	
\E1* THE BETTER IT IS!/	Undyne	Waterfall	room_water_undynehouse	
\E0* Ready^1?&* Let's do it!/%%	Undyne	Waterfall	room_water_undynehouse	
spear2				
ssine				

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Text	Character	Area	Room	How to get it ?
stab				
\M0* Fuhuhuhu^1!&* That's the stuff!/	Undyne	Waterfall	room_water_undynehouse	
\E0* Alright^1, now for& the final step:/	Undyne	Waterfall	room_water_undynehouse	
\E1* TURN UP THE HEAT!/	Undyne	Waterfall	room_water_undynehouse	
\E0* Let the stovetop& symbolize your& passion!/	Undyne	Waterfall	room_water_undynehouse	
\E1* Let your hopes and& dreams turn into& burning fire!/	Undyne	Waterfall	room_water_undynehouse	
\E2* READY^1?&* Don't hold anything& back!!!/%%	Undyne	Waterfall	room_water_undynehouse	
pot2				
potb				
background_blend				
* Ah./	Undyne	Waterfall	room_water_undynehouse	
* Man^1, no wonder& Papyrus sucks at& cooking./%%	Undyne	Waterfall	room_water_undynehouse	
* So what's next^1?&* Scrapbooking^1?&* Friendship bracelets?/	Undyne	Waterfall	room_water_undynehouse	
* ... oh^1, who am i& kidding./	Undyne	Waterfall	room_water_undynehouse	
* I really screwed this& up^1, didn't I?/	Undyne	Waterfall	room_water_undynehouse	
\E4* I can't force you to& like me^1, human./	Undyne	Waterfall	room_water_undynehouse	
\E4* Some people just& don't get along& with each other./	Undyne	Waterfall	room_water_undynehouse	
\E7* I understand if& you feel that& way about me./	Undyne	Waterfall	room_water_undynehouse	
\E4* And if we can't& be friends.../	Undyne	Waterfall	room_water_undynehouse	
\E7* That's okay./	Undyne	Waterfall	room_water_undynehouse	
\E7* Because..^1.&* If we're not& friends.../%%	Undyne	Waterfall	room_water_undynehouse	
\E2*\M2 IT MEANS I CAN& DESTROY YOU WITHOUT& REGRET!/%%	Undyne	Waterfall	room_water_undynehouse	
teapot				
* It'll take a moment& for the water to& boil./%%	Undyne	Waterfall	room_water_undynehouse	
dg				
* Okay^1, it's all& done!/%%	Undyne	Waterfall	room_water_undynehouse	
* Here we are./%%	Undyne	Waterfall	room_water_undynehouse	
* Careful^1, it's hot./%%	Undyne	Waterfall	room_water_undynehouse	
* It's not THAT hot!^1!&* Just drink it already!/	Undyne	Waterfall	room_water_undynehouse	
* (You take a sip of the& tea.^1)&* (It's burning...)/	Narrator	Waterfall	room_water_undynehouse	
* (But other than that^1,& it's pretty good.)/	Narrator	Waterfall	room_water_undynehouse	
* It's pretty good^1,& right?/	Undyne	Waterfall	room_water_undynehouse	
\E6* Nothing but the best& for my ABSOLUTELY& PRECIOUS FRIEND!!/%%	Undyne	Waterfall	room_water_undynehouse	
\E9* Hey.../	Undyne	Waterfall	room_water_undynehouse	
\E9* You know...&* It's kind of strange& you chose THAT tea./	Undyne	Waterfall	room_water_undynehouse	
\E4* Golden flower tea.../	Undyne	Waterfall	room_water_undynehouse	
\E0* That's ASGORE's& favorite kind./	Undyne	Waterfall	room_water_undynehouse	
\E4* Actually^1, now that& I think about it.../	Undyne	Waterfall	room_water_undynehouse	
\E9* You kind of remind& me of him./	Undyne	Waterfall	room_water_undynehouse	
\E6* You're both TOTAL& weenies!!!/	Undyne	Waterfall	room_water_undynehouse	
\E7* ... sort of./%%	Undyne	Waterfall	room_water_undynehouse	
\E4* Anyway^1, long story& short^1, he kept training& me.../	Undyne	Waterfall	room_water_undynehouse	
\E0* And now I'm the& head of the Royal& Guard!/	Undyne	Waterfall	room_water_undynehouse	
\E6* So I'm the one& who gets to train& dorks to fight!/	Undyne	Waterfall	room_water_undynehouse	
\E9* ... like^1, uh^1, Papyrus./%%	Undyne	Waterfall	room_water_undynehouse	
\E4* But^1, um^1, to be& honest.../	Undyne	Waterfall	room_water_undynehouse	
\E9*... I don't know if.../	Undyne	Waterfall	room_water_undynehouse	
\E7* I can ever let& Papyrus into the& Royal Guard./	Undyne	Waterfall	room_water_undynehouse	
\E1* Don't tell him I& said that!/	Undyne	Waterfall	room_water_undynehouse	
\E4* He's just..^1.&* Well.../	Undyne	Waterfall	room_water_undynehouse	
\E9* I mean^1, it's not& that he's weak./	Undyne	Waterfall	room_water_undynehouse	
\E1* He's actually& pretty freaking& tough!/	Undyne	Waterfall	room_water_undynehouse	
\E7* It's just that..^1.&* He's.../	Undyne	Waterfall	room_water_undynehouse	
\E1* He's too innocent& and nice!!!/	Undyne	Waterfall	room_water_undynehouse	
\E7* I mean^1, look^1, he& was SUPPOSED to& capture you.../	Undyne	Waterfall	room_water_undynehouse	
\E5* And he ended up& being FRIENDS with& you instead!/	Undyne	Waterfall	room_water_undynehouse	
\E1* I could NEVER send& him into battle!/	Undyne	Waterfall	room_water_undynehouse	
\E7* He'd get ripped& into little smiling& shreds./	Undyne	Waterfall	room_water_undynehouse	
\E7* That's part of why.../	Undyne	Waterfall	room_water_undynehouse	
\E9* I started teaching& him how to cook^1,& you know?/	Undyne	Waterfall	room_water_undynehouse	
\E7* So^1, um^1, maybe he& can do something& else with his life./%%	Undyne	Waterfall	room_water_undynehouse	
bcbc				
\E1* Oh^1, sorry^1, I was& talking for so& long.../	Undyne	Waterfall	room_water_undynehouse	
\E9* You're out of tea^1,& aren't you?/	Undyne	Waterfall	room_water_undynehouse	
\E0* I'll get you some& more./%%	Undyne	Waterfall	room_water_undynehouse	
housesprite				
door				
PSST./	Papyrus	Waterfall	room_water_undyneyard	
\E0MAKE SURE TO&GIVE HER THIS!/%%	Papyrus	Waterfall	room_water_undyneyard	
SHE LOVES THESE!/%%	Papyrus	Waterfall	room_water_undyneyard	
* Hi^1, Papyrus!/	Undyne	Waterfall	room_water_undyneyard	
* Ready for your extra-& private^1, one-on-one& training?/	Undyne	Waterfall	room_water_undyneyard	
YOU BET I AM!/	Papyrus	Waterfall	room_water_undyneyard	
AND I BROUGHT&A FRIEND!/%%	Papyrus	Waterfall	room_water_undyneyard	
beedly				
* Hi^1, I don't think& we've.../	Undyne	Waterfall	room_water_undyneyard	
\M9* .../	Undyne	Waterfall	room_water_undyneyard	
\E1* Why don't^1.&* You two^1.&* Come in?/%%	Undyne	Waterfall	room_water_undyneyard	
* (You hear someone shouting& a whisper at you from& inside the house.)/	Narrator	Waterfall	room_water_undyneyard	
NO^1!&YOU CAN'T ESCAPE&FRIENDSHIP!!/%%	Papyrus	Waterfall	room_water_undyneyard	
* Well^1, that was& fun^1, huh?/	Undyne	Waterfall	room_water_undyneyard	
\E6* We'll have to hang& out again another& time...!/	Undyne	Waterfall	room_water_undyneyard	
\E9* But^1, uh^1, somewhere& else I guess./	Undyne	Waterfall	room_water_undyneyard	
\E0* In the meantime^1,& I guess I'll go& hang with Papyrus./	Undyne	Waterfall	room_water_undyneyard	
* So if you need& me^1, drop by Snowdin^1,& OK!?/	Undyne	Waterfall	room_water_undyneyard	
\E1* OH^1!&* And if you ever& need help.../	Undyne	Waterfall	room_water_undyneyard	
\E9* Just give Papyrus a& ring^1, ok?/	Undyne	Waterfall	room_water_undyneyard	
\E0* Since we're in the& same spot^1, I'll be& able to talk too!/	Undyne	Waterfall	room_water_undyneyard	
\E6* Well^1, see ya& later^1, punk!!/%%	Undyne	Waterfall	room_water_undyneyard	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E6* Well^1, see ya& later^1, punk.../	Undyne	Waterfall	room_water_undyneyard	
\E1* OH!!^1!&* WAIT!!/	Undyne	Waterfall	room_water_undyneyard	
\E0* This is sudden^1, but.../	Undyne	Waterfall	room_water_undyneyard	
\E9* Can you deliver& something for me?/	Undyne	Waterfall	room_water_undyneyard	
\E0* Papyrus suggested& that I ask you./	Undyne	Waterfall	room_water_undyneyard	
\E3* But he told me when& I still hated you^1,& so.../	Undyne	Waterfall	room_water_undyneyard	
\E1* Uh^1! Anyway!!^1!&* Here^1! Just take it!/	Undyne	Waterfall	room_water_undyneyard	
* (You got the Undyne's& Letter.)/	Narrator	Waterfall	room_water_undyneyard	
* Well^1, what are you& waiting for!?/	Undyne	Waterfall	room_water_undyneyard	
\E1* Go deliver it!!!/	Undyne	Waterfall	room_water_undyneyard	
\E9* Uhhhh..^1.&* Oh^1, yeah.../	Undyne	Waterfall	room_water_undyneyard	
* It's addressed to& Dr. Alphys./	Undyne	Waterfall	room_water_undyneyard	
\E6* OK^1, see you!!/%%	Undyne	Waterfall	room_water_undyneyard	
* Can you.../	Undyne	Waterfall	room_water_undyneyard	
\E1* Hey^1, wait^1!&* Your inventory's& full./	Undyne	Waterfall	room_water_undyneyard	
\E9* Uh^1, well^1, I'll be& at Papyrus's./	Undyne	Waterfall	room_water_undyneyard	
\E6* Come see me when& you have less& stuff!/%%	Undyne	Waterfall	room_water_undyneyard	
throw				
curangle				
reg				
dogy				
bgspeed				
lapbg				
rman				
snapper				
ilex				
* Tra la la^1.&* The waters are wild today^1.&* That's good luck.../%%	River Person		room_riverman_transition	
* Tra la la./%%	River Person		room_riverman_transition	
* Tra la la^1.&* The waters are wild today^1.&* That's bad luck.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* Eat a mushroom everyday./	River Person		room_riverman_transition	
* Why^1?&* Then I know you're listening& to me.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* Remember to take a break& every-so-often.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* Did you ever hear the old& song coming from the sea?/%%	River Person		room_riverman_transition	
* Tra la la^1.&* What's inside an acorn^1?&* It's really just a mystery./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Dancing on a boat is danger^1.&* But good exercise.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* I heard ASGORE has a favorite& food./%%	River Person		room_riverman_transition	
* Tra la la^1.&* I heard spiders have a& favorite food./	River Person		room_riverman_transition	
* It's spiders./%%	River Person		room_riverman_transition	
* Tra la la^1.&* The piano plays the& tinkling song./	River Person		room_riverman_transition	
* Hmm..^1. tinkling./%%	River Person		room_riverman_transition	
* Tra la la^1.&* You can never have too& many hot-dogs./	River Person		room_riverman_transition	
* ... sadly^1, that's not true./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Don't snoop behind people's& houses.../	River Person		room_riverman_transition	
* You might be mistaken for& a trash-can./%%	River Person		room_riverman_transition	
* Tra la la^1.&* The angel is coming..^1.&* Tra la la./%%	River Person		room_riverman_transition	
* Hum hum hum^1. Hum hum hum^1.&* I'm having a little concert./%%	River Person		room_riverman_transition	
* Pet pet pet..^1.&* The neck stretches infinitely& into the cosmos./	River Person		room_riverman_transition	
* ... don't worry about it./%%	River Person		room_riverman_transition	
* Ah./%%	River Person		room_riverman_transition	
* Tra la la^1.&* What's a game you can play& with a dog?/	River Person		room_riverman_transition	
* Asking for a friend.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* Temmie Village.../	River Person		room_riverman_transition	
* ... the room before the& darkening lantern room./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Why don't you sing with me^1.&* Tra la la./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Uh oh^1.&* Suddenly^1, feeling tropical.../%%	River Person		room_riverman_transition	
* Tra la la^1.&* Hmmm.../	River Person		room_riverman_transition	
* I should have worn a few& more pairs of pants today./%%	River Person		room_riverman_transition	
* I should have worn a few& million more pairs of pants& today./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Tri li li^1.&* Tre le le./%%	River Person		room_riverman_transition	
Sunday	River Person		room_riverman_transition	
Monday	River Person		room_riverman_transition	
Tuesday	River Person		room_riverman_transition	
Wednesday	River Person		room_riverman_transition	
Thursday	River Person		room_riverman_transition	
Friday	River Person		room_riverman_transition	
Saturday	River Person		room_riverman_transition	
* Tra la la^1.&* Somewhere^1, it's	River Person		room_riverman_transition	
^1.&* So be careful./%%	River Person		room_riverman_transition	
* Tra la la^1.&* If it's hot or cold^1, you& can count on me./%%	River Person		room_riverman_transition	
* Tra la la^1.&* The water is very wet today./%%	River Person		room_riverman_transition	
* Tra la la^1.&* The water is very dry today./%%	River Person		room_riverman_transition	
* Tra la la^1.&* What's my name^1?&* ... It doesn't really matter./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Humans^1, monsters^1...&* Flowers./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Beware of the man who& speaks in hands./%%	River Person		room_riverman_transition	
* Tra la la^1.&* Beware of the man who came& from the other world./%%	River Person		room_riverman_transition	
* Come again some time^1.&* Tra la la./%%	River Person			
onion				
tents				
once				
tent1				
follow				
tent2				
* Hey..^1. there..^1.&* Noticed you were..^1.&* Here.../	Onionsan	Waterfall	room_water_onionsan	
\M1* I'm Onionsan^1!&* Onionsan^1, y'hear!/%%	Onionsan	Waterfall	room_water_onionsan	
\M1* You're visiting Waterfall^1, huh^1!* It's great here^1, huh^1!&* You love it^1, huh!/	Onionsan	Waterfall	room_water_onionsan	
\M0* Yeah^1!&* Me too^1!&* It's my Big Favorite./%%	Onionsan	Waterfall	room_water_onionsan	
\M3* Even though^1, the water's& getting so shallow here..^1./	Onionsan	Waterfall	room_water_onionsan	
* I^1, have to sit down all& the time^1, but.../	Onionsan	Waterfall	room_water_onionsan	
\M1* He^1-hey^1! That's OK^1!&* It beats moving to the city!/	Onionsan	Waterfall	room_water_onionsan	

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* And living in a crowded& aquarium!/	Onionsan	Waterfall	room_water_onionsan	
\M2* Like all my friends did!/%%	Onionsan	Waterfall	room_water_onionsan	
\M3* And the aquarium's full^1,& a-anyway^1, so^1, even if I& wanted to^1, I.../	Onionsan	Waterfall	room_water_onionsan	
\M1* That's okay though^1, y'hear!&* Undyne's gonna fix& everything^1, y'hear!/	Onionsan	Waterfall	room_water_onionsan	
* I'm gonna get out of here& and live in the ocean^1!&* Y'hear!/%%	Onionsan	Waterfall	room_water_onionsan	
\M2* Hey..^1. there..^1.&* That's the end of this room./	Onionsan	Waterfall	room_water_onionsan	
* I'll see you around^1!&* Have a good time!/	Onionsan	Waterfall	room_water_onionsan	
* In Waterfallllllllllllllllll& llllllllllll/%%	Onionsan	Waterfall	room_water_onionsan	
\M1* Oh^1!&* Did y'hear!!!/	Onionsan	Waterfall	room_water_onionsan	
\M1* .../	Onionsan	Waterfall	room_water_onionsan	
\M1* I got nothing else..^1.&* To talk about.../%%	Onionsan	Waterfall	room_water_onionsan	
\M2* I've been wondering when& we're all gonna go free./	Onionsan	Waterfall	room_water_onionsan	
\M3* S-since..^1. if we did..^1.&* How would I ever know?/	Onionsan	Waterfall	room_water_onionsan	
\M1* Well^1, I'll keep my& tentacles out for you^1!&* Y'hear!/	Onionsan	Waterfall	room_water_onionsan	
* As soon as I know I'll be& the first to tell you^1!&* Y'hear!!/%%	Onionsan	Waterfall	room_water_onionsan	
\M0* It's gotta be any day now!/%%	Onionsan	Waterfall	room_water_onionsan	
onion_blue_alpha				
onionh				
ot				
tenta1				
tenta2				
onionsprite				
\R* Strongly felt	Chara	Waterfall	room_water19	
left^1.&* Shouldn't proceed yet./%%	Chara	Waterfall	room_water19	
* Dear Diary^1:&* Shyren's sister "fell down"& recently./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* It's sad^1.&* Without her sister to& speak for her.../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* She's become more& reclusive than ever./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* So I reached out to her^1,& and told her.../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* That she^1, Blooky^1, and I& should all perform together& sometime./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* She seemed to like& that idea./%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Dearer Diary^1:&* I like to buy a new diary& for every entry I make./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* I love to collect diaries./%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Dearest Diary^1:&* Our cousin left the farm& to become a training dummy./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* That leaves just Blooky& and I./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Blooky asked me if I was& going to try to become& corporeal^1, too./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* They sounded so..^1.&* Resigned.../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Come on^1, Blooky^1.&* You know I'd never leave& you behind./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* And besides.../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* I'd never find the kind& of body I'm looking for^1,& anyway./%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* My Darling Diary^1:&* I met someone..^1.&* Interesting today./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Last week I posted that& advertisement for my& Human Fanclub./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Today was our first meeting./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Only one other person came./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Honestly^1, she's a dork^1.&* And she's obsessed with& these awful cartoons./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* But she's kind of funny^1,& too..../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* I want to see her again./%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Diary... My dear:&* My diary collection is& going fabulously./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* I have like five now./%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Dear Diary^1:&* She surpised me with& something today./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Sketches of a body that& she wants to create for& me.../	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* A form beyond my wildest& fantasies./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* In a form like that^1, I& could finally feel& like... "myself."/	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* After all^1, there's no& way I can be a star& the way I am now./	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
* Sorry^1, Blooky^1.&* My dreams can't wait& for anyone.../%%	Napstablook's Cousin (diary)	Waterfall	room_water_hapstablook	
interacter				
solider				
doorer				
oframe				
glowamt				
gl2				
inwater				
* (The dog absorbs the& artifact.)/%%	Narrator	Waterfall	room_water_dogroom	
* grievous error/%%	Sans	Waterfall	room_water2	
* let's hang out again& sometime./%%	Sans	Waterfall	room_water2	
\E3* hey^1, I really& respect what you did& back there./	Sans	Waterfall	room_water2	
* over here^1.&* I know a shortcut./%%	Sans	Waterfall	room_water2	
sound				
qtimer				
guilt				
nowroom				
* Somewhere^1, a quiche's worst& fear becomes reality./%%	Narrator			
* A quiche in another timeline./%%	Narrator			
mp				
maxdist				
alf				
glow				
solvent				
glowtotal				
tile_layer_show				
glowyes				
maxvol				
curvol				
* Behind you./%%	Echo Flower	Waterfall	room_water18	
* You aren't gonna tell my& parents about this^1, are you?/%%	Monster Kid	Waterfall	room_water18	
rushf				
* Undyne!!^1!&* I'll help you fight!!!/%%	Monster Kid	Waterfall	room_water18	
* YO!!!!/	Monster Kid	Waterfall	room_water18	
* You did it!!^1!&* Undyne is RIGHT in front& of you!!!/	Monster Kid	Waterfall	room_water18	
* You've got front row seats& to her fight!!!/%%	Monster Kid	Waterfall	room_water18	

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Text	Character	Area	Room	How to get it ?
* ... wait./	Monster Kid	Waterfall	room_water18	
* Who's she fighting???/%%	Monster Kid	Waterfall	room_water18	
* H^1-hey!/	Monster Kid	Waterfall	room_water18	
glowup				
glowtimer				
solved				
interacted				
finalx				
scr_musfadeout				
scr_musfadein				
vedge				
hedge				
xmovement				
mykid				
shouldir				
jim				
shoulddir				
using				
auto				
waterboard				
me				
lx				
ux				
dx				
doodly				
sol2				
* (You hear a small voice.)/	Narrator			
* Congratulations!/	Sign	Waterfall	room_water5	
* What's wrong with you!/%%				
block				
new				
blockon				
blockno				
block2				
interactedobject				
facing2				
xfer				
yfer				
closemove				
tmp_idealy				
alcovecheck				
* So^1, one time./	Monster Kid	Waterfall	room_water_waterfall2	
* We had a school project where& we had to take care of& a flower./	Monster Kid	Waterfall	room_water_waterfall2	
* The king ^1- we had to call him& "Mr. Dreemurr" ^1- volunteered& to donate his own flowers./	Monster Kid	Waterfall	room_water_waterfall2	
* He ended up coming to school& and teaching the class about& responsibility and stuff./	Monster Kid	Waterfall	room_water_waterfall2	
* That got me thinking.../	Monster Kid	Waterfall	room_water_waterfall2	
* YO^1!&* How COOL would it be if& UNDYNE came to school!?/	Monster Kid	Waterfall	room_water_waterfall2	
* She could beat up ALL& the teachers!!/%%	Monster Kid	Waterfall	room_water_waterfall2	
speedup				
STOPPER				
numero				
* Yo.../%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo..^1./	Monster Kid	Waterfall	room_water_waterfall	
* Where's the umbrella...^1?&* Ha... ha.../%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo^1!&* Ready yet?/%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo^1!&* You got us an umbrella?/	Monster Kid	Waterfall	room_water_waterfall	
* You're the best!/%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo^1, you got an umbrella?/	Monster Kid	Waterfall	room_water_waterfall	
* Awesome!/%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo^1! You can't hold an& umbrella either?/	Monster Kid	Waterfall	room_water_waterfall	
* If you're walking anyway^1,& I guess I'll go with you^1,& haha.../%%	Monster Kid	Waterfall	room_water_waterfall	
* Let's go!/%%	Monster Kid	Waterfall	room_water_waterfall	
* Yo^1, I already looked^1,& Undyne's not over here./	Monster Kid	Waterfall	room_water_waterfall	
* So I guess I'll see& ya later^1, haha./%%	Monster Kid	Waterfall	room_water_waterfall	
* See ya later!/%%	Monster Kid	Waterfall	room_water_waterfall	
* Man^1, Undyne is soooooooo& cool./	Monster Kid	Waterfall	room_water_waterfall	
* She beats up bad guys and& NEVER loses./	Monster Kid	Waterfall	room_water_waterfall	
* If I was a human^1, I would& wet the bed every night.../	Monster Kid	Waterfall	room_water_waterfall	
* ... knowing she was gonna& beat me up^1!&* Ha ha./%%	Monster Kid	Waterfall	room_water_waterfall	
remember				
* Ummm^1, maybe she wouldn't beat& up the teachers.../	Monster Kid	Waterfall	room_water_waterfall2	
* She's too cool to ever& hurt an innocent person!/%%	Monster Kid	Waterfall	room_water_waterfall2	
unbuffer				
ganer				
prostrate				
ledgewall				
mkid2				
* Yo^1, you wanna see& Undyne^1, right...?/	Monster Kid	Waterfall	room_water_waterfall4	
* Climb on my shoulders./%%	Monster Kid	Waterfall	room_water_waterfall4	
* Put up your umbrella and& climb on my shoulders./%%	Monster Kid	Waterfall	room_water_waterfall4	
difx				
dify				
* Yo^1, you go on ahead./	Monster Kid	Waterfall	room_water_waterfall4	
* Don't worry about me^1.&* I always find a way to& get through!/%%	Monster Kid	Waterfall	room_water_waterfall4	
* Owww..^1.&* Yo^1, try being a little& less rough^1, haha./	Monster Kid	Waterfall	room_water_waterfall4	
* Anyway^1, I'll look for& another way through^1.&* Later!/%%	Monster Kid	Waterfall	room_water_waterfall4	
* Yo!/%%	Monster Kid	Waterfall	room_water20	
* Yo./	Monster Kid	Waterfall	room_water20	
* Undyne told me to stay& away from you./	Monster Kid	Waterfall	room_water20	

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* She said you..^1.&* You hurt a lot of people./	Monster Kid	Waterfall	room_water20	
* But^1, yo^1, that's not true^1,& right!?/	Monster Kid	Waterfall	room_water20	
* ... yo..^1.&* Why won't you answer me?/	Monster Kid	Waterfall	room_water20	
* A..^1. a..^1. and what's with& that weird expression...?/%%	Monster Kid	Waterfall	room_water20	
* Yo^1, dude..^1.&* I..^1. I heard some things^1,& and.../	Monster Kid	Waterfall	room_water20	
* What^1?&* Look over here^1?&* What for %%	Monster Kid	Waterfall	room_water20	
mkiddex				
* Yo^1, w-w-wait^1!&* Help^1!&* I tripped!/%%	Monster Kid	Waterfall	room_water20	
doorb				
doora				
undynetimer				
finaltimer				
mkidtalk				
samex				
\W* Wh-what are you \Ystanding& around\W for?&* \YGet over here^1,\W dude!/%%	Monster Kid	Waterfall	room_water20	
able				
* I..^1.&* I'm slipping!/%%	Monster Kid	Waterfall	room_water20	
* Undyne..^1. you saved me...?/	Monster Kid	Waterfall	room_water20	
* Yo^1, I thought I was a& goner^1, haha.../	Monster Kid	Waterfall	room_water20	
* ... wait^1, are you okay^1?&* It looks like you fell& pretty hard.../	Monster Kid	Waterfall	room_water20	
* Th-this is my fault^1.&* I should have stayed away from& them^1, like you said./	Monster Kid	Waterfall	room_water20	
* They just stood there..^1.&* Watching..^1.&* Waiting for me to fall./	Monster Kid	Waterfall	room_water20	
* They just went straight to& fight you instead of& helping me.../	Monster Kid	Waterfall	room_water20	
* I was so scared^1, and you.../	Monster Kid	Waterfall	room_water20	
* What^1?&* You're gonna go fight them& now?/	Monster Kid	Waterfall	room_water20	
* But you look hurt..^1.&* You should rest^1, haha.../	Monster Kid	Waterfall	room_water20	
* W-warriors don't rest^1, huh?/	Monster Kid	Waterfall	room_water20	
* Undyne..^1. you're really cool./%%	Monster Kid	Waterfall	room_water20	
idealxview				
* Y..^1. y..^1. yo..^1. dude.../	Monster Kid	Waterfall	room_water20	
* If..^1. If y^1-you wanna hurt& my friend.../	Monster Kid	Waterfall	room_water20	
* You're gonna have to get& through me^1, first./%%	Monster Kid	Waterfall	room_water20	
* She's gone.../	Monster Kid	Waterfall	room_water20	
* Yo^1, you really saved my skin./	Monster Kid	Waterfall	room_water20	
* Guess being enemies was just& a nice thought^1, haha./	Monster Kid	Waterfall	room_water20	
* We'll just have to be friends& instead./	Monster Kid	Waterfall	room_water20	
* ... man^1, I should REALLY go& home.../	Monster Kid	Waterfall	room_water20	
* I bet my parents are worried& sick about me!/%%	Monster Kid	Waterfall	room_water20	
* Later^1, dude!/%%	Monster Kid	Waterfall	room_water20	
* Oh..^1.&* Oh man.../	Monster Kid	Waterfall	room_water20	
* (Man^1, my h-heart's pounding& right out of my chest...)/	Monster Kid	Waterfall	room_water20	
* (... what would Undyne do?)/	Monster Kid	Waterfall	room_water20	
* Yo.../	Monster Kid	Waterfall	room_water20	
* Y-you'd b-better st-stop& r-right where you are.../	Monster Kid	Waterfall	room_water20	
* Cause if you w-wanna hurt& anyone else..^1. you're.../	Monster Kid	Waterfall	room_water20	
* You're gonna have to get& through me^1, first./	Monster Kid	Waterfall	room_water20	
* A..^1. and..^1. and..^1.%%	Monster Kid	Waterfall	room_water20	
* S-see^1?&* I knew y-you weren't so& bad!/	Monster Kid	Waterfall	room_water20	
* I've gotta go tell Undyne& she was wrong about you!/%%	Monster Kid	Waterfall	room_water20	
* Undyne..^1.&* You...^1.&* You saved me!/	Monster Kid	Waterfall	room_water21	
* Huh^1?&* They ran away?/	Monster Kid	Waterfall	room_water21	
* Yo^1, you're wrong.../	Monster Kid	Waterfall	room_water21	
* They went to get help!/	Monster Kid	Waterfall	room_water21	
* They'll be back any second!!/	Monster Kid	Waterfall	room_water21	
* O-okay^1, I'll go home.../%%	Monster Kid	Waterfall	room_water21	
save				
musout				
* That's it^1, then...!/	Undyne	Waterfall	room_water_undynefinal	
* No more running away!/%%	Undyne	Waterfall	room_water_undynefinal	
* I KNEW you would& come back here!/%%	Undyne	Waterfall	room_water_undynefinal	
* HERE I COME!!!!!!!	Undyne	Waterfall	room_water_undynefinal	
fakedrawer				
playthesong				
rememberyyy				
\W* Seven human souls^1, and& \RKing ASGORE\W will become& a god./	Undyne	Waterfall	room_water_undynefinal	
* Six./	Undyne	Waterfall	room_water_undynefinal	
* That's how many we have& collected thus far./	Undyne	Waterfall	room_water_undynefinal	
* Understand?/	Undyne	Waterfall	room_water_undynefinal	
* Through your seventh and& final soul^1, this world will& be transformed./	Undyne	Waterfall	room_water_undynefinal	
* First^1, however^1, as is customary& for those who make it this& far.../	Undyne	Waterfall	room_water_undynefinal	
* I shall tell you the tragic& tale of our people./	Undyne	Waterfall	room_water_undynefinal	
* It all started^1, long ago.../%%	Undyne	Waterfall	room_water_undynefinal	
* No^1, you know what?/%%	Undyne	Waterfall	room_water_undynefinal	
* SCREW IT^3!%%	Undyne	Waterfall	room_water_undynefinal	
* WHY SHOULD I TELL THAT STORY^1 %%	Undyne	Waterfall	room_water_undynefinal	
* WHEN YOU'RE ABOUT TO DIE!?^1! %%	Undyne	Waterfall	room_water_undynefinal	
* NGAAAAAHHHHHHHHHHHHHHHHH^1! %%	Undyne	Waterfall	room_water_undynefinal	
view_angle				
white				
view_visible				
ax				
* YOU!/	Undyne	Waterfall	room_water_undynefinal	
* You're standing in& the way of everybody's& hopes and dreams!/	Undyne	Waterfall	room_water_undynefinal	
\E4* Alphys's history books& made me think& humans were cool.../	Undyne	Waterfall	room_water_undynefinal	
\E0* ... with their giant& robots and flowery& swordswomen./	Undyne	Waterfall	room_water_undynefinal	
\E1* BUT YOU?/	Undyne	Waterfall	room_water_undynefinal	
\E2* You're just a coward!/	Undyne	Waterfall	room_water_undynefinal	
\E3* Hiding behind that kid& so you could run away& from me again!/	Undyne	Waterfall	room_water_undynefinal	
* You abandoned your& friend just so you& could run away!/	Undyne	Waterfall	room_water_undynefinal	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E2* And let's not forget& your wimpy goody-two-& shoes-schtick!/	Undyne	Waterfall	room_water_undynefinal	
\E6* Oooh^1! I'm making such a& difference by hugging& random strangers!/	Undyne	Waterfall	room_water_undynefinal	
*\E3 You know what would& be more valuable& to everyone?/	Undyne	Waterfall	room_water_undynefinal	
*\E1 IF YOU WERE DEAD!!!/	Undyne	Waterfall	room_water_undynefinal	
\E0* That's right^1, human^1!&* Your continued& existence is a crime!/	Undyne	Waterfall	room_water_undynefinal	
* Your life is all& that stands between& us and our freedom!/	Undyne	Waterfall	room_water_undynefinal	
* Right now^1, I can& feel everyone's hearts& pounding together!/	Undyne	Waterfall	room_water_undynefinal	
\E0* Everyone's been& waiting their whole& lives for this moment!/	Undyne	Waterfall	room_water_undynefinal	
\E0* But we're not& nervous at all./	Undyne	Waterfall	room_water_undynefinal	
\E1* When everyone puts& their hearts together^1,& they can't lose!/	Undyne	Waterfall	room_water_undynefinal	
\E5* Now^1, human^1!&* Let's end this^1,& right here^1, right now./	Undyne	Waterfall	room_water_undynefinal	
\E0* I'll show you how& determined monsters& can be!/	Undyne	Waterfall	room_water_undynefinal	
\E0* Step forward when& you're ready^1!&* Fuhuhuhu!/%%	Undyne	Waterfall	room_water_undynefinal	
\E1* And^1! And!/	Undyne	Waterfall	room_water_undynefinal	
\E7*... and something's& been bothering me^1,& too./	Undyne	Waterfall	room_water_undynefinal	
\E4* The whole time I was& chasing after you.../	Undyne	Waterfall	room_water_undynefinal	
\E7* I felt something..^1.&* Strange./	Undyne	Waterfall	room_water_undynefinal	
* The echoes of something& warm^1, something.../	Undyne	Waterfall	room_water_undynefinal	
\E9* Something like "I miss& being friends with you."/	Undyne	Waterfall	room_water_undynefinal	
\E2* BUT THAT'S RIDICULOUS!/	Undyne	Waterfall	room_water_undynefinal	
\E6I WOULD NEVER GET& CHUMMY WITH A COWARD& LIKE YOU!/	Undyne	Waterfall	room_water_undynefinal	
\E1* You^1!&* You must have been& mind-controlling me!/	Undyne	Waterfall	room_water_undynefinal	
\E6* Manipulating people to& make them like you..^1.&* What a Grade-A FREAK!/	Undyne	Waterfall	room_water_undynefinal	
\E1* Now enough^1!&* For everyone's hopes^1!&* For everyone's dreams!/	Undyne	Waterfall	room_water_undynefinal	
\E2* And for my own& freaking dignity!/	Undyne	Waterfall	room_water_undynefinal	
\E3* I^1, UNDYNE^1, will& knock you down!/%%	Undyne	Waterfall	room_water_undynefinal	
\E4* Alphys's history books& made me think humans& were compassionate.../	Undyne	Waterfall	room_water_undynefinal	
\E5* You're just a& remorseless criminal!/	Undyne	Waterfall	room_water_undynefinal	
* You wander through the& caverns^1, attacking& anyone in your path./	Undyne	Waterfall	room_water_undynefinal	
\E4* Self-defense^1?&* Please./	Undyne	Waterfall	room_water_undynefinal	
* You didn't kill them& because you had to./	Undyne	Waterfall	room_water_undynefinal	
\E5* You killed them& because it was& easy for you./	Undyne	Waterfall	room_water_undynefinal	
* Because it was fun& for you./	Undyne	Waterfall	room_water_undynefinal	
\E4* Do you think it& was fun when I& found out...?/	Undyne	Waterfall	room_water_undynefinal	
* Do you think it's& fun when people's& family members.../	Undyne	Waterfall	room_water_undynefinal	
* ... never come home^1?&* Is that fun?/	Undyne	Waterfall	room_water_undynefinal	
* Shyren^1, who was& just learning to& sing.../	Undyne	Waterfall	room_water_undynefinal	
* ... was dead^1, because& of the whims of& a single human?/	Undyne	Waterfall	room_water_undynefinal	
* A teenage comedian& who fell in with& the wrong crowd.../	Undyne	Waterfall	room_water_undynefinal	
* Doggo^1, who always& made me laugh.../	Undyne	Waterfall	room_water_undynefinal	
* Those two sweet dogs^1,& who always took care& of each other.../	Undyne	Waterfall	room_water_undynefinal	
* ... were dead^1, because& of the whims of& a single human?/	Undyne	Waterfall	room_water_undynefinal	
* That big dog^1, who& wanted nothing more& than to play.../	Undyne	Waterfall	room_water_undynefinal	
* Lesser Dog^1, who& wanted nothing more& than affection.../	Undyne	Waterfall	room_water_undynefinal	
* The Snowdin Canine& Unit had been& completely decimated./	Undyne	Waterfall	room_water_undynefinal	
* My troops and friends^1,& destroyed..^1.&* Is that fun?/	Undyne	Waterfall	room_water_undynefinal	
\E5* No./	Undyne	Waterfall	room_water_undynefinal	
\E3* But your time's up^1,& villain!/	Undyne	Waterfall	room_water_undynefinal	
\E0* You won't hurt anyone& else./	Undyne	Waterfall	room_water_undynefinal	
* A knight in shining& armor has appeared./	Undyne	Waterfall	room_water_undynefinal	
\E4* And all the pain& you inflicted on& the fallen.../	Undyne	Waterfall	room_water_undynefinal	
* Every hope^1, every& dream you've turned& to dust.../	Undyne	Waterfall	room_water_undynefinal	
\E0* She's gonna send& right back through& her spear!/	Undyne	Waterfall	room_water_undynefinal	
\E1* NGAHHH!!!/	Undyne	Waterfall	room_water_undynefinal	
\E0* I'll show you how& determined monsters& truly are!/	Undyne	Waterfall	room_water_undynefinal	
* Come on^1!&* Step forward and& let's end this!/%%	Undyne	Waterfall	room_water_undynefinal	
* Forget it./%%	Undyne	Waterfall	room_water_undynefinal	
* Look./	Undyne	Waterfall	room_water_undynefinal	
* Papyrus didn't come& to his meeting& today./	Undyne	Waterfall	room_water_undynefinal	
* Say what you want& about him./	Undyne	Waterfall	room_water_undynefinal	
* He's weird^1, he's& naive^1, he's self-& absorbed.../	Undyne	Waterfall	room_water_undynefinal	
\E5* But Papyrus has& NEVER missed a& meeting./	Undyne	Waterfall	room_water_undynefinal	
\E4* And no matter what& time you call him& on the phone.../	Undyne	Waterfall	room_water_undynefinal	
* Night^1, day^1, afternoon^1,& morning.../	Undyne	Waterfall	room_water_undynefinal	
\E5* He ALWAYS answers& within the first& two rings./	Undyne	Waterfall	room_water_undynefinal	
* But now he's gone./	Undyne	Waterfall	room_water_undynefinal	
* And his brother& isn't around^1,& either./	Undyne	Waterfall	room_water_undynefinal	
\E5* .../	Undyne	Waterfall	room_water_undynefinal	
* What did you do& to him?/	Undyne	Waterfall	room_water_undynefinal	
* What did you DO& TO HIM?/	Undyne	Waterfall	room_water_undynefinal	
\E4* Papyrus^1, who I have& trained every day.../	Undyne	Waterfall	room_water_undynefinal	
* Even though I KNOW& he's too goofy to& ever hurt anyone.../	Undyne	Waterfall	room_water_undynefinal	
\E4* Go ahead^1.&* Prepare however you& want./	Undyne	Waterfall	room_water_undynefinal	
\E5* But when you step& forward.../	Undyne	Waterfall	room_water_undynefinal	
\E1* I will KILL you./%%	Undyne	Waterfall	room_water_undynefinal	
view_hborder				
view_vborder				
*TEST!!!/%%				
shock				
predummy				
* Hahaha..^1.&* It's just like you to& run away./	Mad Dummy	Waterfall	room_water_trashzone2	
* FOOL^1!&* You think you can hurt& ME???/	Mad Dummy	Waterfall	room_water_trashzone2	
* Hahaha..^1.&* Too intimidated to fight& me^1, huh!?/	Mad Dummy	Waterfall	room_water_trashzone2	
* I am a ghost that lives& inside a DUMMY./	Mad Dummy	Waterfall	room_water_trashzone2	
* My cousin used to live& inside a DUMMY^1, too^1.&* Until.../	Mad Dummy	Waterfall	room_water_trashzone2	
* YOU CAME ALONG!/	Mad Dummy	Waterfall	room_water_trashzone2	
* They were a shy sort^1.&* Living a lonely life in& the RUINS.../	Mad Dummy	Waterfall	room_water_trashzone2	
* They saw you and hoped you& might TALK to them./	Mad Dummy	Waterfall	room_water_trashzone2	
* Perhaps strike up a& friendly conversation./	Mad Dummy	Waterfall	room_water_trashzone2	

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* But NO!!!/	Mad Dummy	Waterfall	room_water_trashzone2	
* You ran away..^1.&* And broke their little& ethereal heart./	Mad Dummy	Waterfall	room_water_trashzone2	
* Despicable^1.&* Despicable^1!&* DESPICABLE!/	Mad Dummy	Waterfall	room_water_trashzone2	
* HUMAN^1!&* I'll show you what REAL& heartbreak is!/%%	Mad Dummy	Waterfall	room_water_trashzone2	
* YOU DESTROYED THEIR HOME!/	Mad Dummy	Waterfall	room_water_trashzone2	
* Us ghosts spend our whole& lives looking for a& proper vessel./	Mad Dummy	Waterfall	room_water_trashzone2	
* Slowly^1, slowly^1, we grow& closer to our new& bodies.../	Mad Dummy	Waterfall	room_water_trashzone2	
* Until one day^1, we too& may become corporeal& beings./	Mad Dummy	Waterfall	room_water_trashzone2	
* Beings able to laugh^1,& love^1, and dance like& any other.../	Mad Dummy	Waterfall	room_water_trashzone2	
* But YOU!!!^1!&* My cousin's future...^1!&* You took it all away!/	Mad Dummy	Waterfall	room_water_trashzone2	
* HUMAN^1!&* I hope you're not too& attached to YOUR body.../	Mad Dummy	Waterfall	room_water_trashzone2	
* Because your SOUL's about& to get EVICTED!!!/%%	Mad Dummy	Waterfall	room_water_trashzone2	
* When you talked to them^1,& they thought they were& in for a nice chat.../	Mad Dummy	Waterfall	room_water_trashzone2	
* But the things you& SAID...!/	Mad Dummy	Waterfall	room_water_trashzone2	
* Horrible^1.&* Shocking^1!&* UNBELIEVABLE!/	Mad Dummy	Waterfall	room_water_trashzone2	
* It spooked them right& out of their dummy!/	Mad Dummy	Waterfall	room_water_trashzone2	
* HUMAN^1!&* I'll scare your SOUL& out of your body!/%%	Mad Dummy	Waterfall	room_water_trashzone2	
* YOU...!/	Mad Dummy	Waterfall	room_water_trashzone2	
* You.../	Mad Dummy	Waterfall	room_water_trashzone2	
* Shucks^1!&* You were really boring!/	Mad Dummy	Waterfall	room_water_trashzone2	
* They got annoyed and flew& away like any self-& respecting spectre./	Mad Dummy	Waterfall	room_water_trashzone2	
* Well then^1.&* Well then!&* WELL THEN!/	Mad Dummy	Waterfall	room_water_trashzone2	
* Boring people are crumbs& sticking to the face& of this world./	Mad Dummy	Waterfall	room_water_trashzone2	
* Human!/	Mad Dummy	Waterfall	room_water_trashzone2	
* I'll wipe you away with& the dainty handkerchief& of vengeance!/%%	Mad Dummy	Waterfall	room_water_trashzone2	
* Not only did YOUR actions& cause them to leave their& home.../	Mad Dummy	Waterfall	room_water_trashzone2	
* But now all of their neighbors& are gone^1, too!/	Mad Dummy	Waterfall	room_water_trashzone2	
* Despicable^1.&* Despicable^1!&* DESPICABLE!!!/	Mad Dummy	Waterfall	room_water_trashzone2	
* You're the worst person I've& ever met^1!&* I've NEVER been more mad!!!/	Mad Dummy	Waterfall	room_water_trashzone2	
* Guooooohhhh!!!^1!&* My mannequin levels are& going OFF THE CHARTS!!!/%%	Mad Dummy	Waterfall	room_water_trashzone2	
* well..^1.&* i'm going to head home& now.../	Napstablook	Waterfall	room_water_trashzone2	
* oh..^1. umm..^1.&* feel free to "come& with" if you want.../	Napstablook	Waterfall	room_water_trashzone2	
* but no pressure.../	Napstablook	Waterfall	room_water_trashzone2	
* i understand if you're& busy.../	Napstablook	Waterfall	room_water_trashzone2	
* it's fine.../	Napstablook	Waterfall	room_water_trashzone2	
* no worries.../	Napstablook	Waterfall	room_water_trashzone2	
* just thought i'd& offer.../%%	Napstablook	Waterfall	room_water_trashzone2	
* just warning you.../	Napstablook	Waterfall	room_water_trashzone2	
* so you don't accidentally& follow me to my& house.../	Napstablook	Waterfall	room_water_trashzone2	
* you probably wouldn't& like that.../%%	Napstablook	Waterfall	room_water_trashzone2	
* ...?/	Glad Dummy	Waterfall	room_water_trashzone2	
* This..^1.&* This feeling...?/%%	Glad Dummy	Waterfall	room_water_trashzone2	
* Eureka^1.&* Eureka^1!&* EUREKA!/	Glad Dummy	Waterfall	room_water_trashzone2	
* Human^1.&* That moment of unbridled& emotion./	Glad Dummy	Waterfall	room_water_trashzone2	
* It allowed me to finally& fuse with my body!/	Glad Dummy	Waterfall	room_water_trashzone2	
* I'm fully corporeal now^1!&* My lifelong dream^1, realized!/	Glad Dummy	Waterfall	room_water_trashzone2	
* In return^1, I guess I& won't stomp you./	Glad Dummy	Waterfall	room_water_trashzone2	
* How's that sound?/%%	Glad Dummy	Waterfall	room_water_trashzone2	
nap				
tc				
* oh hey... you...&* followed me.../	Napstablook	Waterfall	room_water_friendlyhub	
* my house is up here.../	Napstablook	Waterfall	room_water_friendlyhub	
* so you probably don't want to& come this way.../	Napstablook	Waterfall	room_water_friendlyhub	
* hope that helps.../%%	Napstablook	Waterfall	room_water_friendlyhub	
* hey..^1.&* my house is up here.../	Napstablook	Waterfall	room_water_friendlyhub	
* in case you want to see.../	Napstablook	Waterfall	room_water_friendlyhub	
* or in case.../	Napstablook	Waterfall	room_water_friendlyhub	
* you don't.../%%	Napstablook	Waterfall	room_water_friendlyhub	
* i'm..^1. working on a mix cd..^1.&* make yourself at home...?/%%	Napstablook	Waterfall	room_water_blookhouse	
* uh^1, do you wanna..^1.&* listen to some tunes.../	Napstablook	Waterfall	room_water_blookhouse	
* or something.../%%	Napstablook	Waterfall	room_water_blookhouse	
* uhhhh..^1.&* i'm gonna keep working& on that mix cd./%%	Napstablook	Waterfall	room_water_blookhouse	
* i've almost got a mix cd& finished for my scary& neighbor.../	Napstablook	Waterfall	room_water_blookhouse	
* it's 74 minutes of people& screaming their signature& wrestling moves/	Napstablook	Waterfall	room_water_blookhouse	
* but they're all autotuned^1.&* i hope she likes it/%%	Napstablook	Waterfall	room_water_blookhouse	
* oh...../%%	Napstablook	Waterfall	room_water_blookhouse	
* oh..^1. a classic spooktune..^1.&* they don't make songs like& this anymore.../%%	Napstablook	Waterfall	room_water_blookhouse	
* dang..^1. that ambience...&* it's like my whole body& is being spooked.../%%	Napstablook	Waterfall	room_water_blookhouse	
* oh^1, this one..^1.&* once you learn the lyrics& it's hard not to sing along.../	Napstablook	Waterfall	room_water_blookhouse	
* ooo ooo ooo^2o&* ooo ooo ooo^2o&* oo oo oo^1o oo ooo/%%	Napstablook	Waterfall	room_water_blookhouse	
* oh.....^1.&* mettaton.....^1.&* i'm a huge fan...../	Napstablook	Waterfall	room_water_blookyard	
* ..... oh^1, hi/	Napstablook	Waterfall	room_water_blookyard	
* what^1? undyne says hi^1?&* then tell her...^1.&* i say...../	Napstablook	Waterfall	room_water_blookyard	
* .....& ..... something cool./	Napstablook	Waterfall	room_water_blookyard	
* human...^1.&* i'll never forget when you& cheered me on/	Napstablook	Waterfall	room_water_blookyard	
* when i was pretending to& sleep.../	Napstablook	Waterfall	room_water_blookyard	
* no one had ever had so& much faith in my fake& sleep..../	Napstablook	Waterfall	room_water_blookyard	
* human..^1.&* i'll never forget.../	Napstablook	Waterfall	room_water_blookyard	
* that time you tried to& destroy me..^1.&* but... you failed..../	Napstablook	Waterfall	room_water_blookyard	
* sorry..^1.&* i messed it up/	Napstablook	Waterfall	room_water_blookyard	
* uh.....^1.&* also.....^1.&* this is awkward... but/	Napstablook	Waterfall	room_water_blookyard	
* what's...^1.& your name/	Napstablook	Waterfall	room_water_blookyard	
* everyone seems to know& it now^1, except me...../	Napstablook	Waterfall	room_water_blookyard	
* seems like i've been& missing out lately/	Napstablook	Waterfall	room_water_blookyard	
* i was just sitting at home& listening to tunes/	Napstablook	Waterfall	room_water_blookyard	
* there was a flash of light& outside my window/	Napstablook	Waterfall	room_water_blookyard	
* i saw the snails on the farm& disappear/	Napstablook	Waterfall	room_water_blookyard	
* then i heard a knock at& the door/	Napstablook	Waterfall	room_water_blookyard	
* the flash of light wanted& to come in...&* i closed the blinds.../	Napstablook	Waterfall	room_water_blookyard	

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Text	Character	Area	Room	How to get it ?
* now everyone knows your& name except for me/	Napstablook	Waterfall	room_water_blookyard	
* "frisk..."&* ok^1, i wont forget it/%%	Napstablook	Waterfall	room_water_blookyard	
* your name...?/	Napstablook	Waterfall	room_water_blookyard	
* "frisk"..^1.&* i didnt forget/	Napstablook	Waterfall	room_water_blookyard	
* because i cried the& letters into my hand/%%	Napstablook	Waterfall	room_water_blookyard	
* oh no..^1.&* the letters in my hand& are joining together/	Napstablook	Waterfall	room_water_blookyard	
* oh no..^1.&* i'm going to forget your& name.../	Napstablook	Waterfall	room_water_blookyard	
* oh no..^1.&* i'm trying to cry more& tears into my hand.../	Napstablook	Waterfall	room_water_blookyard	
* oh no..^1.&* the tears are all forming& a big pile.../	Napstablook	Waterfall	room_water_blookyard	
* oh no..^1.&* your name's getting really& long/%%	Napstablook	Waterfall	room_water_blookyard	
wavein				
* oh..^1. hey..^1. you..^1./	Napstablook	Waterfall	room_water_blookhouse	
* followed me..^1.&* into my house.../	Napstablook	Waterfall	room_water_blookhouse	
* ..^1.&* m-make yourself at home???/%%	Napstablook	Waterfall	room_water_blookhouse	
* oh..^1.&* you really came.../	Napstablook	Waterfall	room_water_blookhouse	
* sorry^1, i...&* wasn't expecting that./	Napstablook	Waterfall	room_water_blookhouse	
* it's not much^1, but make& yourself at home./%%	Napstablook	Waterfall	room_water_blookhouse	
* oh..^1. are you hungry.../	Napstablook	Waterfall	room_water_blookhouse	
* i can get you something& to eat.../%%	Napstablook	Waterfall	room_water_blookhouse	
* here we go..^1.&* you'll lie down as long& as you don't move./	Napstablook	Waterfall	room_water_blookhouse	
* so..^1. only move around when& you want to get up^1, i& guess./%%	Napstablook	Waterfall	room_water_blookhouse	
get_mcx				
get_mcy				
* well^1, that was nice..^1.&* thank you.../%%	Napstablook	Waterfall	room_water_blookhouse	
waver				
songplaying				
spoopy				
spoopywave				
spoopyholiday				
napstachords				
* (You still need to recover& after all that lying down.)/%%	Narrator	Waterfall	room_water_blookhouse	
fell				
colliding				
rate_time				
triggery				
speeded				
topy				
bottomy				
destroyy				
* That skeleton over there& just told me how to dodge& "orange attacks."/				
* What did he say...?&* Something like.../				
* "Traffic lights have three& lights on them."/				
* "The third light^1, the green& one^1, means GO."/				
* "The first light^1, the red& one^1, means STOP."/				
* "The second light^1, the yellow& one^1, means YIELD."/				
* "In order to dodge an& orange attack^1, you must& be moving."/				
* "So^1, just think of it& this way..."/				
* "Red and yellow lights together& make orange."/				
* "Then you obey the rule& of the leftover green& light^1, which means GO."/				
* "Easy^1, huh?"/				
* "Just think of a red and yellow& traffic light which is& actually green."/				
* Yeah.../				
* Then he started talking about& plaid attacks.../%%				
* (Someone has meticulously& cleaned all the slime off of& this snail.)/%%	Narrator	Waterfall	room_water_farm	
* (The snail has covered& itself in slime again...^1)&* (Happy ending...)/%%	Narrator	Waterfall	room_water_farm	
* (This snail is counting dollar& bills.)/%%	Narrator	Waterfall	room_water_farm	
* (Using its money^1, the& snail bought a hat.)/%%	Narrator	Waterfall	room_water_farm	
* I've been long overdue for& a second house.../%%	Snail 2	Waterfall	room_water_farm	
* The housing market will& probably crash now./	Snail 2	Waterfall	room_water_farm	
* But you know^1, home& is where the heart is./%%	Snail 2	Waterfall	room_water_farm	
mysolid				
error/%%				
* test/%%				
bibblybeebly				
dist				
disto				
* [redacted]/%%	Gaster ?	Waterfall	room_water_redacted	
* awkward..^1.&* i'm working right now.../	Napstablook	Waterfall	room_water_farm	
* i mean.../	Napstablook	Waterfall	room_water_farm	
* welcome to blook family& snail farm.../	Napstablook	Waterfall	room_water_farm	
* ... yeah^1.&* i'm the only employee./	Napstablook	Waterfall	room_water_farm	
* this place used to get a lot& of business.../	Napstablook	Waterfall	room_water_farm	
* but our main customer& disappeared one day.../	Napstablook	Waterfall	room_water_farm	
* now it's just some hairy& guy that shows up once& a month.../%%	Napstablook	Waterfall	room_water_farm	
* really^1, i'm working..^1.&* i don't want the boss& to get mad at me.../	Napstablook	Waterfall	room_water_farm	
* especially since i'm my& own boss.../%%	Napstablook	Waterfall	room_water_farm	
* hmmm..^1. i should probably& try to make friends& with my neighbor/	Napstablook	Waterfall		
* she's kind of scary^1, but& i feel like i'm always& too late to make friends.../	Napstablook	Waterfall		
* i should at least try.../%%	Napstablook	Waterfall		
bringback				
snail				
blcontimer				
encouragement				
blconyes				
snailtimer				
snailsad				
race				
\R 3..^2.& 2..^2.& 1..^2.%%		Waterfall	room_water_farm	
\R GO!!^2!%%		Waterfall	room_water_farm	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
defaultspeed				
\R RACE END!!^2!%%		Waterfall	room_water_farm	
* oh.....^1.&* you both tried your best.../	Napstablook	Waterfall	room_water_farm	
* but the snail looks& discouraged.../	Napstablook	Waterfall	room_water_farm	
* her best wasn't good& enough.../	Napstablook	Waterfall	room_water_farm	
* oh...../%%	Napstablook	Waterfall	room_water_farm	
* oh.....^1.&* looks like you encouraged& your snail too much.../	Napstablook	Waterfall	room_water_farm	
* all that pressure to& succeed..^1.&* really got to her.../	Napstablook	Waterfall	room_water_farm	
* oh...../%%	Napstablook	Waterfall	room_water_farm	
* you won..^1. congratulations./	Napstablook	Waterfall	room_water_farm	
* as a prize^1, you get 9G./	Napstablook	Waterfall	room_water_farm	
* sorry..^1. we have to make& a profit somehow.../%%	Napstablook	Waterfall	room_water_farm	
* your snail lost by a& thin margin./	Napstablook	Waterfall	room_water_farm	
* actually^1, the snail is& under the false belief& that it won.../	Napstablook	Waterfall	room_water_farm	
* oh no..^1. the snail is looking& over here.../	Napstablook	Waterfall	room_water_farm	
* here^1, i'll give you some& money..^1.&* act like you won.../	Napstablook	Waterfall	room_water_farm	
* (You got 30G.)/%%	Narrator	Waterfall	room_water_farm	
there				
anti_buffer				
hasdog				
dog				
res				
* We're about to visit Snowdin& for the first time./	Rabbit Kid	Waterfall	room_meetundyne_old	
* You just came from there^1,& right?/	Rabbit Kid	Waterfall	room_meetundyne_old	
* How is it...?/%%	Rabbit Kid	Waterfall	room_meetundyne_old	
* You should go back to& Snowdin./%%	Rabbit Kid	Waterfall	room_meetundyne_old	
* NO!/%%				
* (The cavern is too narrow& for an umbrella.)/%%	Narrator	Waterfall		
goal				
mysprite				
simage				
death				
ndtry				
mm				
sprito2				
draw_custom_ext				
sprito				
mask				
light				
bgvol				
boxvol				
boxactive				
musicbox				
* (No point in giving it an& umbrella now.)/%%	Narrator	Waterfall	room_water_statue	
* All that gives my life& validation is explaining& the Echo Flower.../	Echo Flower (Echo Flower Explair	Waterfall	room_water2	
* No one can know.../%%	Echo Flower (Echo Flower Explair	Waterfall	room_water2	
* This is an Echo Flower^1.&* It repeats the last thing& it heard^1, over and over.../%%	Echo Flower Explainer	Waterfall	room_water2	
* Neat^1, huh?/%%	Echo Flower Explainer	Waterfall	room_water2	
* Never trust a flower..^1.&* That's one of the constants& of this world./%%	Echo Flower Explainer	Waterfall	room_water2	
* (It's strangely silent.)/%%	Echo Flower	Waterfall		
* Sitting behind rushing water..^1.&* It makes me feel relaxed./%%	Echo Flower	Waterfall		
* I swore I saw something..^1.&* Behind that rushing water.../%%	Echo Flower	Waterfall	room_water3	
* I just wasn't ready for& the responsibility./%%	Echo Flower	Waterfall	room_water5A	
* A long time ago^1, monsters would& whisper their wishes to the& stars in the sky./	Echo Flower	Waterfall	room_water6	
* If you hoped with all your& heart^1, your wish would come& true./	Echo Flower	Waterfall	room_water6	
* Now^1, all we have are these& sparkling stones on the& ceiling.../%%	Echo Flower	Waterfall	room_water6	
* Thousands of people wishing& together can't be wrong!/	Echo Flower	Waterfall	room_water6	
* The king will prove that./%%	Echo Flower	Waterfall	room_water6	
* C'mon^1, sis^1!&* Make a wish!/%%	Echo Flower	Waterfall	room_water6	
* I wish my sister and I will& see the real stars someday.../%%	Echo Flower	Waterfall	room_water6	
* Ah..^1. seems my horoscope is& the same as last week's.../%%	Echo Flower	Waterfall	room_water6	
* Squeak./%%	Echo Flower	Waterfall	room_water_savepoint1	
* (You hear a passing& conversation.)/	Echo Flower	Waterfall	room_water12	
* Don't say that^1!&* Come on^1, I promise I& won't laugh./%%	Echo Flower	Waterfall	room_water12	
* So^1? Don't you have any& wishes to make?/%%	Echo Flower	Waterfall	room_water12	
* ... hmmm^1, just one^1, but.../	Echo Flower	Waterfall	room_water12	
* It's kind of stupid./%%	Echo Flower	Waterfall	room_water12	
* I can't run any longer..^1.&* Somebody^1, anybody.../%%	Echo Flower	Waterfall		
* Someday^1, I'd like to climb& this mountain we're all& buried under./%%	Echo Flower	Waterfall		
* Sorry^1, it's just funny.../	Echo Flower	Waterfall	room_water19	
* That's my wish^1, too./%%	Echo Flower	Waterfall	room_water19	
* (You hear laughter.)/	Echo Flower	Waterfall	room_water19	
* ... hey^1, you said you wouldn't& laugh at it!/%%	Echo Flower	Waterfall	room_water19	
* Someday^1, I'd like to climb& this mountain we're all& buried under./	Echo Flower	Waterfall	room_water19	
* Standing under the sky^1, looking& at the world all around..^1.&* That's my wish./%%	Echo Flower	Waterfall	room_water19	
* Of course I won't laugh!/%%	Echo Flower	Waterfall	room_water19	
* ... hmmm..^1. if I say my wish..^1.&* You promise you won't& laugh at me?/%%	Echo Flower	Waterfall	room_water19	
* Where oh where could that& child be...?/	Echo Flower (Flowey)	Waterfall	room_water19	
* I've been looking all over& for them.../	Echo Flower (Flowey)	Waterfall	room_water19	
\TS* .../	Echo Flower (Flowey)	Waterfall	room_water19	
\TF* Hee hee hee./	Echo Flower (Flowey)	Waterfall	room_water19	
* THAT'S not true./	Echo Flower (Flowey)	Waterfall	room_water19	
* She'll find another kid^1, and& instantly forget about you./	Echo Flower (Flowey)	Waterfall	room_water19	
* You'll NEVER see her again./%%	Echo Flower (Flowey)	Waterfall	room_water19	
* Where am I...?/	Echo Flower (Flowey)	Waterfall	room_water19	
* It's so cold here..^1.&* And so dark.../	Echo Flower (Flowey)	Waterfall	room_water19	
* Someone help me..^1.&* Anyone..^1. please..^1.&* Help me.../	Echo Flower (Flowey)	Waterfall	room_water19	
\TF* .../	Echo Flower (Flowey)	Waterfall	room_water19	
* I'm gonna run around in a& huge field of flowers./%%	Echo Flower	Waterfall		

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Maybe I could jump without& hitting my head./%%	Echo Flower	Waterfall		
* ... I wanna..^1.&* I wanna.../%%	Echo Flower	Waterfall		
* You wanna ride a train^1, right^1,& honey?/%%	Echo Flower	Waterfall		
* I'll climb this mountain& and.../%%	Echo Flower	Waterfall		
* I just want everyone to be& happy.../%%	Echo Flower	Waterfall		
* (You stop to smell the& flowers.)/%%	Narrator	Hotland	room_fire_conveyorlaser	
* Hey^1, I haven't seen you& around before./	Nacarat Jester	Waterfall	room_meetundyne_old	
* It's nice to meet new& people^1, isn't it?/%%	Nacarat Jester	Waterfall	room_meetundyne_old	
* I..^1.&* I don't know you./%%	Nacarat Jester	Waterfall	room_meetundyne_old	
sinoid				
clamp_r				
birdsong				
* Isn't my little Cinnamon& just the cutest?/	Rabbit Girl	Snowdin	room_tundra_town	
* Bun-buns are so adorable..^1.&* Tee hee!/%%	Rabbit Girl	Snowdin	room_tundra_town	
* Bun-bun-bun-bun-bun.../%%	Rabbit Girl	Snowdin	room_tundra_town	
scr_musfadepause				
voli				
scr_musfaderesume				
helltrigger				
song2				
\M5H..^1. HI^1, UNDYNE!&I'M HERE WITH MY&DAILY REPORT.../	Papyrus	Waterfall	room_water4	
UHHH... REGARDING THAT&HUMAN I CALLED YOU&ABOUT EARLIER.../	Papyrus	Waterfall	room_water4	
\M0I THINK^1, UH...&HOW DO I.../	Papyrus	Waterfall	room_water4	
\M1.\M6.. HUH^1?&DID I FIGHT THEM?/	Papyrus	Waterfall	room_water4	
\M4Y-YES^1!&OF COURSE I DID!/	Papyrus	Waterfall	room_water4	
\M4I FOUGHT THEM&VALIANTLY!/	Papyrus	Waterfall	room_water4	
\M5...WHAT^1?&\M1DID I CAPTURE THEM...?/	Papyrus	Waterfall	room_water4	
\M0W-W-WELL.../	Papyrus	Waterfall	room_water4	
\M1NO./	Papyrus	Waterfall	room_water4	
\M1I TRIED VERY HARD^1,&UNDYNE^1, BUT IN THE&END.../	Papyrus	Waterfall	room_water4	
\M0I FAILED./	Papyrus	Waterfall	room_water4	
\M6...W-WHAT?/	Papyrus	Waterfall	room_water4	
\M1YOU'RE GOING TO TAKE&THE HUMAN'S SOUL&YOURSELF.../	Papyrus	Waterfall	room_water4	
\M5BUT UNDYNE^1, YOU DON'T&H-HAVE TO DESTROY&THEM^1! \M0YOU SEE.../	Papyrus	Waterfall	room_water4	
\M1YOU SEE.../%%	Papyrus	Waterfall	room_water4	
\M6..^1.&.../	Papyrus	Waterfall	room_water4	
... I UNDERSTAND./	Papyrus	Waterfall	room_water4	Text variation
I'LL HELP YOU IN&ANY WAY I CAN./	Papyrus	Waterfall	room_water4	Text variation
\TS %	Papyrus	Waterfall	room_water4	Text variation
minicon				
papx				
\M1... I UNDERSTAND./	Papyrus	Waterfall	room_water4	Text variation
I'LL HELP YOU IN&ANY WAY I CAN./%%	Papyrus	Waterfall	room_water4	Text variation
* Yo..^1. did you see the& way she was staring at& you...?/	Monster Kid	Waterfall	room_water4	
* That.../	Monster Kid	Waterfall	room_water4	
* ... was AWESOME!/	Monster Kid	Waterfall	room_water4	
* I'm SOOOO jealous!/	Monster Kid	Waterfall	room_water4	
* What'd you do to get her& attention...^1?&* Ha ha./	Monster Kid	Waterfall	room_water4	
* C'mon^1!&* Let's go watch her beat& up some bad guys!/%%	Monster Kid	Waterfall	room_water4	
* She was just standing there& waiting FOREVER^1, and& then you just...!!!/	Monster Kid	Waterfall	room_water4	
* It's a mixture of socks^1,& fanmail^1, and toilet paper./%%				
* There's a conspicuous& lack of anything on the& ground./%%				
walknoise				
* Ahhh..^1.&* No umbrellas allowed!/%%	Ferry	Waterfall	room_water7, room_water9	
pil				
* Thanks for stepping on& my face^1.&* Here's the 3 gold./	Ferry	Waterfall	room_water7, room_water9	
* (You got 3 gold.)/%%	Narrator	Waterfall	room_water7, room_water9	
justplayed				
coff				
wonned				
oldmode				
X - Quit	Menu			
bonus				
* Th-that last& question.../	Alphys	Hotland	room_fire_lab1	
\E4* He wasn't s-supposed& to ask that one.../%%	Alphys	Hotland	room_fire_lab1	
* (Yellow feet are tapping& just behind the door.)/%%	Narrator	Hotland	room_fire_lab1	
* I..^1. I just need& a moment./%%	Alphys	Core	room_fire_core_metttest	
milk				
eggs				
* Capital wenisberry./%%				
\W* \YMILK^1, SUGAR^1, \WAND\Y EGGS\WI&* YOU SHOULD BE ABLE TO FIND& THEM ON THE B	Mettaton	Hotland	room_fire_cookingshow	
* GREAT JOB^1!&* JUST PUT THEM IN THE MIDDLE& OF THIS COUNTER!/%%	Mettaton	Hotland	room_fire_cookingshow	
* WHAT'S THE MATTER?&* NOT A CAN FAN?&* THAT'S TOO BAD!/	Mettaton	Hotland	room_fire_cookingshow	
* MTT-BRAND USES ONLY THE& FRESHEST ARTIFICIAL INGREDIENTS& AND CHEMICALS!/%%	Mettaton	Hotland	room_fire_cookingshow	
eligible				
splat				
xprev2				
yprev2				
idealspot				
sug				
insanity				
egg				
terror				
eggtimer				
sugartimer				
currentideal				
milktimer				
setmode				
modetime				

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
sb				
modecon				
basic				
canttalk				
disable				
sold				
solid1				
* (As per culinary standard^1,& a death forcefield surrounds& the kitchen.)/%%	Narrator	Hotland	room_fire_cookingshow	
* (As per journalistic standards^1,& a death forcefield surrounds& the area of intrigue.)/%%	Narrator	Hotland	room_fire_newsreport	
* (It's the kind of every-day& death forcefield you see& at home.)/%%	Narrator	Hotland	room_fire10	
* (It's a forcefield.)/%%	Narrator	Hotland, Core	room_fire_core4, room_fire_cor	Genocide forcefields are missing
* (It's a battery-powered& forcefield.)/%%	Narrator	Core	room_fire_core_laserfun	
timertime				
inittime				
ballx				
pizzax				
fakev				
myfakev				
overmode				
movemode				
* MY MY./	Mettaton	Hotland	room_fire_cookingshow	
* IT SEEMS YOU'VE BESTED ME./	Mettaton	Hotland	room_fire_cookingshow	
* BUT ONLY BECAUSE YOU HAD& THE HELP OF THE BRILLIANT& DOCTOR ALPHYS!/	Mettaton	Hotland	room_fire_cookingshow	
* OH^1, I LOATHE TO THINK OF& WHAT WOULD HAVE HAPPENED& TO YOU WITHOUT HER!!!/	Mettaton	Hotland	room_fire_cookingshow	
* WELL^1, TOODLES!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* OH YES^1!&* ABOUT THE SUBSTITUTION.../	Mettaton	Hotland	room_fire_cookingshow	
* HAVEN'T YOU EVER SEEN& A COOKING SHOW BEFORE?/	Mettaton	Hotland	room_fire_cookingshow	
* I ALREADY BAKED THE CAKE& AHEAD OF TIME!!!!!&* SO FORGET IT!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* Wh-what!^1?&* Wh-why aren't you& m-m-moving?/	Alphys (call)	Hotland	room_fire_cookingshow	
* N-no...^1!&* I must not have& added enough fuel!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E8* D-damit..^1.&* I'm sorry.../	Alphys (call)	Hotland	room_fire_cookingshow	
* Even when it's& something like& this^1, I.../	Alphys (call)	Hotland	room_fire_cookingshow	
* I still...^1!&* I still.../%%	Alphys (call)	Hotland	room_fire_cookingshow	
* OH NO^1, WOULD YOU LOOK AT& THAT!/	Mettaton	Hotland	room_fire_cookingshow	
* What?/	Alphys (call)	Hotland	room_fire_cookingshow	
\TS \E0 \F0 \TM %	Mettaton	Hotland	room_fire_cookingshow	
* I FORGOT!&* RIGHT ABOUT NOW IS WHEN& WE HAVE OUR COMMERCIAL BREAK!/	Mettaton	Hotland	room_fire_cookingshow	
* Wh..^1.&* What are you...%	Alphys (call)	Hotland	room_fire_cookingshow	
* UNFORTUNATELY, THAT MEANS& NO ONE IS WATCHING THIS& RIGHT NOW./	Mettaton	Hotland	room_fire_cookingshow	
* I'M NOT GOING TO DESTROY& YOU WITHOUT A LIVE& TELEVISION AUDIENCE!!/	Mettaton	Hotland	room_fire_cookingshow	
* LOOKS LIKE YOU'VE FOILED ME& ONCE AGAIN, THANKS TO THE& BRILLIANT DR. ALPHYS!!!/	Mettaton	Hotland	room_fire_cookingshow	
* UNTIL NEXT TIME, BEAUTIFUL!/	Mettaton	Hotland	room_fire_cookingshow	
* TOODLES!/%%	Mettaton	Hotland	room_fire_cookingshow	
* (You found the sugar.)/%%	Narrator	Hotland	room_fire_cookingshow	
* (You found the eggs.)/%%	Narrator	Hotland	room_fire_cookingshow	
inithspeed				
* (You found the milk.)/%%	Narrator	Hotland	room_fire_cookingshow	
* PERFECT^1!&* GREAT JOB^1, BEAUTIFUL!/	Mettaton	Hotland	room_fire_cookingshow	
* WE'VE GOT ALL OF THE& INGREDIENTS WE NEED TO BAKE& THE CAKE!/	Mettaton	Hotland	room_fire_cookingshow	
\W* \YMILK\W... &* \YSUGAR\W...&* \YEGGS\W.../	Mettaton	Hotland	room_fire_cookingshow	
* ... OH MY^1!&* WAIT A MAGNIFICENT MOMENT^1!&* HOW COULD I FORGET!!!/	Mettaton	Hotland	room_fire_cookingshow	
\W* WE'RE MISSING THE MOST& \YIMPORTANT INGREDIENT\W!/%%	Mettaton	Hotland	room_fire_cookingshow	
bossa				
yoffset1				
* H-hey^1, it's kind of& dark \M9in there^1, isn't& it?/	Alphys (call)	Hotland	room_fire_cookingshow	
\E6* Don't worry!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E0* I'll hack into the& light system and& brighten it up!/%%	Alphys (call)	Hotland	room_fire_cookingshow	
ff1				
ff2				
chefhat				
* Oh no./%%	Alphys (call)	Hotland	room_fire_cookingshow	
* OHHHH YES!!!/	Mettaton	Hotland	room_fire_cookingshow	
* WELCOME^1, BEAUTIES, TO THE& UNDERGROUND'S PREMIER COOKING& SHOW!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* PRE-HEAT YOUR OVENS^1, BECAUSE& WE'VE GOT A VERY SPECIAL& RECIPE FOR YOU TODAY!/	Mettaton	Hotland	room_fire_cookingshow	
* WE'RE GOING TO BE MAKING.../	Mettaton	Hotland	room_fire_cookingshow	
* A CAKE!/	Mettaton	Hotland	room_fire_cookingshow	
* MY LOVELY ASSISTANT HERE& WILL GATHER THE INGREDIENTS./	Mettaton	Hotland	room_fire_cookingshow	
* EVERYONE GIVE THEM A BIG& HAND!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
applause				
conf				
\W* WE'LL NEED \YSUGAR^1,& MILK^1, \WAND\Y EGGS.\W /	Mettaton	Hotland	room_fire_cookingshow	
* GO FOR IT^1, SWEETHEART!/%%	Mettaton	Hotland	room_fire_cookingshow	
mett2				
chainsaw				
bad.				
\W* A \YHUMAN SOUL\W!!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
mettsong				
\TS \E3 \F0 \TM %	Mettaton	Hotland	room_fire_cookingshow	
* HELLO...?&* I'M KIND OF IN THE& MIDDLE OF SOMETHING HERE./	Mettaton	Hotland	room_fire_cookingshow	
* W-wait a second!!!/	Alphys (call)	Hotland	room_fire_cookingshow	
* Couldn't you make& a.../	Alphys (call)	Hotland	room_fire_cookingshow	
\E6* Couldn't you use& a.../	Alphys (call)	Hotland	room_fire_cookingshow	
\E4* Couldn't you make& a substitution in& the recipe?!/	Alphys (call)	Hotland	room_fire_cookingshow	
* ... A SUBSTITUTION?&* YOU MEAN, USE A DIFFERENT,& NON-HUMAN INGREDIENT?/	Mettaton	Hotland	room_fire_cookingshow	
* ... WHY?/	Mettaton	Hotland	room_fire_cookingshow	
\TS \E6 \F6 \TA %	Alphys (call)	Hotland	room_fire_cookingshow	
* Uhh^1, what if& someone's.../	Alphys (call)	Hotland	room_fire_cookingshow	
\E4* Vegan?/	Alphys (call)	Hotland	room_fire_cookingshow	
* ... VEGAN./	Mettaton	Hotland	room_fire_cookingshow	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\TS \E5 \F6 \TA %	Alphys (call)	Hotland	room_fire_cookingshow	
* Uh well I mean%%	Alphys (call)	Hotland	room_fire_cookingshow	
* THAT'S A BRILLIANT IDEA,& ALPHYS!!/	Mettaton	Hotland	room_fire_cookingshow	
* ACTUALLY, I HAPPEN TO& HAVE AN OPTION RIGHT HERE!!!/	Mettaton	Hotland	room_fire_cookingshow	
* MTT-BRAND ALWAYS-CONVENIENT& HUMAN-SOUL-FLAVOR-SUBSTITUTE!/	Mettaton	Hotland	room_fire_cookingshow	
* A CAN OF WHICH...&* IS JUST OVER ON THAT& COUNTER!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* WELL, DARLING?&* WHY DON'T YOU GO GET IT?/%%	Mettaton	Hotland	room_fire_cookingshow	
* BY THE WAY^1, OUR SHOW RUNS ON& A STRICT SCHEDULE./	Mettaton	Hotland	room_fire_cookingshow	
\W* IF YOU CAN'T GET THE& CAN IN THE NEXT& \YONE MINUTE...\W /	Mettaton	Hotland	room_fire_cookingshow	
\W* WE'LL JUST HAVE TO GO& BACK TO THE \RORIGINAL PLAN\W!!/	Mettaton	Hotland	room_fire_cookingshow	
* SO...&* BETTER START CLIMBING,& BEAUTIFUL!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* Oh no!!^1!&* There's not enough& time to climb up!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E6* F-f-fortunately, I& might have a plan!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E0* When I was upgrading& your phone, I added& a few... features./	Alphys (call)	Hotland	room_fire_cookingshow	
\E6* You see that huge& button that says..^1.&* "JETPACK"?/	Alphys (call)	Hotland	room_fire_cookingshow	
\E3* Watch this!/%%	Alphys (call)	Hotland	room_fire_cookingshow	
jetpack				
clip				
* There!/	Alphys (call)	Hotland	room_fire_cookingshow	
* You should have& just enough fuel to& reach the top!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E3* Now^1, get up& there!!!/%%	Alphys (call)	Hotland	room_fire_cookingshow	
chara2				
* Wow^1!&* We..^1. we did it!!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E0* We..^1. we really did& it!!!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E0* Great job out& there^1, team!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E3* W-well^1, uh^1, anyway^1,& let's keep heading& forward!!!/	Alphys (call)	Hotland	room_fire_cookingshow	
\TS \E1 \F6 \TA %	Alphys (call)	Hotland	room_fire_cookingshow	
\E4* U-um..^1.&* I guess we..^1.&* ... did it?/	Alphys (call)	Hotland	room_fire_cookingshow	
segno				
maxalpha				
chime				
sparklefactor				
ptimer				
align				
drawtext				
drawtext2				
Oh my love	Mettaton	Hotland	room_fire_operatest	
string1				
Please run away	Mettaton	Hotland	room_fire_operatest	
string2				
mainmove				
frantic				
lastmove				
lasty				
unfrantic				
face2				
already				
Mett				
ql				
franto				
* OH^1?&* THAT HUMAN.../%%	Mettaton	Hotland	room_fire_operatest	
gm				
(Hmmm? Getting creative?)	Mettaton	Hotland	room_fire_operatest	
sting				
(Dance with me, darling.)	Mettaton	Hotland	room_fire_operatest	
(Oh! The audience can feel#your passion!)	Mettaton	Hotland	room_fire_operatest	
(Show the audience#your passion!)	Mettaton	Hotland	room_fire_operatest	
(So close... How passionate...)	Mettaton	Hotland	room_fire_operatest	
(... do you need some help?)	Mettaton	Hotland	room_fire_operatest	
(... what ARE you doing?)	Mettaton	Hotland	room_fire_operatest	
(Don't stop now!)	Mettaton	Hotland	room_fire_operatest	
(Look at you, leaping around#the stage...)	Mettaton	Hotland	room_fire_operatest	
(Can't keep your hands off, huh?)	Mettaton	Hotland	room_fire_operatest	
(Is that how humans dance?)	Mettaton	Hotland	room_fire_operatest	
(Humans are stranger#than I thought.)	Mettaton	Hotland	room_fire_operatest	
(Oh! They're really#getting into it.)	Mettaton	Hotland	room_fire_operatest	
(Moving so far...)	Mettaton	Hotland	room_fire_operatest	
(Who can blame you?)	Mettaton	Hotland	room_fire_operatest	
(Hmmm, I'll have to get used#to it...)	Mettaton	Hotland	room_fire_operatest	
(Even better than#I thought...)	Mettaton	Hotland	room_fire_operatest	
(So that's wha #it's like.)	Mettaton	Hotland	room_fire_operatest	
(Dancing with... A human.)	Mettaton	Hotland	room_fire_operatest	
(What a shame...)	Mettaton	Hotland	room_fire_operatest	
opera1				
opera2				
opera3				
opera4				
wall1				
wall2				
* COULD IT BE...?/%%	Mettaton	Hotland	room_fire_operatest	
di				
* ... MY ONE TRUE LOVE?/%%	Mettaton	Hotland	room_fire_operatest	
Monster King	Mettaton	Hotland	room_fire_operatest	
Forbids your stay	Mettaton	Hotland	room_fire_operatest	
Humans must	Mettaton	Hotland	room_fire_operatest	
Live far apart	Mettaton	Hotland	room_fire_operatest	
Even if	Mettaton	Hotland	room_fire_operatest	
It breaks my heart	Mettaton	Hotland	room_fire_operatest	
cher				

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Text	Character	Area	Room	How to get it ?
They'll put you	Mettaton	Hotland	room_fire_operatest	
In the dungeon	Mettaton	Hotland	room_fire_operatest	
It'll suck	Mettaton	Hotland	room_fire_operatest	
And then you'll#die a lot	Mettaton	Hotland	room_fire_operatest	
Really sad	Mettaton	Hotland	room_fire_operatest	
You're gonna die	Mettaton	Hotland	room_fire_operatest	
Cry cry cry	Mettaton	Hotland	room_fire_operatest	
So sad it's#happening.	Mettaton	Hotland	room_fire_operatest	
comet				
* SO SAD./	Mettaton	Hotland	room_fire_operatest	
* SO SAD THAT YOU ARE& GOING TO THE DUNGEON./%%	Mettaton	Hotland	room_fire_operatest	
* OOMPH!&* I AM SO OVERWHELMED WITH& TRAGEDIES./	Mettaton	Hotland	room_fire_operatest	
* THE KING HAS ORDERED YOU& TO WASTE AWAY IN THE CASTLE& BASEMENT./	Mettaton	Hotland	room_fire_operatest	
* AND BEFORE WE EVEN HAD& TIME TO SING A SWEET& SONG ABOUT IT./	Mettaton	Hotland	room_fire_operatest	
* MY DEAR HEART^1!&* I CAN BARELY LOOK UPON YOU^1,& KNOWING WHAT COMES NEXT.../%%	Mettaton	Hotland	room_fire_operatest	
* WELL^1, TOODLES!/%%	Mettaton	Hotland	room_fire_operatest	
blackbox				
sn2				
newstring				
What the fuck is wrong				
ggg				
scoord				
stringlength				
sing				
offsing				
middle				
Oh my love	Mettaton	Hotland	room_fire_multitile	
Has fallen#down	Mettaton	Hotland	room_fire_multitile	
Now in tears	Mettaton	Hotland	room_fire_multitile	
We all will#drown	Mettaton	Hotland	room_fire_multitile	
Colored#tiles	Mettaton	Hotland	room_fire_multitile	
Make them#a fool	Mettaton	Hotland	room_fire_multitile	
If only they	Mettaton	Hotland	room_fire_multitile	
Still knew#the rules	Mettaton	Hotland	room_fire_multitile	
Well that#was	Mettaton	Hotland	room_fire_multitile	
A sorry try	Mettaton	Hotland	room_fire_multitile	
Now let's#watch	Mettaton	Hotland	room_fire_multitile	
Them fry	Mettaton	Hotland	room_fire_multitile	
animimg				
cooltimer				
orange				
* OH NO!&* WHATEVER SHALL I DO?/	Mettaton	Hotland	room_fire_multitile	
* MY LOVE HAS BEEN CAST AWAY& INTO THE DUNGEON./	Mettaton	Hotland	room_fire_multitile	
* A DUNGEON WITH A PUZZLE SO& DASTARDLY^1, MY PARAMOUR WILL& SURELY PERISH!/%%	Mettaton	Hotland	room_fire_multitile	
dia				
* O, HEAVENS HAVE MERCY!&* THE HORRIBLE COLORED TILE& MAZE!/	Mettaton	Hotland	room_fire_multitile	
* EACH COLORED TILE HAS ITS& OWN SADISTIC FUNCTION./	Mettaton	Hotland	room_fire_multitile	
* FOR EXAMPLE, A GREEN TILE& SOUNDS A NOISE, AND THEN& YOU MUST FIGHT A MONSTER./	Mettaton	Hotland	room_fire_multitile	
* RED TILES WILL...&* ACTUALLY, WAIT A SECOND./	Mettaton	Hotland	room_fire_multitile	
* DIDN'T WE SEE THIS PUZZLE& ABOUT A HUNDRED ROOMS& AGO?/	Mettaton	Hotland	room_fire_multitile	
* THAT'S RIGHT.&* YOU REMEMBER ALL THE& RULES, DON'T YOU?/	Mettaton	Hotland	room_fire_multitile	
* GREAT...&* THEN I WON'T WASTE YOUR& TIME REPEATING THEM!!/%%	Mettaton	Hotland	room_fire_multitile	
* OH, AND YOU'D BETTER HURRY./	Mettaton	Hotland	room_fire_multitile	
\W* BECAUSE IF YOU DON'T GET& THROUGH IN \Y30 SECONDS\W.../%%	Mettaton	Hotland	room_fire_multitile	
flame1				
flame2				
* YOU'LL BE INCINERATED BY& THESE JETS OF FIRE!!/	Mettaton	Hotland	room_fire_multitile	
* AHAHAHAHAHAHA!&* AHAHA... HA... HA!/	Mettaton	Hotland	room_fire_multitile	
* MY POOR LOVE!&* I'M SO FILLED WITH GRIEF,& I CAN'T STOP LAUGHING!/	Mettaton	Hotland	room_fire_multitile	
* GOOD LUCK, DARLING!/%%	Mettaton	Hotland	room_fire_multitile	
racesong				
flavor				
collide				
grey				
* OOOOH, I'M SO SORRY!&* LOOKS LIKE YOU'RE OUT OF& TIME!!!/%%	Mettaton	Hotland	room_fire_multitile	
* HERE COME THE FLAMES, DARLING!/%%	Mettaton	Hotland	room_fire_multitile	
* THEY'RE CLOSING IN!/%%	Mettaton	Hotland	room_fire_multitile	
* GETTING!&* CLOSER!&* OH MY!/%%	Mettaton	Hotland	room_fire_multitile	
* ANY MINUTE NOW!!!/%%	Mettaton	Hotland	room_fire_multitile	
* ...&* ...&* (ROBOTIC COUGH)/%%	Mettaton	Hotland	room_fire_multitile	
* \TS \F6 \TA %	Alphys (call)	Hotland	room_fire_multitile	
* Watch out!^1!&* I'll save you!!/	Alphys (call)	Hotland	room_fire_multitile	
* I'm hacking into the& firewall right now!/%%	Alphys (call)	Hotland	room_fire_multitile	
* OH NO!!!&* HOW COULD THIS HAPPEN???/	Mettaton	Hotland	room_fire_multitile	
* FOILED AGAIN BY THE BRILLIANT& DOCTOR ALPHYS!!/%%	Mettaton	Hotland	room_fire_multitile	
* THA-%	Mettaton	Hotland	room_fire_multitile	
\TS \F6 \TA %	Alphys (call)	Hotland	room_fire_multitile	
\E6* That's right!/	Alphys (call)	Hotland	room_fire_multitile	
\E6* Come on^1, Mettaton^1,& give up already!/	Alphys (call)	Hotland	room_fire_multitile	
* You'll never be& able to defeat& us.../	Alphys (call)	Hotland	room_fire_multitile	
\E0* Not as long as& we work together!/	Alphys (call)	Hotland	room_fire_multitile	
\E6* Your puzzle's over..&* Now go home and& leave us alone!/	Alphys (call)	Hotland	room_fire_multitile	
\TS \F0 \TM %	Mettaton	Hotland	room_fire_multitile	
* PUZZLE^1?&* OVER?/	Mettaton	Hotland	room_fire_multitile	
* ALPHYS^1, DARLING^1, WHAT ARE YOU& TALKING ABOUT...?/	Mettaton	Hotland	room_fire_multitile	
* DID YOU FORGET WHAT THE& GREEN TILES DO?/	Mettaton	Hotland	room_fire_multitile	
* THEY MAKE A SOUND, THEN& YOU HAVE TO FIGHT A MONSTER./	Mettaton	Hotland	room_fire_multitile	
* WELL, DARLING...&* THAT MONSTER.../	Mettaton	Hotland	room_fire_multitile	
* IS ME!!/%%	Mettaton	Hotland	room_fire_multitile	

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* WELL, DARLING...!/	Mettaton	Hotland	room_fire_multitile	
* WELL, WELL, WELL./	Mettaton	Hotland	room_fire_multitile	
* WELLY WELL WELL./	Mettaton	Hotland	room_fire_multitile	
* WELL WELLY WELL WELL,& WELL WELL WELLY./	Mettaton	Hotland	room_fire_multitile	
* YOU NEVER STEPPED ON A& GREEN TILE./	Mettaton	Hotland	room_fire_multitile	
* AND NOW YOU'RE GOING TO DIE./%%	Mettaton	Hotland	room_fire_multitile	
* CONGRATULATIONS!/	Mettaton	Hotland	room_fire_multitile	
* YOU MADE IT THROUGH THE& PUZZLE!!!/	Mettaton	Hotland	room_fire_multitile	
* AND NOW, WITHOUT FURTHER ADO,& THE FLAMES WILL BE DEACTIVATED!/%%	Mettaton	Hotland	room_fire_multitile	
* NO!&* MORE!&* FIRE!/	Mettaton	Hotland	room_fire_multitile	
* ... BUT IT'S AS THE PHRASE& GOES./	Mettaton	Hotland	room_fire_multitile	
* "OUT OF THE FIRE, AND INTO& THE FRYING PAN."/	Mettaton	Hotland	room_fire_multitile	
* THAT'S RIGHT, DARLING!/	Mettaton	Hotland	room_fire_multitile	
* EVEN IF YOU MANAGE TO BEAT& THE HEAT.../	Mettaton	Hotland	room_fire_multitile	
* YOU'LL NEVER BE ABLE TO& WITHSTAND MY HOT METAL& BODY!/	Mettaton	Hotland	room_fire_multitile	
* PREPARE YOURSELF FOR MY %%	Mettaton	Hotland	room_fire_multitile	
* Flames^1, deactivate!!/	Alphys (call)	Hotland	room_fire_multitile	
\E3* ... huh?/	Alphys (call)	Hotland	room_fire_multitile	
* THE HUMAN FINISHED THE PUZZLE./	Mettaton	Hotland	room_fire_multitile	
* I ALREADY TURNED OFF THE& FLAMES./	Mettaton	Hotland	room_fire_multitile	
* IN FACT, I WAS ABOUT TO& FIGHT THE HUMAN./	Mettaton	Hotland	room_fire_multitile	
* Wh-wh-what?&* TH-THAT puzzle?/	Alphys (call)	Hotland	room_fire_multitile	
\E5* I mean, uhh.../	Alphys (call)	Hotland	room_fire_multitile	
\E6* Great job!&* We've got him on& the ropes^1, now!/	Alphys (call)	Hotland	room_fire_multitile	
* ON THE ROPES^1?&* HA!/	Mettaton	Hotland	room_fire_multitile	
* I ONLY DEACTIVATED THE& FLAMES KNOWING THAT ALPHYS& WOULD HAVE ANYWAY./	Mettaton	Hotland	room_fire_multitile	
* ... NOW, WHERE WERE WE?/	Mettaton	Hotland	room_fire_multitile	
* OH YES./	Mettaton	Hotland	room_fire_multitile	
* I WAS GOING TO ERADICATE& YOU!/%%	Mettaton	Hotland	room_fire_multitile	
tileguy				
mycoordx				
mycoordy				
checkx				
checky				
prevx				
prevy				
electrocute				
wblend				
oblend				
yblend				
tileid				
pir				
thistile				
nexttile				
mytile				
af				
tileid2				
mytile2				
ga				
dogchance				
splash				
bombsprite				
gtfo				
* Error Baby%%				
stayx				
stayy				
thischara				
quickskip				
* Okay^1, I'm back!/	Alphys (call)	Hotland	room_fire_newsreport	
\E0* A-another dark room^1,& huh?/	Alphys (call)	Hotland	room_fire_newsreport	
\E0* M-my hacking skills& have got things& covered!/%%	Alphys (call)	Hotland	room_fire_newsreport	
news				
nitem				
water				
basketball				
game				
ff3				
ff4				
ff5				
\E3* Are you serious?/%%	Alphys (call)	Hotland	room_fire_newsreport	
* OHHHHHH YESSS!!!/	Mettaton	Hotland	room_fire_newsreport	
* GOOD EVENING^1, BEAUTIES AND& GENTLEBEAUTIES!/	Mettaton	Hotland	room_fire_newsreport	
* THIS IS METTATON^1, REPORTING& LIVE FROM MTT NEWS!/	Mettaton	Hotland	room_fire_newsreport	
\M2* AN INTERESTING SITUATION HAS& ARISEN IN EASTERN HOTLAND!/	Mettaton	Hotland	room_fire_newsreport	
\M3* FORTUNATELY^1, OUR CORRESPONDENT& IS OUT THERE^1, REPORTING LIVE!/	Mettaton	Hotland	room_fire_newsreport	
\M6* BRAVE CORRESPONDENT^1!&* PLEASE FIND SOMETHING& NEWSWORTHY TO REPORT!/	Mettaton	Hotland	room_fire_newsreport	
\M4* OUR TEN WONDERFUL VIEWERS& ARE WAITING FOR YOU!!/%%	Mettaton	Hotland	room_fire_newsreport	
connor				
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A DOG!/	Mettaton	Hotland	room_fire_newsreport	
\M4* (CUE AUDIENCE AWWS)/	Mettaton	Hotland	room_fire_newsreport	
\M3* THAT'S RIGHT^1, FOLKS^1!&* IT'S THE FEEL-GOOD& STORY OF THE YEAR!/	Mettaton	Hotland	room_fire_newsreport	
\M4* LOOK AT ITS LITTLE& EARS^1, TINY PAWS^1, FLUFFY& TAIL.../	Mettaton	Hotland	room_fire_newsreport	
* WAIT A SECOND./	Mettaton	Hotland	room_fire_newsreport	
\M5* THAT'S NOT A TAIL!/	Mettaton	Hotland	room_fire_newsreport	
\M3* THAT'S.../	Mettaton	Hotland	room_fire_newsreport	
\M5* A FUSE!!!/%%	Mettaton	Hotland	room_fire_newsreport	
\M4* THAT'S RIGHT..^1.&* THAT DOG.../	Mettaton	Hotland	room_fire_newsreport	
\M5* IS A BOMB!!!/	Mettaton	Hotland	room_fire_newsreport	
\M5* BUT DON'T PANIC!/	Mettaton	Hotland	room_fire_newsreport	

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\M4* YOU HAVEN'T EVEN SEEN& THE REST OF THE ROOM& YET!!!/%%	Mettaton	Hotland	room_fire_newsreport	
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A GLASS OF WATER!	Mettaton	Hotland	room_fire_newsreport	
\M4* BUT WHAT'S ASTONISHING& ABOUT THIS GLASS OF& WATER.../	Mettaton	Hotland	room_fire_newsreport	
\M3* IS HOW UNINTERESTING IT IS!/	Mettaton	Hotland	room_fire_newsreport	
\M4* LIKE ALL GLASSES OF WATER^1,& IT'S COMPRISED OF WATER^1,& GLASS^1, NITROGLYCERIN.	Mettaton	Hotland	room_fire_newsreport	
\M5* THAT'S NOT A GLASS OF& WATER!!!/	Mettaton	Hotland	room_fire_newsreport	
\M5* A BOMB!!!/%%	Mettaton	Hotland	room_fire_newsreport	
\M5* OH NO!!^1!&* THIS NEWS REPORT.../	Mettaton	Hotland	room_fire_newsreport	
\M5* IS TURNING INTO A DISASTER& REPORT!!!/	Mettaton	Hotland	room_fire_newsreport	
\M3* BUT DON'T PANIC!/	Mettaton	Hotland	room_fire_newsreport	
\M4* YOU HAVEN'T EVEN SEEN& THE REST OF THE ROOM& YET!/%%	Mettaton	Hotland	room_fire_newsreport	
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A MOVIE SCRIPT!/	Mettaton	Hotland	room_fire_newsreport	
\M5* OH MY^1!&* AND IT LOOKS LIKE IT'S& FOR MY LATEST FILM!/	Mettaton	Hotland	room_fire_newsreport	
\M3* LET'S NOT KEEP THEM WAITING^1!&* LET'S OPEN IT UP AND GET& THE SCOOP!/%%	Mettaton	Hotland	room_fire_newsreport	
\M4* ... OH??^1?&* WHAT'S THAT INSIDE THE& SCRIPT?/	Mettaton	Hotland	room_fire_newsreport	
\M4* THAT TICKING SOUND..^1.&* THAT LIT FUSE.../	Mettaton	Hotland	room_fire_newsreport	
\M5* OH MY!!^1!&* LOOKS LIKE I WAS WRONG& ABOUT THE MOVIE!/	Mettaton	Hotland	room_fire_newsreport	
* WE DEFINITELY HAVE A BOX& OFFICE BOMB ON OUR HANDS!/	Mettaton	Hotland	room_fire_newsreport	
* AND IT'S ABOUT TO BLAST& YOU TO BITS!/	Mettaton	Hotland	room_fire_newsreport	
\M3* BUT DON'T GET TOO EXCITED!/	Mettaton	Hotland	room_fire_newsreport	
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A BASKETBALL!/	Mettaton	Hotland	room_fire_newsreport	
\M4* AH^1.&* BASKETBALLS./	Mettaton	Hotland	room_fire_newsreport	
\M3* CIRCLES OF FUN^1.&* ORBS OF JOY^1.&* SPHERES OF AMUSEMENT./	Mettaton	Hotland	room_fire_newsreport	
\M4* BUT YOU SHOULDN'T PLAY& WITH THIS ONE^1.&* IT'S AN MTT-BRAND FASHIONBALL./	Mettaton	Hotland	room_fire_newsreport	
\M3* PROPER MAINTENANCE IS& REQUIRED TO KEEP IT LOOKING& GOOD./	Mettaton	Hotland	room_fire_newsreport	
\M3* AS YOU CAN SEE^1, EVEN EXPOSURE& TO HUMAN BODY HEAT CAUSES& THE PAINT TO SLOU	Mettaton	Hotland	room_fire_newsreport	
* THAT'S NOT A BASKETBALL./%%	Mettaton	Hotland	room_fire_newsreport	
\M5* THAT'S A BOMB!!!/	Mettaton	Hotland	room_fire_newsreport	
* OH NO!!^1!&* THIS SPORT REVIEW.../	Mettaton	Hotland	room_fire_newsreport	
* IS TURNING INTO A SHORT& REVIEW!/	Mettaton	Hotland	room_fire_newsreport	
* BECAUSE IT'LL BE OVER^1.&* AFTER YOU BLOW UP./	Mettaton	Hotland	room_fire_newsreport	
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A PRESENT!/	Mettaton	Hotland	room_fire_newsreport	
\M4* AND IT'S TIME FOR THE& UNBOXING VIDEO!!!/	Mettaton	Hotland	room_fire_newsreport	
\M5* LET'S FIND OUT WHAT'S& INSIDE!!/%%	Mettaton	Hotland	room_fire_newsreport	
\M2* THAT ROUND^1, BLACK SHAPE..^1.&* COULD IT BE???/	Mettaton	Hotland	room_fire_newsreport	
\M4* LOOKS LIKE CHRISTMAS CAME& EARLY THIS YEAR./	Mettaton	Hotland	room_fire_newsreport	
\M5* IF SANTA GAVE PEOPLE BOMBS& INSTEAD OF PRESENTS!!/	Mettaton	Hotland	room_fire_newsreport	
\M2* REALLY THOUGH^1.&* A BOMB^1.&* WHAT A THOUGHTFUL GIFT./	Mettaton	Hotland	room_fire_newsreport	
\M4* THEY EVEN DECIDED TO& LIGHT IT FOR YOU!/	Mettaton	Hotland	room_fire_newsreport	
\M3* ATTENTION^1, VIEWERS^1!&* OUR CORRESPONDENT HAS& FOUND..^1. A VIDEO GAME!/	Mettaton	Hotland	room_fire_newsreport	
\M4* THIS ACTION-PACKED GAME& IS GUARANTEED TO BLOW YOU& AWAY!/	Mettaton	Hotland	room_fire_newsreport	
\M3* STRANGE ENEMIES^1!&* STRANGE ALLIES^1!&* ATTRACTIVE ROBOTS!/	Mettaton	Hotland	room_fire_newsreport	
\M4* FEATURING UP TO SIX& ARBITRARY DIALOGUE CHOICES& AT ONCE!/	Mettaton	Hotland	room_fire_newsreport	
\M5* CORRESPONDENT^1!&* LET'S LOOK INSIDE THE CASE!/%%	Mettaton	Hotland	room_fire_newsreport	
\M4* ..^1.&* THOSE RED CYLINDERS WITH& BURNING FUSES.../	Mettaton	Hotland	room_fire_newsreport	
\M5* OH NO^1!&* THIS GAME LITERALLY IS& DYNAMITE!/	Mettaton	Hotland	room_fire_newsreport	
\M5* I GUESS THEY WERE RIGHT& ALL ALONG!!!/	Mettaton	Hotland	room_fire_newsreport	
\M5* VIDEO-GAMES DO CAUSE& VIOLENCE!/	Mettaton	Hotland	room_fire_newsreport	
\M4* OR AT LEAST THIS ONE'S& ABOUT TO./	Mettaton	Hotland	room_fire_newsreport	
* OH MY!/	Mettaton	Hotland	room_fire_newsreport	
* IT SEEMS EVERYTHING IN THIS& AREA IS ACTUALLY A BOMB!/	Mettaton	Hotland	room_fire_newsreport	
* THAT DOG'S A BOMB!/%%	Mettaton	Hotland	room_fire_newsreport	
* THAT PRESENT'S A BOMB!/%%	Mettaton	Hotland	room_fire_newsreport	
* THAT BASKETBALL'S A BOMB!/%%	Mettaton	Hotland	room_fire_newsreport	
* EVEN MY WORDS ARE...!/%%	Mettaton	Hotland	room_fire_newsreport	
wordfall				
\TS ^7 %	Mettaton	Hotland	room_fire_newsreport	
bigbomb				
bigbombsolid				
\W* BRAVE CORRESPONDENT..^1.&* IF YOU DON'T DEFUSE ALL OF& THE BOMBS.../%%	Mettaton	Hotland	room_fire_newsreport	
\W*\M9 THIS BIG BOMB WILL BLOW& YOU TO SMITHEREENS IN& \YTWO MINUTES\W!/	Mettaton	Hotland	room_fire_newsreport	
\M8* THEN YOU WON'T BE REPORTING& "LIVE" ANY LONGER!/	Mettaton	Hotland	room_fire_newsreport	
* HOW TERRIBLE^1!&* HOW DISTURBING!/	Mettaton	Hotland	room_fire_newsreport	
\M9* OUR NINE VIEWERS ARE GOING& TO LOVE WATCHING THIS!/	Mettaton	Hotland	room_fire_newsreport	
* GOOD LUCK^1, DARLING!!/%%	Mettaton	Hotland	room_fire_newsreport	
clumber				
* D-don't worry!/	Alphys (call)	Hotland	room_fire_newsreport	
\E6* I installed a& bomb-defusing program& on your phone!/	Alphys (call)	Hotland	room_fire_newsreport	
\W* Use the 'defuse' option& when the bomb is in the& \GDEFUSE ZONE\W!/	Alphys (call)	Hotland	room_fire_newsreport	
\E0* N-now^1, go get 'em!/%%	Alphys (call)	Hotland	room_fire_newsreport	
newdog				
newwater				
newscript				
newbasketball				
newpresent				
newgame				
newticker				
doom				
voff				
doomtimer				
conner				
* WELL DONE^1, DARLING!/	Mettaton	Hotland	room_fire_newsreport	
* YOU'VE DEACTIVATED ALL OF& THE BOMBS!/	Mettaton	Hotland	room_fire_newsreport	
\W* IF YOU DIDN'T DEACTIVATE& THEM^1, THE BIG BOMB WOULD& HAVE EXPLODED IN \YTWO M	Mettaton	Hotland	room_fire_newsreport	
\W* NOW IT WON'T EXPLODE& IN \YTWO MINUTES\W!/	Mettaton	Hotland	room_fire_newsreport	
\W*\M9 INSTEAD IT'LL EXPLODE& IN \YTWO SECONDS\W!/	Mettaton	Hotland	room_fire_newsreport	
* GOODBYE^1, DARLING!/%%	Mettaton	Hotland	room_fire_newsreport	
* TOO BAD^1, DARLING!/	Mettaton	Hotland	room_fire_newsreport	
\W* YOU FAILED TO DEFUSE ALL& OF THE BOMBS WITHIN \YTHREE& MINUTES\W!/	Mettaton	Hotland	room_fire_newsreport	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* NOW THE BIG BOMB IS& GOING TO BLOW YOU TO& SMITHEREENS!/	Mettaton	Hotland	room_fire_newsreport	
* READY^1, VIEWERS^1?&* HERE COMES THE MOMENT& YOU'VE ALL BEEN WAITING FOR!/	Mettaton	Hotland	room_fire_newsreport	
* AHAHAH!/	Mettaton	Hotland	room_fire_newsreport	
mypitch				
ohno				
\M8* AH./	Mettaton	Hotland	room_fire_newsreport	
* IT SEEMS THE BOMB ISN'T& GOING OFF./	Mettaton	Hotland	room_fire_newsreport	
\T0* Ring.../	Cell phone	Hotland	room_fire_newsreport	
* That's b-because!!!/	Alphys (call)	Hotland	room_fire_newsreport	
* While you were& monologuing... I...!!!/	Alphys (call)	Hotland	room_fire_newsreport	
\E4* I f..^1. fix..^1.&* Um..^1. I ch-change.../	Alphys (call)	Hotland	room_fire_newsreport	
\TS \F0 \E0 \TM %	Mettaton	Hotland	room_fire_newsreport	
* OH NO^1.&* YOU DEACTIVATED THE BOMB& WITH YOUR HACKING SKILLS./	Mettaton	Hotland	room_fire_newsreport	
* Yeah^1!&* That's what I did!/	Alphys (call)	Hotland	room_fire_newsreport	
\M9* CURSES^1!&* IT SEEMS I'VE BEEN FOILED& AGAIN!/	Mettaton	Hotland	room_fire_newsreport	
* CURSE YOU^1, HUMAN^1!&* CURSE YOU^1, DR. ALPHYS^1,& FOR HELPING SO MUCH!/	Mettaton	Hotland	room_fire_newsreport	
\M8* BUT I DON'T CURSE MY& EIGHT WONDERFUL VIEWERS& FOR TUNING IN!!!/	Mettaton	Hotland	room_fire_newsreport	
* UNTIL NEXT TIME^1, DARLING!/%%	Mettaton	Hotland	room_fire_newsreport	
* W-wow..^1.&* W-we really showed& him^1, huh?/	Alphys (call)	Hotland	room_fire_newsreport	
\E4* H-hey^1, I know I was& kind of weird at& first.../	Alphys (call)	Hotland	room_fire_newsreport	
\E0* But I really think& I'm getting more.../	Alphys (call)	Hotland	room_fire_newsreport	
\E4* Uh^1, more.../	Alphys (call)	Hotland	room_fire_newsreport	
\E6* M-more confident about& guiding you!/	Alphys (call)	Hotland	room_fire_newsreport	
\E0* S-so don't worry& about that b-big& d-dumb robot.../	Alphys (call)	Hotland	room_fire_newsreport	
\E6* I-I'll protect you& from him!/	Alphys (call)	Hotland	room_fire_newsreport	
\E3* A-and if it really& c-came down to it^1,& we could just t-turn.../	Alphys (call)	Hotland	room_fire_newsreport	
\E5* Um^1, nevermind./	Alphys (call)	Hotland	room_fire_newsreport	
\E0* Later!/	Alphys (call)	Hotland	room_fire_newsreport	
* B-boy..^1.&* That was close^1, huh?/	Alphys (call)	Hotland	room_fire_newsreport	
\E8* I guess a little& closer than I would& have liked./	Alphys (call)	Hotland	room_fire_newsreport	
\E9* I should have given& you better directions.../	Alphys (call)	Hotland	room_fire_newsreport	
\E8* A-and there j-just& w-wasn't enough& time.../	Alphys (call)	Hotland	room_fire_newsreport	
\E6* W-well^1!&* That's Mettaton's fault^1,& not mine!/	Alphys (call)	Hotland	room_fire_newsreport	
\E9* I c-can't second& guess myself now./	Alphys (call)	Hotland	room_fire_newsreport	
\E4* I'm f-finally starting& to f-feel confident& about g-guiding you./	Alphys (call)	Hotland	room_fire_newsreport	
\E6* I'll protect you from& that mean old robot^1,& n-no matter what!/	Alphys (call)	Hotland	room_fire_newsreport	
\E3* If I have to^1,& I'll even t-turn.../	Alphys (call)	Hotland	room_fire_newsreport	
\E0* We're over halfway& to the core!/	Alphys (call)	Hotland	room_fire_newsreport	
* Let's go!/	Alphys (call)	Hotland	room_fire_newsreport	
write				
floorpart				
logo				
scaff				
ticker				
tangible				
watercancel				
b_buffer				
anti				
* Error./%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* Keep heading around the& room!/	Alphys (call)	Hotland	room_fire_newsreport	
* Try to go for the& one in the bottom-& left next!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Try to go for the& one in the top-& right next!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* Head to the left& next!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* Head to the right& next!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* You couldn't even& get one bomb...!?/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Error./%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* Head for the center^1!&* There's one left there!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* Head for the center!/	Alphys (call)	Hotland	room_fire_newsreport	
* I'm using^1, uh^1, EM fields& to trap the glass of& water there!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* There's only one left& in the bottom-right!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* There's only one left& at the top!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* There's only one left& at the top-right!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* Great job^1!&* There's only one left& at the bottom-left!/%%	Alphys (call)	Hotland	room_fire_newsreport	
* It's..^1. it's.../%%	Alphys (call)	Hotland	room_fire_newsreport	
ypl				
doomtime				
truezero				
dx2				
TIME:	Television	Hotland	room_fire_newsreport	
TIME:0	Television	Hotland	room_fire_newsreport	
stop				
MTT-BRAND STILL TOP-RATED || SCHOOL CANCELLED OVER REACTIVATED PUZZLES ||	Television	Hotland	room_fire_newsreport	
stringer				
SCIENTIST DISCOVERS HEALTH BENEFITS OF USING COMPUTER (JUST KIDDING LOL) ||	Television	Hotland	room_fire_newsreport	
LOCAL METTATON VERY RICH FAMOUS AND GORGEOUS ||	Television	Hotland	room_fire_newsreport	
TINY VOLCANO MONSTER TRIES ITS BEST, RECEIVES TINY APPLAUSE ||	Television	Hotland	room_fire_newsreport	
PYROPE IRONICALLY MISSES INVITATION TO THIS SCENARIO "WOULD HAVE LOVED IT" ||	Television	Hotland	room_fire_newsreport	
LOCAL PLANE CREATES HUGE LINE AT STORE BY SAYING "IT'S NOT LIKE I WANT TO BUY THESE PRODU	Television	Hotland	room_fire_newsreport	
HOTLAND TECHNICAL MALFUNCTIONS ACCEDE AND RECEDE IN LINEAR PROGRESSION THROUGHOU	Television	Hotland	room_fire_newsreport	
WOSHUA CLEANS UP LOCAL CRIME, LITERALLY FINDS CRIMINALS AND DOUSES THEM IN SOAP, CRIM	Television	Hotland	room_fire_newsreport	
HISTORIC NEWS TICKER HEADLINE SHORTAGE ||	Television	Hotland	room_fire_newsreport	
timertimer				
doomx				
120 SECONDS LEFT! DEFUSE 6 BOMBS!	Television	Hotland	room_fire_newsreport	
dmx				
SECONDS LEFT!	Television	Hotland	room_fire_newsreport	
HURRY UP!	Television	Hotland	room_fire_newsreport	
BOMBS LEFT!	Television	Hotland	room_fire_newsreport	
TIME'S RUNNING OUT!	Television	Hotland	room_fire_newsreport	

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DO YOUR BEST!	Television	Hotland	room_fire_newsreport	
SPEED UP!	Television	Hotland	room_fire_newsreport	
RUN! RUN! RUN!	Television	Hotland	room_fire_newsreport	
GIVE IT YOUR ALL!	Television	Hotland	room_fire_newsreport	
DON'T WAIT UP!	Television	Hotland	room_fire_newsreport	
pausewait				
pausewaittime				
* Ahuhuhuhu.../	Muffet	Hotland	room_fire_spider	
* Did you hear what they& just said?/%%	Muffet	Hotland	room_fire_spider	
* Did you hear what she& said?/%%	Muffet	Hotland	room_fire_spider	
* They said a human wearing a& striped shirt will come& through./%%	Muffet	Hotland	room_fire_spider	
* I heard that they hate& spiders./%%	Muffet	Hotland	room_fire_spider	
* I heard that they love to& stomp on them./%%	Muffet	Hotland	room_fire_spider	
* I heard that they hate& everybody./%%	Muffet	Hotland	room_fire_spider	
* I heard that they like to& tear their legs off./%%	Muffet	Hotland	room_fire_spider	
* I heard.../%%	Muffet	Hotland	room_fire_spider	
* However.../%%	Muffet	Hotland	room_fire_spider	
* And even if they gave us& money^1, I heard.../%%	Muffet	Hotland	room_fire_spider	
bigweb				
muffet				
hspider				
ss1				
ss2				
ss3				
ss4				
* ... that they're awfully& stingy with their money./	Muffet	Hotland	room_fire_spider	
* ... a certain stingy human& hates spiders./%%	Muffet	Hotland	room_fire_spider	
* You think your taste& is too refined for our& pastries^1, don't you^1, deary?/	Muffet	Hotland	room_fire_spider	
* Ahuhuhu..^1.&* I disagree with that& notion./	Muffet	Hotland	room_fire_spider	
* I think your taste.../	Muffet	Hotland	room_fire_spider	
* Is exactly what this& next batch needs!/%%	Muffet	Hotland	room_fire_spider	
* ... that can't be true^1,& can it?/	Muffet	Hotland	room_fire_spider	
* Ahuhuhu.../	Muffet	Hotland	room_fire_spider	
* You donated so much money& to us./	Muffet	Hotland	room_fire_spider	
* All the spiders want you& to know how thankful& they are!/	Muffet	Hotland	room_fire_spider	
* We're in your debt^1, dearie~/%%	Muffet	Hotland	room_fire_spider	
* ... that they have some awful& taste./	Muffet	Hotland	room_fire_spider	
* What a shame^1.&* A human comes through and they& aren't even fit to be eaten~/	Muffet	Hotland	room_fire_spider	
* Oh well^1!&* Rotten ingredients can& always be discarded~/%%	Muffet	Hotland	room_fire_spider	
* That was fun^1!&* See you again^1, dearie!/%%	Muffet	Hotland	room_fire_spider	
onner				
fc				
firstx				
secondx				
full				
ofull				
col1				
draw_line_color				
dis				
* Welcome to our parlor^1, dearie^1~&* Interested in some spider& pastries?/	Muffet	Hotland	room_fire_spidershop	
* All proceeds go to real& spiders~/%%	Muffet	Hotland	room_fire_spidershop	
* Check out the webs to& make a purchase~/%%	Muffet	Hotland	room_fire_spidershop	
dx1				
dxtimer				
win				
cury				
ammo				
gridl				
gridr				
gridu				
gridd				
wincon				
wintimer				
idealammo				
restart				
rstype				
bunny				
dragon				
* ... you're here./	RG 01	Hotland	room_fire_turn	
* So that means Undyne..^1.&* She's.../	RG 01	Hotland	room_fire_turn	
* Like^1, Undyne^1!&* We'll avenge you!/%%	RG 01	Hotland	room_fire_turn	
* OH^1, THERE YOU ARE./	Mettaton	Hotland	room_fire_lab1	
\M5* YOU UGLY LITTLE CREATURE^1.&* YOU'VE MADE QUITE A NAME& FOR YOURSELF./	Mettaton	Hotland	room_fire_lab1	
\M3* SUCH INFAMY...^1!&* I'M IMPRESSED./	Mettaton	Hotland	room_fire_lab1	
\M4* OH^1. YES^1.&* IF YOU'RE LOOKING FOR ALPHYS^1,& SHE'S NOT HERE./	Mettaton	Hotland	room_fire_lab1	
\M0* WHILE YOU WERE BUSY DOING& YOUR^1, AHEM^1, THING.../	Mettaton	Hotland	room_fire_lab1	
* SHE WAS RUNNING AROUND& EVACUATING PEOPLE TO SAFETY./	Mettaton	Hotland	room_fire_lab1	
\M4* NOW THEY'RE IN A PLACE& WHERE YOU'LL NEVER GET TO& THEM./	Mettaton	Hotland	room_fire_lab1	
\M2* DECIDING NOT TO FIGHT YOU^1..&* MY MY^1, SHE REALLY IS THE& ONLY SMART ONE^1, ISN'	Mettaton	Hotland	room_fire_lab1	
\M0* OH^1?&* HOW SASSY./	Mettaton	Hotland	room_fire_lab1	
\M4* YOU'RE JUST ITCHING TO GET& YOUR HANDS ON ME^1, AREN'T& YOU?/	Mettaton	Hotland	room_fire_lab1	
\M5* WELL..^1. T-O-O B-A-D!/	Mettaton	Hotland	room_fire_lab1	
\M4* THIS WORLD NEEDS STARS MORE& THAN IT NEEDS CORPSES!/	Mettaton	Hotland	room_fire_lab1	
\M1* TOODLES!/%%	Mettaton	Hotland	room_fire_lab1	
* S..^1. Sorry about& that!/	Alphys	Core	room_fire_core_final	
\E5* L-let's k-keep& going!/%%	Alphys	Core	room_fire_core_final	
nowax				
* S-so you're about& to meet ASGORE^1,& h-huh?/	Alphys	Core	room_fire_core_final	
\E6* You must be..^1.&* Y-you must be.../	Alphys	Core	room_fire_core_final	

