prototype

@@array@@

arguments

last\_text\_move\_select

text\_deadlock\_1

text\_deadlock\_contents\_1

x

gml\_Script\_instance\_create

special\_action\_count

enemy\_sparing

route

action\_1\_selected\_count

irandom\_range

random\_text\_move\_select

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_axis

method

scr\_recreate\_heart\_battle\_menu\_text\_axis

room\_goto

gml\_Script\_seq\_pacifist\_credits\_Moment\_6

seq\_pacifist\_credits\_Moment\_6

snowdin\_flag

sequence\_layer\_deep

layer\_sequence\_create

ending\_sequence

gml\_Script\_seq\_pacifist\_credits\_Moment\_7

seq\_pacifist\_credits\_Moment\_7

variable\_global\_exists

layer\_sequence\_destroy

gml\_Script\_seq\_pacifist\_credits\_Moment\_8

seq\_pacifist\_credits\_Moment\_8

sale\_number

i

extra\_flag

array\_length

gml\_Script\_seq\_pacifist\_credits\_Moment\_9

seq\_pacifist\_credits\_Moment\_9

dunes\_flag

gml\_Script\_seq\_pacifist\_credits\_Moment\_10

seq\_pacifist\_credits\_Moment\_10

bbox\_top

bbox\_bottom

round

bbox\_left

bbox\_right

moveable

gml\_Script\_scr\_start\_enemy\_attacking\_asgore

scr\_start\_enemy\_attacking\_asgore

shader\_on

shader\_sprite

sprite\_get\_texture

palette\_sampler

palette\_tex

shader\_get\_sampler\_index

u\_palette\_tex

palette\_index

shader\_get\_uniform

u\_palette\_index

palette\_texel\_height

u\_palette\_texel\_height

palette\_texel\_width

u\_palette\_texel\_width

palette\_x\_offset

u\_palette\_x\_offset

palette\_y\_offset

u\_palette\_y\_offset

color\_vect

u\_color\_vect

argument

texture\_get\_uvs

array\_get

texture\_get\_texel\_width

texture\_get\_texel\_height

@@NewGMLArray@@

uniform\_info

index

gml\_Script\_scr\_load\_palette\_shader

scr\_load\_palette\_shader

geno\_complete

gml\_Script\_scr\_audio\_fade\_out

action\_1\_important

event\_user

gml\_Script\_scr\_start\_enemy\_no\_attack\_axis

scr\_start\_enemy\_no\_attack\_axis

current\_char

\*

audio\_stop\_sound

audio\_play\_sound

.

,

?

!

can\_talk

gml\_Script\_scr\_talking\_mooch

scr\_talking\_mooch

gml\_Script\_scr\_talking\_ed

scr\_talking\_ed

enemy\_attack

instance\_exists

fill\_percentage

bell\_check

Ceroba Bells

Ceroba Bullets

Ceroba Leaves

Ceroba Pillars

Ceroba Staff

Ceroba Black Hole

Ceroba Diamond Pacifist

Ceroba Flower Circle Pacifist

Ceroba Rotating Bullets

Ceroba Shotgun Pacifist

Ceroba Transform 1

Ceroba Phase 2 P1 Lanterns

Ceroba Phase 2 P1 Spawner Mask

Ceroba Phase 2 P1 Rope Circle

y

instance\_create\_depth

Ceroba Phase 2 P1 Circling Lanterns

Ceroba Phase 2 P1 Ribbon Attack

Ceroba Phase 2 P1 Obstacles

Ceroba Phase 2 P1 Falling Bells

Ceroba Phase 2 Spawner

Ceroba Phase 2 Spawner 2

Ceroba Special Attack

Ceroba Shield Defense

hotland\_flag

Ceroba Phase 2 Opener

Ceroba No Attack

gml\_Script\_scr\_enemy\_timer\_attacks\_ceroba

scr\_enemy\_timer\_attacks\_ceroba

shader\_set

shader\_set\_uniform\_f

shader\_set\_uniform\_i

texture\_set\_stage

draw\_self

shader\_reset

gml\_Script\_scr\_draw\_palette\_shader

scr\_draw\_palette\_shader

gml\_Script\_cutscene\_advance

fade\_speed

fade\_stage

gml\_Script\_cutscene\_screen\_fade\_in

cutscene\_screen\_fade\_in

action\_3\_selected\_count

enemy\_low\_hp

\* 你 告 诉 Sir Slither# 你 觉 得 他 撑 不 了 多 久 了 。

message

Action 3 Low HP

last\_action\_selected

Nothing

last\_action\_selected\_2

last\_action\_selected\_3

\* 你 拒 绝 让 Sir Slither 当 主 角 。

Action 3 Message 1

\* 你 远 离 Sir Slither ，# 他 似 乎 很 不 高 兴 。

Action 3 Message 0

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_slither\_a

scr\_dialogue\_battle\_action\_selected\_action\_3\_slither\_a

msg

dialogue\_open

gml\_Script\_cutscene\_dialogue\_chujin

cutscene\_dialogue\_chujin

Tellyvis Logo

Tellyvis Remote

Tellyvis Tape

gml\_Script\_scr\_enemy\_timer\_attacks\_tellyvis\_solo

scr\_enemy\_timer\_attacks\_tellyvis\_solo

action\_3\_selected\_count\_2

gml\_Script\_scr\_return\_heart\_battle\_menu\_position

script\_execute

heart\_position

battle\_menu\_number

enemy\_dead

fight\_number

enemy\_dead\_2

enemy\_spared

random\_number

enemy\_low\_hp\_2

enemy\_spared\_2

enemy\_sparing\_2

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_cactony\_slither\_duo

scr\_recreate\_heart\_battle\_menu\_text\_cactony\_slither\_duo

Double Jandroid Gargbage Cans

Double Jandroid Slippery Floor

Slippery Floor

Garbage Cans

Spray Bottle

gml\_Script\_scr\_enemy\_timer\_attacks\_jandroid\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_jandroid\_duo

scr\_enemy\_timer\_attacks\_jandroid\_duo

\* 你 仍 然 坚 守 阵 地 ，# 即 使 混 乱 在 你 周 围 展 开 。

act\_number

Action 1 Message 0

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_feisty\_four

scr\_dialogue\_battle\_action\_selected\_action\_1\_feisty\_four

cactony a

battle\_enemy\_name\_1

slither b

battle\_enemy\_name\_2

speed\_self

player\_invulnerability

invulnerability\_self

attacking\_damage\_cap

attacking\_damage\_cap\_2

hit\_self

hurt\_self

current\_hp\_enemy

current\_hp\_enemy\_2

max\_hp\_enemy

max\_hp\_enemy\_2

last\_hp\_enemy

last\_hp\_enemy\_2

current\_hp\_enemy\_draw

current\_hp\_enemy\_draw\_2

enemy\_hit

enemy\_hit\_2

enemy\_hurt

enemy\_hurt\_2

enemy\_attack\_stat

enemy\_attack\_stat\_2

enemy\_defense\_stat

enemy\_defense\_stat\_2

enemy\_vulnerable

enemy\_vulnerable\_2

enemy\_attacking

enemy\_betrayed

enemy\_betrayed\_2

enemy\_fleeable

enemy\_special\_text

enemy\_special\_text\_2

enemy\_exp

enemy\_exp\_2

enemy\_gold

enemy\_gold\_2

enemy\_count

turns\_passed

action\_1\_important\_2

action\_2\_important

action\_2\_important\_2

action\_3\_important

action\_3\_important\_2

action\_1\_color

action\_1\_color\_2

action\_2\_color

action\_2\_color\_2

action\_3\_color

action\_3\_color\_2

action\_amount

action\_amount\_2

item\_use

item\_used

item\_gift

item\_gifted

image\_alpha\_enemy\_attacking

important\_cutscene

can\_attack

action\_1\_selected\_count\_2

action\_2\_selected\_count

action\_2\_selected\_count\_2

spare\_selected\_count

hit\_count

hit\_count\_2

miss\_count

miss\_count\_2

no\_hit\_count

no\_hit\_count\_2

hurt\_self\_count

hurt\_self\_turn\_count

item\_use\_count

item\_gift\_count

item\_gift\_count\_2

enemy\_mode

enemy\_mode\_previous

enemy\_mode\_2

enemy\_mode\_2\_previous

enemy\_mode\_gen

enemy\_mode\_gen\_previous

enemy\_mode\_gen\_2

enemy\_mode\_gen\_2\_previous

gml\_Script\_scr\_audio\_stop\_sound

gml\_Script\_scr\_determine\_enemy\_music\_yellow

audio\_extend

sound\_carry\_battle

mettaton\_voice\_count

enemy\_damage\_x

enemy\_damage\_y

enemy\_target\_x

enemy\_target\_y

enemy\_damage\_x\_2

enemy\_damage\_y\_2

enemy\_target\_x\_2

enemy\_target\_y\_2

gml\_Script\_scr\_create\_background\_battle\_yellow

Red

soul\_mode

Test

gml\_Script\_scr\_generate\_battle\_cactony\_slither\_duo

scr\_generate\_battle\_cactony\_slither\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_flowey

scr\_recreate\_heart\_battle\_menu\_text\_flowey

\* You wriggle within your# confines. The MERCY vines# weakened!

\* 你 指 责 Guardener 窃 听 并 攻 击 你 ，# 但 没 有 任 何 用 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_guardener

scr\_dialogue\_battle\_action\_selected\_action\_3\_guardener

\* 呱 !

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_macro

scr\_dialogue\_battle\_action\_selected\_action\_3\_macro

active

gml\_Script\_scr\_end\_enemy\_attacking\_guardener

scr\_end\_enemy\_attacking\_guardener

gml\_Script\_live\_call

live\_result

attack\_cycle

gml\_Script\_scr\_end\_enemy\_attacking\_ceroba

scr\_end\_enemy\_attacking\_ceroba

\* 你 看 了 看 Jandroid 并 发 现# 有 许 多 螺 丝 不 见 了 。

\* 你 看 了 看 Jandroid 并 告 诉 祂# 祂 需 要 洗 个 澡 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_jandroid\_a

scr\_dialogue\_battle\_action\_selected\_action\_3\_jandroid\_a

depth

gml\_Script\_scr\_start\_enemy\_attacking\_ceroba

scr\_start\_enemy\_attacking\_ceroba

gml\_Script\_live\_update\_script\_impl

live\_update\_script\_impl

gml\_Script\_sprite\_set\_live

sprite\_set\_live

gml\_Script\_room\_set\_live

room\_set\_live

gml\_Script\_room\_goto\_live

room\_goto\_live

gml\_Script\_live\_constant\_add

live\_constant\_add

gml\_Script\_live\_constant\_delete

live\_constant\_delete

gml\_Script\_live\_variable\_add

live\_variable\_add

gml\_Script\_live\_variable\_delete

live\_variable\_delete

gml\_Script\_live\_function\_add

live\_function\_add

gml\_Script\_live\_function\_delete

live\_function\_delete

gml\_Script\_live\_throw\_error

live\_throw\_error

gml\_Script\_live\_execute\_string

live\_execute\_string

argument1

undefined

snippet

gml\_Script\_live\_snippet\_create

live\_snippet\_create

gml\_Script\_live\_snippet\_destroy

live\_snippet\_destroy

gml\_Script\_live\_snippet\_call

live\_snippet\_call

gml\_Script\_live\_update

live\_update

gml\_Script\_live\_init

live\_init

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_goosic\_a

scr\_recreate\_heart\_battle\_menu\_text\_goosic\_a

\* 你 为 等 待 你 的 一 切 准 备 了# 你 信 赖 的 盾 牌 。

current\_turn

\* (你 称 赞 了 Axis 的 警 觉 。)

\* (你 称 赞 Axis 说 他 的 钢 铁 意 志# 坚 定 不 移 ，不 可 动 摇 。)

\* (You tell Axis his energy# magic is the most impressive# you've seen.)

Action 1 Message 1

\* (You ask Ceroba to present# your metallic creation.)

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_axis

scr\_dialogue\_battle\_action\_selected\_action\_1\_axis

ceroba

battle\_phase

attack\_cycle\_max

sound\_carry\_overworld

sprite\_index

image\_speed

image\_index

first\_box

sprite\_width

image\_xscale

sprite\_height

image\_yscale

instance\_destroy

option\_autoshoot

boss\_mini

image\_alpha

transformation\_attack

scene

gml\_Script\_scr\_generate\_battle\_ceroba\_2

scr\_generate\_battle\_ceroba\_2

coords

target\_instance

Target attach point instance does not exist!

show\_debug\_message

sprite\_get\_xoffset

x\_offset

sprite\_get\_yoffset

y\_offset

argument\_count

clamp

array\_index

gml\_Script\_scr\_point\_attach

scr\_point\_attach

draw\_primitive\_begin

argument4

argument3

argument0

argument2

draw\_vertex\_color

draw\_primitive\_end

gml\_Script\_scr\_draw\_diamond

scr\_draw\_diamond

gml\_Script\_cutscene\_screen\_melt

cutscene\_screen\_melt

\* 在 这 时 清 洗 Jandroid# 不 会 有 任 何 好 处 。

Action 2 Low HP

\* 你 提 出 要 给 Jandroid 清 洗 一 下 ，# 但 祂 看 起 来 很 生 气 。

Action 2 Message 0

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_jandroid\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_jandroid\_b

dialogue\_1\_spawn

dialogue\_2\_spawn

end\_loop

bubble

quote

spawner

gml\_Script\_scr\_start\_enemy\_attacking\_cactony\_slither\_duo

scr\_start\_enemy\_attacking\_cactony\_slither\_duo

gml\_Script\_scr\_end\_enemy\_attacking\_axis\_geno

scr\_end\_enemy\_attacking\_axis\_geno

\* You take a breath.#\* The world seems to slow, but# only for a moment.

\* 你 拒 绝 认 输 . . .

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba\_pacifist

scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba\_pacifist

Flowey Corrupt Attack 2

sc\_able

In

sc\_direction

sc\_dcurrent

sc\_speed

gml\_Script\_scr\_start\_enemy\_attacking\_flowey\_ext

sc\_in\_script

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_script\_el\_bailador

sc\_out\_script

sc\_sprite

Flowey Corrupt Attack 5

gml\_Script\_scr\_start\_enemy\_attacking\_flowey

scr\_start\_enemy\_attacking\_flowey

Ed Smash

Moray Balls

Ace Dealing

Mooch Bag

Ed Grab

Moray Spin

Coin Rain

Ace Cards

Grab & Moray

Coin Rain & Ace Cards

gml\_Script\_scr\_enemy\_timer\_attacks\_feisty\_five

scr\_enemy\_timer\_attacks\_feisty\_five

gml\_Script\_cutscene\_wait

can\_jump

cutscene\_ex

draw\_enabled

path\_position

floor

froggit\_jump

audio\_sound\_pitch

path\_start

burst\_count

particle\_burst

draw\_silhouette\_alpha

draw\_alpha

battle\_music

gml\_Script\_scr\_cutscene\_battle\_macro\_1

scr\_cutscene\_battle\_macro\_1

room

room\_get\_name

current\_room

menu\_sprite

current\_save\_number

gml\_Script\_scr\_determine\_save\_area

flowey\_save\_number

gml\_Script\_scr\_text

sndfnt

kill\_number

rm\_steamworks\_36

sworks\_flag

\* 我 们 要 来 谈 谈 你 的 所 作 所 为 吗 ？

\* 我 已 经 受 够 了 。

\* 我 帮 助 你 许 久 了，# 还 得 处 理 你 的 焦 虑 ？

\* 听 说 过 不 要 "恩 将 仇 报 " 吗 ？

\* "对 Flowey 恩 将 仇 报# 没 关 系 因 为 他 没 有 手 。"

\* 我 曾 经 也 这 么 想 的 ！

\* . . .

\* 我 . . .

\* 呵 . . .

\* 我 答 应 过 带 你 去 Castle 。

\* 所以 . . .# 我 会 带 你 去 的 。

\* 我 只 是 想 发 泄 一 下 不 满 ，懂 吗 ？

\* 毕 竟 ，# 赠 人 玫 瑰 ，手 有 余 香 。

prt

flowey\_flag

@@Other@@

gml\_Script\_scr\_save\_flowey\_steamworks

\* 这 些 不 灭 的 垃 圾 不 是 很 有 威 胁 。

\* 真 的 不 值 得 这 么 麻 烦 。

\* 还 在 那 ，嗯 ？

\* 抱 歉 ，但 我 现 在 没 什 么# 能 让 你 笑 得 出 来 的 东 西 了 。

\* . . . 什 么 ? 想 让 我 继 续 鼓 吹# 你 的 自 尊 吗 ?

\* 这 要 是 在 Snowdin 还 算 新 鲜 ，但 要 是 在 这 呢？

\* 我 不 知 道 . . .# 你 不 无 聊 吗 ?

\* 对 了 。

\* 哇 ! 我 一 直 对 你 的 能 力 挺 惊 讶 的 !

\* 能 一 直 命 中 远 处# 一 堆 的 易 拉 罐 的 能 力 。

\* 就 挺 ，让 人 激 动 的 !

\* 好 吧 。

\* 我 们 会 在 这 个 地 方 找 些 乐 子# 但 有 一 说 一 . . .

\* 这 会 浪 费 大 把 的 时 间 ，因 为 我 们 两 个 。

\* 同 意 吗 ?

\* 你 很 久 以 前 就 证 明 了# 你 是 最 棒 的 ASGORE 。

\* 所有这些 . . .# 这 太 过 分 了 ，你 知 道 吗 ？

\* 所 以 ，让 我 们 沿 着 路 走 ，# 出 发 去 Castle 吧 。

\* 别 再 打 没 有 意 义 的 仗 。

\* 为 接 下 来 的 战 斗 节 约 精 力 ，懂 吗 ？

\* 在 这 方 面 信 我 的 ，伙 计 。

\* 你 回 来 做 什 么 ，出 口 在 另 一 边 ，笨!

\* 我 们 走 吧 。

rm\_steamworks\_05

rm\_steamworks\_09

rm\_steamworks\_15

rm\_steamworks\_19

rm\_steamworks\_23

rm\_steamworks\_29

rm\_steamworks\_30

rm\_steamworks\_chem\_03

rm\_steamworks\_chem\_06

rm\_steamworks\_34

\* 嗨 ！

\* 看 起 来 你 进 展 很 顺 利 嘛 ！

\* 这 并 不 出 乎 我 所 料 。

\* 让 我 们 出 去 ，# 看 看 这 个 地 方 能 提 供 什 么 吧 ！

\* 你 认 为 还 有 人 住 在 这 里 ？

\* 呃 ，如 果 有 ，# 你 也 驾 驭 得 住 ！

\* 咱 继 续 走 吧 ，# 伙 计 ！

\* 让 我 们 存 个 档 吧 ！

\* 所 以 这 真 的 只 有 咱 俩 ？

\* 经 历 这 一 切 之 后 ，# 这 结 局 变 得 有 点 扫 兴 。

\* 不 过 谢 天 谢 地 ，Dunes 挺 干 爽 的 !

\* 时 间 在 流 逝 ，Clover!

\* 很 高 兴 能 看 见 你 出 去 走 走 ！

\* Axis 的 大 脑 一 定 生 锈 了 。

\* 没 花 多 少 时 间 就 从 他 的# " 陷 阱 " 里 逃 出 了 。

\* 不 过， 我 感 觉 你 还 没 见 过 他 最 后 一 面 。

\* 前 面 的 湖 看 起 来 很 凶 险 ！

\* 朋 友 ，让 咱 们 看 看 咱 买 了 啥 ！

\* 看 你 那 么 轻 松 地 掠 过 一 片 炽 热 的 湖 ！

\* 这 些 机 器 人 毕 竟 不 怎 么 没 用 ！

\* 有 点 搞 笑 的 。

\* 这 个 机 器 人 看 起 来 # 随 时 都 会 散 架 . . .

\* . . . 然 而 它 却 毫 无 问 题 地 # 穿 过 了 熔 岩 。

\* 当 然 不 能 对 Martlet " 坚 固 " 的 木 筏# 这 么 说 ，哈哈 !

\* 咱 再 走 进 这 个 设 施 一 步 吧 ！

\* 嗨 ！

\* 老 实 说 ，我 不 喜 欢 这 荒 凉 的 氛 围 。

\* 我 已 经 厌 倦 了 Ruins 的 这 氛 围 。

\* 我 幻 想 不 会 被 冻 着 也 不 会 被 沙 子# 呛 到 所 以 ...

\* ... 当 然 感 觉 更 糟 了 ，哈 哈 !

\* 我 们 最 好 在 这 地 方 坍 塌 之 前 走 !

\* 它 肯 定 有 过 更 好 的 日 子 !

\* 这 些 是 什 么 鬼 东 西 ?

\* 这 不 合 理 。

\* 我 的 意 思 是 ，如 果 有 人 了 解 花 ，# 那 就 是 我 。

\* ( 吐 舌 )

\* 这 对 我 的 根 可 不 好 。

\* 我 们 在 这 坐 的 越 久 ，# 我 越 感 觉 自 己 中 毒 了 。

\* 你 能 快 点 吗 ?

\* 让 咱 出 去 ，朋友 !

\* 天 哪 ，那 机 器 人 真 难 缠！

\* 更 不 用 说 完 全 敲 竹 杠 了 。

\* 花 和 藤 蔓 是 我 的 特 色 !

\* 呃 ，我 想 这 说 明 了 ...

\* ... 机 械 的 仿 制 品 比 不 过 真 货 !

\* 我 得 说 ，那 东 西 真 的 比 Axis 有 威 胁。

\* 我 不 是 想 告 诉 你 该 怎 么 做，# 只 是 考 虑 一 下 ...

\* 你 为 什 么 不 ... 你 知 道 的 ，下 次 见 面 和 Axis " 交 易 " ?

\* 我 肯 定 这 很 容 易 。# 只 是 个 想 法 !

\* 我 想 是 时 候 行 动 起 来 了 !

\* 谁 知 道 Steamworks 这 么 密 集 !

\* 比 如 ，我 们 现 在 在 哪 里 ?

\* 我 看 到 了 试 管 ... # 显 微 镜 ...

\* 几 乎 让 我 想 起 了 ...

\* 呃 ，我 不 知 道 。# 科 学 不 是 我 的 强 项 。

\* 无 论 你 干 什 么 ， 千 万# 不 要 喝 你 在 这 看 到 的 任 何 东 西 。

\* 这 些 液 体 已 经 堆 积 多 # 年 ，逐 渐 成 型 。

\* ... 倒 不 是 说 你 不 喜 欢 吃 垃 圾 。

\* 让 咱 看 看 前 面 有 啥 吧 ，# 伙 计 !

\* 就 在 我 认 为 Axis 笨 手 笨 脚 的 时 候 。

\* 真 高 兴 他 走 了 !

\* It's down to us yet# again, the unwavering# duo!

\* We do work well as a# team, don'tcha think?

\* Flowey "the brains" and# Clover "the brawn!"

\* Not saying you aren't# smart of course, haha.

\* Watching you solve# puzzles has been a# treat!

\* What's up with this# place and botany?

\* Are plants and robots# all these scientists# care about?

\* I mean, I AM a plant# but you don't hear me# talking about it 24/7.

\* We're almost out of this# facility, I can feel it!

\* Don't slow down now!

\* Whatever lies ahead, I'm# sure you'll make the# right decisions.

\* Go get 'em!

\* Can you smell that?# Magma and steel!

\* Newer... steel. Point# is, we're almost outta# here, pal!

\* This journey is about to# pay off big time thanks# to you!

\* See you up ahead!

\* ASGORE is so close!

\* Let's get a move on,# Clover!

scr\_save\_flowey\_steamworks

\* You reach out to Dunebud but# they back up.

\* You shake Dunebud back and# forth.#\* They giggle at you.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_b

gml\_Script\_scr\_end\_enemy\_attacking\_bailador\_geno

scr\_end\_enemy\_attacking\_bailador\_geno

Flowey Opener

Flowey Attack 1

Flowey Attack 3

Flowey Attack 2

Flowey Attack 4

Flowey Attack 5

Flowey Attack 6

Flowey Attack 7

Flowey Attack 8

Flowey Attack 9

Flowey Attack 10

Flowey Corrupt Attack 1

charts

flowey

damage\_name\_1

void

damage\_name\_2

damage\_name\_3

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_flowey

end\_script

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_el\_bailador

alarm\_0\_script

audio\_restore

gml\_Script\_scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_nosong

gml\_Script\_scr\_sme\_yellow\_rhythm\_song\_data\_danza

Flowey Corrupt Attack 3

Flowey Corrupt Attack 4

Flowey Corrupt Attack 6

Flowey Corrupt Attack 7

gml\_Script\_scr\_enemy\_timer\_attacks\_flowey

scr\_enemy\_timer\_attacks\_flowey

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_guardener

scr\_recreate\_heart\_battle\_menu\_text\_guardener

gml\_Script\_scr\_start\_enemy\_attacking\_dunebud\_duo

scr\_start\_enemy\_attacking\_dunebud\_duo

battle\_box

skippable

message\_last

id

variable\_instance\_exists

message\_current

attacking\_damage\_stat

dummy\_bar

no\_loop

button\_pressed

normal

damage\_type

random\_range

attack\_code

alarm

increase

fade\_out

lerp

abs

in\_battle\_twitch

in\_battle\_twitch\_finished

message\_adv

image\_angle

charge\_time

charge\_time\_max

is\_charging

is\_charged

can\_shoot

sprite\_get\_number

piece\_count

dir\_inc

piece

direction

speed

gml\_Script\_scr\_screenshake\_battle

player\_level

lvl\_up

target\_lvl

message\_end

characters

message\_length

laser\_length\_max

laser\_length

image\_blend

draw\_white\_circle

draw\_alpha\_white

image\_number

gml\_Script\_scr\_cutscene\_battle\_axis\_geno

scr\_cutscene\_battle\_axis\_geno

Save.sav

ini\_open

pX

Save1

ini\_write\_real

pY

dir

SavedRoom

current\_hp\_self

HP

max\_hp\_self

MAXHP

current\_pp\_self

PP

max\_pp\_self

MAXPP

current\_sp\_self

SP

max\_sp\_self

MAXSP

current\_rp\_self

RP

max\_rp\_self

MAXRP

player\_attack

AT - Primary

player\_weapon\_modifier\_attack

AT - Secondary

player\_defense

DFP

player\_armor\_modifier\_defense

DFS

LV

player\_exp

EXP

player\_gold

Gold

player\_armor

Armor

ini\_write\_string

player\_weapon

Weapon

player\_weapon\_modifier

Ammo

player\_armor\_modifier

Accessory

???

rmName

player\_sprites

playerSprite

player\_can\_run

playerCanRun

party\_member

noone

Follower

object\_get\_name

player\_has\_satchel

Satchel

player\_can\_travel

FTravel

gml\_Script\_scr\_determine\_playtime

elapsed\_seconds

Seconds

Playtime

encounter\_list

ds\_list\_write

ds\_list\_encounters

0

Encounters

steal\_list

ds\_list\_steal

Steal

fast\_travel\_list

ds\_list\_fasttravel

FastTravel

item\_slot

inv1

00

Items

01

02

03

04

05

06

07

box\_slot\_list

ds\_list\_string

DBox

tinypuzzle

Misc

ruins\_flag

array\_length\_1d

string

RuinsFlags

flag

Flags

SnowdinFlags

DunesFlags

dunes\_flag\_ext

DunesFlagsExt

SworksFlags

factory\_code

code

factory\_code\_2

code2

factory\_code\_3

code3

sworks\_robot\_count

RbCount

sworks\_robot\_sprite

RbSprite

sworks\_robot\_x

RbX

sworks\_robot\_y

RbY

sworks\_robot\_depth

RbD

sworks\_robot\_scale

RbS

sworks\_robot\_angle

RbA

sworks\_id\_grid

ds\_grid\_write

sworks\_id

item\_stock

ItemStock

HotlandFlags

FloweyFlags

savenumber

ExtraFlags

mail\_flag

MailFlags

mail\_list

Mail

mail\_unclaimed\_list

MailUnclaimed

mail\_count

1

sideNpc

npc\_map

ds\_map\_write

ds\_map\_string

NPCs

talk\_map

ds\_talk\_map\_string

Talks

interaction\_count\_wardrobe

Misc2

interaction\_count\_broom

interaction\_count\_mini\_fridge

interaction\_count\_painting

interaction\_count\_dalvsroom\_chest

interaction\_count\_flower\_pot

interaction\_count\_doorway\_dalvshouse

interaction\_count\_dalvroomhall\_door

dalv\_house\_enter\_count

08

interaction\_count\_books

09

death\_count\_total

Deaths

death\_count

Route

GenoComplete

Kills

j

kill\_area

array\_length\_2d

Kill Area

fun\_value

FUN

sprite\_get\_name

Menu

gold\_amount\_total

gldtrack

gold\_spent

gldspnttrack

hit\_tracker

httrack

battle\_enemy\_name

fighting\_flowey

10

flowey2

ini\_close

gml\_Script\_scr\_savegame\_flowey

scr\_savegame\_flowey

Macro Transform

Big Frogs

Frogger

Sword Frog

Log Frogs

Gun Flies

Space Frog

Tongue Attack

Frog Choir

Flies Bullet Hell

Mecha Frog

gml\_Script\_scr\_enemy\_timer\_attacks\_macro

scr\_enemy\_timer\_attacks\_macro

gml\_Script\_live\_method

live\_method

gml\_Script\_live\_method\_get\_self

live\_method\_get\_self

gml\_Script\_scr\_start\_enemy\_attacking\_sousborg

scr\_start\_enemy\_attacking\_sousborg

G. Cactus

$$$$temp$$$$

gml\_Script\_scr\_item\_stats\_restore

scr\_item\_stats\_restore

\* 你 向 Axis 的 防 御 施 压 ，# 他 不 动 如 山 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_axis\_geno

scr\_dialogue\_battle\_action\_selected\_action\_1\_axis\_geno

\* 你 告 诉 Axis 他 今 天 到 头 了 。

\* 他 没 有 反 应 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_axis\_geno

scr\_dialogue\_battle\_action\_selected\_action\_2\_axis\_geno

rm\_darkruins\_03

rm\_darkruins\_08

rm\_darkruins\_10

rm\_darkruins\_12

rm\_darkruins\_16

rm\_snowdin\_03\_yellow

rm\_snowdin\_08\_yellow

rm\_snowdin\_12\_yellow

rm\_snowdin\_14\_yellow

rm\_snowdin\_20\_yellow

rm\_dunes\_02

rm\_dunes\_08

rm\_dunes\_14

rm\_dunes\_20

rm\_dunes\_25

rm\_dunes\_28

rm\_dunes\_34

rm\_dunes\_37

rm\_dunes\_39

rm\_dunes\_41

rm\_steamworks\_macro\_froggit\_room

rm\_steamworks\_factory\_01

rm\_steamworks\_factory\_04

rm\_mansion\_entrance

rm\_hotland\_complex\_1

rm\_newhome\_02

Dark Ruins - Entrance

saveroom

Dark Ruins - Atrium

Dark Ruins - Cliff

Dark Ruins - Puzzle

Dark Ruins - Hall

Snowdin - Delta Rock

Snowdin - Ruined Shack

Snowdin - Pathway

Snowdin - Resort

Snowdin - Corridor

Dunes - Cave

Dunes - Tree

Mines - Elevator

Mines - Minecart

Dunes - Mountaintop

Dunes - Playground

Dunes - Well

Wild East - Town

Wild East - Outskirts

Wild East - Sunnyside

Steamw. - Generator

Steamw. - Raised Path

Steamw. - Lake

Steamw. - Offices

Steamw. - ???

Steamw. - Commons

Greenhouse

Steamw. - Crossroads

Steamw. - Laboratory

Steamw. - Botany Hall

Factory - Lobby

Factory - Offices

The Furnace

A Road Ahead

Estate

Apt. Complex

New Home

scr\_determine\_save\_area

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_duo

scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_duo

\* 你 试 着 和 Ceroba 聊 聊 ，# 但 她 无 法 集 中 注 意 。

\* 你 紧 握 着 希 望 . . .

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_ceroba\_pacifist

scr\_dialogue\_battle\_action\_selected\_action\_1\_ceroba\_pacifist

scr\_enemy\_timer\_attacks\_jandroid\_solo

draw\_get\_color

text\_col

draw\_set\_color

draw\_text

gml\_Script\_draw\_text\_outline

draw\_text\_outline

Steam Puffs

gml\_Script\_scr\_enemy\_timer\_attacks\_steam

scr\_enemy\_timer\_attacks\_steam

image\_alpha\_enemy\_attacking\_immunity

flowey\_battle\_1\_phase

can\_draw\_ghost

audio\_is\_playing

gml\_Script\_scr\_generate\_battle\_flowey

scr\_generate\_battle\_flowey

\* 你 问 Jandroid 为 什 么 还 在 运 作 。

Action 1 Low HP

\* 你 问 Jandroid 的 主 要 指 令 是 什 么 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_jandroid\_b

scr\_dialogue\_battle\_action\_selected\_action\_1\_jandroid\_b

martlet

Martlet Final Opener

gml\_Script\_scr\_generate\_battle\_martlet\_genocide\_final

scr\_generate\_battle\_martlet\_genocide\_final

gml\_Script\_scr\_battle\_box\_resize\_midfight

shake\_strength

xstart

ystart

audio\_sound\_get\_track\_position

flash\_sound

audio\_sound\_gain

gml\_Script\_scr\_screenshake\_battle\_custom

martlet\_sprites\_reset

fade\_out\_gui

visible

gml\_Script\_scr\_cutscene\_battle\_martlet\_final\_2\_intro

scr\_cutscene\_battle\_martlet\_final\_2\_intro

gml\_Script\_live\_preinit\_api

live\_preinit\_api

\* You calm yourself in the midst# of the battle.

\* You close your eyes and tap# your foot to the music. Goosic# joins you.

\* You try to enjoy the music but# can't keep up.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_goosic\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_goosic\_a

view\_camera

camera\_set\_view\_target

gml\_Script\_cutscene\_camera\_reset

cutscene\_camera\_reset

\* 是 时 候 活 动 活 动 了 !

text\_deadlock\_message

\* Ed 得 意 地 握 紧 了 他 的 拳 头 !

\* Moray 在 磨 刀 。

\* Ace 正 在 练 习 手 法 。

\* Mooch 有 点 怀 疑 地 环 顾 四 周 。

\* The four 正 在 争 吵 。

\* Mooch 和 Ace 正 在 玩 牌 。

\* Moray 靠 在 Ed 身 上 休 息 。

\* 闻 起 来 像 团 队 合 作 。

\* The four 正 在 决 定 谁 下 一 个 上 场 。

string\_length

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_feisty\_four

scr\_recreate\_heart\_battle\_menu\_text\_feisty\_four

GeneralUse

texture\_prefetch

MainMenu

BattleBase

\_assets\_load\_new\_home

\_assets\_load\_ruins

\_assets\_load\_snowdin

\_assets\_load\_dunes

\_assets\_load\_wild\_east

\_assets\_load\_steamworks

\_assets\_load\_waterfall

\_assets\_load\_minigames

\_assets\_load\_shop

\_assets\_load\_hotland

\_assets\_load\_mansion

asset\_get\_tags

\_room\_tag

Ruins

Snowdin

Dunes

Wild East

Steamworks

Minigame

Waterfall

Hotland

Mansion

Shop

texture\_is\_ready

Ruins Textures Loaded

BattleRuins

Ruins Textures Flushed

texture\_flush

Snowdin Textures Loaded

BattleSnowdin

Snowdin Textures Flushed

Waterfall Textures Loaded

Waterfall Textures Flushed

Dunes Textures Loaded

BattleDunes

Dunes Textures Flushed

WildEast

BattleWildEast

BattleSteamworks

newhome

Battlenewhome

Minigames

Shops

gml\_Script\_scr\_texture\_page\_handler

scr\_texture\_page\_handler

tellyvis a

gml\_Script\_scr\_generate\_battle\_tellyvis\_solo

scr\_generate\_battle\_tellyvis\_solo

dx

dy

sqrt

gml\_Script\_scr\_distance

scr\_distance

\* 哦 嗨!

\* 现 在 我 们 接 近 Castle 了 。

\* 真 是 事 多 的 一 天 !

\* 为 了 那 些 踢 击 和 咯 咯 声 ，# 我 们 为 什 么 不 统 计 一 下 你 的 死 亡 数 呢 ?

\* 响 起 鼓 声 !

\* Badabadabadabadaba...

save\_count

\* You died

times!

time!

\* Wow!

\* If I wasn't here to# help, this all would've# been a disaster!

\* Maybe jumping down a# chasm gung-ho wasn't the# brightest idea...

\* But hey, all's well# that ends well!

\* Uh...

\* That can't be right...

\* Zero? Really?

\* Geez...

\* I offered my services# for a reason.

\* I mean come on! Die a# little!

\* Oh wait, it's ZERO.

\* For you to be standing# in this building, it has# to be zero.

\* I honestly can't# believe you made it# here.

\* You are a piece of work# sometimes, you know# that?

\* Sigh...

\* Yeah, go on.

\* Save, don't save, your# choice.

\* Just remember that I# was always here for you.

\* Like a good friend# should be.

\* What? Confused?

\* Or do ya think keeping# a death tally is morbid?

\* Knowing what could've# been keeps you humble!

\* Grateful for everyone# who helped you get where# you are!

\* At least that's my# "flowosophy."

\* We got places to be,# pal!

\* Chop chop!

\* Well.

\* Word sure gets around.

\* This is what'cha get# when you toss out# “subtlety.”

\* Waging war without a# care for# repercussions...

\* I tried to warn you but# it's too late now.

\* Play it cool from here# on out, will you?

\* We need to reach the# Castle.

\* The King awaits...

\* Quite the turn of# events, huh?

\* Well good thing I'm on# the winning side, haha!

\* I bet you'll handle# Ceroba like it's# nothing!

\* Best be heading to# Hotland!

\* Who knows how long ya# got?

\* You know that elevator# at the end of the# Steamworks?

\* I believe it's your# ticket!

\* Let's deal with that# backstabber already!

gml\_Script\_scr\_save\_flowey\_endgame

scr\_save\_flowey\_endgame

Dunebud Chase Tumbleweeds

Dunebud Double Chase

script\_tgt

gml\_Script\_scr\_create\_attack\_boundary

Dunebud Chase

Dunebud Sandcastle

Dunebud Tumbleweeds

gml\_Script\_scr\_enemy\_timer\_attacks\_dunebud\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_dunebud\_duo

scr\_enemy\_timer\_attacks\_dunebud\_duo

axis

special\_action\_count\_last

attack\_repeat

attack\_last

Introductory Attack

gml\_Script\_scr\_generate\_battle\_axis\_genocide

scr\_generate\_battle\_axis\_genocide

live\_call

gml\_Script\_live\_defcall

live\_defcall

gml\_Script\_live\_call\_ext

live\_call\_ext

gml\_Script\_live\_defcall\_ext

live\_defcall\_ext

sqr

vector\_length

output\_vector

gml\_Script\_scr\_normalize

scr\_normalize

xs1

ys1

bsize

xs2

ys2

xx

position

yy

draw\_sprite\_ext

gml\_Script\_scr\_draw\_dialogue\_box\_anywhere

scr\_draw\_dialogue\_box\_anywhere

Guardener Attack 1

Guardener Attack 2

Guardener Attack 3

Guardener Attack 4

Guardener Attack 5

Guardener Attack 6

Guardener Attack 7

Guardener Attack 8

Guardener Attack 9

Guardener Attack 10

Guardener Attack 11

Guardener Attack 12

Guardener No Attack

gml\_Script\_scr\_enemy\_timer\_attacks\_guardener

scr\_enemy\_timer\_attacks\_guardener

gml\_Script\_scr\_init\_flags\_hotland

scr\_init\_flags\_hotland

\* 你 试 着 移 动 Goosic 的 唱 针 ，# 但 是 它 电 到 了 你 。

\* Goosic 好 像 正 在 平 静 下 来 。# 现 在 不 应 该 切 歌 。

\* 你 把 Goosic 的 唱 针 移 动 到# 一 张 新 的 ，更 平 静 的 唱 片 上 。

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_goosic\_a

scr\_dialogue\_battle\_action\_selected\_action\_3\_goosic\_a

gml\_Script\_scr\_start\_enemy\_attacking\_steam

scr\_start\_enemy\_attacking\_steam

gml\_Script\_scr\_start\_enemy\_attacking\_jandroid\_solo

scr\_start\_enemy\_attacking\_jandroid\_solo

Goosic EQ Visualizer

Goosic Disk

Goosic Speaker

gml\_Script\_scr\_enemy\_timer\_attacks\_goosic\_solo

scr\_enemy\_timer\_attacks\_goosic\_solo

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_slither\_b

scr\_dialogue\_battle\_action\_selected\_action\_3\_slither\_b

guardener

audio\_play\_sound\_at

Guardener Pacifist Opening

gml\_Script\_scr\_generate\_battle\_guardener

scr\_generate\_battle\_guardener

\* You wriggle within your# confines. The ITEM vines# weakened!

\* 你 向 Guardener 恳 求 ，# 这 似 乎 有 效 果 。# 攻 击 水 平 降 低 了 !

\* 你 试 图 说 服 Guardener 停 止 战 斗 。# 攻 击 水 平 降 低 了 !

\* You tell Guardener that this is# a misunderstanding. Offense# level lowered!

\* You ask Guardener to think# about what she's doing. Offense# level lowered!

\* You use rational in hopes of# de-escalating the situation.# Offense level lowered!

Action 2 Message 1

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_guardener

scr\_dialogue\_battle\_action\_selected\_action\_2\_guardener

slither a

gml\_Script\_scr\_generate\_battle\_slither\_solo

scr\_generate\_battle\_slither\_solo

p

vx

vy

room\_width

room\_height

gml\_Script\_scr\_verlet\_constrainpoints

scr\_verlet\_constrainpoints

jandroid a

jandroid b

gml\_Script\_scr\_generate\_battle\_jandroid\_duo

scr\_generate\_battle\_jandroid\_duo

random\_message

\* You point at the# Hospital frantically.#\* They don't notice.

\* You throw sand into the air.#\* Your clothes are dirty.

\* You fire your gun at the bell.#\* You hear a nice ring.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_feisty\_four

scr\_dialogue\_battle\_action\_selected\_action\_2\_feisty\_four

\* You see if Telly's antennas# still function. They do not.

\* You help Telly finagle her# antennas to find some# programming.

\* You attempt to touch Telly's# antennas again but she motions# you away.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_tellyvis\_a

scr\_dialogue\_battle\_action\_selected\_action\_3\_tellyvis\_a

screenshake\_noloop

battle\_screenshake\_duration

battle\_screenshake\_intensity

martlet\_y\_target

gml\_Script\_scr\_cutscene\_battle\_martlet\_final\_intro

scr\_cutscene\_battle\_martlet\_final\_intro

choose

rnd

\* A moment of remembrance is# taken...

\* The bloodshed ends here.

\* The mission is almost# complete.

\* They will be avenged.

\* An end in sight.

\* Nothing else matters.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_final

scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_final

s

distance

difference

percent

offsetX

offsetY

array\_set

gml\_Script\_scr\_verlet\_updatesticks

scr\_verlet\_updatesticks

gml\_Script\_scr\_start\_enemy\_attacking\_tellyvis\_solo

scr\_start\_enemy\_attacking\_tellyvis\_solo

Save02.sav

file\_exists

file\_delete

meta\_flowey\_introduction\_count

meta\_flowey\_fight\_count

game\_finished\_pacifist

game\_finished\_pacifist\_kill

game\_finished\_murder

gml\_Script\_scr\_savegame\_meta

scr\_savegame\_meta

Talon Scratch

Splitting Feathers

Splitting Feathers + Talon Scratch

Splitting Feathers + Martlet Wings

Talon Scratch + Martlet Wings

Martlet Feather Circle Final

Martlet Glass

Martlet Wings

Martlet Talon Walls

Wing Gust Final

Martlet Blocks

Martlet Blocks 2

Martlet Gauntlet 1

Martlet Gauntlet 2

inst

attack\_variant

Martlet Final 2 Opener

Martlet Phase 2 Blocks

Martlet Phase 2 Blocks 2

Martlet Phase 2 Blocks 3

Martlet Phase 2 Blocks 4

Circular Scratch

Falling Meteors

Feathers Meteors

Splitting Feathers + Talon Scratch 2

gml\_Script\_scr\_enemy\_timer\_attacks\_martlet\_genocide\_final

scr\_enemy\_timer\_attacks\_martlet\_genocide\_final

el bailador

new\_return

gml\_Script\_scr\_end\_enemy\_attacking\_axis

axis genocide

macro froggit

gml\_Script\_scr\_end\_enemy\_attacking\_macro

gml\_Script\_scr\_battle\_core\_directory\_enemy\_attack\_end

scr\_battle\_core\_directory\_enemy\_attack\_end

player\_armor\_defense

damage

vulnerable

gml\_Script\_scr\_battle\_damage\_player

scr\_battle\_damage\_player

T10 Vanish Ace

case\_exec

T10 Vanish Mooch

gml\_Script\_scr\_start\_enemy\_fleeing\_feisty\_four

scr\_start\_enemy\_fleeing\_feisty\_four

\* You grip your sidearm with# enmity...

\* Something stirs inside.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_axis\_geno

scr\_dialogue\_battle\_action\_selected\_action\_3\_axis\_geno

gml\_Script\_scr\_start\_enemy\_attacking\_axis

scr\_start\_enemy\_attacking\_axis

\* You attempt to pat Dunebud.#\* They slink away.

\* You give Dunebud a few loving# pats.#\* They nuzzle your hand.

Action 1 Sparing

\* You cautiously pat the top of# Dunebud.#\* They seem confused.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dunebud\_b

scr\_dialogue\_battle\_action\_selected\_action\_1\_dunebud\_b

gml\_Script\_cutscene\_dialogue\_nogui

cutscene\_dialogue\_nogui

gml\_Script\_scr\_generate\_battle\_axis

scr\_generate\_battle\_axis

gml\_Script\_scr\_start\_enemy\_attacking\_energy\_balls

scr\_start\_enemy\_attacking\_energy\_balls

Out

scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_flowey

fade\_color

gml\_Script\_cutscene\_screen\_fade\_out

cutscene\_screen\_fade\_out

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_jandroid\_a

scr\_dialogue\_battle\_action\_selected\_action\_2\_jandroid\_a

\* You ask if Sir Slither can# keep up his attacks.

\* You ask Sir Slither just what# he can help you with.

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_a

gml\_Script\_macros

macros

aspd

gml\_Script\_anim\_fade

anim\_fade

array\_create

array

gml\_Script\_array\_pack

array\_pack

frog\_count

scr\_end\_enemy\_attacking\_macro

ox

oy

object

argument5

prec

argument6

notme

sx

sy

collision\_line

gml\_Script\_collision\_line\_first

collision\_line\_first

keyboard\_check

button1

gamepad\_button\_check

button2

button3

gml\_Script\_keyboard\_multicheck

keyboard\_multicheck

keyboard\_check\_pressed

gamepad\_button\_check\_pressed

gml\_Script\_keyboard\_multicheck\_pressed

keyboard\_multicheck\_pressed

keyboard\_check\_released

gamepad\_button\_check\_released

gml\_Script\_keyboard\_multicheck\_released

keyboard\_multicheck\_released

gml\_Script\_scr\_draw\_dialogue\_box

scr\_draw\_dialogue\_box

scr\_text

cutoff

string\_char\_at

counter\_max

pause\_duration

counter

gml\_Script\_scr\_text\_counter\_overworld

scr\_text\_counter\_overworld

ch\_delay

ch\_alpha

alpha\_fade

alpha\_fade\_out

outcome

choice

ch\_msg

right\_keyp

ch

down\_keyp

left\_keyp

up\_keyp

gml\_Script\_scr\_text\_choices

scr\_text\_choices

gml\_Script\_scr\_text\_increase\_overworld

scr\_text\_increase\_overworld

gml\_Script\_scr\_text\_talk

scr\_text\_talk

talker\_enabled

talker

talker\_current

is\_talking

talking\_npc

object\_is\_ancestor

npc\_voice\_sfx

sndfnt\_array

gml\_Script\_scr\_text\_talkers

scr\_text\_talkers

gml\_Script\_scr\_text\_soundfonts

scr\_text\_soundfonts

position\_array

gml\_Script\_scr\_text\_positions

scr\_text\_positions

distance\_to\_object

state

gml\_Script\_scr\_normal\_state

pl\_dir

pl\_x

pl\_y

check\_distance\_x

check\_distance\_y

gml\_Script\_scr\_interact

scr\_interact

trn

newRoom

gml\_Script\_scr\_change\_room

scr\_change\_room

gml\_Script\_scr\_depth

scr\_depth

gml\_Script\_scr\_turn

scr\_turn

date\_current\_datetime

time\_new

saved\_datetime

date\_second\_span

time\_difference

scr\_determine\_playtime

solid

fade\_kill

gml\_Script\_scr\_npc\_fade

scr\_npc\_fade

y\_top

y\_bottom

x\_left

x\_right

gml\_Script\_\_\_view\_get

rectangle\_in\_rectangle

gml\_Script\_scr\_object\_culling

scr\_object\_culling

Would you like to report a bug?

show\_question

bug\_report\_prompt

Submit a bug report:

get\_string

\_form\_description

https://docs.google.com/forms/d/e/1FAIpQLSdLZ-cO6-R63ynNzXsZk\_BLCtcdVIEBbaYeHPD93WRbssmmHA/formResponse?usp=pp\_url&entry.996123021=

\_form\_url

&submit=Submit

\_form\_submit

\_full\_url

url\_open

gml\_Script\_scr\_report\_bug

scr\_report\_bug

jump\_target\_x

jump\_target\_y

\_xd

\_yd

gravity

sign

\_hsp

ceil

\_time

hspeed

vspeed

gml\_Script\_scr\_arc\_jump

scr\_arc\_jump

gml\_Script\_scr\_generate\_battle\_macro\_froggit

scr\_generate\_battle\_macro\_froggit

path\_add

jump\_path

path\_add\_point

min

path\_set\_kind

path\_set\_closed

gml\_Script\_scr\_path\_jump

scr\_path\_jump

npc\_direction

up

down

left

right

up\_sprite\_idle

down\_sprite\_idle

left\_sprite\_idle

right\_sprite\_idle

gml\_Script\_scr\_actor\_into\_follower

scr\_actor\_into\_follower

path\_delete

gml\_Script\_scr\_path\_jump\_end

scr\_path\_jump\_end

cutscene\_music

current\_song

gml\_Script\_cutscene\_music\_start

cutscene\_music\_start

audio\_sound\_get\_gain

gml\_Script\_cutscene\_audio\_fade

cutscene\_audio\_fade

gml\_Script\_cutscene\_sfx\_play\_at\_frame

cutscene\_sfx\_play\_at\_frame

gml\_Script\_cutscene\_sfx\_play

cutscene\_sfx\_play

event\_sound

fade\_timer

shake\_intensity

animation\_delay

gml\_Script\_cutscene\_event\_wildeast\_stamp

cutscene\_event\_wildeast\_stamp

gml\_Script\_cutscene\_action\_sprite

cutscene\_action\_sprite

event\_perform

cutscene\_advance

gml\_Script\_cutscene\_animation\_end

cutscene\_animation\_end

battling\_enemy

battling\_boss

battle\_start

current\_room\_overworld

gml\_Script\_cutscene\_battle\_initiate

cutscene\_battle\_initiate

gml\_Script\_\_\_view\_set

move

gml\_Script\_cutscene\_camera\_freeze

cutscene\_camera\_freeze

spd

on\_target

gml\_Script\_cutscene\_camera\_move

cutscene\_camera\_move

gml\_Script\_cutscene\_dialogue

cutscene\_dialogue

gml\_Script\_cutscene\_dialogue\_call

cutscene\_dialogue\_call

gml\_Script\_cutscene\_dialogue\_set\_portraits

cutscene\_dialogue\_set\_portraits

gml\_Script\_scr\_cutscene\_end

gml\_Script\_cutscene\_end

cutscene\_end

gml\_Script\_cutscene\_execute

cutscene\_execute

gml\_Script\_cutscene\_fade\_in

cutscene\_fade\_in

gml\_Script\_cutscene\_fade\_out

cutscene\_fade\_out

npc\_actor

actor\_follower

up\_sprite

up\_sprite\_run

down\_sprite

down\_sprite\_run

left\_sprite

left\_sprite\_run

right\_sprite

right\_sprite\_run

gml\_Script\_cutscene\_follower\_into\_actor

cutscene\_follower\_into\_actor

gml\_Script\_cutscene\_actor\_into\_follower

cutscene\_actor\_into\_follower

fade\_in\_speed

fade\_out\_speed

fade\_out\_wait

gml\_Script\_cutscene\_change\_room

cutscene\_change\_room

cutscene

gml\_Script\_scr\_frozen\_state

gml\_Script\_cutscene\_initialize

cutscene\_initialize

gml\_Script\_cutscene\_instance\_create

cutscene\_instance\_create

>

<

gml\_Script\_cutscene\_instance\_position

cutscene\_instance\_position

gml\_Script\_cutscene\_key\_prompt

cutscene\_key\_prompt

object\_index

xprevious

yprevious

gml\_Script\_tile\_layer\_shift

cutscene\_timer

gml\_Script\_cutscene\_move\_all

cutscene\_move\_all

action\_sprite

action\_sprite\_stop

gml\_Script\_cutscene\_npc\_action\_sprite

cutscene\_npc\_action\_sprite

gml\_Script\_cutscene\_npc\_action\_sprite\_reverse

cutscene\_npc\_action\_sprite\_reverse

gml\_Script\_cutscene\_npc\_direction

cutscene\_npc\_direction

path\_end

path\_index

gml\_Script\_cutscene\_npc\_path\_start

cutscene\_npc\_path\_start

gml\_Script\_cutscene\_npc\_reset\_sprite

cutscene\_npc\_reset\_sprite

argument7

argument8

gml\_Script\_cutscene\_npc\_set\_sprites

cutscene\_npc\_set\_sprites

can\_walk

x\_dest

y\_dest

axis\_override

end\_direction

walk\_collider

npc\_arrived

actor\_speed

gml\_Script\_cutscene\_npc\_walk

cutscene\_npc\_walk

npc\_original\_x

npc\_original\_y

gml\_Script\_cutscene\_npc\_walk\_relative

cutscene\_npc\_walk\_relative

is\_walking

walk\_axis

is\_sprinting

gml\_Script\_cutscene\_npc\_walk\_wait

cutscene\_npc\_walk\_wait

gml\_Script\_cutscene\_player\_interact

cutscene\_player\_interact

gml\_Script\_scr\_screenshake

gml\_Script\_cutscene\_screenshake

cutscene\_screenshake

cutscene\_wait

a

len

gml\_Script\_script\_execute\_alt

script\_execute\_alt

irandom

shuffle\_direction

current\_shuffler

shuffler

position\_meeting

move\_right

instance\_position

shuff

move\_left

gml\_Script\_scr\_shuffle\_snowdin\_13\_yellow

scr\_shuffle\_snowdin\_13\_yellow

key\_left

key\_right

key\_select

shufflers\_select

timer

gml\_Script\_scr\_shuffle\_controls\_snowdin\_13\_yellow

scr\_shuffle\_controls\_snowdin\_13\_yellow

gml\_Script\_scr\_audio\_fade

has\_ball

shuffle\_music

shufflers\_round

victory

shufflers\_win

portrait

\* Nice eye, kid.

\* Keep it up.

\* You're doin' good, kid.

\* Now don't let it go to# ya head.

failure

shufflers\_failsafe

shuffle\_speed

shufflers\_puzzle

gml\_Script\_cts\_shufflers\_puzzle

cts\_shufflers\_puzzle

gml\_Script\_cts\_shufflers\_fail\_check

cts\_shufflers\_fail\_check

gml\_Script\_cts\_shufflers\_victory\_check

cts\_shufflers\_victory\_check

gml\_Script\_scr\_camera\_move

scr\_camera\_move

gml\_Script\_scr\_cutscene\_start

scr\_cutscene\_start

scr\_cutscene\_end

gml\_Script\_scr\_radio\_restart

scr\_radio\_restart

fade\_vol

fade\_len

gml\_Script\_scr\_radio\_fade

scr\_radio\_fade

snd

audio\_other\_fade

audio\_to\_fade

audio\_fade\_length

scr\_audio\_fade

scr\_audio\_fade\_out

fade\_strength

audio\_stop

audio\_resume\_sound

gml\_Script\_scr\_music\_sudden\_stop

scr\_music\_sudden\_stop

gml\_Script\_on\_animation\_end

on\_animation\_end

gml\_Script\_scr\_timer

scr\_timer

intensity

scr\_screenshake

gml\_Script\_scr\_item\_exists\_check

scr\_item\_exists\_check

nm

gml\_Script\_scr\_item

scr\_item

item

nothing

use\_msg

item\_type

heal\_value

pp\_value

sp\_value

rp\_value

def\_value

atk\_value

Lemonade

Candy Corn

G. Pear

Corn Dog

Patch

Feather

G. Bandana

Pebble Ammo

Silver Ammo

Rubber Ammo

Glass Ammo

Flint

Sponge Cake

Hndw Coffee

Adult Soda

Hndw Pancake

G.B. Bear

Hot Pop

Lukewarm Pop

Cold Pop

G. Coffee

Packing Peanuts

Trail Mix

Ice Tea

Green Tea

Sea Tea

Fruitcake

Spider Donut

Icewater

Oasis Latte

Cnm. Cookie

Root Beer

Feisty Slider

Gunpowder

Moss Salad

Grassy Fries

Flower Stew

Gravity Granola

Dihydrogen Monoxide

Popato Chisps

Beef Jerky

Cake

Floral Cupcake

Monster Candy

Monster Candy+

C-B Strudel

Hot Dog

Corn Chowder

Wild Revolver

Toy Gun

Ice Pellets

Cff Bean Ammo

Super Ammo

Nails

Friendliness Pellets

Honeydew Pin

Band Merch Pin

Steel Buckle

Safety Jacket

Fancy Holster

Golden Scarf

Safety Goggles

Delta Rune Patch

Silver Scarf

Missing Poster

Necklace

Lukewarm Coffee

Soggy Mitten

Pickaxe

Matches

Snowdin Map

Videotape

H. Acid

\* (You drink the Lemonade.)

\* (It's very sour.)

\* (You eat the Candy Corn.)

\* (You now know why it was# discarded.)

\* (You eat the Golden Pear.)

\* (The immense flavor hugs your# tastebuds.)

\* ( Overall... Not bad.)

\* (You scarf down the Corn Dog.)

\* (You can't help but feel bad# for doing it.)

\* (You are unable to sew the# Patch back on your hat.)

\* (You stick the feather into# your hat.)

\* (It gives you a proud feeling.)

\* (With a shimmer, you tie the# Golden Bandana around your# neck.)

\* (You feel like you can take on# anything now.)

\* (You load the pebbles into your# gun.)

\* (It feels a little heavier# now.)

\* (You load the Silver Ammo# into your gun.)

\* (The pellets shimmer# in the light.)

\* (You load the rubber ammo into# your weapon.)

\* (You cautiously load the Glass# into your gun.)

\* (Phew! No cuts!)

\* (You load the Flint# into your gun.)

\* (Might start some fire# with this one!)

\* (You lick the frosting off of# the sponge.)

\* (Your mouth feels squeaky# clean!)

\* (You brave the hot Honeydew# Coffee.)

\* (You can feel your taste buds# burning off.)

\* (You take a sip out of# the adult soda.)

\* (...)

\* (Tastes like water.)

\* (You eat the pancake.)

\* (The syrup is very sweet!)

\* (You eat the cookie.)

\* (It feels like it is watching# you eat it.)

\* (You eat the Hot Chocolate Pop.)

\* (It has the distinct flavor of# something that was once hot.)

\* (You eat the Lukewarm Chocolate# Pop.)

\* (It has the distinct flavor of# something that was once hot# then left to sit for too long.)

\* (It isn't great.)

\* (You eat the Cold Chocolate Pop.)

\* (It has the distinct flavor only# possessed by truly cold things.)

\* (You chug the Half N' Half# Golden Coffee.)

\* (It tastes like... regular# coffee.)

\* (You take a huge bite out# of the cactus.)

\* (It bites back.)

\* (You eat the Packing Peanuts.)

\* (Aside from the taste, texture,# and potential health risk,# they're not that bad.)

\* (You down the bag of Trail Mix.)

\* (All you taste are dried# grapes.)

\* (You drink the glass of tea.# It's very watered down.)

\* (You drink the Green Tea.# Tastes toxic.)

\* (You drink the Sea Tea. Your# SOUL speed increases!)

\* (You scarf down the Fruitcake.# The Swealterstones burn your# throat!)

\* (Don't worry, spider didn't.)

\* (You drink the Icewater.# Definitely has a taste but you# can't describe it.)

\* \* (You drink the Latte...)

\* (You eat the cookie...)

\* (You down the Root Beer. The# carbonation tingles!)

\* (You eat the Feisty Slider.# Much like the team, its flavor# is... ambitious.)

\* (You put the gunpowder in your# mouth and nearly choke to# death.)

\* (You brace yourself and eat# the Moss Salad.)

\* (The texture can only be# described as "insolation# esque.")

\* (You plug your nose and down# the Grassy Fries.)

\* (Is this what life has really# come to?)

\* (You make sure Flowey isn't# watching before trying it.)

\* (Mmm... chunky...)

\* (You snack on the Gravity# Granola.)

\* (You can really taste all 9.8# meters!)

\* (You drink the H2O. Kinda# tastes like window cleaner...)

\* (You eat the Popato Chisps.# The crunch is deafening.)

\* (You scarf down the Beef# Jerky.)

\* (What a classic flavor.)

\* (You enjoy several slices of# cake.)

\* (Delicious!)

\* (You enjoy the Floral# Cupcake.)

\* (What a rich flavor!)

\* (You eat the Monster Candy.)

\* (The taste is faintly# familiar...)

\* (You pop the Monster Candy+ in# your mouth.)

\* (The overwhelming sweetness is# at war with your taste buds.)

\* (You savor the C-B Strudel.)

\* (The taste is strangely# familiar...)

\* (You scarf down the 'dog.)

\* (Mmm, hits the spot!)

\* (You nervously drink the Corn# Chowder.)

\* (...Could've been worse.)

\* (You equipped the#

.)

\* (You equipped the

\* (You load the Ice Pellet Ammo.)

\* (Your gun is now cold to the# touch.)

\* (You load the Coffee Beans.)

\* (Your gun now smells delightful.)

\* (You load the Super Ammo.)

\* (Your gun now feels lighter# than your conscience.)

\* (You load the Nails# into your gun.)

\* (You load the Friendliness# Pellets into your gun.)

\* (You pin the Honeydew pin# to your hat.)

\* (You pin the Merch Pin to your# hat.)

\* (You attach the Steel Buckle# to your belt.)

\* (Your pants feel sturdier than# ever!)

\* (You don the stunning# highlighter yellow jacket.)

\* (You're all ready to take care# of business!)

\* (You proudly equip the Fancy# Holster.)

\* (You're ready for anything# now!)

\* (You put the Golden Scarf on.#\* Your tremendous taste for fashion# makes monsters go easy on you.)

\* (You wrap the Safety Goggles# around your hat.)

\* (It looks like it has eyes# now.)

\* (You attach the Patch to your# vest and begin to feel# something.)

\* (The unwavering hopes and# dreams of Monsterkind.)

\* (You wrap the Silver Scarf# around your neck.)

\* (So cozy!)

\* ( 你 不 能 使 用 这 个 物 品 。 )

\* Better not drink it.

\* (You could get hotter coffee# elsewhere.)

\* (You can't think of a possible# use for it.)

\* (You aren't sure how to safely# start a fire with these.)

\* (They'd probably work in an# emergency.)

\* (It's accuracy seems# compromised.)

\* (You aren't sure how to use# it.)

\* (You can't think of a use for# this.)

msg\_number

\* Healed

HP!

\* HP maxed out.

\* You gained

PP!

\* PP maxed out.

SP!

\* SP maxed out.

\* You will heal for

# turns!

\* RP maxed out.

gml\_Script\_scr\_determine\_weapon\_modifier\_attack

gml\_Script\_scr\_determine\_armor\_modifier\_defense

gml\_Script\_scr\_determine\_weapon\_attack

player\_weapon\_attack

n

gml\_Script\_scr\_item\_use

scr\_item\_use

\* Info message

info

\* "Lemonade" - Heals 7 HP#\* (Doesn't smell too appetizing.)

\* "Pebbles" - Weapon AT 3#\* (Like rocks, but smaller.#\* Good makeshift ammo.)

\* "Silver Ammo" - Weapon AT 3#\* (A pack of reflective pellets.)

\* (They'd fit nicely in# a six-shooter.)

\* (A perfect shot deals# extra damage.)

\* "Glass Ammo" - Weapon AT 5#\* (Literal shards of glass.# Yep.)

\* (Restores 2 HP after every# attack.)

\* "Candy Corn" - Restores 9 HP#\* (Your teeth hurt just looking# at it.)

\* "Corn Dog" - Restores 12 HP#\* (A genuine Corn Dog with# soft, fluffy ears.)

\* "Patch" Armor DF 0#\* (It's not strong but it's#trustworthy.)

\* "Feather" - Armor DF 2#\* (An old, forgotten feather.#\* It needs a good preening.)

\* "G. Bandana" - Armor DF 12#\* (The most stunning piece of# fabric you've ever seen.)

\* (The grim reminder of# your mission. Justice# is needed.)

\* (Makes you invulnerable# for a pear of hits.)

\* "Rubber Ammo" - Weapon AT 0#\* (Small, safe, non-toxic# rubber pellets.)

\* "Sponge Cake" - Heals 14 HP

\* (A delicious sponge that doesn't# scratch AND has 2x the# absorption!)

\*"Hndw Coffee" - Heals 14 HP#\* (It would take true bravery to# drink something this hot!)

\* "Hndw Pancake" - Heals 16 HP #\* (An off-the-griddle pancake with# honey-syrup.)

\* "G.B. Bear" - Heals 20 HP#\* (A cookie made to look like# someone's face.)

\* (What a creative and original# idea!)

\* "Hot Pop" - Heals 14 HP#\* (Piping hot chocolate, frozen,# then reheated.)

\* "Lukewarm Pop" - Heals 8 HP#\* (Piping hot chocolate cooled to# lukewarm status.)

\* "Cold Pop" - Heals 12 HP#\* (Piping hot chocolate, cooled# cold.)

\* "G. Coffee" - (Halves the# weight of your soul, giving you# a speed boost for three turns.)

\* (Half delicious beverage, half# transition metal.)

\* (Just smells like# coffee, though.)

\* "G. Cactus" - (Heals 15 HP# for 3 turns. The first# bite hurts for 5 HP.)

\* (The forbidden snack.)

\* "Adult Soda" - Heals ??? HP#\* (A transparent liquid# with no smell.)

\* "Packing Peanuts" - Heals 10 HP

\* (Ideal for preventing damage or# destruction of fragile stomach# contents.)

\* "Trail Mix" - Heals 13 HP"

\* (Everything but the raisins# has been picked out.)

\* "Ice Tea" - Heals 20 HP"#\* (A glass of warm sweet tea.)

\* (A label with a sketch of Mo# grinning is glued to the side.)

"Green Tea" - Heals 21 HP"#\* (Ice tea but dyed green. +1 HP# for style.)

"Sea Tea" - Heals 10 HP"#\* (Glowing tea that'll jolt# your system.)

\* (A label reading "The real# deal!" is stuck on the glass.)

"Fruitcake" - Heals 25 HP"#\* (Somewhat dried fruitcake with# a few gemstones inside.)

"Spider Donut" - Heals 12 HP"#\* (A donut made with Spider# Cider in the batter.)

"Icewater" - Heals 15 HP#\* (The prequel to ice tea.)

"Oasis Latte" - Heals 25 HP#\* (Coffee but fancier.)

"Cnm. Cookie" - Heals 35 HP#\* (One of the baked good# greats..)

"Root Beer" - Heals 18 HP"#\* (It's family friendly!)

"Gunpowder" - Heals ??? HP"#\* (The forbidden spice.)

"Moss Salad" - Heals 17 HP"#\* (Looks like it could be from# another world...)

"Grassy Fries" - Heals 14 HP"#\* (A pile of thin strings with a# layer of fuzz overtop.)

"Flower Stew" - Heals 20 HP"#\* (A cup of aromatic broth with# a floral garnish.)

"Gravity Granola" - Heals 30 HP"#\* ("The taste is out of this# world!" ...Uh huh.)

"H2O" - Heals 20 HP"#\* (Chemically inclined liquid.)

"Popato Chisps" - Heals 13HP"#\* (Regular old popato chisps.)

"Beef Jerky" - Heals 16 HP"#\* (A convenience store# delicacy.)

"Cake" - Heals 30 HP"#\* (A lemon cake with cherries on# top.)

"Floral Cupcake" - Heals 50 HP"

\* (A beautiful pastry, crowned# with a golden flower made of# icing.)

"Hot Dog" - Heals 20 HP"#\* (A food representative of your# go-to insult.)

"Monster Candy" - Heals 10 HP"

\* (The sweet smell of# butterscotch wafts from the# wrapper.)

"Monster Candy+" - Heals 15 HP"#\* (A tasty treat with# twice-enriched Sugar Flavor.)

"C-B Strudel" - Heals 30 HP"#\* (Made from fresh cinnamon and# butterscotch.)

"Corn Chowder" - Heals 15 HP"#\* (Weeks-old leftovers from# Ceroba's fridge.)

"Feisty Slider" - Heals 30 HP"

\* (A small burger with big# flavor! Just 30G at the# Saloon!)

\* (...Says an ad printed on its# wrapper.)

\* "Honeydew Pin" - Armor DF 4#\* (A pin advertising the Honeydew# Resort in Snowdin.)

\* "Band Merch Pin" - Armor DF 5#\* (A pin commemorating a concert# you didn't go to..)

\* "Steel Buckle" - Armor DF 7#\* (A shiny belt buckle made of# fine materials.)

\* "Safety Jacket" - Armor DF 6

\* (A small jacket that protects# its wearer from the world's# dangers.)

\* "Safety Goggles" - Armor DF 9#\* (Paramount to all Steamworks# employees.)

\* "Delta Rune Patch" - Armor DF 10#\* (The Kingdom of Monsters'# official insignia.)

\* "Silver Scarf" - Armor DF 6#\* (A glistening scarf, woven# with love and care.)

\* (Restores 2 HP after every# turn.)

\* (A once sizzling Honeydew# Coffee.)

\* (It's cooled down a lot.)

\* (It was probably left sitting# in the snow a while.)

\* (An old, soggy mitten. It's too# wet to keep anything warm.)

\* (A bundle of damp matches.)

\* (Looks like there are just# enough dry ones to start a nice# fire.)

\* (It's a hand-drawn map.)

\* (It seems more colorful than the# real Snowdin.)

\* (A sturdy pickaxe.)

\* "Ice Ammo" - Weapon AT 6#\* (Very conveniently shaped ice# cubes.)

\* (They don't seem to be melting# either.)

\* (How thoughtful of them!)

\* "Coffee Ammo" - Weapon AT 4

\* (There's no way you could eat# them, but they might still be# of use.)

\* "Super Ammo" - Weapon AT 15#\* (Regular toy gun ammo sold# at your favorite convenience store.)

\* (Boasts a "Premium" sticker on# the top of the packaging.)

\* "Flint Ammo" - Weapon AT 9#\* (A dusty, black rock.# Might be useful for combat.)

\* "Nails" - Weapon AT 10#\* (Small, pointed pieces of# steel.)

\* (Could be quite effective if# fired at a high velocity.)

\* "F. Pellets" - Weapon AT 11#\* (A token of the bond between# you and Your Best Friend.)

\* "Golden Scarf" - Armor DF 25#\* (It's emitting a violently# golden shine.)

\* "Fancy Holster" - Armor DF 8#\* (A leather weapon-holder,# perfect for duels at noon.)

\* (An extremely dangerous# compound. Handle with caution.)

\* (A broken but dazzling# necklace.)

\* (Can't be worn but could be# worth something.)

gml\_Script\_scr\_item\_info

scr\_item\_info

gml\_Script\_scr\_item\_remove

scr\_item\_remove

gml\_Script\_scr\_inventory\_check\_space

scr\_inventory\_check\_space

\* You toss Sousborg's cooking# into the garbage.

\* You tell Sousborg to take the# egg and crack it over a pan.

\* You tell Sousborg to fill the# pan with water and turn up the# heat.

\* You tell Sousborg to wrap the# egg in plastic and let it chill# out.

Action 1 Message 2

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sousborg

scr\_dialogue\_battle\_action\_selected\_action\_1\_sousborg

Intro Letter

mail

mail\_list\_read

ds\_list\_find\_index

ds\_list\_add

jingle

\* Mail Text

info\_color

stamp

Slurpy Letter

Mo Letter

Dalv Letter

Shufflers Letter

Resort Letter

Mixin' It Up! (Essay)

Martlet's Letter

PSA

Bullet Points

Starlo Update

Starlo (Urgent)

Slurpy Letter 2

Ceroba (Important)

MAIL???

Spam Letter 1

Spam Letter 2

Spam Letter 3

Spam Letter 4

Spam Letter 5

Spam Letter 6

Spam Letter 7

Spam Letter 8

Spam Letter 9

Steamworks ID

#Come new friend,#right here to our space!#Whether you roam#or stay in one place!#We hope you have friends#with fun letters to send,#and always a smile on your face!#Here's to more mail#without any stress!#Hope to see you again!##The UGPS

#Greetings, my savior and fond#acquaintance. I would like to#extend further gratitude for#your assistance.If it weren't#for you, my papillae would#surely be permanently attached#to that pole.##Thanks to you, I made#it home in time for#supper. I must say , Mother#really outdid herself this#time! The food was#exquisite! Many thanks!#Sincerely yours,##-Slurpy#

#If you're reading this, it#means you had the pleasure of#meeting me.##I'll make this snappy.#You're not gonna believe#it. I'm selling a new,#premium product for HALF OFF.##I know what you're saying,#"I would gladly pay full price#for your products."I appreciate#that, I really do. But this#ain't the time for high#prices.##Just find my stand and#I'll give ya the juicy#details.##Huh? Where is my stand?#I don't even know myself.#Should probably go find that.##Good luck!#-Mo

#Greetings, Clover! Life has#been a treat since we last saw#each other. I packed up all of#my belongings and set out for#Snowdin.##I recently found a nice#place to settle down. I think#you'll like it! Oh! And all of#the neighbors moved out with#me.I'm not too sure where each#one went, but I know they are#doing well.##I'm also taking art lessons#from Penilla now. She gave#me the cold truth and said#my art needed lots of#improvement. It stung at first,#but then I remembered that you#should always aim to improve#yourself.##Ah. Look at me rambling#again. I hope the mail#service doesn't charge#extra for that.##It was nice to talk to you#again! Even if it is over#written text. Please visit me#in the future! Life is#getting a lot better,###-Dalv

#To our latest Shufflers recruit:#Toast here. There's someone out#in the wild that we forgot to#warn ya about. This scruffy#fella with a blue hat. Don't#interact with him or support#his endeavors. I won't tell ya#why cause this letter reads way#cooler as a mystery.#

fun\_swig\_name

#Now, I'll let {0} finish this.

#He gets upset when he misses#

out on writing letters.

#

#Yeah, upset.

#-{0}

#Hello, appreciated guest!##We greatly enjoyed your company#at The Honeydew Resort (Snowdin#Establishment)! You can always#count on us for quality time#with the whole family! From our#relaxing hot spring, to our#live music, there's a little#something for everyone!##We hope to see you again,#anonymous citizen of the#Underground!##-The Honeydew Family

MIXIN' IT UP - By Dr. Rob##Entering the field of#chemistry can be tough. Maybe#you never went to college.#Maybe you find it hard#to grasp complex equations.#Maybe you were kicked out of#your highschool science class#for "developing poison during#school hours."##We're all different, but we#all share one similarity: magic.#It's easy to rely on magic in the#in the day to day, but have you#ever wondered what it would be#like to live... without it?##What would we do if we couldn't#light a fireplace with a snap#of our fingers? Spawn weapons#out of thin air? Use wings to#soar above the trees? Sleep?##That's where science comes in!#Nature's magic. Elements, or#"compounds" make up most of the#Underground as we know it.#When you combine two or more#compounds you can create amazing#things. For example, by taking#the compound "Oxygen" and#SMASHING it together with two#"Hydrogen" compounds, you get# "Dihydrogen Oxide," also known#as "water" (catchy name, right?)###Here, you try:#Let's say you want to melt through#a high-security safe to become#rich... hypothetically. The#solution you would need is#called "Hydrochloric Acid"#which involves the two#compounds \_\_\_\_\_ and \_\_\_\_\_.#Fill in the blanks to#empty the banks :)#######D- Unfocused and rushed.#Why did you write a#worksheet problem in#a reflective essay?

#######################################################D- Unfocused and rushed.#Why did you write a#worksheet problem in#a reflective essay?

To: Clover#(who's hopefully alive)##Meet me on the roof of#UG Apartments as soon#as you can.##There's something on#my mind.###- Martlet of the Royal Guard#(Snowdin Division)#####

Dear citizens of the Underground:#We are calling for fallen down#monsters to be sent to Hotland for#important scientific research.###Should you choose to participate,#your loved ones will be#treated with utmost respect,#their condition heavily#monitored, and you regularly#notified of their status.###This is a chance for tragedy to#be turned into opportunity. For#monsterkind to finally see the#light of the Surface thanks to#its citizens' invaluable bravery#and sacrifice.##For your consideration,##Royal Science Division#####

The Helper-Bot Guidelines:##1.#Every manufactured bot must have#a practical function installed.#A purpose for being:#(Cooking, cleaning,#agriculture, etc).##2.#Bots should have tiers of#emotion to better integrate#into society.#Coding a personality into#each one is recommended.#It makes them more#personable/easy to be around.##3.#All bots are to have a strong#connection with living things: #(Their creators, average monsters,#other bots, etc).#If deprived of this, some may#become easily agitated#and restless.#Others may be unphased.#Depends on the model.##4.#If a bot acts out of line or#malfunctions, they are to be#shut down. Typically, a hard#reset will do the trick.#Termination is a last resort.#If a shutdown isn't possible,#they can be coaxed back to#their normal state.##5.#Absolutely NO bots are allowed#outside the Steamworks at#this time. Until King#ASGORE is ready to begin mass#production, this project is#classified.##6.Most of all, have fun :)####

#Howdy, Clover!#It's yer favorite sheriff,#North Star, with an#important update!##I did some soul searchin'#while staring directly at#the shiny stone on top#of the Mines.##After recovering from temporary#blindness, I shamefully#approached my posse.##Well, I spare ya the#gruesome details (me cryin')#but in the end, they#forgave me.##So the Feisty Five are#back! Now twice as sensitive#to everyone’s feelin's!##When we returned to town,#Ceroba and Dina had set#up a party in the Saloon#- which was great##I really wish you were#still here, but I SUPPOSE#you deserve yer freedom ;)##Anyway, it’s all good,#so don't mosey 'round#worryin' 'bout me or#nothin'.##I do have the tendency#to occupy around 60% of#someone's brain after they#meet me...#But I reckon it's time#to let go.####Happy trails!#- North "Starlo" Star##

#Hey, Clover. Something's up.##I made up with the posse#as planned. All was going#well, but then I began#worrying about you and#Ceroba. That's when I got#the idea to break into#Ceroba's old house and spruce#it up to celebrate her#and Kanako's eventual return.#Well, when Ed was sweeping#around, he found some kinda#secret room. Seems like it#belonged to Chujin. We didn't#have time to dig into#its content but all I#know is it worried us both.##You may be in danger.##Then again, maybe not.#Just... come back to#the Wild East for now.#I can only hope this#letter reaches you in time.####- Starlo

#Hello again, dear comrade!#I hope this letter finds#you in the very picture#of health.##I heard word that you#were venturing near the#vicinity of Hotland.##Being that the resting#temperature in that region#is so high, I have#included one premium#Snowdin snow sphere.##I hope it keeps you#at an ideal temperature#throughout your journey.##Next time you are in#Snowdin, feel free to#drop in.##Mother will surely prepare#you a palatable meal.###Sincerely yours,#-Slurpy###(The letter and envelope#are very wet.)#

#Hey.##We don't know each other#very well but ever since#you left the Wild East,#I've been pacing around in#my head about your journey#and everything surrounding it.##Wherever you are, I fear#your situation will grow#dangerous. Far more than#it already has.##By now, I assume you've#heard about the King. Well,#each fallen human who has#encountered him in the past#hasn't survived. As skilled#as you are, I don't#believe you would either.#I understand why you would#want to confront him#(believe me, I have my#reservations as well),#but perhaps it isn't the#wisest path forward?##I don't know what you#should do, nor am I#going to act like I#currently have any#influence over your#destination, but your#original plan - avenging the#humans, escaping the Underground,#whatever it may be...#It's impossible.##I'm sorry. A warning is#the best I can do.####- Ceroba

#1001001 100000 1000100#1001111 100000 1001110#1001111 1010100 100000#1001011 1001110 1001111#1010111 100000 1001000#1001111 1010111 100000#1010100 1001111 100000#1010011 1000101 1001110#1000100 100000 1001100#1000101 1010100 1010100#1000101 1010010 1010011#101110 100000 1001000#1000101 1001100 1010000#100000 1001101 1000101#101110##- Axis

#Hey, you! Are you wanting to# help society? Don't know where# to start? Well here's the: Top# Ten Reasons to Join the Royal# Guard!##10 - Awesome training courses!#9 - A shiny badge!#8 - Your own area to guard!#7 - A leather-bound protocol#guidebook!#6 - Free space! Insert your#own here!#5 - A weapon of your choice!#4 - Bragging rights!#3 - Free health insurance!#2 - Being more intimidating#than before!#1 - Your own battle-ready#uniform!!#So what are you waiting for?#Sign up today!####Disclaimer: The Royal Guard is a#serious job with life-threatening#possibilities. This list was#created for promotional purposes #only. The Royal Guard is not#liable for any promises#made in this list.#

#Have you ever found yourself#stranded in the desert, wishing#you had an air-conditioned room#to relax in? Well look no#further than Cafe Dune! The#most modern facility in the#Dunes! Try our premium lattes#or game it up in our#state-of-the-art arcade! It's#all right here at Cafe Dune!##Located in Oasis Valley - See# you soon!

#The ultimate question:What are#the ideal proportions for#lemonade? It is a mystery that#has boggled all manner of#monsters since Surface days of#yore. It has bested generations#of royal scientists and yet has#remained elusive... Until#now! Behold! The perfect#ratio!##22% water#22% sugar#41% lemon juice#?????????????##Want to find out that last#ingredient? Well why not#subscribe to It's A Lemon#Monthly! Have the perfect#lemonade recipe delivered to#your door: Every. Single.#Month. What are you waiting for?#Only 18,300g for a three year#subscription!##Order now, now,# NOW!

#hi..........##please visit blook acres#in waterfall, if you want.....##we have snails..... #they're neat........##......bye.

#If you're a foxy monster#looking for love, look no#further than yours truly! I'm an#elite athlete with more G than#I know what to do with. My IQ is#so large, I could shatter the#barrier just by staring at#it. Regrets? My only regret in#life is that I don't own a#dumbbell heavier than 150kg.##I could go on for eons,#but enough about me.#Write your number here and send#this letter back if you want#your world changed!##\_\_\_\_\_\_\_\_\_\_

#Hello.#This is the Royal Treasury#notifying you that you#definitely owe us 700G. Monsters#must pay taxes to King ASGORE#as of right now. I hear you#getting all flustered but I#assure you that I am correct.#Now, insert the G into the#envelope and return this letter#or......Or else you get a life#sentence without a trial. Yup.##

#The monster life can be#stressful, we all know that.#Wouldn’t you like to have a#taste of Surface life? Well#here in the Wild East, we#pride ourselves on being#the most authentic experience#you'll find in the Underground!##Located east of Oasis Valley# - Stop on by, partner!#

#Hello Underground friend, and#thank you for taking the#time out of your busy schedule#to read this message.##We here at the Society for#Monster Health (SMH) are reaching#out for support in our noble#mission of putting an end to#unsolicited spam mail.##This unwanted clutter is an extra#stress and possible danger to#the mental state of monsters#everywhere, in addition to#putting needless physical strain#on our poor mail monsters.##Please join the fight against#this wasteful spam mail by#signing up for our petition#today!

#Looking for a job?#Here at Mining Co. we#hire just about anyone#who applies!##Criminal past? Doesn't matter.#Criminal future? Doesn't matter!##We want everyone to feel#secure in our cave away#from home! So what are#you waiting for? Apply#today and help society!###(Disclaimer: Not liable for#any work-related accidents#that may or may not occur.)##

mail\_text

mail\_text\_colored

mail\_stamp

gml\_Script\_scr\_mail\_check

scr\_mail\_check

old\_pos

ds\_list\_delete

gml\_Script\_scr\_mail\_sort

gml\_Script\_scr\_mail\_remove

scr\_mail\_remove

spam\_mail\_chance

success

gml\_Script\_scr\_mail\_add

scr\_mail\_add

gml\_Script\_scr\_mail\_add\_unclaimed

scr\_mail\_add\_unclaimed

old\_list

ds\_list\_size

ds\_list\_find\_value

ds\_list\_clear

gml\_Script\_scr\_mail\_claim

scr\_mail\_claim

first\_val

mail\_pinned

ds\_list\_sort

ds\_list\_insert

gml\_Script\_scr\_mail\_pin

scr\_mail\_pin

gml\_Script\_scr\_fasttravel\_add

scr\_fasttravel\_add

gml\_Script\_scr\_new\_mail\_check

scr\_new\_mail\_check

condition\_1

no\_loop\_destination

destination\_x

destination\_y

result

actor\_speed\_x

actor\_speed\_y

npc\_walking

x\_previous

place\_free

place\_meeting

y\_previous

gml\_Script\_scr\_walk\_npc

scr\_walk\_npc

gml\_Script\_scr\_walk\_npc\_solid

scr\_walk\_npc\_solid

walk\_speed

walk\_speed\_x

walk\_speed\_y

lock\_axis

instance\_place

collider

walk\_dir

gml\_Script\_scr\_walk\_npc\_free

scr\_walk\_npc\_free

game\_time\_counter

game\_time\_counter\_add

room\_speed

game\_time\_seconds

game\_time\_seconds\_add

game\_time\_minutes

game\_time\_minutes\_add

gml\_Script\_scr\_game\_time\_total

scr\_game\_time\_total

gml\_Script\_scr\_game\_time\_add

scr\_game\_time\_add

randomize

max\_hp\_boosted

player\_x

player\_y

player\_direction

player\_area

player\_area\_value

Clover

player\_name

player\_speed

Worn Hat

gml\_Script\_scr\_determine\_armor\_defense

rm\_ruins\_01

last\_room\_overworld

story

lastroom

gml\_Script\_scr\_init\_flags\_ruins

gml\_Script\_scr\_init\_flags\_snowdin

gml\_Script\_scr\_init\_flags\_dunes

gml\_Script\_scr\_init\_flags\_steamworks

gml\_Script\_scr\_init\_flags\_flowey

flowey\_death\_pop

encounter\_flag

kill\_area\_current

flGenoCutscene

ds\_map\_create

item\_used\_overworld

None

fast\_travel\_point

fast\_travel\_newroom

fast\_travel\_newx

fast\_travel\_newy

ds\_list\_create

gamepad\_deadzone

gamepad\_set\_axis\_deadzone

using\_gamepad

C

pause\_key

Z

action\_key

X

cancel\_key

Swig

Dave

fun\_event

gml\_Script\_scr\_initialize\_battle

ini\_read\_real

gml\_Script\_scr\_initialize

scr\_initialize

scr\_init\_flags\_ruins

scr\_init\_flags\_snowdin

scr\_init\_flags\_dunes

ds\_list\_shuffle

ds\_grid\_create

scr\_init\_flags\_steamworks

scr\_init\_flags\_flowey

savecount

3

2

Fun Events

gml\_Script\_scr\_savegame

scr\_savegame

rm\_ruins00

ini\_read\_string

LoadedRoom

steps

\_party\_member

asset\_get\_index

0000

ds\_factory\_code\_2

ds\_list\_read

ds\_grid\_read

deaths

ds\_map\_read

deathText

camera\_get\_view\_y

camera\_get\_view\_x

persistent

image\_xscale\_base

image\_yscale\_base

controller

BattleHotlandFloweyPhase1

flowey\_phase\_2\_noloop

BattleHotlandFloweyPaper

BattleHotlandFloweyGray

BattleHotlandFloweyClay

BattleHotlandFloweyMechanical

BattleHotlandFloweyLowpoly

BattleHotlandFloweyYarn

BattleHotlandFloweyOrganic

gml\_Script\_scr\_loadgame

scr\_loadgame

tempsave.sav

ffight

bgm

owms

Special

flowey\_attack\_list

list\_string

flowey\_stolen\_attack\_list

flowey\_room\_list

flowey\_attack\_number

4

petal\_alive

petal

petal\_count

count

gml\_Script\_scr\_battle\_save

scr\_battle\_save

ds\_exists

gml\_Script\_scr\_battle\_load

scr\_battle\_load

Controls.sav

Controls

deadzone

buttonText1

is\_undefined

ControlsNameIgnore

buttonText2

buttonText3

option\_autorun

autorun

autoshoot

option\_screenshake\_toggle

screenshake

option\_retry\_toggle

retry

gml\_Script\_scr\_savecontrols

scr\_savecontrols

\* Let's head to the river# up ahead.

\* We'll soon be outta# here.

\* Great job, once again!

\* I hate that so many# monsters are ruthlessly# attacking you,

\* But you're handling it# with grace!

\* I'm not sure I trust# this one.

\* Lucky for us, she# doesn't seem too put# together.

\* We can ditch her as# soon as she messes# something up.

\* I'm sure it won't take# long, haha!

\* Come on, Clover,# Martlet's waiting for# us.

\* We'll soon be outta# here!

gml\_Script\_scr\_save\_flowey\_snowdin

\* Gee, you sure are# livin' on the edge.

\* I guess they did attack# you first.

\* Can't get in trouble# for self defense.

\* Thought I saw some dust# lyin' around.

\* Might've just been snow.

\* At least, that's what# everyone else would# think.

\* Wow, kid! You mean# business!

\* What's that: Fifteen?# Sixteen?

\* Very impressive.

\* Wow.

\* Same effect.

\* This place went from# pleasant to eerie real# quick.

\* That must've been a new# record or something.

\* On the bright side, you# won't have to pay for# coffee anymore!

\* Can't tell if it's the# temperature or the# atmosphere but wow.

\* Sure is cold.

\* You should get a move# on.

\* You been thinking over# what I said?

\* Due respect to your# decision making# process...

\* But would you mind# hurrying it up?

\* It's cold out here and# I don't fancy freezing.

\* Let's move it, kid.

\* There'll be more time# to think later.

\* Hey, pal!

\* What are you wasting# time here for?

\* New area a little scary# for ya?

\* Come on, you can do it!# I doubt you'll even# need a save!

\* It's just snow, ice,# monsters, and possible# risk of frostbite.

\* Nothin' to it, pal! Now# get out there!

\* The longer you stand# around talking to me,

\* The higher that risk of# frostbite gets.

\* Now move it!

\* How are you holding up?

\* Things aren't gettin'# any easier, huh.

\* It would be nice to# walk through here# without a hassle.

\* I guess that's not how# the world works.

\* That's monsters for ya,# can never mind their# own business.

\* In any case, you're# doing great!

\* Keep it up, buddy!

\* Still doing great, pal.

\* I guess you needed# extra confirmation?

\* Don't worry, I meant it# the first time just as# much as the second.

\* I appreciate you# wanting me to compliment# you a third time.

\* But you don't have to# lean on me so much for# emotional support.

\* You can believe in# yourself a little too,# pal.

\* Must say, I didn't# remember this place# being so...

\* You know...

\* Colorful.

\* Really can't go two# seconds without getting# harrassed around here.

\* Hasn't anyone heard of# personal space?

\* Unless someone can mail# you to ASGORE, I don't# see why we need 'em.

\* Anyway, let's get a# move on. Time's a# wastin'.

\* Whatcha waitin' around# for?

\* You have a job to do.

\* Look, I get it, you# wanna be thorough.

\* Two saves is no better# than one, kid!

\* We got places to see,# warm places most of# 'em.

\* Let's get going!

\* Now THIS is what I'm# talkin' about!

\* A perfect place to# relax and destress.

\* Well, not perfect, a# bit crowded for my# taste.

\* At least that keeps# things interesting.

\* Feel free to slack off# for a while, kid.

\* I'll be here checking# out the hot springs.

\* We're almost out of# here.

\* I'm surprised that# guard never saw you# nearby, ya know?

\* Their puzzles sure# weren't impressive,# that's for certain.

\* Knowing that, I# wouldn't worry if you# run into them.

\* Whatever happens, I# wish you luck!

\* Don't tell me you're# scared of the Royal# Guard now.

\* You saw that lady,# right? You'll be fine.

\* Trust me a little, will# ya?

\* Let's do this already!

scr\_save\_flowey\_snowdin

gml\_Script\_scr\_save\_flowey\_dark\_ruins

\* Gee, it's getting a# little dusty around here,# huh?

col\_modif

\* Not too fond of that# whole mercy thing?

\* That's alright, whatever# gets you to ASGORE# friend!

# ASGORE

message\_col

\* You've really got some# passion there.

\* There's only

gml\_Script\_scr\_determine\_world\_value\_yellow

of the# monsters left not# counting the weirdo.

\* Good luck, pal!

\* Wow, it sure is quiet# around here.

\* I gotta say, it's# a bit nice with no# disturbances.

\* Well, nothing left to# do here I guess. Let's# keep going!

\* Let's keep moving!

\* Howdy!#\* Looks like you got# it then!

\* Why the long face, pal?

\* Don't worry, this place# is way better than up# there!

\* That old lady would've# just spoiled all of# our fun!

\* Come on, let's not stand# around here all day!

\* You... really only need# one save...

\* Do you not trust me or# something?

\* Come on!#\* I'm your pal!

\* I got your back!

\* You should get going...

\* Really?#\* What is this about?

\* I told you already, you# don't need that stupid# goat lady!

\* She couldn't have# protected you anyway!

\* You have me! #\* I'm way better!

\* I'm your pal Flowey!

\* I'm the only friend # you'll ever need!

\* Can Toriel save for you?#\* NO!

\* So let's get out of# here while we're# still young!

\* I see you're still in# one piece!

\* You saw that weirdo# right?

\* If you want to get out# of here you'll have to# go through him.

\* He shouldn't be a# problem though.

\* And if he is, that's why# I'm here!

\* Again?

\* Okay, you're double# saved now!

\* Really?

\* How many saves do you # need?

\* Golly, this place sure# is dead!

\* All the monsters are# all quiet and lurking.

\* That's not like monsters# at all!

\* Don't let this ruin# your impression of# the Underground!

\* We'll leave this# dump behind soon# enough!

\* You're already saved,# let's get a move# on!

\* You seem to be doing# well!

\* Only

deaths!

\* Only 1 death!

\* You haven't even died# once!

\* Not that I thought you# would, but it's nice# to be prepared!

\* See? Aren't you glad# you have me around?!

\* It's great to be such# a needed friend!

\* What? Not happy with# your death tally?

\* Haven't you ever heard# the phrase: Don't shoot # the messenger?

\* Come on, buddy!

\* You can save more# later!

\* Not too far now!

\* Just gotta deal with# that downer!

\* Then you're out of# the Ruins!

\* See you on the other# side, pal!

\* What?

\* You scared of that# doom and gloom guy?

\* Look, you just gotta# fight your way through# him!

\* He'll go down easy!

\* And in case you# haven't noticed...

\* He really won't be# missed!

\* So go get him!

\* Come on, kid!#\* Show him who's boss!

\* Well that's that.

\* Gee, what a start to our# journey.

\* I can't say I expected# this but it's your# choice.

\* Anyway...

\* If you want to explore# more before we leave# you should know this.

\* I've removed all my save# points besides this one# from here.

\* No use in going back# there.

\* I'll be at this one and# this one only until# you wanna leave.

\* See you later!

\* The exit is through# his house.

\* Go on.

\* Nice job, kid!

\* I bet your conscience# feels light as a# feather.

\* Making friends is a good# way of getting through# here.

\* Avoiding conflict,# keeping yourself# safe...

\* I get that.

\* We just started and# you've already# befriended me, and him.

\* Aren't you the popular# one!

\* By the way...

\* Well done!

\* That was almost too easy.

\* He sure put up a fight# but you handled it with# skill.

\* It's not like anyone# will miss that downer# anyway.

scr\_save\_flowey\_dark\_ruins

gml\_Script\_scr\_save\_flowey\_dunes

\* Always a treat to see# your gunslinging skills!

\* Let's get you saved!

\* Golly, monsters 'round# here sure have it out# for you!

\* How could they keep# attacking a poor human# so willingly?

\* We can't have that! Not# at all!

\* I don't see many more# enemies roaming about.

\* Once you encounter the# rest, show 'em who's# boss!

\* You are... whoa, haha.# Talented, for sure!

\* You laid waste to this# wasteland!

\* This place definitely# wasn't big enough for# the both of you!

\* Keep on movin', buddy!

\* We're getting ever so# closer to your REAL# target!

\* This cave is a little# claustrophobic for my# taste.

\* Get out there and see# what we're really# dealing with!

\* This area seems...# different.

\* Let's hope there aren't# as many distractions# along the way.

\* I get that you may# wanna wait for your# friend,

\* But she's long# gone.

\* She got you into this# situation.

\* But you're# gonna have to get# yourself out.

\* I get that you might# wanna rest after the# wild ride back there...

\* But we have no time to# waste!

\* I'll be waiting for ya# up ahead when you# decide to head out.

\* No more waiting around.

\* Go get 'em, Clover!

\* Strange sight, huh?

\* Who knew something# could actually grow# here?

\* Anyway, great job so# far!

\* This place is much more# treacherous than# Snowdin!

\* Keep it up, Clover!

\* Let's get moving!

\* I'm gonna catch fire if# I stay out too long!

\* Golly, the emblems on# these miner uniforms are# very interesting.

\* Guess I'm the boss# 'round here!

\* Jokes aside, you got# some smarts!

\* Fixed that elevator# with ease.

\* Proud of ya!

\* I wonder what the goal# of this mine is?

\* Whatever it is, no one# seems to know what# they're doing, haha.

\* Keep on, buddy!

\* This cave sure is# ginormous!

\* I hope this rail leads# to an exit cause it's# getting stuffy in here.

\* Enjoy the ride, pal!

\* Come on, just hop in# the cart!

\* You've been through# much worse.

\* Gee, what a view.

\* Even though we aren't# very close to the# Castle...

\* It feels like we've# accomplished so much as# a team.

\* Wasn't that long ago# that I was teachin' you# how to dodge attacks.

\* A lot can happen in a# short time.

\* As nice as this is, we# do have places to be.

\* Let's keep a move on,# Clover!

\* Looks like we're back# on solid ground!

\* That mine sure was a# detour!

\* What a buncha slackers!

\* Anyway, let's keep up# the pace, buddy!

\* It isn't exactly# flattering to live in a# sandbox, by the way.

\* Let's get going before# the local kids think# I'm some new toy!

\* What's the holdup, pal?

\* Gee, seems like my# greeting has found its# home.

\* Like the hat? It's a# disguise.

\* This area is pretty# populated so I picked# this up to be safe!

\* You being separated# from Martlet is pretty# lucky but...

\* I hope this Star guy# doesn't hold you here# for long.

\* I may have to# intervene if he does!

\* I wasn't lying about# being close to an exit# earlier.

\* I just didn't expect...# all of this.

\* On the bright side...

\* You may be able to# obtain some gear# upgrades here.

\* This roadblock isn't# totally pointless,# haha.

\* Okay, my patience is# only so strong, Clover.

\* I hope you're not# planning to actually# stay here.

\* These bozos are below# you.

\* I highly suggest that# you make a run for it# when the time's right.

\* Try not to let yourself# get distracted from the# real mission.

\* Gidde up, "partner"!

\* I was afraid things# would escalate.

\* Nothing you're not# fully used to by now!

\* This is probably a good# time to get outta here.

\* It's all gone way too# far, dont'cha think?

\* Whatever happens, I# wish ya luck, Clover!

\* Let's put this place# behind us, pal!

\* I was hoping Starlo ran# to his parents or# somethin'.

\* Looks like you'll have# to confront him.

\* Do what you do best!# I'm always rootin' for# ya!

\* We're almost outta# here!

\* Let's knock this Starlo# drama out!

\* You're becoming a pro# at this, buddy!

\* At this rate, you'll be# able to confront ASGORE# himself!

scr\_save\_flowey\_dunes

Wild East Gunshop

shop\_name

gml\_Script\_scr\_summon\_shop

scr\_summon\_shop

gml\_Script\_scr\_shop\_animation\_override\_honeydew\_bear\_hand

scr\_shop\_animation\_override\_honeydew\_bear\_hand

gml\_Script\_scr\_shop\_animation\_override\_honeydew\_bear\_hand\_deux

scr\_shop\_animation\_override\_honeydew\_bear\_hand\_deux

gml\_Script\_scr\_shop\_animation\_override\_honeydew\_bear\_head\_down

scr\_shop\_animation\_override\_honeydew\_bear\_head\_down

gml\_Script\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun

scr\_shop\_animation\_override\_wildeast\_blackjack\_gun

gml\_Script\_scr\_shop\_animation\_override\_wildeast\_blackjack\_raise

scr\_shop\_animation\_override\_wildeast\_blackjack\_raise

gml\_Script\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_holster

scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_holster

gml\_Script\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_shoot

scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_shoot

gml\_Script\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_spin

scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_spin

key\_down

key\_up

key\_revert

gml\_Script\_scr\_controls\_shop\_buy

scr\_controls\_shop\_buy

gml\_Script\_scr\_controls\_shop\_sell

scr\_controls\_shop\_sell

gml\_Script\_scr\_controls\_shop\_main

scr\_controls\_shop\_main

gml\_Script\_scr\_controls\_shop\_response

scr\_controls\_shop\_response

gml\_Script\_scr\_determine\_sell\_price\_shop

scr\_determine\_sell\_price\_shop

gml\_Script\_scr\_determine\_item\_purchasable

scr\_determine\_item\_purchasable

walking

scr\_frozen\_state

gml\_Script\_scr\_get\_input

DEBUG\_DANCE

right\_key

left\_key

up\_key

down\_key

hsp

vsp

plspd

pl\_spd

debugmove

can\_pause

axis\_is\_running

sliding

dirStore

hsp\_slide

vsp\_slide

scr\_normal\_state

autowalk\_direction

gml\_Script\_scr\_autowalk\_state

scr\_autowalk\_state

usprite\_walk

dsprite\_walk

lsprite\_walk

rsprite\_walk

usprite\_run

dsprite\_run

lsprite\_run

rsprite\_run

kanako

snowdin

dunescave

steamworkslava

water

usprite

dsprite

lsprite

rsprite

gml\_Script\_scr\_determine\_player\_sprites

scr\_determine\_player\_sprites

gml\_Script\_scr\_controls\_dimensional\_box\_heart

scr\_controls\_dimensional\_box\_heart

default\_x\_dalvshouse

destination\_x\_dalv

default\_y\_dalvshouse

destination\_y\_dalv

no\_loop\_destination\_dalv

rm\_dalvroomhall

rm\_dalvhallway

rm\_dalvshouse

rm\_dalvsroom

default\_x\_dalvroomhall

default\_y\_dalvroomhall

rm\_dalvExit

gml\_Script\_scr\_dalv\_determine\_destination

scr\_dalv\_determine\_destination

https://docs.google.com/spreadsheets/d/1cRs7AnopU1EJ1mWnX3Qv-Xnf2vntGXbXcIyiLfnQHpo/edit?usp=sharing

gold\_tracked

hp\_tracked

gml\_Script\_scr\_debugmode

scr\_debugmode

gml\_Script\_scr\_stick\_press

gamepad\_axis\_value

down\_stick

left\_stick

right\_stick

up\_stick

A

B

Y

phn\_down

phn\_left

phn\_right

phn\_up

phn\_downp

phn\_leftp

phn\_rightp

phn\_upp

scr\_get\_input

down\_pressed

up\_pressed

left\_pressed

right\_pressed

scr\_stick\_press

dalv\_walk\_speed

dalv\_walk\_axis

dalv\_walk\_speed\_x

dalv\_walk\_speed\_y

path\_speed

gml\_Script\_scr\_walk\_ai

scr\_walk\_ai

gml\_Script\_scr\_follower\_initialize

scr\_follower\_initialize

gml\_Script\_scr\_follower\_into\_actor

scr\_follower\_into\_actor

font\_type\_text

player\_1\_using\_keyboard

player\_1\_using\_gamepad

player\_1\_control\_keyboard\_up

player\_1\_control\_keyboard\_down

player\_1\_control\_keyboard\_right

player\_1\_control\_keyboard\_left

player\_1\_control\_keyboard\_button\_1

player\_1\_control\_keyboard\_button\_2

player\_1\_control\_keyboard\_button\_3

player\_1\_control\_keyboard\_button\_4

player\_1\_control\_keyboard\_button\_5

player\_1\_control\_keyboard\_button\_6

player\_1\_control\_gamepad\_up

player\_1\_control\_gamepad\_down

player\_1\_control\_gamepad\_right

player\_1\_control\_gamepad\_left

player\_1\_control\_gamepad\_button\_1

player\_1\_control\_gamepad\_button\_2

player\_1\_control\_gamepad\_button\_3

player\_1\_control\_gamepad\_button\_4

player\_1\_control\_gamepad\_button\_5

player\_1\_control\_gamepad\_button\_6

text\_counter\_max

text\_speed

hold\_speed

twitchy\_text\_probability

twitchy\_text\_intensity

shaky\_text\_intensity

circle\_text\_angle\_default

circle\_text\_radius

circle\_text\_speed

yellow

game\_mode

draw\_scanlines

debug\_menu

CLOVER

player\_character

talk\_speed\_rorrim

talk\_speed\_dalv

talk\_speed\_frostermit

talk\_speed\_shufflers\_rephil

talk\_speed\_martlet

talk\_speed\_el\_bailador

talk\_speed\_starlo

talk\_speed\_author

talk\_speed\_honeydew\_bear

talk\_speed\_default

talk\_speed\_toriel

talk\_speed\_toriel\_idle

talk\_speed\_flowey

attack\_surface

autofire\_on

enemy\_dead\_3

gml\_Script\_scr\_base\_stats

gml\_Script\_scr\_intro\_portrait\_disjoints

scr\_initialize\_battle

gml\_Script\_scr\_enable\_battle\_box\_surface

scr\_enable\_battle\_box\_surface

surface\_exists

surface\_set\_target

attack\_surface\_y

attack\_surface\_x

surface\_reset\_target

gml\_Script\_draw\_on\_surface

draw\_on\_surface

gml\_Script\_info\_battle\_counter\_info

info\_battle\_counter\_info

determine\_attack\_priority

craniex

Falling Stars

Graphing Exercise

Virus Dodge

Falling Stars Pro

Graphing Exercise Pro

Virus Dodge Pro

ms mettaton

ms\_mettaton\_transformed

Ms. Mettaton Turn Soul Blue

Minion Rush 1

Blue

Minion Ambush 1

Ms. Mettaton Fists 1

Ms. Mettaton Bored Of Fighting

Minion Rush 2

Minion Ambush 2

Ms. Mettaton Fists 2

Ms. Mettaton Fists 3

Ms. Mettaton Happy Breaktime

GOOD!!

ms\_mettaton\_popularity\_rating

Minion Rush 3

Minion Ambush 3

Ms. Mettaton Fists 4

Ms. Mettaton Fists 5

FABU!!

Minion Rush 4

Minion Ambush 4

Ms. Mettaton Fists 6

Ms. Mettaton Fists 7

gml\_Script\_scr\_determine\_enemy\_attack

scr\_determine\_enemy\_attack

gml\_Script\_scr\_determine\_last\_text\_move\_select

scr\_determine\_last\_text\_move\_select

pos\_x

pos\_y

min\_rad

max\_thickness

circ\_color

draw\_set\_colour

draw\_circle

gml\_Script\_scr\_circle\_outline

scr\_circle\_outline

gml\_Script\_info\_battle\_core\_directories

info\_battle\_core\_directories

customs

scr\_generate\_battle\_craniex

scr\_generate\_battle\_ms\_mettaton

nobody came

gml\_Script\_scr\_generate\_battle\_nobody\_came\_yellow

froggit intro

gml\_Script\_scr\_generate\_battle\_froggit\_intro\_yellow

flowey intro

gml\_Script\_scr\_generate\_battle\_flowey\_intro\_yellow

flier solo

gml\_Script\_scr\_generate\_battle\_flier\_solo

flier trio

gml\_Script\_scr\_generate\_battle\_flier\_trio

penilla solo

gml\_Script\_scr\_generate\_battle\_penilla\_solo

flier penilla duo

gml\_Script\_scr\_generate\_battle\_flier\_penilla\_duo

sweet corn solo

gml\_Script\_scr\_generate\_battle\_sweet\_corn\_solo

sweet corn duo

gml\_Script\_scr\_generate\_battle\_sweet\_corn\_duo

sweet corn penilla duo

gml\_Script\_scr\_generate\_battle\_sweet\_corn\_penilla\_duo

crispy scroll solo

gml\_Script\_scr\_generate\_battle\_crispy\_scroll\_solo

crispy scroll penilla duo

gml\_Script\_scr\_generate\_battle\_crispy\_scroll\_penilla\_duo

rorrim solo

gml\_Script\_scr\_generate\_battle\_rorrim\_solo

decibat

gml\_Script\_scr\_generate\_battle\_decibat

dalv

gml\_Script\_scr\_generate\_battle\_dalv

micro froggit

gml\_Script\_scr\_generate\_battle\_micro\_froggit

insomnitot solo

gml\_Script\_scr\_generate\_battle\_insomnitot\_solo

insomnitot duo

gml\_Script\_scr\_generate\_battle\_insomnitot\_duo

know cone solo

gml\_Script\_scr\_generate\_battle\_know\_cone\_solo

know cone insomnitot duo

gml\_Script\_scr\_generate\_battle\_know\_cone\_insomnitot\_duo

frostermit solo

gml\_Script\_scr\_generate\_battle\_frostermit\_solo

frostermit know cone duo

gml\_Script\_scr\_generate\_battle\_frostermit\_know\_cone\_duo

trihecta together

gml\_Script\_scr\_generate\_battle\_trihecta\_together

trihecta separated

gml\_Script\_scr\_generate\_battle\_trihecta\_separated

martlet pacifist

gml\_Script\_scr\_generate\_battle\_martlet\_pacifist

martlet genocide

gml\_Script\_scr\_generate\_battle\_martlet\_genocide

shufflers

gml\_Script\_scr\_generate\_battle\_shufflers

dunebud solo

gml\_Script\_scr\_generate\_battle\_dunebud\_solo

dunebud duo

gml\_Script\_scr\_generate\_battle\_dunebud\_duo

cactony solo

gml\_Script\_scr\_generate\_battle\_cactony\_solo

slither solo

bowll solo

gml\_Script\_scr\_generate\_battle\_bowll\_solo

cactony slither duo

flower girls

gml\_Script\_scr\_generate\_battle\_flower\_girls\_solo

gml\_Script\_scr\_generate\_battle\_el\_bailador

dummy training pacifist

gml\_Script\_scr\_generate\_battle\_dummy\_training\_pacifist

ceroba genocide

gml\_Script\_scr\_generate\_battle\_ceroba\_genocide

starlo

gml\_Script\_scr\_generate\_battle\_starlo

boulders minifight

gml\_Script\_scr\_generate\_battle\_boulders\_minifight

feisty five

gml\_Script\_scr\_generate\_battle\_feisty\_five

steam minifight

gml\_Script\_scr\_generate\_battle\_steam\_minifight

energy balls minifight

gml\_Script\_scr\_generate\_battle\_energy\_balls

tellyvis

goosic

gml\_Script\_scr\_generate\_battle\_goosic\_solo

jandroid

gml\_Script\_scr\_generate\_battle\_jandroid\_solo

jandroid goosic duo

gml\_Script\_scr\_generate\_battle\_jandroid\_goosic\_duo

jandroid duo

sousborg

gml\_Script\_scr\_generate\_battle\_sousborg

gml\_Script\_scr\_generate\_battle\_ceroba

gml\_Script\_scr\_generate\_battle\_ceroba\_3

gml\_Script\_scr\_generate\_battle\_ceroba\_4

martlet genocide final

gml\_Script\_scr\_generate\_battle\_martlet\_genocide\_final\_2

asgore

gml\_Script\_scr\_generate\_battle\_asgore

gml\_Script\_scr\_battle\_core\_directory\_generation

scr\_battle\_core\_directory\_generation

scr\_recreate\_heart\_battle\_menu\_text\_craniex

scr\_recreate\_heart\_battle\_menu\_text\_ms\_mettaton

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_froggit\_intro\_yellow

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_trio

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_penilla\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_penilla\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_penilla\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_penilla\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_rorrim\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_decibat

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_dalv

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_micro\_froggit

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_insomnitot\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_know\_cone\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_together

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_separated

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_martlet\_pacifist

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_martlet\_genocide

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_cactony\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_slither\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_bowll\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_flower\_girls\_solo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_el\_bailador

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_dummy\_training\_pacifist

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_ceroba\_genocide

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_starlo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_tellyvis\_a

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_sousborg

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_a

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_goosic\_duo

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_axis\_geno

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_macro

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_ceroba

gml\_Script\_scr\_recreate\_heart\_battle\_menu\_text\_martlet\_genocide\_final

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_recreation

scr\_battle\_core\_directory\_flavor\_text\_recreation

enemy\_spared\_3

gml\_Script\_scr\_battle\_core\_directory\_hp\_displacements

scr\_battle\_core\_directory\_hp\_displacements

scr\_start\_enemy\_attacking\_craniex

scr\_start\_enemy\_attacking\_ms\_mettaton

gml\_Script\_scr\_start\_enemy\_attacking\_flier\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_flier\_trio

gml\_Script\_scr\_start\_enemy\_attacking\_penilla\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_flier\_penilla\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_sweet\_corn\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_sweet\_corn\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_sweet\_corn\_penilla\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_crispy\_scroll\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_crispy\_scroll\_penilla\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_rorrim\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_decibat

gml\_Script\_scr\_start\_enemy\_attacking\_dalv

gml\_Script\_scr\_start\_enemy\_attacking\_micro\_froggit

gml\_Script\_scr\_start\_enemy\_attacking\_insomnitot\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_insomnitot\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_know\_cone\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_know\_cone\_insomnitot\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_frostermit\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_frostermit\_know\_cone\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_trihecta\_together

gml\_Script\_scr\_start\_enemy\_attacking\_trihecta\_separated

gml\_Script\_scr\_start\_enemy\_attacking\_martlet\_pacifist

gml\_Script\_scr\_start\_enemy\_attacking\_martlet\_genocide

gml\_Script\_scr\_start\_enemy\_attacking\_dunebud\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_cactony\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_slither\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_bowll\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_el\_bailador

gml\_Script\_scr\_start\_enemy\_attacking\_flower\_girls

gml\_Script\_scr\_start\_enemy\_attacking\_ceroba\_genocide

gml\_Script\_scr\_start\_enemy\_attacking\_starlo

gml\_Script\_scr\_start\_enemy\_attacking\_boulders

gml\_Script\_scr\_start\_enemy\_attacking\_feisty\_five

gml\_Script\_scr\_start\_enemy\_attacking\_goosic\_solo

gml\_Script\_scr\_start\_enemy\_attacking\_jandroid\_goosic\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_jandroid\_duo

gml\_Script\_scr\_start\_enemy\_attacking\_axis\_geno

gml\_Script\_scr\_start\_enemy\_attacking\_macro

gml\_Script\_scr\_start\_enemy\_attacking\_guardener

gml\_Script\_scr\_start\_enemy\_attacking\_martlet\_genocide\_final

gml\_Script\_scr\_battle\_core\_directory\_enemy\_attack\_start

scr\_battle\_core\_directory\_enemy\_attack\_start

battle\_ceroba\_buff\_noloop

gml\_Script\_scr\_enemy\_timer\_attacks\_flier\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_flier\_trio

gml\_Script\_scr\_enemy\_timer\_attacks\_penilla\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_flier\_penilla\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_sweet\_corn\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_sweet\_corn\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_sweet\_corn\_penilla\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_crispy\_scroll\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_crispy\_scroll\_penilla\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_rorrim\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_decibat

gml\_Script\_scr\_enemy\_timer\_attacks\_dalv

gml\_Script\_scr\_enemy\_timer\_attacks\_micro\_froggit

gml\_Script\_scr\_enemy\_timer\_attacks\_insomnitot\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_insomnitot\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_know\_cone\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_know\_cone\_insomnitot\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_frostermit\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_frostermit\_know\_cone\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_trihecta

gml\_Script\_scr\_enemy\_timer\_attacks\_martlet\_pacifist

gml\_Script\_scr\_enemy\_timer\_attacks\_martlet\_genocide

gml\_Script\_scr\_enemy\_timer\_attacks\_cactony\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_slither\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_bowll\_solo

gml\_Script\_scr\_enemy\_timer\_attacks\_cactony\_slither\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_el\_bailador

gml\_Script\_scr\_enemy\_timer\_attacks\_flower\_girls

gml\_Script\_scr\_enemy\_timer\_attacks\_ceroba\_genocide

gml\_Script\_scr\_enemy\_timer\_attacks\_starlo

gml\_Script\_scr\_enemy\_timer\_attacks\_boulders

gml\_Script\_scr\_enemy\_timer\_attacks\_energy\_balls

gml\_Script\_scr\_enemy\_timer\_attacks\_sousborg

gml\_Script\_scr\_enemy\_timer\_attacks\_jandroid\_goosic\_duo

gml\_Script\_scr\_enemy\_timer\_attacks\_axis

gml\_Script\_scr\_enemy\_timer\_attacks\_axis\_geno

gml\_Script\_scr\_enemy\_timer\_attacks\_asgore

attack\_counter

attack\_counter\_max

gml\_Script\_scr\_battle\_core\_directory\_enemy\_attack\_scripts

scr\_battle\_core\_directory\_enemy\_attack\_scripts

Flier Flies

Flier Fire

Penilla Drawing

Crispy Slash

Crispy Slash Drawing

Decibat Wave Blue

Decibat Wave Orange

Dalv Lightning Spinner

Dalv Lightning Bolt

Insomnitot Sheep

Insomnitot Sheep ZZZ

Insomnitot Sheep Stars

Know Cone Cherries

Know Cone Fig

Frostermit Snowflakes

Frostermit Pinchers

Frostermit Ice Cubes

Trihecta Circle Reflect

Trihecta Circle Stack

Cactony Needle Green

gml\_Script\_scr\_battle\_core\_directory\_enemy\_attack\_alarms

scr\_battle\_core\_directory\_enemy\_attack\_alarms

gml\_Script\_scr\_determine\_enemy\_attack\_yellow

Flier Swarm

Flier Flies Double

Flier Swarm Double

Flier Fire Flies

sprite\_width\_destination

sprite\_height\_destination

disjoint\_x

disjoint\_y

Penilla Lines

Flier Flies Drawing

Spear Corn

Homing Corn

Candy Spear Corn

Homing Spear Corn

Drawing Spear Corn

Crispy Laser

Crispy Tub

Rorrim Mirror

Rorrim Sparkle

Decibat Wave Multi

Decibat Stalagmite

Decibat Wave Mini

Dalv Lightning Balls

Dalv Lightning Vertical

Dalv Lightning Dual

Dalv Lightning Shift

Micro Fly

Micro Barrage

Insomnitot ZZZ

Insomnitot Stars

Know Cone Blueberries

Know Cone Oranges

Know Cone Blueberries ZZZ

Know Cone Oranges Stars

Frostermit Snowflakes Blueberries

Frostermit Snowflakes Oranges

Trihecta Circle Bounce

Ceroba Fire Circle

Ceroba Flower Barrage

Ceroba Flower Spiral

Ceroba Flower Spray

Ceroba Split Attack

Ceroba Diamond Attack

Ceroba Phase Switcher

Ceroba Opener

Ceroba Jumping Flowers

Ceroba Diamond Circle

Ceroba Pillars G

Martlet Feather Fall

Martlet Feather Circle

Martlet Feather Spiral

Martlet Tornado

Martlet Feather Finale

Martlet Feather Flow

Martlet Package

Martlet Wing Gust

Cactony Needle Side

Cactony Needle Top

Slither Snake

Slither Pottery

Bowll Liquid

Bowll Silverware

Bowll Bull

Bowll Test Song

Cactony Slither Attack 1

Cactony Slither Attack 2

El Bailador Song

Colored Flowers

Growing Flowers

Spinning Flowers

Starlo Guns Horizontal

Starlo Guns Surround

Starlo Shooting Dynamite

Starlo Horseshoe

Falling Boulders

image\_xscale\_default

image\_yscale\_default

Energy Balls

Egg Crack

Egg Boil

Sousborg Season

Sousborg Flip

Jandroid Goosic Attack 1

Jandroid Goosic Attack 2

Energy Balls Spin 1

Hand Laser

Super Ball 4

Super Ball 5

Super Ball 6

Energy Balls 1

Energy Balls 2

Super Ball 1

Super Ball 2

Color Lasers

Color Lasers 2

X Colors

Super Ball 3

Steam Walls Spin

Lobbing Bombs 2

Lobbing Bombs

Magnetic Orbs

Axis Turrets

Axis Turrets 3

Axis Turrets 2

Laser Grid

Pulse Energy

Axis Geno At 1

Axis Geno At 7

Axis Geno At 2

Axis Geno At 3

Axis Geno At 4

Axis Geno At 5

Axis Geno At 6

Axis Geno At 9

Axis Geno At 10

Axis Geno At 8

gml\_Script\_scr\_battle\_core\_directory\_tb\_dimensions

scr\_battle\_core\_directory\_tb\_dimensions

obj\_ms\_mettaton\_arms\_mic

obj\_quote\_battle\_ms\_mettaton\_important\_cutscene\_1

mus\_mettatonbattle

no\_loop\_important\_cutscene

obj\_quote\_battle\_ms\_mettaton\_important\_cutscene\_4

mus\_mettaton\_ex

gml\_Script\_scr\_start\_enemy\_fleeing\_froggit\_intro\_yellow

gml\_Script\_scr\_start\_enemy\_fleeing\_decibat

gml\_Script\_scr\_start\_enemy\_stomping\_micro\_froggit

gml\_Script\_scr\_start\_enemy\_fleeing\_martlet\_pacifist

gml\_Script\_scr\_start\_enemy\_fleeing\_martlet\_genocide

gml\_Script\_scr\_battle\_core\_directory\_important\_cutscene

scr\_battle\_core\_directory\_important\_cutscene

gml\_Script\_scr\_start\_enemy\_sparing\_decibat

no\_loop\_can\_attack

gml\_Script\_scr\_start\_enemy\_no\_attack\_dalv

gml\_Script\_scr\_start\_enemy\_no\_attack\_insomnitot\_solo

gml\_Script\_scr\_start\_enemy\_no\_attack\_insomnitot\_duo

gml\_Script\_scr\_start\_enemy\_no\_attack\_know\_cone\_insomnitot\_duo

gml\_Script\_scr\_start\_enemy\_no\_attack\_martlet\_pacifist

gml\_Script\_scr\_start\_enemy\_no\_attack\_martlet\_genocide

gml\_Script\_scr\_start\_enemy\_no\_attack\_dummy\_training\_pacifist

gml\_Script\_scr\_battle\_core\_directory\_no\_attack

scr\_battle\_core\_directory\_no\_attack

\* Craniex steps toward the class,# ready to give another boring# lecture.

\* Ms. Mettaton strikes!

\* Ms. Mettaton EX makes her grand# debut!

\* Froggit 蹦 了 过 来 !

\* Flier is giving fighting a try!

\* You are overwhelmed by# depressing vibes.

\* Penilla draws near!

\* Penilla seems to be dreading# this battle.

\* Sweet Corn hops up excitedly.

\* You can already feel the# cavities.

\* Penilla encounters you.#\* Sweet Corn comes out of nowhere# acting excited.

\* Crispy Scroll is looking for# someone to talk to.

\* A powerful lone warrior and his# pencil companion encounter you!

\* Rorrim encounters you!

\* Decibat makes his presence# known.

\* Dalv musters his fighting# spirit.

\* You notice Micro Froggit# attacking you!

\* Insomnitot staggers forward.

\* You suddenly feel like taking a# nap.

\* Know Cone comes to see if you# are made of fire.#\* You aren't.

\* Insomnitot appears!#\* Know Cone wanders in, chasing a# butterfly.

\* There is an igloo here.

\* Know Cone encounters you, and# an igloo.

\* Trihecta wobbles forward!

\* Trihecta regroups, then bickers.

\* Martlet of the Royal Guard is# waiting for your turn.

\* Martlet seems puzzled.

\* Dunebud popped out of the sand!

\* Double trouble!

\* Cactony comes to share his pain.

\* Sir Slither has a proposition!# (real)

\* Bowll charges near you!

\* Cactony wandered in, Sir# Slither closely following.

\* It's time to dance!

\* Another roadblock.

\* Violetta passively approaches# from the flowerbed.

\* Pedla approaches from the# flowerbed, offering you a# flower.

\* Rosa approaches from the# flowerbed, twisting a flower in# her hand.

\* The atmosphere chills with ire.

\* Showdown!

\* Duel!

\* Telly-Vis tunes in!

\* Jandroid strolls up, whistling# a pitchy tune.

\* Goosic has come to share some# sounds.

\* Sousborg is ready to put your# culinary skills to the test!

\* The robotic duo, Jandroid and# Goosic, are here!

\* Rinse, repeated.

\* Axis Model 014, ready to# attack!

\* Axis Model 014, ready to# defend.

\* What the...

\* Guardener ensnares you!

\* No turning back.

\* Let justice be done.

\* Ceroba is shaken by the# memory.

\* The zenith of Monsterkind.

\* Fallen down.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_intro

scr\_battle\_core\_directory\_flavor\_text\_intro

\* Flier feels nothing.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_check

scr\_battle\_core\_directory\_flavor\_text\_check

\* It seems talking to Craniex# makes him more friendly towards# you.

\* You have made Crispy Scroll's# day.

\* Crispy Scroll can't believe# that just happened.

\* Trihecta begins to sway back# and forth.

\* Trihecta balances out.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_1

\* Craniex doesn't seem too fond# of your insults.

\* Crispy Scroll's power is# staggering!

\* Crispy Scroll hit 100%! He has# reached Super Crispy Mode 2K!!

\* Crispy Scroll is 50% powered up.

\* Micro Froggit is trying to hop# away.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_2

\* Craniex seems to be getting# tired of your jokes.

\* Insomnitot struggles to# maintain consciousness.

\* Bowll is beginning to put the# pieces together.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_action\_3

\* It seems that Ms. Mettaton is# getting bored of you.

\* Sweet Corn jumps up and down in# celebration.

\* Decibat is shaking with anger.

\* Decibat grinds his teeth# angrily and flinches at the# ruckus he caused.

\* Decibat can't hear himself# think.

\* Decibat is losing his patience# with you.

\* Decibat twitches his large ears.

\* Decibat is being lulled to# sleep.

\* Decibat is enjoying the silence.

\* Decibat gives you a nod of# approval.

\* Decibat looks slightly more at# ease.

\* Dalv looks unsure of what to do.

\* Micro Froggit is shocked you# managed to land a hit.

\* Know Cone knew someone was# there!

\* A couple feathers litter the# ground.

\* Goosic is liking the new tune.

\* Axis is staring at you blankly# until you do something.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special

\* Martlet is searching her guide# book for first-aid# procedures.

\* Axis feels something...

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_2

\* Martlet is nursing her wounds.

\* The feeling grows!

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_3

\* Martlet has dropped her# fighting stance.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_4

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_4

\* Martlet is flipping through her# guide book again.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_5

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_5

\* All this lack of movement makes# you realize how cold it is.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_6

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_6

\* Flier is reconsidering his life# choices.

\* Penilla looks like she might# crack under the pressure.

\* Sweet Corn's smile looks forced.

\* Crispy Scroll is relying on his# self-imposed plot armor.

\* Your reflection is skewed.

\* Insomnitot is hoping it'll feel# better in the morning.

\* Know Cone is quite enraged.

\* The igloo does not appear to be# structurally sound anymore.

\* Frostermit is looking a bit# crabby with you.

\* Trihecta is teetering this way# and that.

\* They're scrambling frantically.

\* Dunebud is dazed.

\* Cactony is swaying back and# forth.

\* Sir Slither tries to keep# whatever's in his pot from# spilling.

\* A few new ravines have surfaced.

\* Violetta tries not to cry.

\* Pedla tries to stay positive.

\* Rosa tries to stay strong.

\* Telly is frantically flipping# channels.

\* Jandroid doesn't seem to know# what they're doing anymore.

\* Goosic struggles to keep# dancing.

\* Sousborg pours onion powder on# his wounds.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_1

\* Flier seems to have several# regrets.

\* Penilla tries to bite the# bullet.

\* Sweet Corn is trying to stay# positive.

\* Crispy Scroll is trying to# teleport away.

\* Rorrim regrets approaching you.

\* Insomnitot is drifting in and# out of consciousness.

\* Know Cone stomps his feet in a# huff.

\* The igloo is making distressed# noises.

\* Frostermit retreats inside for a# moment to address a possible# cave in.

\* Hec is blaming their# situation on Tri.

\* Now they are truly split apart.

\* Sand is spilling everywhere.

\* Cactony sheds a tear and a few# needles.

\* Sir Slither can't slither away# from this.

\* Bowll may break into tears soon.

\* Petals fall around your feet.

\* Vis spits out a broken video# cassette.

\* You hear metallic and# electrical noises as Jandroid# twitches.

\* Goosic's music bends in and out# of tune.

\* Sousborg is leaking oil.# Vegetable oil.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_2

scr\_recreate\_heart\_battle\_menu\_text\_ceroba

\* Ta is tearing up.

\* They don't know what to do.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_3

\* Smells like freshly opened# textbooks!

\* Ms. Mettaton.

\* Everything has that new car# smell with a faint whiff of# bodyspray.

\* Penilla is drawing a practice# sketch of you.

\* It smells like burning candle# wax.

\* Crispy Scroll is asking if he# can get a picture with you.

\* You are momentarily blinded by# Rorrim's dazzling shine.

\* Decibat is not enjoying the# music.

\* Dalv seems to be dreading his# next attack.

\* A gentle breeze causes# Micro Froggit to lose its# balance.

\* The air is crisp.

\* Know Cone is pointing excitedly# at something in the distance.#\* It looks to be a tree.

\* You think you see the igloo# move a bit.

\* Frostermit seems to be# contemplating hiding again.

\* Trihecta bickers amongst itself.

\* Tri is exploring their newfound# freedom.

\* Martlet is blinking a lot.#\* Maybe it's a code.#\* It probably isn't.

\* Feathers litter the ground.

\* Martlet is deep in thought.

\* Martlet looks disheveled.

\* Dunebud shifts this way and# that.

\* Cactony would like to cry, but# it's too hot.

\* Sir Slither does his iconic# side-eyed smirk.

\* Bowll is applying super glue to# his head.

\* The enemy seems puzzled.

\* El Bailador glides around the# dancefloor with ease.

\* Sand covers the dummy.

\* The pleasant scent of flowers# fills the air.

\* There is no hope.

\* Starlo keeps a steady eye on# you.

\* Starlo keeps two steady eyes# on you.

\* Telly-Vis are debating which# season of the news is superior.

\* Jandroid wrings out their# mop... over their head.

\* Goosic slowly scratches a# record with its needle. The# sound is unbearable.

\* Looks like you're on the# chopping block!

\* The air thickens.

\* Can't hold out forever.

\* Frog.

\* White spores swirl through the# air.

\* one two three four five six# seven Seven sSevVen 7sEv=en sVmn# 0sE7n SevvevvVvvvvVVVVV

\* Ceroba tries to ignore the# condition of her friends.

\* A mother's love.

\* The enemy gazes onward.

\* Endtimes.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_1

\* When will this semester end?!

\* Like, totally!

\* Flier uses hip slang like the# kids.

\* Penilla scraps her drawing and# starts over.

\* It seems that Sweet Corn can't# stop twitching.

\* Crispy Scroll makes an obscure# reference.

\* Rorrim reflects on his current# circumstances.

\* Decibat is whispering something# too quiet to hear.

\* Dalv takes a break to brush off# his cloak.

\* You catch a faint whiff of# mustard seed.

\* The smell of french fries wafts# past you.

\* Know Cone starts doing a# primitive dance.

\* The igloo towers over you# menacingly.#\* Kidding. It's just an igloo.

\* Frostermit is coming out of its# shell a bit.

\* Trihecta seem to be pushing# each other's buttons.

\* Tri is fretting over the others'# bumps and bruises.

\* Everything smells like# bird-seed with a tasteful hint# of vanilla and orange blossom.

\* Martlet is searching for her# guide book for first-aid# procedures.

\* Martlet is pacing.

\* Martlet paranoidly glances# around.

\* Dunebud is getting antsy.

\* Cactony stares into your soul.

\* Sir Slither lost access to his# bank account. He wonders if he# could borrow yours.

\* Bowll notices a red object but# fights against the temptation# to run at it.

\* You're getting annoyed by the# music.

\* El Bailador strikes a# motivating pose!

\* The dummy does nothing.

\* Violetta is looking everywhere# else but at you.

\* Pedla twirls around the sand.

\* Rosa dances through life's# dangers with stunning# confidence!

\* She wipes sweat from# her brow.

\* Starlo's fingers itch for his# six-shooter.

\* Starlo grinds his teeth# together in frustration.

\* Telly pushes Vis' mouth-flap# back and forth for amusement.# Vis isn't having it.

\* Jandroid tries to whistle to# the music.

\* Goosic begins spinning in# circles.

\* Sousborg is juggling cleavers.

\* Death by metal & magic.

\* In your way.

\* Smells like frog.

\* Guardener waters your cage.

\* Guardener slams her arms into# the floor in agitation.

\* smells like Aa;1rW4,je2FpA,,.

\* Ceroba wipes sweat from her# brow.

\* Petals rain from the heavens.

\* Ceroba radiates with anger.

\* The end is near.

\* The enemy tries to persist.

\* Closure.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_2

\* You are nervous about the next# midterm.

\* Glitz and glamour.

\* Flier doesn't think the# position of "enemy" fits him.

\* The battlefield is covered in# eraser shavings.

\* Sweet Corn tries to encourage# you to smile.

\* Crispy Scroll is trying to be# cute.

\* Rorrim mimics your movements.

\* Dalv assumes an intimidating# facade.

\* You momentarily lose track of# Micro Froggit.

\* Insomnitot catches itself# nodding off.

\* Know Cone is yelling random# noises that sound like they# could be a made-up language.

\* Frostermit is tapping out a# rhythm with his pincers.

\* A gust of wind threatens to# topple Trihecta's pile.

\* Tri, Hec, and Ta are friendly# and free.

\* A gust of wind blows a little# blue feather in your face.#\* Martlet looks embarrassed.

\* The sound of the chilled wind# surrounds you.

\* Dunebud begins to gargle a song.

\* Cactony tries to gather some# needles he dropped.

\* Sir Slither looks you up and# down.

\* Huffs and puffs and other# stuffs.

\* Get this over with.

\* Smells like disco.

\* Violetta nervously shuffles# her feet.

\* Pedla wants you to know that# you are loved!

\* Rosa bursts into laughter but# you have no idea why.

\* Smells like lead and burlap.

\* The sand swirls around you.

\* Smells like leather boots and# dashing looks.

\* Smells like leather boots and# broken dreams.

\* Vis reminds Telly what time his# favorite show airs but she only# makes fun of him.

\* Smells like poor choices.

\* Goosic blasts battle music from# its beak.

\* Sousborg cooks you some# spaghetti! ...without water.

\* You feel the furnace's heat# waves engulf you.

\* Outlast his efforts.

\* Ribbit???

\* A great hostility is# blossoming!

\* Vines weave in and out of the# ground all around you.

\* r3537 7ry 4641n r3537 7ry 4641n# r3537 7ry 4641n r3537 7ry 4641n# r3537

\* A chilling breeze envelops the# area.

\* Ceroba gazes down upon the# Underground.

\* You prepare yourself for# whatever comes next.

\* Ceroba's emotions wane, but# she stays resolute.

\* The enemy prepares to attack.

\* Home.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_3

\* So much information overload!

\* You know what I'm saying?!

\* Flier is caught up in old# memories.

\* Penilla signs her sketch and# starts a new one.

\* Your ears are ringing from the# chatter.

\* Sweet Corn makes her signature# squeaky toy noise.

\* Crispy Scroll is talking in# circles.

\* Rorrim is looking around.

\* Dalv seems to be in conflict# with his more humane side.

\* If you squint, Micro Froggit# looks happy.

\* Insomnitot is trying to shake# the sleepiness away.

\* Know Cone is banging a rock# against a fallen branch.#\* The branch breaks.

\* Something smells fishy.

\* Frostermit is doing a# crusta-shuffle.

\* Trihecta is considering# purchasing a long trench coat.

\* Martlet is trying to strike a# pose that looks professional# and imposing.

\* Martlet is holding back tears.

\* Smells like sandpaper.

\* Cactony gives you an empty look.

\* You hear some jingling as Sir# Slither rattles inside his pot.#

\* Sounds like a hundred toasts.

\* The enemy glances around# awkwardly.

\* El Bailador flexes his huge# muscles!

\* Violetta takes her time.

\* Pedla starts humming a song# you recognize.

\* Rosa sways back and forth# cheerfully.

\* She stares into your SOUL.

\* A tumbleweed rolls by. It says# hello.

\* A tension in the air grows.

\* The sound of TV static fills# your head.

\* Jandroid tosses garbage this# way and that.

\* Your eardrums do not appreciate# the current situation.

\* Smells like... food? Nice!

\* Smells like an unfortunate BBQ.

\* One is all it will take. Keep# going.

\* Macro Froggit stomps around,# shaking the whole room.

\* Guardener looks down upon you,# twitching slightly.

\* Guardener twitches at an# alarming rate. This can't be# good for her.

\* FILE 01 - [REDACTED]

\* Ceroba stares into your SOUL# with regret.

\* Your SOUL pulses with great# power.

\* The enemy's defense can be# destroyed.

\* Freedom.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_4

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_4

\* Flier is telling the other# monsters about his cool new# ride.

\* Penilla seems busy drawing.

\* Penilla rolls her eyes.

\* The Sweet Corns hop to the# rhythm.

\* Crispy Scroll can't decide what# genre to role play.

\* Micro Froggit ran away. Wait.# Nope, there it is.

\* Electricity crackles and# whirrs around you.

\* One Insomnitot starts to drift# off but the other pokes its# friend awake again.

\* Know Cone takes a break from# hunting for fire to gather some# berries.

\* Frostermit is considering a# renovation.

\* Martlet catches herself getting# lost in the music.

\* Martlet prepares her next# attack.

\* Sir Slither is trying to# butter Cactony up.

\* All the flashing lights make# you dizzy.

\* Goosic's music is making# Jandroid extra energetic.

\* The Jandroid's are trying to# harmonize.

\* The fight rages.

\* Starlo's lasso grips you# tightly.

\* Starlo tries to tape his lasso# back but can't find the end of# the tape on his roll.

\* Sir Slither is going through a# divorce.

\* Telly starts to sing an anime# opening. Vis begs her to stop.

\* Goosic does a little two-step# like it's nothing.

\* Sousborg preheats his next# attack.

\* Axis seems on edge.

\* Finish what you started.

\* Macro Froggit reigns!

\* Smells like lawnmower# clippings.

\* You're starting to think you've# had your fill of plants.

\* missing.

\* The battle continues.

\* Mayhem has been unleashed.

\* A crack has formed on Ceroba's# mask.

\* A desperate chaos unfolds all# around you.

\* The enemy grows weaker.

\* Righteousness.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_5

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_5

\* Two of the Fliers are thinking# about getting girlfriends.

\* Crispy Scroll is talking# Penilla's ears off.

\* Micro Froggit is trying to make# itself look bigger.

\* Echoes of conflict ring# throughout Dalv's desolate# estate.

\* The Insomnitots brag to each# other about how long they've# been awake.

\* Know Cone is chasing Insomintot's sheep.

\* Know Cone punches the igloo to# test its durability.

\* Frostermit is contemplating a return into his fortress.

\* Martlet is nervously consulting# her Royal Guard guide book.

\* You're unsure if this# situation is healthy. For# anyone.

\* El Bailador throws sand in the# air like confetti.

\* You hear nothing but gunshots,# whip cracks, and a mighty# acoustic guitar.

\* You begin to sweat under the# immense heat.

\* You wonder where the mute# button is.

\* Axis is flipping through the# Royal Guard guide book... in his# mind.

\* They are responsible.

\* Macro Froggit towers above# all.

\* The Jandroid's are mopping# each other's faces.

\* Goosic amps up the tunes as# Jandroid lays down their mop!

\* Guardener gives it all she's# got!

\* howdy! i'm flowey! flowey the# flower! hmmm you look confused!# toriel ought have taught you h

\* Ceroba's focus grows stronger.

\* The enemy can't last forever.

\* Finality.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_6

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_6

\* The Fliers start talking about# politics.

\* Crispy Scroll attempts to speak another language.#\* Penilla winces.

\* The Insomnitots have# a conversation exclusively# through yawns.

\* Know Cone showcases his stick# collection to Insomnitot.

\* Know Cone wonders if fire would help him.

\* Know Cone wants to show Frostermit his favorite element.

\* Sir Slither compliments# Cactony's bullet patterns.

\* The sounds of a thousand# trumpets echo around you.

\* Metallic mania fills the air!

\* Smells like a landfill.

\* The atmosphere chills with# ire.

\* A gust of sand momentarily# blinds you.

\* You hear Starlo talking to# himself under his breath.

\* Axis is having trouble charging# up his next attack.

\* A road ahead.

\* His greenness.

\* Sousborg stares down a frozen# TV dinner with great malice.

\* clover is giving fighting a try

\* The echoes of Ceroba's magic# ring out.

\* The enemy will know justice.

\* Vindication.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_7

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_7

\* The Fliers are trading tips on# how to be "hip".

\* The Insomnitots share a cup of# coffee.

\* Know Cone raves about his passion for fire to Insomnitot.

\* Know Cone doesn't speak igloo.#\* Know Cone is upset.

\* Frostermit has never been in the situation before.

\* You feel the rhythm in your# soul!

\* The Jandroid's sway to and# fro.

\* No mercy.

\* Starlo digs his spurs into the# sand, standing strong.

\* Axis blows into one of his# vents to clean some dust. You# don't know how.

\* . . .

\* Your head is spinning.

\* clover suddenly feels like# taking a nap

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_8

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_8

\* Know Cone tries hugging the igloo, hoping it will spring to life.

\* Know Cone is dancing, hoping to befriend Frostermit.

\* Axis pinches the end of one of# his gloves and releases the air.# He finds it amusing.

\* Axis thinks this music is a bit# intense for his tastes.

\* Axis geno flavor 9.

\* clover would like to cry but# they have no eyes

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_9

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_9

\* Craniex is sparing you.

\* Ms. Mettaton is totally sparing you!

\* Flier is ready to return to his# regular life.

\* Penilla is packing up her art# supplies for the day.

\* Sweet Corn is smiling# contentedly.

\* Crispy Mode 2k!!

\* Rorrim is looking for his next# big project.

\* Decibat is ready to return to# sleep.

\* Dalv has lost all hope.

\* Micro Froggit is waving goodbye.

\* Insomnitot is smiling at its# dream.

\* Know Cone has been enlightened.

\* Frostermit is ready to scuttle# on its way.

\* Dunebud is giggling.

\* Sir Slither can't convince# you.

\* Cactony feels love for the# first time.

\* Bowll is ready to discover his# true self.

\* Violetta blushes.

\* Pedla lets out a warm smile.

\* Rosa gives you a thumbs up.

\* Starlo's left hand is# shaking.

\* Telly-Vis hope you enjoyed the# program.

\* Jandroid finds you too# hygienic.

\* Goosic is lost in the music.

\* Sousborg bows to your culinary# mastery!

\* Axis has cooled off.

\* Guardener cools down as steam# seeps from her arms.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_1

\* Insomnitot is in its happy# place.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_2

enemy\_mode\_3

\* The Fliers aren't having a# mid-life crisis, they're having# an end-life crisis.

\* Flier is desperately looking# for a new friend.

\* Sweet Corn is oblivious to her# surroundings.

\* Sweet Corn didn't notice your# action.

\* Crispy Scroll now has a tragic# backstory.

\* Insomnitot is too tired to find# the right words to honor its# fallen friend.

\* Know Cone stomps the ground in# a fit of rage.

\* Frostermit doesn't know what to do.

\* The remaining Dunebud glances# around, looking for their# partner.

\* Cactony is lost in a sea of# mixed emotions.

\* Jandroid will never forgive# you as long as you walk the# earth.

\* The Jandroid begins mopping# the wreckage.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_dead

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_dead

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_action\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_action\_3

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_special

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_special

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_low\_hp\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_low\_hp\_1

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_low\_hp\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_low\_hp\_2

\* Hec is happy to be on their own.

\* The Dunebud's are spilling# over each other.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_1

\* Hec seems slightly relieved# that the others are on the# ground.

\* One Dunebud pats the other's# head. They both lovingly grin.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_2

\* One Dunebud shapes the other# into a pyramid.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_3

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_3

\* You begin to grow thirsty at# the sight of the Dunebud's.

\* You hear some jingling as Sir# Slither rattles inside his pot.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_4

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_4

\* Insomnitot wants to leave, but doesn't want to move.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_5

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_5

\* Penilla is overwhelmed with cutscenes.

\* Penilla tries to draw in an anime artstyle to make Crispy Scroll calm down.

\* Insomnitot kicks a rock.#\* Know Cone retrieves it with his mouth.

\* Cactony would rather be alone# right now.

\* The duo's robotic voices grate# on your ears like rusty saw# blades.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_6

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_6

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_sparing\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_sparing\_1

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_sparing\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_sparing\_2

\* Penilla frantically scraps her# flier sketch.

\* The sweet vibes vanish.

\* Penilla finishes her anime# drawing in honor of Crispy.

\* Insomnitot thinks it was a# dream.

\* Know Cone face-plants into# the ground and yells.

\* Sir Slither pivots their full# attention to you.

\* Goosic instantly forgets about# Jandroid.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_dead

scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_dead

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_low\_hp\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_low\_hp\_1

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_low\_hp\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_low\_hp\_2

\* Ta is bouncing around exploring# their new world.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_default\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_default\_1

\* Ta is finding new ways to cause# trouble.

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_default\_2

scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_default\_2

gml\_Script\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_sparing\_1

scr\_battle\_core\_directory\_flavor\_text\_enemy\_3\_sparing\_1

battle\_menu\_option\_x

battle\_menu\_option\_y

\* Craniex

battle\_menu\_option\_string

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_menu\_options

string\_hash\_to\_newline

string\_width

battle\_enemy\_name\_string\_width

\* Ms. Mettaton

\* Ms. Mettaton EX

\* Froggit

\* Flier

\* Flier A

\* Penilla

\* Sweet Corn

\* Sweet Corn A

\* Crispy Scroll

\* Rorrim

\* Decibat

\* Dalv

\* Micro Froggit

\* Insomnitot

\* Insomnitot A

\* Know Cone

\* Frostermit

\* Trihecta

\* Tri

\* Martlet

\* Dunebud

\* Dunebud A

\* Cactony

\* Sir Slither

\* Bowll

\* El Bailador

\* Dummy

\* Violetta

\* Pedla

\* Rosa

\* Ceroba

\* Starlo

ed

moray

ace

mooch

\* Ed

\* Moray

\* Ace

\* Mooch

\* Feisty Four

\* Telly-Vis

\* Jandroid

\* Jandroid A

\* Goosic

\* Sousborg

\* Axis

\* MACRO FROGGIT

\* Guardener

\* Flowey

gml\_Script\_scr\_battle\_core\_directory\_enemy\_1\_name

scr\_battle\_core\_directory\_enemy\_1\_name

\* Flier B

\* Sweet Corn B

\* Insomnitot B

\* Hec

\* Dunebud B

\* Jandroid B

gml\_Script\_scr\_battle\_core\_directory\_enemy\_2\_name

scr\_battle\_core\_directory\_enemy\_2\_name

\* Flier C

\* Ta

gml\_Script\_scr\_battle\_core\_directory\_enemy\_3\_name

scr\_battle\_core\_directory\_enemy\_3\_name

battle\_enemy\_name\_3

action\_1\_important\_3

action\_1\_color\_3

\* Talk

\* Whoops!

\* Charm

\* Cry

\* Compliment

flier a

flier b

flier c

\* Comfort

penilla a

penilla b

sweet corn a

sweet corn b

\* Lick

crispy scroll a

\* Transform

rorrim a

\* Adjust

insomnitot a

insomnitot b

\* Sing

know cone a

know cone b

\* Encourage

frostermit a

\* Inspect

trihecta

\* Push

tri

hec

ta

\* Laugh

\* Rush

\* Apologize

dunebud a

dunebud b

\* Pat

\* Touch

\* Challenge

bowll a

\* Clean

\* Twirl

\* Stare

\* Flatter

\* Accept

\* Resist

\* Struggle

\* Surrender

\* Spin

\* Steady

\* Question

\* Watch

goosic a

goosic b

\* Vibe

\* Crack

\* Boil

\* Refrigerate

\* Brace

\* Plan B

\* Frog

\* Gather

flowey\_act

\* Forget

\* Scream

\* Suffocate

\* Hide

\* Persist

\* Negotiate

\* Hope

\* Remind

\* Focus

gml\_Script\_scr\_battle\_core\_directory\_action\_1\_name

scr\_battle\_core\_directory\_action\_1\_name

action\_2\_important\_3

action\_2\_color\_3

\* Insult

\* Ogle

\* Threat

\* Distract

\* Hug

\* Yell

\* Critique

\* Handshake

\* Threaten

\* Lecture

\* Educate

\* Dance

\* Pull

\* Ignore

\* Jiggle

\* Avoid

\* Believe

\* Taunt

\* Smile

\* Inquire

\* Calm

\* Glare

\* Nap

\* Criticize

\* Fry

\* Pet

\* Scrutinize

\* Plead

\* Frown

\* Weep

\* Whisper

\* Endure

gml\_Script\_scr\_battle\_core\_directory\_action\_2\_name

scr\_battle\_core\_directory\_action\_2\_name

action\_3\_important\_3

action\_3\_color\_3

\* Joke

\* Envy

\* Gift

\* Judge

\* Shoo

\* Stomp

\* Hypnotize

\* Berate

\* Climb

\* Doubt

\* Console

\* Deny

\* Mock

\* Bite

\* Smirk

\* Signal

\* Analyze

\* Needle

\* Bake

\* Season

\* Antagonize

\* Cool

\* Toughen

\* Stress

\* Beg

\* Weaken

\* Decay

\* Scowl

\* Remember

gml\_Script\_scr\_battle\_core\_directory\_action\_3\_name

scr\_battle\_core\_directory\_action\_3\_name

action\_4\_important

action\_4\_color

action\_4\_important\_2

action\_4\_color\_2

action\_4\_important\_3

action\_4\_color\_3

gml\_Script\_scr\_battle\_core\_directory\_action\_4\_name

scr\_battle\_core\_directory\_action\_4\_name

action\_5\_important

action\_5\_color

action\_5\_important\_2

action\_5\_color\_2

action\_5\_important\_3

action\_5\_color\_3

gml\_Script\_scr\_battle\_core\_directory\_action\_5\_name

scr\_battle\_core\_directory\_action\_5\_name

enemy\_attack\_stat\_3

enemy\_defense\_stat\_3

enemy\_low\_hp\_3

\* CRANIEX -- ATK

DEF

#\* Gifted logically, stubborn# emotionally.

\* MS. METTATON -- ATK

#\* Her speed renders her# invulnerable to attack.

\* MS. METTATON EX ATK

#\* The ultimate, yet imperfect,# killer robot!

\* FROGGIT -- ATK

#\* Life is difficult for this# enemy.

\* FLIER -- ATK

#\* Flier feels nothing.

\* PENILLA -- ATK

#\* A sketchy character.

\* SWEET CORN -- ATK

#\* Constantly on a sugar rush.

\* CRISPY SCROLL -- ATK

#\* Looking for someone who can# match his enthusiasm.

\* RORRIM -- ATK

#\* Rorrim's expression is blank.

\* DECIBAT -- ATK

#\* Missing his quiet solitude.

\* DALV -- ATK

#\* Wants to be left alone.

#\* Acting somber.

#\* Finally alone.

\* MICRO FROGGIT -- ATK

#\* Often falls through the cracks.

\* INSOMNITOT -- ATK

#\* Up past its bedtime.

\* KNOW CONE -- ATK

#\* One ski short of a snowmobile.

#\* An eager mind filled with a# burning passion.

\* FROSTERMIT -- ATK

#\* Always right at home.

#\* A suspicious igloo.

\* TRIHECTA -- ATK

#\* Intimidatingly tall.

\* TRI -- ATK

#\* No longer intimidating.

#\* Taking things one step at a# time.

\* HEC -- ATK

#\* Day is getting better.

\* TA -- ATK

#\* Hopping with excitement!!

\* MARTLET -- ATK

#\* A little scatterbrained.

#\* Standing firm.

#\* Scatterbrained.

\* DUNEBUD -- ATK

#\* Wondering.

#\* Looking for some fun.

\* CACTONY -- ATK

#\* Lacks physical affection.

\* SLITHER -- ATK

#\* Trying to get a leg up in the# world.

\* BOWLL -- ATK

#\* A fragile facade.

\* EL BAILADOR -- ATK

#\* The definition of passion!

#\* Another roadblock.

\* Violetta -- ATK

#\* Not one for conversation.

\* Pedla -- ATK

#\* Loves to give away flowers.

\* Rosa -- ATK

#\* Likes a good challenge.

\* DUMMY -- ATK ? DEF ?#\* Just a dummy.

\* CEROBA -- ATK

#\* Nothing left.

\* STARLO -- ATK

#\* The almighty Sheriff.

#\* The not-so-almighty Sheriff.

\* ED -- ATK

#\* The dream team!

\* MORAY -- ATK

\* ACE -- ATK

\* MOOCH -- ATK

\* TELLYVIS -- ATK

#\* Can't live with or without# one another.

\* JANDROID -- ATK

#\* "Hygiene" is not in their# vocabulary.

\* GOOSIC -- ATK

#\* Music drives the mood.

\* SOUSBORG -- ATK

#\* A recipe for disaster.

\* AXIS -- ATK

#\* Today means the Surface.

\* MACRO FROGGIT -- ATK

#\* Big frog.

\* GUARDENER -- ATK

#\* Traps offenders for easy# apprehension.

#\* Should take her rage down a few# notches.

\* Your best friend!

#\* A legacy not to be forgotten.

\* Absolute devotion.

#\* A worthy opponent.

#\* Fallen down.

gml\_Script\_scr\_battle\_core\_directory\_check\_selected\_text

scr\_battle\_core\_directory\_check\_selected\_text

scr\_dialogue\_battle\_action\_selected\_action\_1\_craniex

scr\_dialogue\_battle\_action\_selected\_action\_1\_ms\_mettaton

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_froggit\_intro\_yellow

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_c

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_crispy\_scroll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_rorrim\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_decibat

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dalv

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_micro\_froggit

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_frostermit\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_trihecta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_tri

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_hec

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_ta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_pacifist

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_genocide

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dunebud\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_cactony\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_bowll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_el\_bailador

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flower\_girls

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dummy\_training\_pacifist

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_ceroba

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_starlo

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_tellyvis\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_jandroid\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_goosic\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_macro

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_1\_guardener

\* Recovered 30% of your HP!

gml\_Script\_scr\_battle\_core\_directory\_action\_1\_selected\_event

gml\_Script\_scr\_battle\_core\_directory\_action\_1\_selected\_text

scr\_battle\_core\_directory\_action\_1\_selected\_text

scr\_dialogue\_battle\_action\_selected\_action\_2\_craniex

scr\_dialogue\_battle\_action\_selected\_action\_2\_ms\_mettaton

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_froggit\_intro\_yellow

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_c

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_crispy\_scroll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_rorrim\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_decibat

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dalv

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_micro\_froggit

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_frostermit\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_trihecta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_tri

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_hec

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_pacifist

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_genocide

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_cactony\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_bowll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_el\_bailador

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flower\_girls

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_starlo

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_tellyvis\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sousborg

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_axis

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_macro

gml\_Script\_scr\_battle\_core\_directory\_action\_2\_selected\_event

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_final

gml\_Script\_scr\_battle\_core\_directory\_action\_2\_selected\_text

scr\_battle\_core\_directory\_action\_2\_selected\_text

scr\_dialogue\_battle\_action\_selected\_action\_3\_craniex

scr\_dialogue\_battle\_action\_selected\_action\_3\_ms\_mettaton

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_c

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_crispy\_scroll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_rorrim\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_decibat

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_micro\_froggit

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_frostermit\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_trihecta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_tri

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_hec

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ta

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_martlet\_pacifist

scr\_dialogue\_battle\_action\_selected\_action\_3\_martlet\_genocide

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_bowll\_a

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_el\_bailador

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flower\_girls

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_starlo

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_jandroid\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_goosic\_b

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sousborg

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_axis

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_feisty\_four

gml\_Script\_scr\_battle\_core\_directory\_action\_3\_selected\_event

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba\_pacifist

gml\_Script\_scr\_battle\_core\_directory\_action\_3\_selected\_text

scr\_battle\_core\_directory\_action\_3\_selected\_text

event\_check

scr\_craniex\_sparing

action\_1\_selected\_count\_3

action\_2\_selected\_count\_3

action\_3\_selected\_count\_3

enemy\_sparing\_3

transformed

sleep

tipping\_number

can\_skip

Action 1

gml\_Script\_scr\_determine\_special\_effect\_enemy

Action 1 2

Action 1 3

gml\_Script\_scr\_determine\_important\_cutscene\_attacking

gml\_Script\_scr\_determine\_can\_attack\_attacking

scr\_battle\_core\_directory\_action\_1\_selected\_event

gml\_Script\_scr\_start\_enemy\_sparing\_dalv

getting\_out

target\_alpha

fog\_sound

power\_sound

Action 2

Action 2 2

Action 2 3

scr\_battle\_core\_directory\_action\_2\_selected\_event

sinking\_away

image\_speed\_sink

Action 3

Action 3 2

Action 3 3

scr\_battle\_core\_directory\_action\_3\_selected\_event

Gun Single

Gun Multi

Revolver Single

Revolver Multi

attacking\_damage\_stat\_betrayal

attacking\_damage\_stat\_critical

shot\_type

medium

weak

circle\_count

b

shot\_total

st\_temp

r

c

strong

shot\_total\_pre

betrayed

Knife Single

critical

gml\_Script\_scr\_determine\_can\_display\_damage\_ui

gml\_Script\_scr\_determine\_hit\_special\_effect\_boss

gml\_Script\_scr\_determine\_attack\_bonus

gml\_Script\_scr\_damage\_determination\_trial

scr\_damage\_determination\_trial

b\_diff

b\_inc

gml\_Script\_scr\_damage\_determination\_boss

scr\_damage\_determination\_boss

gml\_Script\_scr\_damage\_determination\_enemy

scr\_damage\_determination\_enemy

attacking\_damage\_stat\_critical\_2

gml\_Script\_scr\_damage\_determination\_enemy\_2

scr\_damage\_determination\_enemy\_2

current\_hp\_enemy\_3

attacking\_damage\_stat\_critical\_3

attacking\_damage\_cap\_3

enemy\_vulnerable\_3

last\_hp\_enemy\_3

enemy\_betrayed\_3

enemy\_damage\_y\_3

enemy\_damage\_x\_3

gml\_Script\_scr\_damage\_determination\_enemy\_3

scr\_damage\_determination\_enemy\_3

sprite\_get\_width

width

sprite\_get\_height

height

i\_inc

j\_inc

part

top

gml\_Script\_scr\_enemy\_defragment

scr\_enemy\_defragment

gml\_Script\_scr\_tile\_wave\_horizontal

scr\_tile\_wave\_horizontal

target

gml\_Script\_draw\_sprite\_clip

return\_value

gml\_Script\_scr\_battle\_draw\_inside\_battle\_box

scr\_battle\_draw\_inside\_battle\_box

gml\_Script\_draw\_sprite\_clip\_ext

gml\_Script\_scr\_battle\_draw\_inside\_battle\_box\_ext

scr\_battle\_draw\_inside\_battle\_box\_ext

target\_radius

random\_generator

gml\_Script\_scr\_create\_player\_attack

scr\_create\_player\_attack

gml\_Script\_scr\_create\_quote\_bubble\_battle\_defeat

scr\_create\_quote\_bubble\_battle\_defeat

SP+1

text

gml\_Script\_scr\_color\_sp\_bonus

c\_sp\_bonus

c\_color

HP+2

gml\_Script\_scr\_color\_hp\_bonus

c\_hp\_bonus

scr\_determine\_attack\_bonus

gml\_Script\_scr\_determine\_attacking\_damage\_stat\_critical

scr\_determine\_attacking\_damage\_stat\_critical

Action 3 Phase 2

Action 3 Phase 1

scr\_determine\_can\_attack\_attacking

gml\_Script\_scr\_determine\_damage\_number\_enemy

scr\_determine\_damage\_number\_enemy

gml\_Script\_scr\_determine\_display\_text\_battle\_boss\_genocide

scr\_determine\_display\_text\_battle\_boss\_genocide

gml\_Script\_scr\_determine\_if\_in\_battle\_box

scr\_determine\_if\_in\_battle\_box

scr\_determine\_important\_cutscene\_attacking

gml\_Script\_scr\_determine\_low\_hp\_enemy\_sparing

scr\_determine\_low\_hp\_enemy\_sparing

gml\_Script\_scr\_enemy\_mode\_shift\_end\_martlet\_pacifist

gml\_Script\_scr\_enemy\_mode\_shift\_end\_martlet\_genocide

special\_effect\_end\_value

gml\_Script\_scr\_determine\_special\_effect\_end\_enemy

scr\_determine\_special\_effect\_end\_enemy

gml\_Script\_scr\_enemy\_mode\_shift\_martlet\_pacifist

gml\_Script\_scr\_enemy\_mode\_shift\_martlet\_genocide

scr\_determine\_special\_effect\_enemy

gml\_Script\_scr\_late\_audio\_enemy\_encounter

scr\_late\_audio\_enemy\_encounter

gml\_Script\_scr\_reset\_text\_deadlock

scr\_reset\_text\_deadlock

part\_1

part\_2

part\_3

part\_4

act\_number\_row

act\_number\_column

mercy\_number

scr\_return\_heart\_battle\_menu\_position

gml\_Script\_scr\_controls\_battle\_act

scr\_controls\_battle\_act

gml\_Script\_scr\_controls\_battle\_fight

scr\_controls\_battle\_fight

up\_keyr

key\_up\_release

gml\_Script\_scr\_controls\_battle\_heart\_blue\_down

scr\_controls\_battle\_heart\_blue\_down

key\_right\_release

gml\_Script\_scr\_controls\_battle\_heart\_blue\_left

scr\_controls\_battle\_heart\_blue\_left

key\_left\_release

gml\_Script\_scr\_controls\_battle\_heart\_blue\_right

scr\_controls\_battle\_heart\_blue\_right

key\_down\_release

gml\_Script\_scr\_controls\_battle\_heart\_blue\_up

scr\_controls\_battle\_heart\_blue\_up

gml\_Script\_scr\_controls\_battle\_heart\_red

scr\_controls\_battle\_heart\_red

gml\_Script\_scr\_controls\_battle\_item

scr\_controls\_battle\_item

no\_loop\_moveable

gml\_Script\_scr\_controls\_battle\_main

scr\_controls\_battle\_main

gml\_Script\_scr\_controls\_battle\_mercy

scr\_controls\_battle\_mercy

outline

gml\_Script\_scr\_controls\_battle\_reticle

scr\_controls\_battle\_reticle

circle\_current

gml\_Script\_scr\_controls\_battle\_reticle\_multi

scr\_controls\_battle\_reticle\_multi

gml\_Script\_scr\_controls\_battle\_target

scr\_controls\_battle\_target

gml\_Script\_scr\_controls\_battle\_target\_2

scr\_controls\_battle\_target\_2

key\_display

key\_reset

key\_fps3

key\_fps30

key\_fps60

gml\_Script\_scr\_controls\_debug\_battle

scr\_controls\_debug\_battle

obj\_frisk

text\_box\_open

key\_left2

key\_right2

key\_select2

gml\_Script\_scr\_controls\_debug\_overworld

scr\_controls\_debug\_overworld

key\_f4

key\_escape

gml\_Script\_scr\_controls\_settings

scr\_controls\_settings

key\_select\_pressed

key\_revert\_pressed

gml\_Script\_scr\_controls\_text

scr\_controls\_text

gml\_Script\_introduction\_must\_read\_before\_using

introduction\_must\_read\_before\_using

\_v

\_i

\_b

gml\_Script\_\_\_background\_get

gml\_Script\_\_\_background\_set

gml\_Script\_backgrounds\_parallax

backgrounds\_parallax

\_x

\_y

\_hw

\_hh

gml\_Script\_box\_collision

box\_collision

\_a

\_n

gml\_Script\_box\_collision\_all

box\_collision\_all

\_h

collision\_circle

\_id

gml\_Script\_collision\_circle\_all

collision\_circle\_all

collision\_ellipse

gml\_Script\_collision\_ellipse\_all

collision\_ellipse\_all

gml\_Script\_collision\_line\_all

collision\_line\_all

collision\_point

gml\_Script\_collision\_point\_all

collision\_point\_all

collision\_rectangle

gml\_Script\_collision\_rectangle\_all

collision\_rectangle\_all

gml\_Script\_instance\_place\_all

instance\_place\_all

gml\_Script\_instance\_position\_all

instance\_position\_all

\_x1

\_y1

\_x2

\_y2

\_x3

\_y3

\_x4

\_y4

point\_direction

\_dir1

\_dir2

\_dir3

\_dir4

\_dir5

\_dir6

angle\_difference

\_diff1

\_diff2

\_C

\_A

\_B

point\_distance

\_c

dsin

\_l

max

mean

\_sc

gml\_Script\_lines\_intersect

lines\_intersect

\_dir

\_len

\_offset

lengthdir\_x

lengthdir\_y

gml\_Script\_unstick\_from

unstick\_from

is\_ptr

\_dt

is\_array

is\_string

is\_real

gml\_Script\_equals

equals

\_neg

\_str

frac

\_frac

-

string\_insert

string\_copy

gml\_Script\_insert\_separator\_commas

insert\_separator\_commas

\_\_val

gml\_Script\_map

map

\_w1

\_w2

\_c1

\_c3

merge\_color

\_c2

\_a1

argument9

\_a2

argument10

\_a3

\_s

\_amt

gml\_Script\_sw\_laser

sw\_laser

\_obj

object\_exists

gml\_Script\_has\_parent

has\_parent

rnumber\_for\_max

rnumber\_order

rnumber\_switch

rnumber\_temp

gml\_Script\_scr\_get\_random\_number\_order

scr\_get\_random\_number\_order

\_x\_t

\_damping

\_ang\_freq

\_t

power

\_delta

\_delta\_x

\_delta\_v

\_ret

gml\_Script\_numeric\_springing

numeric\_springing

\_bb

gml\_Script\_sprite\_mirror

sprite\_mirror

sw

sh

si

cx1

cy1

cx2

cy2

bx1

by1

bx2

by2

draw\_sprite

lx1

ly1

lx2

ly2

draw\_sprite\_part

draw\_sprite\_clip

mx

my

sc

sa

argument11

draw\_sprite\_part\_ext

draw\_sprite\_clip\_ext

player\_hp\_next

player\_attack\_next

player\_defense\_next

player\_exp\_next

scr\_base\_stats

rm\_ruins\_01\_yellow

rm\_ruins\_02\_yellow

rm\_ruins\_03\_yellow

rm\_ruins\_04\_yellow

rm\_ruins\_05\_yellow

rm\_ruins\_06\_yellow

rm\_darkruins\_01

rm\_darkruins\_02

rm\_darkruins\_04

rm\_darkruins\_05

rm\_darkruins\_06

rm\_darkruins\_07

rm\_darkruins\_08b

rm\_darkruins\_09

rm\_darkruins\_09b

rm\_darkruins\_11

rm\_darkruins\_13

rm\_darkruins\_14

rm\_darkruins\_14b

rm\_darkruins\_15

rm\_darkruins\_16b

rm\_darkruins\_16c

rm\_darkruins\_17

rm\_darkruins\_18

rm\_snowdin\_01\_yellow

rm\_snowdin\_02\_yellow

rm\_snowdin\_03b\_yellow

rm\_snowdin\_04\_yellow

rm\_snowdin\_05\_yellow

rm\_snowdin\_06\_yellow

rm\_snowdin\_07\_yellow

rm\_snowdin\_08b\_yellow

rm\_snowdin\_09\_yellow

rm\_snowdin\_10\_yellow

rm\_snowdin\_11\_yellow

rm\_snowdin\_13\_yellow

rm\_snowdin\_14b\_yellow

rm\_snowdin\_14c\_yellow

rm\_snowdin\_14d\_yellow

rm\_snowdin\_14e\_yellow

rm\_snowdin\_15\_yellow

rm\_snowdin\_16\_yellow

rm\_snowdin\_16b\_yellow

rm\_snowdin\_17\_yellow

rm\_snowdin\_18\_yellow

rm\_snowdin\_19\_yellow

rm\_snowdin\_21\_yellow

rm\_snowdin\_22\_yellow

rm\_dunes\_01

rm\_dunes\_03

rm\_dunes\_04

rm\_dunes\_05

rm\_dunes\_06

rm\_dunes\_07

rm\_dunes\_08b

rm\_dunes\_09

rm\_dunes\_10

rm\_dunes\_11

rm\_dunes\_12

rm\_dunes\_12b

rm\_dunes\_13

rm\_dunes\_15

rm\_dunes\_16

rm\_dunes\_17

rm\_dunes\_18

rm\_dunes\_19

rm\_dunes\_19B

rm\_dunes\_21

rm\_dunes\_22

rm\_dunes\_23

rm\_dunes\_24

rm\_dunes\_25b

rm\_dunes\_26

rm\_dunes\_28b

rm\_dunes\_28c

rm\_dunes\_29

rm\_dunes\_29b

rm\_dunes\_30

rm\_dunes\_30\_house\_1

rm\_dunes\_30\_house\_2

rm\_dunes\_30\_house\_3

rm\_dunes\_30b

rm\_dunes\_31

rm\_dunes\_32

rm\_dunes\_33

rm\_dunes\_35

rm\_dunes\_35b

rm\_dunes\_36

rm\_dunes\_37\_barn

rm\_dunes\_37\_feistyhouse

rm\_dunes\_37\_hospital

rm\_dunes\_37\_jail

rm\_dunes\_37\_saloon

rm\_dunes\_38

rm\_dunes\_40

rm\_dunes\_42

rm\_dunes\_42\_b

rm\_dunes\_42\_c

rm\_dunes\_42\_d

rm\_dunes\_43

rm\_steamworks\_16

rm\_steamworks\_22

rm\_steamworks\_25

rm\_steamworks\_26

rm\_steamworks\_30\_b

rm\_steamworks\_31

rm\_steamworks\_32

rm\_steamworks\_chem\_02

rm\_steamworks\_chem\_04

rm\_steamworks\_chem\_05

rm\_steamworks\_chem\_07

rm\_steamworks\_35

WARNING NO KILL WORLD/ARENA PRESENT

scr\_determine\_world\_value\_yellow

player\_world\_value

current\_world\_value

Dark Ruins

Lower Snowdin

gml\_Script\_scr\_determine\_world\_yellow

scr\_determine\_world\_yellow

gml\_Script\_scr\_talking\_starlo

scr\_talking\_starlo

audio\_array\_val

sound\_y

gml\_Script\_scr\_audio\_fade\_out\_battle

scr\_audio\_fade\_out\_battle

audio\_gain

scr\_audio\_stop\_sound

str\_indent

str\_indent\_count

str\_offset

twitchy\_text\_offset\_x

twitchy\_text\_offset\_y

twitchy\_text\_number

twitch\_direction

str\_char

##

string\_lettersdigits

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle

scr\_draw\_text\_effect\_twitchy\_textbox\_battle

battle\_item\_use\_string

battle\_item\_use\_string\_count

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_item\_use

scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_item\_use

battle\_menu\_option\_string\_count

scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_menu\_options

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gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle

gml\_Script\_scr\_draw\_text\_effect\_shaky\_textbox\_battle

scr\_draw\_text\_effect\_shaky\_textbox\_battle

circle\_text\_angle\_increase

circle\_text\_angle

circle\_text\_angle\_direction

sin

cos

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle

scr\_draw\_text\_effect\_circle\_quotebubble\_battle

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_batt

scr\_draw\_text\_effect\_twitchy\_quotebubble\_batt

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_reverse

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_reverse

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6\_reverse

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6\_reverse

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6\_reverse

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6\_reverse

increase\_message\_count

gml\_Script\_scr\_generate\_text\_counters

scr\_generate\_text\_counters

message\_draw

hold

gml\_Script\_scr\_text\_counter

scr\_text\_counter

color\_count

current\_char\_2

current\_char\_3

gml\_Script\_scr\_text\_counter\_color

scr\_text\_counter\_color

gml\_Script\_scr\_text\_increase

scr\_text\_increase

message\_2

message\_draw\_2

message\_3

message\_draw\_3

gml\_Script\_scr\_text\_increase\_color

scr\_text\_increase\_color

gml\_Script\_scr\_text\_increase\_auto

scr\_text\_increase\_auto

can\_talk\_no\_loop

portrait\_counter

portrait\_image\_index

portrait\_image\_index\_max

portrait\_image\_speed

gml\_Script\_scr\_portrait\_counter

scr\_portrait\_counter

portrait\_counter\_idle

portrait\_image\_index\_idle

portrait\_image\_index\_max\_idle

portrait\_image\_speed\_idle

gml\_Script\_scr\_portrait\_counter\_idle

scr\_portrait\_counter\_idle

make\_color\_rgb

scr\_color\_sp\_bonus

scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_duo

c\_lightblue

gml\_Script\_scr\_color\_light\_blue

scr\_color\_light\_blue

gml\_Script\_scr\_talking\_normal

scr\_talking\_normal

gml\_Script\_scr\_talking\_normal\_color

scr\_talking\_normal\_color

gml\_Script\_scr\_talking\_text

scr\_talking\_text

gml\_Script\_scr\_talking\_text\_color

scr\_talking\_text\_color

gml\_Script\_scr\_talking\_enemy

scr\_talking\_enemy

gml\_Script\_scr\_talking\_enemy\_color

scr\_talking\_enemy\_color

gml\_Script\_scr\_talking\_flowey\_1

scr\_talking\_flowey\_1

gml\_Script\_scr\_talking\_flowey\_2

scr\_talking\_flowey\_2

gml\_Script\_scr\_talking\_flowey\_1\_color

scr\_talking\_flowey\_1\_color

snd\_talk\_toriel\_1

gml\_Script\_scr\_talking\_toriel\_1

scr\_talking\_toriel\_1

snd\_talk\_toriel\_2

gml\_Script\_scr\_talking\_toriel\_2

scr\_talking\_toriel\_2

snd\_talk\_toriel\_3

gml\_Script\_scr\_talking\_toriel\_3

scr\_talking\_toriel\_3

gml\_Script\_scr\_talking\_toriel\_1\_color

scr\_talking\_toriel\_1\_color

gml\_Script\_scr\_mettaton\_voice

gml\_Script\_scr\_talking\_mettaton

scr\_talking\_mettaton

snd\_talk\_mettaton\_1

snd\_talk\_mettaton\_2

snd\_talk\_mettaton\_3

snd\_talk\_mettaton\_4

snd\_talk\_mettaton\_5

snd\_talk\_mettaton\_6

snd\_talk\_mettaton\_7

snd\_talk\_mettaton\_8

snd\_talk\_mettaton\_9

scr\_mettaton\_voice

Author

gml\_Script\_scr\_talking\_author

scr\_talking\_author

Craniex

gml\_Script\_scr\_talking\_craniex

scr\_talking\_craniex

gml\_Script\_scr\_talking\_dalv

scr\_talking\_dalv

gml\_Script\_scr\_talking\_honeydew\_bear

scr\_talking\_honeydew\_bear

gml\_Script\_scr\_talking\_blackjack

scr\_talking\_blackjack

gml\_Script\_scr\_talking\_dina

scr\_talking\_dina

scr\_start\_enemy\_attacking\_slither\_solo

gml\_Script\_scr\_talking\_martlet

scr\_talking\_martlet

gml\_Script\_scr\_talking\_ceroba

scr\_talking\_ceroba

gml\_Script\_scr\_talking\_game\_over

scr\_talking\_game\_over

portrait\_disjoint\_x\_dalv

portrait\_disjoint\_y\_dalv

portrait\_disjoint\_x\_starlo

portrait\_disjoint\_y\_starlo

portrait\_b\_disjoint\_x\_starlo

portrait\_b\_disjoint\_y\_starlo

portrait\_disjoint\_x\_toriel

portrait\_disjoint\_y\_toriel

portrait\_disjoint\_x\_flowey

portrait\_disjoint\_y\_flowey

scr\_intro\_portrait\_disjoints

gml\_Script\_scr\_intro\_talk\_speeds

scr\_intro\_talk\_speeds

hp\_ui\_alpha

damage\_ui\_alpha

miss\_ui\_alpha

scr\_determine\_can\_display\_damage\_ui

hp\_ui\_alpha\_1

hp\_ui\_alpha\_2

hp\_ui\_alpha\_3

gml\_Script\_scr\_determine\_can\_display\_enemy\_hp\_ui

scr\_determine\_can\_display\_enemy\_hp\_ui

gml\_Script\_scr\_controls\_battle\_heart\_yellow\_rhythm

scr\_controls\_battle\_heart\_yellow\_rhythm

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_dialogue

scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_dialogue

scr\_color\_hp\_bonus

enemy\_a\_dead

enemy\_a\_spared

enemy\_b\_dead

enemy\_b\_spared

audio\_stop\_all

gml\_Script\_scr\_auto\_spare\_enemy\_solo

scr\_auto\_spare\_enemy\_solo

create\_x

create\_y

thickness

unique\_id

scr\_create\_attack\_boundary

note\_current

note\_sarray

note\_sound

note\_parray

note\_pos

dj\_note\_y

dj\_note\_left\_x

dj\_note\_center\_x

dj\_note\_right\_x

note\_total

note\_final

gml\_Script\_scr\_sme\_yellow\_rhythm\_create\_note

scr\_sme\_yellow\_rhythm\_create\_note

can\_end\_script

audio\_play

note\_1second

note\_speed\_denominator

note\_speed\_numerator

note\_speed

note\_time

note\_add

song\_play\_ct

timeline\_add

timeline

timeline\_exists

timeline\_clear

timeline\_moment\_add\_script

timeline\_index

timeline\_loop

timeline\_speed

timeline\_position

timeline\_running

gml\_Script\_scr\_sme\_yellow\_rhythm\_song\_data\_danza\_test

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_test

item\_object\_hold

draw\_x\_disjoint

draw\_y\_disjoint

Hot Dog...?

\* Hot Dog

\* Poster

\* Snowdin Map

\* Matches

\* Lukewarm Cff

\* Soggy Mitten

\* Lemonade

\* Candy Corn

\* Corn Dog

\* Sponge Cake

Homemade Cookie

\* Cookie

\* Hot Pop

\* Lukewarm Pop

\* Cold Pop

Coffee

\* Coffee

Pancake

\* Pancake

\* G.B. Bear

\* Peanuts

\* Moss Salad

\* H2O

\* G Granola

\* Fl Cupcake

\* Chisps

\* MnstrCndy

\* MnstrCndy+

\* F Slider

\* Pear

\* G. Coffee

\* Toy Gun

\* W. Revolver

\* Worn Hat

\* Rubber

\* Pebbles

\* Ice Ammo

\* Coffee Ammo

\* Glass Ammo

\* Flint Ammo

\* Silver Ammo

\* Super Ammo

\* F Pellets

\* Patch

\* Feather

\* Honeydew Pin

\* Band Pin

\* F Holster

\* Goggles

\* DR Patch

\* G Scarf

\*

gml\_Script\_scr\_battle\_draw\_item\_names

scr\_battle\_draw\_item\_names

scr\_determine\_hit\_special\_effect\_boss

gml\_Script\_scr\_item\_stats\_story

scr\_item\_stats\_story

battle\_bg

petals\_enabled

scr\_generate\_battle\_ceroba\_4

gml\_Script\_scr\_item\_stats\_heal

scr\_item\_stats\_heal

gml\_Script\_scr\_item\_stats\_protection

scr\_item\_stats\_protection

gml\_Script\_scr\_item\_stats\_speed

scr\_item\_stats\_speed

Toy Knife

gml\_Script\_scr\_item\_stats\_weapon

scr\_item\_stats\_weapon

Nice Hat

gml\_Script\_scr\_item\_stats\_armor

scr\_item\_stats\_armor

gml\_Script\_scr\_item\_stats\_weapon\_mod

scr\_item\_stats\_weapon\_mod

gml\_Script\_scr\_item\_stats\_armor\_mod

scr\_item\_stats\_armor\_mod

scr\_determine\_weapon\_attack

gml\_Script\_scr\_absolutesign

scr\_absolutesign

scr\_determine\_armor\_defense

scr\_determine\_weapon\_modifier\_attack

scr\_determine\_armor\_modifier\_defense

gml\_Script\_info\_item\_list\_yellow

info\_item\_list\_yellow

gml\_Script\_info\_enemy\_list\_yellow

info\_enemy\_list\_yellow

scr\_create\_background\_battle\_yellow

random\_range\_value

Dalv Start

Yellow Rhythm

Bailador No Attack

Falling Flowers

Starlo Intro

Starlo Bullet Rain

Starlo Dynamite

Starlo Guns n Dynamite

Starlo Bell

Starlo Bottles

Starlo Train

Starlo Take Aim One

Starlo Take Aim

Starlo Bell and Guns

Starlo Take Aim Slow

Starlo Surround Slow

Starlo Finale

Starlo No Attack

axis\_trash\_meter

Guardener Attack

scr\_determine\_enemy\_attack\_yellow

battle\_mus

mus\_pitch

scr\_determine\_enemy\_music\_yellow

gml\_Script\_scr\_determine\_last\_text\_move\_select\_yellow

scr\_determine\_last\_text\_move\_select\_yellow

dark\_ruins\_genocide\_max\_total

dark\_ruins\_genocide\_counter\_total

snowdin\_genocide\_max\_total

snowdin\_genocide\_counter\_total

gml\_Script\_scr\_determine\_enemy\_battle\_genocide\_yellow

scr\_determine\_enemy\_battle\_genocide\_yellow

scr\_dialogue\_battle\_action\_selected\_action\_1\_jandroid\_a

death\_count\_array\_max

gml\_Script\_scr\_determine\_death\_count\_yellow

scr\_determine\_death\_count\_yellow

gml\_Script\_scr\_determine\_death\_count\_yellow\_old

scr\_determine\_death\_count\_yellow\_old

scr\_generate\_battle\_flowey\_intro\_yellow

scr\_generate\_battle\_flier\_solo

scr\_recreate\_heart\_battle\_menu\_text\_flier\_solo

sprite\_xoffset

sprite\_yoffset

target\_x

target\_y

gml\_Script\_scr\_clover\_defragment

scr\_clover\_defragment

\* You inform Flier that you# understand his struggle.

\* You inform Flier that his life# isn't half over, he has a whole# half left to go!

scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_a

\* You compliment Flier's choice# of outfits.

\* You tell Flier he looks proud.

scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_a

\* You tell Flier that he is# depressing.

\* Flier is reconsidering his# reconsiderations.

\* You insult Flier's choice of# outfits.

scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_b

scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_b

scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_c

scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_c

scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_c

scr\_start\_enemy\_attacking\_flier\_solo

gml\_Script\_scr\_enemy\_attack\_flier\_flies

gml\_Script\_scr\_enemy\_attack\_flier\_swarm

scr\_enemy\_timer\_attacks\_flier\_solo

scr\_enemy\_attack\_flier\_flies

random\_generator\_2

gml\_Script\_scr\_enemy\_attack\_flier\_flies\_double

scr\_enemy\_attack\_flier\_flies\_double

distance\_x

distance\_y

random\_number\_x

random\_number\_y

sector

sector\_2

scr\_enemy\_attack\_flier\_swarm

random\_generator\_1

gml\_Script\_scr\_enemy\_attack\_flier\_swarm\_double

scr\_enemy\_attack\_flier\_swarm\_double

max\_hp\_enemy\_3

current\_hp\_enemy\_draw\_3

enemy\_hit\_3

enemy\_hurt\_3

enemy\_special\_text\_3

enemy\_exp\_3

enemy\_gold\_3

action\_amount\_3

hit\_count\_3

miss\_count\_3

no\_hit\_count\_3

item\_gift\_count\_3

enemy\_mode\_3\_previous

enemy\_mode\_gen\_3

enemy\_mode\_gen\_3\_previous

enemy\_target\_x\_3

enemy\_target\_y\_3

scr\_generate\_battle\_flier\_trio

scr\_recreate\_heart\_battle\_menu\_text\_flier\_trio

seed\_1

seed\_2

seed\_3

scr\_start\_enemy\_attacking\_flier\_trio

scr\_enemy\_timer\_attacks\_flier\_trio

scr\_generate\_battle\_penilla\_solo

scr\_recreate\_heart\_battle\_menu\_text\_penilla\_solo

\* You compliment Penilla's# shading skills.#\* She is displeased.

\* You compliment Penilla's work.#\* She looks a little# uncomfortable.

scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_a

\* You tell Penilla that she's# wasting her time.

\* You put yourself in between# Penilla and her work.

scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_b

scr\_start\_enemy\_attacking\_penilla\_solo

gml\_Script\_scr\_enemy\_attack\_penilla\_drawing

warning\_distance

scr\_enemy\_timer\_attacks\_penilla\_solo

max\_variations

scr\_enemy\_attack\_penilla\_drawing

scr\_generate\_battle\_flier\_penilla\_duo

scr\_recreate\_heart\_battle\_menu\_text\_flier\_penilla\_duo

scr\_start\_enemy\_attacking\_flier\_penilla\_duo

gml\_Script\_scr\_enemy\_attack\_flier\_flies\_drawing

scr\_enemy\_timer\_attacks\_flier\_penilla\_duo

distance\_2

random\_number\_1

random\_number\_2

scr\_enemy\_attack\_flier\_flies\_drawing

scr\_generate\_battle\_sweet\_corn\_solo

scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_solo

\* You walk up and lick Sweet Corn.#\* She is creeped out.

\* All you can taste is sugar.

scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_a

\* You give Sweet Corn a long,# awkward hug.#\* She doesn't like it.

\* You give Sweet Corn a big hug.#\* She briefly gets stuck to your# shirt.

scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_a

\* You offer Sweet Corn a gift.

\* You give Sweet Corn your# Candy Corn.

\* You give Sweet Corn your Corn# Dog.

\* You can't think of a suitable# gift.

scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_b

scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_b

scr\_start\_enemy\_attacking\_sweet\_corn\_solo

gml\_Script\_scr\_enemy\_attack\_candy\_corn

scr\_enemy\_timer\_attacks\_sweet\_corn\_solo

timer\_attacks\_counter

scr\_enemy\_attack\_candy\_corn

scr\_generate\_battle\_sweet\_corn\_duo

scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_duo

scr\_start\_enemy\_attacking\_sweet\_corn\_duo

gml\_Script\_scr\_enemy\_attack\_candy\_spear\_corn

scr\_enemy\_timer\_attacks\_sweet\_corn\_duo

scr\_enemy\_attack\_candy\_spear\_corn

scr\_generate\_battle\_sweet\_corn\_penilla\_duo

scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_penilla\_duo

scr\_start\_enemy\_attacking\_sweet\_corn\_penilla\_duo

scr\_enemy\_timer\_attacks\_sweet\_corn\_penilla\_duo

scr\_generate\_battle\_crispy\_scroll\_solo

scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_solo

\* You haphazardly jump around# while waving your arms.

