[] the brackets are the text that is a link to continue the “story”

Beninging:  
After a long afternoon of doing nothing, Kris feels the need to eat some Moss. But he doesn’t have any in his room since he ate all of it last night when he could not sleep. So he sets on a Mission to gather Moss and devour it!

What will Kris do?

* [Go to Asgores store]
* [Ask Noelle for Moss]
* [Ask Berdly for Moss]
* [Ask Ralsei for Moss]

Pacifist Route:

P1: Since Asgore owns a flower store, Kris decides to go there to look for Moss.  
[Go to flower store]  
P2: “Moss, you say? I got plenty of it. As long as you have enough Rubies- Sorry, my bad. Fell out of the role for a second. Here you go.” \*hands over the moss\*  
[open arms for a “thank you” hug]  
P3: “Thanks for visiting, Kris. I hope you enjoy your Moss.” \*Asgore hugs Kris\*

Asgore route:

A1: “Hey Kris, what are you up to?”   
[I want Moss]  
A2: “Moss you say? I do not have any, but doesn’t Asgore own a flower store? Let’s go there!”  
[Alright then!]  
A3: “Kris, I don’t have time for your Moss right now. I have some business to do.”  
\*Asgore runs out of the store\*  
A4: I think the gif says it all

Geno’s side Ending  
  
G1: “Of course an intellectual genius like me would have Moss, Kris. You wouldn’t understand, since you will never reach my level of smartness!”  
[Give Moss]  
G2: “Kris, you don’t seem to understand, since you are kind of stupid. I said I have Moss, but I never said that I would hand it over to you!”  
[Let’s go to the librarby to get me smarter then]  
G3: “Awesome idea, Kris! That way you can get at least 5% as smart as I am!”  
[kill Berdly in the librarby and get Moss]  
G4: No dialogue needed  
  
Neutral Ending:

N1: “Key Kris. I can help with Moss, but I got something else for you…” \*Ralsei pulls out a cigarette\*  
“Interested?”  
[Take cigarette]  
N2: Congratulations! You are now addicted to smoking but overcame your Moss addiction! E for effort!