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\E5* Pr..^1. pretty& excited about all& that^1, huh?/%%	Alphys	Core	room_fire_core_final	
* You'll f-f-finally.../	Alphys	Core	room_fire_core_final	
\E7* You'll finally get& to go home!/%%	Alphys	Core	room_fire_core_final	
* W..^1.&* Wait!/%%	Alphys	Core	room_fire_core_final	
* I mean^1, um..^1.&* I.../	Alphys	Core	room_fire_core_final	
\E1* I was just going& to..^1.&* ...um.../	Alphys	Core	room_fire_core_final	
\E2* Say goodbye^1, and.../	Alphys	Core	room_fire_core_final	
* I can't take& this anymore./%%	Alphys	Core	room_fire_core_final	
* I.../	Alphys	Core	room_fire_core_final	
\E5* I lied to you./	Alphys	Core	room_fire_core_final	
\E7* A human SOUL isn't& strong enough to& cross the barrier alone./	Alphys	Core	room_fire_core_final	
\E6* It takes at least& a human soul.../	Alphys	Core	room_fire_core_final	
\E5* And a monster& soul./	Alphys	Core	room_fire_core_final	
\E5* .../%%	Alphys	Core	room_fire_core_final	
* If you want to& go home.../	Alphys	Core	room_fire_core_final	
\E5* You'll have to& take his soul./	Alphys	Core	room_fire_core_final	
\E7* You'll have to& kill ASGORE./%%	Alphys	Core	room_fire_core_final	
* I'm sorry./%%	Alphys	Core	room_fire_core_final	
brokemett				
al2				
s_maroon				
* I..^1. I managed to open& the lock^1!&* Are you two.../%%	Alphys	Core	room_fire_core_metttest	
* Oh my god./%%	Alphys	Core	room_fire_core_metttest	
* Mettaton!/	Alphys	Core	room_fire_core_metttest	
\E1* Mettaton^1, are you.../%%	Alphys	Core	room_fire_core_metttest	
* H..^1. hey.../	Alphys	Core	room_fire_core_metttest	
* D..^1. don't worry& about it.../	Alphys	Core	room_fire_core_metttest	
* I can always.../	Alphys	Core	room_fire_core_metttest	
\E5* I can always build& a different robot!/	Alphys	Core	room_fire_core_metttest	
\E6* .../	Alphys	Core	room_fire_core_metttest	
\E5* Why don't you go& on ahead?/%%	Alphys	Core	room_fire_core_metttest	
* ... thank GOD^1, it's just& the batteries./	Alphys	Core	room_fire_core_metttest	
\E9* Mettaton^1, if you were& gone^1, I would have..^1.&* I would have.../	Alphys	Core	room_fire_core_metttest	
\E8* .../	Alphys	Core	room_fire_core_metttest	
\E6* I m-mean^1, h-hey^1, it's& n-^1no problem^1, you& know?/	Alphys	Core	room_fire_core_metttest	
\E5* He's just a robot^1, if& you messed it up^1, I& c-could always.../	Alphys	Core	room_fire_core_metttest	
\E6* J-just build another./	Alphys	Core	room_fire_core_metttest	
* Why don't you go& on ahead?/%%	Alphys	Core	room_fire_core_metttest	
drawblack				
bly				
sixty				
sixtyflash				
sixtyon				
s_siner				
* REALLY^1?&* WHERE?/%%	Mettaton	Core	room_fire_core_metttest	
* CLEVER..^1.&* VERY CLEVER./%%	Mettaton	Core	room_fire_core_metttest	
babytimer				
* OH YES.&* THERE YOU ARE, DARLING./	Mettaton	Core	room_fire_core_metttest	
* IT'S TIME TO HAVE OUR& LITTLE SHOWDOWN./	Mettaton	Core	room_fire_core_metttest	
* IT'S TIME TO FINALLY STOP& THE "MALFUNCTIONING" ROBOT./	Mettaton	Core	room_fire_core_metttest	
* ... NOT!!!/	Mettaton	Core	room_fire_core_metttest	
* MALFUNCTION?&* REPROGRAMMING?&* PLEASE./	Mettaton	Core	room_fire_core_metttest	
* THIS WAS ALL JUST A BIG& SHOW./	Mettaton	Core	room_fire_core_metttest	
* AN ACT./	Mettaton	Core	room_fire_core_metttest	
* MY "MALFUNCTION" WAS ALL& MADE UP BY DR. ALPHYS./	Mettaton	Core	room_fire_core_metttest	
* AS SHE WATCHED YOU ON THE& SCREEN^1, SHE GREW ATTACHED& TO YOUR ADVENTURE./	Mettaton	Core	room_fire_core_metttest	
* SHE DESPERATELY WANTED TO& BE A PART OF IT./	Mettaton	Core	room_fire_core_metttest	
* SO SHE DECIDED TO INSERT& HERSELF INTO YOUR STORY./	Mettaton	Core	room_fire_core_metttest	
* THIS SCENARIO, WHERE SHE& "SAVES" YOU FROM ME, WAS& HER CREATION./	Mettaton	Core	room_fire_core_metttest	
* EVEN NOW, SHE IS WAITING& OUTSIDE THIS ROOM./	Mettaton	Core	room_fire_core_metttest	
* DURING OUR "BATTLE," SHE& WILL INTERRUPT./	Mettaton	Core	room_fire_core_metttest	
* THEN SHE WILL PRETEND TO& "DEACTIVATE" ME, "SAVING" YOU& ONE FINAL TIME./	Mettaton	Core	room_fire_core_metttest	
* FINALLY.&* SHE'LL BE THE HEROINE OF& YOUR ADVENTURE./	Mettaton	Core	room_fire_core_metttest	
* FINALLY.&* SHE'LL BE SOMEONE SOMEBODY& ACTUALLY LIKES./	Mettaton	Core	room_fire_core_metttest	
* YOU'LL REGARD HER SO HIGHLY& SHE'LL EVEN BE ABLE TO& CONVINCE YOU NOT TO LEAVE./	Mettaton	Core	room_fire_core_metttest	
* ... OR NOT./	Mettaton	Core	room_fire_core_metttest	
* YOU SEE, I'VE HAD ENOUGH OF& THIS PREDICTABLE CHARADE./	Mettaton	Core	room_fire_core_metttest	
* I HAVE NO DESIRE TO HARM& HUMANS.&* FAR FROM IT, ACTUALLY./	Mettaton	Core	room_fire_core_metttest	
* AS METTATON, MY ONLY DESIRE& IS TO ENTERTAIN./	Mettaton	Core	room_fire_core_metttest	
* AFTER ALL, THE AUDIENCE& DESERVES A GOOD SHOW,& DON'T THEY?/	Mettaton	Core	room_fire_core_metttest	
* AND WHAT'S A GOOD SHOW.../	Mettaton	Core	room_fire_core_metttest	
* WITHOUT A PLOT TWIST?/%%	Mettaton	Core	room_fire_core_metttest	
* MALFUNCTION?&* REPROGRAMMING?&* GET REAL./	Mettaton	Core	room_fire_core_metttest	
* ALPHYS HAS BEEN PLAYING& YOU FOR A FOOL THE& WHOLE TIME./	Mettaton	Core	room_fire_core_metttest	
* SHE REACTIVATED PUZZLES^1.&* SHE DISABLED ELEVATORS^1.&* SHE ENLISTED ME TO TORMENT	Mettaton	Core	room_fire_core_metttest	
* ALL SO SHE COULD SAVE& YOU FROM DANGERS THAT& DIDN'T EXIST./	Mettaton	Core	room_fire_core_metttest	
* ALL SO YOU WOULD THINK& SHE'S THE GREAT PERSON.../	Mettaton	Core	room_fire_core_metttest	
* THAT SHE'S NOT./	Mettaton	Core	room_fire_core_metttest	
* AND NOW^1, IT'S TIME FOR& HER FINEST HOUR./	Mettaton	Core	room_fire_core_metttest	
* AT THIS VERY MOMENT,& ALPHYS IS WAITING OUTSIDE& THE ROOM./	Mettaton	Core	room_fire_core_metttest	
* SHE WILL PRETEND TO& "DEACTIVATE" ME, "SAVING" YOU& ONE FINAL TIME./	Mettaton	Core	room_fire_core_metttest	
* MY ONLY DESIRE IS TO& ENTERTAIN./	Mettaton	Core	room_fire_core_metttest	
* MY^1, MY^1.&* SO YOU'VE FINALLY ARRIVED./	Mettaton	Core	room_fire_core_metttest	
* AFTER OUR FIRST MEETING^1, I& REALIZED..^1.&* SOMETHING GHASTLY./	Mettaton	Core	room_fire_core_metttest	
* YOU'RE NOT JUST A THREAT& TO MONSTERS..^1.&* BUT HUMANITY^1, AS WELL./	Mettaton	Core	room_fire_core_metttest	
* OH MY^1.&* THAT'S AN ISSUE./	Mettaton	Core	room_fire_core_metttest	
* YOU SEE^1, I CAN'T BE A& STAR WITHOUT AN AUDIENCE./	Mettaton	Core	room_fire_core_metttest	
* AND BESIDES.../	Mettaton	Core	room_fire_core_metttest	
* THERE ARE SOME PEOPLE..^1.&* I WANT TO PROTECT./%%	Mettaton	Core	room_fire_core_metttest	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mtsong2				
* H-hey!!^1!&* Wh-wh-what's going on!?/	Alphys	Core	room_fire_core_metttest	
* Th-th-the door just& locked itself!/%%	Alphys	Core	room_fire_core_metttest	
\M1* SORRY^1, FOLKS^1!&* THE OLD PROGRAM'S BEEN& CANCELLED!!!/	Mettaton	Core	room_fire_core_metttest	
* BUT WE'VE GOT A FINALE& THAT WILL DRIVE YOU WILD!!/%%	Mettaton	Core	room_fire_core_metttest	
\M5* REAL DRAMA!!&* REAL ACTION!!&* REAL BLOODSHED!!/	Mettaton	Core	room_fire_core_metttest	
* ON OUR NEW SHOW.../	Mettaton	Core	room_fire_core_metttest	
* "ATTACK OF THE KILLER& ROBOT!"/%%	Mettaton	Core	room_fire_core_metttest	
* AH HA HA^1.&* EAGER, AS ALWAYS, EH?/	Mettaton	Core	room_fire_core_metttest	
* BUT DON'T TOUCH THAT DIAL.&* THERE'S SOMETHING YOU& HAVEN'T ACCOUNTED FOR./	Mettaton	Core	room_fire_core_metttest	
* AS ANY TRUE FAN WOULD KNOW,& I WAS FIRST CREATED AS& A HUMAN ERADICATION ROBOT./	Mettaton	Core	room_fire_core_metttest	
* IT WAS ONLY AFTER BECOMING A& STAR THAT I WAS GIVEN A& MORE... PHOTOGENIC BODY./	Mettaton	Core	room_fire_core_metttest	
* HOWEVER./	Mettaton	Core	room_fire_core_metttest	
* THOSE ORIGINAL FUNCTIONS& HAVE NEVER BEEN FULLY& REMOVED.../	Mettaton	Core	room_fire_core_metttest	
* COME ANY CLOSER, AND& I'LL BE FORCED TO SHOW& YOU.../	Mettaton	Core	room_fire_core_metttest	
\M5* MY TRUE FORM!/%%	Mettaton	Core	room_fire_core_metttest	
\M0* FINE THEN!/	Mettaton	Core	room_fire_core_metttest	
\M5* RRRRREADY^1?&* IIIIIIIT'S SHOWTIME!!!/%%	Mettaton	Core	room_fire_core_metttest	
shkwv				
pt				
vl				
brt				
l1				
l2				
l2x				
l3				
remay				
remby				
blastup				
bltotal				
ttotal				
ttotal2				
dm				
ended				
ff				
ge				
rememberhspeed				
remhp				
hptalk				
* M..^1. more lasers.../	Alphys (call)	Core	room_fire_core_laserfun	
\E8* Okay^1, I..^1.&* I won't mess around& this time./	Alphys (call)	Core	room_fire_core_laserfun	
\E6* I'll just deactivate& the lasers and let& you through./	Alphys (call)	Core	room_fire_core_laserfun	
\E3* They're..^1.&* They're not turning& off.../	Alphys (call)	Core	room_fire_core_laserfun	
\E8* I can't turn them& off^1, I.../	Alphys (call)	Core	room_fire_core_laserfun	
\E6* I-i-it's okay^1!&* I have this under& control!/	Alphys (call)	Core	room_fire_core_laserfun	
* I'm going to turn& off the p-power for& that whole node./	Alphys (call)	Core	room_fire_core_laserfun	
* Then you can walk& across./	Alphys (call)	Core	room_fire_core_laserfun	
\E6* Okay^1, go!/	Alphys (call)	Core	room_fire_core_laserfun	
* H..^1. huh?&* I..^1. I guess this& was the right way./	Alphys (call)	Core	room_fire_core_laserfun	
* W-WAIT^1!&* STOP!/%%	Alphys (call)	Core	room_fire_core_laserfun	
\E8* Th-the power..^1.&* It's turning itself& back on./	Alphys (call)	Core	room_fire_core_laserfun	
\E9* D-damn it..^1.&* Th-this isn't supposed& to.../	Alphys (call)	Core	room_fire_core_laserfun	
\E3* I'm gonna turn& it off again./	Alphys (call)	Core	room_fire_core_laserfun	
* When it turns off^1,& move a little^1, and& then STOP./	Alphys (call)	Core	room_fire_core_laserfun	
\E8* OK^1?&* Y-you won't get& h-h-hurt./	Alphys (call)	Core	room_fire_core_laserfun	
backuptimer				
* Oh my god^1, are& you okay!?/	Alphys (call)	Core	room_fire_core_laserfun	
\E8* I-I c-couldn't keep& the power off& long enough.../	Alphys (call)	Core	room_fire_core_laserfun	
\E6* No^1, no^1, we've& got this^1, it's just& a little further!/	Alphys (call)	Core	room_fire_core_laserfun	
* S-see^1?&* I've got everything& under control./	Alphys (call)	Core	room_fire_core_laserfun	
* Everything's under& control!/	Alphys (call)	Core	room_fire_core_laserfun	
pcon				
meswitch				
* Oh my god^1, are& you okay?/	Alphys (call)	Core	room_fire_core4	
\E8* I..^1. I'm sorry^1, I& gave you the& wrong order./	Alphys (call)	Core	room_fire_core4	
\E6* E-everything's fine^1,& okay?/	Alphys (call)	Core	room_fire_core4	
* L-let's just keep& heading to the& right./	Alphys (call)	Core	room_fire_core4	
* Oh my god..^1.&* Are you hurt?/	Alphys (call)	Core	room_fire_core4	
\E8* I..^1. I'm so sorry^1,& I... I gave you& the wrong order./	Alphys (call)	Core	room_fire_core4	
\E6* Everything's going& to be fine^1, okay?/	Alphys (call)	Core	room_fire_core4	
dm1				
dm2				
* H-hey^1, why don't& you try to use& the elevator first?/	Alphys (call)	Core	room_fire_core1	
* H-hey^1, why don't& you try to go& to the right first?/	Alphys (call)	Core	room_fire_core1	
* Okay^1, you should& be able to make& it through here.../	Alphys (call)	Core	room_fire_core3	
donotcall				
* W-watch out!/%%	Alphys (call)	Core	room_fire_core3	
* Th-that was close.../	Alphys (call)	Core	room_fire_core3	
* Wh..^1. why are there& so many monsters& here?/	Alphys (call)	Core	room_fire_core3	
\E6* I mean..^1.&* It's no problem^1,& r-r-right?/	Alphys (call)	Core	room_fire_core3	
* W-w-we've just got& to keep heading& forward!/	Alphys (call)	Core	room_fire_core3	
* Sorry^1, I..^1. I.../	Alphys (call)	Core	room_fire_core_freebattle	
* I thought that.../	Alphys (call)	Core	room_fire_core_freebattle	
\E8* Let's try the& right path instead./	Alphys (call)	Core	room_fire_core_freebattle	
* A-are you okay?/	Alphys (call)	Core	room_fire_core_freebattle	
* Why didn't you& head to the& right...?/	Alphys (call)	Core	room_fire_core_freebattle	
\E4* C-C'mon..^1.&* Y-you trust me^1,& d-don't you?/	Alphys (call)	Core	room_fire_core_freebattle	
mov				
* Huh^1?&* Who are they?/	Alphys (call)	Core	room_fire_precore	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* N-nobody else is& s-supposed to be& here.../	Alphys (call)	Core	room_fire_precore	
\E6* Oh well^1!&* We can't worry& about that now!/	Alphys (call)	Core	room_fire_precore	
\E0* Hey...^1!&* Uh^1, this is& Undyne.../	Undyne (call)	Core	room_fire_precore	
\E2* (Shut up^1, Papyrus^1!)&* (This was YOUR idea!)/	Undyne (call)	Core	room_fire_precore	
\E1* HUMAN^1!&* You have to deliver& something for me!/	Undyne (call)	Core	room_fire_precore	
\E9* Uh^1, please?/	Undyne (call)	Core	room_fire_precore	
\E0* I'm at Snowdin& in front of& Papyrus's./	Undyne (call)	Core	room_fire_precore	
\E6* See ya^1, punk!/	Undyne (call)	Core	room_fire_precore	
rface				
peeepee				
* well^1, here we are./%%	Sans	Hotland	room_fire_restaurant	
* so./	Sans	Hotland	room_fire_restaurant	
* your journey's& almost over^1, huh?/	Sans	Hotland	room_fire_restaurant	
\E0* you must really& wanna go home./	Sans	Hotland	room_fire_restaurant	
\E1* hey^1.&* i know the feeling^1,& buddo./	Sans	Hotland	room_fire_restaurant	
\E0* though.../	Sans	Hotland	room_fire_restaurant	
\E1* maybe sometimes it's& better to take what's& given to you./	Sans	Hotland	room_fire_restaurant	
\E0* down here you've& already got food^1,& drink^1, friends.../	Sans	Hotland	room_fire_restaurant	
* is what you have& to do.../	Sans	Hotland	room_fire_restaurant	
\E1* really worth it?/%%	Sans	Hotland	room_fire_restaurant	
\E1* ah^1, forget it./	Sans	Hotland	room_fire_restaurant	
\E0* i'm rootin' for& ya^1, kid./%%	Sans	Hotland	room_fire_restaurant	
\E1* let me tell you& a story./	Sans	Hotland	room_fire_restaurant	
\E0* so i'm a sentry in& snowdin forest^1, right?/	Sans	Hotland	room_fire_restaurant	
* i sit out there& and watch for humans^1.&* it's kind of boring./	Sans	Hotland	room_fire_restaurant	
\E2* fortunately^1, deep in& the forest.../	Sans	Hotland	room_fire_restaurant	
\E0* there's this HUGE& locked door./	Sans	Hotland	room_fire_restaurant	
* and it's perfect& for practicing& knock knock jokes./	Sans	Hotland	room_fire_restaurant	
* so one day^1, i'm& knocking 'em out^1,& like usual./	Sans	Hotland	room_fire_restaurant	
* i knock on the& door and say& "knock knock."/	Sans	Hotland	room_fire_restaurant	
* and suddenly^1, from& the other side.../	Sans	Hotland	room_fire_restaurant	
\E1* i hear a woman's& voice./	Sans	Hotland	room_fire_restaurant	
\Tt*\E0 "who is there?"/	Sans	Hotland	room_fire_restaurant	
\Ts*\E1 so^1, naturally^1, i& respond:/	Sans	Hotland	room_fire_restaurant	
\E0* "dishes."/	Sans	Hotland	room_fire_restaurant	
\Tt* "dishes who?"/	Sans	Hotland	room_fire_restaurant	
\Ts*\E2 "dishes a very& bad joke."/	Sans	Hotland	room_fire_restaurant	
\E0* then she just& howls with laughter./	Sans	Hotland	room_fire_restaurant	
\E1* like it's the best& joke she's heard& in a hundred years./	Sans	Hotland	room_fire_restaurant	
\E0* so I keep 'em& coming^1, and she keeps& laughing./	Sans	Hotland	room_fire_restaurant	
\E1* she's the best& audience i've ever& had./	Sans	Hotland	room_fire_restaurant	
\E0* then^1, after a& dozen of 'em^1,& SHE knocks and says.../	Sans	Hotland	room_fire_restaurant	
\Tt* "Knock knock!"/	Sans	Hotland	room_fire_restaurant	
\Ts* \E1i say "whos& there?"/	Sans	Hotland	room_fire_restaurant	
\Tt* \E0"old lady!"/	Sans	Hotland	room_fire_restaurant	
\Ts*\E1 "old lady who?"/	Sans	Hotland	room_fire_restaurant	
\Tt*\E2 "oh! I did not& know you could& yodel!"/	Sans	Hotland	room_fire_restaurant	
\Ts*\E1 wow./	Sans	Hotland	room_fire_restaurant	
\E2* needless to say^1,& this woman was& extremely good./	Sans	Hotland	room_fire_restaurant	
\E0* we kept telling& each other jokes& for hours./	Sans	Hotland	room_fire_restaurant	
\E0* eventually^1, i had& to leave./	Sans	Hotland	room_fire_restaurant	
\E2* papyrus gets kind& of cranky without& his bedtime story./	Sans	Hotland	room_fire_restaurant	
\E0* but she told me& to come by again^1,& and so i did./	Sans	Hotland	room_fire_restaurant	
\E0* then i did again^1.&* and again^1.&* it's a thing now./	Sans	Hotland	room_fire_restaurant	
* telling bad jokes& through the door./	Sans	Hotland	room_fire_restaurant	
\E1* it rules./%%	Sans	Hotland	room_fire_restaurant	
\E0* one day^1, though^1, i& noticed she wasn't& laughing very much./	Sans	Hotland	room_fire_restaurant	
* i asked her what& was up./	Sans	Hotland	room_fire_restaurant	
* then she told me& something strange./	Sans	Hotland	room_fire_restaurant	
* \Tt"if a human ever& comes through this& door.../"	Sans	Hotland	room_fire_restaurant	
* "... could you please^1,& please promise& something?"/	Sans	Hotland	room_fire_restaurant	
* "watch over them^1,& and protect them^1,& will you not?"/	Sans	Hotland	room_fire_restaurant	
\E0*\Ts now^1, i hate making& promises./	Sans	Hotland	room_fire_restaurant	
\E1* and this woman^1,& i don't even know& her name./	Sans	Hotland	room_fire_restaurant	
\E3* but.../	Sans	Hotland	room_fire_restaurant	
\E1* someone who sincerely& likes bad jokes.../	Sans	Hotland	room_fire_restaurant	
\E2* has an integrity& you can't say& "no" to./%%	Sans	Hotland	room_fire_restaurant	
\E1* do you get what& i'm saying?/	Sans	Hotland	room_fire_restaurant	
\E0* that promise i made& to her.../	Sans	Hotland	room_fire_restaurant	
\E1* you know what would& have happened if she& hadn't said anything?/	Sans	Hotland	room_fire_restaurant	
\E3* ... buddy./%%	Sans	Hotland	room_fire_restaurant	
* ... You'd be dead& where you stand./%%	Sans	Hotland	room_fire_restaurant	
\E1* hey^1, lighten up^1,& buckol/	Sans	Hotland	room_fire_restaurant	
\E2* i'm just joking& with you./	Sans	Hotland	room_fire_restaurant	
\E1* besides.../	Sans	Hotland	room_fire_restaurant	
\E0* haven't i done a& great job protecting& you?/	Sans	Hotland	room_fire_restaurant	
* i mean^1, look at& yourself./	Sans	Hotland	room_fire_restaurant	
\E2* you haven't died& a single time./	Sans	Hotland	room_fire_restaurant	
\E0* that's right^1, isn't& it?/	Sans	Hotland	room_fire_restaurant	
\E2* well^1, chalk it& up to my great& skills./%%	Sans	Hotland	room_fire_restaurant	
\E0* hey^1, what's that& look supposed to& mean?/	Sans	Hotland	room_fire_restaurant	
\E1* am i wrong...?/%%	Sans	Hotland	room_fire_restaurant	
* heh./%%	Sans	Hotland	room_fire_restaurant	
* well^1, that's all./	Sans	Hotland	room_fire_restaurant	
\E1* take care of& yourself^1, kid./	Sans	Hotland	room_fire_restaurant	
\E0* 'cause someone really& cares about you./%%	Sans	Hotland	room_fire_restaurant	
xmode				
cw				
switches				

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
deltaco				
donkeykongismyfavoritemarvelsuperhero				
\E6* OK^1!&* Now press the third& one!!!/%%	Alphys (call)	Hotland	room_fire10	
\E1* ...../	Alphys (call)	Hotland	room_fire10	
\E2* ...../	Alphys (call)	Hotland	room_fire10	
\E0* H-h-hey!/	Alphys (call)	Hotland	room_fire10	
\E5* Looks like you!!!^1 &* Only needed to press^1!&* Two of them!!!/%%	Alphys (call)	Hotland	room_fire10	
wrx				
dgx				
\TS \E4 \F6 \TA %	Alphys (call)	Hotland		
\E3* H-h-hey^1!&* You did it!/	Alphys (call)	Hotland		
\E4* I was worried I& messed it up& there.../	Alphys (call)	Hotland		
\E0* But I guess we& make a pretty good& team!/%%	Alphys (call)	Hotland		
* Hey^1! You^1!&* Stop!/%%	RG 01	Hotland	room_fire_boysnightout	
rabbit				
* We've^1, like^1, received an& anonymous tip about a human& wearing a striped shirt./	RG 01	Hotland	room_fire_boysnightout	
* They told us they were& wandering around Hotland& right now.../	RG 01	Hotland	room_fire_boysnightout	
* I know^1, sounds scary^1, huh?/	RG 01	Hotland	room_fire_boysnightout	
* Well^1, just stay chill^1.&* We'll bring you someplace& safe^1, OK?/%%	RG 01	Hotland	room_fire_boysnightout	
* ... Huh^1?&* What is it, bro?/	RG 01	Hotland	room_fire_boysnightout	
* The shirt they're wearing?/	RG 01	Hotland	room_fire_boysnightout	
* ... like^1, what about it?/%%	RG 01	Hotland	room_fire_boysnightout	
* Bro.../	RG 01	Hotland	room_fire_boysnightout	
* Are you thinkin..^1.&* What I'm thinkin?/	RG 01	Hotland	room_fire_boysnightout	
* Bummer^1.&* This is^1, like..^1.&* Mega embarrassing./	RG 01	Hotland	room_fire_boysnightout	
* We^1, like^1, actually& totally have to kill& you and stuff./%%	RG 01	Hotland	room_fire_boysnightout	
heartx				
hearty				
trigger				
ourx				
oury				
rectaur				
rect				
* Please select a location./%%	Elevator	Hotland	room_fire_elevator	
Left Floor 1	Elevator	Hotland	room_fire_elevator	
Cancel	Elevator	Hotland	room_fire_elevator	
Right Floor 1	Elevator	Hotland	room_fire_elevator	
Right Floor 2	Elevator	Hotland	room_fire_elevator	
Left Floor 2	Elevator	Hotland	room_fire_elevator	
Left Floor 3	Elevator	Hotland	room_fire_elevator	
Right Floor 3	Elevator	Hotland	room_fire_elevator	
elev				
fake				
myvine				
* (The elevator isn't working.)/	Narrator	Core	room_fire_core1	
* What^1?&* The elevator should& be working.../	Alphys (call)	Core	room_fire_core1	
\E6* W-well then^1!&* Go to the right& and keep heading up!/%%	Alphys (call)	Core	room_fire_core1	
\E6* W-well then^1!&* Let's go to the& left!/%%	Alphys (call)	Core	room_fire_core1	
* (The elevator isn't working.)/%%	Narrator	Core	room_fire_core1	
* (The elevator is in use.)/%%	Narrator	Hotland, New H	room_fire_hotellobby, room_castle_precastle	
fally				
xoffspeed				
yoffspeed				
relative				
hdno				
negf				
oncheck				
hd				
fallen				
scr_conshakeinit				
scr_conshake				
scr_conshakeend				
mychip				
did				
* (The door is locked.)/%%	Narrator	Hotland	room_fire7, room_fire_walkandt	I have to search the whole game to be sure about where it's used
* (This half of the door is& unlocked.)/%%	Narrator	Hotland	room_fire7, room_fire_walkandbranch2	
* (The door is open.)/%%	Narrator	Hotland	room_fire7, room_fire_walkandt	I have to search the whole game to be sure about where it's used
activebuffer				
reverse				
* (The space behind the wall& is only a few feet& wide.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's just here to complete& the look.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's a half-empty bag& of dog food.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's a bag of dog food.^1)&* (It's half-full.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's a half-empty bag& of dog food.)/	Narrator	Hotland	room_fire_lab1	
* (You just remembered& something funny.)/%%	Narrator	Hotland	room_fire_lab1	
* Hi./%%				
* (Didn't work.)/%%	Narrator	Hotland	room_fire_newsreport	
\E3* H-hey^1, watch out^1!&* You're going to get& really hurt!/	Alphys (call)	Hotland	room_fire_lasers1, room_fire_newsreport	
\E8* I can't watch this^1.&* I'm disabling the& lasers./%%	Alphys (call)	Hotland	room_fire_lasers1, room_fire_newsreport	
\E6* Th..^1. there./	Alphys (call)	Hotland	room_fire_lasers1	
\E3* Be careful^1, okay?/	Alphys (call)	Hotland	room_fire_lasers1	
\E8* I-I'm sorry^1, it's& m-my fault you& got hurt./	Alphys (call)	Hotland	room_fire_lasers1, room_fire_newsreport	
\E8* I didn't explain the& lasers well enough^1,& and.../	Alphys (call)	Hotland	room_fire_lasers1	
\E8* If I hadn't..^1.&* If I hadn't..^1./	Alphys (call)	Hotland	room_fire_lasers1	
\E4* Um^1, delayed using& my hacking skills^1,& I mean.../	Alphys (call)	Hotland	room_fire_lasers1	
\E8* ... sorry./	Alphys (call)	Hotland	room_fire_lasers1	
\E8* I didn't explain the& lasers well enough^1,& and.../	Alphys (call)	Hotland	room_fire_newsreport	
\E3* O-oh^1, there's no& time for this now!/	Alphys (call)	Hotland	room_fire_newsreport	
\E8* Sorry./	Alphys (call)	Hotland	room_fire_newsreport	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
looktimer				
smash				
gameshow				
* Oh^1.&* My god./%%	Alphys	Hotland	room_fire_lab1	
* I didn't expect you& to show up so& soon!/	Alphys	Hotland	room_fire_lab1	
* I haven't showered^1, I'm& barely dressed^1, it's& all messy^1, and.../%%	Alphys	Hotland	room_fire_lab1	
labvolume				
* Ummm.../	Alphys	Hotland	room_fire_lab1	
* H-h-hiya!/	Alphys	Hotland	room_fire_lab1	
* I'm Dr. Alphys^1.&* I'm ASGORE's royal& scientist!/	Alphys	Hotland	room_fire_lab1	
\E3* B-b-but^1, ahhhh^1,& I'm not one of& the "bad guys"!/	Alphys	Hotland	room_fire_lab1	
\E0* Actually^1, since you& stepped out of the& RUINS^1, I've^1, um.../	Alphys	Hotland	room_fire_lab1	
\E7* ... been "observing"& your journey through& my console./	Alphys	Hotland	room_fire_lab1	
\E3* Your fights..^1.&* Your friendships..^1.&* Everything!/	Alphys	Hotland	room_fire_lab1	
\E0* I was originally& going to stop& you^1, but.../	Alphys	Hotland	room_fire_lab1	
\E7* Watching someone on& a screen really makes& you root for them./	Alphys	Hotland	room_fire_lab1	
\E7* Watching you^1, I felt& like..^1. like I was& seeing an old friend./	Alphys	Hotland	room_fire_lab1	
\E0* S-so^1, ahhh^1, now I& want to help you!/	Alphys	Hotland	room_fire_lab1	
\E6* Using my knowledge^1,& I can easily guide& you through Hotland!/	Alphys	Hotland	room_fire_lab1	
\E0* I know a way right& to ASGORE's castle^1,& no problem!/	Alphys	Hotland	room_fire_lab1	
\E7* Well^1, actually^1, umm^1,& there's just a& tiny issue./	Alphys	Hotland	room_fire_lab1	
\E0* A long time ago^1, I& made a robot named& Mettaton./	Alphys	Hotland	room_fire_lab1	
* Originally^1, I built& him to be an& entertainment robot./	Alphys	Hotland	room_fire_lab1	
\E7* Uh^1, you know^1, like& a robotic TV star& or something./	Alphys	Hotland	room_fire_lab1	
\E0* Anyway^1, recently I& decided to make him& more useful./	Alphys	Hotland	room_fire_lab1	
\E7* You know^1, just some& small practical& adjustments./	Alphys	Hotland	room_fire_lab1	
\E0* Like^1, um.../	Alphys	Hotland	room_fire_lab1	
\E4* Anti..^1. anti-human& combat features?/	Alphys	Hotland	room_fire_lab1	
\E6* Of c-course^1, when I& saw you coming^1, I& immediately decided.../	Alphys	Hotland	room_fire_lab1	
\E3* I have to remove& those features!/	Alphys	Hotland	room_fire_lab1	
\E4* Unfortunately^1, I may& have made a teensy& mistake while doing so./	Alphys	Hotland	room_fire_lab1	
* And^1, um.../	Alphys	Hotland	room_fire_lab1	
\E5* Now he's an unstoppable& killing machine with a& thirst for human blood?/	Alphys	Hotland	room_fire_lab1	
* Ehehehehe.../	Alphys	Hotland	room_fire_lab1	
\E8* Heh./	Alphys	Hotland	room_fire_lab1	
\E0* But^1, ummm^1, hopefully& we won't run into& him!/%%	Alphys	Hotland	room_fire_lab1	
scr_bouncer				
* Did you hear& something?/%%	Alphys	Hotland	room_fire_lab1	
cheer				
* OHHHH YES!/	Mettaton	Hotland	room_fire_lab1	
* WELCOME^1, BEAUTIES.../%%	Mettaton	Hotland	room_fire_lab1	
gamesign				
\M1* ... TO TODAY'S QUIZ SHOW!!!/%%	Mettaton	Hotland	room_fire_lab1	
dball				
\M0* OH BOY^1!&* I CAN ALREADY TELL IT'S& GONNA BE A GREAT SHOW!/	Mettaton	Hotland	room_fire_lab1	
\M2* EVERYONE GIVE A BIG& HAND FOR OUR WONDERFUL& CONTESTANT!/%%	Mettaton	Hotland	room_fire_lab1	
\M0* NEVER PLAYED BEFORE^1,& GORGEOUS?/	Mettaton	Hotland	room_fire_lab1	
\M2* NO PROBLEM^1!&* IT'S SIMPLE!/	Mettaton	Hotland	room_fire_lab1	
\M4* THERE'S ONLY ONE& RULE./	Mettaton	Hotland	room_fire_lab1	
* ANSWER CORRECTLY.../%%	Mettaton	Hotland	room_fire_lab1	
* OR YOU DIE!!!/%%	Mettaton	Hotland	room_fire_lab1	
\E0* Well that was& certainly something./%%	Alphys	Hotland	room_fire_lab1	
alphys2				
* Wait^1, wait!/%%	Alphys	Hotland	room_fire_lab1	
\E0* Let me give you my& ph-phone number!/	Alphys	Hotland	room_fire_lab1	
\E7* Th-then..^1. m-maybe..^1.&* If you need help^1,& I could.../%%	Alphys	Hotland	room_fire_lab1	
\E3* Wh..^1. where'd you get& that phone!?&* It's ANCIENT!/	Alphys	Hotland	room_fire_lab1	
\E1* It doesn't even have& texting./	Alphys	Hotland	room_fire_lab1	
\E3* W-wait a second^1,& please!/%%	Alphys	Hotland	room_fire_lab1	
noise				
\E0* Here^1, I upgraded it& for you!/	Alphys	Hotland	room_fire_lab1	
* It can do texting^1,& items^1, it's got a& key chain.../	Alphys	Hotland	room_fire_lab1	
* I even signed you up& for the underground's& No. 1 social network!/	Alphys	Hotland	room_fire_lab1	
\E7* Now we're officially& friends^1!&* Ehehehe!/	Alphys	Hotland	room_fire_lab1	
\E0* Heheh.../	Alphys	Hotland	room_fire_lab1	
\E0* Heh.../	Alphys	Hotland	room_fire_lab1	
\E4* I'm going to the& bathroom./%%	Alphys	Hotland	room_fire_lab1	
slid				
slidedoorx				
salad				
pape				
o_noise				
c_noise				
s_noise				
snoozer				
snooze				
zz				
waterthing				
shaked				
w_active				
w_timer				
pour_index				
shakememx				
shakememy				
walked				
* Armor..^1. so..^1. hot..^1./	Undyne	Hotland	room_fire2	
* But I can't..^1.&* Give up.../%%	Undyne	Hotland	room_fire2	
* (The cup of water returned& to the water cooler.)/%%	Narrator	Hotland	room_fire1	
* (The cup of water was erased& by a mysterious force.)/%%	Narrator	Hotland	room_fire2	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* (The water evaporated from& the heat.)/	Narrator	Hotland	room_fire_prelab	
* (The cup evaporated^1, too.)/%%	Narrator	Hotland	room_fire_prelab	
bubx				
buby				
w_con				
madepud				
* (Error.)/%%				
pud				
pudspr				
draw_point_color				
init_band				
boff				
scr_true_lavawaver				
xaround				
sinercolor				
greenbright				
draw_roundrect				
drawnlab				
altglow				
not_allowed				
fps_counter				
emer				
sprite_exists				
charax				
charay				
fps				
animanim				
* The door leading through& the area is closed^1?&* So I tried the puzzle?/	Fox Head	Hotland	room_fire_shootguy_1	
* But I kept running out of& ammo^1, and it kept restarting?/	Fox Head	Hotland	room_fire_shootguy_1	
* And my two co-workers won't& help^1? It's like they don't& even wanna go to work?/%%	Fox Head	Hotland	room_fire_shootguy_1	
* Why don't you try^1?&* Try using the console?/%%	Fox Head	Hotland	room_fire_shootguy_1	
* Wow^1?&* You solved it?/	Fox Head	Hotland	room_fire_shootguy_1	
* I'm impressed^1?&* You must be a total nerd?/%%	Fox Head	Hotland	room_fire_shootguy_1	
* So we're all gonna go& free...?/	Fox Head	Hotland	room_fire_shootguy_1	
* Does that mean I don't& get to go to work?/%%	Fox Head	Hotland	room_fire_shootguy_1	
* Maybe I don't want to go& to work anymore...?/%%	Fox Head	Hotland	room_fire_shootguy_1	
dbud				
* Sorry..^1. UNDYNE^1, like^1, told& us there was totally a& human in the area./	RG 01	Hotland	room_fire_prelab	
* So^1, like^1, us Royal Guards are& blocking off the elevators& for now./	RG 01	Hotland	room_fire_prelab	
* Ngah^1! Even if the elevators& aren't working anyway^1, we'll& do our best^1, Ms. UNDYNE!/%%	RG 01	Hotland	room_fire_prelab	
* Like^1, NO WAY you're getting& by us./	RG 01	Hotland	room_fire_prelab	
* But^1, between you and me...&* I think you could go through& that creepy lab over there./	RG 01	Hotland	room_fire_prelab	
* Between you^1, me^1, and my& bro here^1, I mean./	RG 01	Hotland	room_fire_prelab	
* I tell him ALL my secrets./%%	RG 01	Hotland	room_fire_prelab	
* Hey^1!&* No loitering!/	RG 01	Hotland	room_fire_prelab	
* Like^1, just kidding^1.&* I don't care^1.&* Like^1, loiter your heart out./%%	RG 01	Hotland	room_fire_prelab	
* Oh^1, hey./	RG 01	Hotland	room_fire_prelab	
* We're^1, like^1, taking a rain& check on that killing-you& thing./	RG 01	Hotland	room_fire_prelab	
* Like^1, don't tell Undyne& about this^1, OK?/%%	RG 01	Hotland	room_fire_prelab	
* You didn't tell her^1, did& you...?/%%	RG 01	Hotland	room_fire_prelab	
* Undyne told us that the& Royal Guard is being disbanded./	RG 01	Hotland	room_fire_hotelfront_1	
* Like^1, bummer..^1.&* Guess we'll have to get& used to Love and Peace./%%	RG 01	Hotland	room_fire_hotelfront_1	
doorx				
* (There's no response.)/%%	Narrator	Hotland	room_fire_prelab	
* (O^1-oh n^1-no^1, is that another& letter...?)/	Alphys	Hotland	room_fire_prelab	
* (I don't want to open it...^1)&* (C-^1can't I just slide it& back out...?)/	Alphys	Hotland	room_fire_prelab	
* (N..^1. no..^1. I can't keep doing& this.^1)&* (I'll read this one.)/	Alphys	Hotland	room_fire_prelab	
* (Um...^1)&* (I-it's shut k-kind of& strongly^1, isn't it?)/	Alphys	Hotland	room_fire_prelab	
* (Wait a second...)/%%	Alphys	Hotland	room_fire_prelab	
* Hey^1, if this is a& joke^1, it's.../	Alphys	Hotland	room_fire_prelab	
\E3* Oh My God?/	Alphys	Hotland	room_fire_prelab	
\E5* Did YOU write this& letter?/	Alphys	Hotland	room_fire_prelab	
\E6* It wasn't signed^1, so^1,& I had no idea who& could have.../	Alphys	Hotland	room_fire_prelab	
\E8* Oh my god^1.&* Oh no./	Alphys	Hotland	room_fire_prelab	
\E7* That's adorable.../	Alphys	Hotland	room_fire_prelab	
\E5* And I h-had no idea& you^1, um^1, wrote that way!/	Alphys	Hotland	room_fire_prelab	
\E9* It's surprising^1, too..^1.&* After all the gross& stuff I did.../	Alphys	Hotland	room_fire_prelab	
\E8* I don't really deserve& to be forgiven./	Alphys	Hotland	room_fire_prelab	
\E4* Much less^1, um.../	Alphys	Hotland	room_fire_prelab	
\E5* This?/	Alphys	Hotland	room_fire_prelab	
\E1* And so passionately^1,& too./	Alphys	Hotland	room_fire_prelab	
\E0* You know what^1, okay^1!&* I'll do it!/	Alphys	Hotland	room_fire_prelab	
\E5* It's the least I can& do to make it up& to you!/	Alphys	Hotland	room_fire_prelab	
\W*\E7 Y-yeah^1!&* \WLet's \Rgo on a date\W!/%%	Alphys	Hotland	room_fire_prelab	
thisblend				
o_music				
\E0* welp./	Sans	Surface	room_outsideworld	
\E1* someone's gotta keep& him from getting& into trouble./	Sans	Surface	room_outsideworld	
\E2* see you guys./%%	Sans	Surface	room_outsideworld	
\E0* Man^1, do I have& to do EVERYTHING?/	Undyne	Surface	room_outsideworld	
\E6* Papyrus^1, wait!!!/%%	Undyne	Surface	room_outsideworld	
\E0* Hey^1, Undyne!^1!&* Wait up!!/%%	Alphys	Surface	room_outsideworld	
* Whoops./%%	Asgore	Surface	room_outsideworld	
* Uh^1, should I do& something?/	Asgore	Surface	room_outsideworld	
* Well^1, gotta go!/%%	Asgore	Surface	room_outsideworld	
* It seems that everyone& is quite eager to& set off./%%	Toriel	Surface	room_outsideworld	
\E1* Frisk.../	Toriel	Surface	room_outsideworld	
\E0* You really are a& funny child./	Toriel	Surface	room_outsideworld	
\E1* If you had said that& earlier^1, none of this& would have happened./	Toriel	Surface	room_outsideworld	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E0* It is a good thing& you took so long to& change your mind./	Toriel	Surface	room_outsideworld	
* Hee hee hee./	Toriel	Surface	room_outsideworld	
* Well..^1.& * I suppose./	Toriel	Surface	room_outsideworld	
* If you really do& not have any other& place to go.../	Toriel	Surface	room_outsideworld	
* I will do my best to& take care of you^1, for& as long as you need./	Toriel	Surface	room_outsideworld	
* All right?/	Toriel	Surface	room_outsideworld	
* Now^1, come along./%%	Toriel	Surface	room_outsideworld	
* Everyone is waiting& for us!/%%	Toriel	Surface	room_outsideworld	
\E1* Ah./	Toriel	Surface	room_outsideworld	
\E0* ... I see./	Toriel	Surface	room_outsideworld	
\E0* Well^1, I hope that& I am not keeping& you./%%	Toriel	Surface	room_outsideworld	
* "See you around."/%%	Toriel	Surface	room_outsideworld	
zr				
d_blk				
Frisk!/	Toriel	New Home	room_castle_prebarrier	
This is all just& a bad dream...!/	Toriel	New Home	room_castle_prebarrier	
Please^1, wake up...!/%%	Toriel	New Home	room_castle_prebarrier	
wrwr				
* Oh^1!&* You are awake^1!&* Thank goodness!/	Toriel	New Home	room_castle_prebarrier	
* W-we were so& worried...!/	Alphys	New Home	room_castle_prebarrier	
* It felt like you& were out forever!/	Alphys	New Home	room_castle_prebarrier	
* Yeah^1! Any longer and& I would have freaked& out!/	Undyne	New Home	room_castle_prebarrier	
\E2* Tell us next time& you decide to take& a nap^1, okay!?/	Undyne	New Home	room_castle_prebarrier	
* yeah^1.&* you made papyrus cry& like a baby./	Sans	New Home	room_castle_prebarrier	
WHAT!^1!&I DIDN'T CRY!!^1!&I DON'T CRY!!/	Papyrus	New Home	room_castle_prebarrier	
\E3I JUST..^1.&CAUGHT SOMETHING&IN MY EYE./	Papyrus	New Home	room_castle_prebarrier	
* what did you catch?/	Sans	New Home	room_castle_prebarrier	
TEARS!!!/	Papyrus	New Home	room_castle_prebarrier	
* Now^1, now./	Asgore	New Home	room_castle_prebarrier	
* The important part& is that Frisk is& all right./	Asgore	New Home	room_castle_prebarrier	
* Here^1, Frisk^1.&* Why not drink some& tea?/	Asgore	New Home	room_castle_prebarrier	
* It'll make you feel& better./	Asgore	New Home	room_castle_prebarrier	
* Errr..^1.&* How about we give& them space^1, first?/	Toriel	New Home	room_castle_prebarrier	
\E2* They must be very& exhausted./	Toriel	New Home	room_castle_prebarrier	
\E8* Though^1, from what^1,& I am not certain./	Toriel	New Home	room_castle_prebarrier	
\E1* Frisk..^1.&* We do not remember& exactly what happened./	Toriel	New Home	room_castle_prebarrier	
\E1* There was a flower..^1.&* And then^1, everything& went white./	Toriel	New Home	room_castle_prebarrier	
\E0* But now the barrier& is gone./	Toriel	New Home	room_castle_prebarrier	
* When you are ready^1,& we will all return& to the surface./	Toriel	New Home	room_castle_prebarrier	
* It seems the door to& the east will lead& us there now./	Toriel	New Home	room_castle_prebarrier	
\E2* But before then.../	Toriel	New Home	room_castle_prebarrier	
\E0* Perhaps you might& want to take a& walk?/	Toriel	New Home	room_castle_prebarrier	
* You can say goodbye& to all of your& wonderful friends./	Toriel	New Home	room_castle_prebarrier	
* Do as you wish^1.&* We will all wait& for you here./%%	Toriel	New Home	room_castle_prebarrier	
scr_save				
* Hello^1, Frisk^1.&* Alphys upgraded my& phone./	Toriel	New Home	room_castle_prebarrier	
* I am having a lot& of fun with the& "texting" feature./	Toriel	New Home	room_castle_prebarrier	
* Sans^1, "check out" this& one./	Toriel	New Home	room_castle_prebarrier	
* oh man^1, tori.../	Sans	New Home	room_castle_prebarrier	
\E1* that's brutal./	Sans	New Home	room_castle_prebarrier	
I CAN'T BELIEVE&THE QUEEN HAS&RETURNED.../	Papyrus	New Home	room_castle_prebarrier	
\E4AND ALSO THAT&SHE'S A HUGE&DORK!!!/	Papyrus	New Home	room_castle_prebarrier	
YOU TWO ARE TWO&FEET AWAY FROM&EACH OTHER!!!/	Papyrus	New Home	room_castle_prebarrier	
WHY ARE YOU&TEXTING!!!/	Papyrus	New Home	room_castle_prebarrier	
* Worry not^1, Papyrus^1.&* We are texting for& a good reason./	Toriel	New Home	room_castle_prebarrier	
WHY IS THAT./	Papyrus	New Home	room_castle_prebarrier	
* well./	Sans	New Home	room_castle_prebarrier	
\E2* cause we're huge& dorks./	Sans	New Home	room_castle_prebarrier	
* Sans^1, please do& not say that./	Toriel	New Home	room_castle_prebarrier	
* You are not a dork./	Toriel	New Home	room_castle_prebarrier	
\E0* You are more of& a bonehead!/	Toriel	New Home	room_castle_prebarrier	
HAHAHA^1, WOW!/	Papyrus	New Home	room_castle_prebarrier	
\E0THOSE PUNS ARE&EVEN LESS FUNNY&COMING FROM HER!/	Papyrus	New Home	room_castle_prebarrier	
* then why are you& smiling?/	Sans	New Home	room_castle_prebarrier	
IT'S A PITY&SMILE!!!/%%	Papyrus	New Home	room_castle_prebarrier	
* Frisk^1, do not feel& left out./	Toriel	New Home	room_castle_prebarrier	
* I have been writing& messages to you as& well!/	Toriel	New Home	room_castle_prebarrier	
\W* You still have \Ymy& phone number\W after& all this time.../	Toriel	New Home	room_castle_prebarrier	
* Do you not?/%%	Toriel	New Home	room_castle_prebarrier	
* Frisk^1, how about& you go look around& before we all go?/	Toriel	New Home	room_castle_prebarrier	
* Seeing how many good& friends you've made& here.../	Toriel	New Home	room_castle_prebarrier	
* I am almost certain& you must have made& some more./%%	Toriel	New Home	room_castle_prebarrier	
* hey^1, frisk^1, what's& with that weird& expression?/	Sans	New Home	room_castle_prebarrier	
\E2* Sans^1, did I tell you& about the time Frisk& flirted with me...?/	Toriel	New Home	room_castle_prebarrier	
\E8* And then asked to& call me "mother?"/	Toriel	New Home	room_castle_prebarrier	
\E0* I felt so embarrassed& for them./	Toriel	New Home	room_castle_prebarrier	
\E1* oh boy./	Sans	New Home	room_castle_prebarrier	
\E3WOW^1, FRISK.../	Papyrus	New Home	room_castle_prebarrier	
\E0THIS REALLY PUTS&OUR RELATIONSHIP&IN A NEW LIGHT./	Papyrus	New Home	room_castle_prebarrier	
\E1* hey^1, tori^1, do you& have any other& embarrassing stories?/	Sans	New Home	room_castle_prebarrier	
\E0* Oh^1, do I ever!/	Toriel	New Home	room_castle_prebarrier	
\E1* But, I think that& story is one of the& most unbelievable./	Toriel	New Home	room_castle_prebarrier	
\E0* It is hard to think& anyone would want to& flirt with me./	Toriel	New Home	room_castle_prebarrier	
\E0* Ehehe.../	Alphys	New Home	room_castle_prebarrier	
\E7* Ehehehe.../	Alphys	New Home	room_castle_prebarrier	
\E1* AHA^1! AHAHAH^1!&* HA!^1! HA!!!/	Alphys	New Home	room_castle_prebarrier	
\E2* Oh^1, Toriel^1.&* You have NO idea./%%	Alphys	New Home	room_castle_prebarrier	
\E0* oh hey^1, what's up^1,& frisk?/	Sans	New Home	room_castle_prebarrier	
\E2* we were just talking& about you./	Sans	New Home	room_castle_prebarrier	

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\E1* apparently you asked& to call tori "mom" right& after meeting her?/	Sans	New Home	room_castle_prebarrier	
\E1* Well^1, it was not& RIGHT after./	Toriel	New Home	room_castle_prebarrier	
\E0* It took a couple& minutes./	Toriel	New Home	room_castle_prebarrier	
\E0* frisk..^1.&* i gotta tell ya./	Sans	New Home	room_castle_prebarrier	
\E2* that's^1, uh^1, not the& best way to get& to know someone./	Sans	New Home	room_castle_prebarrier	
\E3IT'S NOT???/	Papyrus	New Home	room_castle_prebarrier	
\E9* Papyrus^1, we've been& over this./	Undyne	New Home	room_castle_prebarrier	
\E4WHATEVER^1, MOM!!!/	Papyrus	New Home	room_castle_prebarrier	
\E1* Don't talk back to& me like that!/	Undyne	New Home	room_castle_prebarrier	
\E6* Go to your room^1,& Papyrus!/	Undyne	New Home	room_castle_prebarrier	
\E5OK^1, UNDYNE./	Papyrus	New Home	room_castle_prebarrier	
\E1* Wait^1!&* Don't ACTUALLY go& to your room!!/	Undyne	New Home	room_castle_prebarrier	
\E7I'M GETTING MIXED& MESSAGES HERE!!!/%%	Papyrus	New Home	room_castle_prebarrier	
\E0* frisk^1, tori was telling& me how she made& b'scotch pie for you./	Sans	New Home	room_castle_prebarrier	
\E0* Oh^1, I should bake it& for everyone sometime!/	Toriel	New Home	room_castle_prebarrier	
\E3* (O-oh^1, that sounds& REALLY good.)/	Alphys	New Home	room_castle_prebarrier	
\E3COOKING???/	Papyrus	New Home	room_castle_prebarrier	
\E0CAN I HELP?/	Papyrus	New Home	room_castle_prebarrier	
* Wait a second!!!/	Undyne	New Home	room_castle_prebarrier	
\E6* Can I help too!?/	Undyne	New Home	room_castle_prebarrier	
\E0* Certainly^1!&* It would be fun to& cook together!/	Toriel	New Home	room_castle_prebarrier	
\E9* (On second thought^1,& maybe I'll o-order& a pizza.)/%%	Alphys	New Home	room_castle_prebarrier	
\E0* sorry..^1.&* i don't have time& to talk^1, frisk./	Sans	New Home	room_castle_prebarrier	
\E1* I'm supposed to be& working right now./	Sans	New Home	room_castle_prebarrier	
\E4BUT YOU AREN'T& WORKING!!!/	Papyrus	New Home	room_castle_prebarrier	
\E2* i know^1, and it's& taking all my& concentration./%%	Sans	New Home	room_castle_prebarrier	
* Hey^1, punk^1!&* What's up!?/	Undyne	Snowdin	room_tundra_town	
\E1* A-ACHOO!/	Papyrus	Snowdin	room_tundra_town	
\E2* Papyrus^1, how can you& stand this cold?/	Undyne	Snowdin	room_tundra_town	
I HAVE NO SKIN./	Papyrus	Snowdin	room_tundra_town	
* So why don't we& stand in Grillby's& instead?/	Undyne	Snowdin	room_tundra_town	
BECAUSE I HATE&GREASE./	Papyrus	Snowdin	room_tundra_town	
* But you don't have& a stomach!!/	Undyne	Snowdin	room_tundra_town	
NO^1, BUT I HAVE&STANDARDS!!!/%%	Papyrus	Snowdin	room_tundra_town	
* Papyrus.../	Undyne	Snowdin	room_tundra_town	
\E1* Why do you live& in an icy wasteland?/	Undyne	Snowdin	room_tundra_town	
THE RENT'S CHEAP./	Papyrus	Snowdin	room_tundra_town	
* Really^1?&* Don't you live in& a huge house?/	Undyne	Snowdin	room_tundra_town	
YEAH^1, BUT MY&BROTHER PAYS&FOR IT./	Papyrus	Snowdin	room_tundra_town	
* Where's your brother& get the money to& pay for it...?/	Undyne	Snowdin	room_tundra_town	
OH^1, THAT'S SIMPLE./	Papyrus	Snowdin	room_tundra_town	
\E0IT'S A MYSTERY./%%	Papyrus	Snowdin	room_tundra_town	
* So^1? What are you& waiting for?/	Undyne	Snowdin	room_tundra_town	
* The sooner you get& it over with^1, the& better!/%%	Undyne	Snowdin	room_tundra_town	
* Hey^1, you sure& are carrying a& lot of things./	Undyne	Snowdin	room_tundra_town	
* If someone needed& to give you a thing^1,& they sure couldn't!/%%	Undyne	Snowdin	room_tundra_town	
* What^1?&* You LOST the letter!?/	Undyne	Snowdin	room_tundra_town	
* What the HECK!^1?&* How!^1? Why!?/	Undyne	Snowdin	room_tundra_town	
\E7* Ughhh..^1.&* This is unbelievable./	Undyne	Snowdin	room_tundra_town	
* I should be really& disappointed in you./	Undyne	Snowdin	room_tundra_town	
\E9* But^1, uh^1, to tell& you the truth^1, I'm& kind of relieved!/	Undyne	Snowdin	room_tundra_town	
\E1* While you were gone^1,& I actually wrote& a WAY BETTER letter!/	Undyne	Snowdin	room_tundra_town	
\E6* And this time^1, you& WON'T lose it!!!/	Undyne	Snowdin	room_tundra_town	
\E2* I guarantee it!!!/	Undyne	Snowdin	room_tundra_town	
* (You got the Undyne Letter& EX.)/%%	Narrator	Snowdin	room_tundra_town	
* Hey^1, I have something& to give you.../	Undyne	Snowdin	room_tundra_town	
\E2* But you're carrying& way too much!!!/%%	Undyne	Snowdin	room_tundra_town	
* Um^1, so^1, I have a& favor to ask you./	Undyne	Snowdin	room_tundra_town	
\E0* Uuuuh^1, I..^1.&* I need you to deliver& this letter./	Undyne	Snowdin	room_tundra_town	
\E9* To Dr. Alphys./	Undyne	Snowdin	room_tundra_town	
\E1* Huh!^1?&* Why don't I do it& myself...?/	Undyne	Snowdin	room_tundra_town	
\E8* ... um^1.&* W-well.../	Undyne	Snowdin	room_tundra_town	
\E9* I-it's kind of& personal^1, but we're& friends..^1. so.../	Undyne	Snowdin	room_tundra_town	
\E8* I'll t-tell you.../	Undyne	Snowdin	room_tundra_town	
\E6* Hotland SUUUUCKS!!^1!&* I don't wanna have& to go over there!!!/	Undyne	Snowdin	room_tundra_town	
\E3* So here you go./	Undyne	Snowdin	room_tundra_town	
* (You got the Undyne's Letter.)/	Narrator	Snowdin	room_tundra_town	
* Oh^1, and if you& read it.../	Undyne	Snowdin	room_tundra_town	
\E2* I'll KILL you./	Undyne	Snowdin	room_tundra_town	
\E9* Thanks so much^1!&* You're the best!!/%%	Undyne	Snowdin	room_tundra_town	
* Hey^1, Alphys^1!&* Alphys!/	Undyne	New Home	room_castle_prebarrier	
\E1* Do you think we& can watch something& with fighting next?/	Undyne	New Home	room_castle_prebarrier	
\E9* Oh^1, and then...&* Something..^1.&* With princesses!?/	Undyne	New Home	room_castle_prebarrier	
\E2* Or FIGHTING& princesses!?/	Undyne	New Home	room_castle_prebarrier	
\E5* I-I'll see if I& can manage to find& any like that^1, Undyne./	Alphys	New Home	room_castle_prebarrier	
\E6* Yayyyyy!/%%	Undyne	New Home	room_castle_prebarrier	
\E0* Hey Frisk^1, why don't& you go say hi to& Napstablook?/	Undyne	New Home	room_castle_prebarrier	
\E1* Oh^1, tell them I& said hi^1, too!/%%	Undyne	New Home	room_castle_prebarrier	
\E3SO^1, ASGORE.../	Papyrus	New Home	room_castle_prebarrier	
\E0HOW ABOUT MAKING&ME A MEMBER OF&THE ROYAL GUARD?/	Papyrus	New Home	room_castle_prebarrier	
\E2* Well^1, Papyrus^1, now& that the war is& over.../	Asgore	New Home	room_castle_prebarrier	
\E0* We might not need& the Royal Guard& anymore./	Asgore	New Home	room_castle_prebarrier	
\E7WHAT!?/	Papyrus	New Home	room_castle_prebarrier	
\E1THEN WHAT WAS&THE POINT OF THE&HUMAN'S QUEST!?/	Papyrus	New Home	room_castle_prebarrier	
\E3THEY JOURNEYED&ALL THAT WAY.../	Papyrus	New Home	room_castle_prebarrier	
\E4AND I'M STILL&NOT A MEMBER OF&THE ROYAL GUARD!?/	Papyrus	New Home	room_castle_prebarrier	
\E0TRULY^1, THIS IS&THE WORST&POSSIBLE ENDING./%%	Papyrus	New Home	room_castle_prebarrier	
\E3IT SEEMS LIKE YOU&REALLY BOTCHED&YOUR QUEST^1, FRISK./	Papyrus	New Home	room_castle_prebarrier	
\E0BUT^1, I^1, THE&GREAT PAPYRUS.../	Papyrus	New Home	room_castle_prebarrier	

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\WILL ALWAYS BE&YOUR FRIEND!!!/	Papyrus	New Home	room_castle_prebarrier	
\E1* no matter how hard& you try to get& rid of him./	Sans	New Home	room_castle_prebarrier	
\E1HEY!/	Papyrus	New Home	room_castle_prebarrier	
\E0THAT'S TRUE./%%	Papyrus	New Home	room_castle_prebarrier	
\E3FRISK^1, WHY DON'T&YOU TAKE A WALK&AROUND?/	Papyrus	New Home	room_castle_prebarrier	
\E1* frisk^1, why don't you& fly^1?&* it's faster./	Sans	New Home	room_castle_prebarrier	
\E0YEAH^1, FRISK^1, WHY&DON'T YOU FLY?/	Papyrus	New Home	room_castle_prebarrier	
\E1* Hmmm..^1. Flying sounds& a little dangerous./	Toriel	New Home	room_castle_prebarrier	
\E3* But they CAN'T fly./	Alphys	New Home	room_castle_prebarrier	
\E2* Not with THAT& attitude!/%%	Undyne	New Home	room_castle_prebarrier	
\E3FRISK..^1.&TAKE A HIKE./	Papyrus	New Home	room_castle_prebarrier	
\E0HIKING IS GOOD&FOR YOUR BONES./%%	Papyrus	New Home	room_castle_prebarrier	
\E0* On second thought^1,& maybe I WON'T write& fanfic of real people./	Alphys	New Home	room_castle_prebarrier	
\E7* I mean^1, isn't real life& already the greatest& fanfiction of all?/	Alphys	New Home	room_castle_prebarrier	
\E3* Uh^1, don't tell& anyone I said that./	Alphys	New Home	room_castle_prebarrier	
\E1* Cause I'm gonna& post it online!/%%	Alphys	New Home	room_castle_prebarrier	
\E0* I sure am excited& to finally use the& human internet./	Alphys	New Home	room_castle_prebarrier	
\E7* I bet they have all& sorts of things Undyne& and I can watch!/	Alphys	New Home	room_castle_prebarrier	
\E6* Oh man!!!/	Undyne	New Home	room_castle_prebarrier	
* We're gonna be& able to watch& anime online!?/	Undyne	New Home	room_castle_prebarrier	
\E7* Of course^1, Undyne!/	Alphys	New Home	room_castle_prebarrier	
\E2* What do you think& we've been fighting& for all along?/	Alphys	New Home	room_castle_prebarrier	
\E2* yeah^1, what do you.../	Sans	New Home	room_castle_prebarrier	
\E1* whoops./	Sans	New Home	room_castle_prebarrier	
\E1* Jinx^1!&* I knew you were& gonna make that joke!/	Alphys	New Home	room_castle_prebarrier	
\E3WAIT^1, ALPHYS, I&DIDN'T KNOW YOU&KNEW SANS./	Papyrus	New Home	room_castle_prebarrier	
\E5* Well..^1.&* I.../	Alphys	New Home	room_castle_prebarrier	
\E2* doesn't everybody?/	Sans	New Home	room_castle_prebarrier	
\E0* Who the hell is Sans?/	Toriel	New Home	room_castle_prebarrier	
\E0* Who the HECK is Sans?/	Toriel	New Home	room_castle_prebarrier	
\E1* TORIEL!?!?!/%%	Alphys	New Home	room_castle_prebarrier	
\E0* Hey Frisk^1, why& don't you go look& for Mettaton?/	Alphys	New Home	room_castle_prebarrier	
\E8* He was here for& a while^1, too.../	Alphys	New Home	room_castle_prebarrier	
\E0* But he said he& had to go somewhere./%%	Alphys	New Home	room_castle_prebarrier	
\E0* Howdy^1, Frisk./	Asgore	New Home	room_castle_prebarrier	
\E3* Sorry about almost& trying to take& your SOUL./	Asgore	New Home	room_castle_prebarrier	
\E5* I feel very bad& about it./	Asgore	New Home	room_castle_prebarrier	
\E0* I hope we can& still be pals./	Asgore	New Home	room_castle_prebarrier	
\E0* Hey^1, don't worry& about it^1, ASGORE./	Undyne	New Home	room_castle_prebarrier	
\E2* I think everybody's& tried to kill Frisk& at least once./	Undyne	New Home	room_castle_prebarrier	
\E2* Oh..^1. I see!/	Asgore	New Home	room_castle_prebarrier	
\E0* In that case^1, I'm& not sorry^1, Frisk./	Asgore	New Home	room_castle_prebarrier	
\E6* ASGORE^1!&* That's not what I& meant!/%%	Undyne	New Home	room_castle_prebarrier	
\E3* Oh^1, Frisk^1, if you're& not busy.../	Asgore	New Home	room_castle_prebarrier	
\E0* On nice days^1, you& should walk around and& have a good time./	Asgore	New Home	room_castle_prebarrier	
\E0* That's important./%%	Asgore	New Home	room_castle_prebarrier	
* Ready?/%%	Asgore	New Home	room_castle_barrier	
* (The way is blocked by two& padlocks.^1)&* (There's a note attached.)/	Narrator	New Home	room_asghouse1	
* (Howdy^1! I'm in the garden.)/	Asgore (note)	New Home	room_asghouse1	
* (If you have anything you& need to get off your chest^1,& please don't hesitate to come.)/	Asgore (note)	New Home	room_asghouse1	
* (The keys are in the kitchen& and the hallway.)/%%	Asgore (note)	New Home	room_asghouse1	
\R* (He leaves them in the& kitchen and the hallway.)/%%	Chara	New Home	room_asghouse1	
* (You'll need both keys to& get through.)/%%	Narrator	New Home	room_asghouse1	
\R* (There are two keys.)/%%	Chara	New Home	room_asghouse1	
* (You unlocked the chain.)/%%	Narrator	New Home	room_asghouse1	
\R* (I unlocked the chain.)/%%	Chara	New Home	room_asghouse1	
* (You took the key and& put it on your phone's& key-chain.)/%%	Narrator	New Home	room_asghouse3, room_kitchen_final	
* How tense.../	Asgore	New Home	room_castle_prebarrier	
\E2* Just think of it like.../	Asgore	New Home	room_castle_prebarrier	
\E0* A visit to the dentist./%%	Asgore	New Home	room_castle_prebarrier	
* Are you ready?/	Asgore	New Home	room_castle_prebarrier	
\E3* If you are not^1, I& understand./	Asgore	New Home	room_castle_prebarrier	
\E2* I am not ready either./%%	Asgore	New Home	room_castle_prebarrier	
* Dum dee dum.../	Asgore	New Home	room_castle_throneroom	
* Oh^1?&* Is someone there?/	Asgore	New Home	room_castle_throneroom	
* Just a moment!/	Asgore	New Home	room_castle_throneroom	
* I have almost finished watering& these flowers./%%	Asgore	New Home	room_castle_throneroom	
* Curious^1.&* I've never seen a plant..^1.&* Cry before./%%	Asgore	New Home	room_castle_throneroom	
* ... Here we are!/%%	Asgore	New Home	room_castle_throneroom	
* Howdy^1!&* How can I.../%%	Asgore	New Home	room_castle_throneroom	
* Oh./%%	Asgore	New Home	room_castle_throneroom	
\E2* I so badly want to& say^1, "would you like& a cup of tea?"/	Asgore	New Home	room_castle_throneroom	
\E3* You know how it is./%%	Asgore	New Home	room_castle_throneroom	
* Nice day today^1, huh?/	Asgore	New Home	room_castle_throneroom	
* Birds are singing^1,& flowers are blooming.../	Asgore	New Home	room_castle_throneroom	
* Perfect weather for a& game of catch./%%	Asgore	New Home	room_castle_throneroom	
* You know what we must& do./	Asgore	New Home	room_castle_throneroom	
* When you are ready^1,& come into the next& room./%%	Asgore	New Home	room_castle_throneroom	
* You must be the one& that flower just warned& me about./	Asgore	New Home	room_castle_throneroom	
\E0* Howdy!/	Asgore	New Home	room_castle_throneroom	
\E3* Erm..^1.&* What kind of monster& are you...?/	Asgore	New Home	room_castle_throneroom	
\E0* Sorry^1, I cannot tell./	Asgore	New Home	room_castle_throneroom	
* Well^1, we can always%%	Asgore	New Home	room_castle_throneroom	
EndMet				
endmet				
MeetLv1				
ml1				
Pass				
pass				

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Text	Character	Area	Room	How to get it ?
* So you finally made it./	Sans	New Home	room_sanscorridor	
* The end of your journey& is at hand./	Sans	New Home	room_sanscorridor	
* In a few moments^1, you& will meet the king./	Sans	New Home	room_sanscorridor	
* Together.../	Sans	New Home	room_sanscorridor	
* You will determine the& future of this world./	Sans	New Home	room_sanscorridor	
* That's then./	Sans	New Home	room_sanscorridor	
* Now./	Sans	New Home	room_sanscorridor	
* You will be judged./	Sans	New Home	room_sanscorridor	
* You will be judged for& your every action./	Sans	New Home	room_sanscorridor	
* You will be judged for& every EXP you've earned./	Sans	New Home	room_sanscorridor	
* What's EXP?/	Sans	New Home	room_sanscorridor	
* It's an acronym./	Sans	New Home	room_sanscorridor	
\W* It stands for "\Rexecution& points\W."/	Sans	New Home	room_sanscorridor	
* A way of quantifying the& pain you have inflicted on& others./	Sans	New Home	room_sanscorridor	
* When you kill someone^1,& your EXP increases./	Sans	New Home	room_sanscorridor	
* When you have enough EXP^1,& your LOVE increases./	Sans	New Home	room_sanscorridor	
* LOVE^1, too^1, is an& acronym./	Sans	New Home	room_sanscorridor	
\W* It stands for "\RLevel of& Violence\W."/	Sans	New Home	room_sanscorridor	
* A way of measuring someone's& capacity to hurt./	Sans	New Home	room_sanscorridor	
* The more you kill^1, the& easier it becomes to& distance yourself./	Sans	New Home	room_sanscorridor	
* The more you distance& yourself^1, the less you& will hurt./	Sans	New Home	room_sanscorridor	
* The more easily you& can bring yourself to& hurt others./%%	Sans	New Home	room_sanscorridor	
* So you finally made it.../%%	Sans	New Home	room_sanscorridor	
* Now^1, you understand./	Sans	New Home	room_sanscorridor	
* It's time to begin your& judgment./	Sans	New Home	room_sanscorridor	
* Look inside yourself./	Sans	New Home	room_sanscorridor	
* Have you really done the& right thing?/	Sans	New Home	room_sanscorridor	
* And^1, considering what& you've done.../	Sans	New Home	room_sanscorridor	
* What will you do now?/	Sans	New Home	room_sanscorridor	
* Take a moment to think& about this./%%	Sans	New Home	room_sanscorridor	
\Ts*\E0 ... but you^1.&* you never gained& any LOVE./	Sans	New Home	room_sanscorridor	
\E1* course^1, that doesn't& mean you're completely& innocent or naive./	Sans	New Home	room_sanscorridor	
\E0* just that you kept& a certain tenderness& in your heart./	Sans	New Home	room_sanscorridor	
* no matter the struggles& or hardships you& faced.../	Sans	New Home	room_sanscorridor	
* you strived to do the& right thing./	Sans	New Home	room_sanscorridor	
* you refused to hurt& anyone./	Sans	New Home	room_sanscorridor	
* even when you ran& away^1, you did it& with a smile./	Sans	New Home	room_sanscorridor	
* you never gained LOVE^1,& but you gained love./	Sans	New Home	room_sanscorridor	
* does that make sense?/	Sans	New Home	room_sanscorridor	
* maybe not./	Sans	New Home	room_sanscorridor	
\E3* ..^1.&* now./	Sans	New Home	room_sanscorridor	
\E0* you're about to face& the greatest challenge& of your entire journey./	Sans	New Home	room_sanscorridor	
* your actions here.../	Sans	New Home	room_sanscorridor	
* will determine the& fate of the entire& world./	Sans	New Home	room_sanscorridor	
* if you refuse to& fight.../	Sans	New Home	room_sanscorridor	
* asgore will take& your soul and& destroy humanity./	Sans	New Home	room_sanscorridor	
* but if you kill& asgore and go& home.../	Sans	New Home	room_sanscorridor	
* monsters will remain& trapped underground./	Sans	New Home	room_sanscorridor	
* what will you do?/	Sans	New Home	room_sanscorridor	
* well^1, if i were you^1,& i would have thrown& in the towel by now./	Sans	New Home	room_sanscorridor	
\E1* but you didn't get& this far by giving& up^1, did you?/	Sans	New Home	room_sanscorridor	
\E0* that's right./	Sans	New Home	room_sanscorridor	
* you have something& called "determination."/	Sans	New Home	room_sanscorridor	
* so as long as you& hold on.../	Sans	New Home	room_sanscorridor	
* so as long as you& do what's in your& heart.../	Sans	New Home	room_sanscorridor	
* i believe you can do& the right thing./	Sans	New Home	room_sanscorridor	
\E3* alright./	Sans	New Home	room_sanscorridor	
\E0* we're all counting& on you, kid./	Sans	New Home	room_sanscorridor	
\E2* good luck./%%	Sans	New Home	room_sanscorridor	
MeetLv2				
ml2				
\Ts*\E0 truthfully^1, it doesn't& really matter what you& said./	Sans	New Home	room_sanscorridor	
\E0* all that's important is& that you were honest& with yourself./	Sans	New Home	room_sanscorridor	
* what happens now.../	Sans	New Home	room_sanscorridor	
* we leave up to you./%%	Sans	New Home	room_sanscorridor	
pepis/%%	Sans	New Home	room_sanscorridor	
* Then why'd you& kill my& brother?/%%	Sans	New Home	room_sanscorridor	
* You dirty brother& killer./%%	Sans	New Home	room_sanscorridor	
MeetLv				
ml				
* huh^1?&* you look bored./	Sans	New Home	room_sanscorridor	
\E1* i get the feeling& you aren't gonna learn& anything from this./	Sans	New Home	room_sanscorridor	
\E0* well^1, guess I gotta& judge you then./	Sans	New Home	room_sanscorridor	
* come on^1.&* really?/%%	Sans	New Home	room_sanscorridor	
* lv2..^1.&* seems like you messed& up the slightest amount./	Sans	New Home	room_sanscorridor	
\E1* welp^1.&* that's pretty sad./	Sans	New Home	room_sanscorridor	
\E3* you probably weren't& even aware of what you& were doing.../	Sans	New Home	room_sanscorridor	
* and when you learned^1,& it was too late./	Sans	New Home	room_sanscorridor	
\E2* nah^1, just kidding./	Sans	New Home	room_sanscorridor	
\E1* who gets to lv2 on& accident^1?&* get outta here./%%	Sans	New Home	room_sanscorridor	
\E3* lv3.../	Sans	New Home	room_sanscorridor	
\E1* 3's just an ok number^1,& i guess./	Sans	New Home	room_sanscorridor	
\E2* i'll give you a C+./	Sans	New Home	room_sanscorridor	
\E1* you can do better^1,& right?/%%	Sans	New Home	room_sanscorridor	
\E3* hmmm..^1.&* over lv3^1, huh./	Sans	New Home	room_sanscorridor	
\E0* you killed some people& on purpose^1, didn't you?/	Sans	New Home	room_sanscorridor	
\E1* that's probably bad./	Sans	New Home	room_sanscorridor	
\E3* though^1, maybe some& of it was in self-& defense.../	Sans	New Home	room_sanscorridor	
\E1* i don't know^1.&* help me out here./	Sans	New Home	room_sanscorridor	

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* i wasn't watching./	Sans	New Home	room_sanscorridor	
\E2* anyways^1, don't do that./%%	Sans	New Home	room_sanscorridor	
\E3* hmmm..^1.&* over lv9^1, huh./	Sans	New Home	room_sanscorridor	
\E0* that's over halfway to& lv20^1, the maximum./	Sans	New Home	room_sanscorridor	
\E1* but don't think that& means you're still 50-& percent good./	Sans	New Home	room_sanscorridor	
\E3* 50-percent^1, 20-percent./	Sans	New Home	room_sanscorridor	
\E4* those are both still& failing grades./	Sans	New Home	room_sanscorridor	
\E1* besides^1.&* chances are.../	Sans	New Home	room_sanscorridor	
* i've already tried to& steer you in the right& direction./	Sans	New Home	room_sanscorridor	
\E0* so what can i say?/	Sans	New Home	room_sanscorridor	
\E3* what can i say that& will change the mind of& a being like you...?/%%	Sans	New Home	room_sanscorridor	
\E3* hmmm..^1.&* over lv14^1, huh./	Sans	New Home	room_sanscorridor	
\E1* well^1, hmmm..^1.&* judgment-wise.../	Sans	New Home	room_sanscorridor	
\E4* you're a pretty bad& person./	Sans	New Home	room_sanscorridor	
* you wander around^1,& looking for people.../	Sans	New Home	room_sanscorridor	
* killing them to take& their money./	Sans	New Home	room_sanscorridor	
\E3* that's just plain& messed up./	Sans	New Home	room_sanscorridor	
\E1* and what's worse^1, is& that as bad as you& are.../	Sans	New Home	room_sanscorridor	
\E2* you aren't anywhere near& as bad as you could& be./	Sans	New Home	room_sanscorridor	
\E1* you pretty much suck& at being evil./	Sans	New Home	room_sanscorridor	
\E1* honestly^1, it's super& embarrassing./	Sans	New Home	room_sanscorridor	
\E2* but maybe you'd be& better.../	Sans	New Home	room_sanscorridor	
\E1* at not killing anyone?/	Sans	New Home	room_sanscorridor	
\E2* crazy idea^1, huh?/	Sans	New Home	room_sanscorridor	
\E0* let me know how that& one goes./%%	Sans	New Home	room_sanscorridor	
* ... huh?/	Sans	New Home	room_sanscorridor	
\E0* what's with that look& in your eye?/	Sans	New Home	room_sanscorridor	
\E3* did you go through and& kill someone.../	Sans	New Home	room_sanscorridor	
\E3* just to see what i'd& say about it?/	Sans	New Home	room_sanscorridor	
\E1* wow^1./	Sans	New Home	room_sanscorridor	
\E2* you're a pretty gross& person^1, huh?/%%	Sans	New Home	room_sanscorridor	
\E1* huh^1?&* you STILL look bored./	Sans	New Home	room_sanscorridor	
\E2* okay then^1, consider& our session over./%%	Sans	New Home	room_sanscorridor	
\E1* wait a second./	Sans	New Home	room_sanscorridor	
\E1* that look on your& face while i was& talking.../	Sans	New Home	room_sanscorridor	
\E2* you've already heard& my spiel^1, haven't you?/	Sans	New Home	room_sanscorridor	
\E3* i suspected something& like this./	Sans	New Home	room_sanscorridor	
\E3* you're always acting& like you know what's& going to happen./	Sans	New Home	room_sanscorridor	
\E1* like you've seen it& all before./	Sans	New Home	room_sanscorridor	
\E3* so..^1.&* i have a request for& you./	Sans	New Home	room_sanscorridor	
\W*\E1 i kind of have a& \Ysecret codeword\W & that only i know./	Sans	New Home	room_sanscorridor	
\E0* so i know if someone& tells it to me.../	Sans	New Home	room_sanscorridor	
\E1* they'll have to be a& time traveller./	Sans	New Home	room_sanscorridor	
\E2* crazy^1, right?/	Sans	New Home	room_sanscorridor	
\E1* anyway^1, here it is.../	Sans	New Home	room_sanscorridor	
\E3* (whisper^1, whisper)/	Sans	New Home	room_sanscorridor	
\E2* i'm counting on you to& come back here and& tell me that./	Sans	New Home	room_sanscorridor	
\E1* see you later./%%	Sans	New Home	room_sanscorridor	
\E1* huh^1?&* do you have something& to say to me?/	Sans	New Home	room_sanscorridor	
\E2* what^1? a codeword^1?&* can you speak a& little louder?/	Sans	New Home	room_sanscorridor	
* did you.../	Sans	New Home	room_sanscorridor	
\E2* ... just say "i'm a& stupid doodoo butt?"/	Sans	New Home	room_sanscorridor	
\E1* wow^1.&* i can't believe you& would say that./	Sans	New Home	room_sanscorridor	
\E3* not only is that& completely infantile.../	Sans	New Home	room_sanscorridor	
\E2* but it's also my& secret codeword./	Sans	New Home	room_sanscorridor	
\E3* that^1, however^1, isn't& good enough./	Sans	New Home	room_sanscorridor	
\W*\E1 what you need is the& \Ysecret\W secret codeword./	Sans	New Home	room_sanscorridor	
\E2* it's only for people& that know the secret& codeword./	Sans	New Home	room_sanscorridor	
\E0* anyway^1, here it is.../	Sans	New Home	room_sanscorridor	
\E4* (whimsper^1, whimsper).../	Sans	New Home	room_sanscorridor	
\E2* ... just say "i'm the& legendary fartmaster?"/	Sans	New Home	room_sanscorridor	
\E1* wow./	Sans	New Home	room_sanscorridor	
\E1* that's..^1. uh..^1.&* really childish./	Sans	New Home	room_sanscorridor	
\E2* why would you think& that was a secret& secret codeword?/	Sans	New Home	room_sanscorridor	
\E1* whoever told you that& is a dirty liar./	Sans	New Home	room_sanscorridor	
\E2* i don't have a secret& secret codeword./	Sans	New Home	room_sanscorridor	
\E3* however./	Sans	New Home	room_sanscorridor	
\E2* i do have a secret& secret triple-secret& codeword./	Sans	New Home	room_sanscorridor	
\E1* which you just said./	Sans	New Home	room_sanscorridor	
\E2* so^1, i guess you're& qualified./	Sans	New Home	room_sanscorridor	
\E2* here's the key to my& room./	Sans	New Home	room_sanscorridor	
\E3* it's time.../	Sans	New Home	room_sanscorridor	
* you learned the truth./	Sans	New Home	room_sanscorridor	
* (When you looked^1, the key was& already on your keychain.)/%%	Narrator	New Home	room_sanscorridor	
\E1* huh^1?&* triple secret codeword?/	Sans	New Home	room_sanscorridor	
\E2* nah^1, i'm out of& material./	Sans	New Home	room_sanscorridor	
* (You felt something on your& keychain.)/%%	Narrator	New Home	room_sanscorridor	
sansf				
sansk				
\E0* heya./	Sans	New Home	room_sanscorridor	
\E1* you've been busy^1.& huh?/	Sans	New Home	room_sanscorridor	
\E0* so^1, i've got a& question for ya./	Sans	New Home	room_sanscorridor	
\E3* do you think even& the worst person can& change...?/	Sans	New Home	room_sanscorridor	
\E3* that everybody can be& a good person^1, if& they just try?/%%	Sans	New Home	room_sanscorridor	
\E1* you look frustrated& about something./	Sans	New Home	room_sanscorridor	
\E4* guess i'm pretty good& at my job^1, huh?/%%	Sans	New Home	room_sanscorridor	
\E0* hmm^1.&* that expression.../	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& twice in a row./	Sans	New Home	room_sanscorridor	
\E2* suffice to say^1, you& look really..^1.&* unsatisfied./	Sans	New Home	room_sanscorridor	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E3* all right./	Sans	New Home	room_sanscorridor	
\E4* how 'bout we make it& a third?/%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& thrice in a row./	Sans	New Home	room_sanscorridor	
\E1* hey^1, what comes after& "thrice^1," anyway?/	Sans	New Home	room_sanscorridor	
\E4* wanna help me find out?/%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& quice in a row./	Sans	New Home	room_sanscorridor	
\E1* quice^1?&* frice?/	Sans	New Home	room_sanscorridor	
\E4* welp^1, won't have to& use it again anyways./%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& five times in a row./	Sans	New Home	room_sanscorridor	
\E2* convenient^1, huh^1?&* that's one for each& finger./	Sans	New Home	room_sanscorridor	
\E3* but soon.../%%	Sans	New Home	room_sanscorridor	
\E4* you'll need a cool& mutant hand to count& all of your deaths./%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& six times in a row./	Sans	New Home	room_sanscorridor	
\E2* that's the number of& fingers on a mutant& hand./	Sans	New Home	room_sanscorridor	
\E4* you'll need to find& a mutant hand with& even more fingers./%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& seven times in a row./	Sans	New Home	room_sanscorridor	
\E0* hey^1, that's good^1.&* seven's supposed to be& a lucky number./	Sans	New Home	room_sanscorridor	
\E2* who knows^1, maybe& you'll hit the& jackpot.../%%	Sans	New Home	room_sanscorridor	
\E4* and that number will& multiply tenfold./%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& eight times in a row./	Sans	New Home	room_sanscorridor	
\E2* that's the number of& fingers on a spider./	Sans	New Home	room_sanscorridor	
\E1* wait^1, don't spiders& have legs?/%%	Sans	New Home	room_sanscorridor	
\E2* nope^1, wait^1, that's& definitely nine^1, sorry./	Sans	New Home	room_sanscorridor	
\E4* or was it ten?/%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& ten times in a row./	Sans	New Home	room_sanscorridor	
\E2* hey^1, congrats^1!&* the big one-oh!/	Sans	New Home	room_sanscorridor	
\E1* let's invite all your& friends over for a& big shindig./	Sans	New Home	room_sanscorridor	
\E2* we can have pie^1, and& hot dogs^1, and.../	Sans	New Home	room_sanscorridor	
\E3* hmmm..^1. wait^1.&* something's not right./	Sans	New Home	room_sanscorridor	
\E4* you don't have any& friends./%%	Sans	New Home	room_sanscorridor	
\E1* that's the expression& of someone who's died& eleven times in a row./	Sans	New Home	room_sanscorridor	
\E2* well^1, give or take./	Sans	New Home	room_sanscorridor	
\E1* there's nuance to& this stuff./	Sans	New Home	room_sanscorridor	
\E2* don't think i'll be& able to count very& well from here./	Sans	New Home	room_sanscorridor	
\E1* count for me^1, ok?/	Sans	New Home	room_sanscorridor	
\E4* we'll start from 12./%%	Sans	New Home	room_sanscorridor	
\E0* let's just get to& the point./%%	Sans	New Home	room_sanscorridor	
\E1* that expression that& you're wearing.../	Sans	New Home	room_sanscorridor	
\E4* well^1, i won't grace& it with a description./%%	Sans	New Home	room_sanscorridor	
\E4* you're really kind& of a freak^1, huh?/%%	Sans	New Home	room_sanscorridor	
\E3* heh heh heh heh.../	Sans	New Home	room_sanscorridor	
\E1* all right./	Sans	New Home	room_sanscorridor	
\E3* well^1, here's a better& question./	Sans	New Home	room_sanscorridor	
\E4* do you wanna have& a bad time?/	Sans	New Home	room_sanscorridor	
\E3* 'cause if you take& another step& forward.../	Sans	New Home	room_sanscorridor	
\E4* you are REALLY not& going to like what& happens next./%%	Sans	New Home	room_sanscorridor	
\E3* welp./	Sans	New Home	room_sanscorridor	
\E3* sorry^1, old lady./	Sans	New Home	room_sanscorridor	
* this is why i never& make promises./%%	Sans	New Home	room_sanscorridor	
threshold				
exception				
* OK^1!&* Y-you should..^1.&* You should.../	Alphys (call)	Core	room_fire_core_branch	
* Head to the..^1.&* Head to the.../	Alphys (call)	Core	room_fire_core_branch	
\E9* I..^1. I.../	Alphys (call)	Core	room_fire_core_branch	
\E9* I don't know?/	Alphys (call)	Core	room_fire_core_branch	
\E8* This doesn't look& like my map& at all.../	Alphys (call)	Core	room_fire_core_branch	
\E9* I'm sorry..^1.&* I..^1. I.../	Alphys (call)	Core	room_fire_core_branch	
\E8* I have to go./	Alphys (call)	Core	room_fire_core_branch	
* W-wait^1!&* No^1, I think you& should h-head up!/	Alphys (call)	Core	room_fire_core5	
* A crossroads..^1.&* Uhh.../	Alphys (call)	Core	room_fire_core5	
* Uhhh.../	Alphys (call)	Core	room_fire_core5	
\E6* Tr..^1.&* Try heading to the& right!/	Alphys (call)	Core	room_fire_core5	
* Looks like you can't& proceed until you& hit the switch./	Alphys (call)	Core	room_fire_core4	
* B-but^1, those lasers& will activate when& you do./	Alphys (call)	Core	room_fire_core4	
\E6* Ummm..^1.&* Looks like they'll& come in this order:/	Alphys (call)	Core	room_fire_core4	
\W* \OOrange\W. \OOrange\W. \LBlue\W./	Alphys (call)	Core	room_fire_core4	
* G-got it^1?&* Move until the& third one!/	Alphys (call)	Core	room_fire_core4	
* Alright^1, now just& keep heading& up!/	Alphys (call)	Core	room_fire_core2	
\E3* ..^1.&* That pit..^1.&* Isn't on my map./	Alphys (call)	Core	room_fire_core2	
\E6* Forget it^1!&* Let's try the& left side!/	Alphys (call)	Core	room_fire_core2	
* H-hey^1, aren't& you gonna use& the elevator?/	Alphys (call)	Core	room_fire_core2	
\E6* I guess you can& go this way!/	Alphys (call)	Core	room_fire_core2	
* If there wasn't& a huge pit in& the way...?/	Alphys (call)	Core	room_fire_core2	
* Wh..^1. where'd this& pit come from?/	Alphys (call)	Core	room_fire_core2	
\E8* You should be able& to walk across& here.../	Alphys (call)	Core	room_fire_core2	
* Ready^1?&* This is it!/	Alphys (call)	Core	room_fire_core1	
* Take the elevator& up to the top& of the CORE!/	Alphys (call)	Core	room_fire_core1	
* Ring.../%%	Cell phone	Hotland	room_fire_walkandbranch2	
* Hi^1, Alphys here!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
* This room is like& the room we saw& before./	Alphys (call)	Hotland	room_fire_walkandbranch2	
* There are two puzzles& to the north and& south.../	Alphys (call)	Hotland	room_fire_walkandbranch2	
* You'll have to solve& them both to proceed!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E0* A-also... I'd like& to say!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E3* I don't really...&* Like giving away& puzzle solutions./	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E6* But if you need& help^1, just call& me^1, ok?/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E3* Actually^1, wait^1, I& have an idea!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E0* Let's be friends& on UnderNet!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E7* Then you can just& ping me when you& need help!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E4* Wait^1, we're already& friends^1, aren't we?/	Alphys (call)	Hotland	room_fire_walkandbranch2	

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Text	Character	Area	Room	How to get it ?
\E5* I signed you up^1,& didn't I?/	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E5* You've been reading& my posts the whole& time.../	Alphys (call)	Hotland	room_fire_walkandbranch2	
\E6* Well^1! I hope^1!& You agree with me^1!&* About Mew Mew 2!/	Alphys (call)	Hotland	room_fire_walkandbranch2	
* Uh^1, h-h-hey!/	Alphys (call)	Hotland	room_fire_rpuzzle	
\E0* I'm going to the& bathroom^1, so I'll& be MIA for a bit./	Alphys (call)	Hotland	room_fire_rpuzzle	
* I'm..^1. I'm sure you& can handle this& puzzle yourself!/	Alphys (call)	Hotland	room_fire_rpuzzle	
* S-see that building in& the distance?/	Alphys (call)	Hotland	room_fire_savepoint1	
\E0* That's the CORE^1.&* The source of all power& for the underground./	Alphys (call)	Hotland	room_fire_savepoint1	
\E6* It converts geothermal& energy into magical& electricity^1, by.../	Alphys (call)	Hotland	room_fire_savepoint1	
\E3* Uhh^1, anyway^1, that's& where we're going to& go./	Alphys (call)	Hotland	room_fire_savepoint1	
\E0* In the CORE is an& elevator directly to& ASGORE's castle./	Alphys (call)	Hotland	room_fire_savepoint1	
\E0* And from there..^1.&* You can go home./	Alphys (call)	Hotland	room_fire_savepoint1	
* Uuuh^1, I think...&* Umm.../	Alphys (call)	Hotland	room_fire_turn	
\E6* Hey^1!&* About the puzzles on& the left and right...!/	Alphys (call)	Hotland	room_fire_turn	
\E6* They're a bit difficult& to explain^1, but.../	Alphys (call)	Hotland	room_fire_turn	
\E4* ... uhhh^1, you already& s-solved them?/	Alphys (call)	Hotland	room_fire_turn	
\E5* Awesome!/	Alphys (call)	Hotland	room_fire_turn	
* Alphys^1! Here!/	Alphys (call)	Hotland	room_fire8	
\E6* Th-that blue laser& seems totally& impassable!/	Alphys (call)	Hotland	room_fire8	
\E3* B-b-but!/	Alphys (call)	Hotland	room_fire8	
\E6* As the Royal Scientist^1,& I h-have some tricks& up my sleeve!/	Alphys (call)	Hotland	room_fire8	
* I'll h-hack into th-the& Hotland laser database& and take it out!/	Alphys (call)	Hotland	room_fire8	
* A-another laser^1,& huh?/	Alphys (call)	Hotland	room_fire8	
\E8* I'm sorry^1, I won't& play around this& time./	Alphys (call)	Hotland	room_fire8	
\E6* Hold on a second!!/	Alphys (call)	Hotland	room_fire8	
\TS \E0 \F6 \TA %	Alphys (call)	Hotland		
\E0* Your next location& is that door up& north./	Alphys (call)	Hotland		
* But^1! It's locked by& two switched to the& east and west./	Alphys (call)	Hotland		
* So!!^1!&* Head to those rooms& first!!!/	Alphys (call)	Hotland		
\E6* I.M.O!!!/	Alphys (call)	Hotland		
\E0* Acronyms kind of lose& their punch out& loud^1, huh?/	Alphys (call)	Hotland		
\E6* A-A-Alphys here!!!!/	Alphys (call)	Hotland	room_fire7	
\E3* Th..^1. the northern door& will stay locked until& you.../	Alphys (call)	Hotland	room_fire7	
* S-solve the puzzles on& the right and left!/	Alphys (call)	Hotland	room_fire7	
\E0* I..^1. I think you& sh-should g-g-go to the& right first!/	Alphys (call)	Hotland	room_fire7	
\E4* H..^1. h..^1. hi.../	Alphys (call)	Hotland		
\E0* It's me..^1. Dr. Alphys..^1.&* I said I would& guide you...?/	Alphys (call)	Hotland		
\E4* But^1, um^1, I'm not& very good at talking& on the phone./	Alphys (call)	Hotland		
\E0* Errrr^1, anyway!&* See those lasers?/	Alphys (call)	Hotland		
* Try to remember your& elementary bullet& pattern class./	Alphys (call)	Hotland		
\W* \OOrange attacks\W can't& hurt you if you're& moving./	Alphys (call)	Hotland		
\W* \LBlue attacks\W can't& hurt you if you're& standing still./	Alphys (call)	Hotland		
* These lasers are the& same way!/	Alphys (call)	Hotland		
\E3* It's^1, it's sort of like& that episode where& they.../	Alphys (call)	Hotland		
\TS*\E2 (Crash^1! Bang^1! Boom!)/	Alphys (call)	Hotland		
\TA*\E4 Uhhhhh^1, gotta go^1!&* Talk to you later!/	Alphys (call)	Hotland		
* Uhh^1!&* H-hi^1, so^1, the blue& lasers.../	Alphys (call)	Hotland	room_fire_lasers1	
\E4* Uhh^1!&* I mean^1, Alphys here^1!&* Hi!/	Alphys (call)	Hotland	room_fire_lasers1	
\W*\E6 The \Lblue lasers\W won't& hurt you if you don't& move!/	Alphys (call)	Hotland	room_fire_lasers1	
\W*\E3 \OO-orange\W ones^1, um..^1.&* Y-you have to be& moving^1, and they.../	Alphys (call)	Hotland	room_fire_lasers1	
\E4* Um^1, they won't^1, um.../	Alphys (call)	Hotland	room_fire_lasers1	
\E6* Move through those& ones!/	Alphys (call)	Hotland	room_fire_lasers1	
\E5* Uhh^1, bye!/	Alphys (call)	Hotland	room_fire_lasers1	
* Click...?/	Cell phone	Hotland	room_fire6	
* (Whoever was calling hung up& before you answered it.)/%%	Narrator	Hotland	room_fire6	
HOWDY!/	Papyrus (call)	Waterfall	room_water_trashzone2	
IF IT ISN'T MY&GOOD FRIEND^1,&WHO TRUSTS ME./	Papyrus (call)	Waterfall	room_water_trashzone2	
THIS IS PAPYRUS^1.&YOUR ALSO&MUTUAL FRIEND./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3ALPHYS AND I&FINISHED OUR&TRAINING EARLY./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E5VERY EARLY./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3SO I SENT HER&HOME./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E5VERY HOME./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3UH... NOW./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E0I FEEL STRONGLY&AND FOR NO&APPARENT REASON./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3YOU SHOULD ALSO&GO..^1. THERE./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E0TO HER^1.&LAB..^1. HOUSE./	Papyrus (call)	Waterfall	room_water_trashzone2	
I HAVE ONLY&GOOD FEELINGS&ABOUT THIS./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E5GOODBYE./	Papyrus (call)	Waterfall	room_water_trashzone2	
\E3* H..^1. hi...^1!&* It's Dr. Alphys./	Alphys (call)	Hotland	room_fire10	
\E0* This p-puzzle is& kinda..^1. um..^1. timing-& based./	Alphys (call)	Hotland	room_fire10	
\E3* Y-you see those& switches over there?/	Alphys (call)	Hotland	room_fire10	
\E0* Y-you'll have to press& all three of them& within 3 seconds./	Alphys (call)	Hotland	room_fire10	
\E6* I'll t-try to help& you with the& rhythm!/	Alphys (call)	Hotland	room_fire10	
\YALPHYS updated status.\W &* oopswait how's the humnan& doing/%%	Alphys (Undernet)	Hotland	room_fire_boysnightout	
\YALPHYS updated status.\W &* Top 10 Shows That Make You& Forget To Do Your Frickin Job/%%	Alphys (Undernet)	Hotland	room_fire_boysnightout	
\YALPHYS updated status.\W &* OMG? ppl think Mew Mew 2& is better than Mew Mew 1?/	Alphys (Undernet)	Hotland	room_fire_mewmew2	
* LOLLLLL that's a joke& right.../%%	Alphys (Undernet)	Hotland	room_fire_mewmew2	
\YALPHYS updated status.\W &* omg... DONT THEY GET IT RUINS& Mew Mew's ENTIRE CHARACTEI	Alphys (Undernet)	Hotland	room_fire_mewmew2	
\YALPHYS updated status.\W &* My Mew Mew 2 Review:/	Alphys (Undernet)	Hotland	room_fire_mewmew2	
* Mew Mew Kissy Cutie 2 Is& Neither Kissy Nor Cutie.&* Its Trash. 0 stars/%%	Alphys (Undernet)	Hotland	room_fire_mewmew2	
\YALPHYS updated status.\W &* that's the last time i try& to help with a puzzle lmao/%%	Alphys (Undernet)	Hotland	room_fire_rpuzzle	
\YALPHYS posted a picture.\W &* dinner with the girlfriend ;)/	Alphys (Undernet)	Hotland	room_fire_walkandbranch	
* (It's a picture of a catgirl& figurine next to a bowl of& instant noodles.)/%%	Narrator	Hotland	room_fire_walkandbranch	
\YCoolSkeleton95 posted a picture.\W &* ARE WE POSTING HOT "PICS???"&* HERE IS ME AND MY (	Papyrus (Undernet)	Hotland	room_fire_walkandbranch	
* (It's a picture of Papyrus& flexing in front of a mirror.)&* (He is wearing sunglasses.)/	Narrator	Hotland	room_fire_walkandbranch	
* (Giant muscular biceps are& pasted onto his arms.)/	Narrator	Hotland	room_fire_walkandbranch	
* (The biceps are also wearing& sunglasses.)/%%	Narrator	Hotland	room_fire_walkandbranch	
\YALPHYS updated status.\W &* LOL, CoolSkeleton95!&* ... that's a joke^1, right?/%%	Alphys (Undernet)	Hotland	room_fire_walkandbranch	
\YCoolSkeleton95 updated status.\W &* THE ONLY JOKE HERE^1, IS& HOW STRONG MY MUSCLES A	Papyrus (Undernet)	Hotland	room_fire_walkandbranch	

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Text	Character	Area	Room	How to get it ?
\YALPHYS updated status.\W &* whatever!!! i'll just explain& it!!!/%%	Alphys (Undernet)	Hotland	room_fire_turn	
\YALPHYS updated status.\W &* wonder if it would be unfun& if i explained the puzzle.../%%	Alphys (Undernet)	Hotland	room_fire9	
\YALPHYS updated status.\W &* Oh My God i Forgot to Tell& THem Where To Go/%%	Alphys (Undernet)	Hotland	room_fire7	
\YALPHYS posted a picture.\W &* CUte PIC OF ME RIGHT NOW ^0.^0 /	Alphys (Undernet)	Hotland	room_fire7	
* (It's a photo of a garbage can& with several pink^1, glittery& filters over it.)/%%	Narrator	Hotland	room_fire7	
\YALPHYS updated status.\W &* OMG I DID IT!!!/	Alphys (Undernet)	Hotland	room_fire_lasers1	
* claws haven't shook like that& since undyne called me to ask& about the weather... v.v/%%	Alphys (Undernet)	Hotland	room_fire_lasers1	
\YALPHYS updated status.\W &* WAIT THERE'S NO WEATHER DOWN& HERE WHY DID SHE CALL ME	Alphys (Undernet)	Hotland	room_fire_lasers1	
\YALPHYS updated status.\W &* I HATE USING THE PHONE I DON'T& WANT TO DO THIS LMAO ^0.^	Alphys (Undernet)	Hotland	room_fire6	
\YALPHYS updated status.\W &* omg ive had my claw over& the last digit for 5 minutes/	Alphys (Undernet)	Hotland	room_fire6	
* omg i'm just gonna do it&* i'm just gonna call!!!!/%%	Alphys (Undernet)	Hotland	room_fire6	
\YALPHYS updated status.\W &* gonna call them in a& minute!!! =^0.^0=/%%	Alphys (Undernet)	Hotland	room_fire5	
\YALPHYS updated status.\W &* for now i gotta call up the& human and guide them =^0.^0=/%%	Alphys (Undernet)	Hotland	room_fire3	
\YALPHYS updated status.\W &* well i know she's unbeatable& i'll ask her abt it later ^0.^0 /%%	Alphys (Undernet)	Hotland	room_fire3	
\YALPHYS updated status.\W &* just realized i didn't watch& undyne fight the human v.v/%%	Alphys (Undernet)	Hotland	room_fire3	
\YALPHYS updated status.\W &* (PIC OF ME GIVING A THUMBS UP& AS I BACKFLIP INTO THE SUN)/	Alphys (Undernet)	Hotland		
\YALPHYS updated status.\W &* OH MY GOD HOW DID THAT EVEN& END UP WORKING LMAO/%%	Alphys (Undernet)	Hotland		
knock				
* (Doesn't seem like& anyone's home.)/%%	Narrator	Waterfall	room_water_undyneyard	
* (If someone's there^1,& they aren't answering& the door.)/%%	Narrator	Waterfall	room_water_undyneyard	
* (No one is home.^1)&* (And you get the feeling& no one ever will be.)/%%	Narrator	Waterfall	room_water_undyneyard	
* (You hear irritated groans& from the inside.)/%%	Narrator	Waterfall	room_water_undyneyard	
* (Sounds like only fire& lives here now.)/%%	Narrator	Waterfall	room_water_undyneyard	
* Who's there^1?&* I'm in the middle of& my favorite TV program./				
* I know^1, I know..^1.&* Staring at a screen...&* Sounds like a boring hobby./				
* But TV offers an escape& to another world^1.&* We really need that./%%				
* You wanna watch too^1?&* Sorry^1, this is a one-player& TV show./%%				
* Ahh^1, what a beautiful knock..^1.!&* Maybe if I don't answer^1,& I'll hear it again./%%	Snowdin Knock Lover	Snowdin	room_tundra_town2	
* Ahh^1, my patience rewards me./%%	Snowdin Knock Lover	Snowdin	room_tundra_town2	
* Ahh.../%%	Snowdin Knock Lover	Snowdin	room_tundra_town2	
* (No answer.)/%%	Narrator	Snowdin	room_tundra_town2	
specialread				
rantalk				
* Only the fearless may proceed.&* Brave ones, foolish ones.&* Both walk not the middle road./%%	Sign	Ruins	room_ruins2	
* Stay on the path./%%	Sign	Ruins	room_ruins3	
* The western room is the& eastern room's blueprint./%%	Sign	Ruins	room_ruins5	
* Three out of four grey rocks& recommend you push them./%%	Sign	Ruins	room_ruins9	
* (There's an ant-sized frog in& a crack in the wall...^1)&* (It waves at you.)/%%	Narrator	Ruins	room_ruins13	
* There is just one switch./%%	Sign	Ruins	room_ruins14	
* The far door is not an exit^1.&* It simply marks a rotation& in perspective./%%	Sign	Ruins	room_ruins15A	
* If you can read this^1,& press the blue switch./%%	Sign	Ruins	room_ruins15B	
* If you can read this^1,& press the red switch./%%	Sign	Ruins	room_ruins15C	
* If you can read this^1,& press the green switch./%%	Sign	Ruins	room_ruins15D	
* These books are worn...&* They must have been read& many times./%%	Narrator	Ruins	room_torhouse1	
* (There's an old calendar from& the end of 201X.^1)&* (A date is circled on it.)/%%	Narrator	New Home	room_asghouse1	
\R* (The date I came here.)/%%	Chara	New Home	room_asghouse1	
* The ends of the tools have& been filed down to& make them safer./%%	Narrator	Ruins	room_torhouse2	
* Seems like gardening tools./%%	Narrator	New Home	room_asghouse2	
* Look at these cool toys^2!&* They don't interest you& at all./%%	Narrator	Ruins	room_asrielroom	
* (Dusty toys.)/%%	Narrator	New Home	room_asrielroom_final	
* Throne Room/%%	Sign	New Home	room_castle_finalshoehorn	
* (It's a coffin.^1)&* (There's a name engraved on& it.)/	Narrator	New Home	room_castle_coffins2	
* ("	Narrator	New Home	room_castle_coffins2	
.")/	Narrator	New Home	room_castle_coffins2	
* (The coffin is empty...?)/	Narrator	New Home	room_castle_coffins2	
* (You didn't notice before^1,& but there's something like...)/	Narrator	New Home	room_castle_coffins2	
* (... mummy wrappings at the& bottom of it.)/%%	Narrator	New Home	room_castle_coffins2	
\R* (It's as comfortable as it& looks.)/%%	Chara	New Home	room_castle_coffins2	
* It's TORIEL's sock& collection./%%	Narrator	Ruins	room_torielroom	
* (You came all the way& back here to look at& Toriel's socks.)/	Narrator	Ruins	room_torielroom	
* (You have great priorities& in life.)/%%	Narrator	Ruins	room_torielroom	
* It's a clothes drawer^1.&* There are robes^1, button-up& shirts.../	Narrator	New Home	room_asgoreroom	
* ... and a pink^1, hand-knit& sweater that says& "Mr. Dad Guy."/%%	Narrator	New Home	room_asgoreroom	
\R* Still has that sweater./%%	Chara	New Home	room_asgoreroom	
* (It's just a chair.)/%%	Narrator	New Home	room_asgoreroom	
* (It's a throne.)/%%	Narrator	New Home	room_castle_throneroom	
* "Room under renovations."/%%	Sign	Ruins, New Hor	room_torhouse3, room_asghouse3	
* For some reason^1, there& is a brand-name chocolate& bar in the fridge./%%	Narrator	Ruins	room_kitchen	
* (The fridge is full of& unopened containers of& snails.)/%%	Narrator	New Home	room_kitchen_final	
\R* No chocolate./%%	Chara	New Home	room_kitchen_final	
* ...!^1?&* There's a camera hidden& in the bushes./%%	Narrator	Snowdin	room_tundra1	
* (His.)/%%	Narrator	Snowdin	room_tundra8A	
* There's a switch hidden& in the snow^1.&* Click!/%%	Narrator	Snowdin	room_tundra_snowpuzz	
* The switch is stuck now./%%	Narrator	Snowdin	room_tundra_snowpuzz	
* There's a switch here^1.&* It's been depressed with& vines./%%	Narrator	Snowdin	room_tundra_snowpuzz	
* On the floor inside is& a box of pomeraisins./%%	Narrator	Snowdin	room_tundra_lesserdog	
* (It's a school report about& monster funerals.)/	Narrator	Snowdin	room_tundra_library	
* Monster funerals^1, technically& speaking^2, are super crap./	Book	Snowdin	room_tundra_library	
* When monsters die^1, their& bodies turn into dust./	Book	Snowdin	room_tundra_library	
* One time this kid at my school& went missing for a week and& everyone thought he was dead.../	Book	Snowdin	room_tundra_library	
* But then he came back!!!/	Book	Snowdin	room_tundra_library	
* Turns out he was visiting his& girlfriend in Hotland and& and didn't tell anyone!/	Book	Snowdin	room_tundra_library	
* To be scientific^1, it sucks& that no one ever knows& if anyone's dead or alive./	Book	Snowdin	room_tundra_library	
* So yeah^1, what do we do at& funerals^1, anyway?/	Book	Snowdin	room_tundra_library	
* Professionally speaking:/	Book	Snowdin	room_tundra_library	
* DUH!!!/	Book	Snowdin	room_tundra_library	
* We pour the dust on whatever& that person liked./	Book	Snowdin	room_tundra_library	
* Then they will live on..^1.& ... in that object...& ... symbolically.../	Book	Snowdin	room_tundra_library	
* Uhhh^1, did I reach the page& minimum yet^1?&* I'm kinda sick of writing./%%	Book	Snowdin	room_tundra_library	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Monster funerals^1, technically& speaking^2, are cool as heck./	Book	Snowdin	room_tundra_library	
* When monsters get old and& kick the bucket^1, they turn& into dust./	Book	Snowdin	room_tundra_library	
* At funerals^1, we take that& dust and spread it on that& person's favorite thing./	Book	Snowdin	room_tundra_library	
* Then their essence will live& on in that thing.../	Book	Snowdin	room_tundra_library	
* Uhhh^1, am I at the page& minimum yet^1?&* I'm kinda sick of writing this./%%	Book	Snowdin	room_tundra_library	
\W* Mom says that sleeping& can recover your health& \Yabove your maximum HP\W./	Snowed Inn Keeper's Child	Snowdin	room_tundra_inn	
* ... what's maximum HP?/%%	Snowed Inn Keeper's Child	Snowdin	room_tundra_inn	
* Mom says that we can& go to the surface world& now!/	Snowed Inn Keeper's Child	Snowdin	room_tundra_inn	
* ... what's so great about& that^1, anyway^1?&* I don't wanna move./%%	Snowed Inn Keeper's Child	Snowdin	room_tundra_inn	
* (It's merely a decoy.)/%%	Narrator	Snowdin	room_tundra_inn	
* "The power to take their& SOULs."/	Plaque	Waterfall	room_water12	
* "This is the power that& the humans feared."/%%	Plaque	Waterfall	room_water12	
* (Ancient writing covers the& walls..^1. you can just make& out the words.)/	Narrator	Waterfall	room_water7	
* "The War of Humans and& Monsters."/%%	Plaque	Waterfall	room_water7	
* The northern room hides a& great treasure./%%	Plaque	Waterfall	room_water14	
* Hurt, beaten, and fearful for& our lives, we surrendered& to the humans./	Plaque	Waterfall	room_water15	
* Seven of their greatest& magicians sealed us underground& with a magic spell./	Plaque	Waterfall	room_water15	
* Anything can enter through the& seal, but only beings with a& powerful SOUL can leave./%%	Plaque	Waterfall	room_water15	
* However...&* There is a prophecy./	Plaque	Waterfall	room_water19	
* The Angel...&* The One Who Has Seen The& Surface.../	Plaque	Waterfall	room_water19	
* They will return.&* And the underground will go& empty./%%	Plaque	Waterfall	room_water19	
* The ancient glyphs have been& painted over with a list of& 21 different flavors./%%	Narrator	Waterfall	room_water_nicecream	
* Achoo^1!&* Tried to catch a bug^1, but& I just caught a cold.../%%		Waterfall	room_water_prebird	
* The humans, afraid of our& power^1, declared war on us./	Plaque	Waterfall	room_water_preundyne	
* They attacked suddenly, and& without mercy./%%	Plaque	Waterfall	room_water_preundyne	
* Without candles or magic to& guide them Home^1, the monsters& used crystals to navigate./%%	Plaque	Waterfall	room_water17	
* (It's a beat-up figurine& of a female human with& cat ears.)/%%	Narrator	Hotland	room_fire_lab1	
* (Scientific books.^1)&* (They seem very dusty.)/%%	Narrator	Hotland	room_fire_lab2	
* (It's a fridge.^1)&* (It's strangely warm.)/%%	Narrator	Hotland	room_fire_cookingshow	
* MILK^1? EGGS^1? IN THE FRIDGE?/	Mettaton	Hotland	room_fire_cookingshow	
* NO WAY^1, DARLING^1!&* THEY'D GET COLD!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* Um^1, is it really& a good idea to be& getting a snack?/	Alphys (call)	Hotland	room_fire_cookingshow	
\E8* Well^1, I guess I& really shouldn't& judge you.../	Alphys (call)	Hotland	room_fire_cookingshow	
\E0* After all^1, I'm the& one eating potato& chips in my PJs!/	Alphys (call)	Hotland	room_fire_cookingshow	
\E5* Uhhh^1, I mean..^1.&* H-hey^1, go over to& the right!/%%	Alphys (call)	Hotland	room_fire_cookingshow	
* H-hey^1!&* Head over to the& right!/%%	Alphys (call)	Hotland	room_fire_cookingshow	
* I hate cold food./	Undyne	Waterfall	room_water_undynehouse	
\E0* So Alphys fixed up& my fridge so it& heats up food instead!/	Undyne	Waterfall	room_water_undynehouse	
\E6* Hot Fridge..^1.&* The world's greatest& invention!/%%	Undyne	Waterfall	room_water_undynehouse	
* This oven is some& top-of-the-line& MTT thing./	Undyne	Waterfall	room_water_undynehouse	
\E4* But^1, y'know^1, as much& as technology& advances.../	Undyne	Waterfall	room_water_undynehouse	
\E0* Nothing beats food& home-cooked with& fire magic./%%	Undyne	Waterfall	room_water_undynehouse	
* (It looks like some sort of& powerful bracelet...)/	Narrator	Hotland	room_fire_spidershop	
* (Wait.^1)&* (It's just a croissant...)/%%	Narrator	Hotland	room_fire_spidershop	
* (It's just a regular wall.)/%%	Narrator	Hotland	room_fire_hotelfront_2	
* (East...)&* (The End.)/%%	Sign	Core	room_fire_core_branch	
* (Solve this puzzle,& and The End will open.)/%%	Sign	Core	room_fire_core_left	
* (Traverse the northern& room^1, and The End will& open.)/%%	Sign	Core	room_fire_core_top	
* (I cannot fight.)&* (I cannot think.)/	Sign	Core	room_fire_core_right	
* (But^1, with patience^1,& I will make my way& through.)/%%	Sign	Core	room_fire_core_right	
* (Get lost...)&* (And stay that way.)/%%	Sign	Core	room_fire_core_center	
* (Why not relax and have& a nice snack?)/%%	Sign	Core	room_fire_core_treasureleft	
* (It's completely trashed.^1)&* (There's no way it could& ever be repaired.)/%%	Narrator	Core	room_fire_core_metttest	
* (It's out of batteries.)/%%	Narrator	Core	room_fire_core_metttest	
* ENTRY NUMBER 1/	Screen	True Lab	room_truelab_hall1	
* This is it..^1.&* Time to do what the King& has asked me to do./	Alphys (screen)	True Lab	room_truelab_hall1	
* I will create the power to& free us all./	Alphys (screen)	True Lab	room_truelab_hall1	
* I will unleash the power of& the SOUL./%%	Alphys (screen)	True Lab	room_truelab_hall1	
* (It seems to be turned off.)/%%	Screen	True Lab	room_truelab_hub	
* POWER ROOM/%%	Screen	True Lab	room_truelab_hub	
* ENTRY NUMBER 6/	Screen	True Lab	room_truelab_hall2	
* ASGORE asked everyone& outside the city for monsters& that had "fallen down."/	Alphys (screen)	True Lab	room_truelab_hall2	
* Their bodies came in today./	Alphys (screen)	True Lab	room_truelab_hall2	
* They're still comatose..^1.&* And soon^1, they'll all& turn into dust./	Alphys (screen)	True Lab	room_truelab_hall2	
* But what happens if I& inject "determination" into& them?/	Alphys (screen)	True Lab	room_truelab_hall2	
* If their SOULS persist& after they perish^1, then.../	Alphys (screen)	True Lab	room_truelab_hall2	
* Freedom might be closer& than we all thought./%%	Alphys (screen)	True Lab	room_truelab_hall2	
* ENTRY NUMBER 9/	Screen	True Lab	room_truelab_operatingroom	
* things aren't going well./	Alphys (screen)	True Lab	room_truelab_operatingroom	
* none of the bodies have& turned into dust^1, so I& can't get the SOULs./	Alphys (screen)	True Lab	room_truelab_operatingroom	
* I told the families that& I would give them the& dust back for the funerals./	Alphys (screen)	True Lab	room_truelab_operatingroom	
* people are starting to& ask me what's happening./	Alphys (screen)	True Lab	room_truelab_operatingroom	
* what do I do?/%%	Alphys (screen)	True Lab	room_truelab_operatingroom	
* ENTRY NUMBER 12/	Screen	True Lab	room_truelab_prebed	
* nothing is happening^1.&* I don't know what to do./	Alphys (screen)	True Lab	room_truelab_prebed	
* I'll just keep injecting& everything with& "determination."/	Alphys (screen)	True Lab	room_truelab_prebed	
* I want this to work./%%	Alphys (screen)	True Lab	room_truelab_prebed	
* ENTRY NUMBER 14/	Screen	True Lab	room_truelab_bedroom	
* Everyone that had fallen& down.../	Alphys (screen)	True Lab	room_truelab_bedroom	
* ... has woken up./	Alphys (screen)	True Lab	room_truelab_bedroom	
* They're all walking around& and talking like nothing& is wrong./	Alphys (screen)	True Lab	room_truelab_bedroom	
* I thought they were& goners...?/%%	Alphys (screen)	True Lab	room_truelab_bedroom	
* ENTRY NUMBER 7/	Screen	True Lab	room_truelab_mirror	
* We'll need a vessel to& wield the monster SOULs& when the time comes./	Alphys (screen)	True Lab	room_truelab_mirror	
* After all^1, a monster& cannot absorb the SOULs& of other monsters./	Alphys (screen)	True Lab	room_truelab_mirror	
* Just as a human cannot& absorb a human SOUL.../	Alphys (screen)	True Lab	room_truelab_mirror	
* So then.../	Alphys (screen)	True Lab	room_truelab_mirror	
* What about something that's& neither human nor monster?/%%	Alphys (screen)	True Lab	room_truelab_mirror	
* ENTRY NUMBER 15/	Screen	True Lab	room_truelab_hall3	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Seems like this research& was a dead end.../	Alphys (screen)	True Lab	room_truelab_hall3	
* But at least we got a& happy ending out of it...?/	Alphys (screen)	True Lab	room_truelab_hall3	
* I sent the SOULS back to& ASGORE^1, returned the& vessel to his garden..../	Alphys (screen)	True Lab	room_truelab_hall3	
* And I called all of the& families and told them& everyone's alive./	Alphys (screen)	True Lab	room_truelab_hall3	
* I'll send everyone back& tomorrow. :) /%%	Alphys (screen)	True Lab	room_truelab_hall3	
* ENTRY NUMBER 17/	Screen	True Lab		
* monsters' physical forms& can't handle "determination"& like humans' can./	Alphys (screen)	True Lab		
* with too much determination^1,& our bodies begin to break& down./	Alphys (screen)	True Lab		
* everyone's melted together.../%%	Alphys (screen)	True Lab		
* DT EXTRACTION MACHINE&* STATUS: INACTIVE/%%	Screen	True Lab	room_truelab_determination	
* ENTRY NUMBER 4/	Screen	True Lab	room_truelab_tv	
* I've been researching humans& to see if I can find any& info about their SOULS./	Alphys (screen)	True Lab	room_truelab_tv	
* I ended up snooping around& the castle...&* And found these weird tapes./	Alphys (screen)	True Lab	room_truelab_tv	
* I don't feel like ASGORE's& watched them.../	Alphys (screen)	True Lab	room_truelab_tv	
* I don't think he should./%%	Alphys (screen)	True Lab	room_truelab_tv	
* ENTRY NUMBER 19/	Screen	True Lab	room_truelab_cooler	
* the families keep calling& me to ask when everyone& is coming home./	Alphys (screen)	True Lab	room_truelab_cooler	
* what am i supposed to say?/	Alphys (screen)	True Lab	room_truelab_cooler	
* i don't even answer the& phone anymore./%%	Alphys (screen)	True Lab	room_truelab_cooler	
* (It's too dark to see near& the walls.)/%%	Alphys (screen)	True Lab	room_truelab_cooler	
* (Seems to be turned off.)/%%	Narrator	True Lab	room_truelab_prepower	
* ENTRY NUMBER 8/	Screen	True Lab	room_truelab_prepower	
* I've chosen a candidate./	Alphys (screen)	True Lab	room_truelab_prepower	
* I haven't told ASGORE yet^1,& because I want to surprise& him with it.../	Alphys (screen)	True Lab	room_truelab_prepower	
* In the center of his& garden^1, there's something& special./	Alphys (screen)	True Lab	room_truelab_prepower	
* The first golden flower^1,& that grew before all the& others./	Alphys (screen)	True Lab	room_truelab_prepower	
* The flower from the outside& world./	Alphys (screen)	True Lab	room_truelab_prepower	
* It appeared just before& the queen left./	Alphys (screen)	True Lab	room_truelab_prepower	
* I wonder.../	Alphys (screen)	True Lab	room_truelab_prepower	
* What happens when something& without a SOUL gains& the will to live?/%%	Alphys (screen)	True Lab	room_truelab_prepower	
* (None of the buttons work.^1)&* (It seems to have lost power.)/%%	Narrator	True Lab	room_truelab_elevatorinside	
* (The door is jammed shut& with vines.)/%%	Narrator	New Home	room_castle_elevatorout	
* (Seems like another elevator& has lost its power.)/%%	Narrator	True Lab	room_truelab_castle_elevator	
* (The jukebox is broken.)/%%	Narrator	Snowdin	room_tundra_grillby	
* (It's locked.)/%%	Narrator			I have to search the whole game to be sure about where it's used
* (It's a worn mattress.^1)&* (The sheets are bunched up in a& weird^1, creasy ball.)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (There's a photo album inside& the drawer.)/	Narrator	Snowdin	room_tundra_sansbasement	
* (There are photos of Sans with& a lot of people you don't& recognize.)/	Narrator	Snowdin	room_tundra_sansbasement	
* (He looks happy.)/%%	Narrator	Snowdin	room_tundra_sansbasement	
* (... and^1, one photo of you& standing with Sans and all& your friends.)/	Narrator	Snowdin	room_tundra_sansbasement	
* (There are photos of..^1. Huh?)/	Narrator	Snowdin	room_tundra_sansbasement	
* (A card is sticking out from& the back flap of the binder.)/	Narrator	Snowdin	room_tundra_sansbasement	
* (It's a poorly drawn picture& of three smiling people.^1)&* (Written on it...)/	Narrator	Snowdin	room_tundra_sansbasement	
* "don't forget."/%%	Narrator	Snowdin	room_tundra_sansbasement	
* (It's a poster for Mettaton's& latest stage performance.)/	Narrator	Hotland	room_fire_pacing	
* (A tragic tale of two star-& crossed lovers^1, kept apart& by the tides of fate...)/	Narrator	Hotland	room_fire_pacing	
* (Looks like it's almost time& for the performance.)/%%	Narrator	Hotland	room_fire_pacing	
* (It's locked from the inside.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (There's an inscription on& this fountain.)/	Narrator	Hotland	room_fire_hotellobby	
* Royal Memorial Fountain&* Built 201X&* (Mettaton Added Last Week)/%%	Narrator	Hotland	room_fire_hotellobby	
* (It's a Wall of Fame full of& quotes and photos from visiting& celebrities.)/	Narrator	Hotland	room_fire_restaurant	
* "The food is to die for!^1"&* "Gorgeous style and fragrance!^1"&* "My face tastes beautiful!"/	Narrator	Hotland	room_fire_restaurant	
* (... these are all Mettaton.)/%%	Narrator	Hotland	room_fire_restaurant	
* (It's a lamp.^1)&* (There's no lightswitch.)/	Narrator	Hotland	room_fire_hotelbed	
* (It says that stars make& their own light...)/%%	Narrator	Hotland	room_fire_hotelbed	
* (Rich history of Tem.)/%%	Narrator	Waterfall	room_water_temvillage	
* (An empty photo frame.)&* (It's really dusty...)/%%	Narrator	Ruins	room_asrielroom	
* (An empty photo frame.)&* (Someone's dusted it off.)/%%	Narrator	Ruins	room_asrielroom	
* (It's a family photograph.^1)&* (Everyone is smiling.)/%%	Narrator	New Home	room_asrielroom_final	
\R* ...\/%%	Chara	New Home	room_asrielroom_final	
* It's a history book^1.&* Here's a random page.../	Narrator	Ruins	room_torhouse2	
* Trapped behind the barrier& and fearful of further& human attacks^1, we retreated./	Book	Ruins	room_torhouse2	
* Far^1, far into the earth& we walked^1, until we reached& the cavern's end./	Book	Ruins	room_torhouse2	
* This was our new home^1,& which we named.../	Book	Ruins	room_torhouse2	
* "Home."/	Book	Ruins	room_torhouse2	
* As great as our king is^1,& he is pretty lousy at& names./%%	Book	Ruins	room_torhouse2	
* It's a bureau./	Narrator	New Home	room_asgoreroom	
* There's a Santa Claus outfit& inside./%%	Narrator	New Home	room_asgoreroom	
\R* Nothing useful./%%	Chara	New Home	room_asgoreroom, room_asghouse2	
* (There are photo albums...^1)&* (Scrapbooks...^1)&* (Books on how to make tea...)/%%	Narrator	New Home	room_asghouse2	
* (They all seem very worn.)/%%	Narrator	New Home	room_asghouse2	
* It's a golden flower./%%	Narrator	New Home	room_asghouse2, room_asghouse3	
* Inside is an old calendar& from the beginning of& 201X./%%	Narrator	New Home	room_torhouse1	
* (It's a golden flower.)/%%	Narrator	New Home	room_asghouse1	
* (It's another throne covered& by a white sheet.)/%%	Narrator	New Home	room_castle_throneroom	
* Just a regular old bucket^3 & & of snails./%%	Narrator	Ruins	room_torielroom	
* It's an encyclopedia of& subterranean plants. You& open to the middle.../	Narrator	Ruins	room_torielroom	
* "Typha" - A group of wetland& flowering plants with& brown^1, oblong seedpods./	Book	Ruins	room_torielroom	
* Known more commonly as& "water sausages."/%%	Book	Ruins	room_torielroom	
* You have seen this type& of plant before but& do not know its name./%%	Narrator	Ruins	room_torhouse3	
* Oh^2!&* It is a "water sausage."/%%	Narrator	Ruins	room_torhouse3	
* What a nice smell...&* Too hot to eat^1, though./%%	Narrator	Ruins	room_kitchen	
* The size of the pie& intimidates you too much& for you to eat it./%%	Narrator	Ruins	room_kitchen	
* (Most of the pie is gone.^1)&* (There are dog prints in& it...)/%%	Narrator	Ruins	room_kitchen	
* While monsters are mostly made& of magic^1, human beings are& mostly made of water./	Book	Snowdin	room_tundra_library	
* Humans^1, with their physical& forms^1, are far stronger& than us./	Book	Snowdin	room_tundra_library	
* But they will never know& the joy of expressing& themselves through magic./	Book	Snowdin	room_tundra_library	
* They'll never get a bullet-& pattern birthday card.../%%	Book	Snowdin	room_tundra_library	
* It's a door./%%	Narrator	Snowdin	room_icecave1	