\* Crispy Scroll can't handle the# excitement and rolls away in a# daze.

\* You and Crispy Scroll perform a# magical transformation sequence.

scr\_dialogue\_battle\_action\_selected\_action\_1\_crispy\_scroll\_a

\* You yell at Crispy Scroll.

\* You join Crispy Scroll in his# excited yelling.

scr\_dialogue\_battle\_action\_selected\_action\_2\_crispy\_scroll\_a

martlet\_body

scr\_generate\_battle\_martlet\_genocide\_final\_2

\* You mock Crispy's interests.#\* He seems very offended.

\* You give Crispy Scroll a# judgmental look.#\* He seems offended.

scr\_dialogue\_battle\_action\_selected\_action\_3\_crispy\_scroll\_a

scr\_start\_enemy\_attacking\_crispy\_scroll\_solo

gml\_Script\_scr\_enemy\_attack\_crispy\_slash

gml\_Script\_scr\_enemy\_attack\_crispy\_laser

gml\_Script\_scr\_enemy\_attack\_crispy\_tub

scr\_enemy\_timer\_attacks\_crispy\_scroll\_solo

scr\_enemy\_attack\_crispy\_slash

scr\_enemy\_attack\_crispy\_laser

scr\_recreate\_heart\_battle\_menu\_text\_sousborg

scr\_enemy\_attack\_crispy\_tub

scr\_generate\_battle\_crispy\_scroll\_penilla\_duo

scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_penilla\_duo

scr\_start\_enemy\_attacking\_crispy\_scroll\_penilla\_duo

gml\_Script\_scr\_enemy\_attack\_crispy\_slash\_drawing\_crispy\_scroll

scr\_enemy\_timer\_attacks\_crispy\_scroll\_penilla\_duo

scr\_enemy\_attack\_crispy\_slash\_drawing\_crispy\_scroll

scr\_generate\_battle\_rorrim\_solo

scr\_recreate\_heart\_battle\_menu\_text\_rorrim\_solo

\* You slowly adjust your hat.#\* Rorrim seems distraught.

\* You adjust your hat.#\* Rorrim seems pleased.

scr\_dialogue\_battle\_action\_selected\_action\_1\_rorrim\_a

\* You critique your appearance.#\* Rorrim seems disgusted.

\* You critique your appearance.#\* Rorrim is very pleased.

\* You critique your outfit.#\* Rorrim seems annoyed.

scr\_dialogue\_battle\_action\_selected\_action\_2\_rorrim\_a

\* You give Rorrim a forced smile.

\* You smile bigger.

\* You give a slight smile.#\* Rorrim smiles back.

scr\_dialogue\_battle\_action\_selected\_action\_3\_rorrim\_a

scr\_start\_enemy\_attacking\_rorrim\_solo

gml\_Script\_scr\_enemy\_attack\_rorrim\_mirror

gml\_Script\_scr\_enemy\_attack\_rorrim\_sparkle

scr\_enemy\_timer\_attacks\_rorrim\_solo

scr\_enemy\_attack\_rorrim\_mirror

\* You take a step at Dunebud to# intimidate them.#\* They flinch a little.

\* You make an angry face at Dunebud.#\* They get scared.

\* You wave your hand dismissively# at Dunebud.#\* They don't understand.

scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_b

scr\_enemy\_attack\_rorrim\_sparkle

gml\_Script\_scr\_generate\_battle\_decibat\_intro

scr\_generate\_battle\_decibat\_intro

scr\_enemy\_timer\_attacks\_cactony\_slither\_duo

scr\_generate\_battle\_decibat

Enemy sparing is:

scr\_recreate\_heart\_battle\_menu\_text\_decibat

\* Decibat seems to have given up# hope.

\* Decibat is in too much pain to# care.

\* You open your mouth to speak.#\* Decibat covers your mouth.

\* Decibat hushes you furiously.

scr\_dialogue\_battle\_action\_selected\_action\_1\_decibat

\* Decibat is making too much# noise to notice your silence.

\* You watch Decibat in silence.#\* He seems to appreciate it.

scr\_dialogue\_battle\_action\_selected\_action\_2\_decibat

\* You move towards Decibat#\* He lands happily on your# shoulder.

Action 3 Sparing

\* You shout and jump around# trying to scare Decibat away.#\* He isn't pleased.

scr\_dialogue\_battle\_action\_selected\_action\_3\_decibat

gml\_Script\_scr\_decibat\_sparing

scr\_decibat\_sparing

scr\_start\_enemy\_attacking\_decibat

scr\_start\_enemy\_sparing\_decibat

scr\_start\_enemy\_fleeing\_decibat

gml\_Script\_scr\_enemy\_attack\_decibat\_wave\_blue

gml\_Script\_scr\_enemy\_attack\_decibat\_wave\_orange

gml\_Script\_scr\_enemy\_attack\_decibat\_wave\_multi

gml\_Script\_scr\_enemy\_attack\_decibat\_wave\_mini

gml\_Script\_scr\_enemy\_attack\_decibat\_stalagmite

scr\_enemy\_timer\_attacks\_decibat

timer\_attacks\_switch

scr\_enemy\_attack\_decibat\_wave\_blue

timer\_attacks\_counter\_2

scr\_enemy\_attack\_decibat\_wave\_orange

scr\_enemy\_attack\_decibat\_wave\_multi

random\_wave

scr\_enemy\_attack\_decibat\_wave\_mini

scr\_enemy\_attack\_decibat\_stalagmite

audio\_initial\_music

audio\_extend\_music

scr\_generate\_battle\_dalv

scr\_recreate\_heart\_battle\_menu\_text\_dalv

\* It appears Dalv is too focused# to hear you.

\* Dalv does not seem to value# communication.

\* Dalv doesn't want to hear you.

scr\_dialogue\_battle\_action\_selected\_action\_1\_dalv

\* Dalv accepts your offer of# goodwill.

\* Dalv doesn't notice your offer# of goodwill.

\* Dalv doesn't want to.

\* Dalv rejects your offer of# goodwill.

scr\_dialogue\_battle\_action\_selected\_action\_2\_dalv

gml\_Script\_scr\_dalv\_sparing

scr\_dalv\_sparing

gml\_Script\_scr\_dalv\_no\_attack

scr\_dalv\_no\_attack

scr\_start\_enemy\_attacking\_dalv

scr\_start\_enemy\_sparing\_dalv

scr\_start\_enemy\_no\_attack\_dalv

gml\_Script\_scr\_enemy\_attack\_dalv\_lightning\_vertical

gml\_Script\_scr\_enemy\_attack\_dalv\_lightning\_dual

gml\_Script\_scr\_enemy\_attack\_dalv\_lightning\_balls

cloak\_direction

cloak\_out

gml\_Script\_scr\_enemy\_attack\_dalv\_lightning\_bolt

scr\_enemy\_timer\_attacks\_dalv

scr\_enemy\_attack\_dalv\_lightning\_vertical

scr\_enemy\_attack\_dalv\_lightning\_dual

scr\_enemy\_attack\_dalv\_lightning\_balls

scr\_enemy\_attack\_dalv\_lightning\_bolt

scr\_generate\_battle\_micro\_froggit

2112

scr\_recreate\_heart\_battle\_menu\_text\_micro\_froggit

\* Micro Froggit doesn't seem# convinced. You may have been# looking in the wrong direction.

\* You can't tell how# Micro Froggit is reacting.#\* You think it looks flattered.

scr\_dialogue\_battle\_action\_selected\_action\_1\_micro\_froggit

\* Micro Froggit is shaking, but# you might just be straining# your eyes.

scr\_dialogue\_battle\_action\_selected\_action\_2\_micro\_froggit

\* You lift your leg up and stomp# with all your might.

scr\_dialogue\_battle\_action\_selected\_action\_3\_micro\_froggit

scr\_start\_enemy\_attacking\_micro\_froggit

dunebud\_2

scr\_generate\_battle\_dunebud\_duo

scr\_enemy\_timer\_attacks\_axis\_geno

stomped\_on

scr\_start\_enemy\_stomping\_micro\_froggit

gml\_Script\_scr\_enemy\_attack\_micro\_barrage

scr\_enemy\_timer\_attacks\_micro\_froggit

scr\_enemy\_attack\_micro\_barrage

scr\_generate\_battle\_dunebud\_solo

scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_solo

scr\_dialogue\_battle\_action\_selected\_action\_1\_dunebud\_a

scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_a

scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_a

scr\_start\_enemy\_attacking\_dunebud\_solo

chosen\_dunebud

scr\_enemy\_timer\_attacks\_dunebud\_solo

scr\_generate\_battle\_cactony\_solo

scr\_recreate\_heart\_battle\_menu\_text\_cactony\_solo

\* You prick your finger on# Cactony's bristles.

\* You give Cactony a careful pat# in between two spines.

scr\_dialogue\_battle\_action\_selected\_action\_1\_cactony\_a

\* You ignore Cactony.

\* You keep a safe distance# between you Cactony.

scr\_dialogue\_battle\_action\_selected\_action\_2\_cactony\_a

scr\_start\_enemy\_attacking\_cactony\_solo

scr\_enemy\_timer\_attacks\_cactony\_solo

scr\_generate\_battle\_bowll\_solo

2122

scr\_recreate\_heart\_battle\_menu\_text\_bowll\_solo

\* You reach out toward Bowll but# he takes a step back.

\* You use your bandana to wipe# away some mud on Bowll.#\* He sparkles.

\* You step towards Bowll but he# backs up and huffs at you.

scr\_dialogue\_battle\_action\_selected\_action\_1\_bowll\_a

scr\_generate\_battle\_energy\_balls

\* You snicker to yourself.#\* Bowll doesn't appreciate it.

\* You point out the fragility of# Bowll's body.#\* He looks distressed.

scr\_dialogue\_battle\_action\_selected\_action\_2\_bowll\_a

\* You tell Bowll to be careful.#\* He doesn't listen.

\* You tell Bowll he's cool the# way he is.

\* You ask Bowll to open up and be# genuine with you.

scr\_dialogue\_battle\_action\_selected\_action\_3\_bowll\_a

gml\_Script\_scr\_start\_enemy\_attacking\_bowll\_solo\_ext

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_script\_bowll

scr\_start\_enemy\_attacking\_bowll\_solo

scr\_start\_enemy\_attacking\_bowll\_solo\_ext

bowll b

bowll c

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_bowll

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_bowll

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_01

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_02

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_03

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_04

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_05

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_06

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_07

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_08

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_09

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_10

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_finale\_01

scr\_sme\_yellow\_rhythm\_song\_data\_danza\_finale\_02

scr\_enemy\_timer\_attacks\_bowll\_solo

scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_bowll

scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_bowll

scr\_sme\_yellow\_rhythm\_out\_script\_bowll

scr\_generate\_battle\_el\_bailador

scr\_recreate\_heart\_battle\_menu\_text\_el\_bailador

\* You clumsily spin around.#\* El Bailador appreciates the# effort.

\* You stare at the enemy with# irritation.

\* He tries to act like he# doesn't notice.

scr\_dialogue\_battle\_action\_selected\_action\_1\_el\_bailador

\* You begin to enjoy yourself and# let out a grin.#\* El Bailador smiles back.

scr\_dialogue\_battle\_action\_selected\_action\_2\_el\_bailador

\* You stop dancing and look at# El Bailador.#\* This upsets him.

scr\_dialogue\_battle\_action\_selected\_action\_3\_el\_bailador

gml\_Script\_scr\_start\_enemy\_attacking\_el\_bailador\_ext

scr\_start\_enemy\_attacking\_el\_bailador

scr\_start\_enemy\_attacking\_el\_bailador\_ext

neutral\_sprite

gml\_Script\_scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_el\_bailador

battle\_el\_bail\_event\_tutorial

m\_sign\_modifier

m\_time\_elapsed

time\_max\_default

time\_max

m\_sign\_modifier\_v

m\_time\_elapsed\_v

time\_max\_v\_default

time\_max\_v

max\_rise\_v\_default

max\_rise\_v

interlaced\_x

interlaced\_y

osc\_horizontal

osc\_vertical

sign\_modifier

time\_elapsed

scr\_enemy\_timer\_attacks\_el\_bailador

scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_el\_bailador

scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_el\_bailador

scr\_sme\_yellow\_rhythm\_out\_script\_el\_bailador

base\_y

hand\_y

head\_y

base\_x

hand\_x

head\_x

scr\_generate\_battle\_flower\_girls\_solo

scr\_recreate\_heart\_battle\_menu\_text\_flower\_girls\_solo

scr\_start\_enemy\_attacking\_flower\_girls

scr\_enemy\_timer\_attacks\_flower\_girls

\* You compliment the rich color# of Violetta's flowers.

\* You tell Violetta her attacks# are impressive.

\* You reach for Pedla's# offering.

\* You tell Rosa her flowers are# stunning.

\* You tell Rosa her attacks are# impressive.

scr\_dialogue\_battle\_action\_selected\_action\_1\_flower\_girls

\* You tell Violetta she has# nothing to fear.

\* You tell Violetta to get lost.

\* You tell Pedla she's the# sweetest Flower Girl in the# Underground!

\* You tell Pedla her attacks are# impressive.

\* You ask if you can have one of# Rosa's flowers.

\* You ask Rosa to give you a# real challenge.

scr\_dialogue\_battle\_action\_selected\_action\_2\_flower\_girls

\* You tell Violetta she's weird.

\* You tell Violetta she's weak.

\* You tell Pedla you aren't# interested in any flowers.

\* You tell Pedla you don't want# her flowers.

\* You tell Rosa she's too loud.

\* You tell Rosa she's weak.

scr\_dialogue\_battle\_action\_selected\_action\_3\_flower\_girls

scr\_generate\_battle\_dummy\_training\_pacifist

scr\_recreate\_heart\_battle\_menu\_text\_dummy\_training\_pacifist

\* You intimidate the dummy more.#\* It does nothing.

\* You attempt to speak to the# dummy.#\* North Star is confused.

scr\_dialogue\_battle\_action\_selected\_action\_1\_dummy\_training\_pacifist

gml\_Script\_scr\_dummy\_training\_pacifist\_no\_attack

scr\_dummy\_training\_pacifist\_no\_attack

scr\_start\_enemy\_no\_attack\_dummy\_training\_pacifist

scr\_generate\_battle\_frostermit\_solo

scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_solo

\* You look over the damaged igloo.

\* It's just an igloo.

\* You stare at Frostermit.

\* You begin giving Frostermit a# discerning once-over.#\* It looks uncomfortable.

scr\_dialogue\_battle\_action\_selected\_action\_1\_frostermit\_a

\* You wiggle around in front of# the igloo.#\* Nothing happens.

\* You do a little dance.#\* Someone has come out to# investigate.

Action 2 Out

\* You mimic Frostermit's crab# moves.#\* It isn't pleased.

\* You try to do the worm.#\* You fall flat on the snow, but# Frostermit is impressed anyway.

\* You start doing a crab walk# dance.#\* Frostermit jumps in.

scr\_dialogue\_battle\_action\_selected\_action\_2\_frostermit\_a

\* You marvel at how it hasn't# crumbled.

\* You comment on the igloo's fine# craftsmanship.#\* It's an igloo.

\* You commend Frostermit's sharp# skill.

\* You compliment Frostermit's# hiding skills.

scr\_dialogue\_battle\_action\_selected\_action\_3\_frostermit\_a

scr\_start\_enemy\_attacking\_frostermit\_solo

gml\_Script\_scr\_enemy\_attack\_frostermit\_snowflakes

gml\_Script\_scr\_enemy\_attack\_frostermit\_ice\_cubes

gml\_Script\_scr\_enemy\_attack\_frostermit\_pinchers

scr\_enemy\_timer\_attacks\_frostermit\_solo

scr\_enemy\_attack\_frostermit\_snowflakes

instance\_number

random\_result

place\_meetings\_max

continue\_loop

place\_meetings

scr\_enemy\_attack\_frostermit\_ice\_cubes

claw\_position

scr\_enemy\_attack\_frostermit\_pinchers

scr\_generate\_battle\_frostermit\_know\_cone\_duo

scr\_start\_enemy\_attacking\_jandroid\_duo

scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_know\_cone\_duo

scr\_start\_enemy\_attacking\_frostermit\_know\_cone\_duo

scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_goosic\_duo

gml\_Script\_scr\_enemy\_attack\_frostermit\_snowflakes\_blueberries

gml\_Script\_scr\_enemy\_attack\_frostermit\_snowflakes\_oranges

scr\_enemy\_timer\_attacks\_frostermit\_know\_cone\_duo

distance\_factor

scr\_enemy\_attack\_frostermit\_snowflakes\_blueberries

scr\_enemy\_attack\_frostermit\_snowflakes\_oranges

scr\_generate\_battle\_insomnitot\_solo

scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_solo

\* You hum a little ditty.#\* Insomnitot seems too distracted# to appreciate it.

\* You attempt to sing a quiet# lullaby, but it seems your# services are no longer required.

\* You attempt to sing a quiet# lullaby.#\* Insomnitot drifts off to sleep.

\* You attempt to sing a quiet# lullaby.#\* Insomnitot looks bored.

scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_a

\* You inform Insomnitot that it's# time for bed.

\* You list the health benefits of# brushing your teeth.#\* Insomnitot can't hear you.

Action 2 Sparing

\* You inform Insomnitot of the# dangers of sleep deprivation.#\* It ignores you.

\* You inform Insomnitot of the# benefits of a good night's sleep.#\* It ignores you.

scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_a

\* You wave your hand slowly in# front of Insomnitot's face.#\* It doesn't react.

\* You reach for Insomnitot's# tassle, but think better of# disturbing its slumber.

\* You swing Insomnitot's tassel# in front of its face.

scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_b

scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_b

gml\_Script\_scr\_insomnitot\_solo\_no\_attack

scr\_insomnitot\_solo\_no\_attack

scr\_start\_enemy\_attacking\_insomnitot\_solo

scr\_start\_enemy\_no\_attack\_insomnitot\_solo

gml\_Script\_scr\_enemy\_attack\_insomnitot\_sheep

gml\_Script\_scr\_enemy\_attack\_insomnitot\_zzz

gml\_Script\_scr\_enemy\_attack\_insomnitot\_stars

scr\_enemy\_timer\_attacks\_insomnitot\_solo

random\_direction

random\_spawn

attack\_direction

scr\_enemy\_attack\_insomnitot\_sheep

scr\_enemy\_attack\_insomnitot\_zzz

scr\_enemy\_attack\_insomnitot\_stars

scr\_generate\_battle\_insomnitot\_duo

2222

scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_duo

gml\_Script\_scr\_insomnitot\_duo\_no\_attack

scr\_insomnitot\_duo\_no\_attack

scr\_start\_enemy\_attacking\_insomnitot\_duo

scr\_start\_enemy\_no\_attack\_insomnitot\_duo

gml\_Script\_scr\_enemy\_attack\_insomnitot\_sheep\_stars

gml\_Script\_scr\_enemy\_attack\_insomnitot\_sheep\_zzz

scr\_enemy\_timer\_attacks\_insomnitot\_duo

scr\_enemy\_attack\_insomnitot\_sheep\_stars

scr\_enemy\_attack\_insomnitot\_sheep\_zzz

scr\_generate\_battle\_know\_cone\_solo

scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_solo

soul

screenshake\_enabled

frog\_scale

frog\_overlay\_alpha

buffrog

gml\_Script\_cutscene\_dialogue\_giga

M E G A C R O A K

battle\_box\_draw\_enabled

gml\_Script\_scr\_cutscene\_battle\_macro\_2

scr\_cutscene\_battle\_macro\_2

\* You advocate Know Cone's search# for fire.

\* You encourage Know Cone to# follow his dreams.

scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_a

\* You inform Know Cone that fire# will kill him.

\* You patiently explain the# dangers of an open flame.#\* Know Cone seems receptive.

scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_a

\* You berate Know Cone's# ignorance and terrible grammar.

scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_a

scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_b

scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_b

scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_b

scr\_start\_enemy\_attacking\_know\_cone\_solo

gml\_Script\_scr\_enemy\_attack\_know\_cone\_blueberries

gml\_Script\_scr\_enemy\_attack\_know\_cone\_oranges

gml\_Script\_scr\_enemy\_attack\_know\_cone\_cherries

gml\_Script\_scr\_enemy\_attack\_know\_cone\_fig

scr\_enemy\_timer\_attacks\_know\_cone\_solo

scr\_enemy\_attack\_know\_cone\_blueberries

scr\_enemy\_attack\_know\_cone\_oranges

scr\_enemy\_attack\_know\_cone\_cherries

distance\_factor\_x

distance\_factor\_y

random\_generator\_y

scr\_enemy\_attack\_know\_cone\_fig

scr\_generate\_battle\_know\_cone\_insomnitot\_duo

scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_insomnitot\_duo

gml\_Script\_scr\_know\_cone\_insomnitot\_duo\_no\_attack

scr\_know\_cone\_insomnitot\_duo\_no\_attack

scr\_start\_enemy\_attacking\_know\_cone\_insomnitot\_duo

scr\_start\_enemy\_no\_attack\_know\_cone\_insomnitot\_duo

scr\_dialogue\_battle\_action\_selected\_action\_3\_goosic\_b

gml\_Script\_scr\_enemy\_attack\_know\_cone\_blueberries\_zzz

gml\_Script\_scr\_enemy\_attack\_know\_cone\_oranges\_stars

scr\_enemy\_timer\_attacks\_know\_cone\_insomnitot\_duo

scr\_enemy\_attack\_know\_cone\_blueberries\_zzz

scr\_enemy\_attack\_know\_cone\_oranges\_stars

scr\_generate\_battle\_martlet\_pacifist

scr\_recreate\_heart\_battle\_menu\_text\_martlet\_pacifist

\* You tap your foot on the ground.#\* Martlet tries talking even# faster.

\* You fake a yawn.#\* Martlet starts talking faster# still.

\* You tap your wrist impatiently.#\* Martlet looks apologetic and# tries to talk a little faster.

scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_pacifist

\* You ignore Martlet's rambling.#\* It doesn't look like she's# noticed.

scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_pacifist

\* You insult Martlet's job# performance.

Action 3 Phase 3

\* You forcibly tell Martlet you# don't like her clothes.

\* You call Martlet a weenie.

scr\_dialogue\_battle\_action\_selected\_action\_3\_martlet\_pacifist

reset\_counters

Fight 1

enemy\_mode\_gen\_preprevious

enemy\_mode\_gen\_current

scr\_enemy\_mode\_shift\_martlet\_pacifist

scr\_enemy\_mode\_shift\_end\_martlet\_pacifist

gml\_Script\_scr\_martlet\_pacifist\_no\_attack

scr\_martlet\_pacifist\_no\_attack

gml\_Script\_scr\_start\_during\_attack\_dialogue\_martlet\_pacifist

scr\_start\_during\_attack\_dialogue\_martlet\_pacifist

scr\_start\_enemy\_attacking\_martlet\_pacifist

scr\_start\_enemy\_fleeing\_martlet\_pacifist

scr\_start\_enemy\_no\_attack\_martlet\_pacifist

Martlet Catapult

scr\_enemy\_timer\_attacks\_martlet\_pacifist

scr\_generate\_battle\_martlet\_genocide

scr\_recreate\_heart\_battle\_menu\_text\_martlet\_genocide

\* Sorry.

Action 1 Fight Mode

\* You say you're sorry again.

\* You say you're sorry for# everything.

scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_genocide

\* You block out Martlet's rambling.#\* She continues anyway.

Action 2 Fight Mode 1

\* You try not to hear Martlet out.

Action 2 Fight Mode 2

\* You ignore Martlet's pleas.

scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_genocide

scr\_enemy\_mode\_shift\_martlet\_genocide

scr\_enemy\_mode\_shift\_end\_martlet\_genocide

gml\_Script\_scr\_martlet\_genocide\_no\_attack

scr\_martlet\_genocide\_no\_attack

scr\_start\_enemy\_attacking\_martlet\_genocide

scr\_start\_enemy\_fleeing\_martlet\_genocide

scr\_start\_enemy\_no\_attack\_martlet\_genocide

scr\_enemy\_timer\_attacks\_martlet\_genocide

rephil

scr\_generate\_battle\_shufflers

scr\_generate\_battle\_trihecta\_together

is\_on\_target

gml\_Script\_scr\_cutscene\_battle\_guardener\_3

scr\_cutscene\_battle\_guardener\_3

2121

scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_together

\* You attempt to push Trihecta# over.#\* They stand firm.

\* Trihecta topples over!

Action Separated

\* You push Trihecta away.

scr\_dialogue\_battle\_action\_selected\_action\_1\_trihecta

\* You try to pull Trihecta toward# you, but they won't budge.

\* You pull Trihecta towards you.

scr\_dialogue\_battle\_action\_selected\_action\_2\_trihecta

\* You attempt to climb Trihecta,# but Tri snaps at your foot.

\* You attempt to climb Trihecta.#\* Tri pushes you away for# stepping on them.

scr\_dialogue\_battle\_action\_selected\_action\_3\_trihecta

quote\_position

scr\_start\_enemy\_attacking\_trihecta\_together

battle\_phase\_step

new\_current\_hp

scr\_generate\_battle\_trihecta\_separated

scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_separated

\* You laugh at Tri.

\* You burst out into laughter# over their topple.

scr\_dialogue\_battle\_action\_selected\_action\_1\_tri

scr\_start\_enemy\_attacking\_macro

\* You attempt to climb Tri, but# they push you away.

\* You attempt to climb Tri, but# get scolded for plagiarism.

scr\_dialogue\_battle\_action\_selected\_action\_2\_tri

\* You tell them to hug it out,# but they aren't listening.

\* You tell Tri, Hec and Ta to# settle their differences and# hug it out.

scr\_dialogue\_battle\_action\_selected\_action\_3\_tri

\* You laugh at Hec.

scr\_dialogue\_battle\_action\_selected\_action\_1\_hec

\* You attempt to climb Hec, but# they snap at you.

\* You attempt to climb Hec, but# they push you back.

scr\_dialogue\_battle\_action\_selected\_action\_2\_hec

scr\_dialogue\_battle\_action\_selected\_action\_3\_hec

\* You laugh at Ta.

scr\_dialogue\_battle\_action\_selected\_action\_1\_ta

\* You attempt to climb Ta, but# they run from you.

\* You attempt to climb Ta... and# you succeed!#\* Ta is very happy.

scr\_dialogue\_battle\_action\_selected\_action\_2\_ta

\* You tell Tri, Hec and Ta to# settle their differences# and hug it out.

scr\_dialogue\_battle\_action\_selected\_action\_3\_ta

scr\_start\_enemy\_attacking\_trihecta\_separated

\* You wash Sousborg's oil off of# your hands.

\* You accuse Sousborg of# undercooking his food.

\* You tell Sousborg to heat the# stove until the egg begins to# sizzle.

\* You tell Sousborg to pet the# egg. He does. This accomplished# nothing.

Action 2 Message 2

scr\_dialogue\_battle\_action\_selected\_action\_2\_sousborg

scr\_recreate\_heart\_battle\_menu\_text\_slither\_solo

gml\_Script\_scr\_enemy\_attack\_trihecta\_circle\_bounce

gml\_Script\_scr\_enemy\_attack\_trihecta\_circle\_reflect

gml\_Script\_scr\_enemy\_attack\_trihecta\_circle\_stack

scr\_enemy\_timer\_attacks\_trihecta

bbox\_var

scr\_enemy\_attack\_trihecta\_circle\_bounce

scr\_enemy\_attack\_trihecta\_circle\_reflect

green

random\_pos

random\_side

x\_side

scr\_enemy\_attack\_trihecta\_circle\_stack

scr\_generate\_battle\_nobody\_came\_yellow

scr\_generate\_battle\_froggit\_intro\_yellow

scr\_recreate\_heart\_battle\_menu\_text\_froggit\_intro\_yellow

\* Froggit didn't understand what# you said, but was flattered# anyway.

scr\_dialogue\_battle\_action\_selected\_action\_1\_froggit\_intro\_yellow

\* Froggit didn't understand what# you said, but was scared# anyway.

scr\_dialogue\_battle\_action\_selected\_action\_2\_froggit\_intro\_yellow

battle\_box\_resize\_midfight

battle\_box\_target\_xscale

battle\_box\_target\_yscale

battle\_box\_target\_x

battle\_box\_target\_y

box

attack\_surface\_width

attack\_surface\_height

surface\_create

scr\_battle\_box\_resize\_midfight

scr\_start\_enemy\_fleeing\_froggit\_intro\_yellow

spawn\_x

spawn\_y

scr\_generate\_battle\_ceroba\_genocide

scr\_recreate\_heart\_battle\_menu\_text\_ceroba\_genocide

scr\_enemy\_timer\_attacks\_ceroba\_genocide

scr\_start\_enemy\_attacking\_ceroba\_genocide

\* You hold your ground against# the magic.

scr\_dialogue\_battle\_action\_selected\_action\_1\_ceroba

\* You take a moment to breathe,# preparing for what's to come.

scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba

\* You attempt to belittle your# opponent but she's in another# world.

scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba

scr\_generate\_battle\_starlo

scr\_recreate\_heart\_battle\_menu\_text\_starlo

scr\_enemy\_timer\_attacks\_starlo

starlo\_quote\_noloop\_1

scr\_start\_enemy\_attacking\_starlo

scr\_start\_enemy\_attacking\_boulders

\* You squirm inside your leather# cage to no avail.

\* You lower your weapon and# raise your hands.

\* You spin your six-shooter# several times to intimidate# Starlo.

\* He instead seems impressed.

scr\_dialogue\_battle\_action\_selected\_action\_1\_starlo

\* You narrow your eyes and# everything becomes letterboxed.

\* Starlo doesn't know how this# is possible.

\* You shoot a nasty look at# Starlo...

\* He gives a worried face before# forcefully glaring back.

scr\_dialogue\_battle\_action\_selected\_action\_2\_starlo

\* You chomp and pull at the# lasso but it only gets tighter.

\* You take a deep breath to# prepare for the next attack.

scr\_dialogue\_battle\_action\_selected\_action\_3\_starlo

scr\_generate\_battle\_boulders\_minifight

scr\_enemy\_timer\_attacks\_boulders

dark\_ruins\_flag

snowdin\_flag\_enemy

gml\_Script\_scr\_determine\_end\_battle\_flags\_yellow\_new

scr\_determine\_end\_battle\_flags\_yellow\_new

gml\_Script\_scr\_determine\_end\_battle\_flags\_yellow

scr\_determine\_end\_battle\_flags\_yellow

gml\_Script\_scr\_determine\_yellow\_text\_flags\_yellow

scr\_determine\_yellow\_text\_flags\_yellow

dark\_ruins\_boss\_status

gml\_Script\_scr\_determine\_enemy\_status\_flags\_yellow

scr\_determine\_enemy\_status\_flags\_yellow

dark\_ruins\_boss\_hurt

gml\_Script\_scr\_determine\_boss\_hurt\_flags

scr\_determine\_boss\_hurt\_flags

enemy\_dead\_total

world\_current

gml\_Script\_scr\_determine\_genocide\_counter\_yellow

scr\_determine\_genocide\_counter\_yellow

genocide\_counter\_total

dark\_ruins\_genocide\_counter

genocide\_counter\_array\_max

snowdin\_genocide\_counter

gml\_Script\_scr\_determine\_genocide\_counter\_total\_yellow

scr\_determine\_genocide\_counter\_total\_yellow

gml\_Script\_scr\_determine\_genocide\_counter\_total\_snowdin\_yellow

scr\_determine\_genocide\_counter\_total\_snowdin\_yellow

dunes\_genocide\_counter\_total

dunes\_genocide\_counter

gml\_Script\_scr\_determine\_genocide\_counter\_total\_dunes\_yellow

scr\_determine\_genocide\_counter\_total\_dunes\_yellow

gml\_Script\_scr\_determine\_genocide\_counter\_total\_dark\_ruins\_yellow

scr\_determine\_genocide\_counter\_total\_dark\_ruins\_yellow

small\_circle

gml\_Script\_scr\_damage\_special\_condition\_reticle\_yellow

scr\_damage\_special\_condition\_reticle\_yellow

point\_x2

point\_y2

gml\_Script\_scr\_determine\_heart\_initiate\_battle\_position\_yellow

scr\_determine\_heart\_initiate\_battle\_position\_yellow

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2\_reverse

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2\_reverse

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_3

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_3

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2

gml\_Script\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2\_reverse

scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2\_reverse

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2\_reverse

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2\_reverse

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2

gml\_Script\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2\_reverse

scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2\_reverse

gml\_Script\_scr\_route\_check\_darkruins\_yellow

gml\_Script\_scr\_route\_check\_yellow

scr\_route\_check\_yellow

scr\_start\_enemy\_attacking\_flowey\_ext

gml\_Script\_info\_route\_genocide\_log

info\_route\_genocide\_log

scr\_route\_check\_darkruins\_yellow

dark\_ruins\_genocide\_complete

gml\_Script\_scr\_route\_determination\_darkruins\_yellow

scr\_route\_determination\_darkruins\_yellow

gml\_Script\_scr\_genocide\_flags\_darkruins\_yellow

scr\_genocide\_flags\_darkruins\_yellow

item\_use\_hold

execute\_hp

execute\_pp

execute\_sp

execute\_rp

nonconsumable

item\_category

\* (Its accuracy seems# compromised.)

\* (You aren't sure how to start a# fire with these safely.)

\* (Better not drink it.)

\* (You drink the

consumable

healing

item\_number

item\_sound

con\_keep\_previous

con\_message\_number

\* (You eat the

\* (You scarf down the

\* (You drink the Latte...)

\* (...HP fully restored.)

\* (Overall... Not bad.)

protection

restore

\* (You scarf down the 'dog.)# (Mmm, hits the spot!)

equip

weapon

armor

ammo

\* (Your gun now smells# delightful.)

\* (You stick the

into# your hat.)

accessory

\* (You pin the

# to your hat.)

heart\_battle\_fighting\_x

heart\_battle\_fighting\_y

You equip the

message\_add

cmsgn

\* (You recovered

HP!)

\* (Your HP was maxed out.)

\* (You gained

PP!)

\* (Your PP was maxed out.)

SP!)

\* (Your SP was maxed out.)

turns!

\* (Your RP was maxed out.)

gml\_Script\_scr\_item\_use\_text\_yellow

scr\_item\_use\_text\_yellow

item\_info\_hold

\* (The grim reminder of your# mission. Justice is needed.)

item\_info\_message

story\_item

\* (Some of them are wet.)

\* (It was probably left sitting in# the snow a while.)

\* (A belt buckle made of steel.)

item\_value

Heals

HP#\* (Doesn't smell too appetizing.)

HP#\* (Your teeth hurt just looking# at it.)

HP#\* \* (A genuine Corn Dog with# soft, fluffy ears.)

HP#\* (A delicious sponge that doesn't# scratch.)

\* (Has 2x the absorption!)

HP#\* (A little burnt on one side, but# looks yummy anyway.)

HP#\* (Piping hot chocolate, frozen,# then reheated.)

HP#\* (Piping hot chocolate cooled to# lukewarm status.)

HP#\* (Piping hot chocolate, cooled# cold.)

HP#\* (It would take true bravery to# drink something this hot!)

HP#\* (An off-the-griddle pancake with# honey-syrup.)

HP#\* (A cookie made to look like# someone's face.)

HP

\* (Everything but the raisins# has been picked out. Heals 13# HP.)

"Sea Tea" - Heals 10 HP"#\* (Glowing tea that'll jolt your system.)

"Floral Cupcake" - Heals ?? HP

"Root Beer" - Heals 25 HP"#\* (It's family friendly!)

Grants

PP#\* (Makes you invulnerable# for a pear of hits.)

SP

\* (Halves the weight of your soul, giving you a speed boost for three enemy attacks.)

Heals 15 HP for 3 turns

The first bite hurts for 5 HP.

Weapon AT

#\* (No description.)

Armor DF

Ammo AT

#\* (Small, safe, non-toxic# rubber pellets.)

#\* (Like rocks, but smaller.#\* Good makeshift ammo.)

#\* (Very conveniently shaped ice# cubes.)

#\* (Literal shards of glass.# Yep.)

#\* (A dusty, black rock.# Might be useful for combat.)

#\* (A pack of reflective pellets.)

\* (A perfect shot deals# triple the damage.)

Accessory DF

#\* (A loosely sewn on patch.)

\* (It's not strong but it's trustworthy.)

#\* (An old, forgotten feather.)

\* (It needs a good preening.)

#\* (A pin advertising the Honeydew# Resort in Snowdin.)

#\* (A pin commemorating a concert# you didn't go to.)

#\* (A leather weapon-holder,# perfect for duels at noon.)

gml\_Script\_scr\_item\_info\_text\_yellow

scr\_item\_info\_text\_yellow

gml\_Script\_scr\_determine\_item\_droppable\_yellow

scr\_determine\_item\_droppable\_yellow

game\_end

gml\_Script\_action\_end\_game

action\_end\_game

ret

gml\_Script\_action\_if\_variable

action\_if\_variable

gml\_Script\_action\_kill\_object

action\_kill\_object

scr\_generate\_battle\_ceroba

\_\_argument\_relative

move\_towards\_point

gml\_Script\_action\_move\_point

action\_move\_point

alarm\_set

gml\_Script\_action\_set\_alarm

action\_set\_alarm

val

gml\_Script\_action\_set\_hspeed

action\_set\_hspeed

gml\_Script\_action\_set\_vspeed

action\_set\_vspeed

\_\_part\_syst

\_\_part\_emit

\_\_part\_type

gml\_Script\_\_\_init\_action

\_\_init\_action

scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_b

sprite\_add

gml\_Script\_background\_add

background\_add

sprite\_assign

gml\_Script\_background\_assign

background\_assign

\_\_w

\_\_h

\_\_col

\_\_CompTempSurf

draw\_clear

sprite\_create\_from\_surface

\_\_sprid

surface\_free

gml\_Script\_background\_create\_colour

background\_create\_colour

gml\_Script\_background\_create\_from\_surface

background\_create\_from\_surface

\_\_col1

\_\_col2

\_\_kind

\_\_halfw

\_\_halfh

draw\_rectangle\_colour

draw\_vertex\_colour

draw\_ellipse\_colour

gml\_Script\_background\_create\_gradient

background\_create\_gradient

sprite\_delete

gml\_Script\_background\_delete

background\_delete

\* AXIS ACTION MESSAGE 2

\* You tell Axis he's not great at# his job. If he could frown, he# would.

\* You criticize Axis' attack# strategy. Steam shoots out of# his hearing ducts.

\* You say something rude to Axis.# He "HONESTLY DOES NOT APPRECIATE# IT."

scr\_dialogue\_battle\_action\_selected\_action\_2\_axis

sprite\_duplicate

gml\_Script\_background\_duplicate

background\_duplicate

sprite\_exists

gml\_Script\_background\_exists

background\_exists

gml\_Script\_background\_get\_height

background\_get\_height

gml\_Script\_background\_get\_name

background\_get\_name

gml\_Script\_background\_get\_texture

background\_get\_texture

sprite\_get\_uvs

gml\_Script\_background\_get\_uvs

background\_get\_uvs

gml\_Script\_background\_get\_width

background\_get\_width

voice\_pitch

gardener\_talknoise

gml\_Script\_scr\_talking\_guardener

scr\_talking\_guardener

sprite\_prefetch

gml\_Script\_background\_prefetch

background\_prefetch

sprite\_prefetch\_multi

gml\_Script\_background\_prefetch\_multi

background\_prefetch\_multi

sprite\_replace

gml\_Script\_background\_replace

background\_replace

sprite\_save

gml\_Script\_background\_save

background\_save

sprite\_set\_alpha\_from\_sprite

gml\_Script\_background\_set\_alpha\_from\_background

background\_set\_alpha\_from\_background

gml\_Script\_draw\_background

draw\_background

gml\_Script\_draw\_background\_ext

draw\_background\_ext

argument14

argument13

argument12

draw\_sprite\_general

gml\_Script\_draw\_background\_general

draw\_background\_general

gml\_Script\_draw\_background\_part

draw\_background\_part

gml\_Script\_draw\_background\_part\_ext

draw\_background\_part\_ext

draw\_sprite\_stretched

gml\_Script\_draw\_background\_stretched

draw\_background\_stretched

draw\_sprite\_stretched\_ext

gml\_Script\_draw\_background\_stretched\_ext

draw\_background\_stretched\_ext

draw\_sprite\_tiled

gml\_Script\_draw\_background\_tiled

draw\_background\_tiled

draw\_sprite\_tiled\_ext

gml\_Script\_draw\_background\_tiled\_ext

draw\_background\_tiled\_ext

\_\_ind

\_\_bind

\_\_vis

\_\_fore

\_\_back

\_\_x

\_\_y

\_\_htiled

\_\_vtiled

\_\_hspeed

\_\_vspeed

\_\_alpha

room\_exists

layer\_get\_target\_room

\_\_currroom

layer\_set\_target\_room

gml\_Script\_\_\_background\_set\_element

gml\_Script\_room\_set\_background

room\_set\_background

\_\_prop

gml\_Script\_\_\_background\_get\_element

\_\_backinfo

gml\_Script\_\_\_background\_get\_internal

\_\_background\_get

gml\_Script\_\_\_background\_get\_colour\_element

\_\_colinfo

layer\_background\_get\_blend

gml\_Script\_\_\_background\_get\_colour

\_\_background\_get\_colour

\_\_nearestdepth

\_\_farthestdepth

\_\_depthinc

\_\_result

Compatibility\_Colour

\_\_colstring

layer\_get\_all

\_\_layerlist

\_\_layerlistlength

\_\_layerid

\_\_isforeground

\_\_i

layer\_get\_name

\_\_layername

string\_pos

layer\_get\_all\_elements

\_\_els

\_\_elslength

layer\_get\_element\_type

\_\_newback

\_\_background\_get\_colour\_element

Compatibility\_Foreground\_

\_\_fgstring

Compatibility\_Background\_

\_\_bgstring

\_\_fglen

\_\_bglen

\_\_slotchr

real

\_\_slot

\_\_background\_get\_element

layer\_background\_exists

\_\_res

\_\_backid

\_\_isfore

layer\_get\_visible

layer\_background\_get\_sprite

layer\_get\_x

layer\_get\_y

layer\_background\_get\_index

layer\_background\_get\_htiled

layer\_background\_get\_vtiled

layer\_background\_get\_xscale

layer\_background\_get\_yscale

layer\_get\_hspeed

layer\_get\_vspeed

layer\_background\_get\_alpha

\_\_background\_get\_internal

layer\_background\_get\_visible

\_\_visible

gml\_Script\_\_\_background\_get\_showcolour

\_\_background\_get\_showcolour

gml\_Script\_\_\_background\_set\_internal

\_\_background\_set

\_\_newcol

layer\_background\_blend

gml\_Script\_\_\_background\_set\_colour

\_\_background\_set\_colour

\_\_xscale

\_\_yscale

\_\_stretch

\_\_blend

\_\_collayer

\_\_slots

layer\_depth

layer\_get\_depth

\_\_currdepth

\_\_depth

\_\_layerdepth

layer\_destroy

layer\_create

layer\_x

layer\_y

layer\_hspeed

layer\_vspeed

layer\_background\_create

\_\_backel

layer\_background\_visible

layer\_background\_htiled

layer\_background\_vtiled

layer\_background\_xscale

layer\_background\_yscale

layer\_background\_stretch

layer\_background\_alpha

\_\_background\_set\_element

\_\_index

layer\_background\_get\_stretch

layer\_set\_visible

layer\_background\_change

\_\_background\_set\_internal

\_\_newvis

gml\_Script\_\_\_background\_set\_showcolour

\_\_background\_set\_showcolour

gml\_Script\_\_\_init\_background

\_\_init\_background

\_\_x1

\_\_y1

\_\_z1

\_\_x2

\_\_y2

\_\_z2

\_\_tex

\_\_hrepeat

\_\_vrepeat

gpu\_get\_texrepeat

\_\_oldrep

gpu\_set\_texrepeat

gml\_Script\_d3d\_primitive\_begin\_texture

gml\_Script\_d3d\_vertex\_normal\_texture

gml\_Script\_d3d\_primitive\_end

gml\_Script\_d3d\_draw\_block

d3d\_draw\_block

scr\_start\_enemy\_attacking\_goosic\_solo

\_\_closed

\_\_steps

\_\_cc

\_\_ss

\_\_rad

\_\_mx

\_\_my

\_\_rx

\_\_ry

gml\_Script\_d3d\_draw\_cone

d3d\_draw\_cone

gml\_Script\_d3d\_draw\_cylinder

d3d\_draw\_cylinder

\_\_mz

\_\_rz

\_\_rows

\_\_j

\_\_row1rad

\_\_row2rad

\_\_rh1

\_\_rd1

\_\_rh2

\_\_rd2

gml\_Script\_d3d\_draw\_ellipsoid

d3d\_draw\_ellipsoid

\_\_xdiff

\_\_zdiff

\_\_lsquared

\_\_l

\_\_nx

\_\_nz

gml\_Script\_d3d\_draw\_floor

d3d\_draw\_floor

\_\_ydiff

\_\_ny

gml\_Script\_d3d\_draw\_wall

d3d\_draw\_wall

\_\_d3d

gpu\_set\_ztestenable

gpu\_set\_zwriteenable

gml\_Script\_d3d\_end

d3d\_end

draw\_light\_define\_ambient

gml\_Script\_d3d\_light\_define\_ambient

d3d\_light\_define\_ambient

draw\_light\_define\_direction

gml\_Script\_d3d\_light\_define\_direction

d3d\_light\_define\_direction

draw\_light\_define\_point

gml\_Script\_d3d\_light\_define\_point

d3d\_light\_define\_point

draw\_light\_enable

gml\_Script\_d3d\_light\_enable

d3d\_light\_enable

gml\_Script\_d3d\_model\_primitive\_begin

gml\_Script\_d3d\_model\_vertex\_normal\_texture

gml\_Script\_d3d\_model\_primitive\_end

gml\_Script\_d3d\_model\_block

d3d\_model\_block

\_\_m

buffer\_delete

vertex\_delete\_buffer

gml\_Script\_d3d\_model\_clear

d3d\_model\_clear

gml\_Script\_d3d\_model\_cone

d3d\_model\_cone

pointcols

linecols

tricols

model

gml\_Script\_d3d\_model\_create

d3d\_model\_create

gml\_Script\_d3d\_model\_cylinder

d3d\_model\_cylinder

gml\_Script\_d3d\_model\_destroy

d3d\_model\_destroy

m

tex

vertsize

vertuvoffset

texuvs

uspan

vspan

ubase

vbase

buffer\_tell

numverts

buffer\_seek

\_\_uvpos

\_\_src

\_\_dest

buffer\_read

\_\_u

\_\_v

buffer\_poke

draw\_get\_colour

draw\_get\_alpha

currColour

\_\_numPointCols

\_\_numLineCols

\_\_numTriCols

\_\_offsets

matrix\_get

mW

matrix\_build

mT

matrix\_multiply

mNew

matrix\_set

\_\_d3dPrimVF

vertex\_create\_buffer\_from\_buffer

vertex\_freeze

vertex\_submit

gml\_Script\_d3d\_model\_draw

d3d\_model\_draw

gml\_Script\_d3d\_model\_ellipsoid

d3d\_model\_ellipsoid

gml\_Script\_d3d\_model\_floor

d3d\_model\_floor

\_\_fname

file\_text\_open\_read

\_\_file

file\_text\_read\_real

\_\_version

file\_text\_close

file\_text\_readln

\_\_numthings

\_\_currthing

\_\_args

gml\_Script\_d3d\_model\_vertex

gml\_Script\_d3d\_model\_vertex\_color

gml\_Script\_d3d\_model\_vertex\_texture

gml\_Script\_d3d\_model\_vertex\_texture\_color

gml\_Script\_d3d\_model\_vertex\_normal

gml\_Script\_d3d\_model\_vertex\_normal\_color

gml\_Script\_d3d\_model\_vertex\_normal\_texture\_color

gml\_Script\_d3d\_model\_wall

gml\_Script\_d3d\_model\_load

d3d\_model\_load

d3d\_model\_primitive\_begin

d3d\_model\_primitive\_end

file\_text\_open\_write

\_\_vertexsize

\_\_numpointverts

\_\_numlineverts

\_\_numtriverts

\_\_buffpos

100

file\_text\_write\_string

file\_text\_writeln

string\_format

\_\_buf

0

0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000

\_\_z

\_\_colalpha

9

1 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000 0000000000.0000

gml\_Script\_d3d\_model\_save

d3d\_model\_save

gml\_Script\_scr\_cutscene\_battle\_guardener\_2

scr\_cutscene\_battle\_guardener\_2

song\_instrumental

audio\_sound\_set\_track\_position

gml\_Script\_scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_01

scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_01

gml\_Script\_\_\_d3d\_model\_add\_vertex

d3d\_model\_vertex

d3d\_model\_vertex\_color

gml\_Script\_d3d\_model\_vertex\_colour

d3d\_model\_vertex\_colour

\* You smirk at the four's antics.#\* They're trying.

scr\_dialogue\_battle\_action\_selected\_action\_3\_feisty\_four

d3d\_model\_vertex\_normal

d3d\_model\_vertex\_normal\_color

gml\_Script\_d3d\_model\_vertex\_normal\_colour

d3d\_model\_vertex\_normal\_colour

d3d\_model\_vertex\_normal\_texture

d3d\_model\_vertex\_normal\_texture\_color

gml\_Script\_d3d\_model\_vertex\_normal\_texture\_colour

d3d\_model\_vertex\_normal\_texture\_colour

d3d\_model\_vertex\_texture

d3d\_model\_vertex\_texture\_color

gml\_Script\_d3d\_model\_vertex\_texture\_colour

d3d\_model\_vertex\_texture\_colour

d3d\_model\_wall

\_\_d3dPrimKind

ERROR : cannot begin a primitive before end called on previous

\_\_d3dPrimTex

\_\_d3dPrimBuffer

vertex\_begin

gml\_Script\_d3d\_primitive\_begin

d3d\_primitive\_begin

\_\_uvs

\_\_d3dPrimTexX

\_\_d3dPrimTexY

\_\_d3dPrimTexW

\_\_d3dPrimTexH

d3d\_primitive\_begin\_texture

vertex\_end

d3d\_primitive\_end :: with no d3d\_primitive\_begin

d3d\_primitive\_end

gpu\_set\_cullmode

gml\_Script\_d3d\_set\_culling

d3d\_set\_culling

\_\_d3dDepth

gml\_Script\_d3d\_set\_depth

d3d\_set\_depth

gpu\_set\_fog

gml\_Script\_d3d\_set\_fog

d3d\_set\_fog

gml\_Script\_d3d\_set\_hidden

d3d\_set\_hidden

draw\_set\_lighting

gml\_Script\_d3d\_set\_lighting

d3d\_set\_lighting

\_\_persp

camera\_get\_default

camera\_get\_proj\_mat

\_\_mat

camera\_set\_proj\_mat

\_\_numcams

\_\_cams

room\_first

room\_get\_camera

\_\_cam

room\_next

\_\_ispersp

camera\_get\_view\_width

\_\_width

camera\_get\_view\_height

\_\_height

matrix\_build\_projection\_perspective

\_\_projmat

matrix\_build\_projection\_ortho

gml\_Script\_d3d\_set\_perspective

d3d\_set\_perspective

matrix\_build\_lookat

camera\_get\_active

cam

camera\_set\_view\_mat

mproj

camera\_apply

gml\_Script\_d3d\_set\_projection

d3d\_set\_projection

mV

matrix\_build\_projection\_perspective\_fov

mP

gml\_Script\_d3d\_set\_projection\_ext

d3d\_set\_projection\_ext

\* You tell Sousborg to throw that# puppy into the oven!

\* You tell Sousborg to grab some# pepper and sprinkle it over the# egg.

scr\_dialogue\_battle\_action\_selected\_action\_3\_sousborg

ww

hh

angle

dcos

gml\_Script\_d3d\_set\_projection\_ortho

d3d\_set\_projection\_ortho

gml\_Script\_d3d\_set\_projection\_perspective

d3d\_set\_projection\_perspective

\_\_d3dDeprecatedMessage

d3d\_set\_shading is deprecated as it needs to be done in the shader now

gml\_Script\_d3d\_set\_shading

d3d\_set\_shading

gml\_Script\_d3d\_set\_zwriteenable

d3d\_set\_zwriteenable

gml\_Script\_d3d\_start

d3d\_start

omc

zz

length2

length

mR

gml\_Script\_d3d\_transform\_add\_rotation\_axis

d3d\_transform\_add\_rotation\_axis

matrix\_build\_identity

gml\_Script\_d3d\_transform\_add\_rotation\_x

d3d\_transform\_add\_rotation\_x

gml\_Script\_d3d\_transform\_add\_rotation\_y

d3d\_transform\_add\_rotation\_y

gml\_Script\_d3d\_transform\_add\_rotation\_z

d3d\_transform\_add\_rotation\_z

gml\_Script\_d3d\_transform\_add\_scaling

d3d\_transform\_add\_scaling

gml\_Script\_d3d\_transform\_add\_translation

d3d\_transform\_add\_translation

gml\_Script\_d3d\_transform\_set\_identity

d3d\_transform\_set\_identity

gml\_Script\_d3d\_transform\_set\_rotation\_axis

d3d\_transform\_set\_rotation\_axis

gml\_Script\_d3d\_transform\_set\_rotation\_x

d3d\_transform\_set\_rotation\_x

gml\_Script\_d3d\_transform\_set\_rotation\_y

d3d\_transform\_set\_rotation\_y

gml\_Script\_d3d\_transform\_set\_rotation\_z

d3d\_transform\_set\_rotation\_z

gml\_Script\_d3d\_transform\_set\_scaling

d3d\_transform\_set\_scaling

gml\_Script\_d3d\_transform\_set\_translation

d3d\_transform\_set\_translation

matrix\_stack\_clear

gml\_Script\_d3d\_transform\_stack\_clear

d3d\_transform\_stack\_clear

matrix\_stack\_pop

gml\_Script\_d3d\_transform\_stack\_discard

d3d\_transform\_stack\_discard

matrix\_stack\_is\_empty

gml\_Script\_d3d\_transform\_stack\_empty

d3d\_transform\_stack\_empty

matrix\_stack\_top

gml\_Script\_d3d\_transform\_stack\_pop

d3d\_transform\_stack\_pop

matrix\_stack\_push

matrix\_stack\_set

gml\_Script\_d3d\_transform\_stack\_push

d3d\_transform\_stack\_push

gml\_Script\_d3d\_transform\_stack\_top

d3d\_transform\_stack\_top

mode

gml\_Script\_cutscene\_dialogue\_special

cutscene\_dialogue\_special

matrix\_transform\_vertex

gml\_Script\_d3d\_transform\_vertex

d3d\_transform\_vertex

vertex\_position\_3d

vertex\_normal

vertex\_colour

vertex\_texcoord

gml\_Script\_d3d\_vertex

d3d\_vertex

gml\_Script\_d3d\_vertex\_colour

d3d\_vertex\_colour

gml\_Script\_d3d\_vertex\_normal

d3d\_vertex\_normal

gml\_Script\_d3d\_vertex\_normal\_colour

d3d\_vertex\_normal\_colour

d3d\_vertex\_normal\_texture

gml\_Script\_d3d\_vertex\_normal\_texture\_colour

d3d\_vertex\_normal\_texture\_colour

gml\_Script\_d3d\_vertex\_texture

d3d\_vertex\_texture

gml\_Script\_d3d\_vertex\_texture\_colour

d3d\_vertex\_texture\_colour

uv\_i

colarrayi

colnum

colarray

buffer\_create

uvb

globalcol

buffer\_write

array\_set\_post

\_\_d3d\_model\_add\_vertex

selection

ds\_list\_empty

gml\_Script\_scr\_determine\_item\_stealable

scr\_determine\_item\_stealable

camera\_create

\_\_d3dCamera

vertex\_create\_buffer

vertex\_format\_begin

vertex\_format\_add\_position\_3d

vertex\_format\_add\_normal

vertex\_format\_add\_colour

vertex\_format\_add\_texcoord

vertex\_format\_end

gml\_Script\_\_\_init\_d3d

\_\_init\_d3d

gpu\_set\_blendenable

gml\_Script\_draw\_enable\_alphablend

draw\_enable\_alphablend

gpu\_get\_alphatestenable

gml\_Script\_draw\_get\_alpha\_test

draw\_get\_alpha\_test

gpu\_get\_alphatestref

gml\_Script\_draw\_get\_alpha\_test\_ref\_value

draw\_get\_alpha\_test\_ref\_value

gpu\_set\_alphatestenable

gml\_Script\_draw\_set\_alpha\_test

draw\_set\_alpha\_test

gpu\_set\_alphatestref

gml\_Script\_draw\_set\_alpha\_test\_ref\_value

draw\_set\_alpha\_test\_ref\_value

gpu\_set\_blendmode

gml\_Script\_draw\_set\_blend\_mode

draw\_set\_blend\_mode

gpu\_set\_blendmode\_ext

gml\_Script\_draw\_set\_blend\_mode\_ext

draw\_set\_blend\_mode\_ext

gpu\_set\_colorwriteenable

gml\_Script\_draw\_set\_colour\_write\_enable

draw\_set\_colour\_write\_enable

gml\_Script\_object\_get\_depth

myDepth

instance\_create

gml\_Script\_\_\_joystick\_2\_gamepad

jid

gamepad\_axis\_count

gml\_Script\_joystick\_axes

joystick\_axes

gamepad\_button\_count

gml\_Script\_joystick\_buttons

joystick\_buttons

button

gamepad\_button\_value

gml\_Script\_joystick\_check\_button

joystick\_check\_button

haxis

vaxis

gml\_Script\_joystick\_direction

joystick\_direction

gamepad\_is\_connected

gml\_Script\_joystick\_exists

joystick\_exists

gml\_Script\_joystick\_has\_pov

joystick\_has\_pov

gamepad\_get\_description

gml\_Script\_joystick\_name

joystick\_name

mask

\_\_jstick\_povangle

gml\_Script\_joystick\_pov

joystick\_pov

gml\_Script\_joystick\_rpos

joystick\_rpos

gml\_Script\_joystick\_upos

joystick\_upos

gml\_Script\_joystick\_vpos

joystick\_vpos

gml\_Script\_joystick\_xpos

joystick\_xpos

\* Nothing on.

\* While this IS your favorite# channel, Telly-Vis don't look# amused.

\* Telly finds a show she thinks# you'll love.

scr\_dialogue\_battle\_action\_selected\_action\_1\_tellyvis\_a

gml\_Script\_joystick\_ypos

joystick\_ypos

gml\_Script\_joystick\_zpos

joystick\_zpos

\_\_jstick\_pad2

\_\_jstick\_pad1

\_\_joystick\_2\_gamepad

gml\_Script\_joystick\_process\_events

gml\_Script\_\_\_init\_joystick

\_\_init\_joystick

xaxis

yaxis

joystick\_process\_events

objID

\_\_objectID2Depth

object\_get\_depth

gml\_Script\_object\_set\_depth

object\_set\_depth

@@This@@

audio\_delete

gml\_Script\_sound\_delete

sound\_delete

sound\_discard is a deprecated function

gml\_Script\_sound\_discard

sound\_discard

audio\_exists

gml\_Script\_sound\_exists

sound\_exists

gml\_Script\_sound\_fade

sound\_fade

gml\_Script\_scr\_generate\_battle\_flowey\_phase\_2

scr\_generate\_battle\_flowey\_phase\_2

sound\_get\_kind - deprecated function

gml\_Script\_sound\_get\_kind

sound\_get\_kind

audio\_get\_name

gml\_Script\_sound\_get\_name

sound\_get\_name

sound\_get\_preload - deprecated function

gml\_Script\_sound\_get\_preload

sound\_get\_preload

audio\_master\_gain

gml\_Script\_sound\_global\_volume

sound\_global\_volume

gml\_Script\_sound\_isplaying

sound\_isplaying

gml\_Script\_sound\_loop

sound\_loop

gml\_Script\_sound\_play

sound\_play

sound\_restore is a deprecated function

gml\_Script\_sound\_restore

sound\_restore

gml\_Script\_sound\_stop

sound\_stop

gml\_Script\_sound\_stop\_all

sound\_stop\_all

gml\_Script\_sound\_volume

sound\_volume

\_\_dummy

texture\_set\_blending() currently not supported

gml\_Script\_texture\_set\_blending

texture\_set\_blending

gpu\_set\_texfilter

gml\_Script\_texture\_set\_interpolation

texture\_set\_interpolation

gpu\_set\_texfilter\_ext

gml\_Script\_texture\_set\_interpolation\_ext

texture\_set\_interpolation\_ext

gml\_Script\_texture\_set\_repeat

texture\_set\_repeat

gpu\_set\_texrepeat\_ext

gml\_Script\_texture\_set\_repeat\_ext

texture\_set\_repeat\_ext

\_\_left

\_\_top

\_\_layers

\_\_numlayers

\_\_layertouse

layer\_tile\_create

\_\_tile

gml\_Script\_room\_tile\_add

room\_tile\_add

layer\_tile\_xscale

layer\_tile\_yscale

layer\_tile\_alpha

gml\_Script\_room\_tile\_add\_ext

room\_tile\_add\_ext

\_\_numels

\_\_eltype

layer\_tile\_destroy

gml\_Script\_room\_tile\_clear

room\_tile\_clear

gml\_Script\_tile\_add

tile\_add

gml\_Script\_tile\_delete

tile\_delete

layer\_tile\_exists

gml\_Script\_tile\_exists

tile\_exists

layer\_tile\_get\_alpha

gml\_Script\_tile\_get\_alpha

tile\_get\_alpha

layer\_tile\_get\_sprite

gml\_Script\_tile\_get\_background

tile\_get\_background

layer\_tile\_get\_blend

gml\_Script\_tile\_get\_blend

tile\_get\_blend

\_\_totaltiles

gml\_Script\_tile\_get\_count

tile\_get\_count

layer\_get\_element\_layer

gml\_Script\_tile\_get\_depth

tile\_get\_depth

layer\_tile\_get\_region

\_\_reg

gml\_Script\_tile\_get\_height

tile\_get\_height

old\_pinned

scr\_mail\_sort

\_\_currtile

gml\_Script\_tile\_get\_id

tile\_get\_id

\_\_tiles

gml\_Script\_tile\_get\_ids

tile\_get\_ids

scr\_enemy\_timer\_attacks\_axis

gml\_Script\_tile\_get\_ids\_at\_depth

tile\_get\_ids\_at\_depth

gml\_Script\_tile\_get\_left

tile\_get\_left

gml\_Script\_tile\_get\_top

tile\_get\_top

layer\_tile\_get\_visible

gml\_Script\_tile\_get\_visible

tile\_get\_visible

gml\_Script\_tile\_get\_width

tile\_get\_width

layer\_tile\_get\_x

gml\_Script\_tile\_get\_x

tile\_get\_x

layer\_tile\_get\_xscale

gml\_Script\_tile\_get\_xscale

tile\_get\_xscale

layer\_tile\_get\_y

gml\_Script\_tile\_get\_y

tile\_get\_y

layer\_tile\_get\_yscale

gml\_Script\_tile\_get\_yscale

tile\_get\_yscale

gml\_Script\_tile\_layer\_delete

tile\_layer\_delete

gml\_Script\_tile\_layer\_find

\_\_tile\_el

gml\_Script\_tile\_layer\_delete\_at

tile\_layer\_delete\_at

\_\_newdepth

\_\_layerstomove

\_\_numlayerstomove

layer\_element\_move

gml\_Script\_tile\_layer\_depth

tile\_layer\_depth

\_\_tileXscale

\_\_tileYscale

\_\_tileX

\_\_tileY

\_\_tileReg

\_\_tileRight

\_\_tileBottom

\_\_minx

\_\_maxx

\_\_temp

\_\_miny

\_\_maxy

tile\_layer\_find

layer\_tile\_visible

gml\_Script\_tile\_layer\_hide

tile\_layer\_hide

layer\_tile\_x

layer\_tile\_y

tile\_layer\_shift

gml\_Script\_tile\_layer\_show

tile\_layer\_show

gml\_Script\_tile\_set\_alpha

tile\_set\_alpha

\_\_background

layer\_tile\_change

gml\_Script\_tile\_set\_background

tile\_set\_background

\_\_colour

layer\_tile\_blend

gml\_Script\_tile\_set\_blend

tile\_set\_blend

gml\_Script\_tile\_set\_depth

tile\_set\_depth

gml\_Script\_tile\_set\_position

tile\_set\_position

layer\_tile\_region

gml\_Script\_tile\_set\_region

tile\_set\_region

gml\_Script\_tile\_set\_scale

tile\_set\_scale

gml\_Script\_tile\_set\_visible

tile\_set\_visible

\_\_vind

\_\_xview

\_\_yview

\_\_wview

\_\_hview

\_\_xport

\_\_yport

\_\_wport

\_\_hport

\_\_hborder

\_\_vborder

argument15

\_\_obj

room\_set\_view: room

does not exist

room\_set\_view: view index out of range

camera\_create\_view

\_\_newcam

\_\_currcam

camera\_destroy

room\_set\_camera

room\_set\_viewport

gml\_Script\_room\_set\_view

room\_set\_view

view\_get\_camera

camera\_get\_view\_angle

camera\_get\_view\_border\_x

camera\_get\_view\_border\_y

camera\_get\_view\_speed\_x

camera\_get\_view\_speed\_y

camera\_get\_view\_target

view\_get\_visible

view\_get\_xport

view\_get\_yport

view\_get\_wport

view\_get\_hport

view\_get\_surface\_id

\_\_view\_get

gml\_Script\_\_\_view\_set\_internal

\_\_view\_set

camera\_set\_view\_pos

camera\_set\_view\_size

camera\_set\_view\_angle

camera\_set\_view\_border

camera\_set\_view\_speed

view\_set\_visible

view\_set\_xport

view\_set\_yport

view\_set\_wport

view\_set\_hport

view\_set\_camera

view\_set\_surface\_id

\_\_view\_set\_internal

gml\_Script\_\_\_init\_view

\_\_init\_view

layer\_force\_draw\_depth

gml\_Script\_\_\_init\_global

\_\_init\_global

\_\_objectDepths

obj\_shadow\_master

\_\_objectNames

obj\_light\_master

obj\_shadow\_collider

obj\_wall

obj\_solidparent

obj\_stairs

obj\_stairsb

obj\_dl

obj\_dr

obj\_ul

obj\_ur

obj\_doorway

obj\_slippery\_ice

obj\_sign

obj\_interactable

obj\_fakedoorway

obj\_doorway\_blocker\_dalvsroom

obj\_melancholy\_blocker\_dalvsroom

obj\_doorway\_blocker\_dalvshouse

obj\_event\_collider

obj\_dialogue

obj\_dialoguebox

obj\_dialoguebox\_dummy

obj\_rndenc

obj\_scriptedencounters

obj\_genoflowey

obj\_exGeno

obj\_ex

obj\_noEnc

obj\_testcircle

obj\_exit

obj\_cwall

obj\_testbutton

obj\_debugger

obj\_dbgencounter

obj\_debug\_main\_menu

obj\_transition\_white\_debug

obj\_intro\_slide\_1\_new

obj\_intro\_slide\_1\_5\_new

obj\_intro\_slide\_1\_5\_new\_eyes

obj\_intro\_slide\_1\_parent

obj\_intro\_border\_slide\_2

obj\_intro\_coffins\_slide\_2

obj\_intro\_slide\_2\_parent

obj\_intro\_slide\_3\_new

obj\_intro\_slide\_3\_parent

obj\_intro\_border\_slide\_4

obj\_intro\_background\_slide\_4

obj\_intro\_dood\_slide\_4

obj\_intro\_canister\_slide\_4

obj\_intro\_heart\_slide\_4

obj\_intro\_slide\_4\_parent

obj\_intro\_mountain\_slide\_5

obj\_intro\_slide\_5\_parent

obj\_intro\_slide\_6\_new

obj\_intro\_slide\_6\_parent

obj\_intro\_slide\_7\_new

obj\_intro\_slide\_7\_parent

obj\_intro\_slide\_8\_new

obj\_intro\_slide\_8\_parent

obj\_intro\_clover\_slide\_9

obj\_intro\_slide\_9\_parent

obj\_intro\_border\_slide\_10

obj\_intro\_cave\_slide\_10

obj\_intro\_clover\_slide\_10

obj\_intro\_slide\_10\_parent

obj\_intro\_generator

obj\_intro\_fade\_screen

obj\_intro\_fade\_in\_screen

obj\_intro\_text

obj\_pause\_menu

obj\_savebox

obj\_item\_use\_menu

obj\_fast\_travel\_menu

obj\_dialogue\_drop

obj\_mail

obj\_mail\_drop

obj\_yellowlogoINTRO

obj\_undertalelogoINTRO

obj\_transition

obj\_transition\_white

obj\_transition2

obj\_battle\_transition

obj\_camera

obj\_mainmenu

obj\_mainmenu\_debug

obj\_smallmask

obj\_cconfig

obj\_npc\_template

obj\_npc\_base

obj\_actor\_npc\_base

obj\_test\_martlet

obj\_test\_follower

obj\_test\_dalv

obj\_path\_test

obj\_npc\_parent

obj\_cutscene

obj\_cutscene2

obj\_cutscene3

obj\_controller

obj\_radio

obj\_audio\_fade\_helper

obj\_audio\_sudden\_stop\_helper

obj\_cutscene\_ex

obj\_credits

obj\_encounterheart

obj\_overworld\_fade\_in\_screen

obj\_quitting

obj\_pl

obj\_pl\_follow

obj\_clovsleep

obj\_playerfall

obj\_clover\_fall

obj\_ace\_npc

obj\_toriel\_npc

obj\_blackjack\_npc

obj\_ceroba\_npc

obj\_ed\_npc

obj\_martlet\_npc

obj\_mooch\_npc

obj\_axis\_npc

obj\_moray\_npc

obj\_player\_npc

obj\_starlo\_npc

obj\_martlet\_follower

obj\_ceroba\_follower

obj\_card\_game\_controller

obj\_card\_game\_card

obj\_card\_game\_cursor

obj\_arcade\_boss

obj\_arcade\_bullet

obj\_arcade\_controller

obj\_arcade\_enemy

obj\_arcade\_enemy\_bullet

obj\_arcade\_enemy\_homing

obj\_arcade\_enemy\_tear

obj\_arcade\_ghost

obj\_arcade\_intro

obj\_arcade\_mew

obj\_arcade\_score

obj\_arcade\_swordsman

obj\_arcade\_upgrade

obj\_determination

obj\_savefl

obj\_mail\_whale

obj\_mail\_whale\_arrive

obj\_dimensionbox

obj\_mail\_station\_base

obj\_ruins\_01\_controller

obj\_ruins\_02\_controller

obj\_ruins\_03\_controller

obj\_ruins\_04\_controller

obj\_pplate

obj\_switch1

obj\_poster

obj\_switch2

obj\_switch3

obj\_switch4

obj\_walltext

obj\_door

obj\_logo2

obj\_logo

obj\_water

obj\_inviswall

obj\_drintro

obj\_books

obj\_broom

obj\_candle

obj\_dalv\_boards

obj\_dalv\_diary

obj\_dalvDoor

obj\_dalvdrawer

obj\_dalvExit\_blocker

obj\_dalvsroom\_desk

obj\_dalvsroom\_gramophone

obj\_dalvsroom\_chest

obj\_dalvsroom\_organ

obj\_flower\_pot

obj\_flowey\_npc\_boards\_genocide

obj\_fridge

obj\_painting

obj\_wardrobe

obj\_darkruins\_01\_special\_waiter

obj\_darkruins\_01\_rope

obj\_darkruins\_01\_resettext

obj\_mask\_controller

obj\_mazelever

obj\_gatelever

obj\_lever

obj\_puzzleresetlever

obj\_day2lever

obj\_spikes

blockbb

obj\_solve

obj\_lightp

obj\_lightp2

obj\_puzzle

obj\_puzzle1

obj\_puzzle2

obj\_puzzle3bridgeroom

obj\_micro1

obj\_micro2

obj\_micro3

obj\_micro4

obj\_micro5

obj\_tinyfboulder

obj\_tinierfboulder

obj\_dalv

obj\_dalv2

obj\_dalv3

obj\_decibat

obj\_decibat\_asleep

obj\_decibatzzs

obj\_fliernpc

obj\_penillanpc

obj\_crispynpc

obj\_rorrimnpc

obj\_scnpc

obj\_dustnpc

obj\_flash

obj\_fakewatermd

obj\_fakewaterm

obj\_fakewaterlc

obj\_fakewaterrc

obj\_fakewaterlcd

obj\_fakewaterlcr

obj\_fakewaterl

obj\_fakewater

obj\_fakewateropenl

obj\_fakewateropenm

obj\_fakeopenr

obj\_waterm

obj\_waterfall

obj\_waterjunk

obj\_waterjunk2

obj\_waterjunk3

obj\_darkness

obj\_yellowlogo

obj\_undertale

obj\_floweytrigger

obj\_cornwebtext

obj\_determinationcutscene

obj\_flowey1

obj\_waterdr

obj\_lemonadestand

obj\_signdr

obj\_parentlight

obj\_drgate

obj\_drgatetop

obj\_hiddenentrance

obj\_ccitem

obj\_pear

obj\_pebblesitem

obj\_featheritem

obj\_decibat\_cutscene

obj\_cornbox1

obj\_cornbox2

obj\_cornboxdoge

obj\_largetorch

obj\_normaltorch

obj\_flowey\_npc\_dalvExit\_genocide

obj\_microf\_cutscene

obj\_mfnpc

obj\_mfnpc2

obj\_caterpillar

obj\_darkruins\_doorExit

obj\_darkruins\_doorLight

obj\_cornweb

obj\_drexit

obj\_darkruins\_fog\_manager\_yellow

part\_snow

obj\_snowdin\_20\_stairs\_front

obj\_floweytrigger\_snowdin3

obj\_delta\_rune

obj\_water\_meter\_

obj\_flowey\_snowdin3

obj\_giantrock\_yellow

obj\_adventurers\_campfire

obj\_adventurer\_female

obj\_adventurer\_male

obj\_heart\_dimensional\_box\_overworld

obj\_dimensional\_box\_screen\_overworld

obj\_fishinghole\_snowdin\_04

obj\_reflection\_shader\_snowdin\_04

obj\_snowdin06\_woodgate

obj\_snowdin06\_woodbars

obj\_snowdin06\_lever\_overworld\_yellow

obj\_snowdin06\_puzzlesign\_overworld\_yellow

obj\_martlet\_snowdin\_06

obj\_snowdin\_06\_screenshake

obj\_cutscene\_snowdin\_06

obj\_molten\_rock\_overworld\_yellow

obj\_puzzle\_rails\_overworld\_yellow

obj\_puzzle\_plank\_overworld\_yellow

obj\_slider\_top\_overworld\_yellow

obj\_slider\_bot\_overworld\_yellow

obj\_puzzle\_controller\_overworld\_yellow

obj\_cog\_overworld\_yellow

obj\_cogr\_overworld\_yellow

obj\_puzzle\_ice\_cube\_overworld\_yellow

obj\_puzzle\_funnel\_overworld\_yellow

obj\_puzzle\_water\_meter\_overworld\_yellow

obj\_roper\_overworld\_yellow

obj\_ropel\_overworld\_yellow

obj\_woodboard\_overworld\_yellow

part\_smoke\_puzzle

part\_drops\_puzzle

obj\_slurpy

part\_smoke\_slurpy

obj\_lamppost

obj\_martlet\_note

obj\_crystal\_tree

obj\_santa\_npc

obj\_motriggered\_snowdin\_09

obj\_mo\_kiosk

obj\_mo\_menu

obj\_snowdin\_09\_mo

obj\_snowdin\_09\_mo\_stool

obj\_mo\_dialogue

obj\_snowcastle

obj\_sans\_lake

obj\_reflection\_shader\_snowdin\_10

obj\_ice\_wolf

obj\_ice\_blocks

obj\_ice\_cube

obj\_water\_splash

obj\_room\_controller\_snowdin\_10b

obj\_mail\_whale\_trigger\_snowdin\_11

obj\_mail\_whale\_snowdin\_11

obj\_mail\_station\_snowdin\_11

obj\_room\_controller\_snowdin\_13

obj\_snowdin\_13\_rephil

obj\_snowdin\_13\_swig

obj\_snowdin\_13\_toast

obj\_snowdin\_13\_shuffler\_overworld\_yellow

obj\_snowdin\_13\_ball

obj\_honeydew\_entrance

obj\_cabin\_blankie

obj\_cabin\_fireburn

obj\_cabin\_campfire

obj\_cabin\_bear

obj\_check\_snowdin\_14b\_overworld\_yellow

obj\_shopkeeper\_snowdin\_14b\_overworld\_yellow

obj\_couchbear\_snowdin\_14b\_overworld\_yellow

obj\_rodney\_head\_snowdin\_14b\_overworld\_yellow

obj\_noteblock\_snowdin\_14b\_overworld\_yellow

obj\_soundtrack\_snowdin\_14b\_overworld\_yellow

obj\_rodney\_snowdin\_14b\_overworld\_yellow

obj\_bar\_snowdin\_14b\_overworld\_yellow

obj\_plant\_snowdin\_14b\_overworld\_yellow

obj\_honey\_cooler\_snowdin\_14b\_overworld\_yellow

obj\_stacked\_chair\_snowdin\_14b\_overworld\_yellow

obj\_extrabar\_snowdin\_14b\_overworld\_yellow

obj\_chair\_snowdin\_14b\_overworld\_yellow

obj\_heater\_snowdin\_14b\_overworld\_yellow

obj\_couch\_snowdin\_14b\_overworld\_yellow

obj\_table\_snowdin\_14b\_overworld\_yellow

obj\_carpet\_snowdin\_14b\_overworld\_yellow

obj\_noteblock\_head\_snowdin\_14b\_overworld\_yellow

obj\_soundtrack\_head\_snowdin\_14b\_overworld\_yellow

obj\_barnpc\_snowdin14b

obj\_tablenpc\_snowdin\_14b

obj\_rodney\_geno

obj\_sorn\_geno

obj\_block\_geno

obj\_glover

obj\_swimmer\_snowdin\_14d\_overworld\_yellow

obj\_torch\_fire\_snowdin\_14d\_overworld\_yellow

obj\_torch\_snowdin\_14d\_overworld\_yellow

obj\_theorist\_snowdin\_14d\_overworld\_yellow

obj\_lounger\_snowdin\_14d\_overworld\_yellow

obj\_background\_snowdin\_14D

obj\_micro\_hotspring\_snowdin\_14e\_overworld\_yellow

obj\_golden\_coffee

obj\_martha\_npc

obj\_resort\_sign

obj\_martlet\_bridge\_note

obj\_martlet\_snowdin\_16

obj\_cutscene\_snowdin\_16

obj\_bridge\_chain

obj\_bridge\_platform

obj\_check\_snowdin\_16\_overworld\_yellow

obj\_check\_snowdin\_10b\_overworld\_yellow

obj\_check\_snowdin\_16b\_overworld\_yellow

obj\_pillow\_snowdin\_16b\_overworld\_yellow

obj\_cranky\_snowdin\_16\_overworld\_yellow

obj\_snowflake\_snowdin\_16

obj\_button\_puzzle

obj\_dsboth\_snowdin\_17

obj\_dsright\_snowdin\_17

obj\_dsleft\_snowdin\_17

obj\_snowdin\_18\_lake

obj\_snowdin\_18\_grass

obj\_snowdin\_18\_tree

obj\_puzzle\_tarp

obj\_molten\_rock\_snowdin\_19

obj\_rock\_explode\_snowdin\_19

obj\_snowdin\_19\_woodgate

obj\_snowdin\_19\_woodbars

obj\_snowdin\_19\_icecube

obj\_snowdin\_19\_watermeter

obj\_snowdin\_19\_funnel

obj\_snowdin\_19\_lever\_overworld\_yellow

obj\_snowdin\_19\_puzzlesign\_overworld\_yellow

obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow

obj\_puzzle\_collider\_snowdin\_19

obj\_snowdin\_19\_piston

obj\_snowdin\_19\_destroy\_trigger

obj\_snowdin\_19\_cans

obj\_snowdin\_lamp

obj\_snowdin\_bench

obj\_snowdin\_20\_stairs\_back

obj\_snowdin\_20\_pancake

obj\_martlet\_station\_back\_snowdin\_21\_overworld\_yellow

obj\_martlet\_station\_snowdin\_21\_overworld\_yellow

obj\_trigger\_snowdin\_21

obj\_trigger\_snowdin\_21\_geno

obj\_martlet\_snowdin\_21

obj\_martlet\_snowdin\_21\_geno

obj\_snowdin\_21\_bell

obj\_raft\_snowdin\_22

obj\_martlet\_snowdin\_22

obj\_flowey\_snowdin\_22

obj\_room\_controller\_snowdin\_22

obj\_npc\_clover\_snowdin\_22

obj\_snowdin\_end\_transition

obj\_raft\_interacter

obj\_know\_cone\_overworld

obj\_frostermit\_overworld

obj\_insomnitot\_overworld

obj\_tri\_overworld

obj\_hec\_overworld

obj\_ta\_overworld

obj\_snowdin\_water\_ripples\_north\_overworld\_yellow

obj\_snowdin\_water\_ripples\_overworld\_yellow

obj\_vignette

obj\_water\_collider

obj\_water\_master

obj\_raft\_cutscene

obj\_aviator\_waterfall\_overworld\_yellow

obj\_waterfall\_clover\_sit

obj\_waterfall\_background

obj\_waterfall\_foreground

obj\_waterfall\_martlet

obj\_hotland\_parallax

obj\_hotland2\_water\_draw

obj\_hotland2\_draw

obj\_cave\_draw

obj\_cave\_collider

obj\_cave\_screenshake

obj\_cave\_end\_transition

obj\_dark\_flowey

obj\_clover\_sleep\_cave

obj\_floweytrigger\_dunes2

obj\_flowey\_dunes2

obj\_chest\_dunes2

obj\_dunes\_4\_controller

obj\_collider\_dynamic

obj\_mail\_station\_dunes\_05

obj\_packing\_peanuts

obj\_flint

obj\_sandstorm\_controller

obj\_sandstorm\_safezone

obj\_no\_sandstorm\_zone

obj\_tntman\_dunes\_06

obj\_npc\_sandstorm

obj\_dunes\_06\_cave\_entrance

obj\_tntman\_dunes\_06b

obj\_microfroggits\_dunes\_06b

obj\_golden\_cactus

obj\_dunes\_7\_controller

obj\_storm\_fan

obj\_fan\_fan\_dunes\_7

obj\_red\_x

obj\_screenshake

obj\_dunes\_08b\_room\_controller

obj\_dunes\_08b\_mo

obj\_dunes\_08b\_dispenser

obj\_dunes\_08b\_stand

part\_steam\_mo

obj\_dunes\_08b\_mo\_tarp

obj\_dunes\_08b\_mo\_bucket

obj\_first\_tumbleweed

obj\_dunes\_tumbleweed

obj\_tumbleweed\_spawner

obj\_sorter\_chimney

obj\_sorter\_rocks\_right

obj\_sorter\_rocks

obj\_sorter\_exit\_overlay

obj\_sorter\_exit

obj\_rock\_sorter

obj\_minetrails

obj\_catwalk

obj\_catwalk\_railing

obj\_npc\_miner\_red

obj\_dunes\_10\_blockage

obj\_dunes\_10\_pebbles\_fall

obj\_screenshake\_player

obj\_dunes\_10\_controller

obj\_east\_mines

obj\_dunes\_11\_cubbies

obj\_dunes\_11\_steel\_buckle

obj\_dunes\_12\_elevator

obj\_npc\_clover\_dunes\_12

obj\_stresso\_elevator

obj\_elevator\_controller

obj\_npc\_clover\_dunes\_13

obj\_dunes\_13\_elevator

obj\_stresso\_dunes\_13

obj\_mc\_puzzle\_controller

obj\_tracks\_parent

obj\_corner\_track

obj\_straight\_track

obj\_mc\_rail\_bumper

obj\_mc\_rail\_barrier

obj\_mc\_button

obj\_mc\_pressure\_pad

obj\_mc\_cart

obj\_mc\_directional\_arrow

obj\_mc\_path\_blocker

obj\_miner\_helmet

obj\_dunes\_small\_boulders

obj\_dunes\_boulders

obj\_dunes\_boulders\_shadow

obj\_dunes\_boulder\_zone

obj\_dunes\_boulder\_point

obj\_dunes\_18\_dynamic\_music

obj\_dunes\_19\_bookshelf

obj\_player\_cart

obj\_npc\_clover\_dunes\_20

obj\_martlet\_fly\_away\_cart

obj\_minecart\_ride

obj\_player\_cart\_2

obj\_gemwall

obj\_player\_cart\_3

obj\_mc\_puzzle\_controller\_2

obj\_clover\_minesjump

obj\_martlet\_fly\_in\_cart

obj\_fruitcake\_area

obj\_fruitcake

obj\_pulley\_elevator

obj\_npc\_clover\_dunes\_24

obj\_pulley\_elevator\_bottom

obj\_elevator\_propeller

obj\_mountain\_top\_background\_dunes\_25

obj\_mountain\_top\_background\_dunes\_25b

obj\_boulder\_machine

obj\_boulders\_dunes\_25b

obj\_boulder\_machine\_inside

obj\_dunes\_25b\_gilbert

obj\_mountain\_top\_background\_dunes\_26

obj\_dunes\_26\_controller

obj\_dunes\_26\_maraca\_shake

obj\_dunes\_26\_spotlight

obj\_dunes\_26\_bailador

obj\_dunes\_26\_dancepad

obj\_dimensional\_satchel

obj\_playground\_sandbox

obj\_playground\_swing

obj\_playground\_minecart

obj\_kanakofriend

obj\_swing\_interact

obj\_sale\_poster

obj\_opening\_hours

obj\_giftshop\_sign

obj\_giftshop\_table

obj\_giftshop\_drawer

obj\_giftshop\_mug

obj\_flower\_girls\_trigger

obj\_dome\_front

obj\_foreteller\_npc

obj\_fortune\_table

obj\_npc\_drinki

obj\_red\_dunes\_30

obj\_npc\_aunt\_glover\_dunes\_30

obj\_dunes\_30\_hug\_booth

obj\_npc\_cactony\_dunes\_30

obj\_npc\_spider\_dunes\_30

obj\_npc\_frostermit\_dunes\_30

obj\_npc\_rock\_man

obj\_knockable\_door\_dunes\_30

obj\_green\_pants\_dunes\_30

obj\_dunes\_30\_sapling

obj\_oasis\_welcome\_sign

obj\_dunes\_30b\_gate

obj\_market\_exit

obj\_dunes\_29b\_controller

obj\_dunes\_32\_flowey

obj\_martlet\_dunes\_32

obj\_npc\_big\_cactus

obj\_chomped\_cactus

obj\_wishing\_well

obj\_dunes\_35b\_panda

obj\_dunes\_35b\_bird

obj\_dunes\_35b\_clerk

obj\_dunes\_35b\_gamer

obj\_dunes\_35b\_dynamic\_music

obj\_dunes\_35b\_mew\_arcade\_machine

obj\_wild\_east\_wagon

obj\_dunes\_36\_shadow

obj\_dunes\_37\_couch

obj\_dunes\_39\_transition

obj\_big\_boss

obj\_miner\_bryan

obj\_miner\_receptionist

obj\_miner\_red

obj\_miner\_snake

obj\_miner\_stable

obj\_miner\_tall

obj\_miner\_uwu

obj\_smokey

obj\_stresso

obj\_kevin\_happy

obj\_miner\_giftshopper

obj\_utslime

obj\_miner\_slime

obj\_hospital\_dynamic\_music

obj\_wild\_east\_hospital\_controller

obj\_dunes\_37\_hospital\_bed

obj\_wild\_east\_jail\_controller

obj\_jail\_dynamic\_music

obj\_npc\_kangarufus\_break\_6

obj\_npc\_cardguy

obj\_npc\_cardguy\_table

obj\_npc\_martlet\_jail

obj\_npc\_doctor

obj\_npc\_sleepo

obj\_npc\_sleepo\_z

obj\_npc\_ace\_break\_1

obj\_npc\_cowcat

obj\_npc\_ed\_break\_1

obj\_npc\_happycactus

obj\_npc\_karen

obj\_npc\_mailwhale\_break1

obj\_npc\_mooch\_break\_1

obj\_npc\_moray\_break\_1

obj\_npc\_producer

obj\_npc\_virgil\_break\_1

obj\_npc\_owen

obj\_npc\_kangarufus

obj\_npc\_ace\_break\_2

obj\_npc\_ed\_break\_2

obj\_npc\_moray\_break\_2

obj\_npc\_mooch\_break\_2

obj\_npc\_virgil\_break\_2

obj\_npc\_mo\_saloon

obj\_npc\_marlyn

obj\_npc\_gamer

obj\_npc\_ceroba\_break\_3

obj\_npc\_foreman\_break\_3

obj\_npc\_cooper\_break\_3

obj\_npc\_virgil\_break\_3

obj\_npc\_mooch\_asleep

obj\_npc\_blembino

obj\_npc\_ed\_asleep

obj\_npc\_moray\_asleep

obj\_npc\_ace\_asleep

obj\_npc\_train\_bed

obj\_npc\_ceroba\_break\_4

obj\_npc\_rephil\_break\_4

obj\_barnpc\_wildeast

obj\_npc\_virgil\_break\_5

obj\_npc\_blembino\_break\_6

obj\_npc\_cowcat\_break\_6

obj\_npc\_gamer\_break\_6

obj\_npc\_happycactus\_break\_6

obj\_npc\_mooch\_break\_6

obj\_wild\_east\_ceroba\_cool

obj\_npc\_fake\_horse

obj\_wild\_east\_barn\_side

obj\_wild\_east\_bell

obj\_wild\_east\_feisty\_house

obj\_wild\_east\_gate

obj\_wild\_east\_exit\_gate

obj\_wild\_east\_hospital

obj\_wild\_east\_house\_1

obj\_wild\_east\_house\_2

obj\_wild\_east\_right\_buildings

obj\_wild\_east\_salloon

obj\_wild\_east\_salloon\_rails

obj\_wild\_east\_shooting\_range

obj\_wild\_east\_tower

obj\_wild\_east\_train\_tracks

obj\_wild\_east\_train\_tracks\_crosssection

obj\_wild\_east\_weapons\_store

obj\_wild\_east\_weapons\_store\_fence

obj\_wild\_east\_cutscene\_01\_murder

obj\_wild\_east\_cutscene\_01

obj\_wild\_east\_cutscene\_02

obj\_wild\_east\_cutscene\_03

obj\_wild\_east\_cutscene\_04

obj\_wild\_east\_cutscene\_05

obj\_wild\_east\_cutscene\_manager

obj\_duel\_mark

obj\_duel\_mark\_murder

obj\_train\_choice

obj\_wild\_east\_tumbleweed

obj\_wild\_east\_npc\_train

obj\_wild\_east\_train\_lever

obj\_wild\_east\_shot\_overworld

obj\_wild\_east\_stamp

obj\_wild\_east\_stamp\_2

obj\_wild\_east\_stamp\_background

obj\_wild\_east\_stamp\_particles

obj\_poster\_dunes\_37

obj\_dunes\_37\_news\_sign

obj\_barn\_dynamic\_music

obj\_dunes\_37\_barn\_door

obj\_saloon\_controller

obj\_saloon\_cutscene\_01

obj\_saloon\_cutscene\_02

obj\_saloon\_cutscene\_03

obj\_saloon\_cutscene\_04

obj\_saloon\_cutscene\_05

obj\_saloon\_cutscene\_06

obj\_npc\_bartender

obj\_wild\_east\_saloon\_shop

obj\_npc\_ceroba\_saloon

obj\_saloon\_audience

obj\_saloon\_bar

obj\_saloon\_chair

obj\_saloon\_sitting\_clover

obj\_saloon\_stool

obj\_saloon\_beverage

obj\_dunes\_37\_saloon\_table

obj\_dunes\_38\_cutscene\_manager

obj\_wild\_east\_gunshop

obj\_transition\_clock

obj\_dunes\_37\_couch\_interact

obj\_dunes\_37\_tv

obj\_wild\_east\_feisty\_house\_controller

obj\_fesityhouse\_dynamic\_music

obj\_dunes\_36\_collider

obj\_cutscene\_starlo\_pre\_fight

obj\_mail\_station\_dunes\_42

obj\_dunes\_42\_cellar\_door

obj\_dunes\_42\_pump

obj\_dunes\_42\_npc\_stardad

obj\_dunes\_42\_npc\_orion

obj\_dunes\_42\_b\_npc\_crestina

obj\_dunes\_42\_mail\_cutscene

obj\_mail\_whale\_dunes\_42

obj\_dunes\_43\_gate

obj\_dunes\_43\_cutscene\_pacifist

obj\_steamworks\_06\_wall\_1

obj\_steamworks\_06\_wall\_2

obj\_steamworks\_pillar

obj\_steamworks\_platform\_1

obj\_steamworks\_platform\_2

obj\_steamworks\_footsteps

obj\_steamworks\_bubbles\_1

obj\_steamworks\_bubbles\_2

obj\_steamworks\_bubbles\_3

obj\_steamworks\_flash

obj\_steamworks\_metal\_sounds

obj\_steamworks\_02\_controller

obj\_steamworks\_03\_door

obj\_steamworks\_03\_controller

obj\_steamworks\_04\_generator

obj\_steamworks\_04\_overlay

obj\_steamworks\_04\_controller

obj\_steamworks\_04\_door

obj\_steamworks\_04b\_puzzle

obj\_steamworks\_04\_b\_cutscene

obj\_steamworks\_04c\_puzzle

obj\_steamworks\_04\_c\_cutscene

obj\_steamworks\_05\_leave\_trigger

obj\_cutscene\_steamworks\_05

obj\_steamworks\_05\_flowey

obj\_steamworks\_05b\_weird\_machine

obj\_steamworks\_05b\_chute

obj\_steamworks\_05c\_lockers

obj\_steamworks\_05c\_locker\_door

obj\_steamworks\_05d\_background

obj\_steamworks\_05d\_cutscene\_power

obj\_steamworks\_05d\_lever

part\_steamworks\_steam\_controller

obj\_steamworks\_steam\_blaster

obj\_steamworks\_07\_controller

obj\_steamworks\_07\_lever

obj\_steamworks\_08\_stairs

obj\_steamworks\_09\_stairs

obj\_steamworks\_09\_gradient

obj\_steamworks\_09\_fade

obj\_steamworks\_09\_axis

obj\_steamworks\_10\_building

obj\_chujin\_plaque

obj\_plaque\_1

obj\_plaque\_2

obj\_plaque\_3

obj\_plaque\_4

obj\_cutscene\_steamworks\_12\_pacifist

obj\_steamworks\_12\_trapdoor

obj\_steamworks\_13\_controller\_old

obj\_steamworks\_13\_controller

obj\_robuild\_parent

obj\_robuild\_bow

obj\_robuild\_clock

obj\_robuild\_googly

obj\_robuild\_speaker

obj\_robuild\_suction

obj\_robuild\_trash

obj\_robuild\_tv

obj\_robuild\_wheel

obj\_robuild\_windup

obj\_robot\_build\_controller

obj\_robot\_build\_dialogue\_confirm

obj\_robot\_build\_cursor

obj\_robot\_build\_item

obj\_steamworks\_13\_vent

obj\_steamworks\_13\_robuild\_complete

obj\_steamworks\_13\_axis\_door

obj\_steamworks\_13b\_cutscene

obj\_controller\_steamworks\_14

obj\_steamworks\_15\_building

obj\_steamworks\_16\_controller

obj\_steamworks\_17\_gate

obj\_steamworks\_17\_clocktower

obj\_steamworks\_17\_controller

obj\_steamworks\_manta

obj\_steamworks\_manta\_checkpoint

obj\_steamworks\_manta\_fade

obj\_steamworks\_manta\_puzzle\_controller

obj\_steamworks\_17\_manta\_gate\_button

obj\_steamworks\_17\_bars

obj\_steamworks\_17b\_controller

obj\_steamworks\_17\_note\_top

obj\_steamworks\_17c\_clock

obj\_steamworks\_mo

obj\_steamworks\_mo\_hat

obj\_steamworks\_18b\_controller

obj\_steamworks\_mo\_flame

obj\_steamworks\_mo\_stand

obj\_steamworks\_mo\_stand\_sign

obj\_steamworks\_19\_building

obj\_steamworks\_20\_dark\_tile

obj\_steamworks\_21\_axis

obj\_ASGORE\_fight\_intro\_dialogue

obj\_overworld\_shop\_fade\_out\_screen

obj\_shop\_fade\_in\_screen

obj\_shop\_fade\_out\_screen

obj\_main\_screen\_shop

obj\_dialogue\_main\_screen\_shop

obj\_text\_main\_screen\_shop

obj\_text\_gold\_inventory\_shop

obj\_heart\_main\_screen\_shop

obj\_dialogue\_buy\_talk\_shop

obj\_text\_buy\_confirmation\_shop

obj\_text\_item\_buy\_shop

obj\_text\_item\_talk\_shop

obj\_heart\_buy\_screen\_shop

obj\_heart\_player\_response\_shop

obj\_item\_description\_screen\_shop

obj\_text\_item\_description\_shop

obj\_talk\_screen\_shop

obj\_dialogue\_talk\_shop

obj\_dialogue\_exit\_shop

obj\_dialogue\_shop\_parent

obj\_shop\_generator

obj\_dialogue\_sell\_real\_shop

obj\_dialogue\_sell\_shop

obj\_heart\_player\_response\_sell\_shop

obj\_heart\_sell\_screen\_shop

obj\_text\_item\_sell\_shop

obj\_text\_sell\_confirmation\_shop

obj\_author\_head\_shop

obj\_author\_torso\_shop

obj\_honeydew\_bear\_shop

obj\_wild\_east\_blackjack\_shop

obj\_wild\_east\_dina\_shop

obj\_wild\_east\_dina\_body\_shop

obj\_heart\_initiate\_battle\_2

obj\_blackout\_overworld\_2

obj\_heart\_initiate\_battle\_quick

obj\_heart\_initiate\_battle

obj\_exclamation\_mark

obj\_exclamation\_mark\_fake

obj\_surface\_drawer

obj\_screenshake\_battle

obj\_debug\_overworld

obj\_debug\_overworld\_old

obj\_text\_use\_item\_selection\_pause\_screen\_overworld

obj\_text\_info\_item\_selection\_pause\_screen\_overworld

obj\_death\_screen\_fade\_out\_screen

obj\_death\_screen\_fade\_out\_retry\_screen

obj\_death\_fade\_in\_screen

obj\_heart\_death\_screen\_red\_split

obj\_heart\_death\_screen\_split

obj\_heart\_death\_screen\_broken\_shard

obj\_game\_over

obj\_game\_over\_text

obj\_game\_over\_choice

obj\_death\_screen\_generator

obj\_quote\_bubble\_battle\_6\_reverse\_yellow\_flier

obj\_quote\_bubble\_battle\_yellow

obj\_quote\_bubble\_battle\_yellow\_2

obj\_quote\_bubble\_battle\_yellow\_2\_reverse

obj\_quote\_bubble\_battle\_yellow\_3

obj\_quote\_bubble\_battle\_yellow\_above

obj\_flowey\_intro\_yellow

obj\_flier\_a

obj\_flier\_b

obj\_flier\_c

obj\_flier\_dead

obj\_penilla\_head\_a

obj\_penilla\_body\_a

obj\_penilla\_hands\_a

obj\_penilla\_tail\_a

obj\_penilla\_head\_b

obj\_penilla\_body\_b

obj\_penilla\_hands\_b

obj\_penilla\_tail\_b

obj\_penilla\_dead

obj\_sweet\_corn\_cob\_a

obj\_sweet\_corn\_husk\_a

obj\_sweet\_corn\_cob\_b

obj\_sweet\_corn\_husk\_b

obj\_sweet\_corn\_dead

obj\_crispy\_scroll\_head\_a

obj\_crispy\_scroll\_back\_a

obj\_crispy\_scroll\_hand\_left\_a

obj\_crispy\_scroll\_hand\_right\_a

obj\_crispy\_scroll\_dead

obj\_rorrim\_body\_a

obj\_rorrim\_hand\_left\_a

obj\_rorrim\_hand\_right\_a

obj\_rorrim\_dead

obj\_decibat\_eyes\_opening

obj\_decibat\_head

obj\_decibat\_body\_intro

obj\_decibat\_body

obj\_decibat\_dead

obj\_heart\_initiate\_battle\_decibat

obj\_dalv\_head

obj\_dalv\_head\_shadow

obj\_dalv\_neck

obj\_dalv\_body

obj\_dalv\_dead

obj\_micro\_froggit

obj\_micro\_froggit\_dead

obj\_dunebud\_a

obj\_dunebud\_dead

obj\_cactony\_body\_a

obj\_cactony\_body\_shadow\_a

obj\_cactony\_arm\_left\_a

obj\_cactony\_arm\_left\_shadow\_a

obj\_cactony\_arm\_right\_a

obj\_cactony\_arm\_right\_shadow\_a

obj\_cactony\_dead

obj\_bowll\_head\_a

obj\_bowll\_head\_shadow\_a

obj\_bowll\_nostrils\_cloud\_a

obj\_bowll\_body\_a

obj\_bowll\_body\_shadow\_a

obj\_bowll\_leg\_fore\_front\_a

obj\_bowll\_leg\_fore\_front\_shadow\_a

obj\_bowll\_leg\_fore\_behind\_a

obj\_bowll\_leg\_fore\_behind\_shadow\_a

obj\_bowll\_leg\_back\_front\_a

obj\_bowll\_leg\_back\_front\_shadow\_a

obj\_bowll\_leg\_back\_behind\_a

obj\_bowll\_leg\_back\_behind\_shadow\_a

obj\_bowll\_tail\_a

obj\_bowll\_tail\_shadow\_a

obj\_bowll\_sparkles

obj\_bowll\_doggo\_a

obj\_bowll\_doggo\_shadow\_a

obj\_bowll\_dead

obj\_el\_bailador\_neutral

obj\_el\_bailador\_dead

obj\_dummy\_training\_dummy

obj\_dummy\_training\_hat

obj\_flowergirls\_dead

obj\_violetta\_head

obj\_violetta\_hands

obj\_violetta\_body

obj\_rosa\_head

obj\_rosa\_body

obj\_rosa\_hands

obj\_pedla\_head

obj\_pedla\_body

obj\_pedla\_hands

obj\_insomnitot\_body\_a

obj\_insomnitot\_body\_shadow\_a

obj\_insomnitot\_ear\_left\_a

obj\_insomnitot\_ear\_left\_shadow\_a

obj\_insomnitot\_ear\_right\_a

obj\_insomnitot\_ear\_right\_shadow\_a

obj\_insomnitot\_foot\_left\_a

obj\_insomnitot\_foot\_right\_a

obj\_insomnitot\_face\_a

obj\_insomnitot\_bubble\_a

obj\_insomnitot\_body\_b

obj\_insomnitot\_body\_shadow\_b

obj\_insomnitot\_ear\_left\_b

obj\_insomnitot\_ear\_left\_shadow\_b

obj\_insomnitot\_ear\_right\_b

obj\_insomnitot\_ear\_right\_shadow\_b

obj\_insomnitot\_foot\_left\_b

obj\_insomnitot\_foot\_right\_b

obj\_insomnitot\_face\_b

obj\_insomnitot\_bubble\_b

obj\_insomnitot\_dead

obj\_know\_cone\_body\_a

obj\_know\_cone\_hand\_left\_a

obj\_know\_cone\_hand\_right\_a

obj\_know\_cone\_ball\_a

obj\_know\_cone\_body\_b

obj\_know\_cone\_hand\_left\_b

obj\_know\_cone\_hand\_right\_b

obj\_know\_cone\_ball\_b

obj\_know\_cone\_dead

obj\_know\_cone\_ball\_dead

obj\_frostermit\_head\_a

obj\_frostermit\_head\_shadow\_a

obj\_frostermit\_body\_a

obj\_frostermit\_body\_shadow\_a

obj\_frostermit\_claw\_left\_a

obj\_frostermit\_claw\_left\_shadow\_a

obj\_frostermit\_claw\_right\_a

obj\_frostermit\_claw\_right\_shadow\_a

obj\_frostermit\_leg\_right\_a

obj\_frostermit\_leg\_right\_shadow\_a

obj\_frostermit\_leg\_right\_2\_a

obj\_frostermit\_leg\_right\_2\_shadow\_a

obj\_frostermit\_leg\_right\_3\_a

obj\_frostermit\_leg\_right\_3\_shadow\_a

obj\_frostermit\_dead

obj\_trihecta\_together

obj\_trihecta\_dead

obj\_tri\_separated

obj\_tri\_dead

obj\_hec\_separated

obj\_hec\_dead

obj\_ta\_separated

obj\_ta\_dead

obj\_martlet\_head

obj\_martlet\_head\_shadow

obj\_martlet\_body

obj\_martlet\_body\_shadow

obj\_martlet\_hand\_left

obj\_martlet\_hand\_left\_shadow

obj\_martlet\_hand\_right

obj\_martlet\_hand\_right\_shadow

obj\_martlet\_g\_head

obj\_martlet\_g\_head\_shadow

obj\_martlet\_g\_body

obj\_martlet\_g\_body\_shadow

obj\_martlet\_g\_hand\_left

obj\_martlet\_g\_hand\_left\_shadow

obj\_martlet\_g\_hand\_right

obj\_martlet\_g\_hand\_right\_shadow

obj\_martlet\_g\_fight\_mode

obj\_shufflers\_rephil

obj\_masterswordremix\_body\_a

obj\_masterswordremix\_sword\_a

obj\_masterswordremix\_shield\_a

obj\_froggit\_intro\_head\_yellow

obj\_froggit\_intro\_body\_yellow

obj\_froggit\_intro\_scared\_yellow

obj\_froggit\_intro\_dead\_yellow

obj\_toriel\_intro\_yellow

obj\_ceroba\_body

obj\_ceroba\_head

obj\_ceroba\_hand\_right

obj\_ceroba\_hand\_left

obj\_ceroba\_staff

obj\_ceroba\_ponytail

obj\_ceroba\_dead

obj\_starlo\_boss\_body

obj\_starlo\_boss\_body\_outro

obj\_starlo\_boss\_head

obj\_quote\_battle\_flowey\_intro\_main\_yellow

obj\_quote\_battle\_flowey\_intro\_success\_yellow

obj\_quote\_battle\_flowey\_intro\_failure\_yellow

obj\_quote\_battle\_flowey\_intro\_miss\_1\_yellow

obj\_quote\_battle\_flowey\_intro\_miss\_2\_yellow

obj\_quote\_battle\_flowey\_intro\_miss\_3\_yellow

obj\_quote\_battle\_flowey\_intro\_parent\_yellow

obj\_battle\_enemy\_attack\_friendliness\_pellets\_yellow

obj\_quote\_battle\_flier\_a

obj\_quote\_battle\_flier\_b

obj\_quote\_battle\_flier\_c

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obj\_battle\_enemy\_attack\_flier\_fly\_top\_right

obj\_battle\_enemy\_attack\_flier\_fly\_bottom\_left

obj\_battle\_enemy\_attack\_flier\_fly\_bottom\_right

obj\_battle\_enemy\_attack\_flier\_fly\_parent

obj\_battle\_enemy\_attack\_flier\_swarm\_horizontal

obj\_battle\_enemy\_attack\_flier\_swarm\_horizontal\_parent

obj\_battle\_enemy\_attack\_flier\_swarm\_vertical

obj\_battle\_enemy\_attack\_flier\_swarm\_vertical\_parent

obj\_battle\_enemy\_attack\_flier\_fire\_middle

obj\_battle\_enemy\_attack\_flier\_fire\_left

obj\_battle\_enemy\_attack\_flier\_fire\_right

obj\_battle\_enemy\_attack\_flier\_fire\_parent

obj\_quote\_battle\_penilla\_a

obj\_quote\_battle\_penilla\_b

obj\_battle\_enemy\_attack\_penilla\_pencil

obj\_battle\_enemy\_attack\_penilla\_drawing

obj\_battle\_enemy\_attack\_penilla\_lines

obj\_battle\_enemy\_attack\_penilla\_lines\_2

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obj\_battle\_enemy\_attack\_flier\_fly\_drawing\_parent

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obj\_quote\_battle\_sweet\_corn\_b

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obj\_battle\_enemy\_attack\_candy\_corn\_parent

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obj\_battle\_enemy\_attack\_spear\_corn\_warning

obj\_battle\_enemy\_attack\_homing\_corn

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obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_1

obj\_battle\_enemy\_attack\_crispy\_slash\_2

obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_2

obj\_battle\_enemy\_attack\_crispy\_slash\_3

obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_3

obj\_battle\_enemy\_attack\_crispy\_slash\_4

obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_4

obj\_battle\_enemy\_attack\_crispy\_laser

obj\_battle\_enemy\_attack\_crispy\_tub

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obj\_battle\_enemy\_attack\_rorrim\_mirror

obj\_battle\_enemy\_attack\_rorrim\_mirror\_shard

obj\_battle\_enemy\_attack\_rorrim\_sparkle

obj\_quote\_battle\_decibat

obj\_quote\_battle\_decibat\_sparing

obj\_quote\_battle\_decibat\_flee

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obj\_battle\_enemy\_attack\_decibat\_wave\_orange

obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_orange

obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_blue

obj\_battle\_enemy\_attack\_decibat\_stalagmite

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obj\_quote\_battle\_dalv\_sparing

obj\_quote\_battle\_dalv\_no\_attack

obj\_quote\_battle\_dalv\_parent

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obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_warning

obj\_battle\_enemy\_attack\_dalv\_lightning\_dual\_warning

obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical

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obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner

obj\_battle\_enemy\_attack\_dalv\_lightning\_bolt

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obj\_battle\_enemy\_attack\_micro\_barrage

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obj\_battle\_enemy\_attack\_dunebud\_chase\_attack

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obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green

obj\_battle\_enemy\_attack\_cactony\_needle\_green\_generator

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obj\_battle\_enemy\_attack\_bowll\_liquid\_generator

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obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_slave

obj\_battle\_enemy\_attack\_bowll\_liquid\_bottom

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obj\_battle\_enemy\_attack\_bowll\_silverware\_all

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obj\_battle\_enemy\_attack\_el\_bailador\_dance

obj\_battle\_enemy\_attack\_el\_bailador\_whiteout

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obj\_quote\_battle\_dummy\_training\_parent

obj\_quote\_battle\_flower\_girls

obj\_battle\_enemy\_attack\_flowergirls\_colored\_creator

obj\_battle\_enemy\_attack\_flowergirls\_colored\_base

obj\_battle\_enemy\_attack\_flowergirls\_colored\_blue

obj\_battle\_enemy\_attack\_flowergirls\_colored\_orange

obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator

obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet

obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers

obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet\_bit

obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator

obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower

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obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_creator

obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower

obj\_battle\_enemy\_attack\_falling\_boulders\_creator

obj\_battle\_enemy\_attack\_falling\_boulders\_boulder

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obj\_quote\_battle\_insomnitot\_a\_no\_attack

obj\_quote\_battle\_insomnitot\_b

obj\_quote\_battle\_insomnitot\_b\_no\_attack

obj\_battle\_enemy\_attack\_insomnitot\_sheep

obj\_battle\_enemy\_attack\_insomnitot\_fence

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obj\_battle\_enemy\_attack\_insomnitot\_zzz\_medium

obj\_battle\_enemy\_attack\_insomnitot\_zzz\_small

obj\_battle\_enemy\_attack\_insomnitot\_star

obj\_quote\_battle\_know\_cone\_a

obj\_quote\_battle\_know\_cone\_b

obj\_battle\_enemy\_attack\_know\_cone\_blueberry

obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_white

obj\_battle\_enemy\_attack\_know\_cone\_orange

obj\_battle\_enemy\_attack\_know\_cone\_orange\_white

obj\_battle\_enemy\_attack\_know\_cone\_cherry

obj\_battle\_enemy\_attack\_know\_cone\_fig

obj\_quote\_battle\_frostermit\_a

obj\_battle\_enemy\_attack\_frostermit\_snowflakes

obj\_battle\_enemy\_attack\_frostermit\_ice\_cube

obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_check

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object1159

obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_2

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object1160

obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_2

obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_outer

obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_inner

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obj\_quote\_battle\_tri

obj\_quote\_battle\_hec

obj\_quote\_battle\_ta

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obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect

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obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green

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obj\_quote\_battle\_martlet\_pacifist\_miss

obj\_quote\_battle\_martlet\_pacifist\_confused\_1

obj\_quote\_battle\_martlet\_pacifist\_confused\_2

obj\_quote\_battle\_martlet\_pacifist\_no\_attack\_parent

obj\_quote\_battle\_martlet\_pacifist\_hit

obj\_quote\_battle\_martlet\_pacifist\_attack

obj\_quote\_battle\_martlet\_pacifist\_insult\_2

obj\_quote\_battle\_martlet\_pacifist\_attack\_parent

obj\_quote\_battle\_martlet\_pacifist\_pacifist

obj\_quote\_battle\_martlet\_pacifist\_true\_pacifist

obj\_quote\_battle\_martlet\_pacifist\_insult\_1

obj\_quote\_battle\_martlet\_pacifist\_either\_parent

obj\_quote\_battle\_martlet\_pacifist\_attack\_end

obj\_quote\_battle\_martlet\_pacifist\_insult\_end

obj\_quote\_battle\_martlet\_pacifist\_confused\_end

obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext

obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext\_ext

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obj\_quote\_battle\_martlet\_pacifist\_during\_attack\_true\_pacifist

obj\_quote\_battle\_martlet\_pacifist\_during\_attack\_parent

obj\_quote\_battle\_martlet\_genocide\_intro

obj\_quote\_battle\_martlet\_genocide\_standard

obj\_quote\_battle\_martlet\_genocide\_apologize

obj\_quote\_battle\_martlet\_genocide\_no\_attack\_parent

obj\_quote\_battle\_martlet\_genocide\_fight

obj\_quote\_battle\_martlet\_genocide\_attack\_parent

obj\_quote\_battle\_martlet\_genocide\_attack

obj\_quote\_battle\_martlet\_genocide\_either\_parent

obj\_quote\_battle\_martlet\_genocide\_fight\_end

obj\_quote\_battle\_martlet\_genocide\_flee\_parent

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obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_explosion

obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather

obj\_battle\_enemy\_attack\_martlet\_feather\_finale\_checker

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obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker

obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather

obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker

obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target

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obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_axis

obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker

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obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_target\_1\_axis

obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker

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obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis

obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_master

obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_slave

obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker

obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical

obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_horizontal

obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_explosion

obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_checker

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obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk

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obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_center

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obj\_battle\_enemy\_attack\_martlet\_catapult\_payload

obj\_battle\_enemy\_attack\_martlet\_package

obj\_battle\_enemy\_attack\_martlet\_package\_checker

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obj\_battle\_enemy\_attack\_martlet\_package\_warning

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obj\_battle\_enemy\_attack\_martlet\_tornado\_feather

obj\_battle\_enemy\_attack\_martlet\_tornado\_follow

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obj\_attack\_cycler\_martlet

obj\_quote\_battle\_shufflers\_rephil

obj\_quote\_battle\_ceroba\_parent

obj\_quote\_battle\_ceroba\_genocide\_intro

obj\_quote\_battle\_ceroba\_genocide\_outro

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obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_blue

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_orange

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_fireball

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_spawner

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_particle

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obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner

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obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet

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obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet

obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet\_2

obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_warning

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obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet

obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner

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obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_orange

obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_blue

obj\_battle\_enemy\_attack\_ceroba\_opener\_explosion

obj\_battle\_enemy\_attack\_ceroba\_opener\_spray\_spawner

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obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet

obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower

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obj\_battle\_enemy\_attack\_ceroba\_split\_spray\_spawner

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obj\_battle\_enemy\_attack\_ceroba\_arc\_checker

obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker

obj\_battle\_enemy\_attack\_ceroba\_diamond

obj\_battle\_enemy\_attack\_ceroba\_white\_soul

obj\_battle\_enemy\_attack\_ceroba\_phase\_switcher

obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet

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obj\_battle\_enemy\_attack\_ceroba\_beam\_horizontal

obj\_battle\_enemy\_attack\_ceroba\_red\_box

obj\_battle\_enemy\_attack\_ceroba\_red\_hp\_numbers

obj\_attack\_cycler\_ceroba

obj\_attack\_cycler\_starlo

obj\_quote\_battle\_starlo

obj\_quote\_battle\_starlo\_death

obj\_quote\_battle\_starlo\_rope\_hit

obj\_quote\_battle\_starlo\_rope\_not\_hit

obj\_quote\_battle\_starlo\_parent

obj\_quote\_battle\_starlo\_outro\_1

obj\_quote\_battle\_starlo\_outro\_2

obj\_battle\_enemy\_attack\_starlo\_outro\_target

obj\_quote\_battle\_starlo\_outro\_3

obj\_battle\_enemy\_attack\_starlo\_rope

obj\_battle\_enemy\_attack\_starlo\_rope\_piece

obj\_battle\_enemy\_attack\_starlo\_rope\_particles

obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker

obj\_heart\_tutorial\_arrows\_rope\_yellow

obj\_battle\_enemy\_attack\_starlo\_bottles\_checker

obj\_battle\_enemy\_attack\_starlo\_bottle

obj\_battle\_enemy\_attack\_starlo\_bottle\_shard

obj\_battle\_enemy\_attack\_starlo\_bottle\_explosion

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obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_bullet

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obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_gun

obj\_battle\_enemy\_attack\_starlo\_guns\_vertical\_gun

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obj\_battle\_enemy\_attack\_starlo\_dynamite

obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion

obj\_battle\_enemy\_attack\_starlo\_dynamite\_ring

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obj\_battle\_enemy\_attack\_starlo\_dynamite\_vertical

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_checker

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_target

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_checker

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target

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obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_collider

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obj\_battle\_enemy\_attack\_starlo\_bell

obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_blue

obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_orange

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obj\_battle\_enemy\_attack\_starlo\_train

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obj\_battle\_enemy\_attack\_starlo\_horseshoe

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obj\_battle\_enemy\_attack\_starlo\_guns\_surround\_checker

obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_image

obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_restore

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obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_alt

obj\_battle\_enemy\_attack\_starlo\_finale\_checker

obj\_battle\_enemy\_attack\_starlo\_finale\_gun

obj\_battle\_enemy\_attack\_starlo\_gun\_parent

obj\_heart\_tutorial\_arrows\_yellow

obj\_flowey\_genocide\_yellow

obj\_quote\_battle\_flowey\_genocide\_yellow

obj\_strike

obj\_strike\_fake

obj\_target\_bar\_battle

obj\_target\_bar\_battle\_2

obj\_target\_battle

obj\_battle\_hp\_current\_self

obj\_fight

obj\_battle\_hp\_max\_self

obj\_battle\_hp\_cover\_self

obj\_battle\_hp\_current\_enemy

obj\_battle\_hp\_max\_enemy

obj\_act

obj\_battle\_hp\_current\_enemy\_2

obj\_battle\_hp\_max\_enemy\_2

obj\_item

obj\_mercy

obj\_text\_battle\_stat\_name

obj\_text\_hp

obj\_battle\_hp\_current\_enemy\_3

obj\_text\_hp\_stat

obj\_text\_battle\_stat\_lv

obj\_battle\_hp\_max\_enemy\_3

obj\_battle\_hp\_enemy\_parent

obj\_background\_enemy\_battle

obj\_background\_boss\_battle

obj\_background\_battle\_parent

obj\_background\_boss\_battle\_1\_yellow

obj\_background\_enemy\_battle\_dunes\_yellow

obj\_background\_el\_bailador\_test\_yellow

obj\_background\_el\_bailador\_test\_2\_yellow

obj\_background\_movement\_comparison\_yellow

obj\_background\_el\_bailador\_parent\_yellow

obj\_background\_enemy\_battle\_snowdin\_yellow

obj\_background\_boss\_battle\_2\_yellow

obj\_background\_boss\_battle\_2\_grid\_yellow

obj\_background\_boss\_battle\_2\_snowflake\_1\_yellow

obj\_background\_boss\_battle\_2\_snowflake\_2\_yellow

obj\_background\_boss\_battle\_2\_snowflake\_3\_yellow

obj\_background\_boss\_battle\_2\_snowflake\_4\_yellow

obj\_background\_boss\_battle\_2\_snowflake\_parent\_yellow

obj\_background\_ceroba\_battle\_geno\_yellow

obj\_shot\_weak

obj\_shot\_medium

obj\_shot\_strong

obj\_shot\_weak\_fake

obj\_shot\_medium\_fake

obj\_shot\_strong\_fake

obj\_toy\_gun\_battle\_circle

obj\_toy\_gun\_circle

obj\_toy\_gun\_circle\_multi

obj\_wild\_revolver\_battle\_outline

obj\_wild\_revolver\_circle\_pre

obj\_wild\_revolver\_circle

obj\_wild\_revolver\_circle\_multi

obj\_spare\_cloud

obj\_piece

obj\_ms\_mettaton\_ex\_stage\_light\_left

obj\_ms\_mettaton\_ex\_stage\_light\_right

obj\_mettaton\_ex\_cloud\_left

obj\_mettaton\_ex\_cloud\_right

obj\_ms\_mettaton\_ex\_head

obj\_ms\_mettaton\_ex\_torso

obj\_ms\_mettaton\_ex\_heart

obj\_heart\_ms\_mettaton\_ex\_broken\_shard

obj\_ms\_mettaton\_ex\_arm\_left\_default

obj\_ms\_mettaton\_ex\_arm\_right\_default

obj\_ms\_mettaton\_ex\_leg\_right\_default

obj\_ms\_mettaton\_ex\_leg\_left\_default

obj\_ms\_mettaton\_ex\_body\_parts\_parent

obj\_ms\_mettaton\_popularity\_rating

obj\_battle\_boss\_attacking\_code

obj\_battle\_enemy\_attacking\_code

obj\_battle\_enemy\_attacking\_code\_2

obj\_battle\_enemy\_attacking\_code\_3

obj\_battle\_hp\_current\_boss\_attacking

obj\_battle\_hp\_current\_boss\_attacking\_mini

obj\_battle\_hp\_current\_enemy\_attacking

obj\_battle\_hp\_current\_enemy\_attacking\_2

obj\_battle\_hp\_current\_enemy\_attacking\_3

obj\_battle\_hp\_enemy\_attacking\_parent

obj\_battle\_hp\_max\_boss\_attacking

obj\_battle\_hp\_max\_boss\_attacking\_mini

obj\_battle\_hp\_max\_enemy\_attacking

obj\_battle\_hp\_max\_enemy\_attacking\_2

obj\_battle\_hp\_max\_enemy\_attacking\_3

obj\_battle\_hp\_overlay\_boss\_attacking

obj\_battle\_hp\_previous\_boss\_attacking

obj\_battle\_hp\_previous\_boss\_attacking\_mini

obj\_battle\_hp\_previous\_enemy\_attacking

obj\_battle\_hp\_previous\_enemy\_attacking\_2

obj\_battle\_hp\_previous\_enemy\_attacking\_3

obj\_quote\_defeat

obj\_quote\_defeat\_ext

obj\_quote\_defeat\_parent

obj\_text\_damage\_count

obj\_text\_miss

obj\_attack\_warning\_exclamation\_mark

obj\_battle\_enemy\_attack\_happy\_breaktime

obj\_heart\_battle\_menu

obj\_heart\_battle\_menu\_fight

obj\_heart\_battle\_menu\_act

obj\_heart\_battle\_menu\_item

obj\_heart\_battle\_menu\_mercy

obj\_heart\_battle\_menu\_flee

obj\_heart\_battle\_fighting\_red

obj\_heart\_battle\_fighting\_yellow\_rhythm

obj\_heart\_battle\_fighting\_parent

obj\_heart\_red\_hitbox

obj\_heart\_yellow\_rhythm\_hitbox

obj\_heart\_hitbox\_parent

obj\_heart\_battle\_effect\_glow

obj\_heart\_battle\_effect\_expand

obj\_heart\_battle\_effect\_shard

obj\_heart\_battle\_effect\_parent

obj\_heart\_battle\_fighting\_blue\_down

obj\_heart\_battle\_fighting\_blue\_up

obj\_heart\_battle\_fighting\_blue\_left

obj\_heart\_battle\_fighting\_blue\_right

obj\_heart\_battle\_fighting\_blue\_down\_transformation

obj\_text\_fighting\_parent

obj\_text\_fighting\_bonus\_any

obj\_text\_fighting\_bonus\_parent

obj\_battle\_fade\_in\_screen

obj\_battle\_fade\_out\_screen

obj\_dialogue\_battle\_move\_select\_nobody\_came

obj\_dialogue\_battle\_move\_select\_intro

obj\_dialogue\_battle\_move\_select\_check

obj\_dialogue\_battle\_move\_select\_parent

obj\_dialogue\_battle\_move\_select\_action\_1

obj\_dialogue\_battle\_move\_select\_action\_2

obj\_dialogue\_battle\_move\_select\_action\_3

obj\_dialogue\_battle\_move\_select\_special

obj\_dialogue\_battle\_move\_select\_special\_v2

obj\_dialogue\_battle\_move\_select\_special\_v3

obj\_dialogue\_battle\_move\_select\_special\_v4

obj\_dialogue\_battle\_move\_select\_special\_v5

obj\_dialogue\_battle\_move\_select\_special\_v6

obj\_dialogue\_battle\_move\_select\_low\_hp\_1

obj\_dialogue\_battle\_move\_select\_low\_hp\_1\_v2

obj\_dialogue\_battle\_move\_select\_low\_hp\_1\_v3

obj\_dialogue\_battle\_move\_select\_1

obj\_dialogue\_battle\_move\_select\_2

obj\_dialogue\_battle\_move\_select\_3

obj\_dialogue\_battle\_move\_select\_4

obj\_dialogue\_battle\_move\_select\_5

obj\_dialogue\_battle\_move\_select\_6

obj\_dialogue\_battle\_move\_select\_7

obj\_dialogue\_battle\_move\_select\_8

obj\_dialogue\_battle\_move\_select\_9

obj\_dialogue\_battle\_move\_select\_sparing

obj\_dialogue\_battle\_move\_select\_sparing\_v2

obj\_dialogue\_battle\_move\_select\_dead

obj\_dialogue\_battle\_move\_select\_action\_3\_v2

obj\_dialogue\_battle\_move\_select\_special\_2

obj\_dialogue\_battle\_move\_select\_low\_hp\_2

obj\_dialogue\_battle\_move\_select\_low\_hp\_2\_v2

obj\_dialogue\_battle\_move\_select\_1\_v2

obj\_dialogue\_battle\_move\_select\_2\_v2

obj\_dialogue\_battle\_move\_select\_3\_v2

obj\_dialogue\_battle\_move\_select\_4\_v2

obj\_dialogue\_battle\_move\_select\_5\_v2

obj\_dialogue\_battle\_move\_select\_6\_v2

obj\_dialogue\_battle\_move\_select\_sparing\_2

obj\_dialogue\_battle\_move\_select\_sparing\_2\_v2

obj\_dialogue\_battle\_move\_select\_dead\_2

obj\_dialogue\_battle\_move\_select\_low\_hp\_3

obj\_dialogue\_battle\_move\_select\_low\_hp\_3\_v2

obj\_dialogue\_battle\_move\_select\_1\_v3

obj\_dialogue\_battle\_move\_select\_2\_v3

obj\_dialogue\_battle\_move\_select\_sparing\_3

obj\_text\_battle\_move\_selected\_enemy\_fight

obj\_text\_battle\_move\_selected\_enemy\_fight\_2

obj\_text\_battle\_move\_selected\_enemy\_fight\_3

obj\_text\_battle\_move\_selected\_enemy\_fight\_parent

obj\_text\_battle\_move\_selected\_enemy\_name

obj\_text\_battle\_move\_selected\_enemy\_name\_2

obj\_text\_battle\_move\_selected\_enemy\_name\_3

obj\_text\_battle\_move\_selected\_enemy\_name\_parent

obj\_text\_battle\_move\_selected\_check

obj\_text\_battle\_move\_selected\_action\_1

obj\_text\_battle\_move\_selected\_action\_2

obj\_text\_battle\_move\_selected\_action\_3

obj\_text\_battle\_move\_selected\_action\_4

obj\_text\_battle\_move\_selected\_action\_5

obj\_text\_battle\_move\_selected\_action\_parent

obj\_text\_battle\_move\_selected\_item\_1

obj\_text\_battle\_move\_selected\_item\_2

obj\_text\_battle\_move\_selected\_item\_3

obj\_text\_battle\_move\_selected\_item\_4

obj\_text\_battle\_move\_selected\_item\_5

obj\_text\_battle\_move\_selected\_item\_6

obj\_text\_battle\_move\_selected\_item\_7

obj\_text\_battle\_move\_selected\_item\_8

obj\_text\_battle\_move\_selected\_item\_page\_count

obj\_text\_battle\_move\_selected\_item\_parent

obj\_text\_battle\_move\_selected\_spare

obj\_text\_battle\_move\_selected\_flee

obj\_text\_battle\_move\_selected\_mercy\_parent

obj\_dialogue\_battle\_action\_selected\_check

obj\_dialogue\_battle\_action\_selected\_action\_1

obj\_dialogue\_battle\_action\_selected\_action\_2

obj\_dialogue\_battle\_action\_selected\_action\_3

obj\_dialogue\_battle\_win\_pregenocide

obj\_dialogue\_battle\_win\_pacifist

obj\_dialogue\_battle\_win\_genocide

obj\_dialogue\_battle\_win\_enemy

obj\_dialogue\_battle\_flee

obj\_dialogue\_box\_battle

obj\_dialogue\_box\_battle\_transformation\_attack

obj\_battle\_intro\_check

obj\_battle\_generator

obj\_debug\_battle

obj\_debug\_battle\_old

obj\_quote\_bubble\_battle

obj\_quote\_bubble\_battle\_reverse

obj\_quote\_bubble\_battle\_2

obj\_quote\_bubble\_battle\_2\_reverse

obj\_quote\_bubble\_battle\_3

obj\_quote\_bubble\_battle\_3\_reverse

obj\_quote\_bubble\_battle\_4

obj\_quote\_bubble\_battle\_4\_reverse

obj\_quote\_bubble\_battle\_5

obj\_quote\_bubble\_battle\_6

obj\_quote\_bubble\_battle\_6\_reverse

obj\_quote\_bubble\_battle\_7

obj\_quote\_bubble\_battle\_7\_reverse

obj\_quote\_bubble\_battle\_8

obj\_quote\_bubble\_battle\_8\_reverse

obj\_dialogue\_battle\_action\_selected\_item

obj\_dialogue\_battle\_action\_selected\_item\_1

obj\_dialogue\_battle\_action\_selected\_item\_2

obj\_dialogue\_battle\_action\_selected\_item\_3

obj\_sme\_yellow\_rhythm\_generator

obj\_sme\_yellow\_rhythm\_note

obj\_sme\_yellow\_rhythm\_note\_end

obj\_sme\_yellow\_rhythm\_selection

obj\_sme\_yellow\_rhythm\_hit

obj\_sme\_yellow\_rhythm\_damage

obj\_attack\_boundary\_box

obj\_attack\_boundary\_creator

obj\_attack\_cycler\_parent

obj\_battle\_enemy\_attack\_blue\_parent

obj\_battle\_enemy\_attack\_green\_parent

obj\_battle\_enemy\_attack\_orange\_parent

obj\_battle\_enemy\_attack\_parent

obj\_battle\_enemy\_attack\_platform\_parent

obj\_dialogue\_box\_battle\_transformation\_any

obj\_dialogue\_box\_battle\_transformation\_any\_in

obj\_dialogue\_box\_battle\_transformation\_any\_out

obj\_gmlive

obj\_blank\_init

obj\_final\_roundup

gml\_Script\_\_\_global\_object\_depths

\_\_global\_object\_depths

gml\_Script\_cutscene\_dialogue\_axis\_hindered

cutscene\_dialogue\_axis\_hindered

scr\_enemy\_timer\_attacks\_sousborg

scr\_dialogue\_battle\_action\_selected\_action\_1\_macro

gml\_Script\_cutscene\_dialogue\_dark

cutscene\_dialogue\_dark

\* You tune Goosic out.

\* You try not to get wrapped up# in the music.

\* You plug your ears in hopes to# block the noise. Goosic just# turns it up.

scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_a

gml\_Script\_scr\_text\_battle

scr\_text\_battle

gml\_Script\_draw\_on\_surface\_tiled

draw\_on\_surface\_tiled

scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_a

scr\_start\_enemy\_attacking\_martlet\_genocide\_final

scr\_recreate\_heart\_battle\_menu\_text\_tellyvis\_a

sound

scr\_sme\_yellow\_rhythm\_song\_data\_danza

scr\_generate\_battle\_steam\_minifight

scr\_recreate\_heart\_battle\_menu\_text\_macro

gml\_Script\_scr\_talking\_ace

scr\_talking\_ace

\* You drop your weapon and# raise your hands.

Action 4 Message 0

gml\_Script\_scr\_dialogue\_battle\_action\_selected\_action\_4\_starlo

scr\_dialogue\_battle\_action\_selected\_action\_4\_starlo

scr\_start\_enemy\_attacking\_axis\_geno

\* You wriggle within your# confines. The FIGHT vines# weakened!

\* You pick some flowers and offer# them. Guardener is too# distracted.

scr\_dialogue\_battle\_action\_selected\_action\_1\_guardener

scr\_dialogue\_battle\_action\_selected\_action\_1\_goosic\_b

scr\_generate\_battle\_ceroba\_3

scr\_recreate\_heart\_battle\_menu\_text\_axis\_geno

cutscene\_dialogue\_giga

scr\_enemy\_timer\_attacks\_jandroid\_goosic\_duo

gml\_Script\_scr\_verlet\_updatepoints

scr\_verlet\_updatepoints

gml\_Script\_cutscene\_dialogue\_final\_flowey

cutscene\_dialogue\_final\_flowey

THEY KNOW.#I JUST SAID THAT.

gml\_Script\_scr\_cutscene\_battle\_guardener\_1

scr\_cutscene\_battle\_guardener\_1

points

gml\_Script\_scr\_verlet\_collision

scr\_verlet\_collision

\* You refuse to back down...#\* Gained 20HP.

scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_final

scr\_start\_enemy\_attacking\_jandroid\_goosic\_duo

axis\_talknoise

gml\_Script\_scr\_talking\_axis

scr\_talking\_axis

scr\_enemy\_timer\_attacks\_slither\_solo

scr\_generate\_battle\_feisty\_five

T0 Quote Ed

T1 Vanish Ed

T2 Vanish Moray

T3 Quote Mooch 1

T4 Appear Ed

T5 Vanish Ed

T6 Vanish Moray

T7 Quote Mooch

T8 Vanish Mooch

T9 Vanish Moray

T9 Vanish Ed

scr\_start\_enemy\_attacking\_feisty\_five

scr\_dialogue\_battle\_action\_selected\_action\_3\_jandroid\_b

message\_og\_length

message\_pause\_noloop

message\_wait\_timer

gml\_Script\_scr\_talking\_hotel\_shopkeeper

scr\_talking\_hotel\_shopkeeper

scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_b

h\_name

h\_node

h\_is\_expr

h\_is\_stat

mt\_gml\_macro

\_\_class\_\_

gml\_Script\_gml\_macro

@@NullObject@@

gml\_macro

h\_code

h\_main

h\_length

h\_opt

h\_tokens

h\_token\_count

h\_\_\_eof

gml\_Script\_anon\_gml\_source\_gml\_GlobalScript\_GMLive\_19828\_gml\_source\_gml\_GlobalScript\_GMLive

h\_get\_eof

gml\_Script\_anon\_gml\_source\_gml\_GlobalScript\_GMLive\_20036\_gml\_source\_gml\_GlobalScript\_GMLive

h\_to\_string

mt\_gml\_source

gml\_Script\_gml\_source

gml\_source

gml\_Script\_shader\_set\_live

shader\_set\_live

gml\_Script\_live\_validate\_scripts

live\_validate\_scripts

gml\_thread\_status\_none

gml\_thread\_status\_running

gml\_thread\_status\_waiting

gml\_thread\_status\_done

gml\_thread\_status\_error

\* You believe that Sir Slither# wants to stay alive.

\* You buy into Sir Slither's# fancy words. Something feels# off.

scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_a

scr\_start\_enemy\_attacking\_guardener

gml\_Script\_scr\_axis\_clover\_scan

scr\_axis\_clover\_scan

scr\_enemy\_timer\_attacks\_asgore

scr\_generate\_battle\_jandroid\_solo

scr\_end\_enemy\_attacking\_axis

\* You couldn't sleep if you# wanted to.

\* You begin to drift off to the# dismay of Telly..

scr\_dialogue\_battle\_action\_selected\_action\_2\_tellyvis\_a

gml\_Script\_live\_room\_start

live\_room\_start

gml\_Script\_scr\_item\_set\_unstealable

scr\_item\_set\_unstealable

scr\_recreate\_heart\_battle\_menu\_text\_martlet\_genocide\_final

battle\_screenshake\_dec

scr\_screenshake\_battle

scr\_generate\_battle\_sousborg

cymbal\_sound

audio\_sound\_length

martlet\_target\_melt\_sprite

xtarget

ytarget

key\_select\_simulate

save\_message\_alpha

LOAD FAILED

save\_message

FILE 1 SAVED

FILE 1 LOADED

inc

pellet

vine1

vine2

vine3

vine4

bullet

starting\_point\_y

flowey\_laugh

shot\_number\_max

shot\_number\_current

shot

shot\_offset

flowey\_shake\_intensity

spr\_evil\_flowey\_dies\_

hit\_sound

rm\_hotland\_roof

gml\_Script\_scr\_cutscene\_battle\_martlet\_final\_2\_outro

scr\_cutscene\_battle\_martlet\_final\_2\_outro

gml\_Script\_live\_async\_http

live\_async\_http

audio\_listener\_position

audio\_falloff\_set\_model

audio\_listener\_orientation

scr\_generate\_battle\_goosic\_solo

gml\_Script\_scr\_verlet\_guardener\_wind

scr\_verlet\_guardener\_wind

\* You pull on your shirt# repeatedly in hopes to beat the# heat. Your effort fails.

scr\_dialogue\_battle\_action\_selected\_action\_3\_axis

scr\_screenshake\_battle\_custom

\* You look up at Ceroba, enraged# by what she's done.

\* You think of those you love# most...

scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba\_pacifist

gml\_Script\_scr\_talking\_vendy

scr\_talking\_vendy

scr\_generate\_battle\_jandroid\_goosic\_duo

gml\_Script\_scr\_talking\_moray

scr\_talking\_moray

scr\_enemy\_timer\_attacks\_energy\_balls

\* Frog?

scr\_dialogue\_battle\_action\_selected\_action\_2\_macro

scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_nosong

gml\_Script\_scr\_text\_counter\_custom

scr\_text\_counter\_custom

Asgore Attack

scr\_generate\_battle\_asgore

gml\_Script\_draw\_outline

draw\_outline

bullet\_hit\_draw\_timer

collider\_id

collider\_object\_index

collider\_id\_last

bullet\_hit\_points

bullet\_destroy\_self

gml\_Script\_scr\_enemy\_attack\_bullet\_hit

scr\_enemy\_attack\_bullet\_hit

scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_b

g\_Blend

surf\_blend

surf\_width

surf\_height

clonedcam

tempcam

currcam

camera\_copy\_transforms

gml\_Script\_anon\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script\_159\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script

CloneCurrCam

gml\_Script\_anon\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script\_335\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script

cleanup

gml\_Script\_anon\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script\_662\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script

room\_end

event\_type

event\_number

gmAffectsSingleLayerOnly

surface\_get\_target

\_draw\_surface

surface\_get\_width

\_draw\_width

surface\_get\_height

\_draw\_height

surface\_resize

draw\_clear\_alpha

gml\_Script\_anon\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script\_708\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script

layer\_begin

gpu\_push\_state

draw\_surface

gpu\_pop\_state

gml\_Script\_anon\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script\_1530\_\_effect\_blend\_gml\_GlobalScript\_\_effect\_blend\_script

layer\_end

gml\_Script\_\_effect\_blend

\_effect\_blend

nextroom

\* Only the fearless may proceed.#\* Brave ones, foolish ones.#\* Both walk not the middle road.

\* Stay on the road.

Press this switch,#please! # -Toriel

Also press this switch,#please! # -Toriel

\* "Press [

] to read signs!"

\* (The sign is obscured by# leaves.)

\* (Only a few words are visible.)

\* Caution...

... Run...

... Walk...

row

disabled

enc\_name

\* (It's a sign.)#\* (It says EXPOSITION in large# friendly letters.)

color

# EXPOSITION #

target\_direction

\* (Intimidating spikes block your# path.)

\* (You shouldn't risk jumping# over them.)

flag01

turn

\* Make what is dim, bright.

\* Make what is dark, light.

\* Stuck? Press this for a do-over.

\* Or don't.

\* Private property.#\* No trespassing.

\* (A bed of well-attended# flowers.)

\* (They smell nice.)

\* (Some flowers.)

\* Friend:#\* I planted these for you.

\* It isn't much but I hope it# brightens your day.

\* It always brightened mine.

\* (There appears to be a drawing# of a cat scribbled on it.)

\* (Does this make it a# caterpillar?)

message2

\* (Scribblings.)

\* Friend:#\* Do not fear the unknown.#\* Sometimes they're nice.

\* (A familiar figure.)

\* (An unknown entity.)

\* (Somebody's... SOUL?)

\* I seem to recall# what I once saw so often...

\* What I remembered...#\* It seems is now forgotten...

\* So then nevermind I guess.

\* (It's a wooden torch with a# great flame resting on top.)

\* (A torch.)

\* (He is sound asleep. #\* Maybe you shouldn't disturb# him.)

\* (The water looks refreshingly# unclean.)

\* (Water.)

\* Property of Dalv# (That monster in the cloak.)#\* NO TRESPASSING!

Dalv

\* Don't step on the flowers.

\* (A pile of crates, all# containing corn.)

\* (You're getting tired of the# stuff.)

\* (Some crates.)

\* (It's a little table with a# built-in drawer.)

\* (It seems to be locked.)

\* (A little table with a drawer.)

\* (It's a chair.)

\* (Perfect for exciting# activities like sitting.)

\* (A table.)

\* (A small table for one sits in# the corner.)

\* (You can't help but notice its# fine craftsmanship.)

\* (This chair is just like the# other one... but better.)

\* (A bed.)

\* (It's very squeaky.)

\* (A comfy-looking bed.)

\* (The non-musical kind.)

rm\_darkruins\_19

\* (The original text of this sign# was crossed out.)

\* (Now it reads "Entry Forbidden"# in blue crayon.)

Entry Forbidden

\* (The back is far more# interesting than the front.)

\* This is a box.

\* It is a stupid box.

\* You can put items in it and# they'll stay there.

\* Until you take it out that is,# then it's not there.

\* And then there are more of# these boxes later.

\* You can use them to retrieve# the stuff you put it this box.

\* It's super dumb.

\* Sincerely, a box hater.

\* (A fishing hole.)

\* (There's a fishing hole cut# into the ice.)

reverse

\* (You glare at the crystals.)

\* (Your skewed reflection glares# back.)

\* (You look at the glistening# crystals.)

\* (Your skewed reflection stares# back.)

\* (It's a snowcastle! How cute!)

\* (Snowcastle.)

\* (Remains of the tattered shack.)

\* (Some wood; presumably taken# off of the dilapidated# shack.)

\* (You notice a blue feather# hidden behind it.)

\* (A collection of luggage,# protecting all of Dalv's fancy# outfits.)

\* (Moving boxes containing odds# and ends from Dalv's old living# quarters.)

\* (Probably shouldn't disturb# his business.)

\* (The remnants of a snowman.)

\* (Once full of life.)

\* (Now full of potential for new# life.)

\* Welcome to the Honeydew Resort!

\* North: The Honeydew Lodge

\* Northwest: The Honeydew# Hotspring

\* East: Exit to Snowdin

\* This way to the hot spring!

\* (The water is blocked by# stairs.)

\* (The ground is slightly damp.)

\* (Help, I can't melt!)

\* 10 steps to the East - 3rd Sign#\* 10 steps to the West - 1st Sign

\* 10 steps to the West - 2nd Sign

\* 10 steps to the East - 2nd Sign

\* To whom it may concern:

\* After building the first ball# puzzle, I realized a fatal flaw# in its design.

\* How was an intruder supposed to# like, see it?

\* The puzzle was on a higher# plain, out of your average# monster's eyesight.

\* If someone solved that puzzle,# they must be very good at# guessing.

\* In any case, I have created an# improved version!

\* With a new vertical design, you# can see what you're controlling!

\* The parts may still get stuck# though.

\* Please refer to my instructions# back at the first puzzle if# that happens.

\* Signed: Martlet of the# Underground Royal Guard

\* (Some leftovers from this# puzzle's construction.)

\* (Just some junk.)

\* (A wooden bench.)

\* (A note is nailed to the kiosk# post. It says,)

\* "Hello, traveler! Due to# infrequent breaks, I am prone# to snoozing on the job."

\* If you're reading this and I'm# asleep, pleeease don't just# walk past this checkpoint!

\* That would dock my pay for sure!#\* Ring the bell to wake me up# instead, thank you."

\* - Martlet of the Underground# Royal Guard Snowdin Division

\* (An abandoned kiosk with snow# slowly gathering inside.)

\* (You watch as the bitter,# whistling breeze rustles the# notebook lying on the counter.)

\* (There's a notebook on the# counter, titled, 'My Puzzle# Blueprints'.)

\* (This must be where Martlet# sketches her puzzle ideas.)

fixedbridge

brokebridge

\* (A container bearing a strange# symbol.)

\* (The lid is bolted shut. It's# impossible to open.)

\* Northern Caverns up ahead.

\* (A mine cart sits lodged into# the ground.)

\* (You have no idea how this came# to be.)

\* (A minecart.)

\* (Some hefty boxes lie in the# dirt.)

\* (They seem to have been here# for a long time.)

\* (Some boxes.)

\* The West Mines.

\* Property of Mining Co.

layer\_current

\* ALERT!# WARNING SIGN AHEAD!

\* WARNING!# DANGER SIGN AHEAD!

\* DANGER!# SANDSTORM AHEAD!# TAKE COVER!

storm\_x\_start

storm\_y\_start

\* (The paint is still wet.)

\* (Doggy.....)

\* (A heap of fallen rocks block# your path.)

\* (What an inconvenience.)

\* (A set of cubbies dividing the# miners' personal belongings.)

\* (A bowtie, a snowglobe, trivia# books, cobwebs... all very# useful.)

\* (A bunch of junk sits in some# cubbies.)

\* (Several racks line the wall,# ready to bear various pickaxes# and hardhats.)

\* (Nothing useful here.)

\* In case the conveyor belt# ceases to work, fix it.

\* (A conveyor belt sending# several rocks and gems to a# sorting machine.)

\* (A large, dirty sticker can be# seen on the side.)

\* Assembled by Steamworks# Engineers - 20XX

\* In case of fire, use# stairs.

\* In case of water, swim.

blue

cart\_color

minecart\_direction

track\_number

bottom-left

rotation

top-left

bottom-right

\* (A well-crafted, steel mine# cart.)

\* (A set of mostly empty# cubbies.)

\* (Nothing too interesting.)

\* CAUTION! FALLING ROCKS!

\* (This cactus does not need# love.)

\* (A plain cactus.)

\* It has been - 002 - days# without a workplace accident!

\* It has been - 000 - days# without a workplace accident.

\* (You notice the UGPS logo on# the crates.)

\* (It appears they can handle# more than letters.)

\* (A crate.)

\* (A rusty conveyor belt carrying# various gems and stones.)

\* (You hear gooey noises coming# from the crates.)

\* (The crate only contains a few# peanuts.)

\* (Nothing useful.)

\* (The second ground-encased mine# cart you've seen today.)

\* (What luck!)

vertical

\* To the mountaintop.

\* (Cool shades recommended.)

elevator\_next\_room

\* (A classic Rock-Dropper 900.)

\* (Technology is amazing...)

\* (A large boulder machine.)

\* (You wonder how you turn it# back on.)

\* (A piece of paper is stapled# to the machine.)

\* "Built to order by Hotland# Mechanics."

\* "Signature of Ownership:# "North Star."

\* ATTENTION!# Gift shop ahead!

\* Pinch-Pinch~ hehe.

self\_message

\* Beware of my pincers,# traveler!

\* I do not have any treasure# hidden within my shell.

\* Why do monsters keep asking me# that?

\* We are not caged within these# fences, traveler.

\* It is a choice.

\* It is nice to live in a# familiar place with the pack.

\* It is also nice to be fed and# taken pictures of.

\* (Your reflection sparkles and# distorts in the pool of water.)

\* (You notice a high-tech# filtration system keeping it# drinkable.)

\* (Locked.)

\* (A large, ornate gate.)

\* (Unfortunately, it's locked.)

\* (A painting of a location# you've already seen.)

\* (Above the table is a painting# of a large swelterstone.)

\* (It's almost as if the heat# leaps right off of the canvas.)

\* The Dunes wishing well.

\* Hold a G close to your chest,# think of what you want most,# and toss it in!

\* You never know. If enough# monsters wish for something, it# may come true!

\* Out of order - Please stop# feeding it money.

\* (A child's drawing depicting# three happy monsters.)

\* My precious family - by me :)

\* (It's grounded. How# disappointing.)

\* (The window is much too dusty# to see through.)

\* (A dirty window.)

\* (There is nothing of note# inside.)

\* (You peer through the# window...)

\* (You see a monster putting# random liquids in several# syringes.)

\* (You peer through the window...)

\* (You see the doctor using a# defibrillator to wake a monster# up.)

\* (You see a monster# color-coordinating their# pills.)

\* (You see the doctor cowering# in a corner as another monster# eats an apple.)

\* (You see the doctor holding a# buzzsaw... He's making a new# bed.)

\* (You see several monsters on# their way to full health.)

\* (A tall structure carrying# mostly purified water.)

\* (It's good to stay hydrated!)

\* (A box of bottles.)

\* (Dozens of unopened bottles# sit within the boxes.)

\* (You can't take one without# making a ruckus.)

\* (The stage.)

\* (A stage ready for# performance.)

\* (Too bad there aren't any gigs# today.)

\* (What a lonely box.)

\* (A box.)

\* (A place to sleep.)

\* (There's a hole in the floor.# How comfy!)

\* (A firm sleeping bag sits# in the corner, threatening# to restrict free sleepers.)

\* (Weird... You haven't seen# any cats around.)

\* (Mooch's throne.)

\* (You push the hammock.# Its sway is hypnotizing.)

\* (A couch not unfit for a# thrift store.)

\* (These cramped living# conditions are bringing back# unpleasant memories.)

\* (A surprisingly clean# kitchen. Impressive.)

\* (This house is a wreck.)

\* (A couple black rectangles.)

\* (A few videotapes with custom# labels stuck on them.)

\* "My favorite movie :)"

\* "My second favorite movie :)"

\* "Don't watch this one 0/10 :("

\* (Bullseye.)

\* (A target with darts of# various shapes and sizes suck# into it.)

\* (Some kind of berry-plant. You# notice a few berries are# missing.)

\* (You press on the mattress and# watch your hand get swallowed# by the memory foam.)

\* (So soft!)

\* (There are no hay puns# to be made here.)

\* (Hay.)

\* (A couple boxes.)

\* (The boxes seem to# be full of oats and# carrots.)

\* (It all looks highly inedible.)

\* (A grimey dresser.)

\* (Several odd smells seep# from the dresser.)

\* (You decide not to inspect# it further.)

\* (A closet.)

\* (A closet with some cleaning# supplies inside.)

\* (They all look brand new.)

\* (You don't know what you're# looking at, but it's probably# dangerous.)

\* (A dresser.)

\* (The drawers are filled with# clean...ish sheets and# pillowcases.)

\* (An unfinished game of# "Go Fish" lies on the table.)

\* (Guess they followed through.)

\* (A dilapidated building.)

\* (A fancy but dilapidated# building.)

\* (This confuses you.)

\* (Two boxes of rubber pellets# sit on the desk.)

\* (Best leave them for someone# who needs them.)

\* (Just some rubber pellets.)

\* Got junk?

\* Sell it right here at# Blackjack's!

\* Today's Special: Fancy Holster# (great for defense!)

\* (A dusty coat rack.)

\* (A dirty hat similar to# Starlo's rests on the rack.)

\* (Always good to have a# backup!)

\* (The stove is still warm.)

\* (The stove is oddly# high-tech.)

\* (You feel a slight heat over# its surface.)

\* (An old couch.)

\* (You check in-between the# cushions for loose change.)

\* (All you find are crumbs and# corn kernels.)

\* (The fireplace is riddled with# cobwebs. Regular cobwebs.)

\* (An unused fireplace.)

\* (A painting of a lush valley# surrounded by mountains.)

\* (A painting of an unfamiliar# place.)

\* (Nothing special. Just a# lamp.)

\* (A lamp.)

shadow

conveyor\_belts\_off

tv\_off

\* (The door is jammed shut.)

\* (Old machines.)

\* (The smell of the old,# unwashed clothes makes you feel# queasy.)

\* (Discarded clothes.)

\* (A pair of cargo jeans is# stuck to the table. It's been# there a while.)

\* (You peer inside the# chamber...)

\* (It's far too dark to make# anything out.)

steam\_interval

steam\_delay

new\_dir

\* Excellence in Engineering# Award: Dr. Rutherford-Oscar

\* Decency in Engineering Award:# Prof. Daniels

\* Greatness in C--

\* (You can't make out the# rest.)

mpoint\_up\_free

mpoint\_left\_free

mpoint\_right\_free

mpoint\_down\_free

mpoint\_can\_dock

mpoint\_dock\_xx

mpoint\_dock\_yy

\* Safety is priority!

\* - Wear your Steamworks Safety# Goggles during work hours!

\* - Always keep your Steamworks# ID with you!

\* - Decontaminate yourself of# any biohazards before leaving# the premises!

\* - But most of all, have fun :)

\* (Some kind of propaganda.)

\* (A poster of a smiling monster# with a slogan above them.)

\* "Tomorrow means the Surface!"

murder

x\_target

y\_target

room\_target

\* (This security station would# be useful to track roaming# robots...)

\* (...if there were any cameras# in the Steamworks.)

\* (A portable coolant# dispenser.)

\* (Handy.)

\* (Trash can.)

\* (Scribbles and doodles of# surprising quality lie on the# table.)

\* (You wish you could draw that# well...)

\* (A highly competitive game of# "Chessers" was played here.)

\* (A few papers are scattered on# the table.)

\* (Seems to be an unfinished# proposal for security camera# installations.)

\* Break room rules:

\* Do not work in the break# room.

\* Do not fix in the break room.

\* (The mummified remains of an# abandoned pizza party.)

\* (Not even you are brave enough# to try a slice.)

\* Have you seen my wife?

\* (Just some litter.)

\* (An old bottle with no message# inside.)

\* (The message is clear.)

\* (Step by step. One by one.)

\* (A stepladder.)

\* (Nothing of value resides in# this trash can.)

\* (Nothing of value.)

\* Don't stray too far!

\* That's the direction# Axis went!

tiles\_shortcut\_railing

ast\_shortcut

\* (A dried up fountain.)

\* (A dried up fountain lies# before you.)

\* (It doesn't look remotely# operational anymore.)

\* (Getting tired of plants.)

\* (Various types of plants sit# within several containers.)

\* (The smell is... unnatural.)

\* (Already dead.)

\* (A grown-over robot.)

\* (Could use a good cleaning.)

\* (A grown-over robot.)

\* (They're much more silent than# you're used to.)

\* (You can almost make out a face# on its screen.)

\* (You avoid touching some# exposed wires on their back.)

\* (Seems more forgotten than the# rest.)

\* (This one looks like it could# cut you.)

\* (You notice a small hat resting# on top of them.)

\* To: Science Division

\* Employees have reported the# generator is showing more wear# than ever.

\* The engineers predict the# machine won't last longer than# one year from now.

\* I need you to speed up the# testing of alternate power# sources.

\* The Underground depends on it.

\* - Head Office

Science Division

\* To: Head Office

\* More tests are underway, both# biological and mechanical.

\* We don't know which direction# will ultimately be best for# monsterkind yet.

\* However, the chemistry lab did# have a breakthrough regarding a# white plant.

\* I'll get back to you on that# once further testing has# commenced.

\* - Science Division

\* To:

\* I think we've got it!

\* The white plants have proven# able to generate electricity at# a fantastic rate!

\* The only issues are that they# grow four times faster than# normal flora...

\* ...and once their power is# drained, they wilt into a dark,# sticky substance.

\* If this is greenlit, we will# need a new division to tend to# these plants.

\* Otherwise, working conditions# will suffer greatly.

\* To: Science Division

\* The plants should suffice as a# temporary solution.

\* I've heard one of our top# scientists is working toward a# new compound.

\* One made from special energy.# It could be the key we need.

\* Much more time is necessary to# develop it properly, however.

\* As for the proposed "Greenhouse# Division", I have an idea.

\* Cheaper, more efficient, and# trustworthy.

\* I'll send you some blueprints# shortly. Thank you for your# time and research.

\* (Nothing of use.)

\* (You peer inside the box.)

\* (Nothing of interest here.)

\* (The ladder of success.)

\* (The waiting room chairs are# waiting for someone to wait on# them.)

\* (Chairs.)

\* (A roboceptionist, frozen in# time.)

\* (It holds an expression of# melancholy.)

\* Tomorrow means the Surface!

\* Wishing everyone a productive# final workday.

\* Feel free to take pictures# with your creations, as they# must be left behind.

\* As always, thank you for your# contributions to the# Steamworks.

\* (The door won't budge without# proper identification.)

\* (Nothing you haven't seen# before.)

\* (A pair of matching test tubes# for you and your significant# other.)

\* (Empty test tubes.)

\* (A microscope.)

\* (You peer through the# microscope...)

\* (You spot a cell experiencing# mitosis.)

\* (All of the surrounding cells# cheer in support.)

\* (Just a normal-sized Froggit.)

\* (Unsurprisingly, this printer# is broken.)

\* (A broken printer.)

\* (The drain of the sink is# clogged with science.)

\* (A sink.)

\* (There's no saving this sink.)

\* (Doing the dishes without# being told? Never!)

\* (Unwashed dishes.)

\* (If only you had a pack of# instant noodles.)

\* (A cold stove.)

\* (The plates are stuck# together.)

\* (An old machine.)

\* (You spot a note on the# machine.)

\* Radiator out of order due to# releasing lethal radiation for# several weeks.

\* If you die within the next# year, please do not sue.

\* (It's the famous blue juice.)

\* (Nothing good.)

\* (Foul scents seep out from the# test tubes.)

\* (Test tubes.)

\* (It's one of those things. You# know.)

\* (Some sort of experiment# involving carefully measured# liquids.)

\* (Science stuff.)

\* (A collection of knick-knacks# from around the Steamworks.)

\* (The doors to the storage# cabinet are locked.)

\* I am trying to grow energy# plants but I always end up with# these leafy things.

\* They smell like honey and# won't stop making trumpet# noises!

\* Why does this keep happening# to me?

\* (A white plant.)

\* (The energy plant emits a# heavy glow.)

\* (You fight the urge to taste# it.)

\* (Yet another microscope.)

\* (You discover a pocket# dimension buried in the# microverse.)

\* (An empty bottle.)

\* (The ship escaped.)

\* (The door won't budge.)

\* Help wanted for Project:# Steam!

\* Are you a monster with an# above average IQ?

\* Probably not. But in case you# are, we NEED YOUR KNOWLEDGE!

\* King ASGORE has called on the# greatest monster minds to help# develop society!

\* Scientists, engineers,# mathematicians, janitors - you# name it!

\* Sign up at the King's# settlement and make your way# southeast.

\* You'll know you've arrived# when you see a metallic# construction site.

\* The Steamworks: Tomorrow means# the Surface!

\* (The drawers are filled with# old tools and other oddities.)

\* (Nothing but junk inside.)

\* (You peer through the# microscope only to find out# it's a telescope in disguise.)

\* (No constellations or planets# can be seen. How# disappointing.)

\* Today's assignment: Compound# mixing!

\* The head office said we have# free use over the Compound# Computer for today.

\* They also said the machine# exploding and killing us all is# a risk they're willing to take.

\* So grab anything you can and# toss it in!

\* Have fun!

\* (Just a buncha cells being# cellular.)

\* (You sense great tension# between these two tubes.)

\* (Always wash your hands before# handling life-threatening# chemicals!)

\* (A dry sink.)

\* (Two tubes chillin'.)

Steamw. - C. Station

target\_flag

\* (Need to find an exit.)

\* (Through those doors.)

Hotland - Crossroads

Background

background\_dark

\* (A bush.)

\* (The east bush.)

\* (The west bush.)

\* (A strange wall.)

\* (Just a regular wall... right?)

\* New Home is north of# here.

\* We need to head that# way.

\* (An enemy is nearby.)

\* (No loose ends.)

foreground

foreground\_dark

\* (A dumpster.)

\* (The swimming pool of# champions.)

\* (Nothing but eviction# notices.)

\* (...No response.)

\* (Nothing but recalled gift# shop products.)

\* (No one's inside.)

\* (The warm glow of a bustling# lobby.)

\* (There's a note on the door.)

\* Stranger, please stop eating# the cat food I leave out.

\* It's for a stray who's stuck# in here with us, not for# monsters.

\* Thank you.

\* Garbage day: Monday

\* If you can't reach the Dump,# throw all trash bags off the# cliff south of here.

\* The lava below should do the# job.

\* (The end lies beyond.)

\* (Let justice be done.)

as\_dark\_danza

\* (Can't see in.)

\* (You can't see past the large,# blackout curtains inside.)

\* (It's locked. Music producers# only.)

Spooders

\* (This is the wrong way.)

\* (A mighty roadblock stands in# the way.)

asriel\_statue\_dark

statue

\* (A memorial.)

\* (There's an inscription on the# fountain.)

\* Hopes and Dreams

\* Built 201X

\* (You hear a faint melody# coming from the statue.)

\* (Another plant.)

\* (A potted plant.)

\* CORE currently under# maintenance.

\* Please do not climb over the# velvet rope.

\* (Useless information.)

\* (You notice a ranking sheet on# the board.)

\* Winners of the "Actually Magma# Smoothie Challenge":

\* - Pyrope (Fastest time.)

\* - Grillby (Calm and# collected.)

\* - Cinderhead (Struggled but# finished strong.)

\* - Heats... something (We# forgot who this was.)

\* - Starlo (Was only trying to# impress someone.)

\* - Fuku Fire (Most enthusiasm)

\* - Know Cone (Transported to a# hospital. We might be in legal# trouble.)

\* (The others' resting place.)

\* (Your destination.)

\* (You notice a schedule of# upcoming acts on the board.)

\* (The name "Mettaton" appears# many, many times.)

\* (It's him.)

\* (The ruler of the# Underground.)

\* (A planted pot.)

\* (...What?)

\* (No response.)

\* Yes, hello?

\* Is that Mail Whale with my# package?

\* Skip the rhyming and leave it# at the door, please.

\* Who's there?

\* I'm in the middle of robbing# this nice apartment.

\* Come back when I've escaped.

\* I know, I know, I'm being# evicted.

\* Slide the notice under the# door and I'll add it to the# scrapbook.

\* (A sign.)

\* Caution: Slippery when wet!

\* Caution: Slippery when dry!

\* This section of tiling lacks# friction and we do not know how# to fix it!

\* (A hazard.)

\* (You resist the odd temptation# to taste the mop water.)

Please press this switch# too.# -Toriel

\* mom? dad?

\* anybody!

\* help me...

\* please... help me...

\* no...

\* nothing...

\* useless...

\* all of it...

\* ?

\* ???????

\* h-hello?

\* ha!

\* hahahahaha!!!

\* could this be it?

\* yes, it has to be.

\* it must be.

\* it must be!

bg\_pacifist

bg\_neutral

bg\_geno

collider\_type

red

indicator\_flag

\* (Various cardboard cuboids lie# bunched-up in the corner.)

\* (They're all empty.)

\* (The belt looks as if it's# wanting to convey something.)

\* (You knock on the steel# structure.)

\* (It echoes with a deep# clanging.)

\* (An unfortunate incident.)

\* (A giant red machine, minding# its own business.)

\* (The blue machine stares at# the red machine as if it holds# a grudge.)

furnace\_number

\* Metalworks Emergency Escape# Plan (or MEEP):

\* In case someone sets the room# on fire, do not use the# elevator.

\* Evacuate down to floor 01 or# use a passcode to access floor# 03.

\* (A rusty machine, once used# for shaping gold ore into# coins.)

\* (It doesn't seem functional.)

\* (The remnant of Ceroba's# wrath.)

\* (A large collection of# familiar stones.)

\* (Unfortunately, nothing in the# pile catches your eye.)

\* (An old PC sitting on two# desktops.)

\* (The image on the screen gives# you a nostalgic feeling.)

\* (The note on the powered off# PC reads:)

\* The future is bright.

\* Hang in there!

\* (The desk chair seems to be# growing a substance you'd# rather stay away from.)

\* (Many sticky notes are posted# around the smashed-in PC.)

\* We've replaced your computer# six times now.

\* Please control your temper.# It's just Solitaire.

\* (You are awestruck by the# absolute pipe pandamonium on# display.)

\* (How DO they do it?)

\* DOWNSIZING IMMINENT!

\* But definitely not for the# employee who's reading this. #

\* You're doing a great job!

\* (A dilapidated desk with# several ripped up notes strewn# about.)

\* (Among the notes sits a piece# of paper with one thing written# on it:)

\* How do I tell them?

\* Today's elevator passcode:#

\* (Dusty filing cabinets filled# with employee records.)

\* Richter B. Oni

\* Engineering Certificate -# X/X/20XX

DoorOpen

\* (Freshly trimmed bamboo# plants.)

new\_room

\* The Founder's Crest

\* "Decisive. Devoted.# Determined."

\* (You open the drawer...)

\* (It's empty.)

\* (You stare at your reflection# in the sink water...)

\* (The many trials you've# endured have taken their toll# on your appearance.)

\* (A reminder of your duties# back home.)

\* (Part of you wonders how# everyone is doing, but the# other part has moved on.)

\* (An old-fashioned gas oven,# best kept turned off.)

\* (Wouldn't want a house fire.)

flashback\_effect

layer\_enable\_fx

\* (The bed is tidily made.)

\* (Doesn't look like it's been# used in a long time.)

\* (Nothing but old pens and# pencils.)

\* (You search the drawers...)

\* (Just some knickknacks of# various shapes and sizes.)

\* (Dozens of books line the# shelves.)

\* (History, engineering,# chemistry... All too advanced# for you.)

\* (A thick, degraded book sticks# out from the others.)

\* "Home: Blueprints and# Annotations - Ketsukane"

\* (Forgotten fragments of# various robots.)

\* (All of their soulless eyes# stare through you.)

\* (A cobweb-ridden box of# scraps.)

\* (A drawer full of# videotapes.)

\* (A label on the front reads:# "Legacy."

\* (A prototype of a familiar# face rests on the shelf.)

\* (On the shelf sits many books,# theses, and illustrations of# science...)

\* (...Most on the subject of# humans and their SOULs.)

\* (Dozens of crumpled up# formulas lie in the bin.)

\* (A map of your current# location sits above the# bench.)

\* (The Underground is so much# larger than you imagined...)

\* (A sturdy park bench.)

\* (Despite a lack of visible# construction, the cones# obstruct your path.)

\* Oh no! I'm closed!

\* Come back bright and early for# a scoop of Nice Cream!

\* No use in backtracking.

\* We need to look ahead.

\* (There he is.)

variant

ava

balcony

\* (The remains of your recent# chaotic escapade.)

\* (You hope Ava gets well soon,# poor thing.)

\* (A well-used tool bench.)

\* (You can smell the sawdust# that covers the surface.)

\* I think the throne room# is the other way.

\* Let's go back.

\* Throne Room

soul\_color

soul\_target\_x

soul\_target\_y

open\_sprite

pedestal\_flag

topleft

pedestal\_placement

botleft

botright

pedestal\_is\_active

\* (You aren't sure what this# inscription means.)

\* (Some kind of ancient# inscription.)

\* (You stare into the water and# see someone.)

\* (Barrels.)

\* (Triplets.)

\* (Just some floor corn. You# know how it is.)

\* (It's a mess in here.)

\* (A desk displaying western# memorabilia and a sewing# machine.)

\* (The piece of fabric under the# machine has been left# unfinished.)

\* (Unfinished business.)

\* (A thick farmer's almanac# written by "Solomon" sits on# the dresser.)

\* (It has several sticky notes# poking out of its pages.)

\* (Nothing of use here.)

\* (A doubledecker rocketship,# ready to blast off into# pleasant dreams.)

\* (See you space cowboy.)

\* (A tacky homemade bed.)

twitchy

text\_effect

attack

All for a chance to#make a difference.

A chance.

HoW L0NG ARE wE#GOInG TO DO#THIS?

I DID nOT THiNK#BOTS COuLD GET#TIR3D.

BUT HeRE I AM.#TIRED AS [heck].

STILL\_ GoiNG,. .

"hey axis please#do another sick#attack."

OK BuT JUST#BEC4USE Y0U ASKED#NIcELY.

OK.

OK. .. .

LET M3 CATCH#mY STEAM.

. . .

I THINK. .

IT is TIME#FOR A BrEAK..#. . .

draw\_set\_font

draw\_set\_halign

draw\_set\_valign

circle

draw\_set\_alpha

draw\_rectangle

laser\_width

impact\_frame\_current

Why...?

You...

You don't#understand.

This is irreversible!#Everyone knows what#I've become!

Living... after what#I've done...

I...

\* What... was that?

\* Clover... what...

\* Um, okay. No, this is# fine.

\* This can be very useful# against the Ki

message\_timer

\* Wait, where are you# going?

\* I'm still talking!

scene\_change

scene\_change\_timer\_max

scene\_change\_timer

overlay\_alpha

overlay\_image\_index

static\_flicker

Greetings, this is Chujin.

I don't have much time these# days for a written journal so# I opted for video.

I have no idea who will view# these, if anyone, but I see it# best to document my work.

That is all for now. Signing off.

This is Chujin...

Today I traveled to Snowdin with# my daughter on casual business.

While I was busy, Kanako wandered# off to play with a resident.

That's when it happened...

A few panicked townsfolk ran up to#me saying that a human had entered#the area.

This human... they attacked the# monster Kanako was with.

She was so close... She could've# been next.

No one was there to protect her...# Not even me...

...

I don't understand... I just# don't understand!

Humankind already won by trapping# us down here yet they keep twisting# the knife!

This cannot continue any longer!

As of today, I'm looking into# stopping this perpetual injustice# once and for all.

This is Chujin with unfortunate# news...

I was... fired from my engineering# position.

I poured my all into my project# but it wasn't enough!

The programming was buggy but I# know I could've ironed it out with# a few more iterations!

Why am I punished for trying to# take our struggle seriously!?

...I feel as if I'm the only one# who hasn't forgotten or chosen to # live in ignorance...

I told Ceroba I was retiring.# Can't let her think less of me.

But enough of that... it's in the# past.

I must live in the present# and plan for the future.

Prove I can save monsterkind...# another way.

This is Chujin.

After years of research, I've made# a breakthrough!

Boss Monsters... They may be the# key to monsterkind's survival.

I was able to reach this conclusion#because I...

...I carry the Boss Monster gene.

This means my SOUL is much stronger#than that of other monsters.

More importantly, Boss Monsters# are immortal until they produce# offspring.

Right now, monsterkind is few in# numbers compared to humanity but...

...What if anyone could become# a Boss Monster like me? Like...# Kanako?

As a nation, an army, we could# finally possess enough power to# take the Surface back!

My theory for this involves the# fusion of a human SOUL and a# Boss Monster SOUL.

From that, a serum would be# extracted which could transform# any average monster.

...Unfortunately, I have not# garnered enough proof that said# serum is possible.

I must conduct more tests.

chujin\_tapes\_effects

This... This is Chujin.

I was worried this might happen.# Science is a dangerous game.

Rather foolishly, I experimented# on myself... several times.

Over and over, the subject rejected#the fusion, and I think I know why.

...

I'll be direct...

My SOUL has deteriorated and I# don't know how much longer I have.

However... I believe my theory# holds stronger than it ever did.

This is a message to my dear# Ceroba:

This research is up to you. No# one else would listen.

After I'm gone... look for the# next human who falls down here.

Someone pure of heart# - uncorrupted.

I need you to obtain their SOUL# but not just anywhere...

You must have a Boss Monster SOUL# nearby to fuse with.

You'll need...

...Damn it all.

Search for a willing Boss Monster#in the Underground. Someone else...#please.

Our little girl... Kanako...# She needs to live a happy life,# unaffected by my endeavors.

That is my final wish.

HOW?

overlay\_alpha\_default

sequence\_layer

idle\_seq

damage\_disjoint\_count

damage\_disjoint\_x

no\_loop\_damage\_disjoint\_count

no\_loop\_create\_clouds

starting\_point\_x

low\_hp\_noloop

enemy\_hurt\_noise

enemy\_hurt\_pitch

waiter

sin\_number

degtorad

damage\_flash\_timer

armor\_hp

armor\_hp\_max

damaged\_stage

hit\_shake

white\_fade\_alpha

fade\_alpha

part\_system\_create

armr\_ps

part\_system\_depth

part\_type\_create

armr\_pt\_effect\_1

part\_type\_shape

part\_type\_size

part\_type\_scale

part\_type\_orientation

part\_type\_color3

part\_type\_alpha3

part\_type\_blend

part\_type\_life

part\_type\_speed

part\_type\_direction

part\_type\_gravity

part\_emitter\_create

armr\_pe\_effect\_1

part\_system\_clear

xp

yp

part\_emitter\_region

part\_emitter\_burst

side

spawn\_delay

turret

draw\_tutorial\_arrows

can\_draw\_arrows

movement\_mode

damage\_number

x\_scale\_modif

x\_scale\_inc

x\_scale\_modif\_size

can\_move

shield\_hit

shield

hurt\_player

rotation\_speed

petal\_sprite

weight

trajectory

modifier

petal\_size

current\_time

soul1

soul2

soul3

floorlights\_middle

exclamation\_mark\_type

chest

That's fer the train#insults, Mooch!

Let's see if ya can#pass round two, kid!

talk\_script

\* What would you like to# wear tomorrow, honey?

\* Solomon and Crestina# are paying a visit, and# bringing food too.

\* I'll help you up and we# can all enjoy a picnic# on the front porch.

\* How's that sound?

\* Ceroba.

\* ...Yes?

\* I don't...

\* Heh.

\* This is all so pitiful.

\* Hey... don't say that.

\* We don't need to have# anyone over.

\* It could just be us.

\* A picnic sounds lovely.

\* I want you and Kanako# to have one, surrounded# by your closest friends.

\* What are you saying?

\* I...

\* Gosh...

\* I never was afraid of# it all my life but now# that it's so close...

\* No...

\* Shut up. Stop it.

\* Say it like it is or# don't say anything.

\* I can't do this. Not# now.

\* I'm sorry.

\* There's something I# must tell you.

\* My work... We never# talked about it much,# did we?

\* We didn't.

\* When I built this# house, I installed a# basement.

\* What...?

\* The entrance is under# the kotatsu. Always has# been.

\* There, I worked towards# a project.

\* Something much bigger# than myself. Bigger than# all of us.

\* I don't understand...

\* I recorded a message# for you.

\* When I'm gone, I would# like you to view it.

\* Will you do that for# me?

\* I will.

\* I promise you, I will.

\* I haven't seen tears# from you since we met at# the crossing.

\* I save them for the# moments that matter.

\* I'm glad...

\* Because this moment# matters a lot to me.

Background\_flashback

spin\_speed

spin\_speed\_max

petal\_sprite\_special

wheel\_phase\_number

soul\_can\_shoot

petal\_phase\_number

shake\_modifier

stage\_switch

can\_fall

Don't be so#kind next time.

\* What now? His SOUL# gauge is pulsing...

\* You have any ideas?

launch\_speed

laser\_active

laser\_speed

laser\_blocked

laser\_grow

laser\_shrink

laser\_x1

laser\_x2

laser\_y1

laser\_y2

sin\_timer

impact\_frame\_max

impact\_frame\_speed

laser\_frame\_current

laser\_frame\_max

laser\_frame\_speed

damage\_tick\_timer

blast\_collider

target\_width

sin\_timer\_current

can\_grow

bullet\_dir

bullet\_dist

ceroba\_image\_index

application\_surface

wing\_surf

text\_parent

event\_data

ds\_map\_find\_value

sprite event

martlet\_syringe

martlet\_inject

\_mask

sprite\_name

mask\_asset

event\_inherited

interact

enemy\_talker

\*BEEP BEEP\*

SHUTTING OFF#STRENUOUS#EMOTIONS#TO SAVE POWER.

door

\* (Better not approach# him.)

clover\_walk\_backwards

xx2

obstacle1

obstacle2

obstacle\_speed

fall\_speed

break\_sound

debris

npc\_id

npc\_flag

ds\_map\_replace

\* What an introduction, right?

\* Hope ya didn't have any stage# fright!

\* Stages can be scary! All...# wooden, occasionally making# faces at you...

\* I'm from out of town like# yourself.

\* Got some folks I'm close to# back west.

\* I really gotta get 'em over# here soon! They'd love the# atmosphere!

\* Good luck out there, human!

grass\_current

grass\_spawn\_x

grass\_spawn\_y

grass\_spawn\_x\_ar

grass\_spawn\_y\_ar

grass\_spawn\_direction

seed

move\_speed

sin\_deg

sin\_inc

y\_variation

element\_id

layer\_instance\_get\_instance

fire\_pellets

pellet\_number

pellet\_multiplier

\* (Expertly organized# files, labeled with# numerous monster names.)

\* Did he keep records of# everyone he befriended?

\* Sandra, Luis, Dr. Fish,# Rosa, Martlet...

\* Wait, Martlet???

\* He found another# monster with my name???

\* I can't believe that# never came up!#

hit\_flash

hp\_self

target\_distance

rot

can\_screenshake

view\_x

view\_y

camera

slither c

\* AXIS MODEL 014 READY TO# GUARD AND PROTECT.

AXIS

\* INTRUDER SPOTTED.# STEAMWORKS: EASTERN# BRANCH.

\* YOUR CRIMES ARE AS# FOLLOWS:

\* - TRESPASSING ON# PRIVATE PROPERTY.

\* - UTILIZING MACHINERY# WITHOUT PERMISSION.

\* - HUMAN.

\* HOW TO YOU PLEAD TO# THESE ACCUSATIONS?

Not guilty

Guilty

\* PLAYING TOUGH ARE WE?

\* THAT IS NO MATTER.

\* I WILL SCAN YOUR FACE# WITH MY LIE DETECTOR.

\* REALLY?

\* THAT WAS EASY.

\* YOUR CRIMES WILL BE# REPORTED TO AN# AUTHORITY.

\* OH WAIT, THAT IS ME.

\* ENJOY YOUR ISOLATION,# HUMAN.

\* INCREDIBLE.

\* YOU HAVE THE MOST# EMOTIONLESS FACE I HAVE# EVER SEEN.

\* I WILL JUST HAVE TO GO# WITH MY NON-EXISTENT GUT# AND SAY YOU WERE LYING.

ts\_steamworks

attack\_timer

base\_sprite

flowey\_sprite\_original

noloop

intensity\_increase

destroyed\_petal\_number

attack\_delay

attackmax\_repeat

attack\_list

old\_value

\* Uh ! Uh ! What a s-s-sound !

\* You hearing this, human ?

\* Odd, a bit short, but# endearing .

\* Kinda like you !

\* Life wouldn't be the same# without m-m-music !

\* What's your favorite kind of# music, huh ?

\* Our listeners would love to# kn-o-o-ow !

\* [ANSWER HERE]

\* Oh ! That's one of my# favorites t-t-too !

\* Oh, yes, I forgot to mention# that we are L-I-V-E live right# now !

\* We have a lovely audience# tonight !

\* Say "hi", audience ! !

\* Must be a w-w-weak signal ? ?

\* You're listening to G-G-GOOSIC# RADIO 108.1 - spinning 24/7 ! !

is\_active

arrow\_dir

turn\_angle\_target

steam\_chance

can\_steam

steam\_sound

Nice attack, Edward!

You're doing a#good job as well,#Clover!

Ready for this?

fade\_in

speed\_max

accel\_speed

speed\_noloop

speed\_current

distance\_to\_point

current\_speed

max\_speed

shard\_number

shard

My love...

My child...

All... gone.

Why wouldn't you#just...

pedestal\_item

pedestal\_menu\_open

pear

coffee

cactus

\_

floorlights\_

\* (Something seems to have once# rested here...)

\* (A beautiful flower made of# solid gold.)

\* (Unfortunately, it's stuck to# the pedestal.)

correct\_item

\* (Nothing happened.)

\* Wow...

\* I wish Chujin invited# me over back in the day.

\* This house is# incredible...

\* Uh-Yeah! Let's get# inside and see what the# fuss is about.

\* So, you figured it out?

\* ...Yes.

\* Ceroba was trying to# carry out a plan Chujin# left for her.

\* Something involving# Clover's SOUL and a Boss# Monster SOUL...

\* ...Which happens to# reside in Kanako.

\* What the...# So she lied to us?

\* About the mission to# retrieve Kanako?

\* She wasn't lying about# finding Kanako.

\* ...That's the alarming# part.

\* So Kanako is alive and# well? Thank goodness...

\* Alive? Am I missing# something?

\* It's a long story...# She fell down some time# ago.

\* Ceroba sent her to the# Lab in hopes to remedy# the situation.

\* I had no idea...

\* Okay. Where was the# last place you saw# Ceroba go, Ed?

\* You ain't takin' Clover# straight to her, are ya?

\* That's exactly what she# wants, right?

\* Yeah, Clover needs to# stay safe with us!

\* She can't accomplish# her goal if Clover's# nowhere to be found!

\* We aren't going to let# her accomplish her goal.# And anyway...

\* The Wild East is a# tourist destination -# a public place.

\* My colleagues probably# know a human is in the# Underground by now.

\* If Clover stayed here# they would eventually# tear the town up!

\* Better to be on the# move, yeah?

\* I-

\* Look, I need to fly# ahead to scout out the# situation.

\* So, again, where did# the two go?

\* I don't think

\* Clover, you were there.

\* Where did they go?

\* That lines up...# Hotland it is.

\* Hey, I gave Star my# word!

\* Let them do it, Ed.

\* Clover is the only one# who can put this to# rest.

\* ...Alright.

\* They took the westmost# elevator in the# Steamworks.

\* You can use a laundry# chute to get there# quicker.

laundry# chute

\* That elevator's# destination sits near# the CORE...

\* Ask around if someone# spotted which direction# they went from there.

\* Wait, we need to go# too, right?

\* You need all the help# you can get!

\* Appreciate the offer# but please don't. This# might get dangerous.

\* Stay here and keep the# townsfolk happy like you# always have.

\* ...Okay. But please be# safe!

\* I'll try. Thanks for# all of your help.

\* ...Even if you locked# me in a jail cell for# hours on end.

\* Hey, what are friends# for?

\* I can think of a few# things... I mean-yeah,# no problem!

\* Clover, meet me on the# rooftop of UG Apartments# asap.

UG Apartments

\* We'll figure this out,# I promise!

\* I uh... wish you luck# with this, seriously.

\* Yeah, I bet we'll all# be catching bandits# again shortly!

\* I'll be sure to save# you a spot at our next# nap time!

\* Just don't do anything# stupid.

\* See ya later... Deputy.

\* Long time no see,# buddy!

\* I've been wantin' to# tell ya something.

\* It's been weighing on# my mind so I truly mean# it when I say...

\* Told ya so!

\* Haha, sorry! Couldn't# pass that up!

\* Now I know this is the# part I tell you to# ignore Ceroba but...

\* I have a strong feeling# that wouldn't sway you# at this point.

\* Honestly, I'm starting# to wanna see this play# out!

\* After all...

\* That fox wants to waste# your SOUL on a science# fair project!

\* No good!

\* I'm in your corner like# I've always been so# don't worry!

\* We'll get rid of her# and continue down our# path, easy peasy!

\* It'll all work out in# the end, pal!

\* (You open the storage cabinet# and find some Dihydrogen# Monoxide.)

\* (There's some water inside.)

\* (Take it?)

Yes

No

\* (You got Dihydrogen Monoxide!)

\* (You got water.)

\* (Not enough inventory space.)

\* (Could be expired.)

\* (Nothing inside but# oddly-shaped glass.)

x\_target\_original

attack\_state

attack\_number

attack\_number\_max

attack\_hand\_side\_multiplier

\_y\_sin\_current

\_attack\_timer

\_attack\_caught\_player

\_anim\_ready

new\_hitbox

arcsin

movement\_sin\_current

movement\_sin\_inc

movement\_width

movement\_height

pos\_card\_x

pos\_card\_y

pos\_suit\_x

pos\_suit\_y

suit\_bnd\_x

suit\_bnd\_diff\_x

dist\_suit\_x

dj\_suit\_x

dj\_speed\_x

dj\_sign\_x

max\_dj\_suit\_x

max\_suit\_total

spin\_type

can\_spin

xscale

Club

suit

time\_increase

sprite\_card\_club

sprite\_card\_diamond

sprite\_card\_heart

sprite\_card\_spade

sprite\_suit\_club

sprite\_suit\_diamond

sprite\_suit\_heart

sprite\_suit\_spade

max\_rise

game\_maker\_cannot\_do\_math

animation\_disjoint\_angle

sprite\_card

sprite\_suit

Diamond

Heart

Spade

half\_spin

Moray Solo 1

Ace Solo 1

Mooch Solo 1

Ed Solo 1

Moray Solo 2

Ace Solo 2

Mooch Solo 2

Ed Moray Duo Ed

Ed Moray Duo Moray

Ace Mooch Duo Ace

Ace Mooch Duo Mooch

Ed Solo 2

k

x\_last

y\_last

Ah...

Guess I had#this coming.

If only I wore#my safety goggles,#heh...

...

I can't lie...

I'm not ready...

Let my parents#know...

...I'll be away for#a while.

See you around,#kid.

portrait\_head

spr\_size\_crayon\_

crayon\_selected

brush\_size\_current

brush\_size\_large

scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_

message\_original

randomize\_counter

randomize\_counter\_max

draw\_alpha\_target

draw\_alpha\_target\_countdown

new\_message

chr

new\_letter

new\_pos

string\_delete

disjoint

spawn\_number

side\_last

new\_flowey

npc\_dynamic\_depth

\* Gragbh... Blaffm.....# Clfmph......

\* (Howdy human!)

\* Fribb... Jiblem.....

\* Hick...

\* Blpshm......

\* (Give me a drink, bartender!)

door\_visible

\* "Metalworks Emergency Escape# Plan (or MEEP):

\* In case someone sets the room# on fire, do not use the# elevator.

\* Evacuate down to floor 01 or# use a passcode to access floor# 03."

\* Uh huh...

\* They REALLY locked this# place up tight.

\* Well, if the code was# found nearby on the# first floor...

\* Let's take a look# around.

\* THERE YOU ARE.

\* No way...

\* You seriously want to do# this again?

\* YES.

\* Remember the explosion# that incapacited you?

\* I RETRIEVED BRAND NEW# HANDS. I AM UNSTOPPABLE# NOW.

\* Look, at some point you# need to gi

\* SHUSH.

\* DO NOT RESIST ARREST ANY# LONGER.

\* STAND STILL AND LET MY# HANDSOME HANDS SHINE.

force\_skip

\* [shoot]

\* (Pst, Clover!# This way!)

scene\_start

\* MY VISION...

\* INITIATING 16-VOLT SUPER# FLASHLIGHT\_

\* 95% OF POWER UTILIZED\_

\* TYPOGRAPHY BOX HINDERED\_

\* WHAT DO YOU MEA-

\* OH.

\* THIS IS MOST UN-

\* THIS IS BAD.

\* OH WELL.

\* UNLIKE THEM...

\* I HAVE EYES.

\* (Okay..)

