

# **Every Leitmotif in Deltarune and where to listen for them + where they play in the game:**

This probably is not completely comprehensive and accurate but I did my best.

## **Deltarune Leitmotifs:**

Don't Forget- Don't Forget  
Hometown- A Town Called Hometown 0:20-1:00  
Susie- Susie  
The Door- The Door 0:14-0:42  
The Legend- The Legend  
The Legend Bass- The Legend 1:29-1:48  
Spade Family- Lancer  
Secret Boss- The World Revolving 0:20-0:40  
Noelle- Girl Next Door  
Queen- Queen  
Sweet Cap'n Cakes- Almost to the Guys!  
Berdly- Berdly  
Spamton- Spamton  
Dess- Lost Girl

## **Minor Deltarune Leitmotifs:**

Lantern- Lantern  
Lancer Fight- The Chase 0:14-0:26  
Scarlet Forest- Scarlet Forest 0:16-1:19  
Card Castle- Basement  
Rouxls Kaard- Rouxls Kaard  
Snazzy Shop- Hip Shop  
Game Over- Faint Courage (Game over)  
Queen's Mixtape- Cool Mixtape  
Cyber City- A CYBER'S WORLD? 1:05-1:38)  
Spamton B- HEY EVERY !  
Retro Throwdown- Knock You Down !!!

## **Undertale Leitmotifs:**

Once Upon a Time- Once Upon a Time

Snowdin C- Snowdin Town 0:57-1:16  
 Determination- Determination  
 Quiet- Quiet Water  
 Your Best Nightmare- Your Best Nightmare 0:00-0:15  
 Home- Home  
 Premonition- Premonition  
 Napstablook- Pathetic House  
 NEO- Power of "NEO"  
 Jingle Bells- Ghouliday  
 Dummy!- Dummy! 2:10-2:14)

## Every track in Detarune and what leitmotifs it contains:

Major leitmotifs are **bolded** and minor leitmotifs are *italicized*.

### Chapter 1:

1. Another Him- **Gaster** (plays when creating a vessel)
2. Beginning- **Don't Forget; Once Upon a Time** (playing while driving to school)
3. School- **Hometown; Don't Forget; Snowdin** (plays in Mrs. Alphys's classroom)
4. Susie- **Susie** (Susie's theme)
5. The Door- **The Door** (plays when Kris and Susie find the supply closet and computer lab doors)
6. Cliffs- (plays in ?????? And supposedly in the Great Board)
7. The Chase- **The Door; Lancer Fight** (plays when Lancer attacks Kris and Susie in ??????; when Rudinn Rangers chase Kris to the Card Castle; at the beginning of Annoying Mouse Puzzle 3)
8. The Legend- **The Legend; The Legend Bass** (plays when Ralsei explains the legend)
9. Lancer- **Spade Family** (Lancer's overworld theme)
10. Rude Buster- *Lantern*; **Determination** (Plays during regular enemy fights)
11. Empty Town- **The Legend; The Legend Bass** (plays in Castle town in Chapter 1 after hearing Ralsei's legend; plays in Chapter 2 when the townsfolk disappear)
12. Weird Birds- (plays in the area just past the Great Door; plays when walking with Susie and Lancer to Card Castle)
13. Field of Hopes and Dreams- **Don't Forget** (plays in the field)
14. Fanfare (from Rose of Winter)- (plays when Susie and Candy join the party)
15. Lantern- **The Legend Bass; Lantern; Determination** (plays slowed down in Seam's shop)