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Text	Character	Area	Room	How to get it ?
\W* \OBravery^1. \YJustice.\W &*\B Integrity^1. \GKindness^1.\W &*\P Perseverance^1. \LPatien	Ball Game	Snowdin	room_tundra8	
\W* Using these^1, you were& able to win at "\RBall Game\W."/	Ball Game	Snowdin	room_tundra8	
* (You are awarded 50G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \RRED\W - Try as you might^1,& you continue to be yourself./	Ball Game	Snowdin	room_tundra8	
* (You are awarded 10G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \OORANGE\W - You are the kind of& person who rushes fists-first& through all obstacles./	Ball Game	Snowdin	room_tundra8	
* (You are awarded 5G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \YYELLOW\W - Your sure-fire& accuracy put an end to& the mayhem of "Ball."/	Ball Game	Snowdin	room_tundra8	
* (You are awarded 3G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \BBLUE\W - Hopping and twirling^1,& your original style& pulled you through./	Ball Game	Snowdin	room_tundra8	
* (You are awarded 2G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \GGREEN\W - Your concern and care& for "Ball" led you to a& delicious victory./	Ball Game	Snowdin	room_tundra8	
* (You are awarded 1G.)/%%	Narrator	Snowdin	room_tundra8	
\W* \PPURPLE\W - Even when you felt& trapped^1, you took notes and& achieved the end of "Bal	Ball Game	Snowdin	room_tundra8	
\W* \LLIGHT BLUE\W - "Ball" is "Small.^1"&* You waited^1, still^1, for& this opportunity.../	Ball Game	Snowdin	room_tundra8	
* ... then dethroned "Ball" with& a sharp attack./	Ball Game	Snowdin	room_tundra8	
* (You are awarded 4G.)/%%	Narrator	Snowdin	room_tundra8	
* (This flag has nothing else& to offer.)/%%	Narrator	Snowdin	room_tundra8	
\W* Ah^1! Wow^1! Woah^1!&* It's a "\RHole\W"./%%	Narrator	Snowdin	room_tundra8	
* There's a hole here./%%	Narrator	Snowdin	room_tundra8	
* (Hers.)/%%	Narrator	Snowdin	room_tundra8A	
THIS IS MY BROTHER'S&PET ROCK./	Papyrus	Snowdin	room_tundra_sanshouse	
\E1HE ALWAYS FORGETS&TO FEED IT./	Papyrus	Snowdin	room_tundra_sanshouse	
\E3AS USUAL^1, I HAVE&TO TAKE&RESPONSIBILITY./	Papyrus	Snowdin	room_tundra_sanshouse	
* (The rock is covered in& sprinkles.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
* (This rock is covered in& sprinkles.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
ISN'T THAT FLAG&NEATO?/	Papyrus	Snowdin	room_tundra_paproom	
UNDYNE FOUND IT&AT THE BAY.../	Papyrus	Snowdin	room_tundra_paproom	
\E3I THINK IT'S FROM&THE HUMAN WORLD?/	Papyrus	Snowdin	room_tundra_paproom	
\E0NOW^1, I KNOW&WHAT YOU'RE&THINKING./	Papyrus	Snowdin	room_tundra_paproom	
\E3WHY WOULD A&HUMAN FLAG.../	Papyrus	Snowdin	room_tundra_paproom	
HAVE A COOL&SKELETON ON IT?/	Papyrus	Snowdin	room_tundra_paproom	
WELL..^1.&I HAVE A THEORY./	Papyrus	Snowdin	room_tundra_paproom	
\E3I THINK HUMANS.../	Papyrus	Snowdin	room_tundra_paproom	
\E0MUST HAVE&DESCENDED FROM&SKELETONS!!!/	Papyrus	Snowdin	room_tundra_paproom	
* (It's a beat-up pirate& flag.)/%%	Narrator	Snowdin	room_tundra_paproom	
* Why did the humans attack^1?&* Indeed^1, it seemed that they& had nothing to fear./	Plaque	Waterfall	room_water7	
* Humans are unbelievably strong.&* It would take the SOUL of& nearly every monster.../	Plaque	Waterfall	room_water7	
* ... just to equal the power& of a single human SOUL./%%	Plaque	Waterfall	room_water7	
* This power has no counter.&* Indeed, a human cannot& take a monster's SOUL./	Plaque	Waterfall	room_water14	
* When a monster dies, its& SOUL disappears./	Plaque	Waterfall	room_water14	
* And an incredible power& would be needed to take the& SOUL of a living monster./%%	Plaque	Waterfall	room_water14	
* There is only one way to& reverse this spell./	Plaque	Waterfall	room_water15	
* If a huge power, equivalent& to seven human SOULs, attacks& the barrier.../	Plaque	Waterfall	room_water15	
* It will be destroyed./%%	Plaque	Waterfall	room_water15	
* In the end, it could& hardly be called a war./	Plaque	Waterfall	room_water_preundyne	
* United, the humans were too& powerful, and us monsters,& too weak./	Plaque	Waterfall	room_water_preundyne	
* Not a single SOUL was taken,& and countless monsters were& turned to dust.../%%	Plaque	Waterfall	room_water_preundyne	
* I'm catching bugs^1.&* But the underground doesn't& have many.../		Waterfall	room_water_prebird	
* I keep catching the same& one./%%		Waterfall	room_water_prebird	
* (It's a computer.^1)&* (It's accessing some kind of& puzzle in Snowdin.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's an oven.^1)&* (It looks pretty modern.)/%%	Narrator	Hotland	room_fire_cookingshow	
* OH YES^1! MTT-BRAND OVENS CAN & REACH TEMPERATURES UP TO& NINE-THOUSAND DEGREE	Mettaton	Hotland	room_fire_cookingshow	
* ROASTING^1! TOASTING^1! BURNING^1!&* CHARRING^1! YOU'RE EXCITED^1,& AREN'T YOU^1, I	Mettaton	Hotland	room_fire_cookingshow	
* (It's the oven.^1)&* (Looks like someone forgot& to preheat it.)/%%	Narrator	Hotland	room_fire_cookingshow	
* You wanna see my& room?/	Undyne	Waterfall	room_water_undynehouse	
\E3* TOO BAD^1!&* No nerds allowed!/	Undyne	Waterfall	room_water_undynehouse	
\E9* ... well^1, maybe some& nerds.../%%	Undyne	Waterfall	room_water_undynehouse	
* You're being kind& of creepy./%%	Undyne	Waterfall	room_water_undynehouse	
* I love how^1, um^1,& thoughtful Papyrus& is.../	Undyne	Waterfall	room_water_undynehouse	
\E2* But what the hell& am I supposed to do& with all these bones?/%%	Undyne	Waterfall	room_water_undynehouse	
* (It's a spider donut.^1)&* (It looks more...^1)&* (Rubbery than usual.)/%%	Narrator	Hotland	room_fire_spidershop	
* (North^1, the warrior's path.)&* (West^1, the sage's path.)&* (Any path leads to The End.)/%%	Sign	Core	room_fire_core_branch	
* (To the East^1!)&* (This is The End.)/%%	Sign	Core	room_fire_core_right	
* ENTRY NUMBER 2/	Screen	True Lab	room_truelab_hall1	
* The barrier is locked by& SOUL power../	Alphys (screen)	True Lab	room_truelab_hall1	
* Unfortunately^1, this power& cannot be recreated& artificially./	Alphys (screen)	True Lab	room_truelab_hall1	
* SOUL power can only be& derived from what was& once living./	Alphys (screen)	True Lab	room_truelab_hall1	
* So^1, to create more^1, we& will have to use what we& have now.../	Alphys (screen)	True Lab	room_truelab_hall1	
* The SOULs of monsters./%%	Alphys (screen)	True Lab	room_truelab_hall1	
* ENTRY NUMBER 13/	Screen	True Lab	room_truelab_prebed	
* one of the bodies opened& its eyes./%%	Alphys (screen)	True Lab	room_truelab_prebed	
* (The clock is broken.)/%%	Narrator	True Lab	room_truelab_bedroom	
* ENTRY NUMBER 10/	Screen	True Lab	room_truelab_mirror	
* experiments on the& vessel are a failure./	Alphys (screen)	True Lab	room_truelab_mirror	
* it doesn't seem to be& any different from the& control cases./	Alphys (screen)	True Lab	room_truelab_mirror	
* whatever^1.&* they're a hassle to work& with anyway./	Alphys (screen)	True Lab	room_truelab_mirror	
* the seeds just stick to& you^1, and won't let go.../%%	Alphys (screen)	True Lab	room_truelab_mirror	
* ENTRY NUMBER 16/	Screen	True Lab	room_truelab_hall3	
* no No NO NO NO NO NO/%%	Alphys (screen)	True Lab	room_truelab_hall3	
* (There are a bunch of VHSes.^1)&* (Seems like it's mostly& cartoons of some kind.)/	Narrator	True Lab	room_truelab_tv	
* (They seem to be alphabetized^1,& save for a few stray...^1)&* (... sticky ones?)/%%	Narrator	True Lab	room_truelab_tv	
* ENTRY NUMBER 11/	Screen	True Lab	room_truelab_fan	
* now that mettaton's made it& big^1, he never talks to& me anymore./	Alphys (screen)	True Lab	room_truelab_fan	
* ... except to ask when i'm& going to finish his body./	Alphys (screen)	True Lab	room_truelab_fan	
* but i'm afraid if i finish& his body^1, he won't need me& anymore.../	Alphys (screen)	True Lab	room_truelab_fan	
* then we'll never be friends& ever again./	Alphys (screen)	True Lab	room_truelab_fan	
* ... not to mention^1, every time& i try to work on it^1, i& just get really sweaty.../%%	Alphys (screen)	True Lab	room_truelab_fan	
* ENTRY NUMBER 20/	Screen	True Lab	room_truelab_cooler	

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Text	Character	Area	Room	How to get it ?
* ASGORE left me five& messages today./	Alphys (screen)	True Lab	room_truelab_cooler	
* four about everyone being& angry/	Alphys (screen)	True Lab	room_truelab_cooler	
* one about this cute teacup& he found that looks like& me/	Alphys (screen)	True Lab	room_truelab_cooler	
* thanks asgore./%%	Alphys (screen)	True Lab	room_truelab_cooler	
* ENTRY NUMBER 18/	Screen	True Lab	room_truelab_prepower	
* the flower's gone./%%	Alphys (screen)	True Lab	room_truelab_prepower	
* (It's locked from the& inside.)/%%	Narrator	Snowdin	room_tundra_town	
PLEASE DON'T ENTER&THE MYSTERIOUS&SHACK./%%	Papyrus	Snowdin	room_tundra_town	
HELLO^1.&THAT'S NOT&MY HOUSE./	Papyrus	Snowdin	room_tundra_town	
THAT'S JUST MY&COOL TOOLSHED./	Papyrus	Snowdin	room_tundra_town	
* Do you call it& your COOLSHED!?/	Undyne	Snowdin	room_tundra_town	
NO!!^1!&I'VE NEVER THOUGHT&OF THAT!!!/	Papyrus	Snowdin	room_tundra_town	
THAT'S WHY WE'RE&FRIENDS^1,&UNDYNE./	Papyrus	Snowdin	room_tundra_town	
YOU ENRICH MY&LIFE WITH SHED-&BASED PUNS./	Papyrus	Snowdin	room_tundra_town	
* That's the only& one I've ever& made^1, dude./%%	Undyne	Snowdin	room_tundra_town	
READY FOR ANOTHER&NIGHT IN THE&PUNISHMENT SHACK?/%%	Papyrus	Snowdin	room_tundra_town	
READY FOR ANOTHER&NIGHT IN THE&PUNISHMENT SHACK?/	Papyrus	Snowdin	room_tundra_town	
* Oh my GOD^1, I don't& even wanna KNOW./	Undyne	Snowdin	room_tundra_town	
DON'T BE SO&JUDGMENTAL^1,&UNDYNE./	Papyrus	Snowdin	room_tundra_town	
MY SHACK IS A&FOUR STAR&ESTABLISHMENT./	Papyrus	Snowdin	room_tundra_town	
* What^1, lemme guess./	Undyne	Snowdin	room_tundra_town	
\E6* Sometimes you cut a& hot dog into the& dog food^1, right?/	Undyne	Snowdin	room_tundra_town	
WHAT!?!?/	Papyrus	Snowdin	room_tundra_town	
\E0HOW'D YOU KNOW?/	Papyrus	Snowdin	room_tundra_town	
* OH MY GOD^1! NO^1!&* I WAS JOKING!!^1!&* DON'T DO THIS!!!/%%	Undyne	Snowdin	room_tundra_town	
YOU SHOULD LEARN&A PRIVACY./%%	Papyrus	Snowdin	room_tundra_town	
* (You can't go through the& fire exit because you're& not made of fire.)/%%	Narrator	Snowdin	room_tundra_grillby	
* (It's an uncovered pillow.)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (You look in the drawer.^1)&* (There's some kind of badge.)/%%	Narrator	Snowdin	room_tundra_sansbasement	
* (It's a performance schedule.^1)&* (Comedians^1, dancers^1, Sans...^1)&* (Seems there's a breal	Narrator	Hotland	room_fire_restaurant	
* (It's some sort of giant bottle& of perfume.^1)&* (Eau de Rectangle.)/	Narrator	Hotland	room_fire_hotelbed	
* (The cap is so comically large^1,& you can't open it.)/%%	Narrator	Hotland	room_fire_hotelbed	
* (Feeling of being watched.)/%%	Narrator	Waterfall	room_water_temvillage	
* (She's waiting for someone to& let her out.)/%%	Narrator	Waterfall	room_water_temvillage	
* (The gems on the southern& wall shine in a& spectacular pattern.)/	Narrator	Waterfall	room_water11	
* (It's a nice thing you can& see the southern wall from& this angle.)/%%	Narrator	Waterfall	room_water11	
* (A box of kids' shoes in& a disparity of sizes.)/%%	Narrator	Ruins	room_asrielroom	
* (It's a drawing of a& golden flower.)/%%	Narrator	New Home	room_asrielroom_final	
\R* My drawing./%%	Chara	New Home	room_asrielroom_final	
* (Definitely bigger than& a twin-sized bed.)/%%	Narrator	Ruins	room_torielroom	
* (Earlier^1, you identified& this as bigger than a& twin-sized bed.)/	Narrator	Ruins	room_torielroom	
* (But now^1, you realize& it's actually one size& bigger than a double.)/%%	Narrator	Ruins	room_torielroom	
* The coals are still warm./%%	Narrator	New Home	room_asghouse2	
* (Macaroni art of a flower.^1)&* ('For King Dad!')/%%	Narrator	New Home	room_asgoreroom	
* Inside the drawer are& flower seeds and some& broken crayons./%%	Narrator	Ruins	room_torhouse3	
* There is some white fur& stuck in the drain./%%	Narrator	Ruins	room_kitchen	
* (There is some white fur& stuck in the drain.)/%%	Narrator	New Home	room_kitchen_final	
* Because they are made of& magic^1, monsters' bodies are& attuned to their SOUL./	Book	Snowdin	room_tundra_library	
* If a monster doesn't want& to fight^1, its defenses will& weaken./	Book	Snowdin	room_tundra_library	
* And the crueller the intentions& of our enemies^1, the more& their attacks will hurt us./	Book	Snowdin	room_tundra_library	
* Therefore^1, if a being with& a powerful SOUL struck with& the desire to kill.../	Book	Snowdin	room_tundra_library	
* Um^1, let's end the chapter& here.../%%	Book	Snowdin	room_tundra_library	
* ...!^1?&* There's a camera behind the& sentry station./%%	Narrator	Snowdin	room_tundra2, room_tundra_lesserdog	
* ...!^1?&* There is a camera behind the..^1.& "sentry station."/%%	Narrator	Snowdin	room_tundra4	
* ...!^1?&* There's a camera hidden inside& this lump of snow./%%	Narrator	Snowdin	room_tundra8	
* ...!^1?&* There's a camera hidden inside& this tree./%%	Narrator	Snowdin	room_tundra_snowpuzz	
* ...!^1?&* There's a camera underneath& the bridge./%%	Narrator	Snowdin	room_tundra_dangerbridge	
* ...!^1?&* There's a camera hidden in& the trees here./%%	Narrator	Snowdin	room_tundra_town	
* When four Bridge Seeds align& in the water^1, they will& sprout./%%	Plaque	Waterfall	room_water_bridgepuzz1	
* If an error is made, the Bell& Blossom can call Bridge Seeds& back to where they started./%%	Plaque	Waterfall	room_water5	
* WISHING ROOM/%%	Plaque	Waterfall	room_water6	
* But humans have one weakness.&* Ironically, it is the strength& of their SOUL./	Plaque	Waterfall	room_water7	
* Its power allows it to persist& outside the human body, even& after death./%%	Plaque	Waterfall	room_water7	
* There is only one exception./	Plaque	Waterfall	room_water14	
* The SOUL of a special species& of monster called a& "Boss Monster."/	Plaque	Waterfall	room_water14	
* A Boss Monster's SOUL is& strong enough to persist& after death.../	Plaque	Waterfall	room_water14	
* If only for a few moments./	Plaque	Waterfall	room_water14	
* A human could absorb this& SOUL.&* But this has never happened./	Plaque	Waterfall	room_water14	
* And now it never will./%%	Plaque	Waterfall	room_water14	
* But this cursed place has& no entrances or exits./	Plaque	Waterfall	room_water15	
* There is no way a human& could come here./	Plaque	Waterfall	room_water15	
* We will remain trapped& down here forever./%%	Plaque	Waterfall	room_water15	
A CLASSIC IMAGE./	Papyrus	Snowdin	room_tundra_sanshouse	
IT ALWAYS REMINDS&ME OF WHAT'S&IMPORTANT IN LIFE./%%	Papyrus	Snowdin	room_tundra_sanshouse	
* (It's a painting of a& cartoon bone.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
* (Seems like a nice tree.)/%%	Narrator			
* (Whenever the girl moves her& net^1, this bug scurries straight& into it.)/%%	Narrator	Waterfall	room_water_prebird	
* (Seems like the notes to& something^1, but it's all& written in chicken scratch.)/	Narrator	Hotland	room_fire_lab1	
* (It seems like a walkthrough& to a game^1, or...?)/%%	Narrator	Hotland	room_fire_lab1	
* (VHSes and DVDs of various& cartoons.)/	Narrator	Hotland	room_fire_lab2	
* (They are all labelled "Human& History.")/%%	Narrator	Hotland	room_fire_lab2	
* (It's a specifically-regular& -sized sink.)/%%	Narrator	Hotland	room_fire_cookingshow	
* THIS ISN'T A SHOW ABOUT& WASHING YOUR HANDS, DARLING./	Mettaton	Hotland	room_fire_cookingshow	
* THAT'S ON WEDNESDAYS!/%%	Mettaton	Hotland	room_fire_cookingshow	
* One time^1, Alphys's..^1.&* Uh^1, friend??^1?&* Came over here./	Undyne	Waterfall	room_water_undynehouse	
\E4* All he did was& lie seductively& on the piano.../	Undyne	Waterfall	room_water_undynehouse	
\E5* And fed himself& grapes./	Undyne	Waterfall	room_water_undynehouse	
\E4* I don't really& like that guy./	Undyne	Waterfall	room_water_undynehouse	
\E3* But I admire& his lifestyle./%%	Undyne	Waterfall	room_water_undynehouse	

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Text	Character	Area	Room	How to get it ?
* What^1?&* I'm not gonna& serenade you./%%	Undyne	Waterfall	room_water_undynehouse	
* ENTRY NUMBER 3/	Screen	True Lab	room_truelab_hall1	
* But extracting a SOUL from& a living monster would& require incredible power.../	Alphys (screen)	True Lab	room_truelab_hall1	
* Besides being impractical^1,& doing so would instantly& destroy the SOUL's host./	Alphys (screen)	True Lab	room_truelab_hall1	
* And^1, unlike the persistent& SOULs of humans.../	Alphys (screen)	True Lab	room_truelab_hall1	
* The SOULs of most monsters& disappear immediately upon& death./	Alphys (screen)	True Lab	room_truelab_hall1	
* If only I could make a& monster's SOUL last.../%%	Alphys (screen)	True Lab	room_truelab_hall1	
* (There are a bunch of VHSes.^1)&* (Seems like it's mostly& cartoons of some kind.)/%%	Narrator	True Lab	room_truelab_tv	
* ENTRY NUMBER 21/	Screen	True Lab	room_truelab_cooler	
* i spend all my time at& the garbage dump now/	Alphys (screen)	True Lab	room_truelab_cooler	
* it's my element/%%	Alphys (screen)	True Lab	room_truelab_cooler	
* (It's a thank-you letter.^1)&* (It's addressed to Santa.)/%%	Narrator	Snowdin	room_tundra_sansbasement	
* (Blueprints.^1)&* (You can't read the symbols& they're written in...)/	Narrator	Snowdin	room_tundra_sansbasement	
* (... or maybe it's just the& handwriting.)/	Narrator	Snowdin	room_tundra_sansbasement	
* (Looks like they relate to& some kind of strange machine.)/%%	Narrator	Snowdin	room_tundra_sansbasement	
* oh..^1. that's my tv.../	Napstablook	Waterfall	room_water_blookhouse	
* there's a show i like to& watch on it..^1.&* sometimes.../%%	Napstablook	Waterfall	room_water_blookhouse	
* (It's a spooky old TV.^1)&* (Most of the buttons are& worn away...)/	Narrator	Waterfall	room_water_blookhouse	
* (Though the channel changing& buttons look good as new.)/%%	Narrator	Waterfall	room_water_blookhouse	
* (Rope.^1)&* (Looks like this dog does& all its own stunts.)/%%	Narrator	Snowdin	room_ice_dog	
* (It's some kind of TV show& featuring Mettaton.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
* (Statue of tem..^1. very famus^1)&* (VERY!!!!!!!!!)/%%	Narrator	Waterfall	room_water_temvillage	
* It's you!/%%	Narrator	Ruins	room_torhouse3	
* Still just you^1, Frisk./%%	Narrator	Ruins, New Hon	room_torhouse3, room_asghouse3	
* it's me^1,	Chara	New Home	room_asghouse3	
* Despite everything^1, it's& still you./%%	Narrator	New Home	room_asghouse3	
* Inside the cupboard are& cookie cutters for& gingerbread monsters./%%	Narrator	Ruins	room_kitchen	
\f* Where are the knives./%%	Chara	Ruins	room_kitchen	
* The stovetop is very clean^1.&* Toriel must use fire& magic instead./%%	Narrator	Ruins	room_kitchen	
* No one will use this& anymore.../%%	Narrator	Ruins	room_kitchen	
* (It's a note.^1)&* Howdy^1! Help yourself to& anything you want!/%%	Narrator and Asgore (note)	New Home	room_kitchen_final	
* I've read this alreadyy./%%	Chara	New Home	room_kitchen_final	
* (The stovetop is very clean.^1)&* (Someone must use fire& magic instead.)/%%	Narrator	New Home	room_kitchen_final	
* Stovetop./%%	Chara	New Home	room_kitchen_final	
* (What a comfortable bed.^1)&* (If you laid down here^1,& you might not ever get up.)/%%	Narrator	New Home	room_asrielroom_final	
* My bed./%%	Chara	New Home	room_asrielroom_final	
* (It's a twin-sized bed.)/%%	Narrator	New Home	room_asrielroom_final	
* His bed./%%	Chara	New Home	room_asrielroom_final	
* (It's a king-sized bed.)/%%	Narrator	New Home	room_asgoreroom	
* "MONSTER HISTORY PART 4"/	Book	Snowdin	room_tundra_library	
* Fearing the humans no longer^1,& we moved out of our old& city^1, HOME./	Book	Snowdin	room_tundra_library	
* We braved harsh cold^1, damp& swampland^1, and searing heat.../	Book	Snowdin	room_tundra_library	
* Until we reached what we now& call our capital./	Book	Snowdin	room_tundra_library	
* "NEW HOME."/	Book	Snowdin	room_tundra_library	
* Again^1, our King is really& bad at names...?/%%	Book	Snowdin	room_tundra_library	
* Excuse me..^1.&* Yes^1, you^1, with the striped& shirt./		Waterfall	room_water_prebird	
* Can you do something about& your friend...?/		Waterfall	room_water_prebird	
* Yes^1, your friend..^1.&* The one behind you^1, with the& creepy smile./%%		Waterfall	room_water_prebird	
* Hmmm^1?&* Where'd your friend go?/%%		Waterfall	room_water_prebird	
* If a monster defeats a human^1,& they can take its SOUL./	Plaque	Waterfall	room_water7	
* A monster with a human SOUL..^1.&* A horrible beast with& unfathomable power./%%	Plaque	Waterfall	room_water7	
* (It's a video feed of your& location.)/%%	Narrator	Hotland	room_fire_lab1	
* It's you...?/%%	Narrator	Hotland	room_fire_lab1	
* (It's a microwave.^1)&* (That's great if you're a& microwave fan.)/%%	Narrator	Hotland	room_fire_cookingshow	
* MTT-BRAND MICROWAVE^1!&* ORIGIN OF THE MTT CHALLENGE!/	Mettaton	Hotland	room_fire_cookingshow	
* PUT YOUR FOOD IN AND SET& THE MICROWAVE ON HIGH FOR& FIVE MINUTES.../	Mettaton	Hotland	room_fire_cookingshow	
* IF YOU CAN STILL RECOGNIZE& YOUR MEAL^1, WE'LL DOUBLE YOUR& MONEY BACK!!!/%%	Mettaton	Hotland	room_fire_cookingshow	
* STILL FIDDLING WITH THAT& MICROWAVE, EH, DARLING?/	Mettaton	Hotland	room_fire_cookingshow	
* CAN'T BLAME YOU FOR BEING& TOTALLY ENAMORED WITH AN& ELECTRONIC BOX./%%	Mettaton	Hotland	room_fire_cookingshow	
* (In the sink is a teacup& in the shape of a fish.)/%%	Narrator	Waterfall	room_water_undynehouse	
* ENTRY NUMBER 5/	Screen	True Lab	room_truelab_hall1	
* I've done it./	Alphys (screen)	True Lab	room_truelab_hall1	
* Using the blueprints^1, I've& extracted it from the& human SOULs./	Alphys (screen)	True Lab	room_truelab_hall1	
* I believe this is what& gives their SOULs the strength& to persist after death./	Alphys (screen)	True Lab	room_truelab_hall1	
* The will to keep living..^1.&* The resolve to change fate./	Alphys (screen)	True Lab	room_truelab_hall1	
* Let's call this power.../	Alphys (screen)	True Lab	room_truelab_hall1	
\f* "Determination."/%%	Alphys (screen)	True Lab	room_truelab_hall1	
* (Golden flowers.)/%%	Alphys (screen)	True Lab	room_truelab_mirror	
* (It's Sans's dirty sock pile.^1)&* (Sc..^1. scandalous...?)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (There's a strange machine& behind the curtain.^1)&* (It seems to be broken.)/%%	Narrator	Snowdin	room_tundra_sansbasement	
* (You unlocked the door and& entered.)/%%	Narrator	Snowdin	room_tundra_town	
* (Finally^1, the pieces of the& puzzle are coming together.^1)&* (The jigsaw puzzle.)/%%	Narrator	Snowdin	room_ice_dog	
* Huh!^1?&* There's a camera behind& the waterfall./%%	Narrator	Waterfall	room_water3	
* (There are a lot of striped& shirts in here.)/%%	Narrator	New Home	room_asrielroom_final	
* Our clothes./%%	Chara	New Home	room_asrielroom_final	
* (It's ASGORE's journal.)&* (All the current page says& is 'Nice day today!')/	Narrator	New Home	room_asgoreroom	
* (The ink is still almost wet.)/%%	Narrator	New Home	room_asgoreroom	
* (The ink's dry now.)/%%	Narrator	New Home	room_asgoreroom	
* The entries are always the& same./%%	Chara	New Home	room_asgoreroom	
* (It's a teacup shaped like& a yellow lizard.^1)&* (It's full of soda.)/%%	Narrator	Hotland	room_fire_lab1	
* (It's a promo poster for& Mettaton's TV premiere.)/	Narrator	Hotland	room_fire_lab2	
* (On the flap it says "Thank& you for making my dreams& come true.")/%%	Narrator	Hotland	room_fire_lab2	
* (An incredible invention.)/	Narrator	Hotland	room_fire_lab2	
* (When not in use^1, this bed& folds into an extremely-& easy-to-draw box.)/%%	Narrator	Hotland	room_fire_lab2	
* (Pink goop drips from this& strange machine.)/%%	Narrator	Hotland	room_fire_lab2	
* A haunting song echoes& down the corridor...&* Won't you play along?/	Plaque	Waterfall	room_water_piano	
* Only the first 8 are fine./%%	Plaque	Waterfall	room_water_piano	
* (It's an illustration of a& strange creature...)/	Plaque	Waterfall	room_water7	
* (There's something very& unsettling about this drawing.)/%%	Plaque	Waterfall	room_water7	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Love^1, hope^1, compassion..^1.&* This is what people say& monster SOULs are made of./	Book	Snowdin	room_tundra_library	
* But the absolute nature of& "SOUL" is unknown./	Book	Snowdin	room_tundra_library	
* After all^1, humans have proven& their SOULs don't need these& things to exist./%%	Book	Snowdin	room_tundra_library	
* (There's a silverware drawer.^1)&* (It has forks^1, spoons^1,& knives...)/	Narrator	Waterfall	room_water_undynehouse	
* (... tiny swords^1, axes^1,& spears^1, nunchucks...)/%%	Narrator	Waterfall	room_water_undynehouse	
* I can't believe he& leapt through the& window like that./	Undyne	Waterfall	room_water_undynehouse	
\E6* Normally he NAILS& the landing./%%	Undyne	Waterfall	room_water_undynehouse	
* (Small puddle forming.)/%%	Narrator	Hotland	room_fire2	
* (Medium puddle forming.)/%%	Narrator	Hotland	room_fire2	
* (Large puddle forming.)/%%	Narrator	Hotland	room_fire2	
* (A small tree is growing in& the puddle.)/%%	Narrator	Hotland	room_fire2	
* (It's a bathroom sign.)/%%	Narrator	Hotland	room_fire_lab1	
* (Inside the drawer is a silver& key.)/	Narrator	Snowdin	room_tundra_sansroom	
* (You put it on your keychain.)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (Clothes and trombones are& shoved in haphazardly.)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (It appears to be a self-& sustaining tornado made of& trash.)/%%	Narrator	Snowdin	room_tundra_sansroom	
* (It's glued to the table.)/%%	Narrator	Hotland	room_fire_cookingshow	
xstring1				
xno				
xstring2				
yarl				
offroom				
\R*	Chara	Snowdin, Water	room_tundra3, room_tundra_spaghetti, room_tundra_lesserdog,	room_tundra_town, room_water2, room_water4, room_water_savepoint1, room_water_preundyne, room_water_trashsavepoint, room_water_friendlyhub, room_water_temvillage, room_water_undynefinal, room_fire_prelab, room_fire6, room_fire_savep
left./%%	Chara	Snowdin, Water	room_tundra3, room_tundra_spaghetti, room_tundra_lesserdog,	room_tundra_town, room_water2, room_water4, room_water_savepoint1, room_water_preundyne, room_water_trashsavepoint, room_water_friendlyhub, room_water_temvillage, room_water_undynefinal, room_fire_prelab, room_fire6, room_fire_savep
\R* That comedian.../%%	Chara	Snowdin	room_tundra3, room_tundra_spaghetti, room_tundra_lesserdog,	room_tundra_town
* The comedian got away^1.&* Failure./%%	Chara	Snowdin	room_tundra3, room_tundra_spaghetti, room_tundra_lesserdog,	room_tundra_town
* Spider Bake Sale&* All proceeds go to real& spiders./%%	Sign	Ruins, Hotland	room_ruins12B, room_fire_spidershop	
1234567890123456789012345678901234567890/				
1234567890123456789012345678901234567890/				
\Ts %				
1234567890123456789012345678901234567890/%%				
* Test one./				
\E1* Test two./				
\E2* Test three./				
\E3* Test four./%%				
* (This is a box.)/	Sign	Snowdin, Water	room_tundra3, room_water3	
* (You can put an item& inside or take an item& out.)/	Sign	Snowdin	room_tundra3	
* (The same box will appear& later^1, so don't worry& about coming back.)/	Sign	Snowdin	room_tundra3	
* (Sincerely^1, a box lover.)/%%	Sign	Snowdin	room_tundra3	
* (Absolutely NO MOVING!!!)/%%	Sign	Snowdin	room_tundra5	
* North: Ice&* South: Ice&* West: Ice/	Sign	Snowdin	room_tundra6	
* East: Snowdin Town/	Sign	Snowdin	room_tundra6	
* (... and ice)/%%	Sign	Snowdin	room_tundra6	
* SMELL DANGER RATING/	Sign	Snowdin	room_tundra8A	
\W* Snow Smell - Snowman& WHITE Rating& Can become \YYELLOW\W Rating/	Sign	Snowdin	room_tundra8A	
\W* Unsuspicious Smell - Puppy& \BBLUE\W Rating& Smell of rolling around./	Sign	Snowdin	room_tundra8A	
\W* Weird Smell - Humans& \RGREEN\W Rating& Destroy at all costs!/%%	Sign	Snowdin	room_tundra8A	
* Warning:& Dog Marriage/%%	Sign	Snowdin	room_tundra_snowpuzz	
* (Yes^1, you read that correctly.)/%%	Sign	Snowdin	room_tundra_snowpuzz	
* Turn every X into an O^1.&* Then press the switch./%%	Sign	Snowdin	room_tundra_xoxosmall, room_tundra_xoxopuzz	
* AWARE OF DOG&* pleas pet dog/%%	Sign	Snowdin	room_tundra_lesserdog	
* (Woof.)/%%	Sign	Snowdin	room_tundra_poffzone	
* (You will not slide on& an X^1, O^1, or triangle.)/%%	Sign	Snowdin		
* (You can put an item in& or take an item out.)/	Sign	Waterfall	room_water3	
* (Why would you^1, though^1???)&* (You can't use items& when they're in the box!)/	Sign	Waterfall	room_water3	
* (Sincerely^1, a box hater.)/%%	Sign	Waterfall	room_water3	
* (This sign is written in& very neat cursive.)/	Sign	Waterfall		
* Do not destroy the& science grass./	Sign	Waterfall		
* It is used for science./%%	Sign	Waterfall		
* You failed the puzzle!/%%	Sign	Waterfall	room_water5	
* It's a crystal^1.&* You've never seen one& like this before./%%		Waterfall	room_water_mushroom	
* (Please take one.)/%%	Sign	Waterfall	room_water_prewaterfall	
* North: Blook Acres&* East: Hotland&* ???: Temmie Village/%%	Sign	Waterfall	room_water_friendlyhub	
* (It's a stable for snails.^1)&* (A snable.)/%%	Sign	Waterfall		
* This is a damned test!/				
* 0^1. \E1 1^1. \E1 1^1.\E2 1^1.\E3 1^1.\E4 1^1.\E5 1^1.\E6 1^1. \E7 1^1.\E8 1^1./%%				
* (Last chance to wish& before Hotland^1.)&* (Careful of pollen.)/%%	Sign	Waterfall		
* B/				
\E1* B/				
\E2* B/				
\E3* B/				
\E4* B/				
\E5* B/				
\E6* B/				
\E7* B/				
\E8* B/				
\E9* B/%%				
* (Don't want to walk to the& other side of town?)/	Sign	Snowdin	room_tundra_town	
* (Try the undersnow tunnels^1!)&* (They're efficiently laid out.)/%%	Sign	Snowdin	room_tundra_town	
* East: Burgertown&* North: Cord&* West: Restraint/				
* This area's not done so no& fun is allowed here yet./				
* Signed, the Manmengent/%%				
* hOI!^1!&* welcom to..^1.&* TEM VILLAGE!!!/%%	Sign	Waterfall	room_water_temvillage	
* hOI!^1!&* u shud check out..^1.&* TEM SHOP!!!/%%	Sign	Waterfall	room_water_temvillage	
* yaYA!^1! i AGREES!^1!&* shud check..^1.&* TEM SHOP!!!/%%	Sign	Waterfall	room_water_temvillage	
* Learning how to draw^1?&* Come to the Art Lessons on& the second floor!/	Sign	Hotland	room_fire_hoteldoors	
* Located in a similar place./%%	Sign	Hotland	room_fire_hoteldoors	
plotrating				
pathmode				

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Text	Character	Area	Room	How to get it ?
battleno				
fcheck1				
fcheck2				
tread				
* (It's a trash can.)/	Narrator	New Home	room_kitchen_final	
* (It's full of crumpled-up& recipes for butterscotch& pie.)/%%	Narrator	New Home	room_kitchen_final	
* (It's a trophy.^1)&* (Number 1 Nose-Nuzzle& Champs '98!)/%%	Narrator	New Home	room_asgoreroom	
* This cheese has been here so& long^1, a magical crystal has& grown around it./	Narrator	Waterfall	room_water_savepoint1	
* (Seems like the mouse has& freed some of the cheese& from the crystal somehow.)/%%	Narrator	Waterfall	room_water_savepoint1	
* What's a star?/	Loren	Waterfall	room_water11	
* Can you touch it?/	Loren	Waterfall	room_water11	
* Can you eat it?/	Loren	Waterfall	room_water11	
* Can you kill it?/	Loren	Waterfall	room_water11	
* Are you a star?/%%	Loren	Waterfall	room_water11	
* What are you holding^1?&* Is that a star?/%%	Loren	Waterfall	room_water11	
* We can go and see the& real stars now.../	Loren	Waterfall	room_water11	
* But I still don't know& what those are./%%	Loren	Waterfall	room_water11	
* One of the stars faded out./	Loren	Waterfall	room_water11	
* What does that mean...?/%%	Loren	Waterfall	room_water11	
* (It's a dirty sock with a& series of notes on it.)/	Narrator	Snowdin	room_tundra_sanshouse	
SANS^1!&PLEASE PICK UP YOUR SOCK!/	Papyrus (note)	Snowdin	room_tundra_sanshouse	
* ok./	Sans (note)	Snowdin	room_tundra_sanshouse	
DON'T PUT IT BACK DOWN^1!&MOVE IT!/	Papyrus (note)	Snowdin	room_tundra_sanshouse	
YOU MOVED IT TWO INCHES^1!&MOVE IT TO YOUR ROOM!/	Papyrus (note)	Snowdin	room_tundra_sanshouse	
AND DON'T BRING IT BACK!/	Papyrus (note)	Snowdin	room_tundra_sanshouse	
IT'S STILL HERE!/	Papyrus (note)	Snowdin	room_tundra_sanshouse	
* didn't you just say not& to bring it back to my& room?/	Sans (note)	Snowdin	room_tundra_sanshouse	
FORGET IT!/%%	Papyrus (note)	Snowdin	room_tundra_sanshouse	
* What^1.&* What^1?&* WHAT!?/	Mad Dummy	Waterfall	room_water_undyneyard	
* It's a living./%%	Mad Dummy	Waterfall	room_water_undyneyard	
* So^1, you helped get us& all free.../	Mad Dummy	Waterfall	room_water_undyneyard	
* I guess I really acted& like a dummy to you./%%	Mad Dummy	Waterfall	room_water_undyneyard	
* Sorry for acting like a& dummy before./	Glad Dummy	Waterfall	room_water_undyneyard	
* You've really helped me& out!!/%%	Glad Dummy	Waterfall	room_water_undyneyard	
* (It's a snail.)/	Narrator	Waterfall	room_water_farm	
* (For some reason^1, you can't& help but wonder what it& tastes like...)/%%	Narrator	Waterfall	room_water_farm	
* (You wonder if Toriel has& seen it.)/%%	Narrator	Waterfall	room_water_farm	
* Boo-hoo^1, boo-hoo./%%		Waterfall		
* Boo-hoo^1, boo-hoo^1,& umbrella boo-hoo./%%		Waterfall		
* Boo-hoo^1, triumphant& boo-hoo./%%		Waterfall		
* We were hanging out& when suddenly^1, a buncha puzzles& reactivated out of nowhere./	Skateboard Girl	Hotland	room_fire8	
* This is a huge problem..^1.&* It rules^1! They've GOTTA& cancel school over this!/%%	Skateboard Girl	Hotland	room_fire8	
* Wait a second..^1.&* Auuuugh^1, it's summer vacation!/%%	Skateboard Girl	Hotland	room_fire8	
* Hey^1, did you hear^1?&* The barrier's opened up!/	Skateboard Girl	Hotland	room_fire8	
* Now school HAS to be& cancelled^1, right!?/%%	Skateboard Girl	Hotland	room_fire8	
* Why should we bother going& to school^1, anyway...?/	Skateboard Girl	Hotland	room_fire8	
* This world's got no future./%%	Skateboard Girl	Hotland	room_fire8	
* Finally!&* Someone turned off that laser!/	Fuku Fire	Hotland	room_fire8	
* Now that we're free we can..^1.&* Well^1, uh^1, I guess we'll just& keep standing here./%%	Fuku Fire	Hotland	room_fire8	
* Hm^1?&* Nice try^1, but your loitering& technique still needs work./%%	Fuku Fire	Hotland	room_fire8	
* There will be lots of places& to loiter on the surface^1.& I bet./%%	Fuku Fire	Hotland	room_fire8	
* Loitering around..^1.&* What's the point?/%%	Fuku Fire	Hotland	room_fire8	
* The way to work is blocked^1,& so I had time to catch& Mettaton's show on my phone.../	Business Dude 1	Hotland	room_fire9	
* The special effects were& amazing today^1!&* That human almost looked REAL!/%%	Business Dude 1	Hotland	room_fire9	
* Of course^1, an experienced& viewer like me knows CGI& when they see it.../%%	Business Dude 1	Hotland	room_fire9	
* The barrier's opened up^1, so& we don't have to go to& work today./	Business Dude 1	Hotland	room_fire9	
* I mean^1, sure^1, we're free^1,& but it's the little& things^1, you know?/%%	Business Dude 1	Hotland	room_fire9	
* That last episode had me& really shaken.../	Business Dude 1	Hotland	room_fire9	
* But Mettaton's OK^1.&* Everyone knows it's just CGI!/%%	Business Dude 1	Hotland	room_fire9	
* Mettaton^1?&* Yeah^1, he's the most popular& star in the underground!/	Business Dude 2	Hotland	room_fire9	
* His fan club probably has& at least two..^1. no^1, THREE& dozen members!/%%	Business Dude 2	Hotland	room_fire9	
* And that's not even counting& me!/%%	Business Dude 2	Hotland	room_fire9	
* Today^1, we all started as& co-workers.../	Business Dude 2	Hotland	room_fire9	
* Who knows what we'll be& tomorrow?/%%	Business Dude 2	Hotland	room_fire9	
* What a heartbreaker./	Business Dude 2	Hotland	room_fire9	
* I bet his fanclub's almost& doubled in size from that!/%%	Business Dude 2	Hotland	room_fire9	
* (There's a piece of cheese& inside this computerized& laser-safe.)/	Narrator	Hotland	room_fire_mewmew2	
* (The lasers have melted the& edges of the cheese..^1.)&* (It's stuck to the table.)/%%	Narrator	Hotland	room_fire_mewmew2	
* (Seems like the mouse hacked& the safe and took the& cheese out.)/%%	Narrator	Hotland	room_fire_mewmew2	
* It's so nice to& have you over!/	Undyne	Waterfall	room_water_undynehouse	
* Why not take a& seat at the& table?/%%	Undyne	Waterfall	room_water_undynehouse	
* Sit at the freakin'& table^1, you little& nerd./%%	Undyne	Waterfall	room_water_undynehouse	
* I..^1. I..^1. I ended up buying a& donut.../	Scared Donut Guy	Hotland	room_fire_spidershop	
* I..^1. I..^1. I didn't want to^1, but& that girl..^1. even though I told& her no^1, she.../	Scared Donut Guy	Hotland	room_fire_spidershop	
* ... kept staring at me in this& creepy way and licking her& lips./	Scared Donut Guy	Hotland	room_fire_spidershop	
* N..^1. now I'm outta cash./%%	Scared Donut Guy	Hotland	room_fire_spidershop	
* Maybe I can sell it online& and double my money back.../%%	Scared Donut Guy	Hotland	room_fire_spidershop	
* On the surface^1, I won't& buy any donuts from& spiders./	Scared Donut Guy	Hotland	room_fire_spidershop	
* That's my resolution./%%	Scared Donut Guy	Hotland	room_fire_spidershop	
* (It's just a regular flower.)/%%	Narrator	New Home	room_castle_exit	
* From now on^1, call me& "Jimmy Hotpants."/%%				
* ... what?/%%	RG 02	Hotland	room_fire_prelab	
* (It's an empty dog food& bowl.)/%%	Narrator	True Lab	room_truelab_bedroom	
* (It's a treadmill.^1)&* (There's a message attached.)/	Narrator	Snowdin	room_tundra_sansroom	
* "the truth is that you got& owned^1, nerd....."/%%	Sans (note)	Snowdin	room_tundra_sansroom	
* (... he seems happy.)/%%	RG 02	Hotland	room_fire_hotelfront_1	
* Sn..^1. ow..^1. y.../%%	Snowdrake's Mother	Snowdin	room_tundra4	
\E0* There you are^1,& Frisk-darling./	Mettaton EX	Waterfall	room_water_blookyard	
\E8* Feast your eyes^1!&* Dr. Alphys completed& my wonderful new body./	Mettaton EX	Waterfall	room_water_blookyard	

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Text	Character	Area	Room	How to get it ?
\E7* Oooh^1!&* And did you hear^1?&* The barrier's OPEN!/	Mettaton EX	Waterfall	room_water_blookyard	
\E4* I can't wait to see& the sun.../	Mettaton EX	Waterfall	room_water_blookyard	
\E5* ... the greatest& spotlight of all!!/	Mettaton EX	Waterfall	room_water_blookyard	
\E9* Oh yes^1.&* I suppose I should thank& you^1, too^1, darling./	Mettaton EX	Waterfall	room_water_blookyard	
\E2* Before fighting you^1,& I had.../	Mettaton EX	Waterfall	room_water_blookyard	
\E4* Forgotten how fun it& was to perform with& others./	Mettaton EX	Waterfall	room_water_blookyard	
\E6* So I've been searching& for HOT TALENTS to fill& up my upcoming troupe./	Mettaton EX	Waterfall	room_water_blookyard	
\E0* So far^1, Shyren's agreed& to be my back-up singer./	Mettaton EX	Waterfall	room_water_blookyard	
\E0* And Bl..^1.&* Napstablook^1, here^1, will& be my sound mixer!/	Mettaton EX	Waterfall	room_water_blookyard	
\E2* The three of us& performing together.../	Mettaton EX	Waterfall	room_water_blookyard	
\E4* It really feels overdue^1,& doesn't it?/%%	Mettaton EX	Waterfall	room_water_blookyard	
\E0* Frisk^1, darling^1.&* Can you help me with& something?/	Mettaton EX	Waterfall	room_water_blookyard	
\E2* What kind of merchandise& do you think humans& would want to buy...?/	Mettaton EX	Waterfall	room_water_blookyard	
\E1* I've thought of a few& ideas so far./	Mettaton EX	Waterfall	room_water_blookyard	
\E6* Buttons (with my face)&* Stickers (with my face)&* CDs (with my face)/	Mettaton EX	Waterfall	room_water_blookyard	
\E7* Posters (with my face)&* T-shirts (with my face)&* Underwear (with my face)/	Mettaton EX	Waterfall	room_water_blookyard	
\E9* ... and plush dolls of& TORIEL./	Mettaton EX	Waterfall	room_water_blookyard	
\E8* But, you know^1.&* With my face instead& of hers./	Mettaton EX	Waterfall	room_water_blookyard	
\E0* So what do you think?/	Mettaton EX	Waterfall	room_water_blookyard	
* (A yes or no prompt was not& provided.)/	Narrator	Waterfall	room_water_blookyard	
\TS \F8 \TM %	Mettaton EX	Waterfall	room_water_blookyard	
\E9* Fabulous^1!&* I completely agree!/%%	Mettaton EX	Waterfall	room_water_blookyard	
\E2* Oh^1, Frisk^1.&* Why don't you go see& how Alphys is doing?/	Mettaton EX	Waterfall	room_water_blookyard	
\E1* Since the flash of light& she's been working hard& to set everything right./	Mettaton EX	Waterfall	room_water_blookyard	
\E0* Ha-Ha^1.&* About time^1, huh?/%%	Mettaton EX	Waterfall	room_water_blookyard	
* (By barking with text-to-speech& on^1, the dog accidentally& programmed a whole game.)/	Narrator	Snowdin	room_ice_dog	
* (Hmmm..^1. seems fine.)/%%	Narrator	Snowdin	room_ice_dog	
* Blub blub..^1.&* You'll have to reserve a& table to eat here./	Fish Receptionist	Hotland	room_fire_restaurant	
* You'll also need to reserve& your chair^1, your silverware^1,& your food^1, your.../%%	Fish Receptionist	Hotland	room_fire_restaurant	
* Blub blub..^1.&* Now we can live life& without reservations./%%	Fish Receptionist	Hotland	room_fire_restaurant	
* Blub blub..^1.&* Mettaton isn't here to press& his face into the steaks./	Fish Receptionist	Hotland	room_fire_restaurant	
* He told me that if he ever& disappeared^1, we could use& my face instead.../	Fish Receptionist	Hotland	room_fire_restaurant	
* But^1, I'm nervous^1.&* What if my face doesn't& taste very good...?/%%	Fish Receptionist	Hotland	room_fire_restaurant	
* As I came in^1, I realized I& forgot to make a reservation./	Ficus Licker	Hotland	room_fire_restaurant	
* But I didn't want to look& like I messed up^1.&* So I kept walkin' in anyway./	Ficus Licker	Hotland	room_fire_restaurant	
* Now I'm just..^1. kinda..^1.&* Consuming dew off this ficus./%%	Ficus Licker	Hotland	room_fire_restaurant	
* Oh^1, we're all free?/	Ficus Licker	Hotland	room_fire_restaurant	
* Oh..^1.&* Guess I can..^1.&* Stop lickin' this ficus./	Ficus Licker	Hotland	room_fire_restaurant	
* ... but I don't want to look& like I messed up^1, so& I'll keep going.../%%	Ficus Licker	Hotland	room_fire_restaurant	
* What would Mettaton think if& he saw me licking this& plant of his...?/	Ficus Licker	Hotland	room_fire_restaurant	
* Eh..^1. who cares./%%	Ficus Licker	Hotland	room_fire_restaurant	
* I work at the CORE^1.&* The inside is a maze made of& swappable parts.../	Charles	Hotland	room_fire_restaurant	
* That means we can shuffle the& layout at will./	Charles	Hotland	room_fire_restaurant	
* Boy^1, was today a FUN day^1!&* I sure love PUZZLE!!!/%%	Charles	Hotland	room_fire_restaurant	
* So^1, if we're leaving^1, will& my job...?/	Charles	Hotland	room_fire_restaurant	
* Ugh^1, and I just got a raise^1!&* Well^1, guess every apple has& its CORE^1, heheh./%%	Charles	Hotland	room_fire_restaurant	
* Today^1, we received the& promise of a lot of money& from a strange source./	Charles	Hotland	room_fire_restaurant	
* It may not be kosher^1, but..^1.&* Whew^1! I love puzzle!/%%	Charles	Hotland	room_fire_restaurant	
* Originally^1, we dug mazes& with puzzles in order to& foil human attacks./	Oni	Hotland	room_fire_restaurant	
* But now^1, building things& winding and confusing...^1.&* It's some awful tradition./	Oni	Hotland	room_fire_restaurant	
* You can't go (ugh) two feet& without being up to your& armpits in puzzles./%%	Oni	Hotland	room_fire_restaurant	
* The surface world..^1.&* Really!/	Oni	Hotland	room_fire_restaurant	
* Maybe I'll be able to& go two feet without running& into a puzzle./%%	Oni	Hotland	room_fire_restaurant	
* One thing I can say.../	Oni	Hotland	room_fire_restaurant	
* I respect Mettaton for not& putting any puzzles here./	Oni	Hotland	room_fire_restaurant	
* At another hotel^1, I had& to find 12 magic keys just to& unlock the shower./%%	Oni	Hotland	room_fire_restaurant	
* Mettaton looked really..^1.&* Really cool in that dress./	Dress Lion	Hotland	room_fire_pacing	
* It sort of makes me feel like& I could wear one^1, too!/%%	Dress Lion	Hotland	room_fire_pacing	
* Mettaton..^1.!&* He recognized my voice from& when I called in^1, and.../	Dress Lion	Hotland	room_fire_pacing	
* He..^1. he gave me his dress^1!&* I'm so...^1!&* Ha ha ha!/%%	Dress Lion	Hotland	room_fire_pacing	
* Please don't talk to me^1.&* I am feeling discouraged& about something./%%	Dress Lion	Hotland	room_fire_pacing	
* Welcome to MTT Resort - &* Hotland's biggest apartment-& building-turned-hotel!/	Diamond Receptionist	Hotland	room_fire_hotellobby	
* Whether you're here for a night& or still live here^1, MTT Resort& prides itself on a great stay!/	Diamond Receptionist	Hotland	room_fire_hotellobby	
* Just passing through...^1? Nice^1!&* MTT Resort prides itself on& being passed through!/%%	Diamond Receptionist	Hotland	room_fire_hotellobby	
* Sorry - the resort's shutting& down./	Diamond Receptionist	Hotland	room_fire_hotellobby	
* But I think you'll find it's& still great to pass through!/%%	Diamond Receptionist	Hotland	room_fire_hotellobby	
* Welcome to MTT Resort^1!&* Have you seen Mettaton?/	Diamond Receptionist	Hotland	room_fire_hotellobby	
* He hasn't come by lately^1.&* I have a lot of respect for& that man./	Diamond Receptionist	Hotland	room_fire_hotellobby	
* I had trouble getting a job& because I am so pointy and& angular./	Diamond Receptionist	Hotland	room_fire_hotellobby	
* But^1, being a rectangle^1, he& understood my struggles./%%	Diamond Receptionist	Hotland	room_fire_hotellobby	
* I love hot dogs!/	Hot Dog Harpy	Hotland	room_fire_hotdog	
* Hey..^1.&* Isn't it weird there's& SNOW on that guy's roof?/	Hot Dog Harpy	Hotland	room_fire_hotdog	
* ... guess he's just too lazy& to clean it off./%%	Hot Dog Harpy	Hotland	room_fire_hotdog	
* But the hot dog guy left..^1.&* Even though all of his& stuff is still here./	Hot Dog Harpy	Hotland	room_fire_hotdog	
* ... guess he's just too lazy& to clean it away./%%	Hot Dog Harpy	Hotland	room_fire_hotdog	
* I wanted another hot dog^1.&* But the hot dog guy never& came back./	Hot Dog Harpy	Hotland	room_fire_hotdog	
* Besides that^1?&* Today was fine./	Hot Dog Harpy	Hotland	room_fire_hotdog	
* Count your blessings^1.&* Even if you don't get a& second hot dog./%%	Hot Dog Harpy	Hotland	room_fire_hotdog	
* Toasty bun!/%%	Vulkin	Hotland	room_fire_hotdog	
* (It's hard-boiled.)/%%	Narrator	Waterfall	room_water_temvillage	
* (You tried to pet the dog^1,& but it collapsed into a& pile of fluff...)/	Narrator	Snowdin	room_ice_dog	
* (Seems like it was actually& just a dog-shaped husk of& dog residue.)/%%	Narrator	Snowdin	room_ice_dog	
* (It's a pile of dog residue.)/%%	Narrator	Snowdin	room_ice_dog	
movementalarm				
memoryispeed				
memoryspeed				
101000101				
hspeeder				
vspeeder				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
iceme				
drawamt				
desto				
scr_enemynpc3				
rr1				
nowemote				
facetimer				
bodyx				
boxx				
sellmenu				
sellpos				
sellpos2				
	Menu			
s_value				
d_fail				
this_i				
G - Ninechara	Menu			
Exit	Menu			
(9999 G)	Menu			
Really sell Ninechara for	Menu			
G?	Menu			
shx				
an				
facespr				
pos				
armexp				
idealarmx1				
idealarmy1				
armx1				
armsiner1				
army1				
idealarmx2				
idealarmy2				
armsiner2				
army2				
armx2				
xadjust				
yadjust				
bxx				
byy				
banim				
cattywriter				
armsiner				
brattywriter				
shopmus				
menumax				
menuc				
Item0pic				
Item1pic				
Item2pic				
Item3pic				
sell				
bought				
mainmessage				
itemcost				
minimenuy				
sidemessage				
selling				
soldo				
glow2				
wcheck				
acheck				
wchecks				
achecks				
Weapon: 5AT#(	Menu	Snowdin	room_shop1	
AT)#Slap 'em.	Menu	Snowdin	room_shop1	
Armor: 7DF#(	Menu	Snowdin	room_shop1	
DF)#It has abs#on it.	Menu	Snowdin	room_shop1	
Heals 11HP x 2#Eat it twice!	Menu	Snowdin	room_shop1	
Heals 22HP#It's my own#recipe.	Menu	Snowdin	room_shop1	
\E0* Take your time./*	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* Hello^1, traveller^1.&* How can I help you?/*	Snowdin Shopkeeper	Snowdin	room_shop1	
* But nobody came./*	Narrator	Snowdin	room_shop1	
Buy	Menu	Snowdin	room_shop1	
Sell	Menu	Snowdin	room_shop1	
Talk	Menu	Snowdin	room_shop1	
Take	Menu	Snowdin	room_shop1	
Steal	Menu	Snowdin	room_shop1	
Read	Menu	Snowdin	room_shop1	
50G - Tough Glove	Menu	Snowdin	room_shop1	
50G - Manly Bandanna	Menu	Snowdin	room_shop1	
15G - Bisicle	Menu	Snowdin	room_shop1	
30G - Bisicle	Menu	Snowdin	room_shop1	
45G - Bisicle	Menu	Snowdin	room_shop1	
70G - Bisicle	Menu	Snowdin	room_shop1	
25G - Cinnamon Bun	Menu	Snowdin	room_shop1	
00G - Tough Glove	Menu	Snowdin	room_shop1	
00G - Manly Bandanna	Menu	Snowdin	room_shop1	
00G - Bisicle	Menu	Snowdin	room_shop1	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
00G - Cinnamon Bun	Menu	Snowdin	room_shop1	
\E0What would&you like&to buy?/*	Snowdin Shopkeeper	Snowdin	room_shop1	
\E5Thanks for&your&purchase./*	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0Just&looking?/*	Snowdin Shopkeeper	Snowdin	room_shop1	
\E6That's not&enough&money./*	Snowdin Shopkeeper	Snowdin	room_shop1	
\E6You're&carrying&too much./*	Snowdin Shopkeeper	Snowdin	room_shop1	
/*	Menu	Snowdin	room_shop1	
Buy it for	Menu	Snowdin	room_shop1	
G ?	Menu	Snowdin	room_shop1	
Take it.	Menu	Snowdin	room_shop1	
scr_cost				
Say hello	Menu	Snowdin	room_shop1	
What to do here	Menu	Snowdin	room_shop1	
Town history	Menu	Snowdin	room_shop1	
Your life	Menu	Snowdin	room_shop1	
What happened	Menu	Snowdin	room_shop1	
Human	Menu	Snowdin	room_shop1	
Ruins	Menu	Snowdin	room_shop1	
Future	Menu	Snowdin	room_shop1	
\E0Care to&chat?/*	Snowdin Shopkeeper	Snowdin	room_shop1	
scr_itemroom				
/8	Menu	Snowdin	room_shop1	
\E3* Huh^1?&* Sell somethin'^1?&* Does this look like a& pawn shop?/	Snowdin Shopkeeper	Snowdin	room_shop1	
\E4* I don't know how it works where& you come from... but.../	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* If I started spending money& on old branches and used& bandages^1, I'd be out of business&	Snowdin Shopkeeper	Snowdin	room_shop1	
\E4* If you're really hurtin' for& cash^1, then maybe you could& do some crowdfunding./	Snowdin Shopkeeper	Snowdin	room_shop1	
* I hear people will pay for& ANYTHING nowadays./%%	Snowdin Shopkeeper	Snowdin	room_shop1	
* You took 75&G from behind the& counter./%%	Narrator	Snowdin	room_shop1	
* Nothing left./%%	Narrator	Snowdin	room_shop1	
\E0* Bye now^1!&* Come again sometime!/%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* Hiya^1! Welcome to Snowdin^1!&* I can't remember the last& time I saw a fresh face around	Snowdin Shopkeeper	Snowdin	room_shop1	
\E4* Where did you come from^1?&* The capital?/	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* You don't look like a tourist^1.&* Are you here by yourself?/%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* I mean^1, it happened to you^1.& right?/	Snowdin Shopkeeper	Snowdin	room_shop1	
* There was a strange flash of& white light..^1.&* Then I felt my body being pulled& into..^1. some	Snowdin Shopkeeper	Snowdin	room_shop1	
* Then^1, suddenly^1, everything was& back to normal./%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* You want to know what to do& here in Snowdin?/	Snowdin Shopkeeper	Snowdin	room_shop1	
\E4* Grillby's has food^1, and the& library has information.../	Snowdin Shopkeeper	Snowdin	room_shop1	
* If you're tired^1, you can take& a nap at the inn^1.&* It's right next door ^1- my sister& runs it./	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* And if you're bored^1, you can& sit outside and watch those wacky& skeletons do their thing.	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* There's two of 'em..^1.&*\E4 Brothers^1, I think^1.&* They just showed up one day& and..^1.	Snowdin Shopkeeper	Snowdin	room_shop1	
* The town has gotten a lot& more interesting since then./%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* I heard that it was all 'cause& a human came through here./	Snowdin Shopkeeper	Snowdin	room_shop1	
* A human...^1.&* I can hardly believe it!/	Snowdin Shopkeeper	Snowdin	room_shop1	
* Well if they decide to stop& in^1, I'll be sure to give& them a hero's welcome./%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E4* Think back to your history& class.../	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* A long time ago^1, monsters lived& in the RUINS back there in& the forest./	Snowdin Shopkeeper	Snowdin	room_shop1	
* Long story short^1, we all decided& to leave the ruins and head& for the end of the caverns./	Snowdin Shopkeeper	Snowdin	room_shop1	
* Along the way^1, some fuzzy folk& decided they liked the cold& and set up camp in Snowdin./	Snowdin Shopkeeper	Snowdin	room_shop1	
\E6* Oh^1, and don't think about& trying to explore the RUINS.../	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* The door's been locked for& ages^1.&* So unless you're a ghost& or can burrow under the dc	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* Didja hear^1?&* The RUINS have been opened up^1,& and get this.../	Snowdin Shopkeeper	Snowdin	room_shop1	
* They were opened from the& INSIDE./	Snowdin Shopkeeper	Snowdin	room_shop1	
* Apparently the Queen had been& staying inside there for God& knows how long./	Snowdin Shopkeeper	Snowdin	room_shop1	
* Pretty unbelievable^1, huh!?/%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* Life is the same as usual./	Snowdin Shopkeeper	Snowdin	room_shop1	
\E1* A little claustrophobic.../	Snowdin Shopkeeper	Snowdin	room_shop1	
\E2* But..^1. we all know deep down& that freedom is coming^1, don't we?/	Snowdin Shopkeeper	Snowdin	room_shop1	
\E2* As long as we got that hope^1, we& can grit our teeth and face the& same struggles^1, day af	Snowdin Shopkeeper	Snowdin	room_shop1	
\E5* That's life^1, ain't it?/%%	Snowdin Shopkeeper	Snowdin	room_shop1	
\E0* Well^1, I suppose I'll move& my store to the overworld.../	Snowdin Shopkeeper	Snowdin	room_shop1	
* ... haven't planned much& more than that^1, I'm afraid./%%	Snowdin Shopkeeper	Snowdin	room_shop1	
* (There's a note here.)/	Narrator	Snowdin	room_shop1	
* Please don't hurt my family./%%	Snowdin Shopkeeper (note)	Snowdin	room_shop1	
Heals 18HP#(Looks#like a#crab.)	Menu	Waterfall	room_shop2	
Heals 10HP#SPEED#up in#battle.	Menu	Waterfall	room_shop2	
Armor: 5DF#(	Menu	Waterfall	room_shop2	
DF)#Invincible#longer	Menu	Waterfall	room_shop2	
Weapon: 2AT#(	Menu	Waterfall	room_shop2	
AT)#Invincible#longer	Menu	Waterfall	room_shop2	
* Don't be shy now./*		Waterfall	room_shop2	
* Woah there^1!&* I've got some neat& junk for sale./*	Gerson	Waterfall	room_shop2	
* Wah ha ha^1!&* I knew you could& do it!/*	Gerson	Waterfall	room_shop2	
* Wa ha ha..^1.&* So you came here^1.&* What a treat!/*	Gerson	Waterfall	room_shop2	
25G - Crab Apple	Menu	Waterfall	room_shop2	
18G - Sea Tea	Menu	Waterfall	room_shop2	
30G - Cloudy Glasses	Menu	Waterfall	room_shop2	
55G - Torn Notebook	Menu	Waterfall	room_shop2	
What are&you lookin&for?/*	Gerson	Waterfall	room_shop2	
Thanks!&Wa ha ha./*	Gerson	Waterfall	room_shop2	
Careful&with that./*	Gerson	Waterfall	room_shop2	
You're&a bit&short&on cash./*	Gerson	Waterfall	room_shop2	
You're&carrying&too much!/*	Gerson	Waterfall	room_shop2	
Don't&expect a&discount./*	Gerson	Waterfall	room_shop2	
Here we&are./*	Gerson	Waterfall	room_shop2	
Eh^1?&You can't&afford&it?/*	Gerson	Waterfall	room_shop2	
Don't you&have&enough?/*	Gerson	Waterfall	room_shop2	
About yourself	Menu	Waterfall	room_shop2	
That emblem	Menu	Waterfall	room_shop2	

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
Emblem's meaning (NEW)	Menu	Waterfall	room_shop2	
The prophecy (NEW)	Menu	Waterfall	room_shop2	
The prophecy	Menu	Waterfall	room_shop2	
The King	Menu	Waterfall	room_shop2	
About Undyne	Menu	Waterfall	room_shop2	
Fate	Menu	Waterfall	room_shop2	
Threat	Menu	Waterfall	room_shop2	
Fight	Menu	Waterfall	room_shop2	
Hero	Menu	Waterfall	room_shop2	
Fluffybuns Why?	Menu	Waterfall	room_shop2	
Is ASGORE a goat	Menu	Waterfall	room_shop2	
ASGORE and TORIEL	Menu	Waterfall	room_shop2	
Anything&you&wanna&know?/*	Gerson	Waterfall	room_shop2	
Really?&YOU&wanna&chat?/*	Gerson	Waterfall	room_shop2	
\E2* Ha^1!\E0 &* I'm tryin' to get RID of& my junk^1, not get more of it!/	Gerson	Waterfall	room_shop2	
\E4* Though^1, I've heard if you& want to sell stuff^1, the Temmie& Village is your best bet./	Gerson	Waterfall	room_shop2	
\E0* Where is it?/	Gerson	Waterfall	room_shop2	
\E0* I don't remember./%%	Gerson	Waterfall	room_shop2	
* For the last time^1, I'm not& taking it!/%%	Gerson	Waterfall	room_shop2	
\E3* I wouldn't buy your chitzy& garbage at knifepoint./%%	Gerson	Waterfall	room_shop2	
* Be careful out there^1, kid!/%%	Gerson	Waterfall	room_shop2	
* Good riddance./%%	Gerson	Waterfall	room_shop2	
* I've been around a long time^1.&*\E3 Maybe too long./	Gerson	Waterfall	room_shop2	
\E2* Studying history sure is& easy when you've lived through& so much of it yourself^1!&*\E0 Wa	Gerson	Waterfall	room_shop2	
\E0* Long ago^1, ASGORE and I& agreed that escaping would& be pointless.../	Gerson	Waterfall	room_shop2	
\E3* Since once we left^1, humans& would just kill us./	Gerson	Waterfall	room_shop2	
\E1* I felt a little betrayed when& he eventually changed his& mind./	Gerson	Waterfall	room_shop2	
\E4* But now^1, I think..^1.&* Maybe he was right to./	Gerson	Waterfall	room_shop2	
\E2* 'Cause after all^1, even though& we never escaped.../	Gerson	Waterfall	room_shop2	
\E3* A human's killing us anyway^1,& ain't that right?/%%	Gerson	Waterfall	room_shop2	
* Ok^1, Ok^1!&* I remember it clearly now./	Gerson	Waterfall	room_shop2	
\E3* It was the monthly address at& the castle^1, and the queen& was giving her part on& curren	Gerson	Waterfall	room_shop2	
\E0* After finishing her update^1,& she moved to pass the& microphone to the king./	Gerson	Waterfall	room_shop2	
\E3* However^1, she didn't realize& the microphone was still in& her hands when she said:/	Gerson	Waterfall	room_shop2	
\E2* "Your turn^1, Fluffybuns."/	Gerson	Waterfall	room_shop2	
\E0* The audience burst into& laughter./	Gerson	Waterfall	room_shop2	
\E2* Realizing what she had said^1,& she started laughing too./	Gerson	Waterfall	room_shop2	
\E0* After a few moments^1, the& king held up his arms^1.&* The crowd grew silent./	Gerson	Waterfall	room_shop2	
\E3* He leaned towards the& microphone^1, expression..^1.&* Stern./	Gerson	Waterfall	room_shop2	
\E0* "Dear citizens.^1"&* "Thank you for coming& here today."/	Gerson	Waterfall	room_shop2	
\E3* "I..^1. King Fluffybuns..."/	Gerson	Waterfall	room_shop2	
\E2* And the rest is history./%%	Gerson	Waterfall	room_shop2	
\E2* What's that^1?&* You want me to repeat myself?/	Gerson	Waterfall	room_shop2	
\E0* Heck no^1!&* Your eyes still work..^1.&* Go read a book or something^1!&* Wahaha!/%%	Gerson	Waterfall	room_shop2	
\E0* Oh yeah..^1.&* The prophecy./	Gerson	Waterfall	room_shop2	
\E4* Legend has it, an 'angel' who has& seen the surface will descend& from above and bring us fr	Gerson	Waterfall	room_shop2	
\E3* Lately^1, the people have been& taking a bleaker outlook.../	Gerson	Waterfall	room_shop2	
\E4* Callin' that winged circle the& 'Angel of Death.'/	Gerson	Waterfall	room_shop2	
\E3* A harbinger of destruction^1,& waitin' to 'free' us from& this mortal realm.../	Gerson	Waterfall	room_shop2	
* In my opinion^1, when I see& that little circle.../	Gerson	Waterfall	room_shop2	
\E2* I jus' think it looks neat^1!&* Wahaha!/%%	Gerson	Waterfall	room_shop2	
\E0* That emblem actually predates& written history^1.&* The original meaning has been& lost to	Gerson	Waterfall	room_shop2	
\E4* All we know is that the& triangles symbolize us monsters& below^1, and the winged circle&	Gerson	Waterfall	room_shop2	
\E3* Somethin' else./	Gerson	Waterfall	room_shop2	
\E0* Most people say it's the& 'angel^1,' from the prophecy.../%%	Gerson	Waterfall	room_shop2	
\E0* Eh^1?&* You don't know what that is?/	Gerson	Waterfall	room_shop2	
\E1* What are they teaching you& kids in school nowadays...^1?&*\E2 Wa ha ha!/	Gerson	Waterfall	room_shop2	
\W*\E0 That's the \YDelta Rune^1,\W the& emblem of our kingdom^1.&* The Kingdom.../	Gerson	Waterfall	room_shop2	
* ... of Monsters./	Gerson	Waterfall	room_shop2	
* Wahaha^1!&* Great name^1, huh^1?&* It's as I always say.../	Gerson	Waterfall	room_shop2	
* Ol' King Fluffybuns can't name& for beans!/%%	Gerson	Waterfall	room_shop2	
\E3* Eh^1?&* Goat?/	Gerson	Waterfall	room_shop2	
\E2* Actually^1, that reminds me^1.&* Toriel once wore a flower-& patterned muu-muu... /	Gerson	Waterfall	room_shop2	
\E0* Folks kept saying "nice muu-& muu" to her^1, but she kept& thinking they were calling& her	Gerson	Waterfall	room_shop2	
\E1* So she never wore it again./	Gerson	Waterfall	room_shop2	
\E3* What was the question again?/	Gerson	Waterfall	room_shop2	
\E0* Oh^1.&* Right^1.&* ASGORE./	Gerson	Waterfall	room_shop2	
\E3* He's a real interesting& type of monster^1.&* The strongest type of all./	Gerson	Waterfall	room_shop2	
\E0* We call 'em Boss Monsters./	Gerson	Waterfall	room_shop2	
* When they have an offspring^1,& the SOUL power of the& parents flows into the& child.../	Gerson	Waterfall	room_shop2	
* Causing the child to grow& as the parents age./	Gerson	Waterfall	room_shop2	
\E3* But ASGORE doesn't have a& child^1.&* So he's been stuck at the& same age..^1.&* And pro	Gerson	Waterfall	room_shop2	
\E1* Huh^1?&* What if the child is a& human...^1? What?/	Gerson	Waterfall	room_shop2	
\E1* Nah^1. That wouldn't work^1.&* So if ASGORE's your father^1,& he'll definitely outlive& you.	Gerson	Waterfall	room_shop2	
\E1* I've lived too long to& be afraid of something& like you./	Gerson	Waterfall	room_shop2	
\E2* Try it^1, kiddo!/	Gerson	Waterfall	room_shop2	
\E3* ... I know you can't here./	Gerson	Waterfall	room_shop2	
\E1* Wah ha..^1.&* Knowledge like that is& the only reason I've& survived so long./%%	Gerson	Waterfall	room_shop2	
* King Fluffybuns^1?&* He's a friendly^1, happy-go-lucky& kind of guy.../	Gerson	Waterfall	room_shop2	
\E4* If you keep walking around long& enough^1, you'll probably meet him^1.&*\E0 He loves to wa	Gerson	Waterfall	room_shop2	
\E3* Eh^1?&* Why do I call Dreemurr& 'Fluffybuns?^1'&*\E2 Oh^1, that's a great story!/	Gerson	Waterfall	room_shop2	
\E0* I don't remember it./	Gerson	Waterfall	room_shop2	
* But if you come back much& later^1, I'm sure I'll have& remembered by then./%%	Gerson	Waterfall	room_shop2	
\E2* Oh yeah^1!&* Of course^1.&* Toriel was queen^1, and& Asgore was the king./	Gerson	Waterfall	room_shop2	
\E3* It was tragic when she left./	Gerson	Waterfall	room_shop2	
\E1* Since everyone knew she was& really the brains behind the& throne.../	Gerson	Waterfall	room_shop2	
\E0* But it was also just a& teensy^1, teensy bit relieving^1,& you know?/	Gerson	Waterfall	room_shop2	
\E3* Those two were really& insufferable together..^1.&* Nuzzling noses^1, bein' all cute& n' cudd	Gerson	Waterfall	room_shop2	
\E0* They were so sweet it& made me SICK^1.&* Thank god those days are& over!/%%	Gerson	Waterfall	room_shop2	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E3* Eh^1? Fight you?/	Gerson	Waterfall	room_shop2	
\E1* Nah..^1. I'm not a hero^1.&* Never was./	Gerson	Waterfall	room_shop2	
\E2* And b'sides..^1.&* These old bones aren't fit& for fighting anyhoo./	Gerson	Waterfall	room_shop2	
\E3* One attack from you^1, and& then I'd... well.../	Gerson	Waterfall	room_shop2	
\E2* At least by talking to& you^1, I've bought enough time& for some of them to escape./%%	Gerson	Waterfall	room_shop2	
\E0* Undyne^1?&* Yeah^1, she's a local hero& around here./	Gerson	Waterfall	room_shop2	
\E4* Through grit and determination& alone^1, she fought her way to& the top of the Royal Guard	Gerson	Waterfall	room_shop2	
\E3* Actually^1, she just came through& here asking about someone who& looked just like you.../	Gerson	Waterfall	room_shop2	
\E0* I'd watch your back^1, kid^1.&* And buy some items..^1.&* It might just save your hide^1!&*	Gerson	Waterfall	room_shop2	
\E0* Undyne^1.&* She's really come a long way& since she was a little& urchin./	Gerson	Waterfall	room_shop2	
\E2* I used to be a hero myself^1,& back in the old days^1.&* Gerson^1, the Hammer of Justice./	Gerson	Waterfall	room_shop2	
\E3* When she was younger^1, Undyne& would follow me around^1, to& watch me beat up bad g	Gerson	Waterfall	room_shop2	
\E0* Sometimes she'd even try& to help!/	Gerson	Waterfall	room_shop2	
\E3* Though^1, most of the time& the folks she attacked weren't& bad guys^1.&* It'd be the mail	Gerson	Waterfall	room_shop2	
\E2* Anyhoo^1, I appreciated it^1!&* Wah ha ha ha!!!/%%	Gerson	Waterfall	room_shop2	
\E1* I'm not a hero./	Gerson	Waterfall	room_shop2	
\E3* But I know there's someone& out there./	Gerson	Waterfall	room_shop2	
\E0* Someone who'll never give& up trying to do the& right thing^1, no matter& what./	Gerson	Waterfall	room_shop2	
\E4* There's no prophecy or& legend 'bout anyone like& that./	Gerson	Waterfall	room_shop2	
\E3* It's just something I know& is true./	Gerson	Waterfall	room_shop2	
\E0* That someone like that& will strike you down./%%	Gerson	Waterfall	room_shop2	
cwe				
bwe				
Heals 17HP#Has a big#bite out of#it.	Menu	Hotland	room_shop3	
?????#Probably#to someone's#house LOL	Menu	Hotland	room_shop3	
SOLD OUT!	Menu	Hotland	room_shop3	
Armor: 12DF#(	Menu	Hotland	room_shop3	
DF)#ATTACK up#when worn.	Menu	Hotland	room_shop3	
Weapon: 12AT#(	Menu	Hotland	room_shop3	
AT)#Bullets NOT#included.	Menu	Hotland	room_shop3	
* Hey^1!&* Check it& out!/*	Bratty	Hotland	room_shop3	
* But^1, liie./*	Narrator	Hotland	room_shop3	
* Yeah!&* Check it& out!/*	Catty	Hotland	room_shop3	
* Nobody& came and& stuff./*	Narrator	Hotland	room_shop3	
25G - Junk Food	Menu	Hotland	room_shop3	
00G - Junk Food	Menu	Hotland	room_shop3	
350G - Empty Gun	Menu	Hotland	room_shop3	
000G - Empty Gun	Menu	Hotland	room_shop3	
--- SOLD OUT ---	Menu	Hotland	room_shop3	
350G - Cowboy Hat	Menu	Hotland	room_shop3	
000G - Cowboy Hat	Menu	Hotland	room_shop3	
600G - Mystery Key	Menu	Hotland	room_shop3	
000G - Mystery Key	Menu	Hotland	room_shop3	
\E0You should&buy ALL&our stuff!/*	Catty	Hotland	room_shop3	
\E4Bratty!&We're&gonna&be rich!/*	Catty	Hotland	room_shop3	
\E0So are&you gonna&buy it??/*	Catty	Hotland	room_shop3	
\E0You need&WAY more&money./*	Catty	Hotland	room_shop3	
\E0You have&TOO many&items!!!/*	Catty	Hotland	room_shop3	
\E4We're all&$$$$$old&out!&Mee-YOW!/*	Catty	Hotland	room_shop3	
soldout				
About you two	Menu	Hotland	room_shop3	
Burgerpants (NEW)	Menu	Hotland	room_shop3	
More Burgerpants (NEW)	Menu	Hotland	room_shop3	
B.Pants Hangout? (NEW)	Menu	Hotland	room_shop3	
That Kind of Guy (NEW)	Menu	Hotland	room_shop3	
About your wares	Menu	Hotland	room_shop3	
Origin of wares (NEW)	Menu	Hotland	room_shop3	
Origin of garbage (NEW)	Menu	Hotland	room_shop3	
Origin of garbage	Menu	Hotland	room_shop3	
About Mettaton	Menu	Hotland	room_shop3	
Origin of Mettaton (NEW)	Menu	Hotland	room_shop3	
About Mettaton (OLD???)	Menu	Hotland	room_shop3	
About Alphys	Menu	Hotland	room_shop3	
Royal Scientist (NEW)	Menu	Hotland	room_shop3	
About ASGORE (NEW)	Menu	Hotland	room_shop3	
About ASGORE	Menu	Hotland	room_shop3	
Freedom	Menu	Hotland	room_shop3	
I'm a human	Menu	Hotland	room_shop3	
Do You Like Cats	Menu	Hotland	room_shop3	
So, like,&what's up?/*	Bratty	Hotland	room_shop3	
* Thanks^1, but we^1,& like^1, don't& really need& anything./*	Bratty	Hotland	room_shop3	
\M2* Oh my God^1.&* Is that a& glamburger?/*	Bratty	Hotland	room_shop3	
* Sole 5G& from the& till./%%	Narrator	Hotland	room_shop3	
* The till& is empty./%%	Narrator	Hotland	room_shop3	
* Like^1, see& you later! /%%	Bratty	Hotland	room_shop3	
* Like^1, later& and stuff!/%%	Catty	Hotland	room_shop3	
* I'm Bratty^1, and& this is my& best friend^1,& Catty./%%	Bratty	Hotland	room_shop3	
* I'm Catty^1, and& this is my& best friend^1,& Bratty./%%	Catty	Hotland	room_shop3	
\M3* Well^1, that kind& of guy.../	Bratty	Hotland	room_shop3	
\M5* You hang out& with him once^1,& then he wants& to hang out.../	Bratty	Hotland	room_shop3	
\M2* All^1.&* The^1.&* Time./%%	Bratty	Hotland	room_shop3	
\M5* Oh^1, uh.../*	Bratty	Hotland	room_shop3	
\M4* OK^1, like^1,& the annoying& thing is.../*	Bratty	Hotland	room_shop3	
\M2* Oh^1, that guy& from the& store^1?&*\M4 Yuck^1, what a& creep./*	Bratty	Hotland	room_shop3	
\M0* So^1, we're& like^1,& totally& free now^1,& huh?/*	Bratty	Hotland	room_shop3	
* Where do we& get the& garbage?/	Bratty	Hotland	room_shop3	
\M4* Like^1, the& garbage store^1,& duh!!!/%%	Bratty	Hotland	room_shop3	
* I mean^1, like^1,& where does& anyone get guns^1,& or food^1, or.../*	Bratty	Hotland	room_shop3	
* The stuff& inside^1, is& like.../*	Bratty	Hotland	room_shop3	

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Text	Character	Area	Room	How to get it ?
\M2* Oh^1, oops^1,& really?/	Bratty	Hotland	room_shop3	
\M3* Uh^1, well^1,& when we& said^1, um.../	Bratty	Hotland	room_shop3	
* We were& hyped for the& destruction& of humanity.../	Bratty	Hotland	room_shop3	
* We were^1,& just^1, like^1,& joking^1, you& know?/%%	Bratty	Hotland	room_shop3	
* So^1, like^1,& Dr. Alphys& built Mettaton^1,& right?/*	Bratty	Hotland	room_shop3	
\M6* Oh my God^1.& * Mettaton./	Bratty	Hotland	room_shop3	
\M6* He's like..^1.& * My robot& husband. /	Bratty	Hotland	room_shop3	
\M4* I think we're& like..^1. both& going to marry& him./%%	Bratty	Hotland	room_shop3	
\E2* Oh my GOD^1,& * METTATON./	Catty	Hotland	room_shop3	
\E2* Actually he's& like..^1.& * MY robot& husband./	Catty	Hotland	room_shop3	
* We're both& like^1, ALREADY& married to& him. /	Catty	Hotland	room_shop3	
\E6* He just^1, like^1,& doesn't know& it yet./%%	Catty	Hotland	room_shop3	
* Hmmm..^1.& * Now that& we're& gonna be& free.../*	Bratty	Hotland	room_shop3	
\M5* Oh my God^1.& * Alphys./	Bratty	Hotland	room_shop3	
\M0* She used to& live on our& street./%%	Bratty	Hotland	room_shop3	
\E7* Oh my god^1,& * ALPHYS./	Catty	Hotland	room_shop3	
\E0* She was like& a big sister. /%%	Catty	Hotland	room_shop3	
\M0* So Alphys& has always^1,& like.../*	Bratty	Hotland	room_shop3	
\M4* Oh my God^1.& * He's a total& goober./	Bratty	Hotland	room_shop3	
\M0* Like^1, I LOVE& that guy./	Bratty	Hotland	room_shop3	
\M5* God^1, we're& like.../	Bratty	Hotland	room_shop3	
\M1* SO hyped for& the destruction& of humanity./%%	Bratty	Hotland	room_shop3	
\E0* He's a big^1,& fuzzy& goofball!! /	Catty	Hotland	room_shop3	
\E0* He's like^1,& SO nice. /	Catty	Hotland	room_shop3	
\E7* God^1, we're& like.../	Catty	Hotland	room_shop3	
\E1* SO hyped for& the destruction& of humanity./%%	Catty	Hotland	room_shop3	
\M0* Me^1?&* Yeah^1, I& LOVE cats!/	Bratty	Hotland	room_shop3	
\M1* They're^1,& like^1,& SO tasty!!/%%	Bratty	Hotland	room_shop3	
\E8* Me^1?&* Yeah^1, I& LOVE cats!/	Catty	Hotland	room_shop3	
\E1* They're^1,& like^1,& SO cute!!/%%	Catty	Hotland	room_shop3	
* Hey^1, this is& Bratty!/*	Bratty (note)	Hotland	room_shop3	
* Hey^1, this is& Catty!/%%	Catty (note)	Hotland	room_shop3	
mew.				
\E3* TOTALLY wicked& expensive./%%	Catty	Hotland	room_shop3	
* But^1, like^1, this& stuff we found& is like.../*	Bratty	Hotland	room_shop3	
\E3* TOTALLY wicked& cheap./%%	Catty	Hotland	room_shop3	
\M5* You should.../	Bratty	Hotland	room_shop3	
\M1* TOTALLY wicked& buy all of& it?/%%	Bratty	Hotland	room_shop3	
\E7* Like... /	Catty	Hotland	room_shop3	
\E4* TOTALLY wicked& buy all of& it?/%%	Catty	Hotland	room_shop3	
\E1* We found it in& the garbage!/%%	Catty	Hotland	room_shop3	
\M3* It's GOOD& garbage./*	Bratty	Hotland	room_shop3	
\E4* It's like^1,& really good& garbage./%%	Catty	Hotland	room_shop3	
\M5* ...../	Bratty	Hotland	room_shop3	
\M1* Waterfall& mostly. /%%	Bratty	Hotland	room_shop3	
\E7* ...../	Catty	Hotland	room_shop3	
\E1* I found a gun& in a dumpster!/%%	Catty	Hotland	room_shop3	
\E6* That's like^1,& what they& TELL you./%%	Catty	Hotland	room_shop3	
\M2* But like..^1.& * Mettaton always& acts like.../*	Bratty	Hotland	room_shop3	
\E5* ... being built& was HIS& idea somehow./%%	Catty	Hotland	room_shop3	
\M5* And even right& after he was& built.../*	Bratty	Hotland	room_shop3	
\E7* ... he acted& like Alphys was& an old friend./%%	Catty	Hotland	room_shop3	
\M4* But they're& like..^1.& * Not friends& anymore./*	Bratty	Hotland	room_shop3	
\E1* Yeah!!^1!& * Unlike me& and Bratty!^1!& * Best friends& for-EVER!!!/%%	Catty	Hotland	room_shop3	
\M4* I mean^1, like^1,& if your big& sister.../*	Bratty	Hotland	room_shop3	
\E1* Takes you on& trips to the& dump./%%	Catty	Hotland	room_shop3	
\M0* She showed us& the coolest& places to& find trash./*	Bratty	Hotland	room_shop3	
\E7* She was always& collecting& these weird& cartoons./%%	Catty	Hotland	room_shop3	
\M5* Then she& became the& Royal& Scientist.../*	Bratty	Hotland	room_shop3	
\E5* Yeah^1, we& haven't seen& her in& forever.../%%	Catty	Hotland	room_shop3	
\E2* Thought ASGORE& is a SUPER& cutie./%%	Catty	Hotland	room_shop3	
\M4* So^1, like^1, I'm& pretty sure& she.../*	Bratty	Hotland	room_shop3	
\E0* Made Mettaton& to^1, like^1,& totally& impress him./%%	Catty	Hotland	room_shop3	
\M2* A robot with a& SOUL.../*	Bratty	Hotland	room_shop3	
\E5* That's^1, like^1,& SUPER relevant& to his hobbies!/%%	Catty	Hotland	room_shop3	
\M0* So after seeing& Mettaton^1,& ASGORE.../*	Bratty	Hotland	room_shop3	
\E0* Asked her to do& all this science& stuff for him!/	Catty	Hotland	room_shop3	
\E5* But nobody's^1,& like^1, seen& anything from& her yet./%%	Catty	Hotland	room_shop3	
\M2* Or..& her at all.../*	Bratty	Hotland	room_shop3	
\E0* She must^1,& like^1, just& stay in her& lab all day./%%	Catty	Hotland	room_shop3	
\M4* Like^1, live& a little^1,& girl./*	Bratty	Hotland	room_shop3	
\E1* Yeah!!^1!& * Like us!!!/%%	Catty	Hotland	room_shop3	
\E4* Oh my god^1,& can you go& get us some& Glamburgers?/%%	Catty	Hotland	room_shop3	
\M0* We don't.&* Really need^1.& * Anything./*	Bratty	Hotland	room_shop3	
\E2* Wait^1! I'll pay& you 1000G if& you get Mettaton& to autograph& my butt!/%%	Catty	Hotland	room_shop3	
\E4* OH MY GOD!!^1!& * GIMME!!!/%%	Catty	Hotland	room_shop3	
\M4* God^1, Catty.&* Try to have& some& self-control./*	Bratty	Hotland	room_shop3	
\E5* Sorry.../%%	Catty	Hotland	room_shop3	
\M6* 'Cause they& OBVIOUSLY& brought that& Glamburger& for ME./*	Bratty	Hotland	room_shop3	
\E1* NOOO WAYYY!!!!!/%%	Catty	Hotland	room_shop3	
\E5* Yeah^1! He's& a creep!/%%	Catty	Hotland	room_shop3	
\E7* But he's kind& of cute^1,& too.../%%	Catty	Hotland	room_shop3	
\M4* C'mon^1,& Catty^1, don't& you have& ANY& standards^2?/*	Bratty	Hotland	room_shop3	
\E1*\M1 Nope!!!/%%	Catty	Hotland	room_shop3	
\E7* He'd be OK& if he just& treated us& with some& respect./%%	Catty	Hotland	room_shop3	
\M5* But he just& acts..^1.& * Really& weird./*	Bratty	Hotland	room_shop3	
\E5* And then acts& like it's OUR& fault he& acts that& way!/%%	Catty	Hotland	room_shop3	
\M0* Like^1, when& we asked him& to get those& Glamburgers.../*	Bratty	Hotland	room_shop3	
\E0* He dropped them& and ran away& before we& could even say& anything!/%%	Catty	Hotland	room_shop3	

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\M3* We were^1,& like^1, going& to share& them./*	Bratty	Hotland	room_shop3	
\E7* Really^1?&* I wasn't./%%	Catty	Hotland	room_shop3	
\M1* Catty!!/%%	Bratty	Hotland	room_shop3	
\E1*\M2 Yeah!^1!&* He should come& look for& junk with us!/%%	Catty	Hotland	room_shop3	
\M3* But like^1, if& we let him& hang out with& us..^1. I just& worry it'll.../*	Bratty	Hotland	room_shop3	
\E4*\M2 ... be really& super fun!/%%	Catty	Hotland	room_shop3	
\M1* Um^1, that was& NOT what I& was gonna say./*	Bratty	Hotland	room_shop3	
\E1* But I was& close^1, right!?/%%	Catty	Hotland	room_shop3	
\E7* But don't you& feel bad for& him^1, Bratty?/	Catty	Hotland	room_shop3	
\E5* Poor& Burgerpants.../	Catty	Hotland	room_shop3	
\E4* Think about how& cool we are& compared to& him!!!/	Catty	Hotland	room_shop3	
* We'd be saving& his LIFE with& our& friendship!!/	Catty	Hotland	room_shop3	
\E1* His LIFE^1,& Bratty!!/%%	Catty	Hotland	room_shop3	
\M4* Uh^1, so?/%%	Bratty	Hotland	room_shop3	
\E7* ..^5. %	Catty	Hotland	room_shop3	
\E1* Think of all& the glamburgers& he could get& for us!!/*	Catty	Hotland	room_shop3	
\M3* ... so is he& free after& work?/%%	Bratty	Hotland	room_shop3	
\E0* Yeah^1, like^1,& totally& free./%%	Catty	Hotland	room_shop3	
* Like..^1.&* Cool./*	Bratty	Hotland	room_shop3	
\E0* Yeah^1, like^1,& cool./%%	Catty	Hotland	room_shop3	
* Like^1,& milennia& of being& imprisoned& finally over?/*	Bratty	Hotland	room_shop3	
\E0* Yeah^1, that's& like pretty& chill I guess./%%	Catty	Hotland	room_shop3	
\E7* Did we say& that?/%%	Catty	Hotland	room_shop3	
\M4* Probably?/	Bratty	Hotland	room_shop3	
\M1* It's^1, like^1,& practically& our& catchphrase./%%	Bratty	Hotland	room_shop3	
\E8* Really^1?&* I thought our& catchphrase& was.../	Catty	Hotland	room_shop3	
\E4* B-B-Bratty's& the best^1,& C-C-Catty's& the coolest!/%%	Catty	Hotland	room_shop3	
\M1* Um^1, no?/	Bratty	Hotland	room_shop3	
* We've like& literally& NEVER said& that./%%	Bratty	Hotland	room_shop3	
\E1* CAN it be& though!^1?&* CAN it be!?/%%	Catty	Hotland	room_shop3	
\E4* OMG^1, we& can finally& fulfill our& DREAM of having& a pet cat!/%%	Catty	Hotland	room_shop3	
\M1* That's^1, like^1,& YOUR dream^1,& Catty./*	Bratty	Hotland	room_shop3	
* But Bratty.../	Catty	Hotland	room_shop3	
\E5*\M5 I don't wanna& have a dream& without YOU& in it...!/%%	Catty	Hotland	room_shop3	
* Aww..^1.&* Catty..^3./*	Bratty	Hotland	room_shop3	
\E1* And^1, in my& dream^1, YOU clean& up after& the cat!/%%	Catty	Hotland	room_shop3	
\M1* Catty!!!/%%	Bratty	Hotland	room_shop3	
\E5* Bratty& NOOOO!!!/%%	Catty	Hotland	room_shop3	
\M1* I'm just& kidding!!/	Bratty	Hotland	room_shop3	
\M4*\E8 Kind of./	Bratty	Hotland	room_shop3	
\M5*\E7 Anyway^1, when& was the last& time you even& SAW a cat& around here?/%%	Bratty	Hotland	room_shop3	
\E8* Oh!^1!&* JUST the other& day!/	Catty	Hotland	room_shop3	
\E3* There was& this CUTE& little white& cat walking& around.../	Catty	Hotland	room_shop3	
\E4* It was^1, like^1,& SOOOOOO& clueless& looking./	Catty	Hotland	room_shop3	
\E1* I pet it& for like an& hour!!/%%	Catty	Hotland	room_shop3	
\M5* ....^1.&* ....^1.&* ... Catty^2./*	Bratty	Hotland	room_shop3	
\E7* Yeah^1, Bratty?/%%	Catty	Hotland	room_shop3	
\M1* I think that& was^1, like..^1.&* A dog^3./*	Bratty	Hotland	room_shop3	
\E1* DOGS ARE JUST& FIRM CATS!!!!/%%	Catty	Hotland	room_shop3	
* If you're& reading& this.../*	Bratty (note)	Hotland	room_shop3	
\E7* Then^1, like^1,& bad news you& mega-evil& weirdo!/%%	Catty (note)	Hotland	room_shop3	
* Alphys just& came here& and she's& taking us.../*	Bratty (note)	Hotland	room_shop3	
\E7* Someplace& super duper& safe!/%%	Catty (note)	Hotland	room_shop3	
* But^1, first^1,& we gotta use& up these gel& pens./*	Bratty (note)	Hotland	room_shop3	
\E7* Yeah^1!&* Chill^1, Alphys!&* We don't wanna& waste pens!/%%	Catty (note)	Hotland	room_shop3	
* And don't even& THINK about& stealing our& stuff./*	Bratty (note)	Hotland	room_shop3	
* Yeah^1, creep^1!&* Leave our& junk alone!/%%	Catty (note)	Hotland	room_shop3	
* Catty^1, it's& not JUNK^1.&* It's really& valuable./*	Bratty (note)	Hotland	room_shop3	
* Yeah^1!&* Our garbage& is REALLY& valuable!/%%	Catty (note)	Hotland	room_shop3	
* Anyway^1.&* In closing^1:&* You're a& total loser!/*	Bratty (note)	Hotland	room_shop3	
* Yeah^1!&* Loser!!^1!&* Nya ha ha!!!/%%	Catty (note)	Hotland	room_shop3	
* Signed^1,& Bratty <3/%%	Bratty (note)	Hotland	room_shop3	
* Signed^1,& Catty <3 /%%	Catty (note)	Hotland	room_shop3	
-	Menu			
Heals 14HP#Very popular#food.	Menu	Hotland	room_shop4	
Heals 27HP#Very popular#food.	Menu	Hotland	room_shop4	
Heals 40HP#Hero Sandwich.#ATTACK UP#in battle.	Menu	Hotland	room_shop4	
Heals 60HP#Don't ask.#Please.	Menu	Hotland	room_shop4	
SOLD OUT	Menu	Hotland	room_shop4	
\E0* The customer is always right./*	Burgerpants	Hotland	room_shop4	
\E0* Welcome to MTT-Brand& Burger Emporium^1, home& of the Glamburger^1.&* Sparkle up yo	Burgerpants	Hotland	room_shop4	
\E3* Anything else you need?/*	Burgerpants	Hotland	room_shop4	
\E3* What can I do for you^1,& little buddy?/*	Burgerpants	Hotland	room_shop4	
\E1* (Why do I always& get the freaks?)/*	Burgerpants	Hotland	room_shop4	
60G - Starfait	Menu	Hotland	room_shop4	
120G - Glamburger	Menu	Hotland	room_shop4	
300G - Legendary Hero	Menu	Hotland	room_shop4	
500G -	Menu	Hotland	room_shop4	
Steak in the Shape of Mettaton's Face	Menu	Hotland	room_shop4	
\E0How can&I help&you, O&customer?/*	Burgerpants	Hotland	room_shop4	
\E2Thanks!&Have a&FABU-FUL&day!!!/*	Burgerpants	Hotland	room_shop4	
\E1So do&you want&it or&not???/*	Burgerpants	Hotland	room_shop4	
\E1That's not&the right&amount of&money./*	Burgerpants	Hotland	room_shop4	
\E1You&don't&have&room./*	Burgerpants	Hotland	room_shop4	
\E1We don't&HAVE&any&more./*	Burgerpants	Hotland	room_shop4	
\E6Take what&you want^1,&little&buddy./*	Burgerpants	Hotland	room_shop4	
\E6Here you&go^1,&little&buddy./*	Burgerpants	Hotland	room_shop4	
\E6Don't&worry&about&it./*	Burgerpants	Hotland	room_shop4	
\E6Sorry...&You can't&take it&for free./*	Burgerpants	Hotland	room_shop4	

Accessible in game	True Pacifist	Not accessible	TODO
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Text	Character	Area	Room	How to get it ?
\E6You gotta&drop some&stuff./*	Burgerpants	Hotland	room_shop4	
\E6Like I'm&making&THAT&again./*	Burgerpants	Hotland	room_shop4	
\E3Are you&gonna&order or&what?/*	Burgerpants	Hotland	room_shop4	
\E6Here you&go^1,&little&weirdo./*	Burgerpants	Hotland	room_shop4	
Life Advice	Menu	Hotland	room_shop4	
Romance Advice	Menu	Hotland	room_shop4	
Glamburger Story (NEW)	Menu	Hotland	room_shop4	
Glamburger Story	Menu	Hotland	room_shop4	
Clarify Story	Menu	Hotland	room_shop4	
Bratty & Catty (NEW)	Menu	Hotland	room_shop4	
Bratty & Catty	Menu	Hotland	room_shop4	
Outing	Menu	Hotland	room_shop4	
Catty's Invitation (NEW)	Menu	Hotland	room_shop4	
Catty's Invitation	Menu	Hotland	room_shop4	
Why is Mettaton bad (NEW)	Menu	Hotland	room_shop4	
Why else is MTT bad (NEW)	Menu	Hotland	room_shop4	
Why else is MTT bad	Menu	Hotland	room_shop4	
Your future	Menu	Hotland	room_shop4	
Evacuation	Menu	Hotland	room_shop4	
Alone	Menu	Hotland	room_shop4	
Threaten	Menu	Hotland	room_shop4	
Bratty and Catty	Menu	Hotland	room_shop4	
\E3Take it&from me^1,&little&buddy./*	Burgerpants	Hotland	room_shop4	
\E3Nothing&else to&do!/*	Burgerpants	Hotland	room_shop4	
\E1* (WHY IS THIS PERSON TRYING TO& SELL ME SOMETHING THIS IS& A HAMBURGER RESTAURA	Burgerpants	Hotland	room_shop4	
\E3* WHO DO YOU THINK YOU ARE./%%	Burgerpants	Hotland	room_shop4	
\E6* Hmmm..^1.&* Why not try selling that to& the two chicks in the alley?/%%	Burgerpants	Hotland	room_shop4	
\E3* Ah^1. Yes^1.&* I really want to buy your& weird dusty artifacts..^1.&* NOT./%%	Burgerpants	Hotland	room_shop4	
\E2* Have a SPARKULAR day!/%%	Burgerpants	Hotland	room_shop4	
\E6* Any time^1, little buddy./%%	Burgerpants	Hotland	room_shop4	
\E6* Alone again.../%%	Burgerpants	Hotland	room_shop4	
\E6* I'm getting on in years^1, so& let me give you some& advice^1, little buddy./	Burgerpants	Hotland	room_shop4	
\E3* You've still got time^1.&* Don't live like me./	Burgerpants	Hotland	room_shop4	
\E6* I'm 19 years old and I've& already wasted my entire life./%%	Burgerpants	Hotland	room_shop4	
\E0* So we're free^1, huh^1?&* Mettaton told us as much./	Burgerpants	Hotland	room_shop4	
\E4* Then he told me^1, "don't& think that means you're& getting out of work early."/	Burgerpants	Hotland	room_shop4	
\E6* Ah..^1. my boss.&* I love that guy./	Burgerpants	Hotland	room_shop4	
\E3* And by that I mean I hate& him so^1, so much./%%	Burgerpants	Hotland	room_shop4	
\E1* Evacuation^1?&* You're yanking my chain^1.& little weirdo./	Burgerpants	Hotland	room_shop4	
\E3* So WHAT if everybody else& left work?&* So WHAT if nobody's buying& anything?/	Burgerpants	Hotland	room_shop4	
\E6* Par for the course^1.& little weirdo^1.&* Par for the course./%%	Burgerpants	Hotland	room_shop4	
* I'm a goofy goober Yeah & this errorr. message./%%	Burgerpants	Hotland	room_shop4	
\E6* Thank you^1, little buddy./%%	Burgerpants	Hotland	room_shop4	
\E5* They wanna hang out after& work?/	Burgerpants	Hotland	room_shop4	
\E3* Ha^1! Ahahaha!^1! Yes!!^1!&* I won't let you down!!/	Burgerpants	Hotland	room_shop4	
\E6* Little buddy..^1. thank you./	Burgerpants	Hotland	room_shop4	
* You've brought a tear to the& eye of this old man./	Burgerpants	Hotland	room_shop4	
\E5* So^1, uh^1, where do they& want to go?/	Burgerpants	Hotland	room_shop4	
* They want to hang out at& the garbage dump./	Burgerpants	Hotland	room_shop4	
\E6* Well^1, nowhere to go but& up^1, right^1, little buddy?/%%	Burgerpants	Hotland	room_shop4	
\E6* Hey little buddy^1, wanna help& me pick a spicy outfit for& my little shindig later?/	Burgerpants	Hotland	room_shop4	
\E4* Though^1, now that I think& about it^1, I had to throw away& all of my clothes to make& roon	Burgerpants	Hotland	room_shop4	
\E5* Don't take it the wrong way^1.&* They're just all these.../	Burgerpants	Hotland	room_shop4	
\E4* Weird getups./	Burgerpants	Hotland	room_shop4	
\E1* "Promotional" costumes^1.&* For "holidays.^1"&* Or "specials.^1"&* Or "because he felt like	Burgerpants	Hotland	room_shop4	
\E3* The thing IS though^1!&* Most of the time I'm the& only employee who has to& wear this stu	Burgerpants	Hotland	room_shop4	
\E3* Sometimes he even calls me& into his office just to..^1.&* Make me put something on.../	Burgerpants	Hotland	room_shop4	
\E4* Then he laughs and lets me& go back to work as normal./	Burgerpants	Hotland	room_shop4	
\E6* Anyways^1, I won't sweat it^1,& little buddy^1.&* I'll take it casual./	Burgerpants	Hotland	room_shop4	
* NEVER let hot people think& you care^1.&* That's how they GET you./%%	Burgerpants	Hotland	room_shop4	
\E5* Well^1?&* Don't keep me waiting^1,& little buddy!!/%%	Burgerpants	Hotland	room_shop4	
\E4* The girls were..^1.&* Talking about me...?/	Burgerpants	Hotland	room_shop4	
* They say I should stop acting& like they owe me.../	Burgerpants	Hotland	room_shop4	
\E5* ... and if I want to be& FRIENDS with them^1, I should& just..^1. uh^1, try to see& things fror	Burgerpants	Hotland	room_shop4	
\E4* Wow./	Burgerpants	Hotland	room_shop4	
\E6* Poor^1, naive little buddy^1.&* They've brainwashed you./	Burgerpants	Hotland	room_shop4	
* "Friendship" is just a hot& person's way of making you& their slave./	Burgerpants	Hotland	room_shop4	
\E5* So^1, uh^1, what time would& they wanna hang out?/%%	Burgerpants	Hotland	room_shop4	
\E5* Huh^1?&* Yeah^1, those two vendors in back^1.&* The girls./	Burgerpants	Hotland	room_shop4	
\E3* NOT the Nice Cream guy./	Burgerpants	Hotland	room_shop4	
\E5* He keeps coming in here and& asking me stuff like^1,&* "Hey Burgy, what do you think& of thi	Burgerpants	Hotland	room_shop4	
\E4* Joke^1?&* Why are you calling it a JOKE?/	Burgerpants	Hotland	room_shop4	
\E3* You drew a picture of two& dudes hugging and wrote& "I love hugs!" on it./	Burgerpants	Hotland	room_shop4	
\E3* You somehow understand comedy& EVEN LESS than that guy who& keeps going on stage and&	Burgerpants	Hotland	room_shop4	
\E5* Anyway^1, I^1, uh^1, just tell him& that they're good^1, because he& gives me the nice cream	Burgerpants	Hotland	room_shop4	
\E4* Everyone calls me burgerpants& now./	Burgerpants	Hotland	room_shop4	
\E5* But you won't^1, will you^1,& little buddy?/%%	Burgerpants	Hotland	room_shop4	
\E6* So I went out to the alley& to see those two ladies^1, and& uh..^1. you know^1, see what'd&	Burgerpants	Hotland	room_shop4	
\E5* Then my boss^1, uh^1, saw me and& asked me what I was doing./	Burgerpants	Hotland	room_shop4	
\E1* I was so startled^1, the hamburgers& in my pockets tumbled out& onto the ground./	Burgerpants	Hotland	room_shop4	
\E3* Not wanting to lose face^1,& I scrambled to pick them up!/	Burgerpants	Hotland	room_shop4	
\E3* But^1, as I was leaning over^1,& the weight of the remaining& hamburgers.../	Burgerpants	Hotland	room_shop4	
\E5* ... caused my pants to fall& down./	Burgerpants	Hotland	room_shop4	
\E4* Then the girls laughed at me./	Burgerpants	Hotland	room_shop4	
\E4* Everyone calls me Burgerpants& now./%%	Burgerpants	Hotland	room_shop4	
\E6* Listen^1.&* I like you^1, little buddy^1.&* So I'm gonna save you a lot& of trouble./	Burgerpants	Hotland	room_shop4	
\E3* Never interact with attractive& people./	Burgerpants	Hotland	room_shop4	
\E6* Unless you're "one of them^1,"& they're just gonna take& advantage of you./	Burgerpants	Hotland	room_shop4	
\E3* Like that time those two& chicks asked me to sneak them& some glamburgers./	Burgerpants	Hotland	room_shop4	

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\E6* And I^1, naive teenager that& I was^1, said yes to them./	Burgerpants	Hotland	room_shop4	
\E4* Bad idea./%%	Burgerpants	Hotland	room_shop4	
\E4* Those girls?&* The ones who saw my pants& fall down?/	Burgerpants	Hotland	room_shop4	
\E5* Well^1, we're all gonna be& free^1, so I'll never see& them again^1, at least!/%%	Burgerpants	Hotland	room_shop4	
\E4* So we're free now./	Burgerpants	Hotland	room_shop4	
\E5* Does that mean my double-& date is cancelled...?/	Burgerpants	Hotland	room_shop4	
\E5* I know^1, it wasn't really& a..^1.&* A date./	Burgerpants	Hotland	room_shop4	
\E6* Here's a trick^1, little buddy^1:&* Lie to yourself all the time^1.&* It makes you feel better/%%	Burgerpants	Hotland	room_shop4	
\E4* Well^1, Mettaton didn't tell me& I HAD to work, I guess.../	Burgerpants	Hotland	room_shop4	
\E3* But that's the thing^1!&* Sometimes he doesn't even& call me into work until& halfway into	Burgerpants	Hotland	room_shop4	
\E4* If I don't play it safe^1,& he's going to yell at me./	Burgerpants	Hotland	room_shop4	
\E6* Okay^1, maybe "yell" is the& wrong term./	Burgerpants	Hotland	room_shop4	
\E4* It's more like he has this..^1.&* CD album he plays.../	Burgerpants	Hotland	room_shop4	
\E5* That's entirely full of& songs about how bad I am& at my job./%%	Burgerpants	Hotland	room_shop4	
\E5* Let's not talk about this./%%	Burgerpants	Hotland	room_shop4	
\E1* Why do people find him so& attractive??/	Burgerpants	Hotland	room_shop4	
\E3* He's literally just a freaking& rectangle./	Burgerpants	Hotland	room_shop4	
* You know^1, one time^1, I bought& one of those^1, uh^1, kits& online..^1. to.../	Burgerpants	Hotland	room_shop4	
\E5* Uh^1, make yourself more& rectangular./	Burgerpants	Hotland	room_shop4	
\E5* They don't work./%%	Burgerpants	Hotland	room_shop4	
\E3* God^1, have you even looked& around^1?&* This place is a labyrinth of& bad choices./	Burgerpants	Hotland	room_shop4	
* And every time we try to change& something for the better^1, he& vetoes it and says "that's not	Burgerpants	Hotland	room_shop4	
\E1Oh! Right!/	Burgerpants	Hotland	room_shop4	
\E3* Humans are always eating& hamburgers made of SEQUINS& AND GLUE./%%	Burgerpants	Hotland	room_shop4	
\E5* When I first came to Hotland^1,& it was my dream to work& with Mettaton./	Burgerpants	Hotland	room_shop4	
\E3* Well^1, be careful what you& wish for^1, little buddy!/%%	Burgerpants	Hotland	room_shop4	
\E3* Don't tell anyone this^1, Little& Buddy./	Burgerpants	Hotland	room_shop4	
\E4* (Because they'll make fun& of me,)/	Burgerpants	Hotland	room_shop4	
\E5* But I..^1.&* I feel like I played a hand in& everyone getting free& somehow./	Burgerpants	Hotland	room_shop4	
\E1* Even if it was just& working this awful job.../	Burgerpants	Hotland	room_shop4	
\E5* I think I did something!/	Burgerpants	Hotland	room_shop4	
\E3* I don't know if it's true^1,& but I'll believe it anyway!/%%	Burgerpants	Hotland	room_shop4	
\E3* Huh?&* Everyone else is DEAD?/	Burgerpants	Hotland	room_shop4	
\E5* Does that mean I don't& have to work today?/	Burgerpants	Hotland	room_shop4	
\E6* God^1.&* That it were true^1,& little weirdo^1.&* That it were true./%%	Burgerpants	Hotland	room_shop4	
\E3* Future^1?&* WHAT future^1?&* Nothing down here EVER& changes./	Burgerpants	Hotland	room_shop4	
\E4* I'll probably be trapped& at this stupid job forever./	Burgerpants	Hotland	room_shop4	
\E3* But wait^1!&* There's one thing that keeps& me going!/	Burgerpants	Hotland	room_shop4	
* If ASGORE gets just one& more SOUL^1, we'll finally get& to go to the surface!/	Burgerpants	Hotland	room_shop4	
* It'll be a brand new world^1!&* There's gotta be a second& chance out there for me^1!&* For ev	Burgerpants	Hotland	room_shop4	
\E6* So stay strong^1, little buddy^1.&* When I make it big^1, I'll& keep you in mind./%%	Burgerpants	Hotland	room_shop4	
\E3* Little buddy^1!&* There's a brand new world& out there waiting& for us./	Burgerpants	Hotland	room_shop4	
\E6* I'm sure with my (ahem)& qualifications^1, it won't& be long before I'm a& famous movie sta	Burgerpants	Hotland	room_shop4	
\E4* Or^1, maybe I'll just end up& flipping burgers again./	Burgerpants	Hotland	room_shop4	
\E3* But it's as I say^1!&* Nowhere to go but up^1!&* Literally^1, in this case!/%%	Burgerpants	Hotland	room_shop4	
\E6* Sorry^1, little weirdo^1.&* Threats won't work on me./	Burgerpants	Hotland	room_shop4	
* I can't go to hell^1.&* I'm all out of vacation& days./%%	Burgerpants	Hotland	room_shop4	
\E0* I'm sorry^1, (Ha ha) it's against& the rules to talk to customers& who haven't bought anything	Burgerpants	Hotland	room_shop4	
\E1* What^1?&* Why do you keep trying to talk& to me?/	Burgerpants	Hotland	room_shop4	
\E1* I'll get in trouble if I get& chummy with the customers./	Burgerpants	Hotland	room_shop4	
\E0* Sorry./	Burgerpants	Hotland	room_shop4	
\E3* SO^1, I wanted to be an ACTOR./%%	Burgerpants	Hotland	room_shop4	
thanks				
joytimer				
s_quit				
specialsell				
c_con				
colleg				
Heals 2HP#food of#tem	Menu	Waterfall	room_shop5	
Heals 2HP#DISCOUNT#FOOD OF#TEM!!!	Menu	Waterfall	room_shop5	
Heals 2HP#food of#tem#(expensiv)	Menu	Waterfall	room_shop5	
COLLEGE#tem pursu#higher#education	Menu	Waterfall	room_shop5	
ARMOR 20DF#makes#battles#too easy	Menu	Waterfall	room_shop5	
Heals 2HP#food of#tem#(qualite)	Menu	Waterfall	room_shop5	
\E0* hO^1!&* welcom to..^1.&* da TEM SHOP!!!/*	Temmie	Waterfall	room_shop5	
3G - tem flake	Menu	Waterfall	room_shop5	
1G - tem flake (ON SALE,)	Menu	Waterfall	room_shop5	
20G - tem flake (expensiv)	Menu	Waterfall	room_shop5	
1000G - tem pay 4 colleg	Menu	Waterfall	room_shop5	
G - temy ARMOR!!!	Menu	Waterfall	room_shop5	
1000G - tem flake (premiem)	Menu	Waterfall	room_shop5	
\E0hO!^1!&welcome&to..^1.&TEM SHOP!/*	Temmie	Waterfall	room_shop5	
\E6thanks&PURCHASE!/*	Temmie	Waterfall	room_shop5	
\E0fdshfg/*	Temmie	Waterfall	room_shop5	
\E2you don&hav da&muns./*	Temmie	Waterfall	room_shop5	
\E1WAO!!^1!&bag..^1.&FULLS!/*	Temmie	Waterfall	room_shop5	
Buy for	Menu	Waterfall	room_shop5	
Yaya	Menu	Waterfall	room_shop5	
NO!!!	Menu	Waterfall	room_shop5	
About Temmie Armor	Menu	Waterfall	room_shop5	
Temmie History	Menu	Waterfall	room_shop5	
About Shop	Menu	Waterfall	room_shop5	
\E0HO!!!^1!&im temmie/*	Temmie	Waterfall	room_shop5	
\E2* no more item.../%%	Temmie	Waterfall	room_shop5	
\E0* bO!!!/%%	Temmie	Waterfall	room_shop5	
\E0* hO!!!/	Temmie	Waterfall	room_shop5	
* i'm temmie/%%	Temmie	Waterfall	room_shop5	
\E1* tem armor so GOOds^1!&* any battle becom^1!&* a EASY victories!!!/	Temmie	Waterfall	room_shop5	
\E4* but^1, hnnn^1, tem think..^1.&* if u use armors^1, battles woudn b& a challenge anymores,/	Temmie	Waterfall	room_shop5	

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Text	Character	Area	Room	How to get it ?
\E3* but tem..^1.&* have a solushun!/	Temmie	Waterfall	room_shop5	
\W* \E6tem wil offer..^1.\Y &* a SKOLARSHIPS\W!/	Temmie	Waterfall	room_shop5	
\W*\E3 if u \Ylose a lot of battles^1, \W & tem wil \YLOWER THE PRICE\W!/	Temmie	Waterfall	room_shop5	
\E3* so if you get to TOUGH BATLE& and feel FRUSTRATE^1, can buy& TEM armor as last resort!/	Temmie	Waterfall	room_shop5	
\E5* but tem armor so goods^1,&* promise to only buy if you& really needs it^1,/%%	Temmie	Waterfall	room_shop5	
\E1* in fack..^1.&* PRICE MAY ALREADY BE LOWERS!!!&* WOA!!!!/	Temmie	Waterfall	room_shop5	
\E6* Congra-tem-lations!!!/%%	Temmie	Waterfall	room_shop5	
\E0* us tems hav a DEEP HISTORY!!!/%%	Temmie	Waterfall	room_shop5	
\E0* yaYA!!^1!&* tem got degree in TEM STUDIES^1!&* tem can tell you all about& tem's DEEP HIS	Temmie	Waterfall	room_shop5	
\E0* yaYA!!!&* go to TEM SHOP!!!/%%	Temmie	Waterfall	room_shop5	
\E1* WOA!!/	Temmie	Waterfall	room_shop5	
\E2* u gota...	Temmie	Waterfall	room_shop5	
s!!!/	Temmie	Waterfall	room_shop5	
\E4* hnnn...^1.&* i gota have dat	Temmie	Waterfall	room_shop5	
s..^1.&* but i gota pay for colleg,/	Temmie	Waterfall	room_shop5	
s..^1.&* but i gota pay for gradskool,/	Temmie	Waterfall	room_shop5	
\E5* hnnnn....!!^1!&* tem always wanna	Temmie	Waterfall	room_shop5	
s...!/%%	Temmie	Waterfall	room_shop5	
\E2* b..^1 but.../	Temmie	Waterfall	room_shop5	
\E4* p!!!!!!!!!!!/%%	Temmie	Waterfall	room_shop5	
\E3* You will regret this./%%	Temmie	Waterfall	room_shop5	
\E3* Is this a joke^1?&* Are you having a chuckle^1?&* Ha ha^1, very funny^1.&* I'm the one with	Temmie	Waterfall	room_shop5	
\E2* thas ALOT o muns..^1.&* can tem realy acepts.../	Temmie	Waterfall	room_shop5	
\E7* OKs!!!^1!&* tem go to colleg and make& u prouds!!!/%%	Temmie	Waterfall	room_shop5	
* tem bak from cool leg,/	Temmie	Waterfall	room_shop5	
\E0* tem learn MANY THINs^1,&* learn to sell new ITEM^1!&* yayA!!!/%%	Temmie	Waterfall	room_shop5	
scr_itemvalue				
scr_itemnameb				
NO!	Menu	Waterfall	room_shop5	
G -	Menu	Waterfall	room_shop5	
(thanks PURCHASE)	Menu	Waterfall	room_shop5	
(	Menu	Waterfall	room_shop5	
G)	Menu	Waterfall	room_shop5	
selfqual				
tem buy	Temmie	Waterfall	room_shop5	
for...	Temmie	Waterfall	room_shop5	
G!!!	Temmie	Waterfall	room_shop5	
OK!! TEM BUY	Temmie	Waterfall	room_shop5	
FOR	Temmie	Waterfall	room_shop5	
yayA!	Menu	Waterfall	room_shop5	
bgalpha				
fridgex				
fridgey				
sinkx				
sinky				
initcheck				
background_alpha				
locktime				
tone				
tone1				
tone2				
tone3				
tonevol				
HEY^1, SANS^1, HAVE&YOU SEEN MY.../	Papyrus	Snowdin	room_tundra_sansroom	
\E0OH, HELLO^1.&YOU AREN'T SANS./	Papyrus	Snowdin	room_tundra_sansroom	
\E3WAIT A SECOND./	Papyrus	Snowdin	room_tundra_sansroom	
\E0WHY WERE YOU USING&A TREADMILL IN&THE DARK?/	Papyrus	Snowdin	room_tundra_sansroom	
\E3IS SANS PRANKING&YOU ACROSS TIME&AND SPACE?/	Papyrus	Snowdin	room_tundra_sansroom	
\E1I HATE IT WHEN&HE DOES THAT!/	Papyrus	Snowdin	room_tundra_sansroom	
\E1HOW IMMATURE CAN&YOU GET?/	Papyrus	Snowdin	room_tundra_sansroom	
\E3ALSO^1, HAVE YOU&SEEN MY ACTION&FIGURES?/	Papyrus	Snowdin	room_tundra_sansroom	
\E0WAIT^1!&I KNOW WHERE TO&LOOK!!!/	Papyrus	Snowdin	room_tundra_sansroom	
IN MY COLLECTION^1!&NYEH HEH HEH!!!/	Papyrus	Snowdin	room_tundra_sansroom	
SOMETIMES^1, I'M A&GENIUS^1.&ALL THE TIME./%%	Papyrus	Snowdin	room_tundra_sansroom	
siner1				
siner5				
sinerx				
tspr1				
trash1				
tspr2				
trash2				
tspr3				
trash3				
tspr4				
trash4				
tspr5				
trash5				
* (You visited the trash& can.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
THAT'S THE TRASH&CAN./	Papyrus	Snowdin	room_tundra_sanshouse	
FEEL FREE TO VISIT&IT ANY TIME./%%	Papyrus	Snowdin	room_tundra_sanshouse	
AH-HA^1!&INTERESTED IN&MY FOOD MUSEUM?/	Papyrus	Snowdin	room_tundra_sanshouse	
PLEASE^1.&PERUSE MY&CULINARY ARTSHOW./	Papyrus	Snowdin	room_tundra_sanshouse	
* (Half of the fridge is& filled with containers& all labelled "spaghetti.")/	Narrator	Snowdin	room_tundra_sanshouse	
* (The other half contains& nothing but an empty& bag of chips.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
GREAT FRIDGE^1,&ISN'T IT?/%%	Papyrus	Snowdin	room_tundra_sanshouse	
wawa				
sansamt				
* (You unlock the door and& enter...)/%%	Narrator	Snowdin	room_tundra_sanshouse	
* (You touch the couch.^1)&* (It makes a jangling sound.)/	Narrator	Snowdin	room_tundra_sanshouse	