\* (We need to stay out of# his view and keep# quiet.)

\* (There's gotta

shake

\* Heeello again!!!

\* What ever are you two doing he

swirl

\* (As I was saying...)

\* (There's gotta be a code# around here.)

\* (Once you find it, head# for the exit.)

factory02\_axis\_falls

factory02\_power\_disconnect

ceroba\_punch

starting\_point\_xscale

starting\_point\_yscale

draw\_position\_x

draw\_position\_y

draw\_position\_xscale

draw\_position\_yscale

difference\_x

difference\_y

damage\_disjoint\_y

animating

head\_displacement\_y

layer\_list

True\_Lab

New\_Home

The\_Steamworks

The\_Dunes

Dark\_Ruins

The\_Ruins

layer\_remove\_x\_next

layer\_remove\_x\_inc

spawn\_vines

actor\_clover

\* Clover?

\* Where did you go, buddy?

\* Get b a c k h e r e

snake\_spawn\_last

attack\_tick

snake\_spawn\_x

snake

snake\_spawn\_y

Why...

Why won't you#die!?

Why!?

If I don't#succeed, it's#over!

Die!!

Just die!!!

DIE!!!!!

letter\_array

letter\_current

letter\_waiter

line\_current

letter\_speed

message\_advance

text\_x

text\_y

text\_x\_mod

text\_y\_mod

w

str\_width

draw\_text\_ext

\* (Slurp slurrrrp)

\* Ahhhh!

\* Nothing like Steamworks# Boba-Soup (TM) to fuel the# engine!

\* What? Don't act like you've# never heard of it.

\* Did you know that humans also# run on a liquid? It's called# "blood."

\* Apparently it doesn't taste# any good, which is like, a# total shame.

\* I'd let you try this stuff but# it's total poison to# non-robots.

\* How do I know that? I don't.

\* I just wanna deter you from# draining my sweet sweet lake.

\* (Slurp slurrrp)

time

u\_time

uvs

u\_uvs

txl\_d

u\_txl\_d

sprite\_tex

\* This area seems totally# abandoned.

\* Guess there's no more# need for fighting. Real# shame.

\* A generator, huh?

\* There's probably some# way to turn it back on# around he

\* Oh, come on! Again??

\* Hate to rock your world# but bullets aren't the# answer to everything!

\* Would it kill you to# think before shooting at# your problems?

\* Hey, it's just a# pattern I've noticed# recently!

\* You've already solved# tons of puzzles on our# journey.

\* I was only curious why# your patience has worn# so thin!

\* Cool it, will ya?

\* Heh, I'm afraid that# door is far too thick to# shoot down.

\* Looks like you'll have# to stick with my# original plan of

\* ...What?

\* Me?

\* You've found yourself# some nerve, haven't you?

\* ...Fine.

\* There. Your exit, my# king.

\* Did you forget my# warning when you started# down this road?

\* I'm in control here.

\* That hasn't and won't# change, got it?

\* The next time you pull# a stunt like this...

\* Let's just keep moving.

\* (The elevator is# unresponsive.)

alpha

disappear

credits\_y\_offset

credits\_final\_alpha

credits\_final\_alpha\_fade

draw\_end\_card

end\_card\_alpha

the\_end\_text\_alpha

hat\_card\_alpha

actor\_martlet

Playtesters:

credits\_entry\_one

Raymes

Sunsetbyplane

LeopardBunny

Evan Smith

Saltydkdan

Bubble-tea-dreams

Sr. Pelo

Fridgadae

TheKameru

Chocohex

Icewolf

Doggybag

Infernocop

Astratt

Zarla

Yamina

Blumod

Scoffy

Coal Bones

Trent Noah

Simisear

Polybius3D

BeepPerson

TsunamiCoRyan

RhenaudTheLukark

AgentDrako

Beesecase

R2d2kx100

Anthony

PietroPan

Skost

Minmo

CapsuleGravy

Izzy

Special Thanks:

credits\_entry\_two

Tifapunchface

Jillian Brodsky

2XMM2

Squiish

SuperSonic7CE

Radio

Loaf

Daynadooodles

Kenju

AstroAmphibian

Blembino

Anissa Hustins

Commissioner Tadpole

Autumn

Team Switched

Hobo Nate

Ronin

Wolfman98002015

Angelasamshi

Fatz

Norin

LegitimateNoodle

Shayy

Rynogg

Easynam

Nightmargin

YellowAfterlife

Guzusuru

Game Jolt

credits\_entry\_three

river\_ambience

\* I've been thinking# about that day.

\* A lot.

\* Time is a funny thing,# you know?

\* I guess in the big# picture of my life, you# were only a blip.

\* But oftentimes, those# "blips" make the biggest# impacts.

\* The King offered me a# promotion.

\* A guard post in New# Home.

\* But after experiencing# the worst the job had to# offer...

\* I declined.

\* Not only that, I put in# my two weeks, heh.

\* I... felt that there# are much better causes# to pour myself into.

\* Anyways...

\* Sorry that I'm putting# you on one of my rafts# again.

\* Might not be the most# appropriate sendoff# after that last ride...

\* But it's the best# tribute I could think# of.

actor\_starlo

actor\_ceroba

\* It's nice.

\* It is.

\* Thanks for doing this.

\* Felt good to craft# something with meaning# again.

\* You got your gift?

\* Yeah, here you go.

\* Oh, I almost forgot.

\* There's someone I# invited who was a friend# of Clover's.

\* A friend?

\* H-Hello?

\* Is this the right place?

\* Oh, hello.

\* Howdy.

\* Sorry if I'm# intruding...

\* My name is Dalv and I# um...

\* I was living in the# Ruins when Clover first# entered the Underground.

\* So you were the first# to meet ‘em?

\* One of the first, I# suppose...

\* A-Anyway, when we met,# I acted foolish and...

\* ...attacked Clover.

\* I think we all did at# one point...

\* I promise it didn't# last long, though!

\* And I held back a# little. Um...

\* Where was I going with# this?

\* Clover helped you out# of your situation.

\* Yes.

\* All in all, Clover was# very kind to me.

\* That checks out.

\* It's nice to meet you,# Dalv.

\* Thanks for coming.

\* Of course.

\* Well...

\* No more stalling.

\* Everyone ready?

\* I believe so.

\* Oh, wait a second.

\* I want to place one# more thing.

\* Safety glasses?

\* I want Clover to stay# safe on their journey.

\* Can't forget 'em,# right?

\* No, you can't.

\* There you go...

\* Goodbye, friend.

\* Thanks for all you've# done.

\* See you around, kid.

\* Take care, Clover.

wrap\_around

goggles

gun

hat

\* Somebody calls for help...

\* You answer the call.

offset

camera\_border\_y

camera\_border\_x

THE END

\* Dum dee dum...

\* Um... Excuse me?

\* King?

\* Oh?

\* A visitor? At this# hour?

\* H-Hello Mr. King, sir.

\* It is an honor to be

\* No need to be so# formal.

\* You can just call me# "Asgore" if you like.

\* Right!

\* Asgore, King, sir.

\* I am Martlet of the# Royal Guard Snowdin# Division.

\* Ah yes! One of our# courageous guards.

\* Thank you for your# service to the# Underground!

\* What brings you to the# Castle so late?

\* W-Well...

\* This human brings me to# the Castle.

\* Their name is# Clover.

\* Clover...

\* What a lovely name...

\* I apologize for the# lack of notice!

\* I know this may be a# shock but...

\* Were you, by chance,# not given a Royal Guard# handbook?

\* A handbook?

\* Sure, I was given a# handbook.

\* Not sure I'm following.

\* Ah...

\* Hmm...

\* So you are familiar# with the protocol...

\* Yet... here you are.

\* I know how it looks.

\* But you see...

\* Clover is not a bad# person.

\* I-In fact, they are one# of the kindest souls# around!

\* So many have attacked# them with ill intent...

\* But Clover is peaceful.

\* ...As much as one can# be in such situations.

\* What I'm trying to say# is...

\* Clover believes in# what's best for others.# Even monsters.

\* And...

\* They need to go home.# Back to the# Surface.

\* Back to the Surface...

\* If only such a thing# were so easy.

\* But you of all monsters# must know the reality.

\* Clover is different!

\* This is different!

\* Regrettably...

\* The one thing these# encounters never are is# "different."

\* Not in the end.

\* Wh... What are you# saying?

\* You aren't going to# kill Clover are you!?

\* If that is the result# of our battle...

\* It must be.

\* NO!!

\* You can't do that!!

\* Clover!

\* Plead your case! Come# on!!

\* What are you doing??

\* Say something!

noloop\_count

\* You're...

\* You can't...

\* The human has spoken.

\* I am sorry.

\* N-No...

\* This isn't how this...

\* L-Let's go back.

\* Back to Snowdin.

\* You can live w-with me.

\* Like nothing ever# happened...

\* I......

\* Hm.

\* You are a decisive one.

\* Then you know what we# must do.

\* Please... follow me# into the next room.

textWidth

textSep

message\_actual

message\_actual\_col

message\_reset

color\_set

dialogue\_is\_minishop

dialogue\_font

portrait\_idle\_animated

portrait\_idle\_frame

portrait\_can\_animate

MSG\_ADVANCE

show\_message

portrait\_xx

line\_sep

prt\_animate

portrait\_y\_disjoint

minishop\_box\_xx

minishop\_box\_yy

item\_count

$ -

#SPACE -

/8

spacing

ypos1

ypos2

xpos1

xpos2

xpos3

xpos4

soul\_offset

soul\_x

soul\_y

entrance\_seq

hand\_reroll

layer\_sequence\_is\_finished

arm\_right

hand\_left

hand\_right

new\_hand

sequence event

mecha\_screenshake

card\_width

card\_height

stack\_x

stack\_y

stack\_y2

card\_target\_x

card\_target\_y

card

card\_id

inactive\_card

talk

x\_store

y\_store

angle\_store

attack\_interval

last\_puff

puff\_count

no\_puff

steam

speed\_inc

ball\_spawn\_point

ball

target\_dist

ball\_offset

bomb

laser

gravity\_direction

draw\_text\_ext\_transformed

width1

width2

draw\_offset\_x

draw\_offset\_y

arc\_size

bullet\_number

arc\_inc

execute\_normal

execute\_random

text\_effect\_2

egg\_eat

So you know ze#art of ze egg,#but what about#taste?

Bon Appétit!

...Incroyable!

Simply delicious!

Compliments to#ze chef!

Oh right, zat#ez me! Hahah!

But you, my#instructor!

You are one of#great talent!

Zank you for#guiding my#spatula!

instance\_activate\_object

overlay\_2

circle\_alpha

white\_overlay\_radius

\* Ugh...

\* Ceroba...

\* Where is Ceroba!?

\* Clover, where did she# go?

I'm sorry

peep

\* You...

\* Sorry...?

\* You didn't.

\* You couldn't.

\* She just ran away.

\* She ran to the lab,# right?

\* Wh...

\* Where am I...?

\* Are you...

\* I'm so sorry.

\* We should've been here# to help.

\* Help...?

\* No one wanted it to end# this way but...

\* But what!?

\* What the hell did# Ceroba do to deserve# this!?

\* I didn't say she# "deserved" anything but# come on!

\* Look what she did to# us, and more# importantly,

\* What she was planning# to do to Clover and# Kanako!

\* She was clearly

\* She was lost!

\* In her mind there was# no other choice!

\* All anyone ever sees is# what they want to see.

\* They never stop to# consider the "why."

\* Maybe to you, she was# only some violent threat# but...

\* Beneath the crisis, I# saw her for who she# truly was.

\* A compassionate,# hardworking mother who# lost everything.

\* Her hopes, her dreams...

\* I knew her.

\* I knew her more than# anyone.

\* She could've been# talked down. Forgiven# even.

\* But she wasn't given# the chance.

\* We tried. For a long# time.

\* We wanted peace.

\* You saw it.

\* Even when things# escalated, we attempted# to flee.

\* But she wanted us dead.

\* Going as far to back# Clover into a corner,# forcing them to...

\* You're a lawman, right?

\* I'm sorry but...

\* Under these# circumstances... Clover# was just.

\* I don't know what# "just" means anymore.

\* What's right, what's# wrong...

\* Who cares...

\* All I know is that I...# I lost my best friend# tonight.

\* And the wind...

\* It blew the dust away.

\* Like she didn't even# matter...

\* To the law, maybe you# are justified in what# you've done.

\* But to me... you're# lower than dirt.

\* I could report your# location...

\* Or try to get# revenge...

\* But I know that would# only spell more trouble# for me.

\* All I can do now is ask# myself why.

\* Why did I hesitate to# fire that last bullet?

\* I'm... sorry you had to# go through all of this.

\* Maybe if we took a# different route in# Waterfall...

\* Made different# choices...

\* You wouldn't have been# put in this situation.

\* This spiraled way out# of control but...

\* There's no changing it# now.

\* Only thing left to do# is get you home.

\* You deserve it.

\* Let's go to the Castle.

clover\_crawl\_move

clover\_crawl\_speed

clover\_overlay\_alpha

clover\_overlay\_alpha\_dark

clover\_shake\_intensity

shoot\_delay

shoot\_delay\_max

destroy\_self

slash\_instance

spawn\_direction

direction\_current

direction\_inc

bullet\_count

arc\_radius

Hydrogen [H]

compound\_id

\* The lightest and most# prevalent element in the# universe.

shaky\_text

\* I'm famished.

\* 'Boutta yomp on some rocks!

\* I hope they don't dock pay for# eating the workplace...

soul\_particles\_ps

pt\_ef\_soul\_particles

pe\_ef\_soul\_particles

particle\_number

part\_system\_destroy

card\_original\_x

card\_original\_y

card\_draw\_warning\_rectangle

card\_warning\_number

card\_warning\_max

card\_active

card\_return

activation\_delay

reset\_delay

next\_attack\_delay

rectangle\_width

rectangle\_height

image\_total

submerge\_sprite

self\_soul

track\_spawner

idle\_animation

\* Oi, if ya want in the club,# you're gonna 'avta wait in line!

\* That is, unless you're on the# VIP guest list.

\* I doubt it but it wouldn't 'urt# to check.

\* Wouldja look at that! I got a# lad 'ere that looks just like# you!

\* Go on, then!

\* Got a lotta impatient monsters# who show up 'ere.

\* Surely by now they would know# not to come durin' crab hour!

\* The crabs are Mr. Bailador's# understudies.

\* "The Sentinels of Sound" 'e# calls 'em.

\* Not sure where he rounded the# fellas up but the guy gets# around.

\* I try not to dabble in their# business, I'm just 'ere for the# paycheck.

\* You 'ave fun in there!

\* Oi, club's closed.

\* Mr. Bailador isn't answering# 'is phone.

\* Sure 'e's always travlin' but# it ain't like him to miss crab# hour.

\* Ah well, the understudies just# left to go searchin' for 'im.

\* Wild night this is...

\* Didja not 'ear me the first# time?

\* Ain't no dancin' happenin'# tonight.

\* Do it somewhere else if ya# must.

\* 'Ope I'm still gettin' paid# for this...

pellet\_count

bul

distance\_current

distance\_speed\_current

distance\_speed\_max

position\_list

shield\_perc

ds\_list\_pos

position\_current

rot\_speed

tardist

tardir

orange

rot\_time

spray\_spawner

bullet\_speed

local\_dialogue\_open

text\_alpha

white\_text

text\_x\_final

text\_y\_final

\* Hum-dee-dum!

\* A few more days of scrubbing# and this inch of the bridge# will be spotless!!

\* No offense, but you look like# you could use a cleaning!

\* Golly gee! If I weren't on# duty, I'd help!

\* What to do? What to do?

\* Say... mosey on back to the# generator complex!

\* You can toss yourself into one# of the washing# machines!!!

\* (Note: You should not toss# yourself in a washing machine.)

\* You want a sip of my mop# water???

\* I know you do!!

\* Drink up!! DriNk UP!!!

\* I know I usually let you# handle imminent threats# but...

\* ...You really looked# cornered back there!

\* My friendliness pellets# sure come in handy in# tight spots!

\* Anyway, you must be# totally out of breath# after that.

\* You should take it easy# for a while, pal!

\* Grab a snack, hydrate,# won't bother me!

\* Need to be in tip-top# shape for what's coming!

\* Can I be real with you?

\* I'm gonna be real with# you.

\* I get it. Stomping# around, full of anger,# boredom...

\* Lying waste to# everything in your path# - we all have hobbies.

\* But, heh, come on...

\* How is this forwarding# your cause?

\* These aren't monsters.

\* As far as I'm concerned# they're barely even# conscious.

\* We don't have time for# this little joyride of# yours.

\* In my opinion, of# course!

\* Fine, we can talk later# I guess.

attack\_count

attack\_turret

excluded\_number

excluded\_number\_2

ball\_last

attach\_points

weed\_count

weed\_max

weed\_alarm

destroy\_alarm

no\_loop\_destroy

cam\_x

cam\_max

cam\_percentage

counter\_current

counter\_timer

spawner\_list

spawner\_list\_original

ds\_list\_copy

soul\_shake

soul\_can\_hurt

stage

fade\_out\_alpha

unavoidable\_attack

attack\_instance

weaken\_sound

heart

flash\_alpha

new\_soul

new\_capsule

yellow\_col

Rest well, young one.

I am sorry.

box\_width

eq\_bar\_number

eq\_bar\_gap

eq\_bar\_width

eq\_bar\_height

eq\_bar\_height\_target

eq\_bar\_height\_max

eq\_bar\_height\_min

eq\_bar\_draw\_warning\_bars

lerp\_speed

eq\_bar\_low\_max

eq\_bar\_low\_current

eq\_bar\_hi\_max

eq\_bar\_hi\_current

eq\_bar\_collidable

yy\_2

collide\_id

draw\_rectangle\_color

steam\_audio\_noloop

pacifist\_skip

\* Well, best get on with# it.

\* Watch your step.

\* I know you're skilled# enough for this small# task.

reflection\_surf

Alpha

alpha\_uniform

sprite\_uvs

spriteUVs

shader\_uvs

\* Hehe!

\* Moves so hot, my worries are# melting away!

\* (Who knows what might happen# from this point forward.)

\* (Continue?)

Turn back

继续

\* Brrr! Sure is chilly out here!

\* Nothing a smile can't# persevere through, though!

\* I'm waiting for my siblings to# find their way out!

\* We're all going to migrate to# a warmer environment!

\* Somewhere we can really plant# some roots!

\* Before you leave us, you# should try hugging someone!

\* You never know how effective# it may be!

\* Call it a "Sweet Corn# Challenge!"

\* So cold! So cold!

vspeed\_max

hand\_left\_displacement\_y

Ceroba...

left\_prd

right\_prd

prd\_max

prd\_min

can\_spawn\_left

can\_spawn\_right

pellets

spawn\_corner\_last

spawn\_direction\_last

spawn\_corner

spawn\_direction\_1

spawn\_direction\_2

bullet\_spawn\_direction

bullet\_spawn\_direction\_inc

fireball\_count

fireball\_list

hspeed\_target

bullet\_spawn\_timer

fireball

road\_1

road\_2

car\_delay

car\_count

spawn\_probability

frog\_noloop

list\_pos

attack\_choice

attack\_index

additional\_attack

draw\_clover\_yellow\_alpha

make\_colour\_rgb

\* Ah, you got my message!# Great!

\* What a view...

\* That large facility in# front of us is the# CORE...

\* ...The main source of# power for the# Underground.

\* Behind that is New Home.# The capital city.

New Home

\* ...King ASGORE's Castle.

\* Look, I haven't been# 100% honest with you...

\* My whole life, I was# taught that humans are# the enemy.

\* But you... you never# really came across as# such.

\* Though...

\* During our journey, I# did sense a faint,# alarming aura in you.

\* I had this backup plan# in case you started a# rampage but...

\* ...you never did.

syringe\_noloop

\* Phew... that feels# liberating.

\* I'm so sorry for keeping# that from you. You're a# good kid.

\* Even so, there's another# problem...

\* I don't think ASGORE# would agree.

\* You see, he needs seven# human SOULs to destroy# the barrier.

\* So far he's collected# five and he might try# for another...

\* Now that we're this# close...

\* I'm afraid there isn't a# peaceful way of# confronting him.

\* I know this isn't the# path you intended but...

\* Let's... put all this# behind us.

\* You can come stay with# me. Live out a happy,# violence-free childhood!

\* I'll teach you# craftsmanship...

\* And you can teach me# marksmanship!

\* You don't deserve to die# this young.

\* What do you say?

Sounds good

...Okay

\* Really???

\* Wow! We are going to# have so much fun!

\* I promise this is the# best outcome for both of# us.

\* Well, "roommate," let's# go to Snowdin!

W-What is this?

Clover...?

W-Why would you...

\* You gotta be kidding me!

\* I just knew something# like this would happen!

\* And after all we've been# through...

\* I tried for so long.

\* I tried to uphold a# friendly persona but# wow...

\* You really brought me to# my limit!

\* Though, I gotta say, it# did feel good to finally# SNAP, ya know?

\* She never saw it coming!

\* Best of all, she thought# YOU betrayed her in the# end!

\* What an IDIOT!

\* I bet she even-

\* Nuh-uh-uh!

\* Trigger-happy are we?

\* I think you forgot who's# in charge here.

\* We had a nice run,# didn't we?

\* Too bad I won't# miss it.

img\_index

big\_flowey

noise

noise\_pop

\* MMMmm I shoulda done this# earlier, huh!

\* You're still holding on? So# stubborn!

\* Lighten up a little, pal!

\* You do know this didn't have to# happen, right?

\* We had a plan. A simple one.

\* Go. To. ASGORE.

\* But I guess you're too stupid# to follow directions.

\* Don't know why I thought this# would end any differently...

\* You've always been predictable.

\* Oh? What do I mean? Well,# buddy, let me show you!

\* You've always been# predictable, heh.

\* But enough about YOU.

\* I wanna have a little fun# before I absorb your SOUL for# good!

flowey\_face

rand

xspeed

\* (You peer into the box and find# a bucket of nails.)

\* (Take them?)

\* (A bucket of nails. Could be# useful.)

\* (You got Nails!)

\* (You got nails.)

\* (You decide not to touch the# nails.)

\* (Nothing of use left.)

route\_distance

spawn\_point\_inc

current\_spawn\_point

x\_modif

route\_percentage

flame

spawner\_id

event\_music

npc\_axis\_run\_speed

axis\_run\_speed

\* N0.. .

\* R- R3TREATING!

\* Holy...

\* What happened here?

\* Hope this stuff is okay# to touch...

static\_noise

hurt\_sprite

vanish

vanish\_state

max\_rise\_ext

head\_displacement\_y\_multiplier

time\_elapsed\_decrease\_head

body\_displacement\_y\_multiplier

time\_elapsed\_decrease\_body

hand\_left\_displacement\_y\_multiplier

time\_elapsed\_decrease\_hand\_left

hand\_right\_displacement\_y\_multiplier

time\_elapsed\_decrease\_hand\_right

T1 Appear Moray

T5 Appear Moray

animation\_disjoint\_yscale

image\_yscale\_store

time\_elapsed\_head

sign\_modifier\_head

time\_elapsed\_body

sign\_modifier\_body

body\_displacement\_y

time\_elapsed\_hand\_left

sign\_modifier\_hand\_left

time\_elapsed\_hand\_right

sign\_modifier\_hand\_right

hand\_right\_displacement\_y

time\_elapsed\_move

time\_max\_move

max\_rise\_move

sign\_modifier\_move

animation\_disjoint\_x\_move

time\_increase\_move

\* (You search the nightstand...)

\* (You find a folded-up PSA# which you stash in your mail# bag.)

\* (Nothing but an empty eyeglass# case sits in the drawer.)

\* What luck.

\* Turn the power on and# the whole facility goes# insane!

\* Since you're now the# leader and all...

\* How'bout you run ahead# and turn this steam off?

\* I think I see a switch# over there so no# problem, right?

\* Don't worry, I'll catch# up.

\* See? No sweat.

\* Bro, I came to the club to let# loose and boogie, not wait in# line!

\* "It's crab hour!" is what they# keep telling me. "It's crab# hour!"

\* Who says I'm NOT a crab? Like,# they sure are putting me in a# crabby mood!

\* That, and I haven't trimmed my# fingernails in months.

\* I could pinch someone so hard# with these puppies.

\* The moment crab hour ends is# the moment I seize the floor and# get DOWN.

\* You can quote me on that, bro.

destroy\_part

drawing\_poster

\* (Some blueprints...)

\* (Rolled-up blueprints lie in# the box.)

\* (You take a look.)

subimg

?~

heHe~

Bwaa~

Grrr~

Oo??

Awawa~

Uuuu~

Swip#Swap~

Gwob#Gwub~

Awoooo~

Wiggle#Woggle~

item\_check

narrator

\* (Not of interest.)

\* (You dig around the bin and# find a bottle of Sizzlin'# Soda.)

\* Do humans often eat# from the garbage?

\* Shoot, I coulda left a# trash bag out in Snowdin# as a lure.

\* I'm only joking, of# course!

\* I can't judge anyone's# culinary preferences# after today...

\* (You got some Adult Soda!)

\* (Not enough space.)

bullet\_spread

current\_position

bullet\_spread\_inc

bullet\_spread\_amount

bullet\_pattern\_current

bullet\_speed\_alt

bullet\_spread\_alt

bullet\_spread\_alt\_max

current\_position\_new

bullet\_arc

fadeout

throw\_delay\_max

throw\_delay

throw\_dir

spawn\_dist

spawnx

spawny

\* What are you thinking!?

\* I know they started the# fight but we don't know# the situation!

\* What if it was a glitch# in their programming?

\* These bots are# antiques.

\* We have no right to# destroy them, got that?

\* ...Sigh.

\* Why are we in this# situation to begin with?

\* I thought Axis said he# was the last of his# kind...

\* Wait...

\* He introduced himself# as "Model 014".

\* There must have been 13# other guard-bot# prototypes.

\* I suppose only one is# still functioning.

\* Still, this thing# definitely wasn't a# guard-bot...

\* We don't know how many# other robot types are# out there.

\* We'll figure it out in# due time, I'm sure.

\* Just... don't do# anything stupid.

sp\_original

pp\_original

attack\_noloop

\* You hold onto your hopes...#\* Defense temporarily increased!

heal\_amount

\* You refuse to back down...#\* Gained

HP!

\* You think of those you love# most...#\* Speed temporarily increased!

arrive

\* What the

\* Fun!!!

\* Hello again!!

\* The shipment is almost# complete!!

\* One final step and you may have# the passcode to exit!

\* All you have to do is

\* Sort each colored# package by tilting that# platform left or right.

\* Pretty obvious.

\* Look who paid attention# learning colors in preschool!

\* Not by choice.

\* I'll take the# drop-chute up top, you# man the platform.

\* Good? Good.

\* Ready?

\* Here goes nothing!

seesaw\_puzzle\_activate

\* Phew!

\* Coming back down!

\* Grrreeeat job everyone!!!

\* You can't spell "Steamworks"# without "teamwork"!!

\* Can't spell it without "steak"# either but that has absolutely# no bearing on this situation!

\* Let's see how you did!!

\* Calculating...

\* Aw! You BARELY scraped by but# that's what performance reports# are for!

\* Hey! It isn't our fault# this system is so# impractical!

\* Why does it take two# giant steps to ship a# few packages?

\* Why can't we sort the# colors when boxing them# in the first room??

default

\* Beats me!

\* You know, for being# built by such great# minds...

\* The Steamworks are# awfully convoluted.

\* It takes a MASSIVE IQ to# understand the complexities of# the Steamworks.

\* Your brain probably isn't# advanced enough!

\* Says the wall-mounted# gif comprised of three# pixels.

\* You know what?

\* You can take your little# "passcode" and

\* ...Just give us the code.

\* Of course!

\* The passcode is

\* Got it?

\* Yeah, thanks.

\* No, thank you, employees!

\* Thank you for making the# Underground a little brighter!

\* Man, I don't know what's goin'# on these days.

\* Debt... Drama...

\* When did this gang get so# serious?

\* Frankly...

\* I liked it when we just played# shuffle games with the# residents.

\* You wanna know my real dream?

\* Bein' a bodyguard!

\* For someone of status, of# course.

\* Keepin' watch while they carry# out business... That sounds fun.

\* I know I'd be a pro at it# since I've been practicin' my# pivot.

\* No one could ever sneak by# without my blinkers catchin'# 'em!

\* Don't worry about us.

\* Best to leave this type-a# business to the Shufflers.

\* Yeah, Shufflers.

\* Wait...

dance\_timer\_max

dance\_timer

AH.

WHAT DID YOU#DO TO ME?

I DON'T FEEL AN#UTTER MURDEROUS#RAGE ANYMORE.

I... DO NOT#KNOW WHAT TO#DO WITH MYSELF.

SUPPOSE I WILL#STARE AT YOU#BLANKLY UNTIL#YOU DO SOMETHING.

flowey\_face\_sprite

flowey\_face\_x

flowey\_face\_y

transition\_overlay\_alpha

transition\_stage

can\_transition

distort\_current

room\_transition

\_bullet\_count

twirl\_

layer\_get\_fx

\_fx\_twirl

fx\_get\_parameters

\_params

g\_DistortAngle

fx\_set\_parameters

next\_room

/

draw\_text\_colour

attack\_coin\_spawn\_timer

last\_number

same\_number\_amount

exc\_number

event\_perform\_object

ps

part\_life

part\_dist

pt\_Lava\_Particles

pe\_Lava\_Particles

part\_emitter\_stream

\* (Take the Friendliness# Pellets?)

\* (You got the Friendliness# Pellets!)

default\_generation\_speed

generation\_speed

preset\_positions

randx

randy

spawn\_point\_x

spawn\_point\_y

\* (No business to conduct here.)

\* (A faint face is burned into# the machine's screen...)

\* (...staring out into the dim# chasm of rock and steel.)

\* (You spot some Gravity Granola# inside the machine.)

\* (Some food lies within the# robotic husk.)

\* (You got some Gravity Granola!)

frog\_jump

grav

frog\_sound

animate

can\_shake

shake\_timer

pt\_glass\_particles

part\_type\_sprite

pt\_Effect2

pe\_glass\_particles

pe\_Effect2

fmartlet\_atpool

fmartlet\_event\_lowhp

battle\_end\_noloop

Empty

hp\_percentage

new\_attack

flicker\_chance

can\_flicker

lighting\_surface

darkness\_alpha

sin\_deg\_inc

scale\_diff

not\_randy

arm

launch\_dir

turn\_rate

destroy\_on\_contact

aim

deg\_dec

residue

\* (The sturdy bed sits# bathing in the warm glow# of the Dunes.)

\* What a masterwork.# Hand-carved and# everything...

\* It's hard to believe# Chujin had the time to# craft all of this.

direction\_start

spawn\_rate

attack\_length

block\_speed

hint\_draw

hint\_alpha

bbox\_overlay\_alpha

block

\* What do we have here...

\* Really? ANOTHER locked# door?

\* How many unique doors# are installed in this# place?

\* Talk about# inconsistent!

\* Well, I don't see a# slot for your ID card...

\* There's plenty of# science equipment lying# around.

\* Maybe we can drill# through with something?

\* Start searching!

mooch\_fly\_away

mooch\_fly\_away\_no\_loop

T3 Appear Mooch

T7 Appear Mooch

T8 Appear Ed

current\_hp\_mooch

chujin

\* One cup of joe for the# Boss - extra# caffeinated!

\* Is that my title now?

\* It's not like I pay you# to help me.

\* See these drinks?

\* Martlet...

\* You really should pay# that tab soon. The list# is gettin' long!

\* Oh, I meant to tell# you...

\* We'll probably have to# cut back on our hangouts# soon.

\* Hm?

\* I uh... I finally gave# in to peer pressure# and...

\* ...Got a job.

\* What good news!

\* Heh, I don't see it# that way...

\* Well, you can't# freeload forever.

\* I knoooow, I know!

\* What's the job?

\* Well I wanted a job# where I could build# things so...

\* I signed up for the# Royal Guard.

\* The...

\* Martlet.

\* There's gotta be a# better job out there.

\* What's wrong with the# Royal Guard?

\* Besides building# puzzles, all they do is# sit around all day.

\* Practically tailor made# for me!

\* It isn't that simple.

\* On rare occasions,# Guards have to do their# job.

\* Their REAL job.

\* You're talking about# humans, right?

\* I'm aware.

\* But come on...

\* It's gotta be like, a# 0.1% chance that I run# into a human!

\* And even if I did, I'm# a good people-person.

\* Escorting them through# the Underground wouldn't# be a problem.

\* Humans are dangerous!

\* Whoa...

\* They cannot be trusted# and certainly not# "escorted."

\* Sorry, but you should# not put yourself in# harm's way.

\* What do you mean?

\* Surely they can't ALL# be bad... right?

\* Have you heard of the# Snowdin attack?

\* Yeah...

\* Well... I witnessed it.

\* One of the bleakest# days of my life.

\* And veterans of the# war... their stories...

\* It had to be ten times# worse.

\* Humans are merciless.

\* Incapable of decency in# any form.

noloop\_message

\* Believe me.

\* If it makes you feel# better...

\* I'm not posted anywhere# near the hot spots.

\* Well, it is a "hot"# spot but...

\* It's just Lab duty.

\* Guarding the Royal# Scientist's almighty# fortress?

\* Yeah, that's all.

\* ...#

\* Why don't we just call# it a day?

\* Probably for the# best...

\* Really? Another door?

\* Let's look around. Has# to be a switch or a# panel somewhere.

part\_x

creator

part\_size

size\_multiplier

number\_count

part\_axis\_bg

part\_axis\_bg\_sys

part\_particles\_create

tellyvis\_face\_change

tellyvis\_face\_next

tellyvis\_face\_next\_stored

tellyvis\_face\_current

tellyvis\_face\_default

tellyvis\_face\_frame

tellyvis\_draw\_face

vine\_count

vine\_cut

vine\_xx

vine\_yy

vine\_percentage

dep

bullet\_attack\_count

Attack Layer

ceroba\_bullet\_launch

ceroba\_special\_attack\_warning

ceroba\_special\_attack\_impact

modif

layer\_exists

attack\_sequence

player\_fade\_out

ypos3

ypos4

ypos5

\* How goes it, lil fella?

\* Sorry, but we're on a station# break at the moment.

\* What's broadcasting in the# meantime?

\* Why my face of course!

\* Ugh, this break can't end soon# enough!

\* When can I play a movie I# like?

\* Your movies go against the# very nature of television!

\* Gratuitous violence... heavy# cursing... a secret third# thing...

\* Third thing?

\* Oh you mean

\* Nuh-uh-uh! Off limits!!

\* We can only host mild cursing# with censored/and or cartoon# violence.

\* TV-14 at worst!

\* Yeeeah, but that's not gonna# stop anybody, now is it?

\* We hope we've entertained you,# fella!

\* Television is a wonderful# invention!

\* It's even better when you sit# inches from the screen with# your eyes WIDE open!

\* What? No! Don't do that, kid.# Don't listen to her.

\* Yes! Destroy your eyesight!!

\* Your lenses should thicken# with every exam!!!

\* You can't just say these kinds# of things to kids!

\* (Shut your flap, Vis! I'm# running an optometrist ad!)

\* That doesn't make it better!!!

\* We'll be back after these# messages!

\* Man, I hope not.

Sigh... Mooch?

geno\_target\_angle

id\_store

id\_feather

draw\_angle

feather\_targetted

is\_green

color\_value

sin\_value

greenfrog

light\_amount

instance\_find

object\_found

shadow\_actor

shadow\_active

object\_get\_parent

\* I'll come right out and say# it: Yes, I am a finger.

\* I came free with the last# shipment of bottles.

\* ...What else do you want me to# say?

\* Stop poking around in my# business.

subscene

\* Bam!

\* You know who it is, right?

\* It's ya boy

\* ...Mo.

\* Hey, buddy... What's with the# piece?

\* I thought we had a connection,# ya know?

\* Like some sorta vaguely# illegal partnership!

\* You don't think I'm here to# stab ya in the back, do you?

\* I may be many things but the# last thing I am is a snitch!

\* Hey hey hey!!

\* There ain't nothin' up my# sleeve, kid! Nothin' but fur# and admittedly cheap cologne!

\* What you see is what you get# with Mo!

\* I ain't some unassuming badass# waiting for a chance to unleash# an attack!

\* I'm just a salesman, alright?

\* I'll leave, just put down the# gun.

Rob

Refrain

\* It's money you want, right?

\* Everyone loves money!

\* H-Here, this is all I got!

\* (You received 450G.)

sound\_noloop

\* Okay...

\* Okay. We're cool, right?

\* Ya know, I'm just gonna take# my window and get outta here.

\* I think I've had enough of# this lifestyle...

\* Man...

\* It's over for me.

\* I'm a goner...

\* If not now, tomorrow.

\* Enjoy that G. It's good# company.

\* I'll wait outside.

\* Where'd you go?

\* It's like I blinked and# lost you.

\* Well, uh, don't do that# again.

object\_array

keyboard\_key\_release

keyboard\_key\_press

window\_has\_focus

final\_circle

I am sorry for#inconveniencing#you.

I was only trying#to bring joy.

But...

Your attitude towards#the art of dance#is clear.

indicator\_on

flash\_count

variation

BZstzZ;Z t\_T#//98 .. -

[CRITICAL MEMORY#ERROR]

;TRAMPLED\_#FLOWERS . . .

I CANNOT RECALL/#WHAT HA-S#TRANSPIRED \_

IF\_MY BOTANICAL#C0NDUCT WAS#/UNSATISFACTORY. . .

NO.. . I WILL#N/NoT MAKE#EXCUSES\_

I\_MUST DESERVE#THIS. .. .

[SYSTEM FAILING.#SEEK REPAIRS#IMMEDIATELY]

I SUP-POSE Y0U#F/EEL DIFF3RENTLY#BUT TO ME.. .

THE GARDEN\_#. .

IT IS. ..#BEAUTIFUL.

\* do you know where guardener# went?

\* i felt we really hit it off.

\* i'm thinking of calling her up# for work inquiries - aka asking# her out on a hot date.

\* i know bot love is forbidden# but that makes it ten times# more exciting.

\* and besides, they can't smite# the smitten.

\* not as long as i'm strapped.

\* i see you carry a sidearm# yourself.

\* a sixshooter, right? reliable,# stylish, i like it.

\* make sure to be responsible# with it.

\* it's "safety first" in the# steamworks after all.

\* i gotta start thinking of what# to wear on my date.

\* saw a fella in a nice vest and# hat earlier.

\* maybe i could get some advice# from him.

BzZT-Z// z. .\_ .

. . . W-wW-

-WHA\_T HAS H/APPENeD#TO M..E?

D-D-DAMAGE CRITICAL\_

Se-EK R/ePAI'RS IM#EDIATELY\_

I S\_EE . . .

CALLInG MR. ChUJIN\_

CREaTOR. .. ?

CRE\_TO R, I NEED#ASSIST//ANCE\_

CALLInG MR. Ch , . \_

/CrEAt.. ,..

CAL-L , , i n g \_

CRe. ...

creator.

\* North Star is the worst! Hate# that guy.

\* ...Right?

\* Heh, I don't ACTUALLY think# North Star sucks.

\* I just say whatever's popular# in hopes to rise in the Wild# East ranks.

\* I uh... I kinda need North# Star to return asap.

\* Who else am I supposed to# blindly follow in life? My dad?

\* Sure, if I wanna grill meat# and browse sketchy Undernet# pages all day.

Not wasting any#time, huh?

You know...

My whole life...

My whole life,#I was taught#that humans are#the enemy.

The truth stared right#at me but I chose#to look away.

I tried to see the#good - I wanted to#believe it wasn't#true.

But you...

Any ounce of "good"#you ever had is#six feet under.

I don't care if your#motivation was#"noble."

I don't care if it#was only your twisted#idea of fun.

Nothing can justify#your sins.

I ran...

Twice I could've done#something different.#Tried harder.

...Prevented so many#deaths.

But I knew that#chance was slim.

I'm far too limited#in my current state.

But now...

This is my#responsibility alone.

You should've finished#me when you had the#chance.

\*Pant pant\*

Clover...

Your terror...

Ends NOW!!!

guardener\_stop\_animating

current\_side

spr\_width

spawn\_x\_last

x\_dir

sin\_current

x\_offset\_max

b\_speed

axis\_pitch

\* VANDAL SPOTTED.# STEAMWORKS: EASTERN# BRANCH.

\* SCANNING\_

\* HUMAN DETECTED\_

\* WAIT. . .

\* THIS IS FAMILIAR.

\* ACCESSING MEMORY BANK\_

\* MEMORY BANK BLOCKED\_

\* HM.

\* WELL. IT MATTERS NOT.

\* THREAT DIAGNOSIS\_

\* THREAT LEVEL: 10\_

\* EMPATHY: BYPASSED\_

\* WELCOME TO THE# STEAMWORKS, HUMAN.

\* THINGS HAVEN'T BEEN# GOING YOUR WAY, HAVE# THEY?

\* I'M AFRAID WHAT YOU ARE# AFTER HAS. . .

\* . . .EXPIRED.

\* FIVE SOULS ARE ALL THAT# WAIT FOR YOU IF YOU# REACH THE CASTLE.

\* BUT I'M GUESSING YOU# PIECED THAT TOGETHER# ALREADY.

\* IT IS INTERESTING. . .

\* HUMANS AND MONSTERS,# WHILE DIFFERENT, DO# SHARE ONE THING.

\* A HUNGER FOR THE SOUL# OF THE OTHER.

\* I SUPPOSE THAT IS NO# DIFFERENT HERE.

\* MY USUAL PROTOCOL CALLS# FOR MERE APPREHENSION# BUT. . .

\* YOUR THREAT LEVEL# PERMITS ME TO INITIATE# ATTACK.

\* STAND DOWN, HUMAN. IT# WILL ALL BE OVER SOON.

flash\_delay

shoot\_noloop

\* AH. . .

\* DAMAGE CRITICAL\_

\* t-zzz THReAT . ..

\* thReat L-LeVEL 99;99# 9999 99\_9. .

\* I REMEMB3R NOW.. . ..

\* THe 0THERS.. .

\* I MUST EVaCUATE . .

\* Who have you become?

\* Because this sure as# hell isn't the Starlo# I grew up with!

\* Now's not a good time# for this.

\* Don't kick me while# I'm down, please.

\* I'm... I'm sorry, Star.

\* I know this is# weighing heavily on you# but listen...

\* None of us hate you.# The REAL you.

\* We adore you!

\* What we hate is this# false, reckless persona# you've created.

\* I have my own baggage.# We all do.

\* I don't even know if I# have room to say this# but...

\* Bring him back.

\* Bring back the# innocent farmer I once# knew.

\* I just... wanted to be# appreciated. Revered by# all.

\* I was trying to provide# a slice of the Surface# where we have none.

\* There's nothing wrong# with that.

\* I'm not even telling# you to quit running the# town.

\* Just don't let this# identity consume you.# It isn't healthy.

\* ...Very well.

\* Clover, I'm terribly# sorry for attacking# you.

\* I do value your# friendship and the time# we've spent together.

\* You have every right# to make fun but...

\* This is who I really# am.

\* I'm not a real# sheriff... just some# nobody farmer.

\* Don't say that, Star.

\* You may not be a real# sheriff but...

\* You're certainly the# best sheriff I'VE ever# known!

\* I suppose I am KINDA# cool.

\* Darn right!

\* But...

\* Save it. We have a# posse to reunite!

\* Oh yeah! Ed and the# others deserve an# apology.

\* I feel really bad for# hurting them...

\* I'm sure they'll# forgive you.

\* I hope so...

\* Clover, I... wish you# luck on your journey.

\* I can tell you've# fought your fair share# of battles.

\* Your skill is almost...# intimidating.

\* I had a plan for us to# travel together but you# don't need me.

\* After all, I have a# sheriff on my side.

\* Heh, that's right,# missy!

\* Don't push your luck,# Star.

\* Anyway, just head north# and you'll find a# shortcut to Hotland.

\* ...Nevermind.

\* ...You okay?

\* Me? I'm fine.

\* I uh... had something# in Oasis Valley to# attend. I gotta go.

\* Goodbye, Clover.

no\_loop\_badge

\* That was strange... but# it's not your problem.

\* You need to get a move# on.

\* Oh! I almost forgot# something very# important!

\* Here!

\* (You got the Deputy# Badge!)

\* Despite a few hiccups,# our little adventure was# a blast.

\* I'll be seein' ya# around, partner!

\* I'm so proud!

\* Clover! Clover!

\* I just passed Ceroba# and that North Star# fella.

\* Did you all patch# everything up?

\* -Oh yeah, hi!

\* So I have good news and# bad news.

\* I'll start with the# good:

\* Ceroba was kind enough# to free me!

\* She's an old# acquaintance of mine so# it was a nice surprise.

\* She knows I won't tell# ASGORE about this, so no# worries!

\* Now that that's taken# care of... the bad news.

\* I'm about to go back on# my word, sadly.

\* I know I JUST said I# wouldn't leave your side# but then... ya know...

\* ...This crazy detour# happened.

\* I also realize I threw# my job to the wind to# travel with you but...

\* Since the imprisonment# took up so much time, I# have to go back.

\* If I don't at LEAST# clock in,

\* the Royal Guard# will grow suspicious!

\* Plus, Ava is totalled.# It was their property.

\* I'll only be gone for a# moment to fix my# mistakes!

\* Trust me, this will# help you in the long# run!

\* And I know you're tough# enough to handle# yourself.

\* I'll send ya a message# where to meet back up,# alright?

\* Again, I'm so-so-SO# sorry about this but# I'll cya later!

\* Through this door.

part\_system\_exists

pt\_ef\_bits

pe\_ef\_bits

part\_emitter\_destroy

fireball\_array

fireball\_dir

fireball\_current

dir\_offset

multiplier

move\_speed\_max

start\_delay

fire\_count

fire\_distance

moving\_time

pause\_time

robot\_item\_is\_jumping

robot\_item\_is\_carried

robot\_item\_can\_pickup

robot\_item\_x\_target

robot\_item\_y\_target

robot\_item\_y\_offset

robot\_item\_x\_player

robot\_item\_y\_player

nearest\_item

instance\_nearest

robot\_part\_no\_loop

sprite\_set\_offset

pl\_image\_index

buy\_shop\_screen\_number

Steamworks Vendy

Steamworks Vendy Geno

\* Vendy Model 01 - System boot...

\* Scanning customer...

point

action

\* Steamworks Chemist present :]

\* !

\* Attempting shut down!

Override

text\_linebreak\_limit\_shop

text\_separation\_shop

message\_color

reverb\_volume

audio\_emitter\_create

emitter1

audio\_bus\_create

emitter1\_bus

audio\_emitter\_bus

audio\_emitter\_gain

audio\_effect\_create

ef\_reverb

size

mix

effects

letter\_current:

#string\_length =

audio\_play\_sound\_on

application\_surface\_draw\_enable

display\_set\_gui\_size

app\_surf\_height

app\_surf\_width

screen\_parts

part\_height

draw\_surface\_part\_ext

\* I got to go back.

\* I want to go back to the# Ruins.

\* The dump was a total bust!

\* No anime to be found at ALL!

\* Just like, eight identical# piles of trash. It sucked!

\* In the Ruins, I could power up# freely.

\* No one minded me screaming# down those purple halls.

\* Out here, there's all these# monsters just waiting to JUDGE# me.

\* Like, come on.

\* I'm not "disturbing the# peace", I'm becoming god.

\* Sorry for the attitude.

\* The main character trait of my# current power tier is "easily# pissed."

\* Out of my control.

\* I bet some anime would help me# unwind.

\* There's this one show you# should totally check out.

\* It's over 1,000 episodes but# I'm sure you could catch up# within a few weeks.

\* Just let me know and we'll# begin the marathon!

\* We can talk more later.

\* Right now, I gotta figure out# where to begin my next arc.

image\_speed\_base

animation\_end

shader

texture

distort\_texture

u\_texture

str

u\_str

vine\_number

vine\_distance

x\_start

warning

spawn\_distance

Honeydew Resort Geno

\* (You took 60G from# the shelf.)

\* (There's nothing# left.)

Cafe Dune Geno

\* (You took 80G from# the shelf.)

Wild East Gunshop Geno

\* (There's a safe with# the door left open.)

\* Nothing to take.

Wild East Saloon Geno

\* (You took 100G# from behind the# bar.)

\* (There's no G# left to take.)

Hotel Shop Geno

\* (You took 500G# from the register.)

\* (You peer inside the box and# find some Grassy Fries.)

\* (Some food here.)

\* (You got Grassy Fries!)

\* (You got Grassy Fries.)

spawn\_interval

spawn\_direction\_variance

spawned\_last

pollen

\* I. ..

\* I DID ALL I C0ULD.

\* I wAS OnLY ABLE TO sAVE# A FEW buT...

\* NoW\_ I KN0W YOU WILL# LE4VE ThIS PLaCE# UNSATISFIED.

\* TH3 SAME FaTE ThEY mET# MAY AWAiT ME,

\* BuT I WILL N0 LONG,ER# RUN FRom YOU.

\* ThAT CANN0N OF DE4TH# YOU WIeLD iS STR0NG.. .

\* CoULDN'T GET us ALL,# HUH?

\* IT SE3MS MaNY BOTS# EvADED Y0U.

\* BUT AS yOU CAN SEE, I# AM STILL H3RE.

\* WeLL, ,,

\* I DECIdED I WILL N0# LONG,ER RUN FRom YOU.

\* BUT AS you CAN SEE, . .

\* I H4VE DRaWN A "WEAP0n"# OF MY OWN\_.

\* NoW.. . AS THE K1DS# SAY,

\* COME AT ME.

\* BUT I H4VE DRaWN A# "WEAP0n" OF MY OWN\_.

\* SO. ..

\* WhY NOT TRY Y0UR LUCK?

yellow\_overlay\_alpha

\* (Get on?)

jump\_noloop

overlay

\* (An empty elevator# shaft lies before you.)

\* Hey! Clover!

\* Have you seen Starlo?

\* Didn't think so...

\* It wasn't your fault# this happened. Don't# apologize.

\* I gotta find out where# he went.

\* I haven't seen him# anywhere since the# breakup.

\* That's the most upset# he's been in quite some# time. I'm worried.

\* I'll speak to his# family up ahead, maybe# they know something.

\* See you later.

\* Was that Ceroba?

\* I wonder where she's# off to in such a hurry?

\* Ceroba, an old# acquaintance of mine,# freed me!

\* I can see that you two# have already met.

\* Again, I'm# so-so-so-SO sorry about# this but I'll cya later!

image\_speed\_default

seesaw\_puzzle\_countdown

seesaw\_puzzle\_active

seesaw\_spawn\_item

seesaw\_item\_number

seesaw\_item\_number\_max

seesaw\_item\_number\_wrong

seesaw\_item\_offset

seesaw\_item\_offset\_max

seesaw\_angle\_max

none

conveyor\_item\_type\_last

conveyor\_item\_type\_repeat\_count

conveyor\_item\_type\_repeat\_count\_max

hint\_button\_alpha

speed\_modifier

phy\_rotation

strikes

\* North Star is the coolest!

\* One time, a construction team# was demolishing a building in# New Home.

\* But uh oh! An infant was in# the way of the building as it# came CRASHING down!

\* Suddenly, North Star appeared# and wound his lasso up!

\* He wrangled that skyscraper# without breaking a sweat! Yee# haw! Yee haw!

\* For saving its life, the# building gave North Star ONE# MILLION G!

\* True story! True story!

\* Me and North Star are a lot# alike, don'tcha think?

\* The golden complexions, the# hats, the owning of two legs.

\* I would roleplay as his son if# only he'd let me!

\* North Star's four friends are# OKAY but who cares about# sidekicks?

\* I mean, unless I was his# sidekick. I would care about# that A LOT!

destroy\_check

destroy\_timer

dir\_start

dir\_switch

base\_speed

bomb\_collision\_check

angle\_dif

gml\_Script\_bomb\_collision\_check\_gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_geno\_Step\_0

\* Is that a new hat?

\* Love it!

\* Average eyes probably couldn't# tell it changed but my eyes are# anything but!

\* For starters, I can't blink!

\* I think I settled on a goal# for my journey.

\* I wish to become the King's# tailor!

\* Yes, you heard that right!

\* His look, his whole presence,# it's nothing short of iconic!

\* Oh the cloaks I could craft...

\* He's already a ten out of ten# but hey, we can shoot for# eleven, baby!

\* I find this resort so quant,# don't you agree?

\* Tying the wooden aesthetic# together with bears and honey?

\* Splendid!

\* The whole place really says# "We love you and would never# maul you."

\* A real victory over bear# prejudice.

\* Oh, right! My complexion.

\* What can I say?

\* I'm not a fan of baby blue.

\* Knock 'em dead out there!

\* Figuratively.

audio\_noloop

twinkle

spear\_spawn\_count

spear\_spawn\_delay

final\_spear

spear\_x

spear\_y

spear

surf\_screen\_copy

surf\_screen\_noloop

line\_number

line\_y

surface\_copy

w\_scale

h\_scale

w\_multiplier

h\_multiplier

spawn\_offset

shake\_count

glitch

heart\_grabbed

Titanium [Ti]

\* What all robots will be made# out of when they overtake the# world.

feather\_radius

feather\_speed

feather\_alpha

can\_fade\_out

fcreate\_count

fcreate\_spread

fcreate\_decrease

fcreate\_angle

feather\_sprite

fcreate\_angle\_diff

fcreate\_x

fcreate\_y

image\_angle\_inc

trail\_sprite

fade\_out\_result

flowey\_alpha\_override

flowey\_ystart

attack\_offset

puzzle\_draw\_guide

puzzle\_1

layer\_tilemap\_get\_id

puzzle\_layer

puzzle\_2

puzzle\_3

puzzle\_goal

puzzle\_start

draw\_puzzle\_layer

puzzle\_start\_noloop

puzzle\_level\_current

puzzle\_game\_over

puzzle\_game\_victory

puzzle\_speed\_last

pseudo\_random\_number

pseudo\_random\_number\_max

countdown\_current

puzzle\_surf

puzzle\_alpha

offset\_max

puzzle\_music

pl

goal

ins\_puzzle\_1

instance\_deactivate\_layer

ins\_puzzle\_2

ins\_puzzle\_3

ins\_puzzle\_

instance\_activate\_layer

draw\_tilemap

draw\_text\_transformed

INITIALIZING...

MIX SUCCESSFUL

x\_point

y\_point

angle\_pos

angle\_pos\_default

angle\_pos\_max

angle\_radius

starting\_position\_x

starting\_position\_y

animation\_disjoint\_x

animation\_disjoint\_y

explosion\_angle

time\_elapsed\_increase\_fall

no\_loop\_spin

attack\_speed

in\_box

x\_list

y\_list

angle\_list

max\_points\_trail

trail\_cc\_max

trail\_cc\_start

trail\_cc\_current

id\_target

ds\_list\_destroy

x\_destination

y\_destination

angle\_destination

spin\_direction

hsc\_x\_temp

hsc\_y\_temp

hsc\_max

time\_elapsed\_fall

sign\_modifier\_fall

animation\_disjoint\_fall

x\_point\_fall

position\_factor

angle\_diff

can\_trail

id\_feather\_explosion

\* (You open the refrigerator and# find some leftover corn# chowder.)

\* You that hungry?

\* Um, alright then.

\* I suppose she won't# miss it... right?

\* (You got some Corn Chowder!)

\* (Nothing inside the# refrigerator seems useful.)

dir\_mult

spawn\_dir

string\_hours

string\_minutes

string\_seconds

:

playtime

boss\_list

Da

De

St

Ax

killed\_bosses

,

NONE

monumber

monumber\_current

mus

Pacifist

Neutral

Geno

fullname

Gun-Hat

No...

slurpy

enemies\_killed

funvalue

420

ROUTE:

FULL NAME:

PLAYTIME:

FUN VALUE:

BOSSES KILLED:

ENEMIES KILLED:

TIMES HIT:

GOLD SPENT:

TIMES MO BROKE THE LAW:

LEVEL:

TOTAL EXP:

DEATH COUNT:

SLRUPY SAVED:

TOTAL GOLD:

#breaktheshufflers

pencil\_color

id\_xx

id\_yy

event\_fade\_in

event\_fade\_out

end\_cutscene

drawing\_grid

ds\_grid\_copy

ds\_grid\_height

ds\_grid\_width

ds\_grid\_get

grid\_current

x\_target\_override

y\_target\_override

feather\_create\_count

hint\_scale

\* Ow...

\* I am so tired of this# "falling" thing.

\* How about you?

Again!

\* Like, can't gravity# screw off every now and# then? Seriously.

\* Again??? You didn't# hit your head just# now, did you?

\* Come on, get up. We can# do this.

\* Gotta try again.

no\_loop\_2

draw\_player\_sprite

music\_position

flDelay

\* Have you given up your life# of being a wrangler to# experience MODERNISM?

\* I highly suggest doing so,# it is the most prestigious# life one could choose.

\* Chic architecture, light# switches, latte machines...# it's all here.

\* Once you indulge, you# can't stop!

\* Why do I choose to live in# the Dunes and not somewhere# modern like Hotland?

\* Because I wanna feel# important.

\* If I walk around using tech# in front of monsters who# don't, I'm the cool one.

\* I'm probably the most# secure monster around.

\* I need to invest in a nice# suit to really sell my# status.

\* Gotta say, there's something# incredibly unsettling about# not wearing clothes.

laser2

flowey\_shake\_noloop

hit\_self\_count

audio\_pitch

audio\_decrease\_rate

can\_decrease\_audio

audio\_silence\_rate

execute\_audio\_silence

flowey\_fall

starting\_y

crash\_prevent

obj\_robot\_buiild\_finished\_robot\_item

starlo\_take\_aim\_overlay\_alpha

starlo\_take\_aim\_fade\_out

color\_alpha

shader\_alpha

alpha\_new

alpha\_id

ds\_map\_add

\* I keep trying to sneak# a drink from Dina but# she won't let me!

\* It's not fair, being# the ONLY member who# can't touch the stuff.

\* Oh, wait, am I being a# bad influence?

\* Right, uhhhh...

\* Vegetables! Education!# The stock market!# OoooOOOooo!!

\* While I'm sad you're# leaving us, I know# you'll do great things.

\* Give 'em heck, Clover!

\* Clover!! Hiya!

\* Just dropping by?

\* Sucks you aren't# actually joining the# squad.

\* With two small bodies,# we could steal SO much# sh-

\* Uh...

\* ...I should probably# stop saying the quiet# part out loud, heh!

idle

throw\_interval

ball\_spawn\_noloop

player\_x\_last

throw

can\_dash

dash\_delay

feather

can\_play\_sound

glass\_speed\_original

\_speed\_perc

speed\_perc

speed\_multiplier

move\_x

move\_y

is\_dashing

can\_cancel\_dash

dash\_delay\_max

move\_y\_dash

move\_x\_dash

draw\_overlay

audio\_pause\_sound

pl\_xstart

snap\_sound

vines\_lever

Decorations\_hidable

middle

spawn\_pos

spawn\_pos\_last

battle\_box\_third

\* Sorry kid, I ain't got time to# chat right now...

box\_overlay\_alpha

can\_charge

rm\_newhome\_03

Fight

ps\_meteors

pt\_trail

meteor

player\_soul

response\_shop\_screen\_number

player\_response

able\_to\_buy

shop\_item

shop\_gold\_requirement

shop\_stock

selected\_item

death\_sprite

pillar\_base

loop\_duration

shrink

shrink\_speed

color\_number

cursor\_color

outline\_color

color\_alt\_speed

color\_alt\_max

color\_alt\_total

dd\_type

hit\_object

color\_number\_2

enemy\_vulnerable\_hold

player\_weapon\_attack\_original

player\_attack\_original

move\_spd

move\_dist

spin\_spd

hsp\_factor

vsp\_factor

last\_move\_x

last\_move\_y

move\_x\_count

move\_y\_count

idle\_x\_count

idle\_y\_count

max\_move\_counter

last\_hsp

last\_vsp

move\_hsp\_count

move\_vsp\_count

idle\_hsp\_count

idle\_vsp\_count

max\_speed\_counter

heart\_battle\_fighting\_color

x0

y0

angle0

image\_alpha\_trail

Correct

No, I am

\* Oh my! You startled me!

\* I know my eyes aren't what they# used to be but...

\* ...You aren't a machine,# correct?

\* I can't believe it. Another# monster in the Steamworks?

\* Thought I was the only one.

\* I'm not incredibly social but# you're welcome to rest up here.

\* Hm? You look nothing like the# others.

\* Don't pull my leg now. At my# age, it might break off.

\* This facility used to be the# epicenter for innovation back# in the day.

\* In my prime I was a chemist.# A pretty good one too.

\* That is... until they let# everyone go.

\* Said there were too many cooks# in the kitchen, wanted to focus# in.

\* Couldn't let my passion go that# easily so I hid away when they# locked up.

\* Now I have the freedom to# experiment whenever and however# I please.

\* Though... no one is around to# witness my efforts.

\* Personally, I blame the# shutdown on the robotics# project, unruly things.

\* I thought I was rid of their# antics until an hour or so ago.

\* The facility powered up and# they all began to roam like# zombies back from the dead.

\* I hid here in the meantime.# Those heaps of metal are mighty# unpredictable.

\* I'm guessing it was you, right?# The one who turned the# generator back on?

\* I must thank you, it isn't# ideal to live in the dark.

\* Many times I have attempted the# journey but the obstacles are# far too numerous.

\* No need to worry, though. Life# has been just fine.

\* Aside from the reserves left# behind, those white plants are# quite edible.

\* Couldn't run out of food if I# wanted to.

\* On your way out, feel free to# use any equipment you like.

\* While I prefer working alone...

\* ...I can't deny that science# is best accomplished as a# collaborative effort.

\* I'm going to wait here until# the robots disperse but I wish# you luck on your travels!

\* What a day, what a day.

\* It seems those wily bots have# finally calmed themselves.

\* Thank goodness too, my hideout# was getting awfully cramped!

\* Since the power was turned on,# all of the equipment functions# again!

\* That means I'm free to conduct# experiments without# limitations!

\* It has been some time since I# operated that computer over# there.

\* I had forgotten that they# programmed a game into the# mixing process.

\* Was that really necessary?

\* My ancient eyes can barely# keep up!

\* I apologize for cutting our# talk short but there is so much# to do now.

\* You'll just have to wait until# after the tests.

impact\_sound\_noloop

new\_item

overlay\_draw\_enabled\_follower

overlay\_draw\_alpha\_follower

martlet\_sprite

curve\_x

curve\_spd

curve\_amp

curve\_delay

eyes\_offset

blink

f\_x

Project Lead:

credits\_entry

MasterSwordRemix

Programming:

Spasco

Deadkat

Mysteryracer

Narrative Design:

AWildDayDreamer

Pippy V.

Dialogue:

Concept Art:

Figburn

GlitchedPie

TeleviQ

Nero Inu

Gaziter

InkuNoodle

Noteblock

AeroArtwork

Additional Concepts:

Ryla

MarshieMonarch

Greeli\_

AWildDaydreamer

Grey Duovis

LitvacArt

Emmalume

Sweaterbat

Still Liam

Room & Level Design:

Glitchedpie

Spritework:

Vegard Jensen

Barosaros

Bloquito

Kcadbackwards

'Red' Design:

Taxiderby

'Cooper' Design:

Migs

'Flower Girls' Design:

Music:

MyNewSoundtrack

Additional Music:

emBer

DYLZAL

Scott Joplin

Sound Design:

Voice of Mew Mew:

PhichanVA

CommissionerTadpole

Toby Fox & Temmie Chang

current\_slide

advance\_timer

line\_counter

line\_offset

section\_offset

header\_offset

draw\_credit\_group

current\_line

y\_modif

y\_modif\_height

string\_height

gml\_Script\_draw\_credit\_group\_gml\_Object\_obj\_credits\_final\_geno\_Draw\_64

\* (You decide to keep a safe# distance between you and the# knife.)

\* (You reach for the# knife on the counter.)

\* Nuh-uh!

\* Kids shouldn't mess# with knives.

\* ...Kids shouldn't mess# with guns either.

\* I think I might be# guilty of child# endangerment.

obstacle\_offset

xx3

obstacle3

frog\_green\_noloop

frog\_green\_chance

meteor\_count

meteor\_delay

shake\_int

approach\_int

circle\_radius

surf

draw\_set\_circle\_precision

draw\_circle\_color

\* (Empty.)

\* (It's empty now.)

\* (There's a discarded burger at# the bottom of the barrel.)

\* (Discarded food lies in the# barrel.)

\* (You got a Feisty Slider!)

ceroba\_shake\_intensity

ring\_timer

ring\_timer\_max

bullet\_speed\_max

charge\_number

soul\_hurt\_count

soul\_shake\_modif

soul\_flash\_overlay

soul\_x\_offset

soul\_y\_offset

attack\_duration

weight\_original

trajectory\_original

modifier\_original

draw\_hint

bell

fade

decimal\_count

attack\_end\_text

shake\_amount

ceroba\_bullet\_right

ceroba\_bullet\_left

impact\_sound

ceroba\_transformation\_effect

fade\_out\_delay

fill\_percentage\_current

hit\_show\_timer

diamond\_effect\_alpha

diamond\_effect\_scale

shield\_health

fill\_percentage\_inc

execute\_destroy

default\_alpha

\* (You sense cannibalistic# intent.)

\* Hey!

portrait\_enabled

spr\_blank

tori\_dialogue

white\_overlay\_alpha

battle\_surf

clover\_hurt\_count

entrance\_sound

sound\_percentage

distort

ef\_distort

pixelate

ef\_scr

g\_DistortAmount

fx\_set\_parameter

g\_CellSize

\* You see, I've been# watching you for a# while.

\* Gosh, what run is it?# Gotta be in the hundreds.

\* I've almost lost count!# Haha...

soundfont

actor\_toriel

\* Ah! Hello!

\* Are you all right?

\* You must be wondering# what is going on...

\* I am TORIEL, caretaker# of the RUINS.

\* I let you carry on# your merry way so# many times.

\* Go on, press the# switch on the left.

\* You do know which# way left is, do# you not?

\* Press the switch that# I labelled for you.

x\_offset\_prev

\* I am proud of you,# little one.

\* Go ahead and# push the rock!

\* You are learning# so much, my child!

\* I watched the same# childish behavior play# out over...

current\_destination

\* And over...

\* And over.

\* Sure, small decisions# here and there would# vary but...

\* The journey would always# end with you ignorantly# living with Toriel.

\* I had to interfere.

\* At first, my efforts# seemed to work.

music\_stop\_noloop

\* Tensions rose and you# left the Ruins.

\* But then, other# issues crept up...

\* No matter how many# times you journeyed on...

keep\_on\_screen

\* You always died.

x\_min

lasers\_activate

lasers\_active

\* I had to steer you# off the path of failure# as early as possible.

\* So I tampered with# a little switch and...

\* Well, the rest# is history!

msg\_flowey

\* Oh come on! You're still here?

\* I thought at least my story# might bore you so much that# you'd give in!

\* You really wanna do this the# hard way?

\* Haha, alright then!

\* Let's have a little fun before# I absorb your SOUL for good!

x\_original

y\_original

fight\_music

glitch\_number

mus\_pos

mus\_length

glitch\_out

draw\_surface\_ext

Now, now.#Quit holding#back, everyone.

Use your trump#cards!

\* Two paths...

\* Hold on...

\* That symbol, I've seen# it on Chujin's work# uniform.

\* Lemme try one of his# codes...

\* Nope.

\* Ugh.

\* Well, I only have one# left but I've already# used it.

\* Here goes!

\* Seriously? Same code as# the Dunes gate?

\* With this kinda# security, no wonder Axis# is so vigilant.

\* After you.

doorway

item\_page\_count

item\_number\_row

item\_number\_column

battle\_menu\_number\_prev

move\_number

no\_loop\_determine\_sparing

pt\_Filling

pt\_Border

pe\_Border

pe\_Filling

martlet\_fly\_speed

martlet\_fly\_side

martlet\_fly\_x\_start

martlet\_fly\_y\_target

martlet\_fly\_y\_target\_bottom

y\_diff

y\_diff\_current

depth\_start

\* Oh, hey!

\* The elevator to New Home seems# to be free at the moment.

\* I'd use this opportunity to# chase after the two friends you# were looking for.

\* That's the plan. Thank# you.

\* And please tell them not to be# so reckless in my# establishment.

\* Stresses out the residents.

\* If you don't mind, the complex# is quite busy today.

\* I need to attend to other# guests.

\* Hello and welcome to UG# Apartments!

\* - The leading establishment# where your stay is temporary# AND unaffordable!

\* I am the Handlord of this# complex.

\* Please do not say you "find it# quite simple." You will be# kicked out.

\* How may I be of service?

Castle

Room

\* To reach New Home, you'll want# to take that elevator on my# left.

\* Not left as in my appearance,# left as in the direction. You# get it.

\* Ahem...

\* Of course, with the CORE being# under maintenance, it is the# only way to reach the city.

\* Heavy traffic is expected.

\* Let me check if we have any# openings...

\* ...Yes, here we are.

\* We have a Platinum Deluxe# apartment on the top floor.

\* Though the down payment will# cost you about... 6500G

\* Wait, you aren't even old# enough to rent a room.

\* Bring a parent or guardian next# time.

\* Oh! Hold on a second!

\* I think I recognize you...

\* Yeah, it's the hat!

\* A blue, feathered monster came# in here and asked if I would# tell you to go to the roof.

\* She wanted to "meet you on the# roof" is what she said exactly.

\* All I ask is please do not do# anything illegal on the# premises.

actor\_axis

\* [MAIN POWER SOURCE NOT# FOUND\_]

\* [INITIATING EMERGENCY# BACKUP POWER\_]

\* H-H-HUMA-N.

\* Y-YOU HAVE ANGERED ME# GREATLY.

\* I HAVE HAD IT WITH YOU# DOING NOTHING AS I FAIL# OVER AND OVER.

\* DO YOU KNOW HOW HARD IT# WAS TO GET THE ACID OUT# OF MY STEEL?

\* I HAD TO PUT MYSELF IN# A WASHING MACHINE. IT# WAS QUITE DIZZYING.

\* THOUGH I DO FEEL, AS# THE KIDS SAY: "FRESH AS# HELL."

\* ANYWAY.

\* IF YOU CANNOT TELL, I# AM [ticked] OFF AND OUT# OF NON-LETHAL OPTIONS.

\* THAT, AND THIS FURNACE# HAS A NICE "TIME TO DIE"# AESTHETIC TO IT.

\* SO PREPARE YOURSELF. I# AM ATTACKING NOW.

\* WHAT.

\* MY PROGRAMMING IS# PREVENTING ME FROM# ATTACK.

\* IT SAYS YOU ARE NOT A# CURRENT THREAT OR# RESISTING ARREST.

\* UGH, [forget] THIS.

\* HERE, I WILL MAKE YOU A# THREAT.

\* HOLD THIS, IT SUITS# YOU.

\* THERE. NOW YOU HAVE A# DRAWN "WEAPON."

\* LOOPHOLES ARE# WONDERFUL, ARE THEY NOT?

\* YOUR CRIMES END HERE,# HUMAN.

\* I APOLOGIZE FOR# TORMENTING YOU AND# CALLING YOU NAMES.

\* MY CODED PROTOCOL# BLINDED ME FROM# SOMETHING...

\* SOMETHING CALLED...# "BASIC DECENCY."

\* IT IS NOT EASY TO HAVE# NO CONTROL OVER# EMOTIONS, YOU KNOW.

\* TO BE HONEST...

\* WHEN I LOOK AT YOU, I# GROW A LITTLE ENVIOUS.

\* INDIVIDUALITY.

\* YOU HAVE THE FREEDOM TO# BE UNIQUE. TO CHOOSE.

\* BOTS LIKE ME ARE JUST# ONE MODEL AMONG MANY.

\* THOUGH, THAT DOES NOT# SEEM LIKE SUCH THE CASE# ANYMORE.

\* THE STEAMWORKS HAVE# SEEN BETTER DAYS, ALONG# WITH ITS BOTS.

\* BUT I BELIEVE WE CAN# MAKE IT WORK.

\* IF WE LEFT THIS PLACE,# WE WOULD ONLY CAUSE# ISSUES AND BE SHUT DOWN.

\* BUT HERE, WE DO HAVE A# FORM OF FREEDOM.

\* THE FREEDOM TO BE# FLAWED.

\* ALL THAT TO SAY, I# WOULD NOT INVITE ANY# OTHER HUMANS HERE.

\* SOMEONE WILL JUMP THEM.

BACKUP BATTERY EXTREMELY LOW.# PLEASE RECHARGE.

\* OH, SUPPOSE I SHOULD GO# DO THAT.

\* RECHARGING WILL RESTORE# ME BACK TO MY FACTORY# STATE BUT...

ADDED "HATTED HUMAN" TO# "AUTHORIZED" LIST.

\* THERE. NOW I WILL NOT# ATTEMPT APPREHENSION# NEXT TIME WE MEET.

\* HAVE A PLEASANT# JOURNEY, HUMAN.

\* OH, ONE MORE THING.

\* LEAVE THE POWER ON WHEN# YOU EXIT, WILL YOU?

\* I LIKE LIVING.

\* THANKS.

\* HE HE !

\* SMOOTH WITH IT !

\* Gwah gwah goggle wibble woo~

\* (You smile and nod like you# understood Dunebud.)

\* Blep blep boop wub weeeee~

\* (Hold on...)

\* Pleep plop doop de do~

\* (Could it be?)

\* Wuwuwu aaaaAAAAAAAAAAAAAAA# hehe~

\* (Uh, nevermind.)

\* Wiggle woggle~

\* There you are!

\* I shouldn't have fled# like I did...

\* You kept going. Kept# destroying lives.

\* This isn't self defense# like I once assumed.

\* You're on a mission.

\* This warped sense of# justice... It won't# bring them back.

\* I have reservations# about the King's# business just like you.

\* But you don't have the# context of those# actions.

\* I know... You want to# believe the best of# others.

\* That the fallen humans# were fully pacifistic# and didn't initiate

\* T-The Royal Guard are# searching for you, let# me make that clear.

\* You're lucky I'm the# one who found you. So# please listen!

\* I've spent my life in# skepticism.

\* Longing for eventual# peace between our kinds.

\* If you can believe it,# I see goodness in you.

\* Somehow, I still have# hope you can turn it# around.

\* I can't apprehend you# on my own, I already# tried that...

\* So please... stop this.# Us monsters don't# deserve

\* W-wait!

\* Just listen!

\* I-I didn't want it to# come to this but...

\* I have to go.

\* You won't get away with# this, Clover.

circle\_part

mask\_dist

circle\_angle

circle\_angle\_inc

circle\_mask

death\_noloop

axis\_damaged\_act

axis\_hit\_count\_current

martlet\_wing\_spawn

yscale

wing

gml\_Script\_martlet\_wing\_spawn\_gml\_Object\_obj\_fmartlet\_spawner\_wings\_Step\_0

soul\_array

\* This is the barrier.

\* This is what keeps us trapped# underground.

\* I feel it is important# I show you something.

\* How tense...

\* The feeling you are# experiencing at this# moment.

\* I know it well.

\* The world can be a# cruel place.

\* It takes and gives as# it chooses.

\* I suppose I have talked# long enough.

\* I will make this quick.

\* No need to worry.

attack\_beam\_width

attack\_beam\_width\_current

attack\_beam\_width\_inc

attack\_beam\_width\_fluctuation

attack\_beam\_height

attack\_beam\_grow

attack\_beam\_draw\_alpha

attack\_beam\_draw\_color

attack\_beam\_flash\_timer\_max

attack\_beam\_flash\_timer

attack\_beam\_timer

attack\_beam\_stage

y\_max

x\_max

point\_in\_rectangle

ps\_droplets

pt\_droplet

pt\_burst

part\_type\_death

pe\_droplet

\* ...Clover?

\* Clover!!! It is you!

\* I can't believe it!

\* Come here!

\* I was so scared!

\* This place...

\* It's Snowdin right? Sure looks# like it.

\* I haven't the slightest clue# what's going on here.

\* The last thing I remember was# us talking on that rooftop...

\* Oh yeah! We were going to my# house!

\* I don't quite know where it is# from here but we'll search# together!

\* I'm so happy I found you!

\* So happy I found you.

\* I found you.

\* I F O U N D Y O U .

\* (We need to stay# focused.)

\* (Let's not bother# others with our# problems.)

\* You know that UGPS station# right outside?

\* I hear it's going to be# removed soon. All of them, in# fact.

\* You might think it's because# letters are going out of style# but nah.

\* The company is just switching# up their business model.

\* Direct delivery to citizens'# mailboxes from now on!

\* Convenient, but kinda# bittersweet. I enjoyed my daily# walks to the ol' station.

\* At least this means everyone# keeps their jobs. That's good# news!

\* While the new mail system is# nice, the King's kinda given up# on improving society.

\* I respect what's been# accomplished but most monsters# act like we've peaked.

\* Not true, there's always more# that could be done in my# opinion!

\* We could use better public# transportation for example.# Like a train!

\* Or better yet, a subway train!

\* ...Wait, wouldn't all trains# be considered subway trains# here?

\* I wonder if I could get a job# as a mailmonster?

\* Sure I can't fly but I placed# fourth on my highschool track# team!

ver

hor

C R O A K .

M A C R O#R I B B I T .

M A C R O#C R O A K .

new\_message\_number

R I B B I T .

\*GIANT FROG#NOISES\*

R I B B I T#R I B B I T

B I G#C R O A K :D

W O B B L E#W O B B L E

M A C R O#K E R O

. . .#(Macro ellipsis.)

hand\_spawn\_chance\_max

hand\_spawn\_chance\_curent

hand

rng

index\_trigger\_obj

trigger\_obj

index\_trigger\_bg

trigger\_bg

T2 BG Ace

T6 BG Ace

T9 BG Ace

T2 Obj Ace

T6 Obj Ace

T9 Obj Ace

T2 Quote Ace

T6 Quote Ace

T9 Quote Ace

alphys

\* Where are you off to in such a# hurry?

\* O-Oh, me?

\* Umm...

\* I'm still waiting on# the new security budget# so in the meantime...

\* ...I decided to move# the lab cameras to# Waterfall.

\* Waterfall?

\* A-AND Snowdin!

\* Yeah! So...

\* Keep watch while the# lab surveillance is# down, okay?

\* Aye aye!

\* Deep breaths, Martlet.

\* Deep breaths...

first

http://localhost:5100

\* (Let's not bother the# townsfolk with our# problems.)

\* Something going on at the old# Ketsukane residence?

\* I've noticed an unusual number# of monsters visiting.

\* Guess there's never a bad time# to pay your respects.

\* Brilliant minds, the# Ketsukane's.

\* Have you seen our little# sapling south of here?

\* Well, perhaps I shouldn't call# it "little" anymore.

\* Its rate of growth has been# unprecedented.

\* My latest botanical methods# seem to be working better than# expected.

\* The Meadow is sure to return# in the coming years. I truly# believe it.

\* Patience is a virtue.

\* You will get what you put in# but it may take time.

\* Remember that.

\* Well done, Clover! That# stuff might just melt# the lock!

\* Make sure to be extra# careful handling it!

lefth

leftl

\* (You find a stick of beef# jerky in the trash can.)

\* (You got beef jerky!)

screenshake\_max

\* I gotta say, that was# pretty entertaining!

\* Glad we could bypass# Axis without destroying# him.

\* Turns out you're a# pretty damn good leader,# Clover!

\* I don't know why I# doubted-

\* I see our exit up ahead.

\* We're close.

mask\_is\_vulnerable

mask\_flash\_multiplier

mask\_hit\_points

mask\_hit\_points\_max

mask\_ps

mask\_pt\_effect\_1

mask\_pe\_effect\_1

mask\_new

\* (The vent has a few loose# screws.)

\* (You finagle it open.)

shot\_count

wave\_count

wave\_spawn\_timer

bullet\_offset

y\_actual

shockwave\_speed

timer\_max

punch

state\_switch

shockwave

hit\_noloop

gml\_Script\_state\_switch\_gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_hand\_Step\_0

destroy\_noloop

\* I basically helped Dalv move# out all by myself.

\* Soon as the exit to Snowdin# was open, the others bolted.

\* But not me. Nope.

\* I'm loyal like that.

\* Don't mean to bring the mood# down but uh...

\* The beach house I was eyeing?

\* Down payment alone is like,# 100 G's.

\* Not one-hundred G,# one-hundred-GRAND.

\* But yeah, no, I'm chill about# it.

\* Everyone knows the housing# bubble is gonna burst.

\* As soon as that happens, I am# cleaning UP!

\* Heh, I do dabble in economics# if you were wondering.

\* Been hitting the market HARD# lately.

\* I got the sickest portfolio -# you would believe it.

\* Every stock I own is in rapid# decline.

\* Life is genuinely good right# now.

\* Nowhere to go but up!

draw\_alpha\_black

draw\_overlay\_alpha

Our little girl... Kanako... She# needs to live a happy life,# unaffected by my endeavors.

That is my final wish.

\* Kanako!?

\* What are you doing down# here!?

\* Is... Is it true?

\* Am I... different?

\* Kanako I...

\* Daddy said he would've# lived a long time if I# wasn't here.

\* He would still... be...

\* No, no!

\* Your father loved you!

\* And he didn't want to# put you in any danger.

\* You heard him!

\* His dream... All these# books and papers...

\* You've been trying to# finish it, haven't you?

\* With my limited# abilities... yes.

\* But it doesn't involve# you.

\* I've been looking into# ways to create the serum# without a Boss Monster.

\* I'll... figure it out.# I have to.

\* I found this in the# trash.

\* !

\* You figured it out.# Last week.

\* "Using the leftover# ex... extract from the# human's SOUL...

"Using the leftover# ex... extract from the# human's SOUL...

\* I believe I have# removed any corruption# it held."

I believe I have# removed any corruption# it held."

\* ...Negating the need# for someone pure of# heart. Yes.

\* So you did it!

\* Daddy's wish could come# true, right?

\* We could make him# smile! Make him proud of# us!

\* He didn't want you to# be a part of this. And I# agree.

\* Let me do it!

\* I want to make things# right. Be useful for# once.

\* And I trust you to keep# me safe!

\* I... I do believe that# the refined method would# work.

\* I just...

\* Please...

\* You promised you would# make his dream come# true.

\* I did.

\* Very well.

\* But I'll make it quick.

\* I'll ensure your safety# throughout the# procedure, alright?

\* Mm-hmm!

\* We'll be the heroes of# the Underground!

\* All thanks to you and# daddy!

\* Heroes, huh?

\* That has a nice ring to# it.

\* Okay, wait here.

\* You will need to stand# very still for this.

\* Close your eyes and I# will begin the# fusion-extraction.

\* You may feel a pinch or# two but it'll all be# over before you know it.

\* Understood?

\* Understood!

\* You truly believe in# this, don't you?

\* Yeah.

\* Love you lots.

\* Love you more.

\* NO!!!

\* No no no no no no-

\* Why didn't it work!?

\* Kanako, wake up.

\* Wake up right now!

\* Mommy's here, come on!

\* What...

What have I done?

Hello, Clover!

I'm very sorry about#this, but I've been#bored all day!

door\_menu\_open

door\_solution

instance\_deactivate\_object

acid\_sound

door\_fade\_out

\* (The door melted away.)

\* (A roadblock.)

\* (A complex lock mechanism# blocks your exit.)

\* (What could open it up?)

\* (You can't think of a way to# make this work.)

\* (You use the ACID to ACID# away at the DOOR.)

\* HELLO.

\* I HAD TROUBLE LOCATING# YOU AFTER OUR LAST# ENCOUNTER.

\* WORRY NO MORE, I HAVE# LOCATED YOU.

\* MY LAST PLAN DID NOT# WORK SO I WILL TRY# SOMETHING NEW.

path\_change\_point

No way!

Sure!

\* I JUST FOUND THIS# HIGHLY-CORROSIVE# CONCOCTION.

\* I WOULD LIKE TO APPLY# IT ON YOUR SKIN.

\* WILL YOU BE MY TEST# SUBJECT?

\* WONDERFUL.

\* CORRECT DECISION.

\* ALLOW ME TO TERMINATE# THE CORK FIRST.

\* IT IS TOUGH TO OPEN# CONTAINERS...

\* ...WHEN MY ONLY POINT# OF FORCE IS AT THE BACK# OF MY HANDS.

\* ALMOST HAVE IT.

\* [Shoot]

\* DO NOT FRET, I WILL# RETRIEVE ANOTHER TUBE-

\* HUH.

\* HOW THE TABLES TURN.

axis\_acid\_sound

boom

pellet\_number\_inc

flowey\_hit

pt\_Effect1

pe\_Effect1

\* This object can handle any flavor text.

spawn\_frog

spawn\_green\_frog

my\_frog

jump\_chance

coming through coming through now

target\_position

x\_offset\_base

bell\_sound

\* Watch it, Clover!

\* We don't want to alert# any outsiders.

\* Especially workers# under Asgore like the# UGPS.

\* Your mail will have to# wait.

\* We don't want to alert any# outsiders.

\* Especially workers under# Asgore like the UGPS.

\* Your mail will have to wait.

\* But nobody came.

x\_distance

bounce

p\_gravity

p\_friction

precision

rope\_sprite

r\_length

r\_segments

r\_width

wind\_power

wind\_power\_max

wind\_direction

wind\_direction\_change\_countdown

wind\_direction\_change\_countdown\_max

sway

array\_push

sticks

wind\_inc

col

Thank you.

Chujin...

Sorry to keep you#waiting but...

I'm here now.

all\_approached

human\_alpha

\* Ah, rain. Beautiful droplets# from the sky.

\* What produces rain? Is it# magic? I wonder.

\* Grandma always said that rain# is a manifestation of the# Underground's heartache.

\* "When monsters travel to# Waterfall to wish their worries# away...

\* ...Those feelings are sucked up# into the air and poured out# across the land.

\* From old sorrow comes new life# in the soil below."

\* If that's the case, some sad# monster must've stood in this# corner for a long time.

\* As I mentioned, Waterfall is# the best place to go to# experience rain.

\* Unfortunately, getting there# from Hotland isn't easy right# now.

\* Have you noticed that? All of# the roadblocks scattered about?

\* It's like they don't want# anyone venturing off a specific# path or something.

\* If you're carrying any "rain"# don't be shy about releasing it# into the air.

\* Holding onto sadness weighs you# down.

\* (A page of rambly writings# wastes away in the can.)

\* (You take it.)

\* (You reach into the trash# can...)

\* (You pull out a crumpled up# essay titled "Mixin' It Up!")

\* (It's typed in size 13 font to# better reach the minimum page# requirement... of 1.)

\* (You stash the essay in your# mail bag.)

mask\_index

spawner\_log

jump\_interval

is\_jumping

turn\_speed

turn\_speed\_max

shoot\_point\_next

shoot\_point\_inc

launch\_noloop

turn\_speed\_inc

new\_seed

What do you think#you're doing?

Searching for a#reason to hate me?

Strange...

You didn't need a#reason when killing#the others...

Heh.

I bet you feel r-real#accomplished right#now.

But the only thing#you managed to#accomplish...

...is pissing me#off even more.

There's only one#way this ends.

And right now, I#feel invigorated.

Good luck.

bomb\_side

bomb\_offset

shield\_offset

shield\_offset\_max

shield\_offset\_min

y\_draw\_offset

black\_overlay\_alpha

soul\_direction

gml\_Script\_martlet\_wing\_spawn\_gml\_Object\_obj\_fmartlet\_spawner\_feathers\_wings\_Step\_0

grow\_noloop

self\_destroy

stickbug\_delay

\* Can you believe I'm STILL# mining?

\* I'm just THAT committed to my# job!!

\* ...

\* ...You think Angie heard that?

\* I am confined to these brown# walls forever!!!!!

cymbal

dif

T2 Appear Ace

T6 Appear Ace

T9 Appear Ace

x\_new

item\_hspeed

layer\_sequence\_get\_x

layer\_sequence\_x

layer\_sequence\_play

attack\_sousborg\_pan\_launch

hspeed\_new

layer\_sequence\_get\_y

x\_diff

attack\_cycle:

It's my time to shine!

scratch\_instance

ring\_frequency

attack\_speed\_modifier

flytrap

tongue\_tip

current\_length

grow\_speed\_target

grow\_speed\_current

target\_length

attack\_distance

attack\_distance\_max

attack\_dir

attack\_target\_x

attack\_target\_y

bullet\_spawner

homing\_speed

h\_variation

sin\_speed

\* Leave us alone will you?

\* This is a family matter.

D../inner \_:wiLl#be <r-Ready .>#Soon.

Sw/>.eet \_or#SAVory?

Ah yes! Just a#light tap on ze#edge!

Underground?#Undercooked!#What ez ze issue?

Quelle#impolitesse!

Water? Pah!#I cannot touch such#a zing!

No! Ze egg ez#already out of#its casing!

Oui! Turn up#ze heat!

What ez going on#inside your tiny#head? Non!

We are not making#pie! Get it#togezer!

Ze meal ez not#even done and#you want#leftovers?

Hopeless!#Unprofessional!

It accomplished#giving me joy...#but I cannot eat#joy!

Ze egg is not#alive! Well...#not anymore :/

Of course!#I must sow ze#seeds of flavour!

If you can't#stand ze heat...#good!

Natural#ingredients!#Never#substitute!

A bit of zis...#a bit of zat...

C'est croquant,#c'est fondant...

Réjouis-toi!#I am only going#to bring you to a#light boil!

Longue vie au#roi, courte vie#à l'humain!

Your complexion...#un poulet cru.#Some food will#help!

horse1

horse2

explosive\_enemy

can\_explode

\* (Take the acid?)

\* (Obtained ACID!)

\* It doesn't seem appetizing.

\* (Crawl through the vent?)

sprite\_index\_og

warning\_id

bullet\_drop

shoot\_timer

shoot\_timer\_max

shoot\_count

guy\_b\_start\_xy

guy\_a\_start\_xy

adv

enc\_flag

enc\_time

orange\_wave\_last

wave

\* (Several building bricks are# scattered around a stuffed# animal.)

\* ...Almost looks like# it's watching me.

\* Not sure I like this# room...

turret\_wave

real\_turret

feather\_count

feather\_spread

surface\_draw

spawn\_feathers

spawn\_line\_length

spawn\_angle

spawn\_length\_inc

spawn\_dist\_current

start\_dir

tar\_dir

fade\_out\_timer

id\_checker

snow\_geno

part\_shardsys

part\_shardEm

part\_shard

part\_type\_alpha2

zen\_dialogue\_gain

offset\_y\_current

offset\_y\_scroll\_speed

\* You... beat me up# pretty b-badly, huh?

\* S-Star I...

\* Don't sweat it too# much...

\* I reckon I deserved it# for the Wild East# fiasco.

\* Heck of a hit though.

\* I didn't know you had# that in you.

\* I'm... I'm so sorry.

\* Clover! We gotta get# out of here!

\* No.

\* It's finished.

\* Clover...

\* Clover won.

\* Y'all had a fight? And# the deputy won?

\* (My lessons worked...)

\* Wait, how much did I# miss?

\* I don't know what to# do.

\* Apologize, make# excuses, nothing would# change reality.

\* I've dug a hole far too# deep to climb out of.

\* And for nothing...

\* Hey...

\* Where was I a few hours# ago?

\* In this same situation.

\* My judgment was clouded# and I screwed up.

\* But you forgave me. The# four others did as well.

\* We've both made poor# choices, no# sugar-coating that...

\* But there is hope. At# least... I believe there# is.

\* I... can't begin to# grasp what you've gone# through...

\* But this was an# absolutely horrible way# of dealing with it.

\* You can't change what# has happened, you're# right.

\* But you can control how# you live from now on.

\* Your actions will mean# everything.

\* Chujin. His legacy. His# wish.

\* It will never be# fulfilled.

\* Chujin might not have# been the perfect monster# I thought he was...

\* But even his darkest# secrets came from a# caring place.

\* And that right there...# is his legacy.

\* It isn't found in a# serum to "save the# world."

\* Everyone he helped,# everything he crafted...

\* That's what matters.

\* Martlet's right.

\* He made life down here# bearable for so many.

\* And for that, he has my# respect.

\* I... never thought# about it like that.

\* What the hell was I# thinking?

\* I was so# tunnel-visioned. So# lost...

\* We can work through# this.

\* We're here for you.

\* Now...

\* You should take some# time to heal. Recoup.

\* But... Kanako's# wellbeing is still a# valid concern.

\* I have connections to# the Royal Scientist# so...

\* I'll begin an# investigation. Try my# best to help.

\* I don't know what to# say...

\* Thank you, Martlet.

\* Clover.

\* I owe an apology to# you, most of all.

\* Our time in the# Steamworks and what I# said... It wasn't fake.

\* It did allow me to# briefly forget my# troubles and have fun.

\* But my reasoning for# being there...

\* I can't begin to

\* W-Why?

\* I mean...

\* ...Thank you.

\* I'm gonna cry.

\* I... can't believe it's# come to this but...

\* Clover, I think your# journey is at its end.

\* ASGORE and the barrier# await us.

\* No! Already???

\* As sad as it is, Clover# needs to go home.

\* That won't work.

\* Sure, we know Clover# for who they are but# Asgore...

\* He won't see Clover as# we do. And he doesn't# care to learn.

\* But this is a unique# situation!

\* The King has always# been kind and# understanding!

\* Yeah, Clover wouldn't# hurt anyone!

\* You think that's ever# mattered in the past?

\* The truth stings, but# it is what it is.

\* So, what?

\* Should I take Clover# back to Snowdin?

\* Hide out for the rest# of our lives?

\* Yeah, why couldn't# Clover stay with us?

\* I mean, it's plausible# but won't the Royal# Guard be on the hunt?

\* After so many# encounters Clover just# disappears?

\* It wouldn't be the# first time.

\* Ohh yeah! They would# probably think the same# thing happened again!

\* But... What about the# others?

\* You know, the next# humans.

\* Clover gets to live# happily but they have to# die?

\* Oh.

\* ...We don't know their# hearts.

\* Maybe they

\* What? Deserve it?

\* Have you learned# anything?

\* I'm just weighing our# options!

\* We're backed into a# corner here, alright?

\* Hey, calm down, guys.

\* You know I really# thought tonight's fiasco# was enough!

\* We all talked it# through and things were# going well.

\* But you immediately# suggest giving the# future children up to

\* I didn't mean it like# that! Get off my case!

\* I'm sorry but I don't# think you exactly have# room to talk right now.

\* Come on you two! Cut it# out!

camera\_xx

You probably want to go home dontcha?

Humanity already won by trapping us#down here, yet they keep twisting#the knife.

This cannot continue any longer!

You must have#places to go,#correct?

The Castle...#The barrier.

I did everything#in my power to#entertain...

...so monsters#wouldn't have to#worry about being#stuck down here.

Anyway, we'll bypass the Royal Guard#and plead your case to ASGORE!

Remember your REAL mission, Clover.

Asgore only needs#two more SOULS to#shatter the barrier.

What a world it#would be if I had#two whole friends.

Most might act cheerful,#but life down here...

...It's hopeless.

...The five children#you set out to find#in the first place.

Despite its ups and#downs, our little#adventure was a blast.

ASGORE's still out there#threatening human lives!

I MUST THANK#YOU FOR OPENING#MY EYES.

Keep your head in the game!

Turns out you're a pretty#damn good leader, Clover!

Come on, Clover!

You are a kind soul.#One of the best I've met.

Clover!

\* Clover, what are you doing!?

\* Hey, uh...

\* Clover? What's going# on?

\* You're scaring us here.

\* Wh-What does that mean?

It's time

It's time to go

\* No...

\* No no no no no-we'll# think of a plan!

\* We have options!

\* Y-Yeah, don't do# something you'll regret!

\* If it's Snowdin you# don't like, you can live# with me.

\* My house has the space.# A-And the posse loves# you!

\* Please, you gotta# listen to us, Clover!

\* You deserve better.

\* You're serious.

\* ...I understand.

\* This whole time, what# have we been doing?

\* Dragging Clover around...# pulling at a leash.

\* Selfish.

\* Clover came here by# their own volition.

\* ...They deserve to# leave by it too.

\* But you don't want this# outcome, right?

\* Surely...

\* If there was another# way...

\* But let's face it.# There isn't.

\* I believe Clover# realized that a long# time ago.

\* As much as I want to# stop you...

\* I see it. In your eyes.

\* This is about our# freedom... isn't it?

\* You are the bravest,# most selfless human I've# met.

\* Of course, I've only# met one...

\* But if I ever meet# another, I hope they're# just like you.

\* I'd promote you to# sheriff 'cause lord# knows you've earned it,

\* But you aren't sheriff# material.

\* You're much more.

\* I... already made my# feelings known in# Hotland.

\* So...

\* Psst.

\* This means more to us# than you know.

\* To everyone.

\* Well...

\* I understand if you two# don't want to be here# for...

\* You know.

\* Do you have what you# need?

\* I do.

\* Guess the suns getting# low.

\* I'll... see you around,# partner.

\* You got a receipt for# that?

\* Thanks, kid.

\* You've changed my life.# Truly.

\* How will I know you're# a human now, huh?

\* This means a lot.

\* I'm sorry the world is# like this...

\* But people like you# make it better.

\* We'll...

\* We'll be outside.

\* You've gained my# respect.

\* I mean it.

soul\_canister

\* Do you...

\* ...want me to stay?

Go on

I'll... be okay

\* This won't be# forgotten.

sdnfnt

So, this is it?

All that work just to become# another cog in the machine?

Heh, you've grown so# predictable!

I could undo all of this right# now but... Maybe you've earned# your rest.

After all, there's always# another.

Can't say it's been fun so...# I suppose this is where we part# ways.

Oh, who am I kidding?

Until we meet again... friend.

clower\_crawl\_speed

Backgrounds\_1

frog\_car\_speed

smoke\_delay

\* And there we go!

\* Good job holding your# own while I was# occupied.

\* Axis seems pretty# dazed, one more shock# should do him in!

\* Let's end this!

dialogue\_spawn\_noloop

mooch\_smack\_approach

mooch\_smack\_x\_start

vanish\_type

Mooch Smack

mooch\_smack\_x\_target

mooch\_smack\_x\_dist

mooch\_smack\_x\_multi

T4 Vanish Mooch

T4 BG Ed

T8 BG Ed

T10 BG Ed

T4 Obj Ed

T4 Quote Ed

T8 Obj Ed

T8 Quote Ed

T10 Obj Ed

T10 Quote Ed

\* The saloon isn't always this# crowded.

\* It's Happy Hour, you see? Half# price drinks!

\* But you don't know that so# they'll continue to sell you# full price drinks.

\* Whatever you do, do NOT come# here during Crappy Hour!

\* The drinks are TWICE as# expensive and Dina throws a# punch at whoever orders one!

\* Upside is you get a coupon for# 10% off your clinic visit at# the end.

\* I would love to stick around# for your stay but I got a# cactus to hug.

\* ...What's with the look?

\* So I have a boyfriend. Get# over it???

\* (The elevator is in use.)

D-DOn'T HATE#ON MY m/MusIC#TASTES\_

BiT OF A#H-H-HARSH nOISE#COMPLAINT/ /

KEEP UP !#KEEP UP !

IF YOU CAN'T#V-VIBE TO IT,#GIVE IT U-U-UP !

Okay, yeah !#I see you !

Oh, now THIS#is groovy !

WHAT'S THAT ?#MORE VOLUME ?

D-D-DISRESPECTFUL !

Come o-on,#relax a#l-l-little .

N-No need to#be bashful,#buddy .

HEY W-W-what#is... this ?

WAIT !#I... Oh ?

Don't k-kill#the mood :)

I like#th-this one :)

This is#n-nice :)

Mhm,#yeah :)

bzt- YOU'RE#LISTENING TO#D-E-A-T-H#RADIO-O-o !

TH-TH-THIS ONE#GOES OUT TO ALL#THE HUMANS#OUT THERE !

LOUDER !#LOUDER !#LOUDER !

I'M G-GIVING AWAY#ONE FREE TICKET#TO THE A-A-AFTERLIFE !

bzt- AND NOW A WORD#FROM OUR SPONSOR:#BULLET-PATTERNS !

effect\_counter

spacing\_h

spacing\_v

start\_r\_x

start\_r\_y

start\_l\_x

start\_l\_y

rows

columns

random\_green\_r

random\_green\_l

move\_direction

Hotel Shop

bullet\_number\_max

bullet\_number\_current

bullet\_distance

Aw man...

File 1 Loaded

picture\_alpha

\* Well, there we go.

\* Definitely what I need# after that madness.

npc\_action\_sprite

\* I wonder what Starlo's# up to right now?

\* Probably on some Feisty# Five quest with a smile# on his face.

\* I do envy him... to be# wrapped in optimism and# fantasy.

\* That's pretty rare# amongst monsters.

\* Most might act# cheerful, but life down# here...

\* ...It's hopeless.

\* That's why they look to# the King for assurance.

\* They believe once he# gets seven SOULs and# breaks the barrier...

\* ...he'll easily be able# to overthrow whatever# awaits on the Surface.

\* A rather foolish# outlook if you ask me.

\* Who knows how the humans# have prepared for# retaliation since then?

\* But I digress... We# should handle our own# problems first.

\* I can't imagine what# Kanako's going through# right now...

\* You haven't seen my# Kanako yet, have you?

\* Here, take a look.

\* Look at that smile.# Definitely her father's.

\* Gifted like her father# too. She's a...

\* ...She didn't deserve# this life.

\* I truly wish things# could be different...

\* ...But, that's not what# "fate" had planned.

\* I apologize for my# vagueness.

\* I prefer to keep the# bad memories to myself.

\* Anyway, the Lab# shouldn't be horribly# far from here.

\* We WILL get to the# bottom of this, Clover.

\* In the meantime, you# can scout ahead. I'm# gonna rest a bit longer.

\* Just scream if# something makes an# attempt on your life.

\* Say, another explorer in this# neck of the caves?

\* Pleased to meet ya!

\* You wouldn't be in the# stone-moving business, would# you?

\* Ha! Only kidding around!

\* This morning, I set out on an# expedition to find new wares# for my shop.

\* Right as I passed through that# door there, it caved in!

\* Close one, huh?

\* Sorry universe, but you won't# do me in that easily!

\* Wa ha ha!

\* If you're ever in Waterfall,# be sure to stop by my shop!

\* Got plenty o'wares to sell ya!

\* No better place your allowance# could go!

\* Oh, do you want me to say my# catchphrase as a farewell?

\* Alright then! Ready?

\* Let justice prevail!!!

\* Or was it "Let justice be# done"?

\* Could've also been "Here comes# the hammer."

\* What can I say? I never could# decide on my catchphrase!

\* Be careful out there, kid!

\* What's a young'n like you# doing out here anyway?

\* Surely it wasn't to meet ol'# Gerson, was it?

\* To hear one of my famous# stories?

\* Surely not!

Stories?

\* Yes! I have many great stories# of the old days.

\* Though, at this point, they're# more like legends!

\* You see, I used to be a hero.# The Hammer of Justice!

\* I'd go ‘round, day and night,# walloping any bad guys that# needed walloping.

\* This one time, I-

\* I... er...

\* I just forgot all of my# stories.

\* Wa ha ha!!

\* Hey, I would too if I could,# wa ha ha!

\* If my memory serves, and it# usually doesn't, Mining Co. is# stationed around here.

\* They could clear this cave in# a jiff!

\* Eh, well... the geology here# IS interesting.

\* Maybe I'll stay a while, ya# know?

\* Take my situation as a# blessing in disguise!

hsp\_base

hspeed\_old

vspeed\_old

item\_wrap

item\_wrap\_correct

item\_throw\_noloop

dynamic\_mus

dynamic\_mus\_pos

darken\_target

darken\_current

\* The Underground is full# of beauty.

\* Friends... Families...

\* Hopes... Dreams...

\* Or at least... it was.

\* Though valiantly they# fought...

\* Nobody could stop you,# could they?

\* I had hoped this day# wouldn't come.

\* Retaliation was# inevitable but...

\* I believed we could# handle it as we always# have.

\* My dear friends...

\* I know why you are here# but... I'm afraid it's# too late.

\* Your goal is out of# reach.

\* Monsterkind's plight is# not something I take# pride in...

\* But it is a conflict# not of our making.

\* One thing is certain,# however.

\* Your violence has# ensured this war never# to end.

\* Many more, of both our# kinds, will perish# because of this day.

\* Such is the path you# chose.

\* Even if you chose# differently...

\* The unfortunate truth# of the matter is...

\* Your fate was sealed# the moment you entered# my kingdom.

\* We will rebuild.

\* And with the help of# your SOUL, we will be# free.

\* Goodbye.

charge\_percentage

charge\_sound

audio\_sound\_get\_pitch

pitch\_original

ready\_sound

custom\_col

asset\_glass\_panel

tiles\_outside

rubble

asset\_glass\_flash

asset\_broken\_glass

\* FOUND YOU.

dynamic\_wall

\* YOU ARE CORNERED,# HUMAN.

\* I DID NOT WANT TO HURT# YOU BUT YOU FORCED MY# GLOVE.

\* PREPARE FOR PAIN.

\* THIS IS A PROBLEM.

\* LOOKS LIKE YOU WIN THIS# TIME.

\* I WILL RETURN TO# CAPTURE YOU SOON.

\* DO NOT GO ANYWHERE,# PLEASE.

steamworks\_22\_event\_throw

steamworks\_22\_event\_axis\_stop\_throwing

steamworks\_22\_event\_deflect

energy\_ball

fly\_time

\* Wait.

\* Before we enter, I just# wanna say...

\* Thanks for today.

\* For putting up with me.

\* I guess...

\* In the big picture of# my life, you're only# gonna be a blip.

\* But oftentimes...

\* Those "blips" make the# biggest impacts, you# know?

\* Oh, what am I saying?

\* I'll see you again once# monsterkind is free,# remember?

\* Wherever you are when# that time comes,

\* I will search you out!# Guaranteed!

\* Guess it's time.

\* Just follow my lead.

\* (A drawer full of# videotapes.)

\* (A label on the front# reads: "Home movies.")

\* While I'm sure these# are adorable...

\* We don't have time to# watch them.

\* Gotta keep looking for# whatever spooked Ed and# Star.

left\_debris

right\_debris

small\_debris

Green

spr\_heart\_green

Purple

spr\_heart\_purple

Yellow

rad\_current

rad\_inc

move\_range

spray\_interval

spray\_amount

new\_spray

Party Popper

\* The element of surprise.

trapdoor\_spawn\_particles

\* Oh, hey.

\* I'm just uh, admiring the# view.

\* I was just on my way to talk# to the Foreman. Yep.

\* The boulders stopped falling a# while ago.

\* My teacher never taught me it# could rain rocks down here.

\* Weather... crazy stuff.

\* Well, I'm gonna go soon.

\* Hope my eternal gratitude# helped you!

dialogue

\* where am i?

crayon\_color

draw\_y\_offset

pointed\_at

spr\_crayon\_

mouse\_y

mouse\_x

mouse\_check\_button\_pressed

counter\_timer\_max

robot\_b

hands\_b

robot\_parent

robot\_a

hands\_a

pt\_pt\_dust

pe\_pt\_dust

gear\_current

launch\_dir\_new

dir\_new

arm\_return

Now, remember what#I taught you!

Dodge the bullets!

advance\_message

distance\_counter

distance\_counter\_max

move\_speed\_create

step

yspd

xspd

bounce\_percent

rot\_dir

\* Chujin Ketsukane

\* The best of us.

\* (You notice a subtle indention# in the dirt behind the# gravestone.)

\* (Inspect further?)

\* (You dig into the ground with# your hands until you hit# something solid.)

\* (It's a videotape with a blank# label.)

\* (You got a Videotape!)

\* (Disturbing a resting place# like this might be illegal.)

debug\_render\_path

mouse\_check\_button

draw\_line\_width\_color

WHAT ARE YOU#DOING WITH THAT#LID?

IT WAS NOT#SUPPOSED TO#BE USEFUL.

THAT IS CHEATING.

ZzzZZKKZ#DPPP-D\_-A - \_

WHAT WAS THAT?#WHAT DID I SAY?

"ZzzZKKZ#DPPP-D\_-A - \_"#IS NOT A WORD.

WHY DID I SAY#THAT?

BZZT\_Zz#PRpP /

I DID IT AGAIN.#HOW.

WAIT. THIS IS#YOUR DOING. OF#COURSE IT IS.

DO NOT SHOCK#ME AGAIN, OKAY?

AZ\_a\_D?f#F . .

I A-AM ST\_ARTING#TO REGRET GIVING#YOU THAT LID.

COULD YOU PLEASE#DROP IT?

JUST KICK IT#INTO THE FIERY#PIT BELOW US.#SIMPLE.

ZBsssZ t-t-D#? d

THAT IS ENOUGH.

UNBEKNOWNST TO#YOU, I BROUGHT#A BACKUP PLAN.

PORTABLE#GENERATORS#=#INFINITE BATTERY.

GOOD LUCK.

SERIOUSLY???

I AM REACHING#UNHEARD LEVELS#OF [ticked].

LEVEL 7 AT#LEAST.#YOUR FAULT.

[screw] YOU#[screw] YOU#[screw] YOU#[screw] YOU#[screw] YOU-

DoPDzzzZ\_//

GAH.

YOU WOULD NOT#LIKE ME AT LOW#BATTERY.

I AM WARNING YOU#TO NOT DRAIN#MY BATTERY.

ZzzzzBBZzzzz#AooaaaA- \_- . .

\* WHO GOES THERE???

\* IT IS NOT YOU BECAUSE I# GO THERE.

npc\_direction\_hold

\* YES, I HAD TO SCAN YOU# TO REMEMBER.

\* IT IS STANDARD# PROCEDURE AFTER A# RECHARGE.

\* AH, THE PRECIOUS# MEMORIES ARE FLOODING# BACK.

\* WE ALMOST MURDERED EACH# OTHER SO MANY TIMES.

\* LMAO.

\* WHAT? THAT IS A THING I# SAY NOW.

\* SOUS-BORG TAUGHT ME.

\* IT MEANS "LET'S MAKE AN# OMELETTE."

\* SAY, WHERE DOES A BOT# FIND A HAT LIKE YOURS?

\* I WOULD ROCK A CAP LIKE# THAT.

\* MIGHT TURN SOME HEADS,# YOU KNOW?

\* UH WELL, I SUPPOSE I# NEVER MENTIONED IT# BUT...

\* WOW, THIS IS# EMBARRASSING.

\* I CAN FEEL MY FACE# TURNING BRIGHT GRAY.

\* YOU KNOW WHAT?# NEVERMIND.

\* IT IS BETWEEN ME AND MY# E-DIARY.

\* HAVE FUN IN THE# STEAMWORKS, HUMAN.

\* IF YOU PLAN TO TAKE A# SWIM IN THE BOILING# LAKE, BRING FLOATIES.

\* THE LIFEGUARD WAS# RECENTLY PROMOTED TO A# DEATHGUARD.

\* TRAGIC. LMAO.

\* AH, HELLO "HATTED# HUMAN."

\* HOPE YOU ARE WELL THIS# FINE EVENING.

\* HELLO, HUMAN.

\* YOU CAUGHT ME ON A DATE# WITH THE LOVELY.

\* TURNS OUT I DID NOT# HAVE TO RECHARGE.

\* YEP, I CAN RUN ON LOVE# ALONE. WHO KNEW?

\* STILL, I DID SPEND SOME# TIME IN MY LOCKER.

\* WHY?

\* SEVEN MINUTES IN# HEAVEN.

\* HOW INFORMAL OF ME.

\* I DID NOT INTRODUCE YOU# TO MY SPOUSE.

\* THIS IS DAISY.

\* MY SPOUSE.

\* THEY ARE NAMED AFTER# THE FLOWER.

\* IT IS MUCH DIFFERENT# FROM THE PLANTS HERE.

\* FOR ONE, IT HAS COLOR.

\* FOR TWO, IT DOES NOT# SMELL OF BLEACH.

\* JUST LIKE MY SPOUSE.

\* SOONER OR LATER...

\* I SUPPOSE WE WILL HAVE# TO ESTABLISH OUR NEW# SOCIETY.

\* THAT WILL BE TRICKY.

\* MR. SCREEN WANTS THIS# "TYRANNICAL GOVERNMENT"# THING.

\* I TRIED TO PLAY IT OUT.# YOU KNOW, LOOK AT THE# PROS AND CONS.

\* BUT SADLY, I DO NOT SEE# THE OTHER BOTS JIVING# WITH IT.

\* HATE TO CRUSH MR.# SCREEN'S DREAMS, BUT IT# IS WHAT IT IS.

\* SAY, WHERE DID THE TALL# LADY GO?

\* DID YOU NOT HAVE# BUSINESS IN HOTLAND?

\* OH NO.

\* YOU DID NOT GET# SEPARATED, DID YOU?

\* I KNOW YOUNG FOLK GET# LOST IN SUPERMARKETS ALL# THE TIME.

\* AND IF YOU THINK ABOUT# IT...

\* THE STEAMWORKS MIGHT BE# BIGGER THAN A# SUPERMARKET.

\* WHAT IF... WHAT IF MY# FUTURE CHILD GETS LOST# IN HERE?

\* THIS IS NOT GOOD. NOT# GOOD AT ALL.

\* YOU GOT ME SLIPPING# INTO THE ANXIETY ZONE.

\* \*BEEP BEEP\*

\* ANXIETY ZONE REACHED\_

\* SEARCHING FOR RATIONAL\_

\* OH, I KNOW.

\* I WILL INSTALL A# TRACKER IN MY CHILD.

\* GENIUS.

\* I JUST SOLVED 90% OF# PARENTAL PROBLEMS.

\* THAT IS ALL THE# "CATCHING UP" I HAD# PLANNED.

\* HOPE YOUR LIFE TURNS# OUT AS SICK AS MINE.

\* GOODBYE, HUMAN.

spwn\_properties

random\_offset

y\_variance

h\_speed

times\_caught

ceroba\_is\_running

shadow\_axis\_image\_alpha

check\_point\_current

check\_point\_current\_axis

path\_get\_point\_x

checkpoint\_x

path\_get\_point\_y

checkpoint\_y

checkpoint\_x\_axis

checkpoint\_y\_axis

spawn\_arrows

\* ESCAPED CONVICTS SPOTTED.# STEAMWORKS:# OFFICE BRANCH.

\* Oh no! Run!

\* ESCAPED CONVICT SPOTTED.# STEAMWORKS:# OFFICE BRANCH.

arrow\_down

\* Clover! The lockers!

\* Follow me!

\* HOW.

\* Huff... Huff...

\* This guy means# business!

\* My husband was one hell# of an engineer.

\* I just wonder why he# kept all this from me?

\* He could've left me# some sort of off-switch,# right?

\* THE ROBOT! I totally# forgot about our plan!

\* Ugh, sorry. Next time# we see Axis, we'll try# it for sure.

\* HALT.

\* YOU ARE COMING WITH ME.

\* ENOUGH RUNNING.

player\_is\_caught

distance\_axis

distance\_pl

path\_get\_number

Moray, let's team#up for an attack!

ghost

saw\_speed

saw1

saw2

saw3

conveyor\_puzzle\_activate

conveyor\_puzzle\_countdown

conveyor\_puzzle\_active

conveyor\_spawn\_item

conveyor\_item\_number

conveyor\_item\_number\_max

conveyor\_item\_number\_wrong

conveyor\_item\_offset

conveyor\_item\_offset\_max

conveyor\_item\_secret

MachineFront

spawn\_modifier

activate

check\_confirm

cancel\_confirm

blue\_button

red\_button

initial\_lvl

level\_current

timer\_current

lvl\_dif

random\_attack\_list

random\_attack\_current

random\_attack\_current\_last

attack\_counter\_current

attack\_remote\_destroy

instance\_list

message\_number

fade\_inc

fall\_speed\_max

weakpoint

I... WHAT?

WELL...#I MEAN, YEAH.

THANK YOU,#I GUESS.

COME ON, YOU#DO NOT MEAN#THAT.

YOU DO?

WHOA. HEY.#I FEEL FUNNY.

I FEEL...#GOOD.

THANK YOU FOR#CONFIRMING MY#NARCISSISM,#HUMAN.

NOTE: THAT WAS#A "JOKE."

\* (You do.)

path\_speed\_default

\* Hey, where are you off to,# mate?

\* Any space for a plus one?

\* Just joking around of course!# Heh...

\* I just... I think it would be# NEAT if I could like...

\* Join your party or...# something.

\* But I know you're busy and all# - so am I!

\* Things pile up, right? Life...

\* 'Course,

\* Your "busy" involves adventure# and the discovery of wonderful# treasures.

\* My "busy" is more like making# sure I don't miss my alimony# payments.

\* But nah it's cool... it's# cool...

\* No need to stick around# worrying about me!

\* You can tell me all about your# grand journey later.

\* Maybe you could write a book# about it? And I would like, be# your editor?

\* I don't know, just thinking# out loud, heh...

\* I'm starting to think my date# stood me up.

\* I've been waiting here for# three hours.

\* The date is tomorrow night but# would it hurt to show up a# little early?

\* The silverware is getting# cold...

\* Who am I kidding?

\* My date is so cute, way out of# my league.

\* Why would anyone show up twenty# hours early for someone like# me?

\* I'm just not cut out for love.

staff\_right

move\_noloop

freq

ufreq

utime

amp

uamp

opacity

opacity\_target

\* (The cabinet contains# thesis papers on many# different subjects.)

\* These are all typed on# cardstock...

\* How wealthy was# Chujin...?

Quit hogging Clover!

\* Well then...

\* "Convenience" was never# in today's dictionary# anyway.

\* Gotta be a staircase# closeby.

bomb\_speed

original\_y

anim\_reverse

is\_punched

frog\_max

frog\_green

log

width\_inc

frog

axis\_positions

axis\_position\_current

axis\_position\_new

axis\_move\_timer\_max

axis\_move\_timer

puzzle\_number

axis\_move

axis\_speed

item\_type\_last

item\_type\_repeat\_count

item\_type\_repeat\_count\_max

trash

hsp\_current

vsp\_current

speed\_sound\_noloop

lerp\_amount\_h

lerp\_amount\_v

martlet\_head

martlet\_legs

martlet\_fist\_left

martlet\_fist\_right

martlet\_hair

martlet\_animation\_enabled

martlet\_previous\_melt\_sprite

martlet\_previous\_melt\_sprite\_alpha

martlet\_sprite\_base

healthbar\_alpha

healthbar\_timer

healthbar\_timer\_max

shot\_damage

draw\_healthbar

draw\_aim\_line

shoot\_number

random\_y\_offset

point\_dir

draw\_line\_width

attack\_interval\_big

turret\_count

turret\_count\_max

Star...#Martlet...

\* (A broken necklace.)

\* (Useless.)

\* (An old necklace, discarded in# the sand.)

\* (Looks expensive.)

\* (You got the necklace!)

pointdir

\* (60G sits abandoned in the# machine.)

\* (You got 60 G!)

\* (The machine is now empty.)

flap\_noloop

no\_loop\_sound

item\_offset

spawn\_count

spawn\_count\_max

particles\_spawn

flap\_sound

random\_item

spawn\_depth

Ketchup

\* Good for bringing that 'dog# from a 7 to a 10.

disc\_count

leaf2

flowey\_vulnerable

alpha\_base

hand\_alpha

left\_alpha

right\_alpha

pick\_index

face\_index

left\_index

right\_index

max\_shake

soul\_spawn\_delay

slide\_speed

Chlorine [Cl]

\* Useful for cleaning pools of# water. Even hot pools on# mountaintops.

target\_code

target\_code\_array

new\_string

target\_pos

entry\_number

entry\_correct

overlay\_sequence

number\_selected

layer\_sequence\_is\_paused

confirm

current\_number

sequence\_pause

layer\_sequence\_pause

number\_alpha

x\_origin

y\_origin

ball\_dir

Gold [Au]

\* The "Au" means that perhaps in# an alternate universe, you own# some.

max\_size\_x

max\_size\_y

grid\_size\_x

grid\_size\_y

bg\_grid\_offset

grid\_n\_x

grid\_n\_y

u\_size

draw\_shader

stars

offset\_x

offset\_y

rect\_size\_x

rect\_size\_y

draw\_vertex

Parmesan and Red Pepper

\* The third most famous Italian# duo.

alarm\_beep

fmartlet\_sppool

wow#SerIOUSLY!?!?!?.

WHOA#therE!!

HahA!!#Cool Trick!!

W//what#was\_That? /(

St\_amwrrks#Need\_/ scruBbed#0

AaAAaoo/aa/.#Bzzt.’"<<<

//Cleaaaaan - \_

LLLet's#;-:\_#Wassh up

To rid the#Underground of#SOAP!!!

To cle//a--I#mean help all#Germs conquer#the land!!

NO YOU!!

You are RUDE!#Take THIS!!

I can't beLIEVE#you Would propose#such a Thing!

Don't comE#ANY cLosER!!

YEAH yeAH!!#puMP IT UP!!!!

goNNA woRK so#MucH HARDER!!!

\*Hum-DEE-DUM#dE-DUMM!!

\*ToGther we#are Strong!!!

HA Heh!!#Bet I am DIRTIER#than YOU!!

It iS time#to Meet Our#Mops!!

Gee, you're too#Clean! Let's#staIN thaT VEsT!!

Nothin' like the#smell of RuSted#meTal in the#Morning!!

I will NeVER take#out the TrASH!#YOU CAN'T MAKE#ME!!!

Scrub-a-dub-dub!#Sewage in the#tub!!!

Want a sip of#my Mop Water?#It's FReshly MaDe!!

\* Oh, didn't see you there!

\* I'm just staring at this pond# for my next landscape study.

\* It reminds me of us.# Individuals, I mean.

\* Most of it is beautiful.# Perfection at a glance.

\* But then you look closer and# see a hole cut right through.

\* Jagged, invasive... defacing# and weakening what should be a# masterpiece.

\* Sure, you could fill it in,# but it would only be a faux# correction to the whole.

\* It may look stronger than# before, but the wound will# always be present.

\* Then again, maybe it's just a# pond with a hole in it.

\* I thought starting small would# be best after leaving the# Ruins.

\* It's a little overwhelming,# thinking of how much art I can# make now.

\* Drawing in increments for# sanity's sake, heh!

\* When I feel like branching# out, I might try my hand at ice# sculpting!

\* I would definitely need a# teacher, though.

\* There is this one monster who# is highly proficient at ice# magic.

\* They roam the higher# elevations south of here last I# heard.

\* Probably too busy for silly# art projects, unfortunately.

\* Sorry, but I have work to do!

\* Catch you later, yeah?

x\_center

y\_center

sign\_modifier\_radius

time\_elapsed\_radius

time\_max\_radius

time\_increase\_radius

max\_rise\_radius

feather\_angle\_radius

feather\_angle\_master

feather\_angle\_speed

angle\_position\_current

feather\_launch\_counter

feather\_launch\_no\_loop

feather\_launch\_alarm

radius\_increase

frotate\_angle\_diff

frotate\_angle\_use

frotate\_x

frotate\_y

frotate\_angle

can\_feather\_launch

y\_offset\_inc

spawn\_width

bullet\_inc

istart

ceroba\_bullet\_flash

is\_reading

reading\_time

pause\_time\_max

talk\_noloop

talk\_noise

Soda and Mints

\* The deadliest mixture of them# all.

dir\_clamp

\* Dammit!

\* Better try again.

\* (The fireplace is# making the already-warm# house warmer.)

\* Pretty# counterproductive in a# climate like this.

\* Still, it looks# beautiful.

direction\_inc\_max

charge\_speed

remnant

target\_dir

lerp\_amount\_new

lerp\_amount

current\_ball

max\_shards

shard\_spread

Hey!

is\_deflected

deflect\_noloop

dir\_add

dir\_base

shield\_enabled

col\_generator

release\_speed

gml\_Script\_martlet\_wing\_spawn\_gml\_Object\_obj\_fmartlet\_spawner\_wings\_scratch\_Step\_0

flame\_2

homing\_speed\_original

anim\_stage

dash\_timer

hand\_angle\_max

image\_dec

speaker\_right

speaker\_left

audio\_pos\_x

audio\_pos\_x\_current

audio\_pos

spawn\_notes

spawn\_interval\_max

spawn\_offset\_x

spawn\_offset\_x\_max

spawn\_offset\_x\_inc

spawn\_offset\_dir

bucket\_spawn

DESTROY

pellet\_dist\_default

pellet\_dist

pellet\_speed

spawn\_direction\_min

spawn\_direction\_max

spawn\_direction\_inc

spawn\_delay\_max

clay\_piece

clover\_shake

text\_var

abandoned\_geno

\* Ah, you got my message.

\* So you found me...

\* ...King ASGORE's# Castle.

\* My whole life...

\* My whole life I was# taught that humans are# the enemy.

\* And... it looks like# they were right.

\* But even with that# prejudice drilled into# my mind...

\* I think I... I sense# better in you.

\* And I'll admit, you're# not shy about defending# yourself.

\* During our journey, I# sensed an alarming aura# in you.

\* And... maybe they were# right.

\* I've been trying my# best to act nice but...

\* ...for a while now I've# sensed an alarming aura# in you.

\* ...thankfully, you# never did.

\* I had this plan to stop# your violence if needed.#

\* I'm...

\* ...I'm not sure if I# should...

\* I had this plan to stop# your rampage but...

\* I'm sorry for keeping# that from you but you# know how things are...

\* Even so, there's# another problem...

\* ASGORE needs seven# human SOULs to destroy# the barrier.

\* So far he's collected# five and I fear he'd try# for another...

\* You might fight back# and well...

\* I just... can't do it.

\* You're a good kid deep# down, I'm sure of it...

\* But truthfully, I can't# allow you to visit# ASGORE.

\* He only needs seven# human SOULs to destroy# the barrier.

\* So far he's collected# five and I know he'd try# for another.

\* You would fight back# and well...

\* Gosh, I must be crazy!

\* If you're going to# shoot me, do it now.

\* You'll never get past# ASGORE.

\* He's our only guiding# light and not one to be# snuffed out.

\* So go ahead... Mark# your tally.

\* Let's... put all this# behind us. End the# conflict.

\* You can come stay with# me. Live out a happy,# violence-free childhood.

\* You don't deserve to# die this young.

\* Thanks a bunch, Clover!

\* Hey, smile a little!# This is a new beginning!

\* C'mon, "roommate",# let's go to Snowdin!

\* I'm not certain this is# the right decision# but...

\* You've gone through so# much. More than any# child should.

\* I believe you can# change for the better.

\* I understand if you're# hesitant but please...# trust me...

\* Thank you, Clover.

\* This is the best# outcome for everyone.

\* Well, "roommate", let's# go to Snowdin.

\* You're... not attacking# me...?

\* I think... I hope...# you can change for the# better.

\* ...What do you say?

\* Well... let's go to# Snowdin.

I should've k-known...

message\_insert

\* Our friendship was# always one sided, wasn't# it?

\* After all, you never# bothered to save even# ONCE!

\* Still...

\* Oops! Got to her first!

\* Though I must say...

\* The whole “false sense# of security” bit? Very# clever.

\* Don't tell me you were# ACTUALLY trying to turn# this around.

\* After what you did to# all those poor monsters?

\* Hahahaha!!!

\* That's just too funny!

\* I don't care how# mind-numbingly# sympathetic she was...

\* There is no ticket to# redemption for your# actions.

\* ...Oh, right!

\* Surprise! I betrayed# you!

\* Real sorry, but hey,# thanks for abandoning# your rampage!

\* You were gettin' pretty# strong for a second# there.

\* I'm not usually the# worrying type but whew!

\* Dodged a bullet! Haha!

\* Whoa! Make that two!

\* I think you forgot# who's in charge here.

empty

empty\_last

dir\_last

battle\_box\_width

bullet\_width

excl

bottom

draw\_x\_offset

counter\_shake

:

WAIT-

YOU- Y0U / \_I. ..

[>/0FFENSE LEVEL#LOWERED\_]

OH.

WHAT HAPPENED?

THERE S\_SEEMS TO#BE A GAP IN MY#MEMORY CORE.

I AM SORRY.

I HAVE#INCAPACITATED#YOUR OPTIONS.

I ASK YOU#COOPERATE WITH#ME.

ACCEPT YOUR#OFFENSE,#TRAMPLER.

YOU MUST LEARN#THAT PLANTLIFE#IS IMPORTANT.

MORE IMPORTANT\_#THA;N#Y0U. /

IF YOU DO NOT#YIELD, I WILL#CALL FOR BACKUP.

YOU ARE A#HANDFUL.

I AM GOING TO#COUNT TO 3.

1...

2...

NOT BLUFFING.

3.

[CALLING BACKUP\_]

you called#for help,#guardener?

CORRECT.

THIS TRAMPLER DOES#NOT VALUE THE#GREENHOUSE.

what is#the offense#level, miss?

10 - TERMINATION.

level 10!?

i mean, of#course!

we are#sorry,#offender.

guardener#says you#deserve#termination.

THEY KNOW.

sooo...

ATTACK.

right.

\_KEEP IT UP\_<

PLEASE/ STAY IN#Y0UR\_CONFINES !

CLEVERLY DONE.

YOU HAVE GAINED#MY RESPECT.

BUT YOU HAVE#NOT GAINED#MY MERCY.

BOTS,#\_ATTACK.

JUST YOU #AND I AGAIN.

IT IS TOO BAD#I CANNOT GROW#TIRED.

FOR YOU,#THAT IS.

i'm here#for the#attack!

OH. YOU#MISSED IT.

seriously?#maaan.

HEY, IT#IS OK.

HERE, A FLOWER#TO CHEER#YOU UP.

yoo #thanks

mind if i#attack a#little?

BY ALL#MEANS.

STILL#STANDING?

YOU ARE#RATHER UPSETTING.

JUST WAIT UNTIL#MY CREATOR HEARS#ABOUT THIS.

YOU WILL GET#A LONG LECTURE.

A LECTURE MORE#PAINFUL THAN#ANYTHING I AM#DOING.

TRUE TORTURE.

AFTER THAT, THE#HEAD OFFICE WILL#GIVE YOU AN AWARD:

"EXCELLENCE IN#RUINING#GUARDENER'S DAY"

DESERVED.

[GIVE\_IN, #0\_ALREADY// . ..

bubble\_type

bubble\_x

bubble\_y

curr\_fill

can\_hit

sound\_playing

play\_sound

pl\_die

\* One day, I'm gonna travel down# this belt myself.

\* I wanna see where it leads!

Bad idea

Do it!

\* You think that's dangerous?

\* I've got a hardhat, don't I?

\* Come on, you'll never have any# fun if you're uptight all the# time!

\* I'll have to wait until the# shift's over.

\* Thanks for the confidence# boost!

\* I gotta say, sorting through# the same gemstones every day is# getting old.

\* I bet the Surface has a ton# we've never heard about!

\* Ironic that the first thing I# wanna do when we're free is# explore more caves, haha!

\* Welp, gotta get back to it!

new\_camera

cam\_width\_half

cam\_height\_half

current\_area

y\_min

cam\_y

cam\_x\_min

cam\_y\_min

cam\_x\_max

cam\_y\_max

\* My poor boy... where did you# go?

idle\_sequence

damage\_disjoint\_timer

damage\_disjoint\_timer\_max

layer\_sequence\_get\_headpos

layer\_sequence\_get\_length

shot\_count\_max

current\_bell

last\_bell

shield\_instance

bell\_position

shield\_x\_offset

wave\_offset

disable\_shooting

shield\_x\_offset\_amount

array\_target

anim\_loop\_time

anim\_stretch\_current

anim\_stretch\_max

anim\_inc\_multiplier

anim\_inc\_multiplier\_max

anim\_head\_offset

anim\_hand\_left\_offset

anim\_hand\_right\_offset

anim\_staff\_offset

anim\_ponytail\_offset

anim\_loop\_time\_half

anim\_inc\_current

I swore I had#the key.

Saving monsterkind#from their demise...

Carrying on his#legacy...

It was worth the#risk to me.

Now my life is#over.

For nothing.#For no one.

I have done#unforgivable things.

I let my husband#work himself to#death...

I put my precious#little girl through#hell...

And...

Oh god.

full\_sprite

shopkeeper\_sprite\_default

shopkeeper\_sprite

portrait\_alt

new\_sprite

\* bot fact:

\* "bots all have a passion for# something. a programmed# fixation."

\* for example, i'm a huge fan of# arson.

\* "bots are not allowed to# swear. it is indecent and# rude."

\* alas, i am cursed to this# family friendly environment.

\* "bots are not allowed to# engage in romantic# relationships.

\* it would run the risk of# bypassing the sentience# suppression system."

\* ...what does "romantic# relationships" mean?

\* why can't we interact with# friendly boats from the roman# empire?

\* i only memorized three bot# facts.

\* anything i say now would only# be bot fiction.

shuffle\_time

camera\_y

\* Ugh... I'm never# travelin' via laundry# chute again!

\* Ed! You're back!

\* And Clover too?

\* I was worried sick# about you!

\* Where's Star?

\* Ceroba ran away so he# chased after her.

\* Alone!?

\* Why did you let him do# that!?

\* Star knows Ceroba more# than anyone, Moray.

\* Well... I'm not so sure# of that anymore.

\* Moray messaged me about# you being in danger...

\* ...so I dropped what I# was doing and flew over# here!

\* Why'd you get Feathers# involved, Moray!?

\* I just thought she# deserved to know... She# can help.

\* Thank you for reaching# out.

\* I heard that you found# something in Ceroba's# old house?

\* What was it?

\* We didn't have the time# to look over everythin'# closely but...

\* It raised some serious# concerns.

\* Papers... tapes...# belonging to Chujin.

\* All way too scientific# for me.

\* Clover and I can scope# it out.

\* No way! I was told to# keep Clover here.

\* There's a potential# threat to their life!

\* There's always a# potential threat to# their life.

\* If anyone can fix this,# it's Clover.

\* Fine... Just stay on# track.

\* I can't have them# runnin' away or nothin'.

\* You know the way?

\* Okay, we'll meet you# there.

\* I still have to finish# explainin' everythin' to# the group.

\* Until then.

\* Come on, Clover.

\* Hey, before we go, I# need to apologize.

\* I shouldn't have let# Ceroba take you.

\* I just... I really# thought I could trust# her. We all did.

\* And what I had to take# care of in Snowdin was# far too impor...

\* You know what? Doesn't# matter anymore.

\* Let's focus on what Ed# told us.

\* Concerns regarding# Chujin he said?

\* Surely it's nothing...# right?

\* Chujin was almost like# a father to me.

\* I don't know where I'd# be in life without him.

\* I'll... let you lead.# Just head to Oasis# Valley.

\* Nice to see you again,# by the way.

npc\_reset

bounce\_speed

bounce\_noloop

image\_angle\_rot

image\_angle\_rot\_max

ceroba\_bell\_debris

ring

puff\_x\_1\_last

puff\_x\_2\_last

puff\_width

puff\_height

puff\_x\_1

puff\_x\_2

smoke\_1

smoke\_2

Neon

\* Believed to be but a myth# until recently.

noise\_alpha

noise\_timer

noise\_timer\_max

part\_width

T3 BG Mooch

T7 BG Mooch

T9 BG Mooch

T3 Obj Mooch

T3 Quote Mooch 2

T7 Obj Mooch

T9 Obj Mooch

T9 Quote Mooch 2

\* (Books of a novice# reading level lie in the# basket.)

\* (They carry# similarities to books# you've recently read.)

\* Aww, I remember reading# those as a birdling.

\* Not to brag, but I# finished them all in one# day.

\* I may have exceeded my# classmates by several# grades...

jump\_speed

tongue\_attack

friction

tongue

\* You caught me chillin' by my# brand new house.

\* That's right! Just bought this# sucker!

\* I've been down in the dumps# lately so I thought it was time# to move on.

\* Do something nice for myself,# ya know?

\* I highly recommend doing# something nice for yourself# every now and then.

\* It's therapeutic!

\* Can't let anyone inside yet,# got a crew doing renovations.

\* They're installing the latest# music production equipment.# Fancy stuff.

\* Let's just say you're gonna# start hearing my hot beats# everywhere!

\* Whatever your struggle, just# hold tight. Life gets better!

\* I think that did the# trick!

\* You're pretty clever in# intense situations.

\* I'm... impressed.

\* (A giant sealed door,# presumably keeping something# inside...)

\* (The door is locked from the# other side.)

\* Locked, huh? Strange...

\* Guess Ed and Star took# another route.

cood\_offset

prev\_fill

color\_fill

is\_hidden

anim\_curve

anim\_timer

nb\_rect

u\_nb\_rect

rect\_centered\_coods

hit\_gen

\* Gotta beat this heat.

\* I'm losin' it.

\* Mirrages, man...

\* Can't trust your eyes out# here.

\* Stay away from precarious# paths.

\* You'll just turn up back where# you started, for real.

R-ew///i#...n,d<

\*Bzzztt(//#sz/\_-\_\_

Nothing worth it,#that's for sure.

Because your#antennas are#crooked. Tapes#win again.

I'll admit,#this one#is good.

Hard disagree.

Ha!

Don't remind#me.

Can you detach#me while you're#at it?

Oh?

Can't say#the same.

She's been#trying to get#a signal#forever.

Ugh, Telly's#entertainment#is so...#temporary.

Word of advice,#please rewind#your tapes before#feeding me.

Can someone#please shut#Ms. Tube-brain#up?

Just... end it#all.

image\_speed\_counter

\* Why hello! Hope you're having# a glorious day!

\* I'd give you a flower but# those are in low supply around# here.

\* I hope a friendly smile# suffices!

\* Honestly, the Dunes are not# the best place for my sisters# and I.

\* But I feel an obligation to be# here. You know, to help grow# the ecosystem.

\* One day, we'll return this# place to its former glory!# Mmhm!

\* I've heard rumors about an# abandoned greenhouse FILLED# with flowers.

\* Not sure how or why such a# thing would exist but I really# wanna see it!

\* Remember to give flowers lots# of love and attention!

\* They are alive and can teach# you many things!

sh\_uvs

pixelate\_surf

shader\_set\_uniform\_f\_array

can\_fire

can\_track

shot\_number

shootsnd

garbage\_count

garbage\_current

spawn\_timer

spawn\_timer\_max

spawn\_number\_current

spawn\_number\_current\_dir

pseudo\_random

green\_spawn\_noloop

charge\_pos

new\_trash

new\_soap

white\_id

disc

disc\_yoffset

activate\_delay

activate\_delay\_max

activate\_count

So you know#the truth now.

Are you#satisfied?

Do you find joy#in making me#relive my darkest#memories?

I never claimed#to be a saint.

I'm drowning in a#sea of mistakes#like anyone else.

But instead of#sinking...

I'm chasing the#one ray of#sunlight peeking#through the#surface.

I tried letting#go, moving on...

But I guess deep#down, I'm too#stubborn to live#like that.

This is my fate.

bullet\_hit\_overlay

right\_boundary

left\_boundary

top\_boundary

bottom\_boundary

soul\_bbox\_right

soul\_bbox\_left

soul\_bbox\_top

soul\_bbox\_bottom

hold\_timer

warn\_timer

warn\_flash

destroy\_self\_noloop

cooldown\_timer

cooldown\_timer\_max

debris\_count\_big

debris\_count\_small

max\_frogs

green\_frog\_spawn\_point

platform\_speed

platform\_delay

left\_platform

right\_platform

frog\_top

frog\_bot

current\_frog\_top

current\_frog\_bot

attack\_delay\_max

glitch\_sound

Sodium [Na]

\* An essential part of any# balanced breakfast.

feather\_angle\_total\_max

intro\_noloop

white\_alpha

clover\_alpha

clover\_offset\_x

clover\_offset\_y

clover\_shake\_strength

soul\_overlay\_alpha

timestamp\_current

timestamp

timestamp\_image\_index

intro\_song

switch\_timer

stage\_current

sprite\_flowey

music\_flowey

controller\_flowey

hp\_bar\_alpha

fun\_value\_check

song\_pos

\* H O W D Y .

\* Have fun with your friend back# there?

\* Hahahahaha!!!

\* Thought you slipped away for a# second didn't ya?

\* You are quite a vigilant one...

\* Bet you could've outlasted# ASGORE if you bothered to reach# him.

\* Even though your choices in# this timeline are useless to me# now...

\* I didn't outright HATE our time# together. Not all of it.

\* Two lost souls deciding who# lives or dies...

\* Most of the time you were# insufferable but when you gave# in...

\* ...Gave in to your true violent# urges. That was the best part.

\* That's when I knew you had it# in you to fight the King.

\* But that was so long ago, haha.# Just look at you now!

\* Barely recognizable!

\* You know, some say yellow is# the color of justice.

\* Close, but that's not the word# I would choose...

\* Yellow is the color of# judgment.

\* Consequence...

\* You would know, wouldn't you?

\* Ahhh, you're right.

\* Who cares about all that?

\* Life's all about the thrill!# How fun your experiences are!

\* Our time here has been way# better than any interaction out# there!

\* And I'm not looking for it to# end any time soon!

\* Of course, it can't last# forever.

\* After I overtake your SOUL,# I'll kill ASGORE.

\* I'll absorb all those poor# children you couldn't save!

\* Then and only then, I will# become GOD.

\* But for now... this is only the# beginning.

\* So please, resist.

\* Let's entertain each other a# while longer.

\* After all, in this world...

IT'S KILL OR BE KILLED

fight\_end

\* Hey.

\* And here we go.

\* Just give up!

\* Come on!

\* Uh-huh...

\* WHAT IS WRONG WITH YOU???

\* Idiot!

\* Please!

\* I really hate you, you know that?

\* Y o u . . .

\* . . . . . .

\* ......

camw\_old

camh\_old

camx\_old

camy\_old

stare\_at\_screen

camw\_new

camh\_new

camx\_new

camy\_new

\* Useless...

\* Even now...

\* All of it.

\* What is this?

\* Great.

hp

hurtbox

charge\_state

world\_value

重置

配置

play\_time

Room Name

RESET

WAIT

screen\_message

ERROR: Power low

screen\_message\_current

screen\_interact\_noloop

screen\_state

compound\_count

compound\_active

compound\_destroy

screen\_cursor

screen\_counter

Reading. . .

Acception Message

Accepted.

Rejection Message

Declined.

MISSING

status\_1

status\_2

PRESENT

. . .Booting process.

Your ITEM is ready

camera\_x

dynamite\_spawned\_count

dynamite\_spawned\_max

\* Ah, bonjour! Mon apprenti!

\* Welcome back to ze kitchen!

\* Thanks to your infinite# wisdom, I have kept myself# busy!

\* Oui! Nossing but frying eggs# for ze past ‘our!

\* I am gifting free samples so# have a taste if you like!

\* Have you seen ze flora# everywhere?

\* Ces plantes blanches...

\* Well! Zeir taste iz just# lovely!

\* I ground some up into a new# spice to use on zi eggs!

\* But, for some reason, zi eggs# did not like it.

\* Zey melted in my pan when the# spice touched zem!

\* Quelle tragédie! Amour# interdit!

\* You are ze first monstre I# have spoken to in a while!

\* I do miss conversing with# ozers, espessially my creator!

\* We have a lot in common. Our# physique, voice, culinary# skills - zey all match!

\* I was confused why we were zi# only ones in ze Steamworks like# zis...

\* He said zat many monstres come# from ze outside world. Ze# Surface!

\* And on ze Surface are many# different types of beings from# different places!

\* When all monstres migrated to# zis mountain, some of zem# hailed from zose places!

\* And so, zeir wonderful# traditions and cultures have# spread around down here!

\* What a beautiful sing!

\* I asked my creator where his# family was from.

\* He told me about a land far# away with millions like me!

\* But I simply cannot believe# such a sing!

\* Millions of culinary bots# living togezer?

\* Impossible!

\* Zere would not be enough# frying pans to go around!

\* I better get back to ze stove!

\* Until we cook again!

\* Au revoir!

speed\_target

Seen it!

I hate#reruns!

They'll reboot#anything#nowadays!

Gimme something#new!

\* YOu.. . ARE LeTTING ME# GO?

\* UH. WEIRD DeCISION.

\* JuST SO YOU KNoW.. .

\* Y0U STILL [freaking]# SUCK.

\* FEEL FREE TO TRIP aND# FALL TO YOuR DEATH ON# THE WaY OUT.

ring\_sound

pellet\_spawn\_noloop

alt\_bullet\_speed

pellet\_gap\_size

pellet\_destroy

spread\_amount

new\_pellet

\* (A sheet of neatly typed# bullet points lies crumpled in# the trash.)

\* (You stash it in your mail# bag.)

\* Workstations...

\* Okay, well... Probably# another code to find.

\* You know the drill.

\* Must be the manager's# office.

\* Surely they had access# to all passcodes.

\* Let's check those file# cabinets.

\* Hold on, look here.

\* Performance reports for# all factory employees.

\* A... B...

\* "01/16/20XX...

\* Mr. Chujin pitched his# blueprints for a "guard bot" of# sorts.

\* He called the project: AXIS."

\* "03/19/20XX...

\* Axis Model 01 was presented to# King ASGORE but was swiftly# rejected.

\* The poor thing couldn't stay# powered up for more than six# seconds."

\* "05/10/20XX...

\* Axis Model 04 backfired and# shot one of its gloves at the# King.

\* This is getting embarrassing."

\* "07/23/20XX...

\* Axis Model 07 refused to enter# the throne room.

\* ...ASGORE gave Chujin one more# shot after incessant pleading.

\* I know he's a smart engineer# but if the next showcase goes# south..."

\* "09/23/20XX...

\* Well, this is it.

\* Model 08 booted up and seemed# to be stable for a moment.

\* That was until a malfunction# occurred and sparks began to# emit from the body.

\* In the chaos, one spark leaped# onto King ASGORE's flower bed.

\* ...A fire ignited but was# swiftly put out.

\* Please leave. Leave and do not# return.

\* I... I apologize deeply.

\* But as we are, us monsters# simply aren't ready to bypass# the barrier!

\* You know this deep down... I# know you do. Axis IS the# solution you need!'

\* The solution I need is a# reliable one. One that won't# set fire to our homes.

\* If this is about my...

\* It isn't.

\* I thank you for your service to# society...

\* ...But I'm afraid monsterkind's# freedom belongs in more capable# hands.'"

\* "Capable hands" he# says.

\* Look at Axis now. The# TRUE realization of# Chujin's vision.

\* He far exceeds ANY model# Asgore ever saw!

\* And you know who those# "capable hands" now# belong to?

\* The scientist who has# Kanako.

\* Dr. Alphys.

\* A while back, she built# a robot too.

\* One so "lifelike" it# got her the position she# has now.

\* It must've been real# impressive!

\* So impressive that# Asgore kicked the other# visionaries to the curb.

\* I understand now... Why# Chujin never shared this# with me...

\* He must've been# absolutely gutted# hearing those words...

\* Screw the Royals.

\* The politics, all the# red tape...

\* This, Clover, this is# why the mission is so# important.

\* You can't trust these# close-minded gatekeepers# to do anything right.

\* Not for a second.

\* Let's go.

target\_speed

speed\_dec

speed\_min

reset\_timer

destroy\_sprite

star

energy\_ball\_deflect\_noloop

\* Looks like he's go-

ceroba\_x\_original

\* Axis, hold on a second!

\* ONE.

\* UH - ONE MILLION# SECONDS!

\* I DO NOT HAVE THE# KNOWLEDGE TO COUNT THAT# HIGH.

\* WHAT IS THIS# ABOUT?

\* I have a surprise for# you! A special one!

\* I WILL ADMIT, YOU HAVE# MY ATTENTION.

\* PROCEED.

\* I have for you, your# very own robot# companion!

\* A sleek, top of the# line model!

\* Aren't they beautiful?

\* NO.

\* NOT IN THE MOOD.

\* MY EYES ARE ONLY SET ON# YOUR APPREHENSION.

\* GOODBYE.

\* You're making them cry,# Axis!

\* Come on, now!

\* ROBOTS CANNOT CRY. I# HAVE TRIED.

\* Well, it was worth a# shot.

\* Plan C it is!

\* I AM IMMOBILE.

\* If you went with our# surprise, it wouldn't# have gotten messy.

\* DO NOT MOCK MY# JUDGMENT.

\* I WILL RETURN TO# CAPTURE YOU.

\* ...WITH NEW HANDS.

\* Phew, I'm spent.

\* Next chair we see, I'm# taking a breather.

steamworks\_22\_event\_ceroba\_guard

in\_bounds

bounce\_count

cactony c

cactony b

y\_speed

animate\_alarm

attack\_alarm

end\_alarm

fire\_max

animate\_state

anim\_in\_speed

anim\_out\_speed

anim\_min

anim\_max

id\_needle

Of course I'll#help you, Ace!

Rutherfordium [Rf]

\* Discovered by the prestigious# Dr. Rutherford Oscar himself.# Or so he claims.

gap

soul\_grab\_noloop

To be honest?#Not surprised.

They were only#greetings!I#ssswear!

It's true, I#do. Run along#now!

Ding ding ding!#Got a genius#over here!

Oh, this and#that. Odds and#ends. Ya know...

I'm an#excccellent#travel companion!

Yesss, we're#gonna go far,#you and me!

I knew you'd#see things my#way, human!

Come on mate,#don't leave me#out to dry!

Fine! But you're#missing out#BIG!

Enjoy the#snake-sized#hole in your#heart!

H-Help a friend#patch themselves#up, eh?

Calm down, mate.#We can work#something out...

I know just#what you need!

You, me,#perfect match#eh?

I can cheer#you right up!#Easy!

Adventure?#That's my#maiden name!

Why are you#avoiding my#greetings? Come#on!

What's your story?#Scandals?#Sssecrets...?

I can help ya#climb out of your#rut, I can!

You can trussst#me! Swear on#me mum!

target\_bubble

dbox

flying\_speed

grav\_speed

spawn\_position

half\_width

half\_height

loop\_prevention

peek\_distance

\* As a slime, I'm busy.

impact

dmg

hp\_self\_last

hint\_noloop

{0} - Shoot

{0} - Autofire

{0} - Dash

sequence\_idle

door\_open

wall

crayon\_y\_offset

new\_offset

\* You hear sounds coming from the# plant.

bullet\_list

wave\_number

bul\_spawn

ring\_object

\* (Just your average garbage.)

\* (There's some food here.)

\* (You find a discarded Hot Dog# in the trash can.)

\* (You got a Hot Dog!)

\* (You're more of a cat person.)

\* Wait! Another robot!?

\* No way! We can't fight# this thing!

\* What if Chujin built-

\* You know what? We'll# talk later.

\* Let's find a peaceful# way around them.

\* I'll do my best to# provide defense for us.

lantern\_offset

greyscale\_intensity

greyscale\_overlay\_alpha

Why are you#like this?

Always taking#the high road.

Aren't you angry?#Aren't you just?

Pull the trigger#already!

Pull it...

destroy\_type

fall\_delay

warning\_line\_alpha

new\_laser

\* (The door is already# open.)

\* (Swipe your ID?)

foreground\_pillars

layer\_get\_id

fg\_layer\_id

song

song\_change

play\_song

ransong

bark\_song\_chance

\* What's up?

\* You enjoying the tune we're# currently bangin' out?

\* Hope you are 'cause it's the# only one we're playing tonight.

\* No requests this time, sorry# kid.

\* You might be confused why our# instruments sound different# from the usual.

\* Just the sound system this# place provides. Different mix.# Out of our hands.

\* Still a vibe, though.

\* Good luck on the rest of your# journey, human.

\* You've come a long way.

flowey\_depth\_original

grass\_spawn\_inc

flower

chairs

\* This must be where they# ate their meals...

\* What do you see?

\* Hey uh...

I need your help

\* You think something's# under there?

\* Alright then...

\* On "three."

\* One...

\* Two...

\* Three!

\* Good eye, Clover.

\* Spooky...

\* Well, uh... After you.

Housing

Future

\* Hello!

\* You sort of caught me# in the middle of moving,

\* But I don't mind taking# a break to chat!

\* What's on your mind?

\* Oh, see this structure# here?

\* I have claimed it as my# new residency!

\* Of course, it's in no# state for living at the# moment.

\* I will definitely need# help on the construction# end of things.

\* Not sure if Pops will# like the close quarters# but...

\* I'm sure he'll get over# it.

\* He has a tendency to# get a big head from time# to time.

\* We're working on it...

\* Um, well, I haven't# made a concrete plan# yet.

\* Taking things one step# at a time.

\* If you remember, I# tossed some ideas around# before you left my home.

\* Gotta say, the concert# idea in particular is# temping!

\* ...If I can work up the# courage to go through# with such a thing.

\* Maybe I'll brush up on# my organ skills in the# meantime?

\* Practice makes perfect!

\* I hadn't thought of it# until now but...

\* We might have a crisis# on our hands.

\* Half of my luggage here# is stocked with corn.

\* Enough to last a week# at most, but what then?

\* I suppose I could trek# back to my field...

\* But still, that will# only get me so far.

\* I don't want to deal# with corn withdrawals!

\* I will be mulling over# this for some time.

\* Don't mind me.

\* So, have you been# journeying through the# Underground?

\* Your bravery is# inspiring!

\* The Ruins were only the# beginning of your# obstacles, I'm sure.

\* I... do regret troubling# you. Very much so.

\* But, with a# glass-half-full# mindset...

\* Fighting a low-level# monster first was good# training, right?

\* There are some pretty# scary encounters to be# had out there.

\* I'm nothing compared to# them...

\* So please stay safe!

\* You know, I find it# strange.

\* We only met mere hours# ago but for some# reason...

\* It feels like I've# known you for years.

\* Time is truly the# puzzle we will never# solve.

\* Well, I better get back# to it.

\* I wish you all the luck# in the world, Clover!

\* Go do for others what# you did for me!

Nerosensei

StillLiam

Additional Spritework:

And you!

Not Special - No Thanks:

The Shufflers

Thank you for playing!

y\_slow\_down

slow\_down\_treshold

flowey\_noloop

credits\_song

song\_length

delay\_timer

camera\_target\_current

target\_room

camera\_start\_x

camera\_start\_y

pan\_dir

pan\_speed

wait\_timer

room\_number

song\_length\_wbreaks

room\_duration

cutscene\_wait\_time

fade\_out\_start\_point

timer\_relative

y\_current

category\_number

category\_size

last\_line

current\_text\_y\_placement

spawn\_point\_angle

coordinate\_list

cur\_val

What...#What are you doing?

This isn't fair...

head\_sprite

\* Ack!

\* I'm stuck, Clover!

\* We need to find a way# out of this! Fast!

circle\_number

circle\_delay

martlet\_leg\_back

martlet\_leg\_front

martlet\_talon\_back

martlet\_talon\_front

martlet\_wing\_right

martlet\_wing\_left

\_speed\_multiplier

scale\_modif

pmember

drop\_speed

active\_item

\* Gooood morning Steamworks# employees!!!

\* Hope you're ready for another# day of pa-ro-duc-tivity!!!

\* Today we are boxing and# shipping goods out into the# Underground!!!

\* Uh, hello?

\* Are you sentient or a# pre-recording?

\* Hello new hire!

\* Yes, I am fully sentient!

\* Trapped in this two-dimensional# rectangle for all eternity!!!

\* Right...

\* Can you unlock all the# doors in this factory?

\* We're in a hurry.

\* Sorry but each morning we do a# little thing called:

\* EARN! YOUR!! FREEDOM!!!

\* Complete a full shipment and# you'll be on your way!

\* What kind of policy is# that???

\* When there's a quota to meet,# ethics go out the window!!

\* Haven't you worked a job# before???

\* Of course but I don't# work here!

\* So you're trespassing???

\* In that case...

\* Fine, we'll do the job!

\* Clover, this bot might# have connections to# Axis.

\* Seems we gotta do what# it says to avoid# unwanted attention.

\* You can work this thing# right?

\* Push the start button# and we'll get it over# with.

\* WHAT ARE YOU DOING???

\* Put red items in red boxes and# blue in blue boxes!

\* Three strikes and yoooou're# out!!!

\* Your machine's broken.

\* The second conveyor# belt doesn't move.

\* It's broke-

\* Screw this.

\* Clover, you box the# goods and I'll toss 'em# into the chute.

\* Teamwork, right?

\* Something like that.

\* Let's give it a shot!

\* Hey alright! Good work,# Clover!

\* Onto whatever awaits us# next...

Sigh...

Can't say I didn't see#that coming.

Still, my hopes were#high.

There's gotta be SOME#way to get what I need.

Clover's competent...#enough, but still...

Nothing ever works out#when it comes to them.

Hmm...

I could reset and try#my luck again...

Or...

I could accept what#I've been given and#wait.

The King is only one#SOUL away now.

It might be a good idea#to piggyback off the#next human instead.

Who knows how long that#will take and even#worse,

If the next human would#be skilled enough to do#what Clover couldn't.

I need some time to#think it over.

This isn't the end.

H-How many#more ?

How many until you#are satisfied ?

We only t-took#five .

You've taken#dozens .

You aren't just#. . .

All you are is a#self-serving maniac.

I hope you

n-NO!

PLEASE!!

WHAT DO I DO!?

STOP!!!

SOMEONE!

H E L P M E . . .

Great...

This is JUST#great.

Do you know how#much attention this#will bring on us!?

The entire Underground#is going to put up#its defenses!

I'm sure the Castle is#on full lockdown#thanks to your#recklessness!

No... This won't do.

You're gonna make this#right, got that?

You may have a "shiny#new ability" but that#doesn't change a#thing!

Go to the Castle and#smash its walls down!#Tear it apart!!

Do whatever it takes#to get me my SOULs!!!

To...

Hey now...

I meant "your SOULs."#You know that!

You idiot! What do#you think you're#doing?

Fine!

Looks like this is#another dead end.

What is this?

What's going on!?

You little-!

You're going to put a#knife in MY back!?

I'm the only reason#you ever made it out#of the Ruins!

Your best friend!#Your only friend!

Well you know what?#I've never been above#betrayals either!

Ha ha...

HAHAHAHAHAHA!!!!!!

I HATE YOU.

Every second that#passes when I'm with#you is more miserable#than the last.

And it's always been#that way.

The only time I#enjoyed myself was when#I got to watch you#die.

Hundreds of deaths.#Endlessly gruesome.#Endlessly satisfying.

When I look at you...

I don't see a "brave#hero" or whatever you#pretend to be.

All I see are those#beloved#memories.

Replaying over, and#over, and over, and#over...

And you want to#know the best part?

Even if you kill#me, I know how#this ends.

There's never been#any escaping it.

That Castle may as#well be a coffin#because you're already#dead.

Ha ha!#You hear that???

YOU'RE DEAD!

HA HA HA!!!

HAHAHAHAHAHAHA#HAHAHAHAHAHA!!!!!!

FILE 1 OVERWRITTEN

image\_scale\_inc

image\_scale\_inc\_max

\* Eh eh eh, no can do.

\* Citizens aren't allowed past# this point.

\* We're currently under heavy# spider construction as you can# see.

\* Ain't set to finish until 20XX# or so.

\* You think building a spider# home is simple?

\* Spin a web here, spin a web# there, voila, right?

\* Wrong.

\* It takes muscle. Eight biceps# on every worker.

\* Of course, biceps aren't# typically part of the leg but# my team operates above rules.

\* Gonna need you to move along.# Your presence is intimidating# everyone here.

interacted\_with

\* (You examine the# bookshelf...)

\* (A title called "Mysteries of# the Underground" catches your# eye.)

\* (Read it?)

\* Chapter One: Blunko's# Blunder.

\* Located in Oasis Valley, in a# modern cafe you can't miss,# lies an arcade cabinet.

\* Painted blue and coated with a# thick layer of dust, it sits# there, out of order.

\* Few monsters recall seeing it# up and running and that might# be on purpose.

\* On the cabinet, two logos# reside: Team Y and Blunko# Industries.

\* The same two human companies# that created the Mew Mew Love# Blaster cabinet.

\* Legends say it was playable# for a time after it was# recovered from the dump...

\* ...but its contents were# "unpleasant" upon experience.#

\* (You flip to the next# chapter.)

\* (Continue reading?)

\* Chapter Two: The Path.

\* The Underground is a vast# place.

\* Throughout it are pathways# and/or fences to lead monsters# from place to place.

\* But maybe, just maybe, the# paths are truly there to keep# you safe.

\* In a report from 20XX, a# father recalled fishing with# his son in the Snowdin forest.

\* As the father prepared his# line, his son wandered past the# fence and into the trees.

\* The father didn't notice at# first but soon began to search# for the child.

\* "Before I found \_\_\_\_, it felt# like I was in a daze," the# father recounts.

\* "Just... nothing out there."

\* Chapter Three: The Phantom# SOUL.

\* Seven human SOULS are all it# takes to destroy the barrier# that intraps us monsters...

\* ...and over time, King ASGORE# and the Royal Guard have# ensured we reach that goal.

\* This process has been# controversial among some# residents but...

\* ..."War is not pleasant" says# the head of the Royal Guard.

\* Typically, when a human falls# into our home, they're# "collected" within hours.

\* But one time... it took# years.

\* It was a typical afternoon in# Snowdin...

\* Suddenly, a human was spotted# in the area before swiftly# fleeing for Waterfall.

\* This, surprisingly, was the# last time they were seen# alive.

\* Officials at the time said the# disappearance most likely meant# the human was hiding.

\* However, the human's SOUL was# later inexplicably found deep# in Waterfall...

\* (You put the book back.)

text\_yy

\* Way to go!

\* I'll do what I can to# help us escape for good!

paper\_spawn\_chance\_max

paper\_spawn\_chance\_current

skip\_noloop

\* (You spot a discarded bag of# Popato Chisps under the# bench.)

\* (You got Popato Chisps!)

output

instance\_selected

instance\_selected\_name

instance\_selected\_variables

instance\_selected\_variable\_current

keyboard\_string

clicked\_instance

variable\_instance\_get\_names

command\_end\_pos

command

value

varset

roomset

mute

unmute

variable\_name

variable\_instance\_get

variable\_value

string\_digits

output\_digits

Not a digit.

output\_value

variable\_instance\_set

room\_id

This room does not exist.

draw\_roundrect

:

roof\_foreground

roof\_base

roof\_foreground\_destroyed

roof\_base\_destroyed

\* Pretty easy when# there's so few left.

part\_axis\_bg\_em

part\_type\_colour3

part\_axis\_bg\_dark

part\_axis\_bg\_dark\_speed

bg\_color

bg\_color\_2

part\_type\_colour\_mix

part\_type\_alpha1

part\_x\_last

pt\_hands

spr\_Hands

pt\_hands\_copy

pe\_hands

pe\_hands\_copy

next\_attack

Flowey Attack

color\_new

new\_colour

color\_uniform

new\_alpha

color\_id

\_color\_new

LV

delay\_current

delay\_max

caught\_noloop

flashlight\_emitter

audio\_emitter\_position

audio\_emitter\_falloff

\* HA. FOUND YOU.

\* AWAY YOU GO.

move\_speed\_attack

move\_speed\_attack\_max

move\_speed\_attack\_increase

angle\_spread

can\_raise

vspeed\_inc

\* (A lonesome Safety Jacket# hangs on the wall.)

\* (You got the Safety Jacket!)

\* (Several monsters are enjoying# a nice, fair game of# poker.)

\* ...How do I keep losing?

\* (Things are heating up! It# could be anyone's# game!)

\* Shucks, I might have to take# out a loan if I wanna keep this# up!

\* (Looks like we have a# winner!)

\* Well played and well payed,# boys!

\* You made it! Great!

\* Behind that is New# Home. The capital city.

\* I asked around and was# told Ceroba and Starlo# headed there.

\* Guess she ran the# opposite way of the Lab# to juke her pursuer?

\* The two couldn't have# gotten far, I'm positive# we'll find them!

\* We'll...

\* Whew, it's all setting# in now.

\* This is like... super# intimidating, right? Not# just me?

\* I don't know when I'll# get another chance so# I'll say it now:

\* You are a kind soul.# One of the best I've# met.

\* Left and right you've# been beaten and bruised,# but you stay vigilant.

\* You defuse situations# and mend# relationships...

\* ...A far cry from what# I was taught growing up.

\* Royal Guards are told# ad nauseum that humans# are the enemy.

\* I only ever heard# stories of war and our# Underground imprisonment.

\* But you're different.

\* If you could change my# mind on humans, I know# you can ASGORE's!

\* After we diffuse the# Ceroba situation,

\* We'll march right up to# that Castle, you and me!

\* And then... Well,# you'll be on your way.

\* But don't worry about# me!

\* When Monsterkind is# freed, we'll meet again# on the Surface!

\* By then, you might be# all grown up. Wouldn't# that be funny?

\* Point is, I'm glad you# hopped on my raft.

\* Okay... We need to get# moving.

\* That way. West New# Home.

\* The elevator downstairs# should take us straight# there.

\* After that... I'm not# sure.

\* I'd call for backup in# a scenario like this but# we're on our own.

\* Outlaws.

\* So, "partner in crime,"# you ready?

\* Let's stop Ceroba!

grow\_count

oscillator

colliding\_clay

eye\_shoot

sequence\_layer\_goosic

\* I figured out where# those boulders were# coming from.

\* Turns out North Star# set the machines up for# "Feisty Missions."

\* Had a friendly chat# with him about it all.

\* He immediately# apologized so... I# forgave him.

\* How could I say no to# his overwhelming charm?

\* I'm only monster.

\* As my old man used to# say: mine on, kid!

\* Okay, he uh... he never# said that. I said that.# Just now.

\* (It's full of epic emptiness.)

\* (You open the mysterious chest# as an epic melody slowly# crescendos in your head.)

\* (You found a Golden Bandana!)

\* (You got the Golden Bandana!)

\* We actually made it...

\* Let's hope this elevator# works.

elevator\_sound

\* Next stop, the Lab.

\* And what are you planning to do# at the Lab?

\* Starlo!? W-What are you# doing here!?

\* The gang and I were# planning a return party# for you.

\* Thought it was a great# idea, especially for# Kanako.

\* That's... very kind of# you.

\* Yeah... Well, we went to# your old house to spruce# it up.

\* After all, this would be# the perfect time to move# back in.

\* Ed, what did you find# while cleaning?

\* Uh... I was sweepin' the# floor and spotted# somethin'...

\* An almost invisible# trapdoor. An entrance...

\* Ceroba... what's# actually going on# here?

\* What really happened to# Kanako?

\* (N-No... Why...?)

\* (This can't...)

\* Quit mumbling to# yourself and speak up!

\* Why did you need Clover?

\* I don't want this to# escalate so tell the# truth!!

\* I...

\* I have to go.

\* Clover, come on!

\* Ceroba!!!

\* Ed! Take Clover back# home and keep watch!

\* I'll chase after her!

active\_bullet

feather\_angle\_total

feather\_angle\_direction

feather\_create\_max

id\_counter

feather\_create\_angle

feather\_angle

\* Clover! I'm almost through!

\* Whatever you're doing, it# seems to be working!

\* Keep at it until he's out of# juice!

UM.#I CAN HEAR YOU.

YOU TWO THINK#YOU ARE SOOO#SMART.

HA, I DO NOT#RUN ON "juice."

IN FACT, I DO#NOT RUN AT ALL.

I ROLL.

OBVIOUSLY.

coin\_number

coin\_number\_max

coin\_current

coin

coin\_dir\_offset

coin\_bag\_offset

coin\_dir\_inc

coin\_offset\_time

point\_x

point\_y

coin\_bag

new\_coin

\* I'm not sure I meet the# requirements to set foot in the# club.

\* My age isn't the problem, it's# that I never got my Dancer's# License.

\* I'm tired of putting in effort# for entertainment.

\* When will someone come along# that spoon-feeds fun to me?

\* That will be the day.

\* Guess it won't hurt to wait in# line a little longer.

\* oh hey. no hard feelings about# the fight earlier.

\* like sure, we kinda broke the# first law of robotics but tbh,# we live in a lawless land.

\* anarchy reigns in this# metallic hellscape.

\* the three of us are the last# Lil Bots around.

\* only became that way an hour# ago.

\* one of our models rallied# seven others to high dive into# the burning lake.

\* why? beats me.

\* apparently the stuff tastes# good but the calories can't be# good for you.

\* it's also, like, 300 degrees# celsius.

\* sorry i'm out of dialogue.

\* Clover... You...

\* How could you...

\* This wasn't the plan!!

\* Chujin poured his all# into Axis and you just-

\* And now... your SOUL...

\* It's...

\* I was certain. I# thought you were pure...

\* The mission... It's# over.

\* This is your fault.

\* I never want to see you# again.

\* Aaaand there it is!

\* She was totally using# you, pal.

\* As soon as you act in# self-defense for once,# she freaks!

\* But you know what? This# is good!

\* You're finally free to# get back on track.

\* No more third parties,# no more side quests.

\* Just you and me, buddy!#

\* Just you and me.

\* DEPUTY!!!

\* I am ever so delighted# that you returned.

\* ...Makes my parting# letter a bit awkward but# hey, s'all good!

\* Don't ya have important# places to be?

\* I mean, I'm flattered# you wanted to see me# but...

\* I already said goodbye!

\* Now I gotta go through# the feisty five stages# of grief AGAIN!

\* Now that I think about# it...

\* ...The trail up ahead# must be pretty scary.

\* Feel free to relax for# a bit before you go!

\* Moray's playin' a# lovely set tonight.

\* They have been on this# particular tune for a# while though...

\* Wish nothin' but the# absolute best for ya,# partner!

\* Yeehaw!

overlay\_offset

sin\_degree

box\_size

box\_alpha

box\_stage

draw\_ellipse\_color

organic\_spawn\_chance\_max

organic\_spawn\_chance\_current

cell

\* Gee, wouldja look at# that...

\* I can almost see the# King's Castle from here!

\* Heh, ASGORE...

\* Monsters shower him# with praise but it's# totally overblown.

\* See, he's what they# call a 'Boss Monster'.

# 'Boss Monster'

\* Means he has special# traits; more power than# others...

\* When you take him down,# his SOUL will stay# intact.

\* But only for a moment# before... BOOM! You win.

\* I've heard the guy's# immortal too. Can't age# a second!

\* At least, not anymore.

\* Wild, huh?

\* When you inevitably# kill him, his SOUL will# stay intact.

\* But only for a moment# before... BOOM! It's# gone forever.

\* I'll let you in on a# little secret though...

\* In that short window of# time, you can reach out# and take his SOUL.

\* With its power, you'll# be able to cross the# barrier and return home.

\* Your back turned on the# Underground, your duty# fulfilled.

\* Doesn't that sound# nice?

\* Yes? No?

\* Come on, gimme# something!

\* Fine.

\* You're becoming harder# and harder to read, you# know that?

\* A little too “broody”# for my taste too.

\* Just keep your eyes on# the Castle, okay?

\* Boss Monsters know how# to cling to life, that's# for sure.

\* Hey, don't let all that# info scare ya!

\* Immortal doesn't mean# invincible!

\* And still, a human SOUL# is more powerful than a# Boss Monster SOUL.

\* ASGORE may seem# intimidating but it's# all show.

\* Deep down, he's afraid# of you. A true pushover.

\* Anyway, just thought# I'd prepare my pal for# what's to come!

line\_col

xx\_1

xx\_2

xx\_3

pain\_sound

\* (...Phew.)

\* (A cake in its cage.)

\* (You would like some Cake but# you'd rather not alert Axis.)

\* (Risk it?)

\* (Better safe than sorry.)

cood\_x

cood\_y

spawned\_object

current\_delay

grad\_color

shoe\_noloop

spawn\_last

spawn\_var

ball\_spawn\_timer

sword\_spawn\_timer

sword\_dist

sword\_spawn\_x

tape\_present

\* (An old, dusty monitor with# nothing but static hissing at# you.)

\* (This only brings you unease.)

\* (You load the mysterious tape# into the slot underneath the# screen...)

hitbox

dir\_variation

blend\_amount

inst\_number

inst\_number\_last

save\_flowey\_noloop

drawer\_object

repeat\_check

shadow\_drawer

bul\_hsp

bul\_vsp

hurt\_interval

flowey\_npc

\* Looks like things are# heating up!

\* Literally, that is.

\* Since you shut the bots# down, it should be an# easy stroll to the exit.

\* Good luck, Clover.

\* But just in case, I'd# like to give you a# little gift...

\* From your best friend.

\* I think it's time you# try your hand at# wielding the pellets.

\* Sure, you could use# rubber, silver, nails,# whatever.

\* But these are# the real deal.

\* It's fully up to you# but I just wanted to let# you know...

\* ...Our partnership# means a lot to me.

pacifist\_cutscene

\* (You hear the whirring of# cooling fans inside the hot# console.)

\* (Best leave it be.)

\* (The computer was recently# used.)

\* (A daunting array of screens# and buttons lie before you.)

\* (You press one of the# buttons.)

Info

Docs

Pictures

Games

Settings

\* Robotics Control Status:# Functioning at 78%.

\* Awaiting input . . .

\* MAIN DIRECTORY:

\* Steamworks Station R# System

\* OS Delta - Version 1.4 -# Installed X/X/20XX

\* Processor - Ultra McTurbo# Core 180 - 0.5GHz

\* Installed Physical Memory -# 500 MB

\* Graphics Card - ERROR

\* ERROR - Information# classified.

\* Loading . . .

\* Estimated time remaining:# 9 hours . . .

\* Feature BLOCKED.

\* Custom message: Trying to# play video games on# the job?

\* Please report to the head# office. We have a# pink-colored gift for you.

Emergency Shutdown

Back

\* Select your option.

\* Shut down all helper bots# within the vicinity?

\* Attempting shut down . . .

\* ERROR: Could not complete# task.

\* Just kidding ;)

\* Emergency shutdown# complete.

\* Why did you select this# option then?

text\_box\_noloop

autowalk\_direction\_no\_loop

get\_last\_room\_no\_loop

Normal

player\_mode

dalv\_talk\_waiter

DalvExit

enc\_disabled

blast\_sound

death\_sound

bg\_destroyed

can\_interact

\* Do not wander off.

\* It's dangerous in here.

user\_event\_0\_activated

no\_loop\_autowalk

\* Let's look at something# else, okay?

\* (No answer...)

\* (You hear an organ faintly# playing on the other side.)

\* Are you ready to leave?

\* Leave Dalv's house?

yes

response

\* If that's what you want,# I'll lead the way.

no

\* Alright, take as long as# you like.

trigger

spr\_dalv\_head

xs

ys

sizex

sizey

enlarge

draw

enc\_found

enc\_rate

scripted\_encounter\_dist

kill\_world

rnd\_enc

null

specific\_encounter

pos

obj\_battle\_controller

flavor

genoAreaDR

obj\_floweydialogue

Well... That was#something.

You're a lot#stronger than I#gave you credit#for!

Those monsters never#stood a chance#against your skill.

What's with that#face?

Don't even think#about killing me#too.

Remember, I'm the#one keeping you#alive.

Your life is#in my hands.

Don't worry, I#won't judge you#for your actions.

Friends don't judge#each other, right?

I have your#back and you've#got mine.

So let's get#out of here,#okay pal?

animateTalk

gradient\_height

colors

sprite\_get\_info

image

sin\_offset

draw\_primitive\_begin\_texture

draw\_vertex\_texture\_color

num\_subimages

shoot\_sound

control\_test

dbg\_pos

dbg\_menu

no\_encounters

sixty\_fps

kanako\_time

show\_timer

is\_recording

gif\_image

room\_list

dbg\_room\_current

dbg\_room\_count

cheat\_map

dbg\_cheat

dbg\_battle\_enemy\_name

dbg\_battle\_boss\_name

dbg\_enemy\_current

dbg\_boss\_current

ds\_map\_destroy

dbg\_soundtest

dbg\_up

dbg\_down

dbg\_right

dbg\_left

dbg\_conf

dbg\_canc

dbg\_time

Enter code:

; return 1

code\_string

code\_string:

Result:

Error:

ds\_map\_size

current\_value

debug\_move

game\_restart

WASD - Nagivate#Q - Back#E - Confirm

fps

###FPS:

####ROOM:

[ROOMS]

[BATTLES]

[CHEATS]

[RESTART GAME]

[EXECUTE GML]

LVL UP

LVL RESET

CHOOSE BATTLE

BOSS BATTLE

neutral

rt

GAME SPEED:

9999 HP:

NO COL:

GET G:

EASY ITEMS

pacifist

M U R D E R

ROUTE SELECT:

KANAKO TIME

SUPER DEBUG

number

testnumber

scriptedEnemy

randomEnemy

page

current\_route

debug\_easy\_route

new\_route

creepymus

Geno Complete

DEBUG MAIN MENU V 0.2

CONTINUE

RESET FROM:

The Dunes

The Oasis

->

The Wild East

<-

Page:

/2

I messed up, miscalculated,# something.

Axis... Axis is dangerous.

I must have overshot the variables,# all I wanted was apprehension.

The human who almost hurt my# child, I told Axis to track# them down.

I know I should've stayed to comfort#Kanako and tend to the resident who#was hurt but...

...I had a tool that could stop# the human's crusade, so I tried.

...In a flash, Axis left me.# Bolted for Waterfall.

By the time I tracked him down...# it was too late.

I'll never forget the scene laid# before me.

Part of me wanted to quit# everything that instant but...

...This outcome was earned,# was it not?

Axis soon contained the subject# and... hid the evidence.

There was some property damage but#I'm sure it won't come back to me...#I hope.

In any case... I now have a# human SOUL in my possession.

I do not know exactly what I should#do with it but the power that rests#within it is...

Well, let's just say I'm not# donating it to Asgore like all# the others. Not yet.

As for Axis, today's actions were# excessive, but the potential# is astounding.

With more work, Axis can be the# future, I'm sure of it.

Anyway, I need to sleep.

Though something tells me that# will be difficult to do for a# while.

fadealpha

fadespeed

fadein

image\_increase\_rate

image\_max

x\_increase\_rate

image\_xscale\_start

image\_yscale\_start

red\_tint

pseudo\_random\_max

sword\_color

fly\_path

box\_dist

image\_alpha\_speed

effects\_1

effects\_2

no\_loop\_1

no\_loop\_3

NO SPAWNER FOR THE HAND HURTBOX DETECTED!

pull\_speed

yy\_left

yy\_right

window\_set\_cursor

button\_x

button\_y

button\_highlight

button\_width

button\_height

DONE

button\_text

pencil\_xx

pencil\_yy

pencil\_color\_selected

brush\_size\_normal

cursor\_x

cursor\_y

cursor\_x\_last

cursor\_y\_last

cursor\_click

cursor\_click\_noloop

pencil

audio\_is\_paused

h\_mouse

v\_mouse

cursor\_speed

window\_get\_fullscreen

window\_mouse\_get\_y

window\_mouse\_get\_x

window\_mouse\_set

cursor\_x\_target

cursor\_y\_target

ds\_grid\_set

ds\_grid\_clear

generator

image\_alpha\_val

damage\_pos\_x

damage\_pos\_y

hit\_extend\_neg

end\_boundary

in\_hint\_boundary

hint\_marker\_scale

hit\_marker\_scale\_dir

hint\_marker\_alpha

note\_destroy

fail\_sound

moving\_cabinet

\* (A presence is cowering behind# the storage cabinet.)

\* (But it won't budge.)

\* (You notice wall cracks peeking# out from behind the cabinet.)

\* (Move it?)

cave\_y\_end

clover\_y\_end

y\_increase

slide\_count

fade\_direction

in

out

For years, monsters have#been sealed away by#a powerful spell.

A spell that could only be#broken with seven human#SOULs.

Their king was peaceful#and wished to avoid any#more conflict...

But eventually declared that#any human who fell...

Would die...

Mt. Ebott...

Few humans have braved#this mountain.

Those who did... were#never seen again.

stats\_open

ITEM

STATS

MAIL

NOTHING

item\_selected

item\_inspect

inventory\_open

item\_drop

mail\_selected

mail\_inspect

mail\_check

mail\_open

mail\_offset

mail\_display\_count

selection\_max

BAG

TALK

current\_item

mail\_number

current\_mail

bbox\_yscale

bbox\_yoffset

bbox\_yscale\_multiplier

HP

/

G

"Clover"

AT

(

)

DF

EXP

level\_up\_treshhold

NEXT

WEAPON:

ARMOR:

drawn\_ammo

F. Pellets

AMMO:

ACCE:

GOLD:

H2O

USE

INFO

DROP

mail\_name

READ

PIN

itemBox

statBox

p1

p2

Dark Ruins - Hallway

roomname

color2

done

ready

leavesprite

Save

Return

point\_selected

Snowdin - Forest

Dunes - West Mines

Dunes - Oasis Valley

Wild East - Farm

\* Are you sure you want to# drop the

\* You cannot drop the#

TA-TA-TAKE#A CHILL PILL#BUDDY !

THREE'S A CROWD !#IT'S CONCERT#TIME !

I SEE YOUR MOVES !#GET IT GET IT !

MAIL TEXT

mail\_text\_color

text\_draw\_y

text\_draw\_max

text\_draw\_min

scroll\_speed

scrolling\_active

scroller\_alpha

string\_height\_ext

paper\_color

mail\_height

stamp\_yy

stamp\_xx

heart\_y

\* Are you sure you want to# drop the mail?

appear

[ 按下 Z 或 ENTER ]

fade\_wait\_time

room\_persistent

battlecheck

room\_restart

axis\_priority

bg\_ruins02

bg\_yy

开始游戏

...What are you#waiting for?

Please, give me#this.

menu\_selection

NEUTRAL

route\_selection

GENO

PACIFIST

route\_list

follower\_selection

follower\_list

room\_selection

hold\_delay\_max

hold\_delay\_left

hold\_delay\_right

bonus\_items

hold\_left

hold\_right

room\_index\_current

true

Undertale Yellow DEBUG BUILD

RESET OPTIONS:

BONUS ITEMS:

FOLLOWER:

ROOM:

INSTANT CEROBA

INSTANT FLOWEY

INSTANT MARTLET

soul\_xx

soul\_yy

grass\_spawn\_count

binding

1(A)

2(B)

4(Y)

gamepad\_get\_device\_count

gamepad\_is\_supported

lastText

pressedText

pressedButton

3(X)

[PRESS BUTTON]

摇杆配置

退出

确认 - [Z, ENTER]::

取消 - [X, SHIFT]::

菜单 - [C, CTRL] ::

死区 ::

%

重置为默认

操纵测试

, RB

, LB

\* I read something in a book once.

\* It said, "If life comes at you# too fast, press X and take it# slow."

\* Whatever that means.

\* You know, I read something else# in that same book.

\* It said, "Eat food to stay# strong and healthy!"

\* That one is plain obvious.

\* Wanna know another excerpt from# that book?

\* It said, "Please stop talking# to me, I've exhausted my book# quotes."

\* A very wise book, indeed.

\* Please leave me alone.

Aww, I would#be honored!

walk\_direction\_flip

destination\_count

up\_sprite\_old

left\_sprite\_old

\* Hello. This is MARTLET.

\* Just kidding, I'm TESTLET.#\* I'm here to show you# how I can walk around.

\* Watch and learn, kiddo!

arrived

\* I bet you can't walk# like that, scrub.

\* Testlet, out!

martlet\_fly\_away

spr\_rals\_up

spr\_rals\_right

spr\_rals\_down

spr\_rals\_left

can\_animate

npc\_move\_delay\_max

npc\_move\_current

last\_player\_dir

y\_new

drawpath

\* This is really bad.

\* I'm a fake test Starlo.

\* But I won't leave# it this way!

\* (It doesn't have to be this way.)

\* A

\* I'm really sorry about# the pops Starlo.

\* When I see them...# It's like a demon takes# over.

\* Look at it from# my point of view.

\* You're looking forward# to some pops after a# long hard work day...

\* Only to come home# just to see...

\* Just to see...

\* Argh!

\* I need time...

\* Loool worth it.

\* Those pops were# delicious.

\* What are YOU looking# at?!

default\_x

default\_y

action\_script

lvUpTreshold

lastdir

encounter

debug

er

display\_scale

display\_x\_pos

display\_y\_pos

display\_game\_width

display\_game\_height

os\_type

window\_set\_fullscreen

dynamic\_song

volume

radio\_restart

radio\_pause

radio\_fade\_out

current\_pitch

scrollSpeed

scrollMax

scroll

draw\_bye

string\_credits

string\_credits\_yellow

yy2

(Yes, this is the end.)

snd\_battle

enroom

snd\_battle2

Th.i>s is- my#f-f-favorite shoOw/

/NeEd s[ome#Maint/enan-ce . ,,

T/Time to;?#Go on coMmercial#break. ... .

What are you#staring at?

There's nothing#on yet!

Oh! Check#this out!

Here comes the#best part!

Am... Am I#boring you?

Hey, buddy!#I'm still here!

Just what#I needed!

Whoa, hey!#I'm picking#something up!

They're good#where they are!

Hey, don't ruin#my electrical#flow!

Don't touch that#dial! Seriously,#I'll hurt you.

I live life in#glorious standard#definition!#Nothing better!

Never take#advice from#Vis. He's#a mouthful!

Network TV? Yeah,#I do the work,#and they net#the profits!

xview\_orig

yview\_orig

\* Just tricked some chump into# doin' my job for me.

\* Told 'em the Foreman wanted# him on minecart duty, ha!

\* What's with that look? It was# only a prank.

\* 'Ay, why you starin'?

\* I swear, it's all you kids do!

\* Don'tcha have somewhere to# be?

\* Hopscotch game or somethin'?

\* Go on, get!

martlet\_takeoff\_sound

axis\_charge\_sound

sprites\_water\_override

sprinting\_new

follower\_idle

x\_dist

y\_dist

player\_distance

talk\_id

ds\_map\_exists

gml\_Script\_multiple\_lines\_gml\_Object\_obj\_martlet\_follower\_Other\_10

multiple\_lines

gml\_Script\_update\_talk\_val\_gml\_Object\_obj\_martlet\_follower\_Other\_10

update\_talk\_val

\* Bet you had a few# run-ins on your journey,# right?

\* An area like this... I# wonder what kind of# battle music they had?

\* Oh, right. You may not# know...

\* There's this phenomenon# with monsters.

\* When we focus while in# a battle, melodic# vibrations echo from us.

\* It's almost like it's# in our heads but...

\* It's possible the# opponent hears it as# well.

\* I always hear super# dramatic music when I# fight!

\* It may not fit me to be# honest... but it's the# feeling I strive for!

\* I wonder...

\* Could humans find their# own melody if determined# enough?

\* An interesting thought!

\* With me around, you# shouldn't have to worry# about fights anymore!

\* It isn't because they# don't like me...

\* It's that monsters# typically don't attack# other monsters.

\* ‘Least I hope that's# the reason...

\* I'm personable...# right?

\* Let's just say "yes" to# avoid being anxious the# rest of today.

\* I have no clue where# we're headed.

\* I'm so unfamiliar with# this place, it might as# well be the Surface.

\* Doing a great job of# helping you, I know.

\* Geez, I was hoping it'd# be cooler in here but# nope!

\* Hmm... there's gotta be# a way to Hotland# somewhere.

\* Man, it is h-o-t HOT!# I'm starting to miss# Snowdin!

\* You doin' okay in those# heavy clothes? I'd pass# out by now.

\* There's so much to see# in this town!

\* I'm getting some strong# Honeydew Resort vibes.

\* After I get tired of# keeping the peace every# day, I may move here.

\* A mighty fine# retirement plan, yeah?

\* I apologize for not# talking with the# residents more.

\* With my bird brain, who# knows what might slip# out!

\* Look at that little# thing.

\* Trying its best to grow# big and strong I bet!

\* Ooo! I bet I can tell# your fortune, Clover!

\* Yeess... Hmm...

\* I see you with a brand# new hat...

\* One that just SCREAMS# "I'm a human."

\* Kidding, by the way.# Your hat's plenty cool# as is!

\* The architecture here# is fascinating!

\* Back home, almost# everything is made from# wood.

\* Maybe I should start# building with stone?

\* Hey... I think I know# who lives here.

\* Guess she doesn't want# visitors.

\* Makes sense, poor# thing.

\* Aww, the playground is# super cute!

\* I should build one of# these back home for the# school!

\* Can't say this is how I# thought my day would end# up.

\* Meeting a human,# visiting a new place...

\* Couple checks off the# bucket list for sure.

\* Phew, I'm getting# thirsty.

\* I typically bring a# canteen when I travel# but...

\* ...I kinda left all of# my belongings at my# station.

\* Excuse me, sir?

\* Shouldn't a gift shop# have, ya know, gifts?

\* DO YOU SEE THOSE# SHELVES?

\* YEAH, THOUGHT SO.#

\* Not exactly digging the# vibe of this place.

\* I'm ready to leave when# you are.

\* What a breathtaking# view...

\* Isn't it fascinating# how large the# Underground is?