16. I'm Very Bad- **Spade Family** (plays when Lancer intercepts the team on the Great Board)
17. Checker Dance- (plays during fights with a King Round)
18. Quiet Autumn- *Quiet*; *Scarlet Forest* (plays in peaceful parts of the forest)
19. Scarlet Forest- *Scarlet Forest*; **Don't Forget** (plays in the Forest)
20. Thrash Machine- **Spade Family** (plays while constructing the Thrash Machine)
21. Vs. Lancer- **Spade Family**; *Lancer Fight* (plays while fighting Lancer)
22. Basement- *Card Castle* (plays in the prison in Card Castle)
23. Imminent Death- **Your Best Nightmare** (plays before Susie's fight with Lancer)
24. Vs. Susie- **Your Best Nightmare**; **Susie** (plays during Susie's fight with Lancer)
25. Card Castle- *Card Castle*; **Spade Family** (plays in Card Castle)
26. Rouxls Kaard- *Rouxles Kaard* (plays when encountering Rouxls Kaard)
27. April 2012- (plays in the club room in Card Castle)
28. Hip Shop- *Snazzy Shop*; (plays in Rouxls Kaard's shop; in Swatch's shop)
29. Gallery- (plays when King is threatening to kill Lancer and the party both before and after his battle; when Queen reveals that Berdly has been plugged before her battle)
30. Chaos King- *Card Castle*; **Spade Family**; **The Legend**
31. Darkness Falls- **Gaster**; *Game Over*; **Determination(?)** (plays if you choose not to persist during a game over in Chapter 1)
32. The Circus- **The Legend Bass**; **Secret Boss** (plays on floor ?????? where Jevil is)
33. The World Revolving- **The Door**; **Secret Boss**; **Don't Forget** (plays while fighting Jevil)
34. Friendship- **Don't Forget** (plays when Kris says goodbye to the Darkners in Chapter 1 on pacifist runs)
35. The Holy- (plays while standing in front of the Dark Fountain)
36. Your Power- **Don't Forget** (plays while the SOUL seals the Dark Fountains)
37. A Town Called Hometown- *Hometown*; *The Legend Bass*; *Snowdin*; **Don't Forget** (plays in Hometown)
38. You Can Always Come Home- *Home*; **Once Upon a Time**; **Don't Forget** (plays in the Dreemurr house after coming home from school both chapters)
39. Don't Forget- **Don't Forget** (plays during Chapter 1's ending credits)
40. Before The Story- *Premonition*; **Once Upon a Time** (plays on the menu screen after beating a chapter at least once)

## Chapter 2:

1. Faint Glow- **Don't Forget** (plays on the Chapter 2 title screen)
2. Girl Next Door- **Noelle** (plays when Noelle finds Kris and Susie entering the school closet; in the cutscene before leaving the Cyber World; when Susie finds uneaten moss in the Dog Dumpster)
3. My Castle Town- **The Legend; The Legend Bass** (plays in Castle Town in Chapter 2)
4. Ohhhhhohohoho!- (plays when first encountering Queen)
5. Queen- **The Legend Bass; Queen** (plays during encounters with Queen)
6. A CYBER'S WORLD?- **Sweet Cap'n Cakes; Cyber City** (plays in cyber field)
7. A Simple Diversion- *Queen's Mixtape*; **Queen** (Plays during the arcade game with Queen; during Annoying Mouse Puzzle 3; during the puzzle when catching 20 mice)
8. Almost To The Guys- **Sweet Cap'n Cakes** (plays before the battle with Sweet Cap'n Cakes while dodging the bullets)
9. Cool Beat- *Cool Beat* (plays after avoiding the bullets before the battle with Sweet Cap'n Cakes)
10. When I Get Mad I Dance Like This- (plays before the battle with Sweet Cap'n Cakes)
11. Cyber Battle- *Cool Beat*; **Sweet Cap'n Cakes** (plays during the battle with Sweet Cap'n Cakes)
12. When I Get Happy I Dance Like This- *Cool Beat*; **Sweet Cap'n Cakes** (plays after winning the battle with Sweet Cap'n Cakes)
13. Sound Studio- *Cool Beat*; **Sweet Cap'n Cakes** (Plays in Sweet Cap'n Cakes' shop)
14. Berdly- **The Legend Bass; Berdly** (plays during encounters with Berdly)
15. Smart Race- **Berdly; Queen**; (plays during battles against Berdly)
16. Faint Courage (Game over)- *Game Over* (plays on the Chapter 2 game over screen)
17. WELCOME TO THE CITY- **Sweet Cap'n Cakes; Cyber City** (plays in the Cyber City; plays distorted during the Snowgrave Route)
18. Mini Studio- **Sweet Cap'n Cakes** (plays in the Cyber City Music Shop)
19. Holiday Studio- *Cool Beat*; **Sweet Cap'n Cakes; Jingle Bells** (plays in the Cyber City Music Shop after talking to Cap'n)
20. Cool Mixtape- *Queen's Mixtape*; **Queen**; (plays when driving with Queen and Noelle; when leaving that room; when interacting with Lancer after he swallows Queen's mixtape)
21. HEY EVERY !- *Spamton B* (plays before the battle with Spamton)
22. Spamton- **Spamton** (plays before the battle with Spartan after he gets out of the trash)