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* (You find a bunch of loose& coins inside the couch...)/	Narrator	Snowdin	room_tundra_sanshouse	
* (You got 20G.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
* (It's a saggy old couch.)/%%	Narrator	Snowdin	room_tundra_sanshouse	
THAT'S MY BED!/	Papyrus	Snowdin	room_tundra_paproom	
IF I EVER GET&TO THE SURFACE.../	Papyrus	Snowdin	room_tundra_paproom	
I'D LIKE TO&DRIVE DOWN A&LONG HIGHWAY./	Papyrus	Snowdin	room_tundra_paproom	
WIND IN MY&HAIR.../	Papyrus	Snowdin	room_tundra_paproom	
SUN ON MY&SKIN.../	Papyrus	Snowdin	room_tundra_paproom	
\E3OF COURSE^1, THAT'S&JUST A DREAM./	Papyrus	Snowdin	room_tundra_paproom	
\E0SO INSTEAD I&CRUISE WHILE I&SNOOZE./%%	Papyrus	Snowdin	room_tundra_paproom	
WHY ARE YOU SO&INTERESTED IN MY&BED?/	Papyrus	Snowdin	room_tundra_paproom	
\E3ARE YOU TIRED?/%%	Papyrus	Snowdin	room_tundra_paproom	
* (It's a racecar bed^1, neatly& made.)/%%	Narrator	Snowdin	room_tundra_paproom	
THAT BOOK'S ONE&OF MY&FAVORITES./	Papyrus	Snowdin	room_tundra_paproom	
ADVANCED PUZZLE&CONSTRUCTION FOR&CRITICAL MINDS./	Papyrus	Snowdin	room_tundra_paproom	
THAT NEXT BOOK'S&ANOTHER ONE OF&MY FAVORITES./	Papyrus	Snowdin	room_tundra_paproom	
PEEK-A-BOO WITH&FLUFFY BUNNY./	Papyrus	Snowdin	room_tundra_paproom	
\E3THE ENDING&ALWAYS GETS ME./%%	Papyrus	Snowdin	room_tundra_paproom	
* (Complex manuals and& children's books.)/%%	Narrator	Snowdin	room_tundra_paproom	
* (The bookshelf is filled& with complex tomes& about puzzle creation.)/	Narrator	Snowdin	room_tundra_paproom	
* (And children's books.)/%%	Narrator	Snowdin	room_tundra_paproom	
THE INTERNET^1!&I'M QUITE&POPULAR THERE./	Papyrus	Snowdin	room_tundra_paproom	
I'M JUST A&DOZEN AWAY.../	Papyrus	Snowdin	room_tundra_paproom	
FROM A DOUBLE&DIGIT FOLLOWER&COUNT!/	Papyrus	Snowdin	room_tundra_paproom	
\E3OF COURSE^1, FAME&HAS A STEEP&PRICE./	Papyrus	Snowdin	room_tundra_paproom	
\E1A JEALOUS TROLL&HAS BESIEGED MY&ONLINE PERSONA./	Papyrus	Snowdin	room_tundra_paproom	
ALWAYS SENDING&ME BAD PUNS IN&A GOOFY FONT.../%%/	Papyrus	Snowdin	room_tundra_paproom	
* (The computer's internet& browser is opened to& a social media site.)/%%	Narrator	Snowdin	room_tundra_paproom	
* (The computer's internet& browser is opened to& a music-sharing forum.)/%%	Narrator	Waterfall	room_water_blookhouse	
* (Looks like this dog makes& a lot of bad posts& on-line.)/	Narrator	Snowdin	room_ice_dog	
* (Text to speech is on.)/	Narrator	Snowdin	room_ice_dog	
* (Seems like the dog barks^1,& and it translates to these& bad posts.)/	Narrator	Snowdin	room_ice_dog	
* (It doesn't really know what& it's saying.)/	Narrator	Snowdin	room_ice_dog	
* (Seems like most bad posts& on-line^1, are actually this& dog.)/	Narrator	Snowdin	room_ice_dog	
* (Thinking about this...^1)&* (Brings you relief.)/%%	Narrator	Snowdin	room_ice_dog	
AH^1, YES^1, ACTION&FIGURES./	Papyrus	Snowdin	room_tundra_paproom	
A GREAT REFERENCE&FOR THEORETICAL&BATTLE SCENARIOS./	Papyrus	Snowdin	room_tundra_paproom	
\E3HOW DO I HAVE&SO MANY?/	Papyrus	Snowdin	room_tundra_paproom	
\E2WELL^1, LET'S JUST&SAY THEY'RE&FROM.../	Papyrus	Snowdin	room_tundra_paproom	
\E0A CHUBBY^1, SMILING&MAN WHO LOVES TO&SURPRISE PEOPLE./	Papyrus	Snowdin	room_tundra_paproom	
YEAH^1!!&THAT'S RIGHT!/	Papyrus	Snowdin	room_tundra_paproom	
SANTA!!!!/%%	Papyrus	Snowdin	room_tundra_paproom	
* (Action figures of many& sexy robots.)/%%	Narrator	Snowdin	room_tundra_paproom	
HEY^1, THOSE ARE ALL&THE ATTACKS I USED&ON YOU./	Papyrus	Snowdin	room_tundra_paproom	
GREAT MEMORIES^1,&HUH?/	Papyrus	Snowdin	room_tundra_paproom	
SEEMS LIKE IT&WAS ONLY&YESTERDAY.../	Papyrus	Snowdin	room_tundra_paproom	
\E3EVEN THOUGH&IT BASICALLY&JUST HAPPENED./%%	Papyrus	Snowdin	room_tundra_paproom	
HEY^1, THOSE ARE ALL&THE ATTACKS I&DIDN'T USE./	Papyrus	Snowdin	room_tundra_paproom	
\WHOW LUCKY OF YOU^1!&HAD I ONLY USED&MY \VSPECIAL ATTACK\W./	Papyrus	Snowdin	room_tundra_paproom	
\E2YOU SURELY WOULD&HAVE BEEN BLASTED&TO.../	Papyrus	Snowdin	room_tundra_paproom	
\WH\E3EY.^1 WAIT^1.&WHERE'S MY \VSPECIAL&ATTACK\W?/	Papyrus	Snowdin	room_tundra_paproom	
\E1NO^1! I'VE BEEN&DOGBURGLED BY THAT&PERNICIOUS PUP!/	Papyrus	Snowdin	room_tundra_paproom	
\E3THAT LOATHESOME&SCOUNDREL LOVES TO&SNEAK INTO MY ROOM./	Papyrus	Snowdin	room_tundra_paproom	
\E5SOMETIMES IT EVEN&CRAWLS INTO MY BED&WHILE I'M RESTING./	Papyrus	Snowdin	room_tundra_paproom	
\E3IF THAT WASN'T&BAD ENOUGH^1, IT HAS&VERY COLD FEET./%%	Papyrus	Snowdin	room_tundra_paproom	
* (It's a box of bones.)/%%	Narrator	Snowdin	room_tundra_paproom	
WOW^1, YOU'RE SO&EAGER TO DATE&ME.../	Papyrus	Snowdin	room_tundra_town	
WOW^1, YOU'RE SO&EAGER TO HANG&OUT.../	Papyrus	Snowdin	room_tundra_town	
YOU'RE TRYING TO&GO INTO MY HOUSE&WITHOUT ME!/	Papyrus	Snowdin	room_tundra_town	
THAT'S REALLY&WEIRD!!!/%%	Papyrus	Snowdin	room_tundra_town	
* (It's unlocked.)/%%	Narrator			I have to search the whole game to be sure about where it's used
IMPRESSED^1?&I INCREASED THE&HEIGHT OF MY SINK./	Papyrus	Snowdin	room_tundra_sanshouse	
NOW I CAN FIT MORE&BONES UNDER IT^1!&TAKE A LOOKSY!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
FORGET IT./%%	Papyrus	Snowdin	room_tundra_sanshouse	
* (This sink is so tall^1, you& can't even wash your& hands...)/%%	Narrator	Snowdin	room_tundra_sanshouse	
thedog				
dogvolume				
WHAT!?!?/%%	Papyrus	Snowdin	room_tundra_sanshouse	
CATCH THAT&MEDDLING CANINE!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
CURSES!!!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
STOP PLAGUING MY&LIFE WITH INCIDENTAL&MUSIC!!!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
tv				
\E0OOH, IT'S MY&FAVORITE&GAME-SHOW!/	Papyrus	Snowdin	room_tundra_sanshouse	
* (It says "STAY TUNED FOR& A NEW PROGRAM - MTT.")/	Narrator	Snowdin	room_tundra_sanshouse	
\E1WHAT!!^1!&IT'S USUALLY&BETTER THAN THIS!/	Papyrus	Snowdin	room_tundra_sanshouse	
\E2THIS IS JUST&A BAD EPISODE!!^1!&DON'T JUDGE ME!!!/%%	Papyrus	Snowdin	room_tundra_sanshouse	
* (It says "STAY TUNED FOR& A NEW PROGRAM - MTT.")/%%	Narrator	Snowdin	room_tundra_sanshouse	
icex				
valuindex				
stagetimer				
HOW NICE OF YOU&TO CHECK MY MAIL&FOR ME./	Papyrus	Snowdin	room_tundra_town	
\E3WAIT^1, NO^1.&THAT'S VERY&STRANGE./%%	Papyrus	Snowdin	room_tundra_town	
\E3STOP LOOKING IN&MY EMPTY&MAILBOX./	Papyrus	Snowdin	room_tundra_town	
\E0THAT'S MY&EMPTINESS^1, NOT&YOURS./%%	Papyrus	Snowdin	room_tundra_town	
* Oh my god^1!&* The letter's not& to PAPYRUS!!!/	Undyne	Snowdin	room_tundra_town	
YEAH^1, UNDYNE'S&GOT A POINT!/	Papyrus	Snowdin	room_tundra_town	
\E0WHY DIDN'T SHE&WRITE A LETTER&TO ME INSTEAD?/	Papyrus	Snowdin	room_tundra_town	
* Fine^1, you want a& letter!?/	Undyne	Snowdin	room_tundra_town	
* I'll give you a& letter!!!/	Undyne	Snowdin	room_tundra_town	

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\E6* YOU GET AN "F"!/	Undyne	Snowdin	room_tundra_town	
OH NO!!!/	Papyrus	Snowdin	room_tundra_town	
\E3WHAT'S THE F&FOR?/	Papyrus	Snowdin	room_tundra_town	
* Friendship!!!/%%	Undyne	Snowdin	room_tundra_town	
* (It's a mailbox overflowing& with unread junk mail.)/%%	Narrator	Snowdin	room_tundra_town	
* (It's a carefully decorated& tree.)/	Narrator	Snowdin	room_tundra_town	
* (Some of the presents are& addressed from "Santa" to& various locals.)/%%	Narrator	Snowdin	room_tundra_town	
* (Nothing for you.)/%%	Narrator	Snowdin	room_tundra_town	
specialsong				
nn				
* Huh^1? Yes^1, I'm taking& my bunny for a walk./	Rabbit Girl	Snowdin	room_tundra_town	
* It's just a very slow one./%%	Rabbit Girl	Snowdin	room_tundra_town	
* That kid over there told& me that it's weird that& I have a pet bunny./	Rabbit Girl	Snowdin	room_tundra_town	
* First^1, there'd be nothing& weird about it^1.&* It's cute!/	Rabbit Girl	Snowdin	room_tundra_town	
* Second..^1.&* What?/	Rabbit Girl	Snowdin	room_tundra_town	
* It's normal to walk your& younger brother on a& leash^1, right?/%%	Rabbit Girl	Snowdin	room_tundra_town	
scr_deaddog				
* Ah^1, it's so peaceful& and quiet.../	Rabbit Girl	Snowdin	room_tundra_town	
* Usually one of those dogs& chases my little Cinnamon& around./%%	Rabbit Girl	Snowdin	room_tundra_town	
* Usually one of those& skeletons chases my little& Cinnamon around./%%	Rabbit Girl	Snowdin	room_tundra_town	
* Hiya^1!&* You look like you& had a great sleep./	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Which is incredible^1, because& you were only up there for& about two minutes.../	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Here's your money back^1.&* You can pay me if you're& going to stay overnight./%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* Feel free to come back& if you get tired./%%	Snowed Inn Keeper	Snowdin	room_tundra_inn	
* That lady over there.../	Rabbit Kid	Snowdin	room_tundra_town	
* Something about her disturbs& me./%%	Rabbit Kid	Snowdin	room_tundra_town	
* I think I've figured it out^1.&* ... no^1, nevermind./%%	Rabbit Kid	Snowdin	room_tundra_town	
* That lady over there's& been going for a walk& for a while now./	Rabbit Kid	Snowdin	room_tundra_town	
* ... but she hasn't moved& an inch from where she's& standing./	Rabbit Kid	Snowdin	room_tundra_town	
* W-well^1, I haven't either^1,& but I don't want her to& notice me over here.../%%	Rabbit Kid	Snowdin	room_tundra_town	
* Is anyone else weirded out& by those giant shambling& amalgamates^1, or...?/%%	Rabbit Kid	Snowdin	room_tundra_town	
* .../%%	Rabbit Kid	Snowdin	room_tundra_town	
* That lady over there& seems happy today./	Rabbit Kid	Snowdin	room_tundra_town	
* Don't know why^1, but it's& sending shivers down my& spine.../%%	Rabbit Kid	Snowdin	room_tundra_town	
* This town doesn't have a& mayor./	Politics Bear	Snowdin	room_tundra_town	
* But if there's ever a problem^1,& a skeleton will tell a fish& lady about it./	Politics Bear	Snowdin	room_tundra_town	
* Thaaaaaat's politics!/%%	Politics Bear	Snowdin	room_tundra_town	
* Politics./%%	Politics Bear	Snowdin	room_tundra_town	
* What if I ran for mayor...?/	Politics Bear	Snowdin	room_tundra_town	
* I don't think I would do& a good job^1, and I hate& responsibility.../	Politics Bear	Snowdin	room_tundra_town	
* But I love politics^1.&* So I might be a perfect& match./%%	Politics Bear	Snowdin	room_tundra_town	
* I heard Dr. Alphys told& the king and queen the& awful things she'd done./	Politics Bear	Snowdin	room_tundra_town	
* The king felt so bad& that he didn't know^1.&* He gave her a big hug./	Politics Bear	Snowdin	room_tundra_town	
* Then the queen fired her./	Politics Bear	Snowdin	room_tundra_town	
* Now we don't have a Royal& Scientist anymore.../	Politics Bear	Snowdin	room_tundra_town	
* Thaaaaat's politics!/%%	Politics Bear	Snowdin	room_tundra_town	
* Too bad there are no& politics on the surface./%%	Politics Bear	Snowdin	room_tundra_town	
* Hmmm^1, usually that skeleton& goes to meet with Undyne& about now./	Politics Bear	Snowdin	room_tundra_town	
* Where is he...^1?&* I can feel our political& system crumbling apart.../%%	Politics Bear	Snowdin	room_tundra_town	
* Awful teens tormented& a local monster by decorating& its tree-like horns./	Gift Bear	Snowdin	room_tundra_town	
* So we started giving that& monster presents to make it& feel better./	Gift Bear	Snowdin	room_tundra_town	
* Now it's a tradition to put& presents underneath a decorated& tree./%%	Gift Bear	Snowdin	room_tundra_town	
* Guess it was a good thing& those teens tormented that& monster...?/%%	Gift Bear	Snowdin	room_tundra_town	
* Hmm^1?&* Adjusting the presents is& my responsibility./	Gift Bear	Snowdin	room_tundra_town	
* Nah^1, to be honest^1, I& just keep looking to see& if I've gotten one.../%%	Gift Bear	Snowdin	room_tundra_town	
* It'll be nice to show humans& our presents-under-the-tree& tradition./	Gift Bear	Snowdin	room_tundra_town	
* They'll probably be weirded& out by it./%%	Gift Bear	Snowdin	room_tundra_town	
* You know what's cute?/	Gift Bear	Snowdin	room_tundra_town	
* Those two married dogs& always put presents under& the tree for each other./	Gift Bear	Snowdin	room_tundra_town	
* It's always the same^1.&* A single bone./	Gift Bear	Snowdin	room_tundra_town	
* But every time^1, they act& like it's the first time& they've gotten it./	Gift Bear	Snowdin	room_tundra_town	
* Then Papyrus comes to take& his bones back./	Gift Bear	Snowdin	room_tundra_town	
* Anyway^1, where are those& two...?/%%	Gift Bear	Snowdin	room_tundra_town	
* That's strange^1.&* There was a present here& for Papyrus.../	Gift Bear	Snowdin	room_tundra_town	
* Now it's gone^1.&* Did someone steal it?/%%	Gift Bear	Snowdin	room_tundra_town	
* We all know the underground& has problems^1, but we& smile anyway./	Nacarat Jester	Snowdin	room_tundra_town	
* Why?/	Nacarat Jester	Snowdin	room_tundra_town	
* We can't do anything^1, so& why be morose about it?/%%	Nacarat Jester	Snowdin	room_tundra_town	
* Smile smile./%%	Nacarat Jester	Snowdin	room_tundra_town	
* PATHETIC HUMAN./	Mettaton			
\W* I AM METTATON^2, BIG TIME& \RSEXY ROBOT\W LOVER./%%	Mettaton			
* Maybe I'll try frowning& for once./	Nacarat Jester	Snowdin	room_tundra_town	
* ... no^1.&* I just can't do it./%%	Nacarat Jester	Snowdin	room_tundra_town	
* Oh^1?&* We're free?/	Nacarat Jester	Snowdin	room_tundra_town	
* Finally..^1.&* I'll be able to stop& smiling./%%	Nacarat Jester	Snowdin	room_tundra_town	
* Just now^1, I felt my smile& falter for a moment./	Nacarat Jester	Snowdin	room_tundra_town	
* What's wrong?/%%	Nacarat Jester	Snowdin	room_tundra_town	
* Everyone is always laughing& and cracking jokes^1, trying& to forget our modern crises.../	Scarf Mouse	Snowdin	room_tundra_town	
* Dreariness^1.&* Crowding^1.&* Lack of sunlight./	Scarf Mouse	Snowdin	room_tundra_town	
* I would join them^1, but I'm& just not very funny./%%	Scarf Mouse	Snowdin	room_tundra_town	
* At least I'm not making puns./%%	Scarf Mouse	Snowdin	room_tundra_town	
* Wait^1!&* I've got a joke!/	Scarf Mouse	Snowdin	room_tundra_town	
* Knock knock!/	Scarf Mouse	Snowdin	room_tundra_town	
* ... Uh^1.&* That's all I've thought of./%%	Scarf Mouse	Snowdin	room_tundra_town	
* Looks like I don't have& to worry about cracking& jokes anymore./	Scarf Mouse	Snowdin	room_tundra_town	
* I was going to say a joke& here^1, but I really don't& have one./%%	Scarf Mouse	Snowdin	room_tundra_town	
* It just feels like..^1.&* Like everything is getting& worse and worse./%%	Scarf Mouse	Snowdin	room_tundra_town	
* The capital's getting pretty& crowded^1, so I've heard they're& going to start moving here./	Punk Hamster	Snowdin	room_tundra_grillby	
* Hmmm..^1.&* I don't want to see the& erasure of our local culture./	Punk Hamster	Snowdin	room_tundra_grillby	

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* But I definitely want to see& some city slickers slip onto& their butts!/%%	Punk Hamster	Snowdin	room_tundra_grillby	
* Yeah^1, bring 'em on!/%%	Punk Hamster	Snowdin	room_tundra_grillby	
* What will happen to& Grillby's if everyone& moves in...?/	Punk Hamster	Snowdin	room_tundra_grillby	
* We're gonna have to have& chairs to the ceiling./%%	Punk Hamster	Snowdin	room_tundra_grillby	
* Hey^1! People won't have to& move in from the city& anymore!/	Punk Hamster	Snowdin	room_tundra_grillby	
* Seems like we won't have& to lose our local culture./	Punk Hamster	Snowdin	room_tundra_grillby	
* ... except we're all moving& out of here^1, huh./	Punk Hamster	Snowdin	room_tundra_grillby	
* Oh well^1. Guess it can't be& all punk-peaches and punk-& cream./%%	Punk Hamster	Snowdin	room_tundra_grillby	
* ... who knows^1.&* Maybe we'll have room./%%	Punk Hamster	Snowdin	room_tundra_grillby	
* Ah^1, to be young again^1.&* The world sure felt boundless./%%	Dad Slime	Snowdin	room_tundra_town2	
* You like to wander^1.&* You must be young./%%	Dad Slime	Snowdin	room_tundra_town2	
* Seems like this is the& beginning of a brand-new^1.& boundless world.../	Dad Slime	Snowdin	room_tundra_town2	
* Wah-ha^1!&* This adventurous spirit^1!&* I'm like a kid again!/	Dad Slime	Snowdin	room_tundra_town2	
* And my children are like..^1.&* Double-children./%%	Dad Slime	Snowdin	room_tundra_town2	
* I've sent the kids inside./	Dad Slime	Snowdin	room_tundra_town2	
* It feels unsafe here today./%%	Dad Slime	Snowdin	room_tundra_town2	
* Ice Wolf no longer has to& throw Ice./	Ice Wolf	Snowdin	room_tundra_town2	
* Ice Wolf can take a break to& buy some pants now./%%	Ice Wolf	Snowdin	room_tundra_town2	
* Ice Wolf thinking of changing& their name to Jimmy Hotpants./%%	Ice Wolf	Snowdin	room_tundra_town2	
* Let's play Monsters and Humans!/%%	Kid Slime 1	Snowdin	room_tundra_town2	
* Let's continue to play& Monsters and Humans!/%%	Kid Slime 1	Snowdin	room_tundra_town2	
* Now we can play Monsters& and Humans with REAL humans!/%%	Kid Slime 1	Snowdin	room_tundra_town2	
* You aren't gonna make me& be the human again^1, are you?/%%	Kid Slime 2	Snowdin	room_tundra_town2	
* Can we PLEASE play something& else...?/%%	Kid Slime 2	Snowdin	room_tundra_town2	
* Hmmm..^1.&* When humans play Monsters& and Humans.../	Kid Slime 2	Snowdin	room_tundra_town2	
* Do they just call it& Humans and Humans?/%%	Kid Slime 2	Snowdin	room_tundra_town2	
sansmode				
* No matter where I go^1,& it's the same menu^1, the& same people.../	Drunk Bun	Snowdin	room_tundra_grillby	
* Help^1!&* I want new drinks an'& ^1h-^1h-^1h-hot guys!!!!/%%	Drunk Bun	Snowdin	room_tundra_grillby	
* I guess the bartender's kind& of ^1h-^1h-^1h-hot.../%%	Drunk Bun	Snowdin	room_tundra_grillby	
* C'mon everybody!!^1!&* ^1L-^1l-^1l-let's party!!!/	Drunk Bun	Snowdin	room_tundra_grillby	
* ... anyone?/%%	Drunk Bun	Snowdin	room_tundra_grillby	
* Sansyyyy..^1.&* Come back and sit with me.../	Drunk Bun	Snowdin	room_tundra_grillby	
* Everything's so fun when& you're around!!!/%%	Drunk Bun	Snowdin	room_tundra_grillby	
* It's s-s-so quiet in here./	Drunk Bun	Snowdin	room_tundra_grillby	
* L-lighten up everybody^1!&* This is why I hate& th-this place./%%	Drunk Bun	Snowdin	room_tundra_grillby	
* I w-wonder if the& o-overworld h-has h-hot& guys.../	Drunk Bun	Snowdin	room_tundra_grillby	
* A-and neat d-drinks.../	Drunk Bun	Snowdin	room_tundra_grillby	
* Ooooooo^1, I'm ready!/%%	Drunk Bun	Snowdin	room_tundra_grillby	
* H-hey^1, isn't Sansy s'posed& to come swinging in right& about now???/	Drunk Bun	Snowdin	room_tundra_grillby	
* C'mon Sansy^1!&* You're the life of the& party.../%%	Drunk Bun	Snowdin	room_tundra_grillby	
* Those dogs are part of& the ROYAL GUARD^1, the elite& military group led by UNDYNE./	Red Bird	Snowdin	room_tundra_grillby	
* She's rude^1, loud^1, and beats up& everybody who gets in her& way.../	Red Bird	Snowdin	room_tundra_grillby	
* It's no wonder all the kids& want to be like her when& they grow up!/%%	Red Bird	Snowdin	room_tundra_grillby	
* I want to be like UNDYNE& when I grow up^1, too^1!&* Hoo hoo hoo!/%%	Red Bird	Snowdin	room_tundra_grillby	
* Sans is a sentry^1.&* But don't let his title make& you think he does anything./	Red Bird	Snowdin	room_tundra_grillby	
\W* Everyone knows he sits& around in the forest& reading \Ycar magazines\W./%%	Red Bird	Snowdin	room_tundra_grillby	
* Ehhhhhhhhhnnnnn..^1.&* I wish I had something else& to do./%%	Red Bird	Snowdin	room_tundra_grillby	
* Those dogs are part of& the ROYAL GUARD^1, the.../	Red Bird	Snowdin	room_tundra_grillby	
* Huh^1?&* Where are they?/	Red Bird	Snowdin	room_tundra_grillby	
* Something feels really off./%%	Red Bird	Snowdin	room_tundra_grillby	
* Wow^1, a brand new world.../	Red Bird	Snowdin	room_tundra_grillby	
* I might not get to& translate for Grillby& anymore.../	Red Bird	Snowdin	room_tundra_grillby	
* ... which is fine^1, since I& was actually just making& up what he was saying./%%	Red Bird	Snowdin	room_tundra_grillby	
* Grillby is getting nervous./	Red Bird	Snowdin	room_tundra_grillby	
* Sans is his best customer^1,& and he hasn't shown up& at all today.../%%	Red Bird	Snowdin	room_tundra_grillby	
* Something feels really bad^1.&* Our lives are going nowhere^1,& aren't they...?/	Red Bird	Snowdin	room_tundra_grillby	
* I think I need another& espresso.../%%	Red Bird	Snowdin	room_tundra_grillby	
* ..^1.&* ..^1.&* ..^1./	Grillby	Snowdin	room_tundra_grillby	
* Grillbz said that he'd offer& you a glass of water^1, but he& doesn't touch the stuff./%%	Red Bird	Snowdin	room_tundra_grillby	
* .....^1.&* .....^1.&* ... good job./%%	Grillby	Snowdin	room_tundra_grillby	
* Grillbz said that your& food is probably cold& by now./%%	Red Bird	Snowdin	room_tundra_grillby	
* I "put out a line" for some& girls today./	Ugly Fish	Snowdin	room_tundra_grillby	
* Someone told me that there& are plenty of fish in the& sea.../	Ugly Fish	Snowdin	room_tundra_grillby	
* Well^1, I'm taking that& seriously./	Ugly Fish	Snowdin	room_tundra_grillby	
* I'm literally going to make& out with a fish./%%	Ugly Fish	Snowdin	room_tundra_grillby	
* I guess I could ask out Undyne^1.&* But I think she likes someone& already./%%	Ugly Fish	Snowdin	room_tundra_grillby	
* Did I catch anyone yet^1?&* I can't bear to look.../%%	Ugly Fish	Snowdin	room_tundra_grillby	
* Sans is the most regular& regular of all./	Ugly Fish	Snowdin	room_tundra_grillby	
* He hasn't been showing up& as much recently though./%%	Ugly Fish	Snowdin	room_tundra_grillby	
* Where the heck is Sans?/	Ugly Fish	Snowdin	room_tundra_grillby	
* He told me he had some& bait I could use./	Ugly Fish	Snowdin	room_tundra_grillby	
* Though it was probably& some kind of prank./	Ugly Fish	Snowdin	room_tundra_grillby	
* But I wanted to know what& the prank was!/%%	Ugly Fish	Snowdin	room_tundra_grillby	
* In the end^1, I never caught& any girls on my fishing& line./	Ugly Fish	Snowdin	room_tundra_grillby	
* So kid^1, take it from me.../	Ugly Fish	Snowdin	room_tundra_grillby	
* Don't try to catch hot& people with a fishing rod./	Ugly Fish	Snowdin	room_tundra_grillby	
* (Somewhere^1, you hear a whinny& of dismay.)/%%	Narrator	Snowdin	room_tundra_grillby	
rimshot				
whoopee				
mystery				
* fast shortcut^1, huh?/%%	Sans	Snowdin	room_tundra_grillby	
* hey^1, everyone./%%	Sans	Snowdin	room_tundra_grillby	
* Hey^1, Sans.&* (Hi^1, Sans.)/%%	Dogamy and Dogaressa	Snowdin	room_tundra_grillby	
* Greetings^1, Sans.&* Hiya^1, Sansy~/%%	Big Mouth and Drunk Bun	Snowdin	room_tundra_grillby	
* Hey Sans^1, weren't you just& here for breakfast a& few minutes ago?/	Ugly Fish	Snowdin	room_tundra_grillby	
* nah^1, i haven't had& breakfast in at least& half an hour./	Sans	Snowdin	room_tundra_grillby	
\E2* you must be thinking& of brunch./%%	Sans	Snowdin	room_tundra_grillby	
* here^1, get comfy./%%	Sans	Snowdin	room_tundra_grillby	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
grillby				
foodimg				
food1				
food2				
drink				
* (You tip the ketchup...)/	Narrator	Snowdin	room_tundra_grillby	
* (The cap falls off and all& the ketchup in the bottle& pours onto your food.)/%%	Narrator	Snowdin	room_tundra_grillby	
\E0* eh, forgeddaboudit^1.&* you can have mine./	Sans	Snowdin	room_tundra_grillby	
\E1* i'm not hungry anyway./%%	Sans	Snowdin	room_tundra_grillby	
* anyway^1, cool or not^1,& you have to agree& papyrus tries real hard./	Sans	Snowdin	room_tundra_grillby	
\E0* like how he keeps& trying to be part of& the royal guard./	Sans	Snowdin	room_tundra_grillby	
\E1* one day^1, he went to& the house of the head& of the royal guard.../	Sans	Snowdin	room_tundra_grillby	
\E0* and begged her to& let him be in it./	Sans	Snowdin	room_tundra_grillby	
\E1* of course^1, she shut& the door on him because& it was midnight./	Sans	Snowdin	room_tundra_grillby	
\E0* but the next day^1, she& woke up and saw him& still waiting there./	Sans	Snowdin	room_tundra_grillby	
* seeing his dedication^1,& she decided to give& him warrior training./	Sans	Snowdin	room_tundra_grillby	
\E1* it's^1, uh^1, still a& work in progress./%%	Sans	Snowdin	room_tundra_grillby	
origvol				
\E1* oh yeah^1, I wanted& to ask you something./%%	Sans	Snowdin	room_tundra_grillby	
mystvol				
* welp^1, that was a& long break./	Sans	Snowdin	room_tundra_grillby	
\E1* i can't believe i let& ya pull me away from& work for that long./%%	Sans	Snowdin	room_tundra_grillby	
* just kidding./	Sans	Snowdin	room_tundra_grillby	
* grillby^1, put it on& my tab./%%	Sans	Snowdin	room_tundra_grillby	
* by the way.../	Sans	Snowdin	room_tundra_grillby	
* ... I was going to say& something^1, but i forgot./%%	Sans	Snowdin	room_tundra_grillby	
* Fashion^1! Scarves^1!&* Layers!^1!&* Carrots!!!/%%		Snowdin	room_tundra_grillby	
* This guy's stupid hobby is& going to make him melt./%%		Snowdin	room_tundra_grillby	
* Hmmm..^1.&* Isn't human food different& from monster food?/	Big Mouth	Snowdin	room_tundra_grillby	
* It does things like "spoil."/	Big Mouth	Snowdin	room_tundra_grillby	
* And when you eat it^1, it& passes all the way through& your whole body./	Big Mouth	Snowdin	room_tundra_grillby	
* Disgusting./	Big Mouth	Snowdin	room_tundra_grillby	
* I'd love to try it sometime./%%	Big Mouth	Snowdin	room_tundra_grillby	
* And I've heard they have& things called bathrooms./%%	Big Mouth	Snowdin	room_tundra_grillby	
* To a human^1, monster food& would be very interesting./	Big Mouth	Snowdin	room_tundra_grillby	
* As soon as you eat it^1, it& converts perfectly into& energy./	Big Mouth	Snowdin	room_tundra_grillby	
* ... that makes me wonder^1.&* How do humans do it?/	Big Mouth	Snowdin	room_tundra_grillby	
* Eat during battle...?/%%	Big Mouth	Snowdin	room_tundra_grillby	
* Ice cream in one hand^1,& sword in the other./	Big Mouth	Snowdin	room_tundra_grillby	
* That's the way of the& monster warrior.../%%	Big Mouth	Snowdin	room_tundra_grillby	
* Hmmm^1, this is around the& time that Sans comes in./	Big Mouth	Snowdin	room_tundra_grillby	
* Then^1, a little bit later^1,& his brother comes in^1,& irritated./	Big Mouth	Snowdin	room_tundra_grillby	
* Yes^1, his brother^1.&* Papyrus./	Big Mouth	Snowdin	room_tundra_grillby	
* He's an interesting fellow./	Big Mouth	Snowdin	room_tundra_grillby	
* He always orders a glass of& milk.../	Big Mouth	Snowdin	room_tundra_grillby	
* He says it's "full of& strong bones."/%%	Big Mouth	Snowdin	room_tundra_grillby	
* Hope he shows up today./%%	Big Mouth	Snowdin	room_tundra_grillby	
* Soon^1, I'll be able to try& some human food.../	Big Mouth	Snowdin	room_tundra_grillby	
* And then I guess I'll try& a human bathroom^1, too./%%	Big Mouth	Snowdin	room_tundra_grillby	
* Sans is interesting^1.&* He has told me about all& kinds of incredible foods./	Big Mouth	Snowdin	room_tundra_grillby	
* But^1, despite his knowledge^1,& he always orders the worst& burger off the menu./%%	Big Mouth	Snowdin	room_tundra_grillby	
* (We're sentries^1, but we never& get any respect.)/	Dogaressa	Snowdin	room_tundra_grillby	
* (I wish those skeletons would& throw us a bone.)/	Dogaressa	Snowdin	room_tundra_grillby	
* (We love bones.)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (Where are those skeletons?^1)&* (I wanted to get a bone& from them...)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (We're considering paying a& visit to the doctor.)/	Dogaressa	Snowdin	room_tundra_grillby	
* (No^1! Not the vet!^1)&* (... well^1, maybe she's a& little like a vet.)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (I like Sans.^1)&* (Sometimes he feeds us scraps& of food under the table.)/	Dogaressa	Snowdin	room_tundra_grillby	
* (Then his brother gets mad...^1)&* (But why!^1? We're adults!^1)&* (We can handle it!)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (Where's Doggo?^1)&* (I hope he didn't get& lost again.)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (It's lonely in here today.^1)&* (If our friends don't show up^1,& would you like to play?)/%%	Dogaressa	Snowdin	room_tundra_grillby	
* (All of our parents have& been combined into one& horrible being.)/	Dogaressa	Snowdin	room_tundra_town	
* (That's OK^1, though.^1)&* (It's really "brought our& families together.")/%%	Dogaressa	Snowdin	room_tundra_town	
* You better watch where you& sit down in here^1, kid./	Dogamy	Snowdin	room_tundra_grillby	
* Because that big guy WILL jump& into your lap and give you& lots of love and attention./%%	Dogamy	Snowdin	room_tundra_grillby	
* Where's Sans..^1.&* He's supposed to give me& a pat on the head.../%%	Dogamy	Snowdin	room_tundra_grillby	
* She hasn't been responding& to our letters.../	Dogamy	Snowdin	room_tundra_grillby	
* Maybe it's because we let& Doggo write them all./%%	Dogamy	Snowdin	room_tundra_grillby	
* I was hoping Sans came in& to give me a pat on the& head./	Dogamy	Snowdin	room_tundra_grillby	
* Interloper...!/%%	Dogamy	Snowdin	room_tundra_grillby	
* Where's that big lug^1?&* We can't start until he& shows up./%%	Dogamy	Snowdin	room_tundra_grillby	
* Smells kinda..^1. quiet./%%	Dogamy	Snowdin	room_tundra_grillby	
* Hmmm^1, now that our parents& are the same entity.../	Dogamy	Snowdin	room_tundra_town	
* Does that mean I'm& married to my sister?/	Dogamy	Snowdin	room_tundra_town	
* Wait^1, we're dogs^1.&* That stuff's normal./%%	Dogamy	Snowdin	room_tundra_town	
* I'm thinking of getting a& spiked collar to show off& my personality./	Doggo	Snowdin	room_tundra_grillby	
* It makes a statement like..^1.&* "Attach a leash to me and& take me for a walk please."/%%	Doggo	Snowdin	room_tundra_grillby	
* He may not look like it^1,& but this big guy writes& the most eloquent letters./	Doggo	Snowdin	room_tundra_grillby	
* Here^1, take a look!/	Doggo	Snowdin	room_tundra_grillby	
* (It's just the word "Bark"& but in flowery cursive.)/%%	Narrator	Snowdin	room_tundra_grillby	
* Papyrus^1?&* Is that you^1?& Come on.../%%	Doggo	Snowdin	room_tundra_grillby	
* Undyne!^1?&* Did you come all the way& out here...?/%%	Doggo	Snowdin	room_tundra_grillby	
* Huh^1?&* Since when did you and& Sans become friends...?/	Doggo	Snowdin	room_tundra_grillby	
* I don't like him..^1.&* He loves to appear without& moving./%%	Doggo	Snowdin	room_tundra_grillby	
* Where're the other two^1?&* I can't play with this& big dumb guy alone.../	Doggo	Snowdin	room_tundra_grillby	
* He'll just win!!!/%%	Doggo	Snowdin	room_tundra_grillby	
* Sometimes the others like to& prank me^1. They sit still& so I can't see them./	Doggo	Snowdin	room_tundra_grillby	
* They must be here^1, playing a& joke on me./	Doggo	Snowdin	room_tundra_grillby	
* I'll just wait until one of& them admits it.../%%	Doggo	Snowdin	room_tundra_grillby	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Having an amorphous^1,& shambling family member& is great./	Doggo	Snowdin	room_tundra_town	
* They're always moving^1, so I& can see them 100-percent& of the time!/%%	Doggo	Snowdin	room_tundra_town	
* (It's playing poker against& itself.)/	Narrator	Snowdin	room_tundra_grillby	
* (It appears to be losing.)/%%	Narrator	Snowdin	room_tundra_grillby	
* (It has switched to Go Fish.)/%%	Narrator	Snowdin	room_tundra_grillby	
* (It finally won a game of& poker against itself...?)/%%	Narrator	Snowdin	room_tundra_grillby	
* Hey^1, shrimp^1!&* You look like you get your& butt kicked a lot!/	Undyne	Snowdin	room_tundra_grillby	
* Why don't you check out& my new book on fighting& in the library?/	Undyne	Snowdin	room_tundra_grillby	
* That is..^1.&* If you're tough enough to& love reading books!/	Undyne	Snowdin	room_tundra_grillby	
* GROWL!!/%%	Undyne	Snowdin	room_tundra_grillby	
* Welcome to the library^1.&* Yes^1, we know^1.&* The sign is misspelled./%%	Library Lizard	Snowdin	room_tundra_library	
* Yes^1, we know^1.&* The sign is misspelled./	Library Lizard	Snowdin	room_tundra_library	
* We have someone working on& it!/%%	Library Lizard	Snowdin	room_tundra_library	
* Welcome to the library./	Library Lizard	Snowdin	room_tundra_library	
* This is the last day we'll& be open^1, so make as much& noise as you want./%%	Library Lizard	Snowdin	room_tundra_library	
* (cough, cough)/	Lady Garf	Snowdin	room_tundra_library	
* When I was younger^1, my teachers& gave me word searches when& they ran out of assignment	Lady Garf	Snowdin	room_tundra_library	
* I thought they were a waste& of time./	Lady Garf	Snowdin	room_tundra_library	
* But look at me now.../	Lady Garf	Snowdin	room_tundra_library	
* I'm the number-one word-search& creator in the entire& underground!/%%	Lady Garf	Snowdin	room_tundra_library	
* (cough^1, cough)/	Lady Garf	Snowdin	room_tundra_library	
* There's a day I just don't& want to work./	Lady Garf	Snowdin	room_tundra_library	
* It's called "Today."/%%	Lady Garf	Snowdin	room_tundra_library	
* This will be our newspaper's& last issue.../	Lady Garf	Snowdin	room_tundra_library	
* Why don't we just put a& big "THE END" on the front& and call it a day?/%%	Lady Garf	Snowdin	room_tundra_library	
* Beautiful^1.&* An error message./%%		Snowdin	room_tundra_library	
* That look in your eye.../	Library Loox	Snowdin	room_tundra_library	
* You're someone that has& difficulty solving Junior& Jumble^1, aren't you?/%%	Library Loox	Snowdin	room_tundra_library	
* You're someone that has& trouble doing crosswords^1,& aren't you?/%%	Library Loox	Snowdin	room_tundra_library	
* You think Sudoku is just& moderately challenging^1,& don't you?/%%	Library Loox	Snowdin	room_tundra_library	
* The greatest struggle of& my life is over.../	Library Loox	Snowdin	room_tundra_library	
* I just solved today's& Junior Jumble./%%	Library Loox	Snowdin	room_tundra_library	
* I just solved today's& crossword./%%	Library Loox	Snowdin	room_tundra_library	
* I love working on the& newspaper./	Scarf Lady	Snowdin	room_tundra_library	
* There's so little to report& that we just fill it with& comics and games./%%	Scarf Lady	Snowdin	room_tundra_library	
* Yes^1.&* I illustrate all of the& comics myself./	Scarf Lady	Snowdin	room_tundra_library	
* Yes^1.&* I give everyone huge beautiful& eyes and giant muscles./%%	Scarf Lady	Snowdin	room_tundra_library	
* Oh my^1, there's so much& news to report^1, I don't know& where to begin!/	Scarf Lady	Snowdin	room_tundra_library	
* How about this headline..^1.&* "Monsters Go Free From The& Underground."/	Scarf Lady	Snowdin	room_tundra_library	
* Nah^1, that doesn't have& enough pizazz.../	Scarf Lady	Snowdin	room_tundra_library	
* How about "Top 10 Monsters& You Won't Believe Got Freed& From The Underground?"/%%	Scarf Lady	Snowdin	room_tundra_library	
* (Here I am..^1.&* Writing this book.)/	Scarf Lady (book)	Snowdin	room_tundra_library	
* (A person comes in and picks& up the book...)/	Scarf Lady (book)	Snowdin	room_tundra_library	
* (They start reading it...!)/	Scarf Lady (book)	Snowdin	room_tundra_library	
* Oh^1, sorry^1.&* I'm still writing that one./%%	Scarf Lady	Snowdin	room_tundra_library	
* (Some unfinished book.)/%%	Narrator	Snowdin	room_tundra_library	
bluh				
jeffrey				
* Yo^1!&* You're a kid too^1, right?/	Monster Kid	Snowdin	room_tundra_town	
* I can tell 'cause you're& wearing a striped shirt./%%	Monster Kid	Snowdin	room_tundra_town	
* I wonder if that weird skeleton& is an adult or a kid./%%	Monster Kid	Snowdin	room_tundra_town	
* Yo..^1.&* There you are!/	Monster Kid	Snowdin	room_tundra_town	
* I've been kinda worried& about you since you& ran away./	Monster Kid	Snowdin	room_tundra_town	
* ... but now I'm just kinda& mad^1, ha ha./	Monster Kid	Snowdin	room_tundra_town	
* If Undyne hadn't saved me^1,& that woulda been bad.../%%	Monster Kid	Snowdin	room_tundra_town	
* Yo..^1.&* Uh.../	Monster Kid	Snowdin	room_tundra_town	
* Don't talk to me./%%	Monster Kid	Snowdin	room_tundra_town	
* Yo!!^1!&* What's up!?/	Monster Kid	Snowdin	room_tundra_town	
* I've been kinda^1, doing& some thinking.../	Monster Kid	Snowdin	room_tundra_town	
* Maybe Undyne...&* Isn't actually as cool as& we thought./	Monster Kid	Snowdin	room_tundra_town	
* She's just kinda..^1. mean./	Monster Kid	Snowdin	room_tundra_town	
* But YO!!^1!&* I just found out about& someone WAYYY cooler!!!/	Monster Kid	Snowdin	room_tundra_town	
* Nyeh heh heh!!!/%%	Monster Kid	Snowdin	room_tundra_town	
* Nyeh heh heh^1, dude./%%	Monster Kid	Snowdin	room_tundra_town	
* Yo^1, everyone ran away and& hid somewhere./	Monster Kid	Snowdin	room_tundra_town	
* Man^1, adults can be so& dumb sometimes^1, haha.../	Monster Kid	Snowdin	room_tundra_town	
* Don't they know we've& got Undyne to protect us!?/%%	Monster Kid	Snowdin	room_tundra_town	
* Yo^1!&* Are you sneaking out to& see her^1, too?/	Monster Kid	Waterfall	room_water2	
* Awesome..^1.&* She's the coolest^1, right!?/	Monster Kid	Waterfall	room_water2	
* I wanna be just like her& when I grow up.../	Monster Kid	Waterfall	room_water2	
* Hey^1, don't tell my parents& I'm here^1.&* Ha ha./%%	Monster Kid	Waterfall	room_water2	
* OK^1, I'm ready when you& are./%%	Monster Kid	Waterfall	room_water2	
* Yo^1!&* Where were you going...?/	Monster Kid	Waterfall		
* My parents didn't tell you& to come here^1, did they?/%%	Monster Kid	Waterfall		
* You know where you're& going^1, right...?/	Monster Kid	Waterfall		
* I was just gonna follow& you..^1.&* Ha ha./%%	Monster Kid	Waterfall		
* Yo^1, this ledge is way& too steep.../%%	Monster Kid	Waterfall	room_water_waterfall4	
* Hmmm.../%%	Monster Kid	Waterfall	room_water_waterfall4	
* Yo^1, you aren't going to& be able to climb with& an umbrella./%%	Monster Kid	Waterfall	room_water_waterfall4	
* There you are^1, dearie^1.&* You are always welcome in& my parlor!/	Muffet	Hotland	room_fire_spider	
* Just stay on your best& behavior^1~&* Ueee hee hee hee~/%%	Muffet	Hotland	room_fire_spider	
* Bonjour^1, dearie^1~&* I just finished tallying up& all of our donations!/	Muffet	Hotland	room_fire_spider	
* We've finally raised enough& to rescue all the spiders& inside of the RUINS./	Muffet	Hotland	room_fire_spider	
* And we'll also be able to& afford...!/	Muffet	Hotland	room_fire_spider	
* ... nothing^1, because we& only sold one donut./	Muffet	Hotland	room_fire_spider	
* What's wrong with everyone^1?&* Don't they like spiders~/%%	Muffet	Hotland	room_fire_spider	
* 4 pairs of stylish sunglasses& for every spider!/%%	Muffet	Hotland	room_fire_spider	
* 4 pairs of waterproof booties& for every spider!/%%	Muffet	Hotland	room_fire_spider	
* 4 pairs of stylish heels for& every spider!/%%	Muffet	Hotland	room_fire_spider	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* A spider baseball field^1!&* We've already got the baseball& donuts ready~/%%	Muffet	Hotland	room_fire_spider	
* A spider football stadium^1!&* We'll play with 4 balls on the& field at once!/%%	Muffet	Hotland	room_fire_spider	
* A brand new bakery^1!&* Thank you so much^1, dearie!/	Muffet	Hotland	room_fire_spider	
* It's all because of you^2 &* (r money)./%%	Muffet	Hotland	room_fire_spider	
* A vacation anywhere in the& entire world!/	Muffet	Hotland	room_fire_spider	
* Should we go to the tropics^1?&* Or a creepy abandoned house^1?&* We can't decide~/%%	Muffet	Hotland	room_fire_spider	
\W* Heh^1.&* I'm \RHeats Flamesman\W.&* Remember my name!/%%	Heats Flamesman	Hotland	room_fire_elevator_r3	
* I'll always remember that& you remembered!/%%	Heats Flamesman	Hotland	room_fire_elevator_r3	
* I'll never forget that you& forgot!/%%	Heats Flamesman	Hotland	room_fire_elevator_r3	
* What?&* Do you want a rematch?/%%	Heats Flamesman	Hotland	room_fire_elevator_r3	
* Yeah^1, I'm not gonna be home& tonight... um.../	Sad Dragon	Hotland	room_fire_hotellobby	
* I think there's some cold& pizza in my treasure horde& you can heat up.../%%	Sad Dragon	Hotland	room_fire_hotellobby	
* Ummm^1, are you guys on your& way out^1?/	Sad Dragon	Hotland	room_fire_hotellobby	
* Guess I'll catch up with you& later.../%%	Sad Dragon	Hotland	room_fire_hotellobby	
* In fact^1, I don't feel like& I'll be home tomorrow^1,& either^1, at this rate.../%%	Sad Dragon	Hotland	room_fire_hotellobby	
murd				
* Ark Club: Meet here!&* Next meeting:&* Tuesday Oct 10th 8PM/%%	Sign	Hotland	room_fire_sorry	
* (Art club is cancelled!)/%%	Sign	Hotland	room_fire_sorry	
* (Art is dead.)/%%	Sign	Hotland	room_fire_sorry	
* Let's meet again someday!/%%	Sign	Hotland	room_fire_sorry	
* Who knows what lies in the& future for Art Club!?/%%	Sign	Hotland	room_fire_sorry	
current_day				
* Art Club: Meet here!&* Next meeting:&* October 10th 8PM/%%	Sign	Hotland	room_fire_sorry	
* Ahhhh!!^1!&* I'm late!!^1!&* I'm late!!!/	So Sorry	Hotland	room_fire_sorry	
* I'm so sorry!!!/%%	So Sorry	Hotland	room_fire_sorry	
sory				
ok				
\W* My fave Mettaton Moment(TM)^1?&* Right \Ywhen everything looks the& baddest^1, he pos	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* Like when he's on a cooking& show and the eggs don't turn& out right./%%	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* But^1!&* Then he says!/	Diamond Boy 1	Hotland	room_fire_preshootguy4	
\W* Even if you suck at cooking^1,& you can always \Ybuy an& MTT-brand Glamburger\W!/	Diamond Boy 1	Hotland	room_fire_preshootguy4	
\W* Then he \Yeats one*1\W &* Everyone loves it!/	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* ... How does he eat it& without a mouth?/	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* Uhhh... well..^1.&* Watch the show!/%%	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* That finale was really..^1.&* That was really sad!/	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* And Mettaton's schedule& doesn't show any other& shows.../%%	Diamond Boy 1	Hotland	room_fire_preshootguy4	
* I've been thinking about& getting a sick skateboard./%%	Diamond Boy 1	Hotland	room_fire_preshootguy4	
\W* My fave Mettaton Moment(TM)& is when he beats up the& \Yheel-turning villains\W!/	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* Even if it's during what's& supposed to be a quiz show./%%	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* Oh^1! And I like when he tries& on all kinds of different& fashionable outfits!/	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* Even if it's during what's& supposed to be a newscast./%%	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* Did Mettaton retire...?/	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* Can't he unretire...?/%%	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* On the surface we'll be able& to watch all kinds of TV.../	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* But^1, I bet none of those& shows are as good as& Mettaton's!/%%	Diamond Boy 2	Hotland	room_fire_preshootguy4	
* (It's a potted plant.)/%%	Narrator	Hotland	room_fire_hotellobby	
* (The potted plant is judging& you for your sins.)/%%	Narrator	Hotland	room_fire_hotellobby	
* (It's a platoon of ficuses.)/%%	Narrator	Hotland	room_fire_restaurant	
* (Seems busy.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (Trying to finish up work.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* (Futility setting in.)/%%	Narrator	Hotland	room_fire_hoteldoors	
* bepis/%%				
* Sorry^1, we aren't allowing& any more guests at this time./	Hand Receptionist	Hotland	room_fire_hotellobby	
* Or ever again./%%	Hand Receptionist	Hotland	room_fire_hotellobby	
* How unusual./	Hand Receptionist	Hotland	room_fire_hotellobby	
* Mettaton usually shows up& now to tell everyone they're& doing a great job./	Hand Receptionist	Hotland	room_fire_hotellobby	
* Even if I was having a bad& day^1, we'll always give each& other a thumbs-up^1, and.../	Hand Receptionist	Hotland	room_fire_hotellobby	
* ... oh^1, what am I doing^1?&* I'm not being very& professional./%%	Hand Receptionist	Hotland	room_fire_hotellobby	
* As a slime^1, I'm outraged./%%	Shambling Mass	Hotland	room_fire_hotellobby	
* As a slime^1, I'm overjoyed./%%	Shambling Mass	Hotland	room_fire_hotellobby	
* As a slime^1, I'm saddened./%%	Shambling Mass	Hotland	room_fire_hotellobby	
* O, k, k, k, k.../	Clam Guy	Hotland	room_fire2	
* I was thirsty^1, so I came& over from Waterfall to get& a drink!/%%	Clam Guy	Hotland	room_fire2	
* O, k, k.../	Clam Guy	Hotland	room_fire2	
* What are you doing with& all of that water?/%%	Clam Guy	Hotland	room_fire2	
* So now we have a private pool^1?&* Worse things have happened./%%	Clam Guy	Hotland	room_fire2	
* Are you just carrying that& around to look sophisticated?/	Clam Guy	Hotland	room_fire2	
* Cause it's not working./%%	Clam Guy	Hotland	room_fire2	
* I'll be able to have a nice& drink on the surface./%%	Clam Guy	Hotland	room_fire2	
* I'm visiting Waterfall& from the city./	Clam Girl	Waterfall	room_water_friendlyhub	
* Synchronicity...^1?&* My neighbor's daughter looks& about your age./	Clam Girl	Waterfall	room_water_friendlyhub	
\W* Her name is "\Y5uzy\W.^1"&* I feel like you two should& be friends./	Clam Girl	Waterfall	room_water_friendlyhub	
* You have..^1.&* A neighbor's blessing!!!/%%	Clam Girl	Waterfall	room_water_friendlyhub	
* Not knowing where I live& is no issue^1.&* Fate finds a way./	Clam Girl	Waterfall	room_water_friendlyhub	
* In life's grand scheme^1, she& might be why you came here& in the first place.../%%	Clam Girl	Waterfall	room_water_friendlyhub	
* I sense a disturbance in& the nearby aura.../	Clam Girl	Waterfall	room_water_friendlyhub	
* I think you should leave& that girl alone./%%	Clam Girl	Waterfall	room_water_friendlyhub	
* So you never met my& neighbor's daughter./	Clam Girl	Waterfall	room_water_friendlyhub	
* Don't despair^1.&* This world has infinite& opportunities./	Clam Girl	Waterfall	room_water_friendlyhub	
* But there's a limit to the& things you can do today^1.&* Accepting this is healthy./	Clam Girl	Waterfall	room_water_friendlyhub	
* Take my neighbor's blessing^1!&* And consider this blessing& for anything you like!/%%	Clam Girl	Waterfall	room_water_friendlyhub	
* I wanted to tell you about& my neighbor's daughter./	Clam Girl	Waterfall	room_water_friendlyhub	
* But you walked right by me& before I could tell you./	Clam Girl	Waterfall	room_water_friendlyhub	
* Fate has decided that I& should not tell you./%%	Clam Girl	Waterfall	room_water_friendlyhub	
* This elevator goes straight& to the capital^1.&* But it stopped working./	Business Manticore	Hotland	room_fire_hotellobby	
* The hotel's doing its best to& accomodate everybody& stuck here./%%	Business Manticore	Hotland	room_fire_hotellobby	
* Me^1?&* I just like explaining things& to passersby./%%	Business Manticore	Hotland	room_fire_hotellobby	
* Good news^1!&* The elevator started working& again./	Business Manticore	Hotland	room_fire_hotellobby	
* But now it's been so busy^1,& we still haven't gotten the& chance to ride it./%%	Business Manticore	Hotland	room_fire_hotellobby	

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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Mettaton hasn't made a& performance for more& than five minutes.../	Business Manticore	Hotland	room_fire_hotellobby	
* What's happening...^1?&* Can you explain it?/%%	Business Manticore	Hotland	room_fire_hotellobby	
* I'm the resort comedian.&* I'm very funny^1.&* People laugh at my jokes./	Snowdrake's Father	Hotland	room_fire_restaurant	
* Now^1, my son^1.&* He wants to be a comedian& like his fathah./	Snowdrake's Father	Hotland	room_fire_restaurant	
* But his jokes^1.&* Aren't funny./	Snowdrake's Father	Hotland	room_fire_restaurant	
* He tells these awful puns^1.&* He's an embarrassment to& our family./	Snowdrake's Father	Hotland	room_fire_restaurant	
* That's not funny./	Snowdrake's Father	Hotland	room_fire_restaurant	
* Since his mothah passed on^1,& he couldn't stand^1.&* Living at home anymore./	Snowdrake's Father	Hotland	room_fire_restaurant	
* So he ran away^1.&* I haven't seen him since./	Snowdrake's Father	Hotland	room_fire_restaurant	
* I'm a terrible fathah^1.&* Ha ha ha ha.../	Snowdrake's Father	Hotland	room_fire_restaurant	
* That's not funny./%%	Snowdrake's Father	Hotland	room_fire_restaurant	
* Talking to you about& this..^1.&* It's breakin' my heart./	Snowdrake's Father	Hotland	room_fire_restaurant	
* The doctah^1.&* She brought my wife.&* Back from the dead./	Snowdrake's Father	Hotland	room_tundra4	
* My son^1.&* He seems happy again./	Snowdrake's Father	Hotland	room_tundra4	
* Our family^1.&* It's biggah than evah./	Snowdrake's Father	Hotland	room_tundra4	
* Now that my wife^1.&* Is combined^1.&* With 16 othah people./%%	Snowdrake's Father	Hotland	room_tundra4	
* My boss stopped answering my& calls./	Snowdrake's Father	Hotland	room_fire_restaurant	
* I don't know when my next& performance will be./	Snowdrake's Father	Hotland	room_fire_restaurant	
* Maybe I shouldn't try to be& a comedian anymore.../	Snowdrake's Father	Hotland	room_fire_restaurant	
* It's tearing my family apart./%%	Snowdrake's Father	Hotland	room_fire_restaurant	
* My son..^1.&* He was always making these& weird ice puns./	Snowdrake's Father	Hotland	room_fire_restaurant	
* I hated them*1, so he ran& away from home.../	Snowdrake's Father	Hotland	room_fire_restaurant	
* I think I should try to& patch things up with him./	Snowdrake's Father	Hotland	room_fire_restaurant	
* Have you seen him^1?&* Have you seen my son?/%%	Snowdrake's Father	Hotland	room_fire_restaurant	
* Oh..^1.&* When you hug me^1, I feel..^1.&* So spicey./%%	Vulkin	Hotland	room_fire5	
* So spicey./%%	Vulkin	Hotland	room_fire5	
* Oh..^1.&* Freedoms./	Vulkin	Hotland	room_fire5	
* Feels..^1. so spicey./%%	Vulkin	Hotland	room_fire5	
* Oh..^1.&* When you encourage me^1, I& feel..^1. so nicey./%%	Vulkin	Hotland	room_fire_multitile	
* Hooray!/	Vulkin	Hotland	room_fire_multitile	
* Surface world will have & so many new friends to& help!!!/%%	Vulkin	Hotland	room_fire_multitile	
* Why do I look like a weird& black sausage^1?&* Just the angle./%%		Core		
* As a youth^1, I would sneak& out to play by this creepy& flaming pit./		Core	room_fire_core2	
* Since the CORE is always& re-arranging^1, it was like& a game trying to find it./		Core	room_fire_core2	
* Now it is my special place^1.&* It is nice for cooking s'mores& and things like that./%%		Core	room_fire_core2	
* We were hired by Mettaton& to destroy you./		Core	room_fire_core3	
* But since he never paid us^1,& we all decided to quit./		Core	room_fire_core3	
* No hard feelings./%%		Core	room_fire_core3	
* Zzzzzzz.../	Knight Knight	Core	room_fire_core_freebattle	
* (It's taking a nap.)/%%	Narrator	Core	room_fire_core_freebattle	
* Why do I look like a black& sausage and not a knight& or a wizard?/		Core	room_fire_core_warrior	
* Well..^1.&* Everyone has an angle they& look best from../%%		Core	room_fire_core_warrior	
* The core is made up of& interchangable rooms./		Core	room_fire_core_center	
* Before you came here^1, the& layout was altered so you& would get lost and perish./		Core	room_fire_core_center	
* Yes^1. Just for you^1.&* Do you feel special?/%%		Core	room_fire_core_center	
* Haha^1, ha ha ha^1.&* Secret^1, secret^1.&* I've done up a trouble./	Pyrope	Hotland	room_fire6A	
* I set the lava on fire./	Pyrope	Hotland	room_fire6A	
* No one will EVER know^1.&* It's the perfect crime.../%%	Pyrope	Hotland	room_fire6A	
* Haha^1, ha ha ha^1.&* If we leave^1, no one will& REALLY ever know!!/%%	Pyrope	Hotland	room_fire6A	
* This crime just gets perfecter& and perfecter./%%	Pyrope	Hotland	room_fire6A	
* The lava's so spicey now./%%	Pyrope	Hotland	room_fire6A	
* Haha^1, ha ha ha^1.&* Ya wanna "hang" out?/	Pyrope	Hotland	room_fire_boysnightout	
* Haha^1, ha ha ha^1.&* Sorry^1, I'm all TIED UP!!!/	Pyrope	Hotland	room_fire_boysnightout	
* Psyche^1! Owned^1!&* No one wants to be MY& friend!!!/%%	Pyrope	Hotland	room_fire_boysnightout	
* Haha^1, ha ha ha^1.&* Wonder if any humans would& wanna be my friend./	Pyrope	Hotland	room_fire_boysnightout	
* PSYYYYCHE^1!&* That'd NEVER happen!/%%	Pyrope	Hotland	room_fire_boysnightout	
* I'm too spicey to have& any friends./%%	Pyrope	Hotland	room_fire_boysnightout	
* Hey^1!&* Watch where you stand^1,& jerk!/	Tsunderplane	Hotland	room_fire_walkandbranch	
* Th-though^1, I guess if& there's nowhere else^1, you& can stand closer.../%%	Tsunderplane	Hotland	room_fire_walkandbranch	
* Standing so spicey./%%	Tsunderplane	Hotland	room_fire_walkandbranch	
* A-ah..^1. H-human..^1.&* You're leaving?/	Tsunderplane	Hotland	room_fire_walkandbranch	
* I have..^1.&* Something to say to you./	Tsunderplane	Hotland	room_fire_walkandbranch	
* Admittedly^1, I may have had& limerent feelings for you& before./	Tsunderplane	Hotland	room_fire_walkandbranch	
* However^1, upon examining my& own actions^1, I now& realize.../	Tsunderplane	Hotland	room_fire_walkandbranch	
* I did not love YOU./	Tsunderplane	Hotland	room_fire_walkandbranch	
* I was merely infatuated& with the CONCEPT of love./	Tsunderplane	Hotland	room_fire_walkandbranch	
* The idea of romance^1, the& concept of sharing affection& with another.../	Tsunderplane	Hotland	room_fire_walkandbranch	
* Through these desires^1, I& built a false concept of& you in my head./	Tsunderplane	Hotland	room_fire_walkandbranch	
* Such a relationship would& not have ended well./	Tsunderplane	Hotland	room_fire_walkandbranch	
* In closing^1, I believe it& is better that I chose to& say nothing./	Tsunderplane	Hotland	room_fire_walkandbranch	
* Y..^1. y-you i-idiot./%%	Tsunderplane	Hotland	room_fire_walkandbranch	
* I'm not saying it again./%%	Tsunderplane	Hotland	room_fire_walkandbranch	
* H-hey^1, why do you keep& following me!!!&* You jerk!!!/	Tsunderplane	Hotland	room_fire_conveyorlaser	
* Eeeeh^1?&* You're walking in the& opposite direction....?/	Tsunderplane	Hotland	room_fire_conveyorlaser	
* H-hey^1, you think you're too& good for me^1, huh...?/%%	Tsunderplane	Hotland	room_fire_conveyorlaser	
* N-not spicey enough for you^1,& h-huh.../%%	Tsunderplane	Hotland	room_fire_conveyorlaser	
* I..^1. I'm thinking of going& to the surface.../	Tsunderplane	Hotland	room_fire_conveyorlaser	
* Eeeeeh^1?&* You're going to go there& too?/	Tsunderplane	Hotland	room_fire_conveyorlaser	
* Idiot..^1.&* Quit following me!/%%	Tsunderplane	Hotland	room_fire_conveyorlaser	
beat				
canmove				
playing				
mclock				
GR				
mr				
mu				
wc				
wc2				
pudd				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* (Welcome to Snowdin Town!)/%%	Sign	Snowdin	room_tundra_town	
grx				
gry				
scr_enemynpc1				
* Heh..^1. us teens live& self-sufficiently off& the fat of the land.../	Childdrake	Snowdin	room_tundra_xoxopuzz	
* Oh^1, and the box lunches my& parents bring us every& day./%%	Childdrake	Snowdin	room_tundra_xoxopuzz	
* Besides Snowy^1.&* We have to share ours& with him../%%	Childdrake	Snowdin	room_tundra_xoxopuzz	
* Heh..^1.&* I guess we'll have to go to& the surface./	Childdrake	Snowdin	room_tundra_xoxopuzz	
* There are woods there we can& live in^1, right?/%%	Childdrake	Snowdin	room_tundra_xoxopuzz	
* Guh huh huh huh^1./	Childdrake	Snowdin	room_tundra8	
* Us teens rule these woods& with a smaller-than-& adult fist./%%	Childdrake	Snowdin	room_tundra8	
* I'm worried about getting& older..^1.&* I'll stop being a teen./	Childdrake	Snowdin	room_tundra8	
* No^1! I refuse^1!&* I'll just invent new numbers^1,& like twenty-teen!/%%	Childdrake	Snowdin	room_tundra8	
* I've heard there's a local& tradition based off of& my own suffering./	Gyftrot	Snowdin	room_tundra_iceexit_new	
* Everyone's leaving^1, eh?/	Gyftrot	Snowdin	room_tundra_iceexit_new	
* Good riddance^1!&* Maybe I'll finally get& some peace and quiet!/%%	Gyftrot	Snowdin	room_tundra_iceexit_new	
* I ran away from home^1.&* Why?/	Snowdrake	Snowdin	room_tundra4	
* 'Cause my father was so& "cold" to me.../	Snowdrake	Snowdin	room_tundra4	
* WHAT!^1?&* It's a JOKE!^1!&* LAUGH at it!!/%%	Snowdrake	Snowdin	room_tundra4	
* I really don't^1!&* I don't care if he doesn't& like my jokes!/%%	Snowdrake	Snowdin	room_tundra4	
* Mom might have to share her& mind with other people now^1,& but she's still my mom./	Snowdrake	Snowdin	room_tundra4	
* And that's "cool!"/	Snowdrake	Snowdin	room_tundra4	
* 'Cause^1, uhh^1, we're made& of ice and stuff./	Snowdrake	Snowdin	room_tundra4	
* WHAT!?!^1?&* It's a JOKE!^1!&* LAUGH at it!!/%%	Snowdrake	Snowdin	room_tundra4	
* Everyone's wearing hats^1.&* Should I branch into a& different item?/	Ice Cap	Snowdin	room_tundra_icehole	
* Ice jorts./	Ice Cap	Snowdin	room_tundra_icehole	
* ... doesn't have the same& ring to it./%%	Ice Cap	Snowdin	room_tundra_icehole	
* Ice socks and sandals./%%	Ice Cap	Snowdin	room_tundra_icehole	
* I know how to set myself& apart now^1!&* An ear piercing!/	Ice Cap	Snowdin	room_tundra_icehole	
* Wait./%%	Ice Cap	Snowdin	room_tundra_icehole	
* We all live in the woods^1,& so no one can tell us& what to do!/	Ice Cap	Snowdin	room_tundra_poffzone	
* But now everyone ignores& us.../	Ice Cap	Snowdin	room_tundra_poffzone	
* I don't want freedom if& it means no one's gonna& pay attention to me./%%	Ice Cap	Snowdin	room_tundra_poffzone	
* Maybe someone on the surface& will pay attention to me./	Ice Cap	Snowdin	room_tundra_poffzone	
* There're so many people^1,& someone has to^1, right!?/%%	Ice Cap	Snowdin	room_tundra_poffzone	
* Hey^1, stop thinking about& my hat!/	Ice Cap	Snowdin	room_tundra_snowpuzz	
* ... you aren't thinking about& my hat?/	Ice Cap	Snowdin	room_tundra_snowpuzz	
* ... can you^1, please?/%%	Ice Cap	Snowdin	room_tundra_snowpuzz	
* Ha^1!&* After all this time^1, you're& still thinking about my hat!/	Ice Cap	Snowdin	room_tundra_snowpuzz	
* ... please?/%%	Ice Cap	Snowdin	room_tundra_snowpuzz	
statuetimer				
alpha_x				
max_alpha				
* Bahh!!^1!&* Nevermind!!/%%	Elder Puzzler	Waterfall	room_water21	
* So^1?&* What are you waiting for!?/%%	Elder Puzzler	Waterfall	room_water21	
* Bah^1! Today's monsters don't& appreciate what makes& puzzles great!/	Elder Puzzler	Waterfall	room_water21	
* Nowadays "puzzles" are nothing& but lasers and moving rocks.../	Elder Puzzler	Waterfall	room_water21	
* Bahh!!!/	Elder Puzzler	Waterfall	room_water21	
* There's no ART in that& actiony^1, mindless schlock^1!&* It's just timing-based drive!/	Elder Puzzler	Waterfall	room_water21	
* Give me something that& challenges the deepest& reaches of my mind.../	Elder Puzzler	Waterfall	room_water21	
* You^1!&* You're young^1!&* You've still got hope!/	Elder Puzzler	Waterfall	room_water21	
* Geh heh heh...^1!&* Here..^1. try solving this& block-pushing puzzle!/%%	Elder Puzzler	Waterfall	room_water21	
* Geh^1?&* Who are you?/	Elder Puzzler	Waterfall	room_water21	
* Freedom^1? What^1? Bah^1!&* You're pullin' my leg!/%%	Elder Puzzler	Waterfall	room_water21	
* You again!^1?&* Bah^1! I don't care about& going free!/	Elder Puzzler	Waterfall	room_water21	
* Do you think humans could& appreciate the details& of classic puzzles...?/%%	Elder Puzzler	Waterfall	room_water21	
* (It's a box.^1)&* (Presumably to be pushed.)/%%	Narrator	Waterfall	room_water21	
* Bah!/%%	Elder Puzzler	Waterfall	room_water21	
* What...^1?&* WHAT are you doing!^1?&* You're pushing it ALL WRONG!/	Elder Puzzler	Waterfall	room_water21	
* Bah^1, forget it^1!&* This generation is REALLY& hopeless!/%%	Elder Puzzler	Waterfall	room_water21	
sistext				
Part of me wants to#see my new "brother"#Aaron.	Lemon Bread	Waterfall	room_water14	
But most other parts#of me... don't.	Lemon Bread	Waterfall	room_water14	
It's good to be#with my sister again.	Lemon Bread	Waterfall	room_water14	
wherey				
hypefade				
phraselength				
this_phrase				
hole				
* hOI!^1!&* im temmie!!!/	Temmie	Waterfall	room_water_temvillage	
* and dis is my friend..^1.&* temmie!!!/%%	Temmie	Waterfall	room_water_temvillage	
* woa..^1. tem hear news..^1.&* VERY GOODS!!!/%%	Temmie	Waterfall	room_water_temvillage	
* don forget my friend!/%%	Temmie	Waterfall	room_water_temvillage	
* yaYA!!^1!&* tems can go free!!/%%	Temmie	Waterfall	room_water_temvillage	
* Hi./	Bob	Waterfall	room_water_temvillage	
* I'm Bob./%%	Bob	Waterfall	room_water_temvillage	
* A pleasing development^1, no?/%%	Bob	Waterfall	room_water_temvillage	
* awawawawah!!/	Temmie	Waterfall	room_water_temvillage	
* humans..^1.&* such a.../	Temmie	Waterfall	room_water_temvillage	
* CUTE!!!!/%%	Temmie	Waterfall	room_water_temvillage	
* woa..^1.&* if tems can go on surface^1,& can see./	Temmie	Waterfall	room_water_temvillage	
* LOT OF CUTES HUNAN!!!/%%	Temmie	Waterfall	room_water_temvillage	
* tem..^1. WATCH EGG!!!/	Temmie	Waterfall	room_water_temvillage	
* eg..^1. wil HATCH!!!/	Temmie	Waterfall	room_water_temvillage	
* tem..^1. PROUD PARENT!!/%%	Temmie	Waterfall	room_water_temvillage	
* everyones go free..^1.&* BUT TEM!!!/	Temmie	Waterfall	room_water_temvillage	
* TEM NOT LEAV!!!&* TEM WATCH EG!!!/	Temmie	Waterfall	room_water_temvillage	
* tem will be happily fambily./%%	Temmie	Waterfall	room_water_temvillage	
* Snail snail..^1.&* (A long journey extends& in front of you...)/	Snail 1	Waterfall	room_water_farm	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Snail snail..^1.&* (Reach far and stretch& beyond the horizons.)/	Snail 1	Waterfall	room_water_farm	
* Snail snail^1.&* (So snaileth Sam Byool.)/%%	Snail 1	Waterfall	room_water_farm	
* Snail snail./	Snail 1	Waterfall	room_water_farm	
* (Good gosh^1, don't I look& like a perfectly normal& snail?)/%%	Snail 1	Waterfall	room_water_farm	
* Snail snail^1.&* (You reached the end of& your extensive journey.)/	Snail 1	Waterfall	room_water_farm	
* Snail snail^1.&* (What a long trip^1! Remember& to stretch your muscles.)/%%	Snail 1	Waterfall	room_water_farm	
* hOIVSI/%%	Temmie	Waterfall	room_water_temvillage	
* p..^1.&* tem heard human allergics& to tem.../	Temmie	Waterfall	room_water_temvillage	
* dat OK..^1.&* tem understan.../	Temmie	Waterfall	room_water_temvillage	
* tem..^1.&* ALSO allergic to tem!!!/%%	Temmie	Waterfall	room_water_temvillage	
* Mushroom danc^2e&* Mushroom danc^2e&* Whatever could it mean/%%	Ragel	Waterfall	room_water_temvillage	
* It symbolizes my inner& pain./%%	Ragel	Waterfall	room_water_temvillage	
* It symbolizes my inner& torment^1, trapped here& by my hyphae./	Ragel	Waterfall	room_water_temvillage	
* My struggle to pull away^1.&* My struggle to escape^1.&* But alas^1, to no avail./%%	Ragel	Waterfall	room_water_temvillage	
* If only I could see the& world above./	Ragel	Waterfall	room_water_temvillage	
* But even if the barrier& was open^1, how would I& leave...?/%%	Ragel	Waterfall	room_water_temvillage	
* It means you've lived a& life of sin./%%	Ragel	Waterfall	room_water_temvillage	
* It means..^1.&* Don't talk to me./%%	Ragel	Waterfall	room_water_temvillage	
* It symbolizes my unbridled& happiness./	Ragel	Waterfall	room_water_temvillage	
* The government told me& they are willing to& transplant me outside!/	Ragel	Waterfall	room_water_temvillage	
* Why didn't you smile at my& dance^1? It almost feels& a little rude.../%%	Ragel	Waterfall	room_water_temvillage	
scr_enemynpc2				
* Since you flexed at me^1,& I've been thinking of a& lot of things ;)/	Aaron	Waterfall	room_water_waterfall4	
* Like..^1.&* Flexing ;)/%%	Aaron	Waterfall	room_water_waterfall4	
* And flexing ;)/%%	Aaron	Waterfall	room_water_waterfall4	
* You came all this way to& see me flex ;)/	Aaron	Waterfall	room_water_waterfall4	
* This really says something& about you ;)/%%	Aaron	Waterfall	room_water_waterfall4	
* I..^1. I'm sc-scared... ;)/	Aaron	Waterfall	room_water_waterfall4	
* Ghosts aren't real^1, right?&* ;)/	Aaron	Waterfall	room_water_waterfall4	
* What^1? They are real^1?&* Oh nooooooo ;)/%%	Aaron	Waterfall	room_water_waterfall4	
* First ghosts^1, are real^1, now& anime's real ;)&* All my nightmares are true ;)/%%	Aaron	Waterfall	room_water_waterfall4	
* Everything's so dirty..^1.&* If I could erase everything^1,& I would./	Woshua	Waterfall	room_water7	
* Ohhhh^1.&* Don't get the wrong idea^1.&* I don't want anyone to die./	Woshua	Waterfall	room_water7	
* People turn to dust when& they die^1, and that's hard& to clean up.../%%	Woshua	Waterfall	room_water7	
* Don't turn to dust./%%	Woshua	Waterfall	room_water7	
* The surface intimidates me./	Woshua	Waterfall	room_water7	
* The entire outer layer of the& Earth is made of dirt./%%	Woshua	Waterfall	room_water7	
* I clean off all of the& trash and arrange it into& symmetrical piles./	Woshua	Waterfall	room_water_trashzone1	
* It's hard work^1, but somebody& has to do it./%%	Woshua	Waterfall	room_water_trashzone1	
* Don't drag your dirty feet& in here^1.&* I just cleaned this trash!/%%	Woshua	Waterfall	room_water_trashzone1	
yf				
$ -	Menu	Ruins, Snowdin, room_ruins12B, room_tundra8, room_water_nicecream, room_fire_hotdog, room_fire_spidershop, room_fire_hotelfront_1, room_truelab_hub		
SPACE -	Menu	Ruins, Snowdin, room_ruins12B, room_tundra8, room_water_nicecream, room_fire_hotdog, room_fire_spidershop, room_fire_hotelfront_1, room_truelab_hub		
c0y				
c1y				
column				
boxno				
scr_itemname				
INVENTORY	Menu			
BOX	Menu			
scr_storagename				
Press [X] to Finish	Menu			
scr_storageshift				
currentmenu				
currentspot				
moveyy				
HP	Menu			
LV	Menu			
G	Menu			
ITEM	Menu			
STAT	Menu			
CELL	Menu			
USE	Menu			
INFO	Menu			
DROP	Menu			
AT	Menu			
(	Menu			
)	Menu			
DF	Menu			
weaponname				
armorname				
Clouded Glasses	Menu			
Temmie Armor	Menu			
WEAPON:	Menu			
ARMOR:	Menu			
GOLD:	Menu			
KILLS:	Menu			
Easy to#change,#huh?	Menu			
EXP:	Menu			
nextlevel				
NEXT:	Menu			
EMPTY	Menu			
Save	Save File			
Return	Save File			
File saved.	Save File			
dontthrow				
* (You put the dog on the& ground.)/%%	Narrator	Waterfall	room_water_dogroom	
* (You threw the Bad Memory& away.^1)&* (But it came back.)/%%	Narrator			
* (Despite what seems like& common sense^1, you threw& away the letter.)/%%	Narrator			

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Hey^1! Don't throw that& away^1! Just deliver it!/%%	Undyne	Snowdin	room_tundra_town	
* (The letter is too powerful to& throw away.^1)&* (It gets the better of you.)/%%	Narrator			
action_previous_room				
myfacing				
goldshift				
fliptime				
fakevspeed				
faceoff				
faketime				
ideal				
thin				
mydir				
myspeedx				
rideo				
am				
* Hey^1!&* Stop!!!/%%	Alphys	True Lab	room_truelab_power	
* I got you guys some& food^1, okay!?/%%	Alphys	True Lab	room_truelab_power	
\E4* Sorry about that.../	Alphys	True Lab	room_truelab_power	
\E2* They get kind of sassy& when they don't get& fed on time./	Alphys	True Lab	room_truelab_power	
\E3* Um!!/	Alphys	True Lab	room_truelab_power	
\E3* I think they smelled& the potato chips you& had^1, and.../	Alphys	True Lab	room_truelab_power	
\E3* Anyway!/	Alphys	True Lab	room_truelab_power	
\E6* The power went out^1,& and I've been trying& to turn it back on!/	Alphys	True Lab	room_truelab_power	
\E4* But it seems like you& were one step ahead& of me./	Alphys	True Lab	room_truelab_power	
\E2* This was probably just& a big inconvenience& for you.../	Alphys	True Lab	room_truelab_power	
\E4* B-but I appreciate& that you came here& to back me up!/	Alphys	True Lab	room_truelab_power	
\E4* As I said^1, I was& afraid I might.../	Alphys	True Lab	room_truelab_power	
\E8* Not come back.../	Alphys	True Lab	room_truelab_power	
\E5* But that's not because& of these guys or& anything!/	Alphys	True Lab	room_truelab_power	
\E4* I was just worried I& would be too afraid.../	Alphys	True Lab	room_truelab_power	
\E9* To tell the truth.../	Alphys	True Lab	room_truelab_power	
\E8* That I might run away^1,& or do something.../	Alphys	True Lab	room_truelab_power	
\E9* Cowardly./	Alphys	True Lab	room_truelab_power	
\E8 Uh..^1. I.,^1.& I suppose I owe you& an explanation./	Alphys	True Lab	room_truelab_power	
\E9* As you probably know^1,& ASGORE asked me to study& the nature of SOULs./	Alphys	True Lab	room_truelab_power	
\E3* During my research^1, I& isolated a power I& called "determination."/	Alphys	True Lab	room_truelab_power	
\E6* I injected it into dying& monsters so their SOULs& would last after death./	Alphys	True Lab	room_truelab_power	
\E9* But the experiment& failed./	Alphys	True Lab	room_truelab_power	
* You see^1, unlike humans',& monsters' bodies don't& have enough.../	Alphys	True Lab	room_truelab_power	
* Physical matter to take& those concentrations& of "determination."/	Alphys	True Lab	room_truelab_power	
* Their bodies started to& melt^1, and lost what& physicality they had./	Alphys	True Lab	room_truelab_power	
\E3* Pretty soon^1, all of the& test subjects had melted& together into.../	Alphys	True Lab	room_truelab_power	
\E8* Those./	Alphys	True Lab	room_truelab_power	
\E9* Seeing them like this^1,& I knew.../	Alphys	True Lab	room_truelab_power	
\E8* I couldn't tell their& families about it./	Alphys	True Lab	room_truelab_power	
\E8* I couldn't tell anyone& about it./	Alphys	True Lab	room_truelab_power	
\E9* No matter how much& everyone was asking me./	Alphys	True Lab	room_truelab_power	
\E9* And I was too afraid to& do any more work^1,& knowing.../	Alphys	True Lab	room_truelab_power	
\E8* ... everything I'd done& so far had been such& a horrific failure./	Alphys	True Lab	room_truelab_power	
\E9* ... but now./	Alphys	True Lab	room_truelab_power	
\E9* Now^1, I've changed my& mind about all this./	Alphys	True Lab	room_truelab_power	
\E9* I'm going to tell& everyone what I've done./	Alphys	True Lab	room_truelab_power	
* It's going to be hard./	Alphys	True Lab	room_truelab_power	
* Being honest..^1.&* Believing in myself.../	Alphys	True Lab	room_truelab_power	
* I'm sure there will be& times where I'll& struggle./	Alphys	True Lab	room_truelab_power	
* I'm sure there will be& times where I screw& up again./	Alphys	True Lab	room_truelab_power	
\E0* But knowing^1, deep down^1,& that I have friends& to fall back on.../	Alphys	True Lab	room_truelab_power	
\E7* I know it'll be a& lot easier to stand& on my own./	Alphys	True Lab	room_truelab_power	
* Thank you./%%	Alphys	True Lab	room_truelab_power	
* Come on^1, guys./	Alphys	True Lab	room_truelab_power	
* It's time for everyone& to go home./%%	Alphys	True Lab	room_truelab_power	
drawkey				
bedy				
tuck				
walpha				
limbx				
limby				
* (Seems like a comfy bed.)/	Narrator	True Lab	room_truelab_bedroom	
* (You could probably climb& into it if you were to& the left of it.)/%%	Narrator	True Lab	room_truelab_bedroom	
getx				
gety				
tox				
toy				
ivol				
nextcon				
alph				
* (There's a VHS player with a& few tapes picked out beside& it...)/	Narrator	True Lab	room_truelab_tv	
* (They seem to be labelled& in a specific order.)/	Narrator	True Lab	room_truelab_tv	
* (Will you watch one...?)/%%	Narrator	True Lab	room_truelab_tv	
* (Choose a tape to watch.)/%%	Narrator	True Lab	room_truelab_tv	
Tape 1	Label	True Lab	room_truelab_tv	
Tape 2	Label	True Lab	room_truelab_tv	
Tape 3	Label	True Lab	room_truelab_tv	
Tape 4	Label	True Lab	room_truelab_tv	
Tape 5	Label	True Lab	room_truelab_tv	
* Psssst^1.&* Gorey^1, wake up. \Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Mmm^1?&* What is it^1, dear?/	Asgore (video)	True Lab	room_truelab_tv	
* ... err^1, and why do you& have that video camera? \TT/	Asgore (video)	True Lab	room_truelab_tv	
* Shush^1!&* I want to get your& reaction./	Toriel (video)	True Lab	room_truelab_tv	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
* Gorey^1, dearest^1.&* What is my favorite& vegetable?\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Hmmm..^1.&* Carrots^1, right?\TT/	Asgore (video)	True Lab	room_truelab_tv	
* No no no^1!&* My FAVORITE vegetable is.../	Toriel (video)	True Lab	room_truelab_tv	
* Eda-MOM-e./	Toriel (video)	True Lab	room_truelab_tv	
* ... get it???\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Go back to bed^1, dear.\TT/	Asgore (video)	True Lab	room_truelab_tv	
* No no!^1!&* Not yet^1!&* Hee hee hee./	Toriel (video)	True Lab	room_truelab_tv	
* Now^1, If I were a dog^1.& what breed of dog would& I be?\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Hmmm..^1. I don't know^1, honey^1.&* What kind of dog would& you be?\TT/	Asgore (video)	True Lab	room_truelab_tv	
* I would be.../	Toriel (video)	True Lab	room_truelab_tv	
* A MOMERANIAN.\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Hohoho!/	Asgore (video)	True Lab	room_truelab_tv	
* You sure are excited to& have this child./	Asgore (video)	True Lab	room_truelab_tv	
* You know^1, if you keep& making jokes like& this.../	Asgore (video)	True Lab	room_truelab_tv	
* One day^1, you could be.../	Asgore (video)	True Lab	room_truelab_tv	
* ... a famous MOMedian.\TT/	Asgore (video)	True Lab	room_truelab_tv	
* Well^1, I am going to bed.\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Hey^1!&* Come on^1, Tori^1!&* That one was funny!\TT/	Asgore (video)	True Lab	room_truelab_tv	
* Hahaha^1, I know^1.&* I am just teasing you./	Toriel (video)	True Lab	room_truelab_tv	
* Goodnight^1, dear.\Ta/	Toriel (video)	True Lab	room_truelab_tv	
* Goodnight, honey.\TT/	Asgore (video)	True Lab	room_truelab_tv	
* Oh dear^1, perhaps it is too& dark in here for the& video to come out.../%%	Toriel (video)	True Lab	room_truelab_tv	
hhvol				
* Okay^1,	Asriel (video)	True Lab	room_truelab_tv	
^1, are you ready?/	Asriel (video)	True Lab	room_truelab_tv	
* Do your creepy face!/	Asriel (video)	True Lab	room_truelab_tv	
* AHHHHH!^1!&* Hee hee hee!/	Asriel (video)	True Lab	room_truelab_tv	
* Oh^1!&* Wait^1!&* I had the lens cap on.../	Asriel (video)	True Lab	room_truelab_tv	
* What!^1?&* You're not gonna do it& again...?/	Asriel (video)	True Lab	room_truelab_tv	
* Come on^1, quit tricking me^1!&* Haha!/%%	Asriel (video)	True Lab	room_truelab_tv	
* Howdy^1,	Asriel (video)	True Lab	room_truelab_tv	
^1!&* Smile for the camera!/	Asriel (video)	True Lab	room_truelab_tv	
* Ha^1, this time I got YOU^1!&* I left the cap on..^1.&* ON PURPOSE!/	Asriel (video)	True Lab	room_truelab_tv	
* Now you're smiling for& noooo reason^1!&* Hee hee hee!/	Asriel (video)	True Lab	room_truelab_tv	
* What^1?&* Oh^1, yeah^1, I remember./	Asriel (video)	True Lab	room_truelab_tv	
* When we tried to make& butterscotch pie for Dad^1,& right?/	Asriel (video)	True Lab	room_truelab_tv	
* The recipe asked for cups& of butter.../	Asriel (video)	True Lab	room_truelab_tv	
* But we accidentally put& in buttercups instead./	Asriel (video)	True Lab	room_truelab_tv	
* Yeah^1!&* Those flowers got him& really sick./	Asriel (video)	True Lab	room_truelab_tv	
* I felt so bad^1.&* We made Mom really upset./	Asriel (video)	True Lab	room_truelab_tv	
* I should have laughed it& off^1, like you did.../	Asriel (video)	True Lab	room_truelab_tv	
* Um^1, anyway^1, where are you& going with this?/	Asriel (video)	True Lab	room_truelab_tv	
* Huh^1?&* Turn off the camera...^1?&* OK./%%	Asriel (video)	True Lab	room_truelab_tv	
* I..^1. I don't like this idea^1,&	Asriel (video)	True Lab	room_truelab_tv	
* Wh.^1. what^1?&* N-no, I'm not.../	Asriel (video)	True Lab	room_truelab_tv	
* ... big kids don't cry./	Asriel (video)	True Lab	room_truelab_tv	
* Yeah^1, you're right./	Asriel (video)	True Lab	room_truelab_tv	
* No^1!&* I'd never doubt you^1,	Asriel (video)	True Lab	room_truelab_tv	
..^1.&* Never!/	Asriel (video)	True Lab	room_truelab_tv	
* Y..^1. yeah^1!&* We'll be strong^1!&* We'll free everyone./	Asriel (video)	True Lab	room_truelab_tv	
* I'll go get the flowers./%%	Asriel (video)	True Lab	room_truelab_tv	
..^1.&* Can you hear me^1?&* We want you to wake up...\Ta/	Toriel (video)	True Lab	room_truelab_tv	
^1!&* You have to stay determined!/	Asgore (video)	True Lab	room_truelab_tv	
* You can't give up..^1.&* You are the future of humans& and monsters...\TR/	Asgore (video)	True Lab	room_truelab_tv	
* Psst...	Asriel (video)	True Lab	room_truelab_tv	
..^1.&* Please..^1. wake up.../	Asriel (video)	True Lab	room_truelab_tv	
* I don't like this plan& anymore./	Asriel (video)	True Lab	room_truelab_tv	
* I..^1. I.../	Asriel (video)	True Lab	room_truelab_tv	
* ..^1. no^1, I said..^1.&* I said I'd never doubt you./	Asriel (video)	True Lab	room_truelab_tv	
* Six^1, right^1?&* We just have to get six.../	Asriel (video)	True Lab	room_truelab_tv	
* And we'll do it together^1,& right?/%%	Asriel (video)	True Lab	room_truelab_tv	
* (It's a fake plant.)/%%	Narrator	True Lab	room_truelab_hub, room_truelab_bedroom	
* (It's some kind of operating& table.)/	Narrator	True Lab	room_truelab_operatingroom	
* (It's sticky...)/%%	Narrator	True Lab	room_truelab_operatingroom	
error/%%		True Lab		
* (There's a note on the& ground...^1)&* (You can't make it all out.)/	Narrator	True Lab	room_truelab_hub, room_truelab_redlever, room_truelab_bluelever, room_truelab_greenlever, room_truelab_tv	
* "elevator..^1. lost power..^1."&* "enter the center door..."/	Alphys (note)	True Lab	room_truelab_hub	
* (That's all you could read.)/%%	Narrator	True Lab	room_truelab_hub, room_truelab_redlever, room_truelab_bluelever, room_truelab_greenlever, room_truelab_tv	
* "drain..^1. dropped it..."/	Alphys (note)	True Lab	room_truelab_redlever	
* "cold..."/	Alphys (note)	True Lab	room_truelab_bluelever	
* "curtain..."/	Alphys (note)	True Lab	room_truelab_greenlever	
* "under..^1. sheets..."/	Alphys (note)	True Lab	room_truelab_tv	
shsh				
* (It's a refrigerator.^1)&* (It's empty.)/%%	Narrator	True Lab	room_truelab_cooler	
* (It's a refrigerator.^1)&* (It seems to contain& samples of some kind.)/%%	Narrator	True Lab	room_truelab_cooler	
* There's something here..^1.&* It feels like it's& breathing./%%	Narrator	True Lab	room_truelab_cooler	
* There's something here..^1.&* It feels like a tree^1, ripe& with delicious fruit./%%	Narrator	True Lab	room_truelab_cooler	
* There's something here..^1.&* Something in the shape& of a man./%%	Narrator	True Lab	room_truelab_cooler	
* There's something here..^1.&* It feels warm^1, and moist./%%	Narrator	True Lab	room_truelab_cooler	
mostcase				
* (It's a bed.)/%%	Narrator	True Lab	room_truelab_bedroom	
lit				
xxspeed				
yyspeed				
fansfx				
dy				
dp				
nod				
drawball				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
yl				
amalgam				
* (It's some sort of cold^1,& rectangular object.)/%%	Narrator	True Lab	room_truelab_cooler	
* (You found a blue key on& the ground.^1)&* (You put it on your keychain.)/%%	Narrator	True Lab	room_truelab_cooler	
acon				
wcon				
aanim				
how_bad_me_key				
kanim				
* (You turned on the sink.)/%%	Narrator	True Lab	room_truelab_operatingroom	
* (You really like to wash& your hands.)/%%	Narrator	True Lab	room_truelab_operatingroom	
* (You turned off the sink.)/%%	Narrator	True Lab	room_truelab_operatingroom	
* (There's a red key lying& in the sink.)/	Narrator	True Lab	room_truelab_operatingroom	
* (You took it and put it& on your keychain.)/%%	Narrator	True Lab	room_truelab_operatingroom, room_truelab_shower	
animspeed				
onoff				
* (There's a green key lying& in the bathtub.)/	Narrator	True Lab	room_truelab_shower	
* (It's an empty bathtub.)/%%	Narrator	True Lab	room_truelab_shower	
red				
yel				
gre				
blu				
* (It's some kind of switch.^1)&* (There's a red-colored& slot in the center.)/%%	Narrator	True Lab	room_truelab_redlever	
* (The red switch has been& turned on.)/%%	Narrator	True Lab	room_truelab_redlever	
* (Click!^1)&* (The red key fits perfectly& into the slot.)/%%	Narrator	True Lab	room_truelab_redlever	
* (It's some kind of switch.^1)&* (There's a blue-colored& slot in the center.)/%%	Narrator	True Lab	room_truelab_bluelever	
* (The blue switch has been& turned on.)/%%	Narrator	True Lab	room_truelab_bluelever	
* (Click!^1)&* (The blue key fits perfectly& into the slot.)/%%	Narrator	True Lab	room_truelab_bluelever	
* (It's some kind of switch.^1)&* (There's a green-colored& slot in the center.)/%%	Narrator	True Lab	room_truelab_greenlever	
* (The green switch has been& turned on.)/%%	Narrator	True Lab	room_truelab_greenlever	
* (Click!^1)&* (The green key fits perfectly& into the slot.)/%%	Narrator	True Lab	room_truelab_greenlever	
* (It's some kind of switch.^1)&* (There's a yellow-colored& slot in the center.)/%%	Narrator	True Lab	room_truelab_tv	
* (The yellow switch has been& turned on.)/%%	Narrator	True Lab	room_truelab_tv	
* (Click!^1)&* (The yellow key fits perfectly& into the slot.)/%%	Narrator	True Lab	room_truelab_tv	
s_buffer				
o_sound				
c_sound				
s_sound				
ox				
shouldopen				
shakevalue				
rs_speed				
blacktime				
sfxtimer				
hyperboys				
thispic				
WARNING! WARNING^6!%	Elevator	Hotland	room_fire_labelevator	
ELEVATOR LOSING POWER^6!%	Elevator	Hotland	room_fire_labelevator	
EM TETHER STABILITY LOST^6!%	Elevator	Hotland	room_fire_labelevator	
ALTITUDE DROPPING^6!%%	Elevator	Hotland	room_fire_labelevator	
* (It's a voice you have& never heard before.)/%%	Narrator	True Lab	room_truelab_castle_elevator	
_^1.&* Are you there?/	Asriel (call)	True Lab	room_truelab_castle_elevator	
* It's been a long time^1,& hasn't it...?/	Asriel (call)	True Lab	room_truelab_castle_elevator	
* But you've done well./	Asriel (call)	True Lab	room_truelab_castle_elevator	
* Thanks to you^1, everything& has fallen into place./	Asriel (call)	True Lab	room_truelab_castle_elevator	
* See you soon./%%	Asriel (call)	True Lab	room_truelab_castle_elevator	
la				
xreveal				
ricardo				
try_up				
try_down				
try_left				
try_right				
h_skip				
j_xpos				
j_ypos				
j_dir				
j_fr				
j_fl				
j_fu				
j_fd				
j_fr_p				
j_fl_p				
j_fu_p				
j_fd_p				
j_prev				
j_on				
b0_i				
b1_i				
b2_i				
as_i				
jd_i				
debug_r				
debug_f				
j1				
j2				
ja				
jt				
spec_rtimer				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
joystick_exists				
keyboard_key_press				
joystick_xpos				
joystick_ypos				
joystick_direction				
joystick_pov				
j_pov				
keyboard_check_released				
window_get_fullscreen				
SCR_GAMESTART				
jjjjjj				
fskip				
ftime				
sksk				
scr_load				
os_type				
lastfacing				
nnn				
oldx				
oldy				
m_override				
crumpet				
strumpet				
trumpet				
floss				
* Hee hee hee^1.&* Did you really think& you could run away?/%%	Omega Flowey	New Home	room_f_phrase	
* Did you really think& I was gonna be& satisfied.../	Omega Flowey	New Home	room_f_phrase	
* ... killing you only& ONE time?/%%	Omega Flowey	New Home	room_f_phrase	
* Pathetic..^1.&* Now you're REALLY& gonna die!/%%	Omega Flowey	New Home	room_f_phrase	
* Do you even realize& what will happen if& you defeat me...?/%%	Omega Flowey	New Home	room_f_phrase	
* Don't you get it?/	Omega Flowey	New Home	room_f_phrase	
* There's no such thing& as happy endings./	Omega Flowey	New Home	room_f_phrase	
* This is all that's& left...!/%%	Omega Flowey	New Home	room_f_phrase	
* Are you REALLY that& desperate...^1?&* Hee hee hee.../%%	Omega Flowey	New Home	room_f_phrase	
* Are you letting me& kill you..^1.&* ... on PURPOSE^2?&* SICKO^1. Ha ha ha./%%	Omega Flowey	New Home	room_f_phrase	
* Honestly^1, fighting& you IS pretty fun.../	Omega Flowey	New Home	room_f_phrase	
* ... So even if you& ARE a sicko^1, I'll& take it!/%%	Omega Flowey	New Home	room_f_phrase	
* Maybe you're wondering& if I ever get tired& of winning.../	Omega Flowey	New Home	room_f_phrase	
* Wanna see my answer?/%%	Omega Flowey	New Home	room_f_phrase	
fplot				
clapper				
claps				
transtype				
helltimer				
drawthis				
crack				
nowxx				
nowyy				
punch				
explosion				
hellmus				
Howdy!/	Omega Flowey	New Home	room_f_room	
It's me, FLOWEY./	Omega Flowey	New Home	room_f_room	
\E2FLOWEY the FLOWER!/	Omega Flowey	New Home	room_f_room	
\E0I owe you a HUGE thanks./	Omega Flowey	New Home	room_f_room	
\E9You really did a number&on that old fool./	Omega Flowey	New Home	room_f_room	
\E0Without you^1, I NEVER could&have gotten past him./	Omega Flowey	New Home	room_f_room	
\E7But now^1, with YOUR help.../	Omega Flowey	New Home	room_f_room	
\E8 %	Omega Flowey	New Home	room_f_room	
\TFHe's DEAD./	Omega Flowey	New Home	room_f_room	
\E6And I'VE got the human&SOULS!/%%	Omega Flowey	New Home	room_f_room	
laugh				
\E0Boy!/	Omega Flowey	New Home	room_f_room	
\E0I've been empty for so&long.../	Omega Flowey	New Home	room_f_room	
\E4It feels great to have a&SOUL inside me again./	Omega Flowey	New Home	room_f_room	
\E1Mmmm^1, I can feel them&wriggling.../	Omega Flowey	New Home	room_f_room	
\E6Awww^1, you're feeling&left out^1, aren't you?/	Omega Flowey	New Home	room_f_room	
\E1Well^1, that's just perfect./	Omega Flowey	New Home	room_f_room	
\E0After all^1, I only have&six souls./	Omega Flowey	New Home	room_f_room	
\E1I still need one more.../	Omega Flowey	New Home	room_f_room	
\TFB\E2efore I become GOD./	Omega Flowey	New Home	room_f_room	
\E3And then^1, with my&newfound powers.../	Omega Flowey	New Home	room_f_room	
\E7Monsters./	Omega Flowey	New Home	room_f_room	
\E5Humans./	Omega Flowey	New Home	room_f_room	
\E5Everyone^2./	Omega Flowey	New Home	room_f_room	
\E8I'll show them all the REAL&meaning of this world./%%	Omega Flowey	New Home	room_f_room	
\E0Oh^1, and forget about escaping&to your old SAVE FILE./	Omega Flowey	New Home	room_f_room	
\TFI\E2t's gone FOREVER./	Omega Flowey	New Home	room_f_room	
\E0Golly^1, if only you&had a SAVE FILE you&could run away to.../	Omega Flowey	New Home	room_f_room	
\TFB\E2ut you were just&too STUPID to make one!/	Omega Flowey	New Home	room_f_room	
\TFB\E3ut don't worry./	Omega Flowey	New Home	room_f_room	
\E0Your old friend FLOWEY.../	Omega Flowey	New Home	room_f_room	
\E1Has worked out a replacement&for you!/	Omega Flowey	New Home	room_f_room	
\TFI\E6'll SAVE over your own&death./	Omega Flowey	New Home	room_f_room	
\E7So you can watch me tear&you to bloody pieces.../	Omega Flowey	New Home	room_f_room	
\E8Over^1, and over^1, and over.../%%	Omega Flowey	New Home	room_f_room	
\E9... what?/	Omega Flowey	New Home	room_f_room	
Do you really think&you can stop ME?/	Omega Flowey	New Home	room_f_room	
\TFH\E4ee hee hee.../%%	Omega Flowey	New Home	room_f_room	

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
\E5You really ARE an idiot^4.%%	Omega Flowey	New Home	room_f_room	
LV 9999	Menu	New Home	room_f_menu	
My World	Menu	New Home	room_f_menu	
Restart	Menu	New Home	room_f_menu	
stuck				
Long ago^1, two races&ruled over Earth^1:&HUMANS and MONSTERS. \E1 ^1 %	Omega Flowey	New Home	room_f_intro	
One day^1, th^7ey all&disappeared without&a trace.	Omega Flowey	New Home	room_f_intro	
my_hp				
my_inv				
* Big boner down the lane^8 %%				
* Big boner down the lane^4 %%				
darkmode				
scr_floweybodyload				
scr_floweybodysave				
decay				
turn1				
attack				
counter2				
gn				
gn2				
v_side				
leftarm				
rightarm				
memorymode				
nowhp				
checkx1				
checkx2				
maxtimer				
battlephase				
soultimer				
soulmax				
attacktimer				
attacktimermax				
attackno				
save_attackno				
attackid				
phase_1				
phase_s				
ourattack				
overtype				
unhinged				
fileset				
savetimer				
mus_phase				
mustype				
mus_repeat1				
wimpy				
desperate				
mus_finale2				
megadamage				
mus_finale3				
fightbt				
mus_endnote				
mus_alarm				
tvmode				
soul_rescue				
mus_noise				
idealhx				
idealhy				
nowhx				
nowhy				
nowhxadd				
nowhyadd				
mus_soul				
lg				
mus_finale1_l				
* Flowey's DEFENSE& dropped to 0^4! %%	Narrator	New Home	room_floweyx	
newattack				
loadtimer				
darkvalue				
htest				
save_hp				
save_inv				
introcon				
introskip				
turnturn				
intent_hit				
floweyhp				
floweymaxhp				
fadevalue				
fix				
fly				
lefteye				
flipeye				
fleshface				
pipetest				
pipetest2				
pipetest3				
external/spr_nostrils.png				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
sprite_replace				
external/spr_fleshmound.png				
external/spr_lefteye_overlay.png				
external/spr_lefteye_nopupil.png				
external/spr_lefteye_pupil.png				
external/spr_flipeye_bg.png				
external/spr_flipeye_holder.png				
external/spr_flipeye_noiris.png				
external/spr_flipeye_pupil.png				
external/spr_flipeye_iris.png				
external/spr_nostrils.gif				
external/spr_fleshmound.gif				
external/spr_lefteye_overlay.gif				
external/spr_lefteye_nopupil.gif				
external/spr_lefteye_pupil.gif				
external/spr_flipeye_bg.gif				
external/spr_flipeye_holder.gif				
external/spr_flipeye_noiris.gif				
external/spr_flipeye_pupil.gif				
external/spr_flipeye_iris.gif				
external/spr_floweyx_mouthedge.png				
external/spr_floweyx_mouthl.png				
external/spr_floweyx_dimple.png				
external/spr_floweyx_mouthbridge.png				
external/spr_floweyx_mouthedge.gif				
external/spr_floweyx_mouthl.gif				
external/spr_floweyx_dimple.gif				
external/spr_floweyx_mouthbridge.gif				
external/spr_floweyx_tv.png				
external/spr_pipepart.png				
external/spr_floweyx_tv.gif				
external/spr_pipepart.gif				
external/spr_halfdentata_none.png				
external/spr_halfdentata_bottom.png				
external/spr_halfdentata_top.png				
external/spr_dentata_tophalf.png				
external/spr_dentata_bottomhalf.png				
external/spr_dentata_none.png				
external/spr_bgpipe.png				
external/spr_bgpipe.gif				
external/spr_floweyarm.png				
external/spr_floweyarm.gif				
external/spr_sidestalk.png				
external/spr_sidestalk.gif				
external/spr_vines_flowey.png				
external/spr_vines_flowey_2.png				
external/spr_vines_flowey_3.png				
external/spr_vines_flowey.gif				
external/spr_vines_flowey_2.gif				
external/spr_vines_flowey_3.gif				
external/tv.gif				
external/spr_mouthball.png				
external/spr_mouthball.gif				
external/spr_floweynuke_explosion.png				
external/spr_floweynuke_explosion.gif				
external/spr_floweynuke.png				
external/spr_floweynuke.gif				
external/spr_mouthflash.png				
external/spr_mouthflash.gif				
external/spr_mouthbeam.png				
external/spr_mouthbeam.gif				
external/spr_floweyx_flame.png				
external/spr_floweyx_flame.gif				
external/spr_venus_placeholder.png				
external/spr_venus_placeholder.gif				
sprite_collision_mask				
soulpitch				
mus_repeat2				
sfx_oh				
sfx_ted				
sfx_generate				
sfx_laugh				
mus_finale1				
mus_saved				
mus_hit				
o_kill				
destroyer				
destroyercon				
dcon				
knockfactor				
blend2				
rotbonus				
xbonus				
ybonus				
mused				
sta				
FILE 2 SAVED	Menu	New Home	room_floweyx	
FILE 3 SAVED	Menu	New Home	room_floweyx	
FILE 6 SAVED	Menu	New Home	room_floweyx	

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
FILE 3 LOADED	Menu	New Home	room_floweyx	
FILE 4 LOADED	Menu	New Home	room_floweyx	
LOAD FAILED	Menu	New Home	room_floweyx	
FILE 6 LOADED	Menu	New Home	room_floweyx	
FILE 2 LOADED	Menu	New Home	room_floweyx	
sfx_glock				
sfx_shake				
lsh				
* No... NO!!!/	Omega Flowey	New Home	room_floweyx	
* This CAN'T be& happening!!!/	Omega Flowey	New Home	room_floweyx	
* You... YOU.../%%	Omega Flowey	New Home	room_floweyx	
tw				
frozen				
* You^2 IDIOT^5. %%	Omega Flowey	New Home	room_floweyx	
tw2				
sfg				
mus_worry				
* Did you REALLY& think.../	Omega Flowey	New Home	room_floweyx	
* You could& defeat ME!?/	Omega Flowey	New Home	room_floweyx	
\E5* I am the GOD of& this world./	Omega Flowey	New Home	room_floweyx	
\E6* And YOU?/	Omega Flowey	New Home	room_floweyx	
* You're HOPELESS./	Omega Flowey	New Home	room_floweyx	
* Hopeless and& alone.../	Omega Flowey	New Home	room_floweyx	
\E0* Golly^1, that's& right!/	Omega Flowey	New Home	room_floweyx	
\E7* Your WORTHLESS& friends.../	Omega Flowey	New Home	room_floweyx	
\E8* ... can't save& you now./	Omega Flowey	New Home	room_floweyx	
\E1* Call for help^1.& * I dare you./	Omega Flowey	New Home	room_floweyx	
\E5* Cry into the& darkness!/	Omega Flowey	New Home	room_floweyx	
\E8"Mommy^1! Daddy^1!"&"Somebody help!"/	Omega Flowey	New Home	room_floweyx	
\E5* See what good& it does you!/%%	Omega Flowey	New Home	room_floweyx	
* You..^1. uh.../	Omega Flowey	New Home	room_floweyx	
\E4* Would you STOP that?/	Omega Flowey	New Home	room_floweyx	
\E5* Anyway^1, YOU!/	Omega Flowey	New Home	room_floweyx	
overnoiser.				
(You called for help.^4) %%	Narrator	New Home	room_floweyx	
\E0* But nobody came./	Omega Flowey	New Home	room_floweyx	
\E2* Boy^1!&* What a shame!/	Omega Flowey	New Home	room_floweyx	
\E7* Nobody else.../	Omega Flowey	New Home	room_floweyx	
* Is gonna get to& see you DIE!!!/%%	Omega Flowey	New Home	room_floweyx	
trick				
facemotion				
* What^4? %	Omega Flowey	New Home	room_floweyx	
\E1* How'd you...^4? %	Omega Flowey	New Home	room_floweyx	
\E2* Well^1, I'll jus^4t%%	Omega Flowey	New Home	room_floweyx	
\E4* Wh..^4. %	Omega Flowey	New Home	room_floweyx	
* Where are my& powers!^5? %%	Omega Flowey	New Home	room_floweyx	
s6				
\E5* The souls...^5? %	Omega Flowey	New Home	room_floweyx	
* What are they& doing^5? %%	Omega Flowey	New Home	room_floweyx	
sh2				
m_destroy				
* NO!^1! NO!!!!^4! %	Omega Flowey	New Home	room_floweyx	
* YOU CAN'T DO& THAT!!^4! %	Omega Flowey	New Home	room_floweyx	
* YOU'RE SUPPOSED& TO OBEY ME!^4! %	Omega Flowey	New Home	room_floweyx	
* STOP!!^1!& STOP IT!!!!^4! %%	Omega Flowey	New Home	room_floweyx	
* STOOOOPPPP!!!!!	Omega Flowey	New Home	room_floweyx	
whiter_maker				
drkdrk				
drkdrk_px				
bgsiner				
dividefactor				
bganimer				
mus_intro				
ny				
grgrgrgr				
ib				
save_siner				
animchoice				
animtimer				
shuddercounter				
flasheron				
anim4				
anim5				
anim6				
grgrgr				
oner				
durara				
save_durara				
save_oner				
save_alarm				
save_siner2				
save_md				
save_con				
save_gr				
save_grgr				
save_grgrgr				
opx				
eba				
ebb				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
laughtimer				
save_anim				
save_mode				
save_rotbonus				
save_xbonus				
save_ybonus				
save_laugh				
save_laughtimer				
cntr				
rotx				
roty				
draw_ellipse_color				
offs				
offx2				
offy2				
offs2				
magicfactor				
magicfactor2				
magicfactor3				
offv				
offv2				
instance_deactivate_all				
drawbb				
gmusic				
gm1				
gm2				
gm3				
HAHAHAH

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
inita				
anger				
kn				
hf				
hs				
xprev3				
yprev3				
xprev4				
yprev4				
bounces				
pb				
maxer				
nowsize				
saved_angle				
saved_x				
saved_y				
saved_active				
saved_speed				
saved_direction				
saved_size				
saved_xscale				
saved_yscale				
saved_visible				
save_active				
save_visible				
save_alpha				
nowtime				
save_nowtime				
xxl				
yyl				
gv				
xanchor				
yanchor				
offon				
add_dir				
trip				
spinbullet				
finish				
sider				
reach2				
acon2				
msin				
msin2				
ysin2				
growth2				
msin3				
ysin3				
growth3				
blend3				
reach				
reach3				
made				
xr				
venu				
ssx2				
ssx3				
halfsies				
dnty				
dntyx				
dnty2				
rt				
guy				
guy2				
guy3				
guy4				
guy_r				
talk_r				
guy_r2				
guy_r3				
guy_r4				
shy				
You can#do it!	RG 01	New Home	room_battle	
#ribbit.	Froggit	New Home	room_battle	
You've#GOT to#win!	Muffet	New Home	room_battle	
We're#with you#too!	Vulkin	New Home	room_battle	
C'mon,#you got#this!	Monster Kid	New Home	room_battle	
La la#la la!	Shyren	New Home	room_battle	
Finally,/	Asriel	New Home	room_asrielappears	
I was so&tired of&being a&flower./%%	Asriel	New Home	room_asrielappears	
^1,&are you&there?/	Asriel	New Home	room_asrielappears	
It's me^1,&your&best&friend./%%	Asriel	New Home	room_asrielappears	
ting_s				
created				
sidebl				
fp				
drawface				
li				
neut				
xspeed				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
smooch				
smooch_ang				
ahit				
sidecon				
gowhite				
trickblack				
lastwhite				
border_d				
leg_r				
cx2				
cy2				
fallendown				
\E4What a miserable&creature^1, torturing&such a poor^1,&innocent, youth.../	Toriel	New Home	room_battle	
\E0Do not be afraid^1,&my child./	Toriel	New Home	room_battle	
\E0It is I^1, TORIEL^1,&your friend and&guardian./	Toriel	New Home	room_battle	
\E1At first^1, I thought&I would let you&make your journey&alone.../	Toriel	New Home	room_battle	
\E4But I could not&stop worrying about&you./	Toriel	New Home	room_battle	
\E4Your adventure must&have been so&treacherous./	Toriel	New Home	room_battle	
\E2... and ultimately^1,&it would burden you&with a horrible&choice./	Toriel	New Home	room_battle	
To leave this place^1,&you would have to&take the life of&another person./	Toriel	New Home	room_battle	
\E2You would have to&defeat ASGORE./	Toriel	New Home	room_battle	
\E4However..^1.&I realized.../	Toriel	New Home	room_battle	
\E1I cannot allow that./	Toriel	New Home	room_battle	
It is not right to&sacrifice someone&simply to let&someone leave here./	Toriel	New Home	room_battle	
\E4Is that not what&I have been trying to&prevent this&whole time?/	Toriel	New Home	room_battle	
\E1So^1, for now^1, let&us suspend this&battle./	Toriel	New Home	room_battle	
\E4As terrible as&ASGORE is.../	Toriel	New Home	room_battle	
\E0He deserves mercy^1,&too./%%	Toriel	New Home	room_battle	
Tori..^1.&You&came&back...!/%%	Asgore	New Home	room_battle	
\E5Do not "Tori" me^1,&Dreemurr!/	Toriel	New Home	room_battle	
\E2You pathetic whelp./	Toriel	New Home	room_battle	
If you really wanted&to free our kind.../	Toriel	New Home	room_battle	
You could have gone&through the barrier&after you got ONE&SOUL.../	Toriel	New Home	room_battle	
... taken six SOULs&from the humans^1, then&come back and freed&everyone peacefully./	Toriel	New Home	room_battle	
\E5But instead^1, you made&everyone live in&despair.../	Toriel	New Home	room_battle	
Because you would&rather wait here^1,&meekly hoping another&human never comes./%%	Toriel	New Home	room_battle	
... Tori.../	Asgore	New Home	room_battle	
You're right.../	Asgore	New Home	room_battle	
I am a miserable&creature.../	Asgore	New Home	room_battle	
... but^1, do you think&we can at least be&friends again?/%%	Asgore	New Home	room_battle	
(Sigh.)/	Toriel	New Home	room_battle	
NO^1,&Asgore./%%	Toriel	New Home	room_battle	
Ngahhhhhh!!^1!&ASGORE^1! Human!!/	Undyne	New Home	room_battle	
Nobody fight each&other!!!/	Undyne	New Home	room_battle	
Everyone's gonna&make friends^1, or&else I'll...!!/	Undyne	New Home	room_battle	
I'll.../	Undyne	New Home	room_battle	
Hello^1.&I am&TORIEL./	Toriel	New Home	room_battle	
Are you&the&human's&friend?/	Toriel	New Home	room_battle	
It is&nice to&meet&you./%%	Toriel	New Home	room_battle	
Uh^1,&yeah...?/	Undyne	New Home	room_battle	
Nice to&meet&you!/%%	Undyne	New Home	room_battle	
Hey&ASGORE^1,&is that&your ex?/	Undyne	New Home	room_battle	
Jeez^1.&That's&rough^1,&buddy./%%	Undyne	New Home	room_battle	
H-hey^1!/	Alphys	New Home	room_battle	
Nobody&hurt&each&other!!/	Alphys	New Home	room_battle	
Oh^1!&Are you&another&friend?/	Toriel	New Home	room_battle	
I am&TORIEL^1.&Hello!/%%	Toriel	New Home	room_battle	
Uh^1,&h-h-hi!/	Alphys	New Home	room_battle	
(THERE'S&TWO OF&THEM???)/%%	Alphys	New Home	room_battle	
HEY^1!&NOBODY FIGHT&ANYONE!/	Papyrus	New Home	room_battle	
IF ANYONE FIGHTS&ANYONE...!/	Papyrus	New Home	room_battle	
THEN I'LL!!^1!&BE FORCED!!!/	Papyrus	New Home	room_battle	
TO ASK UNDYNE&FOR HELP!!!/%%	Papyrus	New Home	room_battle	
Hello!/%%	Toriel	New Home	room_battle	
OH^1!&HELLO^1, YOUR&MAJESTY!/	Papyrus	New Home	room_battle	
PSST^1!&HEY^1, HUMAN.../	Papyrus	New Home	room_battle	
DID ASGORE&SHAVE...?/	Papyrus	New Home	room_battle	
AND..^1.&CLONE HIMSELF????/%%	Papyrus	New Home	room_battle	
hey&guys..^1.&what's&up?/%%	Sans	New Home	room_battle	
That&voice&...!!/%%	Toriel	New Home	room_battle	
Hello^1,&I think&we&may.../	Toriel	New Home	room_battle	
Know&each&other?/%%	Toriel	New Home	room_battle	
oh hey. ^1.&I recognize your&voice^1, too./%%	Sans	New Home	room_battle	
I am&TORIEL./	Toriel	New Home	room_battle	
So nice&to meet&you./%%	Toriel	New Home	room_battle	
the&name's&sans./	Sans	New Home	room_battle	
and^1, uh^1,&same./%%	Sans	New Home	room_battle	
Oh^1!&Wait^1,&then...!/%%	Toriel	New Home	room_battle	
This must be your&brother^1, Papyrus!/	Toriel	New Home	room_battle	
Greetings^1, Papyrus^1!&It is so nice to&finally meet you!/	Toriel	New Home	room_battle	
Your brother has&told me so much&about you./%%	Toriel	New Home	room_battle	
WOWIE.../	Papyrus	New Home	room_battle	
I CAN'T BELIEVE&ASGORE'S CLONE&KNOWS WHO I&AM!!!/	Papyrus	New Home	room_battle	
THIS IS THE BEST&DAY OF MY&LIFE!!!!!!!/%%	Papyrus	New Home	room_battle	
Hey^1, Papyrus.../	Toriel	New Home	room_battle	
What does a skeleton&tile his roof&with?/%%	Toriel	New Home	room_battle	
HMMM..^1.&SNOW-PROOF ROOF&TILES???/%%	Papyrus	New Home	room_battle	
No^1, silly^1!&A skeleton tiles&his roof with.../	Toriel	New Home	room_battle	
SHIN-gles!!!/%%	Toriel	New Home	room_battle	

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Text	Character	Area	Room	How to get it ?
I CHANGED MY&MIND!!!/	Papyrus	New Home	room_battle	
THIS IS THE WORST&DAY OF MY LIFE!!!/%%	Papyrus	New Home	room_battle	
Come on^1, ASGORE^1!&It's gonna be OK!/	Undyne	New Home	room_battle	
There are plenty&of fish in the&sea.../%%	Undyne	New Home	room_battle	
Y-yeah^1, ASGORE!!/	Alphys	New Home	room_battle	
Undyne's totally&right about that&fish thing!/	Alphys	New Home	room_battle	
S-sometimes you've&just got to^1, uh.../	Alphys	New Home	room_battle	
S-stop going after&furry boss monsters&and^1, uh.../	Alphys	New Home	room_battle	
J-just get to know&a really cute&fish...?/	Alphys	New Home	room_battle	
It's a metaphor./%%	Alphys	New Home	room_battle	
Well./	Undyne	New Home	room_battle	
I think&it's a&good&analogy./%%	Undyne	New Home	room_battle	
OH MY GOD!/	Mettaton EX	New Home	room_battle	
\XWILL YOU TWO&JUST \RSMOOCH\X &ALREADY!?/	Mettaton EX	New Home	room_battle	
THE AUDIENCE IS&DYING FOR SOME&ROMANTIC ACTION!!!/%%	Mettaton EX	New Home	room_battle	
HEY^1, SHUT UP!!!/	Undyne	New Home	room_battle	
Man^1, the nerve of&that guy!/	Undyne	New Home	room_battle	
Right^1,&Alphys!??/	Undyne	New Home	room_battle	
Uh^1, Alphys?/%%	Undyne	New Home	room_battle	
He's&right./	Alphys	New Home	room_battle	
LET'S&DO&IT./%%	Alphys	New Home	room_battle	
?????????????/	Undyne	New Home	room_battle	
Well??^1? Uh??^1?&I guess??^1?&If you want to??^1?&Then????/	Undyne	New Home	room_battle	
Don't hold anything&back!!!/%%	Undyne	New Home	room_battle	
W-wait!/	Toriel	New Home	room_battle	
Not in&front of&the&human!/%%	Toriel	New Home	room_battle	
Uhh^1, right^1!&S-sorry^1, I got a&little carried&away there./%%	Alphys	New Home	room_battle	
Hee hee hee./	Toriel	New Home	room_battle	
My child^1, it seems&as if you must&stay here&for a while./	Toriel	New Home	room_battle	
\E6But looking at&all the great&friends you have&made.../	Toriel	New Home	room_battle	
\E0I think.../	Toriel	New Home	room_battle	
\E7I think you will&be happy here./%%	Toriel	New Home	room_battle	
H-hey^1, that&reminds me./	Alphys	New Home	room_battle	
Papyrus..^1.&YOU called&everyone here^1,&right?/	Alphys	New Home	room_battle	
Well^1, besides^1,&uh^1, her./	Alphys	New Home	room_battle	
Uh^1, anyway..^1.&If I got here&before you.../	Alphys	New Home	room_battle	
How did you know&how to call&everybody?/%%	Alphys	New Home	room_battle	
LET'S&JUST&SAY.../%%	Papyrus	New Home	room_battle	
A TINY&FLOWER&HELPED&ME./%%	Papyrus	New Home	room_battle	
A tiny..^1.&flower?/%%	Alphys	New Home	room_battle	
gigavine				
fmusic				
\E0You IDIOTS./	Flowey	New Home	room_battle	
\E2While you guys were&having your little&pow-wow.../	Flowey	New Home	room_battle	
\E6I took the human&SOULS!/	Flowey	New Home	room_battle	
\E5And now^1, not only&are THOSE under my&power.../	Flowey	New Home	room_battle	
\E6But all of your&FRIENDS' SOULS are&gonna be mine^1, too!/	Flowey	New Home	room_battle	
\E0Hee hee hee./	Flowey	New Home	room_battle	
\E1And you know what&the best part is?/	Flowey	New Home	room_battle	
\E5It's all your&fault./	Flowey	New Home	room_battle	
\E6It's all because&you MADE THEM&love you./	Flowey	New Home	room_battle	
\E7All the time you&spent listening to&them.../	Flowey	New Home	room_battle	
\E2Encouraging them..^1.&Caring about them.../	Flowey	New Home	room_battle	
\E0Without that^1, they&wouldn't have come&here./	Flowey	New Home	room_battle	
\E7And now^1, with their&souls and the humans'&together.../	Flowey	New Home	room_battle	
\E5I will achieve my&REAL FORM./	Flowey	New Home	room_battle	
\E0Hee hee.../	Flowey	New Home	room_battle	
\E3Huh?/	Flowey	New Home	room_battle	
\E1WHY am I still&doing this?/	Flowey	New Home	room_battle	
\E7Don't you get it?/	Flowey	New Home	room_battle	
\E0This is all just&a GAME./	Flowey	New Home	room_battle	
\E3If you leave the&underground satisfied^1,&you'll "win" the&game./	Flowey	New Home	room_battle	
\E4If you "win^1," you&won't want to "play"&with me anymore./	Flowey	New Home	room_battle	
\E0And what would I&do then?/	Flowey	New Home	room_battle	
\E6But this game&between us will&NEVER end./	Flowey	New Home	room_battle	
\E5I'll hold victory&in front of you^1,&just within your&reach.../	Flowey	New Home	room_battle	
\E6And then tear it&away just before&you grasp it./	Flowey	New Home	room_battle	
\E8Over^1, and over^1,&and over.../	Flowey	New Home	room_battle	
\E5Hee hee hee./	Flowey	New Home	room_battle	
\E1Listen./	Flowey	New Home	room_battle	
\E0If you DO defeat&me^1, I'll give you&your "happy ending."/	Flowey	New Home	room_battle	
\E7I'll bring your&friends back./	Flowey	New Home	room_battle	
I'll destroy the&barrier./	Flowey	New Home	room_battle	
\E0Everyone will&finally be&satisfied./	Flowey	New Home	room_battle	
\E6But that WON'T&happen./	Flowey	New Home	room_battle	
\E8You.../	Flowey	New Home	room_battle	
\E0I'll keep you here&no matter what!/%%	Flowey	New Home	room_battle	
ty				
\E0Even if it means&killing you&1,000,000 times!!!!/%%	Flowey	New Home	room_battle	
What?/%%	Flowey	New Home	room_battle	
dontgiveup				
Do not be afraid^1,&my child.../	Toriel	New Home	room_battle	
No matter what&happens.../	Toriel	New Home	room_battle	
We will always&be there to&protect you!/%%	Toriel	New Home	room_battle	
pap2				
THAT'S RIGHT^1,&HUMAN^1!&YOU CAN&WIN!!/	Papyrus	New Home	room_battle	
JUST DO&WHAT I^1,&WOULD&DO.../	Papyrus	New Home	room_battle	
BELIEVE&IN YOU!!!/%%	Papyrus	New Home	room_battle	
und2				