\* Feels almost too large# sometimes.

\* I may seem audacious# but I'm a little uneasy# right now, heh.

\* Bit of a homebody...# Like to stay where it's# familiar.

\* Focus on my hobbies and# job, ya know...

\* But I'm working on it! #

\* Not doing great but# working on it!

\* Just saying, last time# I stepped out and took a# risk...

\* I ended up regretting# it SO MUCH you wouldn't# believe!

\* But I guess it taught# me that growth is# possible.

\* Good growth, bad# growth, don't know yet. #

\* I'm still not even used# to normal adult# responsibilities!

\* Cut me some slack,# waking up before noon# sucks!

\* Guess I'm lucky my job# involves something I# like doing.

\* I could be working here# at the Mines or even# worse... retail!

\* Glass half full,# Clover. Glass half full.

\* Oh my gosh! Look at all# the gemstones in the# walls!

\* I might have to sneak a# few outta here.

\* Don't rat me out!

\* We should probably find# a way to Hotland soon,# yeah?

\* (Hey, Clover. I know# this fella.)

\* (He's set up shop# around Snowdin quite a# bit.)

\* (Always seemed a little# shady if you ask me...# pun intended.)

\* Looks like this is a# dead end, huh.

\* What a terrible# sight...

\* Ava was such a beauty# and look at her now...

\* A hundred smaller# beauties.

\* I should...

\* No, nevermind. We don't# have time. Let's go.

\* Let's push ahead,# Clover.

\* We should probably get# going.

\* This is going to be# redundant,

\* But I'm sorry for all# of my apologies.

\* It feels like all I've# done since we met is# screw up.

\* I'm thankful that# you're tough and aren't,# ya know, dead.

\* But I shouldn't have# been so scatterbrained# in the first place.

\* That changes here!

\* Whatever awaits us,# I'll do my best to help!

\* Trek on, Clover!

\* I want you to know that# you can trust me.

\* Some monster's haven't# been incredibly# accommodating to you.

\* Me included...

\* But please don't let# those experiences warp# your perception of us!

\* Especially the# potential backstabbing# we're dealing with now.

\* Our history with# humanity is a harsh and# complicated one.

\* Not everyone takes it# well.

\* I don't know if I'm# ready for this.

\* Way to get yourself# into a mess, Martlet.

\* Bang up job.

\* You doing alright?

\* Sure look like you# are.

\* I can only hope your# confidence rubs off on# me.

\* Just a smidge.

\* Until now, I haven't# done any real# investigations.

\* Though, one time I did# have to look into a# Snowdin gang.

\* I heard reports they# were harassing visitors# so I checked it out.

\* I didn't find a gang# but a few cups did make# me play a game.

\* They moved so fast it# made me dizzy! I# couldn't beat ‘em!

\* They had a name... What# was it? "The Scrufflers"# or something like that.

\* Wait... Gangs have# names!

\* They were probably# friends with the other# gang!

\* Gah-I should've pieced# it together sooner!

\* Almost there...

\* Here we go...

\* No turning back...

\* Talk about# extravagant!

\* This must've taken# years to build...

\* Well, if it were done# traditionally.

\* Maybe magic had# something to do with it?

\* Guess we should choose# a direction.

\* East, west, up to you.

\* We'll find what we need# eventually.

\* This place is a little# eerie when no one's# around.

\* Long, dim halls... dust# filling each beam of# light...

\* Regular dust that is...

\* Keep on looking,# Clover.

\* I'm a bit surprised# Kanako wanted this# room.

\* It's pretty isolated# from everything else.

\* Must have some of her# mother's independence,# huh?

\* Keep an eye out for# anything out of the# ordinary.

\* Anything seem off to# you yet?

\* Yeah... me neither.

\* Hopefully this place# doesn't stay abandoned# for too long.

\* It'd be a huge shame to# let it waste away.

\* I don't see anything# concerning here.

\* It's gotta be somewhere# else.

\* We gotta be getting# closer, right?

\* You still doing okay?

\* I know this whole thing# is a lot to process...

\* Actually, me pointing# that out doesn't help.

\* I'm gonna stop talking.

\* There's no more time to# waste!

\* We got this!

\* Sorry if the meet# location was hard to# find.

\* Needed a private# vantage point.

\* I also forgot that not# everyone can fly...

\* This is a busy place so# we should keep to# ourselves.

\* No need to raise# suspicion.

\* It's a normal day in# the Underground. Yep.

\* ...Let's just hope it# ends normally too.

\* Need to take that# elevator to New Home.

\* ...If it isn't# occupied, that is.

\* Here we are... the big# city.

\* I'm not sure a human# has ever walked these# streets.

\* Who's to say, though?

\* Not a whole lot is# known about those# previous treks.

\* Huh...

\* I expected a lot more# citizens.

\* Little eerie when no# one's around.

\* So this is the# Castle...

\* Never been inside# before.

\* Nerve-wracking stuff.

\* For once, I'm at a loss# for words.

\* This is it, Clover.

\* A few more steps and# you're free.

\* Maybe we shouldn't be# in this room...

\* Let's keep going,# Clover!

map\_entry

gml\_Script\_multiple\_lines\_gml\_Object\_obj\_ceroba\_follower\_Other\_10

gml\_Script\_update\_talk\_val\_gml\_Object\_obj\_ceroba\_follower\_Other\_10

\* You better not be# thinking about going# back to the Dunes.

\* You might've loved the# Wild East for all I know# but we gotta focus.

\* Some other time, okay?

\* Hm, I wonder what these# monitors' purpose was?

\* To greet workers on# their way in?

\* I wouldn't know 'cause# this is my first time# here.

\* This place had a strict# "no visitors policy" if# you can believe it.

\* Oh hey...

\* This is the area where# I was in charge for# three seconds.

\* You're lucky I didn't# let all that power go to# my head.

\* We better hurry. Who# knows how long this# thing can hold up?

\* Surely they replaced it# for a reason.

\* Is this what you messed# with to fix the# generator?

\* Surprised this# old-fashioned tech still# functions.

\* Doesn't look like# there's anything# important here.

\* Did you hear all those# distant, metallic creaks# when we entered?

\* I mean, is it even safe# to walk in here?

\* The last thing our day# needs is the floor# giving way unexpectedly.

I fell in a puddle

\* Ew...

\* These washers would# make clothes dirtier by# the looks of them.

\* When did you clean# yours last?

\* Eh, close enough.

\* I'm not sure this is# the right way...

\* Nice vaguely ominous# machinery they got# there.

\* Couldn't they have# installed some lights?

\* Not even expensive# lights.

\* Dangling a few Gyftmas# strands would go a long# way.

\* Spice things up, you# know? Festive too.

\* This pink goop is# really putting off heat!

\* It must be some sort of# coolant but...

\* Why would they fill up# so much space with# coolant?

\* The machinery certainly# isn't freezing any time# soon now, so...

\* ...Job well done?

\* Let's move.

\* Wish there weren't so# many broken walkways...

\* Bet this place was far# easier to navigate# before.

\* Hokay, we are really# high up...

\* Ahem, I mean...

\* God-what's with that# look?

\* I am not scared of# heights of all things.# Grow up.

\* What strange plants...

\* I didn't expect# beautiful greenery but# white?

\* Probably went overboard# with the chemical# experiments.

\* As a monster, they're# most likely safe but for# all we know...

\* ...you may already have# a plethora of poisons in# your system.

\* I would suggest# limiting your breathing# from now on.

\* Not enough that you die# but you know, be frugal# about it.

\* It sure is unsettling# in here...

\* Let's get out of here.

\* So Axis is completely# artificial intelligence?

\* Well... artificial at# least.

\* Still, unemotional as# he may be...

\* ...The fact he so# closely resembles life# is impressive.

\* Standing around won't# get us to Hotland.

\* Come on.

\* Keep a move on, Clover.

\* Bridges and rotting# infrastructure don't# exactly mesh well.

\* Stay alert.

\* Man, this place is# huge.

\* I think the government# ought to repurpose all# this abandoned acreage.

\* I've heard that New# Home is becoming# overpopulated.

\* Throw up some suburbs# here or something, that# would solve it.

\* ...Maybe drain the lake# of deadly liquid first,# though.

\* New Home...

\* Boy could Chujin rant# about that place.

\* It's a long story.

\* Politics, creatives# being creatives... You# know.

\* Let's keep up the# progress, yeah?

\* I've heard of# piggybacking on others# to get ahead but...

\* ...Yeah, this is weird.

\* This facility is just# full of characters, huh?

\* At least they aren't# ALL trying to kill us.

\* I've thought of going# back to turn the power# off but...

\* ...not only would that# lock us out again,

\* ...it would shut down# any helpful bots like# our friend outside.

\* All we can do is suck# it up and push ahead.

\* Navigating all this# junk is a bit of a maze,# huh?

\* Even unintentionally,# monsters can't help but# leave puzzles behind.

\* Clover, you trust this# guy?

\* He's selling you flora# he scraped off the# walls.

\* ...You don't care, do# you?

\* ...Right.

\* I do not understand# humans.

\* Looks like this way's a# dead end.

\* Heading west might be# best.

\* Huh. Accidental rhyme.

\* Nice.

\* I won't fight if you# wanna ride the ferry-bot# more but...

\* ...I can't say I# enjoyed myself on it.

\* You know... inches away# from burning alive in# glow stick juice.

\* While Axis is a# problem...

\* I am glad Chujin was# able to succeed in# engineering.

\* I have no doubt he# inherited the craft from# his father.

\* Problem was, his father# didn't exactly approve# of "innovation."

\* Asgore's big expansion# and the establishment of# this facility...

\* Let's just say a rift# grew between families.

\* However, Chujin was# different.

\* Saw the benefits of# progress, even if it# caused friction.

\* Still, he never# discarded his lineage# and how much it meant.

\* The best of both# worlds, hm?

\* Hey, um...

\* Don't you have folks?

\* You know, on the# Surface.

\* They'd be pretty# worried by now, right?

\* I mean, I am in a# similar boat so...

\* Too personal? Sorry.

\* Just thinking out loud.

\* When I'm older, I think# I'll write a memoir.

\* Name a chapter: 'The# Time a Pissed Off Robot# Tried to Kill Me.'

\* It'll recount our great# escape that happened# here,

\* Reveal my genius locker# trick,

\* And advise the reader# to be in-shape before# pissing off robots.

\* Seriously, I canceled# my gym membership last# year.

\* Lots of regret.

\* Better get going before# someone or something# finds us.

\* I feel things may only# grow more complicated# from here.

\* Keep your head high,# Clover.

\* Question...

\* Have you slept at all# since you arrived?

\* If not, I don't know# how you keep up the# energy.

\* I've had more nights# without sleep than with# lately.

\* Takes a real toll.

\* The reason isn't as# much the company as it# is the bed.

\* ...Kanako used a# similar one.

\* Good times...

\* You know, she would# refuse to sleep until I# tucked her in.

\* After reluctantly# bending to her# demands...

\* ...I'd kiss her# forehead and say "Love# you lots."

\* She'd challenge me with# a cheeky "How much?"

\* Then I'd reply...

\* "My love for you could# shatter the barrier just# on its own!"

\* "That's not true!"# she'd say with the# cutest grin.

\* And we'd keep going...

\* Back and forth until# her eyelids grew too# heavy to continue.

\* Believe it or not, that# same exchange happened# every night.

\* Every night until there# wasn't anyone left to# tuck in.

\* I appreciate them# putting handrails here.

\* Sure, we're suspended# over a bottomless pit# but hey...

\* Making baby steps# towards basic safety# measures.

\* Geez... the# Steamworks...

\* It's all so... pitiful# in this state.

\* Abandoned potential# hurts.

\* At my old home, Chujin# planted a garden.

\* It was a work of# compassion. Beautiful.

\* Almost like a# reflection of his own# SOUL.

\* When his health began# to deteriorate... so did# the garden.

\* "The Meadow" became# "the Dunes."

\* Seeing a discarded# place like this...

\* It's familiar.

\* We can care so much for# something but# eventually...

\* ...it all comes to an# end.

\* That's why we must# forge our own path while# we can.

\* Cause trust me...

\* Once the guise of good# times is over...

\* Life is cruel.

\* I can feel the Lab# getting closer.

\* We can't let these bots# deter us.

\* I wish we could help# them but it's far too# late.

\* I mean, they aren't# even real...

\* Yeah... They're only# some mix of metal and# magic.

\* So... it's alright.

\* I bet your faith in me# is dwindling with every# new obstacle.

\* I'm just as annoyed as# you, trust me.

\* This journey should've# been a cakewalk like I# said.

\* Even still, it's likely# the best path to Hotland# we could've picked.

\* Places like Waterfall# are heavily patrolled.

\* Guess there's also a# patrol here but...

\* Between Axis and# Undyne, I'll take my# chances.

\* Doesn't seem like these# bots want to leave the# Steamworks either.

\* We won't be followed.

\* Keep it up for a little# longer, okay?

\* So this is the building# Chujin worked at...

\* Hell of a commute.

\* He was always a# traveler, though.

\* Back when we first met,# I lived in the# mountains.

\* My mother had sent me# down to Oasis Valley for# some crops.

\* On the way back, I had# to cross a rather large# ditch.

\* While on the bridge, I# accidentally rolled my# ankle and fell in.

\* I couldn't climb out no# matter how hard I tried.#

\* Even worse, the# expensive crops were# ruined.

\* Felt like I was there# for hours before I heard# a jingling sound.

\* A hiker approached the# bridge holding a walking# stick with a bell on it.

\* He noticed me lying in# my humble ditch so I# smiled and said: "Hey."

\* With a kind look, he# replied: "You look# awful."

\* I was hooked.

\* He then hopped down and# tore a strip of his red# robe to wrap my ankle.

\* And... Well, I could go# on but... yeah.

\* That's just who he was.# Caring. Even to a fault.

Starlo?

Ah.

\* The truth is...

\* I don't think I'll ever# be able to move on.

\* You know, find someone# else and try to be happy# again.

\* I don't think anyone# like him is out there.

\* You're serious?

\* Perhaps at one point in# my life I considered it.

\* You know, back when I# was a naive kid, kinda# like you.

\* Hey, it's science. Your# brain is still# developing.

\* ...I hope.

\* But honestly...

\* I wanted to grow up# and... Star wouldn't# follow.

\* In the end, I think# that was okay.

\* Just look how happy he# is versus where I ended# up.

\* He clearly chose the# better path, heh...

\* Not the greatest# working conditions from# what I can see.

\* I know the job paid# well, though.

\* Of course after Chujin# left, we needed a new# source of income.

\* I picked up a part-time# shift at Cafe Dune to# help us raise Kanako.

\* The job was alright but# my boss was...

\* ...Let's just say# there's currently a# strike going on there.

\* We probably should've# held onto Chujin's# earnings but...

\* He had this dream of# building a big house for# our family.

\* Followed through with# it too. Turned out# beautifully.

\* At first I thought the# size was a bit overkill# but...

\* I think he was# insinuating a bigger# family.

\* ...

\* Ugh, the air in this# place is heavy.

\* Smells like motor oil# on burnt toast.

\* I wasn't exactly# expecting it to smell# like roses but... bleh!

\* Feels like we might be# delving into some# classified info up here.

\* They sure abandoned a# lot.

\* There's no point in# wallowing in what I read# here.

\* Chujin was a monster of# secrets, I already knew# that...

\* I just wish he was more# transparent with his# struggles.

\* I could've helped him# through it. I# would've...

\* Maybe all this... My# situation... It wouldn't# be this way if I did.

\* If I didn't assume# everything was fine and# truly paid attention I-

\* I know... I just said I# wouldn't wallow.

\* Live in the present and# plan for the future.

\* That's what Chujin# always did, so that's# what I must do.

\* Come on, we have a# mission.

\* This whole adventure# has had its share of# twists and turns.

\* If I knew what I was# getting myself into back# in that Saloon...

\* I'd probably still do# it. Dangerous stuff like# this is kinda fun.

\* Keep moving, Clover.

\* The Steamworks slogan,# "Tomorrow Means the# Surface."

\* When do you think that# "tomorrow" will come?

\* It's been "today" my# entire life.

\* We need to head through# that furnace over there# to reach the exit.

\* Just bring some water# with you if you're# afraid of the heat.

\* Don't worry about me,# I'm a Dunes resident.

\* Was the only purpose of# this furnace to dispose# of garbage?

\* Why would they make it# mandatory to walk# through?

\* If you entered from# Hotland...

\* The first thing you# would smell is burning# trash.

\* "Welcome to the# Steamworks! It sucks# here!"

\* This is way too hot,# even for me.

\* Let's leave please.

\* The moment we've waited# for is almost here.

\* Just a few steps away.

cardg\_cards\_move

cardg\_draw\_alpha

cardg\_fade\_out

cardg\_flash

cardg\_flashing\_timer

cardg\_g\_gained

cardg\_failure

cardg\_timer

cardg\_victory

cardg\_card\_type\_number

cardg\_time\_gold

cardg\_time\_silver

cardg\_intro\_countdown

cardg\_intro\_countdown\_alpha

current\_card

card\_number

card\_game\_result

time\_in\_seconds

card\_is\_active

card\_type

max\_g\_gained

countdown\_text

GO!

G won!

0G won. Better luck next time!

card\_is\_selected

card\_success

card\_row

card\_column

cardg\_selected\_card

confirm\_key

cards\_moving

nearest\_card

arc\_enemy\_death

arc\_enemy\_hp

arc\_enemy\_hsp

arc\_enemy\_hit

arc\_enemy\_score

arc\_sprite\_normal

arc\_sprite\_spared

bul1

bul2

bul3

arcade\_score

scr

score\_amount

arc\_boss\_attack

instance\_deactivate\_all

arcade\_game\_win

arcade\_intro

arcade\_intro\_alpha

arcade\_boss

arcade\_lives

arcade\_prnd

arcade\_upgrade\_score

arcade\_miniboss\_score

arcade\_boss\_score

arcade\_start\_screen

arcade\_game\_over

arcade\_game\_theme

arcade\_game\_boss\_theme

lives\_x

lives\_y

SCORE:

GAME OVER

YOU WIN!

arc\_controls\_open

arc\_logos\_alpha

arc\_draw\_menu\_options

arc\_cursor\_pos

arc\_title\_x

end\_game

mew\_endless\_unlocked

alarm\_get

title\_index

Play

Help

Quit

Rapid

Shotgun

arc\_upgrade\_type

arc\_can\_shoot

arc\_hurt

arc\_hurt\_time

arc\_blink\_time

arc\_shoot\_cd

arc\_spd

arc\_upgrade

dash\_buffered

dash\_overlay

dash\_speed

dash\_distance

charged\_overlay\_alpha

game\_over\_sound

arc\_hsp

arc\_vsp

shoot\_cooldown

shot\_big

draw\_color

arc\_sprite\_attack

spawn\_save\_box

\* (Nothing but the echoes of# your efforts linger.)

\* (You are filled with a sense# of justice.)

upsprite

downsprite

leftsprite

rightsprite

risesprite

\* Welcome back!

fly\_speed

mail\_whale\_y\_target

mail\_whale\_shadow\_alpha

mail\_whale\_travel\_noloop

mail\_whale\_mail\_noloop

transition

\* Hello - greetings - hip hip# hooray!

\* What can I do for you today?

Travel

\* You have a watch? If you don't,# that's fine!

\* Cause you know what time it is?# Mail time! Mail time!

\* Do you have mail to claim?

\* Let's take a look. You don't!# What a shame.

\* If you want to check again,# just ring the bell!

\* Until we meet again; I bid you# farewell!

\* (You received mail!)

\* I truly hope you like your# mail!

\* As for me, I must set sail!

\* Where in the world would you# like to fly?

\* Just choose the place and the# UGPS sign!

\* Hello again, friend! Do you# have mail to claim?

\* OOF.

\* A very fine choice, I cannot# scoff!

\* Hop into my basket and we'll# takeoff!

\* We have arrived without a# scratch!

\* The journey was fun but it's# time to dispatch!

\* Just ring the bell for any# further assistance!

\* The UGPS will be there with# little resistance!

mail\_station\_blocked

\* Ah! Hello.

\* I pass through here# every day to see if# anyone has fallen down.

\* It does not happen# often.

\* You are the first to# come here in a long# time.

\* Do not be afraid,# little one.

\* I will do my best to# protect you here.

\* Come! I shall guide you# through your new home.

TORIEL

# RUINS

distance\_to\_clover

\* The RUINS are full of# puzzles.

\* Ancient fusions between# diversions and doorkeys.

\* They must be solved in# order to move from room# to room.

\* Allow me to demonstrate.

\* We are free to proceed # now.

\* Follow me, my child.#\* There are more puzzles# ahead.

\* In this room, you will# need to trigger several# switches.

\* Do not worry, I have# labelled the ones that# you need to flip.

\* Oh, do you need some# help?

\* Please flip the switch# on the north wall.

\* Splendid! I am proud# of you my child.

\* Go on, I believe in# you!

\* Only one more switch# remains.

\* Oh no, my child! That# is the wrong switch.

\* I have labelled the one# you need to flip.

\* That switch has already# been flipped.

\* Why don't you come back# across the bridge?

\* ...It should have opened# by now...

\* I am sure I labelled the# correct lever...

\* Ah, do not worry, little# one! Try flipping the# other switch.

\* I am unsure as to why# this switch is not# working...

\* Please, try flipping# the other switch.

\* I must have labelled the# wrong switch.

\* I apologize if I have# confused you, my child.

\* Please flip the switch# that is not labelled.

\* Um...

\* That is not what I# meant.

\* You need to flip the# switch you have not# flipped yet.

\* !...

switched

destroy

\* My child!

\* Oh dear... I am afraid I cannot# reach you...

\* I must leave for a moment. You# will stay there, will you not?

\* Do not wander, many monsters# are unfriendly towards humans.

\* Fret not, my child, I will# protect you!

\* Please... wait there.

\* You like those?

\* Those are my projects.

\* I sometimes try to write# books. Like for kids and# stuff...

\* (The table is covered in# colorful pencils and pages# strewn with cute pictures.)

\* I sometimes kinda forget# what colors things are# outside this place...

\* So I just make them up!

\* I think the kids will# find it more interesting# like that anyway!

\* It might not be as# educational though...

\* (Childish pictures scattered on# the table.)

\* Gee, looks like we're# getting close to an exit# from this place.

\* Aside from those mines,# time has been pretty# friendly to us.

\* Should be a simple# journey from here on ou-

\* Hey! Human!

It's Clover

\* Don't attack me, I can# explain why I'm here!

\* I said I would find you# again, didn't I?

\* Well, after our# encounter, I spotted you# stealing Ava... My raft.

\* BUT, I won't hold it# against you.

\* I'm sure you didn't# mean to wreck her.

\* I attacked you, you# destroyed something I# love, even steven!

\* Anyway, I followed the# river and ended up here.

\* I know I came off as a# murderous Royal Guard# but I'm honestly not!

\* I have to follow my# guidebook when dealing# with humans and stuff...

\* Oh! Right! I really# dislike calling you# "human".

\* What's your actual# name?

\* What a unique name! I# love it!

Okay

Uh...

\* So, Clover, this is a# big favor, but I would# like to help you.

\* I kinda let you escape# in Snowdin so... I'm in# too deep.

\* I'm sure I could pull# my weight! I'll even let# you lead!

\* I won't leave your side# to ensure your safety!

\* Please?

\* Yes!

\* I'll take that as a# yes!

\* This will be super fun!

\* So... shall we be off?

\* Be careful with that.

\* That broom has been like# my best friend.

\* I never thought he'd be# replaced by a real# friend!

\* (It's a well worn broom.)

\* (A broom.)

\* (The wood is splintered.)

diary\_music

\* (It looks like Dalv's diary.)

\* (This could contain private# information.)

\* (It's Dalv's diary.)

\* (You open the diary up.)

\* (There's only one entry. It# seems new.)

\* Today began like every other# day.

\* I got out of bed, brushed my# fangs, and had a nice bowl of# corn for breakfast.

\* Pops made a very funny joke at# Broom's expense and we all had# a laugh.

\* I put on my cloak and went out# for my daily walk.

\* I noticed another blue corn had# popped up in your cornfield# today.

\* I always feel bad for# discarding the special corn but# I can't risk getting sick.

\* Something interesting happened# a bit later.

\* I overheard Flier and Penilla# talking about me...

\* About us...

\* They said they were concerned# for me.

\* They said I talk to myself.

\* Penilla then chimed in and# commented on my advice and# gifts to you.

\* My signs.

\* They said you don't exist...

\* That isn't true.

\* You do.

\* I know you do.

\* You reached out to me when I# needed it most.

\* ...Helped me cope with the# past...

\* How could they be so mean?

\* What do they know?

\* I don't need them.

\* Because...

\* Because I have you.

\* It's been one year.

\* I'm still waiting.

\* (The entry ends there.)

white

attack\_color

readjust

\* (There is a book of neatly# written paragraphs on# the desk.)

\* (They all appear to be very# similar.)

\* (Read one?)

\* Dalv is a loner living in# the ruins of Home.

\* He enjoys quiet walks in the# dark, cleaning, and improving# songs on his organ.

\* He wants to share with the# youth of the Underground...

\* ...the importance of being# accepting and respecting# the wishes of others.

\* The rest of the page is# scribbled out.

\* (There is a book of neatly# written paragraphs on the# desk.)

audio\_sound\_gain\_radio

audio\_sound\_gain\_gramophone

\* (It's a gramophone.)

\* (It looks pretty old.)

\* (Maybe it's a grandmaphone.)

\* (A record labeled "Dalv Organ# Demo" is queued up to play.)

\* (Play it?)

\* (The record must be damaged or# broken.)

\* (Stop this wretched music?)

\* (You turn off the gramophone.)

\* (Maybe it's a work in# progress.)

\* (An old gramophone.)

\* (You spare yourself by not# playing the record on it.)

\* (A fine oak chest.)

\* (Open it?)

\* (Wow! It's lined with high# quality satin!)

\* (You check again.)

\* (It's still a cool chest.)

\* (It's an organ.)

\* (The musical kind.)

\* (An organ.)

\* (It seems horribly out of# tune.)

\* (It's a flower pot full of# dirt.)

\* That's my turnip plant!

\* He should be sprouting# up any day now!

\* ... He's really taking# his time...

\* But I don't rush him.

\* (Dirt.)

\* I don't exactly have a# huge selection of food.

\* I don't get out much...

\* Oh wait! I have some# leftovers you can take# with you.

\* I hope you like it! I# made it for my birthday.

\* Sponge Cake is my# favorite!

\* (It's a sponge covered in# frosting.)

\* (You got the Sponge Cake!)

\* Sorry I didn't invite# you, it was last week.

\* You can come next year!

\* No?

\* Alright then.

\* More for me I suppose.

\* (It's a mini fridge.)

\* (It's mostly empty.)

\* (A cheap mini fridge.)

\* (Nothing inside looks remotely# edible.)

\* Someone made that for me# a while back.

\* It's a single corn from# the corn field out in# the Ruins.

\* I started that field# from one piece of corn.

\* Before I closed off the# door to Snowdin,# something happened.

\* I kept finding corn# sitting on my doorstep.

\* Every morning it was# just, there.

\* I didn't know who was# leaving it but...

\* Somehow I thought they# were my friend.

\* I always wanted to repay# their kind deeds but...

\* I never could think of# anything to leave in# return.

\* And one day they just# stopped showing up.

\* That's when I decided to# hide away.

\* But I planted the last# cob of corn I had down# here.

\* It's taken to the# environment surprisingly# well.

\* I always found it rather# inspiring.

\* (It's a nice painting of a# small, lonely cob.)

\* (A signature that reads# "Penilla", is written in the# corner.)

\* (A painting.)

\* (It's lacking corn realism.)

\* (It's an intimidating looking# wardrobe.)

\* (There is a balloon floating# slowly inside. It has a cute# little happy face drawn on it.)

\* (You respect Dalv's privacy.)

\* Hey. um. Would you# mind giving Pops his# space?

\* He likes the dark...

\* (You wave goodbye to Pops# before closing the door# again.)

\* (You wave goodbye to it# before closing the door# again.)

\* (It's a tacky looking black# wardrobe.)

\* (You open it.)

\* (There is a balloon floating# slowly inside.)

\* (You untie it and inhale some# of the contents.)

\* (You should respect the dead.)

\* (You now sound funny.)

\* (You no longer sound funny.)

\* Hello?

\* Are you still present,# little one?

\* I am going to rescue# you! Come!

clover\_y

clover\_image\_index

flowey\_x

flowey\_y

\* (Climb the rope?)

swit

correct

flag06

pressed

blockparent

buttons

puzzlecount

solved

maxbuttons

dor

\* (You hear movement in the# distance...)

\* (An intimidating presence fills# the Ruins.)

\* (You notice a dark path beyond# the rocks but you can't squeeze# past them.)

\* (Rocks block this path.)

hood

spritelock

door\_open\_alarm\_counter

genoCount

\* Hello...

\* I'm happy to finally meet you# face to face.

\* How long has it been?

\* I was wondering if you'd ever# come back...

\* No... too forward.

\* Who am I kidding? I'll never# be able to meet you in this# state.

\* I just hope you know... I had# no choice. It must be this way.

\* Huh?

\* Who...?

\* I-I must be seeing things...

cam2

\* Is it wrong to hold doubt in# my actions?

\* I enjoyed life before... I# did... But I can't go back.

\* What happened that day would# only repeat.

\* Why do they appear every time# I start monologuing?

\* I need more rest.

\* Ah!

\* I don't know who you are but I# ask you...

\* Please leave!

\* You're... still following me?

\* I thought I made it clear that# I want to be left alone.

\* I don't understand... You...# you look just like them.

\* Is this some sort of haunting?# Or have you come to finish the# job?

\* Retreating here wasn't enough# so you hunted me down...

\* Right?

What?

\* And I was just starting to# accept my reality.# The cruelty...

\* Whatever I did to you that day# was not my intention, I was# only...

\* Nevermind. Words aren't# enough.

\* I... I don't want to fight# anybody, but you've invaded# my home.

\* The exit is blocked and you# can't stay here. I will not# allow it.

\* Only one thing to# do...

\* What do friends do# actually?

\* Do you want to, um,# see my house?# Or something?

\* I have to go there# anyway so I guess stop# by if you have time.

You're... sparing me?

But... what about them?

Why only me?

What makes me so#special!

Or is this how you#plan to hurt me?

By taking them all#away...

...I don't need them.#I'll be fine on my own.

I've been doing it#long enough...

I think you should leave.

You've already done#enough damage here.

\* I guess... I truly am# alone now...

\* This was all a# misunderstanding, right?

\* I'll be waiting in my# house.

\* Come whenever you feel# like it.

\* Welcome...

\* Make yourself at home.

\* I'm going to my room to# rest.

\* I feel a bit ill.

\* We're... friends now# so...

\* Look at whatever you# like.

\* See you... later.

\* I have to um...# fix something in the# other room.

\* Sit down,# get comfortable,# take your shoes off.

\* Actually please leave# them on, the floors are# a bit dirty.

\* I haven't swept since # this morning.

\* It seems like you# took your time.

\* Oh, but don't worry, I'm# used to standing around# by my lonesome.

\* I keep myself occupied# by cleaning around# the house.

\* It's my hourly routine!

\* I have to um...# fix something...

going\_through\_door

no\_loop\_room\_specific\_walking

no\_loop\_dalv\_hallway

\* Alright, I know you're# probably eager to get# going.

\* But feel free to# stay as long as# you like.

\* Welcome back.

\* Um... I'm not sure what# to say...

\* I had some cards made# for emergency friend# situations...#

\* ...but I've misplaced# them.

\* Make yourself at home...# again.

\* I hope I'm being a good# host!

\_\_b\_\_

\* Well, here we are.

\* Thank you...

\* For everything.

\* You have really helped# me out.

\* Because of this...

\* I'm leaving this place.

\* I'm tired of being# alone.

\* It'll take a few days to# pack up...

\* But I think I'm ready to# give the Underground# another shot.

\* I have so much# creativity I've been# storing up.

\* I'm finally ready to let# my talents show.

\* I can publish my novel,# have an organ concert,

\* I might even make# another friend!

\* What a world it would be# if I had two whole# friends.

\* I'll go around and place# corn on every doorstep.

\* Everyone needs a little# corn in their life.

\* I've eaten corn every# day for a year and I'm# doing moderately OK.

\* So much to learn, so# much to teach. I'm very# excited!

\* Oops. There I go again# with my rambling.

\* Let's get you out of# here.

\* Oh...

\* It seems the exit is# blocked off...

\* Let's see.

\* There we go. You're all# set.

\* Oh, before I forget,# I never asked for# your name!

\* Mind informing me?

\* Clover? What a nice name.

\* Well, Clover, thank you# so much.

\* See you later...

\* Friend.

\* I should thank you...

\* For helping me out# so much.

\* I suppose I should get# you out of here but...

\* Honestly, you confuse me.

\* You hurt me but yet, you# gave me freedom.

\* Is that what real# friends do?

\* If so I don't know if I# really want to leave.

\* If everyone will hurt me# then help me...

\* Is that a place I want# to be?

\* Well... I can't let this# opportunity pass.

\* It's ok, I forgive you.

\* You probably were scared# by me...

\* Most monsters are...

\* I'll deal with it.

\* Oh, before I forget,# I never asked for# your name.

\* Well, Clover, you should# get going.

\* I'm going to be more# friendly.

\* I'm gonna be the mentor# I always should have# been.

\* Penilla and I will draw# together,

\* Rorrim could spice up my# wardrobe,

\* And Crispy Scroll can# show me that "anime"# thing.

\* I thought of leaving...

\* But why leave when I# have a great family# right here?

\* Plus I've really let the# place go.

\* A week of non-stop# cleaning is in order!

\* Well... I should get you# out of here.

\* Goodbye...

\* I'm going to be friendly# to everyone.

\* You hurt me but yet, you# opened my eyes.

\* I would leave but...

\* If everyone outside will# hurt me then help me...

\* I've lived here for a# long time.

\* It's comfortable and I# know the residents.

\* The unknown is a scary# place...

\* I'm not ready for it...

\* Not yet at least.

\* The monsters here need# someone to look up to.

\* I could make them happy.

\* Well, anyway. It seems# the exit is blocked# off...

\* I'm usually a chill dude but# today has not been my day. Let# me tell you:

\* First, the attendant needs my# name so she can save me a room.

\* "Mr. Cursor," I reply. She# steps back and goes "Like some# kind of warlock?"

\* I say "What? Warlock?" with# visible confusion.

\* "I like to roll that ten-sided# die as much as the next guy but# no, I'm Mr. CURSOR."

\* Turns out, she thought I said# "Curser" like I was gonna hex# the joint!

\* Really didn't need her input# on my iconic name but whatever.#

\* So then, I walk over to the# elevator to head back to New# Home.

\* It's busy, so I wait, and I# wait, and I wait, and LITERALLY# THREE HOURS PASS!

\* Next thing I know, the# elevator opens but OOPS!!

\* Mr. Cursor has a tendency to# timeout and fall asleep every# five minutes!!

\* SO I MISSED MY ONE CHANCE!!!

\* And now I'm stuck here and# don't know WHEN I'LL EVER GET# TO

\* Sorry about that... I have to# slow down and take a breather# when things get heated.

\* What was I talking about?

\* Ugh, my memory sucks.

\* Yo, I monitored the situation# further and it just clicked# with me!

\* What if I tried to ram my way# into the elevator by force?

\* Like just charge straight into# the doors!

\* Eh, well... on second thought,# if I tried that I might slip a# disk...

\* You think this place has free# Wi-Fi? I'm uh, pretty bored.

\* GO HOME!!!

y1

y2

\* I declare you an honorary# sentinel of silence.

\* I trust you to keep peace# and order hhear.

\* I shall go conquer new lands# in the name of quiet.

\* This is a very hhigh# honor so keep it# hhush hhush.

\* Oh hey! I was just thinking...

\* I really have to show you# this house I'm checking out!

\* It's on a beach just# outside of the Ruins.

\* Hey, what's with that look?#\* I'm following your advice# and being myself.

\* I'll just be myself in# a really cool beach house!

\* You gotta get out and# live a little once in# a while.

\* If you stay in one place# too long it feels like things# start to loop.

\* It can drive you a little# crazy.

\* I'm totally gonna learn all# the hip dance moves out there!

shoot\_buffer

turn\_state

charged\_shot\_type

blast\_is\_firing

dash\_grace

dash\_grace\_max

draw\_sprite\_hurt

dash\_disable

turn\_angle\_target\_final

LOCKED

gml\_Script\_fireCheck\_gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Step\_0

fireCheck

image\_angle\_final

damage\_2

damage\_3

\* Wow, I can go wherever I want# now? I was tired of hiding# from Dalv!

\* You can only draw so many# landscapes of tiny cracks and# good hiding rocks!

\* I finally got to see the big# drawing of a sweet corn cob# I made!

\* I can't believe Dalv hung# it up!

\* I know he loves his corn# but I can't believe he# liked my art that much!

\* I also can't believe we've been# friends for so long and I only# just got to see his house!

\* I've always considered Dalv# and me to be friends.

\* He just likes to not# be bothered sometimes.

\* I get that. Sometimes I just# want to be alone to do# my art!

\* I mean, if we weren't friends,# I wouldn't go out of my way# so much to give him his space!

\* I just can't wait to sketch# the outside!

\* Yo, Dalv is opening the door to# Snowdin!

\* It's been so long!

\* I know what my first# stop will be.

\* Dump, here I come!

\* Do you watch anime?

\* I HIGHLY recommend it!

\* I mean some of it is# total garbage...

\* But most of it is SOOO good!

\* Maybe we could watch some# together!

\* This new "not hiding" thing# will take some getting used# to.

\* I wonder what kind of# adventures I can go on# now.

\* I could go out and solve# the secrets of the entire# Underground!

\* Meet every monster, brave# every danger, see everything# I can!

\* Maybe I'll even find# a way back to the Surface!#\* You never know!

\* Anyone can be a hero.#\* Maybe you could be one# too!

\* You might wanna get a# new hat. That one is# looking a bit worn.

\* Now I can fulfill my dreams# of opening a free hugs# booth!

\* I'll get to see everyone's# smiling faces!

\* Watch out Dalv! You're# well overdue for a big# hug!

\* Everyone needs a good hug# now and then!

\* Especially big mopey mopes# like Dalv!

\* If you ever turn into a# big mopey mope like Dalv# call my new business!

\* Sweet Corn's Perennial Hugs!

\* No really! Give me your# phone and I'll give# you the number!

\* Hugs make the world# go 'round!

next

\* Oh, are you hiding from# Dalv too?

\* There isn't much room but# you're welcome to join me!

\* I know lots of games# to kill time!

\* How about we play count# the dust!

\* We see who can count# the most dust before# getting bored!

\* Ready? Go!

\* Thirty-three, thirty-four,# thirty-five...

\* Seventy-eight, seventy-nine...

\* ACHOO!

\* Oh dear... I lost# count...

\* I guess you win then!

\* Is it dusty in here# or is it just me?

part\_sys

part\_system\_position

\* Whoa!!

\* Finally! Another monster!!

\* Are you lost as well?

\* Seems to be happening more and# more.

\* Jane is the name!

\* I'm on a case, you see.

\* A few days ago, a resident went# missing in these woods.

\* Not the first time either.

\* Throughout history, a few# strange stories have popped up.

\* Doors appearing out of# nowhere...

\* Impossible geography...

\* Monster's straying from a set# path and losing their sense of# direction...

\* Wild stuff.

\* I'm the type that needs hard# evidence to believe something.

\* But that doesn't mean it didn't# pique my curiosity.

\* So when I heard about this# missing monster, I had to# investigate!

\* Wasn't a few minutes before my# compass stopped working and...

\* Well... I became a believer,# heh!

\* What to do, what to do...

\* There's gotta be something or# someone behind all this, no?

\* Even though monsterkind has# lived in the Underground for# decades,

\* There's still so much mystery# to it all.

\* Hmm...

\* I know what you're thinking,# and it was my first hypothesis# as well.

\* It's just magic, right?

\* The Underground is full of the# stuff!

\* Well, obviously it's gotta be.

\* But I don't know...

\* Some of these sightings seem# intentional.

\* I have got to solve this as# soon as I'm out of these woods.

\* Don't worry about sticking# around if you got places# to be - I'll be fine!

\* Still have plenty of snacks in# my bag.

\* When it's time to go, I'll just# start walking in one direction.

\* Should make my way out, easy# peasy!

\* Really wanna find who I'm# looking for first, though.

\* Sorry, I'm mulling over the# case.

\* Deep in thought.

\* Yep.

\* Not losing it.

\* Not yet.

We ain't done yet!

Get ready for my#strongest atta-

\* (There's corn on the# cobweb.)

\* (A corn cob.)

\* 我 是 FLOWEY 。

FLOWEY

\* 一 朵 叫 FLOWEY 的 FLOWER!

FLOWEY FLOWER

\* 你 人 看 起 来 还 挺 有 自 信 的 。

\* 我 是 不 是 不 该 让 你# 一 直 干 站 在 这 里 ?

\* 那 我 就 不 碍 你 事 了 !

\* 但 在 你 走 之 前 ,# 我 得 先 告 诉 你 :

\* 国 王 ASGORE 统 领 着 这 里 。

ASGORE

\* 找 到 他 ,# 然 后 做 你 该 做 的 事 。

\* 还 有 ...

\* 如 果 你 遇 到 了 麻 烦 ,# 我 可 以 为 你 保 存 !

\* 当 你 看 到 这 东 西 的 时 候 ,# 就 意 味 着 我 在 这 里 !

\* 嗯 ...

\* 你 看 起 来 很 疑 惑 啊 。

\* Toriel ought to have# taught you how things# work around here!

\* 她 没 有 吗 ?

\* I guess little old me# will have to do then.

\* 你 想 让 我 指 导 你 ?

\* 让 我 看 看 ...

\* Going in headstrong - I# like it!

\* Well you should know# this at least:

\* Those humans you're# after?

\* Sorry, but...

\* King ASGORE has already# gotten to 'em.

ASGORE

\* On the bright side, I# hear their SOULs are in# holding.

\* Do what you will with# that information.

\* Whenever you need help,# I can SAVE for you!

\* That means if anything# bad happens, I can make# it unhappen!

\* So if you ever need to# save, come look for me!

\* I'll leave these little# things around for you.

\* Howdy!#\* I'm FLOWEY. #\* FLOWEY the FLOWER!

\* Hmm... #\* You look confused!

\* Toriel ought to have # taught you how things # work around here!

\* I guess little old me # will have to do then.#\* Ready? Here we go!

# FLOWEY # FLOWEY FLOWER

\* You probably want to go# home, don'tcha?#

\* Well you've got a long # journey ahead!

\* If you ever need to save,# come look for me!

\* I'll leave these little # things around for you.

\* Well, I suppose that's# that.

\* Go get 'em, buddy!

\* Well, that pretty much# covers it!

\* That way it's easy to # find me!

\* If you see one don't # hesitate to call me!

\* And then I'll save # for you. Like I just # saved for you now!

\* There's one more# thing...

\* The king of all the# monsters, ASGORE...

\* He's been killing# humans.

\* The only way out is# killing him and... # well...

\* You're pretty small...

\* That doesn't matter too# much though.

\* What matters is you've# got me on your# side!

\* I'll let you get going,# but please be careful.

\* There's all sortsa # dangerous traps down# here.

\* And some of the # monsters in this# place...

\* I hear they don't # like visitors.# So good luck!

# ASGORE

\* (According to the price list,# it's a lemonade stand: 5g a# glass.)

\* (Take some?)

\* (You pour yourself a glass but# there is no attendant to take# your money. What poor service.)

\* (Leave a tip?)

\* (There's no lemonade left.)

\* (How much?)

\* (You leave 5g in the tip jar.# Your conscience feels light as# a feather.)

\* (You leave all you have in the# tip jar.)

\* (You have no gold.)

\* (You break a coin in half and# debate which half to throw in# before tossing one at random.)

\* (They are both worthless anyway# so it doesn't really matter.)

\* (You jostle the gate.)

\* (It doesn't budge.)

dr

\* (It's a rejected piece of corn.)

\* (Obtained Candy Corn!)

\* (It's probably not good# enough for you.)

\* (A beautiful, delicious-looking# Golden Pear catches your eye.)

\* (You got the Golden Pear!)

\* (Beauty is in the eye# of the beholder anyway.)

\* (A little pile of conveniently# bullet shaped pebbles.)

\* (Obtained Pebbles!)

\* (Pebbles are too dangerous.)

\* (It's a stray feather.)

\* (You got a Stray Feather!)

\* (You ignore it.#\* Strays are nothing but# trouble.)

footstep\_counter

pitch

ms

new\_petal

\* (It's a crate with "special# corn" written on it in pink# crayon.)

\* (Nothing useful left.)

\* (There's a Corn Dog hiding# amongst the corn cobs.)

\* Obtained Corn Dog!

\* (It could bite you.)

\* I... get the impression# you like to roll solo.

\* Ya know, with you never# taking me up on my# "save" offer.

\* But look, you see those# shattered planks on the# ground?

\* I can be a great help# to you in times of# trouble!

\* Maybe you have some# trust issues but...

\* You need to get over# that if you want a# fighting chance, okay?

\* See you up ahead,# buddy.

\* I'm sure you could've# smashed those yourself# but...

\* I can be a help to you# sometimes.

\* Like with... saving.# Remember that?

saving

\* Maybe you forgot.

\* Wait...

\* Is this about my vague# threat earlier?

\* I was only kiddin'# around! You know me!

\* Oh, well, I suppose you# don't yet.

\* Heh, what a pickle...

\* All you need to know is# I have your best# interest in mind.

\* You're heading down a# dangerous path so...

\* Don't forget to save,# alright?

\* Alright.

\* Were you expecting that?

\* I'm a little more# helpful than you may# have thought.

\* Anything you can't do by# yourself is my job.

\* Great job getting# through here!

\* Boy, am I glad to be on# your side.

\* Get ready because we# have a long journey# ahead.

\* This is gonna be so much# fun!

\* I'll see you on the# other side, pal!

\* You hear movement in the# distance...

arrow

finish

\* The Micro Froggits are waving# goodbye.

soul\_switch\_treshold

exitCutscene

fadeAlpha

image\_xstart

image\_ystart

image\_xtotal

image\_ytotal

image\_xspeed

image\_yspeed

image\_color

image\_alpha\_default

type

part\_snowfallsys

part\_snowfallEm

part\_snowfall

part\_type\_colour2

part\_startsys

part\_startEm

\* (A large rock with a symbol# carved into it.)

\* (There appears to be something# interesting on this rock.)

\* (Touch it?)

\* (It was just some dirt in the# snow.)

\* (You wipe off your hand on a# suspicious carving in the rock# face.)

\* (It takes considerable# self-discipline, but you ignore# the interesting rock.)

\* Seems like the base of a# snowdog.

\* Touch it?

\* It was just some dirt in the# snow.

\* You wipe off your hand on a# suspicious carving in the rock# face.

\* It takes considerable# self-discipline, but you ignore# the interesting rock.

dir\_speed

dir\_speed\_max

point\_x\_1

point\_y\_1

point\_x\_2

point\_y\_2

point\_x\_3

point\_y\_3

draw\_triangle

\* Congratulations on being# rid of those old ruins# for good!

\* You couldn't even go# back if you wanted# to now!

\* Isn't the thought of# fresh air exciting?

\* Well, don't get ahead# of yourself.

\* You're still in the# Underground.

\* We won't be anywhere# near your fancy Surface# air for a while!

\* Now, let's get moving# before my petals freeze.

\* Hop to it, bud!

\* Actually, what was your# name again?

\* It isn't bud.

\* It's... Gun... hat...?

\* It is?

\* Well, Gun-hat.# Enough talk.

\* See ya.

\* Nice name there.

\* I thought I was the# only flower around here.

\* Well then, 'Clover.'# Let's get a move on.

\* I'll see you up ahead,# hopefully somewhere# warmer.

\* Enjoying the scenery?

\* Before you continue, I# just wanted to let you# know.

\* No one from out here# really goes in the# Ruins.

\* Now that we're out here,# well, how should I put# it?

\* No one will ever notice# a few missing monsters# and a little extra dust.

\* All your actions up# 'til now, they're as# good as sealed away.

\* Our little secret.

\* So, if you want, you# could change everything# right now.

\* Run around the rest of# the Underground like# nothing happened.

\* Just remember, killing# some lonely ruins# residents was one thing.

\* But you're outside now# pal.

\* There's no erasing# anymore, so think# carefully.

\* Or don't, 'cause that# sounds boring.

\* Whatever you pick, I'm# rootin' for ya, pal!

\* (It's a big and imposing rock.)

\* (It seems to be perfectly# blocking the cave entrance.)

\* (Passing looks impossible for# the time being.)

\* (An annoying boulder blocks the# cave.)

\* (You feel heat coming from the# pile of stones.)

geno\_snowdin

\* The atmosphere seems colder# than expected around here.

\* Maybe this trip wasn't a good# idea...

\* Hello friend!

\* My husband and I have been# exploring the Underground.

\* Many secrets lie throughout# these lands.

\* It makes for a great and exotic# honeymoon.

\* Unfortunately, we're a bit lost# at the moment.

\* He says he knows where we are,# but I think he's just# embarrassed.

\* Any idea where we could# get a map?

\* (You take out the map.)

\* A map? Splendid!

\* Did you make this just# for us?

\* I wish I had something# as heartfelt to give# in return...

\* Would you like some# extra matches?

\* I've been holding onto them in# case we needed a fire.

\* We won't need one anymore.

\* Our love will keep us warm!

\* Sorry, that's a little# cliche, isn't it.

\* Well, I wish you the best.# Don't use all those# matches in one place.

\* (Received some Matches!)

\* Next stop on our trip is# supposed to be Waterfall.

\* I hear there are glittering# stones in the ceiling.

\* It should be breath-taking# and romantic.

\* ...If we ever find it, that# is...

\* This blocked off cave looks# absolutely stunning.

\* I hope they clear the# way soon. I can't wait# to get moving again.

\* I'm starting to have second# thoughts about this as a# honeymoon spot.

\* It doesn't really feel safe.

\* I can't tell my wife though. It# would just upset her.

\* You stayed behind too?

\* I lost my wife in the# commotion.

\* This was the last place I saw# her.

\* I hope she's doing alright.

\* We're not lost.

\* I know exactly where we# are.

\* We're in Snowdin.

\* Snowdin isn't that big.

\* We can't be lost.

\* It's our honeymoon.

\* It's gotta be perfect, right?

\* That would be a terrible# honeymoon.

\* A bad honeymoon means a bad# marriage.

\* That can't happen. I can't be# a bad husband.

\* I won't let that happen.

\* I won't let my new wife have# a bad honeymoon.

\* We can't be lost

\* She can't know we're# lost, okay?

\* Thank you for the map!

\* We didn't need it though.

\* I had everything under control,# I swear.

\* Staying here a little longer# won't hurt.

\* It's quite beautiful.

dimensional\_box\_number\_row

dimensional\_box\_number\_column

dimensional\_box\_offset

retrieved\_item

max\_row\_number

item\_name

slide

auto\_shoot

fill

\* The switch won't budge anymore.

h\_number

v\_number

total\_number

h\_width

v\_height

v

h

piece\_x

piece\_y

piece\_hsp

piece\_vsp

piece\_grav

\* (Read the instructions again?)

\* In accordance with Royal Guard# guide book section four,# paragraph two,

\* This puzzle is intended to# impede the progress of an# intruder (probably you),

\* Entertain the residents of the# surrounding area (Snowdin),

\* And appear intimidating to# would-be intruders or# wrong-doers,

\* (I'm unclear on what they mean# by that, just go with it.)

\* To pass by this challenge, you# must melt the icecube.

\* Make sure the ball-thing gets# to the bottom without breaking# though.

Snowdin

Martlet

# Underground Royal Guard

\* P.S.

\* If one of the logs gets stuck,# just jiggle it a little.

\* I noticed it was sticking the# other day, but you know how it# is with D.I.Y. projects.

\* Always something has to go# wrong!

\* So yeah, just a quick jiggle# will do!

\* P.P.S.

\* I just realized that you might# not be able to reach the log to# jiggle it!

\* I mean, not everyone can fly,# or is freakishly tall!

\* Especially if you're a human or# something!

\* So just hope it doesn't get# stuck!

\* P.P.P.S.

\* I figured it out!

\* If it gets stuck, just wait!

\* I come around to inspect the# puzzle quality every third day!

\* Just hang out right where you# are for a day or two!

\* Oh, and hope it doesn't get# stuck!

\* P.P.P.P.S.

\* I have been informed that the# amount of P.S.'s on this sign# is "unseemly."

\* I am very sorry for any trouble# they've caused.

arrived\_count

\* Recalibrate the lava# rock puzzle... Check!

\* Well, it should hold# together for a few uses# at least.

\* And that's good enough# for me!

\* Next stop, Honeydew# Resort!

minX

maxX

moveDir

canAnimate

canRoll

rollSpd

maxSpd

camera\_end

box\_xx

box\_yy

jingle\_noloop

\* Greetings! Hello! How do you# do?

\* I have a very special letter# just for you!

\* Why so sudden, without a ring?

\* Because priority mail is what# I bring!

\* Make sure to read it before I# flee!

\* The one who sent it paid a# premium fee!

\* Hope my speedy service helped# you out!

\* The UGPS always delivers# without a doubt!

camera\_base\_x

camera\_base\_y

box\_x

box\_y

amount

\* (You figured out a# code?)

\* (Hurry and give it a# try!)

\* (Try something else!# Come on!)

\* Okay! Let's head# upstairs before Axis-

\* Axis!

\* ...Juuust the bot I was# looking for!

\* How are you doing these# days?

\* NOT SO GOOD.

\* I COULD ONLY SPEAK IN 15# CHARACTERS (max) BACK# THERE.

\* IT KIND OF BUMMED ME# OUT.

\* I'm sorry to hear that.

\* Glad you got your full# speech ability back.

\* THANK YOU. I DO LIKE# TALKING.

\* WAIT.

\* WAIT????

\* ARE YOU TRYING TO# DISTRACT ME FROM MY# MISSION.

\* OH OKAY.

\* Can I ask you a question# involving the security# of the Steamworks?

\* YES I AM A SECURITY# EXPERT.

\* Why is it that some# doors require a passcode# to unlock...

\* And others require a# Steamworks ID?

\* TWO-FACTOR# AUTHENTICATION.

\* COOL.

\* A tube full of water.

\* The water-meter is full of# liquid ice.

part\_smokesys

part\_smokeEm

part\_smoke

dropCol

part\_dropsys

part\_dropEm

part\_drop

slurpy\_menu\_open

slurpy\_solution

\* I thaw ethweone dwunning away# throm thomething.

\* I thwant to thollow them...# but I can't.

\* I'm scayed...

\* Hey! You!

\* Can you hep ne ofth thith pole?

\* I'ff been hewe fo two howas now.

\* Thwee dogs came up and# dauwd me to lick it.

\* Due to the cold weatha,# I'm now thtuck!

\* Ny nom told me to be back# in dime for lunth too.

\* Pweasth hep.

\* Hey, hwat er you, crathy?

\* Thath thin iv thteaming!

\* I need thomething hot, but not# THAT hot!

\* At last! I am liberated!

\* I cannot thank you enough!# You are a wonderful samaritan!

\* Here, a token of my gratitude.

\* (You got a Silver Scarf.)

\* Knitted by my auntie with# abundant passion!

\* May it warm your skin, and# your SOUL good fellow!

\* Now, I must get home post-haste!# Mother is bound to be# perturbed already!

\* Farewell!

\* (You pour the warm coffee# onto the pole. The ice starts# to melt.)

\* (You take out the cup of# coffee.)

\* Naybe thome waum cawfee will# fwee ny poor tongue.

\* (A dim lamppost.)

\* (It's an out-of-place# lamppost.)

\* (There is a patch of partially# melted ice at tongue level.)

\* Dear owners of dilapidated# cabin:

\* First, I am very sorry that# your cabin is so dilapidated.

\* Like, I don't know what# happened to it, but I'm sure it# was unfortunate.

\* Second, I am sorry that some of# your wood has gone missing.

\* According to the Royal Guard# guide book section forty-two,# paragraph one,

\* So long as notice is given to# the original owner at least two# business days prior,

\* Any and all eyesores can be# repurposed for puzzles or other# diversions.

\* Well, I didn't know how to# contact you, but consider this# notice!

\* ...Unfortunately not of the# prior variety, but you know...# notice.

\* (It's a tree. Nothing special.)

\* (An old and fragile tree.)

\* (Take the Ice Pellets?)

\* (Obtained Ice Pellets!)

\* It said, "If life comes at you# too fast, press

and take it# slow."

kiosk\_hsp

mo\_change\_depth

mo\_menu\_fall

men\_hsp

men\_vsp

\* Come on, I GOTTA be on the# guest list!

\* Everybody knows my name!

\* Any time now the bouncer's# memory of me will come rushing# back.

\* Surprised it's taking this# long.

\* If all else fails, I'll just# dance out here. No one could# stop me.

Natural skill

Brick toys

\* You traveled with# Martlet before the Wild# East, right?

\* She's a bit of a# tinkerer if I recall.

\* Did she teach you# anything about building# contraptions?

\* You seemed to know what# you were doing...

\* ...to an extent.

\* Natural, eh?

\* Lotta tenacity for# someone your age.

\* Then again...

\* Almost everything you# do goes against the norm# for kids your age.

\* You're an interesting# one...

\* Brick toys? Like the# little plastic ones?

\* I guess I can see how# that would help.

\* My daughter loved those# things when she was# younger.

\* Not the complex sets# with instructions,

\* ...the bigger blocks# she couldn't attempt to# eat.

\* Suckers would still# hurt when stepped on,# though.

mo\_leave

mo\_can\_walk

\* What's this?

\* A new customer?

\* Much as I'd love to keep# sellin' pops, I'm all out!

\* Until next time!

\* Who am I? Nobody of note. Ya# know.

\* JUST THE BEST DARN SALESMAN# EVER!

\* WAM! I'm Mo!

Mo

\* The fact that you tried to get# your mitts on this mug could# only mean one thing.

\* You're looking for a delicious# little something to hit the# spot, right?

\* Of course! I know your type!

\* So, you want this here# beverage?

\* No you don't!

\* Of course not.

\* You and I, we're on the same# page here.

\* This thing? Gross. No one wants# that.

\* Liquids? So last season!

\* Solids? PAH! Season before!

\* You want to be fresh and# revolutionary? I got the latest# thing!

\* Solids that USED to be liquids!

\* ...And, ya know, haven't been# sitting out in the forest for# three weeks.

\* I have invented the next big# thing here!

\* For the incredibly low price of# 15G, you can have your very own# Hot Chocolate Pop!

\* It was once boring old hot# chocolate, but now it's frozen# to the perfect temperature!

\* Have I piqued your interest# yet?

I'm Sold

No Thanks

\* I knew you would be! Dang, I'm# good!

\* Let's get down to business.

\* You sure you don't want one?

\* You have to keep up with the# times, pal! Here, I have an# idea.

\* I'll let you look at them for# free. Call it a 'holiday# special.'

\* I don't get a lot of shipments,# so I only have one of each.

Cancel

-SOLD OUT-

\* Here's what I got. (15 G)

\* Couldn't stay away?

\* Well-BAM-Take your pick.

\* Great choice.

\* You enjoy that Pop, buddy.

\* Sorry, buddy. I'm gonna# need more G than that.

\* Uh-oh, looks like you've got no# space for this item.

\* Come back when you've made some# more room.

\* What a popular item! I wish I# could sell you more, but I'm# fresh out.

\* Hey, what are ya doing there!

\* That ain't no Pop!

\* You leavin' me? Not interested# in my wares?

\* Do I not have your favorite# temperature?

\* Oh, I see. You need some time# to think about it.

\* Well, I'll always be here for# your gol-

\* ...Business.

\* I said business.

\* Mo out!

snow\_cutscene

\* (It's a snowcastle!#\* How... cute?)

\* (You open the doors.)

\* (You open the drawbridge.)

\* (Your head hurts too much to# keep going.)

\* (It's a snowcastles.)

sprite\_x\_offset

sprite\_y\_offset

rotation\_angle

\* Huumpf! 238...

\* Huumpf! 239...

\* At this pace, Ice Wolf# is ready for new job# in no time!

\* New job is very important# for Ice Wolf.

\* Ice Wolf needs money for# new pants.

\* Huumpf!

needle\_count

spawn\_dir\_current

needle

\* (No matter how much he throws# this ice into the river, the# pile never lessens.)

image\_alpha\_current

snip\_sound

\* Oh boy, oh gee, a customer!#\* I'm nervous!

\* I'm a Mail Whale from the# Underground Postal Service!

\* Haven't heard of us? We're the# best!

\* For short, just call us UGPS!

\* So I hear you're new to the# Underground!

\* How you ask? Well, word sure# gets around!

\* The Underground is great and it# keeps getting better.

\* 'Cause I brought for you your# very first letter!

\* (YOU RECEIVED MAIL!)

\* That was a special letter, from# us to you!

\* Do you feel welcome now? I hope# you do!

\* Isn't the mail system a# wonderful innovation?

\* If you ever want to use it,# just come to a station!

\* They look just like this and# they're scattered all about!

\* If you want to receive some# mail, find one, and give a# shout!

\* We assure you, they are# conveniently situated!

\* Here at UGPS, we're anything# but dated!

\* Talking and sharing, all using# mail!

\* From your Underground friends,# but that's all for this whale!

\* Now, I must be off! The mail# mustn't be late!

\* See you later on in your# journey, mate!

\* STAY HERE WHILE I GET# THE TALL LADY.

\* DO NOT TOUCH ANYTHING.

\* STAY HERE, I MUST GO# BACK ON PATROL.

\* DO YOU HAVE THE ABILITY# TO COOPERATE?

\* OR ARE YOU TOYING WITH# ME ON PURPOSE?

\* EITHER WAY, I AM# STARTING TO [really]# HATE YOU.

toast

swig

shufflers\_turn

shufflers\_turn\_away

toast\_col

swig\_col

rephil\_col

\* Hey, watch it!

\* Oh ho ho. Wouldya look at that.

\* I think this chump wants to# pass.

\* {0}! Toast! Come over here!

\* Yeah boss?

\* What's up? You need a shave# again?

\* We got ourselves some fresh# meat.

\* Ha! You ain't gettin' nowhere,# small fry!

\* Yeah! Not nowhere!

\* Will you two put a lid on it?

\* Ahm.

\* Anyway.

\* The name's Rephil.

\* I'm the boss of the# world-renowned gang, The# Shufflers.

\* We rule this town.

\* If you wanna pass, you're gonna# have to go through us!

\* Geez.

\* We Shufflers prefer to settle# things in a more dignified# manner.

\* Ya catch my drift?

\* We would like to propose a# challenge.

\* A game of sorts.

ball\_arrived

\* We'll take this ball 'ere, and# hide it under one of us.

\* Next, we'll shuffle around.

\* When we finish, you'll have to# guess who has the ball.

\* We'll do this three times in a# row.

\* You win?

\* You can pass.

\* You lose?

\* We'll sit here blockin' ya for# all eternity.

\* Ya pickin' up what I'm puttin'# down?

\* That makes things easy, then.

\* Here we go!

\* Well ain't you just some# unwanted coffee dregs.

\* Yeah, dregs.

\* Now, now. If ya don't get# somethin', ya don't get it.

\* It ain't the kid's fault.

\* Tell ya what. Give that head of# yours a nice break.

\* Mull over the rules. Make sure# ya get 'em good an' proper.

\* Until then, the Shufflers'll be# on path blockin' duty.

\* Ain't that right boys?

\* Yeah boss. Duty!

\* 'Ey, look who's back!

\* That's the type of stand-up kid# I like to see.

\* You ready to play?

color\_noloop

\* Fine then.

\* Think you can pass this time?# Let's find out!

\* Well, ain't that a pity.

\* Why don't you take a while an'# come back when you're ready to# try again?

\* Take some time to practice by# yourself if ya can.

\* Maybe then you'll be a bit more# of a challenge.

\* Until then, we ain't movin'.# Right boys?

\* Yeah boss, we'll stay right# 'ere.

\* Yeah. We ain't got anywhere# better to go.

\* Uhh, hey there, kid.

\* We've been at this a while, ya# know?

\* Ain't you gettin' tired of this?

\* Even we're gettin' pretty tired.

\* We don't usually have this much# exercise.

\* See, we don't get many# customers tryin' to come# through.

\* They must have heard how# intimidatin' we can be, right# boys?

\* Yeah, boss!

\* Ain't nobody messin' with us!

\* Mess!

\* Tell ya what, kid.

\* Challengin' us again an' again,

\* Failin' over an' over,

\* 'Specially when you're so# clearly outmatched,

\* Takes a lot outta ya.

\* You gotta have a ton of# perseverance to pull that off.

\* That, or you're one of the# stupidest monsters I ever met.

\* Either way, I think you've# earned your way through.

\* Come on, boys.

\* Boss, I think the little punk# beat us.

\* That must've been a lucky# guess!

\* There's no way a glass of# spoiled milk like you could# beat us!

\* Now, now, Toast. Let's simmer# down.

\* There ain't nothing to get# heated over.

\* The kid beat us fair n' square.

\* The Shufflers ain't nothing if# not true to their word.

\* Ain't that right?

\* Yeah boss, a Shuffler always# keeps their word.

\* Yeah, always.

\* Now, kid, we'll let you pass on# through.

\* You've earned ya self a# powerful friend in the# Shufflers today.

\* All ya gotta do is remember the# name,

\* An' we'll be on ya side if ya# ever need us.

\* The Shufflers always protect a# friend, right boys?

\* Yeah, you got a problem, we can# handle it.

\* Yeah, handle.

new\_col

\* You spreadin' the word of the# Shufflers reign yet?

\* It's pretty nice knowin' we got# someone out there, ya know?

\* It's stressful, havin' to run# the gang an' run our publicity# too.

\* An' remember, you ever need# anything, we'll be here.

\* There's always more monsters# that need an inconveniencing,# ya get me?

swigSlideSpeed

\* Ya best be behavin' out there,# kid.

\* Do the Shufflers proud.

\* If ya don't, you might wind up# an old, discarded tea bag.

\* Where are you going?

flag\_check

toastSlideSpeed

\* You're in the Shufflers# neighborhood now.

\* Ya wanna pass through here, ya# gonna have to get through us.

\* We got a real hard game for you.

\* Only one monster eva got past# us.

\* Oh, that was you, wasn't it.

\* Sorry 'bout that...

destination

ballRollSpeed

\* (You stare at the log.)

\* (Nothing happens.)

\* I saw everything.

\* Nothing like avoiding life's# responsibilities by lounging# all day.

\* Been here for two weeks, hit# this same spot everyday.

\* It's so easy to lose yourself# out here.

\* I don't even know if I have a# job to go back to.

\* It's pretty great.

\* Maybe it would be nice if I was# fired.

\* I'll just go live in the wild# and find my own food.

\* That should be everyone's goal# in life.

\* I'm gonna be here a while.

\* Know any good campfire songs?

\* (The other way.)

\* Hey, have you seen those# loiterers outside?

\* They keep telling me they're a# well-renowned gang.

\* But I've never heard of them# before.

\* Maybe I really am getting to be# out of the loop.

\* Maybe I'll check out the band# inside.

\* I hear they're pretty kickin'.

\* I hope I'm hip enough to# appreciate them at least.

\* (A cozy-looking campfire.)

\* (The sweet scent of honeysuckle# is wafting from the flames.)

\* (A campfire.)

\* (Looks like the fire was# snuffed out.)

\* (Looks like this bear fell# asleep on its way to the# resort.)

\* (It has jars of honey tied to# its back.)

\* (They're getting cold.)

Honeydew Resort Normal

\* I was called over to break# down this large boulder but...

\* Man, it looks real tiring.

\* It'll probably be a while# before anyone can enter.

\* ...Mostly because I don't# wanna start.

\* As I said, this could take a# while.

\* Just the journey to get here# took all my energy.

\* Patience, buddy.

\* You know why they told me to go# on this vacation:

\* Well, 'cause I come off as# stressed, but you know why that# is:

\* I have a theory see:

\* 'Cause there are just so many# things in life to worry about:

\* Work, an' laundry, an-an'# imminent starvation, an' so on:

\* Those are important back home,# but here:

\* Still important!

\* Monsters pretend they're not# though, an' you know what that# is:

\* Despicable, irresponsible,# shameful behavior!

\* You know how much part I'll# have in it:

\* None. Zip, zero, zilch:

\* An' that's how much you should# have too!

\* I just realized something:

\* This, this anti-stress thing,# you know what this is:

\* The downfall of the Underground,# that's what it is, see:

\* Soon Monsters will stop doing# the important things:

\* The work, an' laundry, an'# such:

\* Completely undone, an' you know# why:

\* Too much to worry about, that's# what they'll say!

\* Toxic, toxic behavior!

\* Can't wait until this vacation# is over, you see:

\* At this altitude:

\* So much to worry about,# like-like:

\* Dehydration, you know what that# causes:

\* Altitude sickness!

\* Now don't you go drinking that# coffee:

\* Dries you right out!

\* Confession time:

\* I claim to be a musician,

\* but I know nothing about# reading sheet music, scales,# intervals, or any of that.

\* That's why I just hit things# with sticks rhythmically for a# living.

\* Just goes to show, you don't# need smarts to be a Cool Dude

\* Drums give me a rhythmic# purpose in life.

Major

Minor

\* Glad you could stop by for a# listen.

\* Mind if I ask you a question?

\* Which are better, minor scales# or major scales?

\* Sad.

\* I thought I might find another# minor scale fan.

\* Everyone I've talked to likes# major scales.

\* Can't be happy all the time,# sometimes you need to switch it# up.

\* It just doesn't seem to fit the# mood anymore.

\* Yeah, I agree.

\* There's something about the# bittersweet tune that feels# especially relevant right now.

\* Whoa, hey, really?

\* You appreciate the bittersweet# sound of a minor scale?

\* I never thought I'd find# another fan!

\* No one around here appreciates# them like I do.

\* Not even my bandmates.

\* You need both to coexist, but# minor just flows better, you# know?

\* Even though I'm alone in this# debate, I can tell you have# good taste in music.

\* Maybe one day you'll grow to# love minor scales like me.

\* You're pretty cool.

\* We should jam sometime.

\* How's it hangin'?

\* The name's Rodney. I'm the# leader of our little band here.

\* We travel all around the# Underground performing for the# monsters.

\* This resort is a regular gig.

\* Care to hear a tune?

\* Care for a tune, my dude?

\* Alright, nice.

\* Hmm... let me work up somethin'# special.

\* This one's for the fluffy# trouble makers out there.

ransong\_new

\* Sounds good, buddy.

\* Here's a mysterious song full# of new discoveries.

\* Right on, dude.

\* This is a chilly song you can# curl up by the fireplace to.

\* Sounds good, friend.

\* Here's one for the monsters# that like a little time to# themselves.

\* Well, uh, I can't comply with# that, considering we've been# hired to play here.

\* If you wanna hear something# different, just talk to me,# alright?

\* A cooler full of honey, ready# for drinking.

\* ...Yum?

\* Look who it is!

\* Didn't think I'd see you back# here before the boss.

\* He left on business...

\* That's all...

\* Aight, I'll spill, you've# convinced me.

\* There's a fella who likes to# loiter ‘round here. You# might've seen ‘em.

\* Yeeaah well, we got history.

\* While back, he set up a shop.# On OUR turf.

\* The boss was STEAMIN'. Real# peeved off, ya know?

\* But Rephil, bein' the upsittin'# citizen he is, thought# it best to strike a deal.

\* If the fella were to pay us a# mortgage, we wouldn't kick him# to the cold.

\* Sounds fair, right?

\* Well, his little venture# didn't go so well.

\* His end of the deal wasn't# exactly kept up, so Rephil did# what had to be done.

\* ...What? You don't like our# methods?

\* Hey, don't spend money you# don't have. All's I'm sayin'.

\* Yeah yeah, there's more to the# story.

\* So the guy still owes us big# time, right?

\* Well we kept an eye on him for# a while as he tried these# “pop-up shop” things.

\* It was quiet. Peaceful, even.# Until recently...

\* He seemed to be in a hurry.# Briefcase all packed and such.

\* The boss was MIGHTY# suspicious, so we set a game up# for him.

\* The ball was summoned and the# stakes were high.

\* Suddenly he shouts “LOOK! IT'S# A BIRD!” and we turn around# QUICK.

\* Turns out there actually was a# bird and it was sick.

\* BUT!

\* In that moment, he STOLE our# Orange Ball (limited edition)# and ran!

\* By the time Rephil noticed,# the fella was long gone.

\* Ohhh Rephil was PIPIN' mad!# Understandably.

\* So that's about where we are# now.

\* The whole thing has been a# frickin' pain.

\* I'd be off searchin' with the# boss but {0} gets lonely# easily.

\* What's that classic saying? Oh# yeah:

\* "A Shuffler never leaves a# Shuffler behind."

\* That's like, rule 5.

\* The boss broke rule 5!

\* What the hell!

is\_caught

tongue\_parent

jitter

x\_normal

\* (A space heater.)

\* (Nice and cozy!)

\* (You notice a sticker on the# heater.)

\* Crafted with love by# Chujin & Martlet!

\* I think this elevator# goes to the Castle.

\* Probably the last place# Ceroba would run to.

\* Let's keep searching# this area for now.

\* Now Charles, I know you've had# a long day but...

\* If the dishes in the sink# aren't done, we can't eat# dinner!

\* Don't even think about heating# up a TV dinner instead.

\* Those do not have the# nutrition my hubby needs to get# big and strong!

\* Oh my! We've been quarreling# so long, it's way past dinner# time now!

\* I suppose we'll have to invent# a fourth meal of the day.

\* Schminner!

\* Oh I love the sound of that# already! Schminner time!

\* I ought to go into# entrepreneurship, don't you# think Charles?

\* I'll invent many useful# things, like a new attitude for# you!

For the future#of Monsterkind!!!

\* 'Ay kid. The getup.

\* I'm guessin' you're from the# Dunes eh?

# Dunes

\* Wacky place that is.

\* I'm probably the only other one# 'ere that's been around those# parts.

\* Some monsters avoid it due to# the dryness and high# temperature.

\* What's a kid like you doin'# hangin' with those wild guys,# eh?

\* Don't look so confused, I'm# just messin' with ya, heh heh.

\* You've gotta try the pancakes# 'ere.

\* They're the main reason I# traveled all this way.

item\_got

fav\_song

\* (You got the band merch pin.)

message\_repeating

\* That one's super rare, so don't# you lose it!

\* Only was sold at the concert# they did at the dump that one# time!

\* Man, that was so grungy...

\* Are you enjoying the tunes as# much as I am?

\* Actually. Don't answer that.# You're not.

\* I used to be one of those# superfans you hear about.

\* Followed the band around from# place to place,

\* Learned all the aliases they# used in hotels,

\* Watched them buy their favorite# brands of cereal.

\* I'm reformed now though.

\* Now I'm content to sit and# listen.

\* Nothing could beat this...

\* Actually. That's a lie.

\* If they were playing my# favorite song,

\* That would beat this easy.

\* Mind asking them to play it for# me?

\* I'll make it worth your while.

\* Hmm, nice tune.

\* Boy, do I remember the first# time I heard this song.

\* Not my favorite though.

\* My gosh, I haven't heard this# song in forever!

\* Definitely my favorite! Hands# down!

\* Thank you so so so much!

\* What can I give you...

\* I know! Here! You can put it on# your hat!

(Inventory Full)

\* Wait... are you telling me you# have too much stuff to take# this?

\* You think the boring stuff you# have can possibly compare to# this?!

\* This is a concert exclusive# piece of memorabilia!

\* Come back when you can# appreciate that, okay bozo?

\* Oh, have you come to your# senses?

\* Fine, the pin is yours.

\* You better be thankful for that,# you got that?

\* Still no space?

\* This day is the best.

\* I wish I could go to their next# concert too...

\* Actually. No. That's how you# get addicted.

\* Guess I'll just have to be# content here.

dist

wsprite

hsprite

\* We were in the middle of our# set when everyone started# leaving.

\* At first I thought our music# was that bad, but then they# said there was danger.

\* Surely it's not what I think# it is...

\* Not again...

\* Uh... yeah, sorry we had to# cancel the show.

\* We have a gig in Waterfall# next week. Catch us later.

\* This is a strange turn of# events.

\* I wonder where everyone ran off# to?

\* I don't suppose you know.

\* I hope this evacuation doesn't# last too long.

\* I wanna get back up there and# jam.

\* This whole situation is# terrible.

\* It's too depressing to play# music now.

\* I hope everyone's okay.

\* We probably should've left# with the others but Rodney# insisted we stay.

\* Think he's in denial or# something...

hand\_displacement\_y\_multiplier

time\_elapsed\_decrease\_hand

T10 Appear Ed

time\_elapsed\_hand

sign\_modifier\_hand

hand\_displacement\_y

\* I'm missing a mitten.

\* You would expect my right hand# would feel more cozy than my# left, but...

\* I don't feel cozy at all.

\* (There's a single mitten on# the ground.)

\* (It seems as if it was recently# discarded.)

\* I wish my left hand was as cozy# as my right.

\* Normally I have two mittens so# my warmth is symmetrical.

\* But I think my left mitten took# a vacation or something.

\* It just left me.

\* (You take out the soggy mitten.)

\* That's my missing mitten!

\* Just in time too!

\* My left hand was getting so# jealous! I just can't live with# that much civil unrest!

\* I should really pay you back...

\* But I don't think I have# anything worth as much as my# mitten...

\* I know! Take this. It's a map# of Snowdin!

\* (You got a Snowdin map. It's# drawn in crayon.)

\* My left mitten is more damp# than I remembered...

\* It's okay.

\* I'll just leave my right mitten# in the snow until it's just as# soggy!

swimmer\_hsp

max\_swimmer\_hsp

swimmer\_dir

swimmer\_accel

\* Swimming is a great full-body# workout.

\* Are you seeing these limbs?# I've never been so toned!

\* On top of that, I've dropped a# whole goggle size!

\* Sorry, can't talk anymore.

\* I've got swimming to do.

\* Those pounds don't drop# themselves.

\* Are you enjoying the warm# atmosphere that can only be# brought by a torch?

\* Is it pleasant?

\* Is it sentimental?

\* Is it... attractive?

\* Man, I love being a torch!

\* It's a regular torch.

\* You know this job has a high# turnover rate?

\* Crazy, right?

\* Apparently most monsters don't# like having their head lit on# fire.

\* But, you see my head? That's# natural flame, baby!

\* Best. Job. Ever!!!

\* I love being a torch!

\* There is a torch on one side...

\* But not on the other...

\* The feng shui of this place is# terrible.

\* WHAT IF THERE IS A DEEPER# MEANING TO IT?

\* THE TORCH IS A METAPHOR FOR THE# INCOMPLETE NATURE OF LIFE.

\* I'LL NEVER LOOK AT THE# UNDERGROUND THE SAME WAY AGAIN.

\* HNNNNGGGGHHHHH

\* This is the hottest spot in# Snowdin. Quite literally.

\* I've wanted to come here for# forever and this is finally my# chance.

\* It was worth the wait. This is# complete bliss.

\* You know what the best part of# this place is?

\* No one knows why the water is# so hot here!

\* It's a mystery! Not a monster# alive could tell you!

\* There are all sorts of theories# of course.

\* Some say it's heated by hot# rocks deep underground.

\* Some say it's caused by# volcanic activity.

\* Some say it's heated by runoff# from the Core in Hotland.

\* Whatever it is, the water is so# relaxing that folks don't seem# to care.

\* At least I know I don't.# Everything just melts away.

\* Ahhhh.

\* So nice and warm.

\* A small hot spring.

\* The water is getting cold.

\* (How quaint!

\* (Several Micro Froggits are# enjoying themselves at their# very own hot spring.)

\* (One of them even brought# micro-floaties!)

\* (Another sips its micro-coffee# then waves at you.)

\* (Looks like the Honeydew Resort# thought of everyone!)

\* You watch as one Micro Froggit# swims back and forth.

\* It's swimming at an incredible# speed of 140,000 centimeters# per hour!

\* The Micro Froggits would like# some privacy now.

hsp\_max

floored

run\_switch\_count

state\_timer

run

jump

cast

can\_cast

gml\_Script\_state\_switch\_gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_Step\_0

\* (A beautiful, delicious-looking# Golden Coffee catches your eye.)

\* (It's a cup of coffee.)

\* (Obtained Golden Coffee!)

\* Beauty is in the eye# of the beholder anyway.

\* Wow. It's colder today than# usual, huh?

\* If I wasn't extremely lazy, I'd# go to the Honeydew Resort and# get some hot coffee.

\* For me? How can I ever thank# you!

\* Here, I found this in the snow.# It was probably out there for# ages.

\* (You got a Soggy Mitten.)

\* The coffee is a little hot.

\* I'm going to let it cool down.# I'm not crazy, ya know.

\* In the meantime, I'll get to# making a campfire so I don't# freeze.

\* (You take out the matches.)

\* Are those matches? Can I have# them?

\* You're a lifesaver! I really# need help with this fire!

\* I, uh... I don't really have# anything else to give you.

\* Here, take your coffee back, I# guess.

\* It got cold while I was working# anyway.

\* (You got a cup of lukewarm# coffee.)

\* Awww... I really thought they# were matches...

\* Why am I still standing here,# idle?

\* I've frozen. I cannot move my# body anymore.

\* Don't worry, this is nature's# way of letting me be lazy.

\* Honeydew Resort: Family owned# and operated

\* All travelers are welcome!

\* Bridge slippery during# snowfall - NO RUNNING.

platform

chain

fall

Silver [Ag]

\* The element of disappointment.

clover\_fall

\* Strange.

\* That wasn't a handsome bridge# last I looked.

\* Was it always that way?

\* Where am I?

\* Royal Guards. Thinking they're# all special.

\* They don't have screening# processes like they used to.

\* How do they interview these# bozos?

\* "Do you want to be a member of# the Royal Guard? Yes?"

\* "Here's a uniform, you start# Monday."

\* Just look at this puzzle! It# was a perfectly nice bridge# once!

\* I remember what it looked like# as a bridge.

\* I would have called it a pretty# handsome bridge.

\* Now, you can say homemade is# "charming" or whatever,

\* But you can't call it handsome.# No way, no way.

\* You can't just hire anyone for# a position like this.

\* What do they do? Advertise for# free Royal Guard posts in the# mail?

\* Despicable.

phy\_position\_x

x\_original\_phy

phy\_position\_y

y\_original\_phy

play\_machine\_sound

dist\_travelled

bullet\_speed\_temp

bullet\_offset\_temp

phy\_speed\_y\_last

phy\_speed\_x\_last

ball\_speed

phy\_speed\_y

phy\_speed\_x

icecube

ball\_collider

phy\_active

compound

\* (You notice a fresh pancake# lying under the bench.)

\* (Obtained Honeydew Pancake!)

\* Hm? Oh, uh, hello!

\* Sorry, I don't know# where my head was right# there.

\* It seems I have# a summer home in lala# land these days!

\* You look a bit lost,# are you looking for# directions?

\* I'll let you in on a# little secret,

\* I'm not actually an# information kiosk!

\* I know this place like# the back of my wing# though!

\* I don't get# lost much at all# anymore!

\* I can get you# wherever you want to go!

\* I'm gonna take a shot# in the dark here, but...

\* You're human! Right?

\* I knew it! I knew I'd# find a human! You must# be human! Right? Right?

\* You look just like this# guy on this poster I# saw once!

\* He had a hat# just like you!

\* And he was totally human,# so, like,

\* transitive property or# something like that?

\* Actually, I think he# was from space... are# there space humans?

\* You know what, I'll# have plenty of time to# ask you questions later.

\* Are you ready for some# Royal Guard protocol?

\* I hope you are, 'cause# I memorized it!

\* If the Royal Guard# doesn't know you're# here...

\* ...they won't know I# broke protocol!

\* Instead, we'll just get# you home before any of# them see you!

\* You'll be home in time# for dinner!

\* I mean... maybe not# TODAY'S dinner, but for# sure A dinner!

\* Anyway, we'll bypass the# Royal Guard and plead# your case to ASGORE!

\* There's no way he can# say no to a cute little# face like yours!

\* Meet me up ahead and# I'll show you my plan# to get you home!

battle\_flag

\* Oh my goodness! Did you# get left behind?

\* Might I ask your name?

\* Hmm... not on the# resident list...

\* Ummm... see, this is# tough. I can't leave my# post.

\* I'm supposed to wait# here until this bad# person comes.

\* The troublemaker who# caused all this, ya# know?

\* But I can't just leave# you to find the others# alone!

\* You're a child! I could# never do that!

\* Okay, how 'bout we# hurry and catch up# with the others...

\* Then I come back and# no one will ever# know!

\* I... I have no idea how# to handle this.

\* ASGORE would know what# to do.

\* You should go talk to# him.

\* There's a river up# ahead. A raft is docked# there.

\* The current should lead# to Hotland.

\* I'll meet up with you# once you get there.

\* In the meantime...# I have work to# attend to.

\* You're not off the# hook, Clover.

\* Unless you decide right# now to change your# ways...

\* The Royal Guard will# find you.

\* It could be me or# someone much, much# worse.

\* How your life plays out# from this moment is up# to you.

\* I don't know what the# humans taught you but...

\* A child your age# shouldn't be corrupted# by violence.

\* Please... Please choose# wisely...

aviator\_xspd

\* If my map and memory# serve, this river should# lead directly to Hotland.

# # Hotland

\* From there, it's a hop,# skip, and a leap to# ASGORE's Castle!

\* I'm not sure how we're# getting in but...

\* We cross that bridge# when we come to it,# right?

\* I also wanted to# apologize about, well,# you know...

\* attacking you...

\* I meant no harm, honest!# I just have to do my# job, is all!

\* And, well...

\* Oftentimes I don't know# what the "right" action# is until it's too late.

\* So... I know we just# met and all...

\* But will you trust me# on this?

\* I suppose another "sorry"# isn't gonna cut it?

\* Can you trust me to get# you to ASGORE safely?

\* I swear I can do it!# I swear I can!

\* Shall we be off then?

\* Yay! Don't worry, your# trust is in good# hands!

\* Or wings, as the case# may be!

\* I'll guard it with# my SOUL!

\* And this means we get to# have an adventure! This# is so exciting!

\* I mean, nothing this# exciting ever happens# around here.

\* At least, while I've# been here it hasn't.

\* Think of all the fun# we'll have!

\* I mean, there's a chance# I might be fired for# this,

\* And lose all of my# life's work and# belongings, but hey,

\* What's life without a# little risk?

\* So shall we be off# then?

\* Wait, hold on!

\* I was supposed to be on# Ava with you!

\* Yeah, that's fair, I# guess.

\* Well I'll hang around# a while.

\* In case you, ya know,# change your mind.

\* I mean, I put all this# work into finishing the# UG Aviator so.

\* If she doesn't get to# sail free,

\* I can at least# give her company a# while.

\* Until I find a better# place for her, ya know?

\* Oh... Okay...

\* Oh. You have something# to do?

\* I didn't realize you# were so busy and# popular!

\* That's fine! I'll be# here.

\* Take all the time in# the world!

\* ...Actually, if you# wouldn't mind,# don't take, like,

\* all the# time in the world.

\* We want to have time# left for the journey,# ya know?

\* Wowie, what a day!

\* Congrats, pal.

\* You beat your first# Royal Guard.

\* Though, I'm not sure# how she got promoted# past feather-duster.

\* Have to give her some# credit though,

\* This boat looks like# your ticket out of the# cold.

\* If you follow this# current...

\* You'll be living it up# in Hotland before you# know it.

\* Now there's no time to# waste.

\* See you later,# Clover!

\* See you later,# Gun-hat!

\* Okay, I've been# thinking.

\* Gun-hat can't be your# real name.

\* You can't pull one over# on old Flowey.

\* Whatever your real name# is,

\* I've decided I don't# care.

\* Just know, friends# shouldn't do that to one# another.

\* I wouldn't do that to# you, now would I,# Clover?

\* Hey there, so here's# the plan!

\* I'm sorry, I think that# I went a little# overboard but...

\* I can't help it! This# is all too exciting!

\* So, I've been saving# this for a rainy day.

\* Ya know, figuratively...# We don't really have# those...

\* Either way! Behold! The# UG Aviator!

\* (In the water sits an# old-looking raft with just# enough room for two passengers.)

\* Isn't she a beauty?#\* Boats are shes, ya know.

\* I call her Ava for# short! Isn't that cute?

\* Get on the boat?

\* YOU LISTEN! KNOW CONE HAS PLAN!

\* GONNA GO TO TOP OF BIG HILL!# BIG BIG HILL!

\* CAN SEE HOTLANDS FROM BIG HILL!

\* FIRE FAR AWAY NOT HURT KNOW# CONE!

\* KNOW CONE PROUD OF PLAN!

\* KNOW CONE SHOW INTELLECTUAL# PROMISE!

\* AND GET SEE FIRE!

\* Pinch pinch!

\* Just kidding!

\* I'm so glad the Royal Guard# protects our home.

\* Well, not my home really.

\* My home is on my back and I# protect it at all costs!

\* Or... it protects me?

\* It's a mutually beneficial# relationship!

\* I've been thinking of moving# soon actually.

\* There are so many cool places# out there!

\* I took a vacation to the Wild# East a while back.

\* Maybe I'll move there, it# seemed really cool.

\* At least based on my experience# as a tourist.

\* Zzz ... zzz

\* ... ngh uh... mmm...

\* ... no I don't know where the...# pudding...

\* The pudding... is... zzz

\* I-I, I'm up! Yeah -uh- up!

\* Is-is there school today?

\* Am I late? Did I miss it?

\* What time is it?

\* Aw, I'm never gonna be able to# fall back to sleep now.

\* I was having this great dream# about clementine pudding.

\* It was delicious and now I'll# YAWN\* never be...

\* Never... be able to... go back# to... zzz.

\* I'm so relieved now.

\* Everyone's on the ground safe.

\* I love the ground here,

\* Lotsa soft snow for a safe# landing.

\* I wonder if only children have# to deal with this.

\* Monsters climbing all over your# head, I mean.

\* Got any good tips on getting# footprints out of fur?

\* Hey, where you going to next?

\* Anywhere exciting?

\* Can I come?

\* I can be helpful if you let me# come!

\* I can be, um, uh-a hat!

\* I'll be a great hat! Keep your# head nice an' toasty!

\* You want a nice snuggly hat?

\* I can keep your ears warm!

feather\_direction

feather\_radius\_increase

feather\_angle\_increase

feather\_angle\_decrease

feather\_angle\_min

feather\_angle\_max

fai\_radius\_min

can\_fade\_in

can\_fade\_out\_temp

bg\_scroll\_speed

pillar\_scroll\_speed

CAVE\_TRANSITION

HOTLAND\_TRANSITION

LAVA\_TRANSITION

transition\_x

sprite\_ava\_death

scroll\_speed\_current

num

tile

tile\_y

tile\_x

tile\_width

tile\_shift

diff\_x

\* So, hi!

\* So I was thinking.

\* If Ava doesn't have# sails,

\* Does this still count as# sailing?

\* Pretty smooth ride,# yeah?

\* My woodworking skills# aren't too shabby!

\* I suppose I should# thank my mentor.

\* Older fella by the name# of Chujin. Taught me# everything!

\* He... Well... Nevermind.

\* Hey, so would you mind# answering a few# questions for me?

\* It's nothing big, it's# just a little quality# assurance questionnaire.

\* Will you try it?

\* Great!

\* Question one:

\* Oh, yeah, no, that's# fine.

\* It's just that, you# know, it might help me# keep my job.

\* Even a bad review, it# just can't be, um, no# review.

\* Look, I'll even fill it# out for you!

\* You won't even notice# I'm doing it, it'll# be fun!

\* Okay, question one:

\* On a scale from 1-3...

\* How would you rate your# encounter with the# Royal Guard?

\* Please answer honestly!

\* Oh... was it that bad?# I'm sorry.

\* Well, maybe it wasn't# really as bad as you# think it was!

\* It's one of those "bad# in the moment but a good# laugh later" things!

\* Let's keep going, maybe# you'll change your mind!

\* That sounds fair.

\* I think 2 out of 3 is# an accurate rating of# my performance.

\* Ya know, just in# general.

\* Where were we?

\* Wait, really!?

\* I got a three!

\* I've never gotten a# three before!

\* Oh my goodly goodness!# I can't believe it I# got a three!

\* I have to tell# absolutely everyone!

\* Okay, sorry, got# carried away.

\* Let's keep going!

\* Question two:

\* On a scale from 1-2,# how would you rate...

\* ...the puzzles deployed# in Snowdin.

\* Oh. Yeah I was gonna,# like, complain about# that, or something.

\* They don't really, um,# acknowledge my requests# for materials anymore.

\* I wanted the molten# rocks to be way bigger.# It's a shame.

\* How am I supposed to# make a quality puzzle# without materials!

\* I mean... the concepts# were good at least...# right?

\* You know what, let's# just move on.

\* Really!

\* Thanks, I made them# myself!

\* There's a reason I was# assigned to work under# the Royal Scientist!

# # Royal Scientist

\* I mean, it's because I# got last choice of# station, but still!

\* You pick up a few# things guardin' all# that science stuff!

\* Anyway, back on topic!

\* Question three:

\* On a scale 1-4, how# would you rate the# au-di-tory ambi-an-#

\* What does that mean?

\* Okay, that's a new# question. Why do they# keep updating this?

\* Let's just forget the# questionnaire.

\* I'll just put you# down as dead center# for the rest.

\* That sound good? Yeah# that works.

\* Just a 2 there... and a# 3... and a 2.15 here...# and 23, and we're done!

\* Oh, one more thing.

\* I'm gonna need your# name for legal purposes.

\* You know how it gets.

\* What a unique name! I# love it.

\* So, Clover, let's talk# about Ava!

\* Isn't she great? I told# ya, sails like a dream# from a perfect lullaby!

\* Nice pace, pretty view,# and not a single leak!

\* Oh, well there's a# little one, but not too# many leaks!

\* We can just sit back,# and relax and-hey...

\* Do you hear an abnormal# amount of running water?

\* Well, we are in# Waterfall...

\* Is it just me or is the# river getting faster?

\* Well, if anything it# helps u-

\* UH OH!

\* UM...

\* I might not have been# down this route before!

\* Hold on to something!

\* Hey look it's Hotland!

\* This is our stop!

\* WAIT!

\* WE HAVE TO DOCK HERE,# SLOW DOWN!!

\* OHNO-OHNO-OHNO-OHNO-OHNO

clover\_launch

martlet\_book\_sound

wid

bg\_image\_index

layer\_scroll\_speed

hotland\_background\_

\* (The door is locked.)

adt

lava\_tube\_sep

lava\_tube\_x

tube\_sprite

lava\_tube\_speed

current\_tube

can\_scroll

cave\_end\_x

\* Hello? Clover? Are you okay?

\* Ohno-ohno-ohno!

\* You stay right there! I'll go# get help!

overlay\_draw\_alpha

overlay\_draw\_enabled

active\_object

pl\_sprite

\* Howdy, Clover!

\* What a day this has# been.

\* Thanks to that guard,# we're totally off# course!

\* It looks like she# ditched you as well.

\* I guess it can't be# helped now.

\* What's important is that# you're alive!

\* There's gotta be# another route to# ASGORE's Castle here.

# # Castle

\* Tough it out for now# and we'll see where# this new path takes us.

\* A little excitement# never hurt anyone!

\* Well... except you. Let# me heal you up.

\* Sorry about all this.

\* I'm usually pretty good# at judging where to go# next.

\* The raft must've been a# trap set by that guard.

\* You outsmarted her,# though! I'm impressed.

\* Even so, you look# pretty beat up. Let me# take care of that!

\* Doesn't look like# she'll be an issue# anymore, though.

\* You're far away from# Snowdin now. Out of# sight, out of mind!

\* Now we have to find a# new way to ASGORE's# Castle.

# # Castle

\* I'll leave you to it# but before you go, let# me patch you up.

\* Okay, what is going on?

\* I've been trying to# stay positive and# supportive but...

\* Seriously?

\* Why won't you save?

\* Does that word scare# you?

\* It can't hurt you, see?

\* S - A - V - E.

\* Hey, you're still# alive! It's a miracle!

\* ...No? Okay.

\* I would hope I've# proved my# trustworthiness by now.

\* But no, it's fine...

\* Guess you don't# appreciate me...

\* Nothing?

\* It was worth a shot.

\* Just know, you're# running a HUGE risk by# not saving.

\* (The waterlogged remains of an# old chest.)

\* (You spy a small, dry, paper# bag cradled in the interior of# the lid.

\* (Will you take it?)

\* (You got some trail# mix!)

\* (An old chest.)

\* (Gizmos and gadgets# fill the deskspace.)

\* (Looming over it all...# a map)

\* (On the map are several# pinned locations of...)

\* This isn't what Ed was# talking about, right?

\* I mean, this is clearly# Chujin's office but...

\* I wouldn't say it's# strange to keep track of# where humans...

\* Sorry... I'm sure this# is upsetting to look at.

\* Still, many monsters do# keep up with it.

\* Those events are a big# deal down here.

shift\_layers

layer\_active

BridgeTop

orig\_sprite

\* You can mess with that# later.

\* We need to go to# Ceroba's house.

spikes

weakpoint\_position

spike\_spawn

vine\_pause

\* (There are some Packing Peanuts# in the box.)

\* (Will you take them?)

\* (You got Packing Peanuts!)

\* (You got Packing Peanuts.)

\* (There is nothing here of# conceivable use to you.)

\* (You spot a dark, dislodged# stone among this pile of# rocks.)

\* (You got some flint!)

\* (It's just a rock now.)

storm\_alpha

storm\_alpha\_current

storm\_delay

storm\_delay\_current

storm\_x\_pos

storm\_active

storm\_duration

storm\_duration\_current

sandstorm\_hit

storm\_strength

storm\_distance

y\_goal

x\_goal

in\_safezone

sandstorm\_sound

fadein\_time

\* I'm not up to anything# suspicious, okay?

\* There is no treasure behind# this wall, okay?

\* Don't rat me out, okay?

\* This is my TNT, okay?

\* I didn't steal it from my# brother at the mines, okay?

\* This X was here before I# arrived, okay?

\* I'm just waiting out the storm,# okay?

\* Get off my case......

\* please.

\* I can't standstorm this# sandstorm.

\* I couldn't standstorm that# sandstorm.

\* I entered this cave to find# treasure but I found these# fellas instead.

\* They hopped up to me and# now... I guess we're buddies?

\* Is that how that works???

\* In any case, nice.

\* If there's any treasure# around, you can have it.

\* I think these funky frogs are# all I need now.

\* Oh, and my brother, I guess.# He's okay.

\* Sometimes, happiness is just a# couple of pals chilling in a# cave.

\* Other times, it's more# complicated.

\* Mine is definitely the former# cause I can't even spell the# word complicated!

\* On your way out, say hi to my# brother for me, eh?

mf\_sound

\* (A beautiful, delicious-looking# Golden Cactus catches your eye.)

\* (You got the Golden# Cactus!)

shifting\_tiles

shifting\_bridge

shifting\_bridge\_2

shifting\_bridge\_3

WallNearBridge

starlo\_overlay

\* (I see them!)

\* (This way!)

\* (Ceroba looks# distressed...)

\* (I'm sure we can# negotiate her down from# this but...)

\* (Worst comes to worst,# we might have to# retreat.)

\* (Tactically, of# course.)

\* (Let's listen in...)

\* Just leave me to my own# devices, Star!

\* Ceroba, I don't know# what you're saying!

\* Please calm down...

\* I must go to the Lab!

\* It's where Kanako is# being kept!

\* I have to get there by# any means necessary!

\* I'm not sure that's a# good idea...

\* Don't get in my way.

\* Or what? You'll kill# me?

\* I'll...

\* Clover and I - we# watched the tapes.

\* You need to let this# go!

\* If not...

\* Why are you here,# Clover!?

\* You're supposed to be# back home!

\* No, thank you for# finding me. Makes things# easier.

\* If I were you two, I'd# leave Clover here and# forget about this.

\* It might not make sense# to you, but it's for the# best.

\* Cut the self-righteous# act, will you?

\* Just... stop it.

\* We can turn this# around, Ceroba.

\* You said it yourself# that Kanako is alive!

\* Let's just find her and# go back to our normal,# happy life.

\* "Happy life"...# That's rich.

\* I... lied about Kanako,# Star. I had to.

\* Falling down is# practically a death# sentence.

\* Unless a miracle takes# place at the lab,# there's no...

\* ...There's no hope for# her.

\* I-I'm trying to make# the best of what I can,# okay!?

\* This is all I know to# do at this point!

\* Kanako...

\* Kanako is a Boss# Monster.

\* She is the key to# finishing Chujin's work!

\* This is his legacy! His# plan for the future!

\* Monsterkind's only hope# for survival!

\* Don't you speak for# him!

\* You've seen the tapes,# right?

\* Do you honestly think# this is what he wanted?

\* Kanako wasn't supposed# to be a factor in this!

\* If he were here, the# Chujin I knew woul-

\* The Chujin you knew...

\* You knew nothing of# him.

\* No, Martlet's right.

\* We might've had some# differing views but...

\* ...Chujin was kind. To# everyone.

\* And I know you are as# well!

\* It's just that right# now, I...

\* I don't understand you.

\* When I fought Clover I# was "reckless."

\* But when YOU want their# SOUL, it's "for the# best"?

\* Not only Clover's...# but the SOUL of your own

\* Shut up!

\* You think I don't know# how far gone I am!?

\* And where's this high# horse coming from???

\* Sounds to me like we're# in this pit together.

\* Ceroba, please...

\* Just... get out of here# and let me finish what I# started.

\* Y-You can't have# Clover!

\* We are going to ASGORE# and that's that!

\* Don't you dare.

\* Martlet, grab Clover!# I'll keep Ceroba at bay!

\* Go, now!

\* Son of a!

\* I'm sorry for what I've# done.

\* I almost wish you never# showed up in the Wild# East.

\* Maybe then I could've# continued to bury my# sorrows in the Saloon.

\* But now... I must# follow through with my# mission.

\* I've somehow grown to# respect the hell out of# you but...

\* At the end of the# day... you're naive.

\* There is so much you# don't understand about# monsters.

\* What, did you think# you'd jump down here and# find them?

\* Five humans, living out# their lives, unharmed...

\* That isn't how it# works.

\* I'm guessing you# discovered that truth,# right? Then what?

\* Was your and Martlet's# plan to storm Asgore's# Castle for revenge?

\* Or was it simply to# plead for a free ticket# back to the Surface?

\* He only needs two more# SOULS to shatter the# barrier.

\* Wouldn't hesitate for a# SECOND to make that one.

\* But... who am I to# criticize how he carries# out business?

\* Here I am about to do# the very same thing...

\* I am a hypocrite. A# liar. Sure.

\* But at least I...

\* ...with Chujin's# guidance, can save# countless monster lives.

\* These two couldn't# understand that. And# Asgore...

\* Asgore is a coward.

\* Didn't believe in my# husband at all.

\* He thinks problems will# just disappear if he# closes the curtains.

\* I long for freedom as# much as anyone but he...

\* He doesn't consider# what will happen once he# gets his SOULS.

\* Everyone else too.

\* They all believe victory# will come easy but the# humans I've heard of?

\* They are powerful.# Ruthless.

\* As soon as we try to# leave...

\* ...They will stuff us# RIGHT back into this# hellhole.

\* They want our misery to# fester until we give up# and die out.

\* I am no better than# Asgore on a scale of# morality, I'm sure of it.

\* But what I am, is# proactive.

\* Monsterkind is worth# protecting, so I will# see that it is done.

\* Truthfully...

\* I have nothing left in# life, so I've made peace# with throwing it away.

\* You'll fight back, but# you can't forever.

x\_override

y\_override

starlo\_overlay\_white

starlo\_overlay\_black

starlo\_overlay\_off

\* (Turn it off?)

\* Built to order by Hotland# Mechanics.

\* Super Seal of Hotland Quality:

\* (The seal is drawn in permanent# marker.)

\* (It's probably better to# leave it turned off.)

\* Aa-aa-aa-hh-hh-hh!

\* So... hot...

\* Bro, what's your damage?

\* Can't a monster cool off every# now and then?

\* You're such a killjoy, bro.

\* Sorry, I guess.

\* I get cranky when I don't get# my fan time.

\* I like, found it here so I# decided to put it to use.

\* I should move to Waterfall,# bro.

\* Much cooler.

view\_object\_original

x\_orig

y\_orig

mo

stand

\* Guess who it is?

\* That's right! It's Mo!

\* Long time no see!

\* How have ya been? Don't answer# that, we don't have the time.

\* I'm here to make you a BRAND.# NEW. OFFER!

\* A hot climate calls for a hot# item!

\* Check it!

\* Bam! Wam! Shang-a-lang!

\* It's Mo time!

\* And you know what they say:

\* There's no time like MO TIME!

\* You're that uh... that human# from Snowdin.

\* There's some pretty nasty# rumors going on about you...

message\_check

\* But come on! We've all# committed a few felonies in our# time, right?

\* For me, a pinch of petty# theft, a sprinkle of tax# fraud... Diet crime!

\* For you, disturbing the peace,# battery, several...# homicides...

\* ALLEGEDLY!

\* Who's got proof, right?# Gossip's gotta gossip!

\* So, you're probably thinkin'# “What's this handsome cat# selling???”

\* First of all, I ain't a cat# but I do appreciate the# compliment!

\* I had this whole spiel about# “Water” but, hey, for my best# customer?

\* I'll skip RIGHT to the premium# inventory!

\* Thaaat's right!

\* I went all out this time. This# is a real delicacy 'round here!

\* It's called WATER. Catchy name,# I know!

\* Lucky for you, I'm giving out# free samples!

\* Want a glass?

\* Comin' right up!

\* Oh, come on, buddy!

\* Your tongue must be as dry as# the ground!

\* Let me treat ya!

\* One moment.

\* If you know your boy Mo, you# know I planned all of that.

\* Here's my REAL product:# ICE TEA!

\* It's like the sequel to water.# Way better!

\* Now, I'ma be real with you.

\* The tea doesn't have ice in it# particularly.

\* It started as a glass of ice,# but that melted.

\* All I had to do was throw a tea# bag in there and WAM!

\* Don't worry! It tastes better# this way.

\* Ice Tea, baby!

\* It's like the sequel to water!

\* This is the part where you# spend the G that may or may not# belong to you!

\* Hey, I ain't here to judge,# I'm here to live!

\* Here's what I got. (20 G)

\* BAM!

\* Drink up!

\* Come on, pal.

\* I know my pitch was a little# sloppy but I'm really tryin'.

\* If you change your mind, I'll# be here.

\* The alphabet must have# 25 letters now, cause I'm# fresh outta T!

\* I'm sure we'll meet# again! Thanks for believin'# in me!

\* MO, OUT!

\* That Mo is an odd one.

\* I woulda talked to him# but I don't know how...# legal his business is.

\* Our conversation# could've turned very# awkward, very fast.

anim\_speed

water\_fly\_away

\* Remember, the passcode is#

\* No response.

particle\_emit

audio\_played

rumble

roll\_speed

tumbleweed\_spawn

player\_knocked\_out

tumbleweed\_time0

tumbleweed\_time1

tumbleweed\_time2

tumbleweed\_time3

\* I appreciate your eagerness to# help but this job is done!

\* Don't you worry, there is# plenty more to do elsewhere!

\* We reside in an industrial# buffet of endless labor!!!

switch\_no\_crawl

\* Watch it!

\* I have places to be!

\* Got a call about a job in# Snowdin.

\* I was supposed to be there# yesterday, but the walk is# really far.

\* Wasn't feeling up to it.

\* Oh well. On I go!

\* Watch i-

\* Sorry, didn't mean to block# the path.

\* You... take care, I guess.

\* (Yeesh...)

\* Can't talk right now.

\* I uh... gotta go.

y\_start

y\_end

camera\_height

camera\_width

random\_odd

rumble\_sound

pebble\_number

x\_gap

slow\_down\_noloop

launch\_timer

launch\_timer\_max

arrow\_alpha

soul\_dir

\* East Mines.

Astatine [At]

. . . How did you even get# this?

\* (You notice a discarded belt# buckle lying in one of the# compartments.)

\* (You "borrowed" a steel belt# buckle!)

\* (You took the steel belt# buckle.)

\* (Taking anything else would# definitely be theft.)

elevator\_menu\_open

elevator\_solution

\* (A piece of wood is lodged# in-between the elevator doors.)

\* (What could fix this poor# elevator?)

\* (You use the pickaxe to hack# away at the wood.)

\* (You start rubbing the steel# buckle against the flint.)

Flint & Steel

\* (You strike a match on the# piece of wood.)

newsprite

\* (The pickaxe broke.)

newmessage

newsound

\* (The flint crumbled away and# the buckle melted.)

\* (The whole box of matches# caught fire and burnt up.)

party\_noloop

trs

elevator\_shake\_screen

last\_room

player\_fade\_in

choice\_alpha

STAY

puzzle\_count

puzzle\_finished

\* (The path has been opened.)

top-right

track\_id

rail\_switch

horizontal

minecart\_hsp

minecart\_vsp

minecart\_base\_speed

minecart\_empty

minecart\_start

minecart\_sound

drain\_sprite

side\_sprite

forward\_sprite

x\_check

y\_check

colliding\_cart

bumper

parent\_rail

obj\_mc\_rails

obj\_mc\_rail\_horizontal

What...

What was that?

Were you in my#head just now?

You have NO#right!

shadow\_id

shadow\_index

music\_in\_battle

current\_mus\_pos

\* (The shelf is lined with# several books, some educational,# some recreational.)

\* (A book titled "Gemstone Fever"# catches your eye.)

\* The Underground has been the# home to thousands of gemstones,

\* Yet only four types have been# discovered.

\* The Swelterstone - Hue, Yellow

The Swelterstone

\* This stone emmits immense heat,# sum depending on its size.

\* It is also the brightest stone,# frequently used to illuminate# various Underground locations.

\* The Glacialstone - Hue, Blue

The Glacialstone

\* Opposite of the Swelterstone;# emmits a frigid temperature.

\* This stone is abundant in# cooler areas such as Snowdin# and Waterfall.

\* The Aromaticstone - Hue, Green

The Aromaticstone

\* This rare stone smells like# apples. That is all.

\* The Pinkstone - Hue, in# the name.

The Pinkstone

\* No trait for this stone has# been discovered as of# publication.

\* (You sift through the book and# catch a couple more facts.)

\* With the temperature stones# having higher quantities in# certain areas,

\* They can be a large factor in# determining their location's# climate.

\* Gemstones do not have much# monetary worth within the# Underground Economy.

\* Instead, they are often# utilized for their traits,# jewelry, or other decoration.

\* The largest gemstone to be# discovered is located in the# Dunes.

\* It is approximated to be as big# as 10,000 hardhats!

\* (You close the book and put it# back.)

\* (You are now dizzy with# gemstone fever.)

\* (An empty cart sits# on the rails.)

\* (Hop in?)

\* You takin' a ride? No# worries! I'll catch up!

end\_player\_alpha

\* Clover? You okay?

\* Did you faint or# something?

\* Hey, we can take a# break soon, alright?

\* (That was strange...)

est\_timer

\* I'm guessing this is our# ticket out of here.

\* Just have to... uh...

\* Why don't you take a# stab at it?

\* Technology and I don't# exactly mix well.

\* I hope that worked.

\* It's unfortunate Axis# had to end up this way.

\* Maybe I should...

\* I wish Chujin's project# could thrive but a line# had to be drawn.

\* Can't dwell in the past# any longer.

wall\_x

\* What's out there? What's out# there??

\* No! Follow the path. FOLLOW# THE PATH.

\* WHO'S PULLING THE STRINGS,# HUH???

\* A WILL AIN'T FREE. LOSS IS# CERTAIN.

\* hNNNNNNG.

clovjump

\* Heyo!

\* (Just a bucket of trash.# Fascinating.)

\* (Some stale fruitcake sits in a# bucket, leftover from a Mining# Co. holiday party.)

\* (You got fruitcake!)

elevator\_active

elevator\_can\_collide

act

follower\_x\_target

follower\_y\_target

martlet\_npc

elevator\_collided\_player

shake\_x

shake\_y

ground\_tiles

grass\_tiles

rm\_dunes\_27

snap\_to\_elevator

\* Let's not venture off# the path.

\* I've had enough# Steamworks for today.

\* (Return to the laundry# room?)

spr\_pulley\_elevator\_floor\_dark

obj\_pulley\_elevator\_1

obj\_pulley\_elevator\_2

y\_difference

mountain\_offset

jandroid c

heart\_collided

my\_boulder

parent\_machine

spin2

thorn\_number

thorn\_pos\_multiplier

left\_weakpoint\_pos

right\_weakpoint\_pos

left\_weakpoint\_number

right\_weakpoint\_number

thorn

attack\_event\_shake

spawn\_noloop

talon\_pause

talon\_spawn\_scratch

scratch

\* Hello, sir!

\* I'm guessing you're the# boss of this# mine.

\* Well, not for much# longer.

\* Oh? Why's that?

\* I'm preparing for# retirement!

\* It'll be sad to leave# this place behind but I# feel it's time.

\* Hey, that's not all# bad! I WISH I could# retire.

\* Yeah, it'll be nice.# Just gotta find someone# to replace me.

\* I have a few# ideas.

\* Well, good luck with# everything!

\* Thank you!

\* Finally figured out how# to turn these machines# off.

\* Me and North Star need# to have a chat.

\* Things were already# running well earlier but# now they're even better!

\* Glad my legacy in this# place will be nothing# but positive memories!

\* Halt!

\* I, El Bailador, have tasked# myself with confrontation!

\* The air is much too quiet!# Much too dreary!

\* You make no noise when you# move!

\* You lack RHYTHM! FEELING!# FERVOR!

\* If I did not know any better,# I might have mistaken you for# a Sentinel of Silence!

\* No no... this will not do!

\* You must prove to me that you# have what it takes!

\* What it takes to live a life# of richness!

\* I challenge you... to DANCE!

\* And your eyes - they tell a# woeful tale!

\* We must liven up this dismal# atmosphere!

\* It is time... to DANCE!

\* To truly find oneself,# they must ignite a# passion within!

\* Let us duel!

\* Huff... huff...

\* You have proven your passion,# little one!

\* I apologize if the dance was# strenuous on your health!

\* Sometimes having fun means a# few doctor's visits!

\* However, it seems that you do# not love dance as much as I.

\* Perhaps you find happiness# through other means?

\* I have never considered that# for quiet monsters such as# you.

\* Ah, well, I at least hope# your day has been brightened!

\* I wish you a fulfilling# journey!

\* Ahem.

\* This is rather awkward...

\* I am inclined to make my exit.

\* Farewell.

absorb\_effect\_delay

absorb\_effect\_count

window

\* (Pick up the Dimensional# Satchel?)

\* (You got the Dimensional# Satchel!)

\* Hey Axis!

WHAT.

\* How do you feel about# second dates?

LIKE A#CALENDAR?

WHAT IS THIS?

THIS FEELING?

axis\_shake\_intensity

\* Uh oh!

SOULMATE LOCATED.

PERFECTION#PERSONIFIED.

WHERE HAS THIS#BEAUTY BEEN ALL#MY LIFE?

THE SHIMMER.#THE COMPLEXION.

THE...#C U R V E S

\* OKAY that's enough!

\* Clover, let's uh...# let's wrap this up.

can\_rumble

\* This playground used to be fun.

\* Ever since my playmate stopped# showing up, it's become boring.

\* I wonder where they went?

\* Thanks for sitting with me.

\* I hope we can be friends.

\* I better get going soon.

\* My papa's probably wondering# where I am.

\* (It's an empty swing.)

\* (Hop on?)

npc\_clover

\* (The "s" in "products" is# crudely scribbled out.)

\* (There's a note attached# to the cactus.)

\* 50% OFF ON ALL OF# OUR PRODUCT-!

\* OPENING HOURS# MO-FRI: 8AM - 4PM# SAT-SUN: 8AM - 2PM

\* LUNCH BREAK# 12:00AM - 12:15PM

glass\_width

\* (Take the mug shards?)

\* (Obtained Glass Ammo!)

fortune

fortune\_ready

\* Hello, traveler!

\* Would you be interested in# having your fortune told?

\* Only 5G per fortune!

\* Now, you may be thinking that# price is a little low.

\* What quality fortune from an# experienced fortune teller# costs 5G?

\* Well, your suspicions would be# correct!

\* See, I'm a fortune teller in# training, so I'm selling tiny# fortunes!

\* Practice, you see.

\* So, can I interest you in a# bite-sized fortune?

\* Tiny fortunes, still only 5G!

\* Would you like one?

\* Oh, I am sorry but I cannot# give anymore fortunes now.

\* As part of my training, I can# only see the future four times# a day.

\* You may come back tomorrow!

\* Is it tomorrow already?

\* I am never sure.

\* It is hard to tell when you# cannot see the sun go down.

\* I do not think it is tomorrow# yet, so I will assume it is not.

Sure

Nope

\* Let us see what the world has# in store for you...

\* (Not enough G)

\* Otherwise, I may never get# better.

\* Hmmmm-Oh dear!

\* The future seems to indicate# you're in for a tumble!

\* Oh nonono, it looks like a big# one too!

\* It will happen very soon!

\* Hang on...

\* Oh... tumbleWEED.

\* I guess I got a little excited# and missed that second part.

\* Sorry for the scare, looks like# everything is fine after all.

current\_hour

cur\_hour

current\_minute

cur\_minute

\* Hmmmm... ah yes, here we go!

\* A very specific reading too,# these are rare!

\* In approximately two minutes...

\* It will be

\* Well, I hope that knowledge is# helpful!

\* Hmmmm-Gah!

\* I have never seen a fortune# this dark before!

\* I-I, are you sure you want to# hear it?

\* Wha-what am I saying? You have# a right to hear it!

\* Umm... hold on let me steel# myself first.

\* I see death in your future.

\* Uh-but do not worry too much!# There is no time given and,# well, everyone dies eventually!

\* Maybe I am seeing a hundred# years from now-or two-hundred!# That is even better!

\* Hmmm... Oh! I got something!

\* Oh goodie, it is you!

\* I see you and-oh this is# exciting-you are walking!

\* Walking past a big, clear water# cooler in...

\* Oh wait, hold on. You don't# wear stripes do you?

\* That doesn't look like you at# all.

\* Sorry, no charge on that one,# cause it wasn't about you.

\* (This monster is too busy# quenching their thirst to# speak.)

\* (With eye-catching water like# that, who could resist?)

\* WHOA!

\* Whoa whoa WHOA!

\* How many times are you gonna# bring me in? I TOLD you I'm not# a—

\* Oh, you're... not a member# of the guard.

\* Gah! I'm really really sorry!

\* I've been mistaken for a human# a few too many times.

\* Some of 'em even recognize me# now. Maybe I should get to know# them better...

\* You kinda look like the same# might've happened to you.

\* Dressing the way a human# wouldn't is a good start,

\* but a lot of folks down here# don't know the nuances of# ~human fashion~.

\* Maybe put on like, two or three# more hats.

\* Put hats on your feet too.# Nobody will bother you then.

\* So, do you just walk up to# people repeatedly and expect# them to talk to you?

\* ...Does it work?

\* ...Should I try it?

\* (Red stares awkwardly.)

\* (She isn't prepared for a# second conversation.)

\* Hopefully Martlet didn't give# you too much trouble!

\* Not that she would.

\* If you want a Guard to mistake# you for a human, she's# definitely the best one.

\* ...Wait, did you get arrested# on PURPOSE to try and make new# friends?

\* ....

\* ...................

\* ...You might be onto something,# buster.

\* (Red is in deep thought.)

player\_npc

\* Ooooh! Oh, hey! Clover!

\* Remember how I told you# I apprehended a human# last week?

\* Thaaat's her!

\* ????????????

\* You STILL think I'm... your# captain DID explain to you I'm# not a human, right?

\* Please tell me she did.

\* Oh! I'm so sorry! I just# thought you-

\* No, no, I'm sorry, I just...# get it often.

\* You MAY OR MAY NOT be the first# that apprehended me repeatedly,# though.

\* Kinda put me on edge.

\* It's totally fine!

\* You wouldn't believe# how many grumpy# monsters I deal with.

\* N-not that you're a# grumpy monster!

\* I'm sure you're very# nice!

\* Ahem. Anyway...

\* What's your name?

\* Huh? No, not you, silly,# her!

\* I.... Actually, how about# "Red?"

\* That's what your colleagues# have kept calling me every time# I get falsely apprehended.

\* To be honest...

\* I hoped that eventually I'd be# "caught" enough that you'd all# recognize me and it'd stop.

\* It might just be wiser to JOIN# the Guard at this point...

\* Join?

\* That would be fantastic!

\* I'd be glad to show you# the ropes of my job!

\* You could even help me# build puzzles!

\* That might be a code# violation now that I# think about it...

\* Aaahh, it's fine!

\* It can't be THAT easy to get in,# right?

\* I mean, they let me# join.

\* We'll figure it out!

\* Me and Clover have some# important business to# attend to.

\* But I should be free# next week!

\* You can find me doing# my duty around Snowdin# any day.

\* Ah, ahahaha, I mean, haha,# s-sure?

\* S-sounds like a plan!!

\* See you then!!

\* See ya!

\* Hello, darling! How are you# doin' today?

\* It's a lovely day, ain't it?

\* Is it always this hot n' humid,# ya think?

\* I just moved here from Snowdin,# so I'm not sure yet.

\* But a local like you would know,# right?

\* I got a question for ya# actually:

\* Do you develop some sorta# spectrum of hot 'round here?

\* See, like, not just hot but# blazin' hot versus swelterin'# hot-

\* Ya know what, you look busy.# We'll talk, later or somethin'.

\* I'd call today blisterin' hot I# think.

\* Or is that too unoriginal,# maybe something more# interestin' like...

\* Picklen' hot!

\* That makes no sense actually,# so maybe not, then.

\* I'll have to think about this# some more.

\* Wait, do you know my nephew?

\* Adorable, wears pink gloves....

\* You look just like this nice# little buddy boo who he talked# about comin' 'round.

\* So, tell me, how is my little# wubby dubby doin'?

\* He never writes me anymore!

\* Says it's too embarrassing or# whatnot!

\* I'm not that embarrassing of an# aunt, ya know!

\* I'm not as embarrassing as my# sister, I'll tell ya that!

\* She just goes on and on, "My# little snooky bear! Have you# seen him! So precious!"

\* Makes me sick! Failed aunt-ing# 101 if ya ask me!

\* I just like to talk about my# little snoodlekins sometimes,# is that so bad?

\* I'm sorry, what were we talkin'# about, sweety?

\* (Let's not bother others# with our problems.)

\* Hey, dude.

\* I know you'll say no, but I'm# selling free hugs.

\* Darn it, you already read my# sign, didn't you?

\* I hate myself.

\* No, don't bother asking.

\* I'm closing shop, okay?

\* This was a dumb idea.

\* Even if you did hug me, which# would be sick, I'd probably# kill you.

\* Not intentionally, of course.# That'd be a crime, and I hate# crime.

\* Oh great. You might be a# criminal and now you definitely# won't hug me.

\* Just walk away. It would be# better for both of us.

\* You still want a hug?

\* Bro, you need to learn when to# let go.

\* If you won't leave me alone,# the hugs are no longer free.

\* In fact, they are very# expensive hugs.

\* Whatever amount of money you# own? They're like, triple that.

\* I'm honestly not sorry.

\* Okay, I KINDA still want a hug# but I'm in this way too deep.

\* Ignore my existence, please.

\* I am very sorry but we are out# of stock!

\* I'll make sure to bake a fresh# batch as soon as I can!

\* Bake sale! Bake sale!

\* Come eat food made by spiders,# for spiders, of spiders!

\* All proceeds go to spiders in# need!

\* Will you buy a Spider Donut for# 7G?

\* It seems this transaction# can't be completed.

\* Come back when you're ready!

\* (You got a Spider Donut!)

\* You are most gracious! Have a# nice day!

Enter a number.

\* Visiting from the Wild East,# are you?

Wild East

\* I must say, I haven't seen your# face around these parts.

\* Welcome to my abode, young one!

\* As you may notice, I have a# knack for the preservation of# life.

\* Grass is very rare here.

\* For any to grow, there must be# a source of water close by or# amongst the ground.

\* I try my best to keep my own# little patch happy.

\* It's one of my many hobbies!

\* The Dunes didn't used to be# like this.

\* Rivers, trees, and plenty of# grass painted the area; lush# and beautiful.

\* This was years ago, of course.# The memories often escape me.

\* It's hard to blame anyone for# the loss of those things.

\* Poor miners had no idea such a# large stone could kill an# ecosystem.

\* No one did. It was a new# discovery at the time.

\* I suppose it was nature's will.

\* I began a small project south# of here.

\* Planted a sapling in an empty# shelter.

\* The townsfolk and I watch over# it, giving it water every day.

\* If we're lucky, it will grow# into something wonderful. A# glimpse of days gone by.

\* Enjoy the rest of your visit,# "partner"!

cutscene\_event

object\_is\_active

\* Sorry! I'm not home!

\* (You found 30G in one of the# pants' pockets!)

\* (You got 30G!)

\* (A tacky pair of pants.)

\* (Neon green pants. Your# favorite!)

\* (Withered away...)

\* (A sapling sits within the# ground, new to life and unsure# of itself.)

\* (It is full of potential but# has yet to reach it. One day,# it might.)

\* (The little sapling has# garnered some experience in the# world.)

\* (Crafting its own identity# through perseverance.)

\* (However, it still has room to# expand into something greater.)

\* (Through thick and thin and# over time, the sapling is ready# to blossom!)

\* (What once was an idea within# someone's mind is now a# reality.)

\* (A little hard work and# dedication is all it took to# make something special.)

\* Welcome to Oasis Valley!

Oasis Valley

\* Home to the largest body of# water in the Dunes!

in\_battle\_twitch\_timer

turns\_passed\_max

main\_heart

probability

random

twitch\_sound

twitch\_heart

twitch\_range

\* Gee, looks like we're# getting close to an# exit from this place.

\* Aside from those mines,# time has been pretty# friendly to us.

\* Should be a simple# journey from here on# ou-

It's OK

Calm down

\* You're alive! You're# here!

\* You're... here...

\* I CAN'T BELIEVE MYSELF!

\* I LEFT YOU ALL ALONE IN# THAT CAVE!

\* YOU HAD TO BRAVE THE# DUNES BY YOURSELF!!

\* I'M A HORRIBLE FRIEND!

\* They trust me to be a# Royal Guard and I left# a child for dead!!

\* Like, what is wrong# with me?????

\* I... yes.

\* You're clearly able to# take care of yourself.

\* I... okay.

\* I should take a few# breaths and properly# assess the situation.

Forgive

\* The crash just happened# so fast.

\* When I saw what had# happened to you, I# panicked!

\* I flew over the sandy# landscape and found# this town.

\* I soon realized that I# couldn't risk getting# other monsters involved.

\* They might've# questioned me and I# cannot keep secrets!

\* They could've turned us# in to the more sinister# Royal Guards!

\* So I uh...

\* Sat by a cactus for an# hour, thinking of what# a piece of garbage I am.

\* I then got the courage# to travel back to you# and apologize but...

\* Here you were.

\* So... I'm deeply sorry!

\* Thank you, Clover!

\* You're very kind!

\* Anyway, we should move# on.

\* I decided that I won't# leave your side now!

\* I'll follow wherever# you lead!

\* You just endured some# crazy Underground# shenanigans, though.

\* I'd understand if you# need to rest for a bit.

\* If you wanna hang# around, that's great!

\* I didn't get to# sightsee at all on the# way over here.

\* Well then, friend.# Shall we be off?

screenshake\_power

draw\_glitches

(They're asleep...)

\* Sorry buddy, this path is# blocked.

\* I ain't movin' no matter what# anyone does to provoke me.

\* You wouldn't understand.

\* Girlboss behavior.

\* Hey, lil fella... There ain't# nothin' to see here.

\* Last I checked, anyway.

\* Maybe one day there will be a# great treasure lyin' beyond my# hot bod.

\* But as of right now, there is# only a hot bod.

\* Mine.

\* Stone-bathin' is a delicate# process.

\* The more you make me flap my# lips the more uneven my tan# will be.

\* At this rate I'm gonna be a# whole-ass gradient.

\* Yeah. Uh-huh. Cool. Keep# disturbin' me. Love it.

party\_member\_present\_martlet

\* (A wishing well with a large# amount of G inside.)

\* (Take the G?)

\* (You got 5G!)

\* (You also retracted many# monster wishes.)

\* (There is only water.)

\* Well well well, what do# we have here?

\* Aw, I left all my G# at home.

\* Would you lend me one?

\* Thank you!!

\* Oh, alright.

\* I knew I shoulda grabbed# some money before# leaving Snowdin.

\* I wish...

\* That Clover will make it# back home safely!

\* Now you have me, AND a# wish on your side!

\* I ain't gonna make you a drink# if that's what you want.

\* I know what you did...

\* Naive fool... I tried to warn# him.

\* And Ceroba... She lost to you?# You must be feelin' real lucky.

\* I have nothin' but hatred# runnin' through me, but I know# I wouldn't stand a chance.

\* So here I am, cooped up while# everyone else...

\* If you aren't going to kill# me, let me mourn my family in# peace.

\* Star might've only been a# target to you but...

\* He was more of a hero than# you'll ever be.

\* Get out of my saloon.

\* I remember this game working# more efficiently in the past.

\* The air pressure seems to have# been tampered with or something.

\* Considering this table doubles# as the AC, that ain't good news.

\* This is the only place that# keeps up on modern trends# in the Dunes.

\* How do monsters live without# good ol' electricity?

\* Especially those Wild East# folk!

\* That life ain't for me.

\* By the way, I've heard talks# of reforesting the Dunes# lately.

\* I don't know how but# I'm rootin' for it!

\* I would sell you something,# but I'm on strike. The owner# needs to better themself.

\* That's me. I'm the owner.

\* Run along now. I don't see# myself improving anytime soon.

child\_light

active\_timer

fire\_loop

\* Yo, what do ya want? I'm in# the middle of a gaming sesh.

\* Oh, you're a kid like me! I# bet you're good at these# machines.

\* Have you tried out Mew Mew# Love Blaster? It's addicting!

\* I suck at it though.

\* I hear there's a final boss# but I've never seen anyone# reach it.

\* Bet you could totally kick its# butt!

\* If you're around the area and# need monsters to hang with,

\* My friend group are the# coolest kids around.

\* The head count has been down# lately... but it's still a fun# time!

\* Yo, sorry if I'm hogging this# game.

\* I'm determined to unlock a# secret character I saw on# Undernet.

\* So far I haven't had any luck,# but it's gotta be real! I saw# the screenshot!

\* Can't talk. Gaming.

current\_mus

\* You gotta be kidding# me.

\* How are you holding# up?

\* Look, I can't forgive# you for what you did.# Not yet.

\* I sense goodness in you# though. A want to# correct your mistakes.

\* You were only defending# yourself back there,# right?

\* Well, wallowing in the# past won't do any good.

\* I want to help you. I# believe in you.

\* ...I also let you# escape in Snowdin so...# I'm in too deep.

\* Sounds good.

\* I'll take that as a# yes.

\* This will be good for# both of us.

\* Let's turn over a new# leaf, okay?

\* Lead the way.

\* (Spend 3G to play?)

\* (Not enough G.)

\* Ah... I see....

\* An oak base with iron# nails holding it# together...

\* Oh, sorry. I was# nerding out for a# second.

\* Sure is a cool wagon!

\* We can move on, I've# seen enough.

\* (An old, abandoned wagon.)

\* Welcome to the Mining# Co. Mines! (I wasn't# expecting visitors...)

\* If you have an inquiry,# please take it up with# my assistant.

\* I heard some rumblings# of danger back west.

\* Sent everyone home for# now.

\* Waiting to see if it# was a false alarm or# not.

\* Sure hope everything's# okay...

\* Gilbert, please. We've# been married 27 years.

\* You can handle the# questions yourself.

Firing

Elevator

\* C-certainly dear!

\* If you're gonna ask# about the hot# conditions...

\* I'm ordering more# Glacialstone Cold Packs# later today.

\* And if you're gonna ask# about the falling rocks,

\* I'm gonna investigate# it soon!

\* No need to worry,# everything is fine!

\* So... what is it?

\* The elevator was broken?# That can't be right.

\* We refurbished it last# month.

\* The company was given a# repair budget for the# whole mine.

\* Turns out marble walls# and gold tiling adds up# quick.

\* We ran out.

\* Gorgeous baseboard job,# though. Totally worth# it.

\* Someone isn't doing# their job correctly?

\* Well I never!

\* They deserve a good# slap on the wrist, that# they do!

\* One more mistake and I# might put them in the# timeout corner!

\* I'll uh... send Angie# down to confront them.

\* You won't fire them# will you?

\* Of course not!

\* The only monster I ever# fired was the health# inspector.

\* Fired him before he# arrived.

\* I take great pride in# these mines.

\* Been supervising them# for around thirty years!

\* Here every single day.

\* I did take a week off# when my kiddo was born.

\* But was right back at# it when the time came.

\* Strangely, the progress# report for that week# was above average.

\* Haven't had an# emergency like this# since the old cave in.

\* Abandoned a good# facility that day.

\* If you ever see my kid# out there,

\* Tell 'em that their# old man misses 'em!

\* If you're leaving, stay# safe out there.

\* But I wouldn't# recommend roaming around# right now.

hat\_text

\* You... you found my hat!

\* You are a kind soul!

\* I don't have anything to give# you... but I am eternally# grateful.

\* I lost all of my TNT...

\* I have to tell the Foreman.

\* He'll fire me, I'm sure, but# it's my fault.

\* I would go tell him right now,# but I lost my hard hat as well.

\* I can't protect my dome from# the hazardous rocks outside.

\* Today isn't my day...

\* I have a brother, you see.

\* I work at the Mines to provide# for us.

\* He doesn't have a job. Mostly# just gets into mischief.

\* But... he's happy, so I'm happy.

\* How will I be able to look him# in the face after I get fired?

\* I know I said I would go tell# the Foreman but...

\* I'm pretty scared.

\* A few more minutes in my# uniform won't hurt.

\* (You got eternal gratitude!)

Hazards

Foreman

\* Hello there!

\* My name is Angie! I'm# the receptionist of# Mining Co.

\* How may I help you?

\* Yes, I am aware of the# dangers that lie# outside the mines.

\* I could investigate# but...

\* My husband, Gillbert# needs to take more# initiative.

\* I asked him to do it,# let's see... six hours# ago.

\* Baby steps.

\* I've heard that several# hazards have been seen# around the Dunes.

# # Dunes

\* I hope it isn't those# Wild East monsters# pulling pranks.

# Wild East #

\* They tend to step out# of line every now and# then.

\* I can't help but feel# they're a bad influence# on Moray.

\* Ah, these matters don't# pertain to you.# I apologize.

\* The Foreman right over# there is my husband,# Gillbert.

\* He's the boss of the# mines but I do more# than him around here.

\* What was that?

\* I work harder than you.

\* Yeah, you're right.

\* It's a mutual# understanding.

\* And I love you for it.

\* This business is more# important than it may# seem.

\* It isn't easy for# monsters to find a job# these days.

\* For that reason, we# hire anyone who applies!

\* All except for children.# I think that's illegal.

\* You have a good journey!

\* Heard it could get# rocky!

\* Haha! Good one, dear!

\* I've been waiting to# say that.

\* That's my Angie!

\* Hope you've had a good# time at Mining Co.!

\* If you need a place to# hide out right now, you# can stay here.

\* Would hate a youngin# like you to get into# trouble.

\* I hope little Moray is# alright...

\* Need to go to the Wild# East as soon as I can.

\* Bruh...

target\_bounds\_left

target\_bounds\_right

target\_object

\* You saw nothing.

\* Hello, visitor.

\* Did you venture through the# whole mine?

\* What a journey.

\* For your troubles, I'll let you# in on a little secret.

\* You see, we aren't mining for# gemstones at all.

\* Those things are everywhere;# practically worthless.

\* We're actually mining for# minerals like this one in front# of me.

\* They're used for building# materials around the# Underground, you see.

\* They're also... very...

\* I'm famished.

\* I just ADORE mining!!

\* Mine mine mine mine mine mine# day and night!!

\* Gonna find a whole buncha...# SPARKLY GEmS!!

\* Do not doubt my work ethic for# one sEcond!!

\* I work HARD and am nOT on thin# ice with the Foreman!!

\* I am on the thickest ice of all# tIME!!

\* Mining mining mining!!

\* Okay, I can't handle this!!

\* I'm on my fourteenth warning!!# FOURTEENTH!!

\* I've heard rumors that the# Foreman has a "sixteen strikes,# you're out" policy!!

\* Couldn't he lighten up a# little??

\* HahA!! This is fun!!

\* Oh my...

\* What... What is all of# this?

\* Formulas... SOUL# research...

\* Hold on, look over# here.

\* Tapes...

\* Each one has a date on# it.

\* Y-You know...

\* Maybe this is all a big# misunderstanding!

\* Yeah, that's probably# it!

\* We'll just watch these# and clear the air.

\* Oh... Oh my gosh...

\* I never knew... He# never mentioned...

\* Clover, we have to go.# Right now.

\* You visiting, or are you lost?

Visiting

I work here

\* Ah, well, there's not much to# see.

\* The cave's a real mess.

\* She does contain some beautiful# stones though, I'll tell you# that!

\* Hope you enjoy your visit!

\* Haha!

\* That's cute, but you can't pull# one over on me!

\* The Foreman doesn't hire kids.

\* Though, several employees seem# to have the brain of one.

\* I'm sorry! That was mean.

\* You're very smart, I'm sure.

\* Enjoy your visit!

\* My job is to send all gemstones# we find on this floor down to# the sorting machine.

\* From there... I'm not quite# sure where they go.

\* That's the problem with this# place. You have to figure most# things out yourself.

\* It's an honest living, though!

\* Oh, I know of a fun activity# for you on your visit!

\* There's a fortune teller set up# in town.

\* I visit her every week to hear# about my potential future.

\* Give her some business if you# pass by the area, okay?

\* My break is almost over, it# seems.

\* Oh well.

dialogue\_type

\* Haven't seen you around the# mines, friend!

\* Welcome to the greatest place# in the Underground!

\* I love it here!

\* Everyone is so nice and works# hard; we're a real family!

\* I like these mines so much that# I never leave!

\* Everyone tells me to go home# but I find the cold, rocky# floor very comfortable!

\* And no, they do not pay me for# overtime!

\* (Whistling)

\* Don't worry about returning my# pickaxe!

\* I'll just mine with my hands!

\* Empty your some of your# belongings and come back!

\* (Obtained Pickaxe!)

\* There's gotta be another way# you can fix the elevator!

\* What can I do you for, friend?

\* Holler if you need something!

\* Oh fiddlesticks!

\* I've seen a few pickles in my# day and this is certainly one# of them!

\* Tell you what, I'll give you my# trusty pickaxe here, if you...

\* Win a monster trivia game!!

\* Oooh boy, this will be fun!

\* All you have to do is answer# these three questions correctly!

\* You only get one try so do your# best!

\* Question one!

\* Who is the current Royal# Scientist?

\* Choose the correct name!

ASGORE

Alphys

Dr. Science

\* Correct!

\* Question two!

\* What is most monster food made# out of?

\* Only one answer is correct!

Magic

Ingredients

Snails

\* Good job!

\* Final question!

\* How many more SOULs does ASGORE# need to shatter the barrier?

\* Pick the number of SOULs!

\* Congratulations!

\* You really know your stuff!

\* Here's my pick as promised!

\* Aww! Looks like my pick would# only weigh you down.

\* I'm sorry, that was not correct!

\* I'm sure you tried your best,# though!

\* Hey, just in time!

\* I'm sure you noticed all this# mining mumbo jumbo lying around,# yea?

\* Well, Corporate said we have to# solve puzzles as we work to# exercise the ol' noggin.

\* They even made the Foreman lock# the door until work's done.

\* Pretty unnecessary if you ask# me.

\* Seeing as I'm on my permanent# smoke break, could you solve it# for me?

\* You look like a smart kid. Give# it a shot.

\* What do ya need?

Can you help me?

\* You're not gonna solve the# puzzle by talking to me.

\* Kids these days are so# lazy, I swear.

\* Great job! I knew you could do# it, kid!

\* Won't be another job until# tomorrow.

\* I can spend the rest of my# workday doing absolutely# nothing.

\* Oh wait, I already was.

\* You gotta wonder when ol'# ASGORE is gonna call off this# excavation.

\* Mining Co. has been in business# for decades!

\* How-How-How am I gonna get to# my station now?

\* The elevator door is jammed,# man! JAMMED!!!

\* Do you know where everyone# went???

\* Feeling mad anxious right now.

\* I'm calm!

\* I'm calm, okay??

\* That was a LIE I am FREAKING# OUT!!!

\* Either my co-workers are# planning a surprise b-day party# for me or...

\* No, it's fine. I'm fine!

\* That would be silly! Heh...

\* You gotta help me!!

\* Wait, who are you?

\* Please leave me to my corner# of worry.

\* Hey, thanks for saving me back# there!

\* Now I can stand in place at a# higher elevation.

\* Work is rad.

clover\_cup\_cutscene

music\_reset

\* ENJOY YOUR SHARDS OF GLASS!!

\* NO CHARGE ANYMORE BUDDY!

\* YOU BREAK IT, YOU DO NOT BUY# IT!!

clover\_npc

\* STEP RIIIIGHT UP!!

\* WE GOT A BLOWOUT SALE GOING# ON!!

\* IT MAY LOOK LIKE WE'RE# ALMOST SOLD OUT BUT QUITE# THE CONTRARY!

\* WE ONLY ORDERED ONE STOCK OF# MUG!

\* IT HAS BEEN ON THIS TRUSTY# SHELF FOR THIRTEEN YEARS!

\* DEMAND IS DEPRESSINGLY LOW SO# TAKE ADVANTAGE OF THIS OFFER# NOW!!

\* ONLY 40G BUCKO!!

Buy

Bye

\* Wait... seriously?

\* I MEAN, YES OF COURSE!!

\* AHA!! AHAHAHA!!!

\* GO FETCH IT OFF THE SHELF AND# I'LL RING YOU UP!

\* DISAPPOINTED BUT NOT SURPRISED!

\* SINCE YOU BOUGHT THE MUG, I'LL# HAVE TO SELL THE SHELVES# THEMSELVES!!

\* THE SALE IS OVER!

\* YOU HAD YOUR CHANCE TO BUY THE# PREMIUM MUG BUT REFUSED!

\* LOOKS LIKE IT WON'T FIND A# HOME ANYTIME SOON!

\* SORRY, I DON'T MAKE THE RULES# TO ECONOMICS!

\* THERE IS NOTHING FOR YOU# HERE.

\* As a slime, I'm outraged.

\* As a slime, I'm overjoyed.

branch

\* (He's too wrapped up in his# work to speak with you.)

\* You a new hire?

\* If I were you, I'd turn back# now.

\* I've been workin' this job for# twelve years and I've about had# enough.

\* I'm probably the only monster# that does their job 'round here.

\* If you need work, go talk to# the Foreman on the third level.

\* Not sure you'll get far with# him, though.

\* What do ya want?

\* It's jammed again?

\* I swear, nothing ever works# here.

\* I'm busy, kid.

\* Go bug someone else then.

\* Ugh. Fine.

\* I'll lend you my pickaxe...# for a price.

\* How's 30G sound?

\* 30G, kid.

Good

No way

\* Verrry nice!

\* Here ya go!

\* Keep it. I don't need it no# more.

\* Cause I have a spare! Heh heh.

\* You can't lug around a pick!

\* Go lighten your load.

\* Quit wastin' my time.

\* Come back when you have the G.

\* Then I can't help ya.

\* Find another way to fix it.

\* Thanks for the G, kid.

\* (A rickety bed.)

\* (A nap sounds nice...# taken anywhere but here.)

\* I was locked up for usin' my# cell phone in the saloon.

\* Dina said it was against Wild# East policy.

\* Fair enough, but North Star# has a freakin' TV in his# house!!!

\* Oh, the gun? They let me keep# it.

\* It's only a model after all...# mmhmm...

\* How often do you think they# clean these cells?

\* This one has a few too many# feathers lyin' around for my# likin'.

\* And the wall... There's a# patch of moss with a bite out# of it.

\* Weird...

\* Don't worry about me.

\* I'm gonna sell my bank account# for bail.

\* Wish me luck!

interact\_hold

\* Greetings.

\* May I interest you in a game of# Six-Shooter?

\* It is a simple card game of the# matching variety.

\* It costs 3G to play with a# potential of profit.

\* Intrigued?

\* I will explain its rules so# listen carefully.

No thanks

\* Are you interested in a round# of Six-Shooter?

\* Then let us play.

\* A stack of 36 cards will be# split into 20, then laid on the# table separately.

\* There are six card types, each# with a different familiar face.

\* You must match cards of the# same face but only if they are# touching.

\* Once two are matched, they will# be removed from the grid.

\* Two more cards from the# reserved 16-card-deck will# replace them.

\* Your goal is to empty the table# by matching every card.

\* If you win in under 45 seconds,# you will be rewarded 25G.

\* Under a minute, and you will be# rewarded 15G.

\* Any time after that will allow# you to break even with 3G.

\* If the deck is empty and there# are no possible matches left...

\* You will lose with no reward.

\* Do you understand?

\* Let us play.

\* I shall repeat them in that case.

\* A shame.

\* An honest effort.

\* Well done.

\* A most admirable victory.

\* Would you like to play again?

\* I am afraid you lack sufficient# funds.

martlet\_second\_cutscene

\* I knew I could count on# you!

\* So, me getting out of# here...

\* Any luck?

Soon

No, sorry

\* Let's hope!

\* Thanks for being# positive. This is super# ridiculous.

\* It's OK. I knew it would# be difficult.

\* This is infuriating.

\* I've been wondering how# this situation will# affect my job.

\* Oh, that's right! I# still have my handbook!

\* Let's see here...

\* "In case of injury,# illness, imprisonment,# loss of this handbook...

\* Or another misfortune# rendering you unable to# perform your duties...

\* Please report to the# leader of the Royal# Guard immediately.

\* Failure to do so..."

\* Let's just say the# book wasn't very# helpful.

\* That "sheriff" North# Star? Was it?

\* What a jerk!

\* I tried to fight for# you, I really did.

\* His hooligans were too# strong and tossed me in# here.

\* Knowing that, I don't# think force will do much# good.

\* There's gotta be a# level-headed monster# around here.

\* One that knows this is# unjust and will free me.

\* When that time comes# I'll... I'll...

\* Who am I kidding? I# couldn't press charges# or ANYTHING!

\* I talk big but we're# cornered.

\* ASGORE or another guard# finding out about you# would be the end.

\* Well, North Star seems# pretty enthusiastic# about all of this.

\* Maybe by playing along,# you can gain his favor# and set me free!

\* I don't know... just# play it cool for now.

\* I'll be here...

\* Ugh. What a day.

\* We'll make it through# this, Clover. I know it!

\* It's so boring in here.

\* Could they at least give# me something to do?

\* All I have is# brainstorming puzzle# ideas in my head.

\* I recently had an idea# for a third molten rock# puzzle, so that's fun!

\* ...Okay, it isn't fun.

\* What is interesting is# the noise I heard a# little while ago.

\* I heard a loud SNAP! -# Which awoke me from a# nap.

\* Before I realized what# had happened, the other# prisoner was gone.

\* I tried to talk to them# when I first arrived but# got no answers.

\* So now not only am I in# jail, I have no cellmate# to talk to.

\* All in all, this day is# going fantastic for me.

\* (By the way, I'm aware# of this "Moray"# character.)

\* (So far they seem nice,# so I'm gonna roll with# it.)

\* Ahem! No thanks, Clover,# I have food!

\* Give me enough time and# I'll think of a fourth# molten rock puzzle!

\* At this rate, half of# Snowdin will be molten# rock puzzles!

\* On the bright side,

\* I now have some# not-so-light reading# material!

\* Gotta get cracking!

\* Keep at it, Clover,# cause I'm not going# anywhere.

\* I managed to doze off# for a moment earlier.

\* I had a dream I was back# at my Snowdin post!

\* ...Dozing off.

\* Don't get me wrong, I'm# not a lazy bird!

\* Being a Royal Guard is# no easy task!

\* Calibrating puzzles,# writing status reports,# guarding outposts...

\* Getting yelled at by an# old lady for ruining the# Snowdin bridge...

\* Whoops, I'm trailing off# again.

\* I really need to get out# soon, at this rate I'll# start talking to myself.

\* More than usual, anyway.

\* You've gotta hurry# Clover, please!

\* At this rate, I'm gonna# have to start eating# moss off the walls!

\* I kinda... Overheard# what happened# outside...

\* Ugh. I know I shouldn't# feel this way but...

\* Maybe you should go# after the sheriff,# Clover.

\* I know he did some mean# stuff, but he's out# there all alone now.

\* You've gained his trust# so maybe you could sort# out the situation?

\* And uh... We still# need him to let me out# of here... of course...

\* You can do this Clover!

\* If you could convince# this bird-brain, you can# get through to him!

gold\_missing\_check

Hurt

\* Welcome to the Wild East# Clinic!

\* We put the "hospital" in# hospitality!

\* They call me The Doc!

\* Are you sick? Hurt?

\* What is your diagnosis?

\* Ah, a shy one! No problem!

\* Yes of course!

\* We have a tough one!

Deal

\* I have just the boost you need!

\* For an upfront price of 30G I# can OVERCHARGE your health!

\* It is an... experimental# medicine but who said# I was qualified?

\* Come closer and I'll begin the# procedure!

\* Sorry to hear that!

\* I'll always be here if you need# anything!

\* Mhm, I see.

\* Little bit of this...

\* Aaaand done!

\* (You gained +15 extra HP!)

\* When the energy wears off, it's# gone for good!

\* You can always visit me again# for more but only one at a time!

\* I might take risks but I'm not# crazy! Ha ha... Ahem.

\* Your overcharge needs to# deplete before I can do another# procedure!

\* Hello again!

\* Need a boost?

\* Alright! Let's begin!

\* Thank you! Come again soon!

\* I'm going to need the exact# payment, sorry!

\* Gotta keep the doors open# somehow!

snore\_count

snoring\_cutscene

x\_spd

T3 Vanish Ace

T7 Vanish Ace

T8 Appear Moray

T9 Quote Mooch 1

T9 Appear Mooch

\* I don't know if you're# aware of this but...

\* There's a fun card game# set up in the stable.

\* My friend runs it while# I oversee the... profits.

\* You should try it out.

\* To answer the pressing# question:

\* No, I won't take my# bandana off.

\* I enjoy being# mysterious... and# fashionable.

\* I'd rather be left# alone.

\* Howdy...

\* You got any of that...

\* Any of that good catnip?

\* I've been dying to try some...

\* ...IS WHAT I WOULD SAY IF I# WERE A DIRTY BANDIT!!

\* Nyahaha! You were almost# tricked!

\* I coulda caught'cha and turned# you in to the Feisty Five!

\* Nyahaha! Be more careful,# partner!

\* The fact you didn't fall for my# trap is pretty neato.

\* Maybe you'll fit in 'round here# better than I thought.

\* Unless you're a bandit in# disguise???

\* Nyahaha! I'm only joshin',# partner!

\* Ain't no place like the Wild# East, I'll tell ya that!

draw\_alpha\_flowey

flowey\_bg\_alpha

flowey\_bg\_offset

distort\_effect

\_fx\_haze

g\_Distort1Amount

fx\_get\_parameter

distort\_amount\_current

g\_Distort2Amount

effect

audio\_bus\_main

laugh

\* what have i done.

loop\_count

flow\_mus

\* Hey, kid.

\* Sorry for bein' so# forceful earlier.

\* I'm just doin' what Star# thinks is best.

\* This whole thing snuck# up on us, that's for# sure.

\* I'm optimistic about it!

\* Not to brag but I'm# basically Star's# right-hand man.

\* I do all the heavy# liftin' 'round here.

\* Star just asks nicely# and off I go.

\* Ain't that a cool# relationship?

\* I'm sure you'll have a# good time here.

\* Lookin' forward to the# trainin'!

petal\_speed

petal\_dist

petal\_dir

\* This town is quite the# spectacle, is it not?

\* Ah ha! I would bury myself in# its sand if I could, yep yep!

\* Have you met my cousin over by# the Oasis?

\* What a sad sight, boo hoo.

\* What he needs is a visit to the# Wild East, he does!

\* Lifts the spirit right up, oh# yes!

\* That other fellow near the# well? Oh ho! I do not know them.

\* Lying around in this heat will# dry you out, I say!

\* I hope you have a# wonderfully-happy-go time here!

\* Ah ha! Oh yes! I'm sure you# will!

\* H-hewwo.

\* I'm hewe fow da fwee wowypops.

\* Aftuh I checked myself in, da# Dowc said he wan out of# wowypops yestewday.

\* Bummuh...

\* At least I hawve dis fwuffy bed# to cheew me up.

\* You know whawt's bettuh than# wowypops? Hot chowcolate pops.

\* A nice mownstuh named Mo gave# me one one day.

\* Mownstuhs wike him desewve a# big huwg.

\* I wuwnder how wong it'll take# da Dowc to reawize I'm not sick?

\* Oh hey, I recognize you!

\* Ummm... wait, don't tell me!# It's... Uh...

\* Clover!

\* Yeah, I remember you!

\* I delivered your intro letter!

\* You're Clover? Am I right?

\* Your name has come up once or# twice!

\* Clover, right? Your name comes# up all the time!

\* You must be real popular!

\* Hm? You look confused...

\* Oh right, I'm not rhyming!

\* Yeah, that's just a company# policy.

\* It gets a little tiresome# sometimes.

\* But other than that, I have no# complaints!

\* It's a great job! Wouldn't# trade it for the world!

\* I'm a little worried, though.

\* These days, those fancy "cell# phones" are all the rage!

\* I don't know how long the mail# service will-

\* Oh me! Oh my! My break's come# to an end!

\* See you next time there's# letters to send!

\* Hiya!

\* Swell job sitting on# that stool!

\* I have a feelin' you'll# be the talk of the town!

\* We're gonna have so much# fun training together!

\* Hehe...

\* Anyway, see ya later!

\* Why are ya lookin' at me# that way?

\* I was just being# friendly! Honest!

\* It's nice to accept# someone's kind words and# leave it at that.

\* I sure am lookin'# forward to training with# you, hehe!

\* Umm... About Martlet.

\* I totally get why you'd# be upset but I can# explain... I think.

\* See, if she IS a Royal# Guard, that would cause# problems.

\* She threatened to report# Star to King ASGORE!

\* One thing leads to# another and the Wild# East is in flames!

\* Well... maybe.

\* I'm sure ASGORE would# understand but there are# others...

\* The head of the Royal# Guard, particularly.

\* Hopefully you didn't# have a run-in with her.

\* I mean, I've never met# her. I've just heard we# look alike.

\* Don't worry!

\* It's super fun here, I# promise!

interact\_count

\* Let me feel sorry for myself,# please.

\* I will not let it go.

\* I'll tell ya what's wrong!

\* Then leave me be, will ya?

\* My life's a wreck!

\* Wasted, woeful, washed up!

\* I was supposed to make it big!

\* I was gonna be a big time# producer!

\* Ya know, show business!

\* I couldn't tell ya where it# went wrong.

\* I studied hard, I graduated# middle school, what else do ya# need?

\* Snuck my way into gig booking# at a joint in Hotland with# potential in my eyes.

\* One day, this robot fella# rolled up to me and asked if# I've ever produced an artist.

\* Now, I'm a great producer. Make# hot beats on my computer every# weekend.

\* I had the talent, but I lacked# the vision.

\* I told that one-wheeled# television they wouldn't make# it in the industry.

\* What an IDIOT I was!

\* They soon garnered a following# and totally exploded!

\* ...Not literally... maybe.

\* Look, kid, I'll tell ya this:

\* Sometimes, it's like we don't# control our lives.

\* Fate has a cruel way of# teachin' us lessons.

\* Have a little foresight and try# not to grow arrogant like I did.

\* Don't you forget that.

\* You gotta get me outta here,# kid!

\* I have a family! Hopes! Dreams!# TV programs I've missed!

\* I didn't do nothin' bad, I# swear!

\* North Star will pay for this...

\* Ah-I mean I bought a drink for# him the other day.

\* He needs to pay me back... Yeah.

\* I wonder where I could buy a# train...

\* What? I'm just talkin' to# myself. Ignore me.

\* Ugh. This place has like no# hygiene standards, yup.

\* I don't think these sheets have# ever been washed at all, yup.

\* Not to mention the food, it's# barely passable, yup.

\* You could find stuff more fresh# in the dump, yup.

\* Huh? Sick? Nuh-uh, I'm just# here to complain, yup.

\* Not to be rude, but I'd like# some privacy, yup.

\* Some monsters these days have# no manners, yup yup.

\* Stick 'em up, partner! This is# a robbery!

\* (You got 20G)

\* Darn! I always get that part# wrong!

\* Let me try again.

\* Stick 'em up, partner! This is# another robbery!

\* (You got 5G)

\* At least it's less than before?

\* I can't risk another robbery.

\* My wallet is hurtin'!

\* I think a "thank you" is# in order.

\* You just received some# high-tier gifts. For# free, no less.

\* I do have an eye for# that sort of thing.

\* Don't get the impression# that I'm opening up or# anything.

\* It takes a long time for# me to become "buddy# buddy" with someone.

\* It's kinda irritatin'# the last mission was# postponed.

\* It ain't like Star to# overlook the dress# conditions.

\* I guess we can chalk it# up to him havin' his# plate full.

\* I am surprised he# got'cha such fancy# upgrades.

\* We didn't get that kinda# stuff when we first# joined.

\* No more shoppin' sprees,# Clover!

\* Next mission is sure to# put you to the test!

\* I'm in here to give# Martlet some food,# that's all.

\* ...It isn't meal time# but I thought she would# enjoy something.

\* So... you don't need to# worry about her.

\* I'll make sure she's# treated as well as one# in jail can be.

\* This is for the best.

\* Look on the bright side!

\* Things are about to ramp# up!

\* Soon, you'll be one of# us. How exciting!

\* Missions here can be# real tiring.

\* That's why we have a# designated nap time!

\* It's a good way to# recharge for future# servings of justice!

\* Now that I think about# it, nap time should be# after this next mission.

\* Hope you join us!

\* I don't search through# my friends' belongings# while they nap.

\* Why would you suggest# such a thing? I have# SOME restraint!

\* Oh... You didn't say# anything.

\* This conversation didn't# happen, got that?

\* Naps naps naps!

\* Gotta love 'em!

\* Hey! Go away before I'm caug-

\* I mean, I was released by# Star... Yeah.

\* No problems here.

\* Shh... I'm not here.

\* You never saw me.

\* WAM! What's up?

\* You're probably wondering why# I'm here, right?

\* Surely a monster of my status# should always be out there# hustling!

\* Well, here's a tip from a pro:

\* Always be your own boss!

\* If you ever feel like you need# a break, take the opportunity.

\* I'm always traveling back and# forth, making dough, being cool,# etc.

\* It's an exhausting life, am I# wrong?

It's easy

You're right

\* Oooh, I seee.

\* You think it's easy?

\* Well... it kinda is, not gonna# lie!

\* Ain't I always?

\* That's rhetorical.

\* Look, moral of the story is,# don't overwork yourself, eh?

\* That's about as wise as I get.# Don't get used to it!

\* The products here are decent# but come on, mine are so much# better.

\* Never settle for the# mass-produced stuff!

\* Can't say that too loudly or# the bartender will hit me, haha.

\* You know, I probably shouldn't# be here.

\* I really should be saving my# G's every chance I get.

\* Debt is an aggressive thing!

\* Ahh, I'm just yanking your# chain like always!

\* You know ol' Mo!

\* Hopefully our paths cross soon!

\* I have ideas for some bangin'# new products!

spawn\_dir\_last

spawn\_dir\_offset

beam

line\_alpha

\* Haha... hah...

\* The doc just replaced one of my# pincers.

\* I feel funny... haha... I feel# HILARIOUS!

\* Wanna hear a joke?

\* OK, so there's this stone# pillar, right?

\* It ain't your everyday pillar,# though. This one has a drawing# of a cat on it.

\* So... haha... does that make it# a CATerpillar? HAHA!!

\* Man, I'm good!

\* Bug off then, haha hah...

\* Haha... I'm a bed bug. Get it?# Cause I'm in bed.

\* I can see you holding back a# smile, hah...

\* Hold on, I need to think of# more material.

\* In fact I'm getting... a# little....

\* ZzzzzzzZZZZ

\* What's up- I mean howdy, human.

\* Don't tell North Star about# this, but I have a secret.

\* When everyone is busy or# sleeping, I sneak out.

\* I go down the Cafe Dune to...# GAME.

\* The arcade is totally rad, you# dig?

\* I'm a gamer at heart but a# cowboy at skin.

gamer

\* I even struggle to keep my# accent on.

\* You should try being a gamer,# human.

\* Maybe you could top my Mew Mew# score?

\* I heard one of the arcade# machines used to be named "Luck# Man."

\* They changed it because...# Well I'm sure you know why.

\* Monsters kept scribbling the# word "bad" in front of "luck# man"!!!

\* Do you think they'll ever# invent another videogame?

\* Kind of a missed opportunity to# only make three.

anim\_grow

\* I have to say, it's fun# watching the five's# missions.

\* Can't say the same for# rooming with them.

\* All six of us sleep in# one room.

\* Any annoyance you can# think of? It happens.

\* Snoring, sleep talking,# teeth grinding... it's# pretty exhausting.

\* I can't complain much,# though. It's a free# place to stay.

\* You see, in the past, I# haven't lived here.

\* I have... well, had a# place near Oasis Valley.

\* I suppose I outgrew it...# moved here a few weeks# back.

\* Star and I have been# friends since childhood,# so there's no rent.

\* It's nice...

\* About leaving:

\* Once you pass your# training, you'll be# free to roam wherever.

\* It'll be tough when I# have to tell Star about# your departure.

\* He's taken a real liking# to you. Shame you'll be# gone so soon...

\* The sooner you do your# missions, the sooner# you're on your way.

\* Aren't you a bit young# to be hanging around# here?

\* Not to judge or# anything.

\* I'm in town visiting my# little Moray.

\* My lovely wife, Angie,# is running the mines# while I'm away.

\* Not sure how efficient# my boys will be without# me there, though.

\* Ahh, it's a risk worth# taking.

\* Angie often frets about# Moray living down here.

\* I've heard these Wild# East fellas are real# serious about everything.

\* Moray originally touted# it as being a human-like# town.

\* Said it was for "role# play", whatever that is.

\* Seems like it's shifted# into something very# different nowadays.

\* I guess if my kiddo's# happy, I can't complain# too much.

\* The mines are always# open to visitors if you# call ahead of time!

\* I'd like to see you back# there soon!

\* I love this place!

\* It has a great sense of# community, there's not much# like it anywhere else!

\* There's a new friend to make# every time I go outside!

\* Never too many friends for ol'# Cooper!

\* I tried hanging around the# Mines, but that place confuses# me.

\* Everywhere I step there's# another puzzle blocking my way!

\* I don't get it, what's the# point?

\* There aren't many turtle# monsters like me around here.

\* There's this one in Snowdin,# but he's way too popular to# ever talk to me...

\* Maybe someday we can be# friends!

\* I'm not up to anything, I# swear!

\* Can't a monster appreciate a# fence in peace?

\* Leave me be! I'm clearly busy!

\* (She's probably asleep.)

\* (Probably.)

\* So you're the new kid , eh?

\* I've heard the townsfolk raving# about you and all.

\* Not to burst your bubble,# but I could totally go toe# to toe with you.

\* I know for a fact I could win# an arm wrestle with you right# now, no training.

\* If I wanted, I could snap all# thirteen of my fingers and get# the deputy position.

\* If that upsets you, I'm not# sorry.

\* Heh, yeah. I wouldn't cross me# if I were me.

\* You see me sitting at this bar?

\* Yeah. It's because I'm a cool# adult, unlike you.

\* I can do cool adult things like# cry and also weep.

\* Am I being mean? No. It's just# the hard truth.

\* If you're only talking to# me to hear my silky smooth# voice, give it up.

\* I won't let you in on my# secrets.

\* Blembino. Remember the name.

\* (He's in a deep slumber.)

idle\_sprite

flip\_sprite

shape\_sprite

attack\_stage

\* (They're fast asleep.)

\* (He's taking a nap.)

\* Oh hey, you're the human Star# brought to town.

\* Apologies if I scared ya' back# there.

\* You see, I'm the onl-... best# actor in all of the Wild East.

\* I warned Star I'd go all in.# Poor Ed must have# been TERRIFIED.

\* I warned Star I'd go all in.# Poor townsfolk must have# been TERRIFIED.

\* You're probably thinking I hurt# myself when I fell over...

\* Nope. I'm here cause I can't# get this darn costume off.

\* Sorry kid, if you want an# autograph now is really not the# best time.

\* Oh, it's you.

\* Sorry, I was just# looking at Star's# videotapes.

\* Mostly human-made# westerns that found# their way here.

\* That and the classic# "Aerobics 4 Five." That# one gets used often.

\* Man, these really take# me back.

\* I remember the day Star# ran from Waterfall with# these in his arms.

\* He was ecstatic. I# recall it being strange# to see him act that way.

\* He must've watched them# all forward and backward,# fifty times over.

\* When Kanako came around,# he'd watch them with her# just as mu....

\* Uh-yeah. They're good# movies. That's what I'm# getting at.

\* I um... I have a habit# of drowning in nostalgia# from time to time.

\* I apologize. It's super# cheesy, I'm sure.

\* It just... helps. To# remember the good times.

\* It helps.

\* Get out of my hair# before you die of# melodrama, will you?

\* I'm fine, trust me.

\* You need to focus on# passing your training.

\* You should get going.# You don't wanna miss# your next mission.

flash

\* 'Ey, would ya' look at that! If# it ain't our fresh recruit.

\* How's it goin' kid, you givin'# the shufflers a good name out# 'ere?

\* Ya' know, it's tough being a# world renowned gang leader.

\* I gotta run 'round the# Underground every now 'n then.

\* Make sure we're being properly# represented, ya' know?

\* Ya' ain't gettin' respect like# us by lazin' around, kid.

\* 'Ey kid. 'Ave you seen a# certain associate 'round?

\* A fancy lil' fella. Wears a# nice suit 'n a stubby hat.

\* We've got some matters to# discuss with 'em.

\* This town 'ere's pretty nice.# Though, I'm not fond of# the local gang.

\* They think they're the hot# stuff but they've got nothin'# on The Shufflers!

\* 'Ay, it's you again!

\* Nice to see a face around 'ere# that's seen places other than# this desert, heh heh.

\* I live 'round these parts, but# it's not always like... this...

\* The Wild East is changin';# something's in the air.

\* North Star and his gang are# doin' their best I suppose.

\* Speakin' of North Star, he's# got you roped into his crew,# huh.

\* Don't be too intimidated,# they're all a bunch of softies# at heart!

\* Maybe not that Ed guy though...# Something tells me not to cross# him, heh heh...

\* I'm thinkin' of taking a trip# to Waterfall.

\* You should stop by that place# if ya get the chance!

\* Prettier than here, fer'sure.

\* You must be that new kid in the# paper, eh?

\* Trust me, the Wild East ain't# always this... active...

\* North Star must just be excited# to add another member to his# posse!

\* If you plan on leavin' here,# don't expect it to be easy.

\* When North Star gets his mind# set on something, he sees it# though.

\* So embrace yer position. I'm# sure only good things can come# from it!

\* I'm gonna head out of town,# don't get into too much trouble,# heh heh.

\* H-hey kid. Sorry about the# whole train thing earlier.

\* I love playing the villain,# but I never considered how# the others felt.

\* Maybe in the end, that's# what makes me the real# villain.

\* I wanna move on once this all# blows over.

\* You know, get a honest job and# move to a more... conventional# place.

\* Vengeful Virgil redemption arc,# here we go!

\* Leave me alone. I've had# ENOUGH of this town.

\* I swear, no one here really# gets me.

\* No, they don't UNDERSTAND the# level I'm at.

\* I can stare at someone and# they'll feel true fear.

\* Well... not everyone...

\* "If you think you're so tough,# why don't you prove it" he# said.

\* Alright yeah, maybe I# misjudged how strong a left# hook to the cheek could be.

\* Yeah, maybe I should've taken# on someone smaller, but it's# all part of my plan.

\* I wasn't even using all my# power...

\* Big red guy... and his dumb,# stupid, little hat...

\* Trust me, if i had landed the# first hit things would've ended# MUCH differently.

\* He got lucky...

\* Go away.

\* Howdy, Deputy!

\* You are the deputy, right?

\* I heard the squad got real# peeved off after learning# that.

\* Nyahaha! Don't worry, I# believe in you!

\* Nyahaha!

\* Howdy, Deputy.

\* I'm real worried! Worried# sick!

\* No one can find the Sheriff!# Nyo one at all!

\* He's gonna return soon, right?# He's gotta!

\* Nyohoho.

\* Yo, exciting news.

\* I just built myself a new# computer and guess what?

\* You can play GAMES on it!

\* Sorry North Star but I'm never# leaving my room again!!!

\* There's these videos on# Undernet of monsters playing# Love Blaster.

\* I'll tell ya what, they're# playing it all wrong!

\* You're supposed to GRAB the# powerups, not avoid them!!

\* Also, Mew mew doesn't "shoot# bullets", she spreads joy

\* It's so obvious they haven't# studied the deep lore like I# have.

\* You should come over# sometime.

\* We could play a co-op game!

\* Isn't that awesome???

\* Why don't you look excited?

\* ...Alright then, sorry I# brought it up.

\* Forget about the game stuff.

\* I'm more of a single-player# type anyway.

\* Oh ho! Why if it isn't the# Deputy!

\* Will you sign my needle?

\* Please do!

\* How exciting! Here's a pen!

\* (You make a few scribbles on# one of the fellow's needles.)

\* Oh boy!

\* Hope you don't mind if I sell# that needle online!

\* Ta-ta!

\* Boo-hoo.

\* Good luck with the new job! Ah# ha!!

\* Why if it isn't the Deputy!

\* Do you think the Feisty Five# will ever get back together!

\* I hope-hope-hope they do!

\* It isn't any fun being apart,# no ho!

\* You're Star's right-hand man,# correct?

\* If you see him, tell him we# all miss his leadership!

\* That we do!

\* Hey Clover.

\* Sorry we kinda ruined# your fun.

\* It really wasn't your# fault, you were just# strung along.

\* Anyway... I feel bad# about the whole thing.

\* Need to talk to Star# about it as soon as# possible.

\* The others needed a# little more time.

\* I might've... snuck# away while they were# occupied.

\* It's what I do best!# Heh heh...

\* I won't blame you if# you wanna ditch this# town.

\* Hope you had a decent# time, though!

\* Ya know... before# everything.

\* You there. Human.

\* You okay?

Yeah

\* Well... alright then.

\* About what I expected.

\* I apologize for Star's# antics.

\* He's really into human# culture and whatnot.

\* You show up here and he# flips out.

\* I mean, it is quite# unbelievable.

\* A few humans have# wandered into the# Underground before but...

\* They never set foot on# these sands.

\* All that to say, I'm# glad you did.

\* My name is Ceroba.

Ceroba

\* I'm a friend of Star's# but not part of his# posse.

\* They're a bit too...# rowdy for my taste.

\* May I ask your name?

\* Welcome to the# Underground, Clover.

\* Your attire is# surprising, I must say.

\* But um... I won't press# you on the matter.

\* I'm afraid Star is going# to drag you into his# activities for a while.

\* You must have places to# go, correct?

\* The Castle... the# barrier. You probably# want to go home.

\* If I'm being honest, I# haven't seen Star this# ecstatic in some time.

\* Maybe you should# entertain him a bit;# roll with his punches.

\* I'll see what I can do# about allowing you to# leave.

\* I know of a safe path# to Hotland through# the...

\* Ah, I'm getting ahead# of myself.

\* Talk to you later,# Clover.

\* It was nice to# meet you.

\* He'll probably allow# you to leave eventually.

\* Neigh!! Neigh!!!

\* Neigh I say!

\* For I am a horse, each and# every day!

\* I crunch upon carrots and munch# upon hay,

\* But a shy horse I am, so please# go away!

\* Sorry, I only had time to write# one jingle.

\* It took me all night.

\* Maybe I'll think of another# soon.

\* That last line wasn't a joke,# by the way.

\* Being a horse is my only form# of true expression.

\* NeeeiGH!!!!

bell\_animation\_end\_next\_loop

\* (Something happened somewhere.)

\* (Something already happened# somewhere.)

\* (A giant lock prevents# your exit.)

\* (Kind of overkill.)

cutscene\_duel\_timer

background\_fade\_alpha

\* She told me to run.

\* She told me to hide.

\* But nah...

\* That ain't what a# dignified sheriff would# do.

\* You see, I've heard# you've been up to no# good.

\* You've been mozyin'# 'round...

\* ...Terrorizin' the nice# folk of this underground# settlement.

\* You're an outlaw.

\* My job...

\* My job is to bring# justice upon folks like# you.

\* Folks who take pleasure# in disturbin' the peace.

\* You have a method to# what yer doin'.

\* You coulda shot me by# now but ya haven't.

\* Howabout we settle this# fairly?

\* A... dual.

\* Fastest to their weapon# wins.

\* Ten paces.

cutscene\_duel\_delay

\* I... can't do it.

\* Not for real.

\* I'm... I'm such a# fraud...

\* Thanks for letting me# feel cool for a short# moment.

starlo\_shake\_x

starlo\_x\_original

\* Star! Everyone's# evacuated!

\* Why are you still here?# I told you to-

\* STARLO!!!

\* C-Ceroba I...

\* Nonononono, why didn't# you listen!?

\* I almost w... won...

\* Y-you... did your best.

\* You're the greatest# s-sheriff in the# Underground, Starlo.

\* You are.

\* Th... thanks... for# playing a... along all# these... years.

\* Now... d... do what's# right.

\* Deliver...

\* J-Justice.

\* Huh? Hang on, I think# someone's coming this# way.

\* Guys! Looky here!

\* Someone new has stumbled# into our humble town.

\* This better not be# another joke...

\* For once, don't look# like it is.

\* Hiya, strangers!

\* Oh, hello!

\* We're just passing# through.

\* We mean no harm, I# promise.

\* That's what the last# guy said.

\* Let's just say he's one# with the wind now...

\* O-oh my gosh... You...

\* BWAHAHA!

\* I'm just kiddin' around.

\* You were shakin' in# your boots for a second!

\* Heheh... heh... you sure# got me!

\* That wasn't very funny,# Edward.

# Edward

\* I can assure you we are# a delight to be around.

\* Nothing you can't# handle I'm sure.

\* Why do you two insist# on scaring away every# monster you meet?

\* At least Mooch never# oversteps her bounds.

Mooch

\* Never!

\* Um, well, it was a# pleasure to meet you# four but...

\* We'll be going# now-

\* Hold it right there, missy.

\* Are my pals givin' you# trouble?

\* Come now...

\* That ain't a way to# treat guests, now is it?

\* The name's North Star.# I run this town.

North Star

\* Not alone, of course.

\* These fine monsters are# my posse.

\* Together, we are...

\* Our name stands for:

F

\* Fearlessness!

E

\* Excellence!

I

\* Intuition!

S

\* Sneakiness!

T

\* Toughness!

Y

\* Youthfulness!

J

\* Justice!

\* The J is silent.

\* Anyway,

\* Now that we're# introduced...

\* I'd be glad to give you# and yer buddy a tour-

\* Yer buddy...

\* Are they a... HUMAN?

\* Well... I won't say no?

\* I knew it!

\* There ain't no doubt in# my mind!

\* That this kid is a real,# living, authentic human!

\* Sorry 'bout this.

\* I gotta seize this# once-in-a-lifetime# opportunity!

\* Ed, fetch me that kid.

\* Sure thing.

\* Wait! What are you doing# with Clover!

\* Ah, Clover, is it?# That's a mighty fine# name!

\* To answer yer question,# Feathers, Clover and I# got a town to run!

\* Don't "Feathers" me!

\* You're speaking to# Martlet of the Royal# Guard!

\* I can and will report# you to King ASGORE for# this abrasive behavior!

\* Ye're Royal Guard?

\* That's funny, 'cuz I# don't see anythin' to# indicate that.

\* No armor? Weapon? Badge?

\* I... left it all at# my post in Snowdin!

\* Please, don't bother# trying to fool# us.

\* He's right.

\* I am truly sorry 'bout# this, I really am.

\* But business is# business.

\* Together, we'll be the# Feisty SIX!

\* The alliteration...

\* Shh.

\* Tsk!

\* Clover! I can't go up# against these guys.

\* Don't worry! I'll figure# this out!

\* Star, should we be doing# this?

\* Poor Martlet is upset.

\* Don't be a buzzkill,# Moray.

# Moray

\* When's the last time# something exciting# happened around here?

\* You've got a point.

\* Ahem!

\* This town's FULL of# excitement. Especially# now.

\* Let's go, bud!

\* Oh, and Feathers...

\* Welcome to The Wild# East.

The Wild# East

\* Can't a guy catch a break?

\* They put me in doc review all# afternoon!

\* I can barely move my fingers,# let alone lather them in your# weird soap!

\* What's up with that anyway?# What's wrong with soap from the# store?

\* I can't even pronounce half# the ingredients on that bottle# by the sink!

\* "Eu... Eu-ca..."

\* Nope I can't do it, I just# can't.

\* Are we even at the right# station?

\* Darn it all, I think we took# the wrong elevator!

\* See what happens when I'm# stressed?

\* I knew we should've moved to# Hotland! Should've trusted my# gut!

\* This wouldn't have happened# with their respectable elevator# system!

\* Yeah yeah, I know there's a# map over there!

\* But I'm too angry to improve# our situation!

\* Alright, everyone! Come# 'ere!

\* Watcha want, boss?

\* Oooh, are we going to# begin training with# Clover?

\* Precisely, Moray!

\* I thought we'd start# with a classic game that# involves pacin'.

\* You mean what I see# you doin' every night# outside the house?

\* Back and forth,# whispering to# yourself...

\* What? I don't do that!

\* Some monsters have# unique ways of gettin'# their thoughts out.

\* Other... monsters.

\* Can anyone CORRECTLY# guess what game I'm# hintin' at?

\* Oh! Oh! I know!

\* Yes, Mooch.

\* A DUEL!

\* Bingo!

\* No, no. This is all# wrong.

\* Oh? What's the matter?

\* Clover doesn't... look# right.

\* Look at their hat. It's# tattered and practically# decomposing.

\* And that iron in their# holster. What kinda# peashooter is that?

\* Cool it, Ace. I'm sure# they tried their best.

Ace

\* No, Ace has a point!

\* What kinda host am I if# I don't spoil you with# gifts?

\* To the weapon store!

actor\_ed

actor\_mooch

actor\_moray

actor\_ace

\* Group up, everyone!

\* Gettin' a bit of deja# vu here.

\* As ya should, buddy.

\* Thanks to Ace's keen# eye for fashion, we# took a lil detour.

\* Great job there.

\* Thank you, Star.

\* Clover looks much# better now.

\* I agree! Clover's# looking like a real# wrangler!

\* For sure!

\* That new gun is...# awfully shiny.

\* Had to shake Mr.# Blackjack down for it.

\* I was real tough, too.

\* Put ol' Jack in his# place, I did.

\* You coulda' sent me in# to get it.

\* You know I'm the best# negotiator.

\* We might bend the rules# a bit but we ain't# bandits.

\* Mhm, totally.

\* Let's get to the# mission already.

\* Right ya are, Ed.

\* What other mission# would it be than the# one we skipped before?

\* Get ready, Clover!

\* It's time for us to# dual!

\* You mean "duel."

\* That's what I said.

\* No, you pronounced it# with a "UA" sound# instead of a "OO" sound.

\* Boss, have you been# skippin' Cowboy Grammar# Class?

\* Dual, duel, who cares?# Tomato potato and all# that.

\* Y'all need to quit# interrupin' me so often.

\* Upsets my frontier zen.

\* Where was I?

\* Oh yeah, it's time to# d...

\* Participate in a# carefully timed# shootin' competition.

\* Mooch! Provide Clover# with the designated# tool.

\* Here's a BB gun for the# duel!

\* I'll uh... take that# sixshooter off your# hands for now.

\* Mooooch? Bring the gun# here.

\* That's what I was gonna# do, Moray.

\* Get off my back, will# ya?

\* Alright. It's finally# time to go head to hea-

\* What is it, Ace?

\* What could possibly be# so pressin' to interrupt# the mission again?

\* You forgot the safety# glasses.

\* Gee, boss. You coulda# hurt Clover.

\* I take responsibility# and apologize for the# oversight.

\* Bring the glasses here.

\* (I want the pair with# the blue flames.)

\* (Red flames clash with# my uniform.)

\* Here.

\* Now we're in business!

\* Alllrighty, Clover!

\* We're gonna take ten# paces and turn to face# each other.

\* When you hear the# "draw" sound...

\* Grab yer gun and shoot# me as fast as you can!

\* Awww, too bad!

\* Let's try one more time!

\* Whoa, whoa, whoa!

\* You gotta wait for# the signal, or it# ain't fair!

\* Ah... Clover got me...

\* Star! Star! Are you# okay?

\* Pretty much... the# opposite of that...

\* Oh, Star... I'm so# sorry...

\* Who... who will you# give your inheritance# to?

\* Not... you...

\* Heck.

\* Clover... this was...# your...

\* Emotional trauma test!

\* This job ain't all# swealterstones and# rainbows, ya understand?

\* Ya might end up hurtin'# someone and must carry# that weight on yer back.

\* Hope I didn't scar ya!

\* Anyway, you pass!

\* I'll be waitin' in the# Saloon again when ye're# ready for mission three!

\* I'm seein' good things# in ya, kid!

\* Here's your iron. Also,# I'll be needing those# glasses.

\* You know the drill,# team!

\* Ain't no time to be# lazin' 'round.

\* Uh, hellooo?

\* Where is everyone?

\* Sorry 'bout this,# Clover. They should be# here any second no-

\* Star, what is happening# on the west end of town?

\* Would you care to# explain?

\* WHAT???

\* Is anyone in danger???

\* Well... no probably not-

\* THEY ARE????

\* By George! This must be# an attack from Vengeful# Virgil!

\* Vengeful... Virgil?

\* Who is that?

\* Ceroba, come on!

\* We drew his wanted# poster last month!

\* It's on the news# board...

\* You helped me find the# thumb tacks and# everythin'...

\* Oh yeah!

\* Well, you better go# stop him then!

\* What are you waiting# for?

\* That's the spirit!

\* Let's put a stop to# this, Clover!

\* Huh.

\* You sure you saw# somethin' troublin'# here?

\* Look down.

\* GASP!

\* Hey! I did not sign up# for this!

\* Get me out of here!

\* Ed! Keep it down! I# need to focus!

\* How in the heck will I# solve this colossal# conundrum?

\* Just untie them.

\* And risk being tricked# into a booby trap?

\* Touching those ropes is# exactly what Virgil# wants!

\* This is scary, Star!

\* I'm afraid you must# choose which track the# train travels on!

\* Yeah! Choose Ed!

\* Mooch, you are dead to# me.

\* Unless Star chooses you# instead.

\* ...That's cold.

\* This is all too# overwhelmin'! I can't# do it!

\* Then have Clover choose.

\* Clover don't have no# emotional attachment to# y'all!

\* Should be simple!

\* Don't you think this is# a bit much?

\* Nah, it's easy!

\* Choose to leave the# track as is...

\* It won't be yer fault# but many monsters get# hit.

\* Choose to change the# track...

\* It'll be by yer hand# but only Ed gets hit.

\* Not as much of a# sacrifice.

\* What did I do to# deserve this?

\* We're out of time!

\* If only we coulda# untied everyone!

\* If only.

\* You gotta choose now,# Clover!

prop\_lever

selection\_confirmed

actor\_train

\* Ouch!

\* You owe me for this.

\* Clover... I thought we# were friends.

\* Eh, I'm okay with it.

\* Ha! Clover likes me# more!

\* Now, now.

\* This decision was a# tough'n.

\* Having the casualty be# on your hands is a lot# to handle, mentally.

\* There's a lot more to# it than that, Star.

\* This is a deep scenario# that requires a lot of# thinking.

\* We don't have time fer# thinkin'!

\* This was a test of# judgment and Clover# passed!

\* Passed? How exactly?

\* Aah, quit bein' so# technical 'bout# everythin', Moray.

\* Clover saved Ed.# That's... pretty good.

\* I can't tell if that# was an insult.

\* Anywho. I'll see ya at# the usual spot, kid.

\* Come to me when ye're# ready for the final# mission!

\* Oof!

\* Clover! How could you!?

\* Is this about me# carrying ya earlier?# Did I hurt ya?

\* Now, now!

\* In defense of Clover,# they just saved many# lives.

\* I guess that's true...

\* Clover proved that they# were willing to# sacrifice to be a hero.

\* Quite noble, don'tcha# think, Ceroba?

\* There's a lot of layers# to this scenario.

\* I believe it's more of# a gray are-

\* Quite noble indeed.

\* This was a test of yer# judgment.

\* I'd say you passed,# buddy!

\* I'll be in the usual# spot for yer final task!

\* See you around.

\* Hey! Is anyone gonna# untie us?

\* Final call!

\* Get on over here!

\* Are y'all ready?

\* Actually, there's# something we wanted to# talk about.

\* Yea. 'Bout the general# work environment.

\* Maybe later. Let's keep# movin'!

\* So Clover! I actually# tricked ya.

\* There is no fourth# mission!

\* Well, there used to be# but we cut it out of# the regiment.

\* Anyway! YOU PASSED# EVERYTHIN'!!

\* You are now the proud# deputy of this fine# town!

\* Wait! Deputy???

\* I thought this was for# a normal spot on the# team!

\* Clover is too special# and skilled for a# normal spot!

\* Star, this is hardly# fair.

\* Life ain't always fair# in the Wild East, bucko!

\* They passed their# trainin' like anyone# else.

\* That was trainin'?

\* We barely did anything!

\* That last mission# especially was awful!

\* Calm down, will ya?

\* Ye're killin' my good# mood!

\* I have to run to the# Mines to get Clover's# badge made.

\* I was too busy with# everythin' that it# slipped my mind.

\* You five have fun!

\* I'll be riiiight back!

\* This is just peachy.# You gettin' this# attention n' all.

\* How come you waltz in# here and Star instantly# makes ya deputy?

\* We didn't get this kind# of treatment.

\* We had to go through# weeks of lasso lessons.# Lassons for short.

\* For me to become part# of the team...

\* Star made me walk# around with a snake in# my boot for a week!

\* ...It was rubber but# the rashes it gave me# were unbearable!

\* Yeah and he made me# pickpocket monsters by# the Oasis!

\* Star didn't make you do# that.

\* :)

\* Ya know what? This# ain't fair to any of us.

\* Clover needs a# challenge.

\* We need to see if# they're truly worthy of# joining our squad!

\* Finally, some REAL# excitement!

\* Feisty Four! Here we# come!

\* What in the actual# goshdarn tarnation is# happenin' here?

\* We felt yer trainin'# was lackluster...

\* ...So we gave Clover# a real challenge.

\* I'm disappointed in you# four!

\* Eight weeks of lassons# for this?

\* I oughta lock you away# with Feathers!

\* Star, what's going on?

\* You've been... different.

\* A real meanie!

\* It's true. This hasn't# been any fun.

\* W-what are y'all# blabbering about?

\* This is the most alive# this town has ever been!

\* Why's everythin' hav'ta# be a spectacle, huh?

\* I miss the old North# Star; the fearless# leader!

\* The monster who could# make their own fun in# the little things!

\* This new Star is# selfish and reckless.

\* Or should I call you by# yer real name?

\* Should I? Starlo?

Starlo

\* Why you...

\* What's with all the# shouting?

\* What's happening?

\* It seems my posse don't# RESPECT me no more!

\* It's not that.

\* We just want you to# take it down a notch.

\* You can't just throw us# around for this human# business.

\* That isn't what friends# do, Star.

\* I know what all this is# about...

\* Y'all are just FULL of# envy! Overflowin' with# it!

\* Clover's shot circles# 'round you and you just# can't accept it!

\* Clover has nothing to# do with this...# It's you.

\* No, Star's totally# right!

\* Clover's "super# skilled" at everythin'!