23. NOW'S YOUR CHANCE TO BE A- **Spamton** (plays during the battle with Spamton)
24. Elegant Entrance- **Queen** (plays in the first few rooms of Queen's Mansion)
25. Bluebird of Misfortune- **The Legend Bass**; **Berdly**; **Queen** (plays during Berdly's spelling bee story)
26. Pandora Palace- **Queen** (plays in most rooms of Queen's Mansion)
27. KEYGEN- (plays after talking to Spamton about his Keygen more than once)
28. Acid Tunnel of Love- **The Legend Bass**; **Spade Family**- (plays during the boat ride in the Mansion's acid tunnel)
29. It's Pronounced "Rules"- *Rouxls Kaard* (plays during the Rouxls Kaard battle in the acid tunnel)
30. Lost Girl- **Dess**; **Noelle** (plays during the cutscene where Susie rescues Noelle in the Mansion; after the final Queen battle when she runs out of battery power)
31. Ferris Wheel- **Noelle** (plays during the Ferris wheel cutscene)
32. Attack of the Killer Queen- *Queen's Mixtape*; **Queen**; **Berdly** (plays during the fight against Queen and plugged Berdly)
33. Giga Size- *Queen's Mixtape*; **Queen** (plays in the cutscene when Queen's giant form is revealed)
34. Powers Combined- *Retro Throwdown* (plays while the Thrash Machine is being upgraded into a mecha; when Berdly almost opens a dark fountain)
35. Knock You Down !!- *Retro Throwdown*; **Berdly**; **Queen** (plays during the battle against giant robot Queen)
36. The Dark Truth- **Don't Forget** (plays while Ralsei explains the Roaring)
37. Digital Roots- **Your Best Nightmare** (plays in the basement of Queen's Mansion)
38. Deal Gone Wrong- **Spamton** (plays before the battle with Spamton NEO; slowed down in Queen's Mansion during the Snowgrave Route; sped up when Spamton NEO activates his Bluelight Specil during the Snowgrave Route)
39. BIG SHOT- **Secret Boss**; **Spamton**; *NEO*; *Dummy!* (plays during the battle with Spamton NEO)
40. A Real Boy!- *Spamton B* (plays before cutting Spamton NEO's last string)
41. Dialtone- **The Legend Bass**; **Secret Boss** (plays in Spamton's shop once it closes; plays after the Spamton NEO fight)
42. sans- (plays in Sans' store in Hometown)
43. Chill Jailbreak Alarm To Study And Relax To- *Napstablook* (plays when Napstablook sounds the alarm after the prisoners escape)
44. You Can Always Come Home- *Home*; **Once Upon a Time**; **Don't Forget** (plays in the Dreemurr house after coming home from school both chapters)
45. Until Next Time- **Don't Forget** (plays during the Chapter 2 credits)
46. Before The Story- *Premonition*; **Once Upon a Time** (plays on the menu screen after beating a chapter at least once)

## **Unreleased Tracks:**

Hometown Day- **Hometown**; **Snowdin**; **Don't Forget**

My Funky Town- **The Legend**

Green Room- *Snazzy Shop*

Find Her- **Dess**

## **Part 2**

### **Every Leitmotif in Deltarune + some analysis:**

Yes, this is just the first part, but I restructured it so you can see it differently.

### **Major Motifs and every song they are found in:**

#### **Don't Forget:**

Beginning (plays in hometown)

School (plays in hometown)

Field of Hopes and Dreams (overworld theme)

Scarlet Forest (overworld theme)

The World Revolving (Jevil boss fight theme)

Friendship (wholesome theme, only on pacifist)

Your Power (this is absolutely a link to the player)

A Town Called Hometown (plays in hometown)

You Can Always Come Home (plays in hometown)

Don't Forget (obvious)

Faint Glow (title screen, player)

The Dark Truth (this is so suspicious)

Until Next Time (obvious)

Hometown Day (plays in hometown)

So essentially, Don't Forget plays in nearly every Hometown theme, on some C1 overworld themes, during end credits, in situations relating to the player, and during Ralsei's story about the Roaring and Jevil's fight.

I'm absolutely banking on this song being sung to the player. It plays during Your Power which low key marks it as the player's theme. I don't know why it's so prominent in the Light World and I don't know why it's mostly absent from Cyber City. The fact that it

plays during The Dark Truth rather than a distorted version of The Legend is disturbing. It seems to imply that the player is the one who can bring about such a catastrophe. Jevil also mentions “the nightmare” which is why I think it plays in his theme but not Spamton’s. I wouldn’t be surprised if this song had two meanings: a more comforting meaning and a twisted, distorted meaning. I’m also curious as to whether this song could apply to both Kris and the Player simultaneously in different ways.