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Text	Character	Area	Room	How to get it ?
Hey^1! Human^1! If&you got past&ME^1, you can&do ANYTHING!/	Undyne	New Home	room_battle	
So don't worry^1!&We're with you&all the way!/%%	Undyne	New Home	room_battle	
sans2				
huh^1?&you haven't&beaten&this guy yet?/	Sans	New Home	room_battle	
come on^1, this&weirdo's got&nothin' on you./%%	Sans	New Home	room_battle	
Technically^1, it's&impossible for you&to beat him.../	Alphys	New Home	room_battle	
B-but..^1.&Somehow^1, I know&you can do it!!/%%	Alphys	New Home	room_battle	
asg2				
Human^1, for the&future of&humans and&monsters...!/	Asgore	New Home	room_battle	
You have to stay&determined...!/%%	Asgore	New Home	room_battle	
bslg				
Urrrgh..^1. NO!/	Flowey	New Home	room_battle	
Unbelievable!!/	Flowey	New Home	room_battle	
This can't be&happening...!/	Flowey	New Home	room_battle	
You..^1. YOU...!/%%	Flowey	New Home	room_battle	
hellsfx				
I can't believe&you're all so&STUPID./%%	Flowey	New Home	room_battle	
s_timer				
ALL OF YOUR SOULS&ARE MINE!!!/%%	Flowey	New Home	room_battle	
s_a				
firetimer				
click				
ASRIEL DREEMURR	Narrator	New Home	room_asrielappears	
string0				
typespeed				
w_sfx				
stringln				
tchar				
bx2				
bxspeed				
b_al				
sfx1				
sfx2				
shkx				
shky				
The barrier was&destroyed^7.%%	Narrator	New Home	room_goodbyeasriel	
raspeed				
rno				
rang				
emerge				
mc_real				
* I'm so sorry./%%	Asriel	New Home	room_goodbyeasriel	
mvol				
upy				
whited				
dl				
pattimer				
* Ha..^1. ha.../	Asriel	New Home	room_goodbyeasriel	
* I don't want to let& go.../%%	Asriel	New Home	room_goodbyeasriel	
hug_rev				
mcx				
* You're.../	Asriel	New Home	room_goodbyeasriel	
\E0* You're going to do& a great job^1, OK?/	Asriel	New Home	room_goodbyeasriel	
* No matter what you& do./	Asriel	New Home	room_goodbyeasriel	
* Everyone will be& there for you^1,& okay?/%%	Asriel	New Home	room_goodbyeasriel	
\E7* Well..^1.&* My time's running out./	Asriel	New Home	room_goodbyeasriel	
* Goodbye./%%	Asriel	New Home	room_goodbyeasriel	
* By the way.../	Asriel	New Home	room_goodbyeasriel	
\E6* ... take care of Mom& and Dad for me^1, OK?/%%	Asriel	New Home	room_goodbyeasriel	
splitno				
split				
cast_type				
splitter				
endsong				
froggit				
whimsun				
moldsmal				
loox				
vegetoid				
migosp				
napstablook				
snowdrake				
icecap				
gyftrot				
doggo				
dogamy				
lesserdog				
greaterdog				
moldbygg				
maddummy				
tsunderplane				
knighta				
finalfroggit				
whimsalot				
astigmatism				
knightknight				
amalgamate1				
amalgamate2				
amalgamate3				

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Text	Character	Area	Room	How to get it ?
amalgamate4				
((CAST))	Menu	Surface	room_end_castroll	
mon				
FROGGIT	Menu	Surface	room_end_castroll	
by Toby	Menu	Surface	room_end_castroll	
Pondering#Life	Menu	Surface	room_end_castroll	
Professional#Frog	Menu	Surface	room_end_castroll	
WHIMSUN	Menu	Surface	room_end_castroll	
Still A Bit#Guilty	Menu	Surface	room_end_castroll	
Braver Every#Day	Menu	Surface	room_end_castroll	
MOLDSMAL	Menu	Surface	room_end_castroll	
Found a New#Cave	Menu	Surface	room_end_castroll	
Backup Dancer	Menu	Surface	room_end_castroll	
LOOX	Menu	Surface	room_end_castroll	
by Temmie	Menu	Surface	room_end_castroll	
Slightly#Bully-like	Menu	Surface	room_end_castroll	
Reformed#Bully	Menu	Surface	room_end_castroll	
VEGETOID	Menu	Surface	room_end_castroll	
by Toby & Temmie	Menu	Surface	room_end_castroll	
Pushy Grocer	Menu	Surface	room_end_castroll	
Popular#Nutritionist	Menu	Surface	room_end_castroll	
MIGOSP	Menu	Surface	room_end_castroll	
Dedicated#Yesman	Menu	Surface	room_end_castroll	
Casually#Enjoys Life	Menu	Surface	room_end_castroll	
NAPSTABLOOK	Menu	Surface	room_end_castroll	
Zzzzzzz...	Menu	Surface	room_end_castroll	
Spooky DJ	Menu	Surface	room_end_castroll	
exper				
SNOWDRAKE	Menu	Surface	room_end_castroll	
by Magnolia Porter	Menu	Surface	room_end_castroll	
Still Looking#For Laughs	Menu	Surface	room_end_castroll	
Semi-successful#Comedian	Menu	Surface	room_end_castroll	
ICECAP	Menu	Surface	room_end_castroll	
Thinking#About Its Hat	Menu	Surface	room_end_castroll	
Fashion#Designer	Menu	Surface	room_end_castroll	
GYFTROT	Menu	Surface	room_end_castroll	
by Magnolia Porter (and Toby???)	Menu	Surface	room_end_castroll	
Finding Peace#And Quiet	Menu	Surface	room_end_castroll	
Christmas#Display	Menu	Surface	room_end_castroll	
DOGGO	Menu	Surface	room_end_castroll	
Believes In The#Almighty Stick	Menu	Surface	room_end_castroll	
Has His Own#Seeing Eye Dog	Menu	Surface	room_end_castroll	
DOGAMY & DOGARESSA	Menu	Surface	room_end_castroll	
by Toby...?	Menu	Surface	room_end_castroll	
Still Thinking#About That Stick	Menu	Surface	room_end_castroll	
Finally No. 1 Nose#Nuzzle Champions	Menu	Surface	room_end_castroll	
LESSER DOG	Menu	Surface	room_end_castroll	
by Temmie & Toby	Menu	Surface	room_end_castroll	
Searching For#Affection	Menu	Surface	room_end_castroll	
Found A Loving#Owner	Menu	Surface	room_end_castroll	
GREATER DOG	Menu	Surface	room_end_castroll	
Unaware of Life's#Changes	Menu	Surface	room_end_castroll	
Excited by Life's#Changes	Menu	Surface	room_end_castroll	
AARON	Menu	Surface	room_end_castroll	
by Temmie (reluctantly)	Menu	Surface	room_end_castroll	
Still Flexing	Menu	Surface	room_end_castroll	
Paranormal#Investigator	Menu	Surface	room_end_castroll	
MOLDBYGG	Menu	Surface	room_end_castroll	
Wistfully Adjusting#to City Life	Menu	Surface	room_end_castroll	
Idyllic Life#on the Beach	Menu	Surface	room_end_castroll	
WOSHUA	Menu	Surface	room_end_castroll	
Inspired by OMOCAT	Menu	Surface	room_end_castroll	
Normal#Janitor	Menu	Surface	room_end_castroll	
Legendary#Janitor	Menu	Surface	room_end_castroll	
TEMMIE	Menu	Surface	room_end_castroll	
MAD DUMMY	Menu	Surface	room_end_castroll	
Changed Name to#Angry Dummy	Menu	Surface	room_end_castroll	
Calmed Down...#Just a Bit	Menu	Surface	room_end_castroll	
SHYREN	Menu	Surface	room_end_castroll	
Taking Piano#Lessons Again	Menu	Surface	room_end_castroll	
Released Her First Hit Single,#"When You Say Goodbye#It's Like Magical Bullets#Are Slowly Flying Ou	Menu	Surface	room_end_castroll	
VULKIN	Menu	Surface	room_end_castroll	
Strolling#Happily	Menu	Surface	room_end_castroll	
Encouraging#Space Heater	Menu	Surface	room_end_castroll	
TSUNDERPLANE	Menu	Surface	room_end_castroll	
New Student#At School	Menu	Surface	room_end_castroll	
Finally Confesses#(What!? I don't!!)	Menu	Surface	room_end_castroll	
PYROPE	Menu	Surface	room_end_castroll	
Continually#In Trouble	Menu	Surface	room_end_castroll	
Candle In The#World's Largest#Birthday Cake	Menu	Surface	room_end_castroll	
MUFFET	Menu	Surface	room_end_castroll	
by Michelle	Menu	Surface	room_end_castroll	
Spider Success#With a New Bakery	Menu	Surface	room_end_castroll	
ROYAL GUARDS	Menu	Surface	room_end_castroll	
Use Your#Imagination	Menu	Surface	room_end_castroll	
FINAL FROGGIT	Menu	Surface	room_end_castroll	
Searching For#Life's Meaning	Menu	Surface	room_end_castroll	
Giving Life#Its Own Meaning	Menu	Surface	room_end_castroll	
WHIMSALOT	Menu	Surface	room_end_castroll	

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Fighting For#The Future	Menu	Surface	room_end_castroll	
The Long Battle#Finally Ending...	Menu	Surface	room_end_castroll	
ASTIGMATISM	Menu	Surface	room_end_castroll	
Still A Big#Bully	Menu	Surface	room_end_castroll	
Domineering#Glasses Seller	Menu	Surface	room_end_castroll	
MADJICK	Menu	Surface	room_end_castroll	
Learning#Bowling	Menu	Surface	room_end_castroll	
Street#Magician	Menu	Surface	room_end_castroll	
KNIGHT KNIGHT	Menu	Surface	room_end_castroll	
Retail Job	Menu	Surface	room_end_castroll	
Taking a Well-#Deserved Nap	Menu	Surface	room_end_castroll	
AMALGAMATES	Menu	Surface	room_end_castroll	
??????	Menu	Surface	room_end_castroll	
Living With#Their Families,#Thinking About#Sticks	Menu	Surface	room_end_castroll	
Living With#Their Families	Menu	Surface	room_end_castroll	
dogamt				
song				
photo_alpha				
THE END	Menu	Surface	room_end_theend	
pepis				
text1				
text2				
text				
string_height				
n_timer				
n_index				
n_alpha				
n_active				
offer				
s8				
sepiaebott				
doreground				
fix				
dooropen				
crickets				
doorclose				
bl2				
pie				
charaface				
eyeflash				
legrot_r				
legrot_l				
main_timer				
dtable				
t1				
METTATON	Menu	Surface	room_end_metta	
t2				
SPECIAL INSPIRATION	Menu	Surface	room_end_metta	
Bob Sparker, Sarah, and JN Wiedle	Menu	Surface	room_end_metta	
t3				
TORIEL	Menu	Surface	room_end_school	
ASGORE	Menu	Surface	room_end_school	
MONSTER#KID	Menu	Surface	room_end_school	
by#Magnolia Porter	Menu	Surface	room_end_school	
cary				
car_index				
bgx				
PAPYRUS	Menu	Surface	room_end_highway	
by Toby&Temmie	Menu	Surface	room_end_highway	
SANS	Menu	Surface	room_end_highway	
JN Wiedle	Menu	Surface	room_end_highway	
shuffle				
ctime				
UNDYNE	Menu	Surface	room_end_beach	
Design by Toby#Armor by Temmie#Fashion help:#JN Wiedle & Gigi DG	Menu	Surface	room_end_beach	
ALPHYS	Menu	Surface	room_end_beach	
Design by Toby	Menu	Surface	room_end_beach	
truetype				
cb				
cb_a				
action				
cb_b				
myaa				
angrand				
credno				
credamt				
creditname				
test				
hitname				
ting				
xx_off				
yy_off				
s_factor				
s_loss				
working_directory				
credits.txt				
credfile				
thiscred				
rounded				

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Text	Character	Area	Room	How to get it ?
memory				
st_t				
st_y				
st_f				
memswitch				
mytimer				
songed				
horror				
a_con				
\XI mean^1, we haven't&even done the\R &Special Thanks\X yet.../	Asriel	Surface	room_creditsdodger	
Ready^1?&Let's end all of&this for good!/%%	Asriel	Surface	room_creditsdodger	
specialfade				
Ha ha ha ha.../	Asriel	Surface	room_creditsdodger	
\M1Did you REALLY&think it was&OVER!?!?/%%	Asriel	Surface	room_creditsdodger	
lastsong				
SPECIAL THANKS	Menu	Surface	room_creditsdodger	
st_f2				
l_alpha				
st_f3				
st_y2				
TOUCHED CREDITS	Menu	Surface	room_creditsdodger	
Incredible work.#Somewhere, felt a#door opening...!	Menu	Surface	room_creditsdodger	
Thanks to friends and#family for supporting us.#And UNDERTALE TEAM thanks#you, the player, from	Menu	Surface	room_creditsdodger	
* (The wardrobe is full of& dirty lab coats..^1.)&* (And a single clean dress.)/%%	Narrator	Hotland	room_fire_lab2	
* (It's a lamp with pink fish& on the lampshade.^1)&* (There's no lightbulb.)/%%	Narrator	Hotland	room_fire_lab2	
* (There are letters from many& monsters here...)&* (Froggit^1, Snowy^1, Doggo...)/	Narrator	Hotland	room_fire_lab2	
* (They're all unopened.)/%%	Narrator	Hotland	room_fire_lab2	
* (Looks like Alphys's work& table.^1)&* (Seems dusty.)/%%	Narrator	Hotland	room_fire_lab2	
* (Looks like Mettaton is& undergoing repairs.)/%%	Narrator	Hotland	room_fire_lab2	
met				
abc_123_a				
.mp3				
abc_123_a.ogg				
snd_sparkle1				
.wav				
snd_sparkle1.wav				
snd_speedup				
snd_speedup.wav				
snd_hero				
snd_hero.wav				
snd_dogresidue				
snd_dogresidue.wav				
snd_dogsalad				
snd_dogsalad.wav				
snd_catsalad				
snd_catsalad.wav				
snd_shadowpendant				
snd_shadowpendant.wav				
snd_magicminer				
snd_magicminer.wav				
snd_tearcard				
snd_tearcard.wav				
snd_drumroll				
snd_drumroll.wav				
snd_glassbreak				
snd_glassbreak.wav				
snd_fall				
snd_fall.wav				
snd_spearappear				
snd_spearappear.wav				
snd_spearrise				
snd_spearrise.wav				
snd_undynedis				
snd_undynedis.wav				
snd_undynestep				
snd_undynestep.wav				
snd_knock				
snd_knock.wav				
snd_oddtalk1				
snd_oddtalk1.wav				
snd_oddtalk2				
snd_oddtalk2.wav				
snd_arrow				
snd_arrow.wav				
snd_impact				
snd_impact.wav				
snd_splash				
snd_splash.wav				
snd_bluh				
snd_bluh.wav				
snd_shock				
snd_shock.wav				
snd_save				
snd_save.wav				
snd_dumbvictory				
snd_dumbvictory.wav				
snd_wrongvictory				
snd_wrongvictory.wav				
snd_bell				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
snd_bell.wav				
snd_b				
snd_b.wav				
snd_break2				
snd_break2.wav				
snd_break1				
snd_break1.wav				
snd_hurtsmall				
snd_hurtsmall.wav				
snd_hurtlaugh				
snd_hurtlaugh.wav				
snd_hurtloox				
snd_hurtloox.wav				
snd_hurtgirl				
snd_hurtgirl.wav				
snd_hurtdragon				
snd_hurtdragon.wav				
snd_hurtbuzz				
snd_hurtbuzz.wav				
snd_hurtbeef				
snd_hurtbeef.wav				
snd_hurtbig				
snd_hurtbig.wav				
snd_doghurt1				
snd_doghurt1.wav				
snd_pombark				
snd_pombark.wav				
snd_vulkinhurt				
snd_vulkinhurt.wav				
snd_ehurt1				
snd_ehurt1.wav				
snd_laz				
snd_laz.wav				
snd_punchweak				
snd_punchweak.wav				
snd_punchstrong				
snd_punchstrong.wav				
snd_grab				
snd_grab.wav				
snd_slidewhist				
snd_slidewhist.wav				
snd_levelup				
snd_levelup.wav				
snd_escaped				
snd_escaped.wav				
snd_damage				
snd_damage.wav				
snd_floweylaugh				
snd_floweylaugh.wav				
snd_hurt1				
snd_hurt1.wav				
snd_victor				
snd_victor.wav				
snd_hit				
snd_hit.wav				
snd_mtt1				
snd_mtt1.wav				
snd_mtt2				
snd_mtt2.wav				
snd_mtt3				
snd_mtt3.wav				
snd_mtt4				
snd_mtt4.wav				
snd_mtt5				
snd_mtt5.wav				
snd_mtt6				
snd_mtt6.wav				
snd_mtt7				
snd_mtt7.wav				
snd_mtt8				
snd_mtt8.wav				
snd_mtt9				
snd_mtt9.wav				
snd_tem				
snd_tem.wav				
snd_tem2				
snd_tem2.wav				
snd_tem3				
snd_tem3.wav				
snd_tem4				
snd_tem4.wav				
snd_tem5				
snd_tem5.wav				
snd_tem6				
snd_tem6.wav				
snd_wngdng1				
snd_wngdng1.wav				
snd_wngdng2				
snd_wngdng2.wav				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
snd_wngdng3				
snd_wngdng3.wav				
snd_wngdng4				
snd_wngdng4.wav				
snd_wngdng5				
snd_wngdng5.wav				
snd_wngdng6				
snd_wngdng6.wav				
snd_wngdng7				
snd_wngdng7.wav				
snd_txtund				
snd_txtund.wav				
snd_txtund_hyper				
snd_txtund_hyper.wav				
snd_txtund2				
snd_txtund2.wav				
snd_txtund3				
snd_txtund3.wav				
snd_txtund4				
snd_txtund4.wav				
snd_txtal				
snd_txtal.wav				
snd_txtasr				
snd_txtasr.wav				
snd_txtasr2				
snd_txtasr2.wav				
snd_wonderfulidea				
snd_wonderfulidea.wav				
snd_txtpap				
snd_txtpap.wav				
snd_txtsans				
snd_txtsans.wav				
snd_txtsans2				
snd_txtsans2.wav				
snd_txtasg				
snd_txtasg.wav				
snd_vaporized				
snd_vaporized.wav				
snd_chug				
snd_chug.wav				
$ND_SPLASH_2				
$ND_SPLASH_2.wav				
$ND_TXT2				
$ND_TXT2.wav				
$ND_TXT1				
$ND_TXT1.wav				
snd_nosound				
snd_nosound.wav				
snd_floweytalk1				
snd_floweytalk1.wav				
snd_floweytalk2				
snd_floweytalk2.wav				
snd_txttor2				
snd_txttor2.wav				
snd_txttor3				
snd_txttor3.wav				
snd_txttor				
snd_txttor.wav				
snd_dimbox				
snd_dimbox.wav				
snd_textnoise				
snd_textnoise.wav				
snd_phone				
snd_phone.wav				
snd_battlefall				
snd_battlefall.wav				
snd_noise				
snd_noise.wav				
snd_spooky				
snd_spooky.wav				
snd_item				
snd_item.wav				
snd_power				
snd_power.wav				
snd_swallow				
snd_swallow.wav				
snd_select				
snd_select.wav				
snd_movemenu				
snd_movemenu.wav				
snd_buyitem				
snd_buyitem.wav				
snd_squeak				
snd_squeak.wav				
snd_yeah				
snd_yeah.wav				
snd_heartshot				
snd_heartshot.wav				
snd_saber3				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
.ogg				
snd_saber3.ogg				
snd_block2				
snd_block2.wav				
snd_credit_s				
snd_credit_s.wav				
snd_elecdoor_close				
snd_elecdoor_close.wav				
snd_elecdoor_open				
snd_elecdoor_open.wav				
snd_elecdoor_shut				
snd_elecdoor_shut.wav				
snd_elecdoor_shutheavy				
snd_elecdoor_shutheavy.wav				
snd_lightswitch				
snd_lightswitch.wav				
snd_bomb				
snd_bomb.wav				
snd_mtt_hit				
snd_mtt_hit.wav				
snd_mtt_prebomb				
snd_mtt_prebomb.wav				
snd_mtt_burst				
snd_mtt_burst.wav				
snd_screenshake				
snd_screenshake.wav				
snd_switchpull				
snd_switchpull.wav				
snd_bigdoor_open				
snd_bigdoor_open.ogg				
snd_switchpull_n				
snd_switchpull_n.wav				
snd_mushroomdance				
snd_mushroomdance.ogg				
snd_fall2				
snd_fall2.ogg				
snd_flameloop				
snd_flameloop.ogg				
snd_heavydamage				
snd_heavydamage.ogg				
snd_buzzing				
snd_buzzing.ogg				
snd_curtgunshot				
snd_curtgunshot.ogg				
snd_bombsplosion				
snd_bombsplosion.ogg				
snd_bombfall				
snd_bombfall.ogg				
snd_instanoise				
snd_instanoise.ogg				
snd_shakerbreaker				
snd_shakerbreaker.ogg				
mus_st_happytown				
mus_st_happytown.ogg				
mus_st_him				
mus_st_him.ogg				
mus_st_meatfactory				
mus_st_meatfactory.ogg				
mus_st_troubledingle				
mus_st_troubledingle.ogg				
snd_ballchime				
snd_ballchime.ogg				
snd_mysterygo				
snd_mysterygo.ogg				
snd_grandpatemi				
snd_grandpatemi.wav				
snd_breaka				
snd_breaka.wav				
snd_breakb				
snd_breakb.wav				
snd_breakc				
snd_breakc.wav				
snd_break1_c				
snd_break1_c.wav				
snd_break2_c				
snd_break2_c.wav				
snd_heal_c				
snd_heal_c.wav				
snd_hurt1_c				
snd_hurt1_c.wav				
snd_laz_c				
snd_laz_c.wav				
snd_damage_c				
snd_damage_c.wav				
snd_tempbell				
snd_tempbell.wav				
snd_test				
snd_test.wav				
mus_sfx_abreak2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_sfx_abreak2.ogg				
mus_sfx_abreak				
mus_sfx_abreak.ogg				
mus_sfx_a_target				
mus_sfx_a_target.ogg				
mus_sfx_a_bullet				
mus_sfx_a_bullet.ogg				
mus_sfx_a_swordappear				
mus_sfx_a_swordappear.ogg				
mus_sfx_a_pullback				
mus_sfx_a_pullback.ogg				
mus_sfx_a_lithit				
mus_sfx_a_lithit.ogg				
mus_sfx_a_lithit2				
mus_sfx_a_lithit2.ogg				
mus_sfx_a_gigatalk				
mus_sfx_a_gigatalk.ogg				
mus_sfx_a_grab				
mus_sfx_a_grab.ogg				
mus_sfx_a_swipe				
mus_sfx_a_swipe.ogg				
mus_sfx_sparkles				
mus_sfx_sparkles.ogg				
mus_sfx_rainbowbeam_hold				
mus_sfx_rainbowbeam_hold.ogg				
mus_sfx_hypergoner_charge				
mus_sfx_hypergoner_charge.ogg				
mus_sfx_hypergoner_laugh				
mus_sfx_hypergoner_laugh.ogg				
mus_sfx_spellcast				
mus_sfx_spellcast.ogg				
mus_sfx_star				
mus_sfx_star.ogg				
mus_sfx_segapower				
mus_sfx_segapower.ogg				
mus_sfx_segapower2				
mus_sfx_segapower2.ogg				
mus_sfx_rainbowbeam_1				
mus_sfx_rainbowbeam_1.ogg				
mus_sticksnap				
mus_sticksnap.ogg				
mus_snowwalk				
mus_snowwalk.ogg				
mus_wind				
mus_wind.ogg				
mus_whoopee				
mus_whoopee.ogg				
mus_rimshot				
mus_rimshot.ogg				
mus_sfx_chainsaw				
mus_sfx_chainsaw.ogg				
mus_sfx_gunshot				
mus_sfx_gunshot.ogg				
mus_sfx_frypan				
mus_sfx_frypan.ogg				
mus_sfx_bookspin				
mus_sfx_bookspin.ogg				
mus_piano1				
mus_piano1.ogg				
mus_piano2				
mus_piano2.ogg				
mus_piano3				
mus_piano3.ogg				
mus_piano4				
mus_piano4.ogg				
mus_piano5				
mus_piano5.ogg				
mus_piano6				
mus_piano6.ogg				
mus_piano7				
mus_piano7.ogg				
mus_piano8				
mus_piano8.ogg				
mus_piano9				
mus_piano9.ogg				
mus_pianoA				
mus_pianoA.ogg				
mus_badnote1				
mus_badnote1.ogg				
mus_badnote2				
mus_badnote2.ogg				
mus_badnote3				
mus_badnote3.ogg				
mus_note1				
mus_note1.ogg				
mus_note2				
mus_note2.ogg				
mus_note3				
mus_note3.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_note4				
mus_note4.ogg				
mus_note5				
mus_note5.ogg				
mus_note6				
mus_note6.ogg				
mus_singF				
mus_singF.ogg				
mus_singG				
mus_singG.ogg				
mus_singvoice				
mus_singvoice.ogg				
mus_ghostbattle				
mus_ghostbattle.ogg				
mus_story				
mus_story.ogg				
mus_bad				
mus_bad.ogg				
mus_toriel				
mus_toriel.ogg				
mus_flowey				
mus_flowey.ogg				
mus_prebattle1				
mus_prebattle1.ogg				
mus_tension				
mus_tension.ogg				
mus_menu0				
mus_menu0.ogg				
mus_menu1				
mus_menu1.ogg				
mus_menu2				
mus_menu2.ogg				
mus_menu3				
mus_menu3.ogg				
mus_menu4				
mus_menu4.ogg				
mus_menu5				
mus_menu5.ogg				
mus_menu6				
mus_menu6.ogg				
mus_house1				
mus_house1.ogg				
mus_intronoise				
mus_intronoise.ogg				
mus_cymbal				
mus_cymbal.ogg				
mus_silence				
mus_silence.ogg				
mus_piano				
mus_piano.ogg				
mus_boss1				
mus_boss1.ogg				
mus_house2				
mus_house2.ogg				
mus_ruins				
mus_ruins.ogg				
mus_battle1				
mus_battle1.ogg				
mus_gameover				
mus_gameover.ogg				
mus_toomuch				
mus_toomuch.ogg				
mus_dogsong				
mus_dogsong.ogg				
mus_papyrusboss				
mus_papyrusboss.ogg				
mus_shop				
mus_shop.ogg				
mus_town				
mus_town.ogg				
mus_computer				
mus_computer.ogg				
mus_mystery				
mus_mystery.ogg				
mus_snoresymphony				
mus_snoresymphony.ogg				
mus_dogappear				
mus_dogappear.ogg				
mus_wawa				
mus_wawa.ogg				
mus_tv				
mus_tv.ogg				
mus_date				
mus_date.ogg				
mus_date_tense				
mus_date_tense.ogg				
mus_date_fight				
mus_date_fight.ogg				
mus_mysteriousroom2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_mysteriousroom2.ogg				
mus_snowy				
mus_snowy.ogg				
mus_muscle				
mus_muscle.ogg				
mus_papyrus				
mus_papyrus.ogg				
mus_tone2				
mus_tone2.ogg				
mus_tone3				
mus_tone3.ogg				
mus_dogmeander				
mus_dogmeander.ogg				
mus_undynescary				
mus_undynescary.ogg				
mus_birdsong				
mus_birdsong.ogg				
mus_chokedup				
mus_chokedup.ogg				
mus_dummybattle				
mus_dummybattle.ogg				
mus_ruinspiano				
mus_ruinspiano.ogg				
mus_kingdescription				
mus_kingdescription.ogg				
mus_race				
mus_race.ogg				
mus_undynetruetheme				
mus_undynetruetheme.ogg				
mus_undynepiano				
mus_undynepiano.ogg				
mus_waterfall				
mus_waterfall.ogg				
mus_waterquiet				
mus_waterquiet.ogg				
mus_ambientwater				
mus_ambientwater.ogg				
mus_undynefast				
mus_undynefast.ogg				
mus_undynetheme				
mus_undynetheme.ogg				
mus_fearsting				
mus_fearsting.ogg				
mus_musicbox				
mus_musicbox.ogg				
mus_rain				
mus_rain.ogg				
mus_rain_deep				
mus_rain_deep.ogg				
mus_napstahouse				
mus_napstahouse.ogg				
mus_dununnn				
mus_dununnn.ogg				
mus_predummy				
mus_predummy.ogg				
mus_napstachords				
mus_napstachords.ogg				
mus_spoopy				
mus_spoopy.ogg				
mus_spoopy_wave				
mus_spoopy_wave.ogg				
mus_spoopy_holiday				
mus_spoopy_holiday.ogg				
mus_undyneboss				
mus_undyneboss.ogg				
mus_endingexcerpt1				
mus_endingexcerpt1.ogg				
mus_endingexcerpt2				
mus_endingexcerpt2.ogg				
mus_lab				
mus_lab.ogg				
mus_mtgameshow				
mus_mtgameshow.ogg				
mus_mettatonbattle				
mus_mettatonbattle.ogg				
mus_hotel				
mus_hotel.ogg				
mus_mettsad				
mus_mettsad.ogg				
mus_spider				
mus_spider.ogg				
mus_sansdate				
mus_sansdate.ogg				
mus_star				
mus_star.ogg				
mus_news				
mus_news.ogg				
mus_news_battle				
mus_news_battle.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_hotel_battle				
mus_hotel_battle.ogg				
mus_core				
mus_core.ogg				
mus_mettaton_ex				
mus_mettaton_ex.ogg				
mus_mettaton_pretransform				
mus_mettaton_pretransform.ogg				
mus_oogloop				
mus_oogloop.ogg				
mus_anothermedium				
mus_anothermedium.ogg				
mus_drone				
mus_drone.ogg				
mus_mett_cheer				
mus_mett_cheer.ogg				
mus_mett_applause				
mus_mett_applause.ogg				
mus_alphysfix				
mus_alphysfix.ogg				
mus_mettsmash				
mus_mettsmash.ogg				
mus_rotate				
mus_rotate.ogg				
mus_chime				
mus_chime.ogg				
mus_confession				
mus_confession.ogg				
mus_mettmusical1				
mus_mettmusical1.ogg				
mus_mettmusical2				
mus_mettmusical2.ogg				
mus_mettmusical3				
mus_mettmusical3.ogg				
mus_mettmusical4				
mus_mettmusical4.ogg				
mus_create				
mus_create.ogg				
mus_bgflameA				
mus_bgflameA.ogg				
mus_deeploop2				
mus_deeploop2.ogg				
mus_elevator				
mus_elevator.ogg				
mus_elevator_last				
mus_elevator_last.ogg				
mus_operatile				
mus_operatile.ogg				
mus_mettafly				
mus_mettafly.ogg				
mus_myemeow				
mus_myemeow.ogg				
mus_core_ambience				
mus_core_ambience.ogg				
mus_ohyes				
mus_ohyes.ogg				
mus_mt_yeah				
mus_mt_yeah.ogg				
mus_sfx_cinematiccut				
mus_sfx_cinematiccut.ogg				
mus_sfx_swipe				
mus_sfx_swipe.ogg				
mus_explosion				
mus_explosion.ogg				
mus_sfx_eyeflash				
mus_sfx_eyeflash.ogg				
mus_bergentruckung				
mus_bergentruckung.ogg				
mus_endarea_partb				
mus_endarea_partb.ogg				
mus_birdnoise				
mus_birdnoise.ogg				
mus_smallshock				
mus_smallshock.ogg				
mus_churchbell				
mus_churchbell.ogg				
mus_barrier				
mus_barrier.ogg				
mus_vsasgore				
mus_vsasgore.ogg				
mus_endarea_parta				
mus_endarea_parta.ogg				
mus_coretransition				
mus_coretransition.ogg				
mus_sfx_oh				
mus_sfx_oh.ogg				
mus_sfx_generate				
mus_sfx_generate.ogg				
mus_sfx_yowl				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_sfx_yowl.ogg				
mus_sfx_ahh				
mus_sfx_ahh.ogg				
mus_sfx_voice_triple				
mus_sfx_voice_triple.ogg				
mus_sfx_voice_jafe				
mus_sfx_voice_jafe.ogg				
mus_sfx_ted				
mus_sfx_ted.ogg				
mus_sfx_voice_ted				
mus_sfx_voice_ted.ogg				
mus_yourbestfriend_3				
mus_yourbestfriend_3.ogg				
mus_repeat_1				
mus_repeat_1.ogg				
mus_repeat_2				
mus_repeat_2.ogg				
mus_f_intro				
mus_f_intro.ogg				
mus_f_laugh				
mus_f_laugh.ogg				
mus_f_alarm				
mus_f_alarm.ogg				
mus_f_noise				
mus_f_noise.ogg				
mus_f_part1				
mus_f_part1.ogg				
mus_f_6s_1				
mus_f_6s_1.ogg				
mus_f_6s_2				
mus_f_6s_2.ogg				
mus_f_6s_3				
mus_f_6s_3.ogg				
mus_f_6s_4				
mus_f_6s_4.ogg				
mus_f_6s_5				
mus_f_6s_5.ogg				
mus_f_6s_6				
mus_f_6s_6.ogg				
mus_f_part2				
mus_f_part2.ogg				
mus_f_part3				
mus_f_part3.ogg				
mus_f_endnote				
mus_f_endnote.ogg				
mus_f_finale_1				
mus_f_finale_1.ogg				
mus_f_finale_2				
mus_f_finale_2.ogg				
mus_f_finale_3				
mus_f_finale_3.ogg				
mus_f_finale_1_l				
mus_f_finale_1_l.ogg				
mus_f_saved				
mus_f_saved.ogg				
mus_f_destroyed				
mus_f_destroyed.ogg				
mus_f_destroyed2				
mus_f_destroyed2.ogg				
mus_f_destroyed3				
mus_f_destroyed3.ogg				
mus_f_glock				
mus_f_glock.ogg				
mus_f_orchhit				
mus_f_orchhit.ogg				
mus_f_orchhit_l				
mus_f_orchhit_l.ogg				
mus_f_wind1				
mus_f_wind1.ogg				
mus_f_wind2				
mus_f_wind2.ogg				
mus_f_newlaugh				
mus_f_newlaugh.ogg				
mus_f_newlaugh_low				
mus_f_newlaugh_low.ogg				
mus_sfx_gigapunch				
mus_sfx_gigapunch.ogg				
mus_story_stuck				
mus_story_stuck.ogg				
mus_amalgam				
mus_amalgam.ogg				
mus_woofenstein				
mus_woofenstein.ogg				
mus_disturbing				
mus_disturbing.ogg				
mus_woofenstein_loop				
mus_woofenstein_loop.ogg				
mus_temvillage				
mus_temvillage.ogg				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_temshop				
mus_temshop.ogg				
mus_creepy_ambience				
mus_creepy_ambience.ogg				
mus_hereweare				
mus_hereweare.ogg				
mus_z_ending				
mus_z_ending.ogg				
mus_x_undyne				
mus_x_undyne.ogg				
mus_x_undyne_pre				
mus_x_undyne_pre.ogg				
mus_mettaton_neo				
mus_mettaton_neo.ogg				
mus_zz_megalovania				
mus_zz_megalovania.ogg				
mus_zzz_c2				
mus_zzz_c2.ogg				
mus_zzz_c				
mus_zzz_c.ogg				
mus_dialup_0				
mus_dialup_0.ogg				
mus_dialup_1				
mus_dialup_1.ogg				
mus_dialup_2				
mus_dialup_2.ogg				
mus_dialup_3				
mus_dialup_3.ogg				
mus_dialup_4				
mus_dialup_4.ogg				
mus_dialup_5				
mus_dialup_5.ogg				
mus_fallendown2				
mus_fallendown2.ogg				
mus_dontgiveup				
mus_dontgiveup.ogg				
mus_xpart_a				
mus_xpart_a.ogg				
mus_xpart_b				
mus_xpart_b.ogg				
mus_xpart				
mus_xpart.ogg				
mus_xpart_2				
mus_xpart_2.ogg				
mus_xpart_back				
mus_xpart_back.ogg				
mus_reunited				
mus_reunited.ogg				
mus_leave				
mus_leave.ogg				
mus_a2				
mus_a2.ogg				
mus_mode				
mus_mode.ogg				
mus_wrongworld				
mus_wrongworld.ogg				
mus_smile				
mus_smile.ogg				
mus_wrongnumbersong				
mus_wrongnumbersong.ogg				
mus_dance_of_dog				
mus_dance_of_dog.ogg				
mus_dogroom				
mus_dogroom.ogg				
mus_coolbeat				
mus_coolbeat.ogg				
mus_options_winter				
mus_options_winter.ogg				
mus_options_fall				
mus_options_fall.ogg				
mus_harpnoise				
mus_harpnoise.ogg				
mus_options_summer				
mus_options_summer.ogg				
mus_battle2				
mus_battle2.ogg				
mus_sigh_of_dog				
mus_sigh_of_dog.ogg				
mus_drumcuica				
mus_drumcuica.ogg				
mus_drumcuica2				
mus_drumcuica2.ogg				
mus_drumcymbal				
mus_drumcymbal.ogg				
mus_drumkick				
mus_drumkick.ogg				
mus_drumsnare				
mus_drumsnare.ogg				
mus_cast_1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
mus_cast_1.ogg				
mus_cast_2				
mus_cast_2.ogg				
mus_cast_3				
mus_cast_3.ogg				
mus_cast_4				
mus_cast_4.ogg				
mus_cast_5				
mus_cast_5.ogg				
mus_cast_6				
mus_cast_6.ogg				
mus_cast_7				
mus_cast_7.ogg				
mus_crickets				
mus_crickets.ogg				
mus_doorclose				
mus_doorclose.ogg				
mus_dooropen				
mus_dooropen.ogg				
mus_express_myself				
mus_express_myself.ogg				
spr_undertaletitle				
spr_titleimage				
spr_introlast				
spr_introimage				
spr_savebt				
spr_fightbt				
spr_fightbt_hollow				
spr_itembt				
spr_itembt_hollow				
spr_sparebt				
spr_sparebt_bandage				
spr_spellbt				
spr_talkbt				
spr_talkbt_hollow				
spr_gameoverbg				
spr_hpname				
spr_battlebg				
spr_border				
spr_blconsm				
spr_blconsm_shrt				
spr_blconsm2				
spr_blconsm2_shrt				
spr_blcontiny				
spr_blcontinyabove				
spr_blconabove				
spr_blconbelow				
spr_blcontl				
spr_shockblcon2				
spr_blconwd				
spr_blconwdshrt				
spr_blconwdshrt_l				
spr_dmgnum				
spr_dmgmiss_o				
spr_dmgnum_o				
spr_heart				
spr_confuseheart				
spr_heartyellow				
spr_heartpurple				
spr_heartpurple_center				
spr_heartgreen				
spr_heartblue				
spr_heartaqua				
spr_heartorange				
spr_torheart				
spr_heartbreak				
spr_torheartbreak				
spr_heartshards				
spr_theartshards				
spr_guidearrows				
spr_heartsmall				
spr_heartgtfo				
spr_handbullet				
spr_vegbullet				
spr_vegbullet_snake				
spr_roachbullet				
spr_carrotbullet				
spr_carrotbullet_snake				
spr_carrotbullet_snake_gr				
spr_carrotbullet_gr				
spr_streambullet				
spr_butterflybllt				
spr_smallfrogbullet				
spr_flybullet				
spr_bulletmd				
spr_teardrop				
spr_spinbullet				
spr_torielflame				
spr_bulletNapstaSad				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_roachdance				
spr_firebullet				
spr_gyftbullet				
spr_gyftbullet_old				
spr_cbone				
spr_oolbone				
spr_dbone				
spr_udebone				
spr_skatebone				
spr_superbone				
spr_coolbus				
spr_tobydogeat				
spr_tobydogeat_small				
spr_tobydogsurprise				
spr_tobydogsurprise_small				
spr_tobydogscoot				
spr_tobydogscoot_small				
spr_sleepdog				
spr_wakedog				
spr_barkbullet				
spr_iciclebullet				
spr_hatbullet				
spr_clawbullet				
spr_rotclawbullet				
spr_bluespear				
spr_dogspear				
spr_bluesword				
spr_whiteax				
spr_whiteax2				
spr_bluedontmove				
spr_whitespear				
spr_tinypomwalk				
spr_tinypomwag				
spr_tinypomsad				
spr_tinypomsadbark				
spr_tinypombark				
spr_tinypomjump				
spr_bonebottom				
spr_bonetop				
spr_dummyknife				
spr_dummymissle_sh				
spr_dummymissle_shot				
spr_hotlandmissle				
spr_dummyshot				
spr_dummybullet				
spr_dummybot				
spr_dummybullet_sad2				
spr_dummybullet_sad				
spr_dummybullet_shock				
spr_dummybullet_red				
spr_temfront				
spr_temback				
spr_temfoot				
spr_waterbul				
spr_waterbul_mask				
spr_soapbul				
spr_glitterbul				
spr_musbul_1				
spr_musbul_2				
spr_uspearbul				
spr_muscbul1				
spr_muscbul1_r				
spr_muscbul2				
spr_muscbul2_r				
spr_wormbul				
spr_circlebulletb				
spr_bullet_test_l				
spr_bullet_test_r				
spr_bullet_test_u				
spr_bullet_test_d				
spr_bullet_testx_arrow				
spr_bullet_test				
spr_bullet_testx				
spr_brokeboxpart				
spr_blackboxpart				
spr_blackboxbl				
spr_greenarmor				
spr_carrotshot				
spr_stardrop				
spr_quizanswer				
spr_quiztouch				
spr_circlebulletsm				
spr_circlebullet_noc				
spr_circlebulletmd1				
spr_smheartbullet				
spr_smheartbulletb				
spr_circlebulletmd1b				
spr_circlebulletmed2				
spr_bulletsm				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_dirbullet				
spr_bulletgenmd				
spr_risespearbullet				
spr_whitespearbullet				
spr_froggit				
spr_froghead				
spr_froglegs				
spr_floweyhurt				
spr_winkstar				
spr_floweynice				
spr_floweyplain				
spr_floweywink				
spr_floweyniceside				
spr_floweynicesideum				
spr_floweysassy				
spr_floweypissed				
spr_floweysideshock				
spr_floweyside				
spr_floweygrin				
spr_floweytoriel				
spr_floweytoriel2				
spr_floweylaugh				
spr_floweyevil				
spr_whimsun				
spr_whimsunhurt				
spr_moldsmal				
spr_blookhat				
spr_napstabattle				
spr_napstabattle_leg				
spr_migosp				
spr_migosphurt				
spr_migosphappy				
spr_loox				
spr_looxhurt				
spr_vegetoid				
spr_vegetoidhurt				
spr_dummybattle				
spr_dogeBtail				
spr_dogeB_hurt				
spr_dogeB				
spr_lesserdogetail				
spr_lesserdoge				
spr_lesserdogehead				
spr_lesserdogehurt				
spr_icecaphurt				
spr_icecap				
spr_icecube				
spr_icecubehurt				
spr_chillglasses				
spr_snowdrake				
spr_snowdrake_head				
spr_snowdrake_body				
spr_snowdrake_legs				
spr_jerry				
spr_jerryhurt				
spr_mandognormal				
spr_womandognormal				
spr_mandogax				
spr_womandogax				
spr_mandoge				
spr_womandoge				
spr_movedogebody				
spr_movedogeheada				
spr_movedogeheadb				
spr_movedogearms				
spr_movedogetail				
spr_movedoge				
spr_greatdog_n				
spr_greatdog				
spr_papyrusboss				
spr_papyrusboss_confuse				
spr_papyrusboss_anim				
spr_papyrusboss_body				
spr_papyrusboss_head				
spr_gyfgift				
spr_gyftcloud				
spr_gyftrotbody				
spr_gyftrotmouth				
spr_gyftrothead				
spr_gyftrot				
spr_glyde_hurt				
spr_glyde_body				
spr_glyde_leftwing				
spr_glyde_rightwing				
spr_glydeshot				
spr_glydeshot_bigmask				
spr_glyde_antenna				
spr_glyde_blackflash				
spr_glyde_stickbullet				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_glyde_blackflash_b				
spr_aaron				
spr_aaronbody				
spr_aaronbody_bull				
spr_barktry				
spr_temsmug				
spr_temhand				
spr_tembody				
spr_temface				
spr_tembattle				
spr_moldsmalx_up				
spr_moldsmalx_part				
spr_woshbody				
spr_woshduck				
spr_woshhead				
spr_woshface				
spr_woshface_bull				
spr_woshtail				
spr_woshwater				
spr_woshhanger				
spr_woshua				
spr_shyren_agent				
spr_shyren_hide				
spr_shyren_swim				
spr_shyren_sing				
spr_shyren				
spr_dummybattle_glad				
spr_dummymask				
spr_maddum_head				
spr_maddum_leg				
spr_maddum_torso				
spr_maddum_base				
spr_undyneb_lastmelt				
spr_undyneb_melt				
spr_undyneb_smear				
spr_undyneb_legs				
spr_undyneb_hair				
spr_undyneb_face				
spr_undyneb_face2				
spr_undyneb_face3				
spr_undyneb_armor				
spr_undyneb_pants				
spr_undyneb_leftarm				
spr_undyneb_rightarm				
spr_undyneb				
spr_undyneb_fatal				
spr_undyneb_noanim				
spr_undyneb2				
spr_undyneb2_lowerbody				
spr_undyneb2_upperbody				
spr_undyneb2_spear				
spr_undyneb2_arml				
spr_undyneb2_armr				
spr_undynex_melt				
spr_undynex_example				
spr_followspear_2				
spr_undynex_eyebeam				
spr_undynex_face1				
spr_undynex_face_e				
spr_undynex_face_damage				
spr_undynex_face_laugh				
spr_undynex_face_mouth				
spr_undynex_hair				
spr_undynex_torso				
spr_undynex_pants				
spr_undynex_legs				
spr_undynex_leftarm				
spr_undynex_rightarm				
spr_mkid_battle				
spr_mkid_battle_etc				
spr_mkid_battle_shock				
spr_fakephone				
spr_mettatonb_arms1				
spr_mettatonb_arms2				
spr_mettatonb_arms1_reverse				
spr_mettatonb_arms3				
spr_mettatonb_arms4				
spr_mettatonb_arms5				
spr_mettatonb_shirt				
spr_mettatonb				
spr_mettatonb_nuts				
spr_mettatonb_behind				
spr_mettatonb_behind_on				
spr_mettatonb_armsin				
spr_mettatonb_rocketoff				
spr_alphyshelper_a				
spr_alphyshelper_b				
spr_alphyshelper_c				
spr_alphyshelper_thumbsup				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_alphyshelper_tooexcited				
spr_alphyshelper_excited2				
spr_alphyshelper_d				
spr_alphyshelper_embarrass				
spr_alphyshelper_shakehead				
spr_alphyshelper_shock				
spr_alphyshelper_shockembarrass				
spr_alphyshelper_shock2				
spr_alphyshelper				
spr_alphyshelper_lookup				
spr_alphyshelper_confused				
spr_jarfly				
spr_shockfinal				
spr_shockpart				
spr_flyjar				
spr_abutton				
spr_bbutton				
spr_cbutton				
spr_dbutton				
spr_xbullet				
spr_baraball				
spr_barafist				
spr_barafist_cat				
spr_barafist_bug				
spr_sweat99				
spr_barafalchion				
spr_barashoes				
spr_baraarmor				
spr_barashirtless				
spr_barahead1				
spr_barahead2				
spr_barahead3				
spr_barahead4				
spr_baralegs				
spr_vertplane				
spr_vertplanemask				
spr_vertplanegreen				
spr_incendiaryflame				
spr_incendiarybomb				
spr_sideplanebullet				
spr_tsunderplanecloud				
spr_tsunderplanehat				
spr_planeexplosion				
spr_tsunderplane_blush				
spr_tsunderplane				
spr_vulkinlightning				
spr_vulkincloudbul				
spr_lavaside				
spr_lavaflame				
spr_vulkinfeetfront				
spr_vulkinfeetback				
spr_vulkinlava				
spr_vulkinface				
spr_vulkinface5				
spr_vulkinface3				
spr_vulkinface4				
spr_vulkinface2				
spr_vulkinbody				
spr_vulkincloud				
spr_pyropefootr				
spr_pyropefootl				
spr_pyropehead				
spr_pyropehead2				
spr_pyropebody				
spr_orangefire				
spr_ropebul				
spr_bombexplosion				
spr_bombexplosionmask				
spr_bombd				
spr_hideouscupcake				
spr_spiderbullet1				
spr_donutbullet				
spr_cupcakebullet				
spr_croissantr				
spr_croissantl				
spr_purpleheart				
spr_tinyspider_flower				
spr_cupcakemonster				
spr_spidertelegram				
spr_tinyspider_sign				
spr_tinyspider				
spr_spiderpour				
spr_spiderb_midarm				
spr_spiderb_midarm2				
spr_spiderb_teapot				
spr_spiderb_lowarm				
spr_spiderb_shirt				
spr_spiderb_legs				
spr_spiderb_pants				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_spiderb_upperarm				
spr_spiderb_shoulder				
spr_spiderb_hair				
spr_spiderb_head				
spr_spiderb_eyebig				
spr_spiderb_eyebig_hurt				
spr_spiderb_eyemed				
spr_spiderb_eyemed_hurt				
spr_spiderb_eyecen				
spr_spiderb_eyecen_hurt				
spr_crosszap				
spr_wizard_orb2				
spr_wizard_orb3				
spr_wizard_orbsprinkle				
spr_wizard_orb				
spr_wizard_orbhurt				
spr_wizard_handl				
spr_wizard_full				
spr_wizard_boot				
spr_wizard_dress				
spr_wizard_lapel				
spr_wizard_head				
spr_wizard_headhurt				
spr_wizard_hat				
spr_knighthammer				
spr_meteorshine				
spr_skyorb				
spr_skymoon				
spr_sunbullet				
spr_moonmeteor				
spr_sunmoon				
spr_finalknight				
spr_finalknight_leftarm				
spr_finalknight_dragoneyes				
spr_finalknight_dragoneyes_tired				
spr_finalknight_dragoneyes_asleep				
spr_finalknight_helmet				
spr_finalknight_helmethurt				
spr_finalknight_dragonmouth				
spr_finalknight_dragonmouth_hurt				
spr_finalknight_dragonmouth_tired				
spr_finalknight_dragonmouth_asleep				
spr_finalknight_dragonfur				
spr_finalknight_body				
spr_finalfroggit				
spr_finalfroggit_head				
spr_finalfroggit_head_hurt				
spr_finalfroggit_body				
spr_megaflybullet				
spr_frogbullet_stop				
spr_frogbullet_go				
spr_astigmatism_normal				
spr_astigmatism_anim				
spr_astigmatism_legl				
spr_astigmatism_handl				
spr_astigmatism_anim2				
spr_circlebulletmed_ex				
spr_circlebulletsm_ex				
spr_circlebulletlarge_ex				
spr_butterflybullet				
spr_butterflybullet_green				
spr_whimsalot				
spr_whimsalot_body				
spr_whimsalot_head				
spr_whimsalot_head_hurt				
spr_whimsalot_wing_r				
spr_waterglass_battle				
spr_defusebox				
spr_battlebomb				
spr_battlebomb_defuse				
spr_mettface1				
spr_mettface_general				
spr_mettface_hurt				
spr_mettface_defeated				
spr_mettleg1				
spr_mettleg2				
spr_mettleg2_unflip				
spr_mettleg2_unflip_v				
spr_mettleg2_flip				
spr_mettleg2_flip_v				
spr_mettleg4				
spr_mettleg5				
spr_mettleg3				
spr_mettarm1				
spr_mettarm2				
spr_mettarm3				
spr_mettarm4				
spr_mettarm5				
spr_mettarm6				

Accessible in game	True Pacifist	Not accessible	TODO
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Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_mettarm7				
spr_mettarm8				
spr_plusbomb				
spr_plusbomb_horblast				
spr_plusbomb_coreblast				
spr_plusbomb_verblast				
spr_happybreaktime				
spr_recbox				
spr_rewbox				
spr_exclamationpoint				
spr_tinysparkle				
spr_tinydancemett				
spr_tinydancemett_tell				
spr_parasolmett				
spr_kissbullet				
spr_mettheart				
spr_kissanim				
spr_moneybullet				
spr_discoball_pl				
spr_discoball_invert_pl				
spr_bigbob				
spr_eggbullet_pl				
spr_eggcarton_pl				
spr_mettfodder				
spr_smallmett				
spr_mettlightning_pl				
spr_mettstick				
spr_mettlegbullet_l				
spr_mettlegbullet_r				
spr_mettleg_mask				
spr_mettleg_mask_r				
spr_yellowtrigger_pl				
spr_yellowtrigger_off_pl				
spr_metthand_pl				
spr_metthand_r				
spr_yellowbullet_pl				
spr_yellowheart_pl				
spr_blackbox_pl				
spr_upbox				
spr_mettheart_centered				
spr_starburst_x				
spr_stagecloud_bad				
spr_stagelight_bad				
spr_mettshine				
spr_mettb_upperbody				
spr_mettb_upperbodyheart				
spr_mettb_upperbodyheartbreak				
spr_vulkinhurt				
spr_pyropehurt				
spr_muffethurt				
spr_wizardhurt				
spr_knighthurt				
spr_bara01hurt				
spr_bara02hurt				
spr_whimsalothurt				
spr_finalfroggithurt				
spr_astigmatismhurt				
spr_mneo_face				
spr_mneo_body				
spr_mneo_armr				
spr_mneo_arml				
spr_mneo_burst				
spr_mneo_legs				
spr_sorry_d				
spr_doodlearm				
spr_doodleboat				
spr_doodlebug				
spr_doodlebullet				
spr_doodleleg				
spr_sorry_body				
spr_sorry_bodyback				
spr_sorry_example				
spr_sorry_face				
spr_sorry_head				
spr_sorry_headback				
spr_sorryarm				
spr_sorryarm_behind				
spr_sorryarm_close				
spr_sorryarm_drawing				
spr_sorryarm_headgrab				
spr_sorryarm_open				
spr_soryear_l				
spr_sorryhat				
spr_sorryleg				
spr_sorrytail				
spr_sorrytail_curveback				
spr_sorrytail_vert				
spr_sorrytail_vsolid				
spr_sorrytrashball				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_mercybutton_normal				
spr_mercybutton_shatter				
spr_asgore_bface				
spr_asgore_brandish				
spr_asgore_prebrandish				
spr_orangeparticle				
spr_asgoreb_cape				
spr_asgoreb_ballarm				
spr_asgoreb_arml				
spr_asgoreb_armr				
spr_asgoreb_head1				
spr_asgoreb_armor				
spr_asgoreb_dress				
spr_asgoreb_legs				
spr_asgoreb_feet				
spr_asgorespear				
spr_spearhandr				
spr_spearhandl				
spr_spinbullet_outline				
spr_torheartbreak_again				
spr_torheart_again				
spr_flowey_riseanim				
spr_flowey_as				
spr_flowey_toskull				
spr_flowey_skulllaugh				
spr_asgore_kneeldeath				
spr_asgore_kneel				
spr_asgore_lastface				
spr_asgore_eyeflash_old				
spr_asgore_eyeflash				
spr_asgore_eyeflash_serious				
spr_asgore_flashsilhouette				
spr_asgore_swipe_spear				
spr_asgore_swipe_nospear				
spr_firebullet_old				
spr_firebullet_center				
spr_firebullet_noc				
spr_firebullet_center_generous				
spr_handbullet_old_d				
spr_handbullet_old_l				
spr_handbullet_old_r				
spr_handbullet_old_u				
spr_floweyface_l				
spr_floweyface_l2				
spr_floweyface_l3				
spr_flowey_riseanim2				
spr_flowey_wilted				
spr_flowey_wilted_l				
spr_flowey_wilted_d				
spr_floweygonk				
spr_charahead				
spr_truechara				
spr_truechara_weird				
spr_truechara_laugh				
spr_num9				
spr_s_bonebul_top				
spr_s_bonewall				
spr_s_bonebul_bottom				
spr_s_bonewall_tall				
spr_s_bonestab_v				
spr_s_bonestab_v_wide				
spr_s_bonestab_h				
spr_s_bonestab_h_tall				
spr_s_boneloop				
spr_s_boneloop_out				
spr_s_bonewall_wide				
spr_emptyborder				
spr_sans_z_battle				
spr_bof_what				
spr_heartblue_r				
spr_heartblue_l				
spr_heartblue_u				
spr_heart_battle_pl				
spr_sansb_legs				
spr_sansb_legs_sit				
spr_sansb_torso				
spr_sansb_blueeye				
spr_sansb_face				
spr_sansb_face_sweat				
spr_sansb_rightstrike				
spr_sansb_handdown				
spr_sansb_handup				
spr_gasterblaster				
spr_gb_npc				
spr_krmeter				
spr_melontooth				
spr_melonbullet				
spr_melonpupil				
spr_lemonbread_melt				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_lemonbread_head				
spr_lemonbread_torso				
spr_growneck				
spr_strangeman_floathead				
spr_butterfly_bullet2				
spr_strangeman_walk				
spr_strangeman_headless_walk				
spr_strangeman_pose				
spr_strangeman_poseb				
spr_freakbullet_old				
spr_freakbullet				
spr_dogmissle				
spr_nofacedog				
spr_nofacedog_legtuck				
spr_nofacedog_rocket				
spr_amalgam_eye				
spr_amalgam_tooth				
spr_amalgam_toothd				
spr_amalgam_toothmask				
spr_amalgam_toothmask_d				
spr_reaperbird_torso				
spr_reaperbird_bite				
spr_reaperbird_head				
spr_snowdrakesmom				
spr_endogeny				
spr_endogeny_2				
spr_endogeny_head				
spr_memoryhead				
spr_dustcloud				
spr_monstertest				
spr_monstertest2				
spr_torielside1				
spr_torieldisapprove				
spr_torielcutscene				
spr_torielboss				
spr_torielboss_mouthcover				
spr_torielboss_sadhappy				
spr_torielboss_sad				
spr_torielboss_sad2				
spr_torielboss_sidesad				
spr_torielboss_neutral				
spr_torielboss_sidesad2				
spr_torielboss_sidesadhappy				
spr_torielboss_hurt				
spr_torielboss_side				
spr_torielboss_reallyhurt				
spr_torielboss_kneel				
spr_torielboss_kneelsmile				
spr_torielboss_kneelsmile2				
spr_torielboss_kneelanguish				
spr_torielboss_kneelanguish2				
spr_torielboss_murdered				
spr_torielboss_suicide				
spr_torielboss_kneel_incredulous				
spr_dumbtarget				
spr_fadebar				
spr_notebook_attack				
spr_gunshot_stab				
spr_gunshot_remnant				
spr_frypan_impact				
spr_frypan_star				
spr_target				
spr_targetchoice				
spr_targetz				
spr_targetx				
spr_targetc				
spr_strike				
spr_pressz				
spr_hyperfist				
spr_regfist				
spr_regfoot				
spr_hyperfoot				
spr_papdate				
spr_papdate_coy				
spr_papdate_omg				
spr_papdate_bookread				
spr_papdate_bookhold				
spr_papdate_coolhat				
spr_papdate_spaghetti				
spr_papdate_cool				
spr_papyrushead_normal				
spr_papyrushead_sweaty				
spr_papyrushead_confident				
spr_papyrushead_anime				
spr_papyrushead_blush				
spr_papyrushead_blush2				
spr_oldbulushesh				
spr_papyrushead_sly				
spr_papyrushead_mad				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_papyrushead_side				
spr_papyrushead_sad				
spr_papyrushead_hurt				
spr_papyrushead_variety				
spr_egggraph				
spr_crimegraph				
spr_sunicon				
spr_dogradar				
spr_bball_hoop				
spr_bball_hoop_back				
spr_adate_intotrash				
spr_adate_trashcan_bottom				
spr_adate_atrashbottom				
spr_adate_atrashtop				
spr_adate_trashcan_top				
spr_ua_pet				
spr_ua_hold				
spr_ua_lift1				
spr_ua_lift2				
spr_ua_throw				
spr_adate_papyrus				
spr_garbagebg				
spr_adate_item				
spr_adate_head				
spr_adate_head_2				
spr_adate_body				
spr_adate_arm				
spr_adate_ubody				
spr_adate_uface				
spr_adate_uface_2				
spr_migospel_hurt				
spr_migospel_body				
spr_migospel_eye				
spr_migospel_eyeB				
spr_migospel_leg				
spr_migospel_mouthA				
spr_migospel_mouthC				
spr_migospel_mouthB				
spr_migospel_wingA				
spr_migospel_wingB				
spr_parsnik_hurt				
spr_parsnik_head				
spr_parsnik_headwrap				
spr_parsnik_snake1				
spr_parsnik_snake2				
spr_parsnik_snake3				
spr_parsnik_snake4				
spr_parsnik_snake5				
spr_moldessa_hurt				
spr_moldessa_face				
spr_moldessa_stem				
spr_moldessa_headthing				
spr_moldessa_arm				
spr_tobdogl_talk_eyeclose				
spr_tobdogl_talk				
spr_torweird				
spr_st				
spr_infinitysign				
spr_placeholder				
spr_punchcard				
spr_wordsearch				
spr_quittingmessage				
spr_19_2				
spr_19_3				
spr_19_4				
spr_pianoarrow				
spr_test_zbutton				
spr_test_xbutton				
spr_test_cbutton				
spr_christmasflake				
spr_fallleaf				
spr_tobdog_winter				
spr_tobdog_autumn				
spr_tobdog_spring				
spr_tobdog_summer				
spr_sensebar				
spr_sensing_slider				
spr_brattybody				
spr_brattyface				
spr_brattyarm_l				
spr_brattyarm_r				
spr_cattybody				
spr_cattyface				
spr_catarm				
spr_shopkeeper2_arm				
spr_bpants_cloud				
spr_bpants_arms				
spr_bpants_face				
spr_shopkeeper2_body				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_shopkeeper2_mouthtop				
spr_shopkeeper2_mouthbottom				
spr_shopkeeper2_eyes				
spr_shop2_bg				
spr_shop1_bg				
spr_shop1_bgorange				
spr_shopkeeper1				
spr_shopkeeper1_face0				
spr_shopkeeper1_face6				
spr_shopkeeper1_face5				
spr_shopkeeper1_face4				
spr_shopkeeper1_face2				
spr_shopkeeper1_face1				
spr_shopkeeper1_face3				
spr_shopkeeper1mouth				
spr_shopkeeper1eyes				
spr_5_temexampl				
spr_5_tembox				
spr_temhat				
spr_5_tembody				
spr_5_coffeeline				
spr_5_tembrows				
spr_5_eyes1				
spr_5_eyes2				
spr_5_eyes3				
spr_5_eyes4				
spr_5_eyes5				
spr_5_eyes6				
spr_5_mouth1				
spr_5_mouth2				
spr_5_mouth3				
spr_5_selfface				
spr_5_selfface_x				
spr_5_sweat				
spr_bluejet				
spr_cogmed_e				
spr_cogsmall_e				
spr_singleblackpixel				
spr_hotland_bottomedge				
spr_hotland_leftedge				
spr_hotland_rededge				
spr_hotland_rededge_top				
spr_hotland_rightedge				
spr_redpipe_bottom				
spr_redpipe_middle				
spr_redpipe_top				
spr_steamer_bottom				
spr_steamer_top				
spr_iceblock_bottom				
spr_iceblock_white				
spr_steamplume2				
spr_core_glowwall				
spr_core_lightst_left				
spr_core_lightst_m				
spr_core_lightst_r				
spr_core_linelightstrip				
spr_core_wallstrip				
spr_core_wallstrip_l				
spr_core_wallstrip_m				
spr_core_wallstrip_r				
spr_corebridgepiece				
spr_glowbg				
spr_glowtotem				
spr_coresign				
spr_coreentrance_bright				
spr_darknesstotem				
spr_coredoor				
spr_bigcoredoor				
spr_elevatorgem_l				
spr_elevatorgem_r				
spr_floorsign_back_l				
spr_floorsign_back_r				
spr_floorsign_l1				
spr_floorsign_l2				
spr_floorsign_l3				
spr_floorsign_r1				
spr_floorsign_r2				
spr_floorsign_r3				
spr_downpbutton				
spr_leftpbutton				
spr_neutralpbutton				
spr_rightpbutton				
spr_uppbutton				
spr_pxquit				
spr_waterfall_bottomleft				
spr_waterfall_bottommid				
spr_waterfall_bottomright				
spr_waterfall_midleft				
spr_waterfall_midmid				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_waterfall_midright				
spr_waterfall_midtop				
spr_waterfall_topleft				
spr_waterfall_singletop				
spr_waterfall_topright				
spr_waterfall_bright_mt				
spr_waterfall_bright_rt				
spr_waterfall_bright_lt				
spr_waterfall_bright_lm				
spr_waterfall_bright_rm				
spr_waterfall_bright_mm				
spr_waterfall_bright_bm				
spr_waterfall_bright_br				
spr_waterfall_bright_bl				
spr_mysteryman				
spr_g_follower_2				
spr_g_follower_3				
spr_g_follower_1				
spr_greydoor				
spr_longsnail				
spr_mushroomdance_end				
spr_mushroomdance_mid				
spr_mushroomdance_prep				
spr_puzzlehater				
spr_puzzlehater_box				
spr_puzzlehater_switch				
spr_pianosolution				
spr_magicglass				
spr_labcamera_emergency				
spr_icecavewall				
spr_icecavewall_2				
spr_icecavewall_2b				
spr_icecavewallb				
spr_dockanim				
spr_lighttower				
spr_towersymbol_on				
spr_towersymbol_off				
spr_none				
spr_pixblk				
spr_pixeltall				
spr_pxbg				
spr_pixwht				
spr_maincharad_fall				
spr_mainchara_fall				
spr_maincharau_fall				
spr_maincharal_fall				
spr_maincharar_fall				
spr_maincharad_stark				
spr_starkshadow				
spr_maincharau_stark				
spr_maincharar_stark				
spr_maincharal_stark				
spr_maincharad_pranked				
spr_maincharal_pranked				
spr_maincharad_umbrellafall				
spr_maincharau_umbrellafall				
spr_maincharar_umbrellafall				
spr_maincharal_umbrellafall				
spr_maincharad_umbrella				
spr_maincharau_umbrella				
spr_maincharar_umbrella				
spr_maincharal_umbrella				
spr_charad				
spr_charad_fall				
spr_charar				
spr_charar_fall				
spr_charal				
spr_charal_fall				
spr_charau				
spr_charau_fall				
spr_maincharar_shadow				
spr_maincharal_shadow				
spr_maincharau_shadow				
spr_maincharad_shadow				
spr_maincharal_tomato				
spr_maincharal_burnt				
spr_maincharal_water				
spr_maincharar_water				
spr_maincharau_water				
spr_maincharad_water				
spr_mainchara_pourwater				
spr_maincharad_b				
spr_maincharau_b				
spr_maincharar_b				
spr_maincharal_b				
spr_maincharad				
spr_maincharau				
spr_maincharar				
spr_maincharal				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_mainchara_lie				
spr_waterripple				
spr_bedlump				
spr_maincharar_liedown				
spr_mainchara_lie_2				
spr_exc				
spr_exc_f				
spr_musblc				
spr_solidlong				
spr_solidlongother				
spr_event				
spr_event_small				
spr_event_vsmall				
spr_whitefader				
spr_interactable				
spr_solidtall				
spr_solidsmall				
spr_solidsmallthin				
spr_solidthin_x				
spr_solidtall_2				
spr_solidextall_2				
spr_solidwide				
spr_hline				
spr_solidexwide				
spr_sdl				
spr_sdr				
spr_sur				
spr_sul				
spr_doorA				
spr_doorB				
spr_doorC				
spr_doorD				
spr_doorX				
spr_markerA				
spr_markerB				
spr_markerC				
spr_markerD				
spr_markerX				
spr_solidobj1				
spr_pole				
spr_test_d				
spr_test_l				
spr_test_r				
spr_test_rt				
spr_test_lt				
spr_test_u				
spr_test_ut				
spr_test_dt				
spr_flowey				
spr_flowey_empty				
spr_floweygrow				
spr_floweyshrink				
spr_floweylaughoverworld				
spr_floweysink				
spr_toriel_ruffle				
spr_toriel_d_phone				
spr_toriel_d				
spr_toriel_d_dark				
spr_toriel_dt				
spr_toriel_dtmad				
spr_toriel_r				
spr_toriel_l				
spr_toriel_rt				
spr_toriel_lt				
spr_toriel_ut				
spr_toriel_u				
spr_toriel_handhold_d				
spr_toriel_handhold_r				
spr_toriel_handhold_l				
spr_toriel_handhold_l_old				
spr_toriel_handhold_u				
spr_chairiel				
spr_chairiel_sleep				
spr_chairielgetup				
spr_chairempty				
spr_toriel_hug				
spr_toriel_hug2				
spr_toriel_hug3				
spr_napstablook_l				
spr_napstablook_l_headphone				
spr_napstablook_r_headphone				
spr_napstablook_d				
spr_napstablook_d_headphone				
spr_napstablook_u				
spr_napstablook_u_headphone				
spr_napstablook_adjust				
spr_napstablook_r				
spr_napstablook_gr				
spr_napstablook_grsm				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_napstablook_grsm_headphones				
spr_topchair				
spr_hearthflame				
spr_rightchair				
spr_diningtable				
spr_downstairs				
spr_downstairs_grey				
spr_cactus				
spr_smallfrog				
spr_leftchair				
spr_nastytreebottom				
spr_bigpie				
spr_tornote				
spr_smallchair				
spr_stairmask				
spr_stepmask				
spr_railing2				
spr_nastytree				
spr_railing				
spr_ruinsdoor1				
spr_railingpiece1				
spr_groundswitch1				
spr_pbflame				
spr_colorswitch				
spr_spiketile				
spr_ribbon				
spr_pieslice				
spr_itemholder				
spr_holemask3				
spr_vegetableoutside				
spr_smallweb				
spr_mousehole				
spr_groundknife				
spr_cheesetable				
spr_candydish				
spr_candydish2				
spr_holemask				
spr_candydish_bad				
spr_rock				
spr_pillar				
spr_hole				
spr_centeredhole				
spr_hole2				
spr_switch				
spr_dummy				
spr_faceswitch				
spr_bigweb				
spr_dogmush				
spr_dogneck2				
spr_dogneck3				
spr_dogneck4				
spr_dogneck5				
spr_dogneck1				
spr_dogpillar4				
spr_dogpillar5				
spr_dogpillar3				
spr_dogpillar2				
spr_dogpillar1				
spr_dtrapspear				
spr_dtrapdog				
spr_dtrapcannon				
spr_dtrapmace				
spr_dtrapfire				
spr_grillbycounter				
spr_libcounter				
spr_cutetable				
spr_npc_buncrazy				
spr_npc_redbird				
spr_npc_uglyfish				
spr_npc_liblizard				
spr_npc_mikewazowski				
spr_npc_scarfladv				
spr_npc_ladygarf				
spr_npc_bigdog				
spr_npc_saddog				
spr_npc_bunbun				
spr_npc_wrapmouse				
spr_npc_reddemon				
spr_npc_giftbear				
spr_npc_rabbitkid				
spr_npc_grillby				
spr_npc_kidslime1				
spr_npc_kidslime2				
spr_npc_dadslime				
spr_npc_innkeep				
spr_npc_bear				
spr_grillby_r				
spr_grillby_l				
spr_grillby_u				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_grillby_d				
spr_grillbyshadow				
spr_pokertable				
spr_lessdogtable				
spr_bottomtable				
spr_rchair_grill				
spr_lchair_grill				
spr_booths				
spr_punkhamster				
spr_lessdog_table				
spr_bigmouth				
spr_regsnowman				
spr_fashionsnowman				
spr_mysterydoor				
spr_glowfly				
spr_igloo				
spr_iglootop				
spr_ruins_reentrance				
spr_dogbed				
spr_dogbowl				
spr_dogbowl_empty				
spr_chewtoy				
spr_waterdivot_black				
spr_waterdivot_blue				
spr_iceflag				
spr_faun				
spr_awfulshed				
spr_xmastree				
spr_houselegf				
spr_houselegb				
spr_mailbox				
spr_sansmailbox				
spr_papyrushouse				
spr_icecube_over				
spr_tinybghouse				
spr_tinybgman				
spr_tinybgpuff				
spr_papcarrow1				
spr_papcarrow2				
spr_snowsans				
spr_snowpap				
spr_fishingrod				
spr_chestbox				
spr_papcheckpoint				
spr_lessdogsnow				
spr_sanscheck				
spr_sanscheckback				
spr_doghousesmall				
spr_doglick				
spr_bigdog_side				
spr_dogbuttwalk				
spr_dogboredwalk				
spr_dogpoff				
spr_snowpoff				
spr_xoxo				
spr_specialswitch				
spr_mandogwalk				
spr_womandogwalk				
spr_spaghetti				
spr_spaghettialone				
spr_microwave				
spr_notepaper				
spr_icecreamguy_sad				
spr_icecreamguy_anim				
spr_icecreamguy_happy				
spr_rollsnow				
spr_orb				
spr_shockblock				
spr_dogstandfront				
spr_doghouseback				
spr_movedoge_o				
spr_sadsnowman				
spr_sadsnowman_d1				
spr_dogtreat				
spr_sanssteps				
spr_convenientlamp				
spr_wolfthrow				
spr_icewolf				
spr_conveyorbelt_single				
spr_silo2				
spr_silo1				
spr_waterice				
spr_iceblock				
spr_papyrus_mad1				
spr_papyrus_mad2				
spr_papyrus_cape				
spr_papyrus_cape_dark				
spr_papyrus_cape_stark				
spr_papyrus_d				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_papyrus_d_darkbg				
spr_papyrus_d_stark				
spr_papyrus_dt				
spr_papyrus_orb				
spr_papyrus_orbtoss				
spr_papyrus_toasted				
spr_papyrus_toasteda				
spr_papyrus_spin				
spr_papyrus_steps				
spr_papyrus_d_mad				
spr_papyrus_dt_mad				
spr_papyrus_u				
spr_papyrus_knock				
spr_papyrus_ut				
spr_papyrus_r				
spr_papyrus_r_stark				
spr_papyrus_l				
spr_papyrus_l_stark				
spr_papyrus_shadowl				
spr_papyrus_shadowr				
spr_papyrus_lt				
spr_papyrus_rt				
spr_papyrus_l_mad				
spr_papyrus_lt_mad				
spr_papyrus_boneget				
spr_papyrus_electrocute				
spr_papyrus_windowjump				
spr_undynewindow				
spr_undynewindow_foreground				
spr_glassshard				
spr_out_to_lunch_sign				
spr_sansfries				
spr_sansburger				
spr_sans_stool_buttscratch				
spr_sans_stoolcomb				
spr_sans_stool_u				
spr_sans_stool_l				
spr_sans_stool_chup				
spr_sans_trombone				
spr_sans_d				
spr_sans_d_dark				
spr_sans_dt				
spr_sans_shrug1				
spr_sans_shrug1_dark				
spr_sans_shrug2				
spr_sans_laugh				
spr_sans_dangerous				
spr_tinystool				
spr_sans_u				
spr_sans_r				
spr_sans_r_darkhand				
spr_sans_r_dark				
spr_sans_l_dark				
spr_sans_l				
spr_sans_icecream_1				
spr_sans_icecream_2				
spr_sans_icecream_3				
spr_sans_icecream_4				
spr_sans_icecream_5				
spr_sans_sleep				
spr_sans_sleep_sideways_dark				
spr_zzz				
spr_mkid_dfall				
spr_mkid_lfall				
spr_mkid_rfall				
spr_mkid_rtfall				
spr_mkid_ufall				
spr_mkid_d_shadow				
spr_mkid_l_shadow				
spr_mkid_r_shadow				
spr_mkid_u_shadow				
spr_mkid_goner_d				
spr_mkid_goner_u				
spr_mkid_goner_rt				
spr_mkid_goner_lt				
spr_mkid_trip_r				
spr_mkid_trip_l				
spr_mkid_trip_l_small				
spr_mkid_d				
spr_mkid_d_dark				
spr_mkid_dt				
spr_mkid_l				
spr_mkid_lt				
spr_mkid_r				
spr_mkid_prostrate				
spr_mkid_rt				
spr_mkid_u				
spr_mkid_ut				
spr_undyne_kick				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_undyne_leap				
spr_undyne_d				
spr_undyne_d_dark				
spr_undyne_d_sit				
spr_undyne_dt				
spr_undyne_polite				
spr_undyne_besties				
spr_undyne_youremine				
spr_undyne_youremine_dark				
spr_undyne_u				
spr_undyne_ut				
spr_undyne_l				
spr_undyne_lt				
spr_undyne_r				
spr_undyne_rt				
spr_undyne_rt_tomato				
spr_undyne_rt_burnt				
spr_undyne_starkd_nomask_2				
spr_undyne_starkd_nomask				
spr_undynedive				
spr_undyne_rush				
spr_undyne_rushfade				
spr_undyne_helmet_r				
spr_undyne_helmet_l				
spr_undyne_helmet_d				
spr_undyne_jump0				
spr_undyne_jump1				
spr_undyne_helmet_d_pissed				
spr_undyne_walku				
spr_undyne_helmet_u				
spr_undynehousemouth				
spr_undyne_eyeding				
spr_undyne_cheektug				
spr_undyne_starkd				
spr_undyne_starkd_arm				
spr_magicstar				
spr_undyne_throw				
spr_undyne_pantstest				
spr_undyne_armraise				
spr_undyne_starkd_test				
spr_undyne_shad				
spr_undyne_starkphone				
spr_undyne_starkeye				
spr_undynea_d				
spr_undynespear_l				
spr_undynespear_r				
spr_undynespear				
spr_undynespear_end				
spr_undynespear_stabbed				
spr_undynespeard				
spr_undynespearshadow				
spr_undynea_dt				
spr_undynea_l				
spr_undynea_starkr				
spr_undynea_lt				
spr_undynea_r				
spr_undynea_rt				
spr_undynea_rfall				
spr_undynea_starkr_old				
spr_undynea_starkl_tem				
spr_undynea_starkl				
spr_undynea_r_raise				
spr_undynea_r_raiseup				
spr_undynea_u				
spr_undynea_starku				
spr_undynea_ut				
spr_telescope				
spr_starcheckeredit				
spr_starcheckeredit2				
spr_starpattern				
spr_trashheap				
spr_trashheap_r				
spr_rustbike				
spr_rustfridge				
spr_teaboxes_break				
spr_sugarholder_break				
spr_soda_break				
spr_undynehouse_normal				
spr_undynehouse_fire				
spr_undteacup				
spr_undteapot				
spr_giantsword				
spr_rotdial				
spr_bonedrawer				
spr_bonedrawer_improved				
spr_bonedrawer_note				
spr_undyne_piano				
spr_undynetable				
spr_spaghettibox				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_spaghettipot				
spr_spaghettipot_wrecked				
spr_spaghettipot_burnt				
spr_tinychair				
spr_undyne_stomp				
spr_undyne_stomp_tomato				
spr_undyne_uppercut				
spr_undyne_veggies				
spr_undyne_grableap				
spr_undyne_throwspear				
spr_undyne_throwtalk				
spr_hotchocolate				
spr_soda				
spr_spaghot_a				
spr_spaghot_b				
spr_spaghot_c				
spr_spaghot_d				
spr_spaghot_e				
spr_spaghot_f				
spr_spaghot_g				
spr_spaghot_h				
spr_spaghot_i				
spr_teaboxes				
spr_sugarholder				
spr_undynehouse_door				
spr_tobdog_sleep_fire				
spr_tobdog_sleep_trash				
spr_tobdog_sleep_firebattle				
spr_tobdogl				
spr_tobdogl_fire				
spr_tobdogl_fire_still				
spr_tobdogl_still				
spr_tobdog_pile				
spr_tobdogr				
spr_riverman				
spr_dogboat				
spr_regboat				
spr_dogboat_cover				
spr_onionblue				
spr_oniontblue				
spr_oniont_l				
spr_oniont_bye				
spr_oniont_coyl				
spr_oniont_coyd				
spr_oniont_r				
spr_onionsan_kawaii				
spr_onionsan_yhear				
spr_onionsan_disappoint				
spr_onionsan_wistful				
spr_cooler_water				
spr_dvdcase_water				
spr_fishnpc_echo				
spr_uprightpiano				
spr_blookhouses				
spr_tonsildude				
spr_waterfall_anim				
spr_glowstar				
spr_bellblossom				
spr_balletshoes				
spr_tutu				
spr_bridgeseed				
spr_purpledude				
spr_umbrellaholder				
spr_darkhalo				
spr_darkhalo_big				
spr_snail				
spr_snailyellow				
spr_snailyellow_hopeless				
spr_snailyellow_hopeless2				
spr_snailyellow_hopeless3				
spr_snailred				
spr_snailredr				
spr_snailblue				
spr_snailbluer				
spr_slug				
spr_snailr				
spr_snailguy				
spr_redacted_a				
spr_stable				
spr_tilespear				
spr_tilespear_fullbottom				
spr_tilespear_old				
spr_dummymad				
spr_dummysurprise				
spr_dummyglad				
spr_dummymad_toot				
spr_waterpillar				
spr_nospear				
spr_nospear2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_twinklestar				
spr_umbrellamask				
spr_statueshadow				
spr_statuelight				
spr_statuedrop				
spr_statueplink				
spr_statue				
spr_plinkmask				
spr_lonebone				
spr_magicpendant				
spr_puddle1				
spr_magicalcrystal				
spr_shyrenstrewn				
spr_smallbird				
spr_smallbird_cry				
spr_smallbird_fly				
spr_groundtorch_off				
spr_groundtorch_on				
spr_fakefalls				
spr_fakedoor				
spr_smallstar				
spr_glowparticle_1				
spr_glowshroom				
spr_waterboard				
spr_echoflower				
spr_bench				
spr_waterpushrock				
spr_crystaltable				
spr_table				
spr_fridge				
spr_fridge_smallhitbox				
spr_minitable				
spr_sansdoor				
spr_papcouch				
spr_book				
spr_platerock				
spr_bookshelf				
spr_bonebox				
spr_watercomputer				
spr_computer				
spr_actionfigures				
spr_carbed				
spr_treadmill				
spr_trashcan				
spr_upperlayer				
spr_stove				
spr_papsink				
spr_kitchencounter				
spr_signsock				
spr_bonepainting				
spr_flattv_off				
spr_flattv_on				
spr_weirdlight				
spr_papdoor				
spr_trash_paperball				
spr_trash_dustorb				
spr_trash_takeout				
spr_alphys_d				
spr_alphys_d_dark2				
spr_alphys_d_dark				
spr_alphys_freaked				
spr_alphys_dt				
spr_alphys_r				
spr_alphys_megamask				
spr_alphys_r_sad				
spr_alphys_r_sad2				
spr_alphys_l_sad2				
spr_alphys_rt				
spr_alphys_lt				
spr_alphys_l				
spr_alphys_u				
spr_alphys_ut				
spr_mettatonhole				
spr_gameshowlogo				
spr_mettaton_talk				
spr_mettaton_silent				
spr_mettaton_silent_behind				
spr_mettaton_shattered				
spr_mettaton_wave				
spr_mettaton_holdarm				
spr_mettaton_pointingup				
spr_mettaton_cackle				
spr_mettaton_armsdown				
spr_mettaton_clap				
spr_mettex_npc				
spr_mettex_dark				
spr_mett_o_upperbody				
spr_mett_o_upperbody_light				
spr_bouncersteam				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_sorry_u				
spr_chipdoor_chippart				
spr_chipdoor_red				
spr_chipdoor_green				
spr_donutscaredguy				
spr_diamondboy				
spr_diamondtallboy				
spr_98robot				
spr_firecoffee				
spr_businessdude				
spr_fukufire				
spr_skateboardgirl				
spr_disembodiedfoxhead				
spr_digitalnumber				
spr_pizzaclock				
spr_goalhud				
spr_goalhud_ball				
spr_timehud				
spr_flychara_placeholder				
spr_milk_of_hell_droplet				
spr_milk_of_hell_shot				
spr_milk_of_hell_splatter				
spr_milk_of_hell				
spr_mett_milkpour				
spr_sugarbullet				
spr_sugarbullet_hit				
spr_mett_plain				
spr_mett_sugararm				
spr_mett_eggcarton				
spr_mett_eggcartonarm				
spr_mett_eggbullet				
spr_mett_failegg				
spr_mettfaileggyolk				
spr_milkcarton				
spr_eggcarton				
spr_flylightning				
spr_flymett1				
spr_flymettarm				
spr_forcefield_top				
spr_forcefield_middle				
spr_forcefield_right				
spr_forcefield_right_middle				
spr_forcefield				
spr_countertop				
spr_countersegment				
spr_mettchainsaw				
spr_mettflour				
spr_chefhat				
spr_killervisage				
spr_chimesparkle1				
spr_mettcounter				
spr_metthand_clasped				
spr_metthand_cry				
spr_metthand_facescratch				
spr_metthand_shrug				
spr_metthand_tragedy				
spr_metthand_nailfile				
spr_metthand_broad				
spr_metthand_up				
spr_metthand_headpat				
spr_metthand_nailfile2				
spr_metthand_assrummage				
spr_metthand_telething				
spr_metthand_telepoke				
spr_mettaton_noarm				
spr_cherrypetal				
spr_shootingstar				
spr_mettaton_noarms				
spr_mettaton_dressflight				
spr_mettaton_pulldress				
spr_mettaton_dress1				
spr_orangeindicator				
spr_pirahna_anim_wip				
spr_emergentdog				
spr_timehud_vert				
spr_tilered				
spr_tilepurple				
spr_tilearrow				
spr_tilepink				
spr_tileyellow_shock				
spr_tileyellow_shock_blue				
spr_tileyellow				
spr_tileblue				
spr_tileorange				
spr_tilegreen				
spr_tilewhite				
spr_tileguy				
spr_mettanchor_evillaugh				
spr_mettanchor_evillaugh_full				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_mettanchor_fingerup				
spr_mettanchor_fingerup_full				
spr_mettanchor_handfold				
spr_mettanchor_handraise				
spr_mettanchor_handsonhead				
spr_mettanchor_shufflepaper				
spr_mettanchor_mepose				
spr_bombburst				
spr_bigbomb				
spr_script				
spr_script_bomb				
spr_videogame				
spr_videogame_bomb				
spr_regpresent				
spr_regpresent_bomb				
spr_glassofwater				
spr_glassofwater_bomb				
spr_basketball				
spr_basketball_bomb				
spr_wordtest_full				
spr_wordfall1				
spr_wordfall2				
spr_wordfall3				
spr_wordfall4				
spr_wordfall5				
spr_wordfall6				
spr_wordfall7				
spr_scaffoldingplaceholder				
spr_tickerlogo				
spr_mettbg_part1				
spr_mettbg_part2				
spr_mettbg_part3				
spr_mettbg_part4				
spr_mettnewscounter				
spr_mettnewsfloor				
spr_mettnewslogo				
spr_spidertable_items				
spr_spiderchair				
spr_spidertable				
spr_webgunk_1				
spr_webgunk_2				
spr_webgunk_3				
spr_megaweb				
spr_muffet_overworld				
spr_muffet_buysell				
spr_purplespider_overworld				
spr_webpl				
spr_text_restart				
spr_text_restaurant				
spr_text_congratulations				
spr_text_missionfailed				
spr_text_shot				
spr_blackbox_o				
spr_blackbox_o_shatter				
spr_whitebox_o				
spr_shotguy				
spr_shotguy_indicator				
spr_shootguy				
spr_targetguy				
spr_yellowphone_o				
spr_yellowphone_jetpacktransform				
spr_yellowjetpack				
spr_venter_d				
spr_venter_l				
spr_venter_u				
spr_venter_r				
spr_bigmonitor				
spr_speedline				
spr_conveyorbelt_d				
spr_conveyorbelt_r				
spr_conveyorbelt_rmarker				
spr_conveyorbelt_dmarker				
spr_conveyorbelt_r_blue				
spr_conveyorbelt_r_blue_m				
spr_conveyorbelt_d_blue_m				
spr_conveyorbelt_d_blue				
spr_royalguard_rabbit_d				
spr_royalguard_rabbit_l				
spr_royalguard_rabbit_r				
spr_royalguard_dragon_l				
spr_royalguard_dragon_r				
spr_royalguard_dragon_d				
spr_darkman_l				
spr_darkman_r				
spr_darkman_d				
spr_darkman_laugh				
spr_frypan				
spr_apron				
spr_rtile				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_elevatorpanel				
spr_elevatordoor				
spr_elevatordoorframe				
spr_elevatordoor_vines				
spr_balancehotdog				
spr_onoffswitch_off				
spr_onoffswitch_on				
spr_lasermachine				
spr_lasermachine_o				
spr_lasermachine_b				
spr_lasermachine_off				
spr_dogfoodbag				
spr_confetti				
spr_discoball				
spr_slidingdoorframe				
spr_slidingdoor				
spr_hotlandsign				
spr_hotlandcover				
spr_watercooler_water				
spr_hotlandlava				
spr_watercooler_devoid				
spr_coolerpuddle				
spr_alabdoor_piece_r				
spr_slimejanitor				
spr_snowdrakedad				
spr_alabdoor_piece				
spr_labdoor_hang				
spr_labdoor_hang_r				
spr_heartcontainer				
spr_heartcontainer_empty				
spr_heartcontainer_appear				
spr_vinespillar				
spr_brokenpillar				
spr_key_and_note				
spr_smallkey				
spr_asgorethrone				
spr_torielthrone				
spr_garden_overlayshadow				
spr_coffin_closed				
spr_coffin_open				
spr_foregroundpillar				
spr_trashcan_tint				
spr_trophy				
spr_diningtable_grey				
spr_rchair_grey				
spr_lchair_grey				
spr_uchair_grey				
spr_chairiel_grey				
spr_railing_tint				
spr_railingpiece1_tint				
spr_railingpiece2_tint				
spr_presentbox				
spr_asgore_l				
spr_asgore_r				
spr_asgore_lt				
spr_asgore_rt				
spr_asgore_d				
spr_asgore_d_dark				
spr_asgore_d_shock				
spr_asgore_u				
spr_asgore_ut				
spr_asgore_dt				
spr_asgore_dt_shock				
spr_asgore_dt_sad				
spr_savepoint				
spr_npc_sign				
spr_nothing				
spr_npc_d				
spr_npc_dmask				
spr_npc_u				
spr_npc_r				
spr_npc_mask				
spr_npc_l				
spr_tallgrass				
spr_fakewaterl				
spr_fakewaterr				
spr_fakewaterm				
spr_fakewatershadowr				
spr_fakewatershadowl				
spr_fakewatershadowm				
spr_fakewateropenl				
spr_fakewateropenr				
spr_fakewateropenm				
spr_fakebridge				
spr_singletree				
spr_tundrafog				
spr_tundragatebar				
spr_stick				
spr_treeshadow				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_iceflower				
spr_snowdinlogo				
spr_snowhat				
spr_snowhatparticle				
spr_chilldrakenpc				
spr_snowdrakenpc				
spr_gyftrotnpc				
spr_icecapr_npc				
spr_icecapb_npc				
spr_icecapg_npc				
spr_temmie_egg				
spr_temmie_hive				
spr_temmie_hivetalk				
spr_temmie_lt				
spr_temmie_r				
spr_temmie_l				
spr_temmie_rt				
spr_clamgirl_a				
spr_clamgirl_b				
spr_clamguy_a				
spr_clamguy_b				
spr_aaronnpc				
spr_woshuanpc				
spr_dresslion_a				
spr_dresslion_b				
spr_hotdog_harpy				
spr_vulkinnpc_hotdog				
spr_60_680				
spr_npc_charles				
spr_npc_oni				
spr_ficus				
spr_ficus_lobby				
spr_regnpc_1				
spr_diamond_recep				
spr_hotel_receptionist2				
spr_hotel_receptionist1				
spr_heatsf_normal				
spr_heatsf_remember				
spr_heatsf_shock				
spr_shamblingmass				
spr_businessmanticore				
spr_saddragon				
spr_vulkinpc				
spr_pyropenpc				
spr_tsunderplanenpc				
spr_mttfountain				
spr_mttfountain_water				
spr_mttfountain_puddle				
spr_face_torielbody				
spr_face_torielhappytalk				
spr_face_toriel_goawayasgore				
spr_face_toriellaugh				
spr_face_torielglasses				
spr_face_torieltalk				
spr_face_torielcold				
spr_face_torielcoldblink				
spr_face_torielmad				
spr_face_torielscared				
spr_face_torielmadblink				
spr_face_torielembarrassed				
spr_face_torielrevenge				
spr_face_torielrevengetalk				
spr_face_torielwhat				
spr_face_torielwhatside				
spr_face_torieldreamworks				
sprite65				
spr_face_torielsurprised				
spr_face_torieltalkside				
spr_face_torielhappyblink				
spr_face_torielblink				
spr_face_torielblinkside				
spr_face_papyrus				
spr_face_papyrussweat				
spr_face_papyrusmad				
spr_face_papyrusevil				
spr_face_papyruslaugh				
spr_face_papyrusside				
spr_face_papyrusdejected				
spr_face_papyruswacky				
spr_face_papyruscry				
spr_face_papyruscool				
spr_face_sans				
spr_face_sanswink				
spr_face_sansblink				
spr_face_sansnoeyes				
spr_face_sanschuckle				
spr_face_sanschuckle2				
sprite1059				
spr_face_undyne0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_face_undyne1				
spr_face_undyne1_3				
spr_face_undyne1A				
spr_face_undyne2				
spr_face_undyne2_2				
spr_face_undyne3				
spr_face_undyne4				
spr_face_undyne5				
spr_face_undyne6				
spr_face_undyne6A				
spr_face_undyne7				
spr_face_undyne7A				
spr_face_undyne8A				
spr_face_undyne8				
spr_face_undyne9				
spr_face_undyne9_2				
spr_face_undyne9_3				
sprite1135				
spr_face_undyne9_B				
spr_alphysface_new				
spr_alphysface_0				
spr_alphysface_laugh				
spr_alphysface_smarmy				
spr_alphysface_1				
spr_alphysface_2				
spr_alphysface_3				
spr_alphysface_4				
spr_alphysface_5				
spr_alphysface_6				
spr_alphysface_7				
spr_alphysface_8				
spr_alphysface_9				
spr_alphysface_10				
spr_alphysface_11				
spr_alphysface_12				
spr_alphysface_13				
spr_alphysface_14				
spr_alphysface_15				
spr_alphysface_16				
spr_alphysface_17				
spr_alphysface_18				
spr_alphysface_19				
spr_alphysface_20				
spr_alphysface_21				
spr_alphysface_22				
spr_alphysface_23				
spr_alphysface_24				
spr_alphysface_25				
sprite1099				
spr_asgore_face0				
spr_asgore_face1				
spr_asgore_face2				
spr_asgore_face3				
spr_asgore_face4				
spr_asgore_face5				
spr_asgore_face0_blink				
spr_face_asriel0				
spr_face_asriel1				
spr_face_asriel2				
spr_face_asriel3				
spr_face_asriel4				
spr_face_asriel5				
spr_face_asriel6				
spr_face_asriel7				
spr_face_asriel8				
spr_face_asriel9				
spr_heartbullet				
spr_heartyellow_center				
spr_heartyellow_flip				
spr_heartred_center				
obj_hugelavawave				
spr_door_edge				
spr_darkelevator_l				
spr_darkelevator_r				
spr_door_redkey				
spr_door_redkey_r				
spr_door_redkey_brightr				
spr_door_redkey_brightl				
spr_megadoor_l				
spr_megadoor_red				
spr_megadoor_yellow				
spr_megadoor_blue				
spr_megadoor_green				
spr_megadoor_r				
spr_leverkey				
spr_levereye_red				
spr_levereye_green				
spr_levereye_blue				
spr_levereye_yellow				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_levereye_red_bright				
spr_levereye_blue_bright				
spr_levereye_green_bright				
spr_levereye_yellow_bright				
spr_lever_noeye				
spr_showercurtain_man				
spr_showercurtain_empty				
spr_showerbar				
spr_sink_water				
spr_amalgam_sink1				
spr_amalgam_sink2				
spr_amalgam_sinkless1				
spr_amalgam_sinkless2				
spr_amalgam_sinkless3				
spr_sink_dark				
spr_wallfan				
spr_wallfan_on				
spr_dt_machine				
spr_labvcr				
spr_mirror_overlay				
spr_bed_dark				
spr_operatingtable				
spr_tornnote				
spr_plant_dark				
spr_monitor_dark				
spr_monitor_lit				
spr_monitor_lit_f				
spr_labfog				
spr_fridge_dark				
spr_amalgam_dogball				
spr_amalgam_dognpc				
spr_amalgam_dogpiece				
spr_amalgam_fridge				
spr_amalgam_fridgenpc				
spr_amalgam_save				
spr_amalgam_save_npc				
spr_amalgam_exc				
spr_bed_dark_nosheet				
spr_bed_dark_sheet				
spr_bed_dark_sheet_weird				
spr_watchingman				
spr_watchingman_limb				
spr_nostrils				
spr_floweyx_fleshmound				
spr_lefteye_overlay				
spr_lefteye_inside				
spr_lefteye_full				
spr_lefteye_nopupil				
spr_lefteye_nopupil_flash				
spr_lefteye_pupil				
spr_lefteye_pupil_flash				
spr_flipeye_bg				
spr_flipeye_full				
spr_flipeye_holder				
spr_flipeye_holder_bg				
spr_flipeye_fulleye				
spr_flipeye_noiris				
spr_flipeye_noiris_flash				
spr_flipeye_pupil				
spr_flipeye_pupil_flash				
spr_flipeye_iris				
spr_flipeye_iris_flash				
spr_floweyx_mouthedge				
spr_floweyx_mouthl				
spr_floweyx_dimple				
spr_floweyx_mouthbridge				
spr_halfdentata_none				
spr_halfdentata_none_old				
spr_halfdentata_bottom				
spr_halfdentata_top				
spr_dentata_tophalf				
spr_dentata_bottomhalf				
spr_dentata_none				
spr_dentata_none_old				
spr_red_edge				
spr_bgpipe				
spr_floweyarm				
spr_sidestalk				
spr_vines_flowey				
spr_vines_flowey_2				
spr_vines_flowey_3				
spr_tv_floweyface				
spr_tv_floweyface_seta				
spr_tv_floweyface_setb				
spr_tv_floweyface_setc				
spr_tv_floweyface_everyone				
spr_tv_floweyx_laugh				
spr_tv_floweyx_laugh_o				
spr_tv_floweyx_laugh_piss				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_tv_floweyx_smile				
spr_tv_exface				
spr_noise				
spr_tvinside_old				
spr_tvinside				
spr_6thumbsup_small				
spr_6hope				
spr_6gun_crosshair				
spr_6gun_crosshair_heart				
spr_6gun_bullet				
spr_6gun_flower				
spr_6gun				
spr_6shoe				
spr_6shoe_mask				
spr_6shoe_star				
spr_6shoe_musicnote				
spr_6glove				
spr_6glove_thumbsup				
spr_6pan_egg				
spr_6pan_fire				
spr_6pan				
spr_6book				
spr_actbt_center				
spr_actbt_center_hole				
spr_wordbullet_mask				
spr_6knife				
spr_6knife_big				
spr_6bandage_big				
spr_fa_stemunder				
spr_fa_seq_b				
spr_eyewarning				
spr_f_handknife				
spr_f_handgun				
spr_f_handgun_neo				
spr_mouthball				
spr_mouthball_mask				
spr_floweynuke_explosion				
spr_floweynuke				
spr_eyeshot_a				
spr_gigavine				
spr_mouthflash				
spr_mouthbeam				
spr_floweyx_flamethrower				
spr_floweyx_flame_mask				
spr_floweyx_flame_move				
spr_floweyx_flame				
spr_chaosbomb				
spr_spinbullet_huge				
spr_spinbullet_cheat				
spr_floweyfly_burst				
spr_floweyfly				
spr_venus_placeholder				
spr_venus_bg				
spr_tv_warning				
spr_allsoul				
spr_fightbt_center				
spr_slice_o				
spr_fileerased				
spr_fileerased_crack				
spr_fileerased_parts				
spr_f_maincharal				
spr_f_maincharar				
spr_f_maincharad				
spr_f_maincharau				
spr_fakeintro				
spr_fakeintro2				
spr_ourheart				
spr_floweyx_behind				
spr_floweyx_tv				
spr_floweyx_tv_bright				
spr_pipepart				
spr_asriel_afterimager_full				
spr_bonesaver				
spr_spearsaver				
spr_firesaver				
spr_litsaver				
spr_firebullet_center2				
spr_toriel_bodyonly				
spr_face_toriel_noasgore				
spr_face_torielhappy_2				
spr_face_torielhappy_down				
spr_face_torielhappy_left				
spr_face_torielhappy_right				
spr_face_toriel_laughleft				
spr_face_torielsigh				
spr_face_torielup				
spr_face_toriel_noface				
spr_sadgore_face				
spr_sadgore				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_asgore_hit				
spr_kidasriel_back				
spr_kidasriel_front				
spr_kidasriel_front_kawaii				
spr_undyneb_smooch				
spr_undyneb_smooch_s				
spr_adate_bodycoat				
spr_adate_smooch				
spr_adate_smooch_s				
spr_paphead_friendship				
spr_paphead_believe				
spr_sans_bbody				
spr_sans_bface				
spr_spinbullet_outline2				
spr_floweyface_end				
spr_gigavine_highhitbox				
spr_toriel_wrap				
spr_toriel_wrapshock				
spr_face_torielpain				
spr_face_torieldie				
spr_face_torielencourage				
spr_asgore_wrap				
spr_asgore_shockface				
spr_asgore_wrapface				
spr_asgore_wrapshock				
spr_papwrap				
spr_papface_fatal				
spr_papface_wrap				
spr_pap_wrapshock				
spr_sanswrap				
spr_sanswrapface				
spr_sanswrapshock				
spr_undynewrap				
spr_undynewrapshock				
spr_undyneface_fatal				
spr_undyneface_wrap				
spr_undyneface_encourage				
spr_alphyswrap				
spr_alphyswrapshock				
spr_alphysface_hit				
spr_alphysface_wrap				
spr_afinal_ref				
spr_afinal_orbwing				
spr_afinal_orb_o				
spr_afinal_orb				
spr_afinal_stem_o				
spr_afinal_stem				
spr_afinal_cosmoswing				
spr_afinal_face				
spr_afinal_face_cry				
spr_afinal_face_cry2				
spr_afinal_arm_o				
spr_afinal_arm				
spr_afinal_shoulder				
spr_asrielpanels				
spr_another_heart_placeholder				
spr_asrielarm_r				
spr_asrielarm_r_shrug				
spr_asriellocket				
spr_asrielshoulder_r				
spr_asrieltorso				
spr_torsoball				
spr_asrielfeet				
spr_asrielcollar				
spr_asrielhead				
spr_asriel_headshake				
spr_asriel_headshake_sassy				
spr_asriel_afterimager				
spr_asrielbg				
spr_testimage				
spr_regstar				
spr_stormstar				
spr_stormstar_b				
spr_stormstar_mask				
spr_asriel_gunbolt				
spr_asriel_gunarm				
spr_asriel_gunarm_shot_old				
spr_asriel_gunarm_shot				
spr_asriel_gunarm_smearin				
spr_asriel_gunarm_unhinge				
spr_asriel_gunarm_meter_old				
spr_asriel_gunarm_meter				
spr_handlightning				
spr_rainbowtarget				
spr_rainbowbolt				
spr_swordmaster				
spr_asriel_swordextend_old				
spr_asriel_swordextend				
spr_asriel_swordtwinkle				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
spr_asriel_swordextend_shatter				
spr_asriel_swordsmear				
spr_asriel_swordandsmear				
spr_asriel_sword_old				
spr_asriel_sword				
spr_asriel_swordlessarm				
spr_asriel_swordarm				
spr_asriel_swordarm_power				
spr_asriel_swordarm_old				
spr_asriel_swordarm_half				
spr_asriel_swordarm_half_old				
spr_beamcircle				
spr_redtarget				
spr_ultimabullet				
spr_hg_debris				
spr_hg_debris_small				
spr_hg_debris_mask				
spr_hg_horns				
spr_hg_jaws				
spr_hg_leftovers				
spr_hg_mainface				
spr_hg_laughing				
spr_hypergoner				
spr_barriercut				
spr_monsterheart_place				
spr_humanheart_place				
spr_mainchara_l_place				
spr_asriel_hug				
spr_asriel_power				
spr_asriel_powerdown				
spr_asriel_lookdown				
spr_asriel_tearsdry				
spr_asriel_land				
spr_asriel_rubtears				
spr_asriel_armcry				
spr_asriel_d				
spr_asriel_dt				
spr_asriel_u				
spr_asriel_ut				
spr_asriel_r				
spr_asriel_rt				
spr_asriel_rsad				
spr_asriel_l				
spr_asriel_lt				
spr_castledog_a				
spr_lumpdog				
spr_onionsan_bright				
spr_tinygayheart				
spr_crackedbeach				
spr_beachdebris				
spr_alphys_gameboy				
spr_alphys_maxdamage				
spr_alphys_shock_fall				
spr_alphys_turnred				
spr_undyne_torso_tap				
spr_undyne_torso_shuffle				
spr_undyne_torso_hit				
spr_undyne_head_normal				
spr_undyne_head_chuckle				
spr_undyne_head_laugh				
spr_papcar_chassis				
spr_papcar_shadow				
spr_papcar_tires				
spr_papcar_back				
spr_papyrus_cape_flip				
spr_sans_trike				
spr_sans_trike_wink				
spr_tinyleaf				
spr_asgore_shears				
spr_asgore_shears_sad				
spr_toriel_school				
spr_tinymusicnote				
spr_shyren_overworld				
spr_shyren_overworld_sing				
spr_djtable				
spr_bpants_bush				
spr_mett_justarm				
spr_mett_justwheel				
spr_mett_justleg				
spr_mett_individual				
spr_toriel_r_holdthing				
spr_toriel_r_placething				
spr_myroom_doreground				
spr_myroom_doorbg				
spr_monster_pl				
spr_friendphoto				
spr_charaphoto				
spr_mtebott				
spr_creditsheart				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
abc_1111				
bg_coretiles_erase				
bg_ruinsfixedstairs				
bg_firstroom				
bg_ruinseasynam3				
bg_ruintiles1				
bg_ruinseasynam2				
bg_ruinsbg				
bg_ruinseasynam1				
bg_ruinsplaceholder				
bg_floweyglow				
bg_ruinsplaceholder2				
bg_kitchen				
bg_livingroom				
bg_asrielroom				
bg_parlor1				
bg_asrielroomdark				
bg_torhallway				
bg_asrieldark2				
bg_torielroom				
bg_parlorstairs				
bg_torhallmirror				
bg_icecave_entrance				
bg_sanscurtain				
bg_sansbasement_tiles				
bg_blueprints				
bg_icewater				
bg_lightpart				
bg_bluepx				
bg_snowdinhouse				
bg_library_outside				
bg_inn_shop				
bg_sansroom				
bg_paproom				
bg_paphouse_a				
bg_paphouse_b				
bg_paphouse_c				
bg_library				
bg_inn				
bg_innrooms				
bg_shed				
bg_grillbyout				
bg_grillbyplaceholder				
bg_tundragate				
bg_garagetop				
bg_ruinsentrance				
bg_tundramap				
bg_tundratiles				
bg_icecave				
bg_watertiles_supplement				
bg_watertiles_2				
bg_blooktv				
bg_hapstaroom				
bg_blookposter_1				
bg_blookposter_2				
bg_undynecrag				
bg_undynehouse				
bg_undynehouse_real				
bg_finishline				
bg_loneflowers				
bg_waterfall_castle				
bg_waterfalltex				
bg_waterfall_right				
bg_waterfall_left				
bg_temshopdoor				
bg_temstatue				
bg_historyoftem				
bg_temhole				
bg_temshop				
bg_undynerug				
bg_watertiles				
bg_coretiles_wip				
bg_alphyslabl_new				
bg_alab_outside_r				
bg_core_distance				
bg_core_distance_foreground				
bg_m_darktiles				
bg_mettlamp				
bg_mettpainting				
bg_brownground				
bg_firetiles				
bg_labtiles				
bg_icecreammachine				
bg_boxbed				
bg_mettposter				
bg_mewmewposter				
bg_mewmewposter2				
bg_burgerpantsshop				
bg_mttlodge				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
bg_alphyslaboutside				
bg_brattybg				
bg_lavatile				
bg_lavatile4x4				
bg_hoteldesk				
bg_hoteltile				
bg_girdertile				
bg_shottile				
bg_longweb				
bg_smallweb				
bg_cornerweb				
bg_longweb_2				
bg_cornerweb_r				
bg_spiderroom				
bg_cookshowplaceholder				
bg_alphystools				
bg_alphysdresser				
bg_bureau				
bg_alphystooltable				
bg_librarybooks				
bg_labplaceholder2				
bg_alphystable				
bg_labplaceholder				
bg_hotlandrock				
bg_restaurant_vine				
bg_restaurant_vine2				
bg_restaurant_tv				
bg_restaurant_corkboard				
bg_hotelwet				
bg_mttburgersign				
bg_hotelbed				
bg_hoteldoor				
bg_prebarrier_door				
bg_castle_realdoor				
bg_endingview				
bg_ruins_tint				
bg_sanscorridor				
bg_kitchen_tint				
bg_asrielroom_tint				
bg_asgore_room				
bg_asgore_mirrorinside				
bg_asgore_hallway				
bg_asgore_livingroom				
bg_asgoreparlor				
bg_asgoreparlorstairs				
bg_greyruinsborder				
bg_greyruinsplaceholder				
bg_powerbutto				
bg_vendingmachine				
bg_labtv				
bg_shelf_dark				
bg_bathtub				
bg_goldflower_dark				
bg_goldflower_dark2				
bg_truelab_tiles				
bg_jigsawpiece				
bg_dogrope				
bg_dogshirt				
bg_watersaus_a				
bg_watersaus_b				
bg_iceflower_md				
bg_waterflower				
bg_singlecactus				
bg_elevtop				
bg_elevarmR				
bg_elevarmL				
bg_elevleg				
bg_elevbelow				
bg_elevunit				
bg_elevbottom				
bg_mysterypipe				
bg_pipezone_tiles				
bg_conveyor_markers				
bg_tb				
bg_cr1				
bg_fences				
background1				
bg_operabg				
bg_operaforeground				
bg_gridfriend				
bg_tempfiretile				
bg_lastruins_1				
bg_lastruins_2				
bg_lastruins_3				
bg_lastruins_4				
bg_lastruins_5				
bg_lastruins_6				
bg_lastruins_7				
background0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
bg_rededge				
bg_rededge_flip				
bg_rededge_2				
bg_rededge_2_flip				
bg_rededge_3				
bg_beachicecream				
bg_mtaudience				
bg_lastcity				
bg_lastclouds				
bg_mywindow				
bg_mylamp				
bg_mydrawer				
bg_mebed				
bg_myhouse				
bg_papbush				
bg_endtileset				
bg_num9				
bg_smallhouse_gr				
bg_smalltree_gr				
bg_exitsign				
path_bedjump				
path_unbed				
path_hand1				
path_hand2				
path_slimedrop				
path_torielwalk1				
path_torielwalk2				
path_torielwalk2_2				
path_torielwalk3				
path_torielwalk3_2				
path_torielwalk3_3				
path_torielwalk4				
path_torielwalk4_2				
path_torielwalk5				
path_torielwalk5_2				
path_torielwalk6				
path_torielwalk19				
path_torielwalk19_2				
path_torielwalk19_3				
path_torielwalk19_4				
path_torielwalk20				
path_torielwalk20_2				
path_torielwalk20_3				
path_torielwalkhouse1				
path_torielwalkhouse2				
path_torielwalkhouse3				
path_torielwalkbasement1				
path_torielwalkbasement2				
path_torielwalkbasement3				
path_torielwalk3_4				
path_papyrus2				
path_papyrus1				
path_papyrus1A				
path_icecube_water1				
path_basketballpath				
path_waterglass				
path_wdog				
path_mdog				
path_goofyrock				
path_walkup				
path_walkdown				
path_walkright				
path_whimsun				
path_froghead				
path36				
attention_hackerz_no_2				
date_current_date				
date_current_time_x				
caster_get_pitch				
scr_colorcycle				
scr_worstcheck				
scr_dogcheck_old				
murdererlv2				
scr_namingscreen				
scr_roomname				
scr_recover				
scr_tempload				
scr_recoitem				
scr_phoneshift				
scr_itemrewrite				
scr_phonename				
scr_itemdesc				
scr_itemuseb				
scr_storageget				
scr_itemnospace				
scr_flash				
scr_steps				
scr_begin				
scr_end				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
scr_npcdirspeed				
scr_npcsetup				
scr_gotobattle				
scr_interact				
scr_onscreen				
scr_turnb				
scr_edge				
scr_rotategen				
SCR_DIRECT				
SCR_BORDER				
SCR_BORDER_X				
SCR_BORDER_X_X				
SCR_LASER				
SCR_THATCH				
scr_noface				
scr_facechoice				
scr_msgup				
SCR_NEWLINE				
SCR_TEXTSETUP				
scr_gameoverb				
scr_attack				
scr_attackcalc				
scr_mercystandard				
scr_runaway				
SCR_TEXTTYPE_f				
fnt_wingdings				
Wingdings				
fnt_main				
8bitoperator JVE				
fnt_maintext				
fnt_small				
Crypt of Tomorrow				
fnt_plain				
DotumChe				
fnt_plainbig				
fnt_dmg				
Hachicro				
fnt_curs				
Mars Needs Cunnilingus				
fnt_comicsans				
Comic Sans MS				
fnt_papyrus				
fnt_maintext_2				
obj_backgrounder_parent				
obj_musicobjectparent				
obj_solidsmall				
obj_solidthin				
obj_solidtall_2				
obj_solidextall_2				
obj_solidexwide				
obj_solidline				
obj_solidwide				
obj_diagoparent				
obj_sdr				
obj_sdl				
obj_sur				
obj_sul				
obj_solidtall				
obj_solidlong				
obj_solidlongleft				
obj_core_bridgeleg				
obj_core_glowbg				
obj_core_glowtotem				
obj_core_glowwall				
obj_core_lightline_l				
obj_core_lightline_m				
obj_core_lightline_r				
obj_core_lightstrip				
obj_core_lightstrip_m				
obj_coreobj_parent				
obj_coredoor_anim				
obj_bigcoredoor_anim				
obj_coresign				
obj_darktotem_anim				
obj_elev_floorsign				
obj_elevatorgem				
obj_soundtest				
obj_mkid_goner				
obj_gaster_follower_a				
obj_gaster_follower_b				
obj_gaster_follower_c				
obj_greydoor				
obj_mysteryman				
obj_wrongnumbersong				
obj_otherphonecall				
obj_magicglass				
obj_magicglass_personal				
obj_cosmeticpillar_a				
obj_cosmeticpillar_b				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_icecavewall				
obj_icetosteam				
obj_waterfall_waterfall				
obj_brightwaterfall				
obj_dockanim				
obj_cogsmall				
obj_hotland_bottomedge				
obj_hotland_rededge				
obj_hotland_rededge_x				
obj_piper_bluejet				
obj_piper_steam				
obj_redpipev				
obj_steamplume2				
obj_lighttower				
obj_gaster_room				
obj_endcastlemusic				
obj_pitsound				
obj_menumusictest				
obj_ruinsmusic				
obj_coremusic				
obj_sansmusic				
obj_lavamusic				
obj_hotelmusic				
obj_lavaoogmusic				
obj_coreambiencemusic				
obj_tundramusic				
obj_townmusic				
obj_ambientwater				
obj_ambientrain				
obj_watermusic				
obj_undynecoolmusic				
obj_quietwatermusic				
obj_temvillagemusic				
obj_labmusic				
obj_truelabmusic				
obj_mysterymusic				
obj_castle_part1music				
obj_castle_part2music				
obj_tundramusicspecial1				
obj_housemusic				
obj_basementmusic				
obj_musicchecker				
obj_birbnoise				
obj_walknoise				
obj_soundcombo				
obj_foodsound				
obj_musfadeout				
obj_musfadepause				
obj_undertaletitle				
obj_intromenu				
obj_introlast				
obj_titleimage				
obj_introfader				
obj_introtangle				
obj_introimage				
obj_ct_fallobj				
obj_joypadmenu				
obj_controltest				
obj_lightray				
obj_trianglelightray				
obj_roomofdog				
obj_genanim				
obj_genafterimage				
obj_confetti				
obj_bouncer				
obj_pollener				
obj_fx_waver				
obj_whitesploder				
obj_glowparticle_1				
obj_glowparticlegen_1				
obj_bg_glower				
obj_imageview				
obj_flasher				
obj_glowfly1				
obj_icecave_fader				
obj_watercave_fader				
obj_waterstar_bg				
obj_backgrounder_dock				
obj_backgrounder_tundra				
obj_backgrounder_core				
obj_backgrounder_lava				
obj_backgrounder_lastruins				
obj_backgrounder_castle				
obj_garden_overlayshadow				
obj_backgrounder_pillar				
obj_finalbarrier				
obj_hotlandparalava				
obj_hotlandrock_bg				
obj_mainend				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_endflowey				
obj_endflowey_regret				
obj_credits_short				
obj_screen				
obj_quittingmessage				
obj_battleblcon				
obj_transheart				
obj_battler				
obj_battlerflowey				
obj_battlerquick				
obj_battlerstory				
obj_tempblack				
obj_fader				
obj_persistentfader				
obj_unfader				
obj_whitefader				
obj_transitioner				
obj_musfadein				
obj_gameover				
obj_battlecontroller				
obj_vaporized_new				
obj_vaporized_old				
obj_vaporized				
obj_vaporizedspare				
obj_spared				
obj_vaporacquirer				
obj_friendgraph				
obj_graphparent				
obj_egggraph				
obj_specialgraph				
obj_daygraph				
obj_crimegraph				
obj_radar				
obj_populationgraph				
obj_papdate				
obj_adate				
obj_alphys_fly				
obj_ua_throwtest				
obj_adate_papyrus				
obj_garbagebg				
obj_adate_trashcan				
obj_adate_body				
obj_adate_ubody				
obj_instantnoodleitem				
obj_blackborderer				
obj_gameoverbg				
obj_battlefader				
obj_dustcloud				
obj_hpname				
obj_shaker				
obj_battlebg				
obj_blconsm				
obj_blconwdflowey				
obj_blconwideslave				
obj_dmgwriter				
obj_dmgwriter_old				
obj_whtpxlgrav				
obj_blkpxlgrav				
obj_blkpxltall				
obj_blkpxl0tall				
obj_coverup				
obj_torieldisapprove				
obj_guidearrows				
obj_floweybattle1				
obj_dummymonster				
obj_torielcutscene				
obj_floweydraw				
obj_winkstar				
obj_fakefroggit				
object391				
obj_testmonster				
obj_whimsun				
obj_migosp				
obj_vegetoid				
obj_loox				
obj_napstablook				
obj_torielboss				
obj_moldsmal				
obj_froggit				
obj_froglegs				
obj_froghead				
obj_icecap				
obj_jerry				
obj_icecube				
obj_dogeparent				
obj_lesserdoge				
obj_lesserdogetail				
obj_lesserdogehead				
obj_dogeBtail				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_greatdog				
obj_glydeshot				
obj_bigglydeshot				
obj_glyde_body				
obj_glydeb				
obj_papyrusdeadhead				
obj_papyrusdeadbody				
obj_papyrusbody				
obj_papyrusboss				
obj_gyftrotgift				
obj_gyfcloud				
obj_gyftrot				
obj_gyftrothead				
obj_gyftrotbody				
obj_gyftrotmouth				
obj_greatdogbody				
obj_dogeB				
obj_mandogbody				
obj_womandogbody				
obj_mandogax				
obj_womandogax				
obj_mandog				
obj_womandog				
obj_movedoge				
obj_movedogehead				
obj_movedogebody				
obj_movedogearms				
obj_movedogetail				
obj_snowdrake				
obj_childdrake				
obj_drakehead				
obj_drakebody				
obj_woshua				
obj_woshpart				
obj_woshbody				
obj_shyren				
obj_shyrenbody				
obj_agentbody				
obj_undynesiner2				
obj_spearblocker				
obj_greenspeargen				
obj_blockbullet				
obj_blockbullet2				
obj_boxsiner				
obj_risespearbullet				
obj_risespearbulletgen				
obj_spearbulletfollowgen				
obj_spearbullet_follow				
obj_undyneboss				
obj_undyneb_body				
obj_undynebody2				
obj_undynebattle2				
obj_rotspeargen_gen				
obj_rotspeargen				
obj_rotspear				
obj_followspeargen_2				
obj_followspear_2				
obj_undynex_body				
obj_undyne_ex				
obj_mkid_b_body				
obj_mkid_battle				
obj_generalsiner				
obj_gladdummy				
obj_maddummy				
obj_maddum_drawer				
obj_aaron				
obj_aaronbody				
obj_tembattle				
obj_moldsmalx_part				
obj_moldsmalx				
obj_tembody				
obj_moldsmalx_body				
obj_shockermaker				
obj_mettatonb_quiz				
obj_mettatonb_second				
obj_mettatonb_third				
obj_mettatonnn_writer				
obj_mettatonb_body				
obj_mettatonb_body2				
obj_zoomaton				
obj_jarfly				
obj_flyjar				
obj_answernodule				
obj_questionasker				
obj_greenarmor				
obj_bara01				
obj_bara02				
obj_bara03				
obj_bara04				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_warplinegen				
obj_xbulletgen				
obj_xbullet				
obj_warplinebullet				
obj_sweat99				
obj_barabody				
obj_exhaustbullet				
obj_vertplanegreen				
obj_vertplanebullet				
obj_vertplanegen				
obj_incendiary				
obj_incendiarybomb				
obj_sideplanebullet				
obj_incendiarygen				
obj_tsunderplane				
obj_planeexhaust				
obj_tsunderplane_body				
obj_vulkinlightning				
obj_vulkincloudbul				
obj_lavabullet				
obj_sidelava				
obj_lavafiregen				
obj_vulkincloud				
obj_vulkinbody				
obj_vulkin				
obj_orangefire				
obj_ropebul				
obj_ropebulgen				
obj_heatwaver				
obj_pyropebody				
obj_pyrope				
obj_blastbul				
obj_bombbul				
obj_bombgen				
obj_grosscupcake2				
obj_spiderbulletparent				
obj_hideouscupcake				
obj_fakeborderdraw				
obj_donutbullet				
obj_spiderbulletgen				
obj_spiderbullet				
obj_vertspider				
obj_croissant				
obj_vertcroissant				
obj_signspider				
obj_telegramspider				
obj_sadspider				
obj_spiderb				
obj_spiderpour				
obj_spiderb_body				
obj_purpleheart				
obj_crosszap				
obj_wizardorb_wall				
obj_wizardorb_chaser				
obj_orbsprinkle				
obj_wizardbody				
obj_wizard				
obj_hammergen				
obj_knighthammer				
obj_sunbullet				
obj_meteorshine				
obj_meteorbullet				
obj_skymoon				
obj_sunmoon				
obj_skyorb				
obj_finalknight				
obj_finalknight_body				
obj_megaflybulletgen				
obj_megaflybullet				
obj_frogbullet_gen				
obj_frogbullet_ex				
obj_frogbullet_ex_old				
obj_finalfroggt				
obj_finalfroggt_body				
obj_astigmatism				
obj_astigmatism_body				
obj_stromboli				
obj_astigmatismgen				
obj_stromboligen				
obj_sonbullet				
obj_astigmatism_bullet				
obj_whimsalot				
obj_butterflybullet_2				
obj_whimsalot_body				
obj_butterflybullet_gen_2				
obj_butterflybullet_gen				
obj_butterflybullet				
obj_battlebomb_body				
obj_battlebomb				