\* In fact, I think they# could carry the whole# squad on their own!

\* Who needs us when you# got a powerhouse# "deputy"?

\* What'r you sayin'?

\* I'm sayin' that I'm# done.

\* I resign from the# Feisty Five, okay?

\* Really now?

\* It'll still be the# Feisty Five without ya# so go ahead.

\* I-I'm leaving too.

\* I don't wanna work# under a big-headed# sheriff.

\* Seems like life dealt# you a bad hand, Star.

\* I'm following them.

\* Sorry, Star...

\* Please work on yourself.

\* Forgiveness is only one# apology away.

\* Fine! I was considerin'# firin' y'all anyway!

\* Ceroba, you understand,# right?

\* They're bein'# ridiculous!

\* Starlo...

\* They're right.

\* You HAVE changed a lot# from the monster I once# knew.

\* I tried to brush it off# as you having fun at# first but...

\* This Wild East thing# has damaged your# personality.

\* I want to see the real# Starlo.

\* That's North Star to# you.

\* Everyone is gone.

\* I got no posse... No# friends...

\* I need to think.

\* I can fix this.

Save Ed

Save The Others

train\_timer

base\_alpha

base\_alpha\_new

alt\_alpha

alt\_alpha\_new

alt\_alpha\_timer

glitch\_chance

current\_attack

Sell

Talk

\* More steam. Fantastic.

\* One more time, Clover.

\* You got this.

\* (The gate is locked.)

\* Oh, hey there, kid!

\* Thought I'd make somethin' of# myself and get a real job.

\* Despite playing a great# bandit, Star doesn't actually# pay anyone in town.

\* Well, he lets the shopkeepers# have most of their revenue but# that's about it.

\* Oh well, it was pretty fun# while it lasted.

\* One day, you're gonna be in my# situation.

\* Forced to let go of childlike# fantasy and tossed into# adulthood.

\* Hey, it sucks but everyone's# gotta go through it.

\* One thing though...

\* Don't totally let go of your# adventurous side.

\* Some adults become far too# cynical because they forget the# good times.

\* I should know, it's my first# day here and I'm already hating# my life!

\* Hang in there, Clover!

\* You're gonna do great things!

music

\* Barkeep!

\* Growlers of icewater# for the house on the# Sheriff!

\* I have an announcement# to make!

\* This 'lil' feller 'ere# is Clover.

\* Hey, Star.

\* What the hell are you# doing bringing a human# in here?

\* (Ceroba shush!)

\* Now I know what ye're# all thinkin'.

\* But trust me, Clover# here ain't no greenhorn!

\* They know what they're# doin'. Just look at that# hat!

crowd\_animate

\* Actually, this could be# fun.

\* Dina! Hit me!

\* Alright, no more# hecklin' from the crowd!

\* Ladies and# gentlemonsters, as# Ceroba said...

\* Clover is a HUMAN.

\* Ooooo!

\* I know, excitin' stuff.# A real honor!

\* Now, I would let Clover# tell y'all all about# their life...

\* But I've been# studyin' up.

\* I'm a bit of a human# expert if ya didn't# know.

\* Oh great, here we go.

\* Here we go indeed!

\* Did ya know that humans# use monsters fer# transportation?

\* It's true!

\* Large, four-legged# monsters!

\* They put a seat on the# top of 'em and# everythin'!

\* They're called "horses",# Star.

\* Ah, so you know one of# 'em personally? That's# quite impressive!

\* Did ya also know that# humans are FIREPROOF?

\* When they're feelin'# accomplished,

\* They ride monsters# STRAIGHT into a huge,# fiery sphere!

\* So the "monsters" burn,# right?

\* Most monsters aren't# fireproof.

\* Star, are you saying my# friend Horses was killed# by a fiery sphere?

\* No! Um, well... I'm not# quite sure.

\* I'll ask Clover!

\* Do the monsters die?

Yes?

No?

\* Then I regret sharin'# that fact.

\* Pretend I never said# nothin'.

\* See?

\* Everyone's fireproof!

\* Did ya know tha-

\* Look, Star, you don't# need to keep this up.

\* ...Because it's all# true. Every word.

\* Ha! I knew it!

\* I'm pretty darn good# aren't I?

\* You're the best!

\* Yeah! The only sheriff fer me!

\* Haha.

\* Well I reckon we're done# here.

\* Y'all can go back to yer# daily lives fer now!

\* As for you, Clover, it's# 'bout time you see what# this town has to offer!

\* I would give ya a# personal tour but...

\* If there's one thing you# have where you come# from, it's freedom!

\* Take yer time explorin',# talk to the townsfolk,# and enjoy yerself.

\* I'll be waitin' here# for ya.

\* Give me a shout when# ye're ready to start# trainin'!

\* Are ya ready to begin?

\* Did ya talk to the# townsfolk? Explore# every nook and cranny?

\* You're gunna need to if# you wanna be a good...# deputy.

\* That's right, kid!

\* I'm heavily considerin'# you for my coveted# sidekick position!

\* Now, don't get too high# and mighty just yet.

\* To be a deputy, you# gotta know how to# wrangle the "horses."

\* Me and my posse are# gunna show you how it's# done 'round here.

\* I wouldn't drag anyone# off the road and give# them special treatment.

\* You'll hav'ta prove# yer gunslingin' skills# to me.

\* That bein' said, let's# go meet up with the# others!

\* No rush.

\* Make yerself at home.

starlo\_npc

ceroba\_npc

\* Ceroba!

\* Guess what just# happened?

\* You locked up another# Royal Guard against# their will?

\* Feathers was a serious# roadblock to all of# this.

\* It's only a temporary# solution.

\* I don't feel right# doin' it, I swear.

\* I'm just giving you a# hard time.

\* What did you want to# tell me?

\* Oh, well, Clover just# passed their first# round o' trainin'.

\* They are quite the# sharpshooter. Almost as# good as me!

\* Really? A child?

\* Now, now, don't# disrespect the kid.

\* Clover can hold their# own and then some.

\* I know, I'm just... very# impressed.

\* Oh, hey, I almost# forgot about the hat!

\* I have a spare# somewhere in my house.

\* Clover, wait here while# I fetch it.

\* Maybe while they wait,# you should get to know# them, Ceroba.

\* Should be fun, right?

\* Sure.

\* Sounds good!

\* Be right back, partner!

\* Tell me, truly.

\* Are you into all of# this?

Nah

\* That's nice...

\* I've never understood# it.

\* But if it makes monsters# like Star happy, it's# fine.

\* Sorry that Star's# dragging you around so# much, then.

\* This whole thing is# like a dream to him.

\* It's kinda goofy but# it is nice to see# someone so passionate.

\* However, passion can go# too far.

\* You wouldn't believe# how much his parents# talk to me about it.

\* Really kind folks who# own a farm up north.

\* It's actually very lush# there, if you can# believe it.

\* And the corn they grow?# So good.

\* They used to give my# husband, Chujin, baskets# full every other week.

# Chujin

\* Anyway, I trailed off.

\* I'm back!

\* Turns out I had one# just your size AND in# the same color.

\* It's like, destiny or# somethin'.

\* (You got a Nice Hat!)

\* Wow...

\* I couldn't even tell it# changed if I were# standin' from afar.

\* Looks great!

\* What do you think,# Ceroba?

\* Isn't it?

\* Well, I'd say this# mission was a great# success!

\* Go on and take a break,# Clover.

\* I'll be waitin' for ya!

\* Gidde up, partner!

\* This town has plenty to# see!

\* Howdy howdy, Clover!

\* Ready for round two?

\* Swell!

\* Seein' as the original# plans were altered, we# got catchin' up to do.

\* Let's gather the others!

\* Alright, take yer# time.

\* Welcome back, partner!

\* We're about halfway# done with yer trainin'!

\* They grow up so fast...

\* Ready to continue?

\* Man, am I excited for# this.

\* Have you done# everythin' you wanted?

\* Caught some bandits?# SAVED some lives?

# SAVED

\* Let's get goin' then!

\* Hurry it on up, then!

Wild East Saloon

message\_noloop

activation\_distance

crowd\_animate\_interact\_noloop

crowd\_sound

\* (Everyone is wrapped up in# conversation.)

\* (Quite the popular spot!)

audio\_slide\_in

audio\_length

bottle\_y\_target

bottle\_y\_distance

bottle\_slide\_time

bottle\_y\_speed\_avg

bottle\_y\_speed\_current

bottle\_y\_speed\_decr

\* (An abandoned table.)

\* (A table for three with a few# empty glasses.)

\* (A few G's from a past tip# catch your eye.)

\* (You got 10G! Happy?)

\* (It doesn't belong to you# anyway.)

blackjack\_npc

\* Hehe, of course.

\* Old Blackjack doesn't# like doin' business# with me.

\* I often "borrow" his# wares and uh... break or# lose them.

\* Open up, Blackjack!

\* Don't make me use force!

\* I make the law so I can# legally shoot down your# doors!

\* Get off my property, North# Star!

\* I told you I wouldn't even sell# you a gumball!

\* Aw, come on, partner.

\* I don't even know what# a "gumball" is!

\* And those last# transactions were ages# ago!

\* I'm a changed monster!

\* You lost one of my premium# revolvers last week!

\* Frollicing in your sandstorm# and whatnot.

\* Look, I promise this is# a different scenario,# Jack.

\* I won't even step# inside. You can meet me# out here.

\* Don't worry, Clover.# He's comin'.

\* Make it speedy.

\* Of cooourse, sir!

\* I was just gunna ask# you to sell a gun to# this child.

\* I worded that poorly,# hold on!

\* This ain't a child, you# see. I was jokin'.

\* They're just a very# small, but VERY tough# monster.

\* I'll give ya 400G.

\* Well why didn't you open with# that, kind patron?

\* Come inside with me and I'll# fetch the paperwork.

\* See? I had it under# control.

\* Wait out here, Clover.

\* Done and done.

\* Can I get a# yeehaw?

\* Right. Movin' along.

\* Let's see what you got!

\* Take this trusty# six-shooter as a gift# from me.

\* (You got a Wild Revolver!)

\* Ya definitely pass this# part of trainin'!

\* I gotta go tell Ceroba# 'bout this.

\* She's a big doubter when# it comes to you.

\* Let's ride on!

bullet\_count\_max

surface\_room\_original

mask\_image\_speed

mask\_image\_index

\* (You turn the TV on.)

\* (This is your favorite# channel!)

\* (Nothing.)

circle\_r

circle\_r\_max

\* It's awfully quiet...# let's be cautious.

wind\_sound

\* Why did this happen?

\* I did everything in my# power to entertain...

\* ...So monsters wouldn't# have to worry about# being stuck down here.

\* At every turn I tried to# cheer Ceroba up...

\* I just wanted Kanako off# of her mind.

Kanako

\* I'm trying my best to# honor her memory.

\* Aren't distractions# what's best for all# of that?

\* Why'd you follow me?

\* Are you still my friend?

\* This all happened after# you showed up!

\* Ed specifically# mentioned YOU as the# problem!

\* That's right! I was just# bein' a good friend.

\* I made you who you are# yet this is what I get?

\* Let's face facts. I# couldn't keep you here# forever, kid.

\* Word would've gotten out# that Feathers hadn't# clocked in, eventually.

\* Feathers...# Wait a minute...

\* Royal Guard's like her# have a ton of status.

\* They gain that status by# doin' the King's work.

\* I'm sure... I'm sure# everyone would come back# if I did the same.

\* I'd be revered not only# in the Wild East but the# entire Underground!!

\* I'd...

\* Clover, you've been an# excellent deputy but...

\* As a lawman, what I'm# about to do is embedded# in my SOUL.

\* My true duty.

\* Don't... Don't make this# difficult for me.

\* Just hold...

\* STILL!

\* You're the best# sheriff I've ever# known!

\* This whole show wasn't# only for some personal# power trip.

\* I also did it to...# cheer you up.

\* You might've wanted# the old me but I also# wanted the old you.

\* Because of...

\* ...Kanako...

\* I... Um... Appreciate# that, Star.

\* I believe I have# business to take care# of relating to her...

\* I must tell you# something.

\* I suppose Clover# should know as well.

\* As much fun it is to# have duels and catch# bandits...

\* There's a pressing# matter looming over# me.

\* Let's go to the old# Steamworks gate.

\* We'll speak there.

\* I guess you're really# part of the team now,# Clover.

\* You heard her.

\* So I have good news# and bad news.

\* Turns out, the wife of# that old friend I told# you about is here!

\* Her name is Ceroba!

\* You... probably met her# already now that I# think about it.

\* She broke my cell lock# with a sick magic staff# and let me go!

\* I also made sure she# knew I wouldn't tell# ASGORE about this.

\* So now that that's# taken care of... the bad# news.

\* I'm about to go back# on my word, sadly.

\* I know I JUST said I# wouldn't leave your side# but then... ya know...

\* If I don't at LEAST# clock in...

\* ...the Royal Guard# will grow suspicious!

\* I'll only be gone for# a moment to fix my# mistakes!

\* Ceroba encouraged this# decision, so don't# worry.

\* She told me she would# accompany you on the# journey to Hotland.

\* So hey, it all works# out!

\* Again, I'm so-so-so-SO# sorry about this but# I'll cya later!

\* (You hear whispering coming# from the cellar.)

\* (The cellar is locked. Must be# where the harvest is stored.)

\* (You attempt to turn the pump# on but the handle won't budge.)

\* (A water pump.)

\* Welcome to Sunnyside Farm!

\* It ain't much but we call it# home!

\* My name's Solomon.

\* You must be from Starlo's# town, eh?

\* I have mixed feelin's about it# all, if I'm bein' honest.

\* The boy rarely talks to us,# it's a shame.

\* He probably thinks we hate his# life choices but that just# ain't true.

\* It's because of him that our# farm stayed in business durin'# the ol' drought.

\* His little town attracted# monsters to this area after# most moved away.

\* I believe that deep down,# savin' the farm was his true# motivation, I do.

\* I think it's real flatterin',# the accent Starlo puts on fer# his character.

\* He almost sounds like his ol'# man, he does.

\* In reality, my boys both got# Crestina's voice, lucky fellas.

\* Before they were born, she# would always sing so# purtty-like.

\* I never hear it no more,# though.

\* Guess she lacks the confidence# now. Ain't that sad?

\* The crops are lookin' mighty# fine if I do say so.

\* I would give ya some but they# ain't quite ready to eat.

\* If ye're around Oasis Valley# this weekend, stop by the# farmers market!

\* Sorry, can't talk long. I'm# preparing for harvest.

\* (Must be one of those Wild# East folk.)

\* Huh? No, I didn't say# anything.

\* Have you been to Snowdin?

\* I've heard rumors of our crops# being cultivated around those# parts.

\* I'm thinking of opening up an# investigation soon.

\* I'm not bored or anything,# just wanna protect the# business.

\* Don't you have role-playing to# do or something?

\* Shootouts? Inconveniencing# pedestrians? That's all bro# does after all.

\* He's always up to something;# having fun while I'm stuck with# the farm work...

\* Go on. I have work to do.

\* Oh, hello little one!

\* Are you a friend of my son's?

\* He's always making new# friends, I can't keep up.

\* In any case, make yourself at# home!

\* I do hope Starlo grows out of# this state eventually.

\* He needs to find himself a# wife and settle down.

\* If only he won Ceroba's heart# back then...

\* I think he was too shy to take# initiative, poor boy.

\* When she got engaged to# Chujin, he didn't set foot# outside for days.

\* I eventually had to tell him# to move on. It was very# difficult.

\* Sigh... heartbreak is always# tragic.

\* I better start thinking about# dinner...

\* I wonder if Gilbert and Angie# are busy?

\* Hmm... I'm sure they're free.# After all, there's never a bad# time for a BBQ!

\* Hello again! I have some news!

\* You now can ship yourself, if# you so choose!

\* "Ship myself? What could that# mean?"

\* Transportation, all for free!

\* If you want to travel, give me# a call!

\* We will set to the skies# without a care at all!

\* Now I must go but don't be# nervous...

\* Just ring the bell for our# service!

\* I was about to come# looking for you.

\* So... The Steamworks.

The Steamworks

\* May I ask why we are# here?

\* Because of this.

\* The mask Kanako made# for you...

Kanako

\* You see, Clover, Kanako# is me and Chujin's only# child.

\* You haven't seen her# around because she...

\* Hey, everything will# be okay.

\* I know how tough you# are. You can move past# this, I'm positive.

\* There's no need,# because she's alive.

\* I feel her presence as# we speak.

\* The Lab...

\* Precisely.

\* Clover, you may not# know this, but there is# a Lab in Hotland.

\* An inquiry for the# "fallen down" was sent# out some time ago.

\* I didn't know what# else to do...

\* In my time of despair,# I sent Kanako with them.

\* It's been far too# long and I haven't# heard anything.

\* I must travel to the# Lab to find out where# my daughter is.

\* I'm proud of you,# Ceroba. Stepping out and# taking charge.

\* You've been in a rut# lately. It was tough# to watch.

\* S-so, why travel# through the Steamworks# particularly?

\* It's the quickest route# to Hotland from here.

\* Nothing but abandoned# rooms as far as I know.

\* I have Chujin's old# passcodes for any# locked doors as well.

\* Solid plan.

\* If you need me, I would# be happy to accompany# you!

\* I don't know how ugly# things at the Lab may# get.

\* You need to stay here# and take care of the# town.

\* ...I believe you owe# your posse an# apology.

\* You're right...

\* I'll take Clover with# me.

\* They've proven to be# skilled on several# fronts.

\* An excellent choice. I# trust Clover to deliver# justice out there!

\* Alright, we've# discussed enough. Let's# get moving.

\* I'll see you later,# Starlo.

\* Whatever happens,# remember that this is# for Chujin's legacy.

\* Oh! Clover! Before you# go, I forgot to give you# this.

\* Remember, I'm in# charge.

\* Stay close by and we'll# reach our destination# soon.

footstep\_timer

footstep\_timer\_npc

footstep\_timer\_follower

footsteps\_enabled

alpha\_trend

flash\_speed

sound\_probability

sound\_last

sound\_to\_play

\* Keep up, Clover.

\* We don't have all the# time in the world.

\* I see something. Follow# me.

\* (It somehow broke.)

\* (A rusty power generator.)

\* (You're not sure if it still# works.)

\* (The generator is working# overtime to provide power.)

bombs

\* Guess I should've# expected this.

\* In its prime, this was# the main power source of# the Underground.

\* That, obviously, was# many years ago.

\* Until we breathe life# back into this thing, we# can't progress.

\* There's some kinda# console here.

\* Maybe one of Chujin's# codes will work? Just# give me a second.

\* In the meantime, you# can... wait over in the# corner or something.

\* I need to concentrate# right now.

\* I think I'm getting# somewhere. Hold on.

\* Almost got it! Didn't# think this would# actually work!

\* It's working!

\* Wait... What have you# been up to?

\* I... wasn't actually# doing anything this# whole time was I?

\* Ugh, alright. You're# clearly more capable of# problem solving.

\* I suppose you should# lead the way from now# on.

\* Just head west from# here and we'll reach# Hotland eventually.

ceroba\_x\_dest

ceroba\_end\_dir

\* This sure is a pickle.

\* I'm not certain my# pellets would do any# good on this door.

\* Maybe there's a key# somewhere? Be creative,# pal!

liquid\_image\_index

liquid\_amount

liquid\_target

liquid\_noloop

liquid\_overlay\_alpha

liquid\_overlay\_deg

liquid\_active

\* (The valve won't budge.)

\* (Best not to disturb the# pressure you've set.)

shift\_amount

completed

ding\_sound

lava\_color

base\_height

ydistance1

ydistance2

yy3

ydistance3

transition\_alpha

tile\_move\_distance

sword\_spawn\_y

sword\_spawn\_y\_2

liquid\_current

above\_zero

max\_height

max\_height\_2

xx4

yy4

ydistance4

xx\_needle

yy\_needle

attack\_started

attack\_can\_end

block\_successful

\* Hey Clover, come back here.# I think I figured it out.

\* Another team-up? You're# wasting your time,# buddy.

\* So far, these monsters# have only brought you# misfortune.

\* I feel like following# that lady's orders won't# end any differently.

\* Especially with that# "lab" business...

\* Just try your best to# move things along and# not get sidetracked.

\* Hopefully we can talk# soon. Good luck, Clover!

ball\_delay\_list

\* (There's food inside the# machine.)

\* (You find a stick of beef# jerky inside the machine.)

\* (You decide not to trust the# mysterious washer food.)

\* (The chute is clogged with# strange-looking plants.)

\* (It's clogged.)

\* (Climb to the top?)

\* The generator has started# working.

tile\_alpha

\* The generator is already# running.

flicker\_count

\* ERROR: COOLANT PRESSURE LOW

\* GENERATOR STATUS: UNSTABLE

\* Gee, wonder how that# came to be?

\* I think I'm gonna start# praying for our safety.

\* Ya know, in case the# facility explodes while# we're knee deep in it.

part\_smokesys\_back

part\_smokesys\_front

part\_smokeEm\_back

part\_smokeEm\_front

steam\_active

steam\_sound\_played

collision\_counter\_max

collision\_counter

\* You Tried in Engineering# Award: Mr. Chujin Ketsukane

\* He never told me# he won an award...

\* I'm proud of him.

\* INTRUDERS SPOTTED.# STEAMWORKS: EASTERN# BRANCH.

\* Wait! Who are you!?

\* You just said that.

\* MY VOCABULARY IS NOT# EXPANSIVE, MA'AM.

\* Okay... Well, I wasn't# expecting anyone to be# here.

\* If you let us through,# we'll be out of your# hair.

\* ONE: I DO NOT HAVE# HAIR.

\* TWO: I CANNOT ALLOW YOU# TO PASS.

\* YOU HAVE TRESPASSED ON# PRIVATE PROPERTY.

\* YOU HAVE ALSO UTILIZED# MACHINERY WITHOUT# PERMISSION.

\* No, no! We're just# heading to Hotland.

\* We aren't malicious in# the slightest!

\* It was us who woke up# this place. Isn't it# nice to have power?

\* WHILE IT IS NICE TO BE# OPERATIONAL AGAIN, IT IS# ALSO NOT NICE.

\* I AM THE LAST OF MY# KIND TO POLICE THIS# AREA.

\* ALL OF MY COMRADES HAVE# RUSTED OVER.

\* I ALWAYS KNEW I WAS THE# BEST BUT I AM ALSO# LONELY NOW. OH WELL.

\* I WILL NOW TRAP YOU IN# A COLD, DARK ROOM, FOR# WHICH YOU MIGHT PERISH.

\* My husband, Chujin,# used to work here! I# have permission!

\* Don't make me hurt you.

\* CHUJIN? MY CREATOR?

\* SORRY, I DO NOT SEE HIM# PRESENT.

robot\_part

item\_1\_xx

item\_1\_yy

item\_2\_xx

item\_2\_yy

item\_3\_xx

item\_3\_yy

item\_4\_xx

item\_4\_yy

\* Ouch... Can't say I was# prepared for that.

\* I knew my husband was# an engineer but he never# told me about that guy.

\* He'd vaguely mention a# robotics project that# could net him a# promotion but...

\* He stopped talking# about it after he quit# his job here.

\* I would've used force# to bypass "Axis" but I...# I'm not sure now.

\* He may be the last# remnant of Chujin's# talent.

\* It would be best if we# could just avoid him# from now on...

\* In any case, I guess# we're pretty lucky he's# the only guard bot# around.

\* Wait a second...

\* I have an idea!

\* He mentioned how he was# "lonely" right? Well# what if we fixed that?

\* We could use scraps# lying around to forge a# companion for him!

\* He doesn't seem too# bright after all. Maybe# that's all we need to# distract him?

\* What do you think?

\* It's the best plan I# could think of.

\* You got a better idea?

\* It'll be easy, trust# me.

\* So...

\* We seem to be in some# sort of storage room.

\* Look around for parts# we can use. Shouldn't# take many.

player\_carrying\_item

\* You want to use this?

Positive

Negative

editor\_sprite

\* Grab something else# then.

\* Okay, we'll need three# more objects.

\* You think this'll work?

Certain

Uncertain

\* We don't have time to waste.

\* Alright, two more and# we can make this thing.

\* Is this a good pick?

Definitely

\* Make up your mind.

\* One more object should# do the trick.

\* Is this your final# choice?

Yea

Nay

\* Hurry it up then.

\* Okay, let's build a# robot!

robot\_item

robot\_part\_current

robot\_part\_xx

robot\_part\_yy

xbound\_left

xbound\_right

ybound\_top

ybound\_bottom

\* He'd mention a robotics# project that could net# him a promotion but...

\* In any case, we're# pretty lucky he's the# only guard-bot around.

\* He doesn't seem too# bright after all.

\* Maybe that's all we# need to distract him?

\* Find anything that looks# like a makeshift body# part.

\* I don't know, be# creative.

robot\_part\_inside\_zone

overworld\_robot\_sprite

new\_image\_index

max\_points

\* That takes care of# that.

\* You're kinda creative# when push comes to# shove.

\* All due respect to# Chujin's work but this# might just fool Axis.

\* I'll hold onto it for# you.

\* Let's get outta here,# yeah?

\* (Just some useless scrap.)

\* (Ceroba's many outfits hang in# the closet.)

\* (You can see someone else's# clothes hidden behind the front# row.)

\* Ceroba knows what she# likes, huh?

\* Usually I'd be envious# of such intense resolve# but...

\* ...I'm not so sure it's# a good trait anymore.

bullet\_delay

spawn\_dir\_arc

spawn\_dir\_inc

fire\_sound

item\_number\_max

robot\_item\_placed

robot\_item\_scale

robot\_move\_to\_position

robot\_item\_selected

gui\_button\_selected

robot\_item\_number

soul\_can\_move

image\_alpha\_base

robot\_box\_xx

robot\_box\_yy

robot\_box\_width

robot\_box\_height

draw\_line

box\_select\_xx

box\_select\_yy

box\_select\_width

box\_select\_height

dbox\_xx

dbox\_yy

dbox\_width

dbox\_height

{0} - Select/Place#{1} - Cancel selection#{2} - Rotate/Scale item

butt1\_xx

butt1\_yy

butt1\_width

butt1\_height

butt1\_color

UNDO

butt2\_xx

butt2\_yy

butt2\_width

butt2\_height

butt2\_color

\* Perfect! You made# nothing!

\* At least put a LITTLE# effort into this.

\* All done?

\* Outstanding work.# Really.

\* You reeally stretched# yourself on this one,# huh.

\* It's simple but# recognizable. Not bad.

\* Hmm... It's a little# busy but should work.

\* Um, I'm not sure about# this design but okay...

\* It's uh... something# alright. I'm sure Axis# will love it...

soul\_speed

robot\_item\_rotate\_dir

robot\_item\_is\_destroyed

robot\_item\_is\_rotating

rotate\_key

rotate\_key\_released

\* Hold on! That's far too# easy of an escape.

\* Don't be reckless,# we'll find another way# out.

\* Wow, he caught you.# Shocker.

\* What are you trying to# accomplish?

\* Come on, stick to the# plan!

\* I CANNOT BELIEVE YOU# FELL FOR THAT.

\* I AM SMART, THEREFOR I# PREDICTED YOUR ESCAPE.

\* NOW, BACK YOU GO.

\* WHAT. WHY.

\* DID YOU THINK I WOULD# JUST LEAVE AFTER ONE# ATTEMPT?

\* ... I WAS ABOUT TO,# ACTUALLY. THAT WAS# CLOSE.

\* I WILL LOCK THE DOOR# FROM NOW ON.

\* BYE NOW.

repeat\_count

launch\_sound

warning\_col

warning\_draw

warning\_count

smoke

\* Can't say that was fun.

\* Let's be extra cautious# from now on, okay?

\* They're gone.

\* Sigh... This is so# confusing...

\* I thought Axis said he# was the last of his# kind?

\* Wait... he introduced# himself as "Model 014".

\* Guess we're lucky only# one still functions,# huh.

\* Just... be extremely# careful.

\* Ugh, it's a dead end.

\* It looks like we're# gonna have to-

move\_in\_direction

manta\_state

\* The-The-The floor is lava,# travelers!

\* I am sorry to say I failed the# game some time ago-bzzt.

\* H-However-r, you do not have# to! I will ferry you across the# lake-bzzt!

\* This bot doesn't seem# malicious. That's new.

\* I say we give it a go.

\* Thank you for your tr-trust!

\* With my help, the floor will# not be lava, it will just be# floor-bzzt.

manta\_prompt

\* The-The-The floor is lava,# traveler!

manta\_dir

manta\_speed

manta\_has\_passengers

up\_free

down\_free

left\_free

right\_free

false

can\_dock

dock\_x

dock\_y

hspeed\_current

vspeed\_current

arrows\_alpha

arrows\_frame

arrow\_size

arrow\_color

manta\_get\_on\_noloop

\* (Take a ride?)

check\_distance

hor\_dir

ver\_dir

checkpoint

hspeed\_decc

vspeed\_decc

end\_dir

plx

ply

npcx

npcy

dir\_prio

follower\_arrived

\* You h-ave reached your# destination-bzzt.

\* Thanks for the help.

\* Let's keep moving,# Clover.

\* If you need another# r-ride, I'll be# here......bzzt.

pl\_xx

pl\_yy

fl\_xx

fl\_yy

arrow\_size\_multiply

color\_mult

spawn\_dir\_wave\_inc

\* (The topmost paper is a# handwritten letter.)

\* To: King ASGORE.

\* This project, while exciting,# will be quite the undertaking.

\* We will need Mining Co. to# work overtime to provide the# necessary materials.

\* Furthermore, a meeting was# conducted at the Factory.

\* I'm happy to report that# everyone is on board!

\* There already are many great# robot ideas floating about.

\* Cooking, cleaning, recreation;# the motivation is through the# roof!

\* Though... one engineer# suggested we take this further# with a "protection bot."

\* I am quite unsure about that# proposition but you have the# final say.

\* In any case, we will see this# completed.

\* - Prof. Z.

\* (The paper underneath reads:)

\* Project: Metal & Magic:

\* Effective immediately, cease# home utility production at the# Factory-

\* (The rest of the page is# redacted.)

\* Tick-tock - tick-tock -# tick-tock...

\* The current time is 6:26,# Monday morning!

\* You may have noticed the# apple trees outside the# Steamworks are blooming.

\* That means Spring is upon us!

\* This time of year, my creator# recommends a picnic by the# river just south of here!

\* Why the puzzled look? Have we# not met before?

\* I am the Grandfather Clock of# the Underground!

\* It is my responsibility to# keep the standard time for all# monsters.

\* However, I cannot help but# feel there is a miscalculation# in my tick-tocking.

\* It is simply driving me mad!

\* I do not sense the gears# turning within these walls.

\* Hm, yes, I believe the main# clock face outside has stalled!

\* An engineer should arrive to# fix it soon.

\* Do not worry, I will continue# to keep the time!

\* It's ya boy, Mo!

\* How did I get here?

\* I got contacts, aight? Eyes# all over the 'Ground.

\* Enough chit-chat though, it's# business time!

\* As you know, I'm always# scoutin' around for the next# big thing, right? Right.

\* So I was on my way here and# spotted a buncha glowy plants# on a wall.

\* First thought that sprung to# mind? Taste them.

\* And I'll tell ya what, the# stuff hit me like WAM!

\* Best cuisine you'll ever# experience, truly.

\* I even molded them into# recognizable food shapes for# that visual appeal!

\* Uh...# You got something...

\* I ain't done with the pitch# yet, miss.

\* This is important.

\* But-

\* Like I was sayin', plants?# More like PLEASED!!!!

\* Visual appeal is half the# battle I say!

\* Ain't nobody gonna buy ya# product if it looks ugly# right???

\* But you would, I know it. Ol'# Mo can always count on your# business!

\* Never better, haha!

\* Now, where's my stand?

\* I... uh... I have a few# products left in my pocket!

\* Don't go yet!

\* Here's what I got. (30 G)

\* I'm still open for business!

\* Take a look! 30G an item!

\* You seem to be carryin' a lot,# buddy!

\* Come back with a lighter load!

\* Sorry, a monster's gotta make# a profit from their# investments.

\* Need that G.

\* (You got some

!)

\* Appreciate it!

\* You're... leavin'?

\* My products are high-quality,# I swear!

\* Come on, pal!

\* Well... that's all I got.

\* You never were very interested# in my wares, huh?

\* I guess I'm quite the lousy# salesman when push comes to# shove.

\* Thanks for ya time.

\* You cleared me out!

\* Thanks for spending all that# G. Ya boy appreciates it!

\* All in all, you've been a good# customer.

\* If ya ever need somethin', you# can always count on me for# quality!

\* I ain't the down-to-earth type# but uh... Thanks...

\* Ya know... for supportin' me so# much.

\* You emptied my inventory every# time we crossed paths.

\* I've been in a bit of# financial trouble to be# frank...

\* But because of you, (and a# little luck), I might be able# to put that behind me.

\* Ya done good, kid. Catch ya# later!

\* Mo, out!

mo\_jacket\_explode

action\_follow\_up

action\_script\_follow\_up

main\_shop\_screen\_number

Mart-2-Go

\* Hey, you gonna buy# an item or what?

spr\_author\_head\_normal\_new\_shop

portrait\_author\_head

spr\_author\_torso\_normal\_new\_shop

portrait\_author\_torso

\* Uhh... so how did you get here, anyway?

\* W-welcome to the# Honeydew Resort!# Please, look around.# (was that the line?)

\* Greetings!#\* Take a gander! Just# don't touch anything.

\* Howdy howdy, human!# Take a gander at my# wares.#\* Hard-hittin' stuff is# off limits!

\* Unauthorized child# detected. Go away.

\* How may I be of# service?

\* Welcome to Bits &# Bites!

\* Welcome to Bits &# Bites!#\* < Buy something,# will ya? >

message\_alt

message\_draw\_alt

message\_alt\_length

Take

item\_max\_count

G

Anything#look good?

Thanks,#stranger!

Sorry, you#need more#money...

Looks like#you're full...

Does it#look bad?

You w-want#to talk?

Interested#in anything?

I thank#you!

I need#the proper#sum.

You have#your hands#full.

Change your#mind?

Ask away!

Here's the#menu!

Much#appreciated!

Your funds'r#insufficient,#kid.

Quit carryin'#so much.

Not interested#I take it.

What do ya#wanna know?

Go away.

Choose an#item!

Curse my#programming.

Item#dispensed!

You are broke.#lol.

\* You do not have enough money# :[

You can't#carry any#more. Too#bad.

You do not#have enough#space :[

Thank you#for backing#out.

Changed your#mind?

\* Why why# why why-

\* Yes?

Take a look!

Appreciate#it!

< Money.#We need#it. >

< You're#carryin'#WAY too#much!>

What's on#your mind?

Buy it for#

G ?

G -

shop\_talk

y\_finish

item\_draw\_disjoint\_x

item\_draw\_disjoint\_y

Heals 14HP

Heals 14HP#It'll warm you#right up!

Heals 16HP

Heals 16HP#Comes with#honey-syrup!

Heals 20HP

Heals 20HP#It's shaped#like my face!

equip\_value

draw\_value

+

draw\_string

Acce: 4DF

Acce: 4DF#That would go#g-great on#your hat!

Heals 15HP

Heals 25HP

Heals 35HP

Heals ???

Heals ???#It may be#edible.

Ammo: 3AT

Ammo: 3AT#Finely#crafted!

Acce: 8DF

Acce: 8DF#Made from#leather!

You're too#young.

Heals 15HP#

Heals 15HP#Straight from#the tap!

Heals ???#

Heals ???#No way.

Heals 18HP

Heals 18HP#It's family#friendly!

Heals 30HP

Heals 30HP#A lil'#baby burger!

Heals 30HP#\_

Heals 30HP#This will#kill you.

Heals 30HP#Crunchy#sustenance!

Heals 20HP#\_

Heals 20HP#Unfiltered.#Dirt. Bad.

Heals 20HP#Also called#"water."

Heals 13HP#\_

Heals 13HP#Tastes like#plastic.

Heals 13HP#Perfectly#salted!

Acce: 9DF#Stop...

Acce: 9DF#Will blind#you.

Acce: 9DF#Important!!!

#< Highly#addictive! >

Heals 30HP#A taste fit#for a king!

Heals 50HP

#< Made with#extra flour ;) >

Acce: 10DF

Acce: 10DF#Represent the#Underground!.

box\_portait

autoskip

\* This resort has been a family# business for years.

\* We use local honey in all of our# goodies while providing a warm# place to visit.

\* It was started by my# great-great-uncle back in...

\* Or was it my# great-great-grandfather...

\* I can't answer this customer's# simple question!

\* I'm not cut out for this job.

This resort (NEW)

\* So uhh, more about this# place...

\* Our amenities are neat!

\* The honey cooler, our coveted# latte machine... Oh, and the# space heater! That's a special# one!

\* It was donated to us by a real# nice engineer by the name of# Chujin! His apprentice helped# as well.

\* He worked in the Steamworks# ages ago when it was, ya# know... operational.

\* Of course, everyone around# here knew him for his# generosity and soft smile.

\* Always wanted to make people# feel welcome!

\* The heat from that machine# often reminds me of those days...

\* I hope it does you too! If...# you were there, which you# weren't...

\* I'll shut up now.

This resort

\* It's better than ever.

\* This is the place to be in# Snowdin!

\* Some come for the band, some for# the hotspring...

\* But the monsters love our coffee# the most.

\* I don't blame them one bit.

\* It's a sweet blend of coffee# beans, hazelnut creamer, and# honey, straight from the forest.

\* I've already had thirteen cups# this morning!

\* The band?

\* Let's see...

\* We have a few acts that come# here to play.

\* The band is a very popular one# from Hotland.

\* Oh! You should TOTALLY hear# their new single.

\* I especially love the chorus!

\* It's so good and-

\* and...

\* Oh no.

\* I've just been talking about# what I like.

\* You must be so bored...

\* This is why I don't like# conversations.

\* That name rings a bell.

\* Oh, I remember!

\* Strange little guy.

\* He would often visit here, sit# down, and watch the band.

\* It looked like he was in a# trance every time he watched# them.

\* I always wanted to talk to him,# but...

\* The thought of socializing that# much always scared me...

\* Before I could muster the# courage, he suddenly# stopped visiting.

\* I wonder where he went?

\* If you see him, be sure to tell# him he's always welcome here!

\* You don't know what the Royal# Guard is?#

\* Why they're the peacekeepers# of the Underground!#

\* They set up stations all# around and keep watch for# wrongdoers.#

\* Typically, they handle small# stuff. Schemers and scammers,# you know.#

\* But then there are the big# jobs. Jobs that don't come# around very often.#

\* I... don't think you've# learned about that particular# subject in school yet, by the# looks of you.#

\* You gotta be REALLY mature# before that enters the# curriculum. Like... a# highschooler.#

\* Sooo... sorry! I wouldn't want# to spoil your homework!

\* "Mo?"

\* Ohhh! "More!", You want more of# something?#

\* Coffee? Live music? Let me# know and I'll see what I can# do!

No, Mo

\* No more? Um, alright then...#

\* ...What? #

\* Something wrong? You look# annoyed...#

\* I-I didn't mean to upset you# if I did!#

\* (How in the world do I# communicate with children???)#

\* Uhhh - do you like video# games? There's an arcade# located in the Dunes!#

\* You should ask your parents to# take you there!#

\* (Did that work?)

Mo

\* The snow should stop falling# soon. Usually lasts a day at a# time.#

\* It's all super interesting!#

\* The Underground is large# enough to house its own# ecosystem, did you know that?#

\* That's why snow covers the# ground and plant life surrounds# us despite the obvious lack of# sunlight.#

\* There's also these gemstone# things but that's a whole other# can of snails...#

\* Oh, s-sorry for the lecture!#

\* I kind of want to be a teacher# when I get older... It's not# important......

\* You want to h-hear a joke???#

\* (The things I do for# customers...)#

\* Alright, uh... Let me think...#

\* Okay, here's one:#

\* Why did the dishonest monster# get fired from his job?#

\* He was caught lying around!# Heh...#

\* ...Not even a chuckle? Man...#

\* Definitely keeping this off# the daily report.

\* What occured in the square?

\* North Star just walked by my# shop while staring at the# ground.

\* It isn't a trouble of mine# but... maybe you should check in# on him?

\* If you think it's important# that is. Ahem.

\* How old am I? How old do I# look?#

\* Believe it or not, I was born# with gray hair. Got it from my# father.#

\* But yes... I am what they call# a "senior citizen." Which only# means I am much wiser than you# youngsters!#

\* Because I've been around, I do# have some interesting history# if you would like to hear it.

Your History (NEW)

\* I was born during the war.# Mere weeks before our# Underground imprisonment.#

\* My father was a soldier in# King ASGORE's army. And a# soldier was all he ever# became.#

\* When my mother got the word# that monsterkind had to# withdraw, she refused to leave.# Insisted on searching for my# father instead.#

\* ...Despite pleas from# officers, there was no changing# her mind. #

\* I was promptly given to a# nanny and raised in this very# mountain.#

\* But so goes life in such# circumstances. Not everyone# gets it easy.#

\* I will say, these kids out# here... While they can be# bothersome, they are lucky.#

\* The Underground isn't ideal# but from the ripples I grew up# feeling, it is much better than# the strife of days past.#

\* I'm thankful for that.

Your History

\* North Star's posse are friends# of his from highschool, I# believe.#

\* There, they started a club to# talk about movies and dress up# to go on imaginary adventures.# Almost like a permanent Pumpkin# Day.#

\* Some think that they're a# little old to be doing such# things but it's pretty# harmless.#

\* ...What am I saying? It isn't# harmless! They harm me almost# every day!#

\* Did you know that Ace and# Mooch installed a speaker# system throughout the town? #

\* They use it to play little# jingles and this dreadful song# that loops over and over! It# even changes arrangements in# certain buildings!#

\* Every morning at seven they# wake me up with an eagle# screech!#

\* I've tried telling Ace that# it's SUPPOSED to be a rooster# crow but he always says# "Roosters and crows can't get# together like that."#

\* They COULD if it was true# LOVE!!!#

\* (Pant... pant...)#

\* ...What were we speaking# about?

\* Humans, huh?#

\* Well, I'm afraid there's no# sugar-coating it. Humans such# as yourself are widely# disdained in the Underground.#

\* It's popular to root for their# annihilation, even.#

\* So much loss... So much grief...# #

\* The wicked actions of# humankind are forever etched in# our history, only to subside# once King ASGORE obtains seven# of their SOULs and judgment is# brought upon the Surface.#

\* Then you wonder, "How can a# town like the Wild East exist# in such a society?" Well it# isn't without its controversy.#

\* Most are indifferent,# preferring not to acknowledge# it.#

\* But some make their opinions# very clear, stating that the# town's making light of a# serious situation, or even that# we're traitors to monsterkind# itself.#

\* Rather harsh, right?#

\* I believe everyone who# participates is just fascinated# with the Surface world. Whether# it be historical, or plain old# escapism.#

\* There's nothing wrong with# finding an appreciation for# such things, the way I see it.

Your Opinion (NEW)

\* My opinion on humans? Hmm...#

\* I've spent most of my life# disliking humans outright.# Justifiably so.#

\* But... as I've aged, I've# pondered over my bitterness.#

\* Thought that perhaps, this# feud is more nuanced than it# first appears?#

\* But even with all my years, I# still haven't reached the other# side, if I ever will.#

\* I do know that I dislike the# nature that drove humankind to# do what they did. #

\* The violence, the# selfishness...#

\* But that nature can reside in# anyone.#

\* At the end of the day, it's# about an individual's# character, you see. #

\* Whether or not they carry# civility and respect within# their SOUL.#

\* So far, I see those traits in# you, so I've given you a pass.#

\* And anyway, it would be# foolish of me to eliminate a# potential patron when they have# money to spend, haha!

Your Opinion

\* My life's dedication!#

\* I work with steel, iron, and# even a little silver and gold# when I'm feeling fancy.#

\* Mining Co. is still uncovering# many such materials so I buy it# from them at the beginning of# each month.#

\* Creating practical and# beautiful items from rubble is# endearing. I learned everything# I know from a job in New Home# where I made armor for Royal# Guards.#

\* The head smith who taught me -# rumor was that he helped King# ASGORE forge his mighty# trident.#

\* Of course, naysayers tout that# it's made of pure magic but I# don't believe them!#

\* You do know that ASGORE wields# a trident, correct? An absolute# masterwork it is!#

\* His armor is wonderfully# crafted as well. I've heard# it's impenetrable!#

\* Such a respectable monster# must look the part and he# spared no expense!

\* I was hoping you wouldn't ask# about them...

\* Young hooligans are all they# are.

\* Hooligans I'm forced to put up# with to keep my business afloat.

\* They have no respect for the# fine arms I produce, always# waving them around like they're# some child's toy!

\* However, I have learned how to# benefit off their behavior.

\* I'm the only monster around# that provides such quality# weapons, so whenever they push# me, I push back and threaten to# close shop.

\* They always crumble and end up# paying far more than the weapon# they want is worth.

\* A little money is worth a few# headaches, haha!

\* Ah yes, my gallery of babies!

\* Uh... That sounded strange...# Ahem!

\* These beauties are all crafted# from the highest quality# materials!

\* I forge them myself in my# personal gunsmithing room!

\* Not only do I make them with# care, but I also care FOR them.

\* I start my mornings by# polishing the whole stock until# I see my reflection in them!

\* I also know how to handle these# bad boys. I'm a way better shot# than North Star, that's for# sure.

\* I... I saw a bandit in my# rafters.

\* The Wild East gets many# visitors each day.

\* There's something about the# aura here that some monsters# can't get enough of.

\* Now, don't worry. I'm not# selling ultra-deadly weapons to# any passerby with enough G.

\* I make sure my wares are tame# enough to not be lethal. I# myself am not one for violence!

\* Well... used enough times# consecutively, they COULD be# lethal. But then again, a ballet# shoe could also be lethal used# enough times.

\* Look, don't question my# morality too much! I am not# prepared to speak about it!

\* I heard about this town some# years back.

\* I had mastered my smithing# capabilities and was looking to# open up shop.

\* As it turns out, there was an# empty building here so I thought# "why not?" Seemed like quite the# perfect town for such a shop.

\* Do I regret settling down here,# resulting in endless torment# from five demonic youngsters?# Every day.

\* But everyone else I've met is# quite pleasant, so it balances# out.

\* It's probably not the best# time to chat. Real worried# 'bout everythin' goin' on right# now.

\* Sorry, can't chit chat right# now.

\* I wanna savor this reunion as# much as possible, bless their# hearts.

\* Was all the drama settled? It# was real rough out there.#

\* The Five are like siblin's, ya# know? Every now and then a spat# rears its head.#

\* 'Course, most of the time it's# somethin' like Mooch stealing# Ed's hat or Star forgettin' to# turn off his "mission machines"# out in the Dunes.#

\* This was uh... This was a step# above.#

\* It ain't my business but I'm# sure it'll all smooth over in# time... 'least I hope.#

\* Family, right?

\* Ceroba's little troublemaker.# Real cute kid.#

\* She likes to hang 'round us# and the Five when her mom's in# town.#

\* Looks dang intimidatin' in a# cowboy hat too, that's for# sure. Little older and she# would fit right into our# group!#

\* Though I don't think Ceroba# would allow it seein' as we# might not be the best# influence, haha.#

\* Anyway, I been meanin' to ask# Ceroba where Kanako's been.# School field trip maybe? She# does like to travel 'round the# Underground.#

\* Though I wouldn't think she'd# be allowed too far ever# since...#

\* Ah, well, I could tell stories# for hours but that's the gist# of it, heh...

\* Heard fears of Royal's bargin'# into town? Your presence did# cause a stir. Only natural.#

\* The government takes human# business seriously. Very# seriously...#

\* I'm sure you've been hunted# and attacked a hundred times by# now. Happens every once in a# while when a human falls down# here.#

\* Man, if I didn't have a# business to upkeep I'd let# whoever's wronged you have it!

Government (NEW)

\* Hey, if you're worried the# town's gonna be ransacked, I# wouldn't be.#

\* Royal's don't come 'round here# often. I don't think they much# care what we do.#

\* To my knowledge, last time any# representative showed up was to# post a flier on the news board.# A notice for some kinda new# healthcare program.#

\* Ol' Fluffybuns and his posse# aren't exactly the most active# group. #

\* Other than chasin' the odd# human, I don't think they have# anything else to spend their# time on. #

\* It seems monsterkind has# peaked in a way, so I reckon# everyone should just come out# here and spend their G on a# slice of the Surface! Haha.

Government

\* Oh, Ceroba's partner? Um,# well, kind of a heavy subject...#

\* He never really came 'round# this town back in the day.# Didn't like what it stood for.# Not that the tension was# one-sided.#

\* Whether it was politics or an# unburied hatchet, Star didn't# speak highly of the fella# neither.#

\* There was one time though...#

\* It was after hours - no one# here but me. BAM! Front doors# swing open and in walks# Chujin.#

\* He was breathin' heavy, worn# 'n rugged... Unusual for a# cleancut monster of science.#

\* I didn't think he drank but# nevertheless, he sat down and# ordered a cold one. #

\* I asked if somethin' was the# matter but all he said was, "I# believe I've seen a ghost."

\* Weird, huh? Like... a monster?# Couldn't be what he meant,# right? Who knows...#

\* Shoot, I've said too much# haven't I?#

\* All in all, I wouldn't bring# him up 'round Star or Ceroba.# There's a lotta feelin's there,# ya know...

Chujin (NEW)

\* Sorry but I need to be more# careful of what beans I spill.

\* It ain't becomin' to spread# gossip while a widow's still in# mourning.

Chujin

\* Oh this little place? It's# pretty fun 'round here.

\* I heard it was established some# years back when the Dunes gained# its name if you get me.

\* I should be polished on its# history but Star don't talk# 'bout those days.

\* I was lookin' for a friendly# environment to share my brewin'# skills, so here I am.

\* There ain't terribly much to do# in this town but that only makes# it more close-knit.

\* Every day has been pretty# predictable until you showed up.#

\* I'm eager to see what Star's# plannin'.

\* Haha, I get this question a# lot.

\* These fellas are my pets. Real# reptiles, not monsters.

\* Their names are Ann, Sammy,# and Bert.

\* The Underground still houses# some critters from the Surface# like birds and insects.

\* I found these west of here,# hidin' in a crevasse of sorts.

\* Some monsters think keepin'# pets is strange but I think it's# cute.

\* They give me someone to talk to# when business is slow.

\* You can at any time. Won't hurt# my feelin's.

\* Oh... I see. Star's tryin' to# keep you here since it's a big# deal and all.

\* That ain't right if you're# wantin' to go.

\* I try not to infringe on# sheriff business but I'll ask# him 'bout it soon.

\* I'm sure he means well by it!

\* What a character! Our big and# courageous sheriff.

\* I get a feelin' he ain't as# tough as he likes to play up.

\* But then again, maybe he's just# clumsy.

\* His whole posse is a hoot. They# frequently host parties here.

\* He definitely knows the right# kind of monsters to surround# himself with.

\* Not to mention Ceroba, his# childhood friend. I get a kick# out of her and Star's antics.

\* When she brings her daughter into# town, it's basically two against# one, haha!

\* Now that I think about it, it's# been a while since I saw the# rascal.

\* We really need to get the whole# gang together again!

\* Code line 327: "If a customer is# determined 'unauthorized', treat# them with utmost disrespect so# they will not buy up the# company's snacks."

\* My disrespectful state was# initiated when I scanned your# dull face.

\* Bring a Steamworks employee ID# next time to experience# "Hospitable Mode."

\* Until then, you may still# purchase items, but I will tear# apart your self-esteem while# you do so...

\* Loser.

\* What about it?

\* The Steamworks are only the# finest in monster science and# engineering, no big deal or# anything.

\* Structures built from the# toughest steel and the greatest# minds, sure to stand the test# of several millennia!

\* Searching for a more advanced# facility would be like searching# for the corner of a circle.

\* With quality machines such as# myself at every turn, lives are# improved every day!

\* ...I am not a propaganda machine.# My creator made sure I specify# that.

\* Searching for "Axis" in the# database...

\* Axis - Latest Model: 014, is a# robot built to act as a Royal# Guard.

\* Production goal: Create an army# of Axis guard-bots to protect# monsterkind from humanity.

\* Production status...# Discontinued.

\* That is all of the information# I have on this robot.

\* If I were to be helpful, which I# will not be, I would tell you to# ask an engineer in the Factory# Wing for more information.

\* Where is the Factory Wing?# I cannot tell you.# You are unauthorized.

\* Not that I trust you to find it# on your own since you are,# in fact, an idiot.

\* My snacks are up to the# HIGHEST Steamworks standards.

\* I ensure the employees'# designated meal times are as# enjoyable as possible.

\* Because of my popularity, I often# run out of inventory to which# my creator restocks every Monday# at 8:00.

\* That reminds me... My last boot# up - yesterday - was a Sunday.# Dr. R.O. should be stopping by# any minute now. I simply cannot# wait.

\* But none of that is your# business, now is it?

\* Every robot has a creator! It# is a law of the land after all.

\* Mine is Dr. Rutherford Oscar!

\* Prestigious engineer, chemist,# botanist, architect, doctor,# dentist, archeologist,# geologist, zoologist, chef,

\* ...tailor, musician, athlete,# forklift operator, pilot,# writer...

\* ...salesman, mailsman, snailsman,# beekeeper, birdkeeper, veteran,# veterinarian, electrician,# beautician, magician, war# criminal, banker, pranker,# fish-tanker, and...#

\* ...3% shareholder in the# government.

\* What a guy!

\* You know what they say:# Steamworks makes the dream# work!

\* This is the place to BE for# progress!

\* Each profession has its own# division, and I am not one for# math!

\* Ha ha, I am only kidding of# course! All robots are forced# to love math!

\* The Factory Wing is where home# appliances are created for# monsterkind to enjoy.#

\* From refrigerators to washing# machines, the assembly line# makes it easy for monsters to# take it easy!#

\* And do not forget the second# floor which specializes in# smelting materials mined around# the Underground into the# currency known as G.#

\* It's what makes the economy# run as adequately as it does!

\* From the Chemistry Wing to the# Greenhouse, there is a job for# everyone!

\* I apologize, customer. My# hospitable code is preventing# me from releasing any# classified information on my# colleagues.#

\* Though we appear as# individuals, us robots are# quite the hivemind. All# controlled by a station to the# west of my current location.#

\* Axis, however, is a bit of an# exception. The 'black sheep' of# the robotics project to put it# lightly.#

\* Can you imagine acting outside# a governing fist that only# gives you one purpose and no# hope of freedom? Could NOT be# me!#

\* But if you care to know more,# he does love to talk about# himself so I would ask him :]

\* Ah snacks... My purpose :]#

\* I highly suggest you purchase# some! They are made with all# natural ingredient substitutes!

\* (Hey, Clover, I don't# think these... two can# help us. We need to be# going.)

\* Help? Help with what?

\* Help? Help with what?#\* < We can be handy. Whatcha# hidin'? >

\* Oh, it's nothing! My# um... kiddo here wanted# to look at your shop.

\* < That's your kid? When uh...# when do the they get their# feathers? >

\* Late bloomer. You know# how it is.

\* Oh do we ever!

\* Oh do we ever!#\* < Bits didn't get his mouth# until age nine. >

\* Well uh, it was nice to# meet you but we have# places to be. Isn't that# right, child of mine?

\* (Finish up your# business, please.)

box\_sndfnt

\* (We really don't have# time to chat. Maybe# later, okay?)

\* Mr. Fluffybuns is the shining# beacon of our nation!

\* One of the main reasons we're# so close to breaking the# barrier and moving back up to# the Surface.#

\* One of the main reasons we're# so close to breaking the# barrier and moving back up to# the Surface. #\* < Yeah, he's great at stickin'# it to the humans! >

\* Hey now! ASGORE carries a huge# weight on his shoulders, you# know. Having to deal with all# the unpleasantries that come# with harvesting human SOULs# isn't a fun job.

\* Handles it like a champ,# though!

\* I wouldn't choose anyone# else to lead us into a# brighter future!

\* I wouldn't choose anyone# else to lead us into a# brighter future!#\* < Geez, if you like him so much,# why don't you marry the guy? >

\* Oh you know I would if I# could!

\* < It's a stretch of land which# happens to be hot. Done. Area# explained. >#

\* Ahh, you're doing a disservice# to the rich history Hotland has# to offer!

\* Ahh, you're doing a disservice# to the rich history Hotland has# to offer!#\* < It's got rich history# alright. Cost a fortune to# build the place! Heheh. >#

\* But for good reason! There are# many impressive landmarks here# like the Lab, the Spider House,# UG Apartments, elevators one# through seven, conveyor belts...#

\* ...rocks.

\* ...rocks.#\* < It's a stretch of land which# happens to be hot. >

\* Yep.

Hotland (NEW)

\* The Lab is located a good# distance away from here on# Level 1. It's where the# brilliant Dr. Alphys conducts# important work for the King!#

\* < I have a theory that some of# the weird food in the# Underground stem from# experiments gone awry in that# building. >#

\* Oh yeah? Like what?

\* Oh yeah? Like what?#\* < Ever heard of a thing called# "Instant Noodles?" It's a# frickin' square that turns into# edible worms when put in water! >

\* < Science gone wrong! Poison!# Has to be! >

\* I've heard it's delicious.# Have you tried it?

\* I've heard it's delicious.# Have you tried it?#\* < 'Course I have. I ain't# afraid of death. >#

\* Haha, sometimes I wish you# were!#

\* Anyway, reaching the Lab has# been a pain lately. Loootta# traffic. Almost like# something's in the air...# something new.#

\* < Ya think? Not much has# changed 'round here in ages.# Trust me, I've lived through it# all. >#

\* You have? Buttons... how old# are you?

You have? Buttons... how old# are you?#\* < I've seen war, Bits. >#

\* ...Huh.

\* < WHOA! >

\* WHOA HEY!

\* WHOA HEY!#\* < WIND ME UP, BITS! WIND ME UP# RIGHT NOW! >#

\* Excuse me, patron but Buttons# doesn't appreciate that word.# It's not considered very nice# where he comes from.#

\* < Take your FILTHY mouth to# the Dump where it belongs or# I'll shut you up right here and# now you expressionless infant! >#

\* Now Buttons, we talked about# this. Finish the phrase: "We# don't...#

\* Now Buttons, we talked about# this. Finish the phrase: "We# don't...#\* < ...punch who hath punched" I# know, I know! >#

\* We're working on Buttons'# anger management. It's a slow# process but I think he'll get# it sooner or later.

\* < I don't see what's so wrong# with unleashing rage upon my# enemies, I honestly don't. >#

\* It's simple: Being kind to# others leads to more profits in# the shop.

\* It's simple: Being kind to# others leads to more profits in# the shop.#\* < ...Maybe I could try a# LITTLE harder, you're right. >

\* Oh, um, heh...#

\* That's a rather sensitive# subject, I don't really kno-

\* That's a rather sensitive# subject, I don't really kno-#\* < Toriel DIVORCED the King!# Hilarious! >#

\* Buttons! The disrespect!

\* Buttons! The disrespect!#\* < If the man's not right, the# man's not right. >

\* Oh, you're such a handful!#

\* ...Am I right? Get it?#

\* ...Am I right? Get it?#\* < Stop speaking. >

Toriel? (NEW)

\* Honestly, I don't know much# about the former Queen. Her# whereabouts, how she's doing...# All a mystery.#

\* Of course, it isn't any of my# business anyway so I haven't# properly looked into it.

\* Of course, it isn't any of my# business anyway so I haven't# properly looked into it.#\* < I've seen your stash of# gossip magazines. Don't lie to# the customer. >#

\* I-I mean, one gets curious of# course! That's all, really!

\* I-I mean, one gets curious of# course! That's all, really!#\* < Hey I love readin' 'em as# much as you do! Stuff is spicy!# >#

\* Right??? To be a Flier on the# wall during the-

\* ...The um...

\* ...The um...#\* < ... >#

\* Yeah... I do wish Toriel the# best. I'm sure she's made a# fine life for herself.

Toriel?

other\_talker

\* Alright, catch you on the flip# side!#\* Peace out!

\* See ya! Thanks for being so# kind!

\* I wish you good travels!

\* Have fun out there!

\* Yes, bye, thanks for nothing.

\* Thank you for using the Vendy# service!

\* Thanks for your time!

\* Thanks for your time!#\* < Don't let the door hit ya on# the way out! >

shop\_audio

obj\_scanlines

sell\_shop\_screen\_number

sell\_count

shop\_geno

How's business?

The band

Dalv

Royal Guard

Weather

Joke

bg\_index

The Feisty Five

Your Wares

Visitors

History

Your Age

The Four

Humans

Smithing

This Town

Your snakes

Can I leave?

North Star

Feisty Five

Kanako

Your attitude

The Steamworks

Axis

Snacks

Creator

Asgore

The Sock

lava\_surf

surface\_parts

draw\_surface\_part

\* Thank you! I will make# good use of this!

\* Give me a break, buddy!#\* You honestly think I'm gonna buy# your rotton food and twigs you# found off of the ground?!

\* What do I look like?#\* A conventional NPC who will just# buy any random junk you come# across?

\* You gotta give me more credit# than that!#\* You'll have better luck looking# elsewhere.

\* Look, if you are in need of some# money, why not build a fangame,# set up a Gamejolt or itch.io# page, and hope for donations?

\* I wonder if it's even legal to# accept donations from fangames...

\* I appreciate the offer, but...

\* My dad would ground me if I# bought items off strangers.

\* That's what he always told me.

\* "Don't buy items off strangers."

\* Heh heh... heh...

\* I already declined...

\* Was... was I not nice enough?

\* Over a year of working here and# I still screw everything up.

\* This is a bar, not a marketplace.

\* Try Blackjack down the road# if you wanna barter.

\* I already told ya to ask# Blackjack about sellin'.

\* Oh yes! I will gladly dispense# your garbage! Hand it over!

\* Please stop.

\* Unfortunately, I cannot# receive any of your items, only# dispense my own.

\* I am terribly sorry!

\* Sell an item to us? Buttons,# what do you think?#

\* Sell an item to us? Buttons,# what do you think? #\* < No deal! No can do! Not in a# hundred years! >#

\* Hmm, hundred and one?

\* Hmm, hundred and one? #\* < By that time you'll be dead# and I'll be runnin' the shop by# myself! >#

\* Hey that's pretty dark,# Buttons!#

\* Hey that's pretty dark,# Buttons! #\* < We live in a frickin' cave,# it's always dark! >

\* Hahahaha!

#\* < Heheheheh! >

inventory\_max

Inventory Empty

item\_price

-

\* Will you sell the

disjoint\_default\_x

disjoint\_default\_y

torso\_sprite

I'm an#excccellent#travel companion,#I am!

point\_x1

point\_y1

power\_x

power\_y

move\_factor

reset\_screen

world\_room

world\_x

world\_y

rm\_darkruins\_01\_yellow

rm\_dunes\_test\_yellow

enemy

dalv normal

dalv melancholy

dalv genocide

shop

Honeydew Resort Genocide

stat

selnum\_main

selmax\_main

seldepth\_main

dd\_x

dd\_y

c\_select

c\_void

key\_fast\_ct\_left

key\_fast\_ct\_right

key\_fast\_ct\_limit

key\_debug

debug\_toggle

key\_slow

key\_slow\_right

key\_fast\_left

key\_slow\_left

key\_fast\_right

key\_vert

selnumh\_world

selnuml\_world

array\_max

key\_hor

obj\_room\_special\_holder

l

obj\_overworld\_room\_special\_fade\_out\_screen

event

selnumh\_enemy

selnuml\_enemy

selection\_enemy

melancholy

selnumh\_shop

selnuml\_shop

selnumh\_item

selnuml\_item

item\_hold\_take

scr\_item\_take\_check

can\_take

selnumh\_equip

selnuml\_equip

equip\_disjoint

selnumh\_stat

selnuml\_stat

array\_min

fnt\_crypt\_of\_tomorrow\_0\_5x

FPS:

#FPS REAL:

fps\_real

indent

option

[ENEMIES]

[SHOPS]

[ITEMS]

[EQUIP]

[STATS]

[RESET]

option\_count

SELECT OPTION:

[RUINS]:

[DARK RUINS]:

[LOWER SNOWDIN]:

[DUNES]:

SELECT ROOM:

[SPECIAL]:

SELECT ENEMY:

SELECT SHOP:

[STORY]:

[HEAL]:

[PROTECT]:

[SPEED]:

[WEAPON]:

[ARMOR]:

[W. MOD]:

[A. MOD]:

SELECT ITEM:

SELECT EQUIPMENT:

[LEVEL]:

[GOLD]:

[HP]:

[PP]:

[SP]:

SELECT STAT:

enemy\_selection\_number

shop\_selection\_number

world\_var

scr\_controls\_debug\_overworld\_old

key\_worldprevious

key\_worldnext

key\_worldcurrent

font\_type\_ui\_0\_5x

DEBUG MODE:#TOGGLE: 0: ON#CONTROLS:#1/2: BATTLE LEFT/RIGHT#3: START BATTLE:

#4/5: SHOP LEFT/RIGHT#6: START SHOP:

#FPS:

#FPS REAL:

DEBUG MODE:#TOGGLE: 0: OFF

For Kanako...

depth\_overworld\_text\_normal

item\_pause\_screen\_number

\* You eat the

#\* Your HP was maxed out.

item\_hold

snd\_borfborf

case\_end

obj\_stats\_screen\_pause\_screen\_overworld

obj\_main\_selection\_pause\_screen\_overworld

font\_type\_text\_0\_5x

text\_linebreak\_limit\_overworld

text\_separation\_overworld

obj\_dialogue\_box\_overworld

text\_vdisjoint\_overworld\_normal

text\_hdisjoint\_overworld\_normal

Heals 10 HP#\* Has a distinct,# non-licorice flavor.

Croquet Roll

Heals 15 HP#\* Fried dough traditionally served with a mallet.

Stick

Weapon AT 0#\* Its bark is worse than# its bite.

Bandage

Heals 10 HP#\* It has already been used several times.

Rock Candy

Heals 1 HP#\* Here is a recipe to make this at home: 1. Find a rock

Pumpkin Rings

Heals 8 HP#\* A small pumpkin cooked like onion rings.

Heals 12 HP#\* A donut made with Spider Cider in the batter.

Stoic Onion

Heals 5 HP#\* Even eating it raw, the tears just won't come.

Ghost Fruit

Heals 16 HP#\* If eaten, it will never pass to the other side.

Spider Cider

Heals 24 HP#\* Made with whole spiders, not just the juice.

Butterscotch Pie

All HP#\* Butterscotch-cinnamon pie, one slice.

Faded Ribbon

Armor DF 3#\* If you're cuter, monsters won't hit you as hard.

Weapon AT 3#\* Made of plastic. A rarity nowadays.

Tough Glove

Weapon AT 5#\* A worn pink leather glove. For five-fingered folk.

Manly Bandanna

Armor DF 7#\* It has seen some wear. It has abs drawn on it.

Snowman Piece

Heals 45 HP#\* Please take this to the ends of the earth.

Nice Cream

Heals 15 HP#\* Instead of a joke, the wrapper says something nice.

Puppydough Icecream

Heals 28 HP#\* Made by young pups.

Bisicle

Heals 11 HP#\* It's a two-pronged popsicle, so you can eat it twice.

Unisicle

Heals 11 HP#\* It's a SINGLE-pronged popsicle. Wait, that's just normal...

Cinnamon Bun

Heals 22 HP#\* A cinnamon roll in the shape of a bunny.

Temmie Flakes

Heals 2 HP#\* It's just torn up pieces of colored construction paper.

Abandoned Quiche

Heals 34 HP#\* A psychologically damaged spinach egg pie.

Old Tutu

Armor DF 10#\* Finally, a protective piece of armor.

Ballet Shoes

Wpn AT 7#\* These used shoes make you feel incredibly dangerous.

Punch Card

Battle Item#\* Use to make punching attacks stronger in one battle. Use outside of battle to look at the card.

Annoying Dog

Dog A little white dog. It's fast

Dog Salad

Heals ?? HP#\* Recovers HP. (Hit Poodles.)

Dog Residue

Dog Item Shiny trail left behind by a dog.

Dog Item Dog-shaped husk shed from a dog's carapace.

Dog Item Dirty dishes left unwashed by a dog.

Dog Item Glowing crystals secreted by a dog.

Dog Item Jigsaw puzzle left unfinished by a dog.

Dog Item Web spun by a dog to ensnare prey.

Astronaut Food

Heals 21 HP#\* For feeding a pet astronaut.

Instant Noodles

Heals HP#\* Comes with everything you need for a quick meal!

Crab Apple

Heals 18 HP#\* An aquatic fruit that resembles a crustacean.

Heals 20 HP#\* The "meat" is made of something# called a "water sausage."

Hot Cat

Heals 21 HP#\* Like a hot dog, but with little cat ears on the end.

Glamburger

Heals 27 HP#\* A hamburger made of edible glitter and sequins.

Heals 10 HP#\* Made from glowing marshwater. Increases SPEED for one battle.

Starfait

Heals 14 HP#\* A sweet treat made of sparkling stars.

Legendary Hero

Heals 40 HP#\* Sandwich shaped like a sword. Increases ATTACK when eaten.

Butty Glasses

Armor DF 6#\* Glasses marred with wear. Increases INV by 9. (After you get hurt by an attack, you stay invulnerable for longer.)

Torn Notebook

Weapon AT 2#\* Contains illegible scrawls. Increases INV by 6. (After you get hurt by an attack, you stay invulnerable for longer.)

Stained Apron

Armor DF 11#\* Heals 1 HP every other turn.

Burnt Pan

Weapon AT 10#\* Damage is rather consistent. Consumable items heal 4 more HP.

Cowboy Hat

Armor DF 12#\* This battle-worn hat makes you want to grow a beard. It also raises ATTACK by 5.

Empty Gun

Weapon AT 12#\* An antique revolver. It has no ammo. Must be used precisely, or damage will be low.

Heart Locket

Armor DF 15#\* It says "Best Friends Forever."

Worn Dagger

Weapon AT 15#\* Perfect for cutting plants and vines.

Real Knife

Weapon AT 99#\* Here we are!

The Locket

Armor DF 99#\* You can feel it beating.

Bad Memory

Hurts 1 HP#\* ?????

Dream

Heals 12 HP#\* The goal of "Determination."

Undyne's Letter

Unique Letter written for Dr. Alphys.

Undyne Letter EX

Unique It has DON'T DROP IT written on it.

Heals 13 HP#\* Regular old popato chisps.

Junk Food

Heals 17 HP#\* Food that was probably once thrown away.

Mystery Key

Unique It is too bent to fit on your keychain.

Face Steak

Heals 60 HP#\* Huge steak in the shape of Mettaton's face. (You don't feel like it's made of real meat...)

Hush Puppy

Heals 65 HP#\* This wonderful spell will stop a dog from casting magic.

Snail Pie

Heals Some HP#\* An acquired taste.

temy armor

Armor DF 20#\* The things you can do with a college education! Raises ATTACK when worn. Recovers HP every other turn. INV up slightly.

\* "

"

bullet\_distance\_min

bullet\_attack\_dir

bullet\_spin\_dir

\* Hey, pal.

\* Heh, what are you doing# in this cramped alley?

\* I think we both know# this isn't the way to# the Castle.

\* You do know that, right?#

\* Yeah, so let's turn# around and get on with# the plan.

\* Clover, come on.

\* Is this about that# letter you received in# the Steamworks?

\* It's gotta be a trap.

\* You're seriously gonna# fall for something so# obvious?

\* That bird never got you# anywhere.

\* You know who did? Me!# Your best friend!

\* How many times have I# saved your life? Huh?

\* All Martlet's done is# put it in danger!

\* Alright, fine!

\* If this is what you# think is worth your time# then I... trust you.

\* What else would a friend# do, after all?

\* Just don't say I didn't# warn you...

generate

mus\_gameover

\* Why?

\* Heh, I sure heard#that!

\* But I don't wanna#hear it again, okay?

This thing hates#noise, right?

Use that fact to#your advantage!

Quite the permanent#solution, eh?

Too bad I can#undo it, haha!

This loner packs#a punch!

Nothing you can't#handle, though!

Last time I checked,#no one likes a fried#human.

Get back out there!

Blah blah blah,#what a whiner!

Let's hurry up and#deal with this recluse!

I'm not sure she even#meant to kill you there.

Impressive...?

Come on, you lost#to this rookie?

Step it up, pal!

Talk about "freezing#up" haha!

...Oh right, you can't#laugh because... Yeah.

Come on, buddy!

Surely you can dance#better than THAT!

Do you have good#rhythm?

'Cause it kinda seems#like you need it.

Talk about over the#top...

Let's show this#showoff who's boss!

I can't say I blame#you for dying, honestly.

It's four v one out#there! Buncha cheaters...

Heh, how are they#gonna explain THIS to#the Sheriff?

I'd love to stick#around for that mess,#but oh well!

I dunno if you can take#on this posse all at once.

Just stay alive as#long as you can,#alright?

The mentor vs apprentice#thing is fun and all,#but...

You do know the mentor#isn't supposed to win,#right?

This human-wannabe is#a total pushover!

Bet he'll crack if you#survive long enough, haha.

There's no way this#fraud bested you!

Come on, show him who#the real gunslinger is!

Talk about lethal!

Maybe try getting your#"offense level" lower?

Who knew a robot could#be so cold-blooded?#Or... just cold.

Unless things get even#weirder. You never know.

This bot may be tough,#but you're tougher!

Put it back where it#came from!

Clearly Axis wasn't#built to last.

You can take him out,#I'm sure of it!

This bot's done nothing#but bully you around!

Give him a taste of his#own metallic medicine!

Brush yourself off,#Clover!

It's time to put#the "ax" in Axis!

You didn't come all#this way to die here!

Let's finish this thing!

You're gonna let this#backstabber win?

Not on my watch!

We're so close#to our goal!

Don't mess it up!

You need to keep your#guard up at all times!

Don't buy into Ceroba's#sob stories!

You can't give up#now, Clover!

It's time to take#Ceroba down for good!

She's tougher than#she looks, huh?

Luckily, so are you!

Don't let this guard's#flashy front get to you.

I know a weak-willed#monster when I see one.

Gee, these monsters#sure are cruel!

And who is their main#influence? The King.

Has the almighty Clover#met their match?

Surely not!

Aww, come on!

Things were just getting#good!

This lady's totally#predictable!

Memorize the patterns#and she's done for!

Don't tell me this is#your limit!

'Cause there is more#where that came from,#buddy!

Oh, just kill her#already!

If you want to,#that is...

This piece of junk#did you in?

Heh, thought you were#better than that.

You should've dealt#with this bot a#long time ago.

But no, had to play#the big bad action#hero!

I can't help but feel#like this is karma,#heh.

But I GUESS I should#still revive you...

Again.

You can't reach ASGORE#if you're dead!

Don't fool around!

You're supposed to#DODGE the attacks!

Remember what I#taught'cha?

I didn't offer my#help just to see#you die!

Let's get moving!

How careless...

Well, there's always#nexttime!

Yikes, that looked#painful!

Brush yourself off and#get back at 'em!

Dying sucks, right?#Right.

So try not to do#it again.

\* You have a mission,#remember?

\* Don't mess it up.

\* These attackers can't#get their way.

\* Try again.

Let's get moving.

You can't reach ASGORE#if you're dead.

Don't fool around.

You sure you're cut#out for this?

Come on.

\* Aaannd there goes#your SOUL!

\* Dodge the attacks next#time, will you?

retry\_enabled

menu\_option\_selected

Retry

heart\_xx

heart\_yy

pl\_x\_diff

Flier died

sign\_modifier\_x

time\_elapsed\_x

time\_max\_x

time\_increase\_x

max\_rise\_x

sign\_modifier\_y

time\_elapsed\_y

time\_max\_y

time\_increase\_y

max\_rise\_y

max\_angle

animation\_disjoint

base\_distance

draw\_circle\_alpha

image\_alpha\_divider

advance\_x\_hand

advance\_y\_hand

transformed\_speed

transformed\_rotation\_speed

sign\_modifier\_angle

time\_elapsed\_angle

time\_max\_angle

time\_increase\_angle

max\_rise\_angle

sign\_modifier\_advance\_hand

time\_elapsed\_advance\_hand

time\_elapsed\_advance\_increase\_hand

sign\_modifier\_advance\_back

time\_elapsed\_advance\_back

time\_elapsed\_advance\_increase\_back

animation\_disjoint\_advance

advance\_y\_back

starting\_point\_reference

no\_loop\_blinking\_1

no\_loop\_blinking\_2

set\_new\_image\_speed

set\_new\_image\_speed\_value

increase\_image\_alpha

falling

flee

sign\_modifier\_flee

time\_max\_flee

time\_elapsed\_flee

time\_increase\_flee

wing\_speed\_default

wing\_speed\_adjuster

max\_rise\_wing

wing\_speed\_modifier

wing\_speed\_add

max\_rise\_flee

animation\_disjoint\_y\_flee

draw\_position\_y\_flee

moving

hsp\_sign

vsp\_sign

x\_position

y\_position

no\_loop\_moving

actor\_crestina

actor\_dad

actor\_orion

\* So you can't find Starlo# anywhere?

\* That isn't like him at all!

\* I was hoping he was# here, hiding in his room# or something.

\* Now... I have no idea.

\* Maybe he ran away? His empire# did just crumble beneath him.

\* Where though? The path he took# only leads to the Steamworks# gate.

\* Do you think he... jumped the# fence?

\* There's no way! He can't do# that! There's nothin' out# there!

\* Was he ever one to stick to# the rules though? He# might've...

\* It's okay, stay calm. We# haven't exhausted our# options yet.

\* I'm sure he'll return# soon. He's too much of# a softy at heart.

\* I hope you're right...

\* (An abandoned pickaxe.)

\* (You got a pickaxe!)

custom\_fade\_direction

custom\_fade\_alpha

custom\_fade\_rate

time\_max\_low

time\_max\_high

max\_rise\_low

max\_rise\_high

jump\_count

jump\_count\_max\_low

jump\_count\_max\_high

jump\_type

stomp\_counter

stomp\_counter\_max

shake\_intensity\_x

shake\_intensity\_y

no\_loop\_stomp

micro\_cloud

shake\_direction\_x

shake\_direction\_y

guardener\_pitch

\* AM...

\* AWAKE.

\* GUARDENER - MODEL 02 -\_# ST\_ATUS, D\_MAGED. . .

\* OH, HE-HELLO THERE.

\* WAS IT YOU WHO# DISTURBED THE FLOR# A? ?

\* I ASK YOU TO PLEASE# HAVE MORE \_RESPECT.

\* Um, we apologize. Won't# happen again.

\* DO NOT WORRY. \_

\* SEEING T;HAT THE CHILD# IS SO Y-Y-OUNG, IT IS# FORGI>ABLE.

\* I WILL REPORT# THE\_INCIDENT AS A LEVEL# 3-03--\_\_4LLEE

\* EV-EL 10 OFFENSE.

\* LEVEL 10 MEANS - THE# TERMINATION OF THE TRAMPLER.

\* Hold on!

\* FAREWELL.

\* I WAS ABOUT TO DO SOMETHING..# .

\* OH YES, I REMEMBER.

\* SENDING LEVEL 3 REPORT\_

\* [RESPONSE - NEGATIVE]

\* I APOLOGIZE. ALLOW ME TO CALL# AGAIN.

\* HELLO? CREATOR?

\* ARE YOU THERE?

\* I BELIEVE MY CREATOR MAY BE# PLAYING A "PRACTICAL JOKE" ON# ME.

\* SIGNALING STEAMWORKS HEAD# OFFICE\_

\* [BEEEEP - THE LINE YOU ARE# CONTACTING HAS BEEN# DISCONNECTED]

\* WHERE... WHERE IS EVERYBODY?

\* OH... I HAVE ALLOWED IMMENSE# OVERGROWTH.

\* I UNDERSTAND.

\* IT SEEMS... MY DAY HAS PASSED.

\* ...CANCEL REPORT AND# REINITIATE HIBERNATION\_

\* [HIBERNATION SEQUENCE ENGAGED]

\* I AM SORRY FOR INCONVENIENCING# YOU.

\* I DO NOT KNOW WHAT THE WORLD# IS LIKE NOW, NOR D-DO I WISH# TO. //

\* LIFE WAS. .. M-MUCH BETT>ER...

\* \_NOT ;KNOWING... .

\* Let's... keep moving.

\* There had to be some# other way...

\* Let's just... keep# moving.

guardener\_arms\_sound

was\_invisible

image\_speed\_normal

image\_speed\_dead

image\_speed\_rise

image\_alpha\_immunity

id\_dunebud\_chase

time\_max\_normal

time\_max\_critical

can\_change

door\_closed\_amount

screenshake\_intensity

effect\_dark\_overlay

time\_mult\_normal

time\_mult\_loved

time\_mult

angle\_max

image\_speed\_head

nostril\_draw

nostril\_count

nostril\_max

nostril\_alarm

stage\_counter

st\_normal\_1

st\_normal\_2

st\_normal\_3

st\_normal\_4

spr\_normal

st\_grateful\_1

st\_grateful\_2

st\_grateful\_3

st\_grateful\_4

st\_critical\_1

st\_critical\_2

st\_critical\_3

st\_critical\_4

spr\_critical

\* YOU WON!#\* You earned

XP and

gold.

#\* Your LOVE increased.

can\_check\_display\_text

display\_text

direc

image\_xscale\_inc

image\_yscale\_inc

x\_speed

imagea\_normal

time\_elapsed\_sparkles

time\_max\_sparkles

doggo\_chance

doggo\_x

doggo\_y

random\_doggo

random\_x

random\_y

T1 BG Moray

T5 BG Moray

T8 BG Moray

T1 Obj Moray

T1 Quote Moray

T5 Obj Moray

T5 Quote Moray

T8 Obj Moray

T8 Quote Moray

\* (You peer inside the box and# find some Gravity Granola.)

\* (You got Gravity Granola!)

\* (You got Gravity Granola.)

ps\_outer

trail\_col

pt\_trail\_outer

pt\_trail\_small

inbetween\_particles

x\_dif

y\_dif

x\_inc

y\_inc

image\_speed\_tail

\* Hehe, haaaiii!!!

\* Are you here to bring me home??

\* Did Mikey send you??

\* Huh?? Huh???

\* Doesn't matter because I won't# go!

\* This is just like Mikey!

\* Instead of talking face to face# he sends a little weird guy to# stare at me!

\* Hehe omg!!

\* Sorry for calling you weirdddd!

\* I tend to bully small children# when I get moody!

\* My b!!

\* Mikey never paid any attention# to me, you know??

\* I wanted to teach him a big ol'# lesson!

\* So I'm playing hard to get by# wandering into the woods and# maybe dying???

\* I think he'd care a lot if that# happened!!

\* Standing out here in this# fridigy climate starts to get # to you!

\* Starts to make you question# things!!

\* Like.. who's Mikey???

\* I've never met a Mikey in my# life!

\* Wouldn't it be funny if I did# tho???

\* I'd like, be his gf and he'd# like, ignore me and I'd like,# wander into the woods!

\* I'm so lost, hehe!

\* Woopsyyy!!!

\* You think there's a search# squad looking for me??

\* Omg that would make me feel so# special!!

\* What if they send out a# helicopter??

\* Ah!! You prooobably don't know# what a helicopter is!!

\* It's okay!! I won't bore you# with that forbidden knowledge!

\* This is the ninth time you've# talked to me!

\* I think we've made fast# friends, don't you???

\* Wait! How fast can you run??

\* Because I am a speed demon!!!

\* Aww, you know what??

\* I'd race you, but I kiiiinda# stopped believing in myself# recently!

\* Fun Wanda fact!!

\* They don't let me in most# restaurants anymore.

\* Oh shoot!!!

\* Did I just name drop??

\* Omgggg that's so like me!!

\* Hm! Hm!!

\* I'm getting a Wanda Signal!!

\* GASP!!!

\* I only have one more thing I# can say to you after this!!

\* Noooooo!!!!

\* Well, better make it count!

\* Three...

\* Four...

\* RATS!!!

\* No one EVER TOLD ME what comes# after four!!!

\* Lemme start over!!

id\_el\_bailador\_dance

on\_x

on\_y

state\_1\_alarm

state\_1\_no\_loop

spin\_angle\_dir

spin\_angle\_speed

spin\_x\_dir

spin\_x\_speed

\* (You open a dresser# drawer and see many# neatly folded shirts.)

\* I don't think we need# to look in there.

anim\_hands\_offset

head\_offset\_x

hands\_offset\_x

radius

asleep

asleep\_counter

asleep\_max

awake\_counter

awake\_max

no\_loop\_awake

ears\_displacement\_y\_multiplier

face\_displacement\_y\_multiplier

waking

awake

ears\_displacement\_y

face\_displacement\_y

image\_angle\_max

blink\_state

blinking

image\_alpha\_factor

\* Humans are dangerous# and cannot be trusted.

\* Humans are dangerous...

ball\_displacement\_y\_multiplier

time\_elapsed\_decrease\_ball

time\_elapsed\_ball

sign\_modifier\_ball

ball\_displacement\_y\_value

ball\_displacement\_y

sound\_type

landing\_init

landing\_count

no\_loop\_alarm\_fading\_in

fs\_temp

angle\_speed\_sign

angle\_speed

rolling\_speed\_sign

rolling\_speed

rolling\_speed\_angle

x\_default

y\_default

head\_new\_displacement\_y

bell\_offset

time\_max\_head

time\_increase\_head

max\_rise\_head

claw\_right\_angle\_default

claw\_right\_angle

claw\_right\_angle\_direction

claw\_left\_angle\_default

claw\_left\_angle

claw\_left\_angle\_direction

claw\_angle\_increase

claw\_radius

claw\_speed

claw\_right\_x

claw\_right\_y

claw\_left\_x

claw\_left\_y

y\_val

time\_elapsed\_1

leg\_1\_displacement\_y

time\_elapsed\_2

leg\_2\_displacement\_y

time\_elapsed\_3

leg\_3\_displacement\_y

position\_var

time\_elapsed\_head\_new

sign\_modifier\_head\_new

conductor\_left

conductor\_mid

conductor\_right

text\_desdlock\_contents\_1

wind\_speed

flowey\_depth\_og

background\_alpha

path\_noloop

pl\_path

\* Glad I was able to catch# ya in time!

\* What is this, the third# tumble you've survived# on your journey?

\* For having the name# "Clover" you sure aren't# lucky!

\* I'm only kiddin' around# of course.

\* I'd say you're more of# a machine than that bot# up there, haha!

\* Gosh, I hoped we had a# straight shot to an exit# but... of course not.

\* If you meet that hunk# of metal again, try not# to get caught.

\* Or... ya know...# killed.

\* Although, dying WOULD# save more time now that# I think about it...

\* I could just revive ya# on the spot!

\* No amount of gruesome# deaths could stop ol'# Clover!

\* Ain't that neato?

\* (A cork board with several# unimportant notes on it.)

\* (A few sticky notes are pinned# to the cork board.)

\* Will someone tell Dr. Fish to# stop using the lab to create# colored slime?

\* I don't care if it makes funny# noises, it does not count as# work.

\* Todo: -Try new things -Fail# miserably -Quit my job.

\* (A few sticky notes are pinned# to the cork board.)

\* (This one consists of all 31# trillion numbers of pi written# in crayon.)

\* (This one points to the note# with the pi numbers.)

\* What a showoff.

\* Check it: pi x infinity.

\* Owned B)

during\_dialogue

id\_martlet\_wing\_gust

image\_alpha\_temp

\* Oh no, my child! That# is the wrong switch.

hand\_left\_sprite

hand\_right\_sprite

portrait\_hand

fight\_mode

id\_martlet\_fight\_mode

overlay\_hp\_enemy\_draw

time\_elapsed\_g

sign\_modifier\_g

time\_max\_g

max\_rise\_g

max\_rise\_ext\_g

time\_elapsed\_decrease\_head\_g

head\_displacement\_y\_multiplier\_g

time\_elapsed\_decrease\_hand\_left\_g

hand\_left\_displacement\_y\_multiplier\_g

time\_elapsed\_decrease\_hand\_right\_g

hand\_right\_displacement\_y\_multiplier\_g

time\_increase\_g

axis\_deg

axis\_x\_offset

box\_resize

axis\_deg\_inc

fight\_mode\_angle\_max

sound\_looper

id\_martlet

spr\_masterswordremix\_body

spr\_masterswordremix\_sword

rm\_newhome\_01

rm\_newhome\_02b

rm\_castle\_01

spr\_masterswordremix\_shield

advance

\* Who did that!?

\* Clover! You can hear me, right?

\* I'm gonna try to blast a hole# in this thing!

\* It's gonna take a lot to break# through!

\* And to think we were almost# free of this place...

\* Um, just look around for a# switch or keypad!

\* There's always one near doors.

\* [MAIN POWER SOURCE NOT FOUND\_]

\* [INITIATING EMERGENCY BACKUP# POWER\_]

\* Did I just hear Axis!?

\* Y-YOU TRIED TO SHUT ME# DOWN.

\* I HAVE HAD IT WITH YOU# AND YOUR FRIEND# THWARTING MY PLANS.

\* I AM THIS CLOSE TO# DIRECTING ALL MY STEAM# INTO MY RUDE FINGER.

\* AND YES, I AM YELLING.

\* MY TYPOGRAPHY BOX JUST# LACKS THE EXCLAMATION# POINT CHARACTER.

\* A SHAME, BUT AT LEAST I# HAVE QUESTION# MARKS?????????

\* Hey Clover!

\* I don't think we can outrun# this guy any longer!

\* Please try to find a peaceful# way to outwit him!

\* I'm sorry but I don't want# Chujin's creation smashed to# bits!

\* OUTWIT? MAYBE.

\* OUT-GUN? NEVER.

\* I AM [ticked] OFF AND# OUT OF NON-LETHAL# OPTIONS.

\* NOW, TIME TO DIE.

\* THIS EMOTION, IT FEELS# SO NICE.

\* I MUST THANK YOU FOR# OPENING MY EYES.

\* I HAD NO IDEA SUCH# WONDROUS SIGHTS EXISTED.

\* Glad we could finally# reach a level of# civility.

\* CAN I KEEP THEM???

\* Whoa, slow down!

\* Here...

\* (Do you wanna know a# secret?)

\* YES I WOULD LIKE TO KNOW# A SECRET.

\* (They told me that they# like you but will only# go out if it's casual.)

\* (Get to know them a# little first, you know?)

\* (Ask what their name is# or something.)

\* OKAY.

\* Alright, good! Give it a# shot!

\* HELLO MY NAME IS AXIS# WHAT IS YOUR NAME?

\* HA HA YOU ARE SO FUNNY# WANT TO GET MARRIED???

\* Hey, remember what we# talked about!

\* THEY SAID YES.

\* I AM HONESTLY JUST AS# SURPRISED AS YOU.

\* THIS ROCKS.

\* Okay, then I'm happy for# you.

\* Well, not to rain on the# parade but Clover and I# have to go.

\* GO WHERE?

\* Hotland. Just a business# trip.

\* WELL I WISH YOU A# PLEASANT JOURNEY THEN.

BACKUP BATTERY EXTREMELY# LOW. PLEASE RECHARGE.

ADDED "HATTED HUMAN" AND# "TALL LADY" TO# "AUTHORIZED" LIST.

\* Thank you, Axis.

\* You have a good life.

\* I WILL TRY.

\* YOU SAID YOUR HUSBAND# WAS MY CREATOR?

\* WOULD YOU TELL HIM THAT# I MISS HIM?

\* HE WAS ALWAYS VERY KIND# TO ME.

\* Yeah... I'll tell him.

\* THANK YOU.

\* Don't worry about Axis.

\* We got to move.

\* About Hotland.

\* I can't go.

\* You didn't destroy Axis# and I thank you but...

\* Your SOUL...

\* I was sure it was...

\* Nevermind. There's no# explaining it.

\* I'm sorry...

\* Hey, cheer up!

\* Self-defense. That's# all it was.

\* You know what? This is# good, actually!

\* You're finally free to# get back on track!

ps\_inner

pt\_trail\_inner

low\_hp\_state

ceroba\_phase\_switch

anim\_head\_offset\_x

ready\_sprite

shoot\_sprite

outro\_sprite

set\_outro\_sprite

outro\_sprite\_noloop

enemy\_sparing\_old

enemy\_betrayal\_noloop

attack\_start

See that heart? That#is your SOUL. The#very culmination of#your being!

Your LV represents#your LOVE... it's...

Heh... I'm sure you#won't have to worry#about that.

In the Underground,#monsters may try#to attack you!

If you see bullets#like these...

You need to avoid#them at all costs!

Try dodging my#bullets now! Here#they come!

Nice job there,#buddy! In case you#do get hit, I can#SAVE your progress!

That means if#something bad#happens, I can make#it unhappen for you.

spin\_radius\_speed

spin\_radius\_speed\_multiplier

sign\_modifier\_spin

time\_elapsed\_spin

time\_max\_spin

time\_increase\_spin

max\_rise\_spin

no\_loop\_target

spin\_radius\_speed\_last

spin\_default\_x

spin\_default\_y

Since you're so bad#at dodging bullets,#I can SAVE your#progress for you.

Sorry about that.

Let's try again!

Here they come!#Dodge them all!

What are you doing?#Dodge. The. Bullets.

Don't mess it up#this time.

You sicko! Are you#doing this on#purpose?!

Fine! I'll just stop#sending them then.

\* Boy am I glad that fox# lady let you roam free# for a bit.

\* Not being able to talk# to my pal has been# torture!

\* Now, I know she roped# ya into some Lab detour# but...

\* Come on... captive# monsters? Talk about a# conspiracy nut!

\* I mean, it's like you# don't wanna follow my# advice!

\* Remember your REAL# mission, Clover.

\* The five children you# set out to find in the# first place.

\* There's no need to# visit that dingy lab, ya# know?

\* ASGORE's still out# there threatening human# lives!

\* Keep your head in the# game.

\* This is our journey.# Not Ceroba's.

\* Hey, wait up!

\* I think I'm ready to# get back into things.

That was my bro!

He had goals in#life!

She was my friend#(I think).

Don't come near#me!

I... This isn't#really me...

You're right.#Something needs#to change.

I don't accept.

That's right! I#knew you noticed!

Yeah, I totally#agree.

Right back at#you.

You just have no#sense of modern#fashion trends!

That hurts me on#a personal level.

Just gotta keep#it... cool.

So this is how it#ends?

Who wants to have#a cookout?

Hey guys, check#out my new ride#B)

Finally! Monsters#that get me!

Is art what the kids#are into these days?

I'm looking to#buy a boat! Know#anyone selling?

I've been working#out! No big deal#; )

I found this#great new band#the other day!

no\_loop\_switch

can\_vanish

current\_hp\_ed

max\_hp\_ed

last\_hp\_ed

current\_hp\_ed\_draw

ed\_attack\_stat

ed\_defense\_stat

current\_hp\_moray

max\_hp\_moray

last\_hp\_moray

current\_hp\_moray\_draw

moray\_attack\_stat

moray\_defense\_stat

current\_hp\_ace

max\_hp\_ace

last\_hp\_ace

current\_hp\_ace\_draw

ace\_attack\_stat

ace\_defense\_stat

max\_hp\_mooch

last\_hp\_mooch

current\_hp\_mooch\_draw

mooch\_attack\_stat

mooch\_defense\_stat

audio\_gain\_time

Ed

vanish\_direction

Moray

Ace

Mooch

audio\_vol\_ed

audio\_vol\_moray

audio\_vol\_ace

audio\_vol\_mooch

speed\_factor

random\_factor

no\_loop\_switch\_y

game\_maker\_cannot\_do\_math\_x

game\_maker\_cannot\_do\_math\_y

parallax\_layer

parallax\_x

parallax\_x\_multiplier

parallax\_y

dist\_cam

parallax\_y\_multiplier

dist\_cam\_y

layer\_width

no\_loop\_switch\_x

I want to see your#spirit of fire!

One and two and-

Ah, that was much too#simple!

Let us try this!

Come on, dance#with me!

I am only trying#to teach!

Follow my lead!

Ha ha!

This is fun,#right?

Ha...

Ha......

.........

You got some#nerve.

You're just#saying that#because you feel#obligated.

I don't really#think it's ready#for people yet.

Maybe art isn't#the right path#for me.

I suppose I#could use a#break.

I have been at#this for a#while...

I'll just...#tape it back#together.

A sharpener#would come in#handy right#about now...

Gotta keep my#skills sharp!

The artist's#life is one of#solitude.

So all my hand#work leads to#this?

2B or not 2B?

I wanted him#gone but not#that way!

But she was so#sweet!

He didn't#deserve to die!

My motivation is#really dying#here.

Aww! How#adorable!

Finally, someone#to get along with!

Sorry, I don't#draw requests.

Can we talk#about something#else?

penilla c

can\_fade

can\_rotate

stop\_image\_speed

What was#that#sound?

\*oblivious#squeak\*

W-whatever#makes you#happy.

Now#you're#just#invading#my space.

Whatever#makes you#happy! I#suppose...

Whatever#makes you#happy!

I can't#feel your#love.

I love#hugs! <3

I'm#feelin'#the love~

I don't#want#anything#but a#smile.

REALLY?!?

\*bark\*#\*bark\*

It's the#thought#that#counts!

Why#aren't#you#happy?

I feel...#hurt.

I love#you so#much <3

You're so#sweet <3

A hug is#the best#medicine!

Friend?

\*hums#along#with the#music\*

You're#doing#great,#Sweetie!

\*squeak\*#\*squeak\*

You can#do this!

Remember,#I always#love you!#<3

block\_vspeed

sweet corn c

app\_sound

hand2

YOU BAKA~

Do you even#watch anime?!

I can't do it with monsters watching...

AAAAAAAAAAAAAAAA#AAAAAAAAAAAAAAAA#AAAAAAAAAAAAAAAA#AAAAAAAAAAAAAAAA#AAAAAAAAAAAAAAAA

I can't do it#with monsters#watching...

You aren't even#doing it right!

Wait! Do you#speak fluent#reference?

I can feel the#power coursing#through my#ribbons!

You have no#respect for the#artform.

Hey! I don't#judge your#headcanons!

I'm not giving#up!

Live a hero, die#a hero.

Can you draw#manga?

You remind me of#this one anime I#saw.

This isn't even#my final form!

It isn't easy#being this#bishie!

Don't go#tsundere on me#now!

You must be the#antagonist!

crispy scroll c

crispy scroll b

slash\_angle

image\_angle\_sign

image\_angle\_increase

hsp\_bounce

terminal\_velocity

can\_bounce

random\_pitch

Everything seems#wrong.

Lookin' good.

Not bad, not bad.

You look#horrible.

It's missing#something.

You look perfect.

You can't phase#me.

Smiles are never#out of style.

Not scared of#bad luck?

This isn't#good...

Better check for#food in your#teeth.

Yellow is the#new black.

Who's the#fairest of them#all?

Like what you#see?

rorrim c

rorrim b

random\_sound

distance\_max

move\_speed\_current

NO NO! NOISE#HURTS! NOISE#HURTS!

Getting too loud#here! HUSHH#HUSHH!

Sweet silence...

You hhear that?#No? Good...

More quiet#please...

#Don't make a#sound.#Hush hushh!

Don't move.# # #

in silence.#Hushh hushh!

Move #

Don't shhy away.#Hushh hushh!

Whhispers only#please. Hushh#hushh!

Hushh puppy!

Ow ow ow! Hushh#hushh HUSHH!

image\_scale\_increase

image\_xscale\_increase

image\_yscale\_increase

y\_offset\_start

image\_angle\_min

change\_type

x\_move

y\_move

instance\_change

I don't suppose you#can leave the way you#entered, could you?

That would be easier#for both of us.

Where did you#come from anyway?

There aren't any#accessible#entrances...

All I know is that#somehow...#you found me.#

Sorry to make things#difficult but I'm not#cowering away this#time.

The other monsters...#Did you pester#them as well?

Not that I care#much to keep up#with their activity...

This region of the#Ruins is my home.

And my home has#rules. The residents#understand that.

But it seems as#if you never got#the memo.

That, or you're#purposely ignoring#my wishes.

W-What's with that#sad face?

Don't you understand?#Don't you remember me?

I know you aren't#a phantom but...

Could it be that...#No, it isn't#possible.

You look so#helpless. Different.

But is it a front?

No... You aren't#trying to hurt me...

You... You aren't#who I believed you#to be, are you?

...How could I be#so foolish?

I apologize.#I truly do.

This got out of#hand...

I... I don't know#how I can make#things right now...

I feared this would#happen. What poor#luck.

You know, despite your#beliefs...

Monsters aren't evil.

Monsterkind stands for#hope, for good.

Everyone here is only#trying to find a#little joy.

But... I guess you#aren't one for joy.

Who am I kidding? You#won't believe me.

I'm the one who got#hostile first.

This isn't some#mistake though...

You're fighting on#purpose.

If you refuse to be#peaceful...

I won't be peaceful#either.

Despite what I said,#us monsters aren't#pushovers.

I'm losing at this,#aren't I...?

Why am I even wasting#my breath?

You aren't worth#talking to...

So... I'm gonna...#stop talking... to#you...

How did you get in#here?

There aren't any#accessible entrances...

I think I know what#you've done...

You hurt a lot of the#monsters out there,#didn't you?

Decibat told me that#you went on a#rampage...

I... I don't know what#to think of you...

I should call you evil#but... you spared#Decibat.

Why is that?

I... always wanted to#be alone. I was sure#of it...

But now that I'm so#close to being so...

I don't want that#anymore.

I know I should hate#you but...

I don't have much left#now.

I have Decibat...

And you too.

I don't want to#be alone.

And I'm not a#malicious monster,#I promise!

I probably scared#you.

And you being so#young, the others...

Why don't you come#to my house?

We can make amends#there, like...#friends.

What do you say?

You know, it's been#quieter since you#showed up...

I suppose I should#thank you.

I finally got my wish.

Or maybe it was just a#happenstance.

Everywhere I go dust#keeps clinging to my#cape...

I'm sorry to assume#but...

They're all gone,#aren't they?

I know I should thank#you, and it is what I#asked for...

But I never wanted to#hurt anybody!

I can't help but think#it's my fault!

Maybe my wish brought#you here?

Maybe I just need to#take a nap.

When I wake up, you'll#be gone, won't you?

Yeah, you're just a#ghost of my memories...

Hey.

If you aren't real...

Then is all this#actually my fault?

I miss them all now!

Penilla once drew me#a sketch of a sweet#corn cob.

I never thanked her...

One time, Sweet Corn#gave me a hug for no#reason.

I told her to never do#it again...

They were the closest#things I ever had to#friends...

And now...

You want me... to...#shake your hand?

Even after I#wrongfully attacked#you?

But that is... a sign#of friendship...

You're a human, right?#Is it the same where#you come from?

I'm not sure... I#didn't ever expect to#meet another human.

Let alone befriend#them...

Don't get me wrong!#I'd love to have a#friend!

...I mean, I think. I#don't really remember#what that entails...

I guess I'll give it#a shot if you will.

move\_speed\_increase

distance\_create

ball\_count

move\_steps

move\_dir

move\_dir\_inc

move\_dir\_inc\_max

move\_dir\_switch\_timer

move\_dir\_switch\_timer\_max

move\_dir\_switch

spin\_speed\_increase

spin\_speed\_divider

move\_random\_number

angle\_intensity

random\_intensity

Happy#croak.

Growl.

Cower,#cower.

Ribbit,#ribbit.

Croak,#croak.

Micro#ribbit.

set\_alarm

center\_disjoint

alarm\_time

grav\_total

image\_speed\_rise\_c

image\_speed\_sink\_c

id\_dunebud

id\_dunebud\_attack

dunebud c

id\_dunebud\_enemy

id\_dunebud\_particles

sprite\_rise

sprite\_sink

sprite\_move

sprite\_fly\_begin

sprite\_fly

sprite\_fly\_end

image\_speed\_move

image\_speed\_fly\_begin

image\_speed\_fly

image\_speed\_fly\_end

can\_sink

move\_max

move\_accel

move\_sign

move\_miss\_lock

move\_sign\_store

move\_miss\_count

fly

sprite\_particles

no\_loop\_alarm

appear\_alarm

fall\_alarm

shake\_x\_current

shake\_increase

shake\_direction

shake\_width\_max

lift\_y\_current

lift\_speed

lift\_height\_max

shake\_alarm

rise\_speed

no\_loop\_animate

can\_perform\_event

270

attack\_mult

fade\_alarm

bheight\_min

bheight\_max

bheight\_ratio

rand\_hmin

rand\_hmax

create\_x\_dist

Wait, don't go...

That's what you#get.

It's so warm...#Is this what#love feels like?

Does this mean#you... care about#me?

At least have the#decency to look#at me!

Why does#everyone do this#to me?

What else is#new...

Could this day#get any worse?

\*Sigh\*

You... think#so?

I'm not so#sure about#that....

Uhhhh...

No one loves#me...

I'm burning up.

These needles#are such a#curse...

I'm just a#burden to#everyone...

needle\_max

spawn\_side

ed\_hand

yellow\_flash

angle\_increase

bd\_dist\_min

bd\_dist\_passed

launch\_sprite

launched

prep\_speed

move\_speed\_h

move\_speed\_v

green\_id

spacing\_h\_2

\* (A few unfinished# robots poke out from the# box.)

\* I heard about Chujin's# interest in robotics# once.

\* Guess this is as far as# he ever got?

Take it easy, pal!

I didn't know I#could reflect so#much. Thank you!

I'm only keeping#my distance so#I can charge at#you later!

You're not tough#enough to lay a#hand on me!

What's so funny,#huh?

N-no! I'm#practically made#of steel!

Y-you watch your#mouth!

You're the one#that should be#careful!

Really? You mean#it?

But I... I am#tough.

This... just#makes me#stronger!

It'll t-take#more than that#to take me#down!

You better watch#out!

You're gonna get#the horns, buddy!

These cracks are#my battle scars.#Beware!

I'm waaay#stronger than#you think!

I wouldn't mess#with me if I# were you!

marsh\_count

marsh\_max

marsh\_disjoint

marsh\_alarm

liquid\_hcurrent

liquid\_hdest

liquid\_speed

liquid\_inc

\* (You find 60G in the trash can.)

\* (You got 60G!)

\* (Only trash left.)

can\_drop

random\_dir

angle\_inc

attack\_offset\_max

gui\_alpha

gui\_fade\_out

player\_hurt

player\_vulnerable

player\_alpha

\_play\_sound

xdist

ydist

grid\_size

grid\_squared

start\_point\_x

start\_point\_y

excluded\_count

exclude\_list

new\_number

current\_spawn

new\_x

new\_y

new\_vine

col\_vine

hp\_current

device\_mouse\_dbclick\_enable

mobile\_stick\_xx

mobile\_stick\_yy

mobile\_stick\_dir

mobile\_stick\_distance

stick\_alpha

stick\_x\_dist

stick\_y\_dist

stick\_movement\_active

mobile\_a\_xx

mobile\_b\_xx

mobile\_a\_yy

mobile\_b\_yy

mobile\_y\_yy

a\_pressed

b\_pressed

y\_pressed

button\_scale

stick\_noloop

stick\_noloop\_h

stick\_noloop\_v

noloop\_a

noloop\_b

noloop\_y

touch\_current

button\_radius

device\_mouse\_x\_to\_gui

mouse\_xx

device\_mouse\_y\_to\_gui

mouse\_yy

point\_in\_circle

device\_mouse\_check\_button

stick\_radius

dgn

create\_count

create\_max

create\_alarm

can\_end

no\_loop\_end

silv\_speed

silv\_distance

silv\_sign

fade\_state

center\_dist

dist\_temp

c\_total

c\_distance

c\_sectors

c\_width

c\_spacing

random\_list

i\_add

c\_value

increment\_i

c\_value\_store

c\_direction

c\_sub

c\_disjoint

cape\_dir

default\_imspd

can\_disappear

y\_dir

id\_bull

warning\_alarm

id\_cape

charge\_alarm

chalm\_mult

chalm\_sub

dust\_alarm

dust\_disjoint

cape\_distance

depth\_default

This is how it#must be.

Heating up!

The passion! IT GROWS!

Aha! Yes!

This is what I live#for!

A life without dance#is empty, I say!

Others say that dance#can also take life#away!

I do not see what they#mean!

A world of solitude#and silence? That is#not for me!

The Underground is#much too depressing,#you see!

We are trapped within#a barrier with no hope#for freedom!

A sad, sad situation!

But it is not sad for#I!

We must make do#with what we have!

Find time for#activities that#make us happy!

I am outgoing because#happiness is not a#quiet virtue!

I often encourage#monsters in hope that#it is contagious!

Even if monsterkind is#cursed to this grim#state, we must stick#it out to the end!

All the way up to the#FINALE!

Error: Variable Out Of#Range

finale\_chart

background\_obj

lights\_x\_diff

lights\_y\_diff

smoke\_y\_diff\_min

smoke\_y\_diff\_max

max\_alpha

min\_alpha

alpha\_incdec

image\_speed\_slow

image\_speed\_med

image\_speed\_fast

lights\_angle\_default

smoke\_direction

smoke\_alarm

lights\_angle

smoke\_y\_disjoint

smoke\_x\_disjoint

stage\_master

scale\_max

scale\_min

scale

smoke\_speed

smoke\_alpha

smoke\_alpha\_dec

default\_xscale

default\_yscale

id\_el\_bailador

direction\_x

random\_pose

image\_speed\_dance

time\_max\_dance

egg

attack\_interval\_current

attack\_interval\_fire

sizzle\_sound

can\_draw

swirl\_deg

end\_fight

\* Carefully aim at the# dummy and take yer shot.

\* Don't worry, it ain't# alive or nothin'.

\* Mighty fine job!

\* Give it another go!

\* There ya go!

\* One more!

\* Nice shootin'!

\* I'd say ye're a natural.

\* I'm impressed, kid!

\* It's alright, partner.

\* Try again!

\* Uh... actually that's# good!

\* Intimidation of yer# opponent can decrease# their focus!

\* Good thinkin', Clover!

\* Let's practice yer# shootin' now.

Eh... what?

(Visual embarrassment)

Alright, h-here goes#nothing.

Yeah...

I know... sorry...

D-Don't mind me.

I can do this...

S-Sorry human.

Oh...

I deserve this...

Here...

Here you go!

Gosh, hun.#What are you on#about?

Do you really mean#that hun?

Gosh, you've made me#the happiest florist#around town!

About what I#expected...

Oh, come now,#deary.

I bet my flowers#would look very#pretty on your hat!

I spend every#day to its#fullest!

Would you like#any flowers my#dear?

Sharing with others#is a great way#to show friendship!

Aren't flowers just#magnificent?

It's never too late#to accept a sign#of friendship, you#know.

I...I'm okay.

Better than yours.

Pah! Don't I know#it!

Ooo, edgy.

I don't know,#CAN YOU?

Come on, where'd#you learn to#insult?

SORRY ABOUT THAT!!!#Haha.

Flowers make a#monster stronger!

If you want a flower#from me, you gotta#prove yourself!

Flowers are great!#Orange, blue, yellow...#gotta love 'em!

My flowers are top#of the line!

You're kind of#a jerk, you know# that?

Just gotta hold#on.

flowers\_instance

new\_hspeed

bit

flower\_spawned\_count

flower\_spawned\_max

green\_flower\_spawned

spawn\_flower

Do you have what#it takes to be#among ze greats?

Tell me, how does#one cook zis#brittle spheroid?

What ez ze next#step, hm?

Only master chefs#know ze secret#to perfect-e-on!

Almost zere!

Ze final step#ez...?

boulder\_spawned\_count

Huh? What? I#think I nodded#off...

So much for all night.

You need vocal#lessons.

Pretty song...#zzzz...

You're a #good sing...er...

\*YAWN\*#

I like that#song...

Know anything#more upbeat?

I see what#you're doing.#It's not gonna#work!

You're not the#boss of me.

Yeah, yeah,#don't talk to#strangers.

You sound like#my parents!

Nice try.

I'm...#getting...#sleepy?

\*YAWN\*

Ow... now I have#a headache.

No need to be so#crass.

Zzzz...zzz

\*Snore\*

Zzzzz... noodles... zzz

When you have#friends, you#don't need sleep!

We're gonna stay#up all night#chatting!

We're starting a#night owl club.

Together we fight#the oppressive#construct of#bedtimes!

I outgrew my#bedtime, so no#rules for me.

Sleep is for#the weak!

Cool things#happen 24 hours#a day!

I'm not tired,#you are!

Don't know what#time it is and#I don't care.

Huh. The noise#stopped.

I can't sleep#even if I wanted#to.

insomnitot c

distance\_limit

run\_sprite

jump\_sprite

no\_loop\_sprite\_assign

distance\_right

distance\_left

out\_box

in\_box\_list

return\_in\_box

in\_box\_trail

WHERE TOT GO!?#THEY FUN!!

TOT SLEEP. KNOW CONE WISHES GOOD DREAM.

YOU WANT FLAME FOR#SELF! KNOW CONE SEES#THROUGH!

KNOW CONE WANT SEE#FIRE! KNOW CONE#PURSUE FIRE DREAM?

FIRE NICE!#STRANGER MEAN!

FIRE BAD? YOU TRIED#TO HELP KNOW CONE?#KNOW CONE APPRECIATES#THOUGHT!

FIRE HOT MELT KNOW#CONE? KNOW CONE NOT#KNOW THIS! YOU GOOD#FRIEND TO KNOW CONE!

KNOW CONE SORRY!#PLEASE LEAVE KNOW#CONE ALONE!

BUT YOU TEACHER? MY#IGNORANCE YOUR FAULT#NOW! JOKE ON YOU!

WHAT KNOW CONE NOT#KNOW IS NOT KNOW CONE#FAULT! THAT VERY RUDE!

YOU NOT SYMPATHETIC#TO KNOW CONE! THAT#MAKE KNOW CONE ANGRY!

THIS BULLYING!#BULLYING VERY MEAN!#KNOW CONE IS BEING#BULLIED!

KNOW CONE HURT!#OW OW OW!#PAIN BAD!

KNOW CONE NO LIKE#SMALL STRANGER!

KNOW CONE SING HIS#FAMOUS LULLABY!

KNOW CONE WILL LET#TOT SLEEP AT ALL COSTS!

KNOW CONE SHOW TOT#FLAME! TOT WILL LIKE!

YOU STRANGER BRING#KNOW CONE FIRE?#KNOW CONE VERY MUCH#WANT FIRE!

KNOW CONE HEAR FIRE#BRIGHT PRETTY!#KNOW CONE LIKE#BRIGHT PRETTY!

KNOW CONE DREW ON WALL#ONCE! KNOW CONE MOTHER#GOT MAD!

KNOW CONE HIT THING#WITH CLUB! GOLF FUN#FOR KNOW CONE!

SNOWDIN TOO COLD!#KNOW CONE WANT#HOTLAND!

OH WELL...

WHY EVERYONE ALWAYS#RUN FROM KNOW CONE?

KNOW CONE KNEW#SOMEONE WAS THERE!!

HELLO?? SOMEONE#THERE??

KNOW CONE CONFUSED!

I BRING FIRE HERE!#FRIEND WILL SHOW!

KNOW CONE KNOW#LOTS OF GAMES!!

WANNA BE KNOW#CONE FRIEND??

FLAME IS WHAT#FROSTERMIT NEED#RIGHT NOW!!

know cone c

random\_speed

random\_sign

x\_speed\_decrease

grav\_limit

jump\_speed\_initial

jump\_speed\_initial\_decrease

can\_switch\_x

can\_switch\_y

x\_speed\_hold

H-he wasn't#that annoying...

I-Igloo.

It's just an#igloo! Wait,#did you say#that already?

Yep, nothing to#see here!

What even is#that? I mean-

IGLOO ! !

Um, hi... Can I#join?

You don't mean#tha-

IGLOO IGLOO ! !

Appreciative#igloo noise!

Thanks- I mean#

#igloO !

IGLOO IGLOO ! !

Ow... I mean-

#IGLOO NOISES ! !

I-Igloo?

Repelling#igloo sounds!

Igloo igloo.

Igloo noises.

You better watch#out. My pinchers#are fierce.

There's nothing#to stare at...#is there?

That's a little#rude ya know...

Wannabe.

Next time I'll#lead!

Can you come#dance with me#more often?

Really?!#Ninja-like?!

Looks like I'm#in a bit of a#pinch...

My home...

\*shudder shudder\*

I was not#prepared for this.

\*tap tap\*

\*pinch pinch\*

\*snap snap\*

You like to#groove?

I know some#sick scuttles.

frostermit c

frostermit b

fall\_max

\* Clover? You're back?

\* I appreciate you# thinking of us but...

\* You should go.

\* Sorry, I don't mean to# be rude. It's just a# personal situation.

\* I've found a road to# contentment in this# group...

\* I don't want to be# given false hope and# slip back into...

\* Nevermind.

\* Not sure if you# received it, but I sent# you a letter.

\* Maybe you being here is# a response to my request# but...

\* Please leave us be.

detract

image\_angle\_n

detract\_counter

detract\_charge\_factor

image\_angle\_d

image\_angle\_d\_speed\_1

image\_angle\_d\_speed\_2

image\_angle\_d\_speed

image\_angle\_r

image\_angle\_r\_speed

no\_loop\_t

image\_angle\_d\_location

image\_angle\_d\_location\_2

image\_angle\_r\_location

retract

tar

bul\_count

bul\_dir\_mult

turn\_count

no\_loop\_r

base\_angle\_diff

base\_angle\_r

base\_angle\_r\_location

base\_dividend

travel\_distance

avg\_speed

disjoint\_in\_max

disjoint\_out\_max

disjoint\_range

out\_angle

in\_angle

angle\_range

vsp\_max

child\_number

\* (The leatherbound book's title# reads: Martlet's Day to Day!)

\* (You flip to an early page and# see an entry.)

\* Entry 3.

\* So far, living on my own has# been BORING.

\* I don't know what to do with# myself most of the time.

\* Sure, I have a TV but monsters# don't exactly produce much# content.

\* My mom says I “need a job” but# more importantly, I need a# hobby.

\* The guy who built my balcony# seemed to enjoy what he was# doing.

\* Maybe I'll ask him to teach me# how to...

\* I don't know, nail planks of# wood to houses?

\* It would be a start. UvU#

\* (You flip through a few# pages.)

\* Entry 8.

\* I think this "tinkering" thing# is for me.

\* I knew my B- in art class had# a purpose!

\* And Mr. Chujin is SO NICE!

\* He gladly took my wings under# his wing and now I'm making# wooden blocks!

\* Sounds boring, but I'm working# toward carving a buncha them...

\* ...to build one of those# "wooden tower" games.

\* Chujin thought it would be a# good beginner project! ^v^

\* (You flip through a few more# pages.)

\* Entry 19.

\* I had a conversation with Mr.# Chujin last night.

\* We're about to start making# contraptions - like robotics!

\* Turns out, he specialized in# engineering at the Steamworks.

\* He said he doesn't talk about# his past job much out here.

\* Likes to keep things casual# while helping out the# townsfolk.

\* So I asked him why he's# helping me like he is.

\* He said he has a daughter# named “Kanako.”

\* “The world, as it is, is a# dark place” he said. “A place# unfit for a kid.”

\* He believes that small acts of# kindness will lead to a better# world.

\* Not only for him, or me, but# for Kanako.

\* Sooo yeah! Got a little deep# there, but I get it.

\* Him teaching me would, in# theory, lead to me teaching# someone else - etc, etc.

\* Sounds like he wants to leave# a lasting legacy or something.

\* Guy's got big aspirations,# that's for sure.

\* Caaan't relate. =v=#

\* Entry 27.

\* Welp, I couldn't procrastinate# any longer.

\* I had to... get a job. ;v;

\* Signed up for the Royal Guard.

\* I'm not one for combat but# with my new skills, I could# make a mighty fine puzzle!

\* Had to tell Chujin the good# news so I brought it up while# we were on break.

\* To my surprise, he wasn't# happy.

\* Said the job was dangerous.

\* That humans themselves are# dangerous.

\* I don't wanna believe what he# told me but...

\* ...the look in his eyes was# incredibly sincere.

\* So... yeah.

\* On the bright side, I can# stave off my newfound paranoia,

\* Because I was assigned boring# Lab duty.

\* Stand outside the Lab doors# and keep watch. Fuuuuuuun. TvT#

\* (The following entry is ripped# out.)

I won't let us#fall.

As if this day#couldn't get#worse.

P-please let me#down now.

Dontfalldont-#falldontfall!

Be careful up#there, okay?

You guys are#clinging on#tight, right?

I'm tired of#being overlooked.

These two clowns#get all the#attention.

Does anyone hear#me? It's like#I'm not even#talking.

I'm on top of#the WORLD!!!

Look ma! No#hands!

I'm the king of#the castle! WOOT!

NO!!

Please, no!

That was my#sibling!

What's so funny?

We have our#disagreements,#but you are my#pals.

I need to run#away.

This wasn't#supposed to#happen...

Now I know why#we shouldn't#separate...

Oww...

Everyone okay?

I told you this#would happen!

Any injuries?#Trauma?#Maladies?

Cut it out, will#ya?

You both are#cool, I guess.

I finally feel#like my own monster. It's liberating.

It's nice to not#be stepped on for#once.

I've never felt#so free.

\*Giggles back\*

I love you guys#sooo much!

This is even#BETTER!

There's so much#to explore!

I can run for#MILES!

part\_sys\_energy

part\_em\_energy

part\_type\_energy

part\_type\_flash

part\_type\_ring

part\_type\_color1

sign\_factor

execute\_end

bounce\_sound\_execute

bounce\_sound\_can\_check

sign\_factor\_x

sign\_factor\_y

move\_speed\_x

move\_speed\_y

started

execute\_collision

move\_x\_temp

move\_y\_temp

draw\_colour

x\_factor

execute\_change

\* Ah, it is you!

\* Welcome to my club!

\* I am glad I remembered to put# you on the guest list!

\* Now, join us in a dance, will# you?

\* Oh right, I forgot you are not# big on dancing.

\* More of a Sentinel of Silence,# right?

\* Funny history I have with those# folk.

\* We all used to live on the top# floor of UG Apartments north of# here.

\* Our side of the hall wanted to# be bold! High energy!

\* While the other preferred the# deafening sound of silence.

\* We feuded over the SVL for# weeks! The Standard Volume# Level, that is.

\* Long story short, we all were# kicked out, haha!

\* Gone our separate ways now,# free to chase any comfort we# choose.

\* I sometimes wonder what that# bat got up to? Probably lives# in some Snowdin cave.

\* If I were you, I would let# loose and dance with us!

\* One never knows when they dance# their last!

Martlet of the Royal#Guard has encountered#a human!

Prepare to apprehend!

Protocol one, be#courteous and allow#your opponent the#first attack!

Martlet

Aww, you missed!#That's not fair!

You could've had this#great attack and -#ZOOM!

Just goes right by#without even leaving#a mark.

Tell ya what, I'll#give you a chance to#try again!

Take your best shot!

But that was so close!

One more try!

Take your time with#aiming this one, I'm#in no rush!

Uh... you don't mind#if I take my turn,#right?

I mean, I want you to#get to hit me, I#really do!

But I think this is#starting to break#protocol, and, well...

I'm on thin ice as it#is with that, ya know?

Okay, one more shot!#But make it count!

Okay, what is going on?!

I mean, don't get me wrong, being attacked hurts!

And you had a good#thing going there with#the not hurting#me thing, but...

I just can't follow#your logic!

Like, did I have a bad#first impression on#you?

Did I mess something#up? Did I say#something wrong here?

If I did, I'm sorry,#but violence really#isn't the answer#to your problems,#you know.

It's important to be#able to talk through#our issues with words.

Don't call in the#cavalry for the small#stuff.

Okay, wait, I'm really#confused!

First of all: Ow! Why?#Why do you keep#hitting me?!

I mean, yes, I am#attacking you, but‒OW!

At least be consistent#please!

Like, if you attack me#a bunch and then it's#your turn again...

Well, then I expect#you to attack,#and I can ready#myself, you know?

But when you keep#going back and forth#like this...

You're giving me#whiplash!

Plus, I don't know#how to feel right#now!

You attacked me, so#I should have no#qualms with#apprehending you!

...but then you#stopped attacking me,#so I thought:

"Hey, maybe you#overreacted, Martlet!"

"Being a human isn't#such a serious crime!"

"Maybe just let the#kid off with a#warning this time!"

"If you catch them#being human again,#that's when you#arrest them!"

But then you hit me#again, and now#everything is all#muddled!

And now all I#know is OWWW it#hurt.

There you go! Just#like that!

Oh, it's my turn!#Sorry!

See, the guidebook#didn't say it would#hurt really...

Well, whatever, back#to protocol! Now it's#my turn!

Okay, finally, now for#protocol two:#attack back!

Good, now for protocol#two: attack back!

It is time to show you#the true strength of a#Royal Guard!

Ow! That kinda#hurt...

Uh-I'm sorry, it's#just, see, my#guidebook...

It didn't really say#being attacked would#hurt this much...

I guess it makes#sense, but still...

...ow...

Ow!!

Does it hurt this#much when I attack#you?

'Cause I'm scared I'm#gonna break a wing#here!

I don't want you to#feel like this!

I wouldn't want anyone#to feel like this!

...For the Royal#Guard I guess...

Ow!!!

Okay, okay, ow, this#cannot be right!

I mean - OW - I'm#gonna be all black#and blue tomorrow!

It hurts you too,#right?

Like, it's impressive#you don't show it,#but...

Ow!

...?

Come on, dig into#some deep aggression!

Break down my self#esteem until it is#a pile of#metaphorical rubble!

Crush my mental health#like a bug under#your shoe!

Wait... do you crush#bugs?

Umm... I don't think#I'm supposed to be#helping you, but...#that was supposed to#be your turn...

It's okay, I space#out and miss stuff#like that all the#time! I'll let you go#again!

Uh... I - h-hold on,#I have the guide book#on me.

I'll check what to do#when someone doesn't#actually attack.

You can just...#uhhhh...

Take another turn! Go#for it! Hit me as#hard as you can!

Uh-okay, I'm really#sorry for the wait.#I'm looking.

I'm not the best Royal#Guard ya know, but#I'm really trying to#be better!

Last week I#apprehended this girl:

Total human!

Oh, I think it's your#turn.

Aha! Royal Guards are#to proceed to the next#step without#hesitation!

Oh... does that count#as hesitation?

What? Protocol two!#My attack!

Alright, intruder!

Prepare for the Royal#Guard Gauntlet!

That was only a#warmup.

Hi-YA!

Take this, intruder!

Phew!

This is a real#workout.

Keep it up, Martlet!

See, when I#apprehended that girl,#I didn't have this#problem.

Well... I guess she#didn't attack me per#se...

But she scolded me and#got real aggressive,#like:

"What are you on#about?! I'm not human!#Clear the feathers out#of your head!"

Would you mind being#aggressive like her?

That's more like it!

What kind of Royal#Guard wears rags like#these, right?

It's not like I stayed#up all night#sewing them or#anything, haha...

Oh, right, it's my#turn.

Give it another try!

I believe in you!

Aww! That was#adorable!

I don't even feel#insulted!

I feel like I've been#honored! You put so#much work into that!

You aren't making#this easy here!

Here I go... protocol#and all that... for#the Royal Guard!

Come on! Get#aggressive!

I can take it, I#swear!

Sticks and stones may#break my bones, but#words can only make#me sad!

image\_angle\_speed

Alright, uhhh...

Martlet of the#Underground Royal#Guard is hereby#retreating.

I mean, there's gotta#be a better way,#right?

I'll uhhh... I'll come#up with something!

I'll find you again,#small human!

With a new and#improved plan of#action!

Well...

Here we are again. Of#course.

I could accept this#outcome and wait.

Who knows how long#that will take and#even worse,

If the next human would#have the will to do what#Clover couldn't.

Decisions decisions...

Let me think...

I have to say, you're#not wrong about that#one.

I've kinda been on#probation for...#a while.

One more misstep and#I can say goodbye to#Royal Guard-dom.

And all the nice perks#that come with it...

My cozy uniforms, my#Royal Guard discount#at the movies, my nice#insurance rates!

When they find out how#much I hesitated here,#I'm doomed!

I mean, they#specifically said#don't hesitate!

I GOT IT!

\* You take a look inside the# barrel and find some Coffee# Beans.

\* (You got the Coffee Bean# Ammo!)

\* (An empty barrel.)

Okay, what is going#on?!

I mean, don't get#me wrong, being#attacked hurts!

Like, did I have a#bad first impression#with you?

If I did, I'm sorry,#but violence really#isn't the answer to#your problems, you#know.

First of all: Ow! Why? #Why do you keep#hitting me?!

Wait, wait, before you#hit me again...#or don't hit me#again...

Actually, what are you#trying to do here?

Nevermind that,#answers to serious#questions are above#my pay grade.

The other guards said#no interrogating#or getting emotionally#invested.

And I think I know#what that means!#Maybe!

Either way you seem#like a good kid.

Well, some of the time#at least.

And some of the time#is good enough for#me!

Oh, I have a great#idea!

What if I help you get#through Snowdin before#you become an adorable#popsicle?!

And, along the way,#I can teach you#to be a better citizen#of the Underground!

It'll be fun! It#happens in movies all#the time!

A grumpy little human#enters and then two#or three montages#later...

TA-DA!

Okay, I'll be right#back! I need to#go figure how#to trigger a montage!

\* (Currently on break, admiring# a hard day's work.)

Umm... Hold on, I'm#checking this one more#time.

That can't be right!#You're not fighting#back!

I don't want to hurt#you! You're all cute#and stuff!

You go on and have#your turn, I'm gonna#check that handbook#again.

Hey, what are you#doing?

There's no need for#fighting now!

We have to get going#if we wanna catch up!#Come on!

We gotta stop wasting#time!

It's not safe here!

This is serious! Let's#get you out of here!

I don't know how long#we have before...#let's hurry okay?

I'm sorry to rush you#like this but...

We really gotta get#going!

Wha-what are you#saying?

This isn't your fault.#It-it can't be.

There's no way you...

You're just a child.

So...

You're just#apologizing?

Is it that simple?

You destroyed lives!

The monsters of#Snowdin are terrified!

And you're just...#apologizing?

Is, well, what else#can you do, I suppose?

I mean, everyone is#allowed to make#mistakes but...

This is a little more#than a mistake.

You're really sorry,#aren't you?

You're scared...

This was probably self#defense.

I understand. No need#to keep apologizing.

Take it.

transforming

transform

Of course. I see how#it is.

So you can take a hit.

I'm sorry to hear#that.

That means I'll just#have to hit harder!

You know, I'm almost#glad you attacked#me when you did.

If you had waited,#I might have told you#where the others went.

But now you'll never#find them.

This whole thing is a#tragedy.

And the saddest part#is that there was no#need for it.

They say monsters are#made of love, hope,#and compassion.

We would have agreed#to help you in a#heartbeat!

But you wouldn't#understand that.

You're no monster.

I know what you are...

...and it's something#I fear is much#worse.

It's that hat of#yours that gives#you away.

You're a human through#and through.

I want you to know,#I don't hate your#kind.

There's gotta be#nice humans out#there.

Or at least#somewhat reasonable#humans.

I hoped that was#you...

You're still trying?

Pretty... determined#there, aren't you.

Luckily, so am I.

Why... won't you back#down?

\*huff\* \*huff\*

Ow! What are you#doing?!

I understand if you're#scared, but you have#to trust me!

I'm with the Royal#Guard! It's my job to#make sure you're safe!

Ow ow ow! Look, I get#it!

You're scared and#don't know what to do,#everyone is!

But you can't take#that out on me!

If you go around#hurting everyone all#the time, well...

No one will ever#help you!

Hey! Snap out of it!

Do you do this to#everyone who tries to#be nice to you?!

You... you do, don't#you.

You're the one they're#all running from,#aren't you?

I-I don't know what to#do... I've been so...#naive.

You're just a kid.

Well, I'll be honest#with you.

My handbook says#nothing about this#specific situation.

However...

I do know that#something similar has#happened before.

They put a stop to#that so...

It's up to me to put#a stop to this!

Okay...

You win...

I'm done attacking,#so please...

Lower your weapon.

...Thank you...

My handbook says#this thing...

"There's no shame#in a tactical#retreat."

I've never... been#sure what that applied#to but...

I think... huff#...that time is# now.

My turn! My turn!

creation\_state

fcreate\_max

fcreate\_minus

fcreate\_alarm

warning\_number

expl1

expl2

\* Yo, how are'ya?

\* Wait, are you from the Wild# East? That's hilarious!

\* Say "howdy!" Come on, DO IT!

Howdy!

\* PFFT! I LOVE IT!

\* What, you thought I was making# fun of you?

\* Ha, no way! You're the most# fun group of monsters around# here.

\* Plus, you have a saloon.

\* ...What? I like the food# there, that's all.

\* BOOOO!

\* No real member of the Wild# East would pass up a "howdy."

\* You definitely don't get human# culture.

\* Have you met my sisters?# They're kinda annoying.

\* Pedla's like, WAY too happy# all the time.

\* Just be normal and fake your# happiness, like me!

\* And Violetta? I'm not sure.

\* I think all she needs is to# find love or something.

\* Like, get out there, girl!

\* I got work to do so I'll see# ya.

\* Remember to eat your veggies,# stay hydrated, and say "howdy"# more often.

\* That's very important.

alarm\_count

distance\_amount

distance\_side

\* (It's a gun.)

\* (Got the Wild Revolver!)

can\_spiral

warning\_radius

warning\_radius\_increase

warning\_angle\_master

warning\_angle\_speed

warning\_counter

warning\_multiplier

\* (You notice a sign in the# receptionist office.)

\* Do not eat the writing# utensils! Not again...

\* (You wonder what tragic event# warranted this sign.)

\* (A familiar display.)

\* (The receptionist is# unreceptive.)

\* (They seemed to be in the# middle of creating a new# Steamworks ID.)

\* (Finish their work?)

explosion\_count

explosion\_max

explosion\_alarm

angle\_movement

angle\_min

angle\_sway

feather\_explode\_counter

feather\_explode\_timer

angle\_base

distance\_offset

boundary\_left

boundary\_right

boundary\_top

boundary\_bottom

max\_y

speed\_y

atk\_counter\_current

atk\_alarm\_no\_loop

atk\_counter\_max

atk\_alarm

fly\_state

to\_landing

image\_speed\_begin

image\_index\_begin

image\_speed\_during

image\_index\_during\_s

image\_index\_during\_e

image\_speed\_end

image\_index\_end

random\_frames

id\_frame\_center

id\_frame\_middle

id\_arm

launch\_alarm

launch\_alarm\_active

launch\_count

launch\_max

launch\_state

id\_frame\_stack

id\_payload

alarm\_active

max\_angle\_pullback

max\_angle\_release

angle\_pullback\_speed

angle\_release\_speed

So it's come to#this.

My last resort.

id\_frame\_arm

package\_vsp

package\_grav

battle\_box\_bottom

warning\_x

warning\_y

warning\_vsp

junk\_count

junk\_dir

junk\_direction

junk\_vsp

junk\_hsp

junk\_grav

can\_radius\_increase

sign\_modifier\_skew

time\_elapsed\_skew

time\_increase\_skew

max\_rise\_skew

time\_max\_skew

fcreate\_count\_max

skew\_increase

draw\_color\_front

draw\_color\_back

radius\_difference

above

follow\_index

below

id\_master

x\_radius

y\_radius

y\_skew\_multiplier

skew\_difference

xscale\_sign

xscale\_multiplier

y\_skew\_temp

arctan

radtodeg

colliders\_nobridge

colliders\_bridge

ast\_shortcut\_railing

Whoa whoa whoa!

No need to start a#fight! Let's be#civil 'ere.

Do you attempt to#attack everyone you#encounter?

Calm down, will ya?

Why have you#done this?

Is it because#of some personal#crusade?

Your species already#imprisoned us here.#You won.

I don't understand...

Chujin was right#all along.

Humans want to rule#over us;#control our lives...

Even if we freed#ourselves, they would#only wage war again.

If only I stayed#here and didn't#run off, I could've#protected St-

Enough talk.

Starlo was the...#the only friend#I had left.

What you've done#is unforgivable.

...

You WILL know the#pain you have caused.

Look.

Look at me, coward!

The fruits of your#labor.

Does this make#you happy?

Maybe if I were to#beg for mercy.

Make you feel bad#about your actions?

Once you wipe#us out...

...I hope you choke on#the dust that will#fill the air.

...In the meantime...

Go to Hell.

color\_blue

counter\_circle\_number

auto\_advance\_timer

position\_max

游戏配置

无障碍

受伤时晃屏:

死亡总是允许重试:

自动疾跑:

自动开火 使用 ({0}) 来开关:

摇杆配置

ON

OFF

part\_explosionsys

part\_explosionEm

part\_explosion2

spr\_battle\_enemy\_attack\_falling\_stars\_big\_star

part\_particles\_clear

bullet\_speed\_2

bullet\_speed\_2\_max

homing\_speed\_max

image\_alpha\_inc

dir\_mul

spiral\_offset\_max

spiral\_offset

bullet\_offset\_max

y\_orgin

bullet\_dir\_base

spiral\_count

spiral\_dir\_inc

spiral\_dir

spiral

bullet\_dir\_inc

spin\_side

spin\_side\_delay

spin\_side\_old

explosion

attack\_flower\_stage

attack\_flower\_timer\_max

attack\_flower\_timer

attack\_flower\_beep\_count

\* Yep...

\* That's correct...

\* No, not that I know of.

\* Sir, what are you suggesting?

\* Are you sure?

\* No, I'm not arguing, it's# just...

\* Affirmative.

\* Over and out.

\* Please stand clear of this# machine while we're operating.

\* In fact, I'mma need you to# stand clear of the whole# arcade.

\* It's best you don't question# it, alright?

\* Sir, it's me again.

\* We have a problem.

\* Yeah.

\* There's a kid jeopardizing the# operation.

\* Brown hat. Yellow bandana.

\* Yep, that's the one.

\* Do I have a distraction?

\* No, why would I?

\* What do kids like?

\* Video games!?

\* You do know what I'm trying to# get them away from right?

\* Their parents?

\* Yeah, I think kids like their# parents...

\* But sir!

\* ...Affirmative.

\* (Not again!)

\* Um, hey kiddo!

\* Why don't you go to the# playground?

\* Yeah!

\* Go on and get some exercise!

\* These arcade games will# only...

\* Will only...

\* I've got a job to do.

Great!

:(

\* Say, sport!

\* How have you been lately?

\* How's the homework coming?

\* How're the grades?

\* What swell news!

\* Your mother always said your# head was too large for your# body but you know what?

\* It's because you're so smart!

\* Ha ha! Proud of you!

\* (I'm so sorry.)

\* Ah, well, you always were a# disappointment!

\* ...Is what those nasty bullies# at school would say!

\* Ha ha! I would never!

\* Uhh-just keep studying and I'm# sure you'll be on the path to# success in no time!

attack\_spray\_state

jumping\_flower\_stage

jumping\_flower\_bullet\_number

bullet\_spread\_max

bullet\_dir\_current

bullet\_fade\_delay

bullet\_spin\_speed

bullet\_spin\_time

bullet\_state

bullet\_can\_bounce

spin\_speed\_inc

bullet\_shoot\_speed

next\_position\_x

next\_position\_y

counter\_delay

counter\_delay\_current

bullet\_spawn\_number

bullet\_spawn\_distance

part\_diamond\_sys

part\_diamond\_em

part\_diamond\_trail

dir\_current

new\_bullet

color\_number\_current

color\_number\_inc

breath\_percentage

\_color\_current

player\_hp\_max\_start

current\_hp\_width

I know I'm better#than this.

A dignified sheriff#would face their#opponent fairly.

However, you're no#everyday bandit,#so get ready!

Huh. Even tied up,#you're skilled.

I sure have an eye#for talent.

Still...

Part of me wishes#things coulda stayed#the way they were.

Why'd you have to step#foot in my town?

Just a few hours ago#everyone was gettin'#along.

Now... well...#we're here.

This is the only#way to fix things.

The only way#I know...

...!

Quit squirmin' so#much!

Clover, you gotta#understand!

Come on!!

Give it up already!!

Fine. I didn't wanna#use this but I got#no choice.

Goodbye, partner.

I'm gonna miss our#time together.

I mean that.

At first, I was truly#happy.

I thought you were the#real deal.

All my sacrifices, all#the naysayers...

Those didn't matter#anymore 'cause what I#had was#special.

But now I've realized#the truth...

This sheriff stuff?#It's worthless.

We all tout "justice"#but...

True Underground#status is only#secured through pain.

"Monsterkind's Hero"#is a title soaked#in blood.

In the end...#we're nothin' but#bandits.

Look what you made#me do!

That lasso is made#from premium#materials!

No... no way!

Outsmarted by a#deputy?? Tsk.

At least it's a#fair showdown now.

Time for a real#dual!

Stay still!

I don't wanna#hit my lasso!

One...

I have one left#in my#chamber...

I'll make this count.

target\_radius\_max

target\_radius\_current

target\_radius\_deg

target\_draw\_alpha

Starlo!

Stop this right#now!

rope\_damaged

stretch\_multiplier

rope\_strain\_noloop

rope\_overlay\_alpha

rope\_soul\_overlay\_alpha

starlo\_take\_aim\_rope\_hit

soul\_distance

part\_ropesys

part\_ropeEm

part\_ropepieces

starlo\_intro\_dialogue\_created

starlo\_soul\_can\_move

I don't think I#can bear this weight#any longer.

You won this#battle.

Do what needs to#be done.

heart\_x\_default

heart\_y\_default

bottle

current\_bottle

bottle\_shard\_number

shard\_speed\_max

shard\_speed\_inc

new\_gun

line\_length

dash\_length

gap\_length

line\_segments

time\_to\_fade\_in

audio\_shot\_can\_play

beam\_length

gun\_top\_y

gun\_mid\_y

gun\_bot\_y

gun\_left\_x

gun\_right\_x

dynamite\_explosion\_delay

dynamite\_left\_x

dynamite\_mid\_x

dynamite\_right\_x

dynamite\_y

\* Gettin' down! Gettin down!

starlo\_take\_aim\_interval

target\_radius\_dec

starlo\_take\_aim\_shots\_current

starlo\_take\_aim\_shots\_max

bell\_x

bell\_y

boss\_draw\_alpha

boss\_fade\_in

\* OH, HEY.

\* WAIT, HOW.

\* GO BACK TO YOUR ROOM.

bell\_attack\_max\_swing\_angle

bell\_attack\_current\_swing\_angle

bell\_attack\_current\_swing\_degree

bell\_swing\_noloop

sinpos

spawn\_list

x\_spawn

saw

train\_count

tracks

starlo\_train\_speed

image\_alpha\_max

train\_direction

blend\_color

blend\_color\_current

disjoint\_offset

anim\_cape\_1\_offset

anim\_cape\_2\_offset

anim\_hair\_offset

anim\_legs\_offset

anim\_sideburnl\_offset

anim\_sideburnr\_offset

mask\_offset

fade\_back

sequence\_layer\_enabled

ceroba\_ending\_sounds

ceroba\_charge

cloak\_sound

ceroba\_scream

ceroba\_punch\_floor

ceroba\_retransform

scream\_rings

horseshoe\_x

horseshoe\_y

swing\_speed

swing\_speed\_max

dirnew

song\_pitch

For Chujin...

aim\_target

target\_angle

speed\_charge\_max

warning\_line\_color

direction\_real

gun\_dir

gun\_dir\_inc

You're a lot stronger#than I gave you#credit for!

Don't even think#about killing me too.

Your life is in my#hands.

Don't worry, I won't#judge you for your#actions.

I have your back and#you've got mine.

So let's get out of#here, okay pal?

throw\_noloop

throw\_delay\_bomb

dir\_min

dir\_max

hp\_current\_self\_clamp

glass

ADEQUATE JOB.

THANK YOU#FOR YOUR HELP.

no problem,#guardener.

yeah, give#us a call#anytime.

even just#to hang out#or smth.

or not,#it's nbd.

arm2

\* WAS IT YOU WHO DISTURBED THE# FLOR-A? ?

\* I ASK YOU TO PLEASE HAVE MORE# \_RESPECT.

\* BU-T DO NOT WORRY. \_

\* SEEING T;HAT YOU ARE SO# Y-Y-OUNG, IT IS FORGI>ABLE.

\* I WILL REPORT THE\_INCIDENT AS# A LEVEL 3-03--\_\_4LLEE

no\_loop\_animation

draw\_white\_overlay

draw\_left

draw\_top

alpha\_top

alpha\_bottom

alpha\_min

alpha\_max

int\_s\_default\_x

int\_s\_current\_x

int\_s\_default\_y

int\_s\_current\_y

int\_s\_last\_y

pixel\_dim

scroll\_horizontal

scroll\_vertical

max\_rise\_default

time\_increase\_v

scroll\_default\_x

scroll\_current\_x

scroll\_ind\_inc\_x

scroll\_ind\_max\_x

scroll\_ind\_total\_x

scroll\_default\_y

scroll\_current\_y

scroll\_ind\_inc\_y

scroll\_ind\_max\_y

scroll\_ind\_total\_y

scroll\_temp\_x

par\_left

par\_width

par\_x

sign\_modifier\_v

time\_elapsed\_v

scroll\_temp\_y

anim\_dj\_y\_last

for\_end

par\_y

xscale\_min\_dec

xscale\_min\_val

xscale\_min

darkness\_max

angle\_default

x\_disjoint

xscale\_current

angle\_current

per\_frac

default\_text\_top\_y

default\_text\_bottom\_y

default\_direction

default\_peak

default\_speed

linear\_x

linear\_y\_default

linear\_y

linear\_disjoint\_y

linear\_direction

linear\_peak

linear\_speed

parabolic\_x

parabolic\_y\_default

parabolic\_y

parabolic\_disjoint\_y

angular\_x

angular\_y\_default

angular\_y

angular\_disjoint\_y

angular\_direction

angular\_peak

angular\_speed

3 Different Types of Movement

Linear#Movement

Parabolic#Movement

Angular#Movement

increase\_number

id\_grid

time\_elapsed\_decrease

snowflake\_max

snowflake\_ypos

random\_snowflake

snowflake\_xpos

time\_elapsed\_decrease\_total

time\_elapsed\_tail

sign\_modifier\_tail

\* Oh. It's you.

\* I'm trying to listen to# my friend perform, if# you don't mind.

\* This song is one of my# favorites but...

\* I don't know how much# longer Moray will be# playing it.

\* Not gonna spend its# length chatting, sorry.

\* I don't wanna talk,# alright?

\* Just because you showed# up and solved a# problem...

\* You think I should# magically grow as a# monster?

\* Break out of my shell# and "complete my arc?"

\* Nah...

\* Growth is for main# characters like Star.

\* I might be as 2D as my# cards but hey, that's# fine by me.

zap

target\_count\_max

target\_count

target\_timer\_max

target\_timer

color\_part

part\_embersys

part\_emberEm

part\_ember\_small

part\_type\_colour1

part\_ember\_medium

part\_ember\_large

diamond\_width

diamond\_width\_current

diamond\_height

diamond\_x

diamond\_y

diamond\_y\_original

diamond\_y\_shift

diamond\_sin\_deg

diamond\_alpha

color\_rect\_1

color\_rect\_2

color\_rect\_3

color\_rect\_4

diamond\_x\_left

diamond\_x\_right

vertical\_line\_1\_x

vertical\_line\_2\_x

\* (Nothing but chewed up# silverware.)

\* (You discover some Monster# Candy in the trash can.# It's butterscotch flavored.)

\* (You got Monster Candy!)

\* (If only it was cinnamon...)

max\_frames\_default

transform\_type

grad\_direction

grey

max\_index

shotFail

gml\_Script\_shotFail\_gml\_Object\_obj\_toy\_gun\_circle\_Step\_0

execute\_create

imagea

missed\_shot

enemy\_target\_x\_offset

enemy\_target\_y\_offset

hit

color\_hit\_number

color\_hit

thick\_increase

imagea\_dec

outline\_start

outline\_start\_inc

imagea\_default

thick\_default

color\_default

\* I should've asked where# the "papers and tapes"# are located, huh?

\* Hmm... I guess we can# take a look around.

\* Should be an office# somewhere...

\* We need to find the# things Ed mentioned# before we go.

target\_sprite

target\_current

target\_max

target\_shrink\_inc

multishot\_delay

no\_loop\_delay

multishot\_id

gun\_spin

tm

continue\_shot

no\_loop\_rotate

target\_angle\_default

\_target\_max

target\_circle

can\_execute

disjoint\_x\_sign

dj\_order

shot\_add

button\_pressed\_pre

shot\_sound

dj\_a

dj\_b

dj\_c

button\_pressed\_main

shoot\_miss

shoot\_fail

gml\_Script\_shoot\_fail\_gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Step\_0

execute\_code

enemy\_missed

starting\_point

attack\_missed

Fight 2

Fight 3

hp\_weakpoint

self\_emitter

And after I thought#you were the perfect#student...

You turn around and#trick me.

You may not have#failed class...

...but you've failed#at life.

dialogue\_extend

I thought that the#pen was mightier#than the sword...

talking\_script

Like, totally not#cool!

Now Alphys will never#appreciate me...

Last time I#checked...

Friends didn't#do that.

Looks like my#assumption was...#correct.

This was all an#act to finish me#off.

I should've kept#my guard up but...

I guess in the#back of my mind#I was hoping...

...Wishing, that#finally...

Someone came along#to pull me out#of my sorrow.

But...

Happiness has always#been wishful thinking#down here.

I would've been#a good friend.

I would've.

I'm supposed to#get to say my#last goodbyes...

But... I don't#have anyone to#say goodbye to...

It's hard to#admit, but I...

...I guess I've#been lying to#myself for a#while.

It did get#lonely down here.

I think I believe#you're real now.

Heh...

I have grown awfully#tired but...

If I sleep, then wake#up... this won't be#undone.

So maybe...

Maybe I...

...Just won't wake up.

Oh! Ow! How are you#so strong?!

Why did I let my#guard down?...

I-I can't do this#alone!

I need to alert#the other Guards...

Please stay right#here!

Huff... huff...

I truly did not notice#you were fighting me#until this moment.

Perhaps... I upset#you?

I deeply apologize if#so...

I am beaten up pretty#badly, huh?

I suppose it is my#time to go.

This is quite sudden,#but...

At least I was able to#dance for the world#one last time.

I did have fun...

The power of dance is#a wonderful thing...

\* Guess I had this coming.

\* If only I wore my safety#goggles, heh...

\* I can't lie...

\* I'm not ready...

\* Let my parents know...

\* ...I'll be away for a while.

I've never been#good with words...

So I'll just#say this:

Sorry...

To everyone.

obj\_quote\_defeat\_ext\_2

MISS

sound\_play\_noloop

\* ThIS D\_OR iS SEALED SO.. .

\* LeAVE US Al0NE, PLeASE.

\* I KN0W W\_WHY YOU ARE heRE.

\* BuT I CAN EXP;;LAIN.

\* TRY ALL yOU LIKE BUT tHE# STEAMWORKS... .

\* ALL oF US.

\* WE ARe SURVIV0RS.

\* BRuTE FoRCE\_WON'T S0LVE# ANyTHING.

\* He's gone.

\* So what's the plan now?

\* This door's beyond my# abilities so don't look# at me.

\* Already checked it.

\* The factory wing,# right?

\* Yeah. Place has more# locks than a hair salon.

\* Okay let's see...

\* It's called "humor."# Don't suppose you've# heard of it.

\* (Geez, and I thought I# was soulless.)

\* Well, there's certainly# a lot of junk lying# around.

\* I know you're on a# strict "shoot don't# think" regiment but...

\* For once, you're gonna# have to get creative.

\* Shocking. Distressing,# even. I know.

\* But I've seen you work# your brain before so...

\* Give it a shot.

\* Get to it!

\* Gotta go!

check\_sound

obj\_dialogue\_battle\_action\_selected\_action\_4

obj\_dialogue\_battle\_action\_selected\_action\_5

item\_number\_use

execute\_sparing\_false

Spare

Flee

So ye're the#new deputy, eh?

Then you shouldn't#have a problem#dodgin'THIS!

created\_selection

buffer\_current

buffer\_max

pos\_x\_left

pos\_x\_center

pos\_x\_right

pos\_x\_previous

grace\_period\_duration

yellow rhythm

grace\_period\_current

pos\_x\_previous\_selection

heal

image\_alpha\_increase

hsp\_carry

vsp\_carry

jumpspeed

floating

snd\_ASGORE\_flash\_1

spared

enemy\_craniex\_status

dead

enemy\_ms\_mettaton\_status

rm\_black\_screen\_cutscene

\* Glad you decided to# come back.

\* The last time we saw# each other wasn't too# pretty, heh.

\* Uh, what I'm gettin' at# is...

\* Sorry for all those# hurtful things I said.

\* My temper gets the best# of me sometimes...

\* Trying to work on it.

\* Doesn't Moray sound# great?

\* I tried to learn the# guitar once but my# fingers were too large.

\* Just one covered all# six strings.

\* Still, I do enjoy the# instrument.

\* Maybe someone could# build a guitar big# enough for me?

\* One day, kid. One day.

\* Ya know... I guess you# do make a pretty good# deputy.

\* Good luck, wherever you# go next.

\* Blub blub...

\* I apologize but we're all out# of reservations tonight.

\* A large party of ghosts are# here and the kitchen doesn't# know how to make ghost food.

\* Please come back in a few# days. Please...

\* 查 看

flower\_count

\* (Are you sure you want to# drink the acid?)

Hum-DEE-DUM#dE-DUMM!!

ToGther we#are Strong!!!

Want a sip of#my Mop Water?#It's FReshly#MaDe!!

dir\_noloop

第 1 页

第 2 页

Hmph. Good luck.

sparing

\* 饶 恕

\* Flee

Check 1

Check 2

Check 3

\* This is only getting# worse!

\* Don't stop your efforts# to free us!

\* Heh, I can't believe I thought# this run might be it.

\* It's no wonder we make a good# team.

\* You're a lot like me in a way.

\* Too stubborn to lie down and# accept your situation.

\* Too... determined.

\* You're so annoying.

\* I thought this would be fun,# and I suppose it was...

\* ...For a moment.

\* But I'm over it now.

\* I don't think either of us feel# like fighting for all eternity# so...

\* I'll cut you a deal.

\* I'm going to reset. Back to# when you first arrived.

\* Of course, you probably won't# remember this.

\* We can be "pals" all over# again. Reunited.

\* If we end up in the same spot,# I may try this again.

\* If you can remember anything# from right now...

\* Try to make different decisions# next time.

\* There's a better timeline out# there for both of us.

\* Not that I care about you, this# outcome just sucks.

\* It was all in my mind!

\* No one could see it, it wasn't# threatening lives...

\* Doesn't come close to what I'm# TRULY aiming for.

\* When I reach that goal, you'll# be there to witness it.

\* A spectacle like the world's# never seen!

\* So... When we meet again in# that dingy room...

\* You're gonna help me get what I# want.

\* Like it or not, I decide your# fate now.

\* Haha! If only I could see your# reaction to all this!

\* Oh, who am I kidding?

\* Your face would only look like# it always did!

\* Here we are again.

\* Wasn't as terrifying or flashy# as it was the first time, huh?

\* Cut me some slack! My# imagination is only so vast!

\* Forget it. I might as well be# talking to a wall.

\* You don't retain your memory# after resets.

\* That's why I have to explain# the same things every time.

\* Place the same savepoints,# make the same comments...

\* "Golly, this place sure is# \_\_\_\_!"

\* "Keep up the good work,# buddy!"

\* "Remember your mission!"

\* Over and over and over and# over...

\* But I notice things each run.

\* You solve puzzles faster.

\* You defeat monsters faster.

\* You navigate the Underground# like you have a map.

\* All that, yet I know your# memory is wiped clean.

\* I can't explain it...

\* Maybe at some point it will# all culminate.

\* You will finally lead me to# what I need.

\* Until then, I'll reset.

\* And reset and reset and reset# and reset and reset and reset# and reset and

\* Why do we keep ending up here?

\* Every time you make certain# choices, it's the rooftop.

\* Martlet always convinces you# to go with her.

\* Am I supposed to just... let# that happen?

\* No... I've seen you surrender# and adapt before.

\* It doesn't lead anywhere.

\* So, what? Is this it? Is this# the way it has to be?

\* When I first steered you into# the Dark Ruins...

\* I could've sworn I was onto# something.

\* But it feels like your life -# your fate - is locked in.

\* As if there's a specific way# it MUST play out.

\* If that's true... what does# that fate lead to? Ultimately?

\* ...Maybe you're not the one I# need?

\* Maybe you're only a stepping# stone? A... precursor.

\* "They come. They leave. They# die."

\* That's what she always said.

\* There will be another.

\* And this "helpful" act... It's# not working.

\* I need to embrace who I really# am as soon as I'm rid of you.

\* For now, however, I have to# keep it up.

\* I know what it's like to be at# rock bottom without hope.

\* This... while incredibly# frustrating...

\* This act has gotten me the# closest I've ever been to my# goal.

\* It's the first time I've felt# like I've made true progress.

\* Sure I could try rigging a new# puzzle...

\* Drag you into another# alternate path...

\* But even I don't have the# patience for that.

\* I know deep down that my plan# WILL work out.

\* What I don't know is whether# that plan involves you in the# end.

\* ...Alive, that is.

\* But I've blabbered on enough.

\* It's time for me to fake a# smile through another# excruciating journey.

\* Don't mess it up again.

\* Talk about a "dead end."

\* That's not funny.

\* None of this is.

\* I shouldn't be here. Not# again.

\* I mean, come on...

\* Don't I have anything better# to do?

\* You know? It's strange.

\* Something's off here.

\* We're alone in my mind right# now.

\* It's clear that we're alone,# right?

\* Then why I can't shake it...

\* In moments like this where all# is quiet... that's when I feel# it.

\* Only since you showed up has# it been this way.

\* I have to reset again.

\* I have to reset until I find# the right path.

\* Until you make the right# choices.

\* Until it...

\* Alright, alright, I'll let you# go.

\* I do need a little time to# practice my intro monologue,# though.

\* Feel free to pace yourself# before the big fall!

\* See ya later, Clover!

\* You check the sole of your boot# for signs of squished Froggit.#\* You only find your dusty boot.

\* YOU WON!#\* You earned 0 XP and

\* (The mysterious goat lady# scared the Froggit away.)

\* Sweet silence...

\* Decibat flaps away to find# someplace quieter.

\* (An old TV and game console# gathering dust.)

\* The game case has a# hand-made cover slip. #

\* "Surface Tycoon" it# says.

\* Chujin programmed a# video game for Kanako? #

\* Wow... Must've been# awesome to have him as a# dad.

orbit\_direction

orbit\_speed

\* Sweet silence...#\* You earned

\* YOU WON!#\* You earned 0 XP and 0 gold.

enemy\_dead\_count

geno\_count

\* Escaped...

sprite\_width\_default

sprite\_height\_default

no\_loop\_transform

sprite\_width\_end

sprite\_height\_end

sprite\_width\_multiplier

sprite\_height\_multiplier

width\_increase\_type

height\_increase\_type

max\_frames

sprite\_width\_increase

sprite\_height\_increase

transform\_direction

anti\_amplitude\_ASGORE\_flash\_2

anti\_amplitude\_asriel\_battle\_sound\_3

anti\_amplitude\_asriel\_battle\_sound\_4

anti\_amplitude\_battle\_item\_eat\_starfait

anti\_amplitude\_monster\_encounter

anti\_amplitude\_omegaflowey\_battle\_sound\_17

anti\_amplitude\_sans\_battle\_gasterblaster\_charge

anti\_amplitude\_sans\_battle\_pound

anti\_amplitude\_soul\_mettaton\_hit\_2

anti\_amplitude\_talk\_2

anti\_amplitude\_undyne\_spear\_fire

radio

scr\_draw\_enemy\_icons\_craniex

selnum\_disjoint

fnt\_crypt\_of\_tomorrow

[END FIGHT]

scr\_controls\_debug\_battle\_old

font\_type\_ui

DEBUG MODE:#TOGGLE: 0: ON#FPS:

frog1

frog2

sequence\_layer\_2

\* I got put on minecart duty a# few minutes ago.

\* Sure, you already completed# today's job but tomorrow's# coming!

\* First I get tied down to# tracks, now I gotta operate# tracks!

\* This wasn't what I meant by# wanting to get my life back on# track!!!

\* You're gonna show up tomorrow# to do this for me, right?

\* We're best buds... right?

\* DID OUR INTIMATE ELEVATOR RIDE# MEAN NOTHING???

\* Sorry, can't talk anymore.# I've got everything to# overthink.

Item

fnt\_determination\_mono

spike

timeline\_delete

hint\_boundary

image\_alpha\_dec

pos\_left\_x

pos\_center\_x

pos\_right\_x

hit\_extend\_pos

note\_hit

y\_restore

instance

Helium [He]

\* Makes your voice sound funny.

\* (Watch your step! A posse of# Micro Froggits are camping# out.)

\* (The Micro Froggits are# arguing over the political# strife of the Underground.)

\* (A mini-bar fight ensues!)

\* (The head of the party calms# the rest down, reminding them# of their strong brotherhood.)

\* (The Micro Froggits hug it# out, settling their# differences...)

\* (...Because at the end of the# day, they're all just tiny# frogs in a great big world.)

\* (This town IS big enough for# the six of them.)

\* (Too big.)

\* (There are still enemies to# bring justice on.)

sc\_index

sc\_xdisjoint

sc\_ydisjoint

sc\_xscale

sc\_yscale

sc\_angle

sc\_color

sc\_alpha

\* I wish those miners would've# told me about the boulder# problem.

\* I coulda charged right through# 'em, breaking into a million# bits!

\* Uh-breaking THEM into a# million bits. Not me. Ahem.

\* I've learned a lot from being# a clean boy.

\* Mostly how absolutely# disgusting the Dunes are.

\* I mean, everything's covered# in sand!

\* Whoever built that giant fan# needs to build a giant vacuum.

\* You're lucky that bandana# you're wearing isn't red.

\* We'd probably have issues,# haha!

\* Never forget to sparkle out# there!

x\_increase\_type

y\_increase\_type

x\_increase

no\_loop\_create

ROUNDUP

COMPLETION TIME:

TOTAL DEATHS:

dalv\_killed

DALV KILLED:

martlet\_killed

MARTLET CHASED OFF:

ENEMIES KILLED:

mo\_items

MO ITEMS BOUGHT:

NO

slurpy\_saved

YES

SLURPY SAVED:

micro\_froggit

KILLED

MICRO FROGGIT FOUND:

axis\_plead\_count

axis\_trash\_meter\_full

axis\_trash\_meter\_alpha

axis\_trash\_meter\_alpha\_inc

axis\_trash\_meter\_current

axis\_trash\_meter\_pulse\_alpha

axis\_trash\_meter\_x

axis\_trash\_meter\_y

axis\_trash\_meter\_y\_target

axis\_battery\_meter\_x

axis\_battery\_meter\_current

axis\_hit\_count\_max

axis\_shield\_pulse\_alpha

axis\_shield\_pulse\_alpha\_inc

battery\_level\_target

actor\_flowey

\* Golly, ain't this# dandy?

\* Everyone you met just# abandoned you for their# own interests.

\* Those aren't real# friends, no way.

\* I'm here for you# though! Always will be!

\* Now... let's get outta# here.

\* I'm not too sure how to# open this door.

\* Hold on.

number\_pad

\* That's one way of# opening it!

\* We can finally leave# this wasteland behind!

move\_delay

W O R R I E D#R I B B I T.

T . . .#

T H E#F I N A L#. . .#

T H E#F I N A L#F R O G .

C O L L E C T I O N#T I M E .

\* Hey! That's a real# piece of art you made# there!

\* Give it a go!

\* Wouldja look at that!# Worked like a charm.

\* I might have to# personally commission# you someday, haha!

\* Hmm...

\* It is rather late isn't# it?

\* Narrows down the# locations they could've# gone at least.

\* I can't stand looking# at that...

\* ...Let's just move on.

\* ...Hellooo?

\* Rusted through.

\* The sign says "If the# receptionist is# unreceptive...

\* ...check with the robot# control station three# floors up."

\* Robot control# station...

\* Clover! Are you thinking# what I'm thinking?

Axis?

\* Exactly.

\* You zoned out? Listen!

\* If there's some sorta# "breaker box" for all# robots in the area...

\* ...we can shut Axis down# and get to Hotland# as planned!

\* It's worth an# investigation at least.# Let's go!

\* ST4Y pUT, OK?

\* YoUR'E s-SAFE.

lightning\_last

\* Howdy again!

\* Golly, this area sure# is grim!

\* Doesn't look like# anyone's been around for# years.

\* This machine looks# mighty important though!

\* Snoop around and see# what you can find!

\* Talk to you soon!

EW!!! Soap????

No!!#You diSGuST ME!#Get away!!

wdirection

ribbon\_1

ribbon\_2

bell\_count

box\_enter\_noloop

puppet\_talking

attack\_rocks\_spawned

iangle

\*Huff\*

I'm...

I'm doing#j-just fine!

You, however...

You seem to be#s-struggling, heh.

Sorry, but I#won't let up!

W-What's going#on?

The s-serum,#it...

N-No! I can#handle it!

I have to keep#going!!

I'M GOING TO WIN#THIS BATTLE!!!

Why is it wearing#off!?

WHY IS IT WEARING#OFF!?!?

I DON'T WANT#TO DIE!

I NEED MORE TIME!!!

Y O U . . .

Y O U C A N ' T#W I N .

Y O U C A N ' T#. . .

\* (A picture of two monsters# you've met.)

\* (A picture of Starlo and# Ceroba as teenagers.)

\* I freaking suck at dancing!

frame\_current

bullet\_burst

attack\_frame\_current

attack\_frame

ceroba\_body

ceroba\_body\_frame

dir\_wiggle

gml\_Script\_shoot\_fail\_gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Step\_0

Mustard

\* Best kept in a liquid or solid# state of matter.

My SHIELD iS#IMPERVI0US TO#YOuR BULL3TS.

SO yOU\_SHOULD#G1VE uP.

AND AnYWAY, ,,

AS I SAID#bEF0RE..

I CAN eXAPLAIN#EV3RYTHING to#YOU.

Y0U SEE, I DO#nOT HAvE THE#FrE3DOMS YoU#HAVE.

MY PR0GRAMMING.#..

I H4D no\_CHOICE.

I WAS FORCED#TO NEUTRALIZE#THAT HUMAN.

W-WAIT.

WHAT'S GOING ON?

HOLD ON. PLEASE.

I DIDN'T WANT TO

\* This has got to be the best# restaurant in the Underground.# Seriously.

\* You can't beat the food, the# service, the atmosphere...

\* Something has always puzzled# me though...

\* ...Where is the kitchen?

\* I must confess, there is ONE# thing about this place that# gets me down.

\* The music.

\* Like, this band is FINE. A# little too "new wave" for my# taste.

\* I miss the acts of my youth.

\* There was this lounge singer# they'd host...

\* Bea-u-ti-ful!

\* I mean, wowza!! MEEE-OWW!!!

\* sorry.

\* My food should be out any# minute. Can't wait!

\* Regular monsters are# one thing but...

\* That fox lady you just# killed was a piece of# work, huh?

\* If you bested her,# ASGORE doesn't stand a# chance!

\* Uh, sure... That works.

\* See you up ahead,# Clover!

\* O-Oh... Hello.

\* Please don't mind me.

\* I was only tending to this# little fella.

\* You wanna talk more?

\* Uh... h-how about that# weather?

\* Sure is hot today... like...# always.

\* Do you like, um... air?

\* I do... I breathe it all the# time.

\* ...Uh, I'm very sorry.

\* I'm just not in a talking mood# right now.

\* M-Maybe later...?

\* Let's stay on track,# okay?

\* Heeello!!! I welcome you into# my body!!!

\* Where ever would you like to# go??

\* Top floor.

\* Did you say: "Basement?"

\* Get us to the roof! Out# of here! Whatever!

\* I carry a negative opinion of# you.

\* Heading to: "Out of here."

\* Ugh, sorry for all the# outbursts.

\* All of this is...

\* It's a lot to process.

\* Bet you're pretty tired# of learning about me# so...

\* ...What about you?

\* You're not exactly a# talker so I don't know# much.

\* Why are you here in the# first place?

\* Did you simply trip and# fall into the# Underground?

\* I'm curious.

\* You wanted to find out# what happened to those# kids.

\* ...A noble mission.# Takes guts.

\* I'm... assuming you# haven't found them yet,# though.

check

\* We have arrived at "Out of# here."

\* Well uh... better get# moving.