### **Hometown:**

School

A Town Called Hometown

Hometown Day

This motif does exactly what you’d expect. It represents the community of Hometown and plays in Hometown.

### **Susie:**

Susie

Vs Susie

It plays in relation to Susie. I’m marking it as a major theme in hopes of a future heroic edition of Susie’s theme.

### **The Door:**

The Door

The Chase

The World Revolving

This one is a little more confusing. What I’m focusing on is the fact that both the area where The Chase plays and the room where you find Jevil are named ??????. I have a feeling that this is the theme of the doors to the dark world, the night, or that area in general.

### **The Legend:**

The Legend

Empty Town

Chaos King

My Castle Town

My Funky Town

The Legend plays in relation to Castle Town with one notable exception. If the Legend and the Legend Bass are treated as extensions of the same motif, however, this makes more sense, as The Legend seems to be a general hype track for important players in the story. I’m unsure whether The Legend melody represents the prophecy, Ralsei, Castle Town, or a mix of the three.

### **The Legend Bass:**

The Legend (prophecy, Castle Town)

Empty Town (Castle Town)

Lantern (important player)

The Circus (secret boss)

A Town Called Hometown (Hometown)

My Castle Town (Castle Town)

Queen (main enemy)

Berdly (important player???)

Bluebird of Misfortune (important player???)

Acid Tunnel of Love (I'm linking this to Ralsei and saying important player)

Dialtone (secret boss)

The Legend Bass plays in relation to Castle Town, important bosses and secret bosses, important players in destiny, and once in the light world for some reason. Seam seems to be an important player in destiny. Berdly's fate is directly tied to the route the player takes, or the fate of the world. It's kind of weird that Noelle's theme doesn't contain this theme but alright. I really hope this means Berdly is more important in the future because I love him. The Acid Tunnel of Love is a Ralsei focused scene so I'm gonna say that it's related to Ralsei there. It's also the sight of one of Kris and Ralsei's uncomfy no player interactions which is interesting. I do not know why it plays in ATC Hometown. Maybe it's because it's just after Kris and Susie return from their first adventure?

### **Spade Family:**

Lancer

I'm Very Bad

Thrash Machine

Vs Lancer

Card Castle

Chaos King

Acid Tunnel of Love

People will say this is Lancer's theme and I mean they're not wrong, but I'd argue it's the Spade Family's theme in general. It plays in relation to Lancer, the Card Castle, and the King. My theory is that it plays in the Acid Tunnel to foreshadow the Rouxls Kaard fight that takes place there.

### **Secret Boss:**

The Circus

The World Revolving

BIG SHOT

DIALTONE



The Secret Boss theme plays in relation to secret bosses. I don't need to analyze this.

**Noelle:**

Girl Next Door

Lost Girl

Ferris Wheel

Noelle's theme plays in relation to Noelle. It doesn't play until chapter 2 cause Noelle becomes a main character in chapter 2.

**Queen:**

Queen

A Simple Diversion

Smart Race

Cool Mixtape

Elegant Entrance

Bluebird of Misfortune

Pandora Palace

Attack of the Killer Queen

Giga Size

Knock You Down !!

Queen's theme plays in relation to Queen, Queen's Mansion, and Berdly. It makes less sense in Bluebird of Misfortune because Berdly has separated from Queen but it could just be because that scene takes place in Queen's Mansion. I'm curious as to whether Berdly and Queen will become better friends in the future.

My crack theory of the day is that Mayor Holiday is actually super important to Berdly (because of the Queen represents Noelle's mom theory) (this is a joke).

**Sweet Cap'n Cakes:**

Almost To The Guys

Cyber Battle (Solo)

When I Get Happy I Dance Like This

Sound Studio

Mini Studio

Holiday Studio

A CYBER'S WORLD?

WELCOME TO THE CITY

This theme plays in relation to Sweet Cap'n Cakes and the places they hang out.

**Berdly:**

Berdly

Smart Race

Bluebird of Misfortune

Attack of the Killer Queen

Knock You Down !!

This theme plays in relation to Berdly. I really appreciate that it plays in Knock You Down !! because you're fighting in Berdly's brainchild.

**Spamton:**

Spamton

NOW'S YOUR CHANCE TO BE A

Deal Gone Wrong

BIG SHOT

This is Spamton's main theme and it plays in relation to Spamton.