Accessible in game	True Pacifist	Not accessible	TODO
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Text	Character	Area	Room	How to get it ?
obj_ratingsmaster				
obj_mettatonex				
obj_stagecloud				
obj_mett_bossintro				
obj_mettshine				
obj_fallofflimb				
obj_mettb_body				
obj_essaystuff				
obj_startroom_pl				
obj_gameover_test_pl				
obj_nextbattle_pl				
obj_metttestbulletparent				
obj_mettattackgen				
obj_happybreaktime				
obj_legline_l				
obj_legline_r				
obj_bulletblocker				
obj_bulletbomb				
obj_mettheart_parent				
obj_mettheart_1				
obj_mettheart_2				
obj_mettheart_3				
obj_mettheart_4				
obj_brokenpiece				
obj_discoball_pl				
obj_bobskids				
obj_bigbob				
obj_eggbullet_pl				
obj_eggcarton_pl				
obj_mettfodder				
obj_dancemett				
obj_mettlightning_pl				
obj_kissybullet_pl				
obj_blackbox_rewinder				
obj_mettstick				
obj_metthand_l				
obj_metthand_r				
obj_mettleg_l				
obj_mettleg_r				
obj_plusbomb_explosion				
obj_blackbox_pl				
obj_upbox_pl				
obj_upbox_new_pl				
obj_plusbomb				
obj_heartshot_pl				
obj_heart_pl				
obj_starburst_x				
obj_mettheart_burst				
obj_mettaton_neo				
obj_mneo_body				
obj_doodleball				
obj_doodlebug_body				
obj_doodlebug				
obj_doodlebullet				
obj_sorry_trashball				
obj_sorrybody				
obj_sosorry				
obj_randomhandgen				
obj_handbulletgen				
obj_handbullet_new				
obj_firestormgen				
obj_asgorebulparent				
obj_asgoreattackgen				
obj_sidedam				
obj_sinefiregen_asg_lv1				
obj_sinefiregen_asg_lv2_usethis				
obj_sinefiregen_asglv3				
obj_helixfiregen				
obj_cfiregen				
obj_sided_fire				
obj_genericfire				
obj_cfire				
obj_sinefire_asghelix				
obj_asgore_spearswipe				
obj_asgore_spearswipegen				
obj_eyeflash				
obj_asgoreb				
obj_mercybutton_part				
obj_mercybutton_shatter				
obj_asgorefakespear				
obj_asgore_finalintro				
obj_purplegradienter				
obj_orangeparticlegen				
obj_orangeparticle				
obj_spearafterimage				
obj_spearafterimage2				
obj_asgoreb_body				
obj_asgorespear				
obj_asgfakeheart				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_spinbullet_last				
obj_spinbullet_lastgen				
obj_asgore_lastcutscene				
obj_floweygonk				
obj_gameshake				
obj_truechara				
obj_sansbullet_parent				
obj_gasterblaster				
obj_sans_bonebul				
obj_bonewall_normal				
obj_bonewall				
obj_bonestab				
obj_boneloop_v				
obj_menubone_bottom				
obj_menubone				
obj_s_fakefightbt				
obj_emptyborder_s				
obj_sans_z_battle				
obj_strike_temp				
obj_menubone_maker				
obj_sansshadowgen				
obj_sans_shaker				
obj_vplatgen				
obj_3platgen				
obj_boneplat				
obj_heart_sansbattle				
obj_sansb_body				
obj_gasterbl_gen				
obj_sansb				
obj_white_ender				
obj_black_ender				
obj_flowey_wilt				
obj_storybattle_gen				
obj_melonbulgen				
obj_melonbullet				
obj_melontooth				
obj_meloneye				
obj_lemonbread				
obj_lemonbread_body				
obj_amalgambul_parent				
obj_clawfailuregen				
obj_clawbullet_failure				
obj_clawbullet_gravityfailure				
obj_strangeman_head				
obj_butterflyhead				
obj_strangeman_headloss				
obj_strangeman_butterfly				
obj_strangeman_intro				
obj_insanetri				
obj_insanesq				
obj_freakbulletgen				
obj_freakbullet				
obj_dogmissle				
obj_amalgam_laserdog				
obj_amalgam_rocketdog				
obj_amalgam_tooth				
obj_amalgam_biter				
obj_heart_deletelater				
obj_reaperbird_body				
obj_reaperbird				
obj_snowdrakemom_body				
obj_snowdrakemom				
obj_memoryhead_body				
obj_memoryhead				
obj_endogeny				
obj_endogeny_body				
obj_screenwhiter				
obj_ripoff_undyne				
obj_ripoff_papyrus				
obj_ripoff_sans				
obj_ripoff_alphys				
obj_ripoff_toriel				
obj_ripoff_asgore				
obj_asrielb				
obj_asrielfinal				
obj_asrielpanels				
obj_heart_another				
obj_afinal_body				
obj_asriel_body				
obj_roundedge				
obj_afterimage_asriel				
obj_handlightning				
obj_ultimatarget				
obj_blastorb				
obj_ultimagen				
obj_ultimabullet				
obj_lastbeam				
obj_explodestar				
obj_regstar_blt				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_stormstar_gen				
obj_stormstar				
obj_gunarm_bolt				
obj_gunarm_firepattern				
obj_rainbowtarget				
obj_rainbowbolt_testgen				
obj_rainbowbolt_realgen				
obj_rainbowbolt				
obj_swordtwinkle				
obj_asriel_swordmaster				
obj_asriel_swordarm				
obj_asbulletparent				
obj_hg_wholescreen				
obj_hg_debris				
obj_hg_body				
obj_migospel				
obj_migospel_body				
obj_parsnik				
obj_parsnik_body				
obj_moldessa_body				
obj_moldessa				
obj_torboss_2ndtime				
obj_hard_dog				
obj_monster_extrabody				
obj_basicmonster				
obj_monsterparent				
obj_torielflame_X				
obj_radialfakegen				
obj_radialfakegenx				
obj_friendlypellet				
obj_fakepellet				
blt_chasefire1				
blt_floatfire				
blt_chasefire2				
blt_handbullet1				
blt_handbullet2				
blt_hoopbullet1				
blt_firehelix1				
blt_minihelix				
blt_avoidfire				
blt_hoopbullet2				
blt_blookhat				
blt_splinterbig				
blt_splinter				
blt_butterfly1				
blt_leapfrog				
blt_roachdance				
blt_butterfly2				
blt_roachbullet				
blt_vegbullet				
blt_gravbullet				
blt_flybullet				
blt_crybullet				
blt_crybullet2				
blt_streambullet				
blt_pollendrop				
blt_scootdog				
blt_coolbus				
blt_superbone				
blt_tobydogbone				
blt_potentiallyblue				
blt_dogspear				
blt_barkbullet				
blt_sadbullet				
blt_hat				
blt_icicle				
blt_clawbullet_white				
blt_4sidebullet				
blt_tinypom_leap				
blt_whitespear				
obj_iceteeth				
blt_sizebone				
blt_topbone				
blt_bluespear				
blt_pblueattack				
blt_bluesword				
blt_whiteax				
blt_loopbulletgrow				
blt_dummyknife				
blt_dummybullet				
blt_dummyshot				
blt_dummymissle				
obj_maintem				
obj_temleg				
blt_musbul1				
blt_growbullet				
blt_soapbul				
blt_shinebullet				
blt_stalk1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
blt_stalk2				
blt_stalkloop				
blt_temhand				
blt_sweatdrop				
blt_uspear				
blt_muscbul				
obj_blackboxtest				
obj_blackboxpart				
obj_bluelaser_b				
blt_parent				
blt_parent_noborder				
blt_direct				
blt_thatch				
blt_gen				
blt_laser				
obj_giftgen				
obj_blueattackgen				
obj_sleepdog				
obj_loopdog				
obj_loopbulletgrowgen				
obj_musbulgen				
obj_woshspiralgen				
obj_stalkergen				
obj_8smallgen				
obj_sweatbulgen				
obj_muscbulgen				
obj_quickgen				
obj_blackbulletgen1				
obj_carrotshot				
obj_stardrop				
obj_carrotstargen				
obj_torgen				
obj_rotategen				
obj_butterfly2gen				
obj_bulletgenthatched				
obj_lasergen1				
obj_bulletgenparent				
obj_bulletgen1				
obj_crygen1				
obj_crygen2				
obj_crygen3				
obj_sadmsggen				
obj_allaroundgen				
obj_4sidegen				
obj_1sidegen				
obj_gyftgen				
obj_hoopgen1				
obj_lightpunch				
obj_strongpunch				
obj_battlethingparent				
obj_targetparent				
obj_fadebar				
obj_xtarget				
obj_ztarget				
obj_fisttargettest				
obj_knifetargettest				
obj_shoetargettest				
obj_notebook_attackanim				
obj_gunshot_stab				
obj_gunshot_star				
obj_gunshot_2				
obj_frypan_star				
obj_frypan_impact				
obj_pressZ				
obj_slice				
obj_targetchoice				
obj_targetchoiceshoe				
obj_targetchoicefist				
obj_targetchoiceHITSEVERYONE				
obj_target				
obj_heartshot				
obj_heartshot_bounceaway				
obj_growheart				
obj_cutsceneheart				
obj_heart				
obj_heartdefeated				
obj_torheart				
obj_heartshard				
obj_theartshard				
obj_fakeheart				
obj_dateheart				
obj_fightbt				
obj_talkbt				
obj_itembt				
obj_spellbt				
obj_sparebt				
obj_btparent				
obj_anybt				
obj_borderparent				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_lborder				
obj_uborder				
obj_rborder				
obj_dborder				
obj_growshrink				
obj_torface				
obj_torbody				
obj_face_torieltalk				
obj_face_torglasses				
obj_face_torielblink				
obj_face_floweytalk				
obj_floface				
obj_face_alphys				
obj_face_asgore				
obj_face_asriel				
obj_face_mettaton				
obj_face				
obj_face_papyrus				
obj_face_sans				
obj_face_undyne				
obj_storagemenu				
obj_dialoguer				
OBJ_WRITERCREATOR				
OBJ_BLCON				
OBJ_WRITER				
obj_choicer				
OBJ_NOMSCWRITER				
OBJ_INSTAWRITER				
obj_door_t				
obj_door_u				
obj_door_ruins13				
obj_door_s_musfade				
obj_door_w				
obj_door_v				
obj_demodoorA				
obj_doorparent				
obj_markerB				
obj_markerC				
obj_markerD				
obj_markerX				
obj_markerw				
obj_markerv				
obj_markeru				
obj_markert				
obj_markers				
obj_markerr				
obj_exitmarker3				
obj_doorA				
obj_doorB				
obj_doorC				
obj_doorD				
obj_doorCmusicfade				
obj_doorDmusicfade				
obj_doorAmusicfade				
obj_doorXmusicfade				
obj_doorBmusicfade				
obj_markerA				
obj_stairstep				
obj_solidrailing				
obj_solidrailing2				
obj_solidrailing3				
obj_staircollission				
obj_solidparent				
obj_redswitch_1				
obj_blueswitch_1				
obj_greenswitch_1				
obj_bigpie				
obj_readable_flowers1				
obj_readable_switch1				
obj_switchadvice1				
obj_switchadvice2				
obj_readable_plaque_1				
obj_readable_plaque_2				
obj_nastytree				
obj_cactus				
obj_hearthflame				
obj_smallfrog				
obj_smallfrog_xadvice				
obj_smallchair				
obj_kitchentable				
obj_lchair				
obj_rchair				
obj_uchair				
obj_nastrytree_bottom				
obj_dummy1				
obj_readable_sign1				
obj_readable_sign2				
obj_papyrussign				
obj_ribbon_pickup				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_knife_pickup				
obj_pie_pickup				
obj_cheesetable1				
obj_napstablook1				
obj_vegetoid_overworld				
obj_napstablook2				
obj_candydish1				
obj_candydish2				
obj_smallweb				
obj_bigweb				
obj_pillar_1				
obj_downstairs				
obj_toroverworld2				
obj_toroverworld1				
obj_toroverworld3				
obj_toroverworld4				
obj_torhandhold1				
obj_toroverworld5				
obj_toroverworld6				
obj_toroverworld7				
obj_torinteractable1				
obj_torinteractable7				
obj_chairiel				
obj_torinteractable2				
obj_torinteractable3				
obj_torinteractable4				
obj_torinteractable5				
obj_torinteractable6				
obj_floweytalker1				
obj_pbflame				
obj_toribuster				
obj_floweytrigger				
obj_floweytrigger2				
obj_torieltrigger1				
obj_torieltrigger2				
obj_torieltrigger3				
obj_torieltrigger4				
obj_tordogcall				
obj_torieltrigger5				
obj_torieltrigger6				
obj_torieltrigger7				
obj_torieltrigger8				
obj_torieltrigger9				
obj_torieltrigger10				
obj_torieltrigger11				
obj_torieltrigger12				
obj_switchhelptrigger				
obj_torgen_house1				
obj_encountertrigger1				
obj_plotwall1				
obj_plotwall2				
obj_plotwall3				
obj_plotwall4				
obj_plotwall5				
obj_plotwall6				
obj_rock_activator				
obj_torielcall1				
obj_torielcall2				
obj_torielcall3				
obj_torielcall4				
obj_torielcall5				
obj_finaldoor				
obj_spiketile1				
obj_spiketile2				
obj_pushrock1				
obj_pushrock2				
obj_pushrock3				
obj_goofyrock				
obj_holedown				
obj_holedown3				
obj_holedown2				
obj_sockdrawer				
obj_asrieliamp				
obj_asrielbed				
obj_cosmetichole				
obj_holeup				
obj_holeup2				
obj_floorswitch1				
obj_wallswitchcut1				
obj_plotswitch1				
obj_mousehole				
obj_plotswitch2				
obj_ruinsdoor1				
obj_mirrorreflection				
obj_plotswitch3				
obj_singletree				
obj_ladiesfishingrod				
obj_dogtreat				
obj_chewtoy				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_doggiebed				
obj_dogfood				
obj_sanssnowman				
obj_papyrussnowman				
obj_smalldoghouse				
obj_snowpoff				
obj_snowdecahedron				
obj_switch				
obj_spaghetti				
obj_microwave				
obj_spagnot				
obj_papcheckpoint				
obj_sanscheckpoint				
obj_nicecreamguy				
obj_crossword				
obj_nicesnowman				
obj_dtrapfire				
obj_dogpillar3				
obj_dogpillar4				
obj_dogpillar5				
obj_dogpillarparent				
obj_dogneck2				
obj_dogneck3				
obj_dogneck4				
obj_dogneck5				
obj_dogneckparent				
obj_dogpillar2				
obj_sansbasemententer				
obj_teleigloo				
obj_ruins_reentrance				
obj_waterdivot_test				
obj_icecube_room				
obj_icecube_water1				
obj_tinybgman				
obj_tinybghouse				
obj_tinybgpuff				
obj_fogmaker				
obj_fogmaker_complex				
obj_dogpoff				
obj_xoxo				
obj_xoxocontroller1				
obj_falltransition				
obj_superdrophole				
obj_specialdrophole				
obj_dogehouse				
obj_dogehouseback				
obj_tundragatebar				
obj_stick				
obj_fakedarksans				
obj_snowfloor				
obj_creeptree1				
obj_creeptree_stickbreak				
obj_creeptree_sansmaker				
obj_convenientlamp				
obj_darksanstrigger				
obj_sansbyetrigger				
obj_papyrus1				
obj_specialtile				
obj_shockblock				
obj_orbhead				
obj_mandog_actor				
obj_womandog_actor				
obj_papyrus2				
obj_papyrus3				
obj_papyrus4				
obj_papyrus5				
obj_papyrus6				
obj_papyrus7				
obj_papyrus8				
obj_golfedge				
obj_papyrussteps				
obj_puzzlewall1				
obj_puzzlewall2				
obj_dogetrigger1				
obj_dogringbell				
obj_forcedright				
obj_pofftrigger				
obj_fakesanstrigger				
obj_rollsnowgen				
obj_golfhole				
obj_rollgrow				
obj_rollsnow				
obj_iceflag				
object466				
obj_darksans1				
obj_sans_interactable1				
obj_sans_room				
obj_doublesans				
obj_dogroom_npc				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_papyrusparent				
obj_papyrus_room				
obj_papyrus_guide				
obj_papyrus_hisroom				
obj_papyrus_houseoutside				
obj_sanssteps				
obj_papyrus_actor_mad				
obj_papyrus_actor				
obj_sans_actor				
obj_telescope				
obj_starchecker				
obj_undyneencounter1				
obj_undyneencounter2				
obj_undyneencounter3				
obj_undyneencounter4				
obj_magicstar				
obj_nospear				
obj_undynespear				
obj_undynespear_shadow				
obj_spearshadow				
obj_uspeargen				
obj_speartilegen				
obj_speartilefake				
obj_speartile				
obj_napstafridge				
obj_garbagepile				
obj_garbagefridge				
obj_undynetrash				
obj_garbagecooler				
obj_assortedtrash				
obj_damndummy				
obj_bonedrawer				
obj_potstir				
obj_bonedrawer_check				
obj_spaghot				
obj_potheat				
obj_undyne_actor				
obj_controlspear				
obj_undynedate_inside				
obj_undynedate_outside				
obj_undynedate_afterward				
obj_glassshard				
obj_undynewindow_foreground				
obj_undynewindow				
obj_undyne_throwspear				
obj_undynespear_anim1				
obj_papyrus_window				
obj_foodbreak				
obj_riverman				
obj_dogboat_thing				
obj_dogboat_pillar				
obj_onionsan_event				
obj_onionbody				
obj_oniont				
obj_water_doomreminder				
obj_blookdiary				
obj_blookhouses				
obj_foreground_waterfall				
obj_glowstone				
obj_waterpillar				
obj_inwaterspot				
obj_indryspot				
obj_wakeupchara				
obj_tobdog_pendant				
obj_sentrystation_bg				
obj_sans_sentry2				
obj_grasssounder				
obj_tallgrass				
obj_starker				
obj_quicheguilt				
obj_waterripple				
obj_proxglower				
obj_glowshroompuzzle				
obj_darknesspuzzle				
obj_darkness_undyne				
obj_undyne_echoflower				
obj_glowshroom				
obj_darknesslantern				
obj_cosmetic_glowstar				
obj_cosmeticecho				
obj_groundtorch				
obj_torchpuzzle				
obj_boardride_a				
obj_runaway				
obj_fakedoor				
obj_waterboardpuzzle1				
obj_bellblossom				
obj_waterspot				
obj_waterstop				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_waterboard				
obj_mkid_actor				
obj_mkid_shadow				
obj_undynea_actor				
obj_undynea_chaser				
obj_undynea_actor2				
obj_monsterkidtrigger1				
obj_monsterkidtrigger2				
obj_monsterkidtrigger3				
obj_monsterkidtrigger4				
obj_monsterkidtrigger5				
obj_monsterkidtrigger6				
obj_monsterkidtrigger7				
obj_monsterkidtrigger8				
obj_undynetrigger_boss2				
obj_undynetrigger_boss				
obj_dummytrigger				
obj_napstablookfriendtrigger				
obj_napstablook_actor				
obj_napstablookdate				
obj_napstablookdate_music				
obj_napstablook_cd				
obj_waterpushrockgen				
obj_waterpushrock				
obj_waterpushrock_2				
obj_orangeattackNPC				
obj_snail2				
obj_snail3				
obj_snailguy				
obj_stable				
obj_redacted_a				
obj_napstablook_farm1				
obj_napstablook_farm2				
obj_rarependant				
obj_fearundynenpc1				
obj_umbrellabox				
obj_statueplink				
obj_normalplink				
obj_statuedrop				
obj_normaldrop				
obj_puddle				
obj_umbrellamask				
obj_rainer				
obj_musicstatue				
obj_echoflower				
obj_fearundynenpc2				
obj_carrybird				
obj_undyne1				
obj_papyrus_undyne1_actor				
obj_shyrenstrewn				
obj_undyne1_old				
obj_shyrentrigger				
obj_undyne_blockwrecker				
obj_purpledude				
obj_piano				
obj_paino				
obj_alphys_npc				
obj_alphys_actor				
obj_mettaton_actor				
obj_mettaton_npc				
obj_flychara_placeholder				
obj_failegg				
obj_milkofhell_splatter				
obj_milkofhell_drop				
obj_sugarbullet_drop				
obj_milkofhell_shot				
obj_sugarbullet				
obj_mett_eggbullet				
obj_trueflymett				
obj_kitchenforcefield				
obj_cookhud				
obj_jetpackchara				
obj_mettsugar				
obj_metteggs				
obj_bouncelight				
obj_flylight_a				
obj_flymett				
obj_mettmilk				
obj_mettcounter				
obj_countermiddle				
obj_chefhat				
obj_cookshowevent				
obj_counterscroller				
obj_chimesparkle				
obj_killervisage				
obj_phonetojetpack				
obj_flamedrawer				
obj_cherrygen				
obj_cherrypetal				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_playmovement				
obj_textdrawtest				
obj_songwriter				
obj_mettaton_flightdress				
obj_mettaton_dress1				
obj_mettaton_dress2				
obj_tilehud				
obj_multitileevent				
obj_insidiousconveyor				
obj_tileguy				
obj_tileguytileparent				
obj_tilered				
obj_tilepurple				
obj_tilepink				
obj_tileyellow				
obj_tileorange				
obj_tileblue				
obj_tileblueactsyellow				
obj_tilegreen				
obj_mettnews_artifact				
obj_mettanchor				
obj_mettnewsevent				
obj_mettnews_battleobj				
obj_doomtimer				
obj_mettnews_part				
obj_wordburst				
obj_wordfall_word				
obj_wordfall				
obj_mettnews_ticker				
obj_spidertable				
obj_spidertalkevent				
obj_highspider				
obj_slowdownwalk				
obj_slowdownwalk_x				
obj_spiderstrand				
obj_spidergirl_shop				
obj_targetguy				
obj_whitebox_o				
obj_blackbox_o_shatter				
obj_blackbox_o				
obj_shotguy				
obj_shootguy				
obj_killerboysnightout_event				
obj_killerlab_event				
obj_alphysfollow_event				
obj_mettdestroyed_event				
obj_mettboss_event				
obj_speedline				
obj_scrollaway_event				
obj_warrior_event				
obj_theend_forcefield				
obj_powerlaser_event				
obj_core_laserswitch				
obj_core_enemyevent				
obj_core_enemyevent2				
obj_precore_event				
obj_undyne_lettercall				
obj_darkman_actor				
obj_sans_prefinaldate				
obj_sansdate3				
obj_bottomglower				
obj_restaurant_darker				
obj_triswitchevent				
obj_triswitch				
obj_boysnightout				
obj_waveguy				
obj_elevatorpanel				
obj_finalelevatorpanel				
obj_elevatordoor				
obj_failuredog				
obj_hotdog				
obj_hotdoggen				
obj_conveyorsnapper				
obj_conveyorpuzzle1				
obj_chipdoor_trigger				
obj_chipdoor_l				
obj_chipdoor_r				
obj_orangelaser_o				
obj_bluelaser_o				
obj_sideconveyorl				
obj_alphysconveyor				
obj_discoball				
obj_mettwallhole				
obj_dogfoodbag				
obj_switch_room				
obj_laserswitch1				
obj_alphystrigger1				
obj_alphystrigger2				
obj_slidingdoor				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_sans_sleep				
obj_zzz				
obj_snoozer				
obj_undynefall				
obj_undynetrigger_dry				
obj_autowater				
obj_watercooler				
obj_watercooler_old				
obj_true_antiwaver				
obj_true_lavawaver				
obj_hotlandsign				
obj_labcamera				
obj_labdarkness				
obj_disembodiedfoxhead				
obj_royal_rabbitbounce				
obj_alabdoor_l				
obj_outsideworld_event				
obj_underground_exit				
obj_friendc_event				
obj_toriel_friendc				
obj_sans_friendc				
obj_undyne_friendc				
obj_papyrus_friendc				
obj_alphys_friendc				
obj_asgore_friendc				
obj_barrierevent				
obj_earlystorybattle				
obj_lock_and_key				
obj_latchkey				
obj_asgore_prebarrier_event				
obj_asgore_actor				
obj_asgoremeet_event				
obj_coffin				
obj_lastsans_trigger				
obj_sans_shift_tester				
obj_story_engager				
obj_lastruins_bg				
obj_asgore_otest				
obj_lchair_grey				
obj_asgorethrone				
obj_torielthrone				
obj_rchair_grey				
obj_uchair_grey				
obj_diningtable_grey				
obj_heartcontainer				
obj_cosmeticblcon				
obj_musblcon				
obj_stalkerflowey				
obj_trigger_room				
obj_phonecall_room				
obj_notify_room				
obj_knock_room				
obj_readable_room1				
obj_readable_room2				
obj_readable_room3				
obj_readable_room4				
obj_readable_room5				
obj_readable_room_editor				
obj_spikes_room				
obj_savepoint				
obj_sign_room				
obj_sansbox				
obj_plotwall_room				
obj_mainchara_actor				
obj_lazyencounterer				
obj_lazyencounterer_core				
obj_npc_room				
obj_mysterydoor				
obj_iceroom_dog				
obj_iceroom_fakedog				
obj_switchbasic				
obj_npc_marker				
obj_wanderparent				
obj_solidnpcparent				
obj_npctest				
obj_readable				
obj_interactable				
obj_readablesolid				
obj_iceevent				
obj_iceeventx4				
obj_iceeventup				
obj_iceeventright				
obj_fakefalls				
obj_fakefalls_bg				
obj_fakebridge				
obj_fakewaterl				
obj_fakewaterm				
obj_fakewaterr				
obj_fakewatershadowl				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_fakewatershadowm				
obj_fakewatershadowr				
obj_fakewateropenl				
obj_fakewateropenm				
obj_fakewateropenr				
obj_fakewater				
obj_encountererparent				
obj_encount_fire1				
obj_encount_core1				
obj_encounterer_water1				
obj_encounterer_water2				
obj_encounter_ruins2				
obj_encounterer_ruins3				
obj_encounterer_ruins4				
obj_encounterer_ruins6				
obj_encounterer_ruins5				
obj_encounter_ruins1				
obj_encounterer_tundra1				
obj_encounterer_jerry				
obj_encoutnerer_gyftrot				
obj_encounterer_glyde				
obj_burgerpants_body				
obj_shop5_body				
obj_shopmouth1				
obj_shopkeeper2				
obj_shopeyes1				
obj_shopkeeper_catty				
obj_shopkeeper_bratty				
obj_shop1				
obj_shop2				
obj_shop3				
obj_shop4				
obj_shop5				
obj_kitchenchecker				
obj_darkroom_event				
obj_treadmill_event				
obj_trashnado				
obj_paptrash				
obj_papstove				
obj_papfridge				
obj_sansdoor				
obj_papcouch				
obj_carbed				
obj_papbookshelf				
obj_papcomputer				
obj_actiontable				
obj_bonebox				
obj_papdoor				
obj_paphouse_entrance				
obj_booktable				
obj_papsink				
obj_paptable				
obj_paptv				
obj_iceconveyorbelt				
obj_throwwolf				
obj_silo1				
obj_flyingiceblock				
obj_paphouse				
obj_libcounter				
obj_cutetable				
obj_papshed				
obj_papmailbox				
obj_sansmailbox				
obj_xmastree				
obj_booth				
obj_bottomtable				
obj_pokertable				
obj_lessdogtable				
obj_innevent1				
obj_townnpc_bunlady				
obj_townnpc_innlady				
obj_townnpc_bunboy				
obj_townnpc_bear1				
obj_townnpc_beartree				
obj_townnpc_reddemon				
obj_townnpc_unfunny				
obj_townnpc_hatescity				
obj_townnpc_slimedad				
obj_townnpc_icewolf				
obj_townnpc_slimeson				
obj_townnpc_slimedaughter				
obj_grillbynpc_hotandbothered				
obj_grillbynpc_hot2				
obj_grillbynpc_grillby				
obj_townnpc_weirdfish				
obj_grillbynpc_sansdate				
obj_grillbynpc_snowman1				
obj_grillbynpc_snowman2				
obj_grillbynpc_foodmonster				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_grillbynpc_womandog				
obj_grillbynpc_mandog				
obj_grillbynpc_doggo				
obj_grillbynpc_lesserdog				
obj_townnpc_fightingbear				
obj_librarynpc_lizard1				
obj_librarynpc_wordsearch				
obj_librarynpc_jumbler				
obj_librarynpc_lizard2				
obj_readable_modernbook				
obj_bigdog				
obj_townnpc_monsterkid1				
obj_muffetnpc2				
obj_heatsflamesman				
obj_saddragon				
obj_artclass_sign				
obj_diamondkid				
obj_ficus				
obj_slimejanitor				
obj_hotelreceptionist				
obj_shamblingmass				
obj_clamguy				
obj_clamgirl				
obj_businessmanticore				
obj_snowdrakedad				
obj_vulkinnpc				
obj_darksausagenpc				
obj_pyropenpc				
obj_tsunderplanenpc				
obj_bedlump				
obj_mttfountain				
obj_iceflower				
obj_snowdinlogo				
obj_snowhat				
obj_snowhatparticle				
obj_childrakenpc				
obj_gyftrotnpc				
obj_snowdrakenpc				
obj_icecap_npcb				
obj_icecap_npcr				
obj_icecap_npcg				
obj_pianosolution				
obj_puzzlehater				
obj_puzzlehaterbox				
obj_icegen_undynef2				
obj_shyrensisternpc				
obj_sistertext				
obj_shyrenmovenpc				
obj_temnpc				
obj_longsnail				
obj_hivestem				
obj_judgeshroom				
obj_aaronnpc				
obj_woshuanpc				
obj_nothingness_event				
obj_golddisplay				
obj_itemswapper				
obj_overworldcontroller				
object59				
obj_bouncersteam				
obj_bouncetilecontoller				
obj_bouncetileparent				
obj_bounceleft				
obj_bounceup				
obj_bouncedown				
obj_bounceright				
obj_conveyor_parent				
obj_conveyorr				
obj_conveyorl				
obj_conveyoru				
obj_conveyord				
obj_rblock				
obj_rtile				
obj_lab_powerswitch				
obj_bed_key				
obj_bed_watcher				
obj_labfan				
obj_labtv_event				
obj_mirror_overlay				
obj_darkplant				
obj_operatingtable				
obj_torn_note				
obj_darkfridge				
obj_bed_dark				
obj_wallmonitor				
obj_labfog				
obj_amalgam_dogpiece				
obj_amalgam_dogevent				
obj_amalgam_save				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_amalgam_fridge				
obj_amalgam_exc				
obj_darksink				
obj_showercurtain				
obj_colorlever				
obj_labdoor				
obj_labelevator_a				
obj_labelevator_b				
obj_labelevator_open				
obj_spritecheck				
obj_time				
obj_mainchara				
obj_f_frasier				
obj_f_gamestart				
obj_transheart_fake				
obj_floweybattler2				
obj_floweyfacer				
obj_fileerased_part				
obj_mainchara_fake				
obj_savepoint_fake				
obj_gamemenu_fake				
obj_gameintro_fake				
obj_vsflowey_heart				
obj_vsflowey_shaker				
obj_fx_bgen				
obj_flowey_bulletmaster				
obj_flowey_master				
obj_floweybodyparent				
obj_floweyx_tv				
obj_fleshface				
obj_floweyx_flipeye				
obj_floweyx_mouth				
obj_floweyx_lefteye				
obj_floweyx_behind				
obj_floweypipetest				
obj_floweypipetest_2				
obj_floweypipetest_3				
obj_flowey_fightbt				
obj_floweyslice				
obj_flowey_writer				
obj_floweydmgwriter				
obj_vsflowey_heartdefeated				
obj_6parent				
obj_6flasher				
obj_6soul_helpcutscene				
obj_6soul_lastcutscene				
obj_6bparent				
obj_6heal				
obj_6gun_bullet				
obj_6gun_crosshair				
obj_6gun				
obj_6gun_act				
obj_6shoe_musicnote				
obj_6shoe_part				
obj_6shoe_act				
obj_6shoe_master				
obj_6glove_part				
obj_6glove_act				
obj_6glove_boss				
obj_6pan_fire				
obj_6pan				
obj_6pan_act				
obj_centeract_parent				
obj_6book_wordbullet				
obj_6book_act				
obj_6book_master				
obj_6knife				
obj_6knife_act				
obj_floweybullet_parent				
obj_f_handfork				
obj_f_handgun				
obj_f_shotflame				
obj_mouthball				
obj_mouthball_s				
obj_eyewarning				
obj_floweynukesplosion				
obj_floweynuke				
obj_eyeshot_a				
obj_gigavine				
obj_gigavine_preview				
obj_mouthbeam				
obj_floweyx_flamethrower				
obj_floweyx_oldflamethrower				
obj_floweyx_flame_old				
obj_floweyx_flame				
obj_chaosbomb				
obj_spinbullet_huge_gen_preview				
obj_spinbullet_huge_gen				
obj_spinbullet_final_gen				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
obj_spinbullet_huge				
obj_floweyfly_burst				
obj_floweyfly				
obj_venus_pl_bg				
obj_venus_pl				
obj_flowey_bgdraw				
obj_bgpipe				
obj_sidestalk				
obj_floweyarm				
obj_vines_flowey				
obj_dentata_full				
obj_randomfacer				
obj_tv_inside				
obj_bringitinguys				
obj_strangetangle				
obj_asrielappear				
obj_friendprotector				
obj_spinbullet_friendscene				
obj_spinbulletgen_friendscene				
obj_flowey_friendscene				
obj_friendscene_gigavine				
obj_objshake				
obj_friendparent				
obj_papyrus_friendscene				
obj_alphys_friendscene				
obj_sans_friendscene				
obj_sadgore				
obj_friendscene				
obj_undyne_endingbody				
obj_asgore_firehit				
obj_tblcon				
obj_torielbody				
obj_wrapshock				
obj_FinalWriter				
obj_barriercut				
obj_mhd				
obj_asriel_overworldanim				
obj_timersplits				
obj_monster_pl				
obj_castroll				
obj_the_end_really				
obj_creditsword				
obj_ebottfadein				
obj_endmyroom				
obj_endmettevent				
obj_endschoolanim				
obj_tinyleaf				
obj_tinymusicnote				
obj_endcaranim				
obj_beachdebris				
obj_endbeachanim				
obj_creditsheart				
obj_creditboss				
obj_creditbullet				
obj_creditsloader				
room_start				
room_introstory				
room_introimage				
room_intromenu				
room_area1				
room_area1_2				
room_ruins1				
room_ruins2				
room_ruins3				
room_ruins4				
room_ruins5				
room_ruins6				
room_ruins7				
room_ruins7A				
room_ruins8				
room_ruins9				
room_ruins10				
room_ruins11				
room_ruins12A				
room_ruins12				
room_ruins12B				
room_ruins13				
room_ruins14				
room_ruins15A				
room_ruins15B				
room_ruins15C				
room_ruins15D				
room_ruins15E				
room_ruins16				
room_ruins17				
room_ruins18OLD				
room_ruins19				
room_torhouse1				
room_torhouse2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
room_torhouse3				
room_torielroom				
room_asrielroom				
room_kitchen				
room_basement1				
room_basement2				
room_basement3				
room_basement4				
room_basement5				
room_ruinsexit				
room_tundra1				
room_tundra2				
room_tundra3				
room_tundra3A				
room_tundra4				
room_tundra5				
room_tundra6				
room_tundra6A				
room_tundra7				
room_tundra8				
room_tundra8A				
room_tundra9				
room_tundra_spaghetti				
room_tundra_snowpuzz				
room_tundra_xoxosmall				
room_tundra_xoxopuzz				
room_tundra_randoblock				
room_tundra_lesserdog				
room_tundra_icehole				
room_tundra_iceentrance				
room_tundra_iceexit_new				
room_tundra_iceexit				
room_tundra_poffzone				
room_tundra_dangerbridge				
room_tundra_town				
room_tundra_town2				
room_tundra_dock				
room_tundra_inn				
room_tundra_inn_2f				
room_tundra_grillby				
room_tundra_library				
room_tundra_garage				
room_tundra_sanshouse				
room_tundra_paproom				
room_tundra_sansroom				
room_tundra_sansroom_dark				
room_tundra_sansbasement				
room_fogroom				
room_water1				
room_water2				
room_water3				
room_water3A				
room_water4				
room_water_bridgepuzz1				
room_water5				
room_water5A				
room_water6				
room_water7				
room_water8				
room_water9				
room_water_savepoint1				
room_water11				
room_water_nicecream				
room_water12				
room_water_shoe				
room_water_bird				
room_water_onionsan				
room_water14				
room_water_piano				
room_water_dogroom				
room_water_statue				
room_water_prewaterfall				
room_water_waterfall				
room_water_waterfall2				
room_water_waterfall3				
room_water_waterfall4				
room_water_preundyne				
room_water_undynebridge				
room_water_undynebridgeend				
room_water_trashzone1				
room_water_trashsavepoint				
room_water_trashzone2				
room_water_friendlyhub				
room_water_undyneyard				
room_water_undynehouse				
room_water_blookyard				
room_water_blookhouse				
room_water_hapstablook				
room_water_farm				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
room_water_prebird				
room_water_shop				
room_water_dock				
room_water15				
room_water16				
room_water_temvillage				
room_water17				
room_water18				
room_water19				
room_water20				
room_water21				
room_water_undynefinal				
room_water_undynefinal2				
room_water_undynefinal3				
room_fire1				
room_fire2				
room_fire_prelab				
room_fire_dock				
room_fire_lab1				
room_fire_lab2				
room_fire3				
room_fire5				
room_fire6				
room_fire6A				
room_fire_lasers1				
room_fire7				
room_fire8				
room_fire_shootguy_2				
room_fire9				
room_fire_shootguy_1				
room_fire_turn				
room_fire_cookingshow				
room_fire_savepoint1				
room_fire_elevator_r1				
room_fire_elevator_r2				
room_fire_hotdog				
room_fire_walkandbranch				
room_fire_sorry				
room_fire_apron				
room_fire10				
room_fire_rpuzzle				
room_fire_mewmew2				
room_fire_boysnightout				
room_fire_newsreport				
room_fire_coreview2				
room_fire_elevator_l2				
room_fire_elevator_l3				
room_fire_spidershop				
room_fire_walkandbranch2				
room_fire_conveyorlaser				
room_fire_shootguy_3				
room_fire_preshootguy4				
room_fire_shootguy_4				
room_fire_savepoint2				
room_fire_spider				
room_fire_pacing				
room_fire_operatest				
room_fire_multitile				
room_fire_hotelfront_1				
room_fire_hotelfront_2				
room_fire_hotellobby				
room_fire_restaurant				
room_fire_hoteldoors				
room_fire_hotelbed				
room_fire_elevator_r3				
room_fire_precore				
room_fire_core1				
room_fire_core2				
room_fire_core3				
room_fire_core4				
room_fire_core5				
room_fire_core_freebattle				
room_fire_core_laserfun				
room_fire_core_branch				
room_fire_core_bottomleft				
room_fire_core_left				
room_fire_core_topleft				
room_fire_core_top				
room_fire_core_topright				
room_fire_core_right				
room_fire_core_bottomright				
room_fire_core_center				
room_fire_shootguy_5				
room_fire_core_treasureleft				
room_fire_core_treasureright				
room_fire_core_warrior				
room_fire_core_bridge				
room_fire_core_premett				
room_fire_core_metttest				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
room_fire_core_final				
room_fire_elevator				
room_fire_elevator_l1				
room_fire_finalelevator				
room_castle_elevatorout				
room_castle_precastle				
room_castle_hook				
room_castle_front				
room_asghouse1				
room_asghouse2				
room_asghouse3				
room_asgoreroom				
room_asrielroom_final				
room_kitchen_final				
room_basement1_final				
room_basement2_final				
room_basement3_final				
room_basement4_final				
room_lastruins_corridor				
room_sanscorridor				
room_castle_finalshoehorn				
room_castle_coffins1				
room_castle_coffins2				
room_castle_throneroom				
room_castle_prebarrier				
room_castle_barrier				
room_castle_exit				
room_undertale_end				
room_castle_trueexit				
room_outsideworld				
room_fire_labelevator				
room_truelab_elevatorinside				
room_truelab_elevator				
room_truelab_hall1				
room_truelab_hub				
room_truelab_hall2				
room_truelab_operatingroom				
room_truelab_redlever				
room_truelab_prebed				
room_truelab_bedroom				
room_truelab_mirror				
room_truelab_bluelever				
room_truelab_hall3				
room_truelab_shower				
room_truelab_determination				
room_truelab_tv				
room_truelab_cooler				
room_truelab_greenlever				
room_truelab_fan				
room_truelab_castle_elevator				
room_truelab_prepower				
room_truelab_power				
room_gaster				
room_icecave1				
room_ice_dog				
room2				
room_water_fakehallway				
room_mysteryman				
room_soundtest				
TESTROOM				
room_water_redacted				
room_water13				
room_overworld				
room_overworld3				
bullettest				
room_water16A				
room_end_castroll				
room_end_highway				
room_end_beach				
room_end_metta				
room_end_school				
room_end_mtebott				
room_creditsdodger				
room_end_myroom				
room_end_theend				
room_spritecheck				
room_joyconfig				
room_controltest				
room_f_start				
room_f_intro				
room_f_menu				
room_f_room				
room_floweyx				
room_f_phrase				
room_fire4				
room_fire10_old				
room_fire10A_old				
room_tundra_placeholder				
room_ruins12B_old				

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Text	Character	Area	Room	How to get it ?
room_tundra_rollsnow				
room_water7_older				
room_meetundyne_old				
room_water_mushroom				
room_monsteralign_test				
room_battle				
room_floweybattle				
room_fastbattle				
room_storybattle				
room_gameover				
room_shop1				
room_shop2				
room_shop3				
room_shop4				
room_shop5				
room_riverman_transition				
room_papdate				
room_adate				
room_flowey_endchoice				
room_flowey_regret				
room_empty				
room_emptywhite				
room_emptyblack				
room_nothingness				
room_undertale				
room_of_dog				
room_quizholder				
room_friendtest				
room_bringitinguys				
room_asrielappears				
room_goodbyeasriel				
room_asrielmemory				
room_asrieltest				
room_afinaltest				
gml_Script_attention_hackerz_no_2				
gml_Script_SCR_TEXT				
gml_Script_date_current_date				
gml_Script_date_current_time_x				
gml_Script_sprite_create_from_screen_x				
gml_Script_sleep_x				
gml_Script_snd_stop				
gml_Script_snd_play				
gml_Script_snd_isplaying				
gml_Script_scr_getmusindex				
gml_Script_caster_load				
gml_Script_caster_play				
gml_Script_caster_play_l				
gml_Script_caster_resume				
gml_Script_caster_set_panning				
gml_Script_caster_loop				
gml_Script_caster_get_pitch				
gml_Script_caster_get_volume				
gml_Script_caster_free				
gml_Script_caster_set_pitch				
gml_Script_caster_set_volume				
gml_Script_caster_pause				
gml_Script_caster_is_playing				
gml_Script_caster_stop				
gml_Script_scr_afterimage				
gml_Script_scr_waver_height				
gml_Script_scr_waver_height_bg				
gml_Script_scr_waver_lava				
gml_Script_scr_fx_waver				
gml_Script_scr_colorcycle				
gml_Script_draw_me				
gml_Script_scr_newvapordata				
gml_Script_scr_getvapordata				
gml_Script_draw_self_border				
gml_Script_draw_self_border_true				
gml_Script_draw_self_border_e				
gml_Script_draw_self_custom				
gml_Script_draw_self_custom_x				
gml_Script_draw_custom_ext				
gml_Script_draw_self_border_ext				
gml_Script_random_ranger				
gml_Script_keyboard_multicheck				
gml_Script_keyboard_multicheck_pressed				
gml_Script_scr_worstcheck				
gml_Script_scr_dogcheck_old				
gml_Script_scr_dogcheck				
gml_Script_murdererlv1				
gml_Script_murdererlv2				
gml_Script_scr_murderlv				
gml_Script_scr_deaddog				
gml_Script_scr_enemynpc1				
gml_Script_scr_enemynpc2				
gml_Script_scr_enemynpc3				
gml_Script_scr_namingscreen				
gml_Script_scr_roomname				

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Text	Character	Area	Room	How to get it ?
gml_Script_scr_levelup				
gml_Script_scr_recover				
gml_Script_scr_saveprocess				
gml_Script_scr_tempload				
gml_Script_scr_tempsave				
gml_Script_scr_save				
gml_Script_scr_load				
gml_Script_SCR_GAMESTART				
gml_Script_scr_cost				
gml_Script_scr_recoitem				
gml_Script_scr_storageshift				
gml_Script_scr_itemshift				
gml_Script_scr_phoneshift				
gml_Script_scr_phone_moveup				
gml_Script_scr_itemrewrite				
gml_Script_scr_phonename				
gml_Script_scr_storagename				
gml_Script_scr_itemdesc				
gml_Script_scr_itemuseb				
gml_Script_scr_itemnamelist				
gml_Script_scr_itemnameb				
gml_Script_scr_weaponeq				
gml_Script_scr_armoreq				
gml_Script_scr_itemvalue				
gml_Script_scr_itemremove				
gml_Script_scr_itemcheck				
gml_Script_scr_storagecheck				
gml_Script_scr_itemname				
gml_Script_scr_itemroom				
gml_Script_scr_itemget				
gml_Script_scr_storageget				
gml_Script_scr_phoneget				
gml_Script_scr_itemnospace				
gml_Script_scr_npc_halt				
gml_Script_scr_marker				
gml_Script_scr_moveideal				
gml_Script_scr_getideal				
gml_Script_scr_flash				
gml_Script_scr_musfadeout				
gml_Script_scr_musfadepause				
gml_Script_scr_musfaderesume				
gml_Script_scr_musfadein				
gml_Script_scr_conshakeend				
gml_Script_scr_conshake				
gml_Script_scr_conshakeinit				
gml_Script_scr_shake				
gml_Script_scr_steps				
gml_Script_scr_scinit				
gml_Script_scr_begin				
gml_Script_scr_end				
gml_Script_scr_npc_watch				
gml_Script_scr_npcdir				
gml_Script_scr_npc_anim				
gml_Script_scr_npcdirspeed				
gml_Script_scr_npcsetup				
gml_Script_scr_interact				
gml_Script_scr_onscreen				
gml_Script_scr_depth				
gml_Script_scr_turnb				
gml_Script_scr_bouncer				
gml_Script_scr_insideborder				
gml_Script_c_borderwidth				
gml_Script_c_borderheight				
gml_Script_scr_blueat				
gml_Script_scr_bordercross				
gml_Script_scr_perpendicular				
gml_Script_scr_edge				
gml_Script_scr_rotategen				
gml_Script_SCR_DIRECT				
gml_Script_SCR_BORDER				
gml_Script_SCR_BORDER_X				
gml_Script_SCR_BORDER_X_X				
gml_Script_SCR_LASER				
gml_Script_SCR_THATCH				
gml_Script_scr_sp				
gml_Script_scr_sr				
gml_Script_scr_papcall				
gml_Script_scr_torcall				
gml_Script_scr_textskip				
gml_Script_scr_blcon				
gml_Script_scr_blcon_x				
gml_Script_scr_sansface				
gml_Script_scr_torface				
gml_Script_scr_asgface				
gml_Script_scr_noface				
gml_Script_scr_papface				
gml_Script_scr_undface				
gml_Script_scr_alface				
gml_Script_scr_facechoice				

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Text	Character	Area	Room	How to get it ?
gml_Script_scr_msgup				
gml_Script_scr_writetext				
gml_Script_scr_regulartext				
gml_Script_SCR_NEWLINE				
gml_Script_SCR_TEXTSETUP				
gml_Script_SCR_TEXTTYPE				
gml_Script_scr_hplat				
gml_Script_scr_bwall				
gml_Script_scr_sbo				
gml_Script_scr_withallmonster				
gml_Script_scr_monstersum				
gml_Script_scr_blconmatch				
gml_Script_scr_binfowrite				
gml_Script_scr_gameoverb				
gml_Script_scr_monstersetup				
gml_Script_scr_battlegroup				
gml_Script_scr_attack				
gml_Script_scr_attackcalc				
gml_Script_scr_mercystandard				
gml_Script_scr_damagestandard				
gml_Script_scr_damagestandard_x				
gml_Script_scr_runaway				
gml_Script_scr_monsterdefeat				
gml_Script_SCR_BORDERSETUP				
gml_Script_scr_true_lavawaver				
gml_Script_scr_fx_waver_scanline				
gml_Script_SCR_TEXTTYPE_f				
gml_Script_scr_floweybodysave				
gml_Script_scr_floweybodyload				
gml_Object_obj_musicobjectparent_Other_10				
gml_Object_obj_solidtail_Create_0				
gml_Object_obj_solidlong_Create_0				
gml_Object_obj_solidlongleft_Create_0				
gml_Object_obj_core_bridgeleg_Create_0				
gml_Object_obj_core_glowbg_Create_0				
gml_Object_obj_core_glowbg_Draw_0				
gml_Object_obj_core_glowtotem_Create_0				
gml_Object_obj_core_glowwall_Create_0				
gml_Object_obj_core_lightline_l_Create_0				
gml_Object_obj_core_lightline_m_Create_0				
gml_Object_obj_core_lightline_r_Create_0				
gml_Object_obj_core_lightstrip_Create_0				
gml_Object_obj_core_lightstrip_Draw_0				
gml_Object_obj_core_lightstrip_m_Create_0				
gml_Object_obj_core_lightstrip_m_Draw_0				
gml_Object_obj_coredoor_anim_Create_0				
gml_Object_obj_bigcoredoor_anim_Create_0				
gml_Object_obj_coresign_Create_0				
gml_Object_obj_darktotem_anim_Create_0				
gml_Object_obj_elev_floorsign_Create_0				
gml_Object_obj_elev_floorsign_Draw_0				
gml_Object_obj_elevatorgem_Create_0				
gml_Object_obj_elevatorgem_Draw_0				
gml_Object_obj_soundtest_Create_0				
gml_Object_obj_soundtest_Draw_0				
gml_Object_obj_mkid_goner_Create_0				
gml_Object_obj_mkid_goner_Alarm_0				
gml_Object_obj_mkid_goner_Step_1				
gml_Object_obj_gaster_follower_a_Create_0				
gml_Object_obj_gaster_follower_a_Alarm_0				
gml_Object_obj_gaster_follower_a_Step_1				
gml_Object_obj_gaster_follower_b_Create_0				
gml_Object_obj_gaster_follower_b_Alarm_0				
gml_Object_obj_gaster_follower_b_Step_1				
gml_Object_obj_gaster_follower_c_Create_0				
gml_Object_obj_gaster_follower_c_Alarm_0				
gml_Object_obj_gaster_follower_c_Step_1				
gml_Object_obj_greydoor_Create_0				
gml_Object_obj_greydoor_Alarm_2				
gml_Object_obj_greydoor_Step_0				
gml_Object_obj_greydoor_Other_19				
gml_Object_obj_mysteryman_Create_0				
gml_Object_obj_mysteryman_Step_0				
gml_Object_obj_wrongnumbersong_Create_0				
gml_Object_obj_wrongnumbersong_Alarm_4				
gml_Object_obj_wrongnumbersong_Step_0				
gml_Object_obj_wrongnumbersong_Collision_1570				
gml_Object_obj_otherphonecall_Create_0				
gml_Object_obj_otherphonecall_Alarm_4				
gml_Object_obj_otherphonecall_Step_0				
gml_Object_obj_otherphonecall_Collision_1570				
gml_Object_obj_magicglass_Create_0				
gml_Object_obj_magicglass_Step_0				
gml_Object_obj_magicglass_Collision_1118				
gml_Object_obj_magicglass_personal_Create_0				
gml_Object_obj_magicglass_personal_Step_0				
gml_Object_obj_magicglass_personal_Collision_1570				
gml_Object_obj_cosmeticpillar_a_Create_0				
gml_Object_obj_cosmeticpillar_b_Create_0				

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Text	Character	Area	Room	How to get it ?
gml_Object_obj_icecavewall_Create_0				
gml_Object_obj_icecavewall_Alarm_0				
gml_Object_obj_icecavewall_Draw_0				
gml_Object_obj_icetosteam_Create_0				
gml_Object_obj_icetosteam_Draw_0				
gml_Object_obj_waterfall_waterfall_Create_0				
gml_Object_obj_waterfall_waterfall_Draw_0				
gml_Object_obj_brightwaterfall_Create_0				
gml_Object_obj_brightwaterfall_Draw_0				
gml_Object_obj_dockanim_Create_0				
gml_Object_obj_cogsmall_Create_0				
gml_Object_obj_cogsmall_Alarm_1				
gml_Object_obj_cogsmall_Alarm_0				
gml_Object_obj_cogsmall_Draw_0				
gml_Object_obj_hotland_bottomedge_Create_0				
gml_Object_obj_hotland_bottomedge_Draw_0				
gml_Object_obj_hotland_rededge_Create_0				
gml_Object_obj_hotland_rededge_Draw_0				
gml_Object_obj_hotland_rededge_x_Create_0				
gml_Object_obj_hotland_rededge_x_Draw_0				
gml_Object_obj_piper_bluejet_Create_0				
gml_Object_obj_piper_bluejet_Draw_0				
gml_Object_obj_piper_steam_Create_0				
gml_Object_obj_piper_steam_Draw_0				
gml_Object_obj_redpipev_Create_0				
gml_Object_obj_redpipev_Draw_0				
gml_Object_obj_steamplume2_Create_0				
gml_Object_obj_steamplume2_Step_0				
gml_Object_obj_lighttower_Create_0				
gml_Object_obj_lighttower_Alarm_0				
gml_Object_obj_lighttower_Draw_0				
gml_Object_obj_gaster_room_Create_0				
gml_Object_obj_gaster_room_Draw_0				
gml_Object_obj_endcastlemusic_Create_0				
gml_Object_obj_pitsound_Create_0				
gml_Object_obj_pitsound_Draw_0				
gml_Object_obj_menumusictest_Create_0				
gml_Object_obj_menumusictest_Step_0				
gml_Object_obj_ruinsmusic_Create_0				
gml_Object_obj_ruinsmusic_Alarm_0				
gml_Object_obj_coremusic_Create_0				
gml_Object_obj_coremusic_Alarm_0				
gml_Object_obj_sansmusic_Create_0				
gml_Object_obj_sansmusic_Alarm_0				
gml_Object_obj_lavamusic_Create_0				
gml_Object_obj_lavamusic_Alarm_0				
gml_Object_obj_hotelmusic_Create_0				
gml_Object_obj_hotelmusic_Alarm_0				
gml_Object_obj_lavaoogmusic_Alarm_0				
gml_Object_obj_lavaoogmusic_Other_4				
gml_Object_obj_coreambiencemusic_Alarm_0				
gml_Object_obj_coreambiencemusic_Other_4				
gml_Object_obj_tundramusic_Create_0				
gml_Object_obj_townmusic_Create_0				
gml_Object_obj_ambientwater_Create_0				
gml_Object_obj_ambientrain_Create_0				
gml_Object_obj_ambientrain_Step_0				
gml_Object_obj_watermusic_Create_0				
gml_Object_obj_undynecoolmusic_Create_0				
gml_Object_obj_quietwatermusic_Create_0				
gml_Object_obj_temvillagemusic_Create_0				
gml_Object_obj_labmusic_Create_0				
gml_Object_obj_truelabmusic_Create_0				
gml_Object_obj_mysterymusic_Create_0				
gml_Object_obj_castle_part1music_Create_0				
gml_Object_obj_castle_part2music_Create_0				
gml_Object_obj_tundramusicspecial1_Create_0				
gml_Object_obj_tundramusicspecial1_Alarm_0				
gml_Object_obj_tundramusicspecial1_Other_5				
gml_Object_obj_housemusic_Create_0				
gml_Object_obj_housemusic_Alarm_0				
gml_Object_obj_basementmusic_Create_0				
gml_Object_obj_basementmusic_Alarm_0				
gml_Object_obj_musicchecker_Create_0				
gml_Object_obj_birbnoise_Create_0				
gml_Object_obj_birbnoise_Step_0				
gml_Object_obj_birbnoise_Other_5				
gml_Object_obj_walknoise_Create_0				
gml_Object_obj_walknoise_Destroy_0				
gml_Object_obj_walknoise_Alarm_0				
gml_Object_obj_walknoise_Other_5				
gml_Object_obj_soundcombo_Create_0				
gml_Object_obj_soundcombo_Alarm_1				
gml_Object_obj_soundcombo_Alarm_0				
gml_Object_obj_foodsound_Create_0				
gml_Object_obj_foodsound_Alarm_0				
gml_Object_obj_musfadeout_Create_0				
gml_Object_obj_musfadeout_Step_0				
gml_Object_obj_musfadepause_Create_0				

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gml_Object_obj_musfadepause_Step_0				
gml_Object_obj_undertaletitle_Create_0				
gml_Object_obj_undertaletitle_Alarm_4				
gml_Object_obj_undertaletitle_Keyboard_39				
gml_Object_obj_undertaletitle_Keyboard_37				
gml_Object_obj_undertaletitle_Draw_0				
gml_Object_obj_intromenu_Create_0				
gml_Object_obj_intromenu_Draw_0				
gml_Object_obj_intromenu_KeyPress_27				
gml_Object_obj_introlast_Create_0				
gml_Object_obj_introlast_Alarm_2				
gml_Object_obj_introlast_Alarm_0				
gml_Object_obj_introlast_Draw_0				
gml_Object_obj_titleimage_Create_0				
gml_Object_obj_titleimage_Alarm_1				
gml_Object_obj_titleimage_Alarm_0				
gml_Object_obj_titleimage_Draw_0				
gml_Object_obj_titleimage_KeyPress_27				
gml_Object_obj_introfader_Create_0				
gml_Object_obj_introfader_Alarm_3				
gml_Object_obj_introfader_Alarm_2				
gml_Object_obj_introfader_Step_0				
gml_Object_obj_introfader_Other_5				
gml_Object_obj_introfader_Other_4				
gml_Object_obj_introtangle_Draw_0				
gml_Object_obj_introimage_Create_0				
gml_Object_obj_introimage_Alarm_2				
gml_Object_obj_introimage_Alarm_1				
gml_Object_obj_introimage_Alarm_0				
gml_Object_obj_introimage_Step_1				
gml_Object_obj_introimage_Step_0				
gml_Object_obj_ct_fallobj_Create_0				
gml_Object_obj_ct_fallobj_Step_0				
gml_Object_obj_joypadmenu_Create_0				
gml_Object_obj_joypadmenu_Other_5				
gml_Object_obj_joypadmenu_Draw_0				
gml_Object_obj_controltest_Create_0				
gml_Object_obj_controltest_Other_5				
gml_Object_obj_controltest_Draw_0				
gml_Object_obj_lightray_Create_0				
gml_Object_obj_lightray_Step_2				
gml_Object_obj_lightray_Draw_0				
gml_Object_obj_trianglelightray_Create_0				
gml_Object_obj_trianglelightray_Draw_0				
gml_Object_obj_roomofdog_Create_0				
gml_Object_obj_roomofdog_Alarm_0				
gml_Object_obj_genanim_Other_7				
gml_Object_obj_genafterimage_Create_0				
gml_Object_obj_genafterimage_Step_0				
gml_Object_obj_confetti_Create_0				
gml_Object_obj_confetti_Step_0				
gml_Object_obj_bouncer_Create_0				
gml_Object_obj_bouncer_Step_0				
gml_Object_obj_pollener_Create_0				
gml_Object_obj_pollener_Draw_0				
gml_Object_obj_fx_waver_Create_0				
gml_Object_obj_fx_waver_Alarm_0				
gml_Object_obj_fx_waver_Draw_0				
gml_Object_obj_whitesploder_Create_0				
gml_Object_obj_whitesploder_Draw_0				
gml_Object_obj_glowparticle_1_Create_0				
gml_Object_obj_glowparticle_1_Step_0				
gml_Object_obj_glowparticlegen_1_Create_0				
gml_Object_obj_glowparticlegen_1_Alarm_0				
gml_Object_obj_bg_glower_Create_0				
gml_Object_obj_bg_glower_Draw_0				
gml_Object_obj_imageview_Create_0				
gml_Object_obj_imageview_Alarm_0				
gml_Object_obj_imageview_Draw_0				
gml_Object_obj_flasher_Create_0				
gml_Object_obj_flasher_Alarm_0				
gml_Object_obj_flasher_Step_0				
gml_Object_obj_flasher_Draw_0				
gml_Object_obj_glowfly1_Create_0				
gml_Object_obj_glowfly1_Alarm_0				
gml_Object_obj_glowfly1_Draw_0				
gml_Object_obj_icecave_fader_Create_0				
gml_Object_obj_icecave_fader_Step_1				
gml_Object_obj_watercave_fader_Create_0				
gml_Object_obj_watercave_fader_Step_1				
gml_Object_obj_waterstar_bg_Create_0				
gml_Object_obj_waterstar_bg_Alarm_0				
gml_Object_obj_waterstar_bg_Other_10				
gml_Object_obj_backgrounder_dock_Create_0				
gml_Object_obj_backgrounder_dock_Other_10				
gml_Object_obj_backgrounder_tundra_Create_0				
gml_Object_obj_backgrounder_tundra_Other_10				
gml_Object_obj_backgrounder_core_Create_0				
gml_Object_obj_backgrounder_core_Other_10				