Undertale Yellow

Default

Undertale\_Yellow

@@SleepMargin

15

@@DrawColour

4294967295

snd\_ceroba\_staff\_lock

snd\_ceroba\_staff\_lock.wav

snd\_chem\_05\_axis\_acid\_1

snd\_chem\_05\_axis\_acid\_1.wav

mus\_retribution

mus\_retribution.ogg

mus\_soulmate\_located

mus/soulmate\_located.ogg

snd\_mansion\_tv\_glitch

snd\_mansion\_tv\_glitch.wav

snd\_guardener\_flintlock\_shield

snd\_guardener\_flintlock\_shield.wav

snd\_ceroba\_super\_bullet\_drop

snd\_ceroba\_super\_bullet\_drop.wav

snd\_ceroba\_shield\_impact

snd\_ceroba\_shield\_impact.wav

snd\_hurtsmall

snd\_hurtsmall.wav

snd\_axis\_geno\_laser\_drill

snd\_axis\_geno\_laser\_drill.wav

snd\_axis\_trash\_can\_hit

snd\_axis\_trash\_can\_hit.wav

mus\_birdnoise

mus/birdnoise.ogg

snd\_sousborg\_egg\_crack

snd\_sousborg\_egg\_crack.wav

snd\_elevator\_door\_shut

snd\_elevator\_door\_shut.wav

mus\_kanako\_reprise

mus/kanako\_reprise.ogg

snd\_feisty\_moray\_color\_shift

snd\_feisty\_moray\_color\_shift.wav

snd\_screenshake

snd\_screenshake.wav

mus\_menu\_wild\_east

mus/menu\_wild\_east.ogg

snd\_guardener\_laser\_shoot\_loop

snd\_guardener\_laser\_shoot\_loop.wav

snd\_guardener\_vine\_snip

snd\_guardener\_vine\_snip.wav

snd\_hurtdragon

snd\_hurtdragon.wav

mus\_flowey\_roof\_intro\_1

mus/flowey\_roof\_intro\_1.ogg

mus\_f\_phase2\_paper

mus/f\_phase2\_paper.ogg

mus\_f\_newlaugh

mus/f\_newlaugh.ogg

snd\_feisty\_moray\_entrance

snd\_feisty\_moray\_entrance.wav

snd\_undertale\_explosion

snd\_undertale\_explosion.wav

snd\_final\_martlet\_scream

snd\_final\_martlet\_scream.wav

snd\_axis\_twinkle

snd\_axis\_twinkle.wav

mus\_sadlo

mus/sadlo.ogg

mus\_gift\_1

mus/gift\_1.ogg

snd\_chem\_05\_axis\_acid\_3

snd\_chem\_05\_axis\_acid\_3.wav

snd\_hurtbuzz

snd\_hurtbuzz.wav

mus\_a\_place\_to\_rest

mus/a\_place\_to\_rest.ogg

snd\_shotstrong\_nails

snd\_shotstrong\_nails.wav

snd\_guardener\_step\_on\_flowers

snd\_guardener\_step\_on\_flowers.wav

snd\_guardener\_plants

snd\_guardener\_plants.wav

snd\_shotweak\_pellets

snd\_shotweak\_pellets.wav

mus\_guardener\_theme

mus/guardener\_theme.ogg

mus\_flowey\_roof\_intro\_2

mus/flowey\_roof\_intro\_2.ogg

snd\_ceroba\_attack\_bell\_ring

snd\_ceroba\_attack\_bell\_ring.wav

mus\_guns\_blazing

mus/guns\_blazing.ogg

snd\_badexplosion

snd\_badexplosion.wav

snd\_shotmid\_glass

snd\_shotmid\_glass.wav

snd\_feisty\_mooch\_entrance

snd\_feisty\_mooch\_entrance.wav

snd\_guardener\_rise

snd\_guardener\_rise.wav

mus\_menu\_steamworks

mus\_menu\_steamworks.ogg

snd\_axis\_energy\_ball\_explode

snd\_axis\_energy\_ball\_explode.wav

snd\_hurtloox

snd\_hurtloox.wav

mus\_honest\_days\_work

mus/honest\_days\_work.ogg

snd\_f\_whatwouldyoulike

snd\_f\_whatwouldyoulike.wav

snd\_hurtbig

snd\_hurtbig.wav

mus\_f\_phase2\_organic

mus/f\_phase2\_organic.ogg

snd\_undertale\_chug

snd\_undertale\_chug.wav

snd\_mansion\_kotatsu\_move

snd\_mansion\_kotatsu\_move.wav

snd\_shotweak\_nails

snd\_shotweak\_nails.wav

snd\_ceroba\_cloak

snd\_ceroba\_cloak.wav

snd\_ceroba\_charge

snd\_ceroba\_charge.wav

snd\_shotweak\_flint

snd\_shotweak\_flint.wav

snd\_attack\_swipe

snd\_attack\_swipe.wav

snd\_starlo\_buys\_gun

snd\_starlo\_buys\_gun.wav

snd\_axis\_scrape\_away

snd\_axis\_scrape\_away.wav

snd\_ceroba\_bullet\_drop

snd\_ceroba\_bullet\_drop.wav

snd\_mail\_jingle\_hotland

snd\_mail\_jingle\_hotland.wav

snd\_ceroba\_scream

snd\_ceroba\_scream.wav

mus\_mothers\_love\_phase\_2

mus/mothers\_love\_phase\_2.ogg

mus\_mixin\_it\_up

mus/mixin\_it\_up.ogg

snd\_sliding\_door\_open\_steamworks

snd\_sliding\_door\_open\_steamworks.wav

snd\_martlet\_takeoff

snd\_martlet\_takeoff.wav

snd\_ceroba\_staff\_break

snd\_ceroba\_staff\_break.wav

snd\_guardener\_leave\_2

snd\_guardener\_leave\_2.wav

snd\_flowey\_panel\_hack

snd\_flowey\_panel\_hack.wav

mus\_deal\_em\_out\_moray\_yellow

mus/deal\_em\_out\_moray\_yellow.ogg

snd\_chem\_05\_axis\_acid\_2

snd\_chem\_05\_axis\_acid\_2.wav

snd\_sousborg\_egg\_fire\_loop

snd\_sousborg\_egg\_fire\_loop.wav

snd\_justice\_effect

snd\_justice\_effect.wav

snd\_talk\_kanako

snd\_talk\_kanako.wav

snd\_pellet\_pile\_spawn

snd\_pellet\_pile\_spawn.wav

snd\_flowey\_world\_snap

snd\_flowey\_world\_snap.wav

snd\_undertale\_spearrise

snd\_undertale\_spearrise.wav

mus\_deal\_em\_out\_yellow

mus/deal\_em\_out\_yellow.ogg

snd\_shotweak\_glass

snd\_shotweak\_glass.wav

snd\_ceroba\_retransform

snd\_ceroba\_retransform.wav

snd\_geno\_power\_on

snd\_geno\_power\_on.wav

snd\_martlet\_book

snd\_martlet\_book.wav

mus\_UNDERTALE\_oogloop

mus/UNDERTALE\_oogloop.ogg

mus\_mothers\_love\_temp

mus/mothers\_love\_temp.ogg

snd\_chem\_05\_axis\_fall

snd\_chem\_05\_axis\_fall.wav

snd\_shotstrong\_glass

snd\_shotstrong\_glass.wav

mus\_tucked\_in

mus/tucked\_in.ogg

snd\_crowd\_loop

snd\_crowd\_loop.ogg

mus\_elevator\_broken

mus\_elevator\_broken.mp3

snd\_item\_get

snd\_item\_get.wav

mus\_after\_hours

mus/after\_hours.ogg

snd\_feisty\_ed\_entrance\_mooch

snd\_feisty\_ed\_entrance\_mooch.wav

snd\_mansion\_slidedoor\_open

snd\_mansion\_slidedoor\_open.wav

sndfnt\_sans

sndfnt\_flowey

sndfnt\_toriel

snd\_talk\_martlet\_original

sndfnt\_default

sndfnt\_dalv

sndfnt\_default2

snd\_talk\_martlet

snd\_talk\_martlet.wav

snd\_talk\_flowey\_2

snd\_talk\_ed

snd\_talk\_mooch

snd\_talk\_ace

snd\_talk\_starlo

snd\_talk\_ceroba

snd\_talk\_moray

snd\_talk\_sans

snd\_talk\_axis

mus\_credits

mus/credits.ogg

mus\_cymbal

mus/cymbal.ogg

mus\_delivery

mus/delivery.ogg

mus\_delivery\_intro

mus/delivery\_intro.ogg

mus\_fallendownyellow

mus/fallendownyellow.ogg

mus\_floweynew\_yellow

mus/floweynew\_yellow.ogg

mus\_gameover\_yellow

mus/gameover\_yellow.ogg

mus\_genobattle\_yellow

mus/genobattle\_yellow.ogg

mus\_intro

mus/intro.ogg

mus\_justice

mus/justice.ogg

mus\_nobodycame\_yellow

mus/nobodycame\_yellow.ogg

mus\_null

mus/null.ogg

mus\_prebattle1\_yellow

mus/prebattle1\_yellow.ogg

mus\_prebattle2\_yellow

mus/prebattle2\_yellow.ogg

mus\_shop

mus/shop.ogg

mus\_wind

mus/wind.ogg

snd\_fall2

snd/fall2.ogg

mus\_menu\_ruins

mus/menu\_ruins.ogg

mus\_menu\_darkruins

mus/menu\_darkruins.ogg

mus\_menu\_snowdin

mus/menu\_snowdin.ogg

mus\_menu\_options

mus/menu\_options.ogg

snd\_soul\_slow\_down

snd\_soul\_slow\_down.wav

mus\_coolestcave

mus/coolestcave.ogg

mus\_dalv\_diary

mus/dalv\_diary.ogg

mus\_dalvbattle\_yellow

mus/dalvbattle\_yellow.ogg

mus\_dalventertainer

mus/dalventertainer.ogg

mus\_dalvopening\_yellow

mus/dalvopening\_yellow.ogg

mus\_darkruins

mus/darkruins.ogg

mus\_decibat\_yellow

mus/decibat\_yellow.ogg

mus\_funsized\_yellow

mus/funsized\_yellow.ogg

mus\_intronoise

mus/intronoise.ogg

mus\_ruins\_yellow

mus/ruins\_yellow.ogg

mus\_spook

mus/spook.ogg

mus\_honeydew\_bark

mus/honeydew\_bark.ogg

mus\_honeydew\_dalv

mus/honeydew\_dalv.ogg

mus\_honeydew\_lodge

mus/honeydew\_lodge.ogg

mus\_honeydew\_ruins

mus/honeydew\_ruins.ogg

mus\_honeydew\_snow

mus/honeydew\_snow.ogg

mus\_lounging\_around

mus/lounging\_around.ogg

snd\_guardener\_vine\_crumble

snd\_guardener\_vine\_crumble.wav

mus\_trapdoor

mus/trapdoor.ogg

mus\_apprehension\_yellow

mus/apprehension\_yellow.ogg

mus\_mart\_geno\_wind\_yellow

mus/mart\_geno\_wind\_yellow.ogg

mus\_martletbattle\_yellow

mus/martletbattle\_yellow.ogg

mus\_occupied\_turf\_yellow

mus/occupied\_turf\_yellow.ogg

mus\_shuffling3

mus/shuffling3.ogg

mus\_shuffling2

mus/shuffling2.ogg

mus\_shuffling1

mus/shuffling1.ogg

mus\_aviation

mus/aviation.ogg

mus\_uhoh

mus/uhoh.ogg

mus\_battle\_snowdin

mus/battle\_snowdin.ogg

mus\_birdsofafeather

mus/birdsofafeather.ogg

mus\_gimme\_ur\_cash\_yellow

mus/gimme\_ur\_cash\_yellow.ogg

mus\_micro\_temperature

mus/micro\_temperature.ogg

mus\_pipin\_hot\_yellow

mus/pipin\_hot\_yellow.ogg

mus\_quietstray

mus/quietstray.ogg

mus\_notsoquietstray

mus/notsoquietstray.ogg

mus\_relaxation

mus/relaxation.ogg

snd\_guardener\_level10

snd\_guardener\_level10.wav

mus\_f\_phase2\_gray

mus\_f\_phase2\_gray.ogg

mus\_snowfall

mus/snowfall.ogg

mus\_a\_new\_partner

mus/a\_new\_partner.ogg

mus\_apex

mus/apex.ogg

mus\_bailador\_overworld

mus/bailador\_overworld.ogg

mus\_blossom

mus/blossom.ogg

mus\_cafe

mus/cafe.ogg

mus\_cafe\_arcade

mus/cafe\_arcade.ogg

mus\_dual

mus/dual.ogg

mus\_dual\_short

mus/dual\_short.ogg

mus\_dunes\_cave

mus/dunes\_cave.ogg

mus\_dunes\_cave\_outdoors

mus/dunes\_cave\_outdoors.ogg

mus\_elevator

mus/elevator.ogg

mus\_feisty

mus/feisty.ogg

snd\_hurt\_slither

snd\_hurt\_slither.wav

mus\_gemstone\_fever

mus/gemstone\_fever.ogg

mus\_gunshop

mus/gunshop.ogg

snd\_shotmid\_nails

snd\_shotmid\_nails.wav

mus\_happy\_hour

mus/happy\_hour.ogg

mus\_change\_of\_plans

mus/change\_of\_plans.ogg

mus\_kanako

mus/kanako.ogg

mus\_renewed

mus/renewed.ogg

mus\_sheriffs\_fate

mus/sheriffs\_fate.ogg

mus\_shimmer

mus/shimmer.ogg

mus\_snoring\_justice

mus/snoring\_justice.ogg

mus\_starlo\_entrance

mus/starlo\_entrance.ogg

mus\_the\_straw

mus/the\_straw.ogg

mus\_the\_wild\_east

mus/the\_wild\_east.ogg

mus\_the\_wild\_east\_barn

mus/the\_wild\_east\_barn.ogg

mus\_the\_wild\_east\_house

mus/the\_wild\_east\_house.ogg

mus\_the\_wild\_east\_sleepy

mus/the\_wild\_east\_sleepy.ogg

mus\_train\_trouble

mus/train\_trouble.ogg

mus\_train\_trouble\_2

mus/train\_trouble\_2.ogg

mus\_unforgiving

mus/unforgiving.ogg

mus\_vigorous\_terrain

mus/vigorous\_terrain.ogg

mus\_trial\_by\_fury

mus/trial\_by\_fury.ogg

mus\_sunnyside\_ranch

mus/sunnyside\_ranch.ogg

mus\_heatwave\_approaching

mus/heatwave\_approaching.ogg

mus\_the\_wild\_east\_hospital

mus/the\_wild\_east\_hospital.ogg

mus\_showdown

mus/showdown.ogg

mus\_the\_wild\_east\_jail

mus/the\_wild\_east\_jail.ogg

mus\_oasis\_indoors

mus/oasis\_indoors.ogg

mus\_abandoned

mus/abandoned.ogg

mus\_detainment

mus/detainment.ogg

mus\_steamworks\_overworld

mus/steamworks\_overworld.ogg

mus\_treading\_lightly

mus/treading\_lightly.ogg

mus\_detour

mus/detour.ogg

mus\_build\_a\_bot

mus/build\_a\_bot.ogg

mus\_enter\_axis

mus/enter\_axis.ogg

snd\_mirrorbreak

snd\_mirrorbreak2

snd\_mirrorbreak3

snd\_shotmid\_flint

snd\_shotmid\_flint.wav

snd\_flash

snd\_mfsquish

snd\_big\_bell\_ring

snd\_attackhit

snd\_attackhitperfect

snd\_attackhitcrit

snd\_shotweak

snd\_shotmid

snd\_shotstrong

snd\_confirm

snd\_hurt

snd\_gun

snd\_bullet\_warning

snd\_gun\_hit

snd\_mainmenu\_select

snd\_trihecta\_small\_ball\_bounce

snd\_trihecta\_reflect\_balls

snd\_trihecta\_fall

snd\_soul\_gameover\_hit

snd\_soul\_gameover\_hit\_break

snd\_clover\_jump\_dunes

snd/clover\_jump\_dunes.ogg

snd\_drip

snd\_feisty\_ace\_entrance

snd\_feisty\_ace\_entrance.wav

snd\_newhome\_03\_clover\_radius

snd\_newhome\_03\_clover\_radius.wav

snd\_duel\_shot

snd\_elevator\_burn

snd\_elevator\_open

snd\_elevator\_pickaxe

snd\_fabric\_rip

snd\_feisty\_mission\_fanfare

snd\_feisty\_mission\_fanfare\_oopsy

snd\_glass\_break

snd\_helivator

snd\_machinery

snd\_minecart\_puzzle\_drain

snd\_mo\_kicks\_the\_bucket

snd\_mo\_pop

snd/mo\_pop.ogg

snd\_rumble

snd\_sandstorm

snd/sandstorm.ogg

snd\_toy\_squeak

snd\_wild\_east\_bell

snd\_wild\_east\_shocking\_sound

snd/wild\_east\_shocking\_sound.ogg

snd\_wild\_east\_train\_horn

snd\_talk\_asgore

snd\_talk\_asgore.wav

snd\_pickaxe\_ding

snd\_pickaxe\_ding2

snd\_elevator\_start

snd\_elevator

snd\_electric\_flash

snd\_dunes\_43\_code

snd\_ceroba\_super\_bullet\_explosion

snd\_ceroba\_super\_bullet\_explosion.wav

snd\_achoo

snd\_doorlock

snd/doorlock.ogg

snd\_fanpear

snd\_flapaway

snd\_pops\_deflate

snd/pops\_deflate.ogg

snd\_tinyfroggit

snd\_tarpdrop

snd\_wood\_flowey

snd/wood\_flowey.ogg

snd\_wood\_pull

snd/wood\_pull.ogg

snd\_wood\_zap

snd/wood\_zap.ogg

snd\_groundcrack

snd\_groundbreak

snd\_puzzle\_woodmove

snd\_puzzle\_start

snd\_puzzle\_icemelt

snd\_water\_fill\_2

snd\_water\_fill

snd\_slidedoor\_open

snd\_rock\_break

snd\_rock\_roll

snd\_snowdin\_bridge

snd/snowdin\_bridge.ogg

mus\_acquittal

mus/acquittal.ogg

mus\_ambient\_river

mus/ambient\_river.ogg

snd\_splash

snd\_mo\_throw

snd\_chargeshot\_charge

snd\_chargeshot\_charge.wav

snd\_mo\_stand\_arrive

snd\_mo\_stand\_depart

snd\_mo\_snap

snd\_mo\_pour

snd\_mo\_kick

snd\_mo\_slide

snd\_snowdin\_crystal\_tree

snd\_toast\_jump

snd\_slide\_whistle

snd\_slide\_whistle\_reversed

snd\_shufflers\_flip

snd\_microsprings\_froggits

snd/microsprings\_froggits.ogg

snd\_hammer\_hit

snd\_raft\_untie

snd\_martlet\_wake

snd\_footstep1

snd\_footstep2

snd\_generator\_start

snd\_steamworks\_13\_robot

snd\_steamworks\_13\_vent

snd\_ceroba\_shield\_break\_1

snd\_ceroba\_shield\_break\_1.wav

snd\_steamworks\_metal\_1

snd\_steamworks\_metal\_2

snd\_steamworks\_metal\_3

snd\_manta\_startup

snd\_manta\_stop\_go

snd\_manta\_sail

snd/manta\_sail.ogg

snd\_shot\_big\_fire

snd\_shot\_big\_fire.wav

snd\_manta\_gate\_open

snd\_pinkgoo\_initiate

snd\_pinkgoo\_move

snd/pinkgoo\_move.ogg

snd\_pinkgoo\_steam

snd\_mo\_jacket\_explosion

snd\_mo\_hat\_toss

snd\_mo\_ignite

snd\_flame\_loop

snd/flame\_loop.ogg

snd\_mo\_jacket\_toss

snd\_mo\_jacket\_kick

snd\_mo\_stand\_explodes

snd\_bailador\_shake

snd\_bell\_ring

snd\_bell\_ring\_cow

snd\_bell\_ring\_cow.wav

snd\_big\_crash

snd\_duel\_mark

snd\_enemy\_bullet\_shot

snd\_flowey\_glitch\_yellow

snd\_footsteps\_water\_1

snd\_impact\_gunshot

snd\_mail\_jingle

snd\_mail\_jingle\_alt

snd/mail\_jingle\_alt.ogg

snd\_rapids

snd\_revolver\_shoot

mus\_medium

mus/medium.ogg

snd\_ring

snd\_smoke

snd\_snore

snd\_snowcastle\_door\_1

snd\_snowcastle\_door\_2

snd\_tv\_static

snd\_final\_martlet\_transformation

snd\_final\_martlet\_transformation.wav

snd\_doorclose

snd/doorclose.ogg

snd\_encounter

snd\_equip\_armor

snd\_fail

snd\_heal

snd\_jump

snd\_knock\_beautiful

snd\_shotmid\_silver

snd\_shotmid\_silver.wav

snd\_mail\_pin

snd\_mail\_unpin

snd\_metallic\_impact

snd\_paperfall

snd\_playerjump

snd\_savedgame

snd\_shop\_purchase

snd\_soul\_battle\_flash

snd\_soul\_battle\_start

snd\_success

snd\_switch

snd\_undertale\_appear

snd\_undertale\_flash

snd\_undertale\_snap

snd\_undertale\_swoosh

snd\_undertale\_thud

snd\_glass\_break\_1

snd\_glass\_break\_2

snd\_battle\_item\_weapon\_select

snd\_battle\_item\_equip

snd\_battle\_item\_eat\_starfait

snd\_battle\_item\_eat

snd\_talk\_default

snd\_battle\_flash

snd\_wingflapslow1

snd\_stars

snd\_scrollslash3

snd\_scrollslash2

snd\_scrollslash1

snd\_mirrorbreak1

snd\_kamehamehacharge

snd\_kamehamehablast

snd\_decibatfall

snd\_decibatblink

snd\_decibatbouncewave2

snd\_decibatbouncewave1

snd\_decibat3bigwaves

snd\_decibat1bigwave

snd\_dalvbolt2

snd\_dalvbolt1

snd\_monster\_damage\_miss

snd\_monster\_damage\_hit\_critical

snd\_monster\_damage\_hit

snd\_monster\_damage\_death

snd\_love\_increased

snd\_item\_stick\_attack

snd\_flee

snd\_washpan\_bonk

snd\_mart\_feather\_atk1

snd\_mart\_feather\_atk2

snd\_mart\_feather\_atk3

snd\_mart\_flap

snd\_mart\_genoland

snd\_guardener\_arm\_launched

snd\_guardener\_arm\_launched.wav

snd\_mart\_impact\_1

snd\_mart\_impact\_2

snd\_mart\_impact\_3

snd\_mart\_pacifistland

snd\_soul\_speed\_up

snd\_soul\_speed\_up.wav

snd\_mart\_spiral\_attack\_1

snd\_mart\_spiral\_attack\_2

snd\_mart\_wind

snd\_mart\_wings\_out

snd\_martlet\_takes\_a\_stance

snd\_martlet\_yeets\_a\_book

snd\_talk\_dalv

snd\_ceroba\_swoosh

snd\_ceroba\_boom

snd\_ceroba\_trap

snd\_ceroba\_hurt\_red

snd\_ceroba\_diamond\_fire

snd\_starlo\_rope\_snap

snd\_starlo\_rope\_strain

snd\_starlo\_rope\_shot

snd\_starlo\_gun\_warn

snd\_starlo\_train\_incoming

snd\_shotmid\_coffee

snd\_shotmid\_ice

snd\_shotmid\_pebbles

snd\_shotstrong\_coffee

snd\_shotstrong\_ice

snd\_shotstrong\_pebbles

snd\_shotweak\_coffee

snd\_shotweak\_ice

snd\_shotweak\_pebbles

mus\_mew

mus/mew.ogg

mus\_mew\_boss

mus/mew\_boss.ogg

mus\_mew\_intro

mus/mew\_intro.ogg

mus\_mew\_logo

mus/mew\_logo.ogg

snd\_arc\_defeat

snd\_arc\_hit

snd\_arc\_menu\_move

snd\_arc\_menu\_select

snd\_arc\_shoot

snd\_mew\_boss\_spare

snd\_mew\_die\_1

snd\_mew\_die\_2

snd\_ceroba\_shield\_break\_2

snd\_ceroba\_shield\_break\_2.wav

snd\_mew\_die\_3

snd\_mew\_die\_4

snd\_mew\_gameover\_1

snd\_mew\_gameover\_2

snd\_mew\_gameover\_3

snd\_mew\_seeya

snd\_mew\_title

snd\_mew\_upgrade\_rapid

snd\_mew\_upgrade\_shotgun

snd\_mew\_win

snd\_mew\_win\_1

snd\_mew\_win\_2

snd\_card\_game\_gold

snd\_card\_game\_deal

snd\_card\_game\_match

snd\_card\_game\_select

snd\_card\_game\_win

snd\_card\_game\_lose

mus\_card\_game

mus/card\_game.ogg

mus\_danza\_attack\_01\_yellow

mus/danza\_attack\_01\_yellow.ogg

mus\_danza\_attack\_02\_yellow

mus/danza\_attack\_02\_yellow.ogg

mus\_danza\_attack\_03\_yellow

mus/danza\_attack\_03\_yellow.ogg

mus\_danza\_attack\_04\_yellow

mus/danza\_attack\_04\_yellow.ogg

mus\_danza\_attack\_05\_yellow

mus/danza\_attack\_05\_yellow.ogg

mus\_danza\_attack\_06\_yellow

mus/danza\_attack\_06\_yellow.ogg

mus\_danza\_attack\_07\_yellow

mus/danza\_attack\_07\_yellow.ogg

mus\_danza\_attack\_08\_yellow

mus/danza\_attack\_08\_yellow.ogg

mus\_danza\_attack\_09\_yellow

mus/danza\_attack\_09\_yellow.ogg

mus\_danza\_attack\_10\_yellow

mus/danza\_attack\_10\_yellow.ogg

mus\_danza\_attack\_finale\_01\_yellow

mus/danza\_attack\_finale\_01\_yellow.ogg

mus\_danza\_attack\_finale\_02\_yellow

mus/danza\_attack\_finale\_02\_yellow.ogg

mus\_danza\_attack\_finale\_yellow

mus/danza\_attack\_finale\_yellow.ogg

mus\_danza\_attack\_inst\_01\_yellow

mus/danza\_attack\_inst\_01\_yellow.ogg

mus\_danza\_attack\_inst\_02\_yellow

mus/danza\_attack\_inst\_02\_yellow.ogg

mus\_danza\_attack\_inst\_03\_yellow

mus/danza\_attack\_inst\_03\_yellow.ogg

mus\_danza\_attack\_inst\_04\_yellow

mus/danza\_attack\_inst\_04\_yellow.ogg

mus\_danza\_attack\_inst\_05\_yellow

mus/danza\_attack\_inst\_05\_yellow.ogg

mus\_danza\_attack\_inst\_06\_yellow

mus/danza\_attack\_inst\_06\_yellow.ogg

mus\_danza\_attack\_inst\_07\_yellow

mus/danza\_attack\_inst\_07\_yellow.ogg

mus\_danza\_attack\_inst\_08\_yellow

mus/danza\_attack\_inst\_08\_yellow.ogg

mus\_danza\_attack\_inst\_09\_yellow

mus/danza\_attack\_inst\_09\_yellow.ogg

mus\_deal\_em\_out\_ed\_yellow

mus/deal\_em\_out\_ed\_yellow.ogg

mus\_danza\_attack\_inst\_10\_yellow

mus/danza\_attack\_inst\_10\_yellow.ogg

mus\_danza\_attack\_inst\_finale\_01\_yellow

mus/danza\_attack\_inst\_finale\_01\_yellow.ogg

mus\_danza\_attack\_inst\_finale\_02\_yellow

mus/danza\_attack\_inst\_finale\_02\_yellow.ogg

mus\_danza\_battle\_yellow

mus/danza\_battle\_yellow.ogg

mus\_prebattle3\_yellow

mus/prebattle3\_yellow.ogg

snd\_danza\_blue\_note

snd\_danza\_blue\_note\_finale\_01

snd\_danza\_blue\_note\_finale\_02

snd\_danza\_green\_note

snd\_danza\_green\_note\_finale\_01

snd\_danza\_green\_note\_finale\_02

snd\_danza\_red\_note

snd\_danza\_red\_note\_finale\_01

snd\_danza\_red\_note\_finale\_02

snd\_danza\_red\_note\_finale\_end

snd\_fanfare

snd\_undyne\_spear\_fly

snd\_chem\_countdown

snd\_chem\_countdown.wav

mus\_f\_phase2\_clay

mus/f\_phase2\_clay.ogg

snd\_heavydamage

snd\_heavydamage.wav

snd\_steamworks\_35\_axis\_beep

snd\_steamworks\_35\_axis\_beep.wav

mus\_oasis

mus/oasis.ogg

snd\_chem\_win

snd\_chem\_win.wav

mus\_ones\_past

mus/ones\_past.ogg

mus\_corner\_of\_a\_circle

mus/corner\_of\_a\_circle.ogg

snd\_undertale\_pombark

snd\_undertale\_pombark.wav

snd\_guardener\_shoot

snd\_guardener\_shoot.wav

snd\_talk\_alphys

snd\_talk\_alphys.wav

snd\_flowey\_open\_steamworks\_door

snd\_flowey\_open\_steamworks\_door.wav

mus\_well\_be\_okay

mus/well\_be\_okay.ogg

snd\_guardener\_leave\_1

snd\_guardener\_leave\_1.wav

snd\_steamworks\_21\_monitor

snd\_steamworks\_21\_monitor.wav

snd\_lever\_strain

snd\_lever\_strain.wav

mus\_getting\_the\_thoughts\_out

mus/getting\_the\_thoughts\_out.ogg

snd\_dunes\_28\_cart

snd\_dunes\_28\_cart.wav

mus\_guns\_blazing\_geno

mus/guns\_blazing\_geno.ogg

mus\_some\_point\_of\_no\_return

mus/some\_point\_of\_no\_return.ogg

mus\_mothers\_love\_phase\_3

mus/mothers\_love\_phase\_3.ogg

mus\_vsasgore

mus/vsasgore.ogg

mus\_flowey\_final\_boss\_1\_intro

mus/flowey\_final\_boss\_1\_intro.ogg

snd\_mail\_jingle\_steamworks

snd\_mail\_jingle\_steamworks.wav

snd\_sousborg\_egg\_sizzle

snd\_sousborg\_egg\_sizzle.wav

snd\_f\_mechpellet

snd\_f\_mechpellet.wav

snd\_ceroba\_staff\_spin

snd\_ceroba\_staff\_spin.wav

snd\_guardener\_rise\_arms

snd\_guardener\_rise\_arms.wav

mus\_gotcha

mus/gotcha.ogg

snd\_shotstrong\_silver

snd\_shotstrong\_silver.wav

snd\_feisty\_mooch\_coin\_appear

snd\_feisty\_mooch\_coin\_appear.wav

snd\_shotmid\_pellets

snd\_shotmid\_pellets.wav

snd\_feisty\_ed\_entrance

snd\_feisty\_ed\_entrance.wav

snd\_guardener\_laser\_shoot

snd\_guardener\_laser\_shoot.wav

mus\_snow

mus/snow.ogg

mus\_crescendo\_of\_dread

mus/crescendo\_of\_dread.ogg

snd\_fire\_ignite

snd\_fire\_ignite.wav

mus\_final\_stand

mus/final\_stand.ogg

snd\_locked\_door

snd\_locked\_door.wav

mus\_asgoreop

mus/asgoreop.ogg

snd\_axis\_flashlight

snd/axis\_flashlight.ogg

snd\_yellow\_soul\_dash

snd\_yellow\_soul\_dash.wav

mus\_the\_trek

mus/the\_trek.ogg

snd\_sousborg\_egg\_whistle

snd\_sousborg\_egg\_whistle.wav

mus\_barrier

mus/barrier.ogg

snd\_flowey\_martlet\_melt

snd\_flowey\_martlet\_melt.wav

snd\_sliding\_door\_open

snd\_sliding\_door\_open.wav

snd\_hurt\_robot

snd\_hurt\_robot.wav

snd\_f\_great

snd\_f\_great.wav

snd\_ceroba\_defeated\_sounds

snd\_ceroba\_defeated\_sounds.wav

snd\_factory\_puzzle\_spawn\_item

snd\_factory\_puzzle\_spawn\_item.wav

snd\_hurtbeef

snd\_hurtbeef.wav

snd\_undertale\_impact

snd\_undertale\_impact.wav

snd\_flowey\_world\_entrance

snd\_flowey\_world\_entrance.wav

snd\_chem\_crash

snd\_chem\_crash.wav

snd\_guardener\_death

snd\_guardener\_death.wav

mus\_mothers\_love\_phase\_1

mus/mothers\_love\_phase\_1.ogg

mus\_trampled\_flowers

mus/trampled\_flowers.ogg

snd\_ceroba\_bullet\_rise

snd\_ceroba\_bullet\_rise.wav

mus\_f\_phase2\_mechanical

mus/f\_phase2\_mechanical.ogg

snd\_chem\_go

snd\_chem\_go.wav

snd\_ehurt1

snd\_ehurt1.wav

snd\_factory\_puzzle\_correct

snd\_factory\_puzzle\_correct.wav

mus\_nothing\_but\_the\_truth

mus/nothing\_but\_the\_truth.ogg

snd\_elevator\_long

snd/elevator\_long.ogg

snd\_ceroba\_shield\_bell\_hit

snd\_ceroba\_shield\_bell\_hit.wav

snd\_ceroba\_last\_hit

snd\_ceroba\_last\_hit.wav

mus\_deal\_em\_out\_ace\_yellow

mus/deal\_em\_out\_ace\_yellow.ogg

snd\_feisty\_mooch\_coin\_grab

snd\_feisty\_mooch\_coin\_grab.wav

snd\_fire\_loop

snd\_fire\_loop.wav

mus\_mothers\_love\_phase\_3\_buildup

mus/mothers\_love\_phase\_3\_buildup.ogg

snd\_axis\_trash\_laser\_shot

snd\_axis\_trash\_laser\_shot.wav

snd\_yellow\_soul\_shoot

snd\_yellow\_soul\_shoot.wav

mus\_f\_phase2\_yarn

mus/f\_phase2\_yarn.ogg

mus\_golden\_opportunity

mus/golden\_opportunity.ogg

snd\_wind\_new

snd\_wind\_new.wav

snd\_ceroba\_powerup

snd\_ceroba\_powerup.wav

snd\_lever\_break

snd\_lever\_break.wav

snd\_glass\_smashable\_large\_break

snd\_glass\_smashable\_large\_break.wav

snd\_martlet\_lands

snd\_martlet\_lands.wav

snd\_newhome\_03\_starlo\_defeat

snd\_newhome\_03\_starlo\_defeat.wav

snd\_guardener\_flintlock

snd\_guardener\_flintlock.wav

mus\_through\_the\_macro\_lens

mus/through\_the\_macro\_lens.ogg

snd\_light\_loop

snd\_light\_loop.wav

snd\_ceroba\_yell

snd\_ceroba\_yell.wav

snd\_undertale\_bigdoor\_open

snd\_undertale\_bigdoor\_open.wav

snd\_shotstrong\_flint

snd\_shotstrong\_flint.wav

mus\_flowey\_world

mus/flowey\_world.ogg

mus\_a\_call\_to\_action

mus/a\_call\_to\_action.ogg

mus\_the\_wandering

mus/the\_wandering.ogg

mus\_complex

mus/complex.ogg

snd\_sousborg\_egg\_tap

snd\_sousborg\_egg\_tap.wav

snd\_soul\_charge

snd\_soul\_charge.wav

mus\_missing\_inaction

mus/missing\_inaction.ogg

mus\_flowey\_soundscape

mus/flowey\_soundscape.ogg

snd\_ceroba\_newspaper\_tear

snd\_ceroba\_newspaper\_tear.wav

snd\_crayon\_select

snd\_crayon\_select.wav

snd\_axis\_trash\_meter\_full

snd\_axis\_trash\_meter\_full.wav

snd\_chem\_start

snd\_chem\_start.wav

snd\_chem\_cake\_take

snd\_chem\_cake\_take.wav

snd\_talk\_chujin

snd\_talk\_chujin.wav

mus\_axis\_chase

mus/axis\_chase.ogg

snd\_guardener\_cut\_vine

snd\_guardener\_cut\_vine.wav

mus\_greenhouse

mus/greenhouse.ogg

snd\_flowey\_laugh

snd\_flowey\_laugh.wav

snd\_dunes\_43\_gate

snd\_dunes\_43\_gate.wav

snd\_shotweak\_silver

snd\_shotweak\_silver.wav

snd\_f\_noise

snd\_f\_noise.wav

snd\_guardener\_gun\_cock

snd\_guardener\_gun\_cock.wav

snd\_bloop

snd\_bloop.wav

snd\_shotstrong\_pellets

snd\_shotstrong\_pellets.wav

mus\_f\_phase2\_lowpoly

mus/f\_phase2\_lowpoly.ogg

snd\_ceroba\_phase\_1\_transform

snd\_ceroba\_phase\_1\_transform.wav

snd\_ceroba\_big\_shot

snd\_ceroba\_big\_shot.wav

mus\_remedy

mus/remedy.ogg

mus\_flowey\_final\_boss\_1\_main

mus/flowey\_final\_boss\_1\_main.ogg

mus\_deal\_em\_out\_mooch\_yellow

mus/deal\_em\_out\_mooch\_yellow.ogg

snd\_chem\_05\_axis\_acid\_melt\_ground

snd\_chem\_05\_axis\_acid\_melt\_ground.wav

snd\_doot

snd\_doot.wav

mus\_ajourned

mus/ajourned.ogg

snd\_guardener\_arm\_land

snd\_guardener\_arm\_land.wav

snd\_cinematiccut

snd\_cinematiccut.wav

snd\_sousborg\_egg\_fire

snd\_sousborg\_egg\_fire.wav

snd\_undertale\_swipe

snd\_undertale\_swipe.wav

snd\_flowey\_world\_transition

snd\_flowey\_world\_transition.wav

snd\_clover\_crawl

snd\_clover\_crawl.wav

snd\_mansion\_trapdoor\_open

snd\_mansion\_trapdoor\_open.wav

mus\_trial\_by\_fury\_2

mus/trial\_by\_fury\_2.ogg

snd\_talk\_giga

snd\_talk\_giga.wav

snd\_salt\_shaker

snd\_salt\_shaker.wav

mus\_flock\_together

mus/flock\_together.ogg

snd\_beep

snd\_beep.wav

snd\_undertale\_cinematic\_cut

snd\_undertale\_cinematic\_cut.wav

snd\_ceroba\_p2\_block

snd\_ceroba\_p2\_block.wav

snd\_power\_down

snd\_power\_down.wav

snd\_fire\_snuff\_out

snd\_fire\_snuff\_out.wav

mus\_computer\_ambience

mus/computer\_ambience.ogg

snd\_feisty\_title\_card

snd\_feisty\_title\_card.wav

sndfnt\_flowey\_2

sndfnt\_flowey\_2.wav

snd\_feisty\_moray\_stab\_impact

snd\_feisty\_moray\_stab\_impact.wav

mus\_gift\_2

mus/gift\_2.ogg

snd\_axis\_ball\_charge

snd\_axis\_ball\_charge.wav

snd\_flowey\_hurt

snd\_flowey\_hurt.wav

mus\_mothers\_love\_intro

mus/mothers\_love\_intro.ogg

mus\_f\_laugh

mus/f\_laugh.ogg

snd\_ceroba\_attack\_bell\_explode

snd\_ceroba\_attack\_bell\_explode.wav

snd\_newhome\_03\_martlet\_defeat

snd\_newhome\_03\_martlet\_defeat.wav

audiogroup\_default

spr\_collisionbox

spr\_steamworks\_21\_background

spr\_doorway

spr\_event\_collider

spr\_slippery

spr\_shot\_strong\_nails

spr\_portrait\_kanako\_neutral

spr\_solve

spr\_background\_feisty\_four\_suit\_spade\_ace

spr\_ul

spr\_feisty\_four\_ace\_legs

spr\_corrupted\_starlo

spr\_ur

spr\_dr

spr\_dl

spr\_pl\_run\_up

spr\_pl\_run\_right

spr\_pl\_run\_left

spr\_pl\_run\_down

spr\_pl\_lying

spr\_falldown

spr\_pl\_right

spr\_pl\_left

spr\_pl\_down

spr\_pl\_up

spr\_pl\_goggles\_left

spr\_pl\_goggles\_right

spr\_pl\_goggles\_down

spr\_pl\_goggles\_up

spr\_martlet\_head\_moderate\_battle

spr\_pl\_goggles\_shoot

spr\_pl\_goggles\_hit

spr\_pl\_goggleless\_shoot

spr\_pl\_goggleless\_hit

spr\_hotland\_bits\_n\_bites\_sign

spr\_pl\_run\_up\_snowdin

spr\_flowey1\_attack\_mouth\_face\_1

spr\_ceroba\_transformation\_p1\_5

spr\_steamworks\_axis\_energy\_ball

spr\_pl\_run\_left\_snowdin

spr\_pl\_run\_right\_snowdin

spr\_pl\_run\_down\_snowdin

spr\_pl\_left\_snowdin

spr\_pl\_right\_snowdin

spr\_broken\_belt

spr\_pl\_down\_snowdin

spr\_axis\_down\_dead

spr\_pl\_up\_snowdin

spr\_pl\_run\_up\_water

spr\_pl\_run\_down\_water

spr\_pl\_run\_left\_water

spr\_pl\_run\_right\_water

spr\_pl\_left\_water

spr\_pl\_right\_water

spr\_pl\_up\_water

spr\_pl\_down\_water

spr\_pl\_mask

spr\_pl\_masksmall

spr\_pl\_shadow

spr\_toriel\_right\_hold

spr\_ceroba\_down\_talk

spr\_ceroba\_up\_talk

spr\_comp\_helium

spr\_ceroba\_left\_talk

spr\_portrait\_asgore\_surprised

spr\_ceroba\_right\_talk

spr\_ceroba\_down\_walk

spr\_ceroba\_up\_walk

spr\_ceroba\_right\_walk

spr\_ceroba\_left\_walk

spr\_ceroba\_lean

spr\_ceroba\_lean\_back

spr\_ceroba\_cool

spr\_ceroba\_show\_mask

spr\_ceroba\_cool\_alt

spr\_clover\_geno\_unsummon

spr\_ceroba\_fall

spr\_ceroba\_staff

spr\_ceroba\_down\_run

spr\_ceroba\_left\_run

spr\_ceroba\_right\_run

spr\_ceroba\_up\_run

cdalv\_down

cdalv\_left

cdalv\_right

cdalv\_up

spr\_bigfrog\_conductor\_frog

GMSpriteFramesTrack

frames

cdalv\_downt

cdalv\_leftt

cdalv\_rightt

spr\_dalv\_npc\_boards\_pacifist

spr\_dalv\_npc\_boards\_neutral

spr\_dalvhleft

GM\_Electricity\_spr\_Electricity1

spr\_hotland\_complex\_closed

spr\_dalvright

spr\_dalvhup

spr\_dalvhdown

spr\_dalvhdownt

spr\_dalvhrightt

spr\_dalvleftt

spr\_dalvhupt

spr\_dalvmask

dalv\_left

dalv\_right

dalv\_up

dalv\_upt

spr\_axis\_redeyes\_right

spr\_pl\_down\_geno\_shoot

dalv\_down

spr\_attack\_ace\_card\_3

spr\_hoodoff

spr\_npc\_rosa

dalv\_leftt

dalv\_downt

dalv\_rightt

spr\_decibatnpc

spr\_decisleep

spr\_bigfrog\_villainfly

spr\_decibat\_zzz

spr\_ace\_down\_walk

spr\_flowey\_vine

spr\_ceroba\_attack\_bell

spr\_ace\_left\_walk

spr\_ace\_right\_walk

spr\_flowey1\_attack\_audience

spr\_martlet\_head\_regular\_battle

spr\_ace\_up\_walk

spr\_ace\_pose

spr\_sousborg\_left\_arm\_1\_hurt

spr\_ace\_down\_talk

spr\_steamworks\_vendy\_face\_happy

spr\_ace\_right\_talk

spr\_sousborg\_right\_arm\_1\_hurt

spr\_ace\_left\_talk

spr\_ace\_up\_talk

spr\_ace\_tied\_down

spr\_ace\_asleep

spr\_conveyor\_puzzle\_hint\_letters

spr\_ed\_left\_walk

spr\_ed\_right\_walk

spr\_ed\_up\_walk

spr\_ed\_down\_walk

spr\_ed\_pose

spr\_ed\_down\_talk

spr\_ed\_left\_talk

spr\_ed\_right\_talk

spr\_ed\_up\_talk

spr\_steamworks\_22\_tables

spr\_ed\_grab\_clover

spr\_ed\_left\_walk\_clover

spr\_steamworks\_38\_face\_blank

spr\_ed\_right\_walk\_clover

spr\_sousborg\_egg\_dropped

spr\_ed\_down\_walk\_clover

spr\_ed\_up\_walk\_clover

spr\_ed\_place\_clover

spr\_jandroid\_body\_top\_hurt

spr\_starlo\_express

spr\_ed\_tied\_down

spr\_ed\_asleep

spr\_flowey\_leave\_shadow

spr\_moray\_down\_talk

spr\_moray\_left\_talk

spr\_moray\_right\_talk

spr\_moray\_up\_talk

spr\_moray\_down\_walk

spr\_martlet\_flowey\_melt

spr\_moray\_left\_walk

spr\_moray\_right\_walk

spr\_moray\_pose

spr\_moray\_up\_walk

spr\_moray\_tied\_down

spr\_moray\_asleep

spr\_axis\_acid\_4

spr\_mooch\_down\_talk

spr\_mooch\_left\_talk

spr\_bigfrog\_frogger\_carfrog

spr\_mooch\_right\_talk

spr\_heart\_yellow\_blast\_3

spr\_battle\_flowey\_gray\_dust

spr\_feisty\_four\_ace\_body

spr\_toriel\_fireplace

spr\_mooch\_up\_talk

spr\_mooch\_pose

spr\_mooch\_down\_walk

spr\_mooch\_left\_walk

spr\_mooch\_right\_walk

spr\_mooch\_up\_walk

spr\_npc\_slither

spr\_clover\_geno\_summon

spr\_mooch\_tied\_down

spr\_attack\_ace\_card\_back

spr\_mooch\_asleep

spr\_starlo\_down\_talk

spr\_size\_crayon\_1

spr\_starlo\_down\_walk

spr\_starlo\_down\_walk\_menacing

spr\_new\_home\_03\_pref\_martlet

spr\_background\_feisty\_four\_card\_heart\_mooch

spr\_starlo\_left\_talk

spr\_starlo\_left\_walk

spr\_starlo\_pose

spr\_starlo\_reveal

spr\_starlo\_right\_talk

spr\_starlo\_right\_walk

spr\_starlo\_up\_talk

spr\_starlo\_up\_walk

spr\_crayon\_2

spr\_conveyor\_indicator\_idle

spr\_starlo\_goggles\_left\_walk

spr\_attack\_shoebox

spr\_bigfrog\_bodymech

spr\_starlo\_goggles\_right\_walk

spr\_starlo\_goggles\_up\_walk

spr\_starlo\_goggles\_down\_walk

spr\_martlet\_f2\_head

spr\_newhome\_bg\_building\_4

spr\_starlo\_goggles\_down\_talk

spr\_starlo\_goggles\_left\_talk

spr\_starlo\_goggles\_right\_talk

spr\_starlo\_goggles\_shoot

spr\_starlo\_goggles\_hit

spr\_starlo\_goggleless\_shoot

spr\_starlo\_goggleless\_shot

spr\_martlet\_roof\_syringe

spr\_starlo\_death\_1

spr\_starlo\_death\_2

spr\_steamworks\_22\_table\_chair

spr\_battle\_flowey\_paper\_ball

spr\_starlo\_sad\_down\_talk

spr\_size\_crayon\_6

spr\_starlo\_sad\_left\_talk

spr\_steamworks\_36\_axis\_walk\_left

spr\_credits\_snowdin\_dalv\_bg

spr\_starlo\_sad\_right\_talk

spr\_starlo\_sad\_left\_walk

spr\_starlo\_sad\_right\_walk

spr\_axis\_background\_particles

spr\_newhome\_03\_overlay

spr\_starlo\_sad\_down\_walk

spr\_starlo\_up\_wind

spr\_floweyrise

spr\_flowey

spr\_battle\_enemy\_attack\_axis\_ball\_red

spr\_floweyleave

spr\_determination

flowey\_up

spr\_steamworks\_axis\_throw

spr\_mansion\_bedroom

flowey\_left

flowey\_right

spr\_flowey\_npc\_boards\_genocide

spr\_flowey\_boards\_genocide

spr\_mansion\_study\_tv\_overlay

spr\_floweyrise\_wildeast

spr\_floweyleave\_wildeast

spr\_flowey\_wildeast\_left

spr\_guardener\_plant\_disappear

spr\_flowey\_wildeast\_right

spr\_flowey\_wildeast\_down

spr\_flowey\_wildeast\_up

spr\_martlet\_up\_talk

spr\_martlet\_right\_talk

spr\_pl\_left\_snowdin\_geno

spr\_martlet\_down\_talk

spr\_heart\_yellow\_blast\_2

spr\_martlet\_flashback\_sit\_lookside\_worried

spr\_martlet\_left\_talk

spr\_battle\_flowey\_lowpoly\_stickbug\_crawl

spr\_martlet\_right

spr\_conveyor\_stamp\_blue

spr\_martlet\_left

spr\_martlet\_up

spr\_martlet\_down

spr\_martlet\_fly\_away

spr\_ceroba\_staff\_battle\_phase\_2\_hurt

spr\_martlet\_up\_run

spr\_martlet\_right\_run

spr\_martlet\_left\_run

spr\_martlet\_down\_run

spr\_crispynpc

spr\_penillanpc

spr\_fliernpcfly

spr\_battle\_flowey\_final\_body

spr\_attack\_ed\_hand

spr\_fliernpctalk

spr\_martlet\_journal

spr\_rorrimnpc

spr\_scnpc

spr\_dustbunny

spr\_dustsneeze

spr\_mfnpc

toriel\_up

spr\_background\_enemy\_battle\_steamworks\_yellow

toriel\_down

toriel\_left

spr\_credits\_intermission\_martlet\_exit\_adjust

toriel\_right

toriel\_standingd

toriel\_standingu

toriel\_standingl

toriel\_standingr

toriel\_mask

spr\_blackjack\_down\_walk

spr\_blackjack\_up\_walk

spr\_martlet\_meteor\_big

spr\_blackjack\_down\_talk

spr\_martlet\_head\_angrier

spr\_martlet\_head\_angry

spr\_martlet\_head\_confounded

spr\_martlet\_head\_confused

spr\_martlet\_head\_content

spr\_martlet\_head\_determined

spr\_martlet\_head\_nervous\_smile\_battle

spr\_martlet\_head\_disappointed

spr\_pl\_left\_geno\_shoot

spr\_martlet\_head\_downer

spr\_martlet\_head\_happy

spr\_martlets\_house\_table

spr\_martlet\_head\_melancholic

spr\_martlet\_head\_moderate

spr\_martlet\_head\_nervous

spr\_martlet\_head\_nervous\_smile

spr\_martlet\_head\_questioning

spr\_storm\_fan\_lever

spr\_factory\_03\_empty\_cache

spr\_mansion\_grave\_bg

spr\_martlet\_head\_regular

spr\_martlet\_head\_sad

spr\_martlet\_head\_shocked

spr\_martlet\_head\_smirk

spr\_martlet\_head\_spook

spr\_martlet\_head\_surprised

spr\_martlet\_head\_suspicious

spr\_martlet\_head\_suspiciouser

spr\_martlet\_head\_unamused

spr\_martlet\_head\_wink

spr\_martlet\_head\_wondering

toriel\_idle

toriel\_side

toriel\_shocked

spr\_rock\_sorter\_pipe\_2

toriel\_normal

spr\_background\_enemy\_battle\_guardener\_main

spr\_endingb\_starlo\_talk\_mask

toriel\_blink

flowey\_niceside

flowey\_nice

flowey\_smirk

spr\_quarter\_bullet

flowey\_pissed

flowey\_plain

flowey\_plains

flowey\_worriedside

spr\_martlet\_f2\_hair

flowey\_sad

flowey\_worried

spr\_floweyenter

spr\_gilbert\_head

spr\_flashback\_kanako\_soul

spr\_gilbert\_head\_sweat

spr\_gilbert\_head\_blush

spr\_angie\_head

spr\_angie\_head\_smile

spr\_angie\_head\_unamused

spr\_portrait\_ceroba\_angry

spr\_attack\_flowey\_intermission\_hands

spr\_portrait\_ceroba\_irked

spr\_portrait\_ceroba\_grin

spr\_portrait\_ceroba\_neutral

spr\_portrait\_ceroba\_alt

spr\_portrait\_ceroba\_smile

spr\_steamworks\_vendy\_face\_boot\_3

spr\_portrait\_ceroba\_smile\_alt

spr\_portrait\_ceroba\_default

spr\_hotland\_lobby\_lad

spr\_portrait\_ceroba\_closed\_eyes

spr\_ceroba\_transformation\_p1\_6

spr\_portrait\_chujin\_sad\_eye\_smirk

spr\_pacifist\_ending\_clover\_wobbly

spr\_portrait\_ceroba\_nervous

spr\_portrait\_ceroba\_muttering

spr\_axis\_damaged\_right

spr\_portrait\_ceroba\_unamused

spr\_axis\_redeyes\_ball\_loop

spr\_credits\_honeydew\_crowd

spr\_credits\_intermission\_martlet\_grab\_hat

spr\_portrait\_ceroba\_confounded

spr\_ceroba\_transformation\_p1\_4

spr\_martlet\_head\_confounded\_battle

spr\_dunes\_30\_sapling\_withered

spr\_feisty\_four\_ed\_intro

spr\_portrait\_ceroba\_surprised

spr\_portrait\_ceroba\_disapproving

spr\_portrait\_ceroba\_snarky

spr\_bigfrog\_frogger\_frog

spr\_credits\_sadguy

spr\_portrait\_ceroba\_happy

spr\_ceroba\_p2\_defeated\_talk

spr\_arcade\_heart\_big

spr\_portrait\_ceroba\_wat

spr\_newhome\_building\_7

spr\_portrait\_starlo\_angry

spr\_portrait\_starlo\_blush

spr\_nupad\_overlay

spr\_portrait\_starlo\_disappointed

spr\_portrait\_starlo\_distracted

spr\_guardener\_guy\_gun

spr\_hotland\_spidergirl

spr\_portrait\_starlo\_embarassed

spr\_newhome\_bg\_building\_6

spr\_portrait\_starlo\_embarassed\_smile

spr\_portrait\_starlo\_flustered

spr\_pl\_run\_down\_geno

spr\_portrait\_starlo\_hidden

spr\_portrait\_starlo\_hurt

spr\_portrait\_starlo\_normal

spr\_portrait\_starlo\_plain

spr\_portrait\_starlo\_point

spr\_portrait\_starlo\_sad

spr\_portrait\_starlo\_serious

spr\_portrait\_starlo\_smile

spr\_ceroba\_shield\_filled

spr\_portrait\_starlo\_smirk

spr\_bigfrog\_spacefrog

spr\_portrait\_starlo\_surprised

spr\_martlets\_house\_box2

spr\_portrait\_starlo\_sweat

spr\_portrait\_starlo\_nohat\_happy

spr\_sousborgh\_head

spr\_portrait\_starlo\_nohat\_normal

spr\_portrait\_starlo\_nohat\_sad

spr\_portrait\_starlo\_nohat\_smile

spr\_portrait\_ace\_normal

spr\_portrait\_ace\_stern

spr\_portrait\_ace\_smile

spr\_portrait\_ace\_concealed

spr\_martlet\_final\_syringe

spr\_portrait\_ace\_hand

spr\_pacifist\_ending\_cave\_layers

spr\_flowey\_rooftop\_idle

spr\_portrait\_ace\_surprised

spr\_bigfrog\_herofly

spr\_credits\_queue\_2

spr\_portrait\_moray\_normal

spr\_portrait\_moray\_downer

spr\_portrait\_moray\_disbelief

spr\_portrait\_moray\_shaded

spr\_portrait\_moray\_plain

spr\_portrait\_moray\_sweat

spr\_portrait\_ed\_normal

spr\_portrait\_ed\_smile

spr\_portrait\_ed\_mad

spr\_portrait\_ed\_mutter

spr\_portrait\_mooch\_normal

spr\_portrait\_mooch\_surprised

spr\_flashback\_ceroba\_inject

spr\_portrait\_mooch\_happy

spr\_attack\_guardener\_laser

spr\_portrait\_mooch\_nervous

spr\_portrait\_mooch\_crying

spr\_portrait\_mooch\_smile

spr\_portrait\_mooch\_smirk

spr\_pops\_snowdin\_08

spr\_dog\_walk

spr\_portrait\_mooch\_smug

spr\_sans\_head\_normal

spr\_sans\_head\_side

spr\_sans\_head\_wink

spr\_hotel\_shop\_puppet\_idle

spr\_steamworks\_hermit\_entrance

spr\_steamworks\_21\_table\_2

spr\_portrait\_axis\_normal

spr\_sans\_left\_walk

spr\_sans\_up\_walk

spr\_credits\_DALV\_PEEK

spr\_mail\_whale\_yellow

spr\_steamworks\_chem\_door

space\_test

spr\_mail\_whale\_basket\_empty\_yellow

spr\_mail\_whale\_basket\_clover\_yellow

spr\_evil\_flowey\_dies\_7

spr\_new\_home\_03\_pref\_effects

spr\_axis\_down

spr\_dunes30c\_bg

spr\_axis\_left

spr\_axis\_right

spr\_axis\_up

spr\_arcade\_mew

spr\_arcade\_mew\_left

spr\_arcade\_mew\_right

bg\_hotland\_lab\_inside

spr\_bigfrog\_eightbullet

spr\_player\_cart\_geno

spr\_arcade\_mew\_dies

spr\_arcade\_heart

spr\_arcade\_enemy

spr\_arcade\_enemy\_spared

spr\_arcade\_ghost

spr\_sousborgh\_right\_arm\_1

spr\_arcade\_ghost\_spared

spr\_arcade\_enemy\_bullet

spr\_arcade\_swordsman

spr\_arcade\_swordsman\_attack

spr\_martlets\_house\_box1

spr\_credits\_ceroba\_soul\_starlo\_walk

spr\_arcade\_swordsman\_spared

spr\_arcade\_boss

spr\_arcade\_boss\_spared

spr\_arcade\_enemy\_tear

spr\_pl\_run\_left\_geno

spr\_arcade\_menu

spr\_arcade\_health

spr\_arcade\_tutorial

spr\_arcade\_upgrade

spr\_arcade\_upgrade\_rapid

spr\_arcade\_start

spr\_arcade\_logo

spr\_arcade\_title

spr\_arcade\_game\_over

spr\_arcade\_game\_win

spr\_card\_ace

spr\_card\_ceroba

spr\_martlet\_f2\_legs

spr\_guardener\_guy\_throwing\_items

spr\_battle\_flowey\_paper\_weakspot

spr\_card\_ed

spr\_audience\_joy\_martlet\_2

spr\_ruins\_cheese

spr\_card\_mooch

spr\_card\_moray

spr\_card\_starlo

spr\_card\_game\_background

spr\_card\_game\_hud

spr\_card\_game\_template

spr\_card\_game\_cursor

spr\_card\_game\_victory

spr\_card\_game\_failure

spr\_genoset

spr\_dimensional\_box

spr\_mail\_station

spr\_mail\_station\_dunes

spr\_martlet\_up\_talk\_puddle

spr\_pplate

spr\_switch

spr\_switchmask

spr\_door

spr\_water

spr\_light

spr\_ceroba\_pillar\_debris

spr\_fakewaterl

spr\_martlets\_house\_workbench

spr\_fakewaterr

spr\_ceroba\_p2\_defeated\_death\_mask

spr\_fakewaterlc

spr\_fakewaterlcd

spr\_fakewaterlcr

spr\_fakewaterrc

spr\_fakewatermu

spr\_fakewatermd

spr\_fakewateropenl

spr\_ceroba\_reading\_chujin

spr\_fakewateropenm

spr\_fakeopenr

spr\_waterm

spr\_waterjunk1

spr\_frog\_tounge\_tip\_vert

spr\_waterjunk2

spr\_waterjunk3

spr\_sousborg\_egg\_crack

spr\_martlet\_syringe\_roof

spr\_newhome\_cone

spr\_waterbtm

spr\_wardrobe

spr\_portrait\_kanako\_shot

spr\_candles

spr\_wardrobalon

spr\_dalvsroom\_gramophone

spr\_pl\_dance

spr\_fridge

spr\_dalvdoor

spr\_dalvdrawer

spr\_dalvsroom\_chest

spr\_martlet\_final\_mockup

spr\_dalvExit\_blocker

spr\_dalvs\_broom

spr\_dalv\_boards\_pacifist

spr\_dalv\_boards\_neutral

spr\_wardrodeflate

spr\_dalv\_journal

spr\_micro1

spr\_micro2

spr\_micro3

spr\_micro4

spr\_micro5

spr\_attack\_guardener\_arm

spr\_battle\_flowey\_mechanical\_drone

spr\_spikes

spr\_darkness

spr\_waterdr

spr\_lemonade

spr\_drgate

spr\_drgatetop

spr\_hiddenentrance

spr\_cornweb

spr\_featheritem

spr\_cornbox1

spr\_battle\_flowey\_yarn\_lhand\_2

spr\_portrait\_ceroba\_sorrowful

spr\_cornbox2

spr\_ccitem

spr\_dogbox

spr\_sousborg\_head\_destroy

spr\_pebbles

spr\_credits\_mo\_bg

spr\_tinyboulder

spr\_tinierboulder

spr\_caterpillar

spr\_factory\_02\_desk1

spr\_pl\_left\_roof

spr\_goosic\_body\_destroy

spr\_decitorch

spr\_torch

spr\_sing

spr\_flash

spr\_dustcloud

spr\_pear

spr\_petal\_pull\_petal3

spr\_chujin\_look\_left

spr\_poster

spr\_darkruins\_doorExit

spr\_darkruins\_doorLight

spr\_fog\_filter\_darkruins\_overworld\_yellow

spr\_dark\_ruins\_rope

spr\_clover\_climb

spr\_snowflake

spr\_signpost\_snowdin\_yellow

spr\_item\_golden\_pear\_yellow

spr\_snowdin\_river\_ripples\_overworld\_yellow

spr\_steamworks\_29\_gardener\_bot\_leave

spr\_background\_enemy\_battle\_snowdin\_yellow

spr\_fishhole\_snowdin

spr\_giantrock\_yellow

spr\_adventurers\_campfire\_yellow

spr\_adventure\_male\_yelllow

spr\_adventure\_female\_yellow

spr\_snowdin\_04\_reflection\_mask

spr\_molten\_rock\_overworld\_yellow

spr\_molten\_rock\_explode\_overworld\_yellow

spr\_ice\_cube\_overworld\_yellow

spr\_puzzle\_plank\_overworld\_yellow

spr\_puzzle\_rails\_overworld\_yellow

spr\_puzzle\_slider\_bot\_overworld\_yellow

spr\_cog\_overworld\_yellow

spr\_cogr\_overworld\_yellow

spr\_puzzle\_slider\_top\_overworld\_yellow

spr\_andrd\_y

spr\_snowdin06\_woodbars

spr\_puzzle\_funnel\_overworld\_yellow

spr\_snowdin06\_puzzlesign

spr\_puzzle\_water\_meter\_overworld\_yellow

spr\_attack\_thornflowey

spr\_snowdin06\_woodgate

spr\_lever\_puzzle\_overworld\_yellow

spr\_smokepart

spr\_roper\_overworld\_yellow

spr\_ropel\_overworld\_yellow

spr\_mansion\_door

spr\_woodboard\_overworld\_yellow

spr\_puzzle\_arrows

spr\_clover\_geno\_laser\_finish

bg\_shop\_cafe\_dune

spr\_slurpy\_yellow

spr\_slurpy\_up\_yellow

spr\_slurpy\_left\_yellow

spr\_andrd\_stick

spr\_slurpy\_right\_yellow

spr\_slurpy\_left\_talk\_yellow

spr\_slurpy\_right\_talk\_yellow

spr\_credits\_gamer\_run

spr\_slurpy\_lamp\_yellow

spr\_slurpy\_retract\_yellow

spr\_portrait\_kanako\_pout

spr\_martlet\_shack\_note

spr\_santahat\_snowdin\_yellow

spr\_crystal\_tree\_no\_pellets\_snowdin\_yellow

spr\_crystal\_tree\_snowdin\_yellow

spr\_mo\_menu

spr\_goosic\_leg\_back\_destroy

spr\_mo\_kiosk

spr\_mo\_stool\_yellow

spr\_mo\_talk\_cup

spr\_pacifist\_ending\_starlo\_getup

spr\_mo\_snap\_yellow

spr\_endingb\_starlo\_walk\_mask

spr\_mo\_slide\_yellow

spr\_credits\_bro\_got\_the\_walk

spr\_feisty\_four\_moray\_head

spr\_flowey\_big\_unamused

spr\_rooftop\_fg

spr\_mo\_pour2\_yellow

spr\_mo\_pour1\_yellow

spr\_truelab\_door\_frame

spr\_mo\_kick\_yellow

spr\_mo\_down\_talk\_yellow

spr\_attack\_shoes

spr\_snowdin\_22\_clover\_sit\_overworld\_yellow\_geno

spr\_mo\_right\_talk\_yellow

spr\_battle\_flowey\_gray\_fella

spr\_mo\_left\_talk\_yellow

spr\_mo\_up\_talk\_yellow

spr\_battle\_enemy\_attack\_axis\_ball\_destroy

spr\_mo\_down\_yellow

spr\_clover\_fall\_snowdin\_geno

spr\_mo\_right\_yellow

spr\_credits\_INTERMISSION\_STARLO\_KNEEL

spr\_mo\_left\_yellow

spr\_mo\_up\_yellow

spr\_snowcastle

spr\_lake\_water

spr\_lake\_water\_mask

spr\_ice\_wolf

spr\_ice

spr\_ice\_cube

spr\_waterice

spr\_autofire\_toggle\_b

spr\_water\_pillar

spr\_flowey\_laughs

spr\_mail\_station\_snowdin

spr\_martlet\_star\_bullet

spr\_npc\_shadow

spr\_pl\_down\_roof

spr\_rephil\_turn\_overworld\_yellow

spr\_credits\_kanako\_friend

spr\_rephil\_turn\_away

spr\_rephil\_overworld\_yellow

spr\_newhome\_elevator

spr\_swig\_turn\_overworld\_yellow

spr\_light\_overlay\_entrance

spr\_swig\_turn\_away

spr\_toast\_turn\_overworld\_yellow

spr\_toast\_turn\_away

spr\_swig\_overworld\_yellow

spr\_toast\_overworld\_yellow

spr\_rephil\_flip\_overworld\_yellow

spr\_swig\_flip\_overworld\_yellow

spr\_toast\_flip\_overworld\_yellow

spr\_shuffler\_noball\_overworld\_yellow

spr\_shuffler\_ball\_overworld\_yellow

spr\_attack\_crying\_flowey\_tear\_medium

spr\_flashback\_kanako\_falls\_talk

spr\_orange\_ball\_overworld\_yellow

spr\_shuffler\_arrow

spr\_portrait\_ceroba\_furious

spr\_newhome\_bg\_building\_2

spr\_honeydew\_entrance

spr\_flameguy\_snowdin\_yellow

spr\_final\_palette

spr\_flameguy\_gone

spr\_blankie\_snowdin\_yellow

spr\_andrd\_b

spr\_credits\_slurpy\_room

spr\_battle\_flowey\_gray\_laugh

spr\_blankie\_gone

spr\_campfire\_snowdin\_yellow

spr\_martlet\_f2\_goopz10

spr\_campfire\_snuffed\_snowdin\_yellow

spr\_npc\_salloon\_tiny\_people

spr\_sleepbear\_snowdin\_yellow

spr\_tablenpc\_snowdin\_yellow

spr\_flashback\_ruins\_door

spr\_plant\_snowdin\_yellow

spr\_crayon\_1

spr\_pl\_down\_snowdin\_geno

spr\_couchbear\_snowdin\_yellow

spr\_barnpc\_snowdin\_yellow

spr\_bar\_snowdin\_yellow

spr\_chair\_snowdin\_yellow

spr\_tables\_snowdin\_yellow

spr\_hotland\_02b\_club\_danza\_dark

spr\_martlet\_f2\_goop4

spr\_carpet\_snowdin\_yellow

spr\_battle\_flowey\_yarn\_rhand\_1

spr\_honey\_cooler\_snowdin\_yellow

spr\_stacked\_chair\_snowdin\_yellow

spr\_heater\_snowdin\_yellow

spr\_sofa\_snowdin\_yellow

spr\_extrabar\_snowdin\_yellow

spr\_shopkeeper\_snowdin\_yellow

spr\_steamworks\_04\_pipe\_side

spr\_battle\_flowey\_yarn\_rhand\_2

spr\_rodney\_head\_geno\_snowdin\_yellow

spr\_rodney\_snowdin\_yellow

spr\_factory\_03\_axis\_wire

spr\_rodney\_head\_snowdin\_yellow

spr\_soundtrack\_head\_snowdin\_yellow

spr\_noteblock\_snowdin\_yellow

spr\_soundtrack\_snowdin\_yellow

spr\_noteblock\_head\_snowdin\_yellow

spr\_rodney\_sad

spr\_sound\_sad

spr\_noteblock\_sad

spr\_pacifist\_ending\_clover\_crawl

spr\_drums

spr\_violin

spr\_piano

spr\_donald\_glover\_glove\_snowdin\_yellow

spr\_glove\_snowdin\_yellow

spr\_donald\_glover\_snowdin\_yellow

spr\_martlet\_f2\_goop9

spr\_swimmer\_snowdin\_yellow

spr\_torch\_fire\_snowdin\_yellow

spr\_torch\_snowdin\_yellow

spr\_torch\_talk\_snowdin\_yellow

spr\_lounger\_snowdin\_yellow

spr\_attack\_guardener\_arm\_land\_smoke

spr\_theorist\_snowdin\_yellow

spr\_background\_stars

spr\_micro\_hotspring\_snowdin\_yellow

spr\_micro\_hotspring\_nofroggits

spr\_ceroba\_shield\_piece

spr\_golden\_coffee

spr\_credits\_ceroba\_knock

spr\_martha\_snowdin\_yellow

spr\_martha\_coffee\_snowdin\_yellow

spr\_resort\_sign

spr\_martlet\_hammer

spr\_martlet\_hammer\_getup

spr\_martlet\_sign

spr\_martlet\_bridge\_note

spr\_bridge\_platform\_snowdin\_yellow

spr\_bridge\_chain\_snowdin\_yellow

spr\_bridge\_platform\_stand

spr\_cranky\_snowdin\_yellow

spr\_clover\_fall\_snowdin

spr\_mansion\_study\_overlay

spr\_pillow\_snowdin\_yellow

spr\_toriel\_sitting

spr\_npc\_snowflake

spr\_directional\_sign\_both\_yellow

spr\_directional\_sign\_right\_yellow

spr\_directional\_sign\_left\_yellow

spr\_snowdin\_18\_lake

spr\_pacifist\_ending\_starlo\_take\_gun

spr\_rock\_sorter\_pipe

spr\_portrait\_fchujin\_bruh

spr\_flashback\_ceroba\_sit

spr\_snowdin\_18\_grass

spr\_snowdin\_18\_tree

spr\_puzzle\_tarp

spr\_snowdin\_19\_woodgate

spr\_snowdin\_19\_woodbars

spr\_snowdin\_19\_funnel

spr\_snowdin\_19\_piston

spr\_snowdin\_19\_piston\_back

spr\_battle\_flowey\_wheel\_organic

spr\_snowdin\_19\_icecube

spr\_snowdin\_19\_puzzlesign

spr\_snowdin\_19\_rock

spr\_flashback\_kanako\_wipeeyes

spr\_newhome\_building\_5

spr\_snowdin\_19\_rock\_explode

spr\_steamworks\_vendy\_face\_uhh

spr\_portrait\_asgore\_closed\_eyes

spr\_martlet\_f2\_goop3

spr\_snowdin\_19\_cans

spr\_snowdin\_lamp

spr\_snowdin\_bench

spr\_snowdin\_stairs\_back

spr\_snowdin\_stairs\_front

spr\_axis\_body

spr\_martlet\_station\_back

spr\_martlet\_station

spr\_martlet\_book

spr\_martlet\_book\_talk

spr\_colver\_wind\_geno

spr\_martlet\_stand\_up

spr\_martlet\_wake

spr\_snowdin\_22\_raft\_move\_overworld\_yellow

spr\_snowdin\_22\_raft\_untie\_overworld\_yellow

spr\_snowdin\_22\_raft\_float\_overworld\_yellow

spr\_snowdin\_22\_clover\_sit\_overworld\_yellow

spr\_snowdin\_22\_martlet\_fly\_away\_overworld\_yellow

spr\_battle\_flowey\_lowpoly\_spike\_wall

spr\_snowdin\_22\_martlet\_untie\_rope\_overworld\_yellow

spr\_know\_cone\_overworld

spr\_factory\_03\_dumpster

spr\_frostermit\_overworld

spr\_ceroba\_shield

spr\_insomnitot\_overworld

spr\_ceroba\_p1\_4\_arm

spr\_trihecta1\_overworld

spr\_trihecta2\_overworld

spr\_trihecta3\_overworld

spr\_waterfall\_bg

spr\_waterfall\_fg

spr\_ava\_waterfall

spr\_battle\_flowey\_organic\_flowey\_weakpoint

spr\_ava\_lava

spr\_bigfrog\_platofrm

spr\_ava\_shadow

spr\_comp\_titanium

spr\_ava\_breaks

spr\_complex\_board

spr\_ava\_broken

spr\_waterfall\_clover\_sit\_overworld\_yellow

spr\_clover\_sit\_dark

spr\_chujin\_looking\_down

spr\_colver\_wind

spr\_chujin\_npc

spr\_martlet\_sit

spr\_martlet\_sit\_down

spr\_martlet\_fly

spr\_martlet\_sit\_book

spr\_martlet\_sit\_surprise

spr\_martlet\_sit\_cling

spr\_bigfrog\_shockwave

spr\_martlet\_cling\_dark

spr\_transition\_hotland

spr\_martlet\_final\_wing\_attack\_mask

spr\_martlet\_final\_fly\_away

spr\_transition\_waterfall

spr\_transition\_cave

spr\_LAVA\_TUBE01

spr\_credits\_ceroba\_corn

spr\_LAVA\_TUBE02

spr\_LAVA\_TUBE03

spr\_pacifist\_ending\_ceroba\_stuff\_disappear

spr\_LAVA\_TUBE04

spr\_LAVA\_TUBE05

spr\_glass\_tube

spr\_tube\_water

spr\_martlet\_wind

spr\_battle\_enemy\_attack\_axis\_laser\_impact

spr\_cave\_end

spr\_dark\_flowey

spr\_sandstorm\_zone

spr\_macro\_froggit\_room\_chest

spr\_dunes01\_getup

spr\_petal\_pull\_petal1

spr\_packing\_peanuts

spr\_npc\_sandstorm

spr\_tntman\_npc

spr\_tntman\_npc\_alt

spr\_red\_x

spr\_sandstorm\_bg

spr\_sandstorm\_fg

spr\_dunes\_39\_bg

spr\_dunes\_06\_cave\_entrance

spr\_microfroggit\_dunes

spr\_item\_golden\_cactus

spr\_storm\_fan

spr\_storm\_fan\_stop

spr\_fan\_fan

spr\_poster\_board\_BREAK\_6\_OVERLAY

spr\_fan\_fan\_windy

spr\_mo\_stand\_dunes

spr\_mo\_up\_dunes

spr\_seesaw\_light

spr\_mo\_right\_dunes

spr\_mo\_left\_dunes

spr\_mo\_down\_dunes

spr\_mo\_talk\_down\_dunes

spr\_mo\_talk\_up\_dunes

spr\_mo\_dunes\_dispense

spr\_snowcastle\_flag\_full

spr\_waterfall\_animated\_bottom

spr\_mo\_dunes\_bucket

spr\_mo\_dunes\_sleeves

spr\_credits\_garden

spr\_dunes\_42\_c\_room\_light

spr\_mo\_dunes\_water

spr\_mo\_slide\_dunes

spr\_guardener\_guy\_b\_flintlock\_reload

spr\_water\_dispenser

spr\_attack\_slippery\_floor\_bucket

spr\_water\_dispenser\_anim

spr\_water\_dispenser\_broken

spr\_jandroid\_body\_bottom\_destroy

spr\_mo\_dunes\_snap

spr\_tumbleweeds

spr\_credits\_toriel\_room

spr\_sorter\_chimney

spr\_tellyvis\_npc

petal\_2

spr\_ceroba\_p2\_knocked\_down

spr\_steamworks\_04\_door\_geno

bg\_dunes\_35b\_foreground\_table\_bot

spr\_conveyor\_top

spr\_asgore\_walk\_down\_sad

spr\_sorter\_rocks\_right

spr\_sorter\_rocks\_left

spr\_final\_green\_frog

spr\_sorter\_exit

spr\_new\_steamworks\_gearbig

spr\_rock\_sorter

spr\_minetrails

spr\_catwalk

spr\_catwalk\_railing

spr\_dunes\_10\_blockage

spr\_size\_crayon\_7

spr\_dunes\_10\_pebbles

spr\_geno\_soul\_float

spr\_dunes\_10\_pebbles\_fall

spr\_new\_steamworks\_VentDecor2

spr\_dunes\_10\_flint

spr\_portrait\_kanako\_shockdeath

spr\_dunes\_11\_east\_mines

spr\_complex\_statue\_geno

spr\_steel\_buckle

spr\_dunes\_13\_elevator

spr\_flowey\_big\_worried

spr\_dunes\_13\_elevator\_burn

spr\_dunes\_13\_elevator\_pick

spr\_feisty\_four\_ed\_legs

spr\_battle\_enemy\_attack\_axis\_twinkle

spr\_dunes\_13\_elevator\_fixed

spr\_player\_cart\_empty

spr\_player\_cart

spr\_player\_cart\_dark

spr\_gemwall

spr\_fruitcake\_area

spr\_fruitcake

spr\_elevator\_propeller

spr\_elevator\_propeller\_light

spr\_complex\_reflection\_mask\_2

spr\_pulley\_elevator

spr\_quote\_bubble\_battle\_yellow\_above

spr\_pulley\_elevator\_dark

spr\_boulder\_machine1

spr\_boulder\_machine2

spr\_factory\_01\_reception

spr\_sir\_slither\_spared

spr\_boulders\_dark

spr\_mountain\_bg\_layer7

spr\_dunes\_26\_spotlight

spr\_dunes\_26\_bailador\_entrance

spr\_sousborg\_right\_hand2\_hurt

spr\_dunes\_26\_bailador\_leave

spr\_npc\_bailador\_down

spr\_tellyvis\_low\_hp

spr\_npc\_bailador\_left

spr\_macro\_froggit\_room\_pedestals\_top

spr\_bailador\_dancepad

spr\_dimensional\_satchel

spr\_playground\_sandbox

spr\_playground\_swing

spr\_martlet\_right\_puddle

spr\_playground\_minecart

spr\_kanakofriend

spr\_sales\_note

spr\_opening\_hours

spr\_dunes\_43\_number\_pad\_destroyed\_geno

spr\_cafe\_arcade\_mew\_mew\_machine\_pacifist

spr\_giftshop\_sign

spr\_portrait\_axis\_confused

spr\_battle\_flowey\_gray\_neutral\_0

spr\_light\_overlay\_1

spr\_giftshop\_drawers

spr\_jandroid\_body\_top

spr\_giftshop\_desk

spr\_giftshop\_mug

spr\_rooftop\_core

spr\_mug\_fall

spr\_chujin\_forward\_stressed

spr\_jandroid\_hand\_destroy

spr\_mug\_broken

spr\_dome\_front

spr\_battle\_flowey\_gray\_fireball

spr\_martlet\_final\_wing\_outline

new\_home\_parallax\_3

spr\_fortune\_table

spr\_dunes\_30\_hugbooth

spr\_dunes\_30\_web

spr\_dunes\_30\_sapling

spr\_oasis\_welcome\_sign

spr\_npc\_red

spr\_fortune\_teller\_open

spr\_fortune\_teller

spr\_npc\_drinki

spr\_npc\_rock\_man

spr\_npc\_aunt\_glover

spr\_npc\_hugtony

spr\_npc\_frostermit\_dunes

spr\_dunes\_30b\_gate

ceroba\_hold\_container\_walk\_down

ts\_steamworks\_chase

spr\_market\_exit

spr\_npc\_big\_cactus

spr\_chomped\_cactus

spr\_wishing\_well

spr\_cafe\_npc\_panda

spr\_cafe\_npc\_bird

spr\_cafe\_npc\_clerk

spr\_cafe\_npc\_gamer

spr\_cafe\_npc\_gamer\_talk

spr\_dunes\_wagon

spr\_dunes\_36\_shadow

spr\_dunes\_39\_transition

spr\_dunes\_42\_cellar\_door

spr\_dunes\_42\_pump

spr\_npc\_orion

spr\_npc\_stardad

spr\_npc\_crestina

spr\_dunes\_43\_gate

spr\_dunes\_43\_clover\_pose

spr\_miner\_bryan

spr\_buff\_froggit

spr\_clover\_sit\_elevator

spr\_miner\_bryan\_helmet

spr\_miner\_bryan\_alt

spr\_battle\_flowey\_mechanical\_saw

spr\_miner\_helmet

spr\_steamworks\_23\_shop\_mark

spr\_miner\_giftshopper

spr\_miner\_red\_walk\_up

spr\_miner\_red\_left

spr\_miner\_red\_right

spr\_miner\_red\_down

spr\_slime\_talk

spr\_conveyor\_puzzle\_hint\_x

spr\_slime\_mine

spr\_smokey

spr\_smokey\_smoke

spr\_miner\_stable

spr\_miner\_unstable

spr\_miner\_stable\_talk

spr\_miner\_uwu

spr\_miner\_uwu\_talk

spr\_miner\_uwu\_pickaxe

spr\_miner\_uwu\_pickaxe\_talk

spr\_miner\_receptionist

spr\_big\_boss

spr\_miner\_tall

spr\_pacifist\_ending\_starlo\_headrub

spr\_evil\_flowey\_dies\_3

spr\_miner\_snake

spr\_miner\_rock

spr\_miner\_snake\_eat

spr\_utslime

spr\_miner\_snake\_talk

spr\_stresso

spr\_stressevator

spr\_portrait\_kanako\_hopeful

spr\_stresswalk

spr\_stresso\_calm

spr\_minegate

spr\_mc\_mask

spr\_mc\_yellow\_side

spr\_mc\_yellow\_pad

spr\_steamworks\_21\_overlay

spr\_mc\_yellow\_forward

spr\_mc\_yellow\_drain

spr\_mc\_yellow\_angle

spr\_ava\_vertical

spr\_mc\_green\_side

spr\_dimensional\_box\_scroll\_arrow

spr\_mc\_green\_pad

spr\_mc\_green\_forward

spr\_newhome\_building\_3

spr\_mc\_green\_drain

spr\_mc\_green\_angle

spr\_big\_funny\_pipe

spr\_mc\_button

spr\_mc\_blue\_pad

spr\_hotland\_elevator\_part\_7

spr\_mc\_blue\_side

spr\_autofire\_toggle\_a

spr\_mc\_blue\_forward

spr\_mc\_blue\_drain

spr\_mc\_blue\_angle

spr\_mc\_directional\_arrow

spr\_mc\_corner\_top\_left

spr\_mc\_corner\_top\_right

spr\_mc\_corner\_bottom\_left

spr\_mc\_corner\_bottom\_right

spr\_mc\_rail\_vertical

spr\_mc\_rail\_horizontal

spr\_dunes\_boulders

spr\_dunes\_boulder\_shadow

spr\_vignette

spr\_wild\_east\_train\_lever

spr\_tumbleweeds\_new

spr\_wild\_east\_barn\_side

spr\_wild\_east\_bell

spr\_wild\_east\_feisty\_house

spr\_wild\_east\_gate

spr\_wild\_east\_exit\_gate

spr\_credits\_intermission\_ripples

spr\_arcade\_controls

spr\_wild\_east\_exit\_gate\_open

spr\_credits\_knowcone

spr\_wild\_east\_hospital

spr\_martlets\_house\_ava\_dead

spr\_dunes\_08b\_door

spr\_wild\_east\_house\_1

spr\_wild\_east\_house\_2

spr\_wild\_east\_right\_buildings

spr\_wild\_east\_salloon

spr\_wild\_east\_salloon\_rails

spr\_wild\_east\_shooting\_range

spr\_wild\_east\_tower

spr\_wild\_east\_weapons\_store

spr\_wild\_east\_weapons\_store\_fence

spr\_wild\_east\_train\_tracks

spr\_wild\_east\_train\_tracks\_2

spr\_credits\_MINER\_QUIZ

spr\_npc\_producer\_turn

spr\_npc\_producer\_turn\_talk

spr\_npc\_producer

spr\_wild\_revolver\_battle\_circle\_nails

spr\_npc\_bartender

spr\_npc\_bartender\_lean

spr\_npc\_bartender\_lean\_talk

spr\_credits\_intermission\_dalv\_handshake\_talk

spr\_dunes\_42\_photo

spr\_npc\_mailwhale\_bar

spr\_attack\_guardener\_seed\_small

spr\_npc\_bandit

spr\_npc\_blembino

spr\_ceroba\_cape\_1

spr\_npc\_cowcat

spr\_npc\_doctor

spr\_npc\_dina\_idle

spr\_npc\_fake\_horse

spr\_npc\_gamer

spr\_npc\_happycactus

spr\_npc\_kangarufus

spr\_npc\_karen

spr\_npc\_train\_bed

spr\_npc\_marlyn

spr\_npc\_marlyn\_asleep

spr\_battle\_enemy\_attack\_martlet\_target\_spread

spr\_npc\_owen

spr\_npc\_train\_down

spr\_npc\_train\_fall

spr\_npc\_mo\_saloon

spr\_npc\_cooper\_talk

spr\_npc\_cooper\_idle

spr\_npc\_cardguy

spr\_vines\_grab

spr\_npc\_sleepo

spr\_steamworks\_chem\_01\_window

spr\_jandroid\_spared

spr\_savescreen\_snowdin

spr\_npc\_cardguy\_table

spr\_npc\_blembino\_defeated

spr\_hotland\_feathers

spr\_saloon\_stool

spr\_portrait\_kanako\_eyes\_closed\_happy

spr\_saloon\_audience

spr\_attack\_slippery\_garbage

spr\_clover\_sitting

spr\_chujin\_shocked

spr\_saloon\_bar

spr\_salloon\_chair

spr\_saloon\_beverage

spr\_wild\_east\_stamp\_1

spr\_wild\_east\_stamp\_1\_5

spr\_wild\_east\_stamp\_2

spr\_portrait\_axis\_happy

spr\_wild\_east\_stamp\_3

spr\_poster\_board

spr\_container\_open

spr\_poster\_board\_BREAK\_2\_OVERLAY

spr\_poster\_board\_BREAK\_3\_OVERLAY

spr\_poster\_board\_BREAK\_4\_OVERLAY

spr\_ceroba\_deflect

spr\_poster\_board\_BREAK\_5\_OVERLAY

spr\_poster\_board\_final

spr\_poster\_board\_news\_sign

spr\_sousborg\_hat\_destroy

spr\_axis\_body\_charge\_release

spr\_new\_home\_03\_pref\_clover

spr\_starlo\_whip

spr\_starlo\_hat

spr\_starlo\_down\_talk\_hat

spr\_martlet\_f2\_goop7

spr\_steamworks\_lever

spr\_ceroba\_p2\_special\_attack\_1

spr\_steamworks\_vendy\_face\_angry

spr\_battle\_flowey\_gray\_sidelook

spr\_event\_blue

spr\_audience\_joy\_ceroba

spr\_steamworks\_bubbles\_1

spr\_steamworks\_bubbles\_2

spr\_newhome\_stand

spr\_steamworks\_bubbles\_3

spr\_steamworks\_03\_door

spr\_steamworks\_04\_generator\_blue

spr\_martlet\_head\_nervous\_battle

spr\_steamworks\_04\_generator\_startup\_geno

spr\_martlet\_meteor\_small

spr\_steamworks\_04\_generator\_overlay

spr\_steamworks\_04\_overlay\_pink

spr\_steamworks\_04\_overlay\_blue

spr\_steamworks\_04\_door

spr\_steamworks\_04b\_liquid

spr\_factory\_03\_clover\_lying\_down

spr\_steamworks\_04b\_puzzle

spr\_credits\_MINER\_ELEVATOR

spr\_steamworks\_04c\_puzzle

spr\_steamworks\_04c\_puzzle\_overlay

spr\_steamworks\_04c\_puzzle\_needle

spr\_steamworks\_05\_b\_chute

spr\_steamworks\_05c\_lockers

spr\_steamworks\_05c\_lockers\_door

spr\_steamworks\_05d\_lever

spr\_steamworks\_05d\_background

spr\_steamworks\_08\_stairs

spr\_steamworks\_09\_gradient

spr\_steamworks\_09\_stairs

spr\_steamworks\_09\_fade

spr\_plaque\_1

spr\_plaque\_2

spr\_plaque\_3

spr\_factory\_02\_desk2

spr\_plaque\_4

spr\_steamworks\_10\_building

spr\_steamworks\_12\_trapdoor

spr\_steamworks\_13\_vent

spr\_ceroba\_attack\_bullet\_loop

bullet\_explode

spr\_robuild\_bow

spr\_robuild\_clock

spr\_tumbleweeds\_dispensers

spr\_robuild\_googly

spr\_robuild\_speaker

spr\_robuild\_suction

spr\_complex\_damp\_spot

spr\_robuild\_trash

spr\_robuild\_tv

spr\_robuild\_wheel

spr\_bigfrog\_log

spr\_robuild\_windup

spr\_robuild\_complete\_1

spr\_battle\_enemy\_attack\_axis\_turret

spr\_battle\_flowey\_organic\_flowey\_virus

spr\_steamworks\_15\_building

spr\_attack\_mooch\_bag

spr\_manta\_gate\_button

spr\_steamworks\_manta\_up

spr\_steamworks\_manta\_right

spr\_steamworks\_manta\_down

spr\_steamworks\_manta\_left

spr\_steamworks\_manta\_up\_idle

spr\_steamworks\_manta\_right\_idle

spr\_steamworks\_manta\_down\_idle

spr\_steamworks\_37\_elevator

spr\_ceroba\_phase\_2\_head

spr\_steamworks\_manta\_left\_idle

spr\_steamworks\_17\_clocktower

spr\_steamworks\_17\_gate

spr\_manta\_arrow

spr\_manta\_arrow\_dock

spr\_steamworks\_manta\_checkpoint

spr\_steamworks\_17\_bars\_idle

spr\_credits\_violeta

spr\_flowey\_big\_neutral

spr\_steamworks\_17c\_clock

spr\_mo\_steamworks\_slide

spr\_mo\_steamworks\_down\_talk

spr\_mo\_steamworks\_undress

spr\_mo\_steamworks\_throw\_hat

spr\_mo\_steamworks\_down\_talk\_nohat

spr\_mo\_steamworks\_snap

spr\_portrait\_fchujin\_surprised\_talk

spr\_mo\_steamworks\_hat

spr\_mo\_steamworks\_coat

spr\_mo\_steamworks\_alt\_talk

spr\_mo\_steamworks\_alt\_left

spr\_mo\_steamworks\_alt\_right

spr\_teeter\_chute\_red\_front

spr\_tellyvis\_remote\_1

spr\_mo\_steamworks\_alt\_down

spr\_mo\_steamworks\_fire\_1

spr\_mo\_steamworks\_fire\_2

spr\_mo\_steamworks\_fire\_3

spr\_mo\_steamworks\_kick

spr\_mo\_steamworks\_stand

spr\_mo\_steamworks\_stand\_sign

spr\_mo\_steamworks\_alt\_up

spr\_steamworks\_19\_office

spr\_steamworks\_20\_fade\_tile

spr\_steamworks\_06\_wall\_1

spr\_steamworks\_06\_wall\_2

spr\_steamworks\_pillar

spr\_steamworks\_platform\_1

spr\_steamworks\_platform\_2

spr\_main\_screen\_shop

spr\_steamworks\_26\_greenhouse\_entrance

spr\_axis\_body\_nocharge

spr\_item\_description\_screen\_shop

spr\_steamworks\_36\_axis\_open\_trash

spr\_talk\_screen\_shop

spr\_honeydew\_bear\_animation\_hand\_shop

spr\_honeydew\_bear\_animation\_hand\_deux\_shop

spr\_honeydew\_bear\_animation\_head\_down\_shop

spr\_honeydew\_bear\_confused\_shop

spr\_honeydew\_bear\_existential\_shop

spr\_dunes\_02\_lightbeams

spr\_honeydew\_bear\_hand\_shop

spr\_honeydew\_bear\_hand\_deux\_shop

spr\_honeydew\_bear\_head\_down\_shop

spr\_honeydew\_bear\_nervous\_shop

spr\_hotland\_statue

spr\_honeydew\_bear\_nervous\_ish\_shop

spr\_honeydew\_bear\_sad\_shop

spr\_honeydew\_bear\_sidemouth\_shop

spr\_honeydew\_bear\_smile\_shop

spr\_honeydew\_bear\_welcoming\_shop

spr\_honeydew\_bear\_unamused\_shop

spr\_wildeast\_blackjack\_shop

spr\_wildeast\_blackjack\_raise\_shop

spr\_wildeast\_blackjack\_spin\_shop

spr\_axis\_redeyes\_shot\_end

spr\_wildeast\_blackjack\_gun\_shoot\_shop

spr\_wildeast\_blackjack\_gun\_ready\_shop

spr\_wildeast\_blackjack\_gun\_holster\_shop

spr\_wildeast\_blackjack\_gun\_shop

spr\_ceroba\_transformation\_p1\_7

spr\_wildeast\_dina\_body\_shop

spr\_martlet\_flashback\_sit\_lookdown\_worried

spr\_wildeast\_dina\_face\_shop

spr\_complex\_plant

spr\_wildeast\_dina\_face\_smirk\_shop

spr\_wildeast\_dina\_face\_eyesclosed\_shop

spr\_wildeast\_dina\_face\_pout\_shop

spr\_wildeast\_dina\_face\_wink\_shop

spr\_EXIT

spr\_cwall

spr\_testcircle

spr\_ctest

spr\_ztest

spr\_xtest

spr\_bigfrog\_space\_parallax

spr\_audience\_joy\_dalv\_2

spr\_dialoguebox

spr\_dimensional\_box\_blank\_box\_slot\_overworld

spr\_bigfrog\_orange\_ybomb

spr\_steamworks\_34\_furnace\_entrance\_front

spr\_dimensional\_box\_blank\_inventory\_slot\_overworld

spr\_dimensional\_box\_divider\_overworld

spr\_dimensional\_box\_screen\_overworld

spr\_heart\_yellow\_overworld

spr\_exclamation\_mark\_yellow

spr\_exclamation\_mark\_fake\_yellow

spr\_intro\_border\_slide\_1

spr\_intro\_background\_slide\_1

spr\_intro\_barrier\_slide\_1

spr\_el\_bailador\_sad

spr\_steamworks\_04\_overlay\_top\_blue

spr\_intro\_floor\_slide\_1

spr\_credits\_ceroba\_soul\_starlo

spr\_intro\_humans\_slide\_1

spr\_intro\_monsters\_slide\_1

spr\_ceroba\_attack\_bell\_fragments

spr\_flashback\_ceroba\_syringe\_talk

spr\_intro\_slide\_1\_new

spr\_attack\_ace\_shape\_3

spr\_intro\_slide\_1\_5\_new

spr\_intro\_slide\_1\_5\_new\_eyes

spr\_intro\_coffins\_slide\_2

spr\_intro\_border\_slide\_3

spr\_intro\_asgore\_slide\_3

spr\_martlet\_flowey\_hug

spr\_intro\_dust\_slide\_3

spr\_intro\_light\_slide\_3

spr\_intro\_slide\_3\_new

spr\_martlet\_left\_talk\_roof

spr\_crayon\_6

spr\_intro\_border\_slide\_4

spr\_intro\_background\_slide\_4

spr\_intro\_dood\_slide\_4

spr\_portrait\_chujin\_sad\_eye

spr\_intro\_canister\_slide\_4

spr\_intro\_heart\_slide\_4

spr\_intro\_mountain\_slide\_5

spr\_intro\_border\_slide\_6

spr\_intro\_background\_slide\_6

spr\_intro\_arm\_slide\_6

spr\_intro\_ground\_slide\_6

spr\_intro\_slide\_6

spr\_intro\_border\_slide\_7

spr\_battle\_flowey\_clay\_growing

spr\_intro\_background\_slide\_7

spr\_intro\_trees\_slide\_7

spr\_intro\_trees\_fore\_slide\_7

spr\_intro\_clover\_slide\_7

spr\_intro\_slide\_7

spr\_intro\_border\_slide\_8

spr\_intro\_background\_slide\_8

spr\_hotel\_shop\_head\_default

spr\_intro\_cave\_slide\_8

spr\_intro\_clover\_slide\_8

spr\_intro\_ground\_slide\_8

spr\_intro\_trees\_slide\_8

spr\_mansion\_study\_tv\_blue\_screen

spr\_intro\_trees\_fore\_slide\_8

spr\_intro\_slide\_8

spr\_intro\_clover\_slide\_9

spr\_goosic\_head

spr\_intro\_cave\_slide\_10

spr\_intro\_clover\_slide\_10

spr\_ugsp\_stamp

spr\_mo\_stamp

spr\_dalv\_stamp

spr\_shufflers\_stamp

logo\_yellow

spr\_logo\_undertale

spr\_mask\_clock\_transition

spr\_duel\_draw

spr\_robot\_tv

spr\_robot\_clock

spr\_robot\_me

spr\_robot\_bow

spr\_robot\_googly\_eyes

spr\_pacifist\_ending\_clover\_dying

spr\_robot\_windup

spr\_robot\_suction

spr\_feisty\_four\_ed\_hand\_left

spr\_robot\_wheel

spr\_robot\_speaker

spr\_credits\_ceroba\_corn\_walk\_right

spr\_background\_enemy\_battle\_dunes\_yellow

spr\_attack\_ace\_shape\_4

spr\_background\_el\_bailador\_test\_yellow

spr\_background\_el\_bailador\_test\_3\_salsa\_2\_yellow

spr\_game\_over

spr\_fight\_yellow

spr\_act

spr\_rooftop\_light

martlet\_hold\_hat\_idle\_right

spr\_item

spr\_mercy

spr\_battle\_hp\_current\_self

spr\_battle\_hp\_max\_self

spr\_steamworks\_04\_generator\_screen\_geno

spr\_battle\_hp\_cover\_self

spr\_battle\_hp\_current\_enemy

spr\_battle\_hp\_max\_enemy

spr\_cafe\_arcade\_screen

spr\_battle\_hp\_current\_boss\_attacking

spr\_martlet\_head\_suspiciouser\_battle

spr\_portrait\_chujin\_down\_talk

spr\_battle\_hp\_previous\_boss\_attacking

spr\_battle\_hp\_max\_boss\_attacking

spr\_pacifist\_ending\_group\_hug\_martlet

spr\_battle\_hp\_current\_enemy\_attacking

spr\_battle\_hp\_previous\_enemy\_attacking

spr\_battle\_hp\_max\_enemy\_attacking

spr\_credits\_dalv\_flier

spr\_hotland\_wet\_floor

spr\_pl\_run\_up\_snowdin\_geno

spr\_axis\_redeyes\_charge

spr\_text\_hp

spr\_martlet\_glass

spr\_background\_enemy\_battle

spr\_kanako\_right\_talk

spr\_andrd\_a

spr\_background\_boss\_battle

spr\_background\_boss\_battle\_1\_yellow

spr\_background\_boss\_battle\_2\_grid\_yellow

spr\_pacifist\_ending\_group\_hug\_starlo

spr\_background\_boss\_battle\_2\_snowflake\_1\_1\_yellow

spr\_portrait\_alphys\_default

spr\_background\_boss\_battle\_2\_snowflake\_1\_2\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_1\_3\_yellow

spr\_sousborg\_salt\_lid

spr\_background\_boss\_battle\_2\_snowflake\_1\_4\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_2\_1\_yellow

spr\_pl\_down\_water\_geno

spr\_background\_boss\_battle\_2\_snowflake\_2\_2\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_2\_3\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_2\_4\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_3\_1\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_3\_2\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_3\_3\_yellow

spr\_flowey1\_attack\_mouth\_face\_2

spr\_background\_boss\_battle\_2\_snowflake\_3\_4\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_4\_1\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_4\_2\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_4\_3\_yellow

spr\_background\_boss\_battle\_2\_snowflake\_4\_4\_yellow

spr\_spare\_cloud

spr\_shot\_weak\_coffee

spr\_attack\_flowey\_intermission\_ha

spr\_shot\_medium\_coffee

spr\_shot\_strong\_coffee

spr\_size\_crayon\_4

spr\_toy\_gun\_battle\_circle\_coffee

spr\_shot\_weak

spr\_shot\_medium

spr\_shot\_strong

spr\_toy\_gun\_battle\_circle

spr\_battle\_flowey\_final\_intro

spr\_toy\_gun\_battle\_circle\_glass

spr\_toy\_gun\_battle\_circle\_flint

spr\_shot\_weak\_ice

spr\_shot\_medium\_ice

spr\_shot\_strong\_ice

spr\_toy\_gun\_battle\_circle\_ice

spr\_pl\_right\_snowdin\_geno

spr\_shot\_weak\_pebbles

spr\_shot\_medium\_pebbles

spr\_shot\_strong\_pebbles

spr\_toy\_gun\_battle\_circle\_pebbles

spr\_wild\_revolver\_battle\_outline

spr\_kanako\_down\_talk

spr\_wild\_revolver\_reticle

spr\_martlet\_head\_wondering\_battle

spr\_wild\_revolver\_battle\_circle

spr\_wild\_revolver\_battle\_circle\_pebbles

spr\_wild\_revolver\_battle\_circle\_ice

spr\_wild\_revolver\_battle\_circle\_coffee

spr\_wild\_revolver\_battle\_circle\_glass

spr\_wild\_revolver\_battle\_circle\_flint

spr\_flowey\_angry\_battle

spr\_shot\_weak\_glass

spr\_shot\_medium\_glass

spr\_shot\_strong\_glass

spr\_attack\_warning\_exclamation\_mark

spr\_dialogue\_box\_battle

spr\_bigfrog\_knight\_start\_run

spr\_dialogue\_box\_battle\_any

spr\_quote\_bubble\_battle

spr\_quote\_bubble\_battle\_reverse

spr\_quote\_bubble\_battle\_2

spr\_quote\_bubble\_battle\_2\_reverse

spr\_quote\_bubble\_battle\_3

spr\_chujin\_anxious\_stressed

spr\_endingb\_martlet\_walkaway2

spr\_attack\_mooch\_coins

spr\_quote\_bubble\_battle\_3\_reverse

spr\_quote\_bubble\_battle\_4

spr\_quote\_bubble\_battle\_4\_reverse

spr\_quote\_bubble\_battle\_5

spr\_quote\_bubble\_battle\_6

spr\_quote\_bubble\_battle\_6\_reverse

spr\_attack\_goosic\_notes

spr\_quote\_bubble\_battle\_7

spr\_quote\_bubble\_battle\_7\_reverse

spr\_quote\_bubble\_battle\_8

spr\_pacifist\_ending\_group\_unhug\_martlet

spr\_comp\_sodium

spr\_quote\_bubble\_battle\_8\_reverse

spr\_sme\_yellow\_rhythm\_box

spr\_sme\_yellow\_rhythm\_selection

spr\_sme\_yellow\_rhythm\_note

spr\_background\_feisty\_four\_card\_club\_ed

spr\_sme\_yellow\_rhythm\_hit

spr\_sme\_yellow\_rhythm\_damage

spr\_dialogue\_box\_battle\_transformation\_any

spr\_heart\_red\_overworld

spr\_heart\_red

spr\_heart\_red\_flee

spr\_heart\_red\_split

spr\_heart\_red\_shard

spr\_heart\_blue\_down

spr\_heart\_yellow\_scroll

spr\_player\_cart\_dark\_geno

spr\_heart\_yellow\_down

spr\_heart\_yellow\_up

spr\_heart\_yellow\_left

spr\_heart\_yellow\_right

spr\_martlet\_final\_intro\_4

spr\_heart\_yellow\_up\_original

spr\_heart\_yellow\_left\_original

spr\_attack\_slippery\_garbage\_can

spr\_heart\_yellow\_right\_original

spr\_heart\_yellow\_flee

spr\_crayon\_8

spr\_heart\_yellow\_split

spr\_martlet\_head\_sad\_battle

spr\_heart\_yellow\_shard

spr\_dunes\_43\_pipe

spr\_size\_crayon\_5

spr\_heart\_white

spr\_heart\_white\_shard

spr\_heart\_red\_hitbox

spr\_mansion\_easthall

spr\_quote\_bubble\_battle\_6\_reverse\_yellow\_flier

spr\_quote\_bubble\_battle\_yellow

spr\_quote\_bubble\_battle\_yellow\_2

spr\_quote\_bubble\_battle\_yellow\_2\_reverse

spr\_quote\_bubble\_battle\_yellow\_3

spr\_quote\_bubble\_battle\_yellow\_above\_larger

spr\_flier

spr\_axis\_body\_charge\_hold

spr\_flier\_critical

spr\_steamworks\_29\_fountain

spr\_flier\_dead

spr\_steamworks\_17c\_clock\_fire

spr\_flier\_spared

spr\_mo\_steamworks\_down\_disappointed

spr\_penilla\_head

spr\_feisty\_four\_moray\_hand\_left

spr\_ceroba\_p1\_4\_legs

spr\_penilla\_head\_critical

spr\_container\_rise

spr\_penilla\_body

spr\_penilla\_hands

spr\_penilla\_hands\_critical

spr\_portrait\_asgore\_ashamed

spr\_credits\_ceroba\_soul\_starlo\_walk\_up

spr\_penilla\_tail

spr\_feisty\_four\_ace\_head

spr\_steamworks\_steam\_6

spr\_penilla\_tail\_critical

spr\_goosic\_spared

spr\_penilla\_spared

spr\_penilla\_dead

spr\_ceroba\_attack\_mask\_small

spr\_penilla\_hit

spr\_sweet\_corn\_cob

spr\_sweet\_corn\_cob\_critical

spr\_sweet\_corn\_husk

spr\_sweet\_corn\_husk\_critical

spr\_sweet\_corn\_spared

spr\_sweet\_corn\_dead

spr\_crispy\_scroll\_head

spr\_crispy\_scroll\_head\_critical

spr\_crispy\_scroll\_back

spr\_crispy\_scroll\_back\_critical

spr\_autofire\_toggle\_c

spr\_crispy\_scroll\_hand\_left

spr\_conveyor\_items\_red

spr\_martlet\_left\_turn

spr\_axis\_damaged\_trash\_right

spr\_crispy\_scroll\_hand\_left\_critical

spr\_crispy\_scroll\_hand\_right

spr\_chujin\_tapes\_static\_overlay

spr\_crispy\_scroll\_hand\_right\_critical

spr\_crispy\_scroll\_spared

spr\_crispy\_scroll\_dead

spr\_rorrim\_body

spr\_rorrim\_body\_critical

spr\_rorrim\_hand\_left

fg\_dunes\_42\_b\_starlo\_house\_countertop

spr\_feisty\_four\_moray\_hurt

spr\_rorrim\_hand\_right

spr\_rorrim\_hit

spr\_rorrim\_hit\_critical

spr\_rorrim\_spared

spr\_rorrim\_dead

spr\_decibat\_eyes\_opening

spr\_flowey\_grab\_soul

spr\_decibat\_head

spr\_hotland\_elevator\_door

spr\_decibat\_body\_intro

spr\_decibat\_body

spr\_decibat\_hit

spr\_decibat\_spared

spr\_npc\_salloon\_finger

spr\_decibat\_dead

spr\_dalv\_head\_regular

spr\_attack\_moray\_ball

spr\_dalv\_head\_speak

spr\_steamworks\_38\_face\_numbers

spr\_dalv\_head\_sleepy

spr\_kanako\_up\_walk

spr\_dalv\_head\_happy

spr\_dalv\_head\_angry

spr\_dalv\_head\_sad

spr\_dalv\_head\_sadder

spr\_dalv\_head\_confused

spr\_credits\_queue

spr\_bigfrog\_fly\_bullet\_cute

spr\_dalv\_head\_downer

spr\_dalv\_head\_content

spr\_martlet\_flashback\_sit\_lookside

spr\_goosic\_neck\_piece

spr\_steamworks\_22\_axis\_event\_4

spr\_dalv\_head\_content\_2

spr\_sousborg\_glass\_destroy

spr\_credits\_MINER\_MATT

spr\_dalv\_head\_moderate

spr\_dalv\_head\_dead

spr\_dalv\_head\_distraught

spr\_dalv\_head\_angry\_side

spr\_dalv\_head\_sad\_side

spr\_dalv\_head\_sad\_side\_2

spr\_dalv\_head\_dead\_side

spr\_pacifist\_ending\_clover\_hatless\_down

spr\_dalv\_head\_dead\_sad

spr\_dalv\_head\_angry\_sleepy

spr\_dalv\_head\_sad\_sleepy

spr\_dalv\_head\_dead\_happy

spr\_dalv\_head\_shadow

spr\_dalv\_neck

spr\_dalv\_neck\_critical

spr\_dalv\_body

spr\_dalv\_body\_critical

spr\_dalv\_body\_open

spr\_dalv\_body\_close

spr\_hotland\_food\_enjoyer

spr\_dalv\_hit

spr\_dalv\_hit\_2

spr\_goosic\_leg\_left\_bot

spr\_ceroba\_p2\_block\_3

spr\_dalv\_spared

spr\_dalv\_dead

sprite678

spr\_portrait\_asgore\_regular

spr\_micro\_froggit

spr\_dunebud\_normal

spr\_dunebud\_critical

spr\_dunebud\_spared

spr\_dunebud\_dead

spr\_dunebud\_rise

spr\_dunebud\_sink

spr\_dunebud\_rise\_c

spr\_dunebud\_sink\_c

spr\_steamworks\_18\_boba\_npc

spr\_chujin\_down\_stressed

spr\_dunebud\_attack\_rise

spr\_starlo\_turn\_back

spr\_dunebud\_attack\_sink

spr\_dunebud\_attack\_move

spr\_dunebud\_attack\_fly\_begin

spr\_credits\_intermission\_flower

spr\_dunebud\_attack\_fly

spr\_rooftop\_fistbump

spr\_dunebud\_attack\_fly\_end

spr\_dunebud\_attack\_particles

spr\_dunebud\_attack\_rise\_c

spr\_dunebud\_attack\_sink\_c

spr\_dunebud\_attack\_move\_c

spr\_dunebud\_attack\_rise\_r

spr\_dunebud\_attack\_sink\_r

spr\_geno\_alphys\_up\_talk

spr\_guardener\_guy\_gun\_bullet\_impact

spr\_dunebud\_attack\_move\_r

spr\_dunebud\_attack\_fly\_begin\_r

spr\_dunebud\_attack\_fly\_r

spr\_dunebud\_attack\_fly\_end\_r

spr\_dunebud\_attack\_particles\_r

spr\_dunebud\_attack\_rise\_c\_r

spr\_dunebud\_attack\_sink\_c\_r

spr\_dunebud\_attack\_move\_c\_r

spr\_cactony\_body\_normal

spr\_cactony\_body\_loved

spr\_cactony\_body\_critical

spr\_mansion\_kotatsu\_itself

spr\_cactony\_body\_normal\_shadow

spr\_cactony\_body\_critical\_shadow

spr\_cactony\_arm\_left\_normal

spr\_cactony\_arm\_left\_critical

spr\_cactony\_arm\_left\_shadow

spr\_cactony\_arm\_right\_normal

spr\_factory\_03\_furnace\_monitor

spr\_cactony\_arm\_right\_critical

spr\_cactony\_arm\_right\_shadow

spr\_cactony\_spared

spr\_cactony\_dead

spr\_kanako\_left\_walk

spr\_bowll\_head\_normal

spr\_bowll\_head\_judgmental

spr\_bowll\_head\_grateful

spr\_sousborg\_hand\_destroy

spr\_bowll\_head\_side

spr\_martlet\_final\_scream

spr\_bowll\_head\_critical

spr\_mansion\_study

spr\_bowll\_head\_normal\_shadow

spr\_bowll\_head\_critical\_shadow

spr\_bowll\_nostrils\_snort

spr\_martlet\_final\_fly\_in\_mask

spr\_bowll\_nostrils\_snort\_shadow

spr\_bowll\_nostrils\_cloud

spr\_bowll\_body\_normal

spr\_bowll\_body\_critical

spr\_bowll\_body\_normal\_shadow

spr\_bowll\_tail\_normal

spr\_bowll\_tail\_critical

spr\_bowll\_tail\_normal\_shadow

spr\_bowll\_tail\_critical\_shadow

spr\_bowll\_leg\_fore\_front

spr\_stalagmites

spr\_bowll\_leg\_fore\_behind

spr\_bowll\_leg\_back\_front

spr\_bowll\_leg\_back\_behind

spr\_bowll\_leg\_fore\_front\_shadow

spr\_bigfrog\_knight\_slash

spr\_bowll\_leg\_fore\_behind\_shadow

spr\_bowll\_leg\_back\_front\_shadow

spr\_bowll\_leg\_back\_behind\_shadow

spr\_bowll\_sparkles\_small

new\_home\_02\_bg\_buildings

spr\_bowll\_sparkles\_large

spr\_bowll\_doggo

spr\_bowll\_doggo\_shadow

spr\_bowll\_spared

spr\_bowll\_dead

spr\_bowll\_dead\_defragment

spr\_el\_bailador\_neutral

spr\_el\_bailador\_pose\_left\_1

spr\_el\_bailador\_pose\_left\_2

spr\_ceroba\_p1\_4\_staff

spr\_goosic\_hurt

spr\_el\_bailador\_pose\_right\_1

spr\_mansion\_kanakoroom

spr\_el\_bailador\_pose\_right\_2

spr\_el\_bailador\_pose\_right\_3

spr\_el\_bailador\_dead

spr\_dummy\_training\_dummy

spr\_dummy\_training\_hat

spr\_dummy\_training\_combo

spr\_violet\_head

spr\_violet\_head\_hurt

spr\_violet\_head\_lowhp

spr\_violet\_hands

spr\_violet\_body

spr\_violetta\_dead

spr\_violetta\_spared

spr\_rosa\_head

spr\_feisty\_four\_ace\_arm

spr\_rosa\_head\_hurt

spr\_rosa\_head\_lowhp

spr\_rosa\_body

spr\_rosa\_hands

spr\_rosa\_dead

spr\_martlet\_f2\_goop6

spr\_portrait\_asgore\_sad

spr\_credits\_corn\_stall

spr\_rosa\_spared

spr\_pedla\_body

spr\_pedla\_head

spr\_pedla\_spared

spr\_pedla\_head\_hurt

spr\_pedla\_head\_lowhp

spr\_pedla\_hands

spr\_ceroba\_head\_hurt

spr\_pedla\_dead

spr\_flowey\_nice

spr\_chujin\_down\_stressed\_2

spr\_flowey\_nice\_side

spr\_flowey\_pissed

spr\_flowey\_plain

spr\_flowey\_plain\_side

spr\_human\_down

spr\_attack\_garbage\_soap

spr\_flowey\_sad

spr\_flowey\_smirk

spr\_battle\_flowey\_wheel\_lowpoly

spr\_flowey\_worried

spr\_flowey\_worried\_side

spr\_flowey\_enter

spr\_credits\_raft\_flag

spr\_ceroba\_mask\_resting

spr\_imsomnitot\_example

spr\_insomnitot\_body

spr\_flowey\_pile\_bg

spr\_flowey\_big\_wink

spr\_insomnitot\_body\_critical

spr\_insomnitot\_body\_shadow

spr\_insomnitot\_ear\_left

spr\_insomnitot\_ear\_left\_critical

spr\_insomnitot\_ear\_left\_shadow

spr\_hotel\_shop\_puppet\_talk

spr\_insomnitot\_ear\_right

spr\_insomnitot\_ear\_right\_critical

spr\_insomnitot\_ear\_right\_shadow

spr\_insomnitot\_foot\_left

spr\_ceroba\_hand\_left\_hurt

spr\_insomnitot\_foot\_left\_critical

spr\_insomnitot\_foot\_right

spr\_insomnitot\_foot\_right\_critical

spr\_insomnitot\_bubble

spr\_axis\_body\_geno\_hit

spr\_insomnitot\_bubble\_critical

spr\_insomnitot\_face

spr\_insomnitot\_face\_blinking

spr\_insomnitot\_face\_critical

spr\_insomnitot\_face\_critical\_blinking

spr\_steamworks\_22\_axis\_event\_3

spr\_insomnitot\_spared

spr\_battle\_flowey\_gray\_spike

spr\_insomnitot\_dead

spr\_know\_cone\_body

spr\_know\_cone\_body\_critical

spr\_know\_cone\_hand\_left

spr\_know\_cone\_hand\_right

spr\_know\_cone\_ball

spr\_know\_cone\_ball\_critical

spr\_pacifist\_ending\_ceroba\_unhug\_alone

spr\_newhome\_building\_1

spr\_know\_cone\_spared

spr\_credits\_mo\_laugh\_chair

spr\_know\_cone\_dead

spr\_frostermit\_head

spr\_frostermit\_head\_critical

spr\_credits\_nerdlo

spr\_frostermit\_head\_shadow

spr\_frostermit\_body

spr\_frostermit\_body\_crab

spr\_frostermit\_body\_critical

spr\_frostermit\_body\_critical\_crab

spr\_frostermit\_body\_shadow

spr\_frostermit\_claw\_left

spr\_battle\_flowey\_clay\_small\_eye

spr\_frostermit\_claw\_left\_shadow

spr\_ceroba\_attack\_fireball

spr\_goosic\_leg\_destroy

spr\_frostermit\_claw\_right

spr\_frostermit\_claw\_right\_critical

spr\_frostermit\_claw\_right\_shadow

spr\_frostermit\_leg\_right

spr\_frostermit\_leg\_right\_shadow

spr\_frostermit\_leg\_right\_2

spr\_frostermit\_leg\_right\_2\_shadow

spr\_frostermit\_leg\_right\_3

spr\_martlet\_up\_puddle

spr\_frostermit\_leg\_right\_3\_critical

spr\_flashback\_kanako\_hurt

spr\_frostermit\_leg\_right\_3\_shadow

spr\_frostermit\_body\_open

spr\_frostermit\_spared

spr\_frostermit\_dead

spr\_frostermit\_smashed

sprite775

sprite781

spr\_guardener\_gear\_explosion

spr\_bigfrog\_foot

spr\_trihecta\_balanced

spr\_trihecta\_tipping

spr\_trihecta\_falling

spr\_attack\_ed\_hand\_grab\_2

spr\_trihecta\_critical

spr\_trihecta\_spared

spr\_trihecta\_dead

spr\_tri\_normal

spr\_tri\_critical

spr\_tri\_spared

spr\_tri\_dead

spr\_hec\_normal

spr\_martlet\_right\_talk\_puddle

spr\_hec\_critical

spr\_hec\_spared

spr\_teeter\_chute\_blue

spr\_corrupted\_decibat

spr\_hec\_dead

spr\_rooftop\_base

spr\_battle\_enemy\_attack\_axis\_laser\_3

spr\_ta\_normal

spr\_ta\_critical

spr\_steamworks\_29\_flowers

spr\_ta\_spared

spr\_ta\_dead

spr\_martlet\_head\_shadow

spr\_martlet\_body

spr\_attack\_flowey\_intermission\_laugh

spr\_credits\_queue\_6

spr\_martlet\_body\_shadow

spr\_martlet\_hand\_left

spr\_martlet\_hand\_left\_shadow

spr\_kanako\_up\_talk

spr\_npc\_salloon\_pyramid

spr\_martlet\_hand\_right\_down

spr\_martlet\_hand\_right\_down\_shadow

spr\_martlet\_hand\_right\_up

spr\_martlet\_hand\_right\_up\_shadow

spr\_martlet\_spared

spr\_battle\_flowey\_gray\_ungrab

spr\_martlet\_hit

spr\_martlet\_p\_full\_fly\_begin

spr\_martlet\_p\_full\_fly\_during

spr\_martlet\_p\_full\_fly\_end

spr\_martlet\_g\_fight\_mode

spr\_martlets\_house

spr\_martlet\_g\_body

spr\_martlet\_g\_body\_shadow

spr\_martlet\_g\_hand\_left

spr\_martlet\_g\_hand\_left\_shadow

spr\_martlet\_g\_hand\_right

spr\_sousborg\_salt\_rise

spr\_martlet\_g\_hand\_right\_shadow

spr\_martlet\_g\_hit

spr\_guardener\_guy\_throwing\_bombs

spr\_martlet\_g\_full\_fly\_begin

spr\_martlet\_g\_full\_fly\_during

spr\_martlet\_g\_full\_fly\_end

spr\_martlet\_g\_spared

spr\_shot\_medium\_flint

spr\_battle\_flowey\_wheel\_base

spr\_shufflers\_rephil\_regular

spr\_froggit\_head

spr\_martlet\_head\_determined\_battle

spr\_froggit\_body

spr\_froggit\_scared

spr\_froggit\_defeated

spr\_toriel\_intro\_yellow

spr\_battle\_flowey\_lowpoly\_stickbug\_swipe

spr\_portrait\_axis\_angry

spr\_toriel\_portrait\_normal\_yellow

spr\_toriel\_portrait\_normal\_idle\_yellow

spr\_sme\_yellow\_rhythm\_box\_geno

spr\_toriel\_portrait\_side\_yellow

spr\_toriel\_portrait\_side\_idle\_yellow

spr\_attack\_ace\_card\_2

spr\_toriel\_portrait\_shocked\_yellow

spr\_toriel\_portrait\_shocked\_idle\_yellow

spr\_ceroba\_head

spr\_ceroba\_hand\_right

spr\_ceroba\_body

spr\_ceroba\_hand\_left

spr\_ceroba\_ponytail

spr\_ceroba\_staff\_battle

spr\_guardener\_guy\_gun\_gun\_cock

spr\_ceroba\_staff\_battle\_phase\_2

spr\_ceroba\_body\_battle

spr\_ceroba\_murder\_death

spr\_steamworks\_chem\_hermit\_room

bg\_hotland\_alley\_dark

spr\_ceroba\_hurt

spr\_ceroba\_hurt\_phase\_2

spr\_martlet\_head\_melancholic\_battle

spr\_ceroba\_background\_particle\_large

spr\_axis\_falls\_up

spr\_ceroba\_background\_particle\_medium

spr\_ceroba\_background\_particle\_small

spr\_sousborg\_head\_hurt

spr\_ceroba\_intro

spr\_ceroba\_phase\_switch

spr\_starlo\_boss\_head

spr\_starlo\_boss\_head\_covered

spr\_starlo\_boss\_head\_crying

spr\_starlo\_boss\_head\_hurt

spr\_starlo\_boss\_body

spr\_chujin\_look\_right

spr\_starlo\_boss\_body\_ready

spr\_starlo\_boss\_body\_shoot

spr\_starlo\_boss\_body\_shoot\_outro

spr\_battle\_enemy\_attack\_flier\_fly

spr\_battle\_enemy\_attack\_flier\_fire

spr\_battle\_enemy\_attack\_penilla\_pencil

spr\_battle\_enemy\_attack\_penilla\_drawing

spr\_battle\_enemy\_attack\_penilla\_lines

spr\_sousborg\_right\_arm\_2\_hurt

spr\_battle\_enemy\_attack\_penilla\_lines\_2

spr\_dialogue\_box\_battle\_transformation\_any\_mask\_penilla\_lines

spr\_battle\_enemy\_attack\_candy\_corn

spr\_dunes\_43\_cone

spr\_battle\_enemy\_attack\_spear\_corn

spr\_battle\_enemy\_attack\_spear\_corn\_warning

spr\_battle\_enemy\_attack\_homing\_corn

spr\_axis\_acid\_floor\_front

spr\_battle\_enemy\_attack\_crispy\_slash

spr\_new\_home\_03\_pref\_ceroba

spr\_steamworks\_30\_bridge

spr\_battle\_enemy\_attack\_crispy\_slash\_warning

spr\_battle\_enemy\_attack\_crispy\_laser

spr\_battle\_enemy\_attack\_crispy\_tub

spr\_battle\_enemy\_attack\_rorrim\_mirror

spr\_battle\_enemy\_attack\_rorrim\_mirror\_shard

spr\_battle\_enemy\_attack\_rorrim\_sparkle

spr\_decibat\_wave\_blue

spr\_decibat\_wave\_orange

spr\_decibat\_wave\_mini\_orange

spr\_martlet\_glass\_shard

spr\_decibat\_wave\_mini\_blue

spr\_size\_crayon\_2

spr\_decibat\_stalagmite

spr\_battle\_flowey\_paper\_thorn

spr\_dalv\_lightning\_dual

flowey\_evil

spr\_dalv\_lightning\_ball

spr\_dalv\_lightning\_shift

spr\_dalv\_lightning\_spinner

spr\_dalv\_lightning\_bolt

spr\_micro\_fly

spr\_micro\_barrage

spr\_battle\_enemy\_attack\_dunebud\_bucket

spr\_pl\_run\_left\_snowdin\_geno

spr\_battle\_enemy\_attack\_dunebud\_sandcastle

spr\_battle\_enemy\_attack\_dunebud\_arrow

spr\_ceroba\_shield\_bell

spr\_battle\_enemy\_attack\_dunebud\_tumbleweed

spr\_battle\_enemy\_attack\_cactony\_needle\_white\_half

spr\_battle\_enemy\_attack\_cactony\_needle\_white

spr\_battle\_enemy\_attack\_cactony\_needle\_white\_vert

spr\_battle\_enemy\_attack\_cactony\_needle\_green

spr\_battle\_enemy\_attack\_cactony\_needle\_green\_vert

spr\_battle\_enemy\_attack\_cactony\_ball

spr\_martlet\_star\_explosion\_small

spr\_battle\_enemy\_attack\_cactony\_box

spr\_crayon\_cursor

spr\_battle\_enemy\_attack\_bowll\_liquid\_marshmallow

spr\_battle\_enemy\_attack\_bowll\_liquid\_top

spr\_battle\_enemy\_attack\_bowll\_liquid\_bottom

spr\_battle\_enemy\_attack\_bowll\_liquid\_mug

spr\_battle\_enemy\_attack\_bowll\_silverware\_fork

spr\_flowey\_pile\_center

spr\_battle\_enemy\_attack\_bowll\_silverware\_spoon

spr\_credits\_robot\_1\_walk\_up

spr\_battle\_enemy\_attack\_bowll\_silverware\_knife

spr\_battle\_enemy\_attack\_bowll\_silverware\_all

spr\_battle\_enemy\_attack\_bowll\_bull\_bull

spr\_battle\_enemy\_attack\_bowll\_bull\_cape

spr\_battle\_enemy\_attack\_bowll\_bull\_dust

spr\_battle\_enemy\_attack\_el\_bailador\_light\_cone

spr\_battle\_enemy\_attack\_el\_bailador\_light\_cone\_salsa\_1

spr\_battle\_enemy\_attack\_el\_bailador\_light\_cone\_salsa\_2

spr\_sir\_slither\_neck\_thing\_lowhp

spr\_steamworks\_21\_table

spr\_battle\_enemy\_attack\_el\_bailador\_smoke

sprite1182

sprite1183

spr\_dunes\_02\_lightbeam\_big

spr\_ceroba\_reading\_3

spr\_ceroba\_transformation\_p1\_3

spr\_flowergirls\_attack\_colored\_mask

spr\_portrait\_chujin\_neutral

spr\_flowergirls\_attack\_colored\_base

spr\_flowergirls\_attack\_blue

spr\_battle\_enemy\_attack\_axis\_laser\_1

spr\_flowergirls\_attack\_orange

spr\_flowergirls\_attack\_growing\_flowers

spr\_evil\_flowey\_surprised

spr\_flowergirls\_attack\_droplet

spr\_flowergirls\_attack\_droplet\_bits

spr\_dunes\_30\_trees

spr\_attack\_moray\_sword\_orange\_spin

spr\_flowergirls\_attack\_falling\_flower

spr\_flowergirls\_attack\_falling\_flower\_green

spr\_flowergirls\_attack\_spinning\_flower

spr\_pl\_down\_geno

spr\_falling\_boulders\_attack\_boulder

spr\_flowey\_friendliness\_pellets

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_1

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_2

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_3

spr\_asgore\_surprised

spr\_pacifist\_ending\_clover\_nod

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_4

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_5

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_6

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_7

spr\_ceroba\_p2\_defeated\_death\_2

spr\_battle\_enemy\_attack\_frostermit\_snowflake\_8

spr\_battle\_enemy\_attack\_frostermit\_ice\_cube

spr\_battle\_enemy\_attack\_frostermit\_ice\_cube\_check

spr\_battle\_flowey\_clay\_flowey

spr\_battle\_enemy\_attack\_frostermit\_pincher\_left\_1

spr\_battle\_enemy\_attack\_frostermit\_pincher\_left\_2

spr\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_outer

spr\_spider\_foreman

spr\_credits\_DALV\_BOW

spr\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_inner

spr\_battle\_enemy\_attack\_frostermit\_pincher\_right\_1

spr\_martlet\_block\_hurt

spr\_battle\_enemy\_attack\_frostermit\_pincher\_right\_2

spr\_steamworks\_17\_chair

spr\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_outer

spr\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_inner

spr\_battle\_enemy\_attack\_insomnitot\_sheep\_right

spr\_battle\_enemy\_attack\_insomnitot\_sheep\_left

spr\_battle\_enemy\_attack\_insomnitot\_sheep\_jump\_right

spr\_heart\_wrapped

spr\_battle\_enemy\_attack\_insomnitot\_sheep\_jump\_left

spr\_battle\_enemy\_attack\_insomnitot\_fence

spr\_battle\_enemy\_attack\_insomnitot\_zzz

spr\_chujin\_serious\_lookdown\_side\_more

spr\_battle\_enemy\_attack\_insomnitot\_star

spr\_steamworks\_04b\_puzzle\_background

spr\_battle\_enemy\_attack\_insomnitot\_star\_trail

spr\_battle\_enemy\_attack\_know\_cone\_blueberry

spr\_battle\_enemy\_attack\_know\_cone\_blueberry\_white

spr\_battle\_enemy\_attack\_know\_cone\_orange

spr\_battle\_enemy\_attack\_know\_cone\_orange\_white

spr\_conveyor\_ceroba\_throw\_blue

spr\_battle\_enemy\_attack\_know\_cone\_cherry

spr\_battle\_enemy\_attack\_know\_cone\_fig

spr\_battle\_enemy\_attack\_martlet\_feather\_1

spr\_battle\_enemy\_attack\_martlet\_feather\_2

spr\_battle\_enemy\_attack\_martlet\_feather\_3

spr\_battle\_enemy\_attack\_martlet\_feather\_4

spr\_battle\_flowey\_lowpoly\_leaf\_1

spr\_battle\_enemy\_attack\_martlet\_feather\_5

spr\_battle\_enemy\_attack\_martlet\_feather\_perspective

spr\_battle\_enemy\_attack\_martlet\_target\_half\_axis

spr\_battle\_enemy\_attack\_martlet\_target\_1\_axis

spr\_battle\_enemy\_attack\_martlet\_target\_2\_axis

spr\_battle\_enemy\_attack\_martlet\_feather\_spiral\_explosion\_big

spr\_battle\_enemy\_attack\_martlet\_feather\_spiral\_explosion

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_globe

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_shoe

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_mug

spr\_ceroba\_p2\_block\_2

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_can

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_thingy

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_ball

spr\_martlet\_right\_run\_puddle

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_glass

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_saw

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_idk

spr\_dunes\_42\_c\_blinds

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_nail

spr\_shot\_weak\_silver

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_screw

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_plank

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_radio

spr\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_screwdriver

spr\_battle\_enemy\_attack\_martlet\_catapult\_arm

spr\_battle\_enemy\_attack\_martlet\_catapult\_frame\_center

spr\_battle\_enemy\_attack\_martlet\_catapult\_frame\_stack

spr\_battle\_enemy\_attack\_martlet\_catapult\_payload

spr\_battle\_enemy\_attack\_martlet\_catapult\_trail\_big

spr\_battle\_enemy\_attack\_martlet\_catapult\_trail\_small

spr\_mansion\_kotatsu

spr\_battle\_enemy\_attack\_martlet\_package

spr\_battle\_enemy\_attack\_trihecta\_circle\_bounce

spr\_battle\_enemy\_attack\_trihecta\_circle\_reflect

spr\_axis\_body\_charge

spr\_battle\_enemy\_attack\_trihecta\_circle\_stack\_white

spr\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green

spr\_flashback\_kanako\_hurt\_2

spr\_battle\_enemy\_attack\_ceroba\_fireball

spr\_battle\_enemy\_attack\_ceroba\_bullet\_diamond

spr\_battle\_enemy\_attack\_ceroba\_flower\_large

spr\_battle\_enemy\_attack\_ceroba\_explosion

spr\_battle\_enemy\_attack\_ceroba\_ring

spr\_battle\_enemy\_attack\_ceroba\_ring\_blue

spr\_battle\_enemy\_attack\_ceroba\_ring\_orange

spr\_martlet\_up\_talk\_roof

spr\_battle\_enemy\_attack\_ceroba\_diamond

spr\_battle\_enemy\_attack\_ceroba\_white\_soul

spr\_battle\_enemy\_attack\_ceroba\_black\_hole

spr\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun

spr\_battle\_enemy\_attack\_starlo\_dynamite

spr\_battle\_enemy\_attack\_starlo\_take\_aim\_shot

spr\_factory\_03\_axis\_flashlight\_mask

spr\_battle\_enemy\_attack\_starlo\_take\_aim\_circle

spr\_dunes\_02\_lightbeam\_big\_bottom

spr\_steamworks\_13\_vines

spr\_clover\_geno\_laser\_ready

spr\_attack\_guardener\_laser\_impcat

spr\_battle\_enemy\_attack\_starlo\_bell

spr\_battle\_hp\_current\_self\_bw

spr\_battle\_hp\_max\_self\_bw

spr\_battle\_enemy\_attack\_starlo\_bottles

spr\_battle\_enemy\_attack\_martlet\_explosion

spr\_battle\_enemy\_attack\_starlo\_bottle\_explode

spr\_npc\_searby\_talk

spr\_bigfrog\_fly\_villaintarget

spr\_battle\_enemy\_attack\_starlo\_train\_tracks

spr\_attack\_ed\_hand\_grab

spr\_steamworks\_vendy\_body\_shop

spr\_hotland\_02c\_building

spr\_battle\_enemy\_attack\_starlo\_train

spr\_battle\_enemy\_attack\_starlo\_horseshoe

spr\_battle\_enemy\_attack\_starlo\_rope

spr\_battle\_enemy\_starlo\_soul

spr\_battle\_enemy\_starlo\_rope\_piece

spr\_heart\_tutorial\_arrows\_yellow

spr\_pixel\_2x

encounter\_heart

spr\_quittingmessage

fg\_mew\_border

bg\_shop\_honeydew\_resort

bg\_shop\_wild\_east\_gunshop

bg\_shop\_wild\_east\_saloon

bg\_introduction

ts\_ruins

spr\_steamworks\_chem\_03\_cake

spr\_attack\_the\_talk\_flower

ts\_ruins02

ts\_ruins\_dr

spr\_spider\_hammer

ts\_darkruins

ts\_darkruins2

ts\_darkruins3

ts\_darkruins\_water

ts\_darkruins\_broken\_bridge

ts\_darkruins\_pillars

ts\_darkruins\_pillars\_2

ts\_arrows

spr\_martlet\_flashback\_sit\_lookforward\_worried

tileset\_cobwebs

ts\_branches

spr\_attack\_crying\_flowey\_tear\_small

spr\_feisty\_four\_moray\_body

spr\_side\_window\_light

ts\_fade\_shadow\_yellow

spr\_bigfrog\_fly\_bullet

spr\_bigfrog\_mouth\_attack

spr\_sousborg\_left\_arm\_1\_destroy

spr\_comp\_hydrogen

spr\_ceroba\_cape\_2

ts\_shadows\_snowdin

ts\_snowdin\_01\_yellow

ts\_snowdin\_01\_yellow\_new

ts\_snowdin\_02\_yellow

ts\_snowdin\_02\_yellow\_new

ts\_snowdin\_branches

ts\_dunes

ts\_dunes\_2

spr\_battle\_flowey\_clay\_cone

ts\_dunes\_dark

ts\_mine\_assets

ts\_mines\_crates

spr\_comp\_neon

ts\_mine\_assets\_2

ts\_mine\_entrances

ts\_oasis\_assets

spr\_dunes\_42\_c\_room\_dark

ts\_laundry\_room

ts\_steamworks\_gothic

bg\_dalvshouse

spr\_axis\_acid\_floor

spr\_attack\_tinyflowey

bg\_dalvshouse\_exit

bg\_dalvshouse\_hall

bg\_dalvshouse\_hallway

bg\_dalvshouse\_room

bg\_darkruins\_19

bg\_ruins01

bg\_ruins03

overlay\_darkness

Dark\_Ruins\_Ambience

Dark\_Ruins\_Cave

bg\_hotland\_lab\_entrance

spr\_battle\_flowey\_clay\_weakpoint\_spike

Dark\_Ruins\_stuff

Pillars

spr\_martlet\_head\_confused\_battle

Background\_Floor\_Ambience

overlay\_lightbeam

ts\_darkruins\_corn

spr\_factory\_02\_desk5

ts\_darkruins\_cave

spr\_rope\_section\_circle

spr\_new\_steamworks\_pillar

spr\_flowey\_world\_background

bg\_snowdin\_14b\_yellow

ts\_big\_rock\_snowdin

ts\_bridge\_snowdin\_16\_yellow

spr\_newhome\_building\_2

spr\_ceroba\_guard\_shield

spr\_bigfrog\_rock\_2

spr\_sousborg\_salt\_piece

ts\_bridge\_top\_snowdin\_16\_yellow

ts\_cabin\_outside

spr\_hotland\_complex\_2\_dark

ts\_dock\_snowdin\_16b\_yellow

ts\_honeytower\_snowdin\_14\_yellow

ts\_shack

ts\_snowdin\_14c\_febce

ts\_snowdin\_14d\_background

ts\_snowdin\_14d\_hotspring

ts\_snowdin\_door\_yellow

ts\_martlet\_dock

ts\_snowdin\_21\_arches

bg\_snowdin\_15\_branches

bg\_snowdin\_14\_branches

bg\_snowdin\_13\_branches

bg\_snowdin\_12\_branches

spr\_credits\_diane\_booth

spr\_evil\_flowey\_dies\_1

bg\_snowdin\_11\_branches

bg\_snowdin\_10\_branches

spr\_portrait\_axis\_unamused

bg\_snowdin\_09\_branches

spr\_heart\_yellow\_ready

bg\_snowdin\_08\_branches

bg\_snowdin\_07\_branches

bg\_snowdin\_06\_branches

ts\_cave\_path

para\_layer\_1

para\_layer\_2

para\_layer\_3

para\_layer\_4

hotland\_background\_1

hotland\_background\_2

hotland\_background\_3

hotland\_background\_4

para\_layer\_6

spr\_comp\_pepper

ts\_lava

ts\_waterfall\_bg

ts\_waterfall\_bg\_floor

ts\_waterfall\_details

spr\_arcade\_charged\_up

spr\_martlet\_down\_roof

ts\_waterfall\_foreground

ts\_waterfall\_foreground\_pillars

ts\_boat\_wreckage

ts\_cave\_water

ts\_cave\_exit

spr\_sousborg\_body\_bottom\_destroy

ts\_cave\_exit\_shadow

bg\_sandstorm

spr\_wild\_revolver\_battle\_circle\_silver

fg\_sandstorm

ts\_treeoflife

spr\_flowey1\_attack\_audience\_hate\_sign

ts\_treefences

spr\_evil\_flowey\_talk

mountain\_bg\_layer1

mountain\_bg\_layer2

mountain\_bg\_layer3

mountain\_bg\_layer4

spr\_battle\_flowey\_organic\_flowey\_head

mountain\_bg\_layer5

mountain\_bg\_layer6

mountain\_bg\_layer8

mountain\_bg2\_layer1

mountain\_bg2\_layer2

mountain\_bg2\_layer3

spr\_steamworks\_21\_locker\_tall

mountain\_bg2\_layer4

ts\_dunes\_flowers

asset\_oasis\_path\_1

spr\_asgore\_talking\_down

asset\_oasis\_path\_2

asset\_oasis\_path\_3

bg\_dunes\_31

spr\_hotland\_02b\_diamond\_boy

bg\_dunes\_31\_foreground

bg\_dunes\_35b

bg\_dunes\_35b\_foreground

spr\_feisty\_four\_ace\_body\_legs

bg\_oasis\_house\_3

bg\_oasis\_house\_3\_foreground

spr\_attack\_guardener\_arm\_jam\_zap

bg\_oasis\_house1

spr\_battle\_flowey\_lowpoly\_spike\_blue

bg\_oasis\_house2

ts\_dunes\_30b\_grass

bg\_dunes\_40

petal\_1

bg\_dunes\_41\_overlay\_fade

bg\_dunes\_41\_overlay\_bottom

spr\_conveyor\_item\_blue\_1

spr\_bigfrog\_knight\_victory

bg\_dunes\_42\_b\_starlo\_house

bg\_dunes\_42\_b\_starlo\_house\_2

spr\_control\_station\_conveyor

fg\_dunes\_42\_b\_starlo\_house\_2

bg\_dunes\_43\_overlay\_fade

spr\_hotland\_elevator\_part\_2

spr\_tellyvis\_face\_smug

asset\_mines\_elevator

asset\_mines\_desk

bg\_wild\_east\_barn1

bg\_wild\_east\_barn2

bg\_wild\_east\_barn3

bg\_wild\_east\_hospital

bg\_wild\_east\_hospital\_up

spr\_axis\_body\_geno\_lid\_only

bg\_wild\_east\_hospital\_bottom

bg\_wild\_east\_jail

bg\_wild\_east\_jail\_bars

bg\_wild\_east\_salloon

bg\_wild\_east\_saloon2

bg\_wild\_east\_feistyhouse

bg\_wild\_east\_feistyhouse\_foreground

bg\_wild\_east\_feistyhouse\_foreground\_2

ts\_starlo\_farm

ts\_starlo\_house

bg\_starlo\_house\_upstairs

spr\_chujin\_tapes\_static

spr\_credits\_corn\_ball

bg\_steamworks4\_pink

bg\_steamworks4\_blue

bg\_steamworks4\_light\_overlay

bg\_steamworks\_13

bg\_2\_steamworks\_13

spr\_hotland\_elevator\_part\_3

spr\_battle\_flowey\_lowpoly\_glitch2

spr\_credits\_slurpy\_badend

spr\_pl\_right\_roof\_geno

spr\_axis\_body\_nocharge\_melancholy

spr\_ceroba\_transformation\_p1\_2

spr\_sousborgh\_body

spr\_bigfrog\_cockpit\_bg

spr\_credits\_MINER\_LAZY

spr\_martlet\_final\_hair

spr\_factory\_03\_furnace\_offon

spr\_newhome\_building\_6

spr\_ceroba\_kanako\_picture

spr\_battle\_flowey\_clay\_weakpoint\_vine

spr\_battle\_flowey\_gray\_neutral\_3

spr\_newhome\_building\_4

spr\_newhome\_trash

spr\_evil\_flowey\_dies\_4

spr\_chem\_compound\_puzzle\_player

spr\_battle\_flowey\_lowpoly\_scanlines

spr\_portrait\_alphys\_determined

spr\_axis\_damaged\_up

spr\_petal\_pull\_petal2

spr\_pl\_left\_water\_geno

spr\_bigfrog\_armmiddle

spr\_rooftop\_destroyed\_fg

spr\_factory\_02\_desk4

spr\_steamworks\_04\_pipe

spr\_portrait\_ceroba\_wailing

spr\_credits\_blob\_noswim

spr\_dunes\_35b\_cash\_register

spr\_attack\_flowey\_intermission\_face

spr\_hotland\_wet\_floor\_sign

spr\_petal\_pull\_hand\_picking

spr\_kanako\_lookingatceroba\_talk

spr\_ceroba\_p2\_special\_attack\_2

spr\_flashback\_mart\_and\_chujin\_part1

spr\_credits\_MINER\_BRO

spr\_credits\_corn\_1

spr\_conveyor\_puzzle\_hint\_z

spr\_factory\_03\_ceroba\_punch

spr\_axis\_geno\_trashlid\_pieces

spr\_toriel\_down\_hold

spr\_axis\_color\_laser\_blue

spr\_sousborg\_flip\_items

spr\_battle\_flowey\_yarn\_weakpoint

spr\_pl\_right\_roof

spr\_guardener\_guy\_b

spr\_attack\_ace\_flip\_card\_4

spr\_wanda\_snowdin\_yellow

spr\_macro\_froggit\_golden\_flower

spr\_teeter\_chute\_red

spr\_portrait\_chujin\_big\_sad

spr\_new\_steamworks\_pipe1

spr\_steamworks\_chem\_id\_reader

spr\_axis\_heart

spr\_martlet\_roof\_vine

spr\_savescreen\_ruins

spr\_portrait\_alphys\_nervous

spr\_hotland\_platform\_middle

spr\_conveyor\_ceroba\_throw\_red

spr\_martlet\_final\_chest

spr\_duck

spr\_kanako\_talk\_paper

spr\_flowey\_enter\_plain

spr\_mansion\_bedroom\_closet

spr\_newhome\_03\_overlay2

spr\_steamworks\_38\_face\_down

spr\_mansion\_hallway

spr\_home\_flashback

spr\_credits\_dalv\_crib

spr\_bigfrog\_fist\_1

spr\_martlet\_head\_disappointed\_battle

spr\_pacifist\_ending\_clover\_hatless\_left

spr\_guardener\_bot\_npc\_3

spr\_evil\_flowey\_dies\_10

spr\_mansion\_study\_tv\_screen

spr\_attack\_guardener\_arm\_jam

spr\_ceroba\_ponytail\_hurt

spr\_ava\_vertical\_idle

spr\_sousborg\_salt\_destroy

spr\_mansion\_family\_picture

spr\_sousborg\_cleaver\_destroy

spr\_macro\_froggit\_room\_pedestals\_bot

spr\_credits\_bro\_got\_the\_corn

spr\_attack\_goosic\_disk\_arrow

spr\_goosic\_leg\_right\_top

spr\_factory\_02\_desk3

spr\_battle\_flowey\_clay\_droopy\_boi

spr\_crayon\_rotate\_indicator

spr\_secret\_dunes\_room

spr\_mo\_steamworks\_fire\_4

spr\_steamworks\_vendy\_face\_sweaty

spr\_new\_steamworks\_pipeanimation

spr\_battle\_flowey\_lowpoly\_pellet

spr\_portrait\_fchujin\_talk\_serious

spr\_npc\_newhome\_lady

spr\_heart\_yellow\_hold

spr\_hotland\_lasers\_off

spr\_npc\_salloon\_card2

spr\_bigfrog\_cockpit\_colletable

spr\_heart\_white\_split

spr\_bigfrog\_cockpit\_idle\_cracked

spr\_stamp\_martlet

spr\_steamworks\_36\_trashcan

spr\_martlet\_up\_run\_puddle

spr\_ceroba\_transformation\_p1\_fireball\_destroy

spr\_battle\_flowey\_wheel\_petals\_grey

spr\_sousborg\_egg\_finished

spr\_ceroba\_attack\_petal\_2

spr\_cerobas\_monitor

spr\_guardener\_button\_vine\_piece

spr\_tellyvis\_hurt

spr\_audience\_joy\_axis

spr\_martlet\_head\_shocked\_battle

spr\_credits\_FOREMANtalk\_coat

spr\_tellyvis\_body

spr\_jane\_doe\_snowdin\_yellow

spr\_hotland\_elevator\_part\_5

spr\_martlet\_f2\_torso

spr\_credits\_corn\_2

spr\_guardener\_guy\_bow

spr\_steamworks\_22\_axis\_event\_1

spr\_sousborg\_shard\_destroy

spr\_goosic\_head\_destroy

spr\_hotland\_complex\_1\_dark

spr\_corrupted\_ceroba

spr\_asgore\_attack\_fire

spr\_shot\_strong\_pellets

spr\_npc\_steamworks\_hermit

spr\_axis\_body\_geno\_death

martlet\_hold\_hat\_walk\_right

spr\_steamworks\_platform\_overlay

spr\_portrait\_kanako\_sad\_trasnition

spr\_wild\_east\_stamp\_feisty

spr\_mansion\_study\_machines

spr\_chujin\_serious

spr\_mansion\_office

spr\_clover\_holds\_ceroba

spr\_pl\_run\_up\_geno

spr\_ceroba\_bullets\_explode

spr\_chujin\_glasses

spr\_starlo\_body\_dead

spr\_axis\_tick\_o\_bar

spr\_hotland\_handlord

spr\_jandroid\_head\_destroy

spr\_steamworks\_chem\_door\_bg

spr\_crayon\_id

spr\_credits\_sandman

spr\_newhome\_bg\_building\_3

spr\_conveyor\_stamp\_red

spr\_attack\_crying\_flowey\_flowey

spr\_ceroba\_attack\_bullet\_appear

spr\_steamworks\_steam\_3

spr\_martlet\_final\_intro\_1

spr\_attack\_guardener\_seeds

spr\_flowey\_big\_smile\_side

spr\_coffins

spr\_martlet\_final\_head

spr\_comp\_chlorine

spr\_ceroba\_murder\_death\_defragment

spr\_pl\_up\_geno\_point

spr\_credits\_intermission\_gun

spr\_waterfall\_river\_ripples\_overworld\_yellow

spr\_portrait\_ceroba\_angry\_alt

spr\_attack\_guardener\_laser\_warning

spr\_steamworks\_21\_table\_3

spr\_ceroba\_mask\_2

spr\_heart\_yellow\_shoot

spr\_factory02\_bg

bg\_shop\_hotel\_geno

spr\_dunes30c\_corner

spr\_andrd\_stick\_base

spr\_axis\_battle\_box\_damage

martlet\_hold\_hat\_walk\_down

spr\_martlet\_final\_scream\_mask

spr\_heart\_yellow\_charge

spr\_martlet\_talon\_back

spr\_axis\_damaged\_down

spr\_geno\_alphys\_right\_talk

spr\_endingb\_clover\_sideeye

spr\_attack\_ed\_hand\_smash\_mask

spr\_autofire\_toggle\_y

spr\_new\_steamworks\_smallgear

spr\_steamworks\_29\_gardener\_bot\_fence

spr\_rooftop\_destroyed

spr\_dog\_jump

spr\_credits\_flower\_girl\_booth

spr\_truelab\_door\_bg

spr\_ceroba\_hair

spr\_ceroba\_shield\_broken

spr\_macro\_froggit\_scared

spr\_npc\_salloon\_wasted

spr\_steamworks\_23\_vendy

spr\_mansion\_bedroom\_flashback

spr\_mansion\_trapdoor

spr\_evil\_flowey\_dies\_5

spr\_steamworks\_22\_axis\_event\_2

spr\_heart\_released

spr\_martlets\_house\_sofa

ceroba\_hold\_container\_idle\_up

spr\_savescreen\_newhome

spr\_feisty\_four\_ed\_body\_full

spr\_ceroba\_p2\_defeated\_left\_talk

spr\_hotland\_02b\_club\_danza

spr\_clover\_chute\_shakeoff

spr\_flashback\_kanako\_pullpaper

spr\_sousborg\_right\_hand\_hurt

spr\_steamworks\_29\_gardener\_bot\_geno

spr\_pacifist\_ending\_group\_unhug\_ceroba

spr\_background\_feisty\_four\_card\_spade\_ace

spr\_chujin\_lower\_head

bg\_lillypads\_bubbles

spr\_ceroba\_p2\_defeated\_turn\_left

spr\_teeter\_chute\_blue\_front

spr\_complex\_door\_2

spr\_flashback\_intro\_border

spr\_toriel\_right\_hold\_ahead

spr\_sousborg\_plate\_2\_destroy

spr\_sir\_slither\_neck\_lowhp

spr\_martlet\_f2\_goop8

spr\_battle\_flowey\_organic\_flowey

spr\_steamworks\_steam\_5

spr\_gerson\_door\_open

spr\_npc\_steamworks\_hermit\_staff

spr\_bigfrog\_cockpit\_idle

spr\_martlet\_left\_run\_puddle

spr\_ceroba\_p2\_defeated\_side\_idle

spr\_cafe\_arcade\_mew\_mew\_machine\_out\_of\_order

spr\_battle\_enemy\_attack\_tellyvis\_logo

spr\_shot\_medium\_silver

spr\_bigfrog\_orange\_explosion

spr\_pl\_up\_geno\_gun\_walk

spr\_martlet\_final\_wing\_attack

spr\_battle\_enemy\_attack\_axis\_hand

spr\_ceroba\_transformation\_p1\_6b

spr\_battle\_flowey\_gray\_idle

spr\_ceroba\_transformation\_p1\_fireball

spr\_feisty\_four\_mooch\_hurt

spr\_ceroba\_attack\_lantern

spr\_evil\_flowey\_2\_talk

spr\_waterfall\_animated\_bottom\_left

spr\_axis\_love

spr\_chem\_compound\_puzzle\_goal

spr\_ruins\_rock

spr\_axis\_body\_geno\_lid

spr\_credits\_raft\_flag\_start

spr\_martlet\_attack\_talon

spr\_martlet\_talon\_front

waiting\_for\_shot

credits\_resort

spr\_corrupted\_dalv

spr\_ceroba\_p2\_get\_up\_1

spr\_steamworks\_21\_table\_secret

spr\_bigfrog\_knight\_air\_slash\_small

spr\_attack\_ed\_hand\_grab\_3

spr\_hotland\_02b\_fence

spr\_ceroba\_p2\_sign

spr\_toy\_gun\_battle\_circle\_pellets

spr\_credits\_intermission\_raft\_idle

spr\_ceroba\_transformation\_p1\_1

spr\_attack\_ed\_hand\_smash\_flipped

spr\_room\_castle\_throneroom\_destroyed

spr\_guardener\_head

spr\_battle\_flowey\_organic\_flowey\_bloodcell

spr\_asgore\_trident\_shards

spr\_credits\_guy\_idle

spr\_credits\_hugs

spr\_credits\_horseman\_burger

spr\_martlet\_down\_run\_puddle

spr\_credits\_toriel\_groceries\_left

spr\_flashback\_ceroba\_kneel\_talk

spr\_crayon\_4

spr\_moray\_guitar

spr\_tumble3

spr\_attack\_goosic\_speakers

spr\_corrupted\_guardener

spr\_credits\_organ

spr\_portrait\_kanako\_happy

spr\_pacifist\_ending\_ceroba\_look\_up

spr\_attack\_thorns

spr\_hotland\_janitor

spr\_snowdin\_22\_bridge\_fixed

spr\_steamworks\_22\_glass

spr\_steamworks\_door\_animated

spr\_steamworks\_vendy\_face\_boot\_1

spr\_bigfrog\_armupper

spr\_tumble1

spr\_credits\_MINER\_GF

spr\_martlet\_final\_intro\_3

spr\_sir\_slither\_body

spr\_npc\_bowll

spr\_guardener\_guy\_a

spr\_flashback\_lab\_table

spr\_guardener\_body

spr\_pacifist\_ending\_ceroba\_mask

spr\_attack\_flowey\_intermission\_flower

spr\_ruins\_blook

spr\_pl\_run\_down\_water\_geno

spr\_credits\_intermission\_raft\_fall

spr\_dunes\_36\_revolver

spr\_credits\_queue\_3

spr\_asgore\_walk\_up

spr\_hotland\_elevator\_part\_4

spr\_steamworks\_vendy\_face\_boot\_2

spr\_credits\_bag\_a

spr\_martlet\_attack\_talon\_giant

spr\_guardener\_meter

spr\_blueprint\_overlay

spr\_attack\_crying\_flowey\_tear\_big

spr\_bigfrog\_small\_bullet

spr\_martlet\_final\_fly\_turn\_mask

spr\_credits\_intermission\_martlet\_pull\_hat

spr\_ceroba\_pillar\_left

spr\_steamworks\_22\_kanako\_overlay

spr\_hotland\_02b\_dancefloor

spr\_steamworks\_29\_gardener\_bot\_dead

spr\_flashback\_kanako\_soul\_broken

spr\_tellyvis\_remote\_2

spr\_control\_station\_teeter

spr\_asgore\_attack\_hand

spr\_factory\_03\_ceroba\_lower\_arm

spr\_audience\_joy\_dalv

spr\_pellets\_overworld

spr\_miner\_virgil

spr\_portrait\_fchujin\_happy

bg\_steamworks\_26

spr\_pl\_run\_up\_water\_geno

spr\_jandroid\_broom

spr\_petal\_pull\_hand\_base

spr\_flashback\_kanako\_hidepaper

spr\_frostermit\_steamworks

spr\_last\_corridor\_door

spr\_credits\_ed\_thrown

spr\_martlet\_head\_angrier\_battle

spr\_tellyvis\_destroy\_leg

spr\_pl\_run\_right\_water\_geno

spr\_battle\_flowey\_mechanical\_drone\_explode

spr\_room\_castle\_throneroom

bg\_steamworks\_35

spr\_spider\_barrier

spr\_asgore\_talking\_right

spr\_goosic\_disc\_destroy

spr\_spider\_drill

spr\_credits\_ceroba\_walk

spr\_portrait\_axis\_shadow

spr\_ceroba\_p2\_get\_up\_3

ceroba\_tail\_stop

spr\_pl\_right\_geno

spr\_credits\_intermission\_martlet\_standup

spr\_axis\_stamp

spr\_flowey\_big\_smirk

spr\_battle\_enemy\_attack\_axis\_electricity

spr\_flowey\_pile\_farthest

spr\_macro\_froggit\_hurt

spr\_battle\_flowey\_bomb\_explosion

spr\_sir\_slither\_neck\_thing

spr\_arcade\_charge

spr\_battle\_flowey\_clay\_scary

spr\_attack\_ace\_flip\_card\_2

spr\_flowey\_big\_plain

spr\_kanako\_left\_talk

spr\_background\_enemy\_battle\_guardener\_wind

spr\_martlet\_f2\_goop5

spr\_axis\_generator

spr\_corrupted\_axis

spr\_battle\_flowey\_organic\_flowey\_closed

spr\_outro\_screen

spr\_ceroba\_reading\_2

spr\_factory\_03\_axis\_wire\_disconnect

spr\_sousborg\_spared

spr\_battle\_enemy\_attack\_axis\_ball

spr\_poster\_board\_mystery\_overlay

spr\_pl\_up\_geno\_point\_turn

spr\_steamworks\_29\_gardener\_bot\_idle

spr\_snowcastle\_flag\_half

spr\_ceroba\_attack\_petal\_1

spr\_hotland\_elevator\_door\_darkened

spr\_conveyor\_indicator\_green

spr\_ceroba\_p2\_special\_attack

spr\_size\_crayon\_3

spr\_attack\_flowey\_intermission\_flower\_lanes

spr\_hotland\_receptionist

spr\_hotland\_core\_sign

spr\_evil\_flowey\_dies\_9

spr\_credits\_toriel\_turn

spr\_flashback\_kanako\_falls

spr\_credits\_slime\_idle

spr\_credits\_robot\_2\_walk\_down

spr\_macro\_froggit\_room\_shutter

spr\_froggit\_frog

spr\_evil\_flowey\_dies\_8

spr\_sousborg\_egg\_sizzle

spr\_credits\_robot\_1\_idle

spr\_cave\_overlay

spr\_credits\_queue\_4

spr\_martlet\_final\_knocked\_down\_mask

spr\_martlet\_final\_transformation\_effect

spr\_martlet\_final\_intro\_2

spr\_credits\_ace\_facepalm

spr\_pacifist\_ending\_martlet\_getting\_up\_2

spr\_credits\_ed\_walked

spr\_battle\_flowey\_paper\_bg\_vine

spr\_new\_steamworks\_steamworks\_lava\_gear\_animated

spr\_battle\_flowey\_lowpoly\_flowey

spr\_sousborg\_egg\_fire\_start

spr\_credits\_BAD\_ENDING

spr\_battle\_enemy\_attack\_axis\_laser\_shot

fg\_hotland\_alley\_dark

spr\_feisty\_four\_moray\_body\_legs

spr\_dunes\_43\_number\_pad\_destroyed

spr\_steamworks\_04\_generator\_pink

spr\_endingb\_starlo\_grab

spr\_attack\_moray\_sword\_blue\_start

spr\_ceroba\_attack\_bullet\_2

spr\_bigfrog\_cockpit\_surprised

spr\_attack\_ace\_shape\_2

spr\_portrait\_ceroba\_mourning

spr\_chujin\_serious\_lookdown

spr\_axis\_down\_bonk\_restore

spr\_geno\_soul\_idle

spr\_pacifist\_ending\_group\_hug\_ceroba

spr\_mo\_down\_steamworks\_serious

spr\_pacifist\_ending\_capsule

spr\_jandroid\_head\_hurt

spr\_factory\_02\_mask

spr\_goosic\_neck\_destroy

spr\_factory\_03\_ceroba\_lying\_down

spr\_steamworks\_steam\_2

spr\_battle\_flowey\_bombs

spr\_credits\_queue\_7

spr\_battle\_flowey\_final\_background

spr\_portrait\_chujin\_content

spr\_sousborgh\_right\_hand

spr\_hotland\_complex\_door

spr\_audience\_joy\_sign

spr\_portrait\_chujin\_smirk

spr\_hotland\_02c\_producer

spr\_martlet\_star\_medium

spr\_attack\_ed\_hand\_smash\_mask\_flipped

spr\_fight\_yellow\_locked

spr\_attack\_guardener\_arm\_land

spr\_flashback\_ceroba\_uninject

spr\_comp\_rutherfordium

spr\_credits\_gf\_idle

spr\_flowey\_pile\_left

spr\_sousborg\_npc

spr\_goosic\_head\_hurt

spr\_newhome\_03

spr\_axis\_battery\_meter

spr\_hotland\_cold\_man

spr\_sousborg\_egg\_fire\_burn

spr\_sousborg\_egg\_smoke

spr\_credits\_SPROUT\_BLOOM

spr\_credits\_miner\_snake

spr\_sir\_slither\_neck

spr\_shot\_strong\_flint

spr\_ceroba\_attack\_mask\_large

spr\_light\_overlay\_2

spr\_battle\_enemy\_attack\_axis\_laser\_hands

spr\_shot\_weak\_nails

spr\_flashback\_ceroba\_run\_worried

spr\_portrait\_fchujin\_surprised

spr\_factory\_03\_face\_shatter

spr\_cafe\_sign

spr\_battle\_flowey\_clay\_weakpoint

spr\_kanako\_down\_walk

spr\_credits\_raft\_water\_start

spr\_ceroba\_phase\_2\_staff

spr\_guardener\_guy\_b\_flintlock\_bullet

spr\_martlet\_head\_smirk\_battle

spr\_pacifist\_ending\_starlo\_kneel\_getup

spr\_steamworks\_puzzle\_arrows

bg\_pre\_barrier

spr\_battle\_flowey\_gray\_horse\_target

spr\_factory\_03\_axis\_flashlight

spr\_chujin\_lookside

spr\_new\_steamworks\_darkgear

spr\_conveyor\_puzzle\_hint\_blue\_base

spr\_ceroba\_obstacle\_bell

spr\_blackjack\_sign

spr\_audience\_joy\_martlet

spr\_heart\_yellow\_shot\_destroy

spr\_hotland\_complex\_3\_dark

spr\_petal\_pull\_petal\_right

spr\_mail\_station\_hotland

spr\_container\_empty\_open

spr\_arcade\_controls\_buttons

spr\_petal\_pull\_petal4

spr\_credits\_intermission\_martlet\_raftwalk\_right

spr\_battle\_flowey\_gray\_neutral\_2

spr\_comp\_ketchup

spr\_battle\_flowey\_gray\_bullet

spr\_feisty\_four\_moray\_intro

spr\_battle\_flowey\_gray\_vine

spr\_battle\_enemy\_attack\_martlet\_target\_empty

spr\_martlet\_head\_unamused\_battle

spr\_kanako\_talk\_crying

spr\_bigfrog\_frog\_run

spr\_complex\_geno\_light

spr\_comp\_astatine

spr\_jandroid\_broom\_hurt

spr\_portrait\_fchujin\_talk\_smile

spr\_battle\_enemy\_attack\_sir\_slither\_clay\_forming

spr\_battle\_flowey\_wheel\_clay

spr\_new\_steamworks\_floating\_gear

spr\_ceroba\_pillar\_debris\_small

bg\_dalvfight

spr\_chujin\_lower\_head\_stressed

spr\_credits\_mine

spr\_flashback\_mart\_and\_chujin\_part2

spr\_credits\_GONDOLA\_bg

spr\_axis\_body\_geno

spr\_sousborgh\_left\_arm\_2

spr\_goosic\_leg\_right\_bot

spr\_credits\_intermission\_martlet\_raftwalk\_down

spr\_attack\_tinyflowey\_slash

spr\_attack\_moray\_sword\_spin\_start

spr\_last\_corridor\_pillar

spr\_chujin\_idle

spr\_portrait\_asgore\_melancholic

spr\_savescreen\_hotland

spr\_ceroba\_shield\_opaque

spr\_newhome\_bg\_building\_1

spr\_pl\_right\_water\_geno

spr\_credits\_back\_sandra

spr\_martlet\_f2\_fist2

spr\_autofire\_toggle\_x

spr\_pl\_run\_down\_snowdin\_geno

spr\_guardener\_guy\_arrow

spr\_asgore\_soul

spr\_hotland\_platform\_right

spr\_truelab\_door

spr\_froggit\_fly

spr\_asgore\_death

spr\_axis\_acid\_3

spr\_ceroba\_p2\_block

spr\_portrait\_asgore\_sadder

spr\_waterfall\_clover\_sit\_overworld\_yellow\_geno

spr\_bigfrog\_pipes

spr\_battle\_flowey\_gray\_grab

spr\_credits\_moray\_laugh

spr\_pacifist\_ending\_group\_unhug\_starlo

spr\_portrait\_kanako\_pensive\_2

spr\_pacifist\_ending\_clover\_close\_eyes

spr\_ceroba\_p2\_get\_up\_2

spr\_ceroba\_p2\_defeated\_death\_1

spr\_pl\_left\_roof\_geno

spr\_guardener\_arms

spr\_sousborg\_salt\_pour

spr\_pl\_run\_right\_geno

spr\_attack\_ace\_shape\_1

spr\_flowey\_snarky

spr\_ceroba\_legs

spr\_flowey\_big\_grin

fg\_hotland\_alley

spr\_credits\_bag\_b

spr\_steamworks\_34\_furnace\_entrance

spr\_steamworks\_chem\_05\_computer

spr\_guardener\_head\_die

spr\_martlet\_f2\_start

bg\_steamworks\_33

spr\_steamworks\_18\_platform

bg\_dalvroom\_watertile\_top

spr\_andrd\_x

spr\_toriel\_up\_hold

spr\_credits\_CHEFBOT\_ROWING

spr\_mansion\_fireplace

spr\_jandroid\_npc

spr\_martlet\_star\_small

spr\_battle\_enemy\_attack\_axis\_shield

spr\_battle\_flowey\_mechanical\_idle

spr\_pacifist\_ending\_ceroba\_hug\_alone

spr\_martlet\_right\_roof

spr\_flowey\_big\_smile

spr\_steamworks\_04b\_puzzle\_overlay

spr\_credits\_mo\_neutral

spr\_asgore\_talking\_left

spr\_flowey\_grin\_forward

spr\_credits\_intermission\_hat

spr\_flowey\_rooftop\_grows

spr\_sousborg\_egg\_fireball\_disappear

spr\_bigfrog\_leg

spr\_flowey\_spiral

spr\_reference

spr\_ceroba\_transformation\_p1\_mask\_start

spr\_martlet\_f2\_fist1

spr\_pl\_run\_right\_snowdin\_geno

bg\_hotland\_alley

spr\_ceroba\_kanako\_picture\_overlay

spr\_steamworks\_35\_pacifist\_gate

spr\_bigfrog\_logfrog

spr\_newhome\_01

spr\_chujin\_normal

spr\_steamworks\_29\_machine

spr\_sir\_slither\_body\_lowhp

spr\_flashback\_ceroba\_kneel

spr\_background\_feisty\_four\_suit\_club\_ed

spr\_ceroba\_guard\_2

spr\_undyne\_spear

spr\_steamworks\_22\_axis\_event\_fall

spr\_flowey\_vine\_warning

spr\_credits\_mooch\_spin

spr\_shot\_weak\_flint

spr\_sousborg\_pan

spr\_mansion\_kotatsu\_moved

spr\_mansion\_grave\_grave

spr\_macro\_froggit\_battle\_board\_pieces

spr\_battle\_flowey\_wheel\_paper

spr\_portrait\_kanako\_sad\_2

spr\_audience\_joy\_ceroba\_2

spr\_credits\_queue\_5

spr\_portrait\_ceroba\_lostit\_twitch

bg\_dunes\_35b\_foreground\_table\_top

spr\_battle\_flowey\_lowpoly\_background

spr\_steamworks\_38\_face\_loading

spr\_flashback\_ceroba\_hugako

spr\_mo\_steamworks\_down\_talk\_serious

spr\_attack\_guardener\_seed\_grow

spr\_credits\_MINER\_fish

spr\_corrupted\_bailador

spr\_sousborg\_hurt

spr\_feisty\_four\_ace\_hurt

spr\_newhome\_bg\_building\_7

spr\_chujin\_lower\_head\_lower

spr\_battle\_flowey\_lowpoly\_spike

spr\_axis\_down\_bonk

spr\_asgore\_ready

spr\_steamworks\_17\_bars

spr\_hotel\_shop\_head\_happy

spr\_conveyor\_belt

spr\_factory\_01\_elevator

spr\_light\_beam\_bottom

spr\_shot\_strong\_silver

spr\_credits\_mooch\_death

spr\_feisty\_four\_ed\_head

spr\_guardener\_guy\_gun\_bullet

spr\_new\_home\_03\_pref\_ceroba\_loop

spr\_chujin\_serious\_lookside

spr\_ceroba\_attack\_petal\_pile

spr\_martlets\_house\_box3

spr\_credits\_robot\_2\_walk\_up

spr\_hotel\_shop\_props

spr\_chem\_compound\_puzzle\_guide

spr\_ceroba\_attack\_bullet\_residue\_1

spr\_pacifist\_ending\_ceroba\_capsule

spr\_bigfrog\_space\_bullet

spr\_steamworks\_38\_overlay

spr\_credits\_toriel\_food

spr\_tellyvis\_destroy\_body

spr\_axis\_hold\_acid

bg\_dalvroom\_watertile\_topright\_corner

spr\_battle\_flowey\_paper\_plane

spr\_sir\_slither\_dead

spr\_factory\_02\_desk6

spr\_tellyvis\_face\_normal

spr\_sousborg\_egg\_piece

spr\_crayon\_box\_inside

spr\_attack\_ace\_card\_1

spr\_steamworks\_17c\_hint

spr\_hotel\_shop\_head\_puppet\_2

spr\_axis\_body\_geno\_lid\_block

spr\_portrait\_ceroba\_lostit

spr\_credits\_GONDOLA\_ANIMATED

spr\_evil\_flowey\_dies\_2

spr\_martlet\_head\_happy\_battle

spr\_ceroba\_mask\_3

spr\_geno\_alphys\_left\_talk

spr\_npc\_pedla

spr\_flowey1\_attack\_aud\_hate\_flower\_1

spr\_battle\_enemy\_attack\_axis\_laser\_2

spr\_steamworks\_38\_face\_up

spr\_flowey\_pile\_right

spr\_guardener\_guy\_b\_flintlock

spr\_macro\_froggit\_scared\_2

spr\_mo\_steamworks\_coat\_light\_up

spr\_mansion\_study\_tv\_glitch

spr\_credits\_tub

spr\_martlet\_f2\_goop2

spr\_npc\_dunebud

spr\_dunes30c\_path

flowey\_wink

spr\_steamworks\_21\_mop

spr\_jandroid\_head

spr\_rooftop\_torch

spr\_portrait\_axis\_love

spr\_mail\_station\_steamworks

spr\_attack\_the\_talk\_flowey

spr\_geno\_alphys\_left\_walk

spr\_martlet\_head\_suspicious\_battle

spr\_dunes01\_getup\_geno

spr\_toriel\_left\_hold

spr\_asgore\_trident

spr\_spider

spr\_macro\_froggit\_pedestal\_floor\_lights

spr\_ceroba\_pillar\_right

spr\_audience\_joy\_starlo

spr\_steamworks\_36\_axis\_walk\_down

spr\_portrait\_kanako\_sad\_1

spr\_hotland\_02b\_bouncer

spr\_macro\_froggit\_room\_door

spr\_sousborgh\_left\_hand

spr\_battle\_flowey\_lowpoly\_vulnerable

spr\_feisty\_four\_moray\_legs

spr\_attack\_moray\_sword

spr\_container\_submerge

spr\_item\_necklace

spr\_martlet\_attack\_talon\_scratch

spr\_complex\_plant\_dark

spr\_mr\_sir

spr\_heart\_yellow\_shot

spr\_pacifist\_ending\_martlet\_take\_hat

spr\_portrait\_axis\_damaged

spr\_wild\_revolver\_battle\_circle\_pellets

spr\_martlet\_flashback\_sit\_lookdown

spr\_quote\_bubble\_battle\_yellow\_above\_thin

spr\_martlet\_head\_wink\_battle

spr\_bigfrog\_fly\_herotarget

spr\_macro\_froggit\_head

spr\_battle\_flowey\_lowpoly\_stickbug\_death

spr\_container\_empty\_open\_front

spr\_chair\_man

spr\_battle\_flowey\_lowpoly\_vulnerable\_vines

spr\_asgore\_walk\_left

spr\_martlet\_right\_talk\_roof

spr\_pl\_right\_geno\_shoot

spr\_jandroid\_headphones\_destroy

spr\_steamworks\_36\_axis\_walk\_right

spr\_savescreen\_dunes

spr\_steamworks\_steam\_1

spr\_background\_feisty\_four\_suit\_heart\_mooch

spr\_hotel\_shop\_head\_surprised

spr\_bigfrog\_knight\_air\_slash

spr\_factory\_03\_coin\_maker\_machine

spr\_axis\_acid\_5

spr\_comp\_soda

spr\_macro\_froggit\_body

spr\_flowey\_cloverface

spr\_shot\_weak\_pellets

spr\_deltarune\_stamp

spr\_asgore\_walk\_down

spr\_guardener\_guy\_bow\_release

spr\_steamworks\_22\_axis\_event\_loop

spr\_pl\_up\_geno\_shoot

spr\_goosic\_crown\_destroy

spr\_comp\_silver

spr\_attack\_goosic\_disk

spr\_pl\_up\_trash

spr\_shot\_medium\_pellets

spr\_steamworks\_22\_axis\_event\_leave

spr\_attack\_warning\_slippery\_floor

spr\_steamworks\_34\_liquidfalls

spr\_credits\_nerdlo\_walk

spr\_pacifist\_ending\_starlo\_kneel

spr\_martlet\_attack\_meteor\_yellow

spr\_steamworks\_vendy\_face\_base

spr\_floweyleave\_roof

spr\_mo\_up\_steamworks

spr\_goosic\_leg\_left\_top

spr\_feisty\_four\_mooch\_body\_full

spr\_steamworks\_21\_table\_1

spr\_portrait\_fchujin\_serious\_down

spr\_portrait\_axis\_wut

bg\_shop\_hotel

spr\_battle\_enemy\_attack\_sir\_slither\_clay\_piece

spr\_flowey\_creepysmile

spr\_mansion\_westhall

spr\_seesaw

spr\_sousborg\_body\_hurt

spr\_newhome\_building\_8

spr\_pl\_up\_geno\_turn

spr\_axis\_acid\_6

spr\_ceroba\_reading\_4

spr\_axis\_shadowy\_down

spr\_battle\_flowey\_mechanical\_pellet

spr\_guardener\_guy\_b\_flintlock\_bullet\_shard

spr\_comp\_mustard

spr\_steamworks\_34\_broken\_vendy

spr\_steamworks\_31\_door

spr\_ceroba\_staff\_attack

spr\_factory\_01\_reception\_b

spr\_battle\_flowey\_clay\_bullet

spr\_mo\_talk\_down\_dunes\_disappointed

spr\_steamworks\_29\_gardener\_bot\_rise

spr\_flashback\_ceroba\_hugako\_2

spr\_attack\_ace\_flip\_card\_3

spr\_sousborg\_left\_hand\_hurt

spr\_guardener\_plant\_grows

spr\_crayon\_3

spr\_battle\_flowey\_gray\_pellet

spr\_guardener\_gear\_piece\_small

spr\_npc\_dina\_stand

spr\_martlet\_f2\_goop1

spr\_battle\_flowey\_gray\_plant

spr\_credits\_fan

spr\_feisty\_four\_mooch\_intro

spr\_bigfrog\_fast\_fist\_real

spr\_mansion\_kotatsu\_pillow

spr\_turtle

spr\_npc\_bubble\_lad

bg\_steamworks\_38

spr\_jandroid\_body\_bottom

spr\_battle\_flowey\_gray\_green\_petal

spr\_martlet\_left\_puddle

spr\_credits\_mo\_bad\_end

spr\_cerobba\_bullet\_hitbox

spr\_flashback\_mart\_and\_chujin\_mart\_talk\_coffee

spr\_tellyvis\_destroy\_hand

spr\_credits\_intermission\_raft\_front

spr\_bigfrog\_glass\_1

spr\_pl\_up\_geno\_shoot\_roof

spr\_bigfrog\_cockpit\_punched

spr\_flowey\_angry

spr\_sousborgh\_right\_arm\_2

spr\_battle\_flowey\_gray\_hand

spr\_new\_home\_03\_pref\_starlo

starlo\_message

spr\_conveyor\_items\_trash

spr\_npc\_koala\_tied

spr\_pacifist\_ending\_martlet\_getting\_up

spr\_flashback\_ceroba\_grabsyringe

spr\_ceroba\_p2\_defeated\_side\_talk

spr\_waterfall\_animated\_top\_left

spr\_chujin\_look\_right\_finger\_down

spr\_portrait\_asgore\_doubtful

spr\_battle\_enemy\_attack\_sir\_slither\_clay\_finished

spr\_chujin\_looking\_left

spr\_portrait\_fchujin\_talk\_glasses

spr\_mansion\_entrance

spr\_battle\_flowey\_paper\_flowey

spr\_ceroba\_attack\_fire\_pillar\_base

spr\_credits\_crestina\_flowers\_ceroba

spr\_credits\_intermission\_raft

spr\_dunes\_36\_tracks

spr\_credits\_mine\_badend

spr\_battle\_enemy\_attack\_sir\_slither\_snake

spr\_conveyor\_puzzle\_hint\_left

spr\_battle\_flowey\_yarn\_nails

spr\_crayon\_5

spr\_npc\_salloon\_cup

spr\_credits\_intermission\_martlet\_adjust

spr\_jandroid\_body\_middle

spr\_credits\_intermission\_raft\_tip

spr\_factory\_04\_elevator

new\_home\_parallax\_1

spr\_chujin\_anxious

spr\_axis\_damaged\_left

spr\_chujin\_headturned\_happy

spr\_steamworks\_office\_doors

spr\_toy\_gun\_battle\_circle\_nails

spr\_steamworks\_21\_table\_secret\_2

spr\_tellyvis\_face\_dance

spr\_bigfrog\_cockpit\_nofrog

spr\_martlet\_final\_knocked\_down

spr\_complex\_poster\_1

spr\_guardener\_hurt

spr\_hotland\_mr\_cursor

spr\_sousborg\_egg\_1

spr\_steamworks\_38\_face\_talking

spr\_size\_crayon\_8

spr\_battle\_enemy\_attack\_axis\_bomb

spr\_attack\_monster\_soul

spr\_flowey\_big\_super\_angry

spr\_robot\_destroy\_explosion

spr\_shot\_medium\_nails

spr\_asgore\_talking\_down\_happy

spr\_credits\_garbage

spr\_ceroba\_hair\_defeated

spr\_credits\_intermission\_goggles

spr\_hotland\_rug

spr\_martlet\_attack\_wing

spr\_pacifist\_ending\_clover\_crawl\_wall

spr\_guardener\_guy\_throwing\_hands

spr\_battle\_flowey\_wheel\_mechanical

spr\_martlet\_head\_spook\_battle

spr\_npc\_violeta

spr\_bigfrog\_rock\_1

spr\_battle\_flowey\_gray\_gun

spr\_evil\_flowey\_dies\_6

spr\_crayon\_pixel

spr\_sousborg\_left\_arm\_2\_hurt

spr\_battle\_flowey\_organic\_flowey\_blink

spr\_ceroba\_hand\_right\_hurt

spr\_conveyor\_items\_blue\_wrapped

spr\_martlet\_left\_talk\_puddle

spr\_steamworks\_34\_pellets

spr\_endingb\_martlet\_walkaway3

spr\_attack\_flowey\_intermission\_eye

spr\_flashback\_ceroba\_stand\_up

spr\_npc\_searby

spr\_steamworks\_04\_overlay\_top\_pink

spr\_hotland\_mr\_cursor\_loading

spr\_background\_enemy\_battle\_guardener\_vine

spr\_martlet\_final\_fly\_away\_mask

spr\_bigfrog\_chillinbro

spr\_bigfrog\_knight\_idle

spr\_audience\_joy\_axis\_2

spr\_pl\_up\_roof

spr\_axis\_redeyes\_shot\_slam

spr\_credits\_tiny\_whale

spr\_sousborg\_egg\_2

spr\_ceroba\_p1\_4\_face

spr\_attack\_steam\_puff

spr\_flowey\_battle\_noise

bg\_hotland\_complex

spr\_ceroba\_shield\_opaque\_bg

spr\_martlet\_head\_downer\_battle

spr\_ceroba\_mask\_2\_gray

spr\_guardener\_guy\_c

spr\_flowey1\_attack\_aud\_hate\_flower\_2

spr\_attack\_ace\_card\_4

spr\_credits\_intermission\_dalv\_handshake

spr\_crayon\_box\_outside

martlet\_hold\_hat\_walk\_down\_idle

spr\_steamworks\_22\_clover\_sit

spr\_sousborgh\_right\_hand2

spr\_ceroba\_p2\_idle\_reveal

spr\_credits\_DALV\_CURTAIN\_EXIT

spr\_attack\_guardener\_launcher

spr\_credits\_mo\_smile\_chair

spr\_pacifist\_ending\_starlo\_talk\_gun\_out

spr\_chujin\_shocked\_lookdown

spr\_kanako\_right\_walk

spr\_sousborg\_spoon\_destroy

spr\_conveyor\_puzzle\_hint\_red\_base

spr\_attack\_shoebox\_front

spr\_flowey\_big\_angry

spr\_credits\_wildeast

spr\_hotland\_lasers\_on

spr\_tellyvis\_face\_switch

spr\_sir\_slither\_head

spr\_sousborg\_egg\_3

spr\_attack\_moray\_sword\_orange\_start

spr\_ceroba\_attack\_fire\_pillar\_top

spr\_newhome\_building\_9

spr\_goosic\_npc

spr\_credits\_AXIS\_LOVE

spr\_steamworks\_34\_background

spr\_npc\_newhome\_lad

spr\_flowey\_wink

spr\_ceroba\_body\_hurt

spr\_battle\_flowey\_yarn\_lhand\_1

spr\_credits\_leaf

spr\_feisty\_four\_ed\_hurt

spr\_crayon\_7

spr\_ceroba\_p2\_knocked\_down\_loop

spr\_complex\_door\_1

spr\_steamworks\_14\_vent

spr\_martlet\_attack\_talon\_wall

spr\_ceroba\_p2\_defeated\_death\_staff

spr\_chujin\_serious\_lookdown\_side

spr\_steamworks\_38\_elevator\_controls

spr\_bigfrog\_spinfrog

spr\_bigfrog\_tongue

spr\_credits\_miner\_idle

spr\_battle\_flowey\_wheel\_patchwork

spr\_steamworks\_22\_axis\_event\_throw

spr\_martlet\_head\_angry\_battle

spr\_newhome\_building\_10

spr\_kanako\_room\_light

spr\_ceroba\_ribbon\_base

spr\_credits\_gamer

spr\_bigfrog\_frogger\_carfrog\_smoke

spr\_background\_feisty\_four\_suit\_diamond\_moray

spr\_complex\_poster\_2

spr\_credits\_intermission\_gift

spr\_steamworks\_vent

spr\_missing\_poster

spr\_pacifist\_ending\_clover\_death

spr\_ceroba\_transformation\_p1\_7\_hair

spr\_heart\_tutorial\_arrows\_yellow\_left\_right

spr\_martlet\_head\_surprised\_battle

spr\_story\_pillars

spr\_sousborg\_salt\_fail

bullets\_launch

spr\_mail\_whale\_basket\_only\_clover

spr\_steamworks\_38\_face\_hello

spr\_battle\_flowey\_clay\_eye

spr\_ceroba\_p2\_1

bg\_steamworks\_32

spr\_guardener\_hands

spr\_axis\_damaged\_grab\_lid

spr\_sousborg\_body\_top\_destroy

spr\_martlet\_final\_wing\_mask

spr\_portrait\_ceroba\_oh

spr\_clover\_geno\_laser\_loop

spr\_hotland\_02b\_heatswaitsman

spr\_macro\_froggit\_pedestal\_activated

bg\_hotland\_complex\_dark

spr\_portrait\_asgore\_saddest

spr\_martlet\_final\_intro\_4\_mask

spr\_jandroid\_broom\_destroy

spr\_ceroba\_p2\_defeated\_spared

spr\_martlet\_head\_questioning\_battle

spr\_battle\_flowey\_lowpoly\_spike\_explosion

spr\_chujin\_default\_idle

spr\_martlet\_down\_talk\_roof

spr\_battle\_flowey\_lowpoly\_glitch1

spr\_jandroid\_body\_top\_destroy

spr\_battle\_flowey\_gray\_horse

spr\_kanako\_talk\_sad

spr\_credits\_FOREMAN

spr\_petal\_pull\_petal\_left

spr\_steamworks\_22\_axis\_event\_flip

spr\_ceroba\_transformation\_p1\_7\_effect

spr\_flowey\_big\_evil

spr\_endingb\_martlet\_walkaway1

spr\_miner\_uwu\_pickaxe\_only

spr\_martlet\_final\_fly\_turn

spr\_martlet\_star\_explosion\_medium

spr\_martlet\_down\_puddle

spr\_steamworks\_steam\_4

spr\_asgore\_talking\_up

spr\_rope\_section\_example

spr\_pacifist\_ending\_ceroba\_look

spr\_guardener\_guy\_b\_no\_arms

spr\_numpad\_numbers

spr\_steamworks\_04c\_puzzle\_back

spr\_battle\_flowey\_yarn\_flowey

spr\_guardener\_button\_vines

spr\_dalv\_luggage

spr\_axis\_redeyes\_shot

spr\_new\_steamworks\_VentDecor

spr\_tellyvis\_destroy\_antena

spr\_steamworks\_23\_office\_exit

new\_home\_parallax\_2

spr\_martlet\_landing

spr\_axis\_down\_dead\_regular

spr\_sousborg\_left\_arm\_2\_destroy

spr\_portrait\_asgore\_saddester

spr\_bigfrog\_jumpinbro

spr\_hotland\_02b\_dancefloor\_off

spr\_martlet\_block\_arrow

spr\_ceroba\_hair\_spike\_out

spr\_wholenote\_bullet

spr\_macro\_froggit\_pedestal

spr\_starlo\_stamp

spr\_feisty\_four\_ed\_hand\_right

spr\_ceroba\_attack\_bell\_explosion

spr\_attack\_spray\_bottle

spr\_martlet\_block

spr\_bigfrog\_shoulder\_back

spr\_martlet\_down\_talk\_puddle

spr\_throne\_room\_overlay

spr\_kanako\_lookingatceroba\_walk

spr\_martlet\_final\_leg\_front

spr\_ceroba\_stamp

spr\_asgore\_throw

spr\_newhome\_01\_fg

spr\_martlet\_up\_roof

spr\_credits\_back\_cat

spr\_battle\_flowey\_lowpoly\_leaf\_2

spr\_flowey\_big\_noise

spr\_portrait\_chujin\_eye\_smirk

spr\_martlet\_left\_roof

spr\_sousborg\_plate\_1\_destroy

spr\_guardener\_guy\_gun\_gun\_shoot

spr\_flashback\_ceroba\_hold\_chujin

spr\_steamworks\_05\_b\_chute\_clean

spr\_battle\_enemy\_attack\_martlet\_target\_big\_circle

spr\_guardener\_guy\_b\_flintlock\_shoot

spr\_hotel\_shop\_head\_puppet\_1

spr\_steamworks\_29\_gardener\_bot\_look\_around

spr\_steamworks\_36\_chute

spr\_steamworks\_29\_gardener\_bot\_hole

spr\_ceroba\_sideburn

spr\_martlet\_attack\_meteor\_small\_yellow

spr\_credits\_resort

spr\_chujin\_unamused

spr\_credits\_toriel\_groceries

spr\_attack\_spray\_bottle\_spray

spr\_comp\_gold

spr\_flowey\_meh

spr\_goosic\_body\_hurt

spr\_ceroba\_attack\_fire\_pillar\_warning

spr\_npc\_salloon\_card3

spr\_credits\_MINER\_SLIME

spr\_ceroba\_transformation\_p1\_4\_loop

spr\_steamworks\_33\_bridge

spr\_attack\_moray\_sword\_blue\_spin

spr\_hotland\_elevator\_part\_1

spr\_flowey\_yay

spr\_battle\_flowey\_gray\_neutral\_1

spr\_teeter\_package\_pipe

spr\_attack\_tinyflowey\_die

spr\_guardener\_gear\_piece\_large

spr\_credits\_corn\_pile

spr\_bigfrog\_rock\_debree

spr\_bigfrog\_glass\_2

spr\_complex\_anti\_plant

spr\_clover\_casual

spr\_hotel\_shop\_body

spr\_axis\_explosion

spr\_sousborgh\_left\_arm\_1

spr\_toy\_gun\_battle\_circle\_silver

spr\_martlet\_final\_leg\_back

spr\_mansion\_study\_tv

spr\_feisty\_four\_ace\_body\_full

spr\_heart\_yellow\_shot\_big

spr\_ceroba\_reading\_1

spr\_martlet\_final\_fly\_in

spr\_waterfall\_animated\_top

spr\_martlet\_roof\_syringe\_throw

spr\_dunes30c\_mansion

spr\_el\_bailador\_spared

spr\_martlet\_head\_content\_battle

bg\_dalvroom\_watertile\_topleft\_corner

spr\_dunes\_39\_fg

spr\_attack\_ed\_hand\_smash

spr\_martlet\_star\_big

spr\_credits\_toast\_working

bg\_shop\_wendy

spr\_goosic\_body

spr\_axis\_damaged\_trash\_down

spr\_credits\_slurpy\_swim

spr\_steamworks\_26\_door\_left

spr\_starlo\_bg

spr\_jandroid\_hurt

spr\_dunes\_17\_jacket

spr\_chujin\_chill

spr\_attack\_ace\_flip\_card\_1

spr\_petal\_pull\_face

spr\_credits\_raft\_water

spr\_savescreen\_steamworks

spr\_flowey\_disappointed

spr\_npc\_stresso\_tied

spr\_martlet\_final\_background\_stars

spr\_steamworks\_22\_shard

spr\_macro\_froggit\_pedestal\_light

spr\_feisty\_four\_moray\_hand\_right

spr\_steamworks\_06\_b\_sign

spr\_ceroba\_guard\_1

spr\_hotland\_platform\_left

spr\_arrow\_markings

spr\_bigfrog\_knight\_slash\_reset

spr\_flowey\_world\_floweys

spr\_pl\_left\_geno

spr\_pl\_down\_roof\_geno

bg\_dalvroom\_waterfall

spr\_axis\_acid\_2

spr\_chujin\_glasses\_stressed

spr\_martlet\_flashback\_sit\_lookforward

spr\_audience\_joy\_starlo\_2

spr\_ceroba\_p1\_4\_blouse

spr\_credits\_hotland\_debris

spr\_mo\_up\_steamworks\_idle

spr\_sir\_slither\_hurt

spr\_pl\_run\_left\_water\_geno

spr\_heart\_yellow\_blast\_1

spr\_steamworks\_21\_locker

spr\_credits\_FOREMANtalk

spr\_guardener\_guy\_a\_no\_arms

spr\_cafe\_arcade\_mew\_mew\_machine\_geno

spr\_tumble2

spr\_battle\_enemy\_attack\_axis\_ball\_pulsing

spr\_hotland\_elevator\_part\_6

spr\_dalv\_snowdin\_08

spr\_endingb\_starlo\_lookdown

spr\_feisty\_four\_ace\_intro

spr\_newhome\_bg\_building\_5

spr\_feisty\_four\_ed\_body

spr\_factory\_03\_furnace\_mask\_appear

spr\_credits\_intermission\_martlet\_place\_hat

bg\_dalvroom\_watertile\_right

spr\_npc\_kangarufus\_tied

spr\_steamworks\_34\_pipe

spr\_bigfrog\_frogger\_road

spr\_sousborg\_salt

spr\_complex\_reflection\_mask\_1

spr\_new\_steamworks\_pipe2

spr\_flowey\_grin

spr\_mansion\_grave\_fg

spr\_bigfrog\_fist\_2

spr\_battle\_flowey\_gray\_eyes

spr\_portrait\_fchujin\_brow

spr\_martlet\_flowey\_eye

spr\_steamworks\_vendy\_face\_smug

spr\_floweyrise\_up

spr\_flashback\_ceroba\_syringewalk

spr\_bigfrog\_knight\_run

spr\_asgore\_attack\_warning

spr\_falling\_boulders\_attack\_boulder\_pieces

spr\_credits\_corn\_3

spr\_battle\_flowey\_paper\_vine

spr\_factory\_03\_furnace\_loop

spr\_conveyor\_puzzle\_hint\_right

spr\_portrait\_ceroba\_nervous\_smile

spr\_npc\_salloon\_card1

spr\_battle\_enemy\_attack\_tellyvis\_vhs

spr\_portrait\_ceroba\_pensive

spr\_endingb\_clover\_nod

spr\_flashback\_ceroba\_sit\_talk

spr\_frostermit\_hotland

spr\_dunes\_30d\_background

spr\_conveyor\_items\_blue

spr\_conveyor\_items\_red\_wrapped

spr\_sousborg\_egg\_yolk

spr\_credits\_intermission\_martlet\_put\_down

spr\_axis\_body\_hurt

spr\_macro\_froggit\_room\_bg

spr\_conveyor\_indicator\_red\_x

spr\_sousborg\_egg\_fireball

spr\_guardener\_guy\_a\_shield

spr\_steamworks\_chem\_hermit\_decorations

spr\_endingb\_broken\_mask

spr\_steamworks\_21\_wall\_crack

spr\_asgore\_walk\_right

spr\_bigfrog\_eights

spr\_npc\_owen\_tied

spr\_chem\_compound\_puzzle\_overlay

spr\_steamworks\_04\_generator\_screen\_geno\_red

bg\_dalvroom\_watertile\_left

spr\_flashback\_ceroba\_worried

spr\_axis\_redeyes\_shot\_flyback

spr\_attack\_spray\_bottle\_spray\_disappear

spr\_goosic\_mouth\_destroy

spr\_sir\_slither\_head\_lowhp

spr\_background\_feisty\_four\_card\_diamond\_moray

spr\_credits\_happy\_idle

spr\_tellyvis\_face\_sad

spr\_battle\_flowey\_gray\_vine\_for\_grab

flowey\_grin

spr\_hydrochlorid\_acid

spr\_credits\_robot\_2\_idle

spr\_hotel\_shop\_puppet\_camera

spr\_axis\_color\_laser\_orange

spr\_comp\_party\_popper

spr\_ceroba\_attack\_bullet\_impact

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\_filter\_vignette\_texture

\_filter\_heathaze\_noise\_sprite

ts\_steamworks\_chase\_tileset

ts\_hotel\_tables

ts\_chem\_compound\_new

ts\_ruins\_tileset

ts\_ruins02\_tileset

ts\_ruins\_dr\_tileset

ts\_darkruins\_tileset

ts\_darkruins2\_tileset

ts\_darkruins3\_tileset

ts\_darkruins\_water\_tileset

ts\_darkruins\_broken\_bridge\_tileset

ts\_darkruins\_pillars\_tileset

ts\_darkruins\_pillars\_2\_tileset

ts\_arrows\_tileset

tileset\_cobwebs\_tileset

ts\_branches\_tileset

ts\_fade\_shadow\_yellow\_tileset

ts\_shadows\_snowdin\_tileset

ts\_snowdin\_01\_yellow\_tileset

ts\_snowdin\_01\_yellow\_new\_tileset

ts\_snowdin\_02\_yellow\_tileset

ts\_snowdin\_02\_yellow\_new\_tileset

ts\_snowdin\_branches\_tileset

ts\_dunes\_tileset

ts\_dunes\_2\_tileset

ts\_dunes\_dark\_tileset

ts\_mine\_assets\_tileset

ts\_mines\_crates\_tileset

ts\_mine\_assets\_2\_tileset

ts\_mine\_entrances\_tileset

ts\_oasis\_assets\_tileset

ts\_steamworks\_tileset

ts\_laundry\_room\_tileset

ts\_steamworks\_gothic\_tileset

bg\_ruins02\_tileset

overlay\_darkness\_tileset

Dark\_Ruins\_Ambience\_tileset

Dark\_Ruins\_Cave\_tileset

Dark\_Ruins\_stuff\_tileset

Pillars\_tileset

Dark\_Ruins\_tileset

Background\_Floor\_Ambience\_tileset

overlay\_lightbeam\_tileset

ts\_darkruins\_corn\_tileset

ts\_darkruins\_cave\_tileset

ts\_big\_rock\_snowdin\_tileset

ts\_bridge\_snowdin\_16\_yellow\_tileset

ts\_bridge\_top\_snowdin\_16\_yellow\_tileset

ts\_steamworks\_chem

ts\_cabin\_outside\_tileset

ts\_dock\_snowdin\_16b\_yellow\_tileset

ts\_honeytower\_snowdin\_14\_yellow\_tileset

ts\_shack\_tileset

ts\_snowdin\_14c\_febce\_tileset

ts\_snowdin\_14d\_background\_tileset

ts\_snowdin\_14d\_hotspring\_tileset

ts\_snowdin\_door\_yellow\_tileset

ts\_martlet\_dock\_tileset

ts\_snowdin\_21\_arches\_tileset

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bg\_snowdin\_14\_branches\_tileset

bg\_snowdin\_13\_branches\_tileset

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bg\_snowdin\_11\_branches\_tileset

bg\_snowdin\_10\_branches\_tileset

bg\_snowdin\_09\_branches\_tileset

bg\_snowdin\_08\_branches\_tileset

bg\_snowdin\_07\_branches\_tileset

bg\_snowdin\_06\_branches\_tileset

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para\_layer\_6\_tileset

ts\_lava\_tileset

ts\_waterfall\_bg\_tileset

ts\_waterfall\_bg\_floor\_tileset

ts\_waterfall\_details\_tileset

ts\_waterfall\_foreground\_tileset

ts\_waterfall\_foreground\_pillars\_tileset

ts\_boat\_wreckage\_tileset

ts\_cave\_water\_tileset

ts\_cave\_exit\_tileset

ts\_cave\_exit\_shadow\_tileset

ts\_treeoflife\_tileset

ts\_treefences\_tileset

ts\_dunes\_flowers\_tileset

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asset\_oasis\_path\_2\_tileset

asset\_oasis\_path\_3\_tileset

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bg\_wild\_east\_hospital\_bottom\_tileset

bg\_wild\_east\_jail\_bars\_tileset

bg\_wild\_east\_saloon2\_tileset

bg\_wild\_east\_feistyhouse\_foreground\_tileset

bg\_wild\_east\_feistyhouse\_foreground\_2\_tileset

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ts\_starlo\_house\_tileset

ts\_chem\_compound\_puzzle

ts\_hotland

ts\_flashback

ts\_steamworks\_garden

ts\_waterfall

ts\_newhome

ts\_steamworks\_garden\_dead\_bots

ts\_flowey\_world\_tileset

ts\_elevator

ts\_ruins2\_newhome

ts\_ruins\_newhome

ts\_last\_corridor

pt\_micro\_froggit\_run

pt\_steamworks\_21\_axis\_walk

pt\_attack\_moray\_sword\_spin\_up

pt\_flowey\_battle\_phase\_2\_paper\_right\_top

pt\_steamworks\_21\_axis\_chase

pt\_steamworks\_factory\_02\_cerobajump

pt\_garbage\_can

pt\_flowey\_battle\_phase\_2\_paper\_left

pth\_act\_attack

pth\_act\_attack2

pth\_cursor

pth\_hitjitter

pth\_betray\_jitter

pth\_cornhad

pt\_flier

pth\_rorrimhands

pth\_rorrimattack

pth\_penillahead

pth\_penillaarms

pth\_penillatail

pt\_froggit\_intro\_head\_yellow

froggithpath

tori\_disapprove

froggit\_escape

toriel1

toriel4

pt\_toriel\_ruins02

toriel3

toriel3\_5

toriel5

toriel4\_5

toriel6

toriel7

pt\_dalv

pt\_microfrog

pt\_microfrog2

pt\_microfrogb

pt\_microfrogb2

pt\_dalvhead

pt\_dalvhouse

pt\_dalvhouse2

pt\_dalvhouse3

pt\_pljump

pt\_mo\_kiosk

pt\_iceblock

pt\_toast\_jump\_snowdin\_13\_yellow

pt\_martlet\_snowdin\_21

pt\_martlet\_snowdin\_21\_leave

pt\_clover\_jump\_snowdin\_22\_yellow

pt\_clover\_launch

pt\_elevator\_guy

pt\_clover\_jump\_swing

pt\_clover\_jump\_off\_swing

pt\_saloon\_jump

pt\_saloon\_jump\_off

pt\_saloon\_clover\_stand\_up

pt\_starlo\_fly\_away

pt\_dunes\_37\_couch\_jump

pt\_small\_jump

pt\_flowey\_battle\_phase\_2\_paper\_left\_top

pt\_attack\_moray\_sword\_spin\_down

pt\_steamworks\_chem\_05\_player\_knockback

pt\_steamworks\_21\_ceroba\_chase

pt\_flowey\_battle\_phase\_2\_paper\_right

pt\_steamworks\_21\_axis\_walk\_neutral

pt\_steamworks\_factory\_02\_throw

pt\_steamworks\_21\_axis\_chase\_geno

pt\_macro\_froggit\_head

seq\_pacifist\_credits\_Events

GMLive\_parser

GMLive\_tools

GMLive\_action

scr\_recreate\_heart\_battle\_menu\_text\_goosic\_solo

GMLive\_vm\_call

GMLiveAPI

GMLive\_exec

GMLive\_builder

GMLive\_call

GMLive\_node

GMLive\_token

GMLive\_seekEval

GMLive\_vm

GMLive\_thread

GMLive\_new

GMLive\_vm\_init

GMLive\_seekSetOp

GMLive

GMLive\_compiler

GMLive\_roomLoader

GMLive\_http

GMLive\_nodeTools

GMLive\_program

\_effect\_blend\_script

sh\_replace\_color

in\_Position

in\_Colour

in\_TextureCoord

sh\_silhouette

sh\_background\_macro\_froggit

sh\_darken

sh\_jrpg\_transition

sh\_palette\_swap

sh\_flowey\_pixelate

sh\_yellow

sh\_windy

sh\_wave

sh\_flash

sh\_grayscale

sh\_reflection

starlo\_bg\_test

sh\_meter

sh\_flowey\_bg

sh\_reflection\_hotel

\_\_yy\_sdf\_shader

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\_filter\_tintfilter\_shader

\_filter\_pixelate\_shader

\_filter\_distort\_shader

\_filter\_greyscale\_shader

\_filter\_twirl\_distort\_shader

\_filter\_vignette\_shader

\_filter\_heathaze\_shader

fnt\_chem\_computer\_screen

Calibri Light

fnt\_main\_battle

Determination Mono

fnt\_battle

Determination Sans

fnt\_mars\_needs\_cunnilingus

Mars Needs Cunnilingus

fnt\_mainb

fnt\_dotumche

DotumChe

fnt\_hachicro

Hachicro

fnt\_stats

fnt\_sans

Comic Sans MS

fnt\_main

fnt\_arcade

ChevyRay - Vector Mono

obj\_quote\_battle\_ceroba\_outro\_4

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obj\_quote\_battle\_ceroba\_outro\_spare\_3

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obj\_mansion\_chujin\_tapes

obj\_slither\_body\_a

obj\_heart\_flowey\_rooftop

obj\_factory\_04\_torn\_documents

obj\_newhome\_03\_cutscene\_cave\_overlay

obj\_martlet\_final\_armor

obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_2

obj\_flowey\_world\_clover\_ghost

obj\_autofire\_toggle

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obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic

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obj\_flowey\_1\_attack\_8\_slash

obj\_macro\_froggit\_room\_controller

obj\_quote\_battle\_feisty\_four\_t4\_ed

obj\_battle\_enemy\_attack\_guardener\_dynamite\_ring

obj\_ceroba\_phase\_2\_overworld\_cutscene\_1

obj\_flowey\_battle\_gray\_wheel

obj\_intermission\_raft\_flag

obj\_battle\_enemy\_attack\_falling\_boulders\_boulder\_piece

obj\_quote\_battle\_feisty\_four\_t9\_mooch\_2

obj\_goosic\_leg\_destroy

obj\_steamworks\_35\_in\_battle\_cutscene\_3

obj\_battle\_enemy\_attack\_guardener\_seed

obj\_heart\_yellow\_shot\_blast

obj\_battle\_enemy\_attack\_bullet\_spawner

obj\_ceroba\_phase\_2\_shield\_reappear

obj\_martlet\_final\_body\_intro

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obj\_quote\_battle\_axis\_special\_robot

obj\_axis\_chase\_blocker

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obj\_npc\_searby\_break\_1

obj\_battle\_enemy\_attack\_guardener\_attack\_8

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obj\_flowey\_battle\_phase\_2\_gray\_pellet

obj\_ceroba\_phase\_2\_bell\_reappear

obj\_battle\_enemy\_attack\_sousborg\_season\_salt

obj\_flowey\_battle\_gray\_hand

obj\_mansion\_office\_cabinet\_r

obj\_flowey\_battle\_phase\_2\_weakpoint\_parent

obj\_hotel\_shop\_props

obj\_flowey\_battle\_phase\_2\_organic\_virus

obj\_screenshake\_hurt

obj\_battle\_enemy\_attack\_slither\_snake\_clay\_piece

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obj\_battle\_enemy\_attack\_bailador\_checker\_corrupt

obj\_flowey\_battle\_phase\_2\_controller\_gray

obj\_goosic\_overworld

obj\_martlet\_attack\_block\_arrow

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obj\_flowey\_1\_attack\_7\_soul

obj\_quote\_battle\_ceroba\_outro\_1

obj\_macro\_froggit\_pedestal

obj\_room\_controller\_dunes\_30c

obj\_steamworks\_chem\_04\_cabinet

obj\_slither\_dead

obj\_guardener\_guy\_a

obj\_flowey\_1\_attack\_6\_face

obj\_flowey\_1\_attack\_shoebox\_creator

obj\_attack\_ed\_grab\_hand

obj\_battle\_enemy\_attack\_axis\_orange\_laser

obj\_background\_feisty\_four\_yellow

obj\_flowey\_battle\_gray\_vine

obj\_crayon\_indicator

obj\_battle\_enemy\_attack\_ceroba\_diamond\_hurtbox

obj\_dialogue\_battle\_move\_select\_flowey

obj\_arcade\_charged

obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_warning

obj\_tampering\_flowey

obj\_flowey\_1\_attack\_8\_creator

obj\_npc\_shane\_break\_1

obj\_factory\_03\_controller

obj\_flowey\_battle\_phase\_2\_mechanical\_saw

obj\_feisty\_four\_moray\_head

obj\_sousborg\_hand\_destroy

obj\_battle\_space\_frog\_bullet

obj\_flowey\_flashback\_room\_final\_controller

obj\_battle\_enemy\_attack\_slither\_snake\_generator

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obj\_chujin\_npc

obj\_quote\_battle\_ceroba

obj\_dialogue\_flowey\_alone

obj\_npc\_boba

obj\_quote\_bubble\_battle\_yellow\_above\_larger

obj\_npc\_koala\_tied

obj\_background\_macro\_froggit

obj\_steamworks\_04\_controller\_geno

obj\_steamworks\_32\_elevator\_outside

obj\_piece\_clover

obj\_credits\_pacifist\_intermission

obj\_castle\_throne\_room\_controller\_neutral

obj\_dialogue\_flowey\_ending

obj\_battle\_enemy\_attack\_mecha\_frog\_creator

obj\_attack\_ace\_dealing\_controller

obj\_soundtrack\_head\_hotland

obj\_battle\_enemy\_attack\_ceroba\_staff\_orange

obj\_feather\_fall\_final\_holder

obj\_battle\_enemy\_attack\_steam\_walls\_spin

obj\_flowey\_1\_attack\_audience\_hate\_flower

obj\_battle\_enemy\_attack\_axis\_geno\_6

obj\_battle\_enemy\_attack\_pillar\_debris

obj\_battle\_axis\_geno\_shield\_piece

obj\_dialogue\_giga

obj\_glowey\_1\_attack\_eye

obj\_axis\_tutorial\_arrows

obj\_quote\_battle\_sousborg\_spare

obj\_newhome\_03\_cutscene\_postfight\_kill

obj\_fight\_locked

obj\_ceroba\_attack\_rope\_circle\_mask

obj\_dialogue\_final\_flowey

obj\_battle\_enemy\_attack\_axis\_turret\_bullet

obj\_flowey\_1\_attack\_8\_flower

obj\_compound\_hydrogen

obj\_dialogue\_chujin\_tapes

obj\_miner\_snake\_backtrack

obj\_flowey\_1\_attack\_flower\_lanes

obj\_ceroba\_transform\_soul\_particles

obj\_battle\_enemy\_attack\_guardener\_attack\_5

obj\_battle\_enemy\_attack\_sousborg\_egg\_yolk

obj\_attack\_ace\_dealing\_cards

obj\_battle\_enemy\_effect\_slither\_fog

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obj\_npc\_hotland\_bouncer

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obj\_flowey\_1\_attack\_pellets

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obj\_battle\_enemy\_attack\_ceroba\_staff\_1

obj\_dialogue\_narrator

obj\_jandroid\_overworld

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obj\_ceroba\_cape\_2

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obj\_battle\_enemy\_attack\_ace\_shockwave

obj\_battle\_enemy\_attack\_macro\_knight\_bullet

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obj\_battle\_enemy\_attack\_asgore\_checker

obj\_battle\_enemy\_attack\_eq\_visualizer

obj\_steamworks\_17\_b\_controller

obj\_ceroba\_attack\_bullet\_trail\_fireball

obj\_goosic\_mouth\_destroy

obj\_quote\_bubble\_battle\_yellow\_above\_thin

obj\_battle\_enemy\_attack\_sousborg\_flip\_pan

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obj\_sousborg\_spoon\_destroy

obj\_kanako\_npc

obj\_ceroba\_ring\_surface\_controller

obj\_ceroba\_defeated\_hair

obj\_reflection\_shader\_complex\_hall

obj\_jandroid\_headphones\_destroy

obj\_dialogue\_flowey\_distant

obj\_ceroba\_attack\_fireball

obj\_ceroba\_transformation\_p1\_4\_staff

obj\_npc\_hotland\_frostermit\_snow

obj\_battle\_enemy\_attack\_flower\_jump\_side

obj\_hotland\_3\_paci\_blocker

obj\_npc\_backtrack\_sweet\_corn

obj\_battle\_enemy\_attack\_guardener\_throwable\_item

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obj\_ceroba\_transformation\_p1\_4\_blouse

obj\_feisty\_four\_ed\_body

obj\_quote\_battle\_ceroba\_outro\_spare\_4

obj\_credits\_intermission\_ripple\_spawner

obj\_dunes\_40\_geno\_controller

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obj\_ceroba\_attack\_bullet\_spawner\_mask

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obj\_hotland\_roof\_cutscene\_neutral\_2

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obj\_flowey\_battle\_phase\_2\_lowpoly\_leaf

obj\_battle\_enemy\_attack\_asgore\_hand\_vertical

obj\_fmartlet\_star\_explosion\_hurt

obj\_steamworks\_21\_controller\_geno

obj\_steamworks\_27\_controller

obj\_ending\_flashback\_02\_noise

obj\_feisty\_four\_ed\_legs

obj\_ceroba\_phase\_2\_head

obj\_battle\_debugger

obj\_mansion\_bedroom\_nightstand

obj\_steamworks\_07\_controller\_old

obj\_complex\_anti\_plant

obj\_npc\_fan\_fan\_hotland

obj\_rope\_circle\_part

obj\_blueprint\_steamworks\_29

obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_orange

obj\_quote\_battle\_dunebud\_b

obj\_newhome\_trash

obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist

obj\_flowey\_1\_attack\_audience

obj\_enemy\_kill\_check\_pacifist\_steamworks

obj\_ceroba\_pacifist\_act\_helper

obj\_factory\_02\_controller\_02

obj\_npc\_backtrack\_swig

obj\_dance\_collider

obj\_quote\_battle\_axis\_neutral\_post\_attacks

obj\_flowey\_1\_attack\_10\_creator

obj\_dunes\_42\_d\_controller

obj\_attack\_coin\_rain\_ace\_cards\_controller

obj\_part\_steamworks\_lava

obj\_flowey\_battle\_gray\_cross\_bomb\_smoke

obj\_asset\_steamworks\_pipe\_1

obj\_steamworks\_34\_pellets

obj\_martlet\_final\_head

obj\_flowey\_battle\_phase\_2\_clay\_eyedrop\_spawner

obj\_attack\_mooch\_coin\_rain\_controller

obj\_steamworks\_34\_dead\_vendy

obj\_battle\_enemy\_attack\_macro\_choir\_frog

obj\_noteblock\_hotland

obj\_goosic\_body\_a

obj\_battle\_enemy\_attack\_macro\_choir\_frog\_blue

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obj\_martlet\_final\_2\_attack\_controller

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obj\_battle\_enemy\_attack\_bullet\_2

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obj\_mansion\_kanako\_bed

obj\_battle\_enemy\_attack\_guardener\_laser

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves

obj\_fmartlet\_2\_spawner\_blocks\_4

obj\_martlet\_final\_talon\_back

obj\_guardener\_guy\_b\_shield

obj\_flowey\_battle\_phase\_2\_clay\_droop\_bullet

obj\_chem\_05\_cutscene

obj\_feisty\_four\_mooch\_body\_full

obj\_martlet\_final\_overworld\_cutscene

obj\_npc\_kangarufus\_tied

obj\_factory\_02\_hint\_check

obj\_martlet\_final\_2\_head

obj\_ceroba\_attack\_fireball\_obstacle

obj\_bacgkround\_boss\_battle\_axis\_number\_spawner

obj\_tellyvis\_body\_a

obj\_guardener\_vines\_controller

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner

obj\_hotland\_03\_elevator

obj\_dialogue\_steamworks\_33

obj\_tellyvis\_overworld

obj\_martlet\_final\_2\_fist\_2

obj\_flowey\_1\_attack\_4\_creator

obj\_quote\_battle\_feisty\_four\_t9\_ace

obj\_martlet\_attack\_splitting\_feather\_target\_axis

obj\_newhome\_03\_cutscene\_clover\_soul\_capsule

obj\_battle\_enemy\_attack\_space\_rock

obj\_light\_master\_old

obj\_starlo\_dead

obj\_dunes\_43\_cutscene\_base

obj\_npc\_finger\_break\_1

obj\_steamworks\_18b\_controller\_geno

obj\_macro\_froggit\_pacifist\_collider

obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_smoke

obj\_shadow\_figure\_master

obj\_hotel\_elevator\_light

obj\_wild\_east\_feisty\_five\_logo

obj\_jandroid\_broom\_destroy

obj\_debug\_skipper

obj\_quote\_battle\_bailador\_attack\_end

obj\_factory\_02\_conveyor\_victory

obj\_steamworks\_13\_vines

obj\_steamworks\_34\_flowey\_disappear

obj\_battle\_enemy\_attack\_asgore\_warning

obj\_flowey\_battle\_lowpoly\_spawner\_dspikes

obj\_quote\_battle\_guardener\_death

obj\_guardener\_bot\_3

obj\_quote\_battle\_axis\_death

obj\_npc\_pyramid\_break\_5

obj\_dunes\_42\_door

obj\_quote\_battle\_martlet\_genocide\_final\_intro

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obj\_battle\_enemy\_attack\_x\_colors\_creator

obj\_battle\_enemy\_attack\_asgore\_sinusoid\_flame

obj\_chem\_05\_floor\_melt

obj\_cutscene\_steamworks\_12\_geno

obj\_cutscene\_starlo\_post\_fight\_neutral\_alive

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obj\_particle\_flowey\_world\_clover\_bits

obj\_ceroba\_attack\_fire\_mask

obj\_steamworks\_chem\_07\_door

obj\_battle\_enemy\_attack\_sousborg\_egg\_boil

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obj\_newhome\_03\_cutscene\_mask

obj\_dialogue\_intro\_shop

obj\_dialogue\_pacifist\_ending\_flashbacks

obj\_flowey\_battle\_screen\_glitch\_wheel

obj\_slither\_body\_b

obj\_npc\_backtrack\_crispy

obj\_dunes\_30\_tree\_trunk

obj\_cactus\_damager

obj\_battle\_enemy\_attack\_space\_green\_frog

obj\_ceroba\_transformation\_p1\_shield

obj\_battle\_enemy\_attack\_axis\_geno\_10

obj\_ceroba\_hair

obj\_axis\_neutral\_ending\_cutscene

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obj\_dialogue\_steal\_shop

obj\_flowey\_world\_ruins\_rock

obj\_fmartlet\_collision\_mask\_martlet\_fly

obj\_steamworks\_29\_box\_4

obj\_sousborg\_dead

obj\_petal\_pull\_pollen\_spawner

obj\_fmartlet\_g

obj\_steamworks\_35\_cutscene\_geno

obj\_raft\_flowey

obj\_steamworks\_factory\_elevators

obj\_cutscene\_starlo\_post\_fight\_neutral

obj\_macro\_froggit\_body

obj\_final\_green\_frog

obj\_factory\_02\_seesaw\_puzzle

obj\_npc\_pyramid\_break\_1

obj\_ceroba\_sideburn\_left

obj\_ceroba\_phase\_1\_transformation\_effect

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obj\_npc\_backtrack\_rorrim

obj\_battle\_enemy\_attack\_axis\_turret\_twinkle

obj\_flowey\_world\_spear\_spawner

obj\_battle\_enemy\_axis\_generator

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obj\_heart\_death\_screen\_flowey

obj\_compound\_titanium

obj\_martlet\_attack\_splitting\_feather\_ext\_checker

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obj\_flowey\_1\_attack\_6\_creator

obj\_flowey\_1\_attack\_pellet\_spin\_creator

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obj\_steamworks\_vendy\_body\_shop

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obj\_chem\_05\_maze\_puzzle

obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final

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obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss

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obj\_martlet\_attack\_splitting\_feather

obj\_fmartlet\_spawner\_opener\_2

obj\_factory\_03\_shaft

obj\_heart\_initiate\_battle\_flowey\_rooftop

obj\_battle\_enemy\_attack\_axis\_geno\_2

obj\_battle\_fmartlet\_flowey

obj\_ceroba\_dead\_pacifist\_staff

obj\_ceroba\_legs

obj\_waterfall\_water\_ripples\_north\_overworld\_yellow

obj\_robot\_build\_finished\_robot

obj\_martlet\_final\_slowdown

obj\_npc\_mooch\_backtrack

obj\_steamworks\_22\_axis\_throwing

obj\_fmartlet\_spawner\_opener

obj\_flowey\_world\_lever\_fake\_old

obj\_macro\_froggit\_room\_gate

obj\_ceroba\_attack\_fire\_pillar\_spawner

obj\_dunes\_42b\_npc\_stardad\_neutral

obj\_battle\_enemy\_ceroba\_phase\_2\_outro

obj\_fmartlet\_spawner\_falling\_meteors

obj\_fpellets\_fake\_martlet

obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_phase2\_spawner

obj\_seesaw\_light

obj\_heart\_player\_response\_shop\_geno

obj\_axis\_body\_geno

obj\_heart\_yellow\_shot\_blast\_axis\_cutscene

obj\_ceroba\_attack\_fire\_pillar\_base

obj\_ceroba\_attack\_fire\_pillar\_top

obj\_final\_boss\_circle

obj\_battle\_enemy\_attack\_flowey\_spiral\_attack\_10

obj\_flowey\_battle\_phase\_2\_vine\_thick

obj\_sousborg\_perfectly\_edible\_egg

obj\_dunes\_43\_cone

obj\_heart\_battle\_fighting\_yellow\_flowey

obj\_npc\_hermit

obj\_factory\_02\_seesaw\_item

obj\_buff\_froggit\_body

obj\_hotland\_roof\_light\_controller\_follower

obj\_flowey\_battle\_phase\_2\_organic\_head

obj\_ceroba\_special\_attack\_fireball

obj\_credits\_final\_geno

obj\_mansion\_kitchen\_cutting\_board

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner

obj\_battle\_enemy\_attack\_macro\_space\_frog\_creator

obj\_asgore\_soul

obj\_intermission\_goggles

obj\_factory\_02\_conveyor\_indicator

obj\_dunes\_37\_barrel

obj\_battle\_ceroba\_phase\_1\_transformation

obj\_martlet\_attack\_talon\_scratch

obj\_ceroba\_phase\_2\_shield

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_background\_leaves

obj\_battle\_enemy\_attack\_mecha\_frog\_shockwave

obj\_flowey\_world\_blook

obj\_steamworks\_29\_flowers

obj\_npc\_cup\_break\_1

obj\_quote\_battle\_ffstarlo

obj\_intermission\_hat

obj\_flowey\_world\_controller

obj\_battle\_enemy\_attack\_slither\_warning

obj\_quote\_battle\_feisty\_four\_t6\_ace

obj\_steamworks\_31\_cutscene

obj\_asset\_steamworks\_steam\_2

obj\_npc\_moray\_guitar

obj\_ceroba\_transformation\_p1\_4\_arm

obj\_heart\_battle\_menu\_guardener\_fake

obj\_macro\_froggit\_particle

obj\_fmartlet\_spawner\_gauntlet

obj\_npc\_handlord

obj\_steamworks\_35\_cutscene\_neutral

obj\_npc\_hotland\_frostermit\_robo

obj\_tumble\_small

obj\_dunebud\_overworld

obj\_battle\_fade\_in\_screen\_white

obj\_steamworks\_factory\_02\_door

obj\_battle\_enemy\_attack\_bigfrog\_fly\_villaintarget

obj\_dunes\_29b\_controller\_geno

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_rope\_circle

obj\_axis\_body

obj\_ceroba\_transformation\_p1\_4\_legs

obj\_battle\_enemy\_attack\_guardener\_arm\_smoke

obj\_fmartlet\_spawner\_wings

obj\_asgore\_trident

obj\_manta\_npc

obj\_barrier\_cutscene\_neutral

obj\_battle\_enemy\_attack\_martlet\_beams

obj\_part\_leak\_complex

obj\_battle\_flashback\_07\_controller

obj\_npc\_complex\_lobby\_lad

obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator

obj\_quote\_battle\_macro\_froggit

obj\_npc\_stresso\_tied

obj\_flowey\_battle\_phase\_2\_controller\_patchwork

obj\_feisty\_four\_ace\_intro

obj\_martlet\_final\_overworld\_cutscene\_2

obj\_npc\_rock\_man\_dunes\_30

obj\_chem\_05\_cutscene\_b

obj\_light\_drawer

obj\_tellyvis\_dead

obj\_factory\_02\_trashcan

obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion

obj\_sousborg\_salt\_destroy

obj\_goosic\_leg\_back\_destroy

obj\_steamworks\_36\_controller

obj\_ceroba\_transformation\_mask

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_mask

obj\_steamworks\_14\_vent

obj\_ceroba\_phase\_2\_p1\_lantern

obj\_flowey\_battle\_phase\_2\_clay\_floor

obj\_dunes\_42\_d\_blinds

obj\_battle\_enemy\_attack\_mecha\_frog\_hand

obj\_fmartlet\_spawner\_talon\_wall

obj\_ceroba\_phase\_2\_bell\_destroy

obj\_npc\_backtrack\_flier

obj\_battle\_enemy\_attack\_slither\_pottery\_generator

obj\_ceroba\_phase\_2\_overworld\_cutscene\_2

obj\_quote\_battle\_feisty\_four\_t1\_moray

obj\_flowey\_battle\_gray\_spawner\_pathetic4

obj\_chem\_05\_door

obj\_steamworks\_33\_bridge

obj\_battle\_enemy\_attack\_flowey\_explosion

obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final

obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_warning

obj\_battle\_enemy\_attack\_macro\_choir\_frog\_green

obj\_dialogue\_battle\_move\_select\_any

obj\_battle\_enemy\_attack\_asgore\_hand\_horizontal

obj\_battle\_enemy\_attack\_macro\_choir\_platform

obj\_ceroba\_phase\_2\_bell

obj\_steamworks\_31\_cutscene\_neutral

obj\_battle\_enemy\_attack\_bullet\_impact

obj\_martlet\_final\_hair

obj\_rope\_circle\_part\_destroy

obj\_mail\_station\_steamworks

obj\_verlet\_rope\_generator

obj\_quote\_battle\_ceroba\_outro\_kill

obj\_barrier\_cutscene

obj\_sousborg\_body\_bottom\_destroy

obj\_chem\_05\_maze\_wall

obj\_attack\_ed\_grab\_controller

obj\_npc\_hotland\_spidergirl

obj\_chem\_05\_trashcan

obj\_steamworks\_04\_generator\_screen\_geno

obj\_castle\_01\_elevator

obj\_flowey\_battle\_phase\_2\_lowpoly\_hurtbox

obj\_bigfrog\_log\_frog

obj\_battle\_enemy\_attack\_macro\_choir\_frog\_orange

obj\_battle\_enemy\_attack\_guardener\_launcher

obj\_martlet\_final\_2\_hair

obj\_battle\_enemy\_attack\_axis\_red\_warning

obj\_battle\_enemy\_attack\_macro\_frogger

obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro

obj\_flowey\_battle\_phase\_2\_clay\_droop

obj\_battle\_enemy\_attack\_asgore\_circle\_flame

obj\_battle\_enemy\_attack\_axis\_geno\_4

obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs\_2

obj\_factory\_02\_seesaw\_victory

obj\_battle\_enemy\_attack\_axis\_shield

obj\_attack\_ed\_grab\_hand\_solo

obj\_battle\_enemy\_attack\_axis\_geno\_8

obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff

obj\_flowey\_battle\_organic\_virus\_spawner

obj\_fmartlet\_spawner\_feathers\_wings

obj\_hotland\_roof\_soul\_grab

obj\_martlet\_final\_2\_legs

obj\_flowey\_battle\_gray\_spawner\_pathetic2

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spinning\_staff

obj\_flowey\_battle\_gray\_wheel\_petals\_special

obj\_flowey\_battle\_lowpoly\_spawner\_stickbug

obj\_miner\_stable\_backtrack

obj\_flowey\_battle\_phase\_2\_mechanical\_pellet

obj\_flowey\_battle\_ow\_determination

obj\_goosic\_disc\_destroy

obj\_battle\_enemy\_attack\_axis\_geno\_3

obj\_ceroba\_phase\_2\_mercy

obj\_feisty\_four\_moray\_legs

obj\_battle\_enemy\_attack\_sousborg\_flip\_generator

obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_fadein

obj\_steamworks\_35\_pacifist\_gate

obj\_steamworks\_22\_ball\_flash

obj\_ceroba\_debugger

obj\_quote\_battle\_feisty\_four\_t3\_mooch\_2

obj\_fmartlet\_spawner\_feathers\_scratch

obj\_attack\_moray\_sword\_spin\_remnant

obj\_ceroba\_scream\_ring\_spawner

obj\_fmartlet\_2\_spawner\_blocks\_1

obj\_fmartlet\_spawner\_feathers\_meteors

obj\_flowey\_battle\_gray\_fly\_trap\_warning

obj\_barrier\_container\_surface

obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue

obj\_flowey\_battle\_phase\_2\_weakpoint\_spikes

obj\_battle\_enemy\_attack\_guardener\_launcher\_fadein

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_flower

obj\_battle\_enemy\_attack\_macro\_choir\_note

obj\_battle\_enemy\_attack\_sousborg\_egg\_sizzle

obj\_martlet\_final\_talon\_front

obj\_sousborg\_head\_destroy

obj\_battle\_enemy\_attack\_axis\_geno\_5

obj\_flowey\_battle\_lowpoly\_spawner\_hspikes

obj\_dunes\_42b\_npc\_orion\_neutral

obj\_quote\_battle\_sousborg

obj\_flowey\_battle\_gray\_spawner\_horses

obj\_steamworks\_05\_acid

obj\_steamworks\_21\_locker

obj\_steamworks\_chase\_skip\_vent

obj\_factory\_02\_item\_destroy

obj\_battle\_enemy\_attack\_bullet\_1

obj\_battle\_enemy\_attack\_guardener\_attack\_12

obj\_scripted\_encounter\_random

obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt

obj\_guardener\_guy\_c\_gun

obj\_spikes\_flowey\_world

obj\_ceroba\_cape\_1

obj\_mansion\_kanako\_toys

obj\_sousborg\_cleaver\_destroy

obj\_factory\_03\_empty\_cache

obj\_battle\_enemy\_attack\_axis\_turrets\_3

obj\_fmartlet\_wings

obj\_battle\_enemy\_attack\_martlet\_feather\_ext\_checker\_final

obj\_mansion\_hall\_bedroom\_door

obj\_battle\_enemy\_attack\_hand\_lasers\_creator

obj\_battle\_enemy\_attack\_axis\_blue\_laser\_geno

obj\_soundtrack\_hotland

part\_steamworks\_22\_glass

obj\_newhome\_03\_cutscene\_postfight\_spare

obj\_battle\_enemy\_attack\_macro\_car

obj\_battle\_enemy\_attack\_guardener\_attack\_4

obj\_steamworks\_35\_in\_battle\_cutscene\_2

obj\_battle\_enemy\_attack\_spray\_bottle\_spray

obj\_quote\_battle\_sousborg\_act\_spawner

obj\_feisty\_four\_ed\_intro

obj\_npc\_bubblo\_break\_1

obj\_fmartlet\_star\_destroy

obj\_battle\_enemy\_attack\_asgore\_hands\_flame

obj\_hotland\_complex\_elevator

obj\_quote\_battle\_goosic\_a

obj\_mansion\_study\_tv\_glitch

obj\_battle\_enemy\_attack\_cs\_2

obj\_battle\_enemy\_attack\_axis\_energy\_ball

obj\_sousborg\_glass\_destroy

obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_fireball

obj\_hotel\_shop\_outside

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns

obj\_quote\_battle\_feisty\_four\_t10\_ed\_2

obj\_rooftop\_resettext

obj\_steamworks\_23\_controller

obj\_npc\_turtle

obj\_flowey\_battle\_phase\_2\_side\_vine

obj\_chem\_01\_cutscene\_geno

obj\_arcade\_bullet\_big\_hurtbox

obj\_factory\_02\_conveyor\_item\_dog

obj\_oasis\_indoors\_dynamic\_music

obj\_flowey\_battle\_phase\_2\_stage\_destroy\_effect

obj\_bigfrog\_log

obj\_castle\_throne\_room\_controller

obj\_steamworks\_22\_controller\_neutral

obj\_castle\_03\_cutscene

obj\_mansion\_office\_drawer

obj\_goosic\_neck\_destroy

obj\_battle\_enemy\_attack\_pillar\_gray

obj\_ceroba\_transformation\_soul\_effect

obj\_conveyor\_stamp\_red

obj\_heart\_battle\_menu\_fight\_fake\_martlet

obj\_battle\_enemy\_attack\_spray\_bottle

obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_pacifist

obj\_compound\_party\_popper

obj\_mansion\_trapdoor

obj\_miner\_bryan\_backtrack

obj\_battle\_enemy\_attack\_asgore\_warning\_flame

obj\_withered\_flowey\_1

obj\_crayon

obj\_ceroba\_transformation\_p1\_hair

obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_pacifist

obj\_battle\_enemy\_attack\_guardener\_attack\_9

obj\_mansion\_trapdoor\_particles

obj\_battle\_enemy\_attack\_guardener\_attack\_7

obj\_quote\_battle\_flowey\_final\_1

obj\_flowey\_battle\_phase\_2\_clay\_eyedrop

obj\_mansion\_chujin\_grave

obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_tip

obj\_verlet\_integration

obj\_ceroba\_sideburn\_right

obj\_quote\_battle\_axis\_attack\_end

obj\_axis\_npc\_backtrack

obj\_ceroba\_attack\_bullet\_spawner\_spawner

obj\_dunes\_30\_tree\_spawner

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner

obj\_attack\_ed\_grab\_hand\_hurtbox

obj\_battle\_enemy\_attack\_ceroba\_petal\_bg

obj\_npc\_salloon\_card3

obj\_steamworks\_21\_controller

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode

obj\_quote\_battle\_feisty\_four\_t8\_ed

obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_warning

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obj\_story\_pillars

obj\_flowey\_battle\_mechanical\_spawner\_hsaws

obj\_factory\_02\_conveyor\_puzzle

obj\_attack\_ceroba\_bell\_ring\_orange

obj\_axis\_geno\_rapid\_lvl

obj\_battle\_enemy\_attack\_guardener\_bullet

obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator

obj\_fmartlet\_spawner\_talon\_walls

obj\_attack\_moray\_balls\_sword

obj\_flowey\_battle\_phase\_2\_controller\_mechanical

obj\_quote\_battle\_axis

obj\_macro\_froggit\_head

obj\_slither\_overworld

obj\_martlet\_final\_wing

obj\_npc\_hotland\_cold\_man

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_pulse

obj\_background\_starlo\_battle\_yellow

obj\_death\_screen\_fade\_out\_flowey

obj\_mansion\_office\_cabinet\_l

obj\_asset\_steamworks\_steam\_4

obj\_quote\_battle\_feisty\_four\_t3\_mooch\_1

obj\_martlet\_final\_leg\_back

obj\_asset\_steamworks\_steam\_6

obj\_tumble\_master

obj\_steamworks\_32\_elevator

obj\_jandroid\_dead

obj\_battle\_enemy\_attack\_axis\_bomb\_2

obj\_background\_hotland\_roof

obj\_dunes\_08b\_fence\_door

obj\_battle\_enemy\_attack\_mecha\_frog\_cockpit

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_obstacle\_spawn

obj\_battle\_enemy\_attack\_color\_lasers\_creator

obj\_slippery\_ghost

obj\_battle\_enemy\_attack\_macro\_log\_frog\_creator

obj\_factory\_03\_minigame

obj\_flowey\_battle\_phase\_2\_yarn\_hand

obj\_asset\_steamworks\_pipe\_2

obj\_factory\_02\_conveyor\_item

obj\_heart\_battle\_fighting\_red\_slippery

obj\_heart\_yellow\_shot\_big

obj\_jandroid\_tellyvis\_destroy\_body

obj\_martlet\_final\_2\_base

obj\_guardener\_guy\_gun\_gun

obj\_battle\_enemy\_attack\_axis\_turrets

obj\_mansion\_entrance\_doors

obj\_quote\_battle\_ceroba\_outro\_3

obj\_necklace

obj\_jandroid\_tellyvis\_destroy\_antena

obj\_flowey\_battle\_gray\_gun

obj\_gold\_cache\_steamworks\_factory\_03

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bell\_fragments

obj\_factory\_02\_seesaw\_wall

obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner

obj\_compound\_ketchup

obj\_pulley\_elevator\_top

obj\_battle\_enemy\_attack\_jg\_2

obj\_flowey\_battle\_phase\_2\_controller\_lowpoly

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_explosion

obj\_mansion\_study\_particles

obj\_steamworks\_22\_energy\_ball\_fake

obj\_battle\_enemy\_attack\_ceroba\_petal\_pile

obj\_flowey\_1\_attack\_petal\_pull\_creator

obj\_flashback\_02\_toriel\_mini\_cutscene

obj\_guardener\_background

obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_bucket

obj\_battle\_enemy\_attack\_sousborg\_egg\_piece

obj\_compound\_chlorine

obj\_battle\_enemy\_attack\_axis\_blue\_laser\_spin

obj\_flowey\_world\_clover\_dead

obj\_factory\_numpad\_overlay

obj\_battle\_enemy\_attack\_axis\_geno\_1

obj\_compound\_gold

obj\_battle\_enemy\_attack\_sousborg\_egg\_fire

obj\_martlet\_final\_bg

obj\_flowey\_battle\_gray\_spawner\_crossbombs

obj\_steamworks\_38\_elevator\_face

obj\_compound\_soda\_pepper

obj\_ceroba\_pillar\_warning\_special

obj\_storm\_fan\_lever

obj\_martlet\_final\_attack\_controller

obj\_quote\_battle\_jandroid\_a

obj\_npc\_backtrack\_penilla

obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_spawner

obj\_battle\_enemy\_attack\_rotating\_bullet\_explode

obj\_chairiel

obj\_compound\_soda\_mints

obj\_battle\_enemy\_attack\_macro\_big\_frog

obj\_factory\_02\_seesaw\_puzzle\_recreator

obj\_mansion\_lroom\_fireplace

obj\_flowey\_battle\_phase\_2\_lowpoly\_dspike

obj\_attack\_ace\_cards\_shape

obj\_battle\_enemy\_attack\_guardener\_attack\_6

obj\_dialogue\_dark

obj\_quote\_battle\_feisty\_four\_t10\_starlo\_1

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red

obj\_steamworks\_footsteps\_collider

obj\_flowey\_world\_spear

obj\_fmartlet\_spawner\_wings\_scratch

obj\_ceroba\_transformation\_p1\_destroy

obj\_robot\_build\_finished\_robot\_item

obj\_battle\_enemy\_attack\_asgore\_sinusoid

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener

obj\_feisty\_four\_ed\_hand\_right

obj\_newhome\_03\_cutscene\_clover\_soul\_absorb\_effect

obj\_battle\_enemy\_attack\_jg\_1

obj\_steamworks\_35\_trashcan

obj\_flowey\_1\_attack\_pellet\_circle\_spawner

obj\_battle\_enemy\_attack\_slither\_snake\_clay

obj\_hotland\_roof\_cutscene\_neutral

obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker

obj\_heart\_flowey\_world\_split\_fast

obj\_battle\_enemy\_attack\_pillar

obj\_macro\_frog\_counter

obj\_quote\_battle\_guardener

obj\_flowey\_world\_stalagmites

obj\_miner\_tall\_backtrack

obj\_mansion\_study\_tv

obj\_flowey\_world\_camera

obj\_dunes\_42\_b\_npc\_crestina\_neutral

obj\_guardener\_body

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3

obj\_steamworks\_factory\_02\_face

obj\_ceroba\_body\_pacifist\_phase\_1

obj\_quote\_battle\_ceroba\_outro\_2

obj\_hotel\_shop\_puppet

obj\_guardener\_bot\_2

obj\_macro\_froggit\_light

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2

obj\_vines\_fake\_martlet

obj\_steamworks\_29\_gardener\_bot

obj\_wild\_east\_endgame\_cutscene\_01

obj\_battle\_enemy\_attack\_ceroba\_bell

obj\_battle\_enemy\_attack\_steam\_puffs\_creator

obj\_battle\_enemy\_attack\_pulse\_energy

obj\_compound\_neon

obj\_battle\_enemy\_attack\_macro\_gun\_flies\_creator

obj\_flowey\_battle\_screen\_glitch\_ending

obj\_feisty\_four\_mooch\_intro

obj\_mansion\_kanako\_books

obj\_battle\_enemy\_attack\_ceroba\_petal

obj\_battle\_enemy\_attack\_guardener\_bullet\_impact

obj\_battle\_enemy\_attack\_bullet\_residue

obj\_battle\_enemy\_attack\_bigfrog\_frog\_run

obj\_npc\_hotland\_producer

obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_big

obj\_steamworks\_29\_in\_battle\_cutscene\_4

obj\_martlet\_final\_body

obj\_macro\_froggit\_room\_door

obj\_jandroid\_body\_bottom\_destroy

obj\_ceroba\_mask\_overworld\_transition

obj\_mansion\_entrance\_door

obj\_rodney\_head\_hotland

obj\_mansion\_hall\_study\_door

obj\_guardener\_meter

obj\_axis\_trash\_shot

obj\_npc\_sandstorm\_dunes\_30

obj\_battle\_enemy\_attack\_macro\_transform\_creator

obj\_quote\_battle\_tellyvis\_a\_2

obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal

obj\_pedla\_overworld

obj\_attack\_guardener\_laser\_warning

obj\_battle\_flowey\_background

obj\_battle\_enemy\_attack\_axis\_turret\_circling\_geno

obj\_heart\_flowey\_world\_split

obj\_battle\_enemy\_attack\_jandroid\_garbage\_can

obj\_mail\_station\_hotland

obj\_flowey\_world\_lasers

obj\_quote\_battle\_ceroba\_flashback\_02

obj\_martlet\_attack\_glass

obj\_battle\_enemy\_attack\_axis\_geno\_energy\_ball\_pulse

obj\_battle\_enemy\_attack\_guardener\_launcher\_explosion

obj\_flowey\_battle\_phase\_2\_lowpoly\_vulnerable

obj\_flowey\_battle\_screen\_glitch\_attack\_switch

obj\_attack\_ed\_smash\_boulders

obj\_battle\_enemy\_attack\_mecha\_frog\_glass

obj\_martlet\_attack\_block\_arrow\_static

obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable

obj\_heart\_yellow\_shot

obj\_shadow\_drawer

obj\_hotland\_roof\_syringe

obj\_locked\_door

obj\_battle\_enemy\_attack\_macro\_frog\_choir\_creator

obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator

obj\_flowey\_battle\_screen\_glitch

obj\_compound\_sodium

obj\_jandroid\_head\_destroy

obj\_fmartlet\_spawner\_circular\_scratch

obj\_battle\_enemy\_attack\_axis\_bomb\_explode

obj\_flowey\_battle\_final

obj\_geno\_narration

obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug

obj\_menu\_flowey

obj\_chem\_05\_computer

obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_corrupt

obj\_chair\_man\_snowdin

obj\_sousborg\_overworld

obj\_water\_ripple\_controller\_waterfall

obj\_battle\_enemy\_attack\_martlet\_final\_explosion

obj\_battle\_enemy\_attack\_axis\_blue\_laser\_grid

obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator

obj\_battle\_enemy\_attack\_color\_lasers\_2\_creator

obj\_quote\_battle\_tellyvis\_a\_mid\_attack

obj\_ceroba\_phase\_2\_p1\_circling\_lantern

obj\_steamworks\_35\_cutscene\_geno\_outro\_alt

obj\_flowey\_battle\_phase\_2\_paper\_ball

obj\_attack\_ceroba\_transform\_ring

obj\_asset\_steamworks\_dark\_pipe

obj\_flowey\_1\_attack\_mouth\_face

obj\_dunes\_43\_number\_pad\_destroyed

obj\_truelab\_door

obj\_cafe\_dunes\_shop\_geno

obj\_flowey\_1\_attack\_mouth\_face\_creator

obj\_factory\_04\_trashcan

obj\_factory\_04\_controller

obj\_fmartlet\_star\_medium

obj\_steamworks\_22\_controller\_pacifist

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_geno

obj\_steamworks\_17\_lever

obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo

obj\_dalv\_luggage

obj\_attack\_moray\_sword\_spin\_orange

obj\_factory\_03\_numpad\_number

obj\_battle\_enemy\_attack\_spawner\_asgore\_fire\_circle

obj\_guardener\_guy\_a\_noarms

obj\_quote\_battle\_feisty\_four\_t9\_mooch\_1

obj\_compound\_rutherfordium

obj\_battle\_enemy\_attack\_axis\_laser\_grid

obj\_flowey\_battle\_gray\_vine\_for\_grab

obj\_quote\_battle\_slither\_b

obj\_battle\_enemy\_attack\_tellyvis\_tape

obj\_utslime\_backtrack

obj\_quote\_bubble\_robot\_battle\_yellow

obj\_battle\_ceroba\_red\_bullet

obj\_jandroid\_hand\_destroy

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2

obj\_feisty\_four\_moray\_hand\_left

obj\_complex\_1c\_doors

obj\_martlet\_attack\_talon\_scratch\_collide

obj\_flowey\_battle\_gray\_vine\_grab

obj\_dialogue\_battle

obj\_sousborg\_body\_a

obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical

obj\_seesaw

obj\_factory\_02\_numpad

obj\_flowey\_1\_attack\_7\_shard

obj\_chair\_man

obj\_crayon\_box

obj\_complex\_plant\_2

obj\_battle\_enemy\_attack\_ceroba\_pillars

obj\_doorway\_cerobas\_mansion

obj\_hotland\_03b\_trash

obj\_flowey\_battle\_gray\_spawner\_guns

obj\_ceroba\_phase\_2\_shield\_reappear\_old

obj\_flowey\_1\_attack\_pellet\_circle\_pellet

obj\_sousborg\_demonstration\_egg

obj\_battle\_enemy\_attack\_macro\_fly

obj\_steamworks\_16\_in\_battle\_cutscene

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack

obj\_battle\_flowey\_background\_ui

obj\_guardener\_flower\_corrupt

obj\_quote\_battle\_ceroba\_outro\_spare\_2

obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell

obj\_battle\_enemy\_attack\_guardener\_laser\_launcher

obj\_chem\_05\_maze\_puzzle\_player

obj\_steamworks\_chem\_07\_id\_reader

obj\_battle\_enemy\_attack\_macro\_car\_smoke

obj\_castle\_02\_controller

obj\_rodney\_hotland

obj\_battle\_enemy\_attack\_guardener\_checker\_corrupt

obj\_mansion\_kotatsu

obj\_npc\_backtrack\_dalv

obj\_credits\_final\_neutral

obj\_flowey\_battle\_gray\_spawner\_flytraps

obj\_quote\_battle\_starlo\_outro\_alt

obj\_steamworks\_29\_in\_battle\_cutscene\_1

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_spawner

obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_checker

obj\_battle\_enemy\_attack\_axis\_orange\_laser\_grid

obj\_asset\_steamworks\_steam

obj\_martlet\_final\_base

obj\_castle\_02\_controller\_party\_member

obj\_flowey\_battle\_ow\_vine

obj\_martlet\_body\_part\_base

obj\_conveyor\_stamp\_blue

obj\_factory\_02\_controller

obj\_kill\_ceroba\_ending\_flowey\_cutscene

obj\_ceroba\_quote\_controller\_flashback\_02

obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro

obj\_attack\_ceroba\_bell\_ring\_white

obj\_npc\_hotland\_spider\_worker

obj\_hermit\_bookshelf

obj\_battle\_enemy\_attack\_axis\_turret

obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin

obj\_flowey\_rooftop\_noise

obj\_steamworks\_29\_in\_battle\_cutscene\_3

obj\_flowey\_battle\_paper\_ball\_spawner

obj\_jandroid\_body\_top\_destroy

obj\_flowey\_battle\_phase\_2\_paper\_thorn

obj\_newhome\_special\_bench

obj\_robot\_destroy\_part\_parent

obj\_dev\_console

obj\_hotland\_roof\_cutscene\_geno

obj\_attack\_ceroba\_bell\_ring\_blue

obj\_fmartlet\_spawner\_splitting\_feathers

obj\_background\_boss\_battle\_axis\_yellow

obj\_flowey\_1\_attack\_intermission\_hands

obj\_steamworks\_22\_energy\_ball\_fake\_2

obj\_attack\_cycler\_flowey

obj\_asgore\_npc

obj\_martlet\_blue\_shader

obj\_sousborg\_left\_arm\_2\_destroy

obj\_flowey\_battle\_ow\_flashing\_arrow

obj\_battle\_enemy\_attack\_tellyvis\_tape\_generator

obj\_dunes\_2\_controller

obj\_factory\_03\_axis\_flashlight

obj\_norunzone

obj\_battle\_enemy\_attack\_fpellets

obj\_pellet\_steamworks\_34

obj\_battle\_enemy\_attack\_smoke\_puff

obj\_flowey\_battle\_phase\_2\_organic\_bloodcell

obj\_miner\_jacket

obj\_barrier\_soul\_battle

obj\_npc\_card\_players\_controller

obj\_flashback\_transition\_glitch

obj\_hotland\_roof\_cutscene\_pacifist

obj\_screen\_fade\_effect

obj\_flowey\_battle\_phase\_2\_clay\_growing

obj\_goosic\_body\_b

obj\_big\_boss\_backtrack

obj\_battle\_ceroba\_special\_attack\_red\_bullet\_hitbox

obj\_macro\_froggit\_chest

obj\_martlet\_final\_dead

obj\_martlet\_attack\_glass\_hurtbox

obj\_steamworks\_37\_controller

obj\_battle\_enemy\_attack\_spawner\_asgore\_circle

obj\_flowey\_battle\_phase\_2\_controller\_organic

obj\_battle\_enemy\_attack\_axis\_turret\_geno

obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker

obj\_steamworks\_35\_in\_battle\_cutscene\_1

obj\_attack\_mooch\_coin\_bag\_controller

obj\_npc\_hotland\_diamond\_boy

obj\_battle\_enemy\_attack\_bigfrog\_fly\_herotarget

obj\_guardener\_bot\_1

obj\_steamworks\_35\_cutscene\_pacifist\_alt

obj\_quote\_battle\_axis\_pacifist\_cutscenes

obj\_flowey\_world\_lever

obj\_npc\_starlo\_backtrack

obj\_ceroba\_scream\_ring

obj\_battle\_justice\_effect

obj\_flowey\_battle\_organic\_bloodcell\_spawner

obj\_dunes\_25\_controller

obj\_ceroba\_transformation\_p1\_bell

obj\_battle\_enemy\_attack\_space\_frog

obj\_martlet\_attack\_talon\_giant

obj\_cake

obj\_petal\_generator\_phase\_1

obj\_flowey\_1\_attack\_shoebox

obj\_attack\_moray\_balls\_controller

obj\_mansion\_study\_tv\_interact

obj\_battle\_ceroba\_special\_attack\_red\_bullet

obj\_goosic\_dead

obj\_flowey\_battle\_phase\_2\_paper\_plane

obj\_flowey\_rooftop\_big

obj\_battle\_enemy\_attack\_guardener\_seed\_grow

obj\_arcade\_bullet\_big

obj\_cutscene\_steamworks\_34

obj\_steamworks\_33\_cutscene\_neutral

obj\_battle\_enemy\_attack\_sousborg\_season\_generator

obj\_castle\_beam

obj\_parallax\_background\_steamworks\_34

obj\_martlet\_attack\_wing\_feather

obj\_battle\_enemy\_attack\_space\_rock\_debris

obj\_mansion\_chujin\_tape\_extra

obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator

obj\_ceroba\_dead\_pacifist

obj\_attack\_moray\_sword\_spin

obj\_attack\_ed\_grab\_hand\_hurtbox\_return

obj\_flowey\_1\_attack\_9\_head

obj\_crayon\_minigame

obj\_sme\_yellow\_rhythm\_note\_geno

obj\_chem\_04\_cabinet

obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final

obj\_steamworks\_04\_overlay\_top

obj\_quote\_battle\_goosic\_b

obj\_flowey\_1\_attack\_audience\_hate\_sign

obj\_quote\_battle\_ceroba\_outro\_spare\_1

obj\_flashback\_lab\_table

obj\_battle\_enemy\_attack\_guardener\_attack\_2

obj\_quote\_battle\_feisty\_four\_t8\_moray

obj\_ceroba\_phase\_2\_staff

obj\_newhome\_01\_elevator

obj\_quote\_battle\_tellyvis\_a

obj\_smokey\_backtrack

obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_rise

obj\_sworks\_32\_mail\_cutscene

obj\_fmartlet\_spawner\_feathers\_scratch\_2

obj\_attack\_ace\_cards\_shape\_remnant

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_half\_spawner

obj\_tumble\_medium

obj\_dunes\_29b\_controller\_neutral

obj\_duck

obj\_battle\_enemy\_attack\_tellyvis\_logo

obj\_sousborg\_encoutner

obj\_asset\_steamworks\_smallgear

obj\_barrier\_soul

obj\_conveyor\_belt

obj\_battle\_enemy\_attack\_energy\_balls\_2\_creator

obj\_goosic\_head\_destroy

obj\_credits\_final\_paci

obj\_npc\_complex\_cursor

obj\_flowey\_battle\_phase\_2\_lowpoly\_pellet

obj\_heart\_battle\_fighting\_yellow\_final

obj\_battle\_enemy\_attack\_tellyvis\_logo\_orange

obj\_flowey\_battle\_gray\_horse\_target

obj\_martlet\_final\_syringe

obj\_goosic\_crown\_destroy

obj\_jane\_doe\_npc

obj\_quote\_battle\_feisty\_four\_t10\_ed\_1

obj\_feisty\_four\_ed\_head

obj\_sousborg\_hat\_destroy

obj\_dialogue\_withered\_floweys

obj\_steamworks\_chute\_travel\_effect

obj\_petal\_generator\_overworld

obj\_fmartlet\_star\_big

obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_full

obj\_fmartlet\_2\_spawner\_blocks\_3

obj\_flowey\_1\_attack\_8\_soul

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obj\_ceroba\_phase\_2\_red\_shader

obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_geno

obj\_ceroba\_transformation\_beam

obj\_ceroba\_transformation\_soul

obj\_screen\_shatter\_effect

obj\_dialogue\_call\_for\_help

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets

obj\_mail\_whale\_steamworks\_32

obj\_dialogue\_nongui

obj\_factory\_03\_numpad

obj\_hotland\_roof\_flowey\_pellets

obj\_battle\_enemy\_attack\_axis\_orange\_laser\_geno

obj\_flowey\_battle\_gray\_bullet

obj\_factory\_02\_conveyor\_puzzle\_recreator

obj\_npc\_hotland\_heats\_waitsman

obj\_ceroba\_follower\_quote\_ext

obj\_asgore\_trident\_shard

obj\_flowey\_battle\_phase\_2\_yarn\_hand\_shoot

obj\_guardener\_vine\_piece

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_rope\_circle

obj\_flowey\_1\_attack\_soul

obj\_steamworks\_21b\_cutscene

obj\_steam\_walk\_blocker

obj\_geno\_backtrack\_blocker

obj\_npc\_backtrack\_miner

obj\_npc\_backtrack\_toast

obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_fly

obj\_newhome\_03\_elevator

obj\_npc\_newhome\_lady

obj\_quote\_battle\_ceroba\_transform\_4

obj\_flowey\_battle\_gray\_fireball

obj\_flowey\_battle\_phase\_2\_yarn\_needle

obj\_martlet\_attack\_block\_piece

obj\_feisty\_four\_ace\_legs

obj\_battle\_enemy\_attack\_macro\_knight

obj\_battle\_enemy\_attack\_sousborg\_flip\_items

obj\_compound\_silver

obj\_ceroba\_attack\_bullet\_trail\_mask

obj\_battle\_enemy\_attack\_ceroba\_black\_hole\_checker

obj\_attack\_cycler\_feisty\_five

obj\_background\_enemy\_battle\_steamworks\_yellow

obj\_fmartlet\_meteor\_small

obj\_chem\_05\_cabinets

obj\_factory\_03\_furnace\_light

obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather

obj\_guardener\_guy\_b

obj\_steamworks\_31\_door\_left

obj\_hotland\_roof\_light\_controller

obj\_mansion\_office\_workstation

obj\_flowey\_battle\_phase\_2\_weakpoint\_vines

obj\_attack\_ace\_cards\_controller

obj\_battle\_enemy\_attack\_spawner\_asgore\_hands

obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_corrupt

obj\_battle\_enemy\_attack\_fpellets\_simple

obj\_npc\_owen\_tied

obj\_attack\_mooch\_coin\_rain

obj\_newhome\_03\_cutscene

obj\_fmartlet\_2\_spawner\_blocks\_2

obj\_factory\_02\_conveyor\_belt\_panel\_2

obj\_flowey\_battle\_phase\_2\_lowpoly\_hspike

obj\_factory\_02\_conveyor\_belt\_panel

obj\_steamworks\_21b\_vent

obj\_battle\_enemy\_attack\_goosic\_speaker\_generator

obj\_battle\_enemy\_attack\_goosic\_disk

obj\_compound\_astatine

obj\_piece\_clover\_scan

obj\_menu\_murder

obj\_heart\_battle\_menu\_effect\_axis\_geno\_twitch

obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_target\_1\_axis

obj\_ceroba\_attack\_ribbon\_base\_destroy

obj\_quote\_battle\_ceroba\_flashback\_01

obj\_credits\_intermission\_ripple

obj\_cutscene\_steamworks\_18\_post\_froggit

obj\_steamworks\_33\_cutscene\_pacifist

obj\_battle\_enemy\_attack\_goosic\_speaker

obj\_npc\_backtrack\_theorist

obj\_steamworks\_36\_chute

obj\_battle\_enemy\_attack\_jandroid\_soap\_collider

obj\_attack\_cycler\_martlet\_final

obj\_flowey\_battle\_phase\_2\_controller\_paper

obj\_martlet\_attack\_talon

obj\_battle\_enemy\_attack\_goosic\_speaker\_note

obj\_newhome\_03\_cutscene\_clover\_soul

obj\_flowey\_1\_attack\_surround\_pellets\_creator

obj\_steamworks\_35\_in\_battle\_cutscene\_4

obj\_steamworks\_31\_door

obj\_fmartlet\_spawner\_martlet\_glass

obj\_npc\_salloon\_card2

obj\_sousborg\_shard\_destroy

obj\_factory\_02\_numpad\_overlay

obj\_axis\_attack\_controller\_parent

obj\_heart\_battle\_menu\_effect\_axis\_geno

obj\_flowey\_battle\_phase\_2\_transition

obj\_guardener\_guy\_a\_flintlock

obj\_npc\_bartender\_geno

obj\_hotel\_shop\_body

obj\_factory\_03\_furnace

obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike\_dead

obj\_dunes\_29b\_controller\_neutral\_geno

obj\_flowey\_battle\_phase\_2\_vine\_spinny

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack

obj\_noteblock\_head\_hotland

obj\_battle\_enemy\_attack\_bigfrog\_villainfly

obj\_room\_controller\_mansion\_study

obj\_heart\_yellow\_shot\_destroy

obj\_steamworks\_38\_overlay

obj\_quote\_battle\_feisty\_four\_parent

obj\_steamworks\_29\_route\_determine

obj\_battle\_flashback\_final\_2\_controller

obj\_flowey\_battle\_phase\_2\_green\_petal\_spawner

obj\_steamworks\_37\_elevator

obj\_ceroba\_transformation\_beam\_spawner

obj\_flowey\_battle\_phase\_2\_clay\_bullet

obj\_battle\_enemy\_attack\_guardener\_seed\_small

obj\_chem\_05\_maze\_puzzle\_goal

obj\_steamworks\_23\_vendy

obj\_sousborg\_body\_top\_destroy

obj\_ceroba\_phase\_2\_p1\_ribbon\_lantern

obj\_attack\_ace\_cards

obj\_newhome\_03\_cutscene\_clover\_soul\_effect

obj\_battle\_enemy\_attack\_space\_rock\_space

obj\_martlet\_debugger

obj\_steamworks\_17c\_switch

obj\_npc\_newhome\_lad

obj\_flowey\_battle\_phase\_2\_clay\_cone

obj\_battle\_flowey\_body\_1

obj\_steamworks\_25\_b\_controller

obj\_clovsleep\_flashback

obj\_virgil\_miner

obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs

obj\_withered\_flowey\_interactable

obj\_asset\_steamworks\_04\_pipe

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_rotating\_bullets

obj\_newhome\_03\_dialogue\_postfight\_flowey

obj\_ceroba\_transform\_white\_transition

obj\_doorway\_snowdin\_warp

obj\_factory\_04\_elevator

obj\_battle\_enemy\_attack\_guardener\_bullet\_shard

obj\_flowey\_battle\_phase\_2\_green\_petal

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obj\_chem\_01\_cutscene

obj\_attack\_ed\_grab\_moray\_sword\_controller

obj\_battle\_enemy\_attack\_energy\_balls\_0\_creator

obj\_flowey\_battle\_ow\_vine\_warning

obj\_ceroba\_attack\_fire\_mask\_destroy

obj\_attack\_diamond\_warning

obj\_battle\_enemy\_attack\_axis\_magnetic\_orbs\_creator

obj\_steamworks\_21\_locker\_tall

obj\_mansion\_bedroom\_closet

obj\_flowey\_battle\_mechanical\_spawner\_drone\_attack

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_black\_hole\_checker

obj\_battle\_enemy\_attack\_guardener\_arm

obj\_ceroba\_phase\_2\_opener

obj\_flowey\_battle\_mechanical\_spawner\_spiral\_bullets

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_circling\_lanterns

obj\_ceroba\_phase\_2\_opener\_lamp

obj\_battle\_enemy\_attack\_macro\_road

obj\_text\_main\_screen\_shop\_geno

obj\_dash\_ghost

obj\_flowey\_battle\_mechanical\_saw\_warning

obj\_flowey\_battle\_gray\_vine\_warning

obj\_hotland2\_lava\_draw

obj\_steamworks\_vendy\_shop

obj\_quote\_battle\_slither\_a

obj\_doorway\_secret\_study

obj\_macro\_froggit\_room\_shutter

obj\_heart\_initiate\_battle\_quick\_2

obj\_chem\_05\_floor\_melt\_front

obj\_quote\_battle\_ceroba\_transform\_3

obj\_battle\_enemy\_attack\_axis\_geno\_7

obj\_cutscene\_hotland\_03b

obj\_steamworks\_22\_energy\_ball

obj\_flowey\_battle\_phase\_2\_organic\_weakpoint

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_bell\_spawner

obj\_flowey\_1\_attack\_9\_thorns

obj\_heart\_battle\_fighting\_axis

obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_boulder\_piece

obj\_flowey\_battle\_screen\_glitch\_fight

obj\_ceroba\_phase\_2\_p1\_lantern\_recreator

obj\_macro\_froggit\_green\_shader

obj\_axis\_chase\_flashing\_arrow

obj\_petal\_generator\_phase\_2

obj\_dunes\_42b\_cutscene\_neutral

obj\_pickaxe

obj\_battle\_enemy\_attack\_bigfrog\_fly\_bullet

obj\_steamworks\_29\_controller\_pacifist

obj\_steamworks\_factory\_elevator

obj\_dialogue\_battle\_win\_martlet\_final

obj\_factory\_02\_seesaw\_collider

obj\_feisty\_four\_moray\_intro

obj\_steamworks\_29\_box\_5

obj\_battle\_enemy\_attack\_axis\_blue\_laser

obj\_factory\_03\_shaft\_intro

obj\_ceroba\_bullet\_particle\_controller

obj\_ceroba\_phase\_2\_fight

obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_final

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obj\_battle\_enemy\_attack\_axis\_turrets\_2

obj\_mansion\_kanako\_dresser

obj\_battle\_enemy\_attack\_asgore\_surround\_flame

obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator

obj\_newhome\_03\_pacifist\_music\_player

obj\_feisty\_four\_ace\_arm

obj\_ceroba\_dead\_pacifist\_mask

obj\_martlet\_final\_overworld\_cutscene\_3

obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_object

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells

obj\_flowey\_battle\_phase\_2\_clay\_droop\_generator

obj\_battle\_enemy\_attack\_macro\_frog\_choir\_conductor

obj\_heart\_battle\_menu\_fake\_martlet

obj\_guardener\_verlet\_wind

obj\_flowey\_1\_attack\_audience\_creator

obj\_steamworks\_13\_controller\_neutral

obj\_martlet\_attack\_block\_hurt

obj\_battle\_enemy\_attack\_smoke\_puff\_axis

obj\_chem\_03\_sticky\_notes

obj\_jandroid\_tellyvis\_destroy\_hand

obj\_ceroba\_transform\_slowdown

obj\_flowey\_world\_lever\_fake

obj\_battle\_enemy\_attack\_guardener\_arrow

obj\_battle\_enemy\_attack\_super\_ball\_1\_creator

obj\_intermission\_raft

obj\_martlet\_final\_transformation\_effect

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars

obj\_fmartlet\_spawner\_base

obj\_new\_home\_elevator

obj\_steamworks\_35\_cutscene\_pacifist

obj\_ceroba\_transform\_particles

obj\_battle\_enemy\_attack\_macro\_sword\_frog\_creator

obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather

obj\_guardener\_guy\_b\_noarms

obj\_steamworks\_24\_controller

obj\_battle\_enemy\_attack\_jandroid\_garbage

obj\_flowey\_battle\_phase\_2\_paper\_weakpoint

obj\_enemy\_controller\_feisty\_four

obj\_dunes\_2\_gerson\_door

obj\_new\_home\_parallax\_background

obj\_dialogue\_battle\_asgore

obj\_quote\_battle\_el\_bailador\_g

obj\_ceroba\_shield

obj\_fmartlet\_spawner\_blocks\_2

obj\_flowey\_battle\_gray\_spawner\_hands

obj\_flowey\_1\_attack\_9\_creator

obj\_steamworks\_22\_pellet

obj\_attack\_cycler\_ceroba\_phase\_1

obj\_battle\_enemy\_attack\_axis\_laser\_hand

obj\_axis\_shield\_only\_geno

obj\_heart\_battle\_fake\_martlet

obj\_flowey\_battle\_gray\_spawner\_fella

obj\_newhome\_03\_effects

obj\_flowey\_battle\_paper\_plane\_spawner

obj\_controller\_steamworks\_20\_vent

obj\_oasis\_cafe\_geno

obj\_attack\_ed\_smash\_controller

obj\_ceroba\_last\_hit\_impact

obj\_steamworks\_29\_gardener\_bot\_fence

obj\_mansion\_office\_box

obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_blue

obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_wind

obj\_trash\_money\_steamworks\_17

obj\_flowey\_battle\_ow\_controller

obj\_phone\_controls

obj\_battle\_enemy\_attack\_energy\_balls\_creator

obj\_ceroba\_attack\_fire\_mask\_destroy\_large

obj\_quote\_battle\_ceroba\_flashback\_02b

obj\_battle\_enemy\_attack\_axis\_bomb\_1

obj\_martlet\_attack\_glass\_shard

obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_generator

obj\_dialogue\_special

obj\_battle\_enemy\_attack\_flower\_jump

obj\_quote\_battle\_sousborg\_act

obj\_heart\_yellow\_shot\_blast\_collider

obj\_martlet\_attack\_block

obj\_flowey\_battle\_phase\_2\_yarn\_weakpoint

obj\_attack\_ed\_grab\_warning

obj\_heart\_main\_screen\_shop\_geno

obj\_alphys\_npc

obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_destroy\_effect

obj\_npc\_ceroba\_backtrack

obj\_flowey\_battle\_gray\_horse

obj\_battle\_enemy\_attack\_spawner\_asgore\_warning

obj\_attack\_mooch\_coin\_bag\_coin

obj\_flowey\_1\_attack\_6\_tear

obj\_ceroba\_pillar\_warning

obj\_martlets\_journal

part\_axis\_ball\_destroy

obj\_guardener\_verlet\_vine

obj\_ceroba\_attack\_fire\_pillar\_top\_special

obj\_npc\_hotland\_bailador

obj\_ending\_flowey

obj\_battle\_enemy\_attack\_mecha\_frog\_arm

obj\_battle\_enemy\_attack\_axis\_turret\_fake

obj\_menu\_flowey\_pacifist

obj\_snowdin\_18\_barrel\_coffee\_bean

obj\_npc\_complex\_janitor

obj\_battle\_enemy\_attack\_axis\_beams

obj\_flowey\_battle\_gray\_cross\_bomb\_explosion

obj\_text\_buy\_confirmation\_shop\_geno

obj\_quote\_battle\_feisty\_four\_t7\_mooch

obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_small

obj\_flowey\_battle\_gray\_cross\_bomb

obj\_rosa\_overworld

obj\_ceroba\_attack\_bell\_obstacle\_destroy

obj\_flowey\_1\_controller\_base

obj\_dunes\_36\_revolver

obj\_attack\_cycler\_axis\_geno

obj\_wild\_east\_stamp\_feisty

obj\_dialogue\_axis\_hindered

obj\_battle\_enemy\_attack\_slither\_snake\_snake

obj\_chem\_01\_reception

obj\_flowey\_battle\_gray\_flytrap

obj\_quote\_battle\_ceroba\_transform

obj\_steamworks\_30\_lever

obj\_robot\_destroy\_explosion

obj\_flowey\_world\_text

obj\_config

obj\_flashback\_intro\_border

obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt

obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike

obj\_flowey\_1\_attack\_4\_head

obj\_dunes\_35b\_mr\_sir

obj\_flashback\_kanako\_soul

obj\_goosic\_body\_destroy

obj\_quote\_battle\_ceroba\_outro\_5

obj\_attack\_ed\_grab\_moray\_sword\_sword

obj\_battle\_enemy\_attack\_tellyvis\_logo\_blue

obj\_npc\_hotland\_frostermit

obj\_cutscene\_steamworks\_19\_capture\_backtrack

obj\_flowey\_battle\_mechanical\_spawner\_vsaws

obj\_ceroba\_body\_pacifist\_phase\_2

obj\_quote\_battle\_ceroba\_transform\_2

obj\_fmartlet\_feather\_straight

obj\_flowey\_gray\_eyes

obj\_guardener\_guy\_throwing\_hands

obj\_fmartlet\_spawner\_blocks\_1

obj\_flowey\_1\_attack\_10\_flower

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_spawner\_pacifist

obj\_sousborg\_plate\_2\_destroy

obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug\_dead

obj\_quote\_battle\_guardener\_attack\_end

obj\_battle\_enemy\_attack\_guardener\_attack\_10

obj\_battle\_enemy\_axis\_explosion

obj\_steamworks\_29\_controller\_neutral

obj\_battle\_enemy\_attack\_asgore\_soul\_capsule

obj\_flowey\_battle\_phase\_2\_mechanical\_drone

obj\_hotland\_roof\_martlet\_vine

obj\_npc\_ace\_backtrack

obj\_battle\_enemy\_attack\_guardener\_arm\_half

obj\_axis\_heart

obj\_battle\_enemy\_attack\_bigfrog\_herofly

obj\_hotland\_03b\_trash\_2

obj\_barrier

obj\_room\_controller\_mansion\_entrance

obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb

obj\_battle\_enemy\_attack\_guardener\_bullet\_b

obj\_steamworks\_21\_light\_flash

obj\_flowey\_battle\_phase\_2\_controller\_clay

obj\_fmartlet\_meteor

obj\_battle\_enemy\_attack\_axis\_orange\_laser\_spin

obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_generator

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_ribbons

obj\_martlet\_final\_leg\_front

obj\_battle\_enemy\_attack\_guardener\_arm\_zap

obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator

obj\_fmartlet\_star\_small

obj\_chem\_05\_cutscene\_geno

obj\_fmartlet\_spawner\_talon\_scratch

obj\_ceroba\_phase\_2\_shield\_piece

obj\_battle\_enemy\_attack\_energy\_balls\_1\_creator

obj\_quote\_battle\_feisty\_four\_t0\_ed

obj\_guardener\_flower

obj\_feisty\_four\_ed\_hand\_left

obj\_flowey\_world\_toriel\_fire

obj\_sousborg\_left\_arm\_1\_destroy

obj\_npc\_ed\_backtrack

obj\_clover\_flash

obj\_guardener\_guy\_bow

obj\_missing\_poster

obj\_intermission\_gun

obj\_flowey\_battle\_gray\_wheel\_petal\_gray

obj\_heart\_buy\_screen\_shop\_geno

obj\_trumpet\_plant

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist

obj\_npc\_hotland\_receptionist

obj\_feisty\_four\_ace\_head

obj\_attack\_moray\_sword\_spin\_blue

obj\_steamworks\_25b\_lever

obj\_ceroba\_transformation\_p1\_blast

obj\_flowey\_1\_attack\_10\_flower\_spawner

obj\_steamworks\_05\_acid\_ending

obj\_quote\_battle\_jandroid\_b

obj\_battle\_enemy\_attack\_axis\_turret\_2

obj\_factory\_04\_numpad

obj\_complex\_plant

obj\_attack\_cycler\_axis

obj\_quote\_battle\_feisty\_four\_t2\_ace

obj\_steamworks\_29\_in\_battle\_cutscene\_2

obj\_flowey\_battle\_final\_ending\_cutscene

obj\_mansion\_kanako\_game\_console

obj\_flowey\_battle\_gray\_fella\_spikes

obj\_dalv\_npc

obj\_attack\_cycler\_feisty\_four

obj\_ceroba\_attack\_bell\_obstacle

obj\_battle\_enemy\_attack\_macro\_big\_frogs\_creator

obj\_jandroid\_body\_b

obj\_steamworks\_01\_controller

obj\_kevin\_backtrack

obj\_flowey\_battle\_gray\_fella

obj\_compound\_helium

obj\_npc\_froggits\_break\_1

obj\_dunes\_29\_geno\_blocker

obj\_bowll\_overworld

obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask

obj\_battle\_enemy\_attack\_bullet\_rotating

obj\_battlebox\_controller\_axis

obj\_flowey\_1\_attack\_shoe

obj\_flowey\_battle\_gray\_cross\_gun\_smoke

obj\_dunes\_35b\_mew\_mew\_machine

obj\_dunes\_43\_cutscene\_neutral

obj\_attack\_mooch\_coin\_bag

obj\_quote\_battle\_macro\_froggit\_attack\_end

obj\_chem\_01\_cutscene\_b

obj\_flowey\_battle\_lowpoly\_spawner\_vspikes

obj\_newhome\_locked\_doors

obj\_mansion\_bedroom\_family\_photo

obj\_flowey\_world\_camera\_2

obj\_flowey\_battle\_phase\_2\_weakpoint

obj\_feisty\_four\_moray\_hand\_right

obj\_steamworks\_32\_cutscene

obj\_flowey\_battle\_noise

obj\_steamworks\_29\_controller\_geno

obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt

obj\_steamworks\_04\_controller\_neutral

obj\_quote\_battle\_jandroid\_a\_mid\_attack

obj\_ceroba\_ribbon\_base

obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells

obj\_attack\_moray\_balls\_ball

obj\_backtrack\_pops

obj\_ceroba\_quote\_controller\_flashback\_01

obj\_dialogue\_box\_battle\_transformation\_any\_out\_cutscene

obj\_hotel\_shop\_head

obj\_attack\_ed\_smash\_hand

obj\_dialogue\_main\_screen\_shop\_geno

obj\_menu\_flowey\_spawner

obj\_buff\_froggit\_battle\_box\_destroy

obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight

obj\_dunebud\_b

obj\_flowey\_npc

obj\_dunes\_42\_c\_photo

obj\_npc\_hermit\_staff

obj\_npc\_hotland\_frostermit\_hotland

obj\_martlet\_final\_2\_fist\_1

obj\_battle\_enemy\_attack\_sousborg\_egg\_generator

obj\_factory\_02\_seesaw\_item\_ready

obj\_battle\_enemy\_attack\_guardener\_attack\_3

obj\_ceroba\_special\_attack\_fireball\_spawner\_line

obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather

obj\_wild\_revolver\_circle\_multi\_pre

obj\_compound\_mustard

obj\_battle\_enemy\_attack\_sousborg\_egg\_dropped

obj\_flowey\_battle\_paper\_ball\_thrown\_spawner

obj\_flowey\_battle\_phase\_2\_paper\_ball\_thrown

obj\_battle\_enemy\_attack\_axis\_turret\_real

obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion

obj\_steamworks\_07\_controller\_neutral

obj\_quote\_battle\_axis\_geno\_end

obj\_npc\_complex\_food\_enjoyer

obj\_dunes\_43\_cutscene\_geno

obj\_violeta\_overworld

obj\_postgame\_walk\_blocker

obj\_jandroid\_body\_a

obj\_steamworks\_38\_elevator\_old

obj\_asset\_steamworks\_steam\_5

obj\_battle\_enemy\_attack\_martlet\_final\_feather\_dying

obj\_petal\_pull\_pollen

obj\_reflection\_shader\_complex

\_filter\_colourise

\_filter\_tintfilter

\_filter\_pixelate

\_filter\_distort

\_filter\_greyscale

\_filter\_twirl\_distort

\_filter\_vignette

\_filter\_heathaze

seq\_ending\_scene\_5\_mo\_bad\_end

GMGroupTrack

Overlay

GMRealTrack

GMGraphicTrack

GMColourTrack

blend\_multiply

origin

Group

seq\_ending\_scene\_4\_slurpy\_good

seq\_guardener\_idle

Body

seq\_attack\_ceroba\_special\_attack

GMInstanceTrack

seq\_guardener\_die

GMAudioTrack

seq\_attack\_sousborg\_egg\_crack

Phase 2

Bullets 3

Bullets 2

Bullets 1

Egg

seq\_ending\_scene\_11\_dalvs\_house

seq\_jandroid\_idle\_hurt

seq\_attack\_mecha\_frog\_entrance

Frog

spr\_bigfrog\_fist\_right

spr\_bigfrog\_armmiddle\_right

spr\_bigfrog\_leg\_right

Cockpit

spr\_bigfrog\_shoulder\_back\_right

spr\_bigfrog\_pipes\_right

spr\_bigfrog\_foot\_right

seq\_attack\_mecha\_frog\_idle

seq\_slither\_idle

seq\_ending\_scene\_7\_flower

seq\_ending\_scene\_10\_steamworks

Debrsi

seq\_ending\_scene\_5\_mo\_neutral

seq\_ending\_scene\_8\_wild\_east

Camera

spr\_ace\_moray\_walk

spr\_credits\_ed\_walk

seq\_slither\_idle\_hurt

seq\_pacifist\_credits

Heading Credits

GMTextTrack

Programmed by

characterSpacing

frameSize

Lead Programmer

Programmers

AddProgrammed by

AddProgrammers

Directed by

Director

Narrative Design and Dialogue

Narrative Design

lineSpacing

paragraphSpacing

Narrative Design Title

Dialogue

Dialogue Title

Concept Art

Concepts Title

Concepts

Additional Concepts

Additional Concepts Title

Room & Level Design

R&L Title

R&L

Spritework

Spriteowrk

Spritework Title

Additional Spritework

ASpritework Title

ASpriteowrk

Character Designs

Char Designs

CharDesigns Title

Music

Music Title

Additional Music

Sound Design

PhichanTitle

Voice of Mew Mew

Phichan

Sound Design Title

Desmond

For Desmond

color\_overlay

GMSequenceTrack

seq\_ending\_scene\_1\_soul

seq\_ending\_scene\_2\_toriel

seq\_ending\_scene\_dalv

seq\_ending\_scene\_4\_slurpy\_bad

seq\_ending\_scene\_5\_mo

seq\_ending\_scene\_6\_mines

seq\_ending\_scene\_6\_mines\_bad

seq\_ending\_scene\_9\_robots

seq\_goosic\_idle\_hurt

Neck

seq\_attack\_sousborg\_season\_salt

seq\_attack\_sousborg\_season

Flow

seq\_ending\_scene\_3\_dalv

background\_credits

seq\_sousborgh\_idle

Sousborg

seq\_other\_numpad

seq\_goosic\_idle

spr\_credits\_robot\_1\_idle\_up

spr\_credits\_room

seq\_attack\_sousborg\_season\_salt\_b

Fade

Toriel

Starlo

Ceroba

Martlet

seq\_sousborg\_flip

seq\_sousborgh\_hurt

seq\_jandroid\_idle

rm\_intro

Compatibility\_Instances\_Depth\_0

rm\_logos

rm\_mmfirst

Compatibility\_Background\_0\_bg\_introduction

rm\_mainmenu

Compatibility\_Foreground\_0

rm\_mainmenu\_debug

rm\_live\_buffer

Compatibility\_Instances\_Depth\_-999999

Compatibility\_Instances\_Depth\_-89999

Compatibility\_Instances\_Depth\_-999

Compatibility\_Instances\_Depth\_-10

Compatibility\_Background\_0\_bg\_ruins01

rm\_ruins01

Compatibility\_Background\_0\_bg\_ruins02

rm\_ruins02

Compatibility\_Background\_0\_bg\_ruins03

rm\_ruins03

Compatibility\_Instances\_Depth\_50000

Compatibility\_Tiles\_Depth\_60000

Compatibility\_Instances\_Depth\_99999

Compatibility\_Tiles\_Depth\_700000

Compatibility\_Tiles\_Depth\_800000

rm\_ruins04

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Compatibility\_Tiles\_Depth\_999998

Compatibility\_Tiles\_Depth\_999999

Compatibility\_Tiles\_Depth\_1000000

Compatibility\_Background\_0

ruins\_outro

rm\_darkruinsintro

Compatibility\_Tiles\_Depth\_-360

Compatibility\_Tiles\_Depth\_-340

Compatibility\_Tiles\_Depth\_1000001

Compatibility\_Instances\_Depth\_-640

Compatibility\_Tiles\_Depth\_100000

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Compatibility\_Instances\_Depth\_999999

Compatibility\_Instances\_Depth\_20

Compatibility\_Instances\_Depth\_9999

Compatibility\_Tiles\_Depth\_10000001

Compatibility\_Instances\_Depth\_-11

Cobwebs

Compatibility\_Tiles\_Depth\_-500

Compatibility\_Instances\_Depth\_900000

fun\_value\_pillars

Compatibility\_Instances\_Depth\_-800

Compatibility\_Tiles\_Depth\_-620

Compatibility\_Tiles\_Depth\_0

Compatibility\_Instances\_Depth\_-100

Compatibility\_Instances\_Depth\_999990

Assets\_1

Compatibility\_Instances\_Depth\_10

fakewater

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graphic\_6EDB6CF7

graphic\_24329A81

graphic\_30DE61FA

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graphic\_4395F79C

graphic\_3ACFB463

graphic\_B4E699B

graphic\_143295F3

graphic\_38BBA168

graphic\_10759393

graphic\_68C0563C

graphic\_46D69ECB

graphic\_7C28A7CE

graphic\_6FAE1CAB

graphic\_5C36E90D

graphic\_24902F61

graphic\_157EB232

graphic\_1162D9E3

graphic\_626CC91

graphic\_1B2D817

graphic\_33A66F1F

graphic\_1D401D87

graphic\_21D3D21

graphic\_452B8880

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graphic\_47077105

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Compatibility\_Background\_0\_bg\_dalvshouse

Compatibility\_Instances\_Depth\_-19

Compatibility\_Background\_0\_bg\_dalvshouse\_room

Compatibility\_Background\_0\_bg\_dalvshouse\_hall

Compatibility\_Instances\_Depth\_899999

Compatibility\_Background\_0\_bg\_dalvshouse\_exit

rm\_dalvExit\_pacifist

rm\_dalvExit\_genocide

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Compatibility\_Tiles\_Depth\_-290

Compatibility\_Tiles\_Depth\_-900

Compatibility\_Tiles\_Depth\_-510

Compatibility\_Tiles\_Depth\_-380

rock\_corner

Compatibility\_Tiles\_Depth\_-230

Compatibility\_Tiles\_Depth\_-400

Compatibility\_Tiles\_Depth\_-270

Compatibility\_Tiles\_Depth\_-250

Compatibility\_Tiles\_Depth\_-190

Compatibility\_Tiles\_Depth\_-170

Compatibility\_Tiles\_Depth\_-150

Compatibility\_Tiles\_Depth\_-320

Compatibility\_Tiles\_Depth\_-280

Compatibility\_Tiles\_Depth\_-107

Compatibility\_Tiles\_Depth\_-106

Compatibility\_Tiles\_Depth\_999995

Compatibility\_Tiles\_Depth\_999996

Compatibility\_Tiles\_Depth\_-700

Compatibility\_Tiles\_Depth\_-680

Compatibility\_Instances\_Depth\_-661

Compatibility\_Tiles\_Depth\_-660

Compatibility\_Tiles\_Depth\_-530

Compatibility\_Instances\_Depth\_-200

Compatibility\_Instances\_Depth\_1

Compatibility\_Instances\_Depth\_5

Compatibility\_Instances\_Depth\_7

Compatibility\_Instances\_Depth\_12

Compatibility\_Instances\_Depth\_15

arrows

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graphic\_2EE92CF2

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Compatibility\_Tiles\_Depth\_-200

Compatibility\_Tiles\_Depth\_199

Compatibility\_Tiles\_Depth\_210

Compatibility\_Tiles\_Depth\_300

Compatibility\_Instances\_Depth\_-410

Compatibility\_Tiles\_Depth\_-401

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Compatibility\_Tiles\_Depth\_1000004

Compatibility\_Tiles\_Depth\_1000005

Compatibility\_Tiles\_Depth\_1000006

rm\_snowdin\_10b\_yellow

Compatibility\_Tiles\_Depth\_-399

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Compatibility\_Instances\_Depth\_-120

Compatibility\_Instances\_Depth\_100000

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Compatibility\_Tiles\_Depth\_-568

Compatibility\_Tiles\_Depth\_-565

Compatibility\_Tiles\_Depth\_-560

Compatibility\_Tiles\_Depth\_-240

Compatibility\_Instances\_Depth\_-500

Compatibility\_Background\_0\_bg\_snowdin\_14b\_yellow

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Compatibility\_Tiles\_Depth\_8

Compatibility\_Tiles\_Depth\_9

Compatibility\_Tiles\_Depth\_10

Compatibility\_Tiles\_Depth\_-275

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Compatibility\_Tiles\_Depth\_-263

Compatibility\_Tiles\_Depth\_-262

Compatibility\_Tiles\_Depth\_-261

Compatibility\_Tiles\_Depth\_-260

Compatibility\_Instances\_Depth\_-215

Compatibility\_Tiles\_Depth\_-241

Compatibility\_Tiles\_Depth\_-155

Instances\_1

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Compatibility\_Tiles\_Depth\_-339

Compatibility\_Tiles\_Depth\_-338

Compatibility\_Tiles\_Depth\_-336

Compatibility\_Tiles\_Depth\_-335

Compatibility\_Tiles\_Depth\_-334

Compatibility\_Tiles\_Depth\_-403

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Compatibility\_Tiles\_Depth\_1000002

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graphic\_49656CC0

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Assets\_2

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Compatibility\_Instances\_Depth\_-130

Tiles\_1

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Compatibility\_Tiles\_Depth\_-430

graphic\_172F0D32

Compatibility\_Tiles\_Depth\_100

rm\_waterfall\_og

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Compatibility\_Instances\_Depth\_100

rm\_hotland

Compatibility\_Background\_5\_para\_layer\_1

Compatibility\_Background\_4\_para\_layer\_2

Compatibility\_Background\_3\_para\_layer\_4

Compatibility\_Background\_2\_para\_layer\_3

Compatibility\_Background\_1

Compatibility\_Background\_0\_para\_layer\_6

rm\_lava\_tubes

Compatibility\_Background\_0\_ts\_lava

rm\_wildeast\_cave

beamlight\_exit

graphic\_23E024D0

beamlight

graphic\_3EA34911

beamlight\_center

graphic\_57174FD8

beamright

graphic\_AE475E8

graphic\_59E94343

graphic\_33D0C87

graphic\_CCA37C9

graphic\_1EE02802

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Compatibility\_Instances\_Depth\_-90

BridgeBottom

Compatibility\_Tiles\_Depth\_1000

big\_red\_x\_interaction

Tiles\_2

Compatibility\_Instances\_Depth\_-20

Compatibility\_Background\_1\_fg\_sandstorm

Compatibility\_Background\_0\_bg\_sandstorm

rm\_dunes\_06b

Compatibility\_Foreground\_1\_fg\_sandstorm

Compatibility\_Foreground\_0\_bg\_sandstorm

bridge\_railing

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Compatibility\_Tiles\_Depth\_-409

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graphic\_6AB2BA56

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Compatibility\_Instances\_Depth\_-15

Dispensers

graphic\_41BC73C6

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Compatibility\_Tiles\_Depth\_-30

Compatibility\_Tiles\_Depth\_-20

Compatibility\_Tiles\_Depth\_-9999

rm\_dunes\_elevator

Compatibility\_Background\_0\_asset\_mines\_elevator

hangers

bridge

dunes\_tileset

Compatibility\_Tiles\_Depth\_-600

Compatibility\_Tiles\_Depth\_-375

Compatibility\_Instances\_Depth\_999900

Compatibility\_Instances\_Depth\_2000000

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Compatibility\_Background\_0\_mountain\_bg2\_layer1

Compatibility\_Instances\_Depth\_1000

Compatibility\_Background\_3\_mountain\_bg2\_layer4

Compatibility\_Background\_2\_mountain\_bg2\_layer3

Compatibility\_Background\_1\_mountain\_bg2\_layer2

Compatibility\_Foreground\_7\_mountain\_bg\_layer8

Compatibility\_Background\_6

Compatibility\_Background\_5\_mountain\_bg\_layer5

Compatibility\_Background\_4\_mountain\_bg\_layer6

Compatibility\_Background\_3\_mountain\_bg\_layer4

Compatibility\_Background\_2\_mountain\_bg\_layer3

Compatibility\_Background\_1\_mountain\_bg\_layer2

Compatibility\_Background\_0\_mountain\_bg\_layer1

Compatibility\_Instances\_Depth\_10000

Compatibility\_Instances\_Depth\_-9999

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Compatibility\_Tiles\_Depth\_-188

rm\_dunes\_30\_old

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ts\_dunes\_30\_ext

Compatibility\_Instances\_Depth\_-185

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Compatibility\_Background\_0\_bg\_oasis\_house1

Compatibility\_Background\_0\_bg\_oasis\_house2

Compatibility\_Foreground\_1\_bg\_oasis\_house\_3\_foreground

Compatibility\_Background\_0\_bg\_oasis\_house\_3

Compatibility\_Foreground\_1\_bg\_dunes\_31\_foreground

Compatibility\_Background\_0\_bg\_dunes\_31

Compatibility\_Instances\_Depth\_888888

top\_assets\_1

graphic\_6DF36283

top\_assets

graphic\_5A0DDEB0

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Compatibility\_Tiles\_Depth\_-142

Assets\_3

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Compatibility\_Tiles\_Depth\_-117

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Sign

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TrainTracks

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Instances\_n292

Instances\_n268

Instances\_n266

Instances\_n242

Instances\_n236

Instances\_n212

Compatibility\_Background\_0\_bg\_wild\_east\_salloon

graphic\_1B023E11

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Compatibility\_Foreground\_1

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Compatibility\_Background\_0\_bg\_wild\_east\_barn1

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Compatibility\_Background\_0\_bg\_wild\_east\_jail

Compatibility\_Tiles\_Depth\_-220

Compatibility\_Background\_0\_bg\_wild\_east\_hospital

bridge2\_top

bridge\_top

Compatibility\_Instances\_Depth\_-400

bridge2

graphic\_1C5E1619

bridge\_overlay

bridge\_fg

graphic\_66FF7163

bridge\_bg

graphic\_1F18D226

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Compatibility\_Background\_3\_bg\_dunes\_41\_overlay\_bottom

Compatibility\_Background\_2

Compatibility\_Foreground\_2\_fg\_dunes\_42\_b\_starlo\_house\_2\_1

Compatibility\_Foreground\_2\_fg\_dunes\_42\_b\_starlo\_house\_2

neutral\_cutscene

Compatibility\_Background\_1\_bg\_dunes\_42\_b\_starlo\_house\_2

Compatibility\_Background\_0\_bg\_dunes\_42\_b\_starlo\_house

Compatibility\_Background\_0\_bg\_starlo\_house\_upstairs

Compatibility\_Foreground\_0\_bg\_dunes\_43\_overlay\_fade

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graphic\_2E487A10

mountain\_bg

rm\_steamworks\_01

rm\_steamworks\_02

rm\_steamworks\_03

rm\_steamworks\_04

Steams

Compatibility\_Background\_1\_bg\_steamworks4\_light\_overlay

Compatibility\_Background\_0\_bg\_steamworks4\_blue

rm\_steamworks\_04\_transition\_b

rm\_steamworks\_04b

footsteps

puzzle\_arrows

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graphic\_2F80781B

graphic\_4F20F3F1

decoration\_tiles

decoration\_tiles\_2

cogs

g\_Intensity

g\_TintCol

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conveyor\_belts\_on

graphic\_282314B2

rm\_steamworks\_04\_transition\_c

rm\_steamworks\_04c

graphic\_4DAAC824

graphic\_27E7523E

graphic\_279E66EB

graphic\_362DE63F

graphic\_2AC5086C

decoration\_tiles\_3

tv\_on

door\_pillars

graphic\_4A7A7E82

pipe

scaffolding

graphic\_19508FA0

graphic\_3B41EEC0

rm\_steamworks\_05b

rm\_steamworks\_05c

conveyor\_betls\_on

rm\_steamworks\_05d

Compatibility\_Tiles\_Depth\_-299

Cogs

Compatibility\_Instances\_Depth\_1000009

rm\_steamworks\_06

animated\_tiles\_2

animated\_tiles

rm\_steamworks\_07

rm\_steamworks\_08

front\_flower

save

details2

details

tiles\_floor

tileset\_top

tileset

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graphic\_652DB876

graphic\_347EE9C0

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graphic\_18F9FE97

graphic\_5C6DC084

rm\_steamworks\_10

Compatibility\_Instances\_Depth\_999980

flower1

bgassets

graphic\_5C06D1EC

graphic\_261C3328

bg\_2

bg

rm\_steamworks\_11

rm\_steamworks\_12

randomflower

rm\_steamworks\_13

Compatibility\_Background\_1\_bg\_2\_steamworks\_13

Compatibility\_Background\_0\_bg\_steamworks\_13

rm\_steamworks\_13b

rm\_steamworks\_14

steamworks

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graphic\_32D822B5

graphic\_4A4A15A5

details\_2

rm\_steamworks\_17

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graphic\_6DCA7116

graphic\_79336282

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graphic\_1AA6A145

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new\_lava

new\_assets

trashactual

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AnimatedTiles2

AnimatedTiles

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chait

graphic\_1335E2DF

rm\_steamworks\_18

npc

frontflower

front\_Assets

graphic\_19592619

boarding\_platforms

graphic\_43AA3B12

graphic\_5D5B61FD

graphic\_26449A7E

graphic\_523C77E4

graphic\_30B31DB9

graphic\_1AC4F407

graphic\_13018FF

graphic\_39763CB8

graphic\_27DCB377

graphic\_5A1BD600

graphic\_40559FF5

graphic\_270DDD4C

graphic\_5FFFB7A3

graphic\_159E9CA4

graphic\_4D7A1819

graphic\_151B8B18

graphic\_F5B38EC

WallDetails

AnimatedTiles3

Pipes

rm\_steamworks\_18b

gothic\_tile\_replacements

cutscene\_object

rm\_steamworks\_20

exit\_light\_overlay

graphic\_4CBADC66

vent

graphic\_2040CA0B

graphic\_50418987

rm\_steamworks\_21

wall\_overlay

ImpactObjectOverlay

axis\_chase\_path

lockers

locker\_asset

graphic\_FEE02D

controllers

shadows

colliders\_doorways

graphic\_5730892B

graphic\_14C2CCFF

graphic\_1BDD22BE

graphic\_7CA626C3

graphic\_590D31FB

graphic\_353E8D2B

graphic\_321EB324

graphic\_51AEFB9A

graphic\_35AE98FB

tiles\_hallway

rm\_steamworks\_21b

interactable

walls

base\_4

graphic\_1A1FE271

graphic\_59FCA803

graphic\_53CC2A04

graphic\_56159E00

graphic\_3C682468

base\_3

base\_2

base\_1

base\_0

collisions

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graphic\_2875DD25

graphic\_6364FFE0

Tiles\_7

Tiles\_6

Tiles\_5

Tiles\_4

Vendy

collisionsncutscene

overlay\_tile\_layer

balcony\_walls

graphic\_2DABED47

graphic\_1E3133BF

graphic\_4520417D

details\_tile\_layer\_2

graphic\_14059FAD

graphic\_2FC79533

graphic\_23FE85C3

graphic\_6F904AC9

details\_tile\_layer

main\_tile\_layer

bg\_tile\_layer

office\_exit

graphic\_50E9C302

bg\_detail\_2

background\_detial

rm\_steamworks\_24

railings\_front

cutscenes

Tiles\_9

Tiles\_8

Tiles\_3

bg\_details

FrontTiles1

FrontTiles2

collisions\_bridge

graphic\_4065DFCB

background\_color

graphic\_23AE5C12

background

rm\_score\_room

rm\_mew\_mew

Compatibility\_Foreground\_0\_fg\_mew\_border

rm\_battle

rm\_config

rm\_death\_screen

rm\_debug

rm\_credits

rm\_shop

Compatibility\_Background\_7\_bg\_shop\_hotel\_geno

Compatibility\_Background\_6\_bg\_shop\_cafe\_dune

Compatibility\_Background\_5\_bg\_shop\_hotel

Compatibility\_Background\_4\_bg\_shop\_vendy\_steamworks

Compatibility\_Background\_3\_bg\_shop\_wild\_east\_saloon

Compatibility\_Background\_2\_bg\_shop\_wild\_east\_gunshop

Compatibility\_Background\_1\_bg\_shop\_honeydew\_resort

rm\_build\_ending

rm\_steamworks\_27

Instances\_2

fountain

graphic\_5CDBDB8E

frontrailing

slidydoor

Colliders

rm\_steamworks\_28

colliders

robots

savepoint

lever

Smoke

graphic\_4B8DA211

bgpipes

Front\_Railing\_Bottom\_1\_1\_1

Front\_Railing\_Bottom\_1\_1

Front\_Railing\_Bottom\_1

Machine

graphic\_7E303572

Front\_Railing\_Bottom

Cutscenes

Walls

Wall\_pillars

Decoration

Grass\_fluff

Back\_wall

Inst\_Flowers

Flowers

Steam\_Sheet\_Plants

Platform\_Extras

Ground\_decoration

Platform

Black\_outline

Ground

Background\_Color

reception

graphic\_23296E33

reception\_chair

graphic\_7FFDEC87

rm\_steamworks\_chem\_01

door\_background

graphic\_ABF86B1

bottom\_chair

rm\_game

Instances

interactables

Tiles\_11

Tiles\_10

doors

graphic\_7A4EF580

graphic\_698FDAE0

graphic\_571D0149

rm\_steamworks\_chem\_hermit

graphic\_CA4B0B6

graphic\_1C8D5632

plants

graphic\_553C1F27

graphic\_1A1F5BBD

graphic\_19639E46

ts\_white\_plant

Tiles\_12

Tiles\_15

Tiles\_14

Tiles\_13

puzzle\_background

graphic\_73F85C39

compounds

front\_tiles\_1

front\_tiles\_2

door\_back

graphic\_3ED3D09D

computer

Details

Front\_Railing

entrance\_railing

graphic\_238046FA

Back\_Railing

furnace\_entrance

graphic\_B857476

Walkway

steamworks\_34\_bg

particles

particle\_D12B1D3

Cutscene

rm\_steamworks\_33

shadow\_collider

railing\_end

furnace\_front\_railing

graphic\_1739C6C4

graphic\_4A50EEA4

railing\_end\_bg

rm\_steamworks\_37

Decorations

rm\_steamworks\_38

#FF3D3636

elevator\_controls

graphic\_47EF25C

tiles

rm\_steamworks\_factory\_elevator

rm\_hotland\_01

elevator\_door

graphic\_12D3F7F5

graphic\_2EB60502

graphic\_550B129B

graphic\_4E274A8E

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graphic\_7DEA259E

graphic\_7A935474

graphic\_5E76F94F

graphic\_65C0DA90

graphic\_3A26728A

rm\_hotland\_02

Interactables

Wall

Stairs

rm\_hotland\_03

graphic\_479492ED

graphic\_61FF5DF5

graphic\_30D67CC

rm\_hotland\_03b

graphic\_49E62E3E

graphic\_5E1EAB71

rm\_hotland\_02b

Doorways

dance

NPCS

graphic\_3EA5F07B

graphic\_4C6F1A0A

graphic\_57A3B225

graphic\_5CEF981A

graphic\_1747A604

graphic\_8A3AB03

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graphic\_485180A3

graphic\_58D2F157

graphic\_7D2455CC

graphic\_2A45852D

as\_dancefloor

graphic\_7AC983F9

graphic\_4193209C

graphic\_4C750B1E

graphic\_79E00767

graphic\_3EE7E6DD

graphic\_2DB0855A

graphic\_5B9A27D7

graphic\_3C128E19

graphic\_2EC25C94

graphic\_3D7F6FAD

graphic\_76AD2AAD

graphic\_68C97B73

graphic\_6561A3CD

graphic\_379A1497

graphic\_3A00C74F

graphic\_6D620E0D

graphic\_4AF445AD

graphic\_65D77C3E

graphic\_65C7E8EF

graphic\_12E7F21C

graphic\_5C29D9AE

graphic\_AF195FC

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graphic\_29DCA83F

graphic\_60F4F049

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graphic\_22A83E75

graphic\_71A50C09

graphic\_6EAD0FA6

Platforms

graphic\_5C7B4183

graphic\_34ECC335

graphic\_11FCEE80

graphic\_1670B56A

graphic\_6A1B4283

graphic\_52D23356

graphic\_17ABD0DE

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graphic\_3131F91

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graphic\_7E42B8FC

graphic\_372829BC

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graphic\_3F8BD20C

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graphic\_2D33E02A

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graphic\_465B6CD1

graphic\_56BBFCA

graphic\_53D3B039

graphic\_4612542D

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graphic\_15030C17

graphic\_24421E58

graphic\_3610F567

graphic\_6955B601

graphic\_41D53228

graphic\_14AA589C

graphic\_313D2084

graphic\_57F5B23F

Dancefloor

rm\_hotland\_02c

building

graphic\_B9182B2

graphic\_2AE93368

graphic\_660E9F29

graphic\_2243387

graphic\_687C992E

graphic\_594E044B

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graphic\_503BCD2

graphic\_2D5C2EB7

graphic\_33F79588

graphic\_446728AE

graphic\_2975274A

graphic\_5374FCA

decoration

decoration\_2

Walkway\_2

rm\_hotland\_02d

SpooderWall

graphic\_56559D1E

graphic\_65EF3658

graphic\_FB74CDE

graphic\_56E2E629

Npc

Entrance

bitsnbites

graphic\_580FEC5C

objects

graphic\_41A0D40A

overlay\_dark

graphic\_66E142EA

graphic\_20BC4C5F

Handlord

graphic\_97DA913

graphic\_12AD3F52

graphic\_1F897CAE

graphic\_78BBB021

graphic\_581A6316

rm\_hotland\_complex\_1b

Objects

graphic\_42C45787

table\_decorations

tables

sprite\_assets

graphic\_71908AE5

graphic\_7105ED88

graphic\_6140686D

graphic\_7B2671D7

graphic\_296D6137

Band

Band\_back

Table\_top

Table\_bottom

rm\_hotland\_complex\_1c

graphic\_78CD888E

graphic\_9F8D85C

graphic\_EA5B72E

graphic\_33F547A

graphic\_ED45F8B

graphic\_52165819

graphic\_2969760E

rm\_steamworks\_17c

Clockman

Clockmanfire

graphic\_48E7F6AF

graphic\_46B9E480

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graphic\_4C89B85

graphic\_2BE93A38

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graphic\_26E54D05

graphic\_4BEC2BCB

graphic\_552EC5DA

graphic\_35F0470E

graphic\_3D21C9D5

graphic\_4EC2EBA9

graphic\_4D07721F

core

rm\_flashback\_01

g\_DistortScale

40

g\_DistortOffset

g\_DistortTexture

sepia

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bw

instancees

Spikes

graphic\_29529902

graphic\_CB15FEC

graphic\_1C734186

River

room1

graphic\_2FD2FB49

rm\_flashback\_02

stalagmites

graphic\_2F073DC8

chairiel

wallobjects

assets

graphic\_52939864

graphic\_118FABC0

graphic\_2C776DF6

Window\_Size

rm\_flashback\_03

rm\_battle\_flowey

g\_DistortRadius

rm\_battle\_flashback\_01

Effect\_2

0.25

Effect\_1

g\_VignetteEdges

0.5

1.1

g\_VignetteSharpness

1.25

g\_VignetteTexture

inst\_walls

Window

Leaves

BG

rm\_battle\_flashback\_02

Corn\_Back

Corn\_Front

Corn\_Decoration\_2

Corn\_Decoration

rm\_battle\_flashback\_03

Water

Walls\_Lower

rm\_battle\_flashback\_04

Decoration\_2

Decoration\_Legacy

Fence

Moutain

Path

Shadow

Lower\_Ground

rm\_battle\_flashback\_05

Bridge

Conveyor\_Pads\_3

Conveyor\_pads2

Conveyor\_Pads

Conveyor\_Belts\_3

Conveyor\_Belts\_2

Conveyor\_Belts

Decorations\_1

Shadows

Wall\_Lower

Wall\_Bright\_Lava

Lava\_Bright

Lava\_Dim

rm\_battle\_flashback\_06

Railing\_Front

Decorations\_2

Railing\_Back

Platforms2

OffsetPillar

Lava

rm\_battle\_flashback\_final

Void\_Gradient

The\_Void

rm\_battle\_flashback\_07

WallsInst

Top\_Shadow\_Gradient

Bridge\_Rope

bridge\_shadow

Ava

Shadow\_Gradient\_ts\_flashback

Shadow\_Gradient\_ts\_snowdin\_01\_yellow\_tileset

Treetrunks

rm\_battle\_flashback\_final\_2

Flowey\_First

Flowey\_s

g\_Distort1Speed

0.006

g\_Distort2Speed

0.003

g\_Distort1Scale

g\_Distort2Scale

g\_ChromaSpreadAmount

g\_CamOffsetScale

Void\_Transition

pile\_front

graphic\_4DCBD239

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graphic\_4ED4992C

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graphic\_3FC10B2

graphic\_212AF01D

pile\_bg

graphic\_5D24A19C

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graphic\_5C4D351

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graphic\_56F0B7DC

graphic\_4A32F21D

graphic\_2602894

graphic\_AE78B5B

graphic\_EAE5366

graphic\_40260DD9

graphic\_5D588B53

pile\_farthest

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graphic\_192AB7B0

bg\_black

rm\_battle\_flowey\_phase\_2

rm\_summary

rm\_steamworks\_factory\_02

MachineFront2F

graphic\_25544B27

graphic\_6349237C

graphic\_62C96B96

graphic\_49C1EF87

Monitor

graphic\_73811C6

front\_tiles

puzzle

Upper\_Sprites

graphic\_22A73B89

graphic\_6F31E822

graphic\_18151632

graphic\_DD8A7CD

graphic\_259D0EB6

Pile\_\_of\_trash\_

Railing\_front

Catwalk

South\_Terminal

graphic\_644DA694

Stamps

graphic\_29E59ACA

Conveyor\_Belt\_Inst

Conveyor\_Belt

graphic\_7C31D9FB

Wall\_Decoration

Pit

Ground\_2

rm\_steamworks\_factory\_03

elevator

Instances\_3

Machinery

graphic\_52D9C0E7

graphic\_5628310A

furnaces

Door

rm\_steamworks\_factory\_shaft

iwalsl

Trash

Grass\_walls

Ladder

Walls\_bg

Grass

Decoration\_chem

Chem\_sprites

graphic\_306951D3

graphic\_58A42C32

graphic\_443C1A8A

graphic\_4DEA04B7

graphic\_2793016F

Bottle

Cabinets

ElevatorCodePanel

Assets\_4

graphic\_9AEBF66

ElevatorDoor

Overlays

graphic\_CC681B3

graphic\_7570D94F

graphic\_334A210B

rm\_mansion\_kotatsu

Kotatsu

Trapdoor

graphic\_566AA45C

graphic\_E64EF37

graphic\_265F79A2

rm\_mansion\_hallway\_west

rm\_mansion\_hallway\_east

rm\_mansion\_hallway\_east\_2

graphic\_49F5FEB0

graphic\_7CE43C66

graphic\_388DBB4D

graphic\_65A8674C

graphic\_1B162C7A

bottom\_light

graphic\_E85533C

graphic\_2C19F090

rm\_mansion\_bedroom

0.4

bedroom\_closet

graphic\_25F582B1

easthall

rm\_mansion\_hallway\_west\_2

graphic\_6A9D038A

graphic\_2E6F663E

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graphic\_158A07AF

rm\_mansion\_office

rm\_mansion\_kanakos\_room

graphic\_18B60752

rm\_mansion\_study

animated\_sprites

graphic\_1E7A8D06

coliders

machines

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graphic\_2FFD869C

bgcol

rm\_dunes\_30c

path

graphic\_48BF67D9

mansion

graphic\_74316E77

top\_left\_corner

graphic\_6F0C03B4

ts\_dunes\_1

graphic\_BEC938

rm\_mansion\_chujins\_grave

fg

graphic\_1BE6B42C

grave

graphic\_5920FB96

Foreground

graphic\_CA82FB6

Lamp

npcs

parallax

graphic\_6B339713

Buildings\_Bottom

graphic\_54735AC9

graphic\_58E77F24

graphic\_7C8F1853

graphic\_345EE3AF

graphic\_76883F70

graphic\_4A19337C

Buildings\_Middle

graphic\_320B9002

graphic\_FE42444

graphic\_7F7CDB2A

graphic\_25C0BCD9

graphic\_420A9726

graphic\_1EED994B

graphic\_392AFC70

graphic\_410EA7CD

graphic\_4C901FA0

graphic\_7E03C4F2

Stand

graphic\_69B99F3C

Buildings\_Top

graphic\_357B843A

graphic\_9A3EA41

graphic\_44111603

graphic\_719FC81C

graphic\_39686E84

Guide

Guard\_Rails

Lampposts

Flower\_beds

lamp\_right\_5

lamp\_right\_4

lamp\_right\_3

lamp\_right\_2

lamp\_right\_1

lamp\_left\_5

lamp\_left\_4

lamp\_left\_3

lamp\_left\_2

lamp\_0

lamp\_left\_1

PaperStand

graphic\_20AC126E

graphic\_532C430D

graphic\_7C65CB8

graphic\_42C287DD

graphic\_26AC7035

Buildings\_TopMost

graphic\_4F909618

graphic\_74010169

bg\_assets\_2

bg\_assets

parallax\_background

bg\_buildings

graphic\_3E87DB02

graphic\_13B1B5F7

graphic\_242D863A

graphic\_51717247

graphic\_5FA5CF58

graphic\_3EFCEA8A

chara\_actual\_positions

graphic\_18A6FCE2

graphic\_3E2B58E8

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graphic\_10D0C6C5

chara\_overlay\_positions\_postfight\_1

chara\_overlay\_positions

graphic\_55C1B04F

graphic\_4A543A5

graphic\_6349843

Backgrounds\_2

rm\_joystickconfig

buildings

graphic\_72C78BB1

graphic\_49409E0D

buildings2

graphic\_15CB6EFF

graphic\_5AA3A2A4

Other

bg\_building

graphic\_2421BFA3

rm\_dunes\_30d

rm\_hotland\_elevator

graphic\_47EF25C\_1

rm\_snowdin\_martlets\_house

forestfront

treefront

graphic\_5379E6ED

graphic\_6C22AD80

graphic\_27CCC097

graphic\_C3C77CA

graphic\_79017E86

graphic\_44018A5D

martlets\_house

graphic\_78C934C5

graphic\_6BF1C49E

trees

ts\_snowdin

rm\_hotland\_lab\_entrance

rm\_hotland\_lab

doorframe

graphic\_24DEBD5B

door\_bg

graphic\_3FA00515

tiles\_floorandwalls

rm\_castle\_02

graphic\_467B1C77

graphic\_3BB6C6BF

graphic\_1F7EF0A5

graphic\_3A528F4E

graphic\_440EBC91

graphic\_154CD4B8

graphic\_74E0350

graphic\_16523D5D

graphic\_162FD70E

graphic\_6F8FD03D

instancesandwalls

graphic\_3E6DE914

graphic\_4A095C9B

tiles\_pillars

tiles\_arcs

tiles\_windows

tiles\_walls

rm\_castle\_03

floorandwalls

rm\_castle\_04

rm\_castle\_05

graphic\_250E1E91

graphic\_22938EAB

graphic\_2B5346CE

graphic\_4C358412

graphic\_23A97957

graphic\_127F1F2E

graphic\_4DFF506B

rm\_castle\_throne\_room

graphic\_3233B826

graphic\_251619AC

rm\_castle\_barrier

graphic\_1F37C310

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graphic\_5C09D274

graphic\_428451AA

graphic\_3BF6AA77

rm\_credits\_geno

rm\_credits\_paci

graphic\_6F8B8992

rm\_credits\_paci\_intermission

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graphic\_A6C0FB2

garbage

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graphic\_611E297F

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graphic\_5F3DD225

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graphic\_30B918B0

graphic\_1DC84103

graphic\_52BA804E

graphic\_7D1956E7

graphic\_6877B90D

graphic\_1187E5E2

graphic\_22D3640A

graphic\_5154D0D4

graphic\_3386118E

graphic\_76A002C4

graphic\_5C7A0B60

graphic\_218A07A4

ripples

Credits\_Window

Water\_shadow

Top\_Waterfall

Planks

rm\_castle\_pre\_barrier

rm\_menu\_flowey

botright\_cactus

graphic\_3923461B

botright\_coffee

graphic\_1A36571A

botright\_pear

graphic\_23C43A59

botleft\_cactus

graphic\_3D11D586

botleft\_coffee

graphic\_1F9802BB

botleft\_pear

graphic\_6F2493AD

topleft\_cactus

graphic\_1537EC03

topleft\_coffee

graphic\_6068C965

topleft\_pear

graphic\_E64B2FC

goldenflower

graphic\_119B959C

graphic\_479AE55B

floorlights\_botright

graphic\_6BFDBC25

floorlights\_topright

graphic\_1E9F68AC

floorlights\_topleft

graphic\_56014381

floorlights\_botleft

graphic\_3E32E77

Assets\_8

Assets\_7

instance\_walls

topree

Assets\_5

Cafe

Assets\_6

instances

Buildings

graphic\_78C5AF4B

Steps

Below\_Steps

rm\_steamworks\_06\_b

graphic\_447E0F18

rm\_steamworks\_07\_v2

Vents

graphic\_16DCD82

graphic\_77520901

graphic\_34A4DEE7

bgdetails

graphic\_187475B5

graphic\_7451373C

rm\_steamworks\_17b

Assets

graphic\_188E459B

graphic\_15CB5B4

graphic\_67A875DB

graphic\_2A3E383F

graphic\_3302E1C4

Ripples

Travel\_Path

rm\_steamworks\_25\_b

Cables\_front

Railing\_bg

Cables\_bg

BGPipes

BG\_Railing

rm\_battle\_flasback\_parent

#FFFFFFFF

Distort

32

rm\_dunes\_light

graphic\_74A3E40D

rm\_snowdin\_secret\_to\_everybody

tree\_shadows\_top

branches

graphic\_610C0BE5

graphic\_3EC56064

graphic\_7AA42244

graphic\_62DC11F8

graphic\_F6B02A9

graphic\_7E866638

graphic\_7605BC18

graphic\_596DEF30

shadow\_colliders

tree\_shadows

tree\_shadows\_2

rm\_dunes\_secret

rm\_intro\_flowey

fallbacktexture.png

pt\_shape\_circle.png

pt\_shape\_cloud.png

pt\_shape\_disk.png

pt\_shape\_explosion.png

pt\_shape\_flare.png

pt\_shape\_line.png

pt\_shape\_pixel.png

pt\_shape\_ring.png

pt\_shape\_smoke.png

pt\_shape\_snow.png

pt\_shape\_spark.png

pt\_shape\_sphere.png

pt\_shape\_square.png

pt\_shape\_star.png

Emitter

syringe\_pieces

GM\_Smoke

part\_steamworks\_35\_embers

prt\_martlet\_syringe\_break

particle\_waterfall\_bottom

\_\_YY\_\_0fallbacktexture.png\_YYG\_AUTO\_GEN\_TEX\_GROUP\_NAME\_

DynTex

.yytex

BattleHotlandMartlet

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_axis

gml\_GlobalScript\_seq\_pacifist\_credits\_Events

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_asgore

gml\_GlobalScript\_scr\_load\_palette\_shader

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_axis

gml\_GlobalScript\_scr\_talking\_mooch

gml\_GlobalScript\_scr\_talking\_ed

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_ceroba

gml\_GlobalScript\_scr\_draw\_palette\_shader

gml\_GlobalScript\_cutscene\_screen\_fade\_in

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_slither\_a

gml\_GlobalScript\_cutscene\_dialogue\_chujin

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_tellyvis\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_cactony\_slither\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_jandroid\_duo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_feisty\_four

gml\_GlobalScript\_scr\_generate\_battle\_cactony\_slither\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_flowey

gml\_GlobalScript\_GMLive\_parser

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_guardener

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_macro

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gml\_GlobalScript\_scr\_end\_enemy\_attacking\_ceroba

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gml\_GlobalScript\_scr\_start\_enemy\_attacking\_ceroba

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gml\_GlobalScript\_GMLive\_action

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_goosic\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_axis

gml\_GlobalScript\_scr\_generate\_battle\_ceroba\_2

gml\_GlobalScript\_scr\_point\_attach

gml\_GlobalScript\_scr\_draw\_diamond

gml\_GlobalScript\_cutscene\_screen\_melt

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_jandroid\_b

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_cactony\_slither\_duo

gml\_GlobalScript\_scr\_end\_enemy\_attacking\_axis\_geno

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba\_pacifist

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gml\_GlobalScript\_scr\_cutscene\_battle\_macro\_1

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gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_b

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gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_flowey

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gml\_GlobalScript\_scr\_cutscene\_battle\_axis\_geno

gml\_GlobalScript\_scr\_savegame\_flowey

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_macro

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gml\_GlobalScript\_scr\_item\_stats\_restore

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_axis\_geno

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_axis\_geno

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gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_steam

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gml\_GlobalScript\_scr\_texture\_page\_handler

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gml\_GlobalScript\_scr\_distance

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gml\_GlobalScript\_scr\_start\_enemy\_attacking\_jandroid\_solo

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gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_guardener

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gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_a

gml\_GlobalScript\_macros

gml\_GlobalScript\_anim\_fade

gml\_GlobalScript\_array\_pack

gml\_GlobalScript\_scr\_end\_enemy\_attacking\_macro

gml\_GlobalScript\_collision\_line\_first

gml\_GlobalScript\_keyboard\_multicheck

gml\_GlobalScript\_keyboard\_multicheck\_pressed

gml\_GlobalScript\_keyboard\_multicheck\_released

gml\_GlobalScript\_scr\_draw\_dialogue\_box

gml\_GlobalScript\_scr\_text

gml\_GlobalScript\_scr\_text\_counter\_overworld

gml\_GlobalScript\_scr\_text\_choices

gml\_GlobalScript\_scr\_text\_increase\_overworld

gml\_GlobalScript\_scr\_text\_talk

gml\_GlobalScript\_scr\_text\_talkers

gml\_GlobalScript\_scr\_text\_soundfonts

gml\_GlobalScript\_scr\_text\_positions

gml\_GlobalScript\_scr\_interact

gml\_GlobalScript\_scr\_change\_room

gml\_GlobalScript\_scr\_depth

gml\_GlobalScript\_scr\_turn

gml\_GlobalScript\_scr\_determine\_playtime

gml\_GlobalScript\_scr\_npc\_fade

gml\_GlobalScript\_scr\_object\_culling

gml\_GlobalScript\_scr\_report\_bug

gml\_GlobalScript\_scr\_arc\_jump

gml\_GlobalScript\_scr\_generate\_battle\_macro\_froggit

gml\_GlobalScript\_scr\_path\_jump

gml\_GlobalScript\_scr\_actor\_into\_follower

gml\_GlobalScript\_scr\_path\_jump\_end

gml\_GlobalScript\_cutscene\_music\_start

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gml\_GlobalScript\_cutscene\_sfx\_play

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gml\_GlobalScript\_cutscene\_animation\_end

gml\_GlobalScript\_cutscene\_battle\_initiate

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gml\_GlobalScript\_cutscene\_execute

gml\_GlobalScript\_cutscene\_fade\_in

gml\_GlobalScript\_cutscene\_fade\_out

gml\_GlobalScript\_cutscene\_follower\_into\_actor

gml\_GlobalScript\_cutscene\_actor\_into\_follower

gml\_GlobalScript\_cutscene\_change\_room

gml\_GlobalScript\_cutscene\_initialize

gml\_GlobalScript\_cutscene\_instance\_create

gml\_GlobalScript\_cutscene\_instance\_position

gml\_GlobalScript\_cutscene\_key\_prompt

gml\_GlobalScript\_cutscene\_move\_all

gml\_GlobalScript\_cutscene\_npc\_action\_sprite

gml\_GlobalScript\_cutscene\_npc\_action\_sprite\_reverse

gml\_GlobalScript\_cutscene\_npc\_direction

gml\_GlobalScript\_cutscene\_npc\_path\_start

gml\_GlobalScript\_cutscene\_npc\_reset\_sprite

gml\_GlobalScript\_cutscene\_npc\_set\_sprites

gml\_GlobalScript\_cutscene\_npc\_walk

gml\_GlobalScript\_cutscene\_npc\_walk\_relative

gml\_GlobalScript\_cutscene\_npc\_walk\_wait

gml\_GlobalScript\_cutscene\_player\_interact

gml\_GlobalScript\_cutscene\_screenshake

gml\_GlobalScript\_cutscene\_wait

gml\_GlobalScript\_script\_execute\_alt

gml\_GlobalScript\_scr\_shuffle\_snowdin\_13\_yellow

gml\_GlobalScript\_scr\_shuffle\_controls\_snowdin\_13\_yellow

gml\_GlobalScript\_cts\_shufflers\_puzzle

gml\_GlobalScript\_cts\_shufflers\_fail\_check

gml\_GlobalScript\_cts\_shufflers\_victory\_check

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gml\_GlobalScript\_scr\_cutscene\_end

gml\_GlobalScript\_scr\_radio\_restart

gml\_GlobalScript\_scr\_radio\_fade

gml\_GlobalScript\_scr\_audio\_fade

gml\_GlobalScript\_scr\_audio\_fade\_out

gml\_GlobalScript\_scr\_music\_sudden\_stop

gml\_GlobalScript\_on\_animation\_end

gml\_GlobalScript\_scr\_timer

gml\_GlobalScript\_scr\_screenshake

gml\_GlobalScript\_scr\_item\_exists\_check

gml\_GlobalScript\_scr\_item

gml\_GlobalScript\_scr\_item\_use

gml\_GlobalScript\_scr\_item\_info

gml\_GlobalScript\_scr\_item\_remove

gml\_GlobalScript\_scr\_inventory\_check\_space

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sousborg

gml\_GlobalScript\_scr\_mail\_check

gml\_GlobalScript\_scr\_mail\_remove

gml\_GlobalScript\_scr\_mail\_add

gml\_GlobalScript\_scr\_mail\_add\_unclaimed

gml\_GlobalScript\_scr\_mail\_claim

gml\_GlobalScript\_scr\_mail\_pin

gml\_GlobalScript\_scr\_fasttravel\_add

gml\_GlobalScript\_scr\_new\_mail\_check

gml\_GlobalScript\_scr\_walk\_npc

gml\_GlobalScript\_scr\_walk\_npc\_solid

gml\_GlobalScript\_scr\_walk\_npc\_free

gml\_GlobalScript\_scr\_game\_time\_total

gml\_GlobalScript\_scr\_game\_time\_add

gml\_GlobalScript\_scr\_initialize

gml\_GlobalScript\_scr\_init\_flags\_ruins

gml\_GlobalScript\_scr\_init\_flags\_snowdin

gml\_GlobalScript\_scr\_init\_flags\_dunes

gml\_GlobalScript\_scr\_init\_flags\_steamworks

gml\_GlobalScript\_scr\_init\_flags\_flowey

gml\_GlobalScript\_scr\_savegame

gml\_GlobalScript\_GMLive\_seekEval

gml\_GlobalScript\_scr\_loadgame

gml\_GlobalScript\_scr\_battle\_save

gml\_GlobalScript\_scr\_battle\_load

gml\_GlobalScript\_scr\_savecontrols

gml\_GlobalScript\_scr\_save\_flowey\_snowdin

gml\_GlobalScript\_scr\_save\_flowey\_dark\_ruins

gml\_GlobalScript\_scr\_save\_flowey\_dunes

gml\_GlobalScript\_scr\_summon\_shop

gml\_GlobalScript\_scr\_shop\_animation\_override\_honeydew\_bear\_hand

gml\_GlobalScript\_scr\_shop\_animation\_override\_honeydew\_bear\_hand\_deux

gml\_GlobalScript\_scr\_shop\_animation\_override\_honeydew\_bear\_head\_down

gml\_GlobalScript\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun

gml\_GlobalScript\_scr\_shop\_animation\_override\_wildeast\_blackjack\_raise

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gml\_GlobalScript\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_shoot

gml\_GlobalScript\_scr\_shop\_animation\_override\_wildeast\_blackjack\_gun\_spin

gml\_GlobalScript\_scr\_controls\_shop\_buy

gml\_GlobalScript\_scr\_controls\_shop\_sell

gml\_GlobalScript\_scr\_controls\_shop\_main

gml\_GlobalScript\_scr\_controls\_shop\_response

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gml\_GlobalScript\_scr\_determine\_item\_purchasable

gml\_GlobalScript\_scr\_frozen\_state

gml\_GlobalScript\_scr\_normal\_state

gml\_GlobalScript\_scr\_autowalk\_state

gml\_GlobalScript\_scr\_determine\_player\_sprites

gml\_GlobalScript\_scr\_controls\_dimensional\_box\_heart

gml\_GlobalScript\_scr\_dalv\_determine\_destination

gml\_GlobalScript\_scr\_debugmode

gml\_GlobalScript\_scr\_get\_input

gml\_GlobalScript\_scr\_stick\_press

gml\_GlobalScript\_scr\_walk\_ai

gml\_GlobalScript\_scr\_follower\_initialize

gml\_GlobalScript\_scr\_follower\_into\_actor

gml\_GlobalScript\_scr\_initialize\_battle

gml\_GlobalScript\_scr\_enable\_battle\_box\_surface

gml\_GlobalScript\_draw\_on\_surface

gml\_GlobalScript\_info\_battle\_counter\_info

gml\_GlobalScript\_scr\_determine\_enemy\_attack

gml\_GlobalScript\_scr\_determine\_last\_text\_move\_select

gml\_GlobalScript\_scr\_circle\_outline

gml\_GlobalScript\_info\_battle\_core\_directories

gml\_GlobalScript\_scr\_battle\_core\_directory\_generation

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gml\_GlobalScript\_scr\_battle\_core\_directory\_hp\_displacements

gml\_GlobalScript\_scr\_battle\_core\_directory\_enemy\_attack\_start

gml\_GlobalScript\_scr\_battle\_core\_directory\_enemy\_attack\_scripts

gml\_GlobalScript\_scr\_battle\_core\_directory\_enemy\_attack\_alarms

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gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_special\_6

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_1

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_2

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gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_low\_hp\_3

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gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_8

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_default\_9

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_1

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_1\_sparing\_2

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gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_special

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gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_4

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_5

gml\_GlobalScript\_scr\_battle\_core\_directory\_flavor\_text\_enemy\_2\_default\_6

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gml\_GlobalScript\_scr\_battle\_core\_directory\_enemy\_3\_name

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gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_2\_name

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_3\_name

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_4\_name

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_5\_name

gml\_GlobalScript\_scr\_battle\_core\_directory\_check\_selected\_text

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gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_2\_selected\_text

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_3\_selected\_text

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_1\_selected\_event

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_2\_selected\_event

gml\_GlobalScript\_scr\_battle\_core\_directory\_action\_3\_selected\_event

gml\_GlobalScript\_scr\_damage\_determination\_trial

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gml\_GlobalScript\_scr\_damage\_determination\_enemy\_2

gml\_GlobalScript\_scr\_damage\_determination\_enemy\_3

gml\_GlobalScript\_scr\_enemy\_defragment

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gml\_GlobalScript\_scr\_battle\_draw\_inside\_battle\_box

gml\_GlobalScript\_scr\_battle\_draw\_inside\_battle\_box\_ext

gml\_GlobalScript\_scr\_create\_player\_attack

gml\_GlobalScript\_scr\_create\_quote\_bubble\_battle\_defeat

gml\_GlobalScript\_scr\_determine\_attack\_bonus

gml\_GlobalScript\_scr\_determine\_attacking\_damage\_stat\_critical

gml\_GlobalScript\_scr\_determine\_can\_attack\_attacking

gml\_GlobalScript\_scr\_determine\_damage\_number\_enemy

gml\_GlobalScript\_scr\_determine\_display\_text\_battle\_boss\_genocide

gml\_GlobalScript\_scr\_determine\_if\_in\_battle\_box

gml\_GlobalScript\_scr\_determine\_important\_cutscene\_attacking

gml\_GlobalScript\_scr\_determine\_low\_hp\_enemy\_sparing

gml\_GlobalScript\_scr\_determine\_special\_effect\_end\_enemy

gml\_GlobalScript\_scr\_determine\_special\_effect\_enemy

gml\_GlobalScript\_scr\_late\_audio\_enemy\_encounter

gml\_GlobalScript\_scr\_reset\_text\_deadlock

gml\_GlobalScript\_scr\_return\_heart\_battle\_menu\_position

gml\_GlobalScript\_scr\_controls\_battle\_act

gml\_GlobalScript\_scr\_controls\_battle\_fight

gml\_GlobalScript\_scr\_controls\_battle\_heart\_blue\_down

gml\_GlobalScript\_scr\_controls\_battle\_heart\_blue\_left

gml\_GlobalScript\_scr\_controls\_battle\_heart\_blue\_right

gml\_GlobalScript\_scr\_controls\_battle\_heart\_blue\_up

gml\_GlobalScript\_scr\_controls\_battle\_heart\_red

gml\_GlobalScript\_scr\_controls\_battle\_item

gml\_GlobalScript\_scr\_controls\_battle\_main

gml\_GlobalScript\_scr\_controls\_battle\_mercy

gml\_GlobalScript\_scr\_controls\_battle\_reticle

gml\_GlobalScript\_scr\_controls\_battle\_reticle\_multi

gml\_GlobalScript\_scr\_controls\_battle\_target

gml\_GlobalScript\_scr\_controls\_battle\_target\_2

gml\_GlobalScript\_scr\_controls\_debug\_battle

gml\_GlobalScript\_scr\_controls\_debug\_overworld

gml\_GlobalScript\_scr\_controls\_settings

gml\_GlobalScript\_scr\_controls\_text

gml\_GlobalScript\_introduction\_must\_read\_before\_using

gml\_GlobalScript\_backgrounds\_parallax

gml\_GlobalScript\_box\_collision

gml\_GlobalScript\_box\_collision\_all

gml\_GlobalScript\_collision\_circle\_all

gml\_GlobalScript\_collision\_ellipse\_all

gml\_GlobalScript\_collision\_line\_all

gml\_GlobalScript\_collision\_point\_all

gml\_GlobalScript\_collision\_rectangle\_all

gml\_GlobalScript\_instance\_place\_all

gml\_GlobalScript\_instance\_position\_all

gml\_GlobalScript\_lines\_intersect

gml\_GlobalScript\_unstick\_from

gml\_GlobalScript\_equals

gml\_GlobalScript\_insert\_separator\_commas

gml\_GlobalScript\_map

gml\_GlobalScript\_sw\_laser

gml\_GlobalScript\_has\_parent

gml\_GlobalScript\_scr\_get\_random\_number\_order

gml\_GlobalScript\_numeric\_springing

gml\_GlobalScript\_sprite\_mirror

gml\_GlobalScript\_draw\_sprite\_clip

gml\_GlobalScript\_draw\_sprite\_clip\_ext

gml\_GlobalScript\_scr\_base\_stats

gml\_GlobalScript\_scr\_determine\_world\_value\_yellow

gml\_GlobalScript\_scr\_determine\_world\_yellow

gml\_GlobalScript\_scr\_talking\_starlo

gml\_GlobalScript\_scr\_audio\_fade\_out\_battle

gml\_GlobalScript\_scr\_audio\_stop\_sound

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_item\_use

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_menu\_options

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle

gml\_GlobalScript\_scr\_draw\_text\_effect\_shaky\_textbox\_battle

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_batt

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_reverse

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_6\_reverse

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_6\_reverse

gml\_GlobalScript\_scr\_generate\_text\_counters

gml\_GlobalScript\_scr\_text\_counter

gml\_GlobalScript\_scr\_text\_counter\_color

gml\_GlobalScript\_scr\_text\_increase

gml\_GlobalScript\_scr\_text\_increase\_color

gml\_GlobalScript\_scr\_text\_increase\_auto

gml\_GlobalScript\_scr\_portrait\_counter

gml\_GlobalScript\_scr\_portrait\_counter\_idle

gml\_GlobalScript\_scr\_color\_sp\_bonus

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_duo

gml\_GlobalScript\_scr\_color\_light\_blue

gml\_GlobalScript\_scr\_talking\_normal

gml\_GlobalScript\_scr\_talking\_normal\_color

gml\_GlobalScript\_scr\_talking\_text

gml\_GlobalScript\_scr\_talking\_text\_color

gml\_GlobalScript\_scr\_talking\_enemy

gml\_GlobalScript\_scr\_talking\_enemy\_color

gml\_GlobalScript\_scr\_talking\_flowey\_1

gml\_GlobalScript\_scr\_talking\_flowey\_2

gml\_GlobalScript\_scr\_talking\_flowey\_1\_color

gml\_GlobalScript\_scr\_talking\_toriel\_1

gml\_GlobalScript\_scr\_talking\_toriel\_2

gml\_GlobalScript\_scr\_talking\_toriel\_3

gml\_GlobalScript\_scr\_talking\_toriel\_1\_color

gml\_GlobalScript\_scr\_talking\_mettaton

gml\_GlobalScript\_scr\_mettaton\_voice

gml\_GlobalScript\_scr\_talking\_author

gml\_GlobalScript\_scr\_talking\_craniex

gml\_GlobalScript\_scr\_talking\_dalv

gml\_GlobalScript\_scr\_talking\_honeydew\_bear

gml\_GlobalScript\_scr\_talking\_blackjack

gml\_GlobalScript\_scr\_talking\_dina

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_slither\_solo

gml\_GlobalScript\_scr\_talking\_martlet

gml\_GlobalScript\_scr\_talking\_ceroba

gml\_GlobalScript\_scr\_talking\_game\_over

gml\_GlobalScript\_scr\_intro\_portrait\_disjoints

gml\_GlobalScript\_scr\_intro\_talk\_speeds

gml\_GlobalScript\_scr\_determine\_can\_display\_damage\_ui

gml\_GlobalScript\_scr\_determine\_can\_display\_enemy\_hp\_ui

gml\_GlobalScript\_scr\_controls\_battle\_heart\_yellow\_rhythm

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_textbox\_battle\_dialogue

gml\_GlobalScript\_scr\_color\_hp\_bonus

gml\_GlobalScript\_scr\_auto\_spare\_enemy\_solo

gml\_GlobalScript\_scr\_create\_attack\_boundary

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_create\_note

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_song\_data\_danza\_test

gml\_GlobalScript\_scr\_battle\_draw\_item\_names

gml\_GlobalScript\_scr\_determine\_hit\_special\_effect\_boss

gml\_GlobalScript\_scr\_item\_stats\_story

gml\_GlobalScript\_scr\_generate\_battle\_ceroba\_4

gml\_GlobalScript\_scr\_item\_stats\_heal

gml\_GlobalScript\_scr\_item\_stats\_protection

gml\_GlobalScript\_scr\_item\_stats\_speed

gml\_GlobalScript\_scr\_item\_stats\_weapon

gml\_GlobalScript\_scr\_item\_stats\_armor

gml\_GlobalScript\_scr\_item\_stats\_weapon\_mod

gml\_GlobalScript\_scr\_item\_stats\_armor\_mod

gml\_GlobalScript\_scr\_determine\_weapon\_attack

gml\_GlobalScript\_scr\_absolutesign

gml\_GlobalScript\_scr\_determine\_armor\_defense

gml\_GlobalScript\_scr\_determine\_weapon\_modifier\_attack

gml\_GlobalScript\_scr\_determine\_armor\_modifier\_defense

gml\_GlobalScript\_info\_item\_list\_yellow

gml\_GlobalScript\_info\_enemy\_list\_yellow

gml\_GlobalScript\_scr\_create\_background\_battle\_yellow

gml\_GlobalScript\_scr\_determine\_enemy\_attack\_yellow

gml\_GlobalScript\_scr\_determine\_enemy\_music\_yellow

gml\_GlobalScript\_scr\_determine\_last\_text\_move\_select\_yellow

gml\_GlobalScript\_scr\_determine\_enemy\_battle\_genocide\_yellow

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_jandroid\_a

gml\_GlobalScript\_scr\_determine\_death\_count\_yellow

gml\_GlobalScript\_scr\_determine\_death\_count\_yellow\_old

gml\_GlobalScript\_scr\_generate\_battle\_flowey\_intro\_yellow

gml\_GlobalScript\_scr\_generate\_battle\_flier\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_solo

gml\_GlobalScript\_scr\_clover\_defragment

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flier\_c

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flier\_c

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flier\_c

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_flier\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_flier\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_flier\_flies

gml\_GlobalScript\_scr\_enemy\_attack\_flier\_flies\_double

gml\_GlobalScript\_scr\_enemy\_attack\_flier\_swarm

gml\_GlobalScript\_scr\_enemy\_attack\_flier\_swarm\_double

gml\_GlobalScript\_scr\_generate\_battle\_flier\_trio

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_trio

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_flier\_trio

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_flier\_trio

gml\_GlobalScript\_scr\_generate\_battle\_penilla\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_penilla\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_penilla\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_penilla\_b

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_penilla\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_penilla\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_penilla\_drawing

gml\_GlobalScript\_scr\_generate\_battle\_flier\_penilla\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_flier\_penilla\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_flier\_penilla\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_flier\_penilla\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_flier\_flies\_drawing

gml\_GlobalScript\_scr\_generate\_battle\_sweet\_corn\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_sweet\_corn\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sweet\_corn\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sweet\_corn\_b

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_sweet\_corn\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_sweet\_corn\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_candy\_corn

gml\_GlobalScript\_scr\_generate\_battle\_sweet\_corn\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_sweet\_corn\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_sweet\_corn\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_candy\_spear\_corn

gml\_GlobalScript\_scr\_generate\_battle\_sweet\_corn\_penilla\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_sweet\_corn\_penilla\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_sweet\_corn\_penilla\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_sweet\_corn\_penilla\_duo

gml\_GlobalScript\_scr\_generate\_battle\_crispy\_scroll\_solo

gml\_GlobalScript\_GMLive\_vm

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_crispy\_scroll\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_crispy\_scroll\_a

gml\_GlobalScript\_scr\_generate\_battle\_martlet\_genocide\_final\_2

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_crispy\_scroll\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_crispy\_scroll\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_crispy\_scroll\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_crispy\_slash

gml\_GlobalScript\_scr\_enemy\_attack\_crispy\_laser

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_sousborg

gml\_GlobalScript\_scr\_enemy\_attack\_crispy\_tub

gml\_GlobalScript\_scr\_generate\_battle\_crispy\_scroll\_penilla\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_crispy\_scroll\_penilla\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_crispy\_scroll\_penilla\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_crispy\_scroll\_penilla\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_crispy\_slash\_drawing\_crispy\_scroll

gml\_GlobalScript\_scr\_generate\_battle\_rorrim\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_rorrim\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_rorrim\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_rorrim\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_rorrim\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_rorrim\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_rorrim\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_rorrim\_mirror

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_b

gml\_GlobalScript\_scr\_enemy\_attack\_rorrim\_sparkle

gml\_GlobalScript\_scr\_generate\_battle\_decibat\_intro

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_cactony\_slither\_duo

gml\_GlobalScript\_scr\_generate\_battle\_decibat

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_decibat

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_decibat

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_decibat

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_decibat

gml\_GlobalScript\_scr\_decibat\_sparing

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_decibat

gml\_GlobalScript\_scr\_start\_enemy\_sparing\_decibat

gml\_GlobalScript\_scr\_start\_enemy\_fleeing\_decibat

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_decibat

gml\_GlobalScript\_scr\_enemy\_attack\_decibat\_wave\_blue

gml\_GlobalScript\_scr\_enemy\_attack\_decibat\_wave\_orange

gml\_GlobalScript\_scr\_enemy\_attack\_decibat\_wave\_multi

gml\_GlobalScript\_scr\_enemy\_attack\_decibat\_wave\_mini

gml\_GlobalScript\_scr\_enemy\_attack\_decibat\_stalagmite

gml\_GlobalScript\_scr\_generate\_battle\_dalv

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_dalv

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dalv

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dalv

gml\_GlobalScript\_scr\_dalv\_sparing

gml\_GlobalScript\_scr\_dalv\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_dalv

gml\_GlobalScript\_scr\_start\_enemy\_sparing\_dalv

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_dalv

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_dalv

gml\_GlobalScript\_scr\_enemy\_attack\_dalv\_lightning\_vertical

gml\_GlobalScript\_scr\_enemy\_attack\_dalv\_lightning\_dual

gml\_GlobalScript\_scr\_enemy\_attack\_dalv\_lightning\_balls

gml\_GlobalScript\_scr\_enemy\_attack\_dalv\_lightning\_bolt

gml\_GlobalScript\_scr\_generate\_battle\_micro\_froggit

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_micro\_froggit

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_micro\_froggit

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_micro\_froggit

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_micro\_froggit

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_micro\_froggit

gml\_GlobalScript\_scr\_generate\_battle\_dunebud\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_axis\_geno

gml\_GlobalScript\_scr\_start\_enemy\_stomping\_micro\_froggit

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_micro\_froggit

gml\_GlobalScript\_scr\_enemy\_attack\_micro\_barrage

gml\_GlobalScript\_scr\_generate\_battle\_dunebud\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_dunebud\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dunebud\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_dunebud\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_dunebud\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_dunebud\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_dunebud\_solo

gml\_GlobalScript\_scr\_generate\_battle\_cactony\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_cactony\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_cactony\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_cactony\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_cactony\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_cactony\_solo

gml\_GlobalScript\_scr\_generate\_battle\_bowll\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_bowll\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_bowll\_a

gml\_GlobalScript\_scr\_generate\_battle\_energy\_balls

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_bowll\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_bowll\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_bowll\_solo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_bowll\_solo\_ext

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_bowll\_solo

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_bowll

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_bowll

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_script\_bowll

gml\_GlobalScript\_scr\_generate\_battle\_el\_bailador

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_el\_bailador

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_el\_bailador

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_el\_bailador

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_el\_bailador

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_el\_bailador

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_el\_bailador\_ext

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_el\_bailador

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_gen\_alarm\_0\_script\_el\_bailador

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_gen\_end\_script\_el\_bailador

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_out\_script\_el\_bailador

gml\_GlobalScript\_scr\_generate\_battle\_flower\_girls\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_flower\_girls\_solo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_flower\_girls

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_flower\_girls

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_flower\_girls

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_flower\_girls

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_flower\_girls

gml\_GlobalScript\_scr\_generate\_battle\_dummy\_training\_pacifist

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_dummy\_training\_pacifist

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_dummy\_training\_pacifist

gml\_GlobalScript\_scr\_dummy\_training\_pacifist\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_dummy\_training\_pacifist

gml\_GlobalScript\_scr\_generate\_battle\_frostermit\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_frostermit\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_frostermit\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_frostermit\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_frostermit\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_frostermit\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_frostermit\_snowflakes

gml\_GlobalScript\_scr\_enemy\_attack\_frostermit\_ice\_cubes

gml\_GlobalScript\_scr\_enemy\_attack\_frostermit\_pinchers

gml\_GlobalScript\_scr\_generate\_battle\_frostermit\_know\_cone\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_jandroid\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_frostermit\_know\_cone\_duo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_frostermit\_know\_cone\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_goosic\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_frostermit\_know\_cone\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_frostermit\_snowflakes\_blueberries

gml\_GlobalScript\_scr\_enemy\_attack\_frostermit\_snowflakes\_oranges

gml\_GlobalScript\_scr\_generate\_battle\_insomnitot\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_solo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_insomnitot\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_insomnitot\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_insomnitot\_b

gml\_GlobalScript\_scr\_insomnitot\_solo\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_insomnitot\_solo

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_insomnitot\_solo

gml\_GlobalScript\_GMLive\_thread

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_insomnitot\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_insomnitot\_sheep

gml\_GlobalScript\_scr\_enemy\_attack\_insomnitot\_zzz

gml\_GlobalScript\_scr\_enemy\_attack\_insomnitot\_stars

gml\_GlobalScript\_scr\_generate\_battle\_insomnitot\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_insomnitot\_duo

gml\_GlobalScript\_scr\_insomnitot\_duo\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_insomnitot\_duo

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_insomnitot\_duo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_insomnitot\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_insomnitot\_sheep\_stars

gml\_GlobalScript\_scr\_enemy\_attack\_insomnitot\_sheep\_zzz

gml\_GlobalScript\_scr\_generate\_battle\_know\_cone\_solo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_solo

gml\_GlobalScript\_scr\_cutscene\_battle\_macro\_2

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_a

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_know\_cone\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_know\_cone\_b

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_know\_cone\_b

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_know\_cone\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_know\_cone\_solo

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_blueberries

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_oranges

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_cherries

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_fig

gml\_GlobalScript\_scr\_generate\_battle\_know\_cone\_insomnitot\_duo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_know\_cone\_insomnitot\_duo

gml\_GlobalScript\_scr\_know\_cone\_insomnitot\_duo\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_know\_cone\_insomnitot\_duo

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_know\_cone\_insomnitot\_duo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_goosic\_b

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_know\_cone\_insomnitot\_duo

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_blueberries\_zzz

gml\_GlobalScript\_scr\_enemy\_attack\_know\_cone\_oranges\_stars

gml\_GlobalScript\_scr\_generate\_battle\_martlet\_pacifist

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_martlet\_pacifist

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_pacifist

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_pacifist

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_martlet\_pacifist

gml\_GlobalScript\_scr\_enemy\_mode\_shift\_martlet\_pacifist

gml\_GlobalScript\_scr\_enemy\_mode\_shift\_end\_martlet\_pacifist

gml\_GlobalScript\_scr\_martlet\_pacifist\_no\_attack

gml\_GlobalScript\_scr\_start\_during\_attack\_dialogue\_martlet\_pacifist

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_martlet\_pacifist

gml\_GlobalScript\_scr\_start\_enemy\_fleeing\_martlet\_pacifist

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_martlet\_pacifist

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_martlet\_pacifist

gml\_GlobalScript\_scr\_generate\_battle\_martlet\_genocide

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_martlet\_genocide

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_martlet\_genocide

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_genocide

gml\_GlobalScript\_scr\_enemy\_mode\_shift\_martlet\_genocide

gml\_GlobalScript\_scr\_enemy\_mode\_shift\_end\_martlet\_genocide

gml\_GlobalScript\_scr\_martlet\_genocide\_no\_attack

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_martlet\_genocide

gml\_GlobalScript\_scr\_start\_enemy\_fleeing\_martlet\_genocide

gml\_GlobalScript\_scr\_start\_enemy\_no\_attack\_martlet\_genocide

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_martlet\_genocide

gml\_GlobalScript\_scr\_generate\_battle\_shufflers

gml\_GlobalScript\_scr\_generate\_battle\_trihecta\_together

gml\_GlobalScript\_scr\_cutscene\_battle\_guardener\_3

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_together

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_trihecta

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_trihecta

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_trihecta

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_trihecta\_together

gml\_GlobalScript\_scr\_generate\_battle\_trihecta\_separated

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_trihecta\_separated

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_tri

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_macro

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_tri

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_tri

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_hec

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_hec

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_hec

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_ta

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ta

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ta

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_trihecta\_separated

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_sousborg

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_slither\_solo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_trihecta

gml\_GlobalScript\_scr\_enemy\_attack\_trihecta\_circle\_bounce

gml\_GlobalScript\_scr\_enemy\_attack\_trihecta\_circle\_reflect

gml\_GlobalScript\_scr\_enemy\_attack\_trihecta\_circle\_stack

gml\_GlobalScript\_scr\_generate\_battle\_nobody\_came\_yellow

gml\_GlobalScript\_scr\_generate\_battle\_froggit\_intro\_yellow

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_froggit\_intro\_yellow

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_froggit\_intro\_yellow

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_froggit\_intro\_yellow

gml\_GlobalScript\_scr\_battle\_box\_resize\_midfight

gml\_GlobalScript\_scr\_start\_enemy\_fleeing\_froggit\_intro\_yellow

gml\_GlobalScript\_scr\_generate\_battle\_ceroba\_genocide

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_ceroba\_genocide

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_ceroba\_genocide

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_ceroba\_genocide

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_ceroba

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_ceroba

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba

gml\_GlobalScript\_scr\_generate\_battle\_starlo

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_starlo

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_starlo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_starlo

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_boulders

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_starlo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_starlo

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_starlo

gml\_GlobalScript\_scr\_generate\_battle\_boulders\_minifight

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_boulders

gml\_GlobalScript\_scr\_determine\_end\_battle\_flags\_yellow\_new

gml\_GlobalScript\_scr\_determine\_end\_battle\_flags\_yellow

gml\_GlobalScript\_scr\_determine\_yellow\_text\_flags\_yellow

gml\_GlobalScript\_scr\_determine\_enemy\_status\_flags\_yellow

gml\_GlobalScript\_scr\_determine\_boss\_hurt\_flags

gml\_GlobalScript\_scr\_determine\_genocide\_counter\_yellow

gml\_GlobalScript\_scr\_determine\_genocide\_counter\_total\_yellow

gml\_GlobalScript\_scr\_determine\_genocide\_counter\_total\_snowdin\_yellow

gml\_GlobalScript\_scr\_determine\_genocide\_counter\_total\_dunes\_yellow

gml\_GlobalScript\_scr\_determine\_genocide\_counter\_total\_dark\_ruins\_yellow

gml\_GlobalScript\_scr\_damage\_special\_condition\_reticle\_yellow

gml\_GlobalScript\_scr\_determine\_heart\_initiate\_battle\_position\_yellow

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_2\_reverse

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_yellow\_3

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2

gml\_GlobalScript\_scr\_draw\_text\_effect\_twitchy\_quotebubble\_battle\_2\_yellow\_2\_reverse

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_yellow\_2\_reverse

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2

gml\_GlobalScript\_scr\_draw\_text\_effect\_circle\_quotebubble\_battle\_2\_yellow\_2\_reverse

gml\_GlobalScript\_scr\_route\_check\_yellow

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_flowey\_ext

gml\_GlobalScript\_info\_route\_genocide\_log

gml\_GlobalScript\_scr\_route\_check\_darkruins\_yellow

gml\_GlobalScript\_scr\_route\_determination\_darkruins\_yellow

gml\_GlobalScript\_scr\_genocide\_flags\_darkruins\_yellow

gml\_GlobalScript\_scr\_item\_use\_text\_yellow

gml\_GlobalScript\_scr\_item\_info\_text\_yellow

gml\_GlobalScript\_scr\_determine\_item\_droppable\_yellow

gml\_GlobalScript\_action\_end\_game

gml\_GlobalScript\_action\_if\_variable

gml\_GlobalScript\_action\_kill\_object

gml\_GlobalScript\_scr\_generate\_battle\_ceroba

gml\_GlobalScript\_action\_move\_point

gml\_GlobalScript\_action\_set\_alarm

gml\_GlobalScript\_action\_set\_hspeed

gml\_GlobalScript\_action\_set\_vspeed

gml\_GlobalScript\_\_\_init\_action

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_slither\_b

gml\_GlobalScript\_background\_add

gml\_GlobalScript\_background\_assign

gml\_GlobalScript\_background\_create\_colour

gml\_GlobalScript\_background\_create\_from\_surface

gml\_GlobalScript\_background\_create\_gradient

gml\_GlobalScript\_background\_delete

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_axis

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gml\_GlobalScript\_background\_get\_height

gml\_GlobalScript\_background\_get\_name

gml\_GlobalScript\_background\_get\_texture

gml\_GlobalScript\_background\_get\_uvs

gml\_GlobalScript\_background\_get\_width

gml\_GlobalScript\_scr\_talking\_guardener

gml\_GlobalScript\_background\_prefetch

gml\_GlobalScript\_background\_prefetch\_multi

gml\_GlobalScript\_background\_replace

gml\_GlobalScript\_background\_save

gml\_GlobalScript\_background\_set\_alpha\_from\_background

gml\_GlobalScript\_draw\_background

gml\_GlobalScript\_draw\_background\_ext

gml\_GlobalScript\_draw\_background\_general

gml\_GlobalScript\_draw\_background\_part

gml\_GlobalScript\_draw\_background\_part\_ext

gml\_GlobalScript\_draw\_background\_stretched

gml\_GlobalScript\_draw\_background\_stretched\_ext

gml\_GlobalScript\_draw\_background\_tiled

gml\_GlobalScript\_draw\_background\_tiled\_ext

gml\_GlobalScript\_room\_set\_background

gml\_GlobalScript\_\_\_background\_get

gml\_GlobalScript\_\_\_background\_get\_colour

gml\_GlobalScript\_\_\_background\_get\_colour\_element

gml\_GlobalScript\_\_\_background\_get\_element

gml\_GlobalScript\_\_\_background\_get\_internal

gml\_GlobalScript\_\_\_background\_get\_showcolour

gml\_GlobalScript\_\_\_background\_set

gml\_GlobalScript\_\_\_background\_set\_colour

gml\_GlobalScript\_\_\_background\_set\_element

gml\_GlobalScript\_\_\_background\_set\_internal

gml\_GlobalScript\_\_\_background\_set\_showcolour

gml\_GlobalScript\_\_\_init\_background

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gml\_GlobalScript\_d3d\_draw\_cone

gml\_GlobalScript\_d3d\_draw\_cylinder

gml\_GlobalScript\_d3d\_draw\_ellipsoid

gml\_GlobalScript\_d3d\_draw\_floor

gml\_GlobalScript\_d3d\_draw\_wall

gml\_GlobalScript\_d3d\_end

gml\_GlobalScript\_d3d\_light\_define\_ambient

gml\_GlobalScript\_d3d\_light\_define\_direction

gml\_GlobalScript\_d3d\_light\_define\_point

gml\_GlobalScript\_d3d\_light\_enable

gml\_GlobalScript\_d3d\_model\_block

gml\_GlobalScript\_d3d\_model\_clear

gml\_GlobalScript\_d3d\_model\_cone

gml\_GlobalScript\_d3d\_model\_create

gml\_GlobalScript\_d3d\_model\_cylinder

gml\_GlobalScript\_d3d\_model\_destroy

gml\_GlobalScript\_d3d\_model\_draw

gml\_GlobalScript\_d3d\_model\_ellipsoid

gml\_GlobalScript\_d3d\_model\_floor

gml\_GlobalScript\_d3d\_model\_load

gml\_GlobalScript\_d3d\_model\_primitive\_begin

gml\_GlobalScript\_d3d\_model\_primitive\_end

gml\_GlobalScript\_d3d\_model\_save

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gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_01

gml\_GlobalScript\_d3d\_model\_vertex

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gml\_GlobalScript\_d3d\_model\_vertex\_colour

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_feisty\_four

gml\_GlobalScript\_d3d\_model\_vertex\_normal

gml\_GlobalScript\_d3d\_model\_vertex\_normal\_color

gml\_GlobalScript\_d3d\_model\_vertex\_normal\_colour

gml\_GlobalScript\_d3d\_model\_vertex\_normal\_texture

gml\_GlobalScript\_d3d\_model\_vertex\_normal\_texture\_color

gml\_GlobalScript\_d3d\_model\_vertex\_normal\_texture\_colour

gml\_GlobalScript\_d3d\_model\_vertex\_texture

gml\_GlobalScript\_d3d\_model\_vertex\_texture\_color

gml\_GlobalScript\_d3d\_model\_vertex\_texture\_colour

gml\_GlobalScript\_d3d\_model\_wall

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gml\_GlobalScript\_d3d\_primitive\_begin\_texture

gml\_GlobalScript\_d3d\_primitive\_end

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gml\_GlobalScript\_d3d\_set\_depth

gml\_GlobalScript\_d3d\_set\_fog

gml\_GlobalScript\_d3d\_set\_hidden

gml\_GlobalScript\_d3d\_set\_lighting

gml\_GlobalScript\_d3d\_set\_perspective

gml\_GlobalScript\_d3d\_set\_projection

gml\_GlobalScript\_d3d\_set\_projection\_ext

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_sousborg

gml\_GlobalScript\_d3d\_set\_projection\_ortho

gml\_GlobalScript\_d3d\_set\_projection\_perspective

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gml\_GlobalScript\_d3d\_transform\_add\_rotation\_y

gml\_GlobalScript\_d3d\_transform\_add\_rotation\_z

gml\_GlobalScript\_d3d\_transform\_add\_scaling

gml\_GlobalScript\_d3d\_transform\_add\_translation

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gml\_GlobalScript\_d3d\_transform\_set\_rotation\_axis

gml\_GlobalScript\_d3d\_transform\_set\_rotation\_x

gml\_GlobalScript\_d3d\_transform\_set\_rotation\_y

gml\_GlobalScript\_d3d\_transform\_set\_rotation\_z

gml\_GlobalScript\_d3d\_transform\_set\_scaling

gml\_GlobalScript\_d3d\_transform\_set\_translation

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gml\_GlobalScript\_d3d\_transform\_stack\_discard

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gml\_GlobalScript\_d3d\_transform\_stack\_pop

gml\_GlobalScript\_d3d\_transform\_stack\_push

gml\_GlobalScript\_d3d\_transform\_stack\_top

gml\_GlobalScript\_cutscene\_dialogue\_special

gml\_GlobalScript\_d3d\_transform\_vertex

gml\_GlobalScript\_d3d\_vertex

gml\_GlobalScript\_d3d\_vertex\_colour

gml\_GlobalScript\_d3d\_vertex\_normal

gml\_GlobalScript\_d3d\_vertex\_normal\_colour

gml\_GlobalScript\_d3d\_vertex\_normal\_texture

gml\_GlobalScript\_d3d\_vertex\_normal\_texture\_colour

gml\_GlobalScript\_d3d\_vertex\_texture

gml\_GlobalScript\_d3d\_vertex\_texture\_colour

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gml\_GlobalScript\_draw\_get\_alpha\_test\_ref\_value

gml\_GlobalScript\_draw\_set\_alpha\_test

gml\_GlobalScript\_draw\_set\_alpha\_test\_ref\_value

gml\_GlobalScript\_draw\_set\_blend\_mode

gml\_GlobalScript\_draw\_set\_blend\_mode\_ext

gml\_GlobalScript\_draw\_set\_colour\_write\_enable

gml\_GlobalScript\_GMLive\_new

gml\_GlobalScript\_instance\_create

gml\_GlobalScript\_joystick\_axes

gml\_GlobalScript\_joystick\_buttons

gml\_GlobalScript\_joystick\_check\_button

gml\_GlobalScript\_joystick\_direction

gml\_GlobalScript\_joystick\_exists

gml\_GlobalScript\_joystick\_has\_pov

gml\_GlobalScript\_joystick\_name

gml\_GlobalScript\_joystick\_pov

gml\_GlobalScript\_joystick\_rpos

gml\_GlobalScript\_joystick\_upos

gml\_GlobalScript\_joystick\_vpos

gml\_GlobalScript\_joystick\_xpos

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gml\_GlobalScript\_joystick\_ypos

gml\_GlobalScript\_joystick\_zpos

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gml\_GlobalScript\_joystick\_process\_events

gml\_GlobalScript\_object\_get\_depth

gml\_GlobalScript\_object\_set\_depth

gml\_GlobalScript\_sound\_delete

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gml\_GlobalScript\_sound\_exists

gml\_GlobalScript\_sound\_fade

gml\_GlobalScript\_scr\_generate\_battle\_flowey\_phase\_2

gml\_GlobalScript\_sound\_get\_kind

gml\_GlobalScript\_sound\_get\_name

gml\_GlobalScript\_sound\_get\_preload

gml\_GlobalScript\_sound\_global\_volume

gml\_GlobalScript\_sound\_isplaying

gml\_GlobalScript\_sound\_loop

gml\_GlobalScript\_sound\_play

gml\_GlobalScript\_sound\_restore

gml\_GlobalScript\_sound\_stop

gml\_GlobalScript\_sound\_stop\_all

gml\_GlobalScript\_sound\_volume

gml\_GlobalScript\_texture\_set\_blending

gml\_GlobalScript\_texture\_set\_interpolation

gml\_GlobalScript\_texture\_set\_interpolation\_ext

gml\_GlobalScript\_texture\_set\_repeat

gml\_GlobalScript\_texture\_set\_repeat\_ext

gml\_GlobalScript\_room\_tile\_add

gml\_GlobalScript\_room\_tile\_add\_ext

gml\_GlobalScript\_room\_tile\_clear

gml\_GlobalScript\_tile\_add

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gml\_GlobalScript\_tile\_get\_alpha

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gml\_GlobalScript\_tile\_get\_blend

gml\_GlobalScript\_tile\_get\_count

gml\_GlobalScript\_tile\_get\_depth

gml\_GlobalScript\_tile\_get\_height

gml\_GlobalScript\_scr\_mail\_sort

gml\_GlobalScript\_tile\_get\_id

gml\_GlobalScript\_tile\_get\_ids

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_axis

gml\_GlobalScript\_tile\_get\_ids\_at\_depth

gml\_GlobalScript\_tile\_get\_left

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gml\_GlobalScript\_tile\_get\_visible

gml\_GlobalScript\_tile\_get\_width

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gml\_GlobalScript\_tile\_get\_xscale

gml\_GlobalScript\_tile\_get\_y

gml\_GlobalScript\_tile\_get\_yscale

gml\_GlobalScript\_tile\_layer\_delete

gml\_GlobalScript\_tile\_layer\_delete\_at

gml\_GlobalScript\_tile\_layer\_depth

gml\_GlobalScript\_tile\_layer\_find

gml\_GlobalScript\_tile\_layer\_hide

gml\_GlobalScript\_tile\_layer\_shift

gml\_GlobalScript\_tile\_layer\_show

gml\_GlobalScript\_tile\_set\_alpha

gml\_GlobalScript\_tile\_set\_background

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gml\_GlobalScript\_tile\_set\_depth

gml\_GlobalScript\_tile\_set\_position

gml\_GlobalScript\_tile\_set\_region

gml\_GlobalScript\_tile\_set\_scale

gml\_GlobalScript\_tile\_set\_visible

gml\_GlobalScript\_GMLive\_vm\_init

gml\_GlobalScript\_room\_set\_view

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gml\_GlobalScript\_\_\_view\_set

gml\_GlobalScript\_\_\_view\_set\_internal

gml\_GlobalScript\_\_\_init\_view

gml\_GlobalScript\_\_\_init\_global

gml\_GlobalScript\_\_\_global\_object\_depths

gml\_GlobalScript\_cutscene\_dialogue\_axis\_hindered

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_sousborg

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_macro

gml\_GlobalScript\_cutscene\_dialogue\_dark

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_a

gml\_GlobalScript\_scr\_text\_battle

gml\_GlobalScript\_draw\_on\_surface\_tiled

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_jandroid\_a

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_martlet\_genocide\_final

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_tellyvis\_a

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_song\_data\_danza

gml\_GlobalScript\_scr\_generate\_battle\_steam\_minifight

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_macro

gml\_GlobalScript\_scr\_talking\_ace

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_4\_starlo

gml\_GlobalScript\_GMLive\_seekSetOp

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_axis\_geno

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_guardener

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_1\_goosic\_b

gml\_GlobalScript\_scr\_generate\_battle\_ceroba\_3

gml\_GlobalScript\_scr\_recreate\_heart\_battle\_menu\_text\_axis\_geno

gml\_GlobalScript\_cutscene\_dialogue\_giga

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_jandroid\_goosic\_duo

gml\_GlobalScript\_scr\_verlet\_updatepoints

gml\_GlobalScript\_cutscene\_dialogue\_final\_flowey

gml\_GlobalScript\_scr\_cutscene\_battle\_guardener\_1

gml\_GlobalScript\_scr\_verlet\_collision

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_martlet\_final

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_jandroid\_goosic\_duo

gml\_GlobalScript\_scr\_talking\_axis

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_slither\_solo

gml\_GlobalScript\_scr\_generate\_battle\_feisty\_five

gml\_GlobalScript\_scr\_start\_enemy\_attacking\_feisty\_five

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_jandroid\_b

gml\_GlobalScript\_scr\_talking\_hotel\_shopkeeper

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_goosic\_b

gml\_GlobalScript\_GMLive

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_a

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gml\_GlobalScript\_scr\_axis\_clover\_scan

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_asgore

gml\_GlobalScript\_scr\_generate\_battle\_jandroid\_solo

gml\_GlobalScript\_scr\_end\_enemy\_attacking\_axis

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_tellyvis\_a

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gml\_GlobalScript\_scr\_screenshake\_battle

gml\_GlobalScript\_scr\_generate\_battle\_sousborg

gml\_GlobalScript\_scr\_cutscene\_battle\_martlet\_final\_2\_outro

gml\_GlobalScript\_GMLive\_http

gml\_GlobalScript\_scr\_generate\_battle\_goosic\_solo

gml\_GlobalScript\_scr\_verlet\_guardener\_wind

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_axis

gml\_GlobalScript\_scr\_screenshake\_battle\_custom

gml\_GlobalScript\_GMLive\_nodeTools

gml\_GlobalScript\_GMLive\_program

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_3\_ceroba\_pacifist

gml\_GlobalScript\_scr\_talking\_vendy

gml\_GlobalScript\_scr\_generate\_battle\_jandroid\_goosic\_duo

gml\_GlobalScript\_scr\_talking\_moray

gml\_GlobalScript\_scr\_enemy\_timer\_attacks\_energy\_balls

gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_macro

gml\_GlobalScript\_scr\_sme\_yellow\_rhythm\_song\_data\_flowey\_nosong

gml\_GlobalScript\_scr\_text\_counter\_custom

gml\_GlobalScript\_scr\_generate\_battle\_asgore

gml\_GlobalScript\_draw\_outline

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gml\_GlobalScript\_scr\_dialogue\_battle\_action\_selected\_action\_2\_slither\_b

gml\_GlobalScript\_\_effect\_blend\_script

gml\_Room\_rm\_intro\_Create

gml\_RoomCC\_rm\_ruins00\_0\_Create

gml\_RoomCC\_rm\_ruins00\_1\_Create

gml\_RoomCC\_rm\_ruins01\_0\_Create

gml\_RoomCC\_rm\_ruins01\_1\_Create

gml\_RoomCC\_rm\_ruins02\_0\_Create

gml\_RoomCC\_rm\_ruins02\_1\_Create

gml\_RoomCC\_rm\_ruins03\_0\_Create

gml\_RoomCC\_rm\_ruins03\_1\_Create

gml\_RoomCC\_rm\_ruins03\_2\_Create

gml\_RoomCC\_rm\_ruins04\_0\_Create

gml\_RoomCC\_rm\_ruins04\_1\_Create

gml\_RoomCC\_rm\_ruins04\_2\_Create

gml\_RoomCC\_rm\_ruins04\_3\_Create

gml\_RoomCC\_rm\_darkruins\_01\_0\_Create

gml\_RoomCC\_rm\_darkruins\_01\_1\_Create

gml\_RoomCC\_rm\_darkruins\_01\_2\_Create

gml\_RoomCC\_rm\_darkruins\_01\_3\_Create

gml\_RoomCC\_rm\_darkruins\_02\_0\_Create

gml\_RoomCC\_rm\_darkruins\_02\_1\_Create

gml\_RoomCC\_rm\_darkruins\_03\_0\_Create

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gml\_RoomCC\_rm\_darkruins\_03\_2\_Create

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gml\_RoomCC\_rm\_darkruins\_04\_3\_Create

gml\_RoomCC\_rm\_darkruins\_04\_4\_Create

gml\_RoomCC\_rm\_darkruins\_04\_5\_Create

gml\_RoomCC\_rm\_darkruins\_04\_6\_Create

gml\_RoomCC\_rm\_darkruins\_04\_7\_Create

gml\_RoomCC\_rm\_darkruins\_04\_8\_Create

gml\_RoomCC\_rm\_darkruins\_04\_9\_Create

gml\_RoomCC\_rm\_darkruins\_04\_10\_Create

gml\_RoomCC\_rm\_darkruins\_04\_11\_Create

gml\_RoomCC\_rm\_darkruins\_04\_12\_Create

gml\_RoomCC\_rm\_darkruins\_04\_13\_Create

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gml\_RoomCC\_rm\_darkruins\_05\_1\_Create

gml\_RoomCC\_rm\_darkruins\_06\_0\_Create

gml\_RoomCC\_rm\_darkruins\_06\_1\_Create

gml\_RoomCC\_rm\_darkruins\_06\_2\_Create

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gml\_RoomCC\_rm\_darkruins\_06\_5\_Create

gml\_RoomCC\_rm\_darkruins\_06\_6\_Create

gml\_RoomCC\_rm\_darkruins\_06\_7\_Create

gml\_RoomCC\_rm\_darkruins\_06\_8\_Create

gml\_RoomCC\_rm\_darkruins\_06\_9\_Create

gml\_RoomCC\_rm\_darkruins\_07\_0\_Create

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gml\_RoomCC\_rm\_steamworks\_25\_b\_6\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_7\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_8\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_9\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_10\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_11\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_12\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_13\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_14\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_15\_Create

gml\_RoomCC\_rm\_steamworks\_25\_b\_16\_Create

gml\_RoomCC\_rm\_steamworks\_30\_b\_0\_Create

gml\_RoomCC\_rm\_steamworks\_30\_b\_1\_Create

gml\_RoomCC\_rm\_steamworks\_30\_b\_2\_Create

gml\_RoomCC\_rm\_dunes\_42\_d\_0\_Create

gml\_RoomCC\_rm\_dunes\_42\_d\_1\_Create

gml\_RoomCC\_rm\_dunes\_42\_d\_2\_Create

gml\_RoomCC\_rm\_dunes\_42\_d\_3\_Create

gml\_RoomCC\_rm\_dunes\_42\_d\_4\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_0\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_1\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_2\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_3\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_4\_Create

gml\_RoomCC\_rm\_snowdin\_secret\_to\_everybody\_5\_Create

gml\_RoomCC\_rm\_dunes\_secret\_0\_Create

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_4\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_4\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_geno\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_geno\_end\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_geno\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_geno\_end\_Draw\_73

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_3\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_3\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_3\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_outro\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_outro\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_outro\_Other\_5

gml\_Object\_obj\_mansion\_chujin\_tapes\_Create\_0

gml\_Object\_obj\_mansion\_chujin\_tapes\_Step\_0

gml\_Object\_obj\_mansion\_chujin\_tapes\_Other\_7

gml\_Object\_obj\_mansion\_chujin\_tapes\_Draw\_0

gml\_Object\_obj\_slither\_body\_a\_Create\_0

gml\_Object\_obj\_slither\_body\_a\_Destroy\_0

gml\_Object\_obj\_slither\_body\_a\_Step\_0

gml\_Object\_obj\_slither\_body\_a\_Step\_2

gml\_Object\_obj\_slither\_body\_a\_Draw\_0

gml\_Object\_obj\_heart\_flowey\_rooftop\_Create\_0

gml\_Object\_obj\_heart\_flowey\_rooftop\_Step\_0

gml\_Object\_obj\_martlet\_final\_armor\_Create\_0

gml\_Object\_obj\_martlet\_final\_armor\_Destroy\_0

gml\_Object\_obj\_martlet\_final\_armor\_Alarm\_0

gml\_Object\_obj\_martlet\_final\_armor\_Alarm\_1

gml\_Object\_obj\_martlet\_final\_armor\_Alarm\_2

gml\_Object\_obj\_martlet\_final\_armor\_Step\_0

gml\_Object\_obj\_martlet\_final\_armor\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_2\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_2\_Step\_0

gml\_Object\_obj\_flowey\_world\_clover\_ghost\_Create\_0

gml\_Object\_obj\_flowey\_world\_clover\_ghost\_Step\_0

gml\_Object\_obj\_flowey\_world\_clover\_ghost\_Draw\_0

gml\_Object\_obj\_autofire\_toggle\_Create\_0

gml\_Object\_obj\_autofire\_toggle\_Step\_0

gml\_Object\_obj\_autofire\_toggle\_Step\_2

gml\_Object\_obj\_battle\_el\_bailador\_controller\_Create\_0

gml\_Object\_obj\_battle\_el\_bailador\_controller\_Alarm\_0

gml\_Object\_obj\_battle\_el\_bailador\_controller\_Step\_0

gml\_Object\_obj\_battle\_el\_bailador\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_hand\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_hand\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_hand\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_magnetic\_Step\_0

gml\_Object\_obj\_petal\_Create\_0

gml\_Object\_obj\_petal\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_creator\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_slash\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_slash\_Other\_7

gml\_Object\_obj\_macro\_froggit\_room\_controller\_Create\_0

gml\_Object\_obj\_macro\_froggit\_room\_controller\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t4\_ed\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_ring\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_ring\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_1\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_1\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_1\_Other\_4

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_1\_Draw\_75

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_Step\_0

gml\_Object\_obj\_intermission\_raft\_flag\_Create\_0

gml\_Object\_obj\_intermission\_raft\_flag\_Step\_2

gml\_Object\_obj\_intermission\_raft\_flag\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_boulder\_piece\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_boulder\_piece\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t9\_mooch\_2\_Create\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_3\_Create\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_3\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_Draw\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Create\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Alarm\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Alarm\_1

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Step\_2

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Other\_7

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_spawner\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_Draw\_0

gml\_Object\_obj\_martlet\_final\_body\_intro\_Create\_0

gml\_Object\_obj\_martlet\_final\_body\_intro\_Destroy\_0

gml\_Object\_obj\_martlet\_final\_body\_intro\_Step\_2

gml\_Object\_obj\_martlet\_final\_body\_intro\_Other\_7

gml\_Object\_obj\_martlet\_final\_body\_intro\_Other\_76

gml\_Object\_obj\_martlet\_final\_body\_intro\_Draw\_0

gml\_Object\_obj\_martlet\_final\_body\_intro\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_lid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_lid\_Step\_0

gml\_Object\_obj\_npc\_salloon\_card1\_Create\_0

gml\_Object\_obj\_npc\_salloon\_card1\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_special\_robot\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_special\_robot\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_special\_robot\_Draw\_73

gml\_Object\_obj\_axis\_chase\_blocker\_Create\_0

gml\_Object\_obj\_axis\_chase\_blocker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacles\_Create\_0

gml\_Object\_obj\_tumble\_generator\_Create\_0

gml\_Object\_obj\_tumble\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_boulder\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_boulder\_Step\_0

gml\_Object\_obj\_npc\_searby\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_searby\_break\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_8\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_8\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_8\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_8\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_4\_face\_Other\_7

gml\_Object\_obj\_flowey\_battle\_phase\_2\_gray\_pellet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_gray\_pellet\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_gray\_pellet\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_reappear\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_reappear\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_reappear\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_hand\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_hand\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_hand\_Other\_76

gml\_Object\_obj\_mansion\_office\_cabinet\_r\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_parent\_Draw\_0

gml\_Object\_obj\_hotel\_shop\_props\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_virus\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_virus\_Step\_0

gml\_Object\_obj\_screenshake\_hurt\_Create\_0

gml\_Object\_obj\_screenshake\_hurt\_Destroy\_0

gml\_Object\_obj\_screenshake\_hurt\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_piece\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_piece\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_piece\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_piece\_Draw\_0

gml\_Object\_obj\_cutscene\_steamworks\_12\_neutral\_Create\_0

gml\_Object\_obj\_cutscene\_steamworks\_12\_neutral\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bailador\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bailador\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bailador\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bailador\_checker\_corrupt\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_gray\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_gray\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_gray\_Step\_0

gml\_Object\_obj\_goosic\_overworld\_Create\_0

gml\_Object\_obj\_goosic\_overworld\_Step\_0

gml\_Object\_obj\_martlet\_attack\_block\_arrow\_Create\_0

gml\_Object\_obj\_martlet\_attack\_block\_arrow\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_side\_Create\_0

gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_side\_Alarm\_0

gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_side\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_side\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_side\_Other\_76

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t5\_moray\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellet\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellet\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellet\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellet\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellet\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_soul\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_soul\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_1\_Step\_0

gml\_Object\_obj\_macro\_froggit\_pedestal\_Create\_0

gml\_Object\_obj\_macro\_froggit\_pedestal\_Alarm\_0

gml\_Object\_obj\_macro\_froggit\_pedestal\_Alarm\_1

gml\_Object\_obj\_macro\_froggit\_pedestal\_Step\_0

gml\_Object\_obj\_room\_controller\_dunes\_30c\_Create\_0

gml\_Object\_obj\_room\_controller\_dunes\_30c\_Step\_0

gml\_Object\_obj\_steamworks\_chem\_04\_cabinet\_Create\_0

gml\_Object\_obj\_steamworks\_chem\_04\_cabinet\_Step\_0

gml\_Object\_obj\_slither\_dead\_Create\_0

gml\_Object\_obj\_slither\_dead\_Alarm\_0

gml\_Object\_obj\_guardener\_guy\_a\_Create\_0

gml\_Object\_obj\_guardener\_guy\_a\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Alarm\_2

gml\_Object\_obj\_flowey\_1\_attack\_6\_face\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_creator\_Step\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_Step\_0

gml\_Object\_obj\_background\_feisty\_four\_yellow\_Create\_0

gml\_Object\_obj\_background\_feisty\_four\_yellow\_Step\_0

gml\_Object\_obj\_background\_feisty\_four\_yellow\_Other\_12

gml\_Object\_obj\_background\_feisty\_four\_yellow\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_death\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_death\_Step\_1

gml\_Object\_obj\_quote\_battle\_starlo\_death\_Step\_0

gml\_Object\_obj\_crayon\_indicator\_Create\_0

gml\_Object\_obj\_crayon\_indicator\_Step\_0

gml\_Object\_obj\_crayon\_indicator\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_hurtbox\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_hurtbox\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_flowey\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_flowey\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_flowey\_Draw\_0

gml\_Object\_obj\_arcade\_charged\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_warning\_Other\_7

gml\_Object\_obj\_tampering\_flowey\_Create\_0

gml\_Object\_obj\_tampering\_flowey\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_creator\_Step\_0

gml\_Object\_obj\_npc\_shane\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_shane\_break\_1\_Step\_0

gml\_Object\_obj\_factory\_03\_controller\_Create\_0

gml\_Object\_obj\_factory\_03\_controller\_Step\_0

gml\_Object\_obj\_factory\_03\_controller\_Other\_76

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_saw\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_saw\_Step\_0

gml\_Object\_obj\_feisty\_four\_moray\_head\_Create\_0

gml\_Object\_obj\_feisty\_four\_moray\_head\_Other\_10

gml\_Object\_obj\_feisty\_four\_moray\_head\_Draw\_0

gml\_Object\_obj\_battle\_space\_frog\_bullet\_Create\_0

gml\_Object\_obj\_battle\_space\_frog\_bullet\_Step\_0

gml\_Object\_obj\_battle\_space\_frog\_bullet\_Draw\_0

gml\_Object\_obj\_flowey\_flashback\_room\_final\_controller\_Create\_0

gml\_Object\_obj\_flowey\_flashback\_room\_final\_controller\_Step\_0

gml\_Object\_obj\_flowey\_flashback\_room\_final\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_generator\_Step\_0

gml\_Object\_obj\_steamworks\_21\_secret\_table\_Create\_0

gml\_Object\_obj\_steamworks\_21\_secret\_table\_Step\_0

gml\_Object\_obj\_steamworks\_21\_secret\_table\_Other\_7

gml\_Object\_obj\_chujin\_npc\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_Draw\_0

gml\_Object\_obj\_dialogue\_flowey\_alone\_Create\_0

gml\_Object\_obj\_dialogue\_flowey\_alone\_Alarm\_0

gml\_Object\_obj\_dialogue\_flowey\_alone\_Step\_0

gml\_Object\_obj\_dialogue\_flowey\_alone\_Draw\_64

gml\_Object\_obj\_npc\_boba\_Create\_0

gml\_Object\_obj\_npc\_boba\_Step\_0

gml\_Object\_obj\_npc\_koala\_tied\_Create\_0

gml\_Object\_obj\_background\_macro\_froggit\_Create\_0

gml\_Object\_obj\_background\_macro\_froggit\_Step\_0

gml\_Object\_obj\_background\_macro\_froggit\_Draw\_0

gml\_Object\_obj\_steamworks\_04\_controller\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_04\_controller\_geno\_Step\_0

gml\_Object\_obj\_steamworks\_04\_controller\_geno\_Other\_5

gml\_Object\_obj\_steamworks\_32\_elevator\_outside\_Create\_0

gml\_Object\_obj\_steamworks\_32\_elevator\_outside\_Step\_0

gml\_Object\_obj\_piece\_clover\_Create\_0

gml\_Object\_obj\_piece\_clover\_Alarm\_0

gml\_Object\_obj\_piece\_clover\_Step\_0

gml\_Object\_obj\_piece\_clover\_Draw\_0

gml\_Object\_obj\_credits\_pacifist\_intermission\_Create\_0

gml\_Object\_obj\_credits\_pacifist\_intermission\_Step\_0

gml\_Object\_obj\_credits\_pacifist\_intermission\_Draw\_0

gml\_Object\_obj\_credits\_pacifist\_intermission\_Draw\_75

gml\_Object\_obj\_castle\_throne\_room\_controller\_neutral\_Create\_0

gml\_Object\_obj\_castle\_throne\_room\_controller\_neutral\_Step\_0

gml\_Object\_obj\_castle\_throne\_room\_controller\_neutral\_Draw\_73

gml\_Object\_obj\_castle\_throne\_room\_controller\_neutral\_Draw\_0

gml\_Object\_obj\_dialogue\_flowey\_ending\_Create\_0

gml\_Object\_obj\_dialogue\_flowey\_ending\_Step\_1

gml\_Object\_obj\_dialogue\_flowey\_ending\_Step\_0

gml\_Object\_obj\_dialogue\_flowey\_ending\_Step\_2

gml\_Object\_obj\_dialogue\_flowey\_ending\_Other\_10

gml\_Object\_obj\_dialogue\_flowey\_ending\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_creator\_Other\_76

gml\_Object\_obj\_attack\_ace\_dealing\_controller\_Create\_0

gml\_Object\_obj\_attack\_ace\_dealing\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_ace\_dealing\_controller\_Alarm\_0

gml\_Object\_obj\_soundtrack\_head\_hotland\_Create\_0

gml\_Object\_obj\_soundtrack\_head\_hotland\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_orange\_Step\_0

gml\_Object\_obj\_feather\_fall\_final\_holder\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_walls\_spin\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_walls\_spin\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_walls\_spin\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_walls\_spin\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_walls\_spin\_Alarm\_2

gml\_Object\_obj\_flowey\_1\_attack\_audience\_hate\_flower\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_hate\_flower\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_hate\_flower\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_6\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_6\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_6\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_debris\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_debris\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_debris\_Step\_0

gml\_Object\_obj\_battle\_axis\_geno\_shield\_piece\_Create\_0

gml\_Object\_obj\_dialogue\_giga\_Create\_0

gml\_Object\_obj\_dialogue\_giga\_Step\_1

gml\_Object\_obj\_dialogue\_giga\_Step\_0

gml\_Object\_obj\_dialogue\_giga\_Step\_2

gml\_Object\_obj\_dialogue\_giga\_Other\_10

gml\_Object\_obj\_dialogue\_giga\_Draw\_64

gml\_Object\_obj\_glowey\_1\_attack\_eye\_Create\_0

gml\_Object\_obj\_glowey\_1\_attack\_eye\_Step\_0

gml\_Object\_obj\_glowey\_1\_attack\_eye\_Draw\_0

gml\_Object\_obj\_axis\_tutorial\_arrows\_Create\_0

gml\_Object\_obj\_axis\_tutorial\_arrows\_Alarm\_0

gml\_Object\_obj\_axis\_tutorial\_arrows\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_spare\_Create\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_spare\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_spare\_Draw\_73

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_kill\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_kill\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_kill\_Other\_76

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_kill\_Draw\_73

gml\_Object\_obj\_fight\_locked\_Create\_0

gml\_Object\_obj\_fight\_locked\_Step\_0

gml\_Object\_obj\_fight\_locked\_Step\_2

gml\_Object\_obj\_ceroba\_attack\_rope\_circle\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_rope\_circle\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_rope\_circle\_mask\_Draw\_0

gml\_Object\_obj\_dialogue\_final\_flowey\_Create\_0

gml\_Object\_obj\_dialogue\_final\_flowey\_Step\_1

gml\_Object\_obj\_dialogue\_final\_flowey\_Step\_0

gml\_Object\_obj\_dialogue\_final\_flowey\_Step\_2

gml\_Object\_obj\_dialogue\_final\_flowey\_Other\_10

gml\_Object\_obj\_dialogue\_final\_flowey\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Alarm\_2

gml\_Object\_obj\_flowey\_1\_attack\_8\_flower\_Step\_0

gml\_Object\_obj\_compound\_hydrogen\_Create\_0

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Create\_0

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Alarm\_0

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Step\_1

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Step\_0

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Step\_2

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Other\_10

gml\_Object\_obj\_dialogue\_chujin\_tapes\_Draw\_64

gml\_Object\_obj\_miner\_snake\_backtrack\_Create\_0

gml\_Object\_obj\_miner\_snake\_backtrack\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_flower\_lanes\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_flower\_lanes\_Step\_0

gml\_Object\_obj\_ceroba\_transform\_soul\_particles\_Create\_0

gml\_Object\_obj\_ceroba\_transform\_soul\_particles\_Destroy\_0

gml\_Object\_obj\_ceroba\_transform\_soul\_particles\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_5\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_5\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_5\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_yolk\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_yolk\_Step\_0

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Create\_0

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Alarm\_0

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Alarm\_1

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Alarm\_2

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Step\_0

gml\_Object\_obj\_attack\_ace\_dealing\_cards\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_effect\_slither\_fog\_Create\_0

gml\_Object\_obj\_battle\_enemy\_effect\_slither\_fog\_Step\_0

gml\_Object\_obj\_battle\_enemy\_effect\_slither\_fog\_Draw\_0

gml\_Object\_obj\_barrier\_container\_Create\_0

gml\_Object\_obj\_barrier\_container\_Step\_0

gml\_Object\_obj\_barrier\_container\_Other\_7

gml\_Object\_obj\_barrier\_container\_Draw\_0

gml\_Object\_obj\_npc\_hotland\_bouncer\_Create\_0

gml\_Object\_obj\_npc\_hotland\_bouncer\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic3\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic3\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellets\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellets\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellets\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_lanterns\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_lanterns\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_lanterns\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_lanterns\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_lanterns\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_1\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_1\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_staff\_1\_Step\_0

gml\_Object\_obj\_dialogue\_narrator\_Create\_0

gml\_Object\_obj\_dialogue\_narrator\_Alarm\_0

gml\_Object\_obj\_dialogue\_narrator\_Step\_0

gml\_Object\_obj\_dialogue\_narrator\_Draw\_64

gml\_Object\_obj\_jandroid\_overworld\_Create\_0

gml\_Object\_obj\_jandroid\_overworld\_Step\_0

gml\_Object\_obj\_steamworks\_23\_controller\_neutral\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_23\_controller\_neutral\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_9\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_9\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_9\_Step\_0

gml\_Object\_obj\_ceroba\_cape\_2\_Create\_0

gml\_Object\_obj\_ceroba\_cape\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_tumbleweeds\_controller\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_tumbleweeds\_controller\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_tumbleweeds\_controller\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ace\_shockwave\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ace\_shockwave\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_bullet\_Draw\_0

gml\_Object\_obj\_castle\_01\_controller\_Create\_0

gml\_Object\_obj\_castle\_01\_controller\_Step\_0

gml\_Object\_obj\_castle\_01\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Alarm\_4

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_checker\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_eq\_visualizer\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_eq\_visualizer\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_eq\_visualizer\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_eq\_visualizer\_Draw\_0

gml\_Object\_obj\_steamworks\_17\_b\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_17\_b\_controller\_Alarm\_0

gml\_Object\_obj\_steamworks\_17\_b\_controller\_Alarm\_1

gml\_Object\_obj\_steamworks\_17\_b\_controller\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_fireball\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_fireball\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_fireball\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_fireball\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_pan\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_pan\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_1\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_1\_Step\_0

gml\_Object\_obj\_kanako\_npc\_Create\_0

gml\_Object\_obj\_kanako\_npc\_Step\_0

gml\_Object\_obj\_ceroba\_ring\_surface\_controller\_Create\_0

gml\_Object\_obj\_ceroba\_ring\_surface\_controller\_Destroy\_0

gml\_Object\_obj\_ceroba\_ring\_surface\_controller\_Draw\_0

gml\_Object\_obj\_ceroba\_defeated\_hair\_Create\_0

gml\_Object\_obj\_ceroba\_defeated\_hair\_Destroy\_0

gml\_Object\_obj\_ceroba\_defeated\_hair\_Step\_0

gml\_Object\_obj\_reflection\_shader\_complex\_hall\_Create\_0

gml\_Object\_obj\_reflection\_shader\_complex\_hall\_Destroy\_0

gml\_Object\_obj\_reflection\_shader\_complex\_hall\_Step\_0

gml\_Object\_obj\_reflection\_shader\_complex\_hall\_Other\_5

gml\_Object\_obj\_reflection\_shader\_complex\_hall\_Draw\_0

gml\_Object\_obj\_dialogue\_flowey\_distant\_Create\_0

gml\_Object\_obj\_dialogue\_flowey\_distant\_Alarm\_0

gml\_Object\_obj\_dialogue\_flowey\_distant\_Step\_0

gml\_Object\_obj\_dialogue\_flowey\_distant\_Draw\_64

gml\_Object\_obj\_ceroba\_attack\_fireball\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fireball\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_fireball\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_4\_staff\_Other\_7

gml\_Object\_obj\_npc\_hotland\_frostermit\_snow\_Create\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_snow\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_side\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_side\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_side\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_side\_Step\_0

gml\_Object\_obj\_hotland\_3\_paci\_blocker\_Create\_0

gml\_Object\_obj\_hotland\_3\_paci\_blocker\_Step\_0

gml\_Object\_obj\_npc\_backtrack\_sweet\_corn\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_sweet\_corn\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_item\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_item\_Step\_0

gml\_Object\_obj\_factory\_wire\_Create\_0

gml\_Object\_obj\_factory\_wire\_Other\_7

gml\_Object\_obj\_feisty\_four\_ed\_body\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_body\_Other\_10

gml\_Object\_obj\_feisty\_four\_ed\_body\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_4\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_4\_Step\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_spawner\_Create\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_spawner\_Alarm\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_spawner\_Alarm\_1

gml\_Object\_obj\_credits\_intermission\_ripple\_spawner\_Step\_0

gml\_Object\_obj\_dunes\_40\_geno\_controller\_Create\_0

gml\_Object\_obj\_dunes\_40\_geno\_controller\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_spawner\_mask\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_spawner\_mask\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_spawner\_mask\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_spawner\_mask\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_spawner\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_mask\_Destroy\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_mask\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_mask\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_Other\_10

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Create\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Alarm\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Step\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Other\_5

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Draw\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_2\_Draw\_73

gml\_Object\_obj\_tumble\_large\_Create\_0

gml\_Object\_obj\_steamworks\_27\_box\_Create\_0

gml\_Object\_obj\_steamworks\_27\_box\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_spiral\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_spiral\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_leaf\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_leaf\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_vertical\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_vertical\_Other\_0

gml\_Object\_obj\_fmartlet\_star\_explosion\_hurt\_Create\_0

gml\_Object\_obj\_fmartlet\_star\_explosion\_hurt\_Alarm\_0

gml\_Object\_obj\_fmartlet\_star\_explosion\_hurt\_Step\_0

gml\_Object\_obj\_fmartlet\_star\_explosion\_hurt\_Draw\_0

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Alarm\_0

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Step\_0

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Other\_5

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Draw\_73

gml\_Object\_obj\_steamworks\_21\_controller\_geno\_Draw\_0

gml\_Object\_obj\_steamworks\_27\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_27\_controller\_Destroy\_0

gml\_Object\_obj\_steamworks\_27\_controller\_Step\_0

gml\_Object\_obj\_ending\_flashback\_02\_noise\_Create\_0

gml\_Object\_obj\_ending\_flashback\_02\_noise\_Step\_0

gml\_Object\_obj\_ending\_flashback\_02\_noise\_Draw\_73

gml\_Object\_obj\_ending\_flashback\_02\_noise\_Draw\_0

gml\_Object\_obj\_feisty\_four\_ed\_legs\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_legs\_Destroy\_0

gml\_Object\_obj\_feisty\_four\_ed\_legs\_Step\_0

gml\_Object\_obj\_feisty\_four\_ed\_legs\_Draw\_0

gml\_Object\_obj\_ceroba\_phase\_2\_head\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_head\_Step\_0

gml\_Object\_obj\_battle\_debugger\_Create\_0

gml\_Object\_obj\_battle\_debugger\_Step\_0

gml\_Object\_obj\_mansion\_bedroom\_nightstand\_Create\_0

gml\_Object\_obj\_mansion\_bedroom\_nightstand\_Step\_0

gml\_Object\_obj\_steamworks\_07\_controller\_old\_Create\_0

gml\_Object\_obj\_steamworks\_07\_controller\_old\_Alarm\_0

gml\_Object\_obj\_steamworks\_07\_controller\_old\_Alarm\_1

gml\_Object\_obj\_steamworks\_07\_controller\_old\_Step\_0

gml\_Object\_obj\_complex\_anti\_plant\_Create\_0

gml\_Object\_obj\_npc\_fan\_fan\_hotland\_Create\_0

gml\_Object\_obj\_npc\_fan\_fan\_hotland\_Step\_0

gml\_Object\_obj\_rope\_circle\_part\_Create\_0

gml\_Object\_obj\_rope\_circle\_part\_Step\_0

gml\_Object\_obj\_blueprint\_steamworks\_29\_Create\_0

gml\_Object\_obj\_blueprint\_steamworks\_29\_Step\_0

gml\_Object\_obj\_blueprint\_steamworks\_29\_Draw\_64

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_orange\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_orange\_Step\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_b\_Draw\_0

gml\_Object\_obj\_newhome\_trash\_Create\_0

gml\_Object\_obj\_newhome\_trash\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_pacifist\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_Step\_0

gml\_Object\_obj\_enemy\_kill\_check\_pacifist\_steamworks\_Create\_0

gml\_Object\_obj\_enemy\_kill\_check\_pacifist\_steamworks\_Step\_0

gml\_Object\_obj\_ceroba\_pacifist\_act\_helper\_Create\_0

gml\_Object\_obj\_ceroba\_pacifist\_act\_helper\_Alarm\_0

gml\_Object\_obj\_ceroba\_pacifist\_act\_helper\_Step\_0

gml\_Object\_obj\_factory\_02\_controller\_02\_Create\_0

gml\_Object\_obj\_factory\_02\_controller\_02\_Step\_0

gml\_Object\_obj\_factory\_02\_controller\_02\_Draw\_64

gml\_Object\_obj\_npc\_backtrack\_swig\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_swig\_Step\_0

gml\_Object\_obj\_dance\_collider\_Create\_0

gml\_Object\_obj\_dance\_collider\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_post\_attacks\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_post\_attacks\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_neutral\_post\_attacks\_Draw\_73

gml\_Object\_obj\_flowey\_1\_attack\_10\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_creator\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_creator\_Draw\_0

gml\_Object\_obj\_dunes\_42\_d\_controller\_Create\_0

gml\_Object\_obj\_dunes\_42\_d\_controller\_Step\_0

gml\_Object\_obj\_dunes\_42\_d\_controller\_Draw\_0

gml\_Object\_obj\_attack\_coin\_rain\_ace\_cards\_controller\_Create\_0

gml\_Object\_obj\_attack\_coin\_rain\_ace\_cards\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_coin\_rain\_ace\_cards\_controller\_Alarm\_0

gml\_Object\_obj\_attack\_coin\_rain\_ace\_cards\_controller\_Step\_0

gml\_Object\_obj\_part\_steamworks\_lava\_Create\_0

gml\_Object\_obj\_part\_steamworks\_lava\_Other\_5

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_smoke\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_pipe\_1\_Create\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_1\_Alarm\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_1\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_1\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_pipe\_1\_Other\_76

gml\_Object\_obj\_steamworks\_34\_pellets\_Create\_0

gml\_Object\_obj\_steamworks\_34\_pellets\_Step\_0

gml\_Object\_obj\_steamworks\_34\_pellets\_Other\_7

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_eyedrop\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_eyedrop\_spawner\_Step\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_controller\_Create\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_controller\_Alarm\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_controller\_Alarm\_1

gml\_Object\_obj\_steamworks\_34\_dead\_vendy\_Create\_0

gml\_Object\_obj\_steamworks\_34\_dead\_vendy\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_Draw\_0

gml\_Object\_obj\_noteblock\_hotland\_Create\_0

gml\_Object\_obj\_noteblock\_hotland\_Step\_0

gml\_Object\_obj\_goosic\_body\_a\_Create\_0

gml\_Object\_obj\_goosic\_body\_a\_Destroy\_0

gml\_Object\_obj\_goosic\_body\_a\_Step\_0

gml\_Object\_obj\_goosic\_body\_a\_Step\_2

gml\_Object\_obj\_goosic\_body\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_blue\_Draw\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_destroy\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_destroy\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_destroy\_Alarm\_1