**Dess:**

Lost Girl

Find Her

This song plays in relation to Dess. I'm banking on this being her theme or the Holiday sisters' theme. I think it's Dess's though.

**Minor Motifs:****Lantern:**

Lantern

Rude Buster

This seems to be Seam's theme. WHY does it play in Rude Buster? Seam WHAT are you hiding?

**Scarlet Forest:**

Quiet Autumn

Scarlet Forest

This just plays in the two Scarlet Forest themes.

**Card Castle:**

Basement

Card Castle

Chaos King

This just plays in the Card Castle. It could be the Card Castle theme or the King's theme or both.

**Rouxls Kaard:**

Rouxls Kaard

It's Pronounced "Rules"

This just plays in relation to Rouxls Kaard.

**Snazzy Shop:**

Hip Shop

The Green Room

This just plays in snazzy shops. No one else calls this theme this but I do what I want.

**Game Over:**

Darkness Falls

Faint Courage (Game over)

This just plays on game over screens.

**Queen's Mixtape:**

A Simple Diversion

Cool Mixtape

Attack of the Killer Queen

Giga Size

This is literally just a funkier version of Queen's theme.

**Cyber City:**

A CYBER'S WORLD?

WELCOME TO THE CITY

This just plays in Cyber City's two main overworld themes.

**Spamton B:**

HEY EVERY !

A Real Boy!

Spamton's secondary theme, plays the first and last time you encounter him.

**Retro Throwdown:**

Powers Combined

Knock You Down !!!

Plays during the ultimate arcade battle.

# Undertale Motifs:

## **Once Upon a Time:**

Beginning (first cutscene)

You Can Always Come Home (Toriel's house)

Before The Story (chapter select screen)

This theme is absolutely for the player. It highlights the differences between UT and DR.

In the beginning cutscene and in Toriel's house it's mostly to hit you in the face with nostalgia and feels, but on the chapter select screen I feel like it's a nod to the player and their expectations coming into DR from UT.

## **Snowdin C:**

School

A Town Called Hometown

Hometown Day

This song always plays alongside the Hometown theme. These themes represent the same thing: the tight knit community of monsters.

## **Determination:**

Rude Buster

Lantern

Maybe in Darkness Falls

Not only does Rude Buster contain the Lantern motif, but both Lantern and Rude Buster contain the Determination motif. This is absolutely not a coincidence and I want answers.

## **Quiet:**

Quiet Autumn

This is a nice little callback to Quiet Water.

## **Your Best Nightmare:**

Imminent Death

Vs Susie

Digital Roots

AHH

## **Home:**

This is a nice little callback to You Can Always Come Home.

**Premonition:**

Before the Story

This is a bad omen or a Sans connection or both.

**Napstablook:**

Chill Jailbreak Alarm to Study and Relax To

This is a nice little nod to Napstablook.

**NEO:**

BIG SHOT

This is a reference to the Power of Neo.

**Jingle Bells:**

Holiday Studio

This is both a reference to Napstablook and just a Jingle Bells remix for Noelle memes.

**Dummy!:**

BIG SHOT

This is yet more evidence that Spamton NEO's body was designed by Mettaton, since this song seems to be the ghosts theme.

## Part 3

### Some of my thoughts if you made it this far and you're still intrested:

- I'm Very Bad is just Lancer with the Susie guitar and I think that's beautiful.
- The Holy is gonna be a leitmotif I said it, November 15 2022 I called it first.
- Does Susie find moss and think of Noelle? Is that why her theme plays there?

- The Door motif plays in the tracks The Door, The Chase, and The World Revolving, which means it plays in both areas names "???????".
- The tracks Lantern and Rude Buster both contain the "Lantern" and "Determination" leitmotifs. These songs are weirdly similar and the only two songs that contain these motifs. This seems like fuel for a "What on earth is up with Seam?" video.

- The fact that the “Don’t Forget” motif plays in Your Power may mean that this is the player’s theme. Like, that seems significant to me.
- The fact that a distorted version of “Don’t Forget” plays in The Dark Truth rather than like, “The Legend” is weird and kind of concerning to me.
- The “Your Best Nightmare” motif plays in the tracks Imminent Death, Vs Susie, and Digital Roots. This is without a doubt fuel to the Dark Worlds and dreams connections fire.
- The “Premonition” motif plays in Before the Story. I don’t know what this means.
- The “Dummy!” motif plays in BIG SHOT, which is absolutely evidence that Spamton NEO’s body was designed by Mettaton since Dummy! seems to be the ghosts’ theme.