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Text	Character	Area	Room	How to get it ?
gml_Object_obj_backgrounder_core_Draw_0				
gml_Object_obj_backgrounder_lava_Create_0				
gml_Object_obj_backgrounder_lava_Step_2				
gml_Object_obj_backgrounder_lava_Draw_0				
gml_Object_obj_backgrounder_lastruins_Create_0				
gml_Object_obj_backgrounder_lastruins_Other_10				
gml_Object_obj_backgrounder_castle_Create_0				
gml_Object_obj_backgrounder_castle_Other_10				
gml_Object_obj_backgrounder_castle_Draw_0				
gml_Object_obj_garden_overlayshadow_Draw_0				
gml_Object_obj_backgrounder_pillar_Create_0				
gml_Object_obj_backgrounder_pillar_Alarm_0				
gml_Object_obj_backgrounder_pillar_Step_2				
gml_Object_obj_backgrounder_pillar_Draw_0				
gml_Object_obj_finalbarrier_Create_0				
gml_Object_obj_finalbarrier_Alarm_0				
gml_Object_obj_finalbarrier_Draw_0				
gml_Object_obj_hotlandparalava_Create_0				
gml_Object_obj_hotlandparalava_Draw_0				
gml_Object_obj_hotlandrock_bg_Create_0				
gml_Object_obj_hotlandrock_bg_Draw_0				
gml_Object_obj_mainend_Create_0				
gml_Object_obj_mainend_Alarm_4				
gml_Object_obj_mainend_Step_0				
gml_Object_obj_endflowey_Create_0				
gml_Object_obj_endflowey_Alarm_4				
gml_Object_obj_endflowey_Step_0				
gml_Object_obj_endflowey_Draw_0				
gml_Object_obj_endflowey_regret_Create_0				
gml_Object_obj_endflowey_regret_Alarm_5				
gml_Object_obj_endflowey_regret_Alarm_4				
gml_Object_obj_endflowey_regret_Step_0				
gml_Object_obj_endflowey_regret_Draw_0				
gml_Object_obj_credits_short_Create_0				
gml_Object_obj_credits_short_Alarm_7				
gml_Object_obj_credits_short_Alarm_6				
gml_Object_obj_credits_short_Alarm_5				
gml_Object_obj_credits_short_Draw_0				
gml_Object_obj_screen_Create_0				
gml_Object_obj_screen_Step_2				
gml_Object_obj_screen_Step_1				
gml_Object_obj_screen_Other_4				
gml_Object_obj_quittingmessage_Create_0				
gml_Object_obj_quittingmessage_Draw_0				
gml_Object_obj_battleblcon_Create_0				
gml_Object_obj_battleblcon_Alarm_0				
gml_Object_obj_battleblcon_Step_2				
gml_Object_obj_battleblcon_Other_12				
gml_Object_obj_transheart_Create_0				
gml_Object_obj_transheart_Alarm_0				
gml_Object_obj_transheart_Step_0				
gml_Object_obj_transheart_Other_5				
gml_Object_obj_battler_Create_0				
gml_Object_obj_battler_Alarm_4				
gml_Object_obj_battler_Alarm_3				
gml_Object_obj_battler_Alarm_2				
gml_Object_obj_battler_Other_5				
gml_Object_obj_battler_Draw_0				
gml_Object_obj_battlerflowey_Create_0				
gml_Object_obj_battlerflowey_Alarm_4				
gml_Object_obj_battlerflowey_Alarm_3				
gml_Object_obj_battlerflowey_Alarm_2				
gml_Object_obj_battlerflowey_Other_5				
gml_Object_obj_battlerflowey_Draw_0				
gml_Object_obj_battlerquick_Create_0				
gml_Object_obj_battlerquick_Alarm_4				
gml_Object_obj_battlerquick_Alarm_3				
gml_Object_obj_battlerquick_Alarm_2				
gml_Object_obj_battlerquick_Other_5				
gml_Object_obj_battlerquick_Draw_0				
gml_Object_obj_battlerstory_Create_0				
gml_Object_obj_battlerstory_Alarm_4				
gml_Object_obj_battlerstory_Alarm_3				
gml_Object_obj_battlerstory_Alarm_2				
gml_Object_obj_battlerstory_Other_5				
gml_Object_obj_battlerstory_Draw_0				
gml_Object_obj_tempblack_Other_5				
gml_Object_obj_tempblack_Draw_0				
gml_Object_obj_fader_Create_0				
gml_Object_obj_fader_Step_1				
gml_Object_obj_persistentfader_Create_0				
gml_Object_obj_persistentfader_Step_1				
gml_Object_obj_persistentfader_Other_4				
gml_Object_obj_unfader_Create_0				
gml_Object_obj_unfader_Step_0				
gml_Object_obj_unfader_Other_5				
gml_Object_obj_unfader_Other_4				
gml_Object_obj_whitefader_Create_0				
gml_Object_obj_whitefader_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_whitefader_Other_5				
gml_Object_obj_whitefader_Other_4				
gml_Object_obj_transitioner_Create_0				
gml_Object_obj_transitioner_Other_5				
gml_Object_obj_transitioner_Draw_0				
gml_Object_obj_musfadein_Create_0				
gml_Object_obj_musfadein_Step_0				
gml_Object_obj_gameover_Create_0				
gml_Object_obj_gameover_Step_0				
gml_Object_obj_battlecontroller_Create_0				
gml_Object_obj_battlecontroller_Alarm_0				
gml_Object_obj_battlecontroller_Step_1				
gml_Object_obj_battlecontroller_Step_0				
gml_Object_obj_battlecontroller_Keyboard_57				
gml_Object_obj_battlecontroller_Keyboard_56				
gml_Object_obj_battlecontroller_Other_10				
gml_Object_obj_battlecontroller_Other_5				
gml_Object_obj_battlecontroller_Draw_0				
gml_Object_obj_battlecontroller_KeyPress_117				
gml_Object_obj_battlecontroller_KeyPress_80				
gml_Object_obj_battlecontroller_KeyPress_50				
gml_Object_obj_battlecontroller_KeyPress_49				
gml_Object_obj_battlecontroller_KeyPress_46				
gml_Object_obj_battlecontroller_KeyPress_40				
gml_Object_obj_battlecontroller_KeyPress_39				
gml_Object_obj_battlecontroller_KeyPress_38				
gml_Object_obj_battlecontroller_KeyPress_37				
gml_Object_obj_vaporized_new_Create_0				
gml_Object_obj_vaporized_new_Draw_0				
gml_Object_obj_vaporized_old_Create_0				
gml_Object_obj_vaporized_old_Alarm_0				
gml_Object_obj_vaporized_Create_0				
gml_Object_obj_vaporized_Alarm_0				
gml_Object_obj_vaporized_Step_0				
gml_Object_obj_vaporized_Draw_0				
gml_Object_obj_vaporizedspare_Create_0				
gml_Object_obj_vaporizedspare_Alarm_0				
gml_Object_obj_spared_Create_0				
gml_Object_obj_spared_Alarm_0				
gml_Object_obj_vaporacquirer_Create_0				
gml_Object_obj_vaporacquirer_Alarm_0				
gml_Object_obj_friendgraph_Create_0				
gml_Object_obj_friendgraph_Draw_0				
gml_Object_obj_graphparent_Step_2				
gml_Object_obj_egggraph_Create_0				
gml_Object_obj_specialgraph_Create_0				
gml_Object_obj_specialgraph_Draw_0				
gml_Object_obj_daygraph_Create_0				
gml_Object_obj_daygraph_Alarm_0				
gml_Object_obj_daygraph_Draw_0				
gml_Object_obj_crimegraph_Create_0				
gml_Object_obj_crimegraph_Draw_0				
gml_Object_obj_radar_Create_0				
gml_Object_obj_radar_Draw_0				
gml_Object_obj_populationgraph_Create_0				
gml_Object_obj_populationgraph_Draw_0				
gml_Object_obj_papdate_Create_0				
gml_Object_obj_papdate_Alarm_3				
gml_Object_obj_papdate_Alarm_2				
gml_Object_obj_papdate_Step_0				
gml_Object_obj_papdate_Draw_0				
gml_Object_obj_adate_Create_0				
gml_Object_obj_adate_Alarm_4				
gml_Object_obj_adate_Step_0				
gml_Object_obj_adate_Draw_0				
gml_Object_obj_alphys_fly_Create_0				
gml_Object_obj_ua_throwtest_Create_0				
gml_Object_obj_ua_throwtest_Alarm_4				
gml_Object_obj_ua_throwtest_Draw_0				
gml_Object_obj_adate_papyrus_Create_0				
gml_Object_obj_adate_papyrus_Alarm_4				
gml_Object_obj_adate_papyrus_Step_0				
gml_Object_obj_garbagebg_Create_0				
gml_Object_obj_garbagebg_Draw_0				
gml_Object_obj_adate_trashcan_Create_0				
gml_Object_obj_adate_trashcan_Alarm_4				
gml_Object_obj_adate_trashcan_Alarm_3				
gml_Object_obj_adate_trashcan_Draw_0				
gml_Object_obj_adate_body_Create_0				
gml_Object_obj_adate_body_Alarm_3				
gml_Object_obj_adate_body_Draw_0				
gml_Object_obj_adate_ubody_Create_0				
gml_Object_obj_adate_ubody_Draw_0				
gml_Object_obj_instantnoodleitem_Create_0				
gml_Object_obj_instantnoodleitem_Step_0				
gml_Object_obj_blackborderer_Step_0				
gml_Object_obj_blackborderer_Draw_0				
gml_Object_obj_gameoverbg_Create_0				
gml_Object_obj_gameoverbg_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_battlefader_Create_0				
gml_Object_obj_battlefader_Step_0				
gml_Object_obj_dustcloud_Create_0				
gml_Object_obj_dustcloud_Alarm_0				
gml_Object_obj_dustcloud_Step_0				
gml_Object_obj_dustcloud_Other_7				
gml_Object_obj_hpname_Step_0				
gml_Object_obj_shaker_Create_0				
gml_Object_obj_shaker_Destroy_0				
gml_Object_obj_shaker_Alarm_0				
gml_Object_obj_battlebg_Create_0				
gml_Object_obj_blconwideslave_Create_0				
gml_Object_obj_blconwideslave_Step_0				
gml_Object_obj_dmgwriter_Create_0				
gml_Object_obj_dmgwriter_Alarm_2				
gml_Object_obj_dmgwriter_Alarm_0				
gml_Object_obj_dmgwriter_Draw_0				
gml_Object_obj_dmgwriter_old_Create_0				
gml_Object_obj_dmgwriter_old_Alarm_2				
gml_Object_obj_dmgwriter_old_Alarm_0				
gml_Object_obj_dmgwriter_old_Draw_0				
gml_Object_obj_whtpxlgrav_Create_0				
gml_Object_obj_whtpxlgrav_Other_7				
gml_Object_obj_whtpxlgrav_Other_0				
gml_Object_obj_blkpxlgrav_Create_0				
gml_Object_obj_blkpxlgrav_Step_0				
gml_Object_obj_blkpxlgrav_Other_10				
gml_Object_obj_blkpxltall_Create_0				
gml_Object_obj_blkpxltall_Step_0				
gml_Object_obj_blkpxltall_Other_10				
gml_Object_obj_blkpxl0tall_Create_0				
gml_Object_obj_blkpxl0tall_Step_0				
gml_Object_obj_coverup_Create_0				
gml_Object_obj_coverup_Alarm_1				
gml_Object_obj_coverup_Step_0				
gml_Object_obj_torieldisapprove_Create_0				
gml_Object_obj_torieldisapprove_Step_0				
gml_Object_obj_guidearrows_Create_0				
gml_Object_obj_guidearrows_Alarm_1				
gml_Object_obj_guidearrows_Alarm_0				
gml_Object_obj_guidearrows_Step_0				
gml_Object_obj_guidearrows_Collision_748				
gml_Object_obj_floweybattle1_Create_0				
gml_Object_obj_floweybattle1_Alarm_11				
gml_Object_obj_floweybattle1_Alarm_10				
gml_Object_obj_floweybattle1_Alarm_9				
gml_Object_obj_floweybattle1_Alarm_8				
gml_Object_obj_floweybattle1_Alarm_7				
gml_Object_obj_floweybattle1_Alarm_6				
gml_Object_obj_floweybattle1_Alarm_5				
gml_Object_obj_floweybattle1_Alarm_4				
gml_Object_obj_floweybattle1_Alarm_3				
gml_Object_obj_floweybattle1_Alarm_2				
gml_Object_obj_floweybattle1_Alarm_1				
gml_Object_obj_floweybattle1_Alarm_0				
gml_Object_obj_floweybattle1_Step_0				
gml_Object_obj_floweybattle1_Other_0				
gml_Object_obj_dummymonster_Create_0				
gml_Object_obj_dummymonster_Destroy_0				
gml_Object_obj_dummymonster_Alarm_7				
gml_Object_obj_dummymonster_Alarm_6				
gml_Object_obj_dummymonster_Alarm_5				
gml_Object_obj_dummymonster_Alarm_3				
gml_Object_obj_dummymonster_Step_0				
gml_Object_obj_dummymonster_Other_0				
gml_Object_obj_torielcutscene_Create_0				
gml_Object_obj_torielcutscene_Alarm_2				
gml_Object_obj_torielcutscene_Step_0				
gml_Object_obj_floweydraw_Create_0				
gml_Object_obj_floweydraw_Draw_0				
gml_Object_obj_winkstar_Create_0				
gml_Object_obj_winkstar_Alarm_0				
gml_Object_obj_winkstar_Step_0				
gml_Object_obj_fakefroggit_Create_0				
gml_Object_obj_fakefroggit_Destroy_0				
gml_Object_obj_fakefroggit_Alarm_11				
gml_Object_obj_fakefroggit_Alarm_10				
gml_Object_obj_fakefroggit_Alarm_8				
gml_Object_obj_fakefroggit_Alarm_6				
gml_Object_obj_fakefroggit_Alarm_5				
gml_Object_obj_fakefroggit_Alarm_3				
gml_Object_obj_fakefroggit_Step_0				
gml_Object_object391_Create_0				
gml_Object_object391_Destroy_0				
gml_Object_object391_Alarm_11				
gml_Object_object391_Alarm_10				
gml_Object_object391_Alarm_8				
gml_Object_object391_Alarm_6				
gml_Object_object391_Alarm_5				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_object391_Alarm_3				
gml_Object_object391_Step_0				
gml_Object_object391_Other_0				
gml_Object_obj_testmonster_Create_0				
gml_Object_obj_testmonster_Destroy_0				
gml_Object_obj_testmonster_Alarm_8				
gml_Object_obj_testmonster_Alarm_6				
gml_Object_obj_testmonster_Alarm_5				
gml_Object_obj_testmonster_Alarm_3				
gml_Object_obj_testmonster_Step_0				
gml_Object_obj_whimsun_Create_0				
gml_Object_obj_whimsun_Destroy_0				
gml_Object_obj_whimsun_Alarm_6				
gml_Object_obj_whimsun_Alarm_5				
gml_Object_obj_whimsun_Alarm_3				
gml_Object_obj_whimsun_Step_0				
gml_Object_obj_whimsun_Other_0				
gml_Object_obj_migosp_Create_0				
gml_Object_obj_migosp_Destroy_0				
gml_Object_obj_migosp_Alarm_8				
gml_Object_obj_migosp_Alarm_7				
gml_Object_obj_migosp_Alarm_6				
gml_Object_obj_migosp_Alarm_5				
gml_Object_obj_migosp_Alarm_3				
gml_Object_obj_migosp_Step_0				
gml_Object_obj_migosp_Other_0				
gml_Object_obj_vegetoid_Create_0				
gml_Object_obj_vegetoid_Destroy_0				
gml_Object_obj_vegetoid_Alarm_6				
gml_Object_obj_vegetoid_Alarm_5				
gml_Object_obj_vegetoid_Alarm_3				
gml_Object_obj_vegetoid_Step_0				
gml_Object_obj_vegetoid_Other_0				
gml_Object_obj_loox_Create_0				
gml_Object_obj_loox_Destroy_0				
gml_Object_obj_loox_Alarm_7				
gml_Object_obj_loox_Alarm_6				
gml_Object_obj_loox_Alarm_5				
gml_Object_obj_loox_Alarm_3				
gml_Object_obj_loox_Step_0				
gml_Object_obj_loox_Other_7				
gml_Object_obj_loox_Other_0				
gml_Object_obj_napstablook_Create_0				
gml_Object_obj_napstablook_Destroy_0				
gml_Object_obj_napstablook_Alarm_11				
gml_Object_obj_napstablook_Alarm_10				
gml_Object_obj_napstablook_Alarm_9				
gml_Object_obj_napstablook_Alarm_8				
gml_Object_obj_napstablook_Alarm_7				
gml_Object_obj_napstablook_Alarm_6				
gml_Object_obj_napstablook_Alarm_5				
gml_Object_obj_napstablook_Alarm_3				
gml_Object_obj_napstablook_Step_0				
gml_Object_obj_napstablook_Other_0				
gml_Object_obj_torielboss_Create_0				
gml_Object_obj_torielboss_Destroy_0				
gml_Object_obj_torielboss_Alarm_11				
gml_Object_obj_torielboss_Alarm_10				
gml_Object_obj_torielboss_Alarm_9				
gml_Object_obj_torielboss_Alarm_8				
gml_Object_obj_torielboss_Alarm_7				
gml_Object_obj_torielboss_Alarm_6				
gml_Object_obj_torielboss_Alarm_5				
gml_Object_obj_torielboss_Alarm_3				
gml_Object_obj_torielboss_Alarm_2				
gml_Object_obj_torielboss_Step_0				
gml_Object_obj_torielboss_Other_0				
gml_Object_obj_moldsmal_Create_0				
gml_Object_obj_moldsmal_Destroy_0				
gml_Object_obj_moldsmal_Alarm_6				
gml_Object_obj_moldsmal_Alarm_5				
gml_Object_obj_moldsmal_Alarm_3				
gml_Object_obj_moldsmal_Step_0				
gml_Object_obj_froggit_Alarm_6				
gml_Object_obj_froggit_Alarm_5				
gml_Object_obj_froggit_Step_0				
gml_Object_obj_froglegs_Create_0				
gml_Object_obj_froghead_Create_0				
gml_Object_obj_icecap_Create_0				
gml_Object_obj_icecap_Destroy_0				
gml_Object_obj_icecap_Alarm_6				
gml_Object_obj_icecap_Alarm_5				
gml_Object_obj_icecap_Alarm_3				
gml_Object_obj_icecap_Step_0				
gml_Object_obj_jerry_Create_0				
gml_Object_obj_jerry_Destroy_0				
gml_Object_obj_jerry_Alarm_10				
gml_Object_obj_jerry_Alarm_6				
gml_Object_obj_jerry_Alarm_5				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_jerry_Alarm_3				
gml_Object_obj_jerry_Step_0				
gml_Object_obj_icecube_Create_0				
gml_Object_obj_icecube_Destroy_0				
gml_Object_obj_icecube_Alarm_6				
gml_Object_obj_icecube_Alarm_5				
gml_Object_obj_icecube_Alarm_3				
gml_Object_obj_icecube_Step_0				
gml_Object_obj_lesserdoge_Create_0				
gml_Object_obj_lesserdoge_Destroy_0				
gml_Object_obj_lesserdoge_Alarm_8				
gml_Object_obj_lesserdoge_Alarm_6				
gml_Object_obj_lesserdoge_Alarm_5				
gml_Object_obj_lesserdoge_Alarm_3				
gml_Object_obj_lesserdoge_Step_0				
gml_Object_obj_lesserdoge_Other_5				
gml_Object_obj_lesserdoge_Other_0				
gml_Object_obj_lesserdoge_KeyPress_74				
gml_Object_obj_lesserdogetail_Create_0				
gml_Object_obj_lesserdogehead_Create_0				
gml_Object_obj_lesserdogehead_Draw_0				
gml_Object_obj_dogeBtail_Create_0				
gml_Object_obj_dogeBtail_Step_1				
gml_Object_obj_greatdog_Create_0				
gml_Object_obj_greatdog_Destroy_0				
gml_Object_obj_greatdog_Alarm_8				
gml_Object_obj_greatdog_Alarm_6				
gml_Object_obj_greatdog_Alarm_5				
gml_Object_obj_greatdog_Alarm_3				
gml_Object_obj_greatdog_Step_0				
gml_Object_obj_glydeshot_Create_0				
gml_Object_obj_glydeshot_Draw_0				
gml_Object_obj_bigglydeshot_Create_0				
gml_Object_obj_bigglydeshot_Alarm_8				
gml_Object_obj_bigglydeshot_Collision_743				
gml_Object_obj_bigglydeshot_Draw_0				
gml_Object_obj_glyde_body_Create_0				
gml_Object_obj_glyde_body_Alarm_1				
gml_Object_obj_glyde_body_Draw_0				
gml_Object_obj_glydeb_Create_0				
gml_Object_obj_glydeb_Destroy_0				
gml_Object_obj_glydeb_Alarm_9				
gml_Object_obj_glydeb_Alarm_8				
gml_Object_obj_glydeb_Alarm_6				
gml_Object_obj_glydeb_Alarm_5				
gml_Object_obj_glydeb_Alarm_3				
gml_Object_obj_glydeb_Step_0				
gml_Object_obj_papyrusdeadhead_Create_0				
gml_Object_obj_papyrusdeadhead_Step_0				
gml_Object_obj_papyrusdeadbody_Create_0				
gml_Object_obj_papyrusdeadbody_Step_0				
gml_Object_obj_papyrusbody_Create_0				
gml_Object_obj_papyrusbody_Step_0				
gml_Object_obj_papyrusboss_Create_0				
gml_Object_obj_papyrusboss_Destroy_0				
gml_Object_obj_papyrusboss_Alarm_10				
gml_Object_obj_papyrusboss_Alarm_9				
gml_Object_obj_papyrusboss_Alarm_8				
gml_Object_obj_papyrusboss_Alarm_7				
gml_Object_obj_papyrusboss_Alarm_6				
gml_Object_obj_papyrusboss_Alarm_5				
gml_Object_obj_papyrusboss_Alarm_3				
gml_Object_obj_papyrusboss_Step_0				
gml_Object_obj_papyrusboss_Other_13				
gml_Object_obj_papyrusboss_Other_12				
gml_Object_obj_papyrusboss_KeyPress_80				
gml_Object_obj_papyrusboss_KeyPress_79				
gml_Object_obj_papyrusboss_KeyPress_32				
gml_Object_obj_gyftrotgift_Create_0				
gml_Object_obj_gyftrotgift_Alarm_0				
gml_Object_obj_gyftrotgift_Step_0				
gml_Object_obj_gyfcloud_Create_0				
gml_Object_obj_gyfcloud_Step_0				
gml_Object_obj_gyftrot_Create_0				
gml_Object_obj_gyftrot_Destroy_0				
gml_Object_obj_gyftrot_Alarm_8				
gml_Object_obj_gyftrot_Alarm_6				
gml_Object_obj_gyftrot_Alarm_5				
gml_Object_obj_gyftrot_Alarm_3				
gml_Object_obj_gyftrot_Step_0				
gml_Object_obj_gyftrothead_Create_0				
gml_Object_obj_gyftrothead_Destroy_0				
gml_Object_obj_gyftrothead_Alarm_4				
gml_Object_obj_gyftrothead_Alarm_3				
gml_Object_obj_gyftrothead_Alarm_2				
gml_Object_obj_gyftrothead_Alarm_1				
gml_Object_obj_gyftrotbody_Create_0				
gml_Object_obj_gyftrotmouth_Create_0				
gml_Object_obj_gyftrotmouth_Alarm_2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_gyftrotmouth_Alarm_1				
gml_Object_obj_gyftrotmouth_Alarm_0				
gml_Object_obj_gyftrotmouth_Step_0				
gml_Object_obj_greatdogbody_Create_0				
gml_Object_obj_greatdogbody_Step_0				
gml_Object_obj_greatdogbody_Draw_0				
gml_Object_obj_dogeB_Create_0				
gml_Object_obj_dogeB_Destroy_0				
gml_Object_obj_dogeB_Alarm_8				
gml_Object_obj_dogeB_Alarm_6				
gml_Object_obj_dogeB_Alarm_5				
gml_Object_obj_dogeB_Alarm_3				
gml_Object_obj_dogeB_Step_0				
gml_Object_obj_dogeB_Other_0				
gml_Object_obj_mandogbody_Create_0				
gml_Object_obj_mandogbody_Step_0				
gml_Object_obj_womandogbody_Create_0				
gml_Object_obj_womandogbody_Step_0				
gml_Object_obj_mandogax_Create_0				
gml_Object_obj_womandogax_Create_0				
gml_Object_obj_mandog_Create_0				
gml_Object_obj_mandog_Destroy_0				
gml_Object_obj_mandog_Alarm_8				
gml_Object_obj_mandog_Alarm_6				
gml_Object_obj_mandog_Alarm_5				
gml_Object_obj_mandog_Alarm_3				
gml_Object_obj_mandog_Step_0				
gml_Object_obj_womandog_Create_0				
gml_Object_obj_womandog_Destroy_0				
gml_Object_obj_womandog_Alarm_8				
gml_Object_obj_womandog_Alarm_6				
gml_Object_obj_womandog_Alarm_5				
gml_Object_obj_womandog_Alarm_3				
gml_Object_obj_womandog_Step_0				
gml_Object_obj_movedoge_Create_0				
gml_Object_obj_movedoge_Destroy_0				
gml_Object_obj_movedoge_Alarm_8				
gml_Object_obj_movedoge_Alarm_6				
gml_Object_obj_movedoge_Alarm_5				
gml_Object_obj_movedoge_Alarm_3				
gml_Object_obj_movedoge_Step_0				
gml_Object_obj_movedogehead_Create_0				
gml_Object_obj_movedogehead_Alarm_3				
gml_Object_obj_movedogehead_Alarm_2				
gml_Object_obj_movedogehead_Alarm_1				
gml_Object_obj_movedogehead_Alarm_0				
gml_Object_obj_movedogehead_Step_0				
gml_Object_obj_movedogebody_Create_0				
gml_Object_obj_movedogebody_Step_0				
gml_Object_obj_movedogearms_Create_0				
gml_Object_obj_movedogearms_Step_0				
gml_Object_obj_movedogetail_Create_0				
gml_Object_obj_movedogetail_Step_0				
gml_Object_obj_snowdrake_Create_0				
gml_Object_obj_snowdrake_Destroy_0				
gml_Object_obj_snowdrake_Alarm_8				
gml_Object_obj_snowdrake_Alarm_6				
gml_Object_obj_snowdrake_Alarm_5				
gml_Object_obj_snowdrake_Alarm_3				
gml_Object_obj_snowdrake_Step_0				
gml_Object_obj_chilldrake_Create_0				
gml_Object_obj_chilldrake_Destroy_0				
gml_Object_obj_chilldrake_Alarm_8				
gml_Object_obj_chilldrake_Alarm_6				
gml_Object_obj_chilldrake_Alarm_5				
gml_Object_obj_chilldrake_Alarm_3				
gml_Object_obj_chilldrake_Step_0				
gml_Object_obj_drakehead_Create_0				
gml_Object_obj_drakehead_Step_0				
gml_Object_obj_drakehead_Draw_0				
gml_Object_obj_drakebody_Create_0				
gml_Object_obj_drakebody_Draw_0				
gml_Object_obj_woshua_Create_0				
gml_Object_obj_woshua_Destroy_0				
gml_Object_obj_woshua_Alarm_8				
gml_Object_obj_woshua_Alarm_6				
gml_Object_obj_woshua_Alarm_5				
gml_Object_obj_woshua_Alarm_3				
gml_Object_obj_woshua_Step_0				
gml_Object_obj_woshpart_Alarm_8				
gml_Object_obj_woshbody_Create_0				
gml_Object_obj_woshbody_Destroy_0				
gml_Object_obj_woshbody_Alarm_4				
gml_Object_obj_woshbody_Alarm_2				
gml_Object_obj_woshbody_Alarm_1				
gml_Object_obj_woshbody_Draw_0				
gml_Object_obj_shyren_Create_0				
gml_Object_obj_shyren_Destroy_0				
gml_Object_obj_shyren_Alarm_8				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_shyren_Alarm_6				
gml_Object_obj_shyren_Alarm_5				
gml_Object_obj_shyren_Alarm_3				
gml_Object_obj_shyren_Step_0				
gml_Object_obj_shyren_Other_5				
gml_Object_obj_shyren_KeyPress_51				
gml_Object_obj_shyrenbody_Create_0				
gml_Object_obj_shyrenbody_Step_0				
gml_Object_obj_agentbody_Create_0				
gml_Object_obj_undynesiner2_Create_0				
gml_Object_obj_undynesiner2_Destroy_0				
gml_Object_obj_undynesiner2_Other_11				
gml_Object_obj_undynesiner2_Other_5				
gml_Object_obj_undynesiner2_Draw_0				
gml_Object_obj_spearblocker_Create_0				
gml_Object_obj_spearblocker_Step_0				
gml_Object_obj_spearblocker_Other_15				
gml_Object_obj_spearblocker_Other_14				
gml_Object_obj_spearblocker_Other_11				
gml_Object_obj_spearblocker_Draw_0				
gml_Object_obj_spearblocker_KeyPress_90				
gml_Object_obj_spearblocker_KeyPress_88				
gml_Object_obj_spearblocker_KeyPress_83				
gml_Object_obj_spearblocker_KeyPress_65				
gml_Object_obj_greenspeargen_Create_0				
gml_Object_obj_greenspeargen_Alarm_1				
gml_Object_obj_greenspeargen_Alarm_0				
gml_Object_obj_greenspeargen_Draw_0				
gml_Object_obj_blockbullet_Create_0				
gml_Object_obj_blockbullet_Alarm_0				
gml_Object_obj_blockbullet_Step_0				
gml_Object_obj_blockbullet_Draw_0				
gml_Object_obj_blockbullet2_Create_0				
gml_Object_obj_blockbullet2_Alarm_0				
gml_Object_obj_blockbullet2_Step_0				
gml_Object_obj_blockbullet2_Draw_0				
gml_Object_obj_boxsiner_Create_0				
gml_Object_obj_boxsiner_Draw_0				
gml_Object_obj_risespearbullet_Create_0				
gml_Object_obj_risespearbullet_Alarm_1				
gml_Object_obj_risespearbullet_Alarm_0				
gml_Object_obj_risespearbullet_Step_0				
gml_Object_obj_risespearbullet_Collision_743				
gml_Object_obj_risespearbullet_Draw_0				
gml_Object_obj_risespearbulletgen_Create_0				
gml_Object_obj_risespearbulletgen_Alarm_0				
gml_Object_obj_risespearbulletgen_Step_0				
gml_Object_obj_spearbulletfollowgen_Create_0				
gml_Object_obj_spearbulletfollowgen_Alarm_0				
gml_Object_obj_spearbulletfollowgen_Step_0				
gml_Object_obj_spearbullet_follow_Create_0				
gml_Object_obj_spearbullet_follow_Step_0				
gml_Object_obj_spearbullet_follow_Other_0				
gml_Object_obj_spearbullet_follow_Draw_0				
gml_Object_obj_undyneboss_Create_0				
gml_Object_obj_undyneboss_Destroy_0				
gml_Object_obj_undyneboss_Alarm_11				
gml_Object_obj_undyneboss_Alarm_10				
gml_Object_obj_undyneboss_Alarm_9				
gml_Object_obj_undyneboss_Alarm_7				
gml_Object_obj_undyneboss_Alarm_6				
gml_Object_obj_undyneboss_Alarm_5				
gml_Object_obj_undyneboss_Alarm_4				
gml_Object_obj_undyneboss_Alarm_3				
gml_Object_obj_undyneboss_Step_0				
gml_Object_obj_undyneboss_Other_12				
gml_Object_obj_undyneboss_Other_11				
gml_Object_obj_undyneboss_KeyPress_65				
gml_Object_obj_undyneboss_KeyPress_55				
gml_Object_obj_undyneb_body_Create_0				
gml_Object_obj_undyneb_body_Destroy_0				
gml_Object_obj_undyneb_body_Alarm_1				
gml_Object_obj_undyneb_body_Alarm_0				
gml_Object_obj_undyneb_body_Other_14				
gml_Object_obj_undyneb_body_Other_13				
gml_Object_obj_undyneb_body_Other_12				
gml_Object_obj_undyneb_body_Other_11				
gml_Object_obj_undyneb_body_Draw_0				
gml_Object_obj_undynebody2_Create_0				
gml_Object_obj_undynebody2_Draw_0				
gml_Object_obj_undynebattle2_Create_0				
gml_Object_obj_undynebattle2_Destroy_0				
gml_Object_obj_undynebattle2_Alarm_9				
gml_Object_obj_undynebattle2_Alarm_8				
gml_Object_obj_undynebattle2_Alarm_6				
gml_Object_obj_undynebattle2_Alarm_5				
gml_Object_obj_undynebattle2_Alarm_4				
gml_Object_obj_undynebattle2_Alarm_3				
gml_Object_obj_undynebattle2_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_rotspeargen_gen_Create_0				
gml_Object_obj_rotspeargen_gen_Alarm_0				
gml_Object_obj_rotspeargen_gen_Step_0				
gml_Object_obj_rotspeargen_Create_0				
gml_Object_obj_rotspeargen_Alarm_0				
gml_Object_obj_rotspeargen_Step_0				
gml_Object_obj_rotspear_Create_0				
gml_Object_obj_rotspear_Step_0				
gml_Object_obj_rotspear_Draw_0				
gml_Object_obj_followspeargen_2_Create_0				
gml_Object_obj_followspeargen_2_Alarm_0				
gml_Object_obj_followspeargen_2_Step_0				
gml_Object_obj_followspear_2_Create_0				
gml_Object_obj_followspear_2_Step_0				
gml_Object_obj_followspear_2_Other_0				
gml_Object_obj_followspear_2_Draw_0				
gml_Object_obj_undynex_body_Create_0				
gml_Object_obj_undynex_body_Alarm_1				
gml_Object_obj_undynex_body_Other_11				
gml_Object_obj_undynex_body_Draw_64				
gml_Object_obj_undynex_body_Draw_0				
gml_Object_obj_undyne_ex_Create_0				
gml_Object_obj_undyne_ex_Destroy_0				
gml_Object_obj_undyne_ex_Alarm_11				
gml_Object_obj_undyne_ex_Alarm_10				
gml_Object_obj_undyne_ex_Alarm_9				
gml_Object_obj_undyne_ex_Alarm_7				
gml_Object_obj_undyne_ex_Alarm_6				
gml_Object_obj_undyne_ex_Alarm_5				
gml_Object_obj_undyne_ex_Alarm_4				
gml_Object_obj_undyne_ex_Alarm_3				
gml_Object_obj_undyne_ex_Step_0				
gml_Object_obj_undyne_ex_Other_12				
gml_Object_obj_undyne_ex_Other_11				
gml_Object_obj_undyne_ex_KeyPress_65				
gml_Object_obj_undyne_ex_KeyPress_55				
gml_Object_obj_mkid_b_body_Create_0				
gml_Object_obj_mkid_b_body_Draw_0				
gml_Object_obj_mkid_battle_Create_0				
gml_Object_obj_mkid_battle_Destroy_0				
gml_Object_obj_mkid_battle_Alarm_9				
gml_Object_obj_mkid_battle_Alarm_8				
gml_Object_obj_mkid_battle_Alarm_6				
gml_Object_obj_mkid_battle_Alarm_5				
gml_Object_obj_mkid_battle_Alarm_4				
gml_Object_obj_mkid_battle_Alarm_3				
gml_Object_obj_mkid_battle_Step_0				
gml_Object_obj_generalsiner_Create_0				
gml_Object_obj_generalsiner_Destroy_0				
gml_Object_obj_generalsiner_Other_11				
gml_Object_obj_generalsiner_Other_5				
gml_Object_obj_generalsiner_Draw_0				
gml_Object_obj_gladdummy_Create_0				
gml_Object_obj_gladdummy_Destroy_0				
gml_Object_obj_gladdummy_Alarm_7				
gml_Object_obj_gladdummy_Alarm_6				
gml_Object_obj_gladdummy_Alarm_5				
gml_Object_obj_gladdummy_Alarm_3				
gml_Object_obj_gladdummy_Step_0				
gml_Object_obj_gladdummy_Other_0				
gml_Object_obj_maddummy_Create_0				
gml_Object_obj_maddummy_Destroy_0				
gml_Object_obj_maddummy_Alarm_11				
gml_Object_obj_maddummy_Alarm_10				
gml_Object_obj_maddummy_Alarm_9				
gml_Object_obj_maddummy_Alarm_8				
gml_Object_obj_maddummy_Alarm_7				
gml_Object_obj_maddummy_Alarm_6				
gml_Object_obj_maddummy_Alarm_5				
gml_Object_obj_maddummy_Alarm_4				
gml_Object_obj_maddummy_Alarm_3				
gml_Object_obj_maddummy_Step_0				
gml_Object_obj_maddummy_Other_17				
gml_Object_obj_maddummy_Other_13				
gml_Object_obj_maddummy_Draw_0				
gml_Object_obj_maddummy_KeyPress_65				
gml_Object_obj_maddum_drawer_Create_0				
gml_Object_obj_maddum_drawer_Alarm_0				
gml_Object_obj_maddum_drawer_Other_12				
gml_Object_obj_maddum_drawer_Other_11				
gml_Object_obj_maddum_drawer_Other_10				
gml_Object_obj_maddum_drawer_Draw_0				
gml_Object_obj_aaron_Create_0				
gml_Object_obj_aaron_Destroy_0				
gml_Object_obj_aaron_Alarm_8				
gml_Object_obj_aaron_Alarm_6				
gml_Object_obj_aaron_Alarm_5				
gml_Object_obj_aaron_Alarm_3				
gml_Object_obj_aaron_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_aaronbody_Create_0				
gml_Object_obj_aaronbody_Step_0				
gml_Object_obj_tembattle_Create_0				
gml_Object_obj_tembattle_Destroy_0				
gml_Object_obj_tembattle_Alarm_8				
gml_Object_obj_tembattle_Alarm_7				
gml_Object_obj_tembattle_Alarm_6				
gml_Object_obj_tembattle_Alarm_5				
gml_Object_obj_tembattle_Alarm_3				
gml_Object_obj_tembattle_Step_0				
gml_Object_obj_moldsmalx_part_Create_0				
gml_Object_obj_moldsmalx_part_Draw_0				
gml_Object_obj_moldsmalx_Create_0				
gml_Object_obj_moldsmalx_Destroy_0				
gml_Object_obj_moldsmalx_Alarm_6				
gml_Object_obj_moldsmalx_Alarm_5				
gml_Object_obj_moldsmalx_Alarm_3				
gml_Object_obj_moldsmalx_Step_0				
gml_Object_obj_tembody_Create_0				
gml_Object_obj_tembody_Alarm_9				
gml_Object_obj_tembody_Alarm_3				
gml_Object_obj_tembody_Draw_0				
gml_Object_obj_moldsmalx_body_Create_0				
gml_Object_obj_moldsmalx_body_Destroy_0				
gml_Object_obj_moldsmalx_body_Draw_0				
gml_Object_obj_shockermaker_Create_0				
gml_Object_obj_shockermaker_Draw_0				
gml_Object_obj_mettatonb_quiz_Create_0				
gml_Object_obj_mettatonb_quiz_Destroy_0				
gml_Object_obj_mettatonb_quiz_Alarm_7				
gml_Object_obj_mettatonb_quiz_Alarm_6				
gml_Object_obj_mettatonb_quiz_Alarm_5				
gml_Object_obj_mettatonb_quiz_Alarm_3				
gml_Object_obj_mettatonb_quiz_Step_0				
gml_Object_obj_mettatonb_quiz_Draw_0				
gml_Object_obj_mettatonb_second_Create_0				
gml_Object_obj_mettatonb_second_Destroy_0				
gml_Object_obj_mettatonb_second_Alarm_7				
gml_Object_obj_mettatonb_second_Alarm_6				
gml_Object_obj_mettatonb_second_Alarm_5				
gml_Object_obj_mettatonb_second_Alarm_4				
gml_Object_obj_mettatonb_second_Alarm_3				
gml_Object_obj_mettatonb_second_Step_0				
gml_Object_obj_mettatonb_third_Create_0				
gml_Object_obj_mettatonb_third_Destroy_0				
gml_Object_obj_mettatonb_third_Alarm_7				
gml_Object_obj_mettatonb_third_Alarm_6				
gml_Object_obj_mettatonb_third_Alarm_5				
gml_Object_obj_mettatonb_third_Alarm_4				
gml_Object_obj_mettatonb_third_Alarm_3				
gml_Object_obj_mettatonb_third_Step_0				
gml_Object_obj_mettatonnn_writer_Draw_0				
gml_Object_obj_mettatonb_body_Create_0				
gml_Object_obj_mettatonb_body_Alarm_1				
gml_Object_obj_mettatonb_body_Alarm_0				
gml_Object_obj_mettatonb_body_Step_0				
gml_Object_obj_mettatonb_body_Other_11				
gml_Object_obj_mettatonb_body_Other_10				
gml_Object_obj_mettatonb_body_Draw_0				
gml_Object_obj_mettatonb_body2_Create_0				
gml_Object_obj_mettatonb_body2_Alarm_5				
gml_Object_obj_mettatonb_body2_Alarm_3				
gml_Object_obj_mettatonb_body2_Alarm_1				
gml_Object_obj_mettatonb_body2_Alarm_0				
gml_Object_obj_mettatonb_body2_Step_0				
gml_Object_obj_mettatonb_body2_Other_11				
gml_Object_obj_mettatonb_body2_Other_10				
gml_Object_obj_mettatonb_body2_Draw_0				
gml_Object_obj_zoomaton_Create_0				
gml_Object_obj_zoomaton_Other_10				
gml_Object_obj_zoomaton_Draw_0				
gml_Object_obj_jarfly_Create_0				
gml_Object_obj_jarfly_Step_0				
gml_Object_obj_flyjar_Create_0				
gml_Object_obj_flyjar_Alarm_0				
gml_Object_obj_flyjar_Step_0				
gml_Object_obj_answernodule_Create_0				
gml_Object_obj_answernodule_Alarm_0				
gml_Object_obj_answernodule_Collision_743				
gml_Object_obj_answernodule_Draw_0				
gml_Object_obj_questionasker_Create_0				
gml_Object_obj_questionasker_Alarm_9				
gml_Object_obj_questionasker_Alarm_7				
gml_Object_obj_questionasker_Alarm_6				
gml_Object_obj_questionasker_Alarm_5				
gml_Object_obj_questionasker_Alarm_4				
gml_Object_obj_questionasker_Other_11				
gml_Object_obj_questionasker_Other_10				
gml_Object_obj_questionasker_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_questionasker_KeyPress_78				
gml_Object_obj_questionasker_KeyPress_32				
gml_Object_obj_greenarmor_Create_0				
gml_Object_obj_greenarmor_Step_0				
gml_Object_obj_greenarmor_Collision_743				
gml_Object_obj_bara01_Create_0				
gml_Object_obj_bara01_Destroy_0				
gml_Object_obj_bara01_Alarm_8				
gml_Object_obj_bara01_Alarm_6				
gml_Object_obj_bara01_Alarm_5				
gml_Object_obj_bara01_Alarm_4				
gml_Object_obj_bara01_Alarm_3				
gml_Object_obj_bara01_Step_0				
gml_Object_obj_bara02_Create_0				
gml_Object_obj_bara02_Destroy_0				
gml_Object_obj_bara02_Alarm_8				
gml_Object_obj_bara02_Alarm_6				
gml_Object_obj_bara02_Alarm_5				
gml_Object_obj_bara02_Alarm_4				
gml_Object_obj_bara02_Alarm_3				
gml_Object_obj_bara02_Step_0				
gml_Object_obj_bara03_Create_0				
gml_Object_obj_bara03_Destroy_0				
gml_Object_obj_bara03_Alarm_8				
gml_Object_obj_bara03_Alarm_6				
gml_Object_obj_bara03_Alarm_5				
gml_Object_obj_bara03_Alarm_4				
gml_Object_obj_bara03_Alarm_3				
gml_Object_obj_bara03_Step_0				
gml_Object_obj_bara04_Create_0				
gml_Object_obj_bara04_Destroy_0				
gml_Object_obj_bara04_Alarm_8				
gml_Object_obj_bara04_Alarm_6				
gml_Object_obj_bara04_Alarm_5				
gml_Object_obj_bara04_Alarm_4				
gml_Object_obj_bara04_Alarm_3				
gml_Object_obj_bara04_Step_0				
gml_Object_obj_warplinegen_Create_0				
gml_Object_obj_warplinegen_Alarm_1				
gml_Object_obj_xbulletgen_Create_0				
gml_Object_obj_xbulletgen_Alarm_2				
gml_Object_obj_xbulletgen_Alarm_1				
gml_Object_obj_xbullet_Create_0				
gml_Object_obj_xbullet_Step_0				
gml_Object_obj_warplinebullet_Create_0				
gml_Object_obj_warplinebullet_Other_11				
gml_Object_obj_warplinebullet_Draw_0				
gml_Object_obj_sweat99_Create_0				
gml_Object_obj_sweat99_Alarm_1				
gml_Object_obj_sweat99_Alarm_0				
gml_Object_obj_sweat99_Step_0				
gml_Object_obj_barabody_Create_0				
gml_Object_obj_barabody_Alarm_3				
gml_Object_obj_barabody_Other_14				
gml_Object_obj_barabody_Other_12				
gml_Object_obj_barabody_Other_11				
gml_Object_obj_barabody_Other_10				
gml_Object_obj_barabody_Draw_0				
gml_Object_obj_exhaustbullet_Create_0				
gml_Object_obj_exhaustbullet_Alarm_0				
gml_Object_obj_exhaustbullet_Other_0				
gml_Object_obj_vertplanegreen_Create_0				
gml_Object_obj_vertplanegreen_Step_0				
gml_Object_obj_vertplanegreen_Collision_743				
gml_Object_obj_vertplanebullet_Create_0				
gml_Object_obj_vertplanebullet_Destroy_0				
gml_Object_obj_vertplanebullet_Alarm_0				
gml_Object_obj_vertplanebullet_Step_0				
gml_Object_obj_vertplanebullet_Other_10				
gml_Object_obj_vertplanegen_Create_0				
gml_Object_obj_vertplanegen_Alarm_0				
gml_Object_obj_incendiary_Create_0				
gml_Object_obj_incendiary_Alarm_0				
gml_Object_obj_incendiary_Step_0				
gml_Object_obj_incendiary_Collision_743				
gml_Object_obj_incendiarybomb_Create_0				
gml_Object_obj_incendiarybomb_Step_0				
gml_Object_obj_sideplanebullet_Create_0				
gml_Object_obj_sideplanebullet_Alarm_0				
gml_Object_obj_sideplanebullet_Step_0				
gml_Object_obj_incendiarygen_Create_0				
gml_Object_obj_incendiarygen_Alarm_0				
gml_Object_obj_tsunderplane_Create_0				
gml_Object_obj_tsunderplane_Destroy_0				
gml_Object_obj_tsunderplane_Alarm_9				
gml_Object_obj_tsunderplane_Alarm_8				
gml_Object_obj_tsunderplane_Alarm_6				
gml_Object_obj_tsunderplane_Alarm_5				
gml_Object_obj_tsunderplane_Alarm_3				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_tsunderplane_Step_0				
gml_Object_obj_planeexhaust_Create_0				
gml_Object_obj_planeexhaust_Step_0				
gml_Object_obj_tsunderplane_body_Create_0				
gml_Object_obj_tsunderplane_body_Alarm_0				
gml_Object_obj_tsunderplane_body_Other_10				
gml_Object_obj_tsunderplane_body_Draw_0				
gml_Object_obj_vulkinlightning_Create_0				
gml_Object_obj_vulkinlightning_Alarm_0				
gml_Object_obj_vulkinlightning_Collision_743				
gml_Object_obj_vulkinlightning_Other_0				
gml_Object_obj_vulkincloudbul_Create_0				
gml_Object_obj_vulkincloudbul_Alarm_1				
gml_Object_obj_vulkincloudbul_Alarm_0				
gml_Object_obj_vulkincloudbul_Step_2				
gml_Object_obj_vulkincloudbul_Collision_743				
gml_Object_obj_lavabullet_Create_0				
gml_Object_obj_lavabullet_Step_0				
gml_Object_obj_sidelava_Create_0				
gml_Object_obj_sidelava_Step_0				
gml_Object_obj_sidelava_Draw_0				
gml_Object_obj_lavafiregen_Create_0				
gml_Object_obj_lavafiregen_Alarm_0				
gml_Object_obj_vulkincloud_Create_0				
gml_Object_obj_vulkincloud_Draw_0				
gml_Object_obj_vulkinbody_Create_0				
gml_Object_obj_vulkinbody_Alarm_0				
gml_Object_obj_vulkinbody_Draw_0				
gml_Object_obj_vulkin_Create_0				
gml_Object_obj_vulkin_Destroy_0				
gml_Object_obj_vulkin_Alarm_9				
gml_Object_obj_vulkin_Alarm_8				
gml_Object_obj_vulkin_Alarm_6				
gml_Object_obj_vulkin_Alarm_5				
gml_Object_obj_vulkin_Alarm_3				
gml_Object_obj_vulkin_Step_0				
gml_Object_obj_orangefire_Create_0				
gml_Object_obj_orangefire_Step_2				
gml_Object_obj_orangefire_Collision_743				
gml_Object_obj_orangefire_Other_10				
gml_Object_obj_orangefire_Draw_0				
gml_Object_obj_ropebul_Create_0				
gml_Object_obj_ropebul_Alarm_0				
gml_Object_obj_ropebul_Step_0				
gml_Object_obj_ropebul_Draw_0				
gml_Object_obj_ropebulgen_Create_0				
gml_Object_obj_ropebulgen_Alarm_0				
gml_Object_obj_heatwaver_Create_0				
gml_Object_obj_heatwaver_Destroy_0				
gml_Object_obj_heatwaver_Other_5				
gml_Object_obj_heatwaver_Draw_0				
gml_Object_obj_pyropebody_Create_0				
gml_Object_obj_pyropebody_Draw_0				
gml_Object_obj_pyrope_Create_0				
gml_Object_obj_pyrope_Destroy_0				
gml_Object_obj_pyrope_Alarm_9				
gml_Object_obj_pyrope_Alarm_8				
gml_Object_obj_pyrope_Alarm_6				
gml_Object_obj_pyrope_Alarm_5				
gml_Object_obj_pyrope_Alarm_3				
gml_Object_obj_pyrope_Step_0				
gml_Object_obj_blastbul_Create_0				
gml_Object_obj_blastbul_Step_0				
gml_Object_obj_blastbul_Collision_743				
gml_Object_obj_bombbul_Create_0				
gml_Object_obj_bombbul_Alarm_0				
gml_Object_obj_bombbul_Step_0				
gml_Object_obj_bombgen_Create_0				
gml_Object_obj_bombgen_Alarm_0				
gml_Object_obj_grosscupcake2_Create_0				
gml_Object_obj_grosscupcake2_Alarm_1				
gml_Object_obj_grosscupcake2_Alarm_0				
gml_Object_obj_grosscupcake2_Draw_0				
gml_Object_obj_spiderbulletparent_Collision_743				
gml_Object_obj_spiderbulletparent_Collision_363				
gml_Object_obj_hideouscupcake_Create_0				
gml_Object_obj_hideouscupcake_Draw_0				
gml_Object_obj_fakeborderdraw_Create_0				
gml_Object_obj_fakeborderdraw_Destroy_0				
gml_Object_obj_fakeborderdraw_Alarm_4				
gml_Object_obj_fakeborderdraw_Other_5				
gml_Object_obj_fakeborderdraw_Draw_0				
gml_Object_obj_donutbullet_Alarm_0				
gml_Object_obj_donutbullet_Step_0				
gml_Object_obj_spiderbulletgen_Create_0				
gml_Object_obj_spiderbulletgen_Alarm_2				
gml_Object_obj_spiderbulletgen_Alarm_0				
gml_Object_obj_spiderbulletgen_Other_13				
gml_Object_obj_spiderbullet_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_spiderbullet_Alarm_0				
gml_Object_obj_spiderbullet_Step_0				
gml_Object_obj_vertspider_Create_0				
gml_Object_obj_vertspider_Alarm_0				
gml_Object_obj_vertspider_Step_0				
gml_Object_obj_croissant_Step_0				
gml_Object_obj_vertcroissant_Create_0				
gml_Object_obj_vertcroissant_Alarm_0				
gml_Object_obj_vertcroissant_Step_0				
gml_Object_obj_signspider_Create_0				
gml_Object_obj_signspider_Step_0				
gml_Object_obj_signspider_Draw_0				
gml_Object_obj_telegramspider_Create_0				
gml_Object_obj_telegramspider_Draw_0				
gml_Object_obj_sadspider_Create_0				
gml_Object_obj_sadspider_Alarm_4				
gml_Object_obj_sadspider_Step_0				
gml_Object_obj_spiderb_Create_0				
gml_Object_obj_spiderb_Alarm_9				
gml_Object_obj_spiderb_Alarm_8				
gml_Object_obj_spiderb_Alarm_6				
gml_Object_obj_spiderb_Alarm_4				
gml_Object_obj_spiderb_Alarm_3				
gml_Object_obj_spiderb_Step_0				
gml_Object_obj_spiderb_Other_16				
gml_Object_obj_spiderb_Other_15				
gml_Object_obj_spiderb_Other_14				
gml_Object_obj_spiderb_Other_13				
gml_Object_obj_spiderb_Other_12				
gml_Object_obj_spiderb_Other_11				
gml_Object_obj_spiderpour_Create_0				
gml_Object_obj_spiderpour_Step_0				
gml_Object_obj_spiderb_body_Create_0				
gml_Object_obj_spiderb_body_Alarm_5				
gml_Object_obj_spiderb_body_Other_11				
gml_Object_obj_spiderb_body_Other_10				
gml_Object_obj_spiderb_body_Draw_0				
gml_Object_obj_purpleheart_Create_0				
gml_Object_obj_purpleheart_Alarm_9				
gml_Object_obj_purpleheart_Step_0				
gml_Object_obj_purpleheart_Draw_0				
gml_Object_obj_crosszap_Create_0				
gml_Object_obj_crosszap_Step_0				
gml_Object_obj_crosszap_Collision_743				
gml_Object_obj_wizardorb_wall_Create_0				
gml_Object_obj_wizardorb_wall_Alarm_0				
gml_Object_obj_wizardorb_wall_Step_0				
gml_Object_obj_wizardorb_wall_Collision_743				
gml_Object_obj_wizardorb_chaser_Create_0				
gml_Object_obj_wizardorb_chaser_Alarm_1				
gml_Object_obj_wizardorb_chaser_Alarm_0				
gml_Object_obj_wizardorb_chaser_Step_0				
gml_Object_obj_wizardorb_chaser_Collision_743				
gml_Object_obj_wizardorb_chaser_Collision_366				
gml_Object_obj_wizardorb_chaser_Draw_0				
gml_Object_obj_orbsprinkle_Create_0				
gml_Object_obj_orbsprinkle_Step_0				
gml_Object_obj_wizardbody_Create_0				
gml_Object_obj_wizardbody_Alarm_0				
gml_Object_obj_wizardbody_Draw_0				
gml_Object_obj_wizard_Create_0				
gml_Object_obj_wizard_Destroy_0				
gml_Object_obj_wizard_Alarm_9				
gml_Object_obj_wizard_Alarm_8				
gml_Object_obj_wizard_Alarm_6				
gml_Object_obj_wizard_Alarm_5				
gml_Object_obj_wizard_Alarm_3				
gml_Object_obj_wizard_Step_0				
gml_Object_obj_hammergen_Create_0				
gml_Object_obj_hammergen_Alarm_0				
gml_Object_obj_knighthammer_Create_0				
gml_Object_obj_knighthammer_Alarm_4				
gml_Object_obj_knighthammer_Alarm_3				
gml_Object_obj_knighthammer_Alarm_2				
gml_Object_obj_knighthammer_Alarm_1				
gml_Object_obj_knighthammer_Step_0				
gml_Object_obj_knighthammer_Collision_743				
gml_Object_obj_knighthammer_Other_10				
gml_Object_obj_knighthammer_Draw_0				
gml_Object_obj_sunbullet_Create_0				
gml_Object_obj_sunbullet_Alarm_0				
gml_Object_obj_sunbullet_Step_0				
gml_Object_obj_sunbullet_Collision_743				
gml_Object_obj_meteorshine_Other_7				
gml_Object_obj_meteorbullet_Create_0				
gml_Object_obj_meteorbullet_Step_0				
gml_Object_obj_meteorbullet_Collision_743				
gml_Object_obj_skymoon_Create_0				
gml_Object_obj_skymoon_Alarm_3				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_skymoon_Alarm_2				
gml_Object_obj_skymoon_Collision_743				
gml_Object_obj_sunmoon_Create_0				
gml_Object_obj_sunmoon_Alarm_3				
gml_Object_obj_sunmoon_Alarm_2				
gml_Object_obj_sunmoon_Collision_743				
gml_Object_obj_skyorb_Create_0				
gml_Object_obj_skyorb_Alarm_11				
gml_Object_obj_skyorb_Collision_743				
gml_Object_obj_skyorb_Draw_0				
gml_Object_obj_finalknight_Create_0				
gml_Object_obj_finalknight_Destroy_0				
gml_Object_obj_finalknight_Alarm_9				
gml_Object_obj_finalknight_Alarm_8				
gml_Object_obj_finalknight_Alarm_6				
gml_Object_obj_finalknight_Alarm_5				
gml_Object_obj_finalknight_Alarm_3				
gml_Object_obj_finalknight_Step_0				
gml_Object_obj_finalknight_body_Create_0				
gml_Object_obj_finalknight_body_Draw_0				
gml_Object_obj_megaflybulletgen_Create_0				
gml_Object_obj_megaflybulletgen_Alarm_0				
gml_Object_obj_megaflybullet_Create_0				
gml_Object_obj_megaflybullet_Alarm_2				
gml_Object_obj_megaflybullet_Alarm_1				
gml_Object_obj_megaflybullet_Alarm_0				
gml_Object_obj_megaflybullet_Step_0				
gml_Object_obj_megaflybullet_Collision_743				
gml_Object_obj_megaflybullet_Draw_0				
gml_Object_obj_frogbullet_gen_Create_0				
gml_Object_obj_frogbullet_gen_Alarm_0				
gml_Object_obj_frogbullet_ex_Create_0				
gml_Object_obj_frogbullet_ex_Alarm_0				
gml_Object_obj_frogbullet_ex_Step_0				
gml_Object_obj_frogbullet_ex_Collision_743				
gml_Object_obj_frogbullet_ex_old_Create_0				
gml_Object_obj_frogbullet_ex_old_Alarm_0				
gml_Object_obj_frogbullet_ex_old_Step_0				
gml_Object_obj_finalfroggit_Create_0				
gml_Object_obj_finalfroggit_Destroy_0				
gml_Object_obj_finalfroggit_Alarm_9				
gml_Object_obj_finalfroggit_Alarm_8				
gml_Object_obj_finalfroggit_Alarm_6				
gml_Object_obj_finalfroggit_Alarm_5				
gml_Object_obj_finalfroggit_Alarm_3				
gml_Object_obj_finalfroggit_Step_0				
gml_Object_obj_finalfroggit_body_Create_0				
gml_Object_obj_finalfroggit_body_Draw_0				
gml_Object_obj_astigmatism_Create_0				
gml_Object_obj_astigmatism_Destroy_0				
gml_Object_obj_astigmatism_Alarm_9				
gml_Object_obj_astigmatism_Alarm_8				
gml_Object_obj_astigmatism_Alarm_6				
gml_Object_obj_astigmatism_Alarm_5				
gml_Object_obj_astigmatism_Alarm_3				
gml_Object_obj_astigmatism_Step_0				
gml_Object_obj_astigmatism_body_Create_0				
gml_Object_obj_astigmatism_body_Draw_0				
gml_Object_obj_stromboli_Create_0				
gml_Object_obj_stromboli_Alarm_3				
gml_Object_obj_stromboli_Step_0				
gml_Object_obj_stromboli_Collision_743				
gml_Object_obj_stromboli_Other_11				
gml_Object_obj_astigmatismgen_Create_0				
gml_Object_obj_astigmatismgen_Alarm_2				
gml_Object_obj_astigmatismgen_Alarm_0				
gml_Object_obj_stromboligen_Create_0				
gml_Object_obj_stromboligen_Alarm_2				
gml_Object_obj_stromboligen_Alarm_0				
gml_Object_obj_sonbullet_Create_0				
gml_Object_obj_sonbullet_Step_0				
gml_Object_obj_sonbullet_Collision_743				
gml_Object_obj_astigmatism_bullet_Create_0				
gml_Object_obj_astigmatism_bullet_Destroy_0				
gml_Object_obj_astigmatism_bullet_Step_0				
gml_Object_obj_astigmatism_bullet_Collision_743				
gml_Object_obj_whimsalot_Create_0				
gml_Object_obj_whimsalot_Destroy_0				
gml_Object_obj_whimsalot_Alarm_9				
gml_Object_obj_whimsalot_Alarm_8				
gml_Object_obj_whimsalot_Alarm_6				
gml_Object_obj_whimsalot_Alarm_5				
gml_Object_obj_whimsalot_Alarm_3				
gml_Object_obj_whimsalot_Step_0				
gml_Object_obj_butterflybullet_2_Create_0				
gml_Object_obj_butterflybullet_2_Step_0				
gml_Object_obj_butterflybullet_2_Collision_743				
gml_Object_obj_whimsalot_body_Create_0				
gml_Object_obj_whimsalot_body_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_butterflybullet_gen_2_Create_0				
gml_Object_obj_butterflybullet_gen_2_Alarm_2				
gml_Object_obj_butterflybullet_gen_2_Alarm_0				
gml_Object_obj_butterflybullet_gen_Create_0				
gml_Object_obj_butterflybullet_gen_Alarm_0				
gml_Object_obj_butterflybullet_Create_0				
gml_Object_obj_butterflybullet_Step_0				
gml_Object_obj_butterflybullet_Collision_743				
gml_Object_obj_battlebomb_body_Create_0				
gml_Object_obj_battlebomb_body_Draw_0				
gml_Object_obj_battlebomb_Create_0				
gml_Object_obj_battlebomb_Destroy_0				
gml_Object_obj_battlebomb_Alarm_9				
gml_Object_obj_battlebomb_Alarm_8				
gml_Object_obj_battlebomb_Alarm_6				
gml_Object_obj_battlebomb_Alarm_5				
gml_Object_obj_battlebomb_Alarm_4				
gml_Object_obj_battlebomb_Alarm_3				
gml_Object_obj_battlebomb_Step_0				
gml_Object_obj_ratingsmaster_Create_0				
gml_Object_obj_ratingsmaster_Alarm_5				
gml_Object_obj_ratingsmaster_Other_11				
gml_Object_obj_ratingsmaster_Other_10				
gml_Object_obj_ratingsmaster_Draw_0				
gml_Object_obj_mettatonex_Create_0				
gml_Object_obj_mettatonex_Alarm_9				
gml_Object_obj_mettatonex_Alarm_8				
gml_Object_obj_mettatonex_Alarm_6				
gml_Object_obj_mettatonex_Alarm_4				
gml_Object_obj_mettatonex_Alarm_3				
gml_Object_obj_mettatonex_Step_0				
gml_Object_obj_mettatonex_Other_11				
gml_Object_obj_mettatonex_Draw_0				
gml_Object_obj_stagecloud_Create_0				
gml_Object_obj_stagecloud_Step_0				
gml_Object_obj_mett_bossintro_Create_0				
gml_Object_obj_mett_bossintro_Alarm_4				
gml_Object_obj_mett_bossintro_Step_0				
gml_Object_obj_mett_bossintro_Draw_0				
gml_Object_obj_mettshine_Create_0				
gml_Object_obj_mettshine_Other_7				
gml_Object_obj_falloffimb_Create_0				
gml_Object_obj_falloffimb_Step_0				
gml_Object_obj_mettb_body_Create_0				
gml_Object_obj_mettb_body_Alarm_6				
gml_Object_obj_mettb_body_Alarm_5				
gml_Object_obj_mettb_body_Alarm_2				
gml_Object_obj_mettb_body_Other_13				
gml_Object_obj_mettb_body_Other_12				
gml_Object_obj_mettb_body_Other_11				
gml_Object_obj_mettb_body_Other_10				
gml_Object_obj_mettb_body_Draw_0				
gml_Object_obj_essaystuff_Create_0				
gml_Object_obj_essaystuff_Alarm_0				
gml_Object_obj_essaystuff_Draw_0				
gml_Object_obj_startroom_pl_Create_0				
gml_Object_obj_startroom_pl_Draw_0				
gml_Object_obj_startroom_pl_KeyPress_32				
gml_Object_obj_gameover_test_pl_Create_0				
gml_Object_obj_gameover_test_pl_Keyboard_32				
gml_Object_obj_gameover_test_pl_Draw_0				
gml_Object_obj_nextbattle_pl_Draw_0				
gml_Object_obj_nextbattle_pl_KeyPress_72				
gml_Object_obj_nextbattle_pl_KeyPress_32				
gml_Object_obj_metttestbulletparent_Step_2				
gml_Object_obj_metttestbulletparent_Other_21				
gml_Object_obj_mettattackgen_Create_0				
gml_Object_obj_mettattackgen_Alarm_2				
gml_Object_obj_mettattackgen_Alarm_0				
gml_Object_obj_mettattackgen_Step_0				
gml_Object_obj_mettattackgen_Draw_0				
gml_Object_obj_happybreaktime_Create_0				
gml_Object_obj_happybreaktime_Step_0				
gml_Object_obj_legline_l_Create_0				
gml_Object_obj_legline_l_Alarm_4				
gml_Object_obj_legline_l_Alarm_0				
gml_Object_obj_legline_l_Draw_0				
gml_Object_obj_legline_r_Create_0				
gml_Object_obj_legline_r_Alarm_4				
gml_Object_obj_legline_r_Alarm_0				
gml_Object_obj_legline_r_Draw_0				
gml_Object_obj_bulletblocker_Collision_743				
gml_Object_obj_bulletblocker_Collision_739				
gml_Object_obj_bulletbomb_Create_0				
gml_Object_obj_bulletbomb_Destroy_0				
gml_Object_obj_bulletbomb_Step_0				
gml_Object_obj_bulletbomb_Collision_743				
gml_Object_obj_bulletbomb_Collision_739				
gml_Object_obj_mettheart_parent_Step_2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_mettheart_1_Create_0				
gml_Object_obj_mettheart_1_Step_0				
gml_Object_obj_mettheart_1_Collision_739				
gml_Object_obj_mettheart_1_Other_11				
gml_Object_obj_mettheart_1_Other_10				
gml_Object_obj_mettheart_1_Draw_0				
gml_Object_obj_mettheart_2_Create_0				
gml_Object_obj_mettheart_2_Step_0				
gml_Object_obj_mettheart_2_Collision_739				
gml_Object_obj_mettheart_2_Other_11				
gml_Object_obj_mettheart_2_Other_10				
gml_Object_obj_mettheart_2_Draw_0				
gml_Object_obj_mettheart_3_Create_0				
gml_Object_obj_mettheart_3_Step_0				
gml_Object_obj_mettheart_3_Collision_739				
gml_Object_obj_mettheart_3_Other_11				
gml_Object_obj_mettheart_3_Other_10				
gml_Object_obj_mettheart_3_Draw_0				
gml_Object_obj_mettheart_4_Create_0				
gml_Object_obj_mettheart_4_Alarm_4				
gml_Object_obj_mettheart_4_Alarm_3				
gml_Object_obj_mettheart_4_Step_0				
gml_Object_obj_mettheart_4_Collision_739				
gml_Object_obj_mettheart_4_Other_11				
gml_Object_obj_mettheart_4_Other_10				
gml_Object_obj_mettheart_4_Draw_0				
gml_Object_obj_brokenpiece_Create_0				
gml_Object_obj_brokenpiece_Draw_0				
gml_Object_obj_discoball_pl_Create_0				
gml_Object_obj_discoball_pl_Alarm_0				
gml_Object_obj_discoball_pl_Collision_739				
gml_Object_obj_discoball_pl_Draw_0				
gml_Object_obj_bobskids_Create_0				
gml_Object_obj_bobskids_Step_0				
gml_Object_obj_bobskids_Collision_447				
gml_Object_obj_bobskids_Collision_446				
gml_Object_obj_bigbob_Create_0				
gml_Object_obj_eggbullet_pl_Create_0				
gml_Object_obj_eggbullet_pl_Step_0				
gml_Object_obj_eggbullet_pl_Collision_447				
gml_Object_obj_eggcarton_pl_Create_0				
gml_Object_obj_eggcarton_pl_Alarm_0				
gml_Object_obj_eggcarton_pl_Step_0				
gml_Object_obj_eggcarton_pl_Collision_446				
gml_Object_obj_eggcarton_pl_Other_10				
gml_Object_obj_mettfodder_Create_0				
gml_Object_obj_mettfodder_Alarm_4				
gml_Object_obj_mettfodder_Step_0				
gml_Object_obj_dancemett_Create_0				
gml_Object_obj_dancemett_Alarm_4				
gml_Object_obj_dancemett_Step_0				
gml_Object_obj_mettlightning_pl_Create_0				
gml_Object_obj_mettlightning_pl_Step_0				
gml_Object_obj_mettlightning_pl_Collision_743				
gml_Object_obj_kissybullet_pl_Create_0				
gml_Object_obj_kissybullet_pl_Step_0				
gml_Object_obj_kissybullet_pl_Collision_743				
gml_Object_obj_blackbox_rewinder_Create_0				
gml_Object_obj_blackbox_rewinder_Step_0				
gml_Object_obj_blackbox_rewinder_Draw_0				
gml_Object_obj_mettstick_Create_0				
gml_Object_obj_mettstick_Step_0				
gml_Object_obj_mettstick_Collision_446				
gml_Object_obj_mettstick_Other_11				
gml_Object_obj_metthand_l_Create_0				
gml_Object_obj_metthand_l_Draw_0				
gml_Object_obj_metthand_r_Create_0				
gml_Object_obj_metthand_r_Draw_0				
gml_Object_obj_mettleg_l_Create_0				
gml_Object_obj_mettleg_l_Alarm_0				
gml_Object_obj_mettleg_l_Collision_743				
gml_Object_obj_mettleg_l_Draw_0				
gml_Object_obj_mettleg_r_Create_0				
gml_Object_obj_mettleg_r_Alarm_0				
gml_Object_obj_mettleg_r_Collision_743				
gml_Object_obj_mettleg_r_Draw_0				
gml_Object_obj_plusbomb_explosion_Create_0				
gml_Object_obj_plusbomb_explosion_Draw_0				
gml_Object_obj_blackbox_pl_Create_0				
gml_Object_obj_blackbox_pl_Step_0				
gml_Object_obj_upbox_pl_Create_0				
gml_Object_obj_upbox_pl_Step_0				
gml_Object_obj_upbox_new_pl_Create_0				
gml_Object_obj_upbox_new_pl_Step_0				
gml_Object_obj_plusbomb_Create_0				
gml_Object_obj_plusbomb_Destroy_0				
gml_Object_obj_plusbomb_Step_0				
gml_Object_obj_plusbomb_Draw_0				
gml_Object_obj_heartshot_pl_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_heartshot_pl_Step_0				
gml_Object_obj_heart_pl_Create_0				
gml_Object_obj_heart_pl_Step_0				
gml_Object_obj_heart_pl_Draw_0				
gml_Object_obj_heart_pl_KeyPress_45				
gml_Object_obj_heart_pl_KeyPress_35				
gml_Object_obj_starburst_x_Create_0				
gml_Object_obj_starburst_x_Step_0				
gml_Object_obj_mettheart_burst_Create_0				
gml_Object_obj_mettheart_burst_Alarm_1				
gml_Object_obj_mettheart_burst_Step_0				
gml_Object_obj_mettaton_neo_Create_0				
gml_Object_obj_mettaton_neo_Destroy_0				
gml_Object_obj_mettaton_neo_Alarm_9				
gml_Object_obj_mettaton_neo_Alarm_8				
gml_Object_obj_mettaton_neo_Alarm_6				
gml_Object_obj_mettaton_neo_Alarm_5				
gml_Object_obj_mettaton_neo_Alarm_4				
gml_Object_obj_mettaton_neo_Alarm_3				
gml_Object_obj_mettaton_neo_Step_0				
gml_Object_obj_mneo_body_Create_0				
gml_Object_obj_mneo_body_Other_10				
gml_Object_obj_mneo_body_Draw_0				
gml_Object_obj_doodleball_Create_0				
gml_Object_obj_doodleball_Destroy_0				
gml_Object_obj_doodleball_Alarm_2				
gml_Object_obj_doodleball_Alarm_0				
gml_Object_obj_doodleball_Step_0				
gml_Object_obj_doodlebug_body_Create_0				
gml_Object_obj_doodlebug_body_Other_10				
gml_Object_obj_doodlebug_body_Draw_0				
gml_Object_obj_doodlebug_body_KeyPress_32				
gml_Object_obj_doodlebug_body_KeyPress_16				
gml_Object_obj_doodlebug_Create_0				
gml_Object_obj_doodlebug_Destroy_0				
gml_Object_obj_doodlebug_Alarm_9				
gml_Object_obj_doodlebug_Alarm_8				
gml_Object_obj_doodlebug_Alarm_6				
gml_Object_obj_doodlebug_Alarm_5				
gml_Object_obj_doodlebug_Alarm_3				
gml_Object_obj_doodlebug_Step_0				
gml_Object_obj_doodlebullet_Create_0				
gml_Object_obj_doodlebullet_Step_0				
gml_Object_obj_doodlebullet_Other_0				
gml_Object_obj_sorry_trashball_Create_0				
gml_Object_obj_sorry_trashball_Alarm_0				
gml_Object_obj_sorry_trashball_Step_2				
gml_Object_obj_sorry_trashball_Collision_743				
gml_Object_obj_sorry_trashball_Collision_456				
gml_Object_obj_sorrybody_Create_0				
gml_Object_obj_sorrybody_Other_11				
gml_Object_obj_sorrybody_Draw_0				
gml_Object_obj_sosorry_Create_0				
gml_Object_obj_sosorry_Destroy_0				
gml_Object_obj_sosorry_Alarm_10				
gml_Object_obj_sosorry_Alarm_9				
gml_Object_obj_sosorry_Alarm_8				
gml_Object_obj_sosorry_Alarm_6				
gml_Object_obj_sosorry_Alarm_4				
gml_Object_obj_sosorry_Alarm_3				
gml_Object_obj_sosorry_Step_0				
gml_Object_obj_sosorry_Other_12				
gml_Object_obj_randomhandgen_Create_0				
gml_Object_obj_randomhandgen_Alarm_0				
gml_Object_obj_randomhandgen_Step_2				
gml_Object_obj_handbulletgen_Create_0				
gml_Object_obj_handbulletgen_Alarm_0				
gml_Object_obj_handbullet_new_Create_0				
gml_Object_obj_handbullet_new_Alarm_1				
gml_Object_obj_handbullet_new_Alarm_0				
gml_Object_obj_handbullet_new_Step_2				
gml_Object_obj_handbullet_new_Step_0				
gml_Object_obj_handbullet_new_Other_10				
gml_Object_obj_firestormgen_Create_0				
gml_Object_obj_firestormgen_Alarm_0				
gml_Object_obj_firestormgen_Draw_0				
gml_Object_obj_asgorebulparent_Step_2				
gml_Object_obj_asgorebulparent_Other_10				
gml_Object_obj_asgoreattackgen_Create_0				
gml_Object_obj_asgoreattackgen_Alarm_0				
gml_Object_obj_asgoreattackgen_Step_2				
gml_Object_obj_sidedam_Create_0				
gml_Object_obj_sidedam_Alarm_4				
gml_Object_obj_sidedam_Draw_0				
gml_Object_obj_sinefiregen_asg_lv1_Create_0				
gml_Object_obj_sinefiregen_asg_lv1_Alarm_1				
gml_Object_obj_sinefiregen_asg_lv1_Alarm_0				
gml_Object_obj_sinefiregen_asg_lv1_Step_2				
gml_Object_obj_sinefiregen_asg_lv2_usethis_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_sinefiregen_asg_lv2_usethis_Alarm_1				
gml_Object_obj_sinefiregen_asg_lv2_usethis_Alarm_0				
gml_Object_obj_sinefiregen_asg_lv2_usethis_Step_2				
gml_Object_obj_sinefiregen_asglv3_Create_0				
gml_Object_obj_sinefiregen_asglv3_Alarm_1				
gml_Object_obj_sinefiregen_asglv3_Alarm_0				
gml_Object_obj_sinefiregen_asglv3_Step_2				
gml_Object_obj_helixfiregen_Create_0				
gml_Object_obj_helixfiregen_Alarm_0				
gml_Object_obj_helixfiregen_Step_2				
gml_Object_obj_cfiregen_Create_0				
gml_Object_obj_cfiregen_Alarm_0				
gml_Object_obj_cfiregen_Step_2				
gml_Object_obj_sided_fire_Create_0				
gml_Object_obj_sided_fire_Step_0				
gml_Object_obj_sided_fire_Draw_0				
gml_Object_obj_genericfire_Create_0				
gml_Object_obj_genericfire_Step_0				
gml_Object_obj_genericfire_Other_0				
gml_Object_obj_cfire_Create_0				
gml_Object_obj_cfire_Step_0				
gml_Object_obj_sinefire_asghelix_Create_0				
gml_Object_obj_sinefire_asghelix_Step_0				
gml_Object_obj_asgore_spearswipe_Create_0				
gml_Object_obj_asgore_spearswipe_Destroy_0				
gml_Object_obj_asgore_spearswipe_Alarm_2				
gml_Object_obj_asgore_spearswipe_Alarm_1				
gml_Object_obj_asgore_spearswipe_Alarm_0				
gml_Object_obj_asgore_spearswipe_Step_2				
gml_Object_obj_asgore_spearswipe_Step_0				
gml_Object_obj_asgore_spearswipe_Draw_0				
gml_Object_obj_asgore_spearswipegen_Create_0				
gml_Object_obj_asgore_spearswipegen_Destroy_0				
gml_Object_obj_asgore_spearswipegen_Alarm_3				
gml_Object_obj_asgore_spearswipegen_Alarm_2				
gml_Object_obj_asgore_spearswipegen_Alarm_1				
gml_Object_obj_asgore_spearswipegen_Other_12				
gml_Object_obj_asgore_spearswipegen_Other_11				
gml_Object_obj_asgore_spearswipegen_Other_7				
gml_Object_obj_eyeflash_Create_0				
gml_Object_obj_eyeflash_Other_7				
gml_Object_obj_asgoreb_Create_0				
gml_Object_obj_asgoreb_Alarm_9				
gml_Object_obj_asgoreb_Alarm_8				
gml_Object_obj_asgoreb_Alarm_6				
gml_Object_obj_asgoreb_Alarm_5				
gml_Object_obj_asgoreb_Alarm_3				
gml_Object_obj_asgoreb_Step_0				
gml_Object_obj_asgoreb_Draw_0				
gml_Object_obj_mercybutton_part_Create_0				
gml_Object_obj_mercybutton_part_Step_0				
gml_Object_obj_mercybutton_shatter_Other_10				
gml_Object_obj_asgorefakespear_Step_0				
gml_Object_obj_asgorefakespear_Collision_480				
gml_Object_obj_asgore_finalintro_Create_0				
gml_Object_obj_asgore_finalintro_Alarm_4				
gml_Object_obj_asgore_finalintro_Other_22				
gml_Object_obj_asgore_finalintro_Draw_0				
gml_Object_obj_purplegradienter_Create_0				
gml_Object_obj_purplegradienter_Draw_0				
gml_Object_obj_orangeparticlegen_Step_0				
gml_Object_obj_orangeparticle_Create_0				
gml_Object_obj_orangeparticle_Step_0				
gml_Object_obj_spearafterimage_Create_0				
gml_Object_obj_spearafterimage_Draw_0				
gml_Object_obj_spearafterimage2_Create_0				
gml_Object_obj_spearafterimage2_Draw_0				
gml_Object_obj_asgoreb_body_Create_0				
gml_Object_obj_asgoreb_body_Draw_0				
gml_Object_obj_asgorespear_Create_0				
gml_Object_obj_asgorespear_Draw_0				
gml_Object_obj_asgfakeheart_Create_0				
gml_Object_obj_asgfakeheart_Alarm_1				
gml_Object_obj_asgfakeheart_Step_0				
gml_Object_obj_asgfakeheart_Other_10				
gml_Object_obj_spinbullet_last_Create_0				
gml_Object_obj_spinbullet_last_Draw_0				
gml_Object_obj_spinbullet_lastgen_Create_0				
gml_Object_obj_spinbullet_lastgen_Alarm_0				
gml_Object_obj_spinbullet_lastgen_Step_0				
gml_Object_obj_asgore_lastcutscene_Create_0				
gml_Object_obj_asgore_lastcutscene_Alarm_4				
gml_Object_obj_asgore_lastcutscene_Alarm_2				
gml_Object_obj_asgore_lastcutscene_Alarm_0				
gml_Object_obj_asgore_lastcutscene_Draw_0				
gml_Object_obj_floweygonk_Create_0				
gml_Object_obj_floweygonk_Alarm_3				
gml_Object_obj_floweygonk_Alarm_2				
gml_Object_obj_floweygonk_Alarm_1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_floweygonk_Alarm_0				
gml_Object_obj_floweygonk_Draw_0				
gml_Object_obj_gameshake_Create_0				
gml_Object_obj_gameshake_Alarm_0				
gml_Object_obj_gameshake_Step_0				
gml_Object_obj_truechara_Create_0				
gml_Object_obj_truechara_Alarm_4				
gml_Object_obj_truechara_Step_0				
gml_Object_obj_truechara_Draw_0				
gml_Object_obj_truechara_KeyPress_32				
gml_Object_obj_truechara_KeyPress_13				
gml_Object_obj_sansbullet_parent_Create_0				
gml_Object_obj_sansbullet_parent_Collision_743				
gml_Object_obj_sansbullet_parent_Other_17				
gml_Object_obj_gasterblaster_Create_0				
gml_Object_obj_gasterblaster_Alarm_4				
gml_Object_obj_gasterblaster_Collision_743				
gml_Object_obj_gasterblaster_Draw_0				
gml_Object_obj_sans_bonebul_Create_0				
gml_Object_obj_sans_bonebul_Collision_743				
gml_Object_obj_sans_bonebul_Other_20				
gml_Object_obj_sans_bonebul_Other_12				
gml_Object_obj_sans_bonebul_Draw_0				
gml_Object_obj_bonewall_Step_0				
gml_Object_obj_bonewall_Draw_0				
gml_Object_obj_bonestab_Create_0				
gml_Object_obj_bonestab_Alarm_0				
gml_Object_obj_bonestab_Draw_0				
gml_Object_obj_boneloop_v_Create_0				
gml_Object_obj_boneloop_v_Step_0				
gml_Object_obj_boneloop_v_Draw_0				
gml_Object_obj_menubone_bottom_Create_0				
gml_Object_obj_menubone_bottom_Alarm_0				
gml_Object_obj_menubone_bottom_Step_0				
gml_Object_obj_menubone_bottom_Collision_743				
gml_Object_obj_menubone_Create_0				
gml_Object_obj_menubone_Step_0				
gml_Object_obj_menubone_Collision_743				
gml_Object_obj_s_fakefightbt_Create_0				
gml_Object_obj_s_fakefightbt_Step_0				
gml_Object_obj_s_fakefightbt_Collision_743				
gml_Object_obj_emptyborder_s_Create_0				
gml_Object_obj_emptyborder_s_Step_0				
gml_Object_obj_emptyborder_s_Other_10				
gml_Object_obj_sans_z_battle_Create_0				
gml_Object_obj_sans_z_battle_Step_0				
gml_Object_obj_strike_temp_Create_0				
gml_Object_obj_strike_temp_Other_7				
gml_Object_obj_menubone_maker_Create_0				
gml_Object_obj_menubone_maker_Alarm_5				
gml_Object_obj_menubone_maker_Alarm_4				
gml_Object_obj_menubone_maker_Alarm_3				
gml_Object_obj_menubone_maker_Alarm_2				
gml_Object_obj_menubone_maker_Alarm_1				
gml_Object_obj_menubone_maker_Alarm_0				
gml_Object_obj_sansshadowgen_Create_0				
gml_Object_obj_sansshadowgen_Alarm_1				
gml_Object_obj_sansshadowgen_Alarm_0				
gml_Object_obj_sansshadowgen_Other_10				
gml_Object_obj_sansshadowgen_Draw_0				
gml_Object_obj_sans_shaker_Create_0				
gml_Object_obj_sans_shaker_Alarm_0				
gml_Object_obj_sans_shaker_Other_10				
gml_Object_obj_vplatgen_Create_0				
gml_Object_obj_vplatgen_Alarm_6				
gml_Object_obj_vplatgen_Alarm_5				
gml_Object_obj_vplatgen_Alarm_3				
gml_Object_obj_3platgen_Create_0				
gml_Object_obj_3platgen_Alarm_3				
gml_Object_obj_3platgen_Alarm_2				
gml_Object_obj_3platgen_Alarm_1				
gml_Object_obj_3platgen_Alarm_0				
gml_Object_obj_boneplat_Create_0				
gml_Object_obj_boneplat_Destroy_0				
gml_Object_obj_boneplat_Draw_0				
gml_Object_obj_heart_sansbattle_Create_0				
gml_Object_obj_heart_sansbattle_Step_0				
gml_Object_obj_heart_sansbattle_Other_17				
gml_Object_obj_sansb_body_Create_0				
gml_Object_obj_sansb_body_Alarm_8				
gml_Object_obj_sansb_body_Alarm_7				
gml_Object_obj_sansb_body_Alarm_6				
gml_Object_obj_sansb_body_Alarm_5				
gml_Object_obj_sansb_body_Other_23				
gml_Object_obj_sansb_body_Other_22				
gml_Object_obj_sansb_body_Other_21				
gml_Object_obj_sansb_body_Other_20				
gml_Object_obj_sansb_body_Other_12				
gml_Object_obj_sansb_body_Other_10				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_sansb_body_Draw_0				
gml_Object_obj_gasterbl_gen_Create_0				
gml_Object_obj_gasterbl_gen_Alarm_0				
gml_Object_obj_sansb_Create_0				
gml_Object_obj_sansb_Destroy_0				
gml_Object_obj_sansb_Alarm_9				
gml_Object_obj_sansb_Alarm_6				
gml_Object_obj_sansb_Alarm_5				
gml_Object_obj_sansb_Alarm_4				
gml_Object_obj_sansb_Alarm_3				
gml_Object_obj_sansb_Step_0				
gml_Object_obj_white_ender_Create_0				
gml_Object_obj_white_ender_Alarm_0				
gml_Object_obj_black_ender_Create_0				
gml_Object_obj_black_ender_Alarm_0				
gml_Object_obj_black_ender_Draw_0				
gml_Object_obj_flowey_wilt_Create_0				
gml_Object_obj_flowey_wilt_Alarm_9				
gml_Object_obj_flowey_wilt_Alarm_8				
gml_Object_obj_flowey_wilt_Alarm_7				
gml_Object_obj_flowey_wilt_Alarm_6				
gml_Object_obj_flowey_wilt_Alarm_5				
gml_Object_obj_flowey_wilt_Alarm_4				
gml_Object_obj_flowey_wilt_Alarm_2				
gml_Object_obj_flowey_wilt_Step_0				
gml_Object_obj_flowey_wilt_Other_12				
gml_Object_obj_flowey_wilt_Other_11				
gml_Object_obj_storybattle_gen_Create_0				
gml_Object_obj_storybattle_gen_Alarm_4				
gml_Object_obj_storybattle_gen_Step_0				
gml_Object_obj_storybattle_gen_Draw_0				
gml_Object_obj_melonbulgen_Create_0				
gml_Object_obj_melonbullet_Create_0				
gml_Object_obj_melonbullet_Step_0				
gml_Object_obj_melonbullet_Other_0				
gml_Object_obj_melontooth_Create_0				
gml_Object_obj_melontooth_Step_0				
gml_Object_obj_meloneye_Create_0				
gml_Object_obj_meloneye_Alarm_0				
gml_Object_obj_meloneye_Draw_0				
gml_Object_obj_lemonbread_Create_0				
gml_Object_obj_lemonbread_Destroy_0				
gml_Object_obj_lemonbread_Alarm_9				
gml_Object_obj_lemonbread_Alarm_8				
gml_Object_obj_lemonbread_Alarm_7				
gml_Object_obj_lemonbread_Alarm_6				
gml_Object_obj_lemonbread_Alarm_5				
gml_Object_obj_lemonbread_Alarm_3				
gml_Object_obj_lemonbread_Step_0				
gml_Object_obj_lemonbread_body_Create_0				
gml_Object_obj_lemonbread_body_Other_10				
gml_Object_obj_lemonbread_body_Draw_0				
gml_Object_obj_amalgambul_parent_Step_2				
gml_Object_obj_amalgambul_parent_Other_16				
gml_Object_obj_clawfailuregen_Create_0				
gml_Object_obj_clawfailuregen_Alarm_0				
gml_Object_obj_clawbullet_failure_Create_0				
gml_Object_obj_clawbullet_gravityfailure_Create_0				
gml_Object_obj_clawbullet_gravityfailure_Step_0				
gml_Object_obj_strangeman_head_Create_0				
gml_Object_obj_strangeman_head_Step_0				
gml_Object_obj_strangeman_head_Collision_548				
gml_Object_obj_butterflyhead_Create_0				
gml_Object_obj_butterflyhead_Alarm_6				
gml_Object_obj_butterflyhead_Alarm_5				
gml_Object_obj_butterflyhead_Alarm_1				
gml_Object_obj_butterflyhead_Alarm_0				
gml_Object_obj_butterflyhead_Step_0				
gml_Object_obj_strangeman_headloss_Create_0				
gml_Object_obj_strangeman_headloss_Alarm_6				
gml_Object_obj_strangeman_headloss_Alarm_5				
gml_Object_obj_strangeman_headloss_Alarm_1				
gml_Object_obj_strangeman_headloss_Alarm_0				
gml_Object_obj_strangeman_headloss_Step_2				
gml_Object_obj_strangeman_headloss_Draw_0				
gml_Object_obj_strangeman_butterfly_Create_0				
gml_Object_obj_strangeman_butterfly_Alarm_6				
gml_Object_obj_strangeman_butterfly_Alarm_0				
gml_Object_obj_strangeman_butterfly_Step_0				
gml_Object_obj_strangeman_butterfly_Other_0				
gml_Object_obj_strangeman_intro_Create_0				
gml_Object_obj_strangeman_intro_Alarm_5				
gml_Object_obj_strangeman_intro_Alarm_4				
gml_Object_obj_strangeman_intro_Draw_0				
gml_Object_obj_insanetri_Create_0				
gml_Object_obj_insanetri_Draw_0				
gml_Object_obj_insanesq_Create_0				
gml_Object_obj_insanesq_Draw_0				
gml_Object_obj_freakbulletgen_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_freakbulletgen_Alarm_0				
gml_Object_obj_freakbullet_Create_0				
gml_Object_obj_freakbullet_Alarm_4				
gml_Object_obj_freakbullet_Step_2				
gml_Object_obj_freakbullet_Step_0				
gml_Object_obj_dogmissle_Create_0				
gml_Object_obj_dogmissle_Alarm_0				
gml_Object_obj_dogmissle_Draw_0				
gml_Object_obj_amalgam_laserdog_Create_0				
gml_Object_obj_amalgam_laserdog_Alarm_6				
gml_Object_obj_amalgam_laserdog_Alarm_5				
gml_Object_obj_amalgam_laserdog_Alarm_4				
gml_Object_obj_amalgam_laserdog_Step_0				
gml_Object_obj_amalgam_laserdog_Other_13				
gml_Object_obj_amalgam_rocketdog_Create_0				
gml_Object_obj_amalgam_rocketdog_Alarm_6				
gml_Object_obj_amalgam_rocketdog_Alarm_5				
gml_Object_obj_amalgam_rocketdog_Alarm_4				
gml_Object_obj_amalgam_rocketdog_Step_0				
gml_Object_obj_amalgam_tooth_Create_0				
gml_Object_obj_amalgam_tooth_Alarm_4				
gml_Object_obj_amalgam_tooth_Alarm_2				
gml_Object_obj_amalgam_tooth_Alarm_0				
gml_Object_obj_amalgam_tooth_Step_0				
gml_Object_obj_amalgam_tooth_Collision_743				
gml_Object_obj_amalgam_tooth_Draw_0				
gml_Object_obj_amalgam_biter_Create_0				
gml_Object_obj_amalgam_biter_Alarm_4				
gml_Object_obj_amalgam_biter_Other_11				
gml_Object_obj_amalgam_biter_Draw_0				
gml_Object_obj_heart_deletelater_Create_0				
gml_Object_obj_heart_deletelater_Draw_0				
gml_Object_obj_heart_deletelater_KeyPress_17				
gml_Object_obj_reaperbird_body_Create_0				
gml_Object_obj_reaperbird_body_Draw_0				
gml_Object_obj_reaperbird_Create_0				
gml_Object_obj_reaperbird_Destroy_0				
gml_Object_obj_reaperbird_Alarm_9				
gml_Object_obj_reaperbird_Alarm_8				
gml_Object_obj_reaperbird_Alarm_6				
gml_Object_obj_reaperbird_Alarm_5				
gml_Object_obj_reaperbird_Alarm_3				
gml_Object_obj_reaperbird_Step_0				
gml_Object_obj_snowdrakemom_body_Create_0				
gml_Object_obj_snowdrakemom_body_Alarm_0				
gml_Object_obj_snowdrakemom_body_Step_0				
gml_Object_obj_snowdrakemom_Create_0				
gml_Object_obj_snowdrakemom_Destroy_0				
gml_Object_obj_snowdrakemom_Alarm_9				
gml_Object_obj_snowdrakemom_Alarm_8				
gml_Object_obj_snowdrakemom_Alarm_6				
gml_Object_obj_snowdrakemom_Alarm_5				
gml_Object_obj_snowdrakemom_Alarm_3				
gml_Object_obj_snowdrakemom_Alarm_0				
gml_Object_obj_snowdrakemom_Step_0				
gml_Object_obj_memoryhead_body_Create_0				
gml_Object_obj_memoryhead_body_Alarm_2				
gml_Object_obj_memoryhead_body_Alarm_1				
gml_Object_obj_memoryhead_body_Alarm_0				
gml_Object_obj_memoryhead_body_Other_10				
gml_Object_obj_memoryhead_body_Draw_0				
gml_Object_obj_memoryhead_Create_0				
gml_Object_obj_memoryhead_Destroy_0				
gml_Object_obj_memoryhead_Alarm_9				
gml_Object_obj_memoryhead_Alarm_8				
gml_Object_obj_memoryhead_Alarm_6				
gml_Object_obj_memoryhead_Alarm_5				
gml_Object_obj_memoryhead_Alarm_3				
gml_Object_obj_memoryhead_Step_0				
gml_Object_obj_endogeny_Create_0				
gml_Object_obj_endogeny_Destroy_0				
gml_Object_obj_endogeny_Alarm_9				
gml_Object_obj_endogeny_Alarm_8				
gml_Object_obj_endogeny_Alarm_6				
gml_Object_obj_endogeny_Alarm_5				
gml_Object_obj_endogeny_Alarm_3				
gml_Object_obj_endogeny_Step_0				
gml_Object_obj_endogeny_body_Create_0				
gml_Object_obj_endogeny_body_Draw_0				
gml_Object_obj_screenwhiter_Create_0				
gml_Object_obj_screenwhiter_Draw_0				
gml_Object_obj_ripoff_undyne_Create_0				
gml_Object_obj_ripoff_undyne_Destroy_0				
gml_Object_obj_ripoff_undyne_Alarm_11				
gml_Object_obj_ripoff_undyne_Alarm_9				
gml_Object_obj_ripoff_undyne_Alarm_8				
gml_Object_obj_ripoff_undyne_Alarm_7				
gml_Object_obj_ripoff_undyne_Alarm_6				
gml_Object_obj_ripoff_undyne_Alarm_5				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_ripoff_undyne_Alarm_3				
gml_Object_obj_ripoff_undyne_Step_0				
gml_Object_obj_ripoff_undyne_Other_12				
gml_Object_obj_ripoff_papyrus_Create_0				
gml_Object_obj_ripoff_papyrus_Destroy_0				
gml_Object_obj_ripoff_papyrus_Alarm_11				
gml_Object_obj_ripoff_papyrus_Alarm_9				
gml_Object_obj_ripoff_papyrus_Alarm_8				
gml_Object_obj_ripoff_papyrus_Alarm_6				
gml_Object_obj_ripoff_papyrus_Alarm_5				
gml_Object_obj_ripoff_papyrus_Alarm_3				
gml_Object_obj_ripoff_papyrus_Step_0				
gml_Object_obj_ripoff_sans_Create_0				
gml_Object_obj_ripoff_sans_Destroy_0				
gml_Object_obj_ripoff_sans_Alarm_9				
gml_Object_obj_ripoff_sans_Alarm_8				
gml_Object_obj_ripoff_sans_Alarm_6				
gml_Object_obj_ripoff_sans_Alarm_5				
gml_Object_obj_ripoff_sans_Alarm_3				
gml_Object_obj_ripoff_sans_Step_0				
gml_Object_obj_ripoff_alphys_Create_0				
gml_Object_obj_ripoff_alphys_Destroy_0				
gml_Object_obj_ripoff_alphys_Alarm_11				
gml_Object_obj_ripoff_alphys_Alarm_9				
gml_Object_obj_ripoff_alphys_Alarm_8				
gml_Object_obj_ripoff_alphys_Alarm_6				
gml_Object_obj_ripoff_alphys_Alarm_5				
gml_Object_obj_ripoff_alphys_Alarm_3				
gml_Object_obj_ripoff_alphys_Step_0				
gml_Object_obj_ripoff_toriel_Create_0				
gml_Object_obj_ripoff_toriel_Destroy_0				
gml_Object_obj_ripoff_toriel_Alarm_11				
gml_Object_obj_ripoff_toriel_Alarm_9				
gml_Object_obj_ripoff_toriel_Alarm_8				
gml_Object_obj_ripoff_toriel_Alarm_6				
gml_Object_obj_ripoff_toriel_Alarm_5				
gml_Object_obj_ripoff_toriel_Alarm_3				
gml_Object_obj_ripoff_toriel_Step_0				
gml_Object_obj_ripoff_asgore_Create_0				
gml_Object_obj_ripoff_asgore_Destroy_0				
gml_Object_obj_ripoff_asgore_Alarm_9				
gml_Object_obj_ripoff_asgore_Alarm_8				
gml_Object_obj_ripoff_asgore_Alarm_6				
gml_Object_obj_ripoff_asgore_Alarm_5				
gml_Object_obj_ripoff_asgore_Alarm_3				
gml_Object_obj_ripoff_asgore_Step_0				
gml_Object_obj_asrielb_Create_0				
gml_Object_obj_asrielb_Destroy_0				
gml_Object_obj_asrielb_Alarm_10				
gml_Object_obj_asrielb_Alarm_9				
gml_Object_obj_asrielb_Alarm_8				
gml_Object_obj_asrielb_Alarm_6				
gml_Object_obj_asrielb_Alarm_3				
gml_Object_obj_asrielb_Step_0				
gml_Object_obj_asrielb_Other_11				
gml_Object_obj_asrielb_Draw_0				
gml_Object_obj_asrielfinal_Create_0				
gml_Object_obj_asrielfinal_Destroy_0				
gml_Object_obj_asrielfinal_Alarm_11				
gml_Object_obj_asrielfinal_Alarm_9				
gml_Object_obj_asrielfinal_Alarm_8				
gml_Object_obj_asrielfinal_Alarm_3				
gml_Object_obj_asrielfinal_Step_0				
gml_Object_obj_asrielfinal_Other_13				
gml_Object_obj_asrielfinal_Other_12				
gml_Object_obj_asrielfinal_Other_11				
gml_Object_obj_asrielfinal_Other_10				
gml_Object_obj_asrielpanels_Create_0				
gml_Object_obj_asrielpanels_Alarm_5				
gml_Object_obj_asrielpanels_Other_10				
gml_Object_obj_asrielpanels_Draw_0				
gml_Object_obj_heart_another_Step_0				
gml_Object_obj_afinal_body_Create_0				
gml_Object_obj_afinal_body_Alarm_11				
gml_Object_obj_afinal_body_Alarm_10				
gml_Object_obj_afinal_body_Alarm_9				
gml_Object_obj_afinal_body_Other_5				
gml_Object_obj_afinal_body_Draw_0				
gml_Object_obj_asriel_body_Create_0				
gml_Object_obj_asriel_body_Alarm_8				
gml_Object_obj_asriel_body_Alarm_7				
gml_Object_obj_asriel_body_Alarm_6				
gml_Object_obj_asriel_body_Alarm_5				
gml_Object_obj_asriel_body_Alarm_0				
gml_Object_obj_asriel_body_Other_11				
gml_Object_obj_asriel_body_Other_5				
gml_Object_obj_asriel_body_Draw_0				
gml_Object_obj_roundedge_Create_0				
gml_Object_obj_roundedge_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_afterimage_asriel_Create_0				
gml_Object_obj_afterimage_asriel_Draw_0				
gml_Object_obj_handlightning_Create_0				
gml_Object_obj_handlightning_Alarm_0				
gml_Object_obj_handlightning_Step_0				
gml_Object_obj_ultimatarget_Create_0				
gml_Object_obj_ultimatarget_Step_0				
gml_Object_obj_blastorb_Create_0				
gml_Object_obj_blastorb_Step_0				
gml_Object_obj_blastorb_Other_11				
gml_Object_obj_ultimagen_Create_0				
gml_Object_obj_ultimagen_Step_0				
gml_Object_obj_ultimagen_Keyboard_32				
gml_Object_obj_ultimagen_Other_19				
gml_Object_obj_ultimagen_Other_18				
gml_Object_obj_ultimabullet_Create_0				
gml_Object_obj_ultimabullet_Alarm_5				
gml_Object_obj_ultimabullet_Collision_743				
gml_Object_obj_ultimabullet_Other_11				
gml_Object_obj_ultimabullet_Draw_0				
gml_Object_obj_lastbeam_Create_0				
gml_Object_obj_lastbeam_Destroy_0				
gml_Object_obj_lastbeam_Alarm_5				
gml_Object_obj_lastbeam_Draw_0				
gml_Object_obj_explodestar_Create_0				
gml_Object_obj_explodestar_Step_0				
gml_Object_obj_regstar_blt_Create_0				
gml_Object_obj_regstar_blt_Step_0				
gml_Object_obj_regstar_blt_Collision_743				
gml_Object_obj_regstar_blt_Other_0				
gml_Object_obj_stormstar_gen_Create_0				
gml_Object_obj_stormstar_gen_Destroy_0				
gml_Object_obj_stormstar_gen_Alarm_3				
gml_Object_obj_stormstar_gen_Alarm_2				
gml_Object_obj_stormstar_gen_Alarm_1				
gml_Object_obj_stormstar_gen_Alarm_0				
gml_Object_obj_stormstar_gen_Other_12				
gml_Object_obj_stormstar_gen_Other_11				
gml_Object_obj_stormstar_gen_Draw_0				
gml_Object_obj_stormstar_Create_0				
gml_Object_obj_stormstar_Alarm_4				
gml_Object_obj_stormstar_Alarm_1				
gml_Object_obj_stormstar_Step_0				
gml_Object_obj_stormstar_Other_13				
gml_Object_obj_stormstar_Draw_0				
gml_Object_obj_gunarm_bolt_Create_0				
gml_Object_obj_gunarm_bolt_Alarm_0				
gml_Object_obj_gunarm_bolt_Collision_743				
gml_Object_obj_gunarm_bolt_Other_0				
gml_Object_obj_gunarm_firepattern_Create_0				
gml_Object_obj_gunarm_firepattern_Destroy_0				
gml_Object_obj_gunarm_firepattern_Alarm_5				
gml_Object_obj_gunarm_firepattern_Step_0				
gml_Object_obj_gunarm_firepattern_Other_11				
gml_Object_obj_gunarm_firepattern_Other_10				
gml_Object_obj_gunarm_firepattern_Draw_0				
gml_Object_obj_rainbowtarget_Create_0				
gml_Object_obj_rainbowtarget_Alarm_0				
gml_Object_obj_rainbowbolt_testgen_Mouse_54				
gml_Object_obj_rainbowbolt_testgen_Mouse_50				
gml_Object_obj_rainbowbolt_realgen_Create_0				
gml_Object_obj_rainbowbolt_realgen_Destroy_0				
gml_Object_obj_rainbowbolt_realgen_Step_0				
gml_Object_obj_rainbowbolt_realgen_Other_11				
gml_Object_obj_rainbowbolt_realgen_Other_10				
gml_Object_obj_rainbowbolt_Create_0				
gml_Object_obj_rainbowbolt_Step_0				
gml_Object_obj_rainbowbolt_Collision_743				
gml_Object_obj_rainbowbolt_Draw_0				
gml_Object_obj_swordtwinkle_Create_0				
gml_Object_obj_swordtwinkle_Alarm_0				
gml_Object_obj_swordtwinkle_Step_0				
gml_Object_obj_swordtwinkle_Collision_743				
gml_Object_obj_swordtwinkle_Other_0				
gml_Object_obj_asriel_swordmaster_Create_0				
gml_Object_obj_asriel_swordmaster_Destroy_0				
gml_Object_obj_asriel_swordmaster_Alarm_6				
gml_Object_obj_asriel_swordmaster_Alarm_5				
gml_Object_obj_asriel_swordmaster_Step_0				
gml_Object_obj_asriel_swordmaster_Other_19				
gml_Object_obj_asriel_swordmaster_Other_18				
gml_Object_obj_asriel_swordmaster_Other_17				
gml_Object_obj_asriel_swordmaster_Other_16				
gml_Object_obj_asriel_swordmaster_Other_15				
gml_Object_obj_asriel_swordmaster_Other_13				
gml_Object_obj_asriel_swordmaster_Other_12				
gml_Object_obj_asriel_swordarm_Create_0				
gml_Object_obj_asriel_swordarm_Alarm_1				
gml_Object_obj_asriel_swordarm_Alarm_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_asriel_swordarm_Step_2				
gml_Object_obj_asriel_swordarm_Draw_0				
gml_Object_obj_asbulletparent_Other_17				
gml_Object_obj_hg_wholescreen_Create_0				
gml_Object_obj_hg_wholescreen_Draw_0				
gml_Object_obj_hg_debris_Create_0				
gml_Object_obj_hg_debris_Step_0				
gml_Object_obj_hg_debris_Collision_743				
gml_Object_obj_hg_body_Create_0				
gml_Object_obj_hg_body_Alarm_6				
gml_Object_obj_hg_body_Alarm_4				
gml_Object_obj_hg_body_Draw_0				
gml_Object_obj_migospel_Create_0				
gml_Object_obj_migospel_Destroy_0				
gml_Object_obj_migospel_Alarm_9				
gml_Object_obj_migospel_Alarm_8				
gml_Object_obj_migospel_Alarm_6				
gml_Object_obj_migospel_Alarm_5				
gml_Object_obj_migospel_Alarm_3				
gml_Object_obj_migospel_Step_0				
gml_Object_obj_migospel_body_Create_0				
gml_Object_obj_migospel_body_Draw_0				
gml_Object_obj_parsnik_Create_0				
gml_Object_obj_parsnik_Destroy_0				
gml_Object_obj_parsnik_Alarm_9				
gml_Object_obj_parsnik_Alarm_8				
gml_Object_obj_parsnik_Alarm_6				
gml_Object_obj_parsnik_Alarm_5				
gml_Object_obj_parsnik_Alarm_3				
gml_Object_obj_parsnik_Step_0				
gml_Object_obj_parsnik_body_Create_0				
gml_Object_obj_parsnik_body_Draw_0				
gml_Object_obj_moldessa_body_Create_0				
gml_Object_obj_moldessa_body_Other_10				
gml_Object_obj_moldessa_body_Draw_0				
gml_Object_obj_moldessa_Create_0				
gml_Object_obj_moldessa_Destroy_0				
gml_Object_obj_moldessa_Alarm_9				
gml_Object_obj_moldessa_Alarm_8				
gml_Object_obj_moldessa_Alarm_6				
gml_Object_obj_moldessa_Alarm_5				
gml_Object_obj_moldessa_Alarm_3				
gml_Object_obj_moldessa_Step_0				
gml_Object_obj_torboss_2ndtime_Create_0				
gml_Object_obj_torboss_2ndtime_Alarm_4				
gml_Object_obj_torboss_2ndtime_Alarm_1				
gml_Object_obj_torboss_2ndtime_Draw_0				
gml_Object_obj_hard_dog_Create_0				
gml_Object_obj_hard_dog_Step_0				
gml_Object_obj_monster_extrabody_Create_0				
gml_Object_obj_monster_extrabody_Alarm_0				
gml_Object_obj_monster_extrabody_Draw_0				
gml_Object_obj_basicmonster_Create_0				
gml_Object_obj_basicmonster_Destroy_0				
gml_Object_obj_basicmonster_Alarm_9				
gml_Object_obj_basicmonster_Alarm_8				
gml_Object_obj_basicmonster_Alarm_6				
gml_Object_obj_basicmonster_Alarm_5				
gml_Object_obj_basicmonster_Alarm_3				
gml_Object_obj_basicmonster_Step_0				
gml_Object_obj_torielflame_X_Create_0				
gml_Object_obj_torielflame_X_Alarm_1				
gml_Object_obj_torielflame_X_Alarm_0				
gml_Object_obj_torielflame_X_Collision_198				
gml_Object_obj_radialfakegen_Create_0				
gml_Object_obj_radialfakegen_Alarm_0				
gml_Object_obj_radialfakegen_Step_0				
gml_Object_obj_radialfakegenx_Create_0				
gml_Object_obj_radialfakegenx_Alarm_0				
gml_Object_obj_radialfakegenx_Step_0				
gml_Object_obj_friendlypellet_Create_0				
gml_Object_obj_friendlypellet_Alarm_0				
gml_Object_obj_friendlypellet_Step_0				
gml_Object_obj_friendlypellet_Collision_748				
gml_Object_obj_friendlypellet_Other_0				
gml_Object_obj_fakepellet_Create_0				
gml_Object_obj_fakepellet_Alarm_0				
gml_Object_obj_fakepellet_Step_0				
gml_Object_obj_fakepellet_Collision_748				
gml_Object_obj_fakepellet_Other_0				
gml_Object_blt_chasefire1_Create_0				
gml_Object_blt_chasefire1_Alarm_2				
gml_Object_blt_chasefire1_Alarm_1				
gml_Object_blt_chasefire1_Step_0				
gml_Object_blt_chasefire1_Collision_761				
gml_Object_blt_chasefire1_Collision_760				
gml_Object_blt_chasefire1_Collision_759				
gml_Object_blt_chasefire1_Collision_758				
gml_Object_blt_chasefire1_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_blt_floatfire_Create_0				
gml_Object_blt_chasefire2_Create_0				
gml_Object_blt_chasefire2_Step_0				
gml_Object_blt_chasefire2_Collision_761				
gml_Object_blt_chasefire2_Collision_760				
gml_Object_blt_chasefire2_Collision_759				
gml_Object_blt_chasefire2_Collision_758				
gml_Object_blt_chasefire2_Draw_0				
gml_Object_blt_handbullet1_Create_0				
gml_Object_blt_handbullet1_Destroy_0				
gml_Object_blt_handbullet1_Alarm_1				
gml_Object_blt_handbullet1_Alarm_0				
gml_Object_blt_handbullet1_Step_2				
gml_Object_blt_handbullet1_Colllision_761				
gml_Object_blt_handbullet1_Colllision_760				
gml_Object_blt_handbullet1_Colllision_759				
gml_Object_blt_handbullet1_Colllision_758				
gml_Object_blt_handbullet1_Draw_0				
gml_Object_blt_handbullet2_Create_0				
gml_Object_blt_handbullet2_Destroy_0				
gml_Object_blt_handbullet2_Alarm_1				
gml_Object_blt_handbullet2_Alarm_0				
gml_Object_blt_handbullet2_Step_2				
gml_Object_blt_handbullet2_Collision_761				
gml_Object_blt_handbullet2_Collision_760				
gml_Object_blt_handbullet2_Collision_759				
gml_Object_blt_handbullet2_Collision_758				
gml_Object_blt_handbullet2_Draw_0				
gml_Object_blt_hoopbullet1_Create_0				
gml_Object_blt_hoopbullet1_Alarm_3				
gml_Object_blt_hoopbullet1_Alarm_2				
gml_Object_blt_hoopbullet1_Alarm_1				
gml_Object_blt_hoopbullet1_Step_0				
gml_Object_blt_firehelix1_Create_0				
gml_Object_blt_firehelix1_Step_0				
gml_Object_blt_firehelix1_Collision_761				
gml_Object_blt_minihelix_Create_0				
gml_Object_blt_minihelix_Step_0				
gml_Object_blt_minihelix_Collision_761				
gml_Object_blt_avoidfire_Create_0				
gml_Object_blt_avoidfire_Step_2				
gml_Object_blt_avoidfire_Other_0				
gml_Object_blt_hoopbullet2_Create_0				
gml_Object_blt_hoopbullet2_Step_2				
gml_Object_blt_hoopbullet2_Collision_761				
gml_Object_blt_hoopbullet2_Collision_760				
gml_Object_blt_hoopbullet2_Collision_759				
gml_Object_blt_hoopbullet2_Collision_758				
gml_Object_blt_hoopbullet2_Collision_743				
gml_Object_blt_hoopbullet2_Other_0				
gml_Object_blt_blookhat_Create_0				
gml_Object_blt_blookhat_Step_0				
gml_Object_blt_blookhat_Colllision_633				
gml_Object_blt_splinterbig_Create_0				
gml_Object_blt_splinterbig_Alarm_0				
gml_Object_blt_splinter_Create_0				
gml_Object_blt_splinter_Step_0				
gml_Object_blt_splinter_Other_0				
gml_Object_blt_butterfly1_Create_0				
gml_Object_blt_butterfly1_Alarm_9				
gml_Object_blt_butterfly1_Step_0				
gml_Object_blt_leapfrog_Create_0				
gml_Object_blt_leapfrog_Destroy_0				
gml_Object_blt_leapfrog_Alarm_0				
gml_Object_blt_leapfrog_Step_2				
gml_Object_blt_roachdance_Create_0				
gml_Object_blt_roachdance_Destroy_0				
gml_Object_blt_roachdance_Alarm_0				
gml_Object_blt_roachdance_Step_2				
gml_Object_blt_butterfly2_Create_0				
gml_Object_blt_butterfly2_Step_1				
gml_Object_blt_roachbullet_Create_0				
gml_Object_blt_roachbullet_Step_2				
gml_Object_blt_roachbullet_Other_0				
gml_Object_blt_vegbullet_Create_0				
gml_Object_blt_vegbullet_Step_2				
gml_Object_blt_vegbullet_Collision_761				
gml_Object_blt_vegbullet_Collision_760				
gml_Object_blt_vegbullet_Collision_758				
gml_Object_blt_vegbullet_Collision_743				
gml_Object_blt_vegbullet_Other_0				
gml_Object_blt_gravbullet_Create_0				
gml_Object_blt_gravbullet_Step_2				
gml_Object_blt_gravbullet_Collision_743				
gml_Object_blt_gravbullet_Other_0				
gml_Object_blt_gravbullet_Draw_0				
gml_Object_blt_flybullet_Create_0				
gml_Object_blt_flybullet_Alarm_1				
gml_Object_blt_flybullet_Alarm_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_blt_crybullet_Create_0				
gml_Object_blt_crybullet_Step_0				
gml_Object_blt_crybullet_Collision_760				
gml_Object_blt_crybullet_Collision_758				
gml_Object_blt_crybullet2_Create_0				
gml_Object_blt_crybullet2_Step_0				
gml_Object_blt_crybullet2_Collision_621				
gml_Object_blt_crybullet2_Collision_287				
gml_Object_blt_crybullet2_Other_0				
gml_Object_blt_streambullet_Create_0				
gml_Object_blt_streambullet_Step_1				
gml_Object_blt_streambullet_Collision_761				
gml_Object_blt_streambullet_Collision_760				
gml_Object_blt_streambullet_Collision_759				
gml_Object_blt_streambullet_Collision_758				
gml_Object_blt_pollendrop_Create_0				
gml_Object_blt_pollendrop_Alarm_0				
gml_Object_blt_scootdog_Create_0				
gml_Object_blt_scootdog_Draw_0				
gml_Object_blt_coolbus_Create_0				
gml_Object_blt_coolbus_Draw_0				
gml_Object_blt_superbone_Create_0				
gml_Object_blt_superbone_Draw_0				
gml_Object_blt_tobydogbone_Create_0				
gml_Object_blt_tobydogbone_Draw_0				
gml_Object_blt_potentiallyblue_Create_0				
gml_Object_blt_potentiallyblue_Collision_743				
gml_Object_blt_potentiallyblue_Draw_0				
gml_Object_blt_dogspear_Create_0				
gml_Object_blt_dogspear_Step_0				
gml_Object_blt_dogspear_Collision_743				
gml_Object_blt_dogspear_Draw_0				
gml_Object_blt_barkbullet_Create_0				
gml_Object_blt_barkbullet_Draw_0				
gml_Object_blt_sadbullet_Create_0				
gml_Object_blt_sadbullet_Collision_761				
gml_Object_blt_hat_Create_0				
gml_Object_blt_hat_Alarm_8				
gml_Object_blt_hat_Alarm_7				
gml_Object_blt_hat_Alarm_6				
gml_Object_blt_hat_Collision_743				
gml_Object_blt_hat_Draw_0				
gml_Object_blt_icicle_Create_0				
gml_Object_blt_icicle_Step_2				
gml_Object_blt_icicle_Other_0				
gml_Object_blt_icicle_Draw_0				
gml_Object_blt_clawbullet_white_Create_0				
gml_Object_blt_clawbullet_white_Alarm_4				
gml_Object_blt_clawbullet_white_Alarm_3				
gml_Object_blt_clawbullet_white_Draw_0				
gml_Object_blt_4sidebullet_Create_0				
gml_Object_blt_4sidebullet_Alarm_4				
gml_Object_blt_4sidebullet_Alarm_3				
gml_Object_blt_4sidebullet_Draw_0				
gml_Object_blt_tinypom_leap_Create_0				
gml_Object_blt_tinypom_leap_Destroy_0				
gml_Object_blt_tinypom_leap_Alarm_3				
gml_Object_blt_tinypom_leap_Alarm_2				
gml_Object_blt_tinypom_leap_Alarm_1				
gml_Object_blt_tinypom_leap_Step_2				
gml_Object_blt_tinypom_leap_Collision_761				
gml_Object_blt_tinypom_leap_Collision_760				
gml_Object_blt_tinypom_leap_Collision_759				
gml_Object_blt_tinypom_leap_Collision_758				
gml_Object_blt_tinypom_leap_Collision_757				
gml_Object_blt_tinypom_leap_Collision_743				
gml_Object_blt_tinypom_leap_Draw_0				
gml_Object_blt_whitespear_Create_0				
gml_Object_blt_whitespear_Collision_743				
gml_Object_obj_iceteeth_Create_0				
gml_Object_obj_iceteeth_Other_11				
gml_Object_obj_iceteeth_Draw_0				
gml_Object_blt_sizebone_Create_0				
gml_Object_blt_sizebone_Alarm_6				
gml_Object_blt_sizebone_Alarm_5				
gml_Object_blt_sizebone_Alarm_4				
gml_Object_blt_sizebone_Alarm_3				
gml_Object_blt_sizebone_Alarm_2				
gml_Object_blt_sizebone_Step_2				
gml_Object_blt_sizebone_Step_0				
gml_Object_blt_sizebone_Collision_743				
gml_Object_blt_sizebone_Other_11				
gml_Object_blt_sizebone_Other_0				
gml_Object_blt_sizebone_Draw_0				
gml_Object_blt_topbone_Create_0				
gml_Object_blt_topbone_Draw_0				
gml_Object_blt_bluespear_Create_0				
gml_Object_blt_bluespear_Destroy_0				
gml_Object_blt_bluespear_Alarm_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_blt_bluespear_Step_2				
gml_Object_blt_bluespear_Collision_761				
gml_Object_blt_bluespear_Collision_760				
gml_Object_blt_bluespear_Collision_759				
gml_Object_blt_bluespear_Collision_758				
gml_Object_blt_bluespear_Collision_757				
gml_Object_blt_bluespear_Collision_743				
gml_Object_blt_bluespear_Draw_0				
gml_Object_blt_pblueattack_Create_0				
gml_Object_blt_pblueattack_Step_2				
gml_Object_blt_pblueattack_Collision_761				
gml_Object_blt_pblueattack_Collision_760				
gml_Object_blt_pblueattack_Collision_759				
gml_Object_blt_pblueattack_Collision_758				
gml_Object_blt_pblueattack_Collision_757				
gml_Object_blt_pblueattack_Collision_743				
gml_Object_blt_pblueattack_Draw_0				
gml_Object_blt_bluesword_Create_0				
gml_Object_blt_bluesword_Destroy_0				
gml_Object_blt_bluesword_Alarm_0				
gml_Object_blt_bluesword_Step_2				
gml_Object_blt_bluesword_Collision_761				
gml_Object_blt_bluesword_Collision_760				
gml_Object_blt_bluesword_Collision_759				
gml_Object_blt_bluesword_Collision_758				
gml_Object_blt_bluesword_Collision_757				
gml_Object_blt_bluesword_Collision_743				
gml_Object_blt_bluesword_Draw_0				
gml_Object_blt_whiteax_Create_0				
gml_Object_blt_whiteax_Destroy_0				
gml_Object_blt_whiteax_Alarm_1				
gml_Object_blt_whiteax_Step_2				
gml_Object_blt_whiteax_Collision_761				
gml_Object_blt_whiteax_Collision_743				
gml_Object_blt_whiteax_Draw_0				
gml_Object_blt_loopbulletgrow_Create_0				
gml_Object_blt_loopbulletgrow_Step_2				
gml_Object_blt_loopbulletgrow_Step_0				
gml_Object_blt_loopbulletgrow_Collision_761				
gml_Object_blt_loopbulletgrow_Collision_760				
gml_Object_blt_loopbulletgrow_Collision_759				
gml_Object_blt_loopbulletgrow_Collision_758				
gml_Object_blt_loopbulletgrow_Collision_743				
gml_Object_blt_loopbulletgrow_Other_0				
gml_Object_blt_loopbulletgrow_Draw_0				
gml_Object_blt_loopbulletgrow_KeyPress_74				
gml_Object_blt_dummyknife_Create_0				
gml_Object_blt_dummyknife_Step_0				
gml_Object_blt_dummybullet_Create_0				
gml_Object_blt_dummybullet_Alarm_7				
gml_Object_blt_dummybullet_Alarm_5				
gml_Object_blt_dummybullet_Alarm_4				
gml_Object_blt_dummybullet_Alarm_1				
gml_Object_blt_dummybullet_Step_0				
gml_Object_blt_dummybullet_Other_12				
gml_Object_blt_dummybullet_Other_11				
gml_Object_blt_dummybullet_Other_0				
gml_Object_blt_dummybullet_Draw_0				
gml_Object_blt_dummyshot_Create_0				
gml_Object_blt_dummyshot_Collision_287				
gml_Object_blt_dummyshot_Other_0				
gml_Object_blt_dummymissle_Create_0				
gml_Object_blt_dummymissle_Step_0				
gml_Object_blt_dummymissle_Collision_743				
gml_Object_blt_dummymissle_Collision_287				
gml_Object_blt_dummymissle_Other_0				
gml_Object_blt_dummymissle_Draw_0				
gml_Object_obj_maintem_Create_0				
gml_Object_obj_maintem_Step_0				
gml_Object_obj_maintem_Other_12				
gml_Object_obj_maintem_Draw_0				
gml_Object_obj_temleg_Create_0				
gml_Object_obj_temleg_Step_0				
gml_Object_obj_temleg_Other_12				
gml_Object_obj_temleg_Draw_0				
gml_Object_blt_musbul1_Create_0				
gml_Object_blt_musbul1_Alarm_0				
gml_Object_blt_musbul1_Step_0				
gml_Object_blt_musbul1_Other_0				
gml_Object_blt_growbullet_Create_0				
gml_Object_blt_growbullet_Alarm_7				
gml_Object_blt_growbullet_Step_0				
gml_Object_blt_growbullet_Collision_743				
gml_Object_blt_soapbul_Create_0				
gml_Object_blt_soapbul_Alarm_7				
gml_Object_blt_soapbul_Alarm_0				
gml_Object_blt_soapbul_Step_0				
gml_Object_blt_soapbul_Collision_761				
gml_Object_blt_soapbul_Collision_760				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_blt_soapbul_Collision_759				
gml_Object_blt_soapbul_Collision_758				
gml_Object_blt_soapbul_Collision_743				
gml_Object_blt_shinebullet_Create_0				
gml_Object_blt_shinebullet_Step_0				
gml_Object_blt_shinebullet_Collision_743				
gml_Object_blt_stalk1_Create_0				
gml_Object_blt_stalk1_Alarm_4				
gml_Object_blt_stalk1_Alarm_3				
gml_Object_blt_stalk1_Alarm_2				
gml_Object_blt_stalk1_Alarm_0				
gml_Object_blt_stalk1_Step_0				
gml_Object_blt_stalk1_Draw_0				
gml_Object_blt_stalk2_Create_0				
gml_Object_blt_stalk2_Alarm_4				
gml_Object_blt_stalk2_Alarm_2				
gml_Object_blt_stalk2_Alarm_0				
gml_Object_blt_stalk2_Step_0				
gml_Object_blt_stalk2_Draw_0				
gml_Object_blt_stalkloop_Create_0				
gml_Object_blt_stalkloop_Step_0				
gml_Object_blt_temhand_Create_0				
gml_Object_blt_temhand_Destroy_0				
gml_Object_blt_temhand_Alarm_1				
gml_Object_blt_temhand_Alarm_0				
gml_Object_blt_temhand_Other_11				
gml_Object_blt_temhand_Draw_0				
gml_Object_blt_sweatdrop_Create_0				
gml_Object_blt_sweatdrop_Draw_0				
gml_Object_blt_uspear_Create_0				
gml_Object_blt_uspear_Collision_748				
gml_Object_blt_uspear_Draw_0				
gml_Object_blt_muscbul_Create_0				
gml_Object_blt_muscbul_Alarm_0				
gml_Object_blt_muscbul_Collision_743				
gml_Object_blt_muscbul_Draw_0				
gml_Object_obj_blackboxtest_Create_0				
gml_Object_obj_blackboxtest_Step_0				
gml_Object_obj_blackboxtest_Other_10				
gml_Object_obj_blackboxpart_Create_0				
gml_Object_obj_blackboxpart_Step_0				
gml_Object_obj_bluelaser_b_Create_0				
gml_Object_obj_bluelaser_b_Other_10				
gml_Object_obj_bluelaser_b_Draw_0				
gml_Object_blt_parent_Create_0				
gml_Object_blt_parent_Step_2				
gml_Object_blt_parent_Collision_761				
gml_Object_blt_parent_Collision_760				
gml_Object_blt_parent_Collision_759				
gml_Object_blt_parent_Collision_758				
gml_Object_blt_parent_Collision_743				
gml_Object_blt_parent_Other_0				
gml_Object_blt_parent_noborder_Collision_761				
gml_Object_blt_parent_noborder_Collision_760				
gml_Object_blt_parent_noborder_Collision_759				
gml_Object_blt_parent_noborder_Collision_758				
gml_Object_blt_parent_noborder_Other_0				
gml_Object_blt_direct_Create_0				
gml_Object_blt_direct_Step_0				
gml_Object_blt_direct_Other_0				
gml_Object_blt_thatch_Create_0				
gml_Object_blt_thatch_Step_0				
gml_Object_blt_thatch_Other_0				
gml_Object_blt_gen_Other_7				
gml_Object_blt_laser_Create_0				
gml_Object_blt_laser_Step_0				
gml_Object_blt_laser_Other_0				
gml_Object_blt_laser_Draw_0				
gml_Object_obj_giftgen_Create_0				
gml_Object_obj_giftgen_Alarm_2				
gml_Object_obj_giftgen_Alarm_1				
gml_Object_obj_giftgen_Alarm_0				
gml_Object_obj_giftgen_Step_0				
gml_Object_obj_blueattackgen_Create_0				
gml_Object_obj_blueattackgen_Alarm_6				
gml_Object_obj_blueattackgen_Alarm_5				
gml_Object_obj_blueattackgen_Alarm_4				
gml_Object_obj_blueattackgen_Alarm_3				
gml_Object_obj_blueattackgen_Alarm_2				
gml_Object_obj_blueattackgen_Alarm_1				
gml_Object_obj_blueattackgen_Alarm_0				
gml_Object_obj_sleepdog_Create_0				
gml_Object_obj_sleepdog_Destroy_0				
gml_Object_obj_sleepdog_Alarm_4				
gml_Object_obj_sleepdog_Alarm_3				
gml_Object_obj_sleepdog_Alarm_2				
gml_Object_obj_sleepdog_Step_0				
gml_Object_obj_loopdog_Create_0				
gml_Object_obj_loopdog_Alarm_2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_loopdog_Alarm_1				
gml_Object_obj_loopdog_Alarm_0				
gml_Object_obj_loopdog_Collision_743				
gml_Object_obj_loopdog_Draw_0				
gml_Object_obj_loopbulletgrowgen_Create_0				
gml_Object_obj_loopbulletgrowgen_Alarm_0				
gml_Object_obj_musbulgen_Create_0				
gml_Object_obj_musbulgen_Destroy_0				
gml_Object_obj_musbulgen_Alarm_0				
gml_Object_obj_woshspiralgen_Create_0				
gml_Object_obj_woshspiralgen_Alarm_0				
gml_Object_obj_woshspiralgen_Step_0				
gml_Object_obj_stalkergen_Create_0				
gml_Object_obj_stalkergen_Alarm_0				
gml_Object_obj_8smallgen_Create_0				
gml_Object_obj_8smallgen_Alarm_4				
gml_Object_obj_8smallgen_Alarm_3				
gml_Object_obj_8smallgen_Alarm_2				
gml_Object_obj_8smallgen_Alarm_0				
gml_Object_obj_8smallgen_Other_11				
gml_Object_obj_sweatbulgen_Create_0				
gml_Object_obj_sweatbulgen_Alarm_0				
gml_Object_obj_muscbulgen_Create_0				
gml_Object_obj_muscbulgen_Alarm_0				
gml_Object_obj_muscbulgen_Draw_0				
gml_Object_obj_quickgen_Create_0				
gml_Object_obj_quickgen_Alarm_0				
gml_Object_obj_quickgen_Draw_0				
gml_Object_obj_blackbulletgen1_Create_0				
gml_Object_obj_blackbulletgen1_Alarm_0				
gml_Object_obj_blackbulletgen1_Step_0				
gml_Object_obj_carrotshot_Create_0				
gml_Object_obj_carrotshot_Alarm_0				
gml_Object_obj_carrotshot_Step_0				
gml_Object_obj_stardrop_Create_0				
gml_Object_obj_stardrop_Alarm_0				
gml_Object_obj_stardrop_Step_0				
gml_Object_obj_carrotstargen_Create_0				
gml_Object_obj_carrotstargen_Alarm_1				
gml_Object_obj_carrotstargen_Alarm_0				
gml_Object_obj_carrotstargen_Step_0				
gml_Object_obj_torgen_Create_0				
gml_Object_obj_torgen_Step_0				
gml_Object_obj_rotategen_Create_0				
gml_Object_obj_rotategen_Step_2				
gml_Object_obj_rotategen_Step_0				
gml_Object_obj_butterfly2gen_Create_0				
gml_Object_obj_butterfly2gen_Alarm_0				
gml_Object_obj_butterfly2gen_Step_2				
gml_Object_obj_bulletgenthatched_Create_0				
gml_Object_obj_bulletgenthatched_Alarm_0				
gml_Object_obj_lasergen1_Create_0				
gml_Object_obj_lasergen1_Alarm_0				
gml_Object_obj_bulletgenparent_Create_0				
gml_Object_obj_bulletgenparent_Step_2				
gml_Object_obj_bulletgen1_Create_0				
gml_Object_obj_bulletgen1_Alarm_0				
gml_Object_obj_crygen1_Create_0				
gml_Object_obj_crygen1_Alarm_0				
gml_Object_obj_crygen2_Create_0				
gml_Object_obj_crygen2_Alarm_0				
gml_Object_obj_crygen3_Create_0				
gml_Object_obj_crygen3_Alarm_3				
gml_Object_obj_crygen3_Alarm_2				
gml_Object_obj_crygen3_Alarm_1				
gml_Object_obj_crygen3_Alarm_0				
gml_Object_obj_sadmsggen_Create_0				
gml_Object_obj_sadmsggen_Alarm_0				
gml_Object_obj_allaroundgen_Create_0				
gml_Object_obj_allaroundgen_Alarm_0				
gml_Object_obj_4sidegen_Create_0				
gml_Object_obj_4sidegen_Alarm_0				
gml_Object_obj_4sidegen_Step_2				
gml_Object_obj_1sidegen_Create_0				
gml_Object_obj_1sidegen_Alarm_0				
gml_Object_obj_gyftgen_Create_0				
gml_Object_obj_gyftgen_Alarm_0				
gml_Object_obj_hoopgen1_Create_0				
gml_Object_obj_hoopgen1_Alarm_2				
gml_Object_obj_hoopgen1_Alarm_1				
gml_Object_obj_hoopgen1_Alarm_0				
gml_Object_obj_lightpunch_Create_0				
gml_Object_obj_lightpunch_Step_0				
gml_Object_obj_lightpunch_Other_7				
gml_Object_obj_strongpunch_Create_0				
gml_Object_obj_strongpunch_Step_0				
gml_Object_obj_strongpunch_Other_15				
gml_Object_obj_strongpunch_Other_7				
gml_Object_obj_fadebar_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_fadebar_Step_0				
gml_Object_obj_xtarget_Create_0				
gml_Object_obj_xtarget_Step_0				
gml_Object_obj_xtarget_Other_11				
gml_Object_obj_xtarget_Draw_0				
gml_Object_obj_ztarget_Create_0				
gml_Object_obj_ztarget_Step_0				
gml_Object_obj_ztarget_Other_11				
gml_Object_obj_ztarget_Draw_0				
gml_Object_obj_fisttargettest_Create_0				
gml_Object_obj_fisttargettest_Other_15				
gml_Object_obj_fisttargettest_Other_14				
gml_Object_obj_fisttargettest_Other_13				
gml_Object_obj_fisttargettest_Draw_0				
gml_Object_obj_fisttargettest_KeyPress_13				
gml_Object_obj_knifetargettest_Create_0				
gml_Object_obj_knifetargettest_Other_15				
gml_Object_obj_knifetargettest_Other_14				
gml_Object_obj_knifetargettest_Other_13				
gml_Object_obj_knifetargettest_Draw_0				
gml_Object_obj_knifetargettest_KeyPress_13				
gml_Object_obj_shoetargettest_Create_0				
gml_Object_obj_shoetargettest_Other_15				
gml_Object_obj_shoetargettest_Other_14				
gml_Object_obj_shoetargettest_Other_13				
gml_Object_obj_shoetargettest_Draw_0				
gml_Object_obj_notebook_attackanim_Create_0				
gml_Object_obj_notebook_attackanim_Step_0				
gml_Object_obj_notebook_attackanim_Other_15				
gml_Object_obj_gunshot_stab_Create_0				
gml_Object_obj_gunshot_stab_Alarm_6				
gml_Object_obj_gunshot_stab_Alarm_4				
gml_Object_obj_gunshot_stab_Alarm_2				
gml_Object_obj_gunshot_stab_Alarm_1				
gml_Object_obj_gunshot_stab_Other_15				
gml_Object_obj_gunshot_star_Create_0				
gml_Object_obj_gunshot_star_Step_0				
gml_Object_obj_gunshot_2_Create_0				
gml_Object_obj_gunshot_2_Step_0				
gml_Object_obj_frypan_star_Create_0				
gml_Object_obj_frypan_star_Step_0				
gml_Object_obj_frypan_star_Other_15				
gml_Object_obj_frypan_impact_Create_0				
gml_Object_obj_frypan_impact_Destroy_0				
gml_Object_obj_frypan_impact_Alarm_6				
gml_Object_obj_frypan_impact_Alarm_1				
gml_Object_obj_frypan_impact_Step_0				
gml_Object_obj_frypan_impact_Other_15				
gml_Object_obj_press2_Create_0				
gml_Object_obj_press2_Alarm_1				
gml_Object_obj_press2_Alarm_0				
gml_Object_obj_press2_Step_0				
gml_Object_obj_slice_Create_0				
gml_Object_obj_slice_Other_7				
gml_Object_obj_targetchoice_Create_0				
gml_Object_obj_targetchoice_Destroy_0				
gml_Object_obj_targetchoice_Step_0				
gml_Object_obj_targetchoiceshoe_Create_0				
gml_Object_obj_targetchoiceshoe_Destroy_0				
gml_Object_obj_targetchoiceshoe_Step_0				
gml_Object_obj_targetchoicefist_Create_0				
gml_Object_obj_targetchoicefist_Destroy_0				
gml_Object_obj_targetchoicefist_Step_0				
gml_Object_obj_targetchoiceHITSEVERYONE_Create_0				
gml_Object_obj_targetchoiceHITSEVERYONE_Destroy_0				
gml_Object_obj_targetchoiceHITSEVERYONE_Step_0				
gml_Object_obj_target_Create_0				
gml_Object_obj_target_Alarm_0				
gml_Object_obj_target_Step_0				
gml_Object_obj_heartshot_Create_0				
gml_Object_obj_heartshot_Step_0				
gml_Object_obj_heartshot_bounceaway_Create_0				
gml_Object_obj_heartshot_bounceaway_Step_0				
gml_Object_obj_growheart_Create_0				
gml_Object_obj_growheart_Step_0				
gml_Object_obj_cutsceneheart_Create_0				
gml_Object_obj_cutsceneheart_Alarm_4				
gml_Object_obj_cutsceneheart_Step_0				
gml_Object_obj_heart_Create_0				
gml_Object_obj_heart_Step_0				
gml_Object_obj_heart_Collision_761				
gml_Object_obj_heart_Collision_760				
gml_Object_obj_heart_Collision_759				
gml_Object_obj_heart_Collision_758				
gml_Object_obj_heart_Keyboard_40				
gml_Object_obj_heart_Keyboard_39				
gml_Object_obj_heart_Keyboard_38				
gml_Object_obj_heart_Keyboard_37				
gml_Object_obj_heart_Other_17				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_heartdefeated_Create_0				
gml_Object_obj_heartdefeated_Alarm_4				
gml_Object_obj_heartdefeated_Alarm_3				
gml_Object_obj_heartdefeated_Alarm_2				
gml_Object_obj_heartdefeated_Alarm_1				
gml_Object_obj_heartdefeated_Alarm_0				
gml_Object_obj_heartdefeated_Step_0				
gml_Object_obj_heartdefeated_Other_10				
gml_Object_obj_torheart_Create_0				
gml_Object_obj_torheart_Alarm_6				
gml_Object_obj_torheart_Alarm_3				
gml_Object_obj_torheart_Alarm_2				
gml_Object_obj_torheart_Alarm_1				
gml_Object_obj_torheart_Alarm_0				
gml_Object_obj_torheart_Step_0				
gml_Object_obj_heartshard_Create_0				
gml_Object_obj_theartshard_Create_0				
gml_Object_obj_theartshard_Other_0				
gml_Object_obj_fakeheart_Create_0				
gml_Object_obj_fakeheart_Step_0				
gml_Object_obj_fakeheart_Collision_761				
gml_Object_obj_fakeheart_Collision_760				
gml_Object_obj_fakeheart_Collision_759				
gml_Object_obj_fakeheart_Collision_758				
gml_Object_obj_dateheart_Create_0				
gml_Object_obj_dateheart_Alarm_3				
gml_Object_obj_dateheart_Step_0				
gml_Object_obj_dateheart_Collision_761				
gml_Object_obj_dateheart_Collision_760				
gml_Object_obj_dateheart_Collision_759				
gml_Object_obj_dateheart_Collision_758				
gml_Object_obj_dateheart_Other_11				
gml_Object_obj_dateheart_Other_0				
gml_Object_obj_fightbt_Step_0				
gml_Object_obj_talkbt_Step_0				
gml_Object_obj_itembt_Step_0				
gml_Object_obj_spellbt_Step_0				
gml_Object_obj_sparebt_Step_0				
gml_Object_obj_btparent_Create_0				
gml_Object_obj_anybt_Create_0				
gml_Object_obj_anybt_Alarm_6				
gml_Object_obj_anybt_Step_0				
gml_Object_obj_anybt_Collision_748				
gml_Object_obj_anybt_Other_10				
gml_Object_obj_borderparent_Create_0				
gml_Object_obj_lborder_Step_2				
gml_Object_obj_lborder_Other_4				
gml_Object_obj_uborder_Step_0				
gml_Object_obj_uborder_Other_4				
gml_Object_obj_rborder_Create_0				
gml_Object_obj_rborder_Step_2				
gml_Object_obj_dborder_Step_0				
gml_Object_obj_dborder_Other_4				
gml_Object_obj_growshrink_Create_0				
gml_Object_obj_growshrink_Alarm_1				
gml_Object_obj_growshrink_Alarm_0				
gml_Object_obj_torface_Create_0				
gml_Object_obj_torbody_Create_0				
gml_Object_obj_torbody_Step_0				
gml_Object_obj_face_torieltalk_Create_0				
gml_Object_obj_face_torieltalk_Step_0				
gml_Object_obj_face_torieltalk_Other_7				
gml_Object_obj_face_torglasses_Step_0				
gml_Object_obj_face_torielblink_Create_0				
gml_Object_obj_face_torielblink_Alarm_0				
gml_Object_obj_face_torielblink_Step_0				
gml_Object_obj_face_torielblink_Other_7				
gml_Object_obj_face_floweytalk_Create_0				
gml_Object_obj_face_floweytalk_Step_0				
gml_Object_obj_face_floweytalk_Other_7				
gml_Object_obj_face_alphys_Create_0				
gml_Object_obj_face_alphys_Step_0				
gml_Object_obj_face_asgore_Create_0				
gml_Object_obj_face_asgore_Step_0				
gml_Object_obj_face_asriel_Create_0				
gml_Object_obj_face_asriel_Step_0				
gml_Object_obj_face_mettaton_Create_0				
gml_Object_obj_face_mettaton_Step_0				
gml_Object_obj_face_Create_0				
gml_Object_obj_face_Alarm_9				
gml_Object_obj_face_papyrus_Create_0				
gml_Object_obj_face_papyrus_Step_0				
gml_Object_obj_face_sans_Create_0				
gml_Object_obj_face_sans_Step_0				
gml_Object_obj_face_undyne_Create_0				
gml_Object_obj_face_undyne_Step_0				
gml_Object_obj_storagemenu_Create_0				
gml_Object_obj_storagemenu_Alarm_0				
gml_Object_obj_dialoguer_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_dialoguer_Destroy_0				
gml_Object_obj_dialoguer_Step_0				
gml_Object_obj_dialoguer_Draw_0				
gml_Object_OBJ_WRITERCREATOR_Create_0				
gml_Object_OBJ_WRITERCREATOR_Alarm_0				
gml_Object_OBJ_BLCON_Alarm_0				
gml_Object_OBJ_WRITER_Create_0				
gml_Object_OBJ_WRITER_Alarm_0				
gml_Object_OBJ_WRITER_Step_1				
gml_Object_OBJ_WRITER_Step_0				
gml_Object_OBJ_WRITER_Other_10				
gml_Object_OBJ_WRITER_Draw_0				
gml_Object_obj_choicer_Create_0				
gml_Object_obj_choicer_Alarm_1				
gml_Object_obj_choicer_Alarm_0				
gml_Object_obj_choicer_Step_0				
gml_Object_obj_choicer_Other_10				
gml_Object_obj_choicer_KeyPress_39				
gml_Object_obj_choicer_KeyPress_37				
gml_Object_OBJ_NOMSCWRITER_Create_0				
gml_Object_OBJ_INSTAWRITER_Create_0				
gml_Object_OBJ_INSTAWRITER_Draw_0				
gml_Object_obj_door_t_Create_0				
gml_Object_obj_door_t_Alarm_2				
gml_Object_obj_door_t_Other_19				
gml_Object_obj_door_u_Create_0				
gml_Object_obj_door_u_Alarm_2				
gml_Object_obj_door_u_Other_19				
gml_Object_obj_door_ruins13_Create_0				
gml_Object_obj_door_ruins13_Alarm_2				
gml_Object_obj_door_ruins13_Other_19				
gml_Object_obj_door_s_musfade_Create_0				
gml_Object_obj_door_s_musfade_Alarm_2				
gml_Object_obj_door_s_musfade_Other_19				
gml_Object_obj_door_w_Create_0				
gml_Object_obj_door_w_Alarm_2				
gml_Object_obj_door_w_Other_19				
gml_Object_obj_door_v_Create_0				
gml_Object_obj_door_v_Alarm_2				
gml_Object_obj_door_v_Other_19				
gml_Object_obj_demodoorA_Create_0				
gml_Object_obj_demodoorA_Alarm_2				
gml_Object_obj_demodoorA_Other_19				
gml_Object_obj_doorA_Create_0				
gml_Object_obj_doorA_Alarm_2				
gml_Object_obj_doorA_Other_19				
gml_Object_obj_doorB_Create_0				
gml_Object_obj_doorB_Alarm_2				
gml_Object_obj_doorB_Other_19				
gml_Object_obj_doorC_Create_0				
gml_Object_obj_doorC_Alarm_2				
gml_Object_obj_doorC_Other_19				
gml_Object_obj_doorD_Create_0				
gml_Object_obj_doorD_Alarm_2				
gml_Object_obj_doorD_Other_19				
gml_Object_obj_doorCmusicfade_Create_0				
gml_Object_obj_doorCmusicfade_Alarm_2				
gml_Object_obj_doorCmusicfade_Other_19				
gml_Object_obj_doorDmusicfade_Create_0				
gml_Object_obj_doorDmusicfade_Alarm_2				
gml_Object_obj_doorDmusicfade_Other_19				
gml_Object_obj_doorAmusicfade_Other_19				
gml_Object_obj_doorXmusicfade_Alarm_2				
gml_Object_obj_doorXmusicfade_Other_19				
gml_Object_obj_doorBmusicfade_Other_19				
gml_Object_obj_stairstep_Create_0				
gml_Object_obj_stairstep_Collision_1570				
gml_Object_obj_solidrailing_Step_0				
gml_Object_obj_solidrailing2_Step_0				
gml_Object_obj_solidrailing3_Step_0				
gml_Object_obj_staircollission_Step_0				
gml_Object_obj_solidparent_Create_0				
gml_Object_obj_solidparent_KeyPress_86				
gml_Object_obj_redswitch_1_Create_0				
gml_Object_obj_redswitch_1_Alarm_3				
gml_Object_obj_redswitch_1_Alarm_2				
gml_Object_obj_redswitch_1_Alarm_1				
gml_Object_obj_redswitch_1_Alarm_0				
gml_Object_obj_redswitch_1_Step_1				
gml_Object_obj_blueswitch_1_Create_0				
gml_Object_obj_blueswitch_1_Alarm_0				
gml_Object_obj_blueswitch_1_Step_1				
gml_Object_obj_greenswitch_1_Create_0				
gml_Object_obj_greenswitch_1_Alarm_0				
gml_Object_obj_greenswitch_1_Step_1				
gml_Object_obj_bigpie_Create_0				
gml_Object_obj_readable_flowers1_Create_0				
gml_Object_obj_readable_flowers1_Alarm_0				
gml_Object_obj_readable_switch1_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_readable_switch1_Alarm_0				
gml_Object_obj_switchadvice1_Create_0				
gml_Object_obj_switchadvice1_Alarm_0				
gml_Object_obj_switchadvice2_Create_0				
gml_Object_obj_switchadvice2_Alarm_0				
gml_Object_obj_readable_plaque_1_Create_0				
gml_Object_obj_readable_plaque_1_Alarm_0				
gml_Object_obj_readable_plaque_2_Create_0				
gml_Object_obj_readable_plaque_2_Alarm_0				
gml_Object_obj_nastytree_Create_0				
gml_Object_obj_nastytree_Alarm_0				
gml_Object_obj_nastytree_Step_1				
gml_Object_obj_cactus_Create_0				
gml_Object_obj_cactus_Alarm_0				
gml_Object_obj_cactus_Step_1				
gml_Object_obj_hearthflame_Create_0				
gml_Object_obj_hearthflame_Alarm_0				
gml_Object_obj_hearthflame_Step_1				
gml_Object_obj_smallfrog_Create_0				
gml_Object_obj_smallfrog_Alarm_0				
gml_Object_obj_smallfrog_Step_1				
gml_Object_obj_smallfrog_xadvice_Create_0				
gml_Object_obj_smallfrog_xadvice_Alarm_0				
gml_Object_obj_smallfrog_xadvice_Step_1				
gml_Object_obj_smallchair_Create_0				
gml_Object_obj_smallchair_Alarm_0				
gml_Object_obj_smallchair_Step_1				
gml_Object_obj_kitchentable_Create_0				
gml_Object_obj_kitchentable_Alarm_0				
gml_Object_obj_kitchentable_Step_1				
gml_Object_obj_lchair_Create_0				
gml_Object_obj_lchair_Alarm_0				
gml_Object_obj_lchair_Step_1				
gml_Object_obj_rchair_Create_0				
gml_Object_obj_rchair_Alarm_0				
gml_Object_obj_rchair_Step_1				
gml_Object_obj_uchair_Create_0				
gml_Object_obj_uchair_Alarm_0				
gml_Object_obj_uchair_Step_1				
gml_Object_obj_nastrytree_bottom_Create_0				
gml_Object_obj_nastrytree_bottom_Alarm_0				
gml_Object_obj_dummy1_Create_0				
gml_Object_obj_dummy1_Destroy_0				
gml_Object_obj_dummy1_Step_0				
gml_Object_obj_dummy1_Other_4				
gml_Object_obj_readable_sign1_Create_0				
gml_Object_obj_readable_sign1_Alarm_0				
gml_Object_obj_readable_sign1_Step_1				
gml_Object_obj_readable_sign2_Create_0				
gml_Object_obj_readable_sign2_Alarm_0				
gml_Object_obj_readable_sign2_Step_1				
gml_Object_obj_papyrussign_Create_0				
gml_Object_obj_papyrussign_Alarm_0				
gml_Object_obj_papyrussign_Step_1				
gml_Object_obj_ribbon_pickup_Create_0				
gml_Object_obj_ribbon_pickup_Alarm_0				
gml_Object_obj_ribbon_pickup_Step_1				
gml_Object_obj_knife_pickup_Create_0				
gml_Object_obj_knife_pickup_Alarm_0				
gml_Object_obj_knife_pickup_Step_1				
gml_Object_obj_pie_pickup_Create_0				
gml_Object_obj_pie_pickup_Alarm_0				
gml_Object_obj_pie_pickup_Step_1				
gml_Object_obj_cheesetable1_Create_0				
gml_Object_obj_cheesetable1_Alarm_0				
gml_Object_obj_cheesetable1_Step_1				
gml_Object_obj_napstablook1_Create_0				
gml_Object_obj_napstablook1_Alarm_4				
gml_Object_obj_napstablook1_Alarm_0				
gml_Object_obj_napstablook1_Step_1				
gml_Object_obj_vegetoid_overworld_Create_0				
gml_Object_obj_vegetoid_overworld_Alarm_1				
gml_Object_obj_vegetoid_overworld_Alarm_0				
gml_Object_obj_vegetoid_overworld_Step_1				
gml_Object_obj_napstablook2_Create_0				
gml_Object_obj_napstablook2_Alarm_0				
gml_Object_obj_napstablook2_Step_1				
gml_Object_obj_candydish1_Create_0				
gml_Object_obj_candydish1_Alarm_0				
gml_Object_obj_candydish1_Step_1				
gml_Object_obj_candydish2_Create_0				
gml_Object_obj_candydish2_Alarm_0				
gml_Object_obj_candydish2_Step_1				
gml_Object_obj_smallweb_Create_0				
gml_Object_obj_smallweb_Alarm_0				
gml_Object_obj_smallweb_Step_1				
gml_Object_obj_bigweb_Create_0				
gml_Object_obj_bigweb_Alarm_0				
gml_Object_obj_bigweb_Step_1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_pillar_1_Create_0				
gml_Object_obj_toroverworld2_Create_0				
gml_Object_obj_toroverworld2_Alarm_5				
gml_Object_obj_toroverworld2_Step_0				
gml_Object_obj_toroverworld2_Collision_877				
gml_Object_obj_toroverworld1_Create_0				
gml_Object_obj_toroverworld1_Step_0				
gml_Object_obj_toroverworld1_Collision_877				
gml_Object_obj_toroverworld3_Step_1				
gml_Object_obj_toroverworld3_Step_0				
gml_Object_obj_toroverworld3_Collision_877				
gml_Object_obj_toroverworld3_Other_7				
gml_Object_obj_toroverworld3_Other_4				
gml_Object_obj_toroverworld4_Other_4				
gml_Object_obj_torhandhold1_Create_0				
gml_Object_obj_torhandhold1_Alarm_0				
gml_Object_obj_torhandhold1_Step_2				
gml_Object_obj_toroverworld5_Step_2				
gml_Object_obj_toroverworld5_Other_4				
gml_Object_obj_toroverworld6_Create_0				
gml_Object_obj_toroverworld6_Alarm_5				
gml_Object_obj_toroverworld6_Step_0				
gml_Object_obj_toroverworld6_Collision_877				
gml_Object_obj_toroverworld7_Create_0				
gml_Object_obj_toroverworld7_Step_0				
gml_Object_obj_toroverworld7_Other_0				
gml_Object_obj_torinteractable1_Create_0				
gml_Object_obj_torinteractable1_Alarm_0				
gml_Object_obj_torinteractable1_Step_1				
gml_Object_obj_torinteractable1_Other_4				
gml_Object_obj_torinteractable7_Create_0				
gml_Object_obj_torinteractable7_Alarm_0				
gml_Object_obj_torinteractable7_Step_1				
gml_Object_obj_torinteractable7_Other_4				
gml_Object_obj_chairiel_Create_0				
gml_Object_obj_chairiel_Alarm_0				
gml_Object_obj_chairiel_Step_1				
gml_Object_obj_chairiel_Other_7				
gml_Object_obj_torinteractable2_Alarm_0				
gml_Object_obj_torinteractable2_Other_4				
gml_Object_obj_torinteractable3_Alarm_0				
gml_Object_obj_torinteractable3_Other_4				
gml_Object_obj_torinteractable4_Alarm_0				
gml_Object_obj_torinteractable4_Other_4				
gml_Object_obj_torinteractable5_Alarm_0				
gml_Object_obj_torinteractable5_Step_2				
gml_Object_obj_torinteractable6_Alarm_0				
gml_Object_obj_torinteractable6_Other_4				
gml_Object_obj_floweytalker1_Create_0				
gml_Object_obj_floweytalker1_Alarm_1				
gml_Object_obj_floweytalker1_Alarm_0				
gml_Object_obj_floweytalker1_Step_0				
gml_Object_obj_floweytalker1_Other_7				
gml_Object_obj_pbflame_Create_0				
gml_Object_obj_floweytrigger_Create_0				
gml_Object_obj_floweytrigger_Alarm_4				
gml_Object_obj_floweytrigger_Alarm_3				
gml_Object_obj_floweytrigger_Alarm_2				
gml_Object_obj_floweytrigger_Alarm_0				
gml_Object_obj_floweytrigger_Step_0				
gml_Object_obj_floweytrigger_Collision_1570				
gml_Object_obj_floweytrigger2_Create_0				
gml_Object_obj_floweytrigger2_Alarm_2				
gml_Object_obj_floweytrigger2_Alarm_1				
gml_Object_obj_floweytrigger2_Step_0				
gml_Object_obj_floweytrigger2_Collision_1570				
gml_Object_obj_torieltrigger1_Create_0				
gml_Object_obj_torieltrigger1_Alarm_5				
gml_Object_obj_torieltrigger1_Alarm_4				
gml_Object_obj_torieltrigger1_Alarm_3				
gml_Object_obj_torieltrigger1_Alarm_2				
gml_Object_obj_torieltrigger1_Step_0				
gml_Object_obj_torieltrigger1_Collision_1570				
gml_Object_obj_torieltrigger2_Create_0				
gml_Object_obj_torieltrigger2_Alarm_5				
gml_Object_obj_torieltrigger2_Alarm_4				
gml_Object_obj_torieltrigger2_Step_0				
gml_Object_obj_torieltrigger2_Collision_1570				
gml_Object_obj_torieltrigger3_Create_0				
gml_Object_obj_torieltrigger3_Alarm_7				
gml_Object_obj_torieltrigger3_Step_0				
gml_Object_obj_torieltrigger3_Other_4				
gml_Object_obj_torieltrigger4_Create_0				
gml_Object_obj_torieltrigger4_Step_0				
gml_Object_obj_torieltrigger4_Collision_1570				
gml_Object_obj_torieltrigger4_Other_4				
gml_Object_obj_tordogcall_Create_0				
gml_Object_obj_tordogcall_Step_0				
gml_Object_obj_torieltrigger5_Create_0				

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Accessible after resets	Genocide	Tests and errors	
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Text	Character	Area	Room	How to get it ?
gml_Object_obj_torieltrigger5_Alarm_5				
gml_Object_obj_torieltrigger5_Alarm_4				
gml_Object_obj_torieltrigger5_Alarm_3				
gml_Object_obj_torieltrigger5_Alarm_2				
gml_Object_obj_torieltrigger5_Step_0				
gml_Object_obj_torieltrigger5_Collision_1570				
gml_Object_obj_torieltrigger6_Create_0				
gml_Object_obj_torieltrigger6_Alarm_0				
gml_Object_obj_torieltrigger6_Step_0				
gml_Object_obj_torieltrigger7_Create_0				
gml_Object_obj_torieltrigger7_Alarm_5				
gml_Object_obj_torieltrigger7_Alarm_3				
gml_Object_obj_torieltrigger7_Alarm_2				
gml_Object_obj_torieltrigger7_Alarm_1				
gml_Object_obj_torieltrigger7_Alarm_0				
gml_Object_obj_torieltrigger7_Step_0				
gml_Object_obj_torieltrigger7_Draw_0				
gml_Object_obj_torieltrigger8_Create_0				
gml_Object_obj_torieltrigger8_Step_0				
gml_Object_obj_torieltrigger8_Collision_1570				
gml_Object_obj_torieltrigger9_Create_0				
gml_Object_obj_torieltrigger9_Step_0				
gml_Object_obj_torieltrigger9_Collision_1570				
gml_Object_obj_torieltrigger10_Create_0				
gml_Object_obj_torieltrigger10_Step_0				
gml_Object_obj_torieltrigger10_Collision_1570				
gml_Object_obj_torieltrigger11_Create_0				
gml_Object_obj_torieltrigger11_Step_0				
gml_Object_obj_torieltrigger11_Collision_1570				
gml_Object_obj_torieltrigger12_Create_0				
gml_Object_obj_torieltrigger12_Alarm_5				
gml_Object_obj_torieltrigger12_Alarm_4				
gml_Object_obj_torieltrigger12_Alarm_3				
gml_Object_obj_torieltrigger12_Alarm_2				
gml_Object_obj_torieltrigger12_Alarm_1				
gml_Object_obj_torieltrigger12_Step_0				
gml_Object_obj_torieltrigger12_Collision_1570				
gml_Object_obj_switchhelptrigger_Create_0				
gml_Object_obj_switchhelptrigger_Step_0				
gml_Object_obj_switchhelptrigger_Collision_1570				
gml_Object_obj_torgen_house1_Create_0				
gml_Object_obj_torgen_house1_Alarm_1				
gml_Object_obj_encountertrigger1_Create_0				
gml_Object_obj_encountertrigger1_Collision_1570				
gml_Object_obj_plotwall1_Create_0				
gml_Object_obj_plotwall1_Step_0				
gml_Object_obj_plotwall2_Create_0				
gml_Object_obj_plotwall2_Step_0				
gml_Object_obj_plotwall2_Collision_1570				
gml_Object_obj_plotwall3_Create_0				
gml_Object_obj_plotwall3_Step_0				
gml_Object_obj_plotwall3_Collision_1570				
gml_Object_obj_plotwall4_Create_0				
gml_Object_obj_plotwall4_Step_0				
gml_Object_obj_plotwall4_Collision_1570				
gml_Object_obj_plotwall5_Create_0				
gml_Object_obj_plotwall5_Step_0				
gml_Object_obj_plotwall5_Collision_1570				
gml_Object_obj_plotwall6_Create_0				
gml_Object_obj_plotwall6_Step_0				
gml_Object_obj_plotwall6_Collision_1570				
gml_Object_obj_rock_activator_Create_0				
gml_Object_obj_rock_activator_Alarm_0				
gml_Object_obj_rock_activator_Step_0				
gml_Object_obj_rock_activator_Collision_1570				
gml_Object_obj_torielcall1_Create_0				
gml_Object_obj_torielcall1_Step_0				
gml_Object_obj_torielcall1_Collision_1570				
gml_Object_obj_torielcall2_Create_0				
gml_Object_obj_torielcall2_Step_0				
gml_Object_obj_torielcall2_Collision_1570				
gml_Object_obj_torielcall3_Create_0				
gml_Object_obj_torielcall3_Step_0				
gml_Object_obj_torielcall3_Collision_1570				
gml_Object_obj_torielcall4_Create_0				
gml_Object_obj_torielcall4_Step_0				
gml_Object_obj_torielcall4_Collision_1570				
gml_Object_obj_torielcall5_Create_0				
gml_Object_obj_torielcall5_Step_0				
gml_Object_obj_torielcall5_Collision_1570				
gml_Object_obj_spiketile1_Create_0				
gml_Object_obj_spiketile1_Alarm_0				
gml_Object_obj_spiketile1_Collision_1570				
gml_Object_obj_spiketile1_Collision_863				
gml_Object_obj_spiketile2_Create_0				
gml_Object_obj_pushrock1_Create_0				
gml_Object_obj_pushrock1_Step_0				
gml_Object_obj_pushrock1_Collision_1570				
gml_Object_obj_pushrock1_Collision_877				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_pushrock2_Create_0				
gml_Object_obj_pushrock2_Step_0				
gml_Object_obj_pushrock2_Collision_877				
gml_Object_obj_pushrock3_Create_0				
gml_Object_obj_pushrock3_Step_0				
gml_Object_obj_pushrock3_Collision_877				
gml_Object_obj_goofyrock_Create_0				
gml_Object_obj_goofyrock_Alarm_2				
gml_Object_obj_goofyrock_Alarm_1				
gml_Object_obj_goofyrock_Alarm_0				
gml_Object_obj_goofyrock_Step_1				
gml_Object_obj_goofyrock_Collision_1570				
gml_Object_obj_holedown_Create_0				
gml_Object_obj_holedown_Alarm_2				
gml_Object_obj_holedown_Alarm_1				
gml_Object_obj_holedown_Alarm_0				
gml_Object_obj_holedown_Collision_1570				
gml_Object_obj_holedown2_Create_0				
gml_Object_obj_sockdrawer_Create_0				
gml_Object_obj_sockdrawer_Alarm_0				
gml_Object_obj_asriellamp_Create_0				
gml_Object_obj_asriellamp_Alarm_0				
gml_Object_obj_asriellamp_Step_2				
gml_Object_obj_asrielbed_Create_0				
gml_Object_obj_asrielbed_Alarm_3				
gml_Object_obj_asrielbed_Alarm_2				
gml_Object_obj_asrielbed_Alarm_0				
gml_Object_obj_asrielbed_Step_1				
gml_Object_obj_cosmetichole_Create_0				
gml_Object_obj_cosmetichole_Step_0				
gml_Object_obj_holeup_Alarm_2				
gml_Object_obj_holeup_Alarm_0				
gml_Object_obj_holeup_Collision_1570				
gml_Object_obj_holeup2_Alarm_2				
gml_Object_obj_holeup2_Alarm_0				
gml_Object_obj_holeup2_Collision_1570				
gml_Object_obj_floorswitch1_Create_0				
gml_Object_obj_floorswitch1_Collision_1570				
gml_Object_obj_floorswitch1_Collision_860				
gml_Object_obj_wallswitchcut1_Create_0				
gml_Object_obj_wallswitchcut1_Step_0				
gml_Object_obj_plotswitch1_Create_0				
gml_Object_obj_plotswitch1_Step_0				
gml_Object_obj_mousehole_Create_0				
gml_Object_obj_mousehole_Step_0				
gml_Object_obj_plotswitch2_Create_0				
gml_Object_obj_plotswitch2_Step_0				
gml_Object_obj_ruinsdoor1_Step_1				
gml_Object_obj_mirrorreflection_Create_0				
gml_Object_obj_mirrorreflection_Step_2				
gml_Object_obj_mirrorreflection_Draw_0				
gml_Object_obj_plotswitch3_Create_0				
gml_Object_obj_plotswitch3_Step_0				
gml_Object_obj_singletree_Other_4				
gml_Object_obj_ladiesfishingrod_Create_0				
gml_Object_obj_ladiesfishingrod_Alarm_0				
gml_Object_obj_dogtreat_Create_0				
gml_Object_obj_dogtreat_Alarm_0				
gml_Object_obj_chewtoy_Create_0				
gml_Object_obj_chewtoy_Alarm_0				
gml_Object_obj_doggiebed_Create_0				
gml_Object_obj_doggiebed_Alarm_0				
gml_Object_obj_dogfood_Create_0				
gml_Object_obj_dogfood_Alarm_0				
gml_Object_obj_sanssnowman_Create_0				
gml_Object_obj_sanssnowman_Alarm_0				
gml_Object_obj_papyrussnowman_Create_0				
gml_Object_obj_papyrussnowman_Alarm_0				
gml_Object_obj_smalldoghouse_Create_0				
gml_Object_obj_smalldoghouse_Alarm_0				
gml_Object_obj_snowpoff_Create_0				
gml_Object_obj_snowpoff_Alarm_0				
gml_Object_obj_snowdecahedron_Create_0				
gml_Object_obj_snowdecahedron_Alarm_0				
gml_Object_obj_switch_Create_0				
gml_Object_obj_switch_Alarm_0				
gml_Object_obj_spaghetti_Create_0				
gml_Object_obj_spaghetti_Alarm_0				
gml_Object_obj_microwave_Create_0				
gml_Object_obj_microwave_Alarm_0				
gml_Object_obj_spagnot_Create_0				
gml_Object_obj_spagnot_Alarm_0				
gml_Object_obj_papcheckpoint_Create_0				
gml_Object_obj_papcheckpoint_Alarm_0				
gml_Object_obj_sanscheckpoint_Create_0				
gml_Object_obj_sanscheckpoint_Alarm_0				
gml_Object_obj_nicecreamguy_Create_0				
gml_Object_obj_nicecreamguy_Alarm_0				
gml_Object_obj_nicecreamguy_Step_1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_crossword_Create_0				
gml_Object_obj_crossword_Alarm_1				
gml_Object_obj_crossword_Alarm_0				
gml_Object_obj_crossword_Step_0				
gml_Object_obj_crossword_Draw_0				
gml_Object_obj_nicesnowman_Create_0				
gml_Object_obj_nicesnowman_Alarm_0				
gml_Object_obj_nicesnowman_Step_2				
gml_Object_obj_dtrapfire_Create_0				
gml_Object_obj_dtrapfire_Alarm_2				
gml_Object_obj_dtrapfire_Alarm_1				
gml_Object_obj_dtrapfire_Alarm_0				
gml_Object_obj_dogpillarparent_Create_0				
gml_Object_obj_dogpillarparent_Alarm_0				
gml_Object_obj_dogneckparent_Create_0				
gml_Object_obj_dogneckparent_Alarm_0				
gml_Object_obj_sansbasemententer_Create_0				
gml_Object_obj_sansbasemententer_Step_0				
gml_Object_obj_teleigloo_Create_0				
gml_Object_obj_teleigloo_Step_0				
gml_Object_obj_teleigloo_Collision_1570				
gml_Object_obj_ruins_reentrance_Create_0				
gml_Object_obj_waterdivot_test_Create_0				
gml_Object_obj_waterdivot_test_Step_0				
gml_Object_obj_icecube_room_Create_0				
gml_Object_obj_icecube_room_Step_0				
gml_Object_obj_icecube_water1_Create_0				
gml_Object_obj_icecube_water1_Step_0				
gml_Object_obj_tinybgman_Create_0				
gml_Object_obj_tinybgman_Alarm_0				
gml_Object_obj_tinybgman_Step_0				
gml_Object_obj_tinybghouse_Create_0				
gml_Object_obj_tinybghouse_Alarm_2				
gml_Object_obj_tinybghouse_Alarm_1				
gml_Object_obj_tinybghouse_Alarm_0				
gml_Object_obj_tinybghouse_Step_0				
gml_Object_obj_tinybgpuff_Create_0				
gml_Object_obj_tinybgpuff_Alarm_0				
gml_Object_obj_fogmaker_Create_0				
gml_Object_obj_fogmaker_Draw_0				
gml_Object_obj_fogmaker_complex_Create_0				
gml_Object_obj_fogmaker_complex_Draw_0				
gml_Object_obj_dogpoff_Create_0				
gml_Object_obj_dogpoff_Step_0				
gml_Object_obj_dogpoff_Other_7				
gml_Object_obj_xoxo_Create_0				
gml_Object_obj_xoxo_Alarm_0				
gml_Object_obj_xoxo_Step_0				
gml_Object_obj_xoxocontroller1_Create_0				
gml_Object_obj_xoxocontroller1_Alarm_2				
gml_Object_obj_xoxocontroller1_Step_2				
gml_Object_obj_xoxocontroller1_Collision_1570				
gml_Object_obj_falltransition_Create_0				
gml_Object_obj_falltransition_Alarm_4				
gml_Object_obj_falltransition_Alarm_3				
gml_Object_obj_falltransition_Step_0				
gml_Object_obj_superdrophole_Create_0				
gml_Object_obj_superdrophole_Alarm_3				
gml_Object_obj_superdrophole_Alarm_2				
gml_Object_obj_superdrophole_Alarm_1				
gml_Object_obj_superdrophole_Alarm_0				
gml_Object_obj_superdrophole_Collision_1570				
gml_Object_obj_specialdrophole_Step_0				
gml_Object_obj_dogehouse_Create_0				
gml_Object_obj_dogehouseback_Create_0				
gml_Object_obj_tundragatebar_Create_0				
gml_Object_obj_stick_Create_0				
gml_Object_obj_stick_Alarm_2				
gml_Object_obj_stick_Alarm_0				
gml_Object_obj_stick_Collision_987				
gml_Object_obj_fakedarksans_Create_0				
gml_Object_obj_fakedarksans_Step_0				
gml_Object_obj_fakedarksans_Collision_987				
gml_Object_obj_snowfloor_Create_0				
gml_Object_obj_snowfloor_Draw_0				
gml_Object_obj_creeptree1_Step_2				
gml_Object_obj_creeptree1_Step_1				
gml_Object_obj_convenientlamp_Create_0				
gml_Object_obj_convenientlamp_Alarm_0				
gml_Object_obj_convenientlamp_Step_1				
gml_Object_obj_convenientlamp_Collision_1570				
gml_Object_obj_darksanstrigger_Create_0				
gml_Object_obj_darksanstrigger_Collision_1570				
gml_Object_obj_sansbyetrigger_Create_0				
gml_Object_obj_sansbyetrigger_Alarm_2				
gml_Object_obj_sansbyetrigger_Step_0				
gml_Object_obj_sansbyetrigger_Collision_1570				
gml_Object_obj_papyrus1_Create_0				
gml_Object_obj_papyrus1_Alarm_3				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_papyrus1_Alarm_2				
gml_Object_obj_papyrus1_Alarm_1				
gml_Object_obj_papyrus1_Alarm_0				
gml_Object_obj_papyrus1_Step_0				
gml_Object_obj_papyrus1_Collision_1570				
gml_Object_obj_specialtile_Create_0				
gml_Object_obj_specialtile_Alarm_0				
gml_Object_obj_specialtile_Draw_0				
gml_Object_obj_shockblock_Create_0				
gml_Object_obj_shockblock_Alarm_0				
gml_Object_obj_shockblock_Step_0				
gml_Object_obj_shockblock_Collision_1570				
gml_Object_obj_orbhead_Create_0				
gml_Object_obj_orbhead_Alarm_0				
gml_Object_obj_orbhead_Step_2				
gml_Object_obj_orbhead_Other_0				
gml_Object_obj_mandog_actor_Step_0				
gml_Object_obj_papyrus2_Create_0				
gml_Object_obj_papyrus2_Alarm_4				
gml_Object_obj_papyrus2_Alarm_3				
gml_Object_obj_papyrus2_Alarm_2				
gml_Object_obj_papyrus2_Alarm_1				
gml_Object_obj_papyrus2_Alarm_0				
gml_Object_obj_papyrus2_Step_0				
gml_Object_obj_papyrus2_Collision_1570				
gml_Object_obj_papyrus3_Create_0				
gml_Object_obj_papyrus3_Alarm_4				
gml_Object_obj_papyrus3_Alarm_2				
gml_Object_obj_papyrus3_Alarm_1				
gml_Object_obj_papyrus3_Alarm_0				
gml_Object_obj_papyrus3_Step_0				
gml_Object_obj_papyrus3_Collision_1570				
gml_Object_obj_papyrus4_Create_0				
gml_Object_obj_papyrus4_Alarm_4				
gml_Object_obj_papyrus4_Alarm_2				
gml_Object_obj_papyrus4_Alarm_1				
gml_Object_obj_papyrus4_Alarm_0				
gml_Object_obj_papyrus4_Step_0				
gml_Object_obj_papyrus4_Collision_1570				
gml_Object_obj_papyrus5_Create_0				
gml_Object_obj_papyrus5_Alarm_4				
gml_Object_obj_papyrus5_Alarm_2				
gml_Object_obj_papyrus5_Alarm_1				
gml_Object_obj_papyrus5_Step_2				
gml_Object_obj_papyrus5_Step_0				
gml_Object_obj_papyrus5_Collision_1570				
gml_Object_obj_papyrus6_Create_0				
gml_Object_obj_papyrus6_Alarm_4				
gml_Object_obj_papyrus6_Alarm_1				
gml_Object_obj_papyrus6_Step_0				
gml_Object_obj_papyrus6_Collision_1570				
gml_Object_obj_papyrus7_Create_0				
gml_Object_obj_papyrus7_Alarm_4				
gml_Object_obj_papyrus7_Alarm_0				
gml_Object_obj_papyrus7_Step_0				
gml_Object_obj_papyrus7_Collision_1570				
gml_Object_obj_papyrus8_Create_0				
gml_Object_obj_papyrus8_Alarm_4				
gml_Object_obj_papyrus8_Alarm_0				
gml_Object_obj_papyrus8_Step_0				
gml_Object_obj_papyrus8_Collision_1570				
gml_Object_obj_puzzlewall1_Create_0				
gml_Object_obj_puzzlewall1_Step_0				
gml_Object_obj_puzzlewall1_Collision_1570				
gml_Object_obj_puzzlewall2_Create_0				
gml_Object_obj_puzzlewall2_Step_0				
gml_Object_obj_puzzlewall2_Collision_1570				
gml_Object_obj_dogetrigger1_Create_0				
gml_Object_obj_dogetrigger1_Alarm_0				
gml_Object_obj_dogetrigger1_Step_0				
gml_Object_obj_dogetrigger1_Collision_1570				
gml_Object_obj_dogetrigger1_Draw_0				
gml_Object_obj_dogringbell_Create_0				
gml_Object_obj_dogringbell_Alarm_5				
gml_Object_obj_dogringbell_Alarm_0				
gml_Object_obj_dogringbell_Step_0				
gml_Object_obj_dogringbell_Draw_0				
gml_Object_obj_forcedright_Create_0				
gml_Object_obj_forcedright_Alarm_2				
gml_Object_obj_forcedright_Alarm_0				
gml_Object_obj_forcedright_Step_0				
gml_Object_obj_forcedright_Collision_1570				
gml_Object_obj_pofftrigger_Create_0				
gml_Object_obj_pofftrigger_Alarm_4				
gml_Object_obj_pofftrigger_Step_0				
gml_Object_obj_pofftrigger_Collision_1570				
gml_Object_obj_fakesanstrigger_Create_0				
gml_Object_obj_fakesanstrigger_Step_0				
gml_Object_obj_fakesanstrigger_Collision_1570				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_rollsnowgen_Create_0				
gml_Object_obj_rollsnowgen_Alarm_0				
gml_Object_obj_golfhole_Step_0				
gml_Object_obj_rollgrow_Create_0				
gml_Object_obj_rollgrow_Step_0				
gml_Object_obj_rollgrow_Collision_1570				
gml_Object_obj_rollgrow_Collision_820				
gml_Object_obj_rollgrow_Draw_0				
gml_Object_obj_rollsnow_Create_0				
gml_Object_obj_rollsnow_Alarm_2				
gml_Object_obj_rollsnow_Step_0				
gml_Object_obj_rollsnow_Collision_1570				
gml_Object_obj_rollsnow_Collision_1015				
gml_Object_obj_rollsnow_Collision_1005				
gml_Object_obj_rollsnow_Collision_820				
gml_Object_obj_rollsnow_Draw_0				
gml_Object_obj_iceflag_Create_0				
gml_Object_obj_iceflag_Draw_0				
gml_Object_object466_Create_0				
gml_Object_object466_Step_0				
gml_Object_object466_Collision_1570				
gml_Object_object466_Collision_1015				
gml_Object_object466_Collision_1005				
gml_Object_object466_Collision_820				
gml_Object_object466_Draw_0				
gml_Object_obj_darksans1_Create_0				
gml_Object_obj_darksans1_Alarm_9				
gml_Object_obj_darksans1_Alarm_8				
gml_Object_obj_darksans1_Alarm_7				
gml_Object_obj_darksans1_Alarm_6				
gml_Object_obj_darksans1_Alarm_4				
gml_Object_obj_darksans1_Alarm_3				
gml_Object_obj_darksans1_Alarm_2				
gml_Object_obj_darksans1_Step_0				
gml_Object_obj_darksans1_KeyPress_74				
gml_Object_obj_sans_interactable1_Create_0				
gml_Object_obj_sans_interactable1_Alarm_0				
gml_Object_obj_sans_interactable1_Step_1				
gml_Object_obj_sans_room_Create_0				
gml_Object_obj_sans_room_Alarm_4				
gml_Object_obj_sans_room_Alarm_0				
gml_Object_obj_sans_room_Step_1				
gml_Object_obj_doublesans_Create_0				
gml_Object_obj_doublesans_Alarm_0				
gml_Object_obj_doublesans_Step_1				
gml_Object_obj_dogroom_npc_Create_0				
gml_Object_obj_dogroom_npc_Alarm_0				
gml_Object_obj_dogroom_npc_Step_1				
gml_Object_obj_papyrus_room_Create_0				
gml_Object_obj_papyrus_room_Alarm_0				
gml_Object_obj_papyrus_room_Step_1				
gml_Object_obj_papyrus_guide_Create_0				
gml_Object_obj_papyrus_guide_Alarm_0				
gml_Object_obj_papyrus_guide_Step_1				
gml_Object_obj_papyrus_hisroom_Create_0				
gml_Object_obj_papyrus_hisroom_Alarm_0				
gml_Object_obj_papyrus_hisroom_Step_1				
gml_Object_obj_papyrus_houseoutside_Create_0				
gml_Object_obj_papyrus_houseoutside_Alarm_2				
gml_Object_obj_papyrus_houseoutside_Alarm_0				
gml_Object_obj_papyrus_houseoutside_Step_1				
gml_Object_obj_papyrus_houseoutside_Step_0				
gml_Object_obj_sanssteps_Create_0				
gml_Object_obj_sanssteps_Alarm_0				
gml_Object_obj_papyrus_actor_mad_Create_0				
gml_Object_obj_papyrus_actor_mad_Step_0				
gml_Object_obj_papyrus_actor_Create_0				
gml_Object_obj_papyrus_actor_Alarm_6				
gml_Object_obj_papyrus_actor_Step_0				
gml_Object_obj_papyrus_actor_Other_12				
gml_Object_obj_sans_actor_Create_0				
gml_Object_obj_sans_actor_Step_0				
gml_Object_obj_telescope_Create_0				
gml_Object_obj_telescope_Alarm_0				
gml_Object_obj_telescope_Step_1				
gml_Object_obj_starchecker_Create_0				
gml_Object_obj_starchecker_Destroy_0				
gml_Object_obj_starchecker_Alarm_0				
gml_Object_obj_starchecker_Step_0				
gml_Object_obj_starchecker_Draw_0				
gml_Object_obj_undyneencounter1_Create_0				
gml_Object_obj_undyneencounter1_Alarm_4				
gml_Object_obj_undyneencounter1_Step_2				
gml_Object_obj_undyneencounter1_Step_0				
gml_Object_obj_undyneencounter1_Other_5				
gml_Object_obj_undyneencounter2_Create_0				
gml_Object_obj_undyneencounter2_Alarm_4				
gml_Object_obj_undyneencounter2_Step_2				
gml_Object_obj_undyneencounter2_Step_0				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_undyneencounter3_Create_0				
gml_Object_obj_undyneencounter3_Alarm_5				
gml_Object_obj_undyneencounter3_Alarm_4				
gml_Object_obj_undyneencounter3_Step_2				
gml_Object_obj_undyneencounter3_Step_0				
gml_Object_obj_undyneencounter3_Other_5				
gml_Object_obj_undyneencounter3_KeyPress_75				
gml_Object_obj_undyneencounter4_Create_0				
gml_Object_obj_undyneencounter4_Alarm_4				
gml_Object_obj_undyneencounter4_Step_0				
gml_Object_obj_magicstar_Create_0				
gml_Object_obj_magicstar_Step_0				
gml_Object_obj_nospear_Create_0				
gml_Object_obj_undynespear_Create_0				
gml_Object_obj_undynespear_Alarm_3				
gml_Object_obj_undynespear_Other_13				
gml_Object_obj_undynespear_Other_12				
gml_Object_obj_undynespear_Other_11				
gml_Object_obj_undynespear_Draw_0				
gml_Object_obj_undynespear_shadow_Create_0				
gml_Object_obj_undynespear_shadow_Other_13				
gml_Object_obj_undynespear_shadow_Other_12				
gml_Object_obj_undynespear_shadow_Other_11				
gml_Object_obj_undynespear_shadow_Draw_0				
gml_Object_obj_uspeargen_Create_0				
gml_Object_obj_uspeargen_Alarm_0				
gml_Object_obj_uspeargen_Step_0				
gml_Object_obj_speartilegen_Create_0				
gml_Object_obj_speartilegen_Alarm_3				
gml_Object_obj_speartilegen_Step_0				
gml_Object_obj_speartilefake_Create_0				
gml_Object_obj_speartilefake_Alarm_6				
gml_Object_obj_speartilefake_Alarm_5				
gml_Object_obj_speartilefake_Step_0				
gml_Object_obj_speartile_Create_0				
gml_Object_obj_speartile_Alarm_4				
gml_Object_obj_speartile_Step_0				
gml_Object_obj_speartile_Other_13				
gml_Object_obj_speartile_Other_11				
gml_Object_obj_napstafridge_Create_0				
gml_Object_obj_napstafridge_Alarm_0				
gml_Object_obj_garbagepile_Create_0				
gml_Object_obj_garbagepile_Alarm_0				
gml_Object_obj_garbagefridge_Create_0				
gml_Object_obj_garbagefridge_Alarm_0				
gml_Object_obj_undynetrash_Create_0				
gml_Object_obj_undynetrash_Alarm_0				
gml_Object_obj_garbagecooler_Create_0				
gml_Object_obj_garbagecooler_Alarm_0				
gml_Object_obj_assortedtrash_Create_0				
gml_Object_obj_assortedtrash_Alarm_0				
gml_Object_obj_assortedtrash_Step_2				
gml_Object_obj_damndummy_Create_0				
gml_Object_obj_damndummy_Alarm_3				
gml_Object_obj_damndummy_Alarm_0				
gml_Object_obj_damndummy_Other_11				
gml_Object_obj_damndummy_Other_10				
gml_Object_obj_damndummy_Draw_0				
gml_Object_obj_bonedrawer_Create_0				
gml_Object_obj_bonedrawer_Draw_0				
gml_Object_obj_potstir_Create_0				
gml_Object_obj_potstir_Draw_0				
gml_Object_obj_bonedrawer_check_Create_0				
gml_Object_obj_bonedrawer_check_Alarm_4				
gml_Object_obj_bonedrawer_check_Alarm_0				
gml_Object_obj_bonedrawer_check_Step_2				
gml_Object_obj_spaghot_Create_0				
gml_Object_obj_spaghot_Other_10				
gml_Object_obj_potheat_Create_0				
gml_Object_obj_potheat_Draw_0				
gml_Object_obj_undyne_actor_Create_0				
gml_Object_obj_undyne_actor_Alarm_6				
gml_Object_obj_undyne_actor_Step_0				
gml_Object_obj_undyne_actor_Collision_1072				
gml_Object_obj_undyne_actor_Other_12				
gml_Object_obj_controlspear_Create_0				
gml_Object_obj_controlspear_Draw_0				
gml_Object_obj_undynedate_inside_Create_0				
gml_Object_obj_undynedate_inside_Alarm_4				
gml_Object_obj_undynedate_inside_Step_0				
gml_Object_obj_undynedate_outside_Create_0				
gml_Object_obj_undynedate_outside_Alarm_4				
gml_Object_obj_undynedate_outside_Step_0				
gml_Object_obj_undynedate_afterward_Create_0				
gml_Object_obj_undynedate_afterward_Alarm_4				
gml_Object_obj_undynedate_afterward_Step_0				
gml_Object_obj_glassshard_Create_0				
gml_Object_obj_glassshard_Step_0				
gml_Object_obj_undynewindow_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_undyne_throwspear_Create_0				
gml_Object_obj_undyne_throwspear_Step_0				
gml_Object_obj_undynespear_anim1_Create_0				
gml_Object_obj_undynespear_anim1_Alarm_4				
gml_Object_obj_undynespear_anim1_Alarm_3				
gml_Object_obj_undynespear_anim1_Step_0				
gml_Object_obj_papyrus_window_Create_0				
gml_Object_obj_papyrus_window_Step_0				
gml_Object_obj_papyrus_window_Collision_1068				
gml_Object_obj_foodbreak_Create_0				
gml_Object_obj_foodbreak_Step_0				
gml_Object_obj_riverman_Create_0				
gml_Object_obj_dogboat_thing_Create_0				
gml_Object_obj_dogboat_thing_Alarm_5				
gml_Object_obj_dogboat_thing_Alarm_4				
gml_Object_obj_dogboat_thing_Draw_0				
gml_Object_obj_dogboat_pillar_Create_0				
gml_Object_obj_dogboat_pillar_Step_0				
gml_Object_obj_onionsan_event_Create_0				
gml_Object_obj_onionsan_event_Alarm_4				
gml_Object_obj_onionsan_event_Alarm_0				
gml_Object_obj_onionsan_event_Step_0				
gml_Object_obj_onionbody_Create_0				
gml_Object_obj_onionbody_Other_12				
gml_Object_obj_onionbody_Draw_0				
gml_Object_obj_oniont_Create_0				
gml_Object_obj_oniont_Draw_0				
gml_Object_obj_water_doomreminder_Create_0				
gml_Object_obj_water_doomreminder_Step_0				
gml_Object_obj_water_doomreminder_Collision_1570				
gml_Object_obj_blookdiary_Create_0				
gml_Object_obj_blookdiary_Alarm_0				
gml_Object_obj_blookhouses_Create_0				
gml_Object_obj_blookhouses_Other_11				
gml_Object_obj_foreground_waterfall_Create_0				
gml_Object_obj_foreground_waterfall_Draw_0				
gml_Object_obj_glowstone_Create_0				
gml_Object_obj_glowstone_Draw_0				
gml_Object_obj_waterpillar_Create_0				
gml_Object_obj_waterpillar_Alarm_0				
gml_Object_obj_waterpillar_Step_0				
gml_Object_obj_inwaterspot_Create_0				
gml_Object_obj_inwaterspot_Alarm_0				
gml_Object_obj_inwaterspot_Step_2				
gml_Object_obj_inwaterspot_Collision_1570				
gml_Object_obj_inwaterspot_Other_4				
gml_Object_obj_indryspot_Create_0				
gml_Object_obj_indryspot_Collision_1570				
gml_Object_obj_wakeupchara_Create_0				
gml_Object_obj_wakeupchara_Alarm_2				
gml_Object_obj_wakeupchara_Step_0				
gml_Object_obj_tobdog_pendant_Create_0				
gml_Object_obj_tobdog_pendant_Alarm_4				
gml_Object_obj_tobdog_pendant_Step_0				
gml_Object_obj_sentrystation_bg_Create_0				
gml_Object_obj_sans_sentry2_Create_0				
gml_Object_obj_sans_sentry2_Alarm_4				
gml_Object_obj_sans_sentry2_Alarm_2				
gml_Object_obj_sans_sentry2_Alarm_0				
gml_Object_obj_sans_sentry2_Step_1				
gml_Object_obj_sans_sentry2_Step_0				
gml_Object_obj_sans_sentry2_Other_12				
gml_Object_obj_grasssounder_Create_0				
gml_Object_obj_grasssounder_Step_0				
gml_Object_obj_tallgrass_Create_0				
gml_Object_obj_tallgrass_Step_0				
gml_Object_obj_tallgrass_Collision_1570				
gml_Object_obj_tallgrass_Collision_1117				
gml_Object_obj_tallgrass_Collision_1108				
gml_Object_obj_starker_Create_0				
gml_Object_obj_starker_Step_2				
gml_Object_obj_quicheguilt_Create_0				
gml_Object_obj_quicheguilt_Alarm_0				
gml_Object_obj_quicheguilt_Step_0				
gml_Object_obj_quicheguilt_Draw_0				
gml_Object_obj_waterripple_Create_0				
gml_Object_obj_waterripple_Draw_0				
gml_Object_obj_proxglower_Create_0				
gml_Object_obj_proxglower_Step_0				
gml_Object_obj_glowshroompuzzle_Create_0				
gml_Object_obj_glowshroompuzzle_Step_0				
gml_Object_obj_darknesspuzzle_Create_0				
gml_Object_obj_darknesspuzzle_Draw_0				
gml_Object_obj_darkness_undyne_Create_0				
gml_Object_obj_darkness_undyne_Draw_0				
gml_Object_obj_undyne_echoflower_Create_0				
gml_Object_obj_undyne_echoflower_Alarm_4				
gml_Object_obj_undyne_echoflower_Alarm_0				
gml_Object_obj_undyne_echoflower_Step_2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_glowshroom_Create_0				
gml_Object_obj_glowshroom_Step_0				
gml_Object_obj_darknesslantern_Create_0				
gml_Object_obj_darknesslantern_Step_0				
gml_Object_obj_cosmetic_glowstar_Create_0				
gml_Object_obj_cosmeticecho_Create_0				
gml_Object_obj_groundtorch_Create_0				
gml_Object_obj_groundtorch_Step_0				
gml_Object_obj_torchpuzzle_Create_0				
gml_Object_obj_torchpuzzle_Step_2				
gml_Object_obj_boardride_a_Create_0				
gml_Object_obj_boardride_a_Alarm_2				
gml_Object_obj_boardride_a_Step_0				
gml_Object_obj_runaway_Create_0				
gml_Object_obj_runaway_Alarm_0				
gml_Object_obj_runaway_Step_0				
gml_Object_obj_runaway_Collision_1570				
gml_Object_obj_runaway_Draw_0				
gml_Object_obj_fakedoor_Create_0				
gml_Object_obj_fakedoor_Alarm_5				
gml_Object_obj_fakedoor_Alarm_3				
gml_Object_obj_fakedoor_Step_0				
gml_Object_obj_fakedoor_Other_11				
gml_Object_obj_waterboardpuzzle1_Create_0				
gml_Object_obj_waterboardpuzzle1_Step_0				
gml_Object_obj_waterboardpuzzle1_Other_10				
gml_Object_obj_waterboardpuzzle1_Draw_0				
gml_Object_obj_bellblossom_Create_0				
gml_Object_obj_bellblossom_Alarm_4				
gml_Object_obj_bellblossom_Step_0				
gml_Object_obj_bellblossom_Other_10				
gml_Object_obj_waterboard_Create_0				
gml_Object_obj_waterboard_Alarm_2				
gml_Object_obj_waterboard_Step_2				
gml_Object_obj_mkid_actor_Create_0				
gml_Object_obj_mkid_actor_Alarm_3				
gml_Object_obj_mkid_actor_Step_2				
gml_Object_obj_mkid_actor_Step_1				
gml_Object_obj_mkid_actor_Draw_0				
gml_Object_obj_mkid_shadow_Create_0				
gml_Object_obj_mkid_shadow_Alarm_3				
gml_Object_obj_mkid_shadow_Alarm_1				
gml_Object_obj_mkid_shadow_Step_2				
gml_Object_obj_undynea_actor_Create_0				
gml_Object_obj_undynea_actor_Alarm_8				
gml_Object_obj_undynea_actor_Step_0				
gml_Object_obj_undynea_actor_Other_12				
gml_Object_obj_undynea_chaser_Create_0				
gml_Object_obj_undynea_chaser_Destroy_0				
gml_Object_obj_undynea_chaser_Alarm_4				
gml_Object_obj_undynea_chaser_Step_0				
gml_Object_obj_undynea_chaser_Other_5				
gml_Object_obj_undynea_actor2_Create_0				
gml_Object_obj_undynea_actor2_Step_0				
gml_Object_obj_undynea_actor2_Other_12				
gml_Object_obj_monsterkidtrigger1_Create_0				
gml_Object_obj_monsterkidtrigger1_Alarm_4				
gml_Object_obj_monsterkidtrigger1_Step_0				
gml_Object_obj_monsterkidtrigger1_Collision_1570				
gml_Object_obj_monsterkidtrigger2_Create_0				
gml_Object_obj_monsterkidtrigger2_Alarm_4				
gml_Object_obj_monsterkidtrigger2_Step_0				
gml_Object_obj_monsterkidtrigger2_Collision_1570				
gml_Object_obj_monsterkidtrigger3_Create_0				
gml_Object_obj_monsterkidtrigger3_Alarm_4				
gml_Object_obj_monsterkidtrigger3_Alarm_2				
gml_Object_obj_monsterkidtrigger3_Step_0				
gml_Object_obj_monsterkidtrigger3_Collision_1570				
gml_Object_obj_monsterkidtrigger4_Create_0				
gml_Object_obj_monsterkidtrigger4_Step_0				
gml_Object_obj_monsterkidtrigger4_Collision_1570				
gml_Object_obj_monsterkidtrigger5_Create_0				
gml_Object_obj_monsterkidtrigger5_Collision_1570				
gml_Object_obj_monsterkidtrigger6_Create_0				
gml_Object_obj_monsterkidtrigger6_Alarm_7				
gml_Object_obj_monsterkidtrigger6_Alarm_4				
gml_Object_obj_monsterkidtrigger6_Step_0				
gml_Object_obj_monsterkidtrigger6_Draw_0				
gml_Object_obj_monsterkidtrigger7_Create_0				
gml_Object_obj_monsterkidtrigger7_Destroy_0				
gml_Object_obj_monsterkidtrigger7_Alarm_4				
gml_Object_obj_monsterkidtrigger7_Step_0				
gml_Object_obj_monsterkidtrigger7_Collision_1570				
gml_Object_obj_monsterkidtrigger7_Other_5				
gml_Object_obj_monsterkidtrigger8_Create_0				
gml_Object_obj_monsterkidtrigger8_Alarm_4				
gml_Object_obj_monsterkidtrigger8_Step_0				
gml_Object_obj_undynetrigger_boss2_Create_0				
gml_Object_obj_undynetrigger_boss2_Alarm_4				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_undynetrigger_boss2_Step_0				
gml_Object_obj_undynetrigger_boss2_Collision_1570				
gml_Object_obj_undynetrigger_boss_Create_0				
gml_Object_obj_undynetrigger_boss_Alarm_4				
gml_Object_obj_undynetrigger_boss_Alarm_0				
gml_Object_obj_undynetrigger_boss_Step_0				
gml_Object_obj_undynetrigger_boss_Other_11				
gml_Object_obj_undynetrigger_boss_Draw_0				
gml_Object_obj_undynetrigger_boss_KeyPress_32				
gml_Object_obj_dummytrigger_Create_0				
gml_Object_obj_dummytrigger_Alarm_4				
gml_Object_obj_dummytrigger_Step_0				
gml_Object_obj_dummytrigger_Collision_1570				
gml_Object_obj_napstablookfriendtrigger_Create_0				
gml_Object_obj_napstablookfriendtrigger_Alarm_4				
gml_Object_obj_napstablookfriendtrigger_Step_0				
gml_Object_obj_napstablookfriendtrigger_Collision_1570				
gml_Object_obj_napstablook_actor_Create_0				
gml_Object_obj_napstablook_actor_Alarm_0				
gml_Object_obj_napstablook_actor_Draw_0				
gml_Object_obj_napstablookdate_Create_0				
gml_Object_obj_napstablookdate_Alarm_6				
gml_Object_obj_napstablookdate_Alarm_5				
gml_Object_obj_napstablookdate_Alarm_4				
gml_Object_obj_napstablookdate_Step_0				
gml_Object_obj_napstablookdate_Collision_1570				
gml_Object_obj_napstablookdate_Other_11				
gml_Object_obj_napstablookdate_music_Create_0				
gml_Object_obj_napstablookdate_music_Alarm_0				
gml_Object_obj_napstablookdate_music_Step_0				
gml_Object_obj_napstablookdate_music_Other_17				
gml_Object_obj_napstablookdate_music_Other_13				
gml_Object_obj_napstablookdate_music_Other_12				
gml_Object_obj_napstablookdate_music_Other_11				
gml_Object_obj_napstablookdate_music_Other_4				
gml_Object_obj_napstablook_cd_Create_0				
gml_Object_obj_napstablook_cd_Alarm_0				
gml_Object_obj_napstablook_cd_Step_1				
gml_Object_obj_waterpushrockgen_Create_0				
gml_Object_obj_waterpushrockgen_Alarm_0				
gml_Object_obj_waterpushrockgen_Step_2				
gml_Object_obj_waterpushrockgen_Step_0				
gml_Object_obj_waterpushrock_Create_0				
gml_Object_obj_waterpushrock_Step_2				
gml_Object_obj_waterpushrock_Step_0				
gml_Object_obj_waterpushrock_2_Create_0				
gml_Object_obj_waterpushrock_2_Alarm_0				
gml_Object_obj_waterpushrock_2_Step_0				
gml_Object_obj_orangeattackNPC_Create_0				
gml_Object_obj_orangeattackNPC_Alarm_0				
gml_Object_obj_orangeattackNPC_Step_1				
gml_Object_obj_snail2_Create_0				
gml_Object_obj_snail2_Alarm_0				
gml_Object_obj_snail2_Step_1				
gml_Object_obj_snail3_Create_0				
gml_Object_obj_snail3_Alarm_0				
gml_Object_obj_snail3_Step_1				
gml_Object_obj_snailguy_Create_0				
gml_Object_obj_snailguy_Alarm_0				
gml_Object_obj_snailguy_Step_1				
gml_Object_obj_stable_Create_0				
gml_Object_obj_stable_Alarm_0				
gml_Object_obj_stable_Other_12				
gml_Object_obj_stable_Other_11				
gml_Object_obj_stable_Draw_0				
gml_Object_obj_redacted_a_Create_0				
gml_Object_obj_redacted_a_Alarm_0				
gml_Object_obj_redacted_a_Step_1				
gml_Object_obj_napstablook_farm1_Create_0				
gml_Object_obj_napstablook_farm1_Alarm_0				
gml_Object_obj_napstablook_farm1_Step_1				
gml_Object_obj_napstablook_farm2_Create_0				
gml_Object_obj_napstablook_farm2_Alarm_4				
gml_Object_obj_napstablook_farm2_Alarm_0				
gml_Object_obj_napstablook_farm2_Step_1				
gml_Object_obj_napstablook_farm2_Step_0				
gml_Object_obj_rarependant_Create_0				
gml_Object_obj_rarependant_Alarm_4				
gml_Object_obj_rarependant_Alarm_0				
gml_Object_obj_rarependant_Step_1				
gml_Object_obj_rarependant_Other_5				
gml_Object_obj_fearundynenpc1_Create_0				
gml_Object_obj_fearundynenpc1_Alarm_4				
gml_Object_obj_fearundynenpc1_Alarm_0				
gml_Object_obj_fearundynenpc1_Step_1				
gml_Object_obj_umbrellabox_Create_0				
gml_Object_obj_umbrellabox_Alarm_0				
gml_Object_obj_umbrellabox_Step_1				
gml_Object_obj_statueplink_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_statueplink_Step_0				
gml_Object_obj_normalplink_Create_0				
gml_Object_obj_normalplink_Step_0				
gml_Object_obj_statuedrop_Create_0				
gml_Object_obj_statuedrop_Step_0				
gml_Object_obj_statuedrop_Collision_1363				
gml_Object_obj_normaldrop_Create_0				
gml_Object_obj_normaldrop_Step_0				
gml_Object_obj_normaldrop_Other_11				
gml_Object_obj_puddle_Create_0				
gml_Object_obj_puddle_Step_1				
gml_Object_obj_puddle_Draw_0				
gml_Object_obj_umbrellamask_Step_2				
gml_Object_obj_umbrellamask_Collision_1153				
gml_Object_obj_rainer_Create_0				
gml_Object_obj_rainer_Alarm_1				
gml_Object_obj_musicstatue_Create_0				
gml_Object_obj_musicstatue_Alarm_5				
gml_Object_obj_musicstatue_Alarm_0				
gml_Object_obj_musicstatue_Step_1				
gml_Object_obj_musicstatue_Other_5				
gml_Object_obj_echoflower_Create_0				
gml_Object_obj_echoflower_Alarm_4				
gml_Object_obj_echoflower_Alarm_0				
gml_Object_obj_echoflower_Step_1				
gml_Object_obj_fearundynenpc2_Create_0				
gml_Object_obj_fearundynenpc2_Alarm_4				
gml_Object_obj_fearundynenpc2_Alarm_0				
gml_Object_obj_fearundynenpc2_Step_1				
gml_Object_obj_carrybird_Create_0				
gml_Object_obj_carrybird_Alarm_4				
gml_Object_obj_carrybird_Alarm_0				
gml_Object_obj_carrybird_Step_1				
gml_Object_obj_carrybird_Other_5				
gml_Object_obj_undyne1_Create_0				
gml_Object_obj_undyne1_Alarm_4				
gml_Object_obj_undyne1_Step_0				
gml_Object_obj_undyne1_Collision_1570				
gml_Object_obj_undyne1_Draw_0				
gml_Object_obj_papyrus_undyne1_actor_Create_0				
gml_Object_obj_papyrus_undyne1_actor_Step_0				
gml_Object_obj_shyrenstrewn_Create_0				
gml_Object_obj_shyrenstrewn_Alarm_0				
gml_Object_obj_shyrenstrewn_Step_2				
gml_Object_obj_undyne1_old_Create_0				
gml_Object_obj_undyne1_old_Alarm_4				
gml_Object_obj_undyne1_old_Step_0				
gml_Object_obj_undyne1_old_Collision_1570				
gml_Object_obj_shyrentrigger_Create_0				
gml_Object_obj_shyrentrigger_Collision_1570				
gml_Object_obj_undyne_blockwrecker_Step_0				
gml_Object_obj_purpledude_Create_0				
gml_Object_obj_purpledude_Alarm_4				
gml_Object_obj_purpledude_Alarm_0				
gml_Object_obj_purpledude_Step_1				
gml_Object_obj_purpledude_Step_0				
gml_Object_obj_piano_Create_0				
gml_Object_obj_piano_Alarm_0				
gml_Object_obj_piano_Step_1				
gml_Object_obj_piano_Draw_0				
gml_Object_obj_paino_Create_0				
gml_Object_obj_paino_Destroy_0				
gml_Object_obj_paino_Alarm_1				
gml_Object_obj_paino_Step_0				
gml_Object_obj_paino_Other_5				
gml_Object_obj_paino_Draw_0				
gml_Object_obj_alphys_npc_Create_0				
gml_Object_obj_alphys_npc_Alarm_0				
gml_Object_obj_alphys_npc_Step_1				
gml_Object_obj_alphys_actor_Create_0				
gml_Object_obj_alphys_actor_Step_0				
gml_Object_obj_mettaton_actor_Create_0				
gml_Object_obj_mettaton_actor_Step_0				
gml_Object_obj_mettaton_npc_Create_0				
gml_Object_obj_mettaton_npc_Alarm_0				
gml_Object_obj_mettaton_npc_Step_1				
gml_Object_obj_flychara_placeholder_Step_0				
gml_Object_obj_failegg_Create_0				
gml_Object_obj_failegg_Collision_1185				
gml_Object_obj_failegg_Other_11				
gml_Object_obj_milkofhell_splatter_Create_0				
gml_Object_obj_milkofhell_splatter_Step_0				
gml_Object_obj_milkofhell_drop_Create_0				
gml_Object_obj_milkofhell_drop_Step_0				
gml_Object_obj_milkofhell_drop_Collision_1185				
gml_Object_obj_milkofhell_drop_Other_11				
gml_Object_obj_sugarbullet_drop_Create_0				
gml_Object_obj_sugarbullet_drop_Step_0				
gml_Object_obj_milkofhell_shot_Create_0				