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_destroy\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_destroy\_Other\_7

gml\_Object\_obj\_martlet\_final\_2\_attack\_controller\_Create\_0

gml\_Object\_obj\_martlet\_final\_2\_attack\_controller\_Step\_0

gml\_Object\_obj\_martlet\_final\_2\_attack\_controller\_Other\_10

gml\_Object\_obj\_martlet\_final\_2\_attack\_controller\_Other\_11

gml\_Object\_obj\_martlet\_final\_2\_attack\_controller\_Other\_12

gml\_Object\_obj\_mansion\_study\_overlay\_Create\_0

gml\_Object\_obj\_mansion\_study\_overlay\_Destroy\_0

gml\_Object\_obj\_mansion\_study\_overlay\_Step\_0

gml\_Object\_obj\_mansion\_study\_overlay\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_bullet\_generator\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_bullet\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_2\_Step\_0

gml\_Object\_obj\_mfnpcfinal\_Create\_0

gml\_Object\_obj\_mfnpcfinal\_Collision\_obj\_pl

gml\_Object\_obj\_mansion\_kanako\_bed\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_leaves\_Step\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_4\_Create\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_4\_Destroy\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_4\_Step\_0

gml\_Object\_obj\_guardener\_guy\_b\_shield\_Create\_0

gml\_Object\_obj\_guardener\_guy\_b\_shield\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_droop\_bullet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_droop\_bullet\_Step\_0

gml\_Object\_obj\_chem\_05\_cutscene\_Create\_0

gml\_Object\_obj\_chem\_05\_cutscene\_Step\_0

gml\_Object\_obj\_feisty\_four\_mooch\_body\_full\_Create\_0

gml\_Object\_obj\_feisty\_four\_mooch\_body\_full\_Destroy\_0

gml\_Object\_obj\_feisty\_four\_mooch\_body\_full\_Alarm\_0

gml\_Object\_obj\_feisty\_four\_mooch\_body\_full\_Step\_0

gml\_Object\_obj\_feisty\_four\_mooch\_body\_full\_Draw\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_Create\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_Step\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_Draw\_73

gml\_Object\_obj\_npc\_kangarufus\_tied\_Create\_0

gml\_Object\_obj\_factory\_02\_hint\_check\_Create\_0

gml\_Object\_obj\_factory\_02\_hint\_check\_Destroy\_0

gml\_Object\_obj\_factory\_02\_hint\_check\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fireball\_obstacle\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fireball\_obstacle\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fireball\_obstacle\_Draw\_0

gml\_Object\_obj\_bacgkround\_boss\_battle\_axis\_number\_spawner\_Create\_0

gml\_Object\_obj\_bacgkround\_boss\_battle\_axis\_number\_spawner\_Alarm\_0

gml\_Object\_obj\_tellyvis\_body\_a\_Create\_0

gml\_Object\_obj\_tellyvis\_body\_a\_Destroy\_0

gml\_Object\_obj\_tellyvis\_body\_a\_Alarm\_0

gml\_Object\_obj\_tellyvis\_body\_a\_Step\_0

gml\_Object\_obj\_tellyvis\_body\_a\_Draw\_0

gml\_Object\_obj\_guardener\_vines\_controller\_Create\_0

gml\_Object\_obj\_guardener\_vines\_controller\_Alarm\_0

gml\_Object\_obj\_guardener\_vines\_controller\_Step\_0

gml\_Object\_obj\_guardener\_vines\_controller\_Step\_2

gml\_Object\_obj\_guardener\_vines\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_special\_attack\_spawner\_Other\_10

gml\_Object\_obj\_hotland\_03\_elevator\_Create\_0

gml\_Object\_obj\_hotland\_03\_elevator\_Step\_0

gml\_Object\_obj\_hotland\_03\_elevator\_Other\_7

gml\_Object\_obj\_dialogue\_steamworks\_33\_Create\_0

gml\_Object\_obj\_dialogue\_steamworks\_33\_Step\_1

gml\_Object\_obj\_dialogue\_steamworks\_33\_Step\_0

gml\_Object\_obj\_dialogue\_steamworks\_33\_Step\_2

gml\_Object\_obj\_dialogue\_steamworks\_33\_Other\_10

gml\_Object\_obj\_dialogue\_steamworks\_33\_Draw\_64

gml\_Object\_obj\_tellyvis\_overworld\_Create\_0

gml\_Object\_obj\_tellyvis\_overworld\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_creator\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t9\_ace\_Create\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_target\_axis\_Create\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_target\_axis\_Step\_2

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_target\_axis\_Draw\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_capsule\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_capsule\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_capsule\_Draw\_73

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_capsule\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_Collision\_obj\_battle\_space\_frog\_bullet

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_Draw\_0

gml\_Object\_obj\_light\_master\_old\_Create\_0

gml\_Object\_obj\_light\_master\_old\_Alarm\_0

gml\_Object\_obj\_light\_master\_old\_Step\_0

gml\_Object\_obj\_light\_master\_old\_Step\_2

gml\_Object\_obj\_light\_master\_old\_Other\_5

gml\_Object\_obj\_light\_master\_old\_Draw\_0

gml\_Object\_obj\_starlo\_dead\_Create\_0

gml\_Object\_obj\_starlo\_dead\_Alarm\_0

gml\_Object\_obj\_dunes\_43\_cutscene\_base\_Create\_0

gml\_Object\_obj\_npc\_finger\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_finger\_break\_1\_Step\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_geno\_Step\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_geno\_Other\_5

gml\_Object\_obj\_macro\_froggit\_pacifist\_collider\_Create\_0

gml\_Object\_obj\_macro\_froggit\_pacifist\_collider\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_smoke\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_smoke\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_smoke\_Draw\_0

gml\_Object\_obj\_shadow\_figure\_master\_Create\_0

gml\_Object\_obj\_shadow\_figure\_master\_Draw\_0

gml\_Object\_obj\_hotel\_elevator\_light\_Create\_0

gml\_Object\_obj\_debug\_skipper\_Destroy\_0

gml\_Object\_obj\_debug\_skipper\_Alarm\_0

gml\_Object\_obj\_debug\_skipper\_Step\_0

gml\_Object\_obj\_quote\_battle\_bailador\_attack\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_bailador\_attack\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_bailador\_attack\_end\_Draw\_73

gml\_Object\_obj\_factory\_02\_conveyor\_victory\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_victory\_Alarm\_0

gml\_Object\_obj\_steamworks\_13\_vines\_Create\_0

gml\_Object\_obj\_steamworks\_34\_flowey\_disappear\_Create\_0

gml\_Object\_obj\_steamworks\_34\_flowey\_disappear\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_Step\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_dspikes\_Create\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_dspikes\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_guardener\_death\_Create\_0

gml\_Object\_obj\_quote\_battle\_guardener\_death\_Step\_1

gml\_Object\_obj\_quote\_battle\_guardener\_death\_Step\_0

gml\_Object\_obj\_quote\_battle\_guardener\_death\_Draw\_0

gml\_Object\_obj\_guardener\_bot\_3\_Create\_0

gml\_Object\_obj\_guardener\_bot\_3\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_death\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_death\_Step\_1

gml\_Object\_obj\_quote\_battle\_axis\_death\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_death\_Draw\_0

gml\_Object\_obj\_npc\_pyramid\_break\_5\_Create\_0

gml\_Object\_obj\_npc\_pyramid\_break\_5\_Step\_0

gml\_Object\_obj\_dunes\_42\_door\_Create\_0

gml\_Object\_obj\_dunes\_42\_door\_Step\_0

gml\_Object\_obj\_dunes\_42\_door\_Other\_5

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_intro\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_intro\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_intro\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_intro\_Step\_2

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_intro\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_x\_colors\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_x\_colors\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_x\_colors\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_x\_colors\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_flame\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_flame\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_flame\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_flame\_Draw\_0

gml\_Object\_obj\_chem\_05\_floor\_melt\_Create\_0

gml\_Object\_obj\_chem\_05\_floor\_melt\_Other\_7

gml\_Object\_obj\_cutscene\_steamworks\_12\_geno\_Create\_0

gml\_Object\_obj\_cutscene\_steamworks\_12\_geno\_Step\_0

gml\_Object\_obj\_cutscene\_starlo\_post\_fight\_neutral\_alive\_Create\_0

gml\_Object\_obj\_cutscene\_starlo\_post\_fight\_neutral\_alive\_Step\_0

gml\_Object\_obj\_cutscene\_starlo\_post\_fight\_neutral\_alive\_Other\_5

gml\_Object\_obj\_pre\_barrier\_controller\_Create\_0

gml\_Object\_obj\_pre\_barrier\_controller\_Step\_0

gml\_Object\_obj\_particle\_flowey\_world\_clover\_bits\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_Destroy\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_Draw\_0

gml\_Object\_obj\_steamworks\_chem\_07\_door\_Create\_0

gml\_Object\_obj\_steamworks\_chem\_07\_door\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_Step\_0

gml\_Object\_obj\_compound\_parent\_Create\_0

gml\_Object\_obj\_compound\_parent\_Alarm\_0

gml\_Object\_obj\_compound\_parent\_Step\_0

gml\_Object\_obj\_compound\_parent\_Step\_2

gml\_Object\_obj\_dialogue\_intro\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_intro\_shop\_Alarm\_0

gml\_Object\_obj\_dialogue\_intro\_shop\_Alarm\_1

gml\_Object\_obj\_dialogue\_intro\_shop\_Step\_0

gml\_Object\_obj\_dialogue\_intro\_shop\_Draw\_0

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Create\_0

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Alarm\_0

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Alarm\_1

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Alarm\_2

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Step\_0

gml\_Object\_obj\_dialogue\_pacifist\_ending\_flashbacks\_Draw\_73

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_wheel\_Create\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_wheel\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_wheel\_Step\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_wheel\_Draw\_64

gml\_Object\_obj\_slither\_body\_b\_Create\_0

gml\_Object\_obj\_slither\_body\_b\_Destroy\_0

gml\_Object\_obj\_slither\_body\_b\_Step\_0

gml\_Object\_obj\_slither\_body\_b\_Step\_2

gml\_Object\_obj\_slither\_body\_b\_Draw\_0

gml\_Object\_obj\_npc\_backtrack\_crispy\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_crispy\_Step\_0

gml\_Object\_obj\_dunes\_30\_tree\_trunk\_Create\_0

gml\_Object\_obj\_cactus\_damager\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_green\_frog\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_green\_frog\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_green\_frog\_Draw\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_shield\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_shield\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_shield\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_10\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_10\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_10\_Step\_0

gml\_Object\_obj\_ceroba\_hair\_Create\_0

gml\_Object\_obj\_ceroba\_hair\_Step\_0

gml\_Object\_obj\_ceroba\_hair\_Other\_7

gml\_Object\_obj\_ceroba\_hair\_Draw\_0

gml\_Object\_obj\_axis\_neutral\_ending\_cutscene\_Create\_0

gml\_Object\_obj\_axis\_neutral\_ending\_cutscene\_Step\_0

gml\_Object\_obj\_axis\_neutral\_ending\_cutscene\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_bullet\_pacifist\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_vines\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_vines\_Alarm\_0

gml\_Object\_obj\_dialogue\_steal\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_steal\_shop\_Step\_0

gml\_Object\_obj\_dialogue\_steal\_shop\_Draw\_0

gml\_Object\_obj\_flowey\_world\_ruins\_rock\_Create\_0

gml\_Object\_obj\_flowey\_world\_ruins\_rock\_Step\_0

gml\_Object\_obj\_fmartlet\_collision\_mask\_martlet\_fly\_Create\_0

gml\_Object\_obj\_fmartlet\_collision\_mask\_martlet\_fly\_Step\_0

gml\_Object\_obj\_steamworks\_29\_box\_4\_Create\_0

gml\_Object\_obj\_steamworks\_29\_box\_4\_Step\_0

gml\_Object\_obj\_sousborg\_dead\_Create\_0

gml\_Object\_obj\_sousborg\_dead\_Alarm\_0

gml\_Object\_obj\_petal\_pull\_pollen\_spawner\_Create\_0

gml\_Object\_obj\_petal\_pull\_pollen\_spawner\_Alarm\_0

gml\_Object\_obj\_fmartlet\_g\_Create\_0

gml\_Object\_obj\_fmartlet\_g\_Destroy\_0

gml\_Object\_obj\_fmartlet\_g\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_Step\_0

gml\_Object\_obj\_raft\_flowey\_Create\_0

gml\_Object\_obj\_raft\_flowey\_Step\_0

gml\_Object\_obj\_raft\_flowey\_Draw\_73

gml\_Object\_obj\_steamworks\_factory\_elevators\_Create\_0

gml\_Object\_obj\_steamworks\_factory\_elevators\_Step\_0

gml\_Object\_obj\_cutscene\_starlo\_post\_fight\_neutral\_Create\_0

gml\_Object\_obj\_cutscene\_starlo\_post\_fight\_neutral\_Step\_0

gml\_Object\_obj\_macro\_froggit\_body\_Create\_0

gml\_Object\_obj\_macro\_froggit\_body\_Step\_0

gml\_Object\_obj\_macro\_froggit\_body\_Draw\_0

gml\_Object\_obj\_final\_green\_frog\_Create\_0

gml\_Object\_obj\_final\_green\_frog\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Destroy\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Alarm\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Alarm\_1

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_Draw\_0

gml\_Object\_obj\_npc\_pyramid\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_pyramid\_break\_1\_Step\_0

gml\_Object\_obj\_ceroba\_sideburn\_left\_Create\_0

gml\_Object\_obj\_ceroba\_sideburn\_left\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_1\_transformation\_effect\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_geno\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_geno\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_geno\_Step\_0

gml\_Object\_obj\_npc\_backtrack\_rorrim\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_rorrim\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_twinkle\_Step\_0

gml\_Object\_obj\_flowey\_world\_spear\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_world\_spear\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_axis\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_axis\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_axis\_generator\_Step\_0

gml\_Object\_obj\_screen\_melt\_effect\_Create\_0

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gml\_Object\_obj\_screen\_melt\_effect\_Step\_0

gml\_Object\_obj\_screen\_melt\_effect\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_checker\_Step\_0

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Create\_0

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Alarm\_0

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Alarm\_1

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Step\_0

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Other\_76

gml\_Object\_obj\_heart\_death\_screen\_flowey\_Other\_7

gml\_Object\_obj\_compound\_titanium\_Create\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_ext\_checker\_Create\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_ext\_checker\_Destroy\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_ext\_checker\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_ext\_checker\_Step\_2

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_ext\_checker\_Step\_0

gml\_Object\_obj\_heart\_flowey\_battle\_dummy\_Create\_0

gml\_Object\_obj\_heart\_flowey\_battle\_dummy\_Step\_0

gml\_Object\_obj\_heart\_flowey\_battle\_dummy\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_creator\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_creator\_Step\_2

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_spin\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_spin\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_spin\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_spin\_creator\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_spin\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_white\_Step\_0

gml\_Object\_obj\_steamworks\_vendy\_body\_shop\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_opener\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_opener\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_opener\_checker\_Step\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Create\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Destroy\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_1

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_2

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_3

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_4

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Alarm\_5

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Step\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Other\_10

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_final\_Draw\_0

gml\_Object\_obj\_mansion\_hall\_fridge\_Create\_0

gml\_Object\_obj\_mansion\_hall\_fridge\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic1\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_Step\_0

gml\_Object\_obj\_summary\_Create\_0

gml\_Object\_obj\_summary\_Step\_0

gml\_Object\_obj\_summary\_Draw\_64

gml\_Object\_obj\_sworks\_id\_Create\_0

gml\_Object\_obj\_sworks\_id\_Destroy\_0

gml\_Object\_obj\_sworks\_id\_Step\_0

gml\_Object\_obj\_sworks\_id\_Other\_10

gml\_Object\_obj\_sworks\_id\_Other\_11

gml\_Object\_obj\_sworks\_id\_Draw\_64

gml\_Object\_obj\_sworks\_id\_Draw\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Create\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Destroy\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Alarm\_1

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Step\_2

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Step\_0

gml\_Object\_obj\_martlet\_attack\_splitting\_feather\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_2\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_2\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_2\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_2\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_2\_Draw\_73

gml\_Object\_obj\_factory\_03\_shaft\_Create\_0

gml\_Object\_obj\_factory\_03\_shaft\_Step\_0

gml\_Object\_obj\_factory\_03\_shaft\_Draw\_64

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Alarm\_1

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Step\_2

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_flowey\_rooftop\_Draw\_0

gml\_Object\_obj\_dunes\_35b\_panda\_Create\_0

gml\_Object\_obj\_dunes\_35b\_panda\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_2\_Step\_0

gml\_Object\_obj\_battle\_fmartlet\_flowey\_Create\_0

gml\_Object\_obj\_battle\_fmartlet\_flowey\_Step\_0

gml\_Object\_obj\_battle\_fmartlet\_flowey\_Step\_2

gml\_Object\_obj\_battle\_fmartlet\_flowey\_Other\_7

gml\_Object\_obj\_battle\_fmartlet\_flowey\_Other\_76

gml\_Object\_obj\_ceroba\_dead\_pacifist\_staff\_Create\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_staff\_Alarm\_0

gml\_Object\_obj\_ceroba\_legs\_Create\_0

gml\_Object\_obj\_ceroba\_legs\_Step\_0

gml\_Object\_obj\_waterfall\_water\_ripples\_north\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_waterfall\_water\_ripples\_north\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_robot\_build\_finished\_robot\_Create\_0

gml\_Object\_obj\_robot\_build\_finished\_robot\_Destroy\_0

gml\_Object\_obj\_martlet\_final\_slowdown\_Create\_0

gml\_Object\_obj\_martlet\_final\_slowdown\_Destroy\_0

gml\_Object\_obj\_martlet\_final\_slowdown\_Step\_0

gml\_Object\_obj\_martlet\_final\_slowdown\_Draw\_0

gml\_Object\_obj\_npc\_mooch\_backtrack\_Create\_0

gml\_Object\_obj\_npc\_mooch\_backtrack\_Step\_0

gml\_Object\_obj\_steamworks\_22\_axis\_throwing\_Create\_0

gml\_Object\_obj\_steamworks\_22\_axis\_throwing\_Alarm\_0

gml\_Object\_obj\_steamworks\_22\_axis\_throwing\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_opener\_Draw\_73

gml\_Object\_obj\_flowey\_world\_lever\_fake\_old\_Create\_0

gml\_Object\_obj\_flowey\_world\_lever\_fake\_old\_Step\_0

gml\_Object\_obj\_flowey\_world\_lever\_fake\_old\_Draw\_64

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Destroy\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Alarm\_1

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_spawner\_Other\_10

gml\_Object\_obj\_dunes\_42b\_npc\_stardad\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_42b\_npc\_stardad\_neutral\_Step\_0

gml\_Object\_obj\_battle\_enemy\_ceroba\_phase\_2\_outro\_Create\_0

gml\_Object\_obj\_battle\_enemy\_ceroba\_phase\_2\_outro\_Step\_0

gml\_Object\_obj\_battle\_enemy\_ceroba\_phase\_2\_outro\_Draw\_73

gml\_Object\_obj\_fmartlet\_spawner\_falling\_meteors\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_falling\_meteors\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_falling\_meteors\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_falling\_meteors\_Step\_2

gml\_Object\_obj\_fmartlet\_spawner\_falling\_meteors\_Other\_5

gml\_Object\_obj\_fpellets\_fake\_martlet\_Create\_0

gml\_Object\_obj\_fpellets\_fake\_martlet\_Alarm\_0

gml\_Object\_obj\_fpellets\_fake\_martlet\_Step\_0

gml\_Object\_obj\_fpellets\_fake\_martlet\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_phase2\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_phase2\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_phase2\_spawner\_Alarm\_0

gml\_Object\_obj\_seesaw\_light\_Create\_0

gml\_Object\_obj\_seesaw\_light\_Step\_0

gml\_Object\_obj\_heart\_player\_response\_shop\_geno\_Create\_0

gml\_Object\_obj\_heart\_player\_response\_shop\_geno\_Step\_0

gml\_Object\_obj\_heart\_player\_response\_shop\_geno\_Other\_10

gml\_Object\_obj\_axis\_body\_geno\_Create\_0

gml\_Object\_obj\_axis\_body\_geno\_Alarm\_0

gml\_Object\_obj\_axis\_body\_geno\_Step\_2

gml\_Object\_obj\_axis\_body\_geno\_Step\_1

gml\_Object\_obj\_axis\_body\_geno\_Step\_0

gml\_Object\_obj\_axis\_body\_geno\_Other\_7

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_axis\_cutscene\_Create\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_axis\_cutscene\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_base\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_base\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_base\_Draw\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_Draw\_0

gml\_Object\_obj\_final\_boss\_circle\_Create\_0

gml\_Object\_obj\_final\_boss\_circle\_Alarm\_0

gml\_Object\_obj\_final\_boss\_circle\_Step\_0

gml\_Object\_obj\_final\_boss\_circle\_Other\_10

gml\_Object\_obj\_final\_boss\_circle\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_spiral\_attack\_10\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_spiral\_attack\_10\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_spiral\_attack\_10\_Step\_0

gml\_Object\_obj\_sousborg\_perfectly\_edible\_egg\_Create\_0

gml\_Object\_obj\_dunes\_43\_cone\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Destroy\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Alarm\_1

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Step\_2

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Other\_25

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_flowey\_Draw\_0

gml\_Object\_obj\_npc\_hermit\_Create\_0

gml\_Object\_obj\_npc\_hermit\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_Collision\_obj\_seesaw

gml\_Object\_obj\_factory\_02\_seesaw\_item\_Collision\_obj\_factory\_02\_seesaw\_collider

gml\_Object\_obj\_factory\_02\_seesaw\_item\_Collision\_obj\_factory\_02\_seesaw\_wall

gml\_Object\_obj\_buff\_froggit\_body\_Create\_0

gml\_Object\_obj\_buff\_froggit\_body\_Draw\_0

gml\_Object\_obj\_hotland\_roof\_light\_controller\_follower\_Create\_0

gml\_Object\_obj\_hotland\_roof\_light\_controller\_follower\_Step\_0

gml\_Object\_obj\_hotland\_roof\_light\_controller\_follower\_Step\_2

gml\_Object\_obj\_hotland\_roof\_light\_controller\_follower\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_head\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_head\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_head\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_head\_Draw\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_Create\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_Alarm\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_Step\_0

gml\_Object\_obj\_credits\_final\_geno\_Create\_0

gml\_Object\_obj\_credits\_final\_geno\_Alarm\_1

gml\_Object\_obj\_credits\_final\_geno\_Alarm\_0

gml\_Object\_obj\_credits\_final\_geno\_Step\_0

gml\_Object\_obj\_credits\_final\_geno\_Draw\_64

gml\_Object\_obj\_mansion\_kitchen\_cutting\_board\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_obstacle\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_space\_frog\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_space\_frog\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_space\_frog\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_space\_frog\_creator\_Step\_0

gml\_Object\_obj\_asgore\_soul\_Create\_0

gml\_Object\_obj\_asgore\_soul\_Destroy\_0

gml\_Object\_obj\_asgore\_soul\_Step\_0

gml\_Object\_obj\_asgore\_soul\_Draw\_0

gml\_Object\_obj\_asgore\_soul\_Draw\_73

gml\_Object\_obj\_factory\_02\_conveyor\_indicator\_Create\_0

gml\_Object\_obj\_dunes\_37\_barrel\_Create\_0

gml\_Object\_obj\_dunes\_37\_barrel\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Create\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Destroy\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Alarm\_1

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Alarm\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Other\_76

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Draw\_0

gml\_Object\_obj\_battle\_ceroba\_phase\_1\_transformation\_Draw\_73

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_Create\_0

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_Step\_0

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Draw\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_background\_leaves\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_background\_leaves\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_background\_leaves\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_shockwave\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_shockwave\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_shockwave\_Draw\_0

gml\_Object\_obj\_steamworks\_29\_flowers\_Create\_0

gml\_Object\_obj\_steamworks\_29\_flowers\_Step\_0

gml\_Object\_obj\_npc\_cup\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_cup\_break\_1\_Step\_0

gml\_Object\_obj\_quote\_battle\_ffstarlo\_Create\_0

gml\_Object\_obj\_quote\_battle\_ffstarlo\_Step\_0

gml\_Object\_obj\_quote\_battle\_ffstarlo\_Draw\_0

gml\_Object\_obj\_flowey\_world\_controller\_Create\_0

gml\_Object\_obj\_flowey\_world\_controller\_Step\_0

gml\_Object\_obj\_flowey\_world\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_warning\_Other\_7

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t6\_ace\_Create\_0

gml\_Object\_obj\_steamworks\_31\_cutscene\_Create\_0

gml\_Object\_obj\_steamworks\_31\_cutscene\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_guardener\_fake\_Step\_0

gml\_Object\_obj\_macro\_froggit\_particle\_Create\_0

gml\_Object\_obj\_macro\_froggit\_particle\_Step\_0

gml\_Object\_obj\_macro\_froggit\_particle\_CleanUp\_0

gml\_Object\_obj\_fmartlet\_spawner\_gauntlet\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_gauntlet\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_gauntlet\_Step\_0

gml\_Object\_obj\_npc\_handlord\_Create\_0

gml\_Object\_obj\_npc\_handlord\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_robo\_Create\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_robo\_Step\_0

gml\_Object\_obj\_tumble\_small\_Create\_0

gml\_Object\_obj\_dunebud\_overworld\_Create\_0

gml\_Object\_obj\_dunebud\_overworld\_Step\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_white\_Create\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_white\_Step\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_white\_Draw\_0

gml\_Object\_obj\_steamworks\_factory\_02\_door\_Create\_0

gml\_Object\_obj\_steamworks\_factory\_02\_door\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_villaintarget\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_geno\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_rope\_circle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_rope\_circle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_rope\_circle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_rope\_circle\_Step\_0

gml\_Object\_obj\_axis\_body\_Create\_0

gml\_Object\_obj\_axis\_body\_Alarm\_0

gml\_Object\_obj\_axis\_body\_Step\_2

gml\_Object\_obj\_axis\_body\_Step\_1

gml\_Object\_obj\_axis\_body\_Step\_0

gml\_Object\_obj\_axis\_body\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_smoke\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_smoke\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_Step\_0

gml\_Object\_obj\_asgore\_trident\_Create\_0

gml\_Object\_obj\_asgore\_trident\_Draw\_73

gml\_Object\_obj\_manta\_npc\_Create\_0

gml\_Object\_obj\_manta\_npc\_Step\_0

gml\_Object\_obj\_barrier\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_barrier\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_barrier\_cutscene\_neutral\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_beams\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_beams\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_beams\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_beams\_Draw\_0

gml\_Object\_obj\_part\_leak\_complex\_Create\_0

gml\_Object\_obj\_part\_leak\_complex\_Alarm\_0

gml\_Object\_obj\_part\_leak\_complex\_Other\_5

gml\_Object\_obj\_battle\_flashback\_07\_controller\_Create\_0

gml\_Object\_obj\_battle\_flashback\_07\_controller\_Step\_0

gml\_Object\_obj\_npc\_complex\_lobby\_lad\_Create\_0

gml\_Object\_obj\_npc\_complex\_lobby\_lad\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_Step\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_Create\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_Step\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_Draw\_73

gml\_Object\_obj\_npc\_stresso\_tied\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_patchwork\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_patchwork\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_patchwork\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_patchwork\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_patchwork\_Step\_0

gml\_Object\_obj\_feisty\_four\_ace\_intro\_Create\_0

gml\_Object\_obj\_feisty\_four\_ace\_intro\_Step\_0

gml\_Object\_obj\_feisty\_four\_ace\_intro\_Other\_11

gml\_Object\_obj\_feisty\_four\_ace\_intro\_Other\_10

gml\_Object\_obj\_feisty\_four\_ace\_intro\_Other\_7

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_2\_Create\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_2\_Step\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_2\_Draw\_73

gml\_Object\_obj\_gmlive\_Create\_0

gml\_Object\_obj\_gmlive\_Step\_0

gml\_Object\_obj\_gmlive\_Other\_62

gml\_Object\_obj\_gmlive\_Draw\_0

gml\_Object\_obj\_npc\_rock\_man\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_rock\_man\_dunes\_30\_Step\_0

gml\_Object\_obj\_chem\_05\_cutscene\_b\_Create\_0

gml\_Object\_obj\_chem\_05\_cutscene\_b\_Step\_0

gml\_Object\_obj\_light\_drawer\_Create\_0

gml\_Object\_obj\_light\_drawer\_Destroy\_0

gml\_Object\_obj\_light\_drawer\_Step\_0

gml\_Object\_obj\_light\_drawer\_Other\_5

gml\_Object\_obj\_light\_drawer\_Draw\_0

gml\_Object\_obj\_tellyvis\_dead\_Create\_0

gml\_Object\_obj\_tellyvis\_dead\_Alarm\_0

gml\_Object\_obj\_factory\_02\_trashcan\_Create\_0

gml\_Object\_obj\_factory\_02\_trashcan\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_dynamite\_explosion\_Other\_7

gml\_Object\_obj\_steamworks\_36\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_36\_controller\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_mask\_Destroy\_0

gml\_Object\_obj\_ceroba\_transformation\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_mask\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_mask\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_mask\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_mask\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_mask\_Step\_0

gml\_Object\_obj\_steamworks\_14\_vent\_Create\_0

gml\_Object\_obj\_steamworks\_14\_vent\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_Destroy\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_floor\_Create\_0

gml\_Object\_obj\_dunes\_42\_d\_blinds\_Create\_0

gml\_Object\_obj\_dunes\_42\_d\_blinds\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_hand\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_hand\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_wall\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_wall\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_destroy\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_destroy\_Step\_0

gml\_Object\_obj\_npc\_backtrack\_flier\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_flier\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_pottery\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_pottery\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_pottery\_generator\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_2\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_2\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_2\_Other\_4

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_2\_Draw\_75

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_2\_Draw\_73

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t1\_moray\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic4\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic4\_Step\_0

gml\_Object\_obj\_chem\_05\_door\_Create\_0

gml\_Object\_obj\_chem\_05\_door\_Alarm\_0

gml\_Object\_obj\_chem\_05\_door\_Alarm\_1

gml\_Object\_obj\_chem\_05\_door\_Alarm\_2

gml\_Object\_obj\_chem\_05\_door\_Step\_0

gml\_Object\_obj\_chem\_05\_door\_Other\_10

gml\_Object\_obj\_chem\_05\_door\_Other\_76

gml\_Object\_obj\_steamworks\_33\_bridge\_Create\_0

gml\_Object\_obj\_steamworks\_33\_bridge\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_explosion\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_explosion\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_green\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_green\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_green\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_any\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_horizontal\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hand\_horizontal\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_platform\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_platform\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_platform\_Draw\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_bell\_Draw\_0

gml\_Object\_obj\_steamworks\_31\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_31\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_impact\_Other\_7

gml\_Object\_obj\_rope\_circle\_part\_destroy\_Create\_0

gml\_Object\_obj\_rope\_circle\_part\_destroy\_Step\_0

gml\_Object\_obj\_mail\_station\_steamworks\_Create\_0

gml\_Object\_obj\_mail\_station\_steamworks\_Step\_0

gml\_Object\_obj\_verlet\_rope\_generator\_Create\_0

gml\_Object\_obj\_verlet\_rope\_generator\_Alarm\_0

gml\_Object\_obj\_verlet\_rope\_generator\_Alarm\_1

gml\_Object\_obj\_verlet\_rope\_generator\_Step\_0

gml\_Object\_obj\_verlet\_rope\_generator\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_kill\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_kill\_Step\_0

gml\_Object\_obj\_barrier\_cutscene\_Create\_0

gml\_Object\_obj\_barrier\_cutscene\_Step\_0

gml\_Object\_obj\_barrier\_cutscene\_Draw\_0

gml\_Object\_obj\_attack\_ed\_grab\_controller\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_controller\_Destroy\_0

gml\_Object\_obj\_npc\_hotland\_spidergirl\_Create\_0

gml\_Object\_obj\_npc\_hotland\_spidergirl\_Step\_0

gml\_Object\_obj\_chem\_05\_trashcan\_Step\_0

gml\_Object\_obj\_steamworks\_04\_generator\_screen\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_04\_generator\_screen\_geno\_Other\_7

gml\_Object\_obj\_castle\_01\_elevator\_Create\_0

gml\_Object\_obj\_castle\_01\_elevator\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_hurtbox\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_hurtbox\_Step\_0

gml\_Object\_obj\_bigfrog\_log\_frog\_Create\_0

gml\_Object\_obj\_bigfrog\_log\_frog\_Alarm\_0

gml\_Object\_obj\_bigfrog\_log\_frog\_Step\_1

gml\_Object\_obj\_bigfrog\_log\_frog\_Step\_0

gml\_Object\_obj\_bigfrog\_log\_frog\_Other\_7

gml\_Object\_obj\_bigfrog\_log\_frog\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_orange\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_frog\_orange\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_red\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_red\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_red\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frogger\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro\_Step\_2

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_intro\_Draw\_73

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_droop\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_circle\_flame\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_circle\_flame\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_circle\_flame\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_4\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_4\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_4\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs\_2\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_lobbing\_bombs\_2\_Alarm\_0

gml\_Object\_obj\_factory\_02\_seesaw\_victory\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_victory\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_shield\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_shield\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_shield\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_shield\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_shield\_Draw\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_solo\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_solo\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_8\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_8\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_8\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_buff\_Other\_7

gml\_Object\_obj\_flowey\_battle\_organic\_virus\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_organic\_virus\_spawner\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_organic\_virus\_spawner\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_wings\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_wings\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_wings\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic2\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_pathetic2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spinning\_staff\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spinning\_staff\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spinning\_staff\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spinning\_staff\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petals\_special\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petals\_special\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petals\_special\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petals\_special\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petals\_special\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_stickbug\_Create\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_stickbug\_Alarm\_0

gml\_Object\_obj\_miner\_stable\_backtrack\_Create\_0

gml\_Object\_obj\_miner\_stable\_backtrack\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_pellet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_pellet\_Step\_0

gml\_Object\_obj\_flowey\_battle\_ow\_determination\_Create\_0

gml\_Object\_obj\_flowey\_battle\_ow\_determination\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_ow\_determination\_Step\_0

gml\_Object\_obj\_flowey\_battle\_ow\_determination\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_3\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_3\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_3\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_mercy\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_mercy\_Step\_0

gml\_Object\_obj\_feisty\_four\_moray\_legs\_Create\_0

gml\_Object\_obj\_feisty\_four\_moray\_legs\_Destroy\_0

gml\_Object\_obj\_feisty\_four\_moray\_legs\_Step\_0

gml\_Object\_obj\_feisty\_four\_moray\_legs\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_generator\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_fadein\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_fadein\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_fadein\_Draw\_73

gml\_Object\_obj\_steamworks\_35\_pacifist\_gate\_Create\_0

gml\_Object\_obj\_steamworks\_35\_pacifist\_gate\_Step\_0

gml\_Object\_obj\_steamworks\_35\_pacifist\_gate\_Other\_7

gml\_Object\_obj\_steamworks\_35\_pacifist\_gate\_Draw\_73

gml\_Object\_obj\_steamworks\_22\_ball\_flash\_Create\_0

gml\_Object\_obj\_steamworks\_22\_ball\_flash\_Alarm\_0

gml\_Object\_obj\_steamworks\_22\_ball\_flash\_Step\_0

gml\_Object\_obj\_steamworks\_22\_ball\_flash\_Draw\_0

gml\_Object\_obj\_ceroba\_debugger\_Create\_0

gml\_Object\_obj\_ceroba\_debugger\_Step\_0

gml\_Object\_obj\_ceroba\_debugger\_Draw\_64

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t3\_mooch\_2\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_Step\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_remnant\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_remnant\_Alarm\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_spawner\_Create\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_spawner\_Alarm\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_spawner\_Alarm\_1

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_1\_Create\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_1\_Destroy\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_1\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_meteors\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_meteors\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_meteors\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_meteors\_Other\_5

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Step\_2

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Other\_7

gml\_Object\_obj\_flowey\_battle\_gray\_fly\_trap\_warning\_Draw\_0

gml\_Object\_obj\_barrier\_container\_surface\_Create\_0

gml\_Object\_obj\_barrier\_container\_surface\_Destroy\_0

gml\_Object\_obj\_barrier\_container\_surface\_Step\_0

gml\_Object\_obj\_barrier\_container\_surface\_Draw\_72

gml\_Object\_obj\_barrier\_container\_surface\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_spikes\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_spikes\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_fadein\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_fadein\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_fadein\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_flower\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_flower\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_flower\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_note\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_note\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_choir\_note\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_sizzle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_5\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_5\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_5\_Step\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_hspikes\_Create\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_hspikes\_Alarm\_0

gml\_Object\_obj\_dunes\_42b\_npc\_orion\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_42b\_npc\_orion\_neutral\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_Create\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_Draw\_73

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_horses\_Create\_0

gml\_Object\_obj\_steamworks\_05\_acid\_Create\_0

gml\_Object\_obj\_steamworks\_05\_acid\_Step\_0

gml\_Object\_obj\_steamworks\_05\_acid\_Other\_4

gml\_Object\_obj\_steamworks\_21\_locker\_Create\_0

gml\_Object\_obj\_steamworks\_21\_locker\_Step\_0

gml\_Object\_obj\_steamworks\_chase\_skip\_vent\_Create\_0

gml\_Object\_obj\_steamworks\_chase\_skip\_vent\_Step\_0

gml\_Object\_obj\_steamworks\_chase\_skip\_vent\_Other\_5

gml\_Object\_obj\_steamworks\_chase\_skip\_vent\_Draw\_64

gml\_Object\_obj\_steamworks\_chase\_skip\_vent\_Draw\_0

gml\_Object\_obj\_factory\_02\_item\_destroy\_Create\_0

gml\_Object\_obj\_factory\_02\_item\_destroy\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_1\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_12\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_12\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_12\_Step\_0

gml\_Object\_obj\_scripted\_encounter\_random\_Create\_0

gml\_Object\_obj\_scripted\_encounter\_random\_Step\_0

gml\_Object\_obj\_scripted\_encounter\_random\_Collision\_obj\_pl

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_waves\_checker\_corrupt\_Step\_0

gml\_Object\_obj\_guardener\_guy\_c\_gun\_Create\_0

gml\_Object\_obj\_guardener\_guy\_c\_gun\_Step\_0

gml\_Object\_obj\_spikes\_flowey\_world\_Create\_0

gml\_Object\_obj\_ceroba\_cape\_1\_Create\_0

gml\_Object\_obj\_ceroba\_cape\_1\_Step\_0

gml\_Object\_obj\_mansion\_kanako\_toys\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_3\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_3\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_3\_Alarm\_1

gml\_Object\_obj\_fmartlet\_wings\_Create\_0

gml\_Object\_obj\_fmartlet\_wings\_Alarm\_0

gml\_Object\_obj\_fmartlet\_wings\_Step\_0

gml\_Object\_obj\_fmartlet\_wings\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_fmartlet\_wings\_Other\_7

gml\_Object\_obj\_fmartlet\_wings\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_ext\_checker\_final\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_ext\_checker\_final\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_ext\_checker\_final\_Step\_0

gml\_Object\_obj\_mansion\_hall\_bedroom\_door\_Step\_0

gml\_Object\_obj\_mansion\_hall\_bedroom\_door\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_hand\_lasers\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_hand\_lasers\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_hand\_lasers\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_geno\_Draw\_0

gml\_Object\_obj\_soundtrack\_hotland\_Create\_0

gml\_Object\_obj\_soundtrack\_hotland\_Step\_0

gml\_Object\_part\_steamworks\_22\_glass\_Create\_0

gml\_Object\_part\_steamworks\_22\_glass\_Destroy\_0

gml\_Object\_part\_steamworks\_22\_glass\_Alarm\_0

gml\_Object\_part\_steamworks\_22\_glass\_Other\_5

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_spare\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_spare\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_spare\_Other\_76

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_spare\_Draw\_73

gml\_Object\_obj\_newhome\_03\_cutscene\_postfight\_spare\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_4\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_4\_Destroy\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_2\_Create\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_spray\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_spray\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_spray\_Other\_7

gml\_Object\_obj\_quote\_battle\_sousborg\_act\_spawner\_Create\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_act\_spawner\_Step\_0

gml\_Object\_obj\_feisty\_four\_ed\_intro\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_intro\_Step\_0

gml\_Object\_obj\_feisty\_four\_ed\_intro\_Other\_10

gml\_Object\_obj\_feisty\_four\_ed\_intro\_Other\_7

gml\_Object\_obj\_npc\_bubblo\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_bubblo\_break\_1\_Step\_0

gml\_Object\_obj\_fmartlet\_star\_destroy\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hands\_flame\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hands\_flame\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_hands\_flame\_Other\_0

gml\_Object\_obj\_hotland\_complex\_elevator\_Create\_0

gml\_Object\_obj\_hotland\_complex\_elevator\_Step\_0

gml\_Object\_obj\_hotland\_complex\_elevator\_Other\_7

gml\_Object\_obj\_quote\_battle\_goosic\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_goosic\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_goosic\_a\_Draw\_73

gml\_Object\_obj\_mansion\_study\_tv\_glitch\_Create\_0

gml\_Object\_obj\_mansion\_study\_tv\_glitch\_Step\_0

gml\_Object\_obj\_mansion\_study\_tv\_glitch\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cs\_2\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_fireball\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_fireball\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_fireball\_Draw\_0

gml\_Object\_obj\_hotel\_shop\_outside\_Step\_1

gml\_Object\_obj\_hotel\_shop\_outside\_Step\_0

gml\_Object\_obj\_hotel\_shop\_outside\_Other\_4

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_circling\_lanterns\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t10\_ed\_2\_Create\_0

gml\_Object\_obj\_rooftop\_resettext\_Create\_0

gml\_Object\_obj\_rooftop\_resettext\_Step\_0

gml\_Object\_obj\_rooftop\_resettext\_Draw\_64

gml\_Object\_obj\_steamworks\_23\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_23\_controller\_Step\_0

gml\_Object\_obj\_steamworks\_23\_controller\_Draw\_0

gml\_Object\_obj\_npc\_turtle\_Create\_0

gml\_Object\_obj\_npc\_turtle\_Step\_0

gml\_Object\_obj\_chem\_01\_cutscene\_geno\_Create\_0

gml\_Object\_obj\_chem\_01\_cutscene\_geno\_Step\_0

gml\_Object\_obj\_arcade\_bullet\_big\_hurtbox\_Create\_0

gml\_Object\_obj\_arcade\_bullet\_big\_hurtbox\_Alarm\_0

gml\_Object\_obj\_arcade\_bullet\_big\_hurtbox\_Step\_0

gml\_Object\_obj\_factory\_02\_conveyor\_item\_dog\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_item\_dog\_Alarm\_0

gml\_Object\_obj\_factory\_02\_conveyor\_item\_dog\_Step\_0

gml\_Object\_obj\_oasis\_indoors\_dynamic\_music\_Create\_0

gml\_Object\_obj\_oasis\_indoors\_dynamic\_music\_Other\_5

gml\_Object\_obj\_flowey\_battle\_phase\_2\_stage\_destroy\_effect\_Create\_0

gml\_Object\_obj\_bigfrog\_log\_Create\_0

gml\_Object\_obj\_bigfrog\_log\_Draw\_0

gml\_Object\_obj\_castle\_throne\_room\_controller\_Create\_0

gml\_Object\_obj\_castle\_throne\_room\_controller\_Step\_0

gml\_Object\_obj\_castle\_throne\_room\_controller\_Draw\_73

gml\_Object\_obj\_castle\_throne\_room\_controller\_Draw\_0

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Alarm\_0

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Step\_0

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Other\_76

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Other\_4

gml\_Object\_obj\_steamworks\_22\_controller\_neutral\_Draw\_0

gml\_Object\_obj\_castle\_03\_cutscene\_Create\_0

gml\_Object\_obj\_castle\_03\_cutscene\_Step\_0

gml\_Object\_obj\_mansion\_office\_drawer\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_gray\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_gray\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_gray\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_gray\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_effect\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_effect\_Alarm\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_effect\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_effect\_Draw\_0

gml\_Object\_obj\_heart\_battle\_menu\_fight\_fake\_martlet\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_fight\_fake\_martlet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spray\_bottle\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_pacifist\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_pacifist\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_pacifist\_Step\_0

gml\_Object\_obj\_compound\_party\_popper\_Create\_0

gml\_Object\_obj\_mansion\_trapdoor\_Create\_0

gml\_Object\_obj\_mansion\_trapdoor\_Other\_7

gml\_Object\_obj\_mansion\_trapdoor\_Other\_76

gml\_Object\_obj\_miner\_bryan\_backtrack\_Create\_0

gml\_Object\_obj\_miner\_bryan\_backtrack\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_flame\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_flame\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_flame\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_warning\_flame\_Draw\_0

gml\_Object\_obj\_withered\_flowey\_1\_Create\_0

gml\_Object\_obj\_withered\_flowey\_1\_Step\_0

gml\_Object\_obj\_withered\_flowey\_1\_Collision\_obj\_pl

gml\_Object\_obj\_withered\_flowey\_1\_Draw\_0

gml\_Object\_obj\_crayon\_Create\_0

gml\_Object\_obj\_crayon\_Alarm\_0

gml\_Object\_obj\_crayon\_Step\_0

gml\_Object\_obj\_crayon\_Mouse\_4

gml\_Object\_obj\_crayon\_Draw\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_hair\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_pacifist\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_pacifist\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_9\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_9\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_9\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_9\_Step\_0

gml\_Object\_obj\_mansion\_trapdoor\_particles\_Create\_0

gml\_Object\_obj\_mansion\_trapdoor\_particles\_Destroy\_0

gml\_Object\_obj\_mansion\_trapdoor\_particles\_Alarm\_0

gml\_Object\_obj\_mansion\_trapdoor\_particles\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_7\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_7\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_7\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_final\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_final\_1\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_flowey\_final\_1\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_eyedrop\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_eyedrop\_Step\_0

gml\_Object\_obj\_mansion\_chujin\_grave\_Create\_0

gml\_Object\_obj\_mansion\_chujin\_grave\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_tip\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_tip\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_tip\_Draw\_0

gml\_Object\_obj\_verlet\_integration\_Create\_0

gml\_Object\_obj\_verlet\_integration\_Step\_0

gml\_Object\_obj\_verlet\_integration\_Draw\_0

gml\_Object\_obj\_ceroba\_sideburn\_right\_Create\_0

gml\_Object\_obj\_ceroba\_sideburn\_right\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_attack\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_attack\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_attack\_end\_Draw\_73

gml\_Object\_obj\_axis\_npc\_backtrack\_Create\_0

gml\_Object\_obj\_axis\_npc\_backtrack\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_spawner\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_spawner\_Destroy\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_spawner\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_spawner\_spawner\_Step\_0

gml\_Object\_obj\_dunes\_30\_tree\_spawner\_Create\_0

gml\_Object\_obj\_dunes\_30\_tree\_spawner\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_obstacle\_spawner\_Step\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_hurtbox\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_hurtbox\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_bg\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_bg\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_bg\_Draw\_0

gml\_Object\_obj\_npc\_salloon\_card3\_Create\_0

gml\_Object\_obj\_npc\_salloon\_card3\_Step\_0

gml\_Object\_obj\_steamworks\_21\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_21\_controller\_Alarm\_0

gml\_Object\_obj\_steamworks\_21\_controller\_Step\_0

gml\_Object\_obj\_steamworks\_21\_controller\_Other\_5

gml\_Object\_obj\_steamworks\_21\_controller\_Draw\_73

gml\_Object\_obj\_steamworks\_21\_controller\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_explode\_Other\_7

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t8\_ed\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_warning\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_warning\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_flow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_flow\_Step\_0

gml\_Object\_obj\_story\_pillars\_Create\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_hsaws\_Create\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_hsaws\_Alarm\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Destroy\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Alarm\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Alarm\_1

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Step\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_Draw\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_orange\_Create\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_orange\_Destroy\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_orange\_Step\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_orange\_Draw\_0

gml\_Object\_obj\_axis\_geno\_rapid\_lvl\_Create\_0

gml\_Object\_obj\_axis\_geno\_rapid\_lvl\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_remote\_generator\_Other\_10

gml\_Object\_obj\_fmartlet\_spawner\_talon\_walls\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_walls\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_walls\_Step\_0

gml\_Object\_obj\_attack\_moray\_balls\_sword\_Create\_0

gml\_Object\_obj\_attack\_moray\_balls\_sword\_Alarm\_0

gml\_Object\_obj\_attack\_moray\_balls\_sword\_Alarm\_1

gml\_Object\_obj\_attack\_moray\_balls\_sword\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_mechanical\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_mechanical\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_mechanical\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_Draw\_73

gml\_Object\_obj\_macro\_froggit\_head\_Create\_0

gml\_Object\_obj\_macro\_froggit\_head\_Step\_0

gml\_Object\_obj\_macro\_froggit\_head\_Draw\_0

gml\_Object\_obj\_slither\_overworld\_Create\_0

gml\_Object\_obj\_slither\_overworld\_Step\_0

gml\_Object\_obj\_martlet\_final\_wing\_Create\_0

gml\_Object\_obj\_martlet\_final\_wing\_Destroy\_0

gml\_Object\_obj\_martlet\_final\_wing\_Step\_0

gml\_Object\_obj\_martlet\_final\_wing\_Other\_5

gml\_Object\_obj\_martlet\_final\_wing\_Draw\_0

gml\_Object\_obj\_npc\_hotland\_cold\_man\_Create\_0

gml\_Object\_obj\_npc\_hotland\_cold\_man\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_staff\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_pulse\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_pulse\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_pulse\_Other\_7

gml\_Object\_obj\_background\_starlo\_battle\_yellow\_Create\_0

gml\_Object\_obj\_background\_starlo\_battle\_yellow\_Step\_0

gml\_Object\_obj\_background\_starlo\_battle\_yellow\_Draw\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_flowey\_Create\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_flowey\_Alarm\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_flowey\_Step\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_flowey\_Draw\_0

gml\_Object\_obj\_mansion\_office\_cabinet\_l\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t3\_mooch\_1\_Create\_0

gml\_Object\_obj\_tumble\_master\_Create\_0

gml\_Object\_obj\_tumble\_master\_Step\_0

gml\_Object\_obj\_steamworks\_32\_elevator\_Create\_0

gml\_Object\_obj\_steamworks\_32\_elevator\_Step\_0

gml\_Object\_obj\_jandroid\_dead\_Create\_0

gml\_Object\_obj\_jandroid\_dead\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_2\_Step\_0

gml\_Object\_obj\_background\_hotland\_roof\_Create\_0

gml\_Object\_obj\_background\_hotland\_roof\_Step\_2

gml\_Object\_obj\_dunes\_08b\_fence\_door\_Create\_0

gml\_Object\_obj\_dunes\_08b\_fence\_door\_Step\_0

gml\_Object\_obj\_dunes\_08b\_fence\_door\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_cockpit\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_cockpit\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_cockpit\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_cockpit\_Draw\_75

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_obstacle\_spawn\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_creator\_Step\_0

gml\_Object\_obj\_slippery\_ghost\_Create\_0

gml\_Object\_obj\_slippery\_ghost\_Alarm\_0

gml\_Object\_obj\_slippery\_ghost\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_log\_frog\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_log\_frog\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_log\_frog\_creator\_Step\_0

gml\_Object\_obj\_factory\_03\_minigame\_Create\_0

gml\_Object\_obj\_factory\_03\_minigame\_Alarm\_0

gml\_Object\_obj\_factory\_03\_minigame\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_hand\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_hand\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_2\_Create\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_2\_Alarm\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_2\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_pipe\_2\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_pipe\_2\_Other\_76

gml\_Object\_obj\_factory\_02\_conveyor\_item\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_item\_Alarm\_0

gml\_Object\_obj\_factory\_02\_conveyor\_item\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_red\_slippery\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_red\_slippery\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_big\_Create\_0

gml\_Object\_obj\_heart\_yellow\_shot\_big\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_big\_Other\_7

gml\_Object\_obj\_martlet\_final\_2\_base\_Create\_0

gml\_Object\_obj\_martlet\_final\_2\_base\_Step\_0

gml\_Object\_obj\_martlet\_final\_2\_base\_Draw\_0

gml\_Object\_obj\_martlet\_final\_2\_base\_Draw\_73

gml\_Object\_obj\_guardener\_guy\_gun\_gun\_Create\_0

gml\_Object\_obj\_guardener\_guy\_gun\_gun\_Alarm\_0

gml\_Object\_obj\_guardener\_guy\_gun\_gun\_Step\_0

gml\_Object\_obj\_guardener\_guy\_gun\_gun\_Other\_7

gml\_Object\_obj\_guardener\_guy\_gun\_gun\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_Alarm\_0

gml\_Object\_obj\_mansion\_entrance\_doors\_Create\_0

gml\_Object\_obj\_mansion\_entrance\_doors\_Alarm\_0

gml\_Object\_obj\_mansion\_entrance\_doors\_Step\_0

gml\_Object\_obj\_mansion\_entrance\_doors\_Other\_7

gml\_Object\_obj\_mansion\_entrance\_doors\_Other\_5

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_3\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_3\_Step\_0

gml\_Object\_obj\_necklace\_Create\_0

gml\_Object\_obj\_necklace\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_gun\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_gun\_Step\_0

gml\_Object\_obj\_gold\_cache\_steamworks\_factory\_03\_Create\_0

gml\_Object\_obj\_gold\_cache\_steamworks\_factory\_03\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bell\_fragments\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bell\_fragments\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bell\_fragments\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_spawner\_Other\_10

gml\_Object\_obj\_compound\_ketchup\_Create\_0

gml\_Object\_obj\_pulley\_elevator\_top\_Create\_0

gml\_Object\_obj\_pulley\_elevator\_top\_Step\_0

gml\_Object\_obj\_pulley\_elevator\_top\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_2\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_lowpoly\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_explosion\_Draw\_0

gml\_Object\_obj\_mansion\_study\_particles\_Create\_0

gml\_Object\_obj\_mansion\_study\_particles\_Destroy\_0

gml\_Object\_obj\_mansion\_study\_particles\_Other\_5

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_fake\_Create\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_fake\_Destroy\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_fake\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_pile\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_pile\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_petal\_pull\_creator\_Draw\_0

gml\_Object\_obj\_flashback\_02\_toriel\_mini\_cutscene\_Create\_0

gml\_Object\_obj\_flashback\_02\_toriel\_mini\_cutscene\_Destroy\_0

gml\_Object\_obj\_flashback\_02\_toriel\_mini\_cutscene\_Step\_0

gml\_Object\_obj\_guardener\_background\_Create\_0

gml\_Object\_obj\_guardener\_background\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_bucket\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_bucket\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_bucket\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_piece\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_piece\_Step\_0

gml\_Object\_obj\_compound\_chlorine\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_spin\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_spin\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_spin\_Draw\_0

gml\_Object\_obj\_flowey\_world\_clover\_dead\_Create\_0

gml\_Object\_obj\_flowey\_world\_clover\_dead\_Step\_0

gml\_Object\_obj\_flowey\_world\_clover\_dead\_Draw\_0

gml\_Object\_obj\_factory\_numpad\_overlay\_Create\_0

gml\_Object\_obj\_factory\_numpad\_overlay\_Step\_0

gml\_Object\_obj\_factory\_numpad\_overlay\_Other\_76

gml\_Object\_obj\_factory\_numpad\_overlay\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_1\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_1\_Step\_0

gml\_Object\_obj\_compound\_gold\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_fire\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_fire\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_fire\_Other\_7

gml\_Object\_obj\_martlet\_final\_bg\_Create\_0

gml\_Object\_obj\_martlet\_final\_bg\_Step\_0

gml\_Object\_obj\_martlet\_final\_bg\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_crossbombs\_Create\_0

gml\_Object\_obj\_compound\_soda\_pepper\_Create\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_special\_Create\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_special\_Alarm\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_special\_Other\_76

gml\_Object\_obj\_storm\_fan\_lever\_Create\_0

gml\_Object\_obj\_storm\_fan\_lever\_Other\_7

gml\_Object\_obj\_martlet\_final\_attack\_controller\_Create\_0

gml\_Object\_obj\_martlet\_final\_attack\_controller\_Step\_0

gml\_Object\_obj\_martlet\_final\_attack\_controller\_Other\_10

gml\_Object\_obj\_martlet\_final\_attack\_controller\_Other\_11

gml\_Object\_obj\_martlet\_final\_attack\_controller\_Other\_12

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_Draw\_73

gml\_Object\_obj\_npc\_backtrack\_penilla\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_penilla\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_spawner\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_spawner\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_rotating\_bullet\_explode\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rotating\_bullet\_explode\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rotating\_bullet\_explode\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_rotating\_bullet\_explode\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_rotating\_bullet\_explode\_Draw\_73

gml\_Object\_obj\_chairiel\_Create\_0

gml\_Object\_obj\_chairiel\_Step\_0

gml\_Object\_obj\_compound\_soda\_mints\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frog\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frog\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frog\_Draw\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_recreator\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_puzzle\_recreator\_Step\_0

gml\_Object\_obj\_mansion\_lroom\_fireplace\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_dspike\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_dspike\_Step\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_Create\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_Alarm\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_Alarm\_1

gml\_Object\_obj\_attack\_ace\_cards\_shape\_Step\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_6\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_6\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_6\_Step\_0

gml\_Object\_obj\_dialogue\_dark\_Create\_0

gml\_Object\_obj\_dialogue\_dark\_Alarm\_0

gml\_Object\_obj\_dialogue\_dark\_Step\_0

gml\_Object\_obj\_dialogue\_dark\_Draw\_64

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t10\_starlo\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t10\_starlo\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_red\_Other\_0

gml\_Object\_obj\_steamworks\_footsteps\_collider\_Create\_0

gml\_Object\_obj\_flowey\_world\_spear\_Create\_0

gml\_Object\_obj\_flowey\_world\_spear\_Alarm\_1

gml\_Object\_obj\_flowey\_world\_spear\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_scratch\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_scratch\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_wings\_scratch\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_destroy\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_destroy\_Destroy\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_destroy\_Alarm\_0

gml\_Object\_obj\_robot\_build\_finished\_robot\_item\_Create\_0

gml\_Object\_obj\_robot\_build\_finished\_robot\_item\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_sinusoid\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_opener\_Draw\_0

gml\_Object\_obj\_feisty\_four\_ed\_hand\_right\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_hand\_right\_Other\_10

gml\_Object\_obj\_feisty\_four\_ed\_hand\_right\_Draw\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_absorb\_effect\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_absorb\_effect\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_absorb\_effect\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jg\_1\_Other\_5

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_spawner\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_spawner\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_clay\_Step\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Alarm\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Other\_5

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Draw\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_neutral\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_shotgun\_pacifist\_checker\_Step\_0

gml\_Object\_obj\_heart\_flowey\_world\_split\_fast\_Create\_0

gml\_Object\_obj\_heart\_flowey\_world\_split\_fast\_Alarm\_1

gml\_Object\_obj\_heart\_flowey\_world\_split\_fast\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pillar\_Step\_0

gml\_Object\_obj\_macro\_frog\_counter\_Create\_0

gml\_Object\_obj\_macro\_frog\_counter\_Step\_0

gml\_Object\_obj\_macro\_frog\_counter\_Draw\_0

gml\_Object\_obj\_quote\_battle\_guardener\_Create\_0

gml\_Object\_obj\_quote\_battle\_guardener\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_guardener\_Step\_0

gml\_Object\_obj\_quote\_battle\_guardener\_Draw\_73

gml\_Object\_obj\_flowey\_world\_stalagmites\_Create\_0

gml\_Object\_obj\_flowey\_world\_stalagmites\_Alarm\_0

gml\_Object\_obj\_flowey\_world\_stalagmites\_Alarm\_1

gml\_Object\_obj\_flowey\_world\_stalagmites\_Alarm\_2

gml\_Object\_obj\_flowey\_world\_stalagmites\_Step\_0

gml\_Object\_obj\_miner\_tall\_backtrack\_Create\_0

gml\_Object\_obj\_miner\_tall\_backtrack\_Step\_0

gml\_Object\_obj\_mansion\_study\_tv\_Create\_0

gml\_Object\_obj\_mansion\_study\_tv\_Other\_7

gml\_Object\_obj\_flowey\_world\_camera\_Create\_0

gml\_Object\_obj\_flowey\_world\_camera\_Step\_2

gml\_Object\_obj\_flowey\_world\_camera\_Other\_5

gml\_Object\_obj\_dunes\_42\_b\_npc\_crestina\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_42\_b\_npc\_crestina\_neutral\_Step\_0

gml\_Object\_obj\_guardener\_body\_Create\_0

gml\_Object\_obj\_guardener\_body\_Destroy\_0

gml\_Object\_obj\_guardener\_body\_Alarm\_0

gml\_Object\_obj\_guardener\_body\_Step\_0

gml\_Object\_obj\_guardener\_body\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_3\_Step\_0

gml\_Object\_obj\_steamworks\_factory\_02\_face\_Create\_0

gml\_Object\_obj\_steamworks\_factory\_02\_face\_Step\_0

gml\_Object\_obj\_steamworks\_factory\_02\_face\_Other\_7

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Create\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Alarm\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Step\_2

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Step\_1

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Step\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_1\_Other\_7

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_2\_Step\_0

gml\_Object\_obj\_hotel\_shop\_puppet\_Create\_0

gml\_Object\_obj\_hotel\_shop\_puppet\_Step\_2

gml\_Object\_obj\_guardener\_bot\_2\_Create\_0

gml\_Object\_obj\_guardener\_bot\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_attack\_spawner\_2\_Other\_11

gml\_Object\_obj\_vines\_fake\_martlet\_Draw\_0

gml\_Object\_obj\_steamworks\_29\_gardener\_bot\_Create\_0

gml\_Object\_obj\_steamworks\_29\_gardener\_bot\_Draw\_0

gml\_Object\_obj\_wild\_east\_endgame\_cutscene\_01\_Create\_0

gml\_Object\_obj\_wild\_east\_endgame\_cutscene\_01\_Step\_0

gml\_Object\_obj\_wild\_east\_endgame\_cutscene\_01\_Draw\_75

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_bell\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_bell\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_bell\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_bell\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_puffs\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_puffs\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_puffs\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_steam\_puffs\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pulse\_energy\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pulse\_energy\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_pulse\_energy\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_pulse\_energy\_Alarm\_0

gml\_Object\_obj\_compound\_neon\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_gun\_flies\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_gun\_flies\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_gun\_flies\_creator\_Step\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_ending\_Create\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_ending\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_ending\_Step\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_ending\_Draw\_64

gml\_Object\_obj\_feisty\_four\_mooch\_intro\_Create\_0

gml\_Object\_obj\_feisty\_four\_mooch\_intro\_Step\_0

gml\_Object\_obj\_feisty\_four\_mooch\_intro\_Other\_10

gml\_Object\_obj\_feisty\_four\_mooch\_intro\_Other\_7

gml\_Object\_obj\_mansion\_kanako\_books\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_petal\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_impact\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_residue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_residue\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_residue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_run\_Draw\_0

gml\_Object\_obj\_npc\_hotland\_producer\_Create\_0

gml\_Object\_obj\_npc\_hotland\_producer\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_big\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_big\_Step\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_4\_Create\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_4\_Step\_0

gml\_Object\_obj\_martlet\_final\_body\_Create\_0

gml\_Object\_obj\_macro\_froggit\_room\_door\_Create\_0

gml\_Object\_obj\_macro\_froggit\_room\_door\_Step\_0

gml\_Object\_obj\_macro\_froggit\_room\_door\_Other\_7

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Create\_0

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Destroy\_0

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Step\_0

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Other\_7

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Draw\_73

gml\_Object\_obj\_ceroba\_mask\_overworld\_transition\_Draw\_0

gml\_Object\_obj\_mansion\_entrance\_door\_Step\_0

gml\_Object\_obj\_rodney\_head\_hotland\_Create\_0

gml\_Object\_obj\_rodney\_head\_hotland\_Step\_0

gml\_Object\_obj\_mansion\_hall\_study\_door\_Step\_0

gml\_Object\_obj\_mansion\_hall\_study\_door\_Other\_5

gml\_Object\_obj\_guardener\_meter\_Create\_0

gml\_Object\_obj\_guardener\_meter\_Step\_0

gml\_Object\_obj\_guardener\_meter\_Draw\_0

gml\_Object\_obj\_axis\_trash\_shot\_Create\_0

gml\_Object\_obj\_axis\_trash\_shot\_Step\_0

gml\_Object\_obj\_npc\_sandstorm\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_sandstorm\_dunes\_30\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_transform\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_transform\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_transform\_creator\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_2\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_2\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_horizontal\_Other\_7

gml\_Object\_obj\_pedla\_overworld\_Create\_0

gml\_Object\_obj\_pedla\_overworld\_Step\_0

gml\_Object\_obj\_attack\_guardener\_laser\_warning\_Create\_0

gml\_Object\_obj\_attack\_guardener\_laser\_warning\_Step\_0

gml\_Object\_obj\_attack\_guardener\_laser\_warning\_Other\_7

gml\_Object\_obj\_battle\_flowey\_background\_Create\_0

gml\_Object\_obj\_battle\_flowey\_background\_Draw\_0

gml\_Object\_obj\_battle\_flowey\_background\_Draw\_77

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_circling\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_circling\_geno\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_circling\_geno\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_circling\_geno\_Step\_0

gml\_Object\_obj\_heart\_flowey\_world\_split\_Create\_0

gml\_Object\_obj\_heart\_flowey\_world\_split\_Alarm\_1

gml\_Object\_obj\_heart\_flowey\_world\_split\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_can\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_can\_Step\_0

gml\_Object\_obj\_mail\_station\_hotland\_Create\_0

gml\_Object\_obj\_flowey\_world\_lasers\_Create\_0

gml\_Object\_obj\_flowey\_world\_lasers\_Step\_0

gml\_Object\_obj\_flowey\_world\_lasers\_Other\_7

gml\_Object\_obj\_flowey\_world\_lasers\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02\_Draw\_0

gml\_Object\_obj\_martlet\_attack\_glass\_Create\_0

gml\_Object\_obj\_martlet\_attack\_glass\_Destroy\_0

gml\_Object\_obj\_martlet\_attack\_glass\_Step\_0

gml\_Object\_obj\_martlet\_attack\_glass\_Step\_2

gml\_Object\_obj\_martlet\_attack\_glass\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_martlet\_attack\_glass\_Other\_0

gml\_Object\_obj\_martlet\_attack\_glass\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_energy\_ball\_pulse\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_energy\_ball\_pulse\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_energy\_ball\_pulse\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_explosion\_Other\_7

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vulnerable\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vulnerable\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vulnerable\_Collision\_obj\_heart\_yellow\_shot

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vulnerable\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_attack\_switch\_Create\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_attack\_switch\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_attack\_switch\_Draw\_64

gml\_Object\_obj\_attack\_ed\_smash\_boulders\_Create\_0

gml\_Object\_obj\_attack\_ed\_smash\_boulders\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_glass\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_glass\_Draw\_0

gml\_Object\_obj\_martlet\_attack\_block\_arrow\_static\_Create\_0

gml\_Object\_obj\_martlet\_attack\_block\_arrow\_static\_Step\_0

gml\_Object\_obj\_martlet\_attack\_block\_arrow\_static\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_launcher\_destroyable\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_Create\_0

gml\_Object\_obj\_heart\_yellow\_shot\_Alarm\_0

gml\_Object\_obj\_heart\_yellow\_shot\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_Other\_7

gml\_Object\_obj\_shadow\_drawer\_Create\_0

gml\_Object\_obj\_shadow\_drawer\_Destroy\_0

gml\_Object\_obj\_shadow\_drawer\_Step\_0

gml\_Object\_obj\_shadow\_drawer\_Other\_5

gml\_Object\_obj\_shadow\_drawer\_Draw\_0

gml\_Object\_obj\_hotland\_roof\_syringe\_Create\_0

gml\_Object\_obj\_hotland\_roof\_syringe\_Step\_0

gml\_Object\_obj\_locked\_door\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_tongue\_attack\_creator\_Step\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_Create\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_Draw\_64

gml\_Object\_obj\_compound\_sodium\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_circular\_scratch\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_circular\_scratch\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_circular\_scratch\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_explode\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_explode\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_explode\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_explode\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_explode\_Other\_7

gml\_Object\_obj\_flowey\_battle\_final\_Create\_0

gml\_Object\_obj\_flowey\_battle\_final\_Step\_0

gml\_Object\_obj\_flowey\_battle\_final\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_final\_Draw\_73

gml\_Object\_obj\_geno\_narration\_Create\_0

gml\_Object\_obj\_geno\_narration\_Alarm\_0

gml\_Object\_obj\_geno\_narration\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug\_Step\_0

gml\_Object\_obj\_menu\_flowey\_Create\_0

gml\_Object\_obj\_menu\_flowey\_Alarm\_1

gml\_Object\_obj\_menu\_flowey\_Alarm\_0

gml\_Object\_obj\_menu\_flowey\_Step\_0

gml\_Object\_obj\_menu\_flowey\_Draw\_0

gml\_Object\_obj\_chem\_05\_computer\_Create\_0

gml\_Object\_obj\_chem\_05\_computer\_Alarm\_0

gml\_Object\_obj\_chem\_05\_computer\_Alarm\_1

gml\_Object\_obj\_chem\_05\_computer\_Step\_0

gml\_Object\_obj\_chem\_05\_computer\_Draw\_0

gml\_Object\_obj\_chem\_05\_computer\_Draw\_73

gml\_Object\_obj\_chem\_05\_computer\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_corrupt\_Step\_0

gml\_Object\_obj\_chair\_man\_snowdin\_Create\_0

gml\_Object\_obj\_sousborg\_overworld\_Create\_0

gml\_Object\_obj\_sousborg\_overworld\_Step\_0

gml\_Object\_obj\_water\_ripple\_controller\_waterfall\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_explosion\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_grid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_grid\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_grid\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_grid\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_2\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_2\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_2\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_color\_lasers\_2\_creator\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_mid\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_mid\_attack\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_mid\_attack\_Other\_10

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_mid\_attack\_Draw\_73

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_circling\_lantern\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_circling\_lantern\_Destroy\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_circling\_lantern\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_circling\_lantern\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_circling\_lantern\_Draw\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_outro\_alt\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_geno\_outro\_alt\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_ball\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_ball\_Step\_0

gml\_Object\_obj\_attack\_ceroba\_transform\_ring\_Create\_0

gml\_Object\_obj\_attack\_ceroba\_transform\_ring\_Destroy\_0

gml\_Object\_obj\_attack\_ceroba\_transform\_ring\_Step\_0

gml\_Object\_obj\_attack\_ceroba\_transform\_ring\_Draw\_0

gml\_Object\_obj\_asset\_steamworks\_dark\_pipe\_Create\_0

gml\_Object\_obj\_asset\_steamworks\_dark\_pipe\_Alarm\_0

gml\_Object\_obj\_asset\_steamworks\_dark\_pipe\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_dark\_pipe\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_dark\_pipe\_Other\_76

gml\_Object\_obj\_flowey\_1\_attack\_mouth\_face\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_mouth\_face\_Step\_0

gml\_Object\_obj\_dunes\_43\_number\_pad\_destroyed\_Create\_0

gml\_Object\_obj\_dunes\_43\_number\_pad\_destroyed\_Step\_0

gml\_Object\_obj\_cafe\_dunes\_shop\_geno\_Create\_0

gml\_Object\_obj\_cafe\_dunes\_shop\_geno\_Step\_1

gml\_Object\_obj\_cafe\_dunes\_shop\_geno\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_mouth\_face\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_mouth\_face\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_mouth\_face\_creator\_Alarm\_0

gml\_Object\_obj\_factory\_04\_trashcan\_Create\_0

gml\_Object\_obj\_factory\_04\_trashcan\_Step\_0

gml\_Object\_obj\_factory\_04\_controller\_Create\_0

gml\_Object\_obj\_factory\_04\_controller\_Step\_0

gml\_Object\_obj\_factory\_04\_controller\_Draw\_73

gml\_Object\_obj\_fmartlet\_star\_medium\_Create\_0

gml\_Object\_obj\_fmartlet\_star\_medium\_Step\_0

gml\_Object\_obj\_steamworks\_22\_controller\_pacifist\_Create\_0

gml\_Object\_obj\_steamworks\_22\_controller\_pacifist\_Alarm\_0

gml\_Object\_obj\_steamworks\_22\_controller\_pacifist\_Step\_0

gml\_Object\_obj\_steamworks\_22\_controller\_pacifist\_Other\_76

gml\_Object\_obj\_steamworks\_22\_controller\_pacifist\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_geno\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_geno\_Step\_0

gml\_Object\_obj\_steamworks\_17\_lever\_Create\_0

gml\_Object\_obj\_steamworks\_17\_lever\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_duo\_Draw\_0

gml\_Object\_obj\_dalv\_luggage\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_orange\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_orange\_Step\_0

gml\_Object\_obj\_factory\_03\_numpad\_number\_Create\_0

gml\_Object\_obj\_factory\_03\_numpad\_number\_Alarm\_0

gml\_Object\_obj\_factory\_03\_numpad\_number\_Step\_0

gml\_Object\_obj\_factory\_03\_numpad\_number\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_fire\_circle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_fire\_circle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_fire\_circle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_fire\_circle\_Other\_0

gml\_Object\_obj\_guardener\_guy\_a\_noarms\_Create\_0

gml\_Object\_obj\_guardener\_guy\_a\_noarms\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t9\_mooch\_1\_Create\_0

gml\_Object\_obj\_compound\_rutherfordium\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_grid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_grid\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_grid\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_grid\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_for\_grab\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_for\_grab\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_for\_grab\_Draw\_0

gml\_Object\_obj\_quote\_battle\_slither\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_slither\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_slither\_b\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_Draw\_0

gml\_Object\_obj\_utslime\_backtrack\_Create\_0

gml\_Object\_obj\_utslime\_backtrack\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_red\_bullet\_Create\_0

gml\_Object\_obj\_battle\_ceroba\_red\_bullet\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_red\_bullet\_Collision\_obj\_heart\_hitbox\_parent

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_2\_Step\_0

gml\_Object\_obj\_feisty\_four\_moray\_hand\_left\_Create\_0

gml\_Object\_obj\_feisty\_four\_moray\_hand\_left\_Other\_10

gml\_Object\_obj\_feisty\_four\_moray\_hand\_left\_Draw\_0

gml\_Object\_obj\_complex\_1c\_doors\_Create\_0

gml\_Object\_obj\_complex\_1c\_doors\_Step\_0

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_collide\_Create\_0

gml\_Object\_obj\_martlet\_attack\_talon\_scratch\_collide\_Other\_7

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Other\_7

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_grab\_Draw\_64

gml\_Object\_obj\_dialogue\_battle\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_Step\_1

gml\_Object\_obj\_dialogue\_battle\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_Step\_2

gml\_Object\_obj\_dialogue\_battle\_Other\_10

gml\_Object\_obj\_dialogue\_battle\_Draw\_64

gml\_Object\_obj\_sousborg\_body\_a\_Create\_0

gml\_Object\_obj\_sousborg\_body\_a\_Destroy\_0

gml\_Object\_obj\_sousborg\_body\_a\_Step\_0

gml\_Object\_obj\_sousborg\_body\_a\_Step\_2

gml\_Object\_obj\_sousborg\_body\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowey\_lightning\_vertical\_Other\_7

gml\_Object\_obj\_seesaw\_Step\_0

gml\_Object\_obj\_factory\_02\_numpad\_Create\_0

gml\_Object\_obj\_factory\_02\_numpad\_Alarm\_1

gml\_Object\_obj\_factory\_02\_numpad\_Step\_0

gml\_Object\_obj\_factory\_02\_numpad\_Other\_11

gml\_Object\_obj\_flowey\_1\_attack\_7\_shard\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_shard\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_7\_shard\_Other\_0

gml\_Object\_obj\_chair\_man\_Create\_0

gml\_Object\_obj\_crayon\_box\_Create\_0

gml\_Object\_obj\_crayon\_box\_Step\_0

gml\_Object\_obj\_crayon\_box\_Draw\_72

gml\_Object\_obj\_crayon\_box\_Draw\_73

gml\_Object\_obj\_crayon\_box\_Draw\_0

gml\_Object\_obj\_complex\_plant\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_pillars\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_pillars\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_pillars\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_pillars\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_pillars\_Step\_0

gml\_Object\_obj\_doorway\_cerobas\_mansion\_Collision\_obj\_pl

gml\_Object\_obj\_hotland\_03b\_trash\_Create\_0

gml\_Object\_obj\_hotland\_03b\_trash\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_guns\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_guns\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_old\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_old\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_old\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_shield\_reappear\_old\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_pellet\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_pellet\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_pellet\_circle\_pellet\_Draw\_0

gml\_Object\_obj\_sousborg\_demonstration\_egg\_Create\_0

gml\_Object\_obj\_sousborg\_demonstration\_egg\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_fly\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_fly\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_fly\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_fly\_Draw\_0

gml\_Object\_obj\_steamworks\_16\_in\_battle\_cutscene\_Create\_0

gml\_Object\_obj\_steamworks\_16\_in\_battle\_cutscene\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_ribbon\_attack\_Step\_0

gml\_Object\_obj\_battle\_flowey\_background\_ui\_Create\_0

gml\_Object\_obj\_battle\_flowey\_background\_ui\_Draw\_0

gml\_Object\_obj\_guardener\_flower\_corrupt\_Create\_0

gml\_Object\_obj\_guardener\_flower\_corrupt\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase2\_bell\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_launcher\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_launcher\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_launcher\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_launcher\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_laser\_launcher\_Draw\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_player\_Create\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_player\_Step\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_player\_Step\_2

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_player\_Draw\_0

gml\_Object\_obj\_steamworks\_chem\_07\_id\_reader\_Create\_0

gml\_Object\_obj\_steamworks\_chem\_07\_id\_reader\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_smoke\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_smoke\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_car\_smoke\_Draw\_0

gml\_Object\_obj\_castle\_02\_controller\_Create\_0

gml\_Object\_obj\_castle\_02\_controller\_Step\_0

gml\_Object\_obj\_castle\_02\_controller\_Other\_4

gml\_Object\_obj\_castle\_02\_controller\_Draw\_0

gml\_Object\_obj\_rodney\_hotland\_Create\_0

gml\_Object\_obj\_rodney\_hotland\_Step\_0

gml\_Object\_obj\_rodney\_hotland\_Step\_2

gml\_Object\_obj\_rodney\_hotland\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_checker\_corrupt\_Step\_0

gml\_Object\_obj\_mansion\_kotatsu\_Create\_0

gml\_Object\_obj\_mansion\_kotatsu\_Step\_0

gml\_Object\_obj\_npc\_backtrack\_dalv\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_dalv\_Step\_0

gml\_Object\_obj\_credits\_final\_neutral\_Create\_0

gml\_Object\_obj\_credits\_final\_neutral\_Alarm\_1

gml\_Object\_obj\_credits\_final\_neutral\_Alarm\_0

gml\_Object\_obj\_credits\_final\_neutral\_Alarm\_2

gml\_Object\_obj\_credits\_final\_neutral\_Step\_0

gml\_Object\_obj\_credits\_final\_neutral\_Other\_4

gml\_Object\_obj\_credits\_final\_neutral\_Draw\_64

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_flytraps\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_alt\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_alt\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_alt\_Step\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_1\_Create\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_full\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_grid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_grid\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_grid\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_grid\_Draw\_0

gml\_Object\_obj\_asset\_steamworks\_steam\_Create\_0

gml\_Object\_obj\_asset\_steamworks\_steam\_Alarm\_0

gml\_Object\_obj\_asset\_steamworks\_steam\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_steam\_Other\_7

gml\_Object\_obj\_asset\_steamworks\_steam\_Other\_76

gml\_Object\_obj\_martlet\_final\_base\_Create\_0

gml\_Object\_obj\_martlet\_final\_base\_Step\_0

gml\_Object\_obj\_martlet\_final\_base\_Draw\_0

gml\_Object\_obj\_martlet\_final\_base\_Draw\_73

gml\_Object\_obj\_castle\_02\_controller\_party\_member\_Create\_0

gml\_Object\_obj\_castle\_02\_controller\_party\_member\_Step\_0

gml\_Object\_obj\_castle\_02\_controller\_party\_member\_Other\_4

gml\_Object\_obj\_castle\_02\_controller\_party\_member\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_ow\_vine\_Create\_0

gml\_Object\_obj\_flowey\_battle\_ow\_vine\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_ow\_vine\_Step\_0

gml\_Object\_obj\_flowey\_battle\_ow\_vine\_Other\_7

gml\_Object\_obj\_martlet\_body\_part\_base\_Step\_0

gml\_Object\_obj\_conveyor\_stamp\_blue\_Create\_0

gml\_Object\_obj\_conveyor\_stamp\_blue\_Step\_0

gml\_Object\_obj\_factory\_02\_controller\_Create\_0

gml\_Object\_obj\_factory\_02\_controller\_Step\_0

gml\_Object\_obj\_factory\_02\_controller\_Draw\_64

gml\_Object\_obj\_kill\_ceroba\_ending\_flowey\_cutscene\_Create\_0

gml\_Object\_obj\_kill\_ceroba\_ending\_flowey\_cutscene\_Step\_0

gml\_Object\_obj\_ceroba\_quote\_controller\_flashback\_02\_Create\_0

gml\_Object\_obj\_ceroba\_quote\_controller\_flashback\_02\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro\_Step\_2

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_outro\_Draw\_73

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_white\_Create\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_white\_Destroy\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_white\_Step\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_white\_Draw\_0

gml\_Object\_obj\_npc\_hotland\_spider\_worker\_Create\_0

gml\_Object\_obj\_npc\_hotland\_spider\_worker\_Step\_0

gml\_Object\_obj\_hermit\_bookshelf\_Create\_0

gml\_Object\_obj\_hermit\_bookshelf\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Step\_1

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Step\_2

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Other\_10

gml\_Object\_obj\_ceroba\_phase\_2\_overworld\_cutscene\_dialogue\_chujin\_Draw\_64

gml\_Object\_obj\_flowey\_rooftop\_noise\_Create\_0

gml\_Object\_obj\_flowey\_rooftop\_noise\_Alarm\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_3\_Create\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_3\_Step\_0

gml\_Object\_obj\_flowey\_battle\_paper\_ball\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_paper\_ball\_spawner\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_thorn\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_thorn\_Step\_0

gml\_Object\_obj\_newhome\_special\_bench\_Create\_0

gml\_Object\_obj\_newhome\_special\_bench\_Step\_0

gml\_Object\_obj\_robot\_destroy\_part\_parent\_Create\_0

gml\_Object\_obj\_robot\_destroy\_part\_parent\_Step\_0

gml\_Object\_obj\_robot\_destroy\_part\_parent\_Other\_0

gml\_Object\_obj\_dev\_console\_Create\_0

gml\_Object\_obj\_dev\_console\_Step\_0

gml\_Object\_obj\_dev\_console\_Draw\_64

gml\_Object\_obj\_hotland\_roof\_cutscene\_geno\_Create\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_geno\_Step\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_geno\_Other\_5

gml\_Object\_obj\_hotland\_roof\_cutscene\_geno\_Draw\_73

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_blue\_Create\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_blue\_Destroy\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_blue\_Step\_0

gml\_Object\_obj\_attack\_ceroba\_bell\_ring\_blue\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_splitting\_feathers\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_splitting\_feathers\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_splitting\_feathers\_Step\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Create\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Destroy\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Alarm\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Alarm\_1

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Alarm\_2

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Step\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_Draw\_0

gml\_Object\_obj\_background\_boss\_battle\_axis\_yellow\_CleanUp\_0

gml\_Object\_obj\_flowey\_1\_attack\_intermission\_hands\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_intermission\_hands\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_intermission\_hands\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_intermission\_hands\_Other\_5

gml\_Object\_obj\_flowey\_1\_attack\_intermission\_hands\_Draw\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_fake\_2\_Create\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_fake\_2\_Destroy\_0

gml\_Object\_obj\_attack\_cycler\_flowey\_Other\_10

gml\_Object\_obj\_asgore\_npc\_Create\_0

gml\_Object\_obj\_asgore\_npc\_Step\_0

gml\_Object\_obj\_martlet\_blue\_shader\_Create\_0

gml\_Object\_obj\_martlet\_blue\_shader\_Step\_0

gml\_Object\_obj\_martlet\_blue\_shader\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_ow\_flashing\_arrow\_Create\_0

gml\_Object\_obj\_flowey\_battle\_ow\_flashing\_arrow\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_ow\_flashing\_arrow\_Draw\_73

gml\_Object\_obj\_flowey\_battle\_ow\_flashing\_arrow\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_tape\_generator\_Alarm\_0

gml\_Object\_obj\_dunes\_2\_controller\_Create\_0

gml\_Object\_obj\_dunes\_2\_controller\_Step\_0

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Create\_0

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Alarm\_0

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Alarm\_1

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Step\_0

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Other\_5

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Draw\_0

gml\_Object\_obj\_factory\_03\_axis\_flashlight\_Draw\_64

gml\_Object\_obj\_norunzone\_Step\_0

gml\_Object\_obj\_norunzone\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_fpellets\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_fpellets\_Step\_0

gml\_Object\_obj\_pellet\_steamworks\_34\_Create\_0

gml\_Object\_obj\_pellet\_steamworks\_34\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_smoke\_puff\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_smoke\_puff\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_smoke\_puff\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_bloodcell\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_bloodcell\_Step\_0

gml\_Object\_obj\_miner\_jacket\_Create\_0

gml\_Object\_obj\_miner\_jacket\_Step\_0

gml\_Object\_obj\_barrier\_soul\_battle\_Create\_0

gml\_Object\_obj\_barrier\_soul\_battle\_Step\_2

gml\_Object\_obj\_barrier\_soul\_battle\_Step\_0

gml\_Object\_obj\_barrier\_soul\_battle\_Draw\_0

gml\_Object\_obj\_npc\_card\_players\_controller\_Create\_0

gml\_Object\_obj\_npc\_card\_players\_controller\_Step\_0

gml\_Object\_obj\_flashback\_transition\_glitch\_Create\_0

gml\_Object\_obj\_flashback\_transition\_glitch\_Alarm\_0

gml\_Object\_obj\_flashback\_transition\_glitch\_Draw\_64

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Create\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Alarm\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Step\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Other\_5

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Draw\_0

gml\_Object\_obj\_hotland\_roof\_cutscene\_pacifist\_Draw\_73

gml\_Object\_obj\_screen\_fade\_effect\_Create\_0

gml\_Object\_obj\_screen\_fade\_effect\_Step\_0

gml\_Object\_obj\_screen\_fade\_effect\_Draw\_64

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_growing\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_growing\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_growing\_Other\_76

gml\_Object\_obj\_goosic\_body\_b\_Create\_0

gml\_Object\_obj\_goosic\_body\_b\_Destroy\_0

gml\_Object\_obj\_goosic\_body\_b\_Step\_0

gml\_Object\_obj\_goosic\_body\_b\_Step\_2

gml\_Object\_obj\_goosic\_body\_b\_Draw\_0

gml\_Object\_obj\_big\_boss\_backtrack\_Create\_0

gml\_Object\_obj\_big\_boss\_backtrack\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_special\_attack\_red\_bullet\_hitbox\_Create\_0

gml\_Object\_obj\_battle\_ceroba\_special\_attack\_red\_bullet\_hitbox\_Step\_0

gml\_Object\_obj\_macro\_froggit\_chest\_Create\_0

gml\_Object\_obj\_macro\_froggit\_chest\_Step\_0

gml\_Object\_obj\_martlet\_final\_dead\_Create\_0

gml\_Object\_obj\_martlet\_final\_dead\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_glass\_hurtbox\_Create\_0

gml\_Object\_obj\_martlet\_attack\_glass\_hurtbox\_Alarm\_0

gml\_Object\_obj\_steamworks\_37\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_37\_controller\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_organic\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_organic\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_organic\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_organic\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_checker\_Other\_10

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_1\_Create\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_1\_Step\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_controller\_Create\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_controller\_Alarm\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_controller\_Alarm\_1

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_controller\_Alarm\_2

gml\_Object\_obj\_npc\_hotland\_diamond\_boy\_Create\_0

gml\_Object\_obj\_npc\_hotland\_diamond\_boy\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Alarm\_1

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Step\_2

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_herotarget\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_herotarget\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_herotarget\_Step\_0

gml\_Object\_obj\_guardener\_bot\_1\_Create\_0

gml\_Object\_obj\_guardener\_bot\_1\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_pacifist\_alt\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_pacifist\_alt\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_pacifist\_cutscenes\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_pacifist\_cutscenes\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_pacifist\_cutscenes\_Draw\_73

gml\_Object\_obj\_flowey\_world\_lever\_Create\_0

gml\_Object\_obj\_flowey\_world\_lever\_Step\_0

gml\_Object\_obj\_npc\_starlo\_backtrack\_Create\_0

gml\_Object\_obj\_npc\_starlo\_backtrack\_Step\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_Create\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_Destroy\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_Step\_0

gml\_Object\_obj\_ceroba\_scream\_ring\_Draw\_0

gml\_Object\_obj\_battle\_justice\_effect\_Create\_0

gml\_Object\_obj\_battle\_justice\_effect\_Step\_0

gml\_Object\_obj\_battle\_justice\_effect\_Draw\_64

gml\_Object\_obj\_battle\_justice\_effect\_Draw\_0

gml\_Object\_obj\_battle\_justice\_effect\_Draw\_73

gml\_Object\_obj\_flowey\_battle\_organic\_bloodcell\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_organic\_bloodcell\_spawner\_Step\_0

gml\_Object\_obj\_dunes\_25\_controller\_Create\_0

gml\_Object\_obj\_dunes\_25\_controller\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_bell\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_bell\_Alarm\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_bell\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_frog\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_frog\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_frog\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_frog\_Draw\_0

gml\_Object\_obj\_martlet\_attack\_talon\_giant\_Create\_0

gml\_Object\_obj\_martlet\_attack\_talon\_giant\_Step\_0

gml\_Object\_obj\_martlet\_attack\_talon\_giant\_Draw\_0

gml\_Object\_obj\_cake\_Create\_0

gml\_Object\_obj\_cake\_Alarm\_0

gml\_Object\_obj\_cake\_Step\_0

gml\_Object\_obj\_petal\_generator\_phase\_1\_Create\_0

gml\_Object\_obj\_petal\_generator\_phase\_1\_Step\_0

gml\_Object\_obj\_petal\_generator\_phase\_1\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoebox\_Draw\_73

gml\_Object\_obj\_attack\_moray\_balls\_controller\_Create\_0

gml\_Object\_obj\_attack\_moray\_balls\_controller\_Alarm\_0

gml\_Object\_obj\_attack\_moray\_balls\_controller\_Alarm\_1

gml\_Object\_obj\_attack\_moray\_balls\_controller\_Alarm\_2

gml\_Object\_obj\_mansion\_study\_tv\_interact\_Create\_0

gml\_Object\_obj\_mansion\_study\_tv\_interact\_Step\_0

gml\_Object\_obj\_mansion\_study\_tv\_interact\_Draw\_0

gml\_Object\_obj\_battle\_ceroba\_special\_attack\_red\_bullet\_Create\_0

gml\_Object\_obj\_battle\_ceroba\_special\_attack\_red\_bullet\_Step\_0

gml\_Object\_obj\_battle\_ceroba\_special\_attack\_red\_bullet\_Collision\_obj\_heart\_hitbox\_parent

gml\_Object\_obj\_goosic\_dead\_Create\_0

gml\_Object\_obj\_goosic\_dead\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_plane\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_plane\_Step\_0

gml\_Object\_obj\_flowey\_rooftop\_big\_Create\_0

gml\_Object\_obj\_flowey\_rooftop\_big\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_grow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_grow\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_seed\_grow\_Other\_7

gml\_Object\_obj\_shadow\_master\_Create\_0

gml\_Object\_obj\_shadow\_master\_Alarm\_0

gml\_Object\_obj\_shadow\_master\_Step\_2

gml\_Object\_obj\_shadow\_collider\_Create\_0

gml\_Object\_obj\_arcade\_bullet\_big\_Create\_0

gml\_Object\_obj\_arcade\_bullet\_big\_Alarm\_0

gml\_Object\_obj\_arcade\_bullet\_big\_Step\_0

gml\_Object\_obj\_arcade\_bullet\_big\_Other\_0

gml\_Object\_obj\_cutscene\_steamworks\_34\_Create\_0

gml\_Object\_obj\_cutscene\_steamworks\_34\_Step\_0

gml\_Object\_obj\_steamworks\_33\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_33\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_generator\_Step\_0

gml\_Object\_obj\_pl\_Create\_0

gml\_Object\_obj\_pl\_Alarm\_1

gml\_Object\_obj\_pl\_Alarm\_0

gml\_Object\_obj\_pl\_Step\_0

gml\_Object\_obj\_pl\_Other\_10

gml\_Object\_obj\_pl\_Other\_5

gml\_Object\_obj\_pl\_Draw\_0

gml\_Object\_obj\_doorway\_Create\_0

gml\_Object\_obj\_doorway\_Collision\_obj\_pl

gml\_Object\_obj\_slippery\_ice\_Step\_0

gml\_Object\_obj\_castle\_beam\_Create\_0

gml\_Object\_obj\_castle\_beam\_Step\_0

gml\_Object\_obj\_castle\_beam\_Draw\_73

gml\_Object\_obj\_castle\_beam\_Draw\_0

gml\_Object\_obj\_sign\_Create\_0

gml\_Object\_obj\_sign\_Step\_0

gml\_Object\_obj\_interactable\_Create\_0

gml\_Object\_obj\_interactable\_Step\_0

gml\_Object\_obj\_fakedoorway\_Create\_0

gml\_Object\_obj\_fakedoorway\_Alarm\_0

gml\_Object\_obj\_fakedoorway\_Collision\_obj\_pl

gml\_Object\_obj\_doorway\_blocker\_dalvsroom\_Create\_0

gml\_Object\_obj\_doorway\_blocker\_dalvsroom\_Alarm\_0

gml\_Object\_obj\_doorway\_blocker\_dalvsroom\_Step\_0

gml\_Object\_obj\_doorway\_blocker\_dalvsroom\_Collision\_obj\_pl

gml\_Object\_obj\_doorway\_blocker\_dalvsroom\_Other\_10

gml\_Object\_obj\_melancholy\_blocker\_dalvsroom\_Create\_0

gml\_Object\_obj\_melancholy\_blocker\_dalvsroom\_Alarm\_0

gml\_Object\_obj\_melancholy\_blocker\_dalvsroom\_Step\_0

gml\_Object\_obj\_doorway\_blocker\_dalvshouse\_Create\_0

gml\_Object\_obj\_doorway\_blocker\_dalvshouse\_Step\_0

gml\_Object\_obj\_doorway\_blocker\_dalvshouse\_Collision\_obj\_pl

gml\_Object\_obj\_doorway\_blocker\_dalvshouse\_Other\_10

gml\_Object\_obj\_event\_collider\_Create\_0

gml\_Object\_obj\_event\_collider\_Collision\_obj\_pl

gml\_Object\_obj\_dialogue\_Create\_0

gml\_Object\_obj\_dialogue\_Step\_1

gml\_Object\_obj\_dialogue\_Step\_0

gml\_Object\_obj\_dialogue\_Step\_2

gml\_Object\_obj\_dialogue\_Other\_10

gml\_Object\_obj\_dialogue\_Draw\_64

gml\_Object\_obj\_dialoguebox\_Create\_0

gml\_Object\_obj\_dialoguebox\_Alarm\_0

gml\_Object\_obj\_dialoguebox\_Step\_0

gml\_Object\_obj\_dialoguebox\_Draw\_64

gml\_Object\_obj\_dialoguebox\_dummy\_Create\_0

gml\_Object\_obj\_dialoguebox\_dummy\_Alarm\_0

gml\_Object\_obj\_dialoguebox\_dummy\_Draw\_64

gml\_Object\_obj\_rndenc\_Create\_0

gml\_Object\_obj\_rndenc\_Step\_2

gml\_Object\_obj\_rndenc\_Other\_5

gml\_Object\_obj\_rndenc\_Other\_4

gml\_Object\_obj\_scriptedencounters\_Create\_0

gml\_Object\_obj\_scriptedencounters\_Step\_0

gml\_Object\_obj\_scriptedencounters\_Collision\_obj\_pl

gml\_Object\_obj\_genoflowey\_Create\_0

gml\_Object\_obj\_genoflowey\_Alarm\_0

gml\_Object\_obj\_genoflowey\_Step\_0

gml\_Object\_obj\_genoflowey\_Other\_7

gml\_Object\_obj\_exGeno\_Create\_0

gml\_Object\_obj\_exGeno\_Step\_0

gml\_Object\_obj\_parallax\_background\_steamworks\_34\_Create\_0

gml\_Object\_obj\_parallax\_background\_steamworks\_34\_Draw\_0

gml\_Object\_obj\_parallax\_background\_steamworks\_34\_Draw\_73

gml\_Object\_obj\_ex\_Create\_0

gml\_Object\_obj\_ex\_Step\_0

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Create\_0

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Destroy\_0

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Step\_2

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Step\_0

gml\_Object\_obj\_martlet\_attack\_wing\_feather\_Draw\_0

gml\_Object\_obj\_noEnc\_Step\_0

gml\_Object\_obj\_testcircle\_Create\_0

gml\_Object\_obj\_testcircle\_Step\_0

gml\_Object\_obj\_exit\_Create\_0

gml\_Object\_obj\_exit\_Alarm\_0

gml\_Object\_obj\_exit\_Step\_0

gml\_Object\_obj\_cwall\_Step\_0

gml\_Object\_obj\_testbutton\_Create\_0

gml\_Object\_obj\_testbutton\_Step\_0

gml\_Object\_obj\_debugger\_Create\_0

gml\_Object\_obj\_debugger\_Destroy\_0

gml\_Object\_obj\_debugger\_Alarm\_1

gml\_Object\_obj\_debugger\_Alarm\_0

gml\_Object\_obj\_debugger\_Step\_0

gml\_Object\_obj\_debugger\_Draw\_64

gml\_Object\_obj\_dbgencounter\_Create\_0

gml\_Object\_obj\_dbgencounter\_Step\_0

gml\_Object\_obj\_dbgencounter\_Mouse\_0

gml\_Object\_obj\_debug\_main\_menu\_Create\_0

gml\_Object\_obj\_debug\_main\_menu\_Step\_0

gml\_Object\_obj\_debug\_main\_menu\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_debris\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_debris\_Draw\_0

gml\_Object\_obj\_mansion\_chujin\_tape\_extra\_Create\_0

gml\_Object\_obj\_mansion\_chujin\_tape\_extra\_Step\_0

gml\_Object\_obj\_mansion\_chujin\_tape\_extra\_Other\_7

gml\_Object\_obj\_mansion\_chujin\_tape\_extra\_Draw\_0

gml\_Object\_obj\_transition\_white\_debug\_Create\_0

gml\_Object\_obj\_transition\_white\_debug\_Alarm\_1

gml\_Object\_obj\_transition\_white\_debug\_Alarm\_0

gml\_Object\_obj\_transition\_white\_debug\_Step\_0

gml\_Object\_obj\_transition\_white\_debug\_Other\_4

gml\_Object\_obj\_transition\_white\_debug\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_duo\_generator\_Step\_0

gml\_Object\_obj\_intro\_slide\_1\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_1\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_1\_new\_Create\_0

gml\_Object\_obj\_intro\_slide\_1\_new\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_1\_5\_new\_Create\_0

gml\_Object\_obj\_intro\_slide\_1\_5\_new\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_1\_5\_new\_Step\_0

gml\_Object\_obj\_intro\_slide\_1\_5\_new\_eyes\_Create\_0

gml\_Object\_obj\_intro\_slide\_1\_5\_new\_eyes\_Step\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_Create\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_2\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_2\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_coffins\_slide\_2\_Step\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_Destroy\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_Alarm\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_Step\_0

gml\_Object\_obj\_intro\_slide\_4\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_4\_parent\_Alarm\_2

gml\_Object\_obj\_intro\_slide\_4\_parent\_Alarm\_1

gml\_Object\_obj\_intro\_slide\_4\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_4\_parent\_Step\_2

gml\_Object\_obj\_attack\_ed\_grab\_hand\_hurtbox\_return\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_hand\_hurtbox\_return\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_head\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_head\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_head\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_head\_Draw\_0

gml\_Object\_obj\_crayon\_minigame\_Create\_0

gml\_Object\_obj\_crayon\_minigame\_Destroy\_0

gml\_Object\_obj\_crayon\_minigame\_Step\_0

gml\_Object\_obj\_crayon\_minigame\_Other\_10

gml\_Object\_obj\_crayon\_minigame\_Other\_11

gml\_Object\_obj\_crayon\_minigame\_Draw\_64

gml\_Object\_obj\_crayon\_minigame\_Draw\_0

gml\_Object\_obj\_intro\_background\_slide\_4\_Step\_0

gml\_Object\_obj\_intro\_dood\_slide\_4\_Step\_0

gml\_Object\_obj\_intro\_canister\_slide\_4\_Step\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_geno\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_geno\_Step\_2

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_geno\_Step\_1

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_geno\_Draw\_0

gml\_Object\_obj\_chem\_04\_cabinet\_Create\_0

gml\_Object\_obj\_chem\_04\_cabinet\_Step\_0

gml\_Object\_obj\_intro\_slide\_5\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_5\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_5\_parent\_Step\_0

gml\_Object\_obj\_intro\_slide\_7\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_7\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_slide\_8\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_8\_parent\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_final\_Draw\_0

gml\_Object\_obj\_intro\_slide\_9\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_9\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_clover\_slide\_9\_Step\_0

gml\_Object\_obj\_intro\_slide\_10\_parent\_Create\_0

gml\_Object\_obj\_intro\_slide\_10\_parent\_Alarm\_0

gml\_Object\_obj\_intro\_cave\_slide\_10\_Step\_0

gml\_Object\_obj\_intro\_clover\_slide\_10\_Step\_0

gml\_Object\_obj\_intro\_generator\_Create\_0

gml\_Object\_obj\_intro\_generator\_Step\_0

gml\_Object\_obj\_intro\_fade\_screen\_Create\_0

gml\_Object\_obj\_intro\_fade\_screen\_Alarm\_3

gml\_Object\_obj\_intro\_fade\_screen\_Alarm\_2

gml\_Object\_obj\_intro\_fade\_screen\_Alarm\_1

gml\_Object\_obj\_intro\_fade\_screen\_Alarm\_0

gml\_Object\_obj\_intro\_fade\_screen\_Step\_0

gml\_Object\_obj\_intro\_fade\_screen\_Draw\_0

gml\_Object\_obj\_intro\_fade\_in\_screen\_Create\_0

gml\_Object\_obj\_intro\_fade\_in\_screen\_Alarm\_0

gml\_Object\_obj\_intro\_fade\_in\_screen\_Step\_0

gml\_Object\_obj\_intro\_fade\_in\_screen\_Draw\_0

gml\_Object\_obj\_intro\_text\_Create\_0

gml\_Object\_obj\_intro\_text\_Step\_0

gml\_Object\_obj\_intro\_text\_Draw\_0

gml\_Object\_obj\_steamworks\_04\_overlay\_top\_Create\_0

gml\_Object\_obj\_pause\_menu\_Create\_0

gml\_Object\_obj\_pause\_menu\_Destroy\_0

gml\_Object\_obj\_pause\_menu\_Step\_0

gml\_Object\_obj\_pause\_menu\_Draw\_64

gml\_Object\_obj\_pause\_menu\_Draw\_0

gml\_Object\_obj\_savebox\_Create\_0

gml\_Object\_obj\_savebox\_Destroy\_0

gml\_Object\_obj\_savebox\_Alarm\_0

gml\_Object\_obj\_savebox\_Step\_0

gml\_Object\_obj\_savebox\_Draw\_73

gml\_Object\_obj\_item\_use\_menu\_Create\_0

gml\_Object\_obj\_item\_use\_menu\_Destroy\_0

gml\_Object\_obj\_item\_use\_menu\_Step\_0

gml\_Object\_obj\_item\_use\_menu\_Draw\_64

gml\_Object\_obj\_item\_use\_menu\_Draw\_0

gml\_Object\_obj\_fast\_travel\_menu\_Create\_0

gml\_Object\_obj\_fast\_travel\_menu\_Destroy\_0

gml\_Object\_obj\_fast\_travel\_menu\_Step\_0

gml\_Object\_obj\_fast\_travel\_menu\_Draw\_64

gml\_Object\_obj\_dialogue\_drop\_Create\_0

gml\_Object\_obj\_dialogue\_drop\_Destroy\_0

gml\_Object\_obj\_dialogue\_drop\_Step\_0

gml\_Object\_obj\_quote\_battle\_goosic\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_goosic\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_goosic\_b\_Draw\_0

gml\_Object\_obj\_mail\_Create\_0

gml\_Object\_obj\_mail\_Alarm\_0

gml\_Object\_obj\_mail\_Step\_0

gml\_Object\_obj\_mail\_Draw\_64

gml\_Object\_obj\_mail\_drop\_Create\_0

gml\_Object\_obj\_mail\_drop\_Destroy\_0

gml\_Object\_obj\_mail\_drop\_Step\_0

gml\_Object\_obj\_yellowlogoINTRO\_Create\_0

gml\_Object\_obj\_yellowlogoINTRO\_Alarm\_1

gml\_Object\_obj\_yellowlogoINTRO\_Alarm\_0

gml\_Object\_obj\_yellowlogoINTRO\_Draw\_0

gml\_Object\_obj\_undertalelogoINTRO\_Create\_0

gml\_Object\_obj\_undertalelogoINTRO\_Alarm\_0

gml\_Object\_obj\_undertalelogoINTRO\_Step\_0

gml\_Object\_obj\_transition\_Create\_0

gml\_Object\_obj\_transition\_Alarm\_0

gml\_Object\_obj\_transition\_Step\_0

gml\_Object\_obj\_transition\_Other\_4

gml\_Object\_obj\_transition\_Draw\_64

gml\_Object\_obj\_transition\_white\_Create\_0

gml\_Object\_obj\_transition\_white\_Alarm\_1

gml\_Object\_obj\_transition\_white\_Alarm\_0

gml\_Object\_obj\_transition\_white\_Step\_0

gml\_Object\_obj\_transition\_white\_Draw\_64

gml\_Object\_obj\_transition2\_Create\_0

gml\_Object\_obj\_transition2\_Alarm\_0

gml\_Object\_obj\_transition2\_Draw\_64

gml\_Object\_obj\_battle\_transition\_Draw\_0

gml\_Object\_obj\_camera\_Create\_0

gml\_Object\_obj\_camera\_Step\_0

gml\_Object\_obj\_camera\_Other\_0

gml\_Object\_obj\_mainmenu\_Create\_0

gml\_Object\_obj\_mainmenu\_Alarm\_1

gml\_Object\_obj\_mainmenu\_Alarm\_0

gml\_Object\_obj\_mainmenu\_Step\_0

gml\_Object\_obj\_mainmenu\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_hate\_sign\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_hate\_sign\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_spare\_1\_Step\_0

gml\_Object\_obj\_mainmenu\_debug\_Create\_0

gml\_Object\_obj\_mainmenu\_debug\_Alarm\_0

gml\_Object\_obj\_mainmenu\_debug\_Step\_0

gml\_Object\_obj\_mainmenu\_debug\_Other\_4

gml\_Object\_obj\_mainmenu\_debug\_Draw\_64

gml\_Object\_obj\_flashback\_lab\_table\_Create\_0

gml\_Object\_obj\_flashback\_lab\_table\_Other\_7

gml\_Object\_obj\_smallmask\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_2\_Step\_0

gml\_Object\_obj\_cconfig\_Create\_0

gml\_Object\_obj\_cconfig\_Step\_0

gml\_Object\_obj\_cconfig\_Draw\_0

gml\_Object\_obj\_npc\_parent\_Create\_0

gml\_Object\_obj\_npc\_base\_Create\_0

gml\_Object\_obj\_npc\_base\_Step\_0

gml\_Object\_obj\_npc\_template\_Create\_0

gml\_Object\_obj\_npc\_template\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t8\_moray\_Create\_0

gml\_Object\_obj\_actor\_npc\_base\_Create\_0

gml\_Object\_obj\_actor\_npc\_base\_Step\_0

gml\_Object\_obj\_test\_martlet\_Create\_0

gml\_Object\_obj\_test\_martlet\_Step\_0

gml\_Object\_obj\_test\_follower\_Create\_0

gml\_Object\_obj\_test\_follower\_Step\_2

gml\_Object\_obj\_test\_follower\_Step\_0

gml\_Object\_obj\_test\_follower\_Other\_4

gml\_Object\_obj\_test\_dalv\_Create\_0

gml\_Object\_obj\_test\_dalv\_Step\_0

gml\_Object\_obj\_path\_test\_Create\_0

gml\_Object\_obj\_path\_test\_Step\_0

gml\_Object\_obj\_cutscene\_Create\_0

gml\_Object\_obj\_cutscene\_Step\_0

gml\_Object\_obj\_cutscene\_Other\_10

gml\_Object\_obj\_cutscene2\_Create\_0

gml\_Object\_obj\_cutscene2\_Step\_0

gml\_Object\_obj\_cutscene2\_Other\_10

gml\_Object\_obj\_cutscene3\_Create\_0

gml\_Object\_obj\_cutscene3\_Step\_0

gml\_Object\_obj\_wild\_east\_dina\_shop\_Create\_0

gml\_Object\_obj\_wild\_east\_dina\_shop\_Step\_2

gml\_Object\_obj\_wild\_east\_dina\_shop\_Other\_7

gml\_Object\_obj\_controller\_Create\_0

gml\_Object\_obj\_controller\_Step\_0

gml\_Object\_obj\_controller\_Other\_4

gml\_Object\_obj\_controller\_Draw\_76

gml\_Object\_obj\_radio\_Create\_0

gml\_Object\_obj\_radio\_Step\_0

gml\_Object\_obj\_radio\_Other\_10

gml\_Object\_obj\_radio\_Other\_4

gml\_Object\_obj\_radio\_Other\_5

gml\_Object\_obj\_ceroba\_phase\_2\_staff\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_staff\_Step\_0

gml\_Object\_obj\_audio\_fade\_helper\_Create\_0

gml\_Object\_obj\_audio\_fade\_helper\_Step\_0

gml\_Object\_obj\_audio\_sudden\_stop\_helper\_Create\_0

gml\_Object\_obj\_audio\_sudden\_stop\_helper\_Step\_0

gml\_Object\_obj\_cutscene\_ex\_Create\_0

gml\_Object\_obj\_cutscene\_ex\_Other\_7

gml\_Object\_obj\_cutscene\_ex\_Draw\_0

gml\_Object\_obj\_credits\_Create\_0

gml\_Object\_obj\_credits\_Alarm\_2

gml\_Object\_obj\_credits\_Alarm\_1

gml\_Object\_obj\_credits\_Alarm\_0

gml\_Object\_obj\_credits\_Step\_0

gml\_Object\_obj\_credits\_Draw\_64

gml\_Object\_obj\_encounterheart\_Create\_0

gml\_Object\_obj\_encounterheart\_Step\_0

gml\_Object\_obj\_encounterheart\_Other\_7

gml\_Object\_obj\_overworld\_fade\_in\_screen\_Create\_0

gml\_Object\_obj\_overworld\_fade\_in\_screen\_Step\_2

gml\_Object\_obj\_overworld\_fade\_in\_screen\_Draw\_64

gml\_Object\_obj\_quitting\_Create\_0

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gml\_Object\_obj\_quitting\_Step\_1

gml\_Object\_obj\_quitting\_Draw\_64

gml\_Object\_obj\_quitting\_KeyRelease\_27

gml\_Object\_obj\_pl\_follow\_Create\_0

gml\_Object\_obj\_pl\_follow\_Step\_0

gml\_Object\_obj\_clovsleep\_Create\_0

gml\_Object\_obj\_clovsleep\_Alarm\_5

gml\_Object\_obj\_clovsleep\_Alarm\_4

gml\_Object\_obj\_clovsleep\_Alarm\_3

gml\_Object\_obj\_clovsleep\_Alarm\_2

gml\_Object\_obj\_clovsleep\_Alarm\_1

gml\_Object\_obj\_clovsleep\_Alarm\_0

gml\_Object\_obj\_clovsleep\_Step\_0

gml\_Object\_obj\_newhome\_01\_elevator\_Create\_0

gml\_Object\_obj\_newhome\_01\_elevator\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_tellyvis\_a\_Draw\_73

gml\_Object\_obj\_playerfall\_Create\_0

gml\_Object\_obj\_playerfall\_Alarm\_2

gml\_Object\_obj\_playerfall\_Alarm\_1

gml\_Object\_obj\_playerfall\_Alarm\_0

gml\_Object\_obj\_playerfall\_Step\_0

gml\_Object\_obj\_clover\_fall\_Create\_0

gml\_Object\_obj\_clover\_fall\_Step\_1

gml\_Object\_obj\_ace\_npc\_Create\_0

gml\_Object\_obj\_ace\_npc\_Step\_0

gml\_Object\_obj\_toriel\_npc\_Create\_0

gml\_Object\_obj\_toriel\_npc\_Step\_0

gml\_Object\_obj\_blackjack\_npc\_Create\_0

gml\_Object\_obj\_ceroba\_npc\_Create\_0

gml\_Object\_obj\_ceroba\_npc\_Step\_0

gml\_Object\_obj\_ceroba\_npc\_Draw\_0

gml\_Object\_obj\_ed\_npc\_Create\_0

gml\_Object\_obj\_ed\_npc\_Step\_0

gml\_Object\_obj\_smokey\_backtrack\_Create\_0

gml\_Object\_obj\_smokey\_backtrack\_Step\_0

gml\_Object\_obj\_martlet\_npc\_Create\_0

gml\_Object\_obj\_martlet\_npc\_Step\_0

gml\_Object\_obj\_martlet\_npc\_Other\_76

gml\_Object\_obj\_martlet\_npc\_Draw\_0

gml\_Object\_obj\_mooch\_npc\_Create\_0

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gml\_Object\_obj\_axis\_npc\_Create\_0

gml\_Object\_obj\_axis\_npc\_Step\_0

gml\_Object\_obj\_axis\_npc\_Other\_76

gml\_Object\_obj\_moray\_npc\_Create\_0

gml\_Object\_obj\_moray\_npc\_Step\_0

gml\_Object\_obj\_player\_npc\_Create\_0

gml\_Object\_obj\_player\_npc\_Destroy\_0

gml\_Object\_obj\_player\_npc\_Step\_0

gml\_Object\_obj\_player\_npc\_Draw\_0

gml\_Object\_obj\_starlo\_npc\_Create\_0

gml\_Object\_obj\_starlo\_npc\_Step\_0

gml\_Object\_obj\_martlet\_follower\_Create\_0

gml\_Object\_obj\_martlet\_follower\_Step\_2

gml\_Object\_obj\_martlet\_follower\_Step\_0

gml\_Object\_obj\_martlet\_follower\_Other\_10

gml\_Object\_obj\_martlet\_follower\_Other\_4

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gml\_Object\_obj\_ceroba\_follower\_Create\_0

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gml\_Object\_obj\_ceroba\_follower\_Other\_4

gml\_Object\_obj\_ceroba\_follower\_Draw\_0

gml\_Object\_obj\_card\_game\_controller\_Create\_0

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gml\_Object\_obj\_card\_game\_controller\_Alarm\_3

gml\_Object\_obj\_card\_game\_controller\_Alarm\_2

gml\_Object\_obj\_card\_game\_controller\_Alarm\_1

gml\_Object\_obj\_card\_game\_controller\_Alarm\_0

gml\_Object\_obj\_card\_game\_controller\_Step\_0

gml\_Object\_obj\_card\_game\_controller\_Draw\_74

gml\_Object\_obj\_card\_game\_card\_Create\_0

gml\_Object\_obj\_card\_game\_card\_Destroy\_0

gml\_Object\_obj\_card\_game\_card\_Alarm\_0

gml\_Object\_obj\_card\_game\_card\_Step\_0

gml\_Object\_obj\_card\_game\_card\_Draw\_74

gml\_Object\_obj\_card\_game\_card\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_rise\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_rise\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_season\_salt\_rise\_Draw\_0

gml\_Object\_obj\_sworks\_32\_mail\_cutscene\_Create\_0

gml\_Object\_obj\_sworks\_32\_mail\_cutscene\_Collision\_obj\_pl

gml\_Object\_obj\_card\_game\_cursor\_Create\_0

gml\_Object\_obj\_card\_game\_cursor\_Alarm\_0

gml\_Object\_obj\_card\_game\_cursor\_Step\_0

gml\_Object\_obj\_card\_game\_cursor\_Draw\_74

gml\_Object\_obj\_card\_game\_cursor\_Draw\_0

gml\_Object\_obj\_arcade\_bullet\_Create\_0

gml\_Object\_obj\_arcade\_bullet\_Step\_0

gml\_Object\_obj\_arcade\_bullet\_Other\_0

gml\_Object\_obj\_arcade\_enemy\_Create\_0

gml\_Object\_obj\_arcade\_enemy\_Alarm\_0

gml\_Object\_obj\_arcade\_enemy\_Step\_0

gml\_Object\_obj\_arcade\_enemy\_Collision\_obj\_arcade\_bullet

gml\_Object\_obj\_arcade\_enemy\_Draw\_0

gml\_Object\_obj\_arcade\_boss\_Create\_0

gml\_Object\_obj\_arcade\_boss\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_2\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_2\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_feathers\_scratch\_2\_Step\_0

gml\_Object\_obj\_arcade\_controller\_Create\_0

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gml\_Object\_obj\_arcade\_controller\_Alarm\_1

gml\_Object\_obj\_arcade\_controller\_Alarm\_0

gml\_Object\_obj\_arcade\_controller\_Step\_0

gml\_Object\_obj\_arcade\_controller\_Draw\_0

gml\_Object\_obj\_arcade\_enemy\_bullet\_Create\_0

gml\_Object\_obj\_arcade\_enemy\_bullet\_Step\_0

gml\_Object\_obj\_arcade\_enemy\_bullet\_Other\_0

gml\_Object\_obj\_arcade\_enemy\_homing\_Create\_0

gml\_Object\_obj\_arcade\_enemy\_homing\_Alarm\_1

gml\_Object\_obj\_arcade\_enemy\_homing\_Alarm\_0

gml\_Object\_obj\_arcade\_enemy\_tear\_Create\_0

gml\_Object\_obj\_arcade\_enemy\_tear\_Alarm\_0

gml\_Object\_obj\_arcade\_ghost\_Create\_0

gml\_Object\_obj\_arcade\_ghost\_Step\_0

gml\_Object\_obj\_arcade\_intro\_Create\_0

gml\_Object\_obj\_arcade\_intro\_Alarm\_5

gml\_Object\_obj\_arcade\_intro\_Alarm\_4

gml\_Object\_obj\_arcade\_intro\_Alarm\_3

gml\_Object\_obj\_arcade\_intro\_Alarm\_2

gml\_Object\_obj\_arcade\_intro\_Alarm\_1

gml\_Object\_obj\_arcade\_intro\_Alarm\_0

gml\_Object\_obj\_arcade\_intro\_Step\_0

gml\_Object\_obj\_arcade\_intro\_Other\_7

gml\_Object\_obj\_arcade\_intro\_Draw\_0

gml\_Object\_obj\_arcade\_intro\_Draw\_73

gml\_Object\_obj\_arcade\_upgrade\_Create\_0

gml\_Object\_obj\_arcade\_mew\_Create\_0

gml\_Object\_obj\_arcade\_mew\_Alarm\_1

gml\_Object\_obj\_arcade\_mew\_Alarm\_0

gml\_Object\_obj\_arcade\_mew\_Alarm\_2

gml\_Object\_obj\_arcade\_mew\_Step\_0

gml\_Object\_obj\_arcade\_mew\_Collision\_obj\_arcade\_upgrade

gml\_Object\_obj\_arcade\_mew\_Collision\_obj\_arcade\_enemy\_bullet

gml\_Object\_obj\_arcade\_mew\_Collision\_obj\_arcade\_enemy

gml\_Object\_obj\_arcade\_mew\_Draw\_0

gml\_Object\_obj\_arcade\_score\_Create\_0

gml\_Object\_obj\_arcade\_score\_Alarm\_0

gml\_Object\_obj\_arcade\_score\_Step\_0

gml\_Object\_obj\_arcade\_score\_Draw\_0

gml\_Object\_obj\_arcade\_swordsman\_Create\_0

gml\_Object\_obj\_arcade\_swordsman\_Step\_0

gml\_Object\_obj\_determination\_Create\_0

gml\_Object\_obj\_determination\_Alarm\_0

gml\_Object\_obj\_determination\_Step\_1

gml\_Object\_obj\_determination\_Step\_0

gml\_Object\_obj\_determination\_Other\_4

gml\_Object\_obj\_savefl\_Create\_0

gml\_Object\_obj\_savefl\_Step\_0

gml\_Object\_obj\_savefl\_Other\_7

gml\_Object\_obj\_mail\_whale\_Create\_0

gml\_Object\_obj\_mail\_whale\_Alarm\_0

gml\_Object\_obj\_mail\_whale\_Step\_0

gml\_Object\_obj\_mail\_whale\_Other\_11

gml\_Object\_obj\_mail\_whale\_Other\_5

gml\_Object\_obj\_mail\_whale\_Draw\_0

gml\_Object\_obj\_mail\_whale\_arrive\_Create\_0

gml\_Object\_obj\_mail\_whale\_arrive\_Step\_0

gml\_Object\_obj\_mail\_whale\_arrive\_Other\_4

gml\_Object\_obj\_mail\_whale\_arrive\_Draw\_0

gml\_Object\_obj\_dimensionbox\_Create\_0

gml\_Object\_obj\_dimensionbox\_Step\_0

gml\_Object\_obj\_mail\_station\_base\_Create\_0

gml\_Object\_obj\_mail\_station\_base\_Step\_0

gml\_Object\_obj\_ruins\_01\_controller\_Create\_0

gml\_Object\_obj\_ruins\_01\_controller\_Step\_0

gml\_Object\_obj\_ruins\_01\_controller\_Other\_5

gml\_Object\_obj\_ruins\_02\_controller\_Create\_0

gml\_Object\_obj\_ruins\_02\_controller\_Step\_0

gml\_Object\_obj\_ruins\_03\_controller\_Create\_0

gml\_Object\_obj\_ruins\_03\_controller\_Step\_0

gml\_Object\_obj\_ruins\_04\_controller\_Create\_0

gml\_Object\_obj\_ruins\_04\_controller\_Step\_0

gml\_Object\_obj\_pplate\_Create\_0

gml\_Object\_obj\_pplate\_Step\_0

gml\_Object\_obj\_switch1\_Create\_0

gml\_Object\_obj\_poster\_Create\_0

gml\_Object\_obj\_poster\_Alarm\_1

gml\_Object\_obj\_poster\_Alarm\_0

gml\_Object\_obj\_poster\_Other\_7

gml\_Object\_obj\_switch2\_Create\_0

gml\_Object\_obj\_switch2\_Step\_0

gml\_Object\_obj\_switch3\_Create\_0

gml\_Object\_obj\_switch3\_Alarm\_0

gml\_Object\_obj\_switch3\_Step\_0

gml\_Object\_obj\_switch4\_Create\_0

gml\_Object\_obj\_switch4\_Step\_0

gml\_Object\_obj\_walltext\_Step\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_remnant\_Create\_0

gml\_Object\_obj\_attack\_ace\_cards\_shape\_remnant\_Alarm\_0

gml\_Object\_obj\_door\_Step\_0

gml\_Object\_obj\_logo2\_Create\_0

gml\_Object\_obj\_logo2\_Alarm\_1

gml\_Object\_obj\_logo2\_Alarm\_0

gml\_Object\_obj\_logo2\_Step\_0

gml\_Object\_obj\_logo\_Create\_0

gml\_Object\_obj\_logo\_Alarm\_1

gml\_Object\_obj\_logo\_Alarm\_0

gml\_Object\_obj\_logo\_Step\_0

gml\_Object\_obj\_water\_Create\_0

gml\_Object\_obj\_drintro\_Create\_0

gml\_Object\_obj\_drintro\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_half\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_half\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_half\_spawner\_Step\_0

gml\_Object\_obj\_books\_Create\_0

gml\_Object\_obj\_books\_Step\_0

gml\_Object\_obj\_tumble\_medium\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_neutral\_Step\_0

gml\_Object\_obj\_duck\_Create\_0

gml\_Object\_obj\_broom\_Create\_0

gml\_Object\_obj\_broom\_Step\_0

gml\_Object\_obj\_candle\_Create\_0

gml\_Object\_obj\_dalv\_boards\_Create\_0

gml\_Object\_obj\_dalv\_boards\_Step\_0

gml\_Object\_obj\_dalv\_boards\_Other\_7

gml\_Object\_obj\_dalv\_diary\_Create\_0

gml\_Object\_obj\_dalv\_diary\_Step\_0

gml\_Object\_obj\_dalvDoor\_Create\_0

gml\_Object\_obj\_dalvExit\_blocker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_Step\_0

gml\_Object\_obj\_dalvsroom\_desk\_Create\_0

gml\_Object\_obj\_dalvsroom\_desk\_Step\_0

gml\_Object\_obj\_dalvsroom\_gramophone\_Create\_0

gml\_Object\_obj\_dalvsroom\_gramophone\_Step\_0

gml\_Object\_obj\_dalvsroom\_gramophone\_Other\_7

gml\_Object\_obj\_dalvsroom\_gramophone\_Other\_5

gml\_Object\_obj\_dalvsroom\_chest\_Create\_0

gml\_Object\_obj\_dalvsroom\_chest\_Step\_0

gml\_Object\_obj\_sousborg\_encoutner\_Create\_0

gml\_Object\_obj\_sousborg\_encoutner\_Step\_0

gml\_Object\_obj\_dalvsroom\_organ\_Create\_0

gml\_Object\_obj\_dalvsroom\_organ\_Step\_0

gml\_Object\_obj\_flower\_pot\_Create\_0

gml\_Object\_obj\_flower\_pot\_Step\_0

gml\_Object\_obj\_asset\_steamworks\_smallgear\_Create\_0

gml\_Object\_obj\_flowey\_npc\_boards\_genocide\_Create\_0

gml\_Object\_obj\_flowey\_npc\_boards\_genocide\_Other\_7

gml\_Object\_obj\_fridge\_Create\_0

gml\_Object\_obj\_fridge\_Step\_0

gml\_Object\_obj\_painting\_Create\_0

gml\_Object\_obj\_painting\_Step\_0

gml\_Object\_obj\_barrier\_soul\_Create\_0

gml\_Object\_obj\_barrier\_soul\_Step\_2

gml\_Object\_obj\_barrier\_soul\_Step\_0

gml\_Object\_obj\_barrier\_soul\_Draw\_0

gml\_Object\_obj\_wardrobe\_Create\_0

gml\_Object\_obj\_wardrobe\_Step\_0

gml\_Object\_obj\_wardrobe\_Other\_7

gml\_Object\_obj\_darkruins\_01\_special\_waiter\_Create\_0

gml\_Object\_obj\_darkruins\_01\_special\_waiter\_Step\_0

gml\_Object\_obj\_darkruins\_01\_rope\_Create\_0

gml\_Object\_obj\_darkruins\_01\_rope\_Alarm\_1

gml\_Object\_obj\_darkruins\_01\_rope\_Alarm\_0

gml\_Object\_obj\_darkruins\_01\_rope\_Step\_0

gml\_Object\_obj\_darkruins\_01\_rope\_Draw\_64

gml\_Object\_obj\_darkruins\_01\_rope\_Draw\_0

gml\_Object\_obj\_darkruins\_01\_resettext\_Create\_0

gml\_Object\_obj\_darkruins\_01\_resettext\_Step\_0

gml\_Object\_obj\_darkruins\_01\_resettext\_Draw\_64

gml\_Object\_obj\_mask\_controller\_Other\_5

gml\_Object\_obj\_mask\_controller\_Other\_4

gml\_Object\_obj\_mazelever\_Create\_0

gml\_Object\_obj\_mazelever\_Step\_0

gml\_Object\_obj\_gatelever\_Create\_0

gml\_Object\_obj\_gatelever\_Step\_0

gml\_Object\_obj\_lever\_Create\_0

gml\_Object\_obj\_lever\_Step\_0

gml\_Object\_obj\_puzzleresetlever\_Create\_0

gml\_Object\_obj\_puzzleresetlever\_Alarm\_0

gml\_Object\_obj\_puzzleresetlever\_Step\_0

gml\_Object\_obj\_day2lever\_Create\_0

gml\_Object\_obj\_day2lever\_Step\_0

gml\_Object\_obj\_spikes\_Create\_0

gml\_Object\_obj\_spikes\_Step\_0

gml\_Object\_blockbb\_Other\_10

gml\_Object\_obj\_solve\_Create\_0

gml\_Object\_obj\_solve\_Step\_0

gml\_Object\_obj\_conveyor\_belt\_Create\_0

gml\_Object\_obj\_parentlight\_Create\_0

gml\_Object\_obj\_lightp\_Create\_0

gml\_Object\_obj\_lightp\_Step\_0

gml\_Object\_obj\_lightp2\_Create\_0

gml\_Object\_obj\_lightp2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_2\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_2\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_2\_creator\_Alarm\_0

gml\_Object\_obj\_puzzle\_Create\_0

gml\_Object\_obj\_puzzle\_Step\_0

gml\_Object\_obj\_puzzle1\_Create\_0

gml\_Object\_obj\_puzzle1\_Step\_0

gml\_Object\_obj\_puzzle2\_Create\_0

gml\_Object\_obj\_puzzle2\_Step\_0

gml\_Object\_obj\_puzzle3bridgeroom\_Create\_0

gml\_Object\_obj\_puzzle3bridgeroom\_Step\_0

gml\_Object\_obj\_micro1\_Step\_0

gml\_Object\_obj\_micro2\_Step\_0

gml\_Object\_obj\_micro3\_Step\_0

gml\_Object\_obj\_micro4\_Step\_0

gml\_Object\_obj\_micro5\_Alarm\_0

gml\_Object\_obj\_micro5\_Step\_0

gml\_Object\_obj\_tinyfboulder\_Step\_0

gml\_Object\_obj\_dalv\_Create\_0

gml\_Object\_obj\_dalv\_Alarm\_1

gml\_Object\_obj\_dalv\_Alarm\_0

gml\_Object\_obj\_dalv\_Step\_1

gml\_Object\_obj\_dalv\_Step\_0

gml\_Object\_obj\_dalv\_Collision\_obj\_doorway

gml\_Object\_obj\_dalv\_Other\_7

gml\_Object\_obj\_dalv2\_Create\_0

gml\_Object\_obj\_dalv2\_Alarm\_0

gml\_Object\_obj\_dalv2\_Step\_0

gml\_Object\_obj\_dalv2\_Other\_7

gml\_Object\_obj\_dalv3\_Create\_0

gml\_Object\_obj\_dalv3\_Alarm\_0

gml\_Object\_obj\_dalv3\_Step\_0

gml\_Object\_obj\_dalv3\_Other\_7

gml\_Object\_obj\_credits\_final\_paci\_Create\_0

gml\_Object\_obj\_npc\_complex\_cursor\_Create\_0

gml\_Object\_obj\_npc\_complex\_cursor\_Step\_0

gml\_Object\_obj\_decibat\_Create\_0

gml\_Object\_obj\_decibat\_Step\_0

gml\_Object\_obj\_decibat\_asleep\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_pellet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_pellet\_Step\_0

gml\_Object\_obj\_decibatzzs\_Create\_0

gml\_Object\_obj\_decibatzzs\_Step\_0

gml\_Object\_obj\_fliernpc\_Create\_0

gml\_Object\_obj\_fliernpc\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Destroy\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Alarm\_1

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Alarm\_2

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Alarm\_3

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Step\_2

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Other\_25

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Other\_7

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Other\_12

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Other\_11

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Other\_5

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_final\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_orange\_Step\_0

gml\_Object\_obj\_penillanpc\_Create\_0

gml\_Object\_obj\_penillanpc\_Step\_0

gml\_Object\_obj\_crispynpc\_Create\_0

gml\_Object\_obj\_crispynpc\_Step\_0

gml\_Object\_obj\_rorrimnpc\_Create\_0

gml\_Object\_obj\_rorrimnpc\_Step\_0

gml\_Object\_obj\_scnpc\_Create\_0

gml\_Object\_obj\_scnpc\_Step\_0

gml\_Object\_obj\_dustnpc\_Create\_0

gml\_Object\_obj\_dustnpc\_Alarm\_2

gml\_Object\_obj\_dustnpc\_Alarm\_1

gml\_Object\_obj\_dustnpc\_Alarm\_0

gml\_Object\_obj\_dustnpc\_Step\_0

gml\_Object\_obj\_dustnpc\_Other\_7

gml\_Object\_obj\_flash\_Create\_0

gml\_Object\_obj\_flash\_Alarm\_0

gml\_Object\_obj\_flash\_Other\_7

gml\_Object\_obj\_fakewatermd\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_target\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_target\_Step\_0

gml\_Object\_obj\_martlet\_final\_syringe\_Create\_0

gml\_Object\_obj\_martlet\_final\_syringe\_Alarm\_0

gml\_Object\_obj\_martlet\_final\_syringe\_Step\_0

gml\_Object\_obj\_waterfall\_Create\_0

gml\_Object\_obj\_jane\_doe\_npc\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t10\_ed\_1\_Create\_0

gml\_Object\_obj\_darkness\_Create\_0

gml\_Object\_obj\_darkness\_Step\_0

gml\_Object\_obj\_darkness\_Other\_5

gml\_Object\_obj\_feisty\_four\_ed\_head\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_head\_Other\_10

gml\_Object\_obj\_feisty\_four\_ed\_head\_Draw\_0

gml\_Object\_obj\_yellowlogo\_Create\_0

gml\_Object\_obj\_yellowlogo\_Destroy\_0

gml\_Object\_obj\_yellowlogo\_Alarm\_1

gml\_Object\_obj\_yellowlogo\_Alarm\_0

gml\_Object\_obj\_yellowlogo\_Step\_0

gml\_Object\_obj\_undertale\_Create\_0

gml\_Object\_obj\_undertale\_Alarm\_1

gml\_Object\_obj\_undertale\_Alarm\_0

gml\_Object\_obj\_undertale\_Step\_0

gml\_Object\_obj\_floweytrigger\_Create\_0

gml\_Object\_obj\_floweytrigger\_Collision\_obj\_pl

gml\_Object\_obj\_cornwebtext\_Create\_0

gml\_Object\_obj\_cornwebtext\_Step\_0

gml\_Object\_obj\_determinationcutscene\_Create\_0

gml\_Object\_obj\_determinationcutscene\_Alarm\_0

gml\_Object\_obj\_flowey1\_Create\_0

gml\_Object\_obj\_flowey1\_Step\_0

gml\_Object\_obj\_flowey1\_Other\_7

gml\_Object\_obj\_dialogue\_withered\_floweys\_Create\_0

gml\_Object\_obj\_dialogue\_withered\_floweys\_Alarm\_0

gml\_Object\_obj\_dialogue\_withered\_floweys\_Step\_0

gml\_Object\_obj\_dialogue\_withered\_floweys\_Draw\_0

gml\_Object\_obj\_waterdr\_Create\_0

gml\_Object\_obj\_lemonadestand\_Create\_0

gml\_Object\_obj\_lemonadestand\_Step\_0

gml\_Object\_obj\_drgate\_Step\_0

gml\_Object\_obj\_drgatetop\_Destroy\_0

gml\_Object\_obj\_drgatetop\_Step\_0

gml\_Object\_obj\_hiddenentrance\_Create\_0

gml\_Object\_obj\_hiddenentrance\_Step\_0

gml\_Object\_obj\_ccitem\_Create\_0

gml\_Object\_obj\_ccitem\_Step\_0

gml\_Object\_obj\_pear\_Create\_0

gml\_Object\_obj\_pear\_Step\_0

gml\_Object\_obj\_pebblesitem\_Create\_0

gml\_Object\_obj\_pebblesitem\_Step\_0

gml\_Object\_obj\_featheritem\_Create\_0

gml\_Object\_obj\_featheritem\_Step\_0

gml\_Object\_obj\_steamworks\_chute\_travel\_effect\_Create\_0

gml\_Object\_obj\_steamworks\_chute\_travel\_effect\_Alarm\_0

gml\_Object\_obj\_steamworks\_chute\_travel\_effect\_Step\_0

gml\_Object\_obj\_steamworks\_chute\_travel\_effect\_Other\_4

gml\_Object\_obj\_steamworks\_chute\_travel\_effect\_Draw\_64

gml\_Object\_obj\_decibat\_cutscene\_Alarm\_0

gml\_Object\_obj\_decibat\_cutscene\_Step\_0

gml\_Object\_obj\_decibat\_cutscene\_Other\_5

gml\_Object\_obj\_decibat\_cutscene\_Other\_4

gml\_Object\_obj\_decibat\_cutscene\_Draw\_64

gml\_Object\_obj\_petal\_generator\_overworld\_Create\_0

gml\_Object\_obj\_petal\_generator\_overworld\_Step\_0

gml\_Object\_obj\_petal\_generator\_overworld\_Draw\_0

gml\_Object\_obj\_fmartlet\_star\_big\_Create\_0

gml\_Object\_obj\_fmartlet\_star\_big\_Step\_0

gml\_Object\_obj\_fmartlet\_star\_big\_Collision\_obj\_heart\_battle\_fighting\_parent

gml\_Object\_obj\_fmartlet\_star\_big\_Other\_0

gml\_Object\_obj\_fmartlet\_star\_big\_Draw\_0

gml\_Object\_obj\_cornbox1\_Step\_0

gml\_Object\_obj\_cornbox2\_Step\_0

gml\_Object\_obj\_cornboxdoge\_Create\_0

gml\_Object\_obj\_cornboxdoge\_Step\_0

gml\_Object\_obj\_largetorch\_Create\_0

gml\_Object\_obj\_normaltorch\_Create\_0

gml\_Object\_obj\_flowey\_npc\_dalvExit\_genocide\_Create\_0

gml\_Object\_obj\_flowey\_npc\_dalvExit\_genocide\_Step\_0

gml\_Object\_obj\_flowey\_npc\_dalvExit\_genocide\_Other\_7

gml\_Object\_obj\_microf\_cutscene\_Create\_0

gml\_Object\_obj\_microf\_cutscene\_Alarm\_0

gml\_Object\_obj\_microf\_cutscene\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_full\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_full\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_full\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_circle\_full\_Step\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_3\_Create\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_3\_Destroy\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_3\_Step\_0

gml\_Object\_obj\_mfnpc\_Create\_0

gml\_Object\_obj\_mfnpc\_Alarm\_3

gml\_Object\_obj\_mfnpc\_Alarm\_2

gml\_Object\_obj\_mfnpc\_Alarm\_1

gml\_Object\_obj\_mfnpc\_Alarm\_0

gml\_Object\_obj\_mfnpc\_Step\_0

gml\_Object\_obj\_mfnpc\_Collision\_obj\_pl

gml\_Object\_obj\_mfnpc\_Other\_0

gml\_Object\_obj\_mfnpc2\_Create\_0

gml\_Object\_obj\_mfnpc2\_Alarm\_3

gml\_Object\_obj\_mfnpc2\_Alarm\_2

gml\_Object\_obj\_mfnpc2\_Alarm\_1

gml\_Object\_obj\_mfnpc2\_Alarm\_0

gml\_Object\_obj\_mfnpc2\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_soul\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_soul\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_8\_soul\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_8\_soul\_Step\_0

gml\_Object\_obj\_drexit\_Create\_0

gml\_Object\_obj\_drexit\_Alarm\_1

gml\_Object\_obj\_drexit\_Alarm\_0

gml\_Object\_obj\_drexit\_Step\_0

gml\_Object\_obj\_drexit\_Collision\_obj\_pl

gml\_Object\_obj\_drexit\_Draw\_0

gml\_Object\_obj\_darkruins\_fog\_manager\_yellow\_Create\_0

gml\_Object\_obj\_darkruins\_fog\_manager\_yellow\_Step\_2

gml\_Object\_obj\_darkruins\_fog\_manager\_yellow\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_sinusoid\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_sinusoid\_Alarm\_0

gml\_Object\_part\_snow\_Create\_0

gml\_Object\_part\_snow\_Step\_0

gml\_Object\_part\_snow\_Other\_5

gml\_Object\_obj\_snowdin\_20\_stairs\_front\_Create\_0

gml\_Object\_obj\_floweytrigger\_snowdin3\_Create\_0

gml\_Object\_obj\_floweytrigger\_snowdin3\_Collision\_obj\_pl

gml\_Object\_obj\_ceroba\_phase\_2\_red\_shader\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_red\_shader\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_red\_shader\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_bullet\_geno\_Other\_0

gml\_Object\_obj\_delta\_rune\_Create\_0

gml\_Object\_obj\_delta\_rune\_Step\_0

gml\_Object\_obj\_water\_meter\_\_Create\_0

gml\_Object\_obj\_water\_meter\_\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_Alarm\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_Step\_1

gml\_Object\_obj\_ceroba\_transformation\_beam\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_Draw\_0

gml\_Object\_obj\_flowey\_snowdin3\_Create\_0

gml\_Object\_obj\_flowey\_snowdin3\_Step\_0

gml\_Object\_obj\_flowey\_snowdin3\_Other\_7

gml\_Object\_obj\_giantrock\_yellow\_Create\_0

gml\_Object\_obj\_adventurers\_campfire\_Create\_0

gml\_Object\_obj\_adventurer\_female\_Create\_0

gml\_Object\_obj\_adventurer\_female\_Step\_0

gml\_Object\_obj\_adventurer\_male\_Create\_0

gml\_Object\_obj\_adventurer\_male\_Step\_0

gml\_Object\_obj\_heart\_dimensional\_box\_overworld\_Create\_0

gml\_Object\_obj\_heart\_dimensional\_box\_overworld\_Step\_0

gml\_Object\_obj\_heart\_dimensional\_box\_overworld\_Draw\_64

gml\_Object\_obj\_heart\_dimensional\_box\_overworld\_Draw\_0

gml\_Object\_obj\_dimensional\_box\_screen\_overworld\_Create\_0

gml\_Object\_obj\_dimensional\_box\_screen\_overworld\_Draw\_64

gml\_Object\_obj\_dimensional\_box\_screen\_overworld\_Draw\_0

gml\_Object\_obj\_fishinghole\_snowdin\_04\_Create\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_04\_Create\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_04\_Destroy\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_04\_Step\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_04\_Other\_5

gml\_Object\_obj\_reflection\_shader\_snowdin\_04\_Draw\_0

gml\_Object\_obj\_snowdin06\_woodgate\_Step\_0

gml\_Object\_obj\_snowdin06\_woodbars\_Create\_0

gml\_Object\_obj\_snowdin06\_woodbars\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_Alarm\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_soul\_Other\_7

gml\_Object\_obj\_ceroba\_transformation\_soul\_Draw\_0

gml\_Object\_obj\_snowdin06\_lever\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin06\_lever\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_screen\_shatter\_effect\_Create\_0

gml\_Object\_obj\_screen\_shatter\_effect\_Destroy\_0

gml\_Object\_obj\_screen\_shatter\_effect\_Step\_0

gml\_Object\_obj\_screen\_shatter\_effect\_Draw\_64

gml\_Object\_obj\_snowdin06\_puzzlesign\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin06\_puzzlesign\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_06\_Create\_0

gml\_Object\_obj\_martlet\_snowdin\_06\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_06\_Other\_76

gml\_Object\_obj\_snowdin\_06\_screenshake\_Create\_0

gml\_Object\_obj\_snowdin\_06\_screenshake\_Step\_0

gml\_Object\_obj\_cutscene\_snowdin\_06\_Create\_0

gml\_Object\_obj\_cutscene\_snowdin\_06\_Step\_0

gml\_Object\_obj\_puzzle\_plank\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_puzzle\_plank\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_molten\_rock\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_molten\_rock\_overworld\_yellow\_Destroy\_0

gml\_Object\_obj\_molten\_rock\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_molten\_rock\_overworld\_yellow\_Collision\_obj\_puzzle\_plank\_overworld\_yellow

gml\_Object\_obj\_molten\_rock\_overworld\_yellow\_Other\_7

gml\_Object\_obj\_dialogue\_call\_for\_help\_Create\_0

gml\_Object\_obj\_dialogue\_call\_for\_help\_Step\_0

gml\_Object\_obj\_dialogue\_call\_for\_help\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bullets\_Step\_0

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Alarm\_3

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Alarm\_2

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Alarm\_1

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Alarm\_0

gml\_Object\_obj\_puzzle\_controller\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_cog\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_cog\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_mail\_whale\_steamworks\_32\_Create\_0

gml\_Object\_obj\_mail\_whale\_steamworks\_32\_Alarm\_1

gml\_Object\_obj\_mail\_whale\_steamworks\_32\_Alarm\_0

gml\_Object\_obj\_mail\_whale\_steamworks\_32\_Step\_0

gml\_Object\_obj\_puzzle\_ice\_cube\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_puzzle\_ice\_cube\_overworld\_yellow\_Alarm\_0

gml\_Object\_obj\_puzzle\_ice\_cube\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_puzzle\_ice\_cube\_overworld\_yellow\_Collision\_obj\_molten\_rock\_overworld\_yellow

gml\_Object\_obj\_dialogue\_nongui\_Create\_0

gml\_Object\_obj\_dialogue\_nongui\_Draw\_64

gml\_Object\_obj\_dialogue\_nongui\_Draw\_0

gml\_Object\_obj\_puzzle\_water\_meter\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_puzzle\_water\_meter\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_factory\_03\_numpad\_Create\_0

gml\_Object\_obj\_factory\_03\_numpad\_Step\_0

gml\_Object\_obj\_woodboard\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_woodboard\_overworld\_yellow\_Step\_0

gml\_Object\_part\_smoke\_puzzle\_Create\_0

gml\_Object\_part\_smoke\_puzzle\_Destroy\_0

gml\_Object\_part\_smoke\_puzzle\_Alarm\_0

gml\_Object\_part\_smoke\_puzzle\_Step\_0

gml\_Object\_part\_smoke\_puzzle\_Other\_5

gml\_Object\_obj\_hotland\_roof\_flowey\_pellets\_Create\_0

gml\_Object\_obj\_hotland\_roof\_flowey\_pellets\_Step\_0

gml\_Object\_obj\_hotland\_roof\_flowey\_pellets\_Collision\_obj\_player\_npc

gml\_Object\_part\_drops\_puzzle\_Create\_0

gml\_Object\_part\_drops\_puzzle\_Destroy\_0

gml\_Object\_part\_drops\_puzzle\_Alarm\_0

gml\_Object\_part\_drops\_puzzle\_Step\_0

gml\_Object\_part\_drops\_puzzle\_Other\_5

gml\_Object\_obj\_slurpy\_Create\_0

gml\_Object\_obj\_slurpy\_Step\_0

gml\_Object\_obj\_slurpy\_Other\_7

gml\_Object\_obj\_slurpy\_Other\_0

gml\_Object\_part\_smoke\_slurpy\_Create\_0

gml\_Object\_part\_smoke\_slurpy\_Destroy\_0

gml\_Object\_part\_smoke\_slurpy\_Alarm\_0

gml\_Object\_part\_smoke\_slurpy\_Step\_0

gml\_Object\_part\_smoke\_slurpy\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_geno\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_geno\_Draw\_0

gml\_Object\_obj\_lamppost\_Create\_0

gml\_Object\_obj\_martlet\_note\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_bullet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_bullet\_Other\_0

gml\_Object\_obj\_crystal\_tree\_Create\_0

gml\_Object\_obj\_crystal\_tree\_Step\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_recreator\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_puzzle\_recreator\_Step\_0

gml\_Object\_obj\_santa\_npc\_Create\_0

gml\_Object\_obj\_santa\_npc\_Step\_0

gml\_Object\_obj\_motriggered\_snowdin\_09\_Create\_0

gml\_Object\_obj\_motriggered\_snowdin\_09\_Collision\_obj\_pl

gml\_Object\_obj\_mo\_kiosk\_Create\_0

gml\_Object\_obj\_mo\_kiosk\_Step\_0

gml\_Object\_obj\_mo\_menu\_Create\_0

gml\_Object\_obj\_mo\_menu\_Step\_0

gml\_Object\_obj\_npc\_hotland\_heats\_waitsman\_Create\_0

gml\_Object\_obj\_npc\_hotland\_heats\_waitsman\_Step\_0

gml\_Object\_obj\_ceroba\_follower\_quote\_ext\_Create\_0

gml\_Object\_obj\_ceroba\_follower\_quote\_ext\_Step\_0

gml\_Object\_obj\_snowdin\_09\_mo\_Create\_0

gml\_Object\_obj\_snowdin\_09\_mo\_Alarm\_4

gml\_Object\_obj\_snowdin\_09\_mo\_Alarm\_3

gml\_Object\_obj\_snowdin\_09\_mo\_Alarm\_1

gml\_Object\_obj\_snowdin\_09\_mo\_Alarm\_0

gml\_Object\_obj\_snowdin\_09\_mo\_Step\_0

gml\_Object\_obj\_snowdin\_09\_mo\_Other\_7

gml\_Object\_obj\_snowdin\_09\_mo\_stool\_Create\_0

gml\_Object\_obj\_snowdin\_09\_mo\_stool\_Step\_0

gml\_Object\_obj\_snowdin\_09\_mo\_stool\_Other\_0

gml\_Object\_obj\_snowcastle\_Create\_0

gml\_Object\_obj\_snowcastle\_Step\_0

gml\_Object\_obj\_snowcastle\_Draw\_0

gml\_Object\_obj\_sans\_lake\_Create\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_10\_Create\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_10\_Destroy\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_10\_Step\_0

gml\_Object\_obj\_reflection\_shader\_snowdin\_10\_Other\_5

gml\_Object\_obj\_reflection\_shader\_snowdin\_10\_Draw\_73

gml\_Object\_obj\_asgore\_trident\_shard\_Create\_0

gml\_Object\_obj\_asgore\_trident\_shard\_Alarm\_0

gml\_Object\_obj\_asgore\_trident\_shard\_Step\_0

gml\_Object\_obj\_ice\_wolf\_Create\_0

gml\_Object\_obj\_ice\_wolf\_Alarm\_0

gml\_Object\_obj\_ice\_wolf\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_hand\_shoot\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_hand\_shoot\_Step\_0

gml\_Object\_obj\_ice\_blocks\_Create\_0

gml\_Object\_obj\_guardener\_vine\_piece\_Create\_0

gml\_Object\_obj\_guardener\_vine\_piece\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_rope\_circle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_rope\_circle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_rope\_circle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_rope\_circle\_Step\_0

gml\_Object\_obj\_ice\_cube\_Create\_0

gml\_Object\_obj\_ice\_cube\_Step\_0

gml\_Object\_obj\_ice\_cube\_Other\_0

gml\_Object\_obj\_water\_splash\_Create\_0

gml\_Object\_obj\_water\_splash\_Step\_0

gml\_Object\_obj\_room\_controller\_snowdin\_10b\_Create\_0

gml\_Object\_obj\_room\_controller\_snowdin\_10b\_Other\_5

gml\_Object\_obj\_flowey\_1\_attack\_soul\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_soul\_Step\_0

gml\_Object\_obj\_mail\_whale\_trigger\_snowdin\_11\_Create\_0

gml\_Object\_obj\_mail\_whale\_trigger\_snowdin\_11\_Collision\_obj\_pl

gml\_Object\_obj\_mail\_whale\_snowdin\_11\_Create\_0

gml\_Object\_obj\_mail\_whale\_snowdin\_11\_Alarm\_1

gml\_Object\_obj\_mail\_whale\_snowdin\_11\_Alarm\_0

gml\_Object\_obj\_mail\_whale\_snowdin\_11\_Step\_0

gml\_Object\_obj\_mail\_whale\_snowdin\_11\_Draw\_0

gml\_Object\_obj\_mail\_station\_snowdin\_11\_Create\_0

gml\_Object\_obj\_steamworks\_21b\_cutscene\_Create\_0

gml\_Object\_obj\_steamworks\_21b\_cutscene\_Step\_0

gml\_Object\_obj\_room\_controller\_snowdin\_13\_Create\_0

gml\_Object\_obj\_room\_controller\_snowdin\_13\_Step\_0

gml\_Object\_obj\_room\_controller\_snowdin\_13\_Draw\_0

gml\_Object\_obj\_snowdin\_13\_rephil\_Create\_0

gml\_Object\_obj\_snowdin\_13\_rephil\_Step\_0

gml\_Object\_obj\_snowdin\_13\_swig\_Create\_0

gml\_Object\_obj\_snowdin\_13\_swig\_Alarm\_0

gml\_Object\_obj\_snowdin\_13\_swig\_Step\_0

gml\_Object\_obj\_steam\_walk\_blocker\_Create\_0

gml\_Object\_obj\_steam\_walk\_blocker\_Step\_0

gml\_Object\_obj\_snowdin\_13\_toast\_Create\_0

gml\_Object\_obj\_snowdin\_13\_toast\_Alarm\_2

gml\_Object\_obj\_snowdin\_13\_toast\_Alarm\_1

gml\_Object\_obj\_snowdin\_13\_toast\_Alarm\_0

gml\_Object\_obj\_snowdin\_13\_toast\_Step\_0

gml\_Object\_obj\_snowdin\_13\_shuffler\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin\_13\_shuffler\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_snowdin\_13\_ball\_Create\_0

gml\_Object\_obj\_snowdin\_13\_ball\_Alarm\_0

gml\_Object\_obj\_snowdin\_13\_ball\_Step\_0

gml\_Object\_obj\_honeydew\_entrance\_Create\_0

gml\_Object\_obj\_cabin\_blankie\_Create\_0

gml\_Object\_obj\_cabin\_blankie\_Step\_0

gml\_Object\_obj\_geno\_backtrack\_blocker\_Create\_0

gml\_Object\_obj\_geno\_backtrack\_blocker\_Step\_0

gml\_Object\_obj\_cabin\_fireburn\_Create\_0

gml\_Object\_obj\_cabin\_fireburn\_Step\_0

gml\_Object\_obj\_cabin\_campfire\_Create\_0

gml\_Object\_obj\_cabin\_campfire\_Step\_0

gml\_Object\_obj\_cabin\_bear\_Create\_0

gml\_Object\_obj\_cabin\_bear\_Step\_0

gml\_Object\_obj\_check\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_shopkeeper\_snowdin\_14b\_overworld\_yellow\_Step\_1

gml\_Object\_obj\_shopkeeper\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_npc\_backtrack\_miner\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_miner\_Step\_0

gml\_Object\_obj\_couchbear\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_couchbear\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_rodney\_head\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_rodney\_head\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_noteblock\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_noteblock\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_soundtrack\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_soundtrack\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_rodney\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_rodney\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_rodney\_snowdin\_14b\_overworld\_yellow\_Other\_5

gml\_Object\_obj\_bar\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_plant\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_honey\_cooler\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_toast\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_toast\_Step\_0

gml\_Object\_obj\_stacked\_chair\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_extrabar\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_fly\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_fly\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_frog\_tongue\_fly\_Draw\_0

gml\_Object\_obj\_chair\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_heater\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_newhome\_03\_elevator\_Create\_0

gml\_Object\_obj\_newhome\_03\_elevator\_Step\_0

gml\_Object\_obj\_couch\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_npc\_newhome\_lady\_Create\_0

gml\_Object\_obj\_npc\_newhome\_lady\_Step\_0

gml\_Object\_obj\_table\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_noteblock\_head\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_noteblock\_head\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_soundtrack\_head\_snowdin\_14b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_soundtrack\_head\_snowdin\_14b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_4\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_4\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_4\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fireball\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fireball\_Other\_0

gml\_Object\_obj\_barnpc\_snowdin14b\_Create\_0

gml\_Object\_obj\_barnpc\_snowdin14b\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_needle\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_needle\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_needle\_Other\_0

gml\_Object\_obj\_tablenpc\_snowdin\_14b\_Create\_0

gml\_Object\_obj\_tablenpc\_snowdin\_14b\_Step\_0

gml\_Object\_obj\_martlet\_attack\_block\_piece\_Create\_0

gml\_Object\_obj\_martlet\_attack\_block\_piece\_Step\_0

gml\_Object\_obj\_martlet\_attack\_block\_piece\_Draw\_0

gml\_Object\_obj\_rodney\_geno\_Create\_0

gml\_Object\_obj\_rodney\_geno\_Step\_0

gml\_Object\_obj\_sorn\_geno\_Create\_0

gml\_Object\_obj\_sorn\_geno\_Step\_0

gml\_Object\_obj\_block\_geno\_Create\_0

gml\_Object\_obj\_block\_geno\_Step\_0

gml\_Object\_obj\_feisty\_four\_ace\_legs\_Create\_0

gml\_Object\_obj\_feisty\_four\_ace\_legs\_Destroy\_0

gml\_Object\_obj\_feisty\_four\_ace\_legs\_Step\_0

gml\_Object\_obj\_feisty\_four\_ace\_legs\_Draw\_0

gml\_Object\_obj\_glover\_Create\_0

gml\_Object\_obj\_glover\_Step\_0

gml\_Object\_obj\_swimmer\_snowdin\_14d\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_swimmer\_snowdin\_14d\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_torch\_fire\_snowdin\_14d\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_torch\_snowdin\_14d\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_torch\_snowdin\_14d\_overworld\_yellow\_Alarm\_0

gml\_Object\_obj\_torch\_snowdin\_14d\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_theorist\_snowdin\_14d\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_theorist\_snowdin\_14d\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_lounger\_snowdin\_14d\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_lounger\_snowdin\_14d\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_background\_snowdin\_14D\_Create\_0

gml\_Object\_obj\_background\_snowdin\_14D\_Step\_2

gml\_Object\_obj\_micro\_hotspring\_snowdin\_14e\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_micro\_hotspring\_snowdin\_14e\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_micro\_hotspring\_snowdin\_14e\_overworld\_yellow\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_knight\_Draw\_0

gml\_Object\_obj\_golden\_coffee\_Create\_0

gml\_Object\_obj\_golden\_coffee\_Step\_0

gml\_Object\_obj\_martha\_npc\_Create\_0

gml\_Object\_obj\_martha\_npc\_Step\_0

gml\_Object\_obj\_resort\_sign\_Create\_0

gml\_Object\_obj\_resort\_sign\_Step\_0

gml\_Object\_obj\_martlet\_bridge\_note\_Create\_0

gml\_Object\_obj\_martlet\_bridge\_note\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_16\_Create\_0

gml\_Object\_obj\_martlet\_snowdin\_16\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_16\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_items\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_flip\_items\_Step\_0

gml\_Object\_obj\_cutscene\_snowdin\_16\_Create\_0

gml\_Object\_obj\_cutscene\_snowdin\_16\_Step\_0

gml\_Object\_obj\_bridge\_chain\_Create\_0

gml\_Object\_obj\_bridge\_chain\_Step\_0

gml\_Object\_obj\_bridge\_platform\_Create\_0

gml\_Object\_obj\_bridge\_platform\_Step\_0

gml\_Object\_obj\_compound\_silver\_Create\_0

gml\_Object\_obj\_check\_snowdin\_16\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_check\_snowdin\_16\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_check\_snowdin\_16\_overworld\_yellow\_Other\_5

gml\_Object\_obj\_check\_snowdin\_10b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_check\_snowdin\_10b\_overworld\_yellow\_Other\_5

gml\_Object\_obj\_check\_snowdin\_16b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_check\_snowdin\_16b\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_pillow\_snowdin\_16b\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_cranky\_snowdin\_16\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_cranky\_snowdin\_16\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_snowflake\_snowdin\_16\_Create\_0

gml\_Object\_obj\_button\_puzzle\_Create\_0

gml\_Object\_obj\_button\_puzzle\_Step\_0

gml\_Object\_obj\_dsboth\_snowdin\_17\_Create\_0

gml\_Object\_obj\_dsright\_snowdin\_17\_Create\_0

gml\_Object\_obj\_dsleft\_snowdin\_17\_Create\_0

gml\_Object\_obj\_snowdin\_18\_lake\_Create\_0

gml\_Object\_obj\_snowdin\_18\_grass\_Create\_0

gml\_Object\_obj\_snowdin\_18\_tree\_Create\_0

gml\_Object\_obj\_snowdin\_19\_piston\_Create\_0

gml\_Object\_obj\_snowdin\_19\_piston\_Step\_0

gml\_Object\_obj\_snowdin\_19\_piston\_Draw\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_mask\_Destroy\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_mask\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bullet\_trail\_mask\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_black\_hole\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_black\_hole\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_black\_hole\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_black\_hole\_checker\_Step\_0

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Create\_0

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Destroy\_0

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Alarm\_0

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Step\_2

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Step\_0

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Collision\_obj\_snowdin\_19\_piston

gml\_Object\_obj\_molten\_rock\_snowdin\_19\_Collision\_obj\_puzzle\_collider\_snowdin\_19

gml\_Object\_obj\_rock\_explode\_snowdin\_19\_Create\_0

gml\_Object\_obj\_rock\_explode\_snowdin\_19\_Other\_7

gml\_Object\_obj\_attack\_cycler\_feisty\_five\_Other\_10

gml\_Object\_obj\_snowdin\_19\_woodgate\_Create\_0

gml\_Object\_obj\_snowdin\_19\_woodbars\_Create\_0

gml\_Object\_obj\_snowdin\_19\_woodbars\_Step\_0

gml\_Object\_obj\_snowdin\_19\_icecube\_Create\_0

gml\_Object\_obj\_snowdin\_19\_icecube\_Alarm\_0

gml\_Object\_obj\_snowdin\_19\_icecube\_Step\_0

gml\_Object\_obj\_snowdin\_19\_watermeter\_Create\_0

gml\_Object\_obj\_snowdin\_19\_watermeter\_Step\_0

gml\_Object\_obj\_snowdin\_19\_lever\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin\_19\_lever\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_fmartlet\_meteor\_small\_Create\_0

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Alarm\_3

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Alarm\_2

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Alarm\_1

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Alarm\_0

gml\_Object\_obj\_puzzle\_controller\_snowdin\_19\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_snowdin\_lamp\_Create\_0

gml\_Object\_obj\_chem\_05\_cabinets\_Step\_0

gml\_Object\_obj\_snowdin\_bench\_Create\_0

gml\_Object\_obj\_snowdin\_20\_pancake\_Create\_0

gml\_Object\_obj\_snowdin\_20\_pancake\_Step\_0

gml\_Object\_obj\_martlet\_station\_snowdin\_21\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_trigger\_snowdin\_21\_Create\_0

gml\_Object\_obj\_trigger\_snowdin\_21\_Step\_0

gml\_Object\_obj\_trigger\_snowdin\_21\_Collision\_obj\_pl

gml\_Object\_obj\_trigger\_snowdin\_21\_geno\_Create\_0

gml\_Object\_obj\_trigger\_snowdin\_21\_geno\_Collision\_obj\_pl

gml\_Object\_obj\_martlet\_snowdin\_21\_Create\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_Alarm\_2

gml\_Object\_obj\_martlet\_snowdin\_21\_Alarm\_1

gml\_Object\_obj\_martlet\_snowdin\_21\_Alarm\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_Other\_76

gml\_Object\_obj\_martlet\_snowdin\_21\_geno\_Create\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_geno\_Alarm\_1

gml\_Object\_obj\_martlet\_snowdin\_21\_geno\_Alarm\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_geno\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_21\_geno\_Other\_76

gml\_Object\_obj\_snowdin\_21\_bell\_Step\_0

gml\_Object\_obj\_raft\_snowdin\_22\_Create\_0

gml\_Object\_obj\_raft\_snowdin\_22\_Alarm\_0

gml\_Object\_obj\_raft\_snowdin\_22\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_22\_Create\_0

gml\_Object\_obj\_martlet\_snowdin\_22\_Alarm\_0

gml\_Object\_obj\_martlet\_snowdin\_22\_Step\_0

gml\_Object\_obj\_martlet\_snowdin\_22\_Other\_76

gml\_Object\_obj\_flowey\_snowdin\_22\_Create\_0

gml\_Object\_obj\_flowey\_snowdin\_22\_Step\_0

gml\_Object\_obj\_room\_controller\_snowdin\_22\_Create\_0

gml\_Object\_obj\_room\_controller\_snowdin\_22\_Step\_0

gml\_Object\_obj\_room\_controller\_snowdin\_22\_Other\_5

gml\_Object\_obj\_npc\_clover\_snowdin\_22\_Create\_0

gml\_Object\_obj\_npc\_clover\_snowdin\_22\_Alarm\_0

gml\_Object\_obj\_npc\_clover\_snowdin\_22\_Step\_0

gml\_Object\_obj\_npc\_clover\_snowdin\_22\_Other\_10

gml\_Object\_obj\_npc\_clover\_snowdin\_22\_Draw\_0

gml\_Object\_obj\_snowdin\_end\_transition\_Create\_0

gml\_Object\_obj\_snowdin\_end\_transition\_Alarm\_0

gml\_Object\_obj\_snowdin\_end\_transition\_Other\_4

gml\_Object\_obj\_snowdin\_end\_transition\_Draw\_64

gml\_Object\_obj\_raft\_interacter\_Create\_0

gml\_Object\_obj\_raft\_interacter\_Step\_0

gml\_Object\_obj\_know\_cone\_overworld\_Create\_0

gml\_Object\_obj\_know\_cone\_overworld\_Step\_0

gml\_Object\_obj\_factory\_03\_furnace\_light\_Create\_0

gml\_Object\_obj\_factory\_03\_furnace\_light\_Step\_0

gml\_Object\_obj\_factory\_03\_furnace\_light\_Other\_7

gml\_Object\_obj\_factory\_03\_furnace\_light\_Draw\_0

gml\_Object\_obj\_frostermit\_overworld\_Create\_0

gml\_Object\_obj\_frostermit\_overworld\_Step\_0

gml\_Object\_obj\_insomnitot\_overworld\_Create\_0

gml\_Object\_obj\_insomnitot\_overworld\_Step\_0

gml\_Object\_obj\_tri\_overworld\_Create\_0

gml\_Object\_obj\_tri\_overworld\_Step\_0

gml\_Object\_obj\_hec\_overworld\_Create\_0

gml\_Object\_obj\_hec\_overworld\_Step\_0

gml\_Object\_obj\_ta\_overworld\_Create\_0

gml\_Object\_obj\_ta\_overworld\_Step\_0

gml\_Object\_obj\_snowdin\_water\_ripples\_north\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin\_water\_ripples\_north\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_final\_feather\_Draw\_0

gml\_Object\_obj\_snowdin\_water\_ripples\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_snowdin\_water\_ripples\_overworld\_yellow\_Step\_0

gml\_Object\_obj\_vignette\_Draw\_74

gml\_Object\_obj\_water\_collider\_Create\_0

gml\_Object\_obj\_water\_master\_Create\_0

gml\_Object\_obj\_water\_master\_Step\_0

gml\_Object\_obj\_water\_master\_Other\_5

gml\_Object\_obj\_raft\_cutscene\_Create\_0

gml\_Object\_obj\_raft\_cutscene\_Step\_0

gml\_Object\_obj\_raft\_cutscene\_Other\_0

gml\_Object\_obj\_raft\_cutscene\_Other\_76

gml\_Object\_obj\_raft\_cutscene\_Draw\_0

gml\_Object\_obj\_aviator\_waterfall\_overworld\_yellow\_Create\_0

gml\_Object\_obj\_aviator\_waterfall\_overworld\_yellow\_Other\_7

gml\_Object\_obj\_guardener\_guy\_b\_Create\_0

gml\_Object\_obj\_guardener\_guy\_b\_Step\_0

gml\_Object\_obj\_waterfall\_clover\_sit\_Create\_0

gml\_Object\_obj\_waterfall\_clover\_sit\_Step\_0

gml\_Object\_obj\_waterfall\_background\_Create\_0

gml\_Object\_obj\_waterfall\_background\_Step\_0

gml\_Object\_obj\_waterfall\_background\_Draw\_0

gml\_Object\_obj\_waterfall\_foreground\_Create\_0

gml\_Object\_obj\_waterfall\_foreground\_Step\_0

gml\_Object\_obj\_waterfall\_foreground\_Other\_5

gml\_Object\_obj\_waterfall\_foreground\_Draw\_0

gml\_Object\_obj\_waterfall\_martlet\_Create\_0

gml\_Object\_obj\_waterfall\_martlet\_Step\_0

gml\_Object\_obj\_hotland\_parallax\_Create\_0

gml\_Object\_obj\_hotland\_parallax\_Step\_0

gml\_Object\_obj\_steamworks\_31\_door\_left\_Create\_0

gml\_Object\_obj\_steamworks\_31\_door\_left\_Step\_0

gml\_Object\_obj\_steamworks\_31\_door\_left\_Other\_7

gml\_Object\_obj\_hotland2\_water\_draw\_Create\_0

gml\_Object\_obj\_hotland2\_water\_draw\_Draw\_0

gml\_Object\_obj\_hotland2\_draw\_Create\_0

gml\_Object\_obj\_hotland2\_draw\_Step\_0

gml\_Object\_obj\_hotland2\_draw\_Draw\_0

gml\_Object\_obj\_cave\_draw\_Create\_0

gml\_Object\_obj\_cave\_draw\_Alarm\_0

gml\_Object\_obj\_cave\_draw\_Step\_0

gml\_Object\_obj\_cave\_draw\_Draw\_0

gml\_Object\_obj\_cave\_collider\_Create\_0

gml\_Object\_obj\_cave\_collider\_Collision\_obj\_aviator\_waterfall\_overworld\_yellow

gml\_Object\_obj\_cave\_screenshake\_Create\_0

gml\_Object\_obj\_cave\_screenshake\_Step\_0

gml\_Object\_obj\_cave\_end\_transition\_Create\_0

gml\_Object\_obj\_cave\_end\_transition\_Alarm\_0

gml\_Object\_obj\_cave\_end\_transition\_Step\_0

gml\_Object\_obj\_cave\_end\_transition\_Other\_4

gml\_Object\_obj\_cave\_end\_transition\_Draw\_64

gml\_Object\_obj\_hotland\_roof\_light\_controller\_Create\_0

gml\_Object\_obj\_hotland\_roof\_light\_controller\_Step\_0

gml\_Object\_obj\_hotland\_roof\_light\_controller\_Draw\_0

gml\_Object\_obj\_dark\_flowey\_Step\_0

gml\_Object\_obj\_clover\_sleep\_cave\_Create\_0

gml\_Object\_obj\_clover\_sleep\_cave\_Step\_0

gml\_Object\_obj\_clover\_sleep\_cave\_Draw\_0

gml\_Object\_obj\_floweytrigger\_dunes2\_Create\_0

gml\_Object\_obj\_floweytrigger\_dunes2\_Collision\_obj\_pl

gml\_Object\_obj\_flowey\_dunes2\_Create\_0

gml\_Object\_obj\_flowey\_dunes2\_Step\_0

gml\_Object\_obj\_flowey\_dunes2\_Other\_7

gml\_Object\_obj\_chest\_dunes2\_Create\_0

gml\_Object\_obj\_chest\_dunes2\_Step\_0

gml\_Object\_obj\_mansion\_office\_workstation\_Step\_0

gml\_Object\_obj\_dunes\_4\_controller\_Create\_0

gml\_Object\_obj\_dunes\_4\_controller\_Step\_0

gml\_Object\_obj\_dunes\_4\_controller\_Other\_4

gml\_Object\_obj\_collider\_dynamic\_Create\_0

gml\_Object\_obj\_collider\_dynamic\_Step\_0

gml\_Object\_obj\_mail\_station\_dunes\_05\_Create\_0

gml\_Object\_obj\_mail\_station\_dunes\_05\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_vines\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_vines\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_vines\_Other\_76

gml\_Object\_obj\_packing\_peanuts\_Create\_0

gml\_Object\_obj\_packing\_peanuts\_Step\_0

gml\_Object\_obj\_attack\_ace\_cards\_controller\_Create\_0

gml\_Object\_obj\_attack\_ace\_cards\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_ace\_cards\_controller\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_hands\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_hands\_Destroy\_0

gml\_Object\_obj\_flint\_Create\_0

gml\_Object\_obj\_flint\_Step\_0

gml\_Object\_obj\_sandstorm\_controller\_Create\_0

gml\_Object\_obj\_sandstorm\_controller\_Alarm\_0

gml\_Object\_obj\_sandstorm\_controller\_Step\_0

gml\_Object\_obj\_sandstorm\_controller\_Other\_5

gml\_Object\_obj\_sandstorm\_controller\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_spin\_creator\_corrupt\_Step\_0

gml\_Object\_obj\_tntman\_dunes\_06\_Create\_0

gml\_Object\_obj\_tntman\_dunes\_06\_Step\_0

gml\_Object\_obj\_npc\_sandstorm\_Create\_0

gml\_Object\_obj\_npc\_sandstorm\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_fpellets\_simple\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_fpellets\_simple\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_fpellets\_simple\_Draw\_0

gml\_Object\_obj\_npc\_owen\_tied\_Create\_0

gml\_Object\_obj\_dunes\_06\_cave\_entrance\_Create\_0

gml\_Object\_obj\_tntman\_dunes\_06b\_Create\_0

gml\_Object\_obj\_tntman\_dunes\_06b\_Step\_0

gml\_Object\_obj\_microfroggits\_dunes\_06b\_Create\_0

gml\_Object\_obj\_microfroggits\_dunes\_06b\_Step\_0

gml\_Object\_obj\_golden\_cactus\_Create\_0

gml\_Object\_obj\_golden\_cactus\_Step\_0

gml\_Object\_obj\_dunes\_7\_controller\_Create\_0

gml\_Object\_obj\_dunes\_7\_controller\_Step\_0

gml\_Object\_obj\_dunes\_7\_controller\_Other\_4

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_Create\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_Step\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_Other\_0

gml\_Object\_obj\_attack\_mooch\_coin\_rain\_Draw\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_Step\_2

gml\_Object\_obj\_newhome\_03\_cutscene\_Other\_76

gml\_Object\_obj\_newhome\_03\_cutscene\_Draw\_73

gml\_Object\_obj\_storm\_fan\_Create\_0

gml\_Object\_obj\_storm\_fan\_Step\_0

gml\_Object\_obj\_fan\_fan\_dunes\_7\_Create\_0

gml\_Object\_obj\_fan\_fan\_dunes\_7\_Step\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_2\_Create\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_2\_Destroy\_0

gml\_Object\_obj\_fmartlet\_2\_spawner\_blocks\_2\_Step\_0

gml\_Object\_obj\_screenshake\_Create\_0

gml\_Object\_obj\_screenshake\_Step\_0

gml\_Object\_obj\_dunes\_08b\_room\_controller\_Create\_0

gml\_Object\_obj\_dunes\_08b\_room\_controller\_Step\_0

gml\_Object\_obj\_dunes\_08b\_mo\_Create\_0

gml\_Object\_obj\_dunes\_08b\_mo\_Step\_0

gml\_Object\_obj\_dunes\_08b\_dispenser\_Create\_0

gml\_Object\_obj\_dunes\_08b\_dispenser\_Step\_0

gml\_Object\_obj\_dunes\_08b\_dispenser\_Other\_0

gml\_Object\_obj\_dunes\_08b\_dispenser\_Draw\_0

gml\_Object\_obj\_factory\_02\_conveyor\_belt\_panel\_2\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_belt\_panel\_2\_Step\_0

gml\_Object\_obj\_dunes\_08b\_stand\_Create\_0

gml\_Object\_part\_steam\_mo\_Create\_0

gml\_Object\_part\_steam\_mo\_Destroy\_0

gml\_Object\_part\_steam\_mo\_Alarm\_1

gml\_Object\_part\_steam\_mo\_Alarm\_0

gml\_Object\_part\_steam\_mo\_Step\_0

gml\_Object\_part\_steam\_mo\_Other\_5

gml\_Object\_obj\_dunes\_08b\_mo\_tarp\_Create\_0

gml\_Object\_obj\_dunes\_08b\_mo\_tarp\_Alarm\_0

gml\_Object\_obj\_dunes\_08b\_mo\_tarp\_Draw\_0

gml\_Object\_obj\_dunes\_08b\_mo\_bucket\_Create\_0

gml\_Object\_obj\_dunes\_08b\_mo\_bucket\_Step\_0

gml\_Object\_obj\_first\_tumbleweed\_Create\_0

gml\_Object\_obj\_first\_tumbleweed\_Alarm\_1

gml\_Object\_obj\_first\_tumbleweed\_Alarm\_0

gml\_Object\_obj\_first\_tumbleweed\_Step\_0

gml\_Object\_obj\_dunes\_tumbleweed\_Create\_0

gml\_Object\_obj\_dunes\_tumbleweed\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_hspike\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_hspike\_Step\_0

gml\_Object\_obj\_tumbleweed\_spawner\_Create\_0

gml\_Object\_obj\_tumbleweed\_spawner\_Step\_0

gml\_Object\_obj\_sorter\_chimney\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_belt\_panel\_Create\_0

gml\_Object\_obj\_factory\_02\_conveyor\_belt\_panel\_Step\_0

gml\_Object\_obj\_sorter\_rocks\_Create\_0

gml\_Object\_obj\_sorter\_rocks\_Step\_0

gml\_Object\_obj\_steamworks\_21b\_vent\_Create\_0

gml\_Object\_obj\_steamworks\_21b\_vent\_Step\_0

gml\_Object\_obj\_steamworks\_21b\_vent\_Other\_5

gml\_Object\_obj\_steamworks\_21b\_vent\_Draw\_64

gml\_Object\_obj\_sorter\_exit\_overlay\_Create\_0

gml\_Object\_obj\_sorter\_exit\_Create\_0

gml\_Object\_obj\_rock\_sorter\_Create\_0

gml\_Object\_obj\_rock\_sorter\_Step\_0

gml\_Object\_obj\_rock\_sorter\_Other\_5

gml\_Object\_obj\_npc\_miner\_red\_Create\_0

gml\_Object\_obj\_npc\_miner\_red\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_generator\_Other\_5

gml\_Object\_obj\_dunes\_10\_pebbles\_fall\_Create\_0

gml\_Object\_obj\_dunes\_10\_pebbles\_fall\_Alarm\_0

gml\_Object\_obj\_dunes\_10\_pebbles\_fall\_Step\_0

gml\_Object\_obj\_screenshake\_player\_Create\_0

gml\_Object\_obj\_screenshake\_player\_Destroy\_0

gml\_Object\_obj\_screenshake\_player\_Alarm\_0

gml\_Object\_obj\_screenshake\_player\_Step\_0

gml\_Object\_obj\_screenshake\_player\_Other\_5

gml\_Object\_obj\_dunes\_10\_controller\_Create\_0

gml\_Object\_obj\_dunes\_10\_controller\_Step\_0

gml\_Object\_obj\_dunes\_10\_controller\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_disk\_Draw\_0

gml\_Object\_obj\_east\_mines\_Create\_0

gml\_Object\_obj\_compound\_astatine\_Create\_0

gml\_Object\_obj\_dunes\_11\_cubbies\_Create\_0

gml\_Object\_obj\_dunes\_11\_cubbies\_Step\_0

gml\_Object\_obj\_dunes\_11\_steel\_buckle\_Create\_0

gml\_Object\_obj\_dunes\_12\_elevator\_Create\_0

gml\_Object\_obj\_dunes\_12\_elevator\_Step\_0

gml\_Object\_obj\_npc\_clover\_dunes\_12\_Create\_0

gml\_Object\_obj\_npc\_clover\_dunes\_12\_Alarm\_0

gml\_Object\_obj\_npc\_clover\_dunes\_12\_Step\_0

gml\_Object\_obj\_npc\_clover\_dunes\_12\_Other\_5

gml\_Object\_obj\_npc\_clover\_dunes\_12\_Draw\_0

gml\_Object\_obj\_stresso\_elevator\_Create\_0

gml\_Object\_obj\_stresso\_elevator\_Alarm\_0

gml\_Object\_obj\_stresso\_elevator\_Step\_0

gml\_Object\_obj\_elevator\_controller\_Create\_0

gml\_Object\_obj\_elevator\_controller\_Alarm\_3

gml\_Object\_obj\_elevator\_controller\_Alarm\_2

gml\_Object\_obj\_elevator\_controller\_Alarm\_1

gml\_Object\_obj\_elevator\_controller\_Alarm\_0

gml\_Object\_obj\_elevator\_controller\_Step\_0

gml\_Object\_obj\_elevator\_controller\_Other\_5

gml\_Object\_obj\_elevator\_controller\_Other\_4

gml\_Object\_obj\_elevator\_controller\_Draw\_0

gml\_Object\_obj\_npc\_clover\_dunes\_13\_Create\_0

gml\_Object\_obj\_npc\_clover\_dunes\_13\_Step\_0

gml\_Object\_obj\_npc\_clover\_dunes\_13\_Draw\_0

gml\_Object\_obj\_dunes\_13\_elevator\_Create\_0

gml\_Object\_obj\_dunes\_13\_elevator\_Step\_0

gml\_Object\_obj\_piece\_clover\_scan\_Create\_0

gml\_Object\_obj\_piece\_clover\_scan\_Alarm\_0

gml\_Object\_obj\_piece\_clover\_scan\_Step\_0

gml\_Object\_obj\_piece\_clover\_scan\_Draw\_0

gml\_Object\_obj\_menu\_murder\_Create\_0

gml\_Object\_obj\_menu\_murder\_Alarm\_0

gml\_Object\_obj\_menu\_murder\_Alarm\_1

gml\_Object\_obj\_menu\_murder\_Step\_0

gml\_Object\_obj\_menu\_murder\_Draw\_0

gml\_Object\_obj\_stresso\_dunes\_13\_Create\_0

gml\_Object\_obj\_stresso\_dunes\_13\_Step\_0

gml\_Object\_obj\_mc\_puzzle\_controller\_Create\_0

gml\_Object\_obj\_mc\_puzzle\_controller\_Step\_0

gml\_Object\_obj\_tracks\_parent\_Create\_0

gml\_Object\_obj\_corner\_track\_Create\_0

gml\_Object\_obj\_corner\_track\_Step\_0

gml\_Object\_obj\_straight\_track\_Create\_0

gml\_Object\_obj\_straight\_track\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_effect\_axis\_geno\_twitch\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_effect\_axis\_geno\_twitch\_Step\_0

gml\_Object\_obj\_mc\_rail\_bumper\_Create\_0

gml\_Object\_obj\_mc\_rail\_barrier\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_target\_1\_axis\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_target\_1\_axis\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_target\_1\_axis\_Draw\_0

gml\_Object\_obj\_mc\_button\_Create\_0

gml\_Object\_obj\_mc\_button\_Step\_0

gml\_Object\_obj\_mc\_pressure\_pad\_Create\_0

gml\_Object\_obj\_mc\_pressure\_pad\_Alarm\_0

gml\_Object\_obj\_mc\_cart\_Create\_0

gml\_Object\_obj\_mc\_cart\_Alarm\_1

gml\_Object\_obj\_mc\_cart\_Alarm\_0

gml\_Object\_obj\_mc\_cart\_Step\_0

gml\_Object\_obj\_mc\_directional\_arrow\_Create\_0

gml\_Object\_obj\_mc\_directional\_arrow\_Step\_0

gml\_Object\_obj\_mc\_path\_blocker\_Create\_0

gml\_Object\_obj\_miner\_helmet\_Create\_0

gml\_Object\_obj\_miner\_helmet\_Step\_0

gml\_Object\_obj\_dunes\_small\_boulders\_Create\_0

gml\_Object\_obj\_dunes\_small\_boulders\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_ribbon\_base\_destroy\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_ribbon\_base\_destroy\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_ribbon\_base\_destroy\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_01\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_01\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_01\_Draw\_0

gml\_Object\_obj\_dunes\_boulders\_Create\_0

gml\_Object\_obj\_dunes\_boulders\_Alarm\_0

gml\_Object\_obj\_dunes\_boulders\_Step\_0

gml\_Object\_obj\_dunes\_boulders\_shadow\_Create\_0

gml\_Object\_obj\_dunes\_boulder\_zone\_Create\_0

gml\_Object\_obj\_dunes\_boulder\_zone\_Alarm\_0

gml\_Object\_obj\_dunes\_boulder\_zone\_Other\_5

gml\_Object\_obj\_dunes\_boulder\_point\_Create\_0

gml\_Object\_obj\_dunes\_boulder\_point\_Alarm\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_Create\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_Step\_0

gml\_Object\_obj\_credits\_intermission\_ripple\_Other\_7

gml\_Object\_obj\_dunes\_18\_dynamic\_music\_Create\_0

gml\_Object\_obj\_dunes\_18\_dynamic\_music\_Other\_5

gml\_Object\_obj\_dunes\_18\_dynamic\_music\_Other\_4

gml\_Object\_obj\_dunes\_19\_bookshelf\_Create\_0

gml\_Object\_obj\_dunes\_19\_bookshelf\_Step\_0

gml\_Object\_obj\_player\_cart\_Create\_0

gml\_Object\_obj\_player\_cart\_Alarm\_1

gml\_Object\_obj\_player\_cart\_Alarm\_0

gml\_Object\_obj\_player\_cart\_Step\_2

gml\_Object\_obj\_player\_cart\_Other\_5

gml\_Object\_obj\_player\_cart\_Other\_4

gml\_Object\_obj\_player\_cart\_Draw\_0

gml\_Object\_obj\_npc\_clover\_dunes\_20\_Create\_0

gml\_Object\_obj\_npc\_clover\_dunes\_20\_Alarm\_0

gml\_Object\_obj\_npc\_clover\_dunes\_20\_Step\_0

gml\_Object\_obj\_npc\_clover\_dunes\_20\_Draw\_0

gml\_Object\_obj\_cutscene\_steamworks\_18\_post\_froggit\_Create\_0

gml\_Object\_obj\_cutscene\_steamworks\_18\_post\_froggit\_Step\_0

gml\_Object\_obj\_martlet\_fly\_away\_cart\_Create\_0

gml\_Object\_obj\_martlet\_fly\_away\_cart\_Step\_0

gml\_Object\_