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Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_milkofhell_shot_Step_0				
gml_Object_obj_milkofhell_shot_Collision_1185				
gml_Object_obj_milkofhell_shot_Other_10				
gml_Object_obj_milkofhell_shot_Draw_0				
gml_Object_obj_sugarbullet_Create_0				
gml_Object_obj_sugarbullet_Alarm_2				
gml_Object_obj_sugarbullet_Alarm_0				
gml_Object_obj_sugarbullet_Step_0				
gml_Object_obj_sugarbullet_Collision_1185				
gml_Object_obj_sugarbullet_Other_11				
gml_Object_obj_mett_eggbullet_Create_0				
gml_Object_obj_mett_eggbullet_Step_0				
gml_Object_obj_mett_eggbullet_Collision_1185				
gml_Object_obj_mett_eggbullet_Other_11				
gml_Object_obj_trueflymett_Create_0				
gml_Object_obj_trueflymett_Alarm_4				
gml_Object_obj_trueflymett_Other_10				
gml_Object_obj_trueflymett_Draw_0				
gml_Object_obj_kitchenforcefield_Create_0				
gml_Object_obj_kitchenforcefield_Destroy_0				
gml_Object_obj_kitchenforcefield_Alarm_3				
gml_Object_obj_kitchenforcefield_Alarm_0				
gml_Object_obj_kitchenforcefield_Step_0				
gml_Object_obj_kitchenforcefield_Draw_0				
gml_Object_obj_cookhud_Create_0				
gml_Object_obj_cookhud_Draw_0				
gml_Object_obj_jetpackchara_Create_0				
gml_Object_obj_jetpackchara_Alarm_5				
gml_Object_obj_jetpackchara_Alarm_4				
gml_Object_obj_jetpackchara_Step_0				
gml_Object_obj_jetpackchara_Other_10				
gml_Object_obj_jetpackchara_Draw_0				
gml_Object_obj_mettsugar_Create_0				
gml_Object_obj_mettsugar_Alarm_0				
gml_Object_obj_mettsugar_Step_2				
gml_Object_obj_metteggs_Create_0				
gml_Object_obj_metteggs_Alarm_0				
gml_Object_obj_metteggs_Step_2				
gml_Object_obj_bouncelight_Create_0				
gml_Object_obj_bouncelight_Alarm_0				
gml_Object_obj_bouncelight_Step_0				
gml_Object_obj_flylight_a_Create_0				
gml_Object_obj_flylight_a_Alarm_0				
gml_Object_obj_flylight_a_Step_0				
gml_Object_obj_flylight_a_Collision_1185				
gml_Object_obj_flymett_Create_0				
gml_Object_obj_flymett_Alarm_2				
gml_Object_obj_flymett_Alarm_1				
gml_Object_obj_flymett_Step_0				
gml_Object_obj_flymett_Other_11				
gml_Object_obj_flymett_Draw_0				
gml_Object_obj_mettmilk_Create_0				
gml_Object_obj_mettmilk_Alarm_0				
gml_Object_obj_mettmilk_Step_2				
gml_Object_obj_mettmilk_Draw_0				
gml_Object_obj_mettcounter_Step_0				
gml_Object_obj_countermiddle_Create_0				
gml_Object_obj_countermiddle_Alarm_4				
gml_Object_obj_countermiddle_Step_0				
gml_Object_obj_chefhat_Step_0				
gml_Object_obj_cookshowevent_Create_0				
gml_Object_obj_cookshowevent_Alarm_4				
gml_Object_obj_cookshowevent_Step_0				
gml_Object_obj_cookshowevent_Collision_1570				
gml_Object_obj_cookshowevent_Draw_0				
gml_Object_obj_counterscroller_Create_0				
gml_Object_obj_counterscroller_Other_10				
gml_Object_obj_counterscroller_Draw_0				
gml_Object_obj_chimesparkle_Create_0				
gml_Object_obj_chimesparkle_Alarm_0				
gml_Object_obj_chimesparkle_Step_0				
gml_Object_obj_killervisage_Create_0				
gml_Object_obj_killervisage_Step_0				
gml_Object_obj_killervisage_Other_10				
gml_Object_obj_phonetojetpack_Create_0				
gml_Object_obj_phonetojetpack_Step_0				
gml_Object_obj_flamedrawer_Draw_0				
gml_Object_obj_cherrygen_Step_0				
gml_Object_obj_cherrypetal_Create_0				
gml_Object_obj_cherrypetal_Step_0				
gml_Object_obj_playmovement_Create_0				
gml_Object_obj_playmovement_Alarm_10				
gml_Object_obj_playmovement_Alarm_6				
gml_Object_obj_playmovement_Alarm_5				
gml_Object_obj_playmovement_Alarm_4				
gml_Object_obj_playmovement_Step_0				
gml_Object_obj_playmovement_Collision_1570				
gml_Object_obj_playmovement_Other_10				
gml_Object_obj_playmovement_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_textdrawtest_Create_0				
gml_Object_obj_textdrawtest_Alarm_0				
gml_Object_obj_textdrawtest_Draw_0				
gml_Object_obj_songwriter_Create_0				
gml_Object_obj_songwriter_Alarm_2				
gml_Object_obj_songwriter_Alarm_1				
gml_Object_obj_songwriter_Draw_0				
gml_Object_obj_mettaton_flightdress_Create_0				
gml_Object_obj_mettaton_flightdress_Alarm_0				
gml_Object_obj_mettaton_flightdress_Step_2				
gml_Object_obj_mettaton_flightdress_Other_11				
gml_Object_obj_mettaton_dress2_Create_0				
gml_Object_obj_mettaton_dress2_Collision_1570				
gml_Object_obj_mettaton_dress2_Draw_0				
gml_Object_obj_tilehud_Create_0				
gml_Object_obj_tilehud_Step_2				
gml_Object_obj_tilehud_Draw_0				
gml_Object_obj_multitileevent_Create_0				
gml_Object_obj_multitileevent_Alarm_4				
gml_Object_obj_multitileevent_Step_0				
gml_Object_obj_multitileevent_Draw_0				
gml_Object_obj_insidiousconveyor_Create_0				
gml_Object_obj_insidiousconveyor_Step_0				
gml_Object_obj_insidiousconveyor_Collision_1570				
gml_Object_obj_insidiousconveyor_Draw_0				
gml_Object_obj_tileguy_Create_0				
gml_Object_obj_tileguy_Alarm_5				
gml_Object_obj_tileguy_Step_0				
gml_Object_obj_tileguy_Other_11				
gml_Object_obj_tileguy_Other_10				
gml_Object_obj_tileguytileparent_Create_0				
gml_Object_obj_tileguytileparent_Step_2				
gml_Object_obj_tileblue_Create_0				
gml_Object_obj_tileblue_Step_0				
gml_Object_obj_mettnews_artifact_Create_0				
gml_Object_obj_mettnews_artifact_Alarm_9				
gml_Object_obj_mettnews_artifact_Alarm_4				
gml_Object_obj_mettnews_artifact_Alarm_0				
gml_Object_obj_mettnews_artifact_Step_1				
gml_Object_obj_mettnews_artifact_Other_12				
gml_Object_obj_mettnews_artifact_Other_11				
gml_Object_obj_mettnews_artifact_Other_10				
gml_Object_obj_mettanchor_Create_0				
gml_Object_obj_mettanchor_Step_2				
gml_Object_obj_mettnewsevent_Create_0				
gml_Object_obj_mettnewsevent_Alarm_4				
gml_Object_obj_mettnewsevent_Step_0				
gml_Object_obj_mettnewsevent_Collision_1570				
gml_Object_obj_mettnewsevent_Other_11				
gml_Object_obj_mettnewsevent_Other_10				
gml_Object_obj_mettnewsevent_Draw_0				
gml_Object_obj_mettnews_battleobj_Create_0				
gml_Object_obj_mettnews_battleobj_Alarm_9				
gml_Object_obj_mettnews_battleobj_Alarm_4				
gml_Object_obj_mettnews_battleobj_Step_0				
gml_Object_obj_mettnews_battleobj_Collision_1570				
gml_Object_obj_doomtimer_Create_0				
gml_Object_obj_doomtimer_Step_0				
gml_Object_obj_doomtimer_Draw_0				
gml_Object_obj_mettnews_part_Create_0				
gml_Object_obj_mettnews_part_Step_2				
gml_Object_obj_wordburst_Create_0				
gml_Object_obj_wordburst_Step_0				
gml_Object_obj_wordfall_word_Create_0				
gml_Object_obj_wordfall_word_Step_0				
gml_Object_obj_wordfall_Create_0				
gml_Object_obj_mettnews_ticker_Create_0				
gml_Object_obj_mettnews_ticker_Alarm_2				
gml_Object_obj_mettnews_ticker_Step_2				
gml_Object_obj_mettnews_ticker_Other_11				
gml_Object_obj_mettnews_ticker_Other_4				
gml_Object_obj_mettnews_ticker_Draw_0				
gml_Object_obj_spidertable_Create_0				
gml_Object_obj_spidertalkevent_Create_0				
gml_Object_obj_spidertalkevent_Alarm_4				
gml_Object_obj_spidertalkevent_Step_0				
gml_Object_obj_spidertalkevent_Collision_1570				
gml_Object_obj_highspider_Create_0				
gml_Object_obj_highspider_Alarm_5				
gml_Object_obj_highspider_Draw_0				
gml_Object_obj_slowdownwalk_Create_0				
gml_Object_obj_slowdownwalk_Step_2				
gml_Object_obj_slowdownwalk_Collision_1570				
gml_Object_obj_slowdownwalk_Draw_0				
gml_Object_obj_slowdownwalk_x_Create_0				
gml_Object_obj_slowdownwalk_x_Step_2				
gml_Object_obj_slowdownwalk_x_Collision_1570				
gml_Object_obj_slowdownwalk_x_Draw_0				
gml_Object_obj_spiderstrand_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_spiderstrand_Step_2				
gml_Object_obj_spiderstrand_Draw_0				
gml_Object_obj_spidergirl_shop_Create_0				
gml_Object_obj_spidergirl_shop_Alarm_0				
gml_Object_obj_spidergirl_shop_Step_1				
gml_Object_obj_targetguy_Create_0				
gml_Object_obj_targetguy_Collision_1243				
gml_Object_obj_targetguy_Draw_0				
gml_Object_obj_blackbox_o_shatter_Create_0				
gml_Object_obj_blackbox_o_shatter_Step_0				
gml_Object_obj_blackbox_o_Create_0				
gml_Object_obj_blackbox_o_Other_13				
gml_Object_obj_blackbox_o_Other_12				
gml_Object_obj_blackbox_o_Other_11				
gml_Object_obj_blackbox_o_Other_10				
gml_Object_obj_blackbox_o_Draw_0				
gml_Object_obj_shotguy_Create_0				
gml_Object_obj_shotguy_Step_0				
gml_Object_obj_shotguy_Collision_1242				
gml_Object_obj_shootguy_Create_0				
gml_Object_obj_shootguy_Alarm_5				
gml_Object_obj_shootguy_Alarm_3				
gml_Object_obj_shootguy_Alarm_2				
gml_Object_obj_shootguy_Alarm_1				
gml_Object_obj_shootguy_Step_0				
gml_Object_obj_shootguy_Other_14				
gml_Object_obj_shootguy_Other_13				
gml_Object_obj_shootguy_Other_12				
gml_Object_obj_shootguy_Other_11				
gml_Object_obj_shootguy_Other_10				
gml_Object_obj_shootguy_Draw_0				
gml_Object_obj_killerboysnightout_event_Create_0				
gml_Object_obj_killerboysnightout_event_Alarm_4				
gml_Object_obj_killerboysnightout_event_Step_0				
gml_Object_obj_killerboysnightout_event_Collision_1570				
gml_Object_obj_killerlab_event_Create_0				
gml_Object_obj_killerlab_event_Alarm_4				
gml_Object_obj_killerlab_event_Step_0				
gml_Object_obj_killerlab_event_Collision_1570				
gml_Object_obj_alphysfollow_event_Create_0				
gml_Object_obj_alphysfollow_event_Alarm_4				
gml_Object_obj_alphysfollow_event_Step_0				
gml_Object_obj_mettdestroyed_event_Create_0				
gml_Object_obj_mettdestroyed_event_Alarm_4				
gml_Object_obj_mettdestroyed_event_Step_0				
gml_Object_obj_mettdestroyed_event_Draw_0				
gml_Object_obj_mettboss_event_Create_0				
gml_Object_obj_mettboss_event_Alarm_4				
gml_Object_obj_mettboss_event_Step_0				
gml_Object_obj_mettboss_event_Draw_0				
gml_Object_obj_speedline_Create_0				
gml_Object_obj_speedline_Step_0				
gml_Object_obj_scrollaway_event_Create_0				
gml_Object_obj_scrollaway_event_Alarm_4				
gml_Object_obj_scrollaway_event_Step_0				
gml_Object_obj_warrior_event_Create_0				
gml_Object_obj_warrior_event_Alarm_4				
gml_Object_obj_warrior_event_Step_0				
gml_Object_obj_theend_forcefield_Create_0				
gml_Object_obj_theend_forcefield_Step_0				
gml_Object_obj_powerlaser_event_Create_0				
gml_Object_obj_powerlaser_event_Alarm_4				
gml_Object_obj_powerlaser_event_Alarm_3				
gml_Object_obj_powerlaser_event_Alarm_2				
gml_Object_obj_powerlaser_event_Step_0				
gml_Object_obj_powerlaser_event_Other_12				
gml_Object_obj_powerlaser_event_Other_11				
gml_Object_obj_powerlaser_event_Other_10				
gml_Object_obj_powerlaser_event_Draw_0				
gml_Object_obj_core_laserswitch_Create_0				
gml_Object_obj_core_laserswitch_Step_0				
gml_Object_obj_core_enemyevent_Create_0				
gml_Object_obj_core_enemyevent_Alarm_4				
gml_Object_obj_core_enemyevent_Step_0				
gml_Object_obj_core_enemyevent_Collision_1570				
gml_Object_obj_core_enemyevent2_Create_0				
gml_Object_obj_core_enemyevent2_Alarm_4				
gml_Object_obj_core_enemyevent2_Step_0				
gml_Object_obj_precore_event_Create_0				
gml_Object_obj_precore_event_Alarm_4				
gml_Object_obj_precore_event_Step_0				
gml_Object_obj_precore_event_Collision_1570				
gml_Object_obj_undyne_lettercall_Create_0				
gml_Object_obj_undyne_lettercall_Alarm_4				
gml_Object_obj_undyne_lettercall_Step_0				
gml_Object_obj_undyne_lettercall_Collision_1570				
gml_Object_obj_darkman_actor_Create_0				
gml_Object_obj_darkman_actor_Step_0				
gml_Object_obj_sans_prefinaldate_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_sans_prefinaldate_Alarm_4				
gml_Object_obj_sans_prefinaldate_Alarm_2				
gml_Object_obj_sans_prefinaldate_Alarm_0				
gml_Object_obj_sans_prefinaldate_Step_1				
gml_Object_obj_sans_prefinaldate_Step_0				
gml_Object_obj_sans_prefinaldate_Other_12				
gml_Object_obj_sansdate3_Create_0				
gml_Object_obj_sansdate3_Alarm_4				
gml_Object_obj_sansdate3_Step_0				
gml_Object_obj_bottomglower_Create_0				
gml_Object_obj_bottomglower_Alarm_1				
gml_Object_obj_bottomglower_Draw_0				
gml_Object_obj_restaurant_darker_Draw_0				
gml_Object_obj_triswitchevent_Create_0				
gml_Object_obj_triswitchevent_Alarm_4				
gml_Object_obj_triswitchevent_Step_2				
gml_Object_obj_triswitchevent_Step_0				
gml_Object_obj_triswitch_Create_0				
gml_Object_obj_triswitch_Alarm_3				
gml_Object_obj_triswitch_Step_1				
gml_Object_obj_boysnightout_Create_0				
gml_Object_obj_boysnightout_Alarm_4				
gml_Object_obj_boysnightout_Step_0				
gml_Object_obj_boysnightout_Collision_1570				
gml_Object_obj_waveguy_Create_0				
gml_Object_obj_elevatorpanel_Create_0				
gml_Object_obj_elevatorpanel_Alarm_4				
gml_Object_obj_elevatorpanel_Draw_0				
gml_Object_obj_finalelevatorpanel_Create_0				
gml_Object_obj_finalelevatorpanel_Alarm_8				
gml_Object_obj_finalelevatorpanel_Alarm_4				
gml_Object_obj_finalelevatorpanel_Draw_0				
gml_Object_obj_elevatordoor_Create_0				
gml_Object_obj_elevatordoor_Alarm_0				
gml_Object_obj_elevatordoor_Step_0				
gml_Object_obj_elevatordoor_Other_10				
gml_Object_obj_elevatordoor_Draw_0				
gml_Object_obj_failuredog_Step_0				
gml_Object_obj_hotdog_Create_0				
gml_Object_obj_hotdog_Step_2				
gml_Object_obj_hotdoggen_Create_0				
gml_Object_obj_hotdoggen_Other_10				
gml_Object_obj_conveyorsnapper_Create_0				
gml_Object_obj_conveyorsnapper_Alarm_4				
gml_Object_obj_conveyorsnapper_Alarm_3				
gml_Object_obj_conveyorsnapper_Step_0				
gml_Object_obj_conveyorpuzzle1_Create_0				
gml_Object_obj_conveyorpuzzle1_Alarm_5				
gml_Object_obj_conveyorpuzzle1_Alarm_4				
gml_Object_obj_conveyorpuzzle1_Alarm_3				
gml_Object_obj_conveyorpuzzle1_Step_0				
gml_Object_obj_conveyorpuzzle1_Other_10				
gml_Object_obj_chipdoor_trigger_Create_0				
gml_Object_obj_chipdoor_trigger_Alarm_4				
gml_Object_obj_chipdoor_trigger_Step_0				
gml_Object_obj_chipdoor_trigger_Collision_1570				
gml_Object_obj_chipdoor_l_Create_0				
gml_Object_obj_chipdoor_l_Alarm_0				
gml_Object_obj_chipdoor_l_Step_2				
gml_Object_obj_chipdoor_l_Other_11				
gml_Object_obj_chipdoor_r_Create_0				
gml_Object_obj_chipdoor_r_Alarm_0				
gml_Object_obj_chipdoor_r_Step_2				
gml_Object_obj_orangelaser_o_Other_11				
gml_Object_obj_bluelaser_o_Create_0				
gml_Object_obj_bluelaser_o_Alarm_4				
gml_Object_obj_bluelaser_o_Alarm_3				
gml_Object_obj_bluelaser_o_Alarm_2				
gml_Object_obj_bluelaser_o_Alarm_0				
gml_Object_obj_bluelaser_o_Collision_7				
gml_Object_obj_bluelaser_o_Other_11				
gml_Object_obj_bluelaser_o_Other_10				
gml_Object_obj_bluelaser_o_Draw_0				
gml_Object_obj_sideconveyorl_Create_0				
gml_Object_obj_sideconveyorl_Collision_1570				
gml_Object_obj_alphysconveyor_Create_0				
gml_Object_obj_alphysconveyor_Step_0				
gml_Object_obj_alphysconveyor_Collision_1570				
gml_Object_obj_discoball_Create_0				
gml_Object_obj_discoball_Draw_0				
gml_Object_obj_discoball_KeyPress_32				
gml_Object_obj_mettwallhole_Create_0				
gml_Object_obj_mettwallhole_Alarm_0				
gml_Object_obj_dogfoodbag_Create_0				
gml_Object_obj_dogfoodbag_Alarm_0				
gml_Object_obj_switch_room_Create_0				
gml_Object_obj_switch_room_Step_0				
gml_Object_obj_switch_room_Other_11				
gml_Object_obj_switch_room_Other_10				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_laserswitch1_Create_0				
gml_Object_obj_laserswitch1_Alarm_1				
gml_Object_obj_laserswitch1_Alarm_0				
gml_Object_obj_laserswitch1_Step_1				
gml_Object_obj_laserswitch1_Other_11				
gml_Object_obj_laserswitch1_Other_10				
gml_Object_obj_alphystrigger1_Create_0				
gml_Object_obj_alphystrigger1_Alarm_4				
gml_Object_obj_alphystrigger1_Step_0				
gml_Object_obj_alphystrigger1_Collision_1570				
gml_Object_obj_alphystrigger2_Create_0				
gml_Object_obj_alphystrigger2_Alarm_4				
gml_Object_obj_alphystrigger2_Step_0				
gml_Object_obj_alphystrigger2_Collision_1570				
gml_Object_obj_slidingdoor_Create_0				
gml_Object_obj_slidingdoor_Other_11				
gml_Object_obj_slidingdoor_Other_10				
gml_Object_obj_slidingdoor_Draw_0				
gml_Object_obj_sans_sleep_Create_0				
gml_Object_obj_sans_sleep_Destroy_0				
gml_Object_obj_sans_sleep_Step_0				
gml_Object_obj_zzz_Create_0				
gml_Object_obj_zzz_Step_0				
gml_Object_obj_snoozer_Create_0				
gml_Object_obj_snoozer_Alarm_1				
gml_Object_obj_snoozer_Alarm_0				
gml_Object_obj_undynefall_Create_0				
gml_Object_obj_undynefall_Alarm_4				
gml_Object_obj_undynefall_Alarm_0				
gml_Object_obj_undynefall_Step_1				
gml_Object_obj_undynefall_Other_11				
gml_Object_obj_undynefall_Draw_0				
gml_Object_obj_undynetrigger_dry_Create_0				
gml_Object_obj_undynetrigger_dry_Alarm_4				
gml_Object_obj_undynetrigger_dry_Step_0				
gml_Object_obj_undynetrigger_dry_Collision_1570				
gml_Object_obj_undynetrigger_dry_Other_5				
gml_Object_obj_autowater_Create_0				
gml_Object_obj_autowater_Alarm_1				
gml_Object_obj_autowater_Step_0				
gml_Object_obj_watercooler_Create_0				
gml_Object_obj_watercooler_Alarm_0				
gml_Object_obj_watercooler_Other_12				
gml_Object_obj_watercooler_Other_11				
gml_Object_obj_watercooler_Draw_0				
gml_Object_obj_watercooler_old_Create_0				
gml_Object_obj_watercooler_old_Alarm_0				
gml_Object_obj_watercooler_old_Step_1				
gml_Object_obj_watercooler_old_Other_11				
gml_Object_obj_true_antiwaver_Create_0				
gml_Object_obj_true_antiwaver_Draw_0				
gml_Object_obj_true_lavawaver_Create_0				
gml_Object_obj_true_lavawaver_Alarm_0				
gml_Object_obj_true_lavawaver_Step_2				
gml_Object_obj_true_lavawaver_Draw_0				
gml_Object_obj_hotlandsign_Create_0				
gml_Object_obj_hotlandsign_Alarm_1				
gml_Object_obj_hotlandsign_Alarm_0				
gml_Object_obj_hotlandsign_Draw_0				
gml_Object_obj_labcamera_Create_0				
gml_Object_obj_labcamera_Destroy_0				
gml_Object_obj_labcamera_Step_1				
gml_Object_obj_labcamera_Other_5				
gml_Object_obj_labcamera_Draw_0				
gml_Object_obj_labdarkness_Create_0				
gml_Object_obj_labdarkness_Draw_0				
gml_Object_obj_disembodiedfoxhead_Create_0				
gml_Object_obj_disembodiedfoxhead_Alarm_0				
gml_Object_obj_disembodiedfoxhead_Draw_0				
gml_Object_obj_royal_rabbitbounce_Create_0				
gml_Object_obj_royal_rabbitbounce_Alarm_0				
gml_Object_obj_royal_rabbitbounce_Draw_0				
gml_Object_obj_alabdoor_l_Create_0				
gml_Object_obj_alabdoor_l_Alarm_4				
gml_Object_obj_alabdoor_l_Step_0				
gml_Object_obj_alabdoor_l_Draw_0				
gml_Object_obj_outsideworld_event_Create_0				
gml_Object_obj_outsideworld_event_Alarm_4				
gml_Object_obj_outsideworld_event_Draw_0				
gml_Object_obj_underground_exit_Create_0				
gml_Object_obj_underground_exit_Collision_1570				
gml_Object_obj_underground_exit_Draw_0				
gml_Object_obj_friendc_event_Create_0				
gml_Object_obj_friendc_event_Alarm_4				
gml_Object_obj_friendc_event_Draw_0				
gml_Object_obj_toriel_friendc_Create_0				
gml_Object_obj_toriel_friendc_Alarm_0				
gml_Object_obj_toriel_friendc_Step_1				
gml_Object_obj_toriel_friendc_Other_4				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_sans_friendc_Create_0				
gml_Object_obj_sans_friendc_Alarm_0				
gml_Object_obj_sans_friendc_Step_1				
gml_Object_obj_sans_friendc_Other_4				
gml_Object_obj_undyne_friendc_Create_0				
gml_Object_obj_undyne_friendc_Alarm_0				
gml_Object_obj_undyne_friendc_Step_1				
gml_Object_obj_undyne_friendc_Other_4				
gml_Object_obj_papyrus_friendc_Create_0				
gml_Object_obj_papyrus_friendc_Alarm_0				
gml_Object_obj_papyrus_friendc_Step_1				
gml_Object_obj_papyrus_friendc_Other_4				
gml_Object_obj_alphys_friendc_Create_0				
gml_Object_obj_alphys_friendc_Alarm_0				
gml_Object_obj_alphys_friendc_Step_1				
gml_Object_obj_alphys_friendc_Other_4				
gml_Object_obj_asgore_friendc_Create_0				
gml_Object_obj_asgore_friendc_Alarm_0				
gml_Object_obj_asgore_friendc_Step_1				
gml_Object_obj_asgore_friendc_Other_4				
gml_Object_obj_barrierevent_Create_0				
gml_Object_obj_barrierevent_Alarm_4				
gml_Object_obj_barrierevent_Step_0				
gml_Object_obj_earlystorybattle_Create_0				
gml_Object_obj_earlystorybattle_Alarm_0				
gml_Object_obj_earlystorybattle_Step_0				
gml_Object_obj_lock_and_key_Create_0				
gml_Object_obj_lock_and_key_Alarm_0				
gml_Object_obj_lock_and_key_Step_1				
gml_Object_obj_latchkey_Create_0				
gml_Object_obj_latchkey_Alarm_0				
gml_Object_obj_latchkey_Step_1				
gml_Object_obj_asgore_prebarrier_event_Create_0				
gml_Object_obj_asgore_prebarrier_event_Step_0				
gml_Object_obj_asgore_prebarrier_event_Collision_1570				
gml_Object_obj_asgore_actor_Create_0				
gml_Object_obj_asgore_actor_Step_0				
gml_Object_obj_asgoremeet_event_Create_0				
gml_Object_obj_asgoremeet_event_Alarm_4				
gml_Object_obj_asgoremeet_event_Step_0				
gml_Object_obj_asgoremeet_event_Collision_1570				
gml_Object_obj_coffin_Create_0				
gml_Object_obj_lastsans_trigger_Create_0				
gml_Object_obj_lastsans_trigger_Alarm_4				
gml_Object_obj_lastsans_trigger_Step_0				
gml_Object_obj_lastsans_trigger_Collision_1570				
gml_Object_obj_sans_shift_tester_Keyboard_32				
gml_Object_obj_story_engager_Collision_1570				
gml_Object_obj_lastruins_bg_Step_0				
gml_Object_obj_asgore_otest_Create_0				
gml_Object_obj_asgore_otest_Alarm_0				
gml_Object_obj_lchair_grey_Create_0				
gml_Object_obj_asgorethrone_Create_0				
gml_Object_obj_torielthrone_Create_0				
gml_Object_obj_rchair_grey_Create_0				
gml_Object_obj_uchair_grey_Create_0				
gml_Object_obj_diningtable_grey_Create_0				
gml_Object_obj_heartcontainer_Create_0				
gml_Object_obj_heartcontainer_Alarm_4				
gml_Object_obj_heartcontainer_Step_0				
gml_Object_obj_heartcontainer_Draw_0				
gml_Object_obj_cosmeticblcon_Create_0				
gml_Object_obj_cosmeticblcon_Alarm_0				
gml_Object_obj_musblcon_Create_0				
gml_Object_obj_musblcon_Alarm_0				
gml_Object_obj_stalkerflowey_Create_0				
gml_Object_obj_stalkerflowey_Alarm_0				
gml_Object_obj_stalkerflowey_Step_0				
gml_Object_obj_stalkerflowey_Other_7				
gml_Object_obj_trigger_room_Create_0				
gml_Object_obj_trigger_room_Collision_1570				
gml_Object_obj_phonecall_room_Create_0				
gml_Object_obj_phonecall_room_Alarm_1				
gml_Object_obj_phonecall_room_Step_0				
gml_Object_obj_phonecall_room_Collision_1570				
gml_Object_obj_notify_room_Create_0				
gml_Object_obj_notify_room_Step_0				
gml_Object_obj_notify_room_Collision_1570				
gml_Object_obj_knock_room_Create_0				
gml_Object_obj_knock_room_Alarm_5				
gml_Object_obj_knock_room_Alarm_0				
gml_Object_obj_knock_room_Step_1				
gml_Object_obj_readable_room1_Create_0				
gml_Object_obj_readable_room1_Alarm_0				
gml_Object_obj_readable_room2_Create_0				
gml_Object_obj_readable_room2_Alarm_0				
gml_Object_obj_readable_room3_Create_0				
gml_Object_obj_readable_room3_Alarm_0				
gml_Object_obj_readable_room4_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_readable_room4_Alarm_0				
gml_Object_obj_readable_room5_Create_0				
gml_Object_obj_readable_room5_Alarm_0				
gml_Object_obj_readable_room_editor_Create_0				
gml_Object_obj_readable_room_editor_Alarm_0				
gml_Object_obj_spikes_room_Create_0				
gml_Object_obj_spikes_room_Step_0				
gml_Object_obj_savepoint_Create_0				
gml_Object_obj_savepoint_Alarm_0				
gml_Object_obj_savepoint_Step_1				
gml_Object_obj_sign_room_Create_0				
gml_Object_obj_sign_room_Alarm_0				
gml_Object_obj_sign_room_Step_1				
gml_Object_obj_sansbox_Create_0				
gml_Object_obj_sansbox_Alarm_0				
gml_Object_obj_sansbox_Step_1				
gml_Object_obj_plotwall_room_Create_0				
gml_Object_obj_plotwall_room_Step_0				
gml_Object_obj_plotwall_room_Collision_1570				
gml_Object_obj_mainchara_actor_Create_0				
gml_Object_obj_mainchara_actor_Step_0				
gml_Object_obj_lazyencounterer_Create_0				
gml_Object_obj_lazyencounterer_Collision_1570				
gml_Object_obj_lazyencounterer_core_Create_0				
gml_Object_obj_lazyencounterer_core_Collision_1570				
gml_Object_obj_npc_room_Create_0				
gml_Object_obj_npc_room_Alarm_0				
gml_Object_obj_npc_room_Step_1				
gml_Object_obj_mysterydoor_Create_0				
gml_Object_obj_iceroom_dog_Create_0				
gml_Object_obj_iceroom_dog_Alarm_0				
gml_Object_obj_iceroom_dog_Step_0				
gml_Object_obj_iceroom_fakedog_Create_0				
gml_Object_obj_iceroom_fakedog_Alarm_0				
gml_Object_obj_iceroom_fakedog_Step_0				
gml_Object_obj_switchbasic_Create_0				
gml_Object_obj_switchbasic_Step_0				
gml_Object_obj_wanderparent_Create_0				
gml_Object_obj_wanderparent_Alarm_0				
gml_Object_obj_wanderparent_Step_0				
gml_Object_obj_wanderparent_Collision_1365				
gml_Object_obj_wanderparent_Collision_820				
gml_Object_obj_npctest_Create_0				
gml_Object_obj_npctest_Step_0				
gml_Object_obj_npctest_Collision_1365				
gml_Object_obj_readable_Create_0				
gml_Object_obj_readable_Alarm_0				
gml_Object_obj_readable_Step_0				
gml_Object_obj_readablesolid_Create_0				
gml_Object_obj_readablesolid_Alarm_0				
gml_Object_obj_readablesolid_Step_0				
gml_Object_obj_iceevent_Create_0				
gml_Object_obj_iceevent_Alarm_0				
gml_Object_obj_iceevent_Other_19				
gml_Object_obj_iceeventx4_Create_0				
gml_Object_obj_iceeventup_Create_0				
gml_Object_obj_iceeventup_Alarm_0				
gml_Object_obj_iceeventup_Other_19				
gml_Object_obj_iceeventright_Create_0				
gml_Object_obj_iceeventright_Alarm_0				
gml_Object_obj_iceeventright_Other_19				
gml_Object_obj_fakefalls_Create_0				
gml_Object_obj_fakefalls_Step_0				
gml_Object_obj_fakefalls_Collision_1570				
gml_Object_obj_fakefalls_Draw_0				
gml_Object_obj_fakefalls_bg_Create_0				
gml_Object_obj_fakebridge_Create_0				
gml_Object_obj_fakebridge_Alarm_5				
gml_Object_obj_fakebridge_Alarm_4				
gml_Object_obj_fakebridge_Alarm_3				
gml_Object_obj_fakebridge_Step_0				
gml_Object_obj_fakebridge_Draw_0				
gml_Object_obj_fakewater_Create_0				
gml_Object_obj_encountererparent_Other_4				
gml_Object_obj_encount_fire1_Create_0				
gml_Object_obj_encount_fire1_Step_0				
gml_Object_obj_encount_core1_Create_0				
gml_Object_obj_encount_core1_Step_0				
gml_Object_obj_encounterer_water1_Create_0				
gml_Object_obj_encounterer_water1_Step_0				
gml_Object_obj_encounterer_water2_Create_0				
gml_Object_obj_encounterer_water2_Step_0				
gml_Object_obj_encounter_ruins2_Create_0				
gml_Object_obj_encounter_ruins2_Step_0				
gml_Object_obj_encounterer_ruins3_Create_0				
gml_Object_obj_encounterer_ruins3_Step_0				
gml_Object_obj_encounterer_ruins4_Create_0				
gml_Object_obj_encounterer_ruins4_Step_0				
gml_Object_obj_encounterer_ruins6_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_encounterer_ruins6_Step_0				
gml_Object_obj_encounterer_ruins5_Create_0				
gml_Object_obj_encounterer_ruins5_Step_0				
gml_Object_obj_encounter_ruins1_Create_0				
gml_Object_obj_encounter_ruins1_Step_0				
gml_Object_obj_encounterer_tundra1_Create_0				
gml_Object_obj_encounterer_tundra1_Step_0				
gml_Object_obj_encounterer_jerry_Create_0				
gml_Object_obj_encounterer_jerry_Step_0				
gml_Object_obj_encoutnerer_gyftrot_Create_0				
gml_Object_obj_encoutnerer_gyftrot_Step_0				
gml_Object_obj_encounterer_glyde_Create_0				
gml_Object_obj_encounterer_glyde_Step_0				
gml_Object_obj_burgerpants_body_Create_0				
gml_Object_obj_burgerpants_body_Draw_0				
gml_Object_obj_shop5_body_Create_0				
gml_Object_obj_shop5_body_Other_10				
gml_Object_obj_shop5_body_Draw_0				
gml_Object_obj_shopmouth1_Create_0				
gml_Object_obj_shopmouth1_Step_0				
gml_Object_obj_shopmouth1_Draw_0				
gml_Object_obj_shopkeeper2_Create_0				
gml_Object_obj_shopkeeper2_Step_0				
gml_Object_obj_shopkeeper2_Draw_0				
gml_Object_obj_shopeyes1_Create_0				
gml_Object_obj_shopeyes1_Alarm_0				
gml_Object_obj_shopeyes1_Other_7				
gml_Object_obj_shopkeeper_catty_Create_0				
gml_Object_obj_shopkeeper_catty_Other_10				
gml_Object_obj_shopkeeper_catty_Draw_0				
gml_Object_obj_shopkeeper_bratty_Create_0				
gml_Object_obj_shopkeeper_bratty_Other_10				
gml_Object_obj_shopkeeper_bratty_Draw_0				
gml_Object_obj_shop1_Create_0				
gml_Object_obj_shop1_Alarm_3				
gml_Object_obj_shop1_Alarm_2				
gml_Object_obj_shop1_Other_11				
gml_Object_obj_shop1_Draw_0				
gml_Object_obj_shop2_Create_0				
gml_Object_obj_shop2_Alarm_3				
gml_Object_obj_shop2_Alarm_2				
gml_Object_obj_shop2_Other_11				
gml_Object_obj_shop2_Draw_0				
gml_Object_obj_shop3_Create_0				
gml_Object_obj_shop3_Alarm_4				
gml_Object_obj_shop3_Alarm_3				
gml_Object_obj_shop3_Alarm_2				
gml_Object_obj_shop3_Other_13				
gml_Object_obj_shop3_Other_12				
gml_Object_obj_shop3_Other_11				
gml_Object_obj_shop3_Draw_0				
gml_Object_obj_shop4_Create_0				
gml_Object_obj_shop4_Alarm_3				
gml_Object_obj_shop4_Alarm_2				
gml_Object_obj_shop4_Other_11				
gml_Object_obj_shop4_Draw_0				
gml_Object_obj_shop5_Create_0				
gml_Object_obj_shop5_Alarm_4				
gml_Object_obj_shop5_Alarm_3				
gml_Object_obj_shop5_Alarm_2				
gml_Object_obj_shop5_Other_11				
gml_Object_obj_shop5_Draw_0				
gml_Object_obj_kitchenchecker_Create_0				
gml_Object_obj_kitchenchecker_Alarm_2				
gml_Object_obj_kitchenchecker_Alarm_1				
gml_Object_obj_kitchenchecker_Step_0				
gml_Object_obj_kitchenchecker_Draw_0				
gml_Object_obj_darkroom_event_Create_0				
gml_Object_obj_darkroom_event_Alarm_4				
gml_Object_obj_darkroom_event_Step_2				
gml_Object_obj_darkroom_event_Step_1				
gml_Object_obj_darkroom_event_Step_0				
gml_Object_obj_treadmill_event_Create_0				
gml_Object_obj_treadmill_event_Alarm_4				
gml_Object_obj_treadmill_event_Step_0				
gml_Object_obj_trashnado_Create_0				
gml_Object_obj_trashnado_Step_0				
gml_Object_obj_paptrash_Create_0				
gml_Object_obj_paptrash_Alarm_0				
gml_Object_obj_paptrash_Step_0				
gml_Object_obj_paptrash_Collision_1570				
gml_Object_obj_papstove_Create_0				
gml_Object_obj_papstove_Alarm_0				
gml_Object_obj_papstove_Step_0				
gml_Object_obj_papstove_Collision_1570				
gml_Object_obj_papstove_Draw_0				
gml_Object_obj_papfridge_Create_0				
gml_Object_obj_papfridge_Alarm_0				
gml_Object_obj_papfridge_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_papfridge_Collision_1570				
gml_Object_obj_sansdoor_Create_0				
gml_Object_obj_sansdoor_Alarm_3				
gml_Object_obj_sansdoor_Alarm_0				
gml_Object_obj_sansdoor_Step_0				
gml_Object_obj_sansdoor_Collision_1570				
gml_Object_obj_sansdoor_Other_5				
gml_Object_obj_sansdoor_Draw_0				
gml_Object_obj_papcouch_Create_0				
gml_Object_obj_papcouch_Alarm_0				
gml_Object_obj_carbed_Create_0				
gml_Object_obj_carbed_Alarm_0				
gml_Object_obj_papbookshelf_Create_0				
gml_Object_obj_papbookshelf_Alarm_0				
gml_Object_obj_papcomputer_Create_0				
gml_Object_obj_papcomputer_Alarm_0				
gml_Object_obj_actiontable_Create_0				
gml_Object_obj_actiontable_Alarm_0				
gml_Object_obj_bonebox_Create_0				
gml_Object_obj_bonebox_Alarm_0				
gml_Object_obj_papdoor_Create_0				
gml_Object_obj_papdoor_Alarm_2				
gml_Object_obj_papdoor_Alarm_0				
gml_Object_obj_papdoor_Step_1				
gml_Object_obj_papdoor_Step_0				
gml_Object_obj_papdoor_Other_12				
gml_Object_obj_paphouse_entrance_Create_0				
gml_Object_obj_paphouse_entrance_Alarm_2				
gml_Object_obj_paphouse_entrance_Alarm_0				
gml_Object_obj_paphouse_entrance_Step_1				
gml_Object_obj_paphouse_entrance_Step_0				
gml_Object_obj_paphouse_entrance_Other_12				
gml_Object_obj_booktable_Create_0				
gml_Object_obj_booktable_Alarm_0				
gml_Object_obj_booktable_Draw_0				
gml_Object_obj_papsink_Create_0				
gml_Object_obj_papsink_Alarm_2				
gml_Object_obj_papsink_Alarm_0				
gml_Object_obj_papsink_Step_0				
gml_Object_obj_papsink_Collision_1570				
gml_Object_obj_papsink_Other_5				
gml_Object_obj_paptable_Create_0				
gml_Object_obj_paptable_Draw_0				
gml_Object_obj_paptv_Create_0				
gml_Object_obj_paptv_Alarm_2				
gml_Object_obj_paptv_Alarm_0				
gml_Object_obj_paptv_Step_0				
gml_Object_obj_paptv_Other_5				
gml_Object_obj_iceconveyorbelt_Create_0				
gml_Object_obj_iceconveyorbelt_Alarm_0				
gml_Object_obj_iceconveyorbelt_Draw_0				
gml_Object_obj_throwwolf_Create_0				
gml_Object_obj_throwwolf_Alarm_0				
gml_Object_obj_throwwolf_Step_0				
gml_Object_obj_flyingiceblock_Create_0				
gml_Object_obj_flyingiceblock_Step_0				
gml_Object_obj_paphouse_Create_0				
gml_Object_obj_libcounter_Create_0				
gml_Object_obj_cutetable_Create_0				
gml_Object_obj_papshed_Create_0				
gml_Object_obj_papmailbox_Create_0				
gml_Object_obj_papmailbox_Alarm_0				
gml_Object_obj_papmailbox_Step_1				
gml_Object_obj_sansmailbox_Create_0				
gml_Object_obj_sansmailbox_Alarm_0				
gml_Object_obj_sansmailbox_Step_1				
gml_Object_obj_xmastree_Create_0				
gml_Object_obj_xmastree_Alarm_0				
gml_Object_obj_xmastree_Step_1				
gml_Object_obj_booth_Create_0				
gml_Object_obj_bottomtable_Create_0				
gml_Object_obj_pokertable_Create_0				
gml_Object_obj_lessdoptable_Create_0				
gml_Object_obj_innevent1_Create_0				
gml_Object_obj_innevent1_Alarm_5				
gml_Object_obj_innevent1_Alarm_4				
gml_Object_obj_innevent1_Alarm_3				
gml_Object_obj_innevent1_Alarm_2				
gml_Object_obj_innevent1_Alarm_0				
gml_Object_obj_innevent1_Step_0				
gml_Object_obj_innevent1_Draw_0				
gml_Object_obj_townnpc_bunlady_Create_0				
gml_Object_obj_townnpc_bunlady_Alarm_0				
gml_Object_obj_townnpc_bunlady_Step_1				
gml_Object_obj_townnpc_innlady_Create_0				
gml_Object_obj_townnpc_innlady_Alarm_6				
gml_Object_obj_townnpc_innlady_Alarm_5				
gml_Object_obj_townnpc_innlady_Alarm_0				
gml_Object_obj_townnpc_innlady_Step_1				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_townnpc_bunboy_Create_0				
gml_Object_obj_townnpc_bunboy_Alarm_0				
gml_Object_obj_townnpc_bunboy_Step_1				
gml_Object_obj_townnpc_bear1_Create_0				
gml_Object_obj_townnpc_bear1_Alarm_0				
gml_Object_obj_townnpc_bear1_Step_1				
gml_Object_obj_townnpc_beartree_Create_0				
gml_Object_obj_townnpc_beartree_Alarm_0				
gml_Object_obj_townnpc_beartree_Step_1				
gml_Object_obj_townnpc_reddemon_Create_0				
gml_Object_obj_townnpc_reddemon_Alarm_0				
gml_Object_obj_townnpc_reddemon_Step_1				
gml_Object_obj_townnpc_unfunny_Create_0				
gml_Object_obj_townnpc_unfunny_Alarm_0				
gml_Object_obj_townnpc_unfunny_Step_1				
gml_Object_obj_townnpc_hatescity_Create_0				
gml_Object_obj_townnpc_hatescity_Alarm_0				
gml_Object_obj_townnpc_hatescity_Step_1				
gml_Object_obj_townnpc_slimedad_Create_0				
gml_Object_obj_townnpc_slimedad_Alarm_0				
gml_Object_obj_townnpc_slimedad_Step_1				
gml_Object_obj_townnpc_icewolf_Create_0				
gml_Object_obj_townnpc_icewolf_Alarm_0				
gml_Object_obj_townnpc_icewolf_Step_1				
gml_Object_obj_townnpc_slimeson_Create_0				
gml_Object_obj_townnpc_slimeson_Alarm_0				
gml_Object_obj_townnpc_slimeson_Step_1				
gml_Object_obj_townnpc_slimedaughter_Create_0				
gml_Object_obj_townnpc_slimedaughter_Alarm_0				
gml_Object_obj_townnpc_slimedaughter_Step_1				
gml_Object_obj_grillbynpc_hotandbothered_Create_0				
gml_Object_obj_grillbynpc_hotandbothered_Alarm_0				
gml_Object_obj_grillbynpc_hotandbothered_Step_1				
gml_Object_obj_grillbynpc_hot2_Create_0				
gml_Object_obj_grillbynpc_hot2_Alarm_0				
gml_Object_obj_grillbynpc_hot2_Step_1				
gml_Object_obj_grillbynpc_grillby_Create_0				
gml_Object_obj_grillbynpc_grillby_Alarm_0				
gml_Object_obj_grillbynpc_grillby_Step_1				
gml_Object_obj_townnpc_weirdfish_Create_0				
gml_Object_obj_townnpc_weirdfish_Alarm_0				
gml_Object_obj_townnpc_weirdfish_Step_1				
gml_Object_obj_grillbynpc_sansdate_Create_0				
gml_Object_obj_grillbynpc_sansdate_Alarm_2				
gml_Object_obj_grillbynpc_sansdate_Step_0				
gml_Object_obj_grillbynpc_snowman1_Create_0				
gml_Object_obj_grillbynpc_snowman1_Alarm_0				
gml_Object_obj_grillbynpc_snowman1_Step_1				
gml_Object_obj_grillbynpc_snowman2_Create_0				
gml_Object_obj_grillbynpc_snowman2_Alarm_0				
gml_Object_obj_grillbynpc_snowman2_Step_1				
gml_Object_obj_grillbynpc_foodmonster_Create_0				
gml_Object_obj_grillbynpc_foodmonster_Alarm_0				
gml_Object_obj_grillbynpc_foodmonster_Step_1				
gml_Object_obj_grillbynpc_womandog_Create_0				
gml_Object_obj_grillbynpc_womandog_Alarm_0				
gml_Object_obj_grillbynpc_womandog_Step_1				
gml_Object_obj_grillbynpc_mandog_Create_0				
gml_Object_obj_grillbynpc_mandog_Alarm_0				
gml_Object_obj_grillbynpc_mandog_Step_1				
gml_Object_obj_grillbynpc_doggo_Create_0				
gml_Object_obj_grillbynpc_doggo_Alarm_0				
gml_Object_obj_grillbynpc_doggo_Step_1				
gml_Object_obj_grillbynpc_lesserdog_Create_0				
gml_Object_obj_grillbynpc_lesserdog_Alarm_0				
gml_Object_obj_grillbynpc_lesserdog_Step_1				
gml_Object_obj_townnpc_fightingbear_Create_0				
gml_Object_obj_townnpc_fightingbear_Alarm_0				
gml_Object_obj_townnpc_fightingbear_Step_1				
gml_Object_obj_librarynpc_lizard1_Create_0				
gml_Object_obj_librarynpc_lizard1_Alarm_0				
gml_Object_obj_librarynpc_lizard1_Step_1				
gml_Object_obj_librarynpc_wordsearch_Create_0				
gml_Object_obj_librarynpc_wordsearch_Alarm_0				
gml_Object_obj_librarynpc_wordsearch_Step_1				
gml_Object_obj_librarynpc_jumbler_Create_0				
gml_Object_obj_librarynpc_jumbler_Alarm_0				
gml_Object_obj_librarynpc_jumbler_Step_1				
gml_Object_obj_librarynpc_lizard2_Create_0				
gml_Object_obj_librarynpc_lizard2_Alarm_0				
gml_Object_obj_librarynpc_lizard2_Step_1				
gml_Object_obj_readable_modernbook_Create_0				
gml_Object_obj_readable_modernbook_Alarm_0				
gml_Object_obj_readable_modernbook_Step_1				
gml_Object_obj_bigdog_Create_0				
gml_Object_obj_bigdog_Alarm_4				
gml_Object_obj_bigdog_Alarm_1				
gml_Object_obj_bigdog_Step_0				
gml_Object_obj_townnpc_monsterkid1_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_townnpc_monsterkid1_Alarm_0				
gml_Object_obj_townnpc_monsterkid1_Step_1				
gml_Object_obj_muffetnpc2_Create_0				
gml_Object_obj_muffetnpc2_Alarm_0				
gml_Object_obj_muffetnpc2_Step_1				
gml_Object_obj_heatsflamesman_Create_0				
gml_Object_obj_heatsflamesman_Alarm_0				
gml_Object_obj_heatsflamesman_Step_1				
gml_Object_obj_saddragon_Create_0				
gml_Object_obj_saddragon_Alarm_0				
gml_Object_obj_saddragon_Step_1				
gml_Object_obj_artclass_sign_Create_0				
gml_Object_obj_artclass_sign_Alarm_4				
gml_Object_obj_artclass_sign_Alarm_0				
gml_Object_obj_artclass_sign_Step_0				
gml_Object_obj_diamondkid_Create_0				
gml_Object_obj_diamondkid_Alarm_0				
gml_Object_obj_diamondkid_Step_1				
gml_Object_obj_ficus_Create_0				
gml_Object_obj_ficus_Alarm_0				
gml_Object_obj_ficus_Step_1				
gml_Object_obj_slimejanitor_Create_0				
gml_Object_obj_slimejanitor_Alarm_0				
gml_Object_obj_slimejanitor_Step_1				
gml_Object_obj_hotelreceptionist_Create_0				
gml_Object_obj_hotelreceptionist_Alarm_4				
gml_Object_obj_hotelreceptionist_Alarm_0				
gml_Object_obj_hotelreceptionist_Step_1				
gml_Object_obj_shamblingmass_Create_0				
gml_Object_obj_shamblingmass_Alarm_0				
gml_Object_obj_shamblingmass_Step_1				
gml_Object_obj_clamguy_Create_0				
gml_Object_obj_clamguy_Alarm_0				
gml_Object_obj_clamguy_Step_1				
gml_Object_obj_clamgirl_Create_0				
gml_Object_obj_clamgirl_Alarm_0				
gml_Object_obj_clamgirl_Step_1				
gml_Object_obj_businessmanticore_Create_0				
gml_Object_obj_businessmanticore_Alarm_0				
gml_Object_obj_businessmanticore_Step_1				
gml_Object_obj_snowdrakedad_Create_0				
gml_Object_obj_snowdrakedad_Alarm_0				
gml_Object_obj_snowdrakedad_Step_1				
gml_Object_obj_vulkinnpc_Create_0				
gml_Object_obj_vulkinnpc_Alarm_0				
gml_Object_obj_vulkinnpc_Step_1				
gml_Object_obj_darksausagenpc_Create_0				
gml_Object_obj_darksausagenpc_Alarm_0				
gml_Object_obj_darksausagenpc_Step_1				
gml_Object_obj_pyropenpc_Create_0				
gml_Object_obj_pyropenpc_Alarm_0				
gml_Object_obj_pyropenpc_Step_1				
gml_Object_obj_tsunderplanenpc_Create_0				
gml_Object_obj_tsunderplanenpc_Alarm_0				
gml_Object_obj_tsunderplanenpc_Step_1				
gml_Object_obj_bedlump_Create_0				
gml_Object_obj_bedlump_Alarm_4				
gml_Object_obj_bedlump_Alarm_3				
gml_Object_obj_bedlump_Step_1				
gml_Object_obj_bedlump_Draw_0				
gml_Object_obj_mttfountain_Create_0				
gml_Object_obj_mttfountain_Draw_0				
gml_Object_obj_iceflower_Create_0				
gml_Object_obj_snowdinlogo_Create_0				
gml_Object_obj_snowdinlogo_Alarm_0				
gml_Object_obj_snowdinlogo_Step_1				
gml_Object_obj_snowhat_Create_0				
gml_Object_obj_snowhat_Step_2				
gml_Object_obj_snowhatparticle_Create_0				
gml_Object_obj_snowhatparticle_Step_0				
gml_Object_obj_childdrakenpc_Create_0				
gml_Object_obj_childdrakenpc_Alarm_0				
gml_Object_obj_childdrakenpc_Step_1				
gml_Object_obj_gyftrotnpc_Create_0				
gml_Object_obj_gyftrotnpc_Alarm_0				
gml_Object_obj_gyftrotnpc_Step_1				
gml_Object_obj_snowdrakenpc_Create_0				
gml_Object_obj_snowdrakenpc_Alarm_0				
gml_Object_obj_snowdrakenpc_Step_1				
gml_Object_obj_icecap_npcb_Create_0				
gml_Object_obj_icecap_npcb_Alarm_0				
gml_Object_obj_icecap_npcb_Step_1				
gml_Object_obj_icecap_npcr_Create_0				
gml_Object_obj_icecap_npcr_Alarm_0				
gml_Object_obj_icecap_npcr_Step_1				
gml_Object_obj_icecap_npcg_Create_0				
gml_Object_obj_icecap_npcg_Alarm_0				
gml_Object_obj_icecap_npcg_Step_1				
gml_Object_obj_pianosolution_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_pianosolution_Step_0				
gml_Object_obj_puzzlehater_Create_0				
gml_Object_obj_puzzlehater_Alarm_0				
gml_Object_obj_puzzlehater_Step_1				
gml_Object_obj_puzzlehaterbox_Create_0				
gml_Object_obj_puzzlehaterbox_Alarm_0				
gml_Object_obj_puzzlehaterbox_Step_1				
gml_Object_obj_puzzlehaterbox_Collision_1570				
gml_Object_obj_icegen_undynef2_Create_0				
gml_Object_obj_icegen_undynef2_Step_0				
gml_Object_obj_shyrensisternpc_Create_0				
gml_Object_obj_shyrensisternpc_Step_0				
gml_Object_obj_sistertext_Create_0				
gml_Object_obj_sistertext_Alarm_3				
gml_Object_obj_sistertext_Alarm_2				
gml_Object_obj_sistertext_Alarm_0				
gml_Object_obj_sistertext_Draw_0				
gml_Object_obj_shyrenmovenpc_Create_0				
gml_Object_obj_shyrenmovenpc_Step_0				
gml_Object_obj_shyrenmovenpc_Draw_0				
gml_Object_obj_temnpc_Create_0				
gml_Object_obj_temnpc_Alarm_0				
gml_Object_obj_temnpc_Step_1				
gml_Object_obj_longsnail_Create_0				
gml_Object_obj_longsnail_Alarm_0				
gml_Object_obj_longsnail_Step_1				
gml_Object_obj_hivestem_Create_0				
gml_Object_obj_hivestem_Alarm_4				
gml_Object_obj_hivestem_Alarm_0				
gml_Object_obj_hivestem_Step_1				
gml_Object_obj_judgeshroom_Create_0				
gml_Object_obj_judgeshroom_Alarm_4				
gml_Object_obj_judgeshroom_Alarm_0				
gml_Object_obj_judgeshroom_Step_0				
gml_Object_obj_aaronnpc_Create_0				
gml_Object_obj_aaronnpc_Alarm_0				
gml_Object_obj_aaronnpc_Step_1				
gml_Object_obj_woshuanpc_Create_0				
gml_Object_obj_woshuanpc_Alarm_0				
gml_Object_obj_woshuanpc_Step_1				
gml_Object_obj_nothingness_event_Create_0				
gml_Object_obj_nothingness_event_Alarm_4				
gml_Object_obj_nothingness_event_Alarm_0				
gml_Object_obj_nothingness_event_Step_0				
gml_Object_obj_golddisplay_Draw_0				
gml_Object_obj_itemswapper_Create_0				
gml_Object_obj_itemswapper_Step_2				
gml_Object_obj_itemswapper_Step_1				
gml_Object_obj_itemswapper_Draw_0				
gml_Object_obj_overworldcontroller_Create_0				
gml_Object_obj_overworldcontroller_Draw_0				
gml_Object_object59_Create_0				
gml_Object_object59_Collision_1570				
gml_Object_obj_bouncersteam_Create_0				
gml_Object_obj_bouncersteam_Step_0				
gml_Object_obj_bouncetilecontoller_Create_0				
gml_Object_obj_bouncetilecontoller_Step_0				
gml_Object_obj_bounceleft_Other_10				
gml_Object_obj_bounceup_Other_10				
gml_Object_obj_bouncedown_Other_10				
gml_Object_obj_bounceright_Create_0				
gml_Object_obj_bounceright_Alarm_11				
gml_Object_obj_bounceright_Alarm_10				
gml_Object_obj_bounceright_Alarm_9				
gml_Object_obj_bounceright_Alarm_4				
gml_Object_obj_bounceright_Alarm_1				
gml_Object_obj_bounceright_Step_0				
gml_Object_obj_bounceright_Collision_1570				
gml_Object_obj_bounceright_Other_12				
gml_Object_obj_bounceright_Other_10				
gml_Object_obj_conveyor_parent_Alarm_9				
gml_Object_obj_conveyor_parent_Draw_0				
gml_Object_obj_conveyorr_Create_0				
gml_Object_obj_conveyorr_Step_2				
gml_Object_obj_conveyorr_Step_0				
gml_Object_obj_conveyorr_Collision_1570				
gml_Object_obj_conveyorl_Create_0				
gml_Object_obj_conveyorl_Alarm_2				
gml_Object_obj_conveyorl_Alarm_1				
gml_Object_obj_conveyorl_Step_2				
gml_Object_obj_conveyorl_Step_0				
gml_Object_obj_conveyorl_Collision_1570				
gml_Object_obj_conveyoru_Create_0				
gml_Object_obj_conveyoru_Step_2				
gml_Object_obj_conveyoru_Step_0				
gml_Object_obj_conveyoru_Collision_1570				
gml_Object_obj_conveyord_Create_0				
gml_Object_obj_conveyord_Step_2				
gml_Object_obj_conveyord_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_conveyord_Collision_1570				
gml_Object_obj_rblock_Create_0				
gml_Object_obj_rblock_Step_0				
gml_Object_obj_rtile_Create_0				
gml_Object_obj_rtile_Step_0				
gml_Object_obj_rtile_Collision_1570				
gml_Object_obj_lab_powerswitch_Create_0				
gml_Object_obj_lab_powerswitch_Alarm_10				
gml_Object_obj_lab_powerswitch_Alarm_9				
gml_Object_obj_lab_powerswitch_Alarm_4				
gml_Object_obj_lab_powerswitch_Alarm_0				
gml_Object_obj_lab_powerswitch_Step_1				
gml_Object_obj_bed_key_Create_0				
gml_Object_obj_bed_key_Alarm_0				
gml_Object_obj_bed_key_Draw_0				
gml_Object_obj_bed_watcher_Create_0				
gml_Object_obj_bed_watcher_Alarm_4				
gml_Object_obj_bed_watcher_Alarm_0				
gml_Object_obj_bed_watcher_Draw_0				
gml_Object_obj_labfan_Create_0				
gml_Object_obj_labtv_event_Create_0				
gml_Object_obj_labtv_event_Alarm_4				
gml_Object_obj_labtv_event_Draw_0				
gml_Object_obj_mirror_overlay_Create_0				
gml_Object_obj_darkplant_Create_0				
gml_Object_obj_darkplant_Alarm_0				
gml_Object_obj_operatingtable_Create_0				
gml_Object_obj_operatingtable_Alarm_0				
gml_Object_obj_torn_note_Create_0				
gml_Object_obj_torn_note_Alarm_0				
gml_Object_obj_darkfridge_Create_0				
gml_Object_obj_darkfridge_Alarm_9				
gml_Object_obj_darkfridge_Alarm_8				
gml_Object_obj_darkfridge_Alarm_0				
gml_Object_obj_darkfridge_Step_1				
gml_Object_obj_bed_dark_Create_0				
gml_Object_obj_bed_dark_Alarm_0				
gml_Object_obj_wallmonitor_Create_0				
gml_Object_obj_wallmonitor_Step_0				
gml_Object_obj_labfog_Create_0				
gml_Object_obj_labfog_Other_5				
gml_Object_obj_labfog_Other_4				
gml_Object_obj_labfog_Draw_0				
gml_Object_obj_amalgam_dogpiece_Create_0				
gml_Object_obj_amalgam_dogpiece_Alarm_4				
gml_Object_obj_amalgam_dogpiece_Step_0				
gml_Object_obj_amalgam_dogevent_Create_0				
gml_Object_obj_amalgam_dogevent_Alarm_8				
gml_Object_obj_amalgam_dogevent_Alarm_7				
gml_Object_obj_amalgam_dogevent_Alarm_6				
gml_Object_obj_amalgam_dogevent_Alarm_5				
gml_Object_obj_amalgam_dogevent_Alarm_4				
gml_Object_obj_amalgam_dogevent_Draw_0				
gml_Object_obj_amalgam_save_Create_0				
gml_Object_obj_amalgam_save_Alarm_4				
gml_Object_obj_amalgam_save_Step_0				
gml_Object_obj_amalgam_fridge_Create_0				
gml_Object_obj_amalgam_fridge_Alarm_4				
gml_Object_obj_amalgam_fridge_Alarm_0				
gml_Object_obj_amalgam_fridge_Draw_0				
gml_Object_obj_amalgam_exc_Create_0				
gml_Object_obj_amalgam_exc_Alarm_4				
gml_Object_obj_amalgam_exc_Step_0				
gml_Object_obj_darksink_Create_0				
gml_Object_obj_darksink_Alarm_4				
gml_Object_obj_darksink_Alarm_0				
gml_Object_obj_darksink_Other_10				
gml_Object_obj_darksink_Other_5				
gml_Object_obj_darksink_Other_4				
gml_Object_obj_darksink_Draw_0				
gml_Object_obj_showercurtain_Create_0				
gml_Object_obj_showercurtain_Alarm_4				
gml_Object_obj_showercurtain_Other_5				
gml_Object_obj_showercurtain_Other_4				
gml_Object_obj_showercurtain_Draw_0				
gml_Object_obj_colorlever_Create_0				
gml_Object_obj_colorlever_Alarm_0				
gml_Object_obj_colorlever_Draw_0				
gml_Object_obj_labdoor_Create_0				
gml_Object_obj_labdoor_Alarm_0				
gml_Object_obj_labdoor_Draw_0				
gml_Object_obj_labelevator_a_Create_0				
gml_Object_obj_labelevator_a_Alarm_4				
gml_Object_obj_labelevator_a_Step_2				
gml_Object_obj_labelevator_a_Other_5				
gml_Object_obj_labelevator_a_Draw_0				
gml_Object_obj_labelevator_b_Create_0				
gml_Object_obj_labelevator_b_Alarm_4				
gml_Object_obj_labelevator_b_Collision_1570				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_labelevator_b_Draw_0				
gml_Object_obj_labelevator_open_Create_0				
gml_Object_obj_labelevator_open_Alarm_4				
gml_Object_obj_labelevator_open_Draw_0				
gml_Object_obj_spritecheck_Create_0				
gml_Object_obj_spritecheck_Draw_0				
gml_Object_obj_spritecheck_KeyPress_32				
gml_Object_obj_time_Create_0				
gml_Object_obj_time_Step_2				
gml_Object_obj_time_Step_1				
gml_Object_obj_time_Other_2				
gml_Object_obj_time_Draw_64				
gml_Object_obj_time_KeyPress_114				
gml_Object_obj_time_KeyPress_75				
gml_Object_obj_mainchara_Create_0				
gml_Object_obj_mainchara_Step_2				
gml_Object_obj_mainchara_Step_0				
gml_Object_obj_mainchara_Collision_1365				
gml_Object_obj_mainchara_Collision_820				
gml_Object_obj_mainchara_Collision_13				
gml_Object_obj_mainchara_Collision_12				
gml_Object_obj_mainchara_Collision_11				
gml_Object_obj_mainchara_Collision_10				
gml_Object_obj_mainchara_Keyboard_83				
gml_Object_obj_mainchara_Keyboard_76				
gml_Object_obj_mainchara_Other_12				
gml_Object_obj_mainchara_Other_10				
gml_Object_obj_mainchara_Draw_0				
gml_Object_obj_mainchara_KeyPress_123				
gml_Object_obj_mainchara_KeyPress_122				
gml_Object_obj_mainchara_KeyPress_121				
gml_Object_obj_mainchara_KeyPress_120				
gml_Object_obj_mainchara_KeyPress_118				
gml_Object_obj_mainchara_KeyPress_85				
gml_Object_obj_mainchara_KeyPress_80				
gml_Object_obj_mainchara_KeyPress_79				
gml_Object_obj_mainchara_KeyPress_77				
gml_Object_obj_mainchara_KeyPress_73				
gml_Object_obj_mainchara_KeyPress_71				
gml_Object_obj_mainchara_KeyPress_54				
gml_Object_obj_mainchara_KeyPress_53				
gml_Object_obj_mainchara_KeyPress_52				
gml_Object_obj_mainchara_KeyPress_51				
gml_Object_obj_mainchara_KeyPress_50				
gml_Object_obj_mainchara_KeyPress_49				
gml_Object_obj_mainchara_KeyPress_48				
gml_Object_obj_mainchara_KeyPress_46				
gml_Object_obj_mainchara_KeyPress_45				
gml_Object_obj_mainchara_KeyPress_36				
gml_Object_obj_mainchara_KeyPress_35				
gml_Object_obj_mainchara_KeyPress_34				
gml_Object_obj_mainchara_KeyPress_33				
gml_Object_obj_f_frasier_Create_0				
gml_Object_obj_f_frasier_Alarm_4				
gml_Object_obj_f_frasier_Step_0				
gml_Object_obj_f_gamestart_Create_0				
gml_Object_obj_transheart_fake_Create_0				
gml_Object_obj_transheart_fake_Alarm_4				
gml_Object_obj_transheart_fake_Step_0				
gml_Object_obj_transheart_fake_Other_10				
gml_Object_obj_floweybattler2_Create_0				
gml_Object_obj_floweybattler2_Alarm_8				
gml_Object_obj_floweybattler2_Alarm_7				
gml_Object_obj_floweybattler2_Alarm_6				
gml_Object_obj_floweybattler2_Alarm_5				
gml_Object_obj_floweybattler2_Alarm_4				
gml_Object_obj_floweybattler2_Draw_0				
gml_Object_obj_floweyfacer_Create_0				
gml_Object_obj_floweyfacer_Step_0				
gml_Object_obj_fileerased_part_Create_0				
gml_Object_obj_fileerased_part_Alarm_0				
gml_Object_obj_fileerased_part_Step_0				
gml_Object_obj_mainchara_fake_Create_0				
gml_Object_obj_mainchara_fake_Step_2				
gml_Object_obj_mainchara_fake_Step_0				
gml_Object_obj_mainchara_fake_Collision_1578				
gml_Object_obj_mainchara_fake_Other_10				
gml_Object_obj_savepoint_fake_Create_0				
gml_Object_obj_savepoint_fake_Alarm_4				
gml_Object_obj_savepoint_fake_Draw_0				
gml_Object_obj_gamemenu_fake_Create_0				
gml_Object_obj_gamemenu_fake_Draw_0				
gml_Object_obj_gameintro_fake_Create_0				
gml_Object_obj_gameintro_fake_Alarm_2				
gml_Object_obj_gameintro_fake_Alarm_1				
gml_Object_obj_gameintro_fake_Alarm_0				
gml_Object_obj_gameintro_fake_Step_0				
gml_Object_obj_vsflowey_heart_Create_0				
gml_Object_obj_vsflowey_heart_Alarm_5				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_vsflowey_heart_Step_0				
gml_Object_obj_vsflowey_heart_Other_15				
gml_Object_obj_vsflowey_heart_Other_14				
gml_Object_obj_vsflowey_heart_Draw_0				
gml_Object_obj_vsflowey_shaker_Create_0				
gml_Object_obj_vsflowey_shaker_Step_0				
gml_Object_obj_fx_bgen_Create_0				
gml_Object_obj_fx_bgen_Alarm_1				
gml_Object_obj_fx_bgen_Alarm_0				
gml_Object_obj_fx_bgen_Step_0				
gml_Object_obj_fx_bgen_Other_12				
gml_Object_obj_flowey_bulletmaster_Create_0				
gml_Object_obj_flowey_bulletmaster_Alarm_8				
gml_Object_obj_flowey_bulletmaster_Alarm_7				
gml_Object_obj_flowey_bulletmaster_Alarm_6				
gml_Object_obj_flowey_bulletmaster_Alarm_5				
gml_Object_obj_flowey_bulletmaster_Alarm_4				
gml_Object_obj_flowey_bulletmaster_Alarm_0				
gml_Object_obj_flowey_bulletmaster_Step_0				
gml_Object_obj_flowey_bulletmaster_Other_11				
gml_Object_obj_flowey_master_Create_0				
gml_Object_obj_flowey_master_Alarm_11				
gml_Object_obj_flowey_master_Alarm_10				
gml_Object_obj_flowey_master_Alarm_9				
gml_Object_obj_flowey_master_Alarm_7				
gml_Object_obj_flowey_master_Alarm_5				
gml_Object_obj_flowey_master_Alarm_4				
gml_Object_obj_flowey_master_Step_1				
gml_Object_obj_flowey_master_Keyboard_86				
gml_Object_obj_flowey_master_Keyboard_72				
gml_Object_obj_flowey_master_Other_20				
gml_Object_obj_flowey_master_Other_19				
gml_Object_obj_flowey_master_Other_18				
gml_Object_obj_flowey_master_Other_17				
gml_Object_obj_flowey_master_Other_16				
gml_Object_obj_flowey_master_Other_15				
gml_Object_obj_flowey_master_Other_14				
gml_Object_obj_flowey_master_Draw_0				
gml_Object_obj_flowey_master_KeyPress_87				
gml_Object_obj_flowey_master_KeyPress_86				
gml_Object_obj_flowey_master_KeyPress_83				
gml_Object_obj_flowey_master_KeyPress_81				
gml_Object_obj_flowey_master_KeyPress_80				
gml_Object_obj_flowey_master_KeyPress_79				
gml_Object_obj_flowey_master_KeyPress_78				
gml_Object_obj_flowey_master_KeyPress_77				
gml_Object_obj_flowey_master_KeyPress_76				
gml_Object_obj_flowey_master_KeyPress_75				
gml_Object_obj_flowey_master_KeyPress_74				
gml_Object_obj_flowey_master_KeyPress_73				
gml_Object_obj_flowey_master_KeyPress_71				
gml_Object_obj_flowey_master_KeyPress_70				
gml_Object_obj_flowey_master_KeyPress_68				
gml_Object_obj_flowey_master_KeyPress_66				
gml_Object_obj_flowey_master_KeyPress_65				
gml_Object_obj_flowey_master_KeyPress_36				
gml_Object_obj_flowey_master_KeyPress_33				
gml_Object_obj_flowey_master_KeyPress_16				
gml_Object_obj_floweybodyparent_Create_0				
gml_Object_obj_floweybodyparent_Other_15				
gml_Object_obj_floweybodyparent_Other_14				
gml_Object_obj_floweyx_tv_Create_0				
gml_Object_obj_floweyx_tv_Alarm_3				
gml_Object_obj_floweyx_tv_Alarm_2				
gml_Object_obj_floweyx_tv_Alarm_1				
gml_Object_obj_floweyx_tv_Other_12				
gml_Object_obj_floweyx_tv_Other_11				
gml_Object_obj_floweyx_tv_Draw_0				
gml_Object_obj_fleshface_Create_0				
gml_Object_obj_fleshface_Draw_0				
gml_Object_obj_floweyx_flipeye_Create_0				
gml_Object_obj_floweyx_flipeye_Alarm_4				
gml_Object_obj_floweyx_flipeye_Other_15				
gml_Object_obj_floweyx_flipeye_Other_14				
gml_Object_obj_floweyx_flipeye_Other_11				
gml_Object_obj_floweyx_flipeye_Draw_0				
gml_Object_obj_floweyx_mouth_Create_0				
gml_Object_obj_floweyx_mouth_Alarm_4				
gml_Object_obj_floweyx_mouth_Other_15				
gml_Object_obj_floweyx_mouth_Other_14				
gml_Object_obj_floweyx_mouth_Other_11				
gml_Object_obj_floweyx_mouth_Draw_0				
gml_Object_obj_floweyx_lefteye_Create_0				
gml_Object_obj_floweyx_lefteye_Alarm_4				
gml_Object_obj_floweyx_lefteye_Other_15				
gml_Object_obj_floweyx_lefteye_Other_14				
gml_Object_obj_floweyx_lefteye_Other_11				
gml_Object_obj_floweyx_lefteye_Draw_0				
gml_Object_obj_floweyx_behind_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_floweypipetest_Create_0				
gml_Object_obj_floweypipetest_Draw_0				
gml_Object_obj_floweypipetest_2_Create_0				
gml_Object_obj_floweypipetest_2_Draw_0				
gml_Object_obj_floweypipetest_3_Create_0				
gml_Object_obj_floweypipetest_3_Draw_0				
gml_Object_obj_flowey_fightbt_Other_14				
gml_Object_obj_floweyslice_Create_0				
gml_Object_obj_floweyslice_Other_7				
gml_Object_obj_flowey_writer_Create_0				
gml_Object_obj_flowey_writer_Alarm_0				
gml_Object_obj_flowey_writer_Step_1				
gml_Object_obj_flowey_writer_Step_0				
gml_Object_obj_flowey_writer_Other_10				
gml_Object_obj_flowey_writer_Draw_0				
gml_Object_obj_floweydmgwriter_Create_0				
gml_Object_obj_floweydmgwriter_Alarm_2				
gml_Object_obj_floweydmgwriter_Alarm_0				
gml_Object_obj_floweydmgwriter_Draw_0				
gml_Object_obj_vsflowey_heartdefeated_Create_0				
gml_Object_obj_vsflowey_heartdefeated_Alarm_8				
gml_Object_obj_vsflowey_heartdefeated_Alarm_7				
gml_Object_obj_vsflowey_heartdefeated_Alarm_6				
gml_Object_obj_vsflowey_heartdefeated_Alarm_5				
gml_Object_obj_vsflowey_heartdefeated_Alarm_3				
gml_Object_obj_vsflowey_heartdefeated_Alarm_2				
gml_Object_obj_vsflowey_heartdefeated_Alarm_1				
gml_Object_obj_vsflowey_heartdefeated_Alarm_0				
gml_Object_obj_vsflowey_heartdefeated_Draw_0				
gml_Object_obj_6flasher_Create_0				
gml_Object_obj_6flasher_Draw_0				
gml_Object_obj_6soul_helpcutscene_Create_0				
gml_Object_obj_6soul_helpcutscene_Draw_0				
gml_Object_obj_6soul_lastcutscene_Create_0				
gml_Object_obj_6soul_lastcutscene_Draw_0				
gml_Object_obj_6bparent_Collision_1581				
gml_Object_obj_6heal_Create_0				
gml_Object_obj_6heal_Step_0				
gml_Object_obj_6heal_Collision_1581				
gml_Object_obj_6heal_Other_0				
gml_Object_obj_6gun_bullet_Create_0				
gml_Object_obj_6gun_bullet_Collision_1581				
gml_Object_obj_6gun_bullet_Other_14				
gml_Object_obj_6gun_bullet_Other_0				
gml_Object_obj_6gun_crosshair_Create_0				
gml_Object_obj_6gun_crosshair_Alarm_0				
gml_Object_obj_6gun_Create_0				
gml_Object_obj_6gun_Alarm_4				
gml_Object_obj_6gun_Step_0				
gml_Object_obj_6gun_Collision_1581				
gml_Object_obj_6gun_Other_15				
gml_Object_obj_6gun_Other_14				
gml_Object_obj_6gun_act_Create_0				
gml_Object_obj_6gun_act_Alarm_4				
gml_Object_obj_6gun_act_Step_0				
gml_Object_obj_6gun_act_Other_14				
gml_Object_obj_6gun_act_Draw_0				
gml_Object_obj_6shoe_musicnote_Create_0				
gml_Object_obj_6shoe_musicnote_Step_0				
gml_Object_obj_6shoe_musicnote_Collision_1581				
gml_Object_obj_6shoe_part_Create_0				
gml_Object_obj_6shoe_part_Step_0				
gml_Object_obj_6shoe_part_Collision_1581				
gml_Object_obj_6shoe_part_Other_15				
gml_Object_obj_6shoe_part_Other_14				
gml_Object_obj_6shoe_act_Create_0				
gml_Object_obj_6shoe_act_Alarm_4				
gml_Object_obj_6shoe_act_Step_0				
gml_Object_obj_6shoe_act_Other_14				
gml_Object_obj_6shoe_act_Draw_0				
gml_Object_obj_6shoe_master_Create_0				
gml_Object_obj_6shoe_master_Alarm_0				
gml_Object_obj_6shoe_master_Other_15				
gml_Object_obj_6shoe_master_Other_14				
gml_Object_obj_6shoe_master_Other_11				
gml_Object_obj_6shoe_master_Draw_0				
gml_Object_obj_6glove_part_Create_0				
gml_Object_obj_6glove_part_Step_0				
gml_Object_obj_6glove_part_Collision_1581				
gml_Object_obj_6glove_part_Other_15				
gml_Object_obj_6glove_part_Other_14				
gml_Object_obj_6glove_act_Create_0				
gml_Object_obj_6glove_act_Alarm_4				
gml_Object_obj_6glove_act_Step_0				
gml_Object_obj_6glove_act_Other_14				
gml_Object_obj_6glove_act_Draw_0				
gml_Object_obj_6glove_boss_Create_0				
gml_Object_obj_6glove_boss_Destroy_0				
gml_Object_obj_6glove_boss_Step_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_6glove_boss_Other_16				
gml_Object_obj_6glove_boss_Other_15				
gml_Object_obj_6pan_fire_Create_0				
gml_Object_obj_6pan_fire_Step_0				
gml_Object_obj_6pan_fire_Collision_1581				
gml_Object_obj_6pan_fire_Other_15				
gml_Object_obj_6pan_fire_Other_14				
gml_Object_obj_6pan_Create_0				
gml_Object_obj_6pan_Collision_1581				
gml_Object_obj_6pan_Other_15				
gml_Object_obj_6pan_Other_14				
gml_Object_obj_6pan_Draw_0				
gml_Object_obj_6pan_act_Create_0				
gml_Object_obj_6pan_act_Alarm_4				
gml_Object_obj_6pan_act_Step_0				
gml_Object_obj_6pan_act_Other_14				
gml_Object_obj_6pan_act_Draw_0				
gml_Object_obj_centeract_parent_Create_0				
gml_Object_obj_centeract_parent_Step_1				
gml_Object_obj_centeract_parent_Collision_1581				
gml_Object_obj_centeract_parent_Other_14				
gml_Object_obj_6book_wordbullet_Create_0				
gml_Object_obj_6book_wordbullet_Alarm_0				
gml_Object_obj_6book_wordbullet_Collision_1581				
gml_Object_obj_6book_wordbullet_Other_15				
gml_Object_obj_6book_wordbullet_Other_14				
gml_Object_obj_6book_wordbullet_Other_11				
gml_Object_obj_6book_wordbullet_Draw_0				
gml_Object_obj_6book_act_Create_0				
gml_Object_obj_6book_act_Alarm_4				
gml_Object_obj_6book_act_Step_0				
gml_Object_obj_6book_act_Other_14				
gml_Object_obj_6book_act_Draw_0				
gml_Object_obj_6book_master_Create_0				
gml_Object_obj_6book_master_Alarm_10				
gml_Object_obj_6book_master_Alarm_9				
gml_Object_obj_6book_master_Alarm_8				
gml_Object_obj_6book_master_Alarm_7				
gml_Object_obj_6book_master_Alarm_6				
gml_Object_obj_6book_master_Alarm_5				
gml_Object_obj_6book_master_Alarm_4				
gml_Object_obj_6book_master_Alarm_0				
gml_Object_obj_6book_master_Other_15				
gml_Object_obj_6book_master_Other_11				
gml_Object_obj_6book_master_Draw_0				
gml_Object_obj_6knife_Create_0				
gml_Object_obj_6knife_Step_0				
gml_Object_obj_6knife_Collision_1581				
gml_Object_obj_6knife_Other_15				
gml_Object_obj_6knife_Other_14				
gml_Object_obj_6knife_act_Create_0				
gml_Object_obj_6knife_act_Alarm_4				
gml_Object_obj_6knife_act_Alarm_2				
gml_Object_obj_6knife_act_Alarm_0				
gml_Object_obj_6knife_act_Step_0				
gml_Object_obj_6knife_act_Collision_1625				
gml_Object_obj_6knife_act_Collision_1581				
gml_Object_obj_6knife_act_Other_14				
gml_Object_obj_6knife_act_Draw_0				
gml_Object_obj_floweybullet_parent_Collision_1581				
gml_Object_obj_floweybullet_parent_Other_22				
gml_Object_obj_f_handfork_Create_0				
gml_Object_obj_f_handfork_Step_0				
gml_Object_obj_f_handgun_Create_0				
gml_Object_obj_f_handgun_Alarm_4				
gml_Object_obj_f_handgun_Alarm_0				
gml_Object_obj_f_handgun_Step_0				
gml_Object_obj_f_handgun_Draw_0				
gml_Object_obj_f_shotflame_Create_0				
gml_Object_obj_f_shotflame_Step_0				
gml_Object_obj_mouthball_Create_0				
gml_Object_obj_mouthball_Destroy_0				
gml_Object_obj_mouthball_Alarm_1				
gml_Object_obj_mouthball_Alarm_0				
gml_Object_obj_mouthball_Step_2				
gml_Object_obj_mouthball_Step_0				
gml_Object_obj_mouthball_Other_18				
gml_Object_obj_mouthball_Other_17				
gml_Object_obj_mouthball_s_Create_0				
gml_Object_obj_mouthball_s_Alarm_0				
gml_Object_obj_mouthball_s_Step_0				
gml_Object_obj_mouthball_s_Other_17				
gml_Object_obj_eyewarning_Create_0				
gml_Object_obj_eyewarning_Step_0				
gml_Object_obj_floweynukesplosion_Create_0				
gml_Object_obj_floweynukesplosion_Step_0				
gml_Object_obj_floweynukesplosion_Collision_1581				
gml_Object_obj_floweynuke_Create_0				
gml_Object_obj_floweynuke_Alarm_2				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_floweynuke_Alarm_1				
gml_Object_obj_floweynuke_Step_0				
gml_Object_obj_floweynuke_Other_0				
gml_Object_obj_eyeshot_a_Create_0				
gml_Object_obj_eyeshot_a_Step_0				
gml_Object_obj_eyeshot_a_Collision_1581				
gml_Object_obj_eyeshot_a_Other_15				
gml_Object_obj_eyeshot_a_Other_14				
gml_Object_obj_eyeshot_a_Other_0				
gml_Object_obj_gigavine_Create_0				
gml_Object_obj_gigavine_Alarm_4				
gml_Object_obj_gigavine_Step_0				
gml_Object_obj_gigavine_Collision_1581				
gml_Object_obj_gigavine_Other_15				
gml_Object_obj_gigavine_Other_14				
gml_Object_obj_gigavine_preview_Create_0				
gml_Object_obj_gigavine_preview_Other_15				
gml_Object_obj_gigavine_preview_Other_14				
gml_Object_obj_gigavine_preview_Draw_0				
gml_Object_obj_mouthbeam_Create_0				
gml_Object_obj_mouthbeam_Step_0				
gml_Object_obj_floweyx_flamethrower_Create_0				
gml_Object_obj_floweyx_flamethrower_Alarm_1				
gml_Object_obj_floweyx_flamethrower_Alarm_0				
gml_Object_obj_floweyx_flamethrower_Step_0				
gml_Object_obj_floweyx_flamethrower_Collision_1581				
gml_Object_obj_floweyx_oldflamethrower_Create_0				
gml_Object_obj_floweyx_oldflamethrower_Alarm_0				
gml_Object_obj_floweyx_oldflamethrower_Step_0				
gml_Object_obj_floweyx_flame_old_Create_0				
gml_Object_obj_floweyx_flame_old_Step_0				
gml_Object_obj_floweyx_flame_Create_0				
gml_Object_obj_floweyx_flame_Step_0				
gml_Object_obj_floweyx_flame_Collision_1581				
gml_Object_obj_chaosbomb_Create_0				
gml_Object_obj_chaosbomb_Step_0				
gml_Object_obj_spinbullet_huge_gen_preview_Create_0				
gml_Object_obj_spinbullet_huge_gen_preview_Alarm_2				
gml_Object_obj_spinbullet_huge_gen_preview_Draw_0				
gml_Object_obj_spinbullet_huge_gen_Create_0				
gml_Object_obj_spinbullet_huge_gen_Step_0				
gml_Object_obj_spinbullet_final_gen_Create_0				
gml_Object_obj_spinbullet_final_gen_Alarm_1				
gml_Object_obj_spinbullet_final_gen_Step_0				
gml_Object_obj_spinbullet_final_gen_Other_11				
gml_Object_obj_spinbullet_huge_Create_0				
gml_Object_obj_spinbullet_huge_Alarm_3				
gml_Object_obj_spinbullet_huge_Step_0				
gml_Object_obj_spinbullet_huge_Collision_1581				
gml_Object_obj_floweyfly_burst_Create_0				
gml_Object_obj_floweyfly_burst_Step_0				
gml_Object_obj_floweyfly_Create_0				
gml_Object_obj_floweyfly_Destroy_0				
gml_Object_obj_floweyfly_Step_0				
gml_Object_obj_venus_pl_bg_Create_0				
gml_Object_obj_venus_pl_bg_Draw_0				
gml_Object_obj_venus_pl_Create_0				
gml_Object_obj_venus_pl_Destroy_0				
gml_Object_obj_venus_pl_Alarm_4				
gml_Object_obj_venus_pl_Alarm_2				
gml_Object_obj_venus_pl_Step_0				
gml_Object_obj_venus_pl_Other_13				
gml_Object_obj_venus_pl_Draw_0				
gml_Object_obj_flowey_bgdraw_Create_0				
gml_Object_obj_flowey_bgdraw_Draw_0				
gml_Object_obj_bgpipe_Create_0				
gml_Object_obj_bgpipe_Draw_0				
gml_Object_obj_sidestalk_Create_0				
gml_Object_obj_sidestalk_Draw_0				
gml_Object_obj_floweyarm_Create_0				
gml_Object_obj_floweyarm_Other_16				
gml_Object_obj_floweyarm_Other_11				
gml_Object_obj_floweyarm_Draw_0				
gml_Object_obj_vines_flowey_Create_0				
gml_Object_obj_vines_flowey_Draw_0				
gml_Object_obj_dentata_full_Create_0				
gml_Object_obj_dentata_full_Draw_0				
gml_Object_obj_randomfacer_Create_0				
gml_Object_obj_randomfacer_Draw_0				
gml_Object_obj_tv_inside_Create_0				
gml_Object_obj_tv_inside_Step_0				
gml_Object_obj_bringitinguys_Create_0				
gml_Object_obj_bringitinguys_Alarm_2				
gml_Object_obj_bringitinguys_Alarm_1				
gml_Object_obj_bringitinguys_Alarm_0				
gml_Object_obj_bringitinguys_Other_11				
gml_Object_obj_bringitinguys_Other_10				
gml_Object_obj_bringitinguys_Draw_0				
gml_Object_obj_strangetangle_Create_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_strangetangle_Alarm_0				
gml_Object_obj_strangetangle_Draw_0				
gml_Object_obj_asrielappear_Create_0				
gml_Object_obj_asrielappear_Alarm_4				
gml_Object_obj_asrielappear_Step_0				
gml_Object_obj_asrielappear_Draw_0				
gml_Object_obj_friendprotector_Create_0				
gml_Object_obj_friendprotector_Step_0				
gml_Object_obj_friendprotector_Collision_1665				
gml_Object_obj_spinbullet_friendscene_Create_0				
gml_Object_obj_spinbullet_friendscene_Step_0				
gml_Object_obj_spinbullet_friendscene_Collision_743				
gml_Object_obj_spinbullet_friendscene_Other_0				
gml_Object_obj_spinbulletgen_friendscene_Create_0				
gml_Object_obj_spinbulletgen_friendscene_Alarm_10				
gml_Object_obj_spinbulletgen_friendscene_Alarm_9				
gml_Object_obj_spinbulletgen_friendscene_Alarm_3				
gml_Object_obj_spinbulletgen_friendscene_Alarm_2				
gml_Object_obj_spinbulletgen_friendscene_Alarm_1				
gml_Object_obj_spinbulletgen_friendscene_Alarm_0				
gml_Object_obj_spinbulletgen_friendscene_Other_12				
gml_Object_obj_spinbulletgen_friendscene_Other_11				
gml_Object_obj_spinbulletgen_friendscene_Other_10				
gml_Object_obj_flowey_friendscene_Create_0				
gml_Object_obj_flowey_friendscene_Draw_0				
gml_Object_obj_friendscene_gigavine_Create_0				
gml_Object_obj_friendscene_gigavine_Step_0				
gml_Object_obj_objshake_Create_0				
gml_Object_obj_objshake_Alarm_1				
gml_Object_obj_objshake_Alarm_0				
gml_Object_obj_friendparent_Collision_1668				
gml_Object_obj_papyrus_friendscene_Create_0				
gml_Object_obj_papyrus_friendscene_Draw_0				
gml_Object_obj_alphys_friendscene_Create_0				
gml_Object_obj_alphys_friendscene_Draw_0				
gml_Object_obj_sans_friendscene_Create_0				
gml_Object_obj_sans_friendscene_Draw_0				
gml_Object_obj_sadgore_Create_0				
gml_Object_obj_sadgore_Draw_0				
gml_Object_obj_friendscene_Create_0				
gml_Object_obj_friendscene_Alarm_4				
gml_Object_obj_friendscene_Step_2				
gml_Object_obj_friendscene_Step_0				
gml_Object_obj_friendscene_Draw_0				
gml_Object_obj_undyne_endingbody_Create_0				
gml_Object_obj_undyne_endingbody_Draw_0				
gml_Object_obj_asgore_firehit_Create_0				
gml_Object_obj_asgore_firehit_Alarm_4				
gml_Object_obj_asgore_firehit_Draw_0				
gml_Object_obj_tblcon_Step_0				
gml_Object_obj_torielbody_Create_0				
gml_Object_obj_torielbody_Other_13				
gml_Object_obj_torielbody_Draw_0				
gml_Object_obj_wrapshock_Create_0				
gml_Object_obj_wrapshock_Alarm_2				
gml_Object_obj_wrapshock_Draw_0				
gml_Object_obj_FinalWriter_Create_0				
gml_Object_obj_FinalWriter_Alarm_1				
gml_Object_obj_FinalWriter_Alarm_0				
gml_Object_obj_FinalWriter_Draw_0				
gml_Object_obj_barriercut_Create_0				
gml_Object_obj_barriercut_Draw_0				
gml_Object_obj_mhd_Create_0				
gml_Object_obj_mhd_Alarm_5				
gml_Object_obj_mhd_Draw_0				
gml_Object_obj_asriel_overworldanim_Create_0				
gml_Object_obj_asriel_overworldanim_Alarm_5				
gml_Object_obj_asriel_overworldanim_Alarm_4				
gml_Object_obj_asriel_overworldanim_Alarm_3				
gml_Object_obj_asriel_overworldanim_Step_0				
gml_Object_obj_asriel_overworldanim_Draw_0				
gml_Object_obj_timersplits_Other_5				
gml_Object_obj_timersplits_Draw_0				
gml_Object_obj_castroll_Create_0				
gml_Object_obj_castroll_Alarm_0				
gml_Object_obj_castroll_Other_4				
gml_Object_obj_castroll_Draw_0				
gml_Object_obj_the_end_really_Create_0				
gml_Object_obj_the_end_really_Draw_0				
gml_Object_obj_creditsword_Create_0				
gml_Object_obj_creditsword_Alarm_0				
gml_Object_obj_creditsword_Draw_0				
gml_Object_obj_ebottfadein_Create_0				
gml_Object_obj_ebottfadein_Step_0				
gml_Object_obj_ebottfadein_Other_10				
gml_Object_obj_ebottfadein_Draw_0				
gml_Object_obj_endmyroom_Create_0				
gml_Object_obj_endmyroom_Step_0				
gml_Object_obj_endmyroom_Draw_0				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_Object_obj_endmettevent_Create_0				
gml_Object_obj_endmettevent_Alarm_5				
gml_Object_obj_endmettevent_Draw_0				
gml_Object_obj_endschoolanim_Create_0				
gml_Object_obj_endschoolanim_Alarm_5				
gml_Object_obj_endschoolanim_Alarm_4				
gml_Object_obj_endschoolanim_Step_0				
gml_Object_obj_tinyleaf_Create_0				
gml_Object_obj_tinyleaf_Step_0				
gml_Object_obj_tinymusicnote_Create_0				
gml_Object_obj_tinymusicnote_Step_0				
gml_Object_obj_endcaranim_Create_0				
gml_Object_obj_endcaranim_Draw_0				
gml_Object_obj_beachdebris_Create_0				
gml_Object_obj_beachdebris_Other_0				
gml_Object_obj_endbeachanim_Create_0				
gml_Object_obj_endbeachanim_Alarm_0				
gml_Object_obj_endbeachanim_Draw_0				
gml_Object_obj_creditsheart_Create_0				
gml_Object_obj_creditsheart_Draw_0				
gml_Object_obj_creditboss_Create_0				
gml_Object_obj_creditboss_Alarm_0				
gml_Object_obj_creditboss_Step_0				
gml_Object_obj_creditboss_Other_10				
gml_Object_obj_creditbullet_Create_0				
gml_Object_obj_creditbullet_Alarm_0				
gml_Object_obj_creditbullet_Step_0				
gml_Object_obj_creditbullet_Other_11				
gml_Object_obj_creditbullet_Draw_0				
gml_Object_obj_creditsloader_Create_0				
gml_Object_obj_creditsloader_Alarm_5				
gml_Object_obj_creditsloader_Alarm_4				
gml_Object_obj_creditsloader_Other_11				
gml_Object_obj_creditsloader_Other_10				
gml_Object_obj_creditsloader_Draw_0				
gml_RoomCC_room_tundra_iceexit_new_5964_Create				
gml_RoomCC_room_tundra_town_5965_Create				
gml_RoomCC_room_water_trashzone1_5966_Create				
gml_RoomCC_room_water_trashzone1_5967_Create				
gml_RoomCC_room_water_trashsavepoint_5968_Create				
gml_RoomCC_room_water_trashzone2_5969_Create				
gml_RoomCC_room_water_trashzone2_5970_Create				
gml_RoomCC_room_water_trashzone2_5971_Create				
gml_RoomCC_room_fire_lab2_5972_Create				
gml_RoomCC_room_fire_lab2_5973_Create				
gml_RoomCC_room_fire_lab2_5974_Create				
gml_RoomCC_room_fire_lab2_5975_Create				
gml_RoomCC_room_fire5_5976_Create				
gml_RoomCC_room_fire5_5977_Create				
gml_RoomCC_room_fire5_5978_Create				
gml_RoomCC_room_fire5_5979_Create				
gml_RoomCC_room_fire5_5980_Create				
gml_RoomCC_room_fire5_5981_Create				
gml_RoomCC_room_fire5_5982_Create				
gml_RoomCC_room_fire5_5983_Create				
gml_RoomCC_room_fire6_5984_Create				
gml_RoomCC_room_fire6_5985_Create				
gml_RoomCC_room_fire6_5986_Create				
gml_RoomCC_room_fire6_5987_Create				
gml_RoomCC_room_fire6_5988_Create				
gml_RoomCC_room_fire6_5989_Create				
gml_RoomCC_room_fire6_5990_Create				
gml_RoomCC_room_fire6_5991_Create				
gml_RoomCC_room_fire6_5992_Create				
gml_RoomCC_room_fire6_5993_Create				
gml_RoomCC_room_fire6_5994_Create				
gml_RoomCC_room_fire6_5995_Create				
gml_RoomCC_room_fire6_5996_Create				
gml_RoomCC_room_fire6_5997_Create				
gml_RoomCC_room_fire6A_5998_Create				
gml_RoomCC_room_fire6A_5999_Create				
gml_RoomCC_room_fire6A_6000_Create				
gml_RoomCC_room_fire6A_6001_Create				
gml_RoomCC_room_fire_lasers1_6002_Create				
gml_RoomCC_room_fire_lasers1_6003_Create				
gml_RoomCC_room_fire_lasers1_6004_Create				
gml_RoomCC_room_fire_lasers1_6005_Create				
gml_RoomCC_room_fire_lasers1_6006_Create				
gml_RoomCC_room_fire_lasers1_6007_Create				
gml_RoomCC_room_fire_lasers1_6008_Create				
gml_RoomCC_room_fire7_6009_Create				
gml_RoomCC_room_fire7_6010_Create				
gml_RoomCC_room_fire7_6011_Create				
gml_RoomCC_room_fire7_6012_Create				
gml_RoomCC_room_fire7_6013_Create				
gml_RoomCC_room_fire7_6014_Create				
gml_RoomCC_room_fire7_6015_Create				
gml_RoomCC_room_fire7_6016_Create				
gml_RoomCC_room_fire7_6017_Create				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_RoomCC_room_fire7_6018_Create				
gml_RoomCC_room_fire8_6019_Create				
gml_RoomCC_room_fire8_6020_Create				
gml_RoomCC_room_fire9_6021_Create				
gml_RoomCC_room_fire9_6022_Create				
gml_RoomCC_room_fire_turn_6023_Create				
gml_RoomCC_room_fire_turn_6024_Create				
gml_RoomCC_room_fire_savepoint1_6025_Create				
gml_RoomCC_room_fire_hotdog_6026_Create				
gml_RoomCC_room_fire_apron_6027_Create				
gml_RoomCC_room_fire10_6028_Create				
gml_RoomCC_room_fire10_6029_Create				
gml_RoomCC_room_fire_rpuzzle_6030_Create				
gml_RoomCC_room_fire_rpuzzle_6031_Create				
gml_RoomCC_room_fire_rpuzzle_6032_Create				
gml_RoomCC_room_fire_rpuzzle_6033_Create				
gml_RoomCC_room_fire_rpuzzle_6034_Create				
gml_RoomCC_room_fire_rpuzzle_6035_Create				
gml_RoomCC_room_fire_rpuzzle_6036_Create				
gml_RoomCC_room_fire_rpuzzle_6037_Create				
gml_RoomCC_room_fire_rpuzzle_6038_Create				
gml_RoomCC_room_fire_rpuzzle_6039_Create				
gml_RoomCC_room_fire_rpuzzle_6040_Create				
gml_RoomCC_room_fire_rpuzzle_6041_Create				
gml_RoomCC_room_fire_rpuzzle_6042_Create				
gml_RoomCC_room_fire_rpuzzle_6043_Create				
gml_RoomCC_room_fire_rpuzzle_6044_Create				
gml_RoomCC_room_fire_rpuzzle_6045_Create				
gml_RoomCC_room_fire_rpuzzle_6046_Create				
gml_RoomCC_room_fire_rpuzzle_6047_Create				
gml_RoomCC_room_fire_rpuzzle_6048_Create				
gml_RoomCC_room_fire_rpuzzle_6049_Create				
gml_RoomCC_room_fire_rpuzzle_6050_Create				
gml_RoomCC_room_fire_rpuzzle_6051_Create				
gml_RoomCC_room_fire_rpuzzle_6052_Create				
gml_RoomCC_room_fire_mewmew2_6053_Create				
gml_RoomCC_room_fire_mewmew2_6054_Create				
gml_RoomCC_room_fire_mewmew2_6055_Create				
gml_RoomCC_room_fire_boysnightout_6056_Create				
gml_RoomCC_room_fire_boysnightout_6057_Create				
gml_RoomCC_room_fire_newsreport_6058_Create				
gml_RoomCC_room_fire_conveyorlaser_6059_Create				
gml_RoomCC_room_fire_conveyorlaser_6060_Create				
gml_RoomCC_room_fire_conveyorlaser_6061_Create				
gml_RoomCC_room_fire_conveyorlaser_6062_Create				
gml_RoomCC_room_fire_core1_6063_Create				
gml_RoomCC_room_fire_core2_6064_Create				
gml_RoomCC_room_fire_core4_6065_Create				
gml_RoomCC_room_fire_core4_6066_Create				
gml_RoomCC_room_fire_core4_6067_Create				
gml_RoomCC_room_fire_core_branch_6068_Create				
gml_RoomCC_room_fire_core_bottomleft_6069_Create				
gml_RoomCC_room_asghouse1_6070_Create				
gml_RoomCC_room_asghouse1_6071_Create				
gml_RoomCC_room_asghouse1_6072_Create				
gml_RoomCC_room_asrielroom_final_6073_Create				
gml_RoomCC_room_asrielroom_final_6074_Create				
gml_RoomCC_room_basement1_final_6075_Create				
gml_RoomCC_room_basement1_final_6076_Create				
gml_RoomCC_room_basement1_final_6077_Create				
gml_RoomCC_room_basement2_final_6078_Create				
gml_RoomCC_room_basement2_final_6079_Create				
gml_RoomCC_room_basement3_final_6080_Create				
gml_RoomCC_room_basement4_final_6081_Create				
gml_RoomCC_room_lastruins_corridor_6082_Create				
gml_RoomCC_room_lastruins_corridor_6083_Create				
gml_RoomCC_room_lastruins_corridor_6084_Create				
gml_RoomCC_room_lastruins_corridor_6085_Create				
gml_RoomCC_room_lastruins_corridor_6086_Create				
gml_RoomCC_room_lastruins_corridor_6087_Create				
gml_RoomCC_room_lastruins_corridor_6088_Create				
gml_RoomCC_room_lastruins_corridor_6089_Create				
gml_RoomCC_room_lastruins_corridor_6090_Create				
gml_RoomCC_room_castle_coffins2_6091_Create				
gml_RoomCC_room_castle_coffins2_6092_Create				
gml_RoomCC_room_castle_coffins2_6093_Create				
gml_RoomCC_room_castle_coffins2_6094_Create				
gml_RoomCC_room_castle_coffins2_6095_Create				
gml_RoomCC_room_castle_coffins2_6096_Create				
gml_RoomCC_room_truelab_mirror_6097_Create				
gml_RoomCC_room_floweyx_6098_Create				
gml_RoomCC_room_floweyx_6099_Create				
gml_RoomCC_room_floweyx_6100_Create				
gml_RoomCC_room_floweyx_6101_Create				
gml_RoomCC_room_fire10_old_6102_Create				
gml_RoomCC_room_fire10_old_6103_Create				
gml_RoomCC_room_fire10_old_6104_Create				
gml_RoomCC_room_fire10_old_6105_Create				
gml_RoomCC_room_fire10A_old_6106_Create				

Accessible in game	True Pacifist	Not accessible	TODO
Accessible after resets	Genocide	Tests and errors	
Neutral Not Pacifist	Hard Mode	Variable names	

Text	Character	Area	Room	How to get it ?
gml_RoomCC_room_monsteralign_test_6107_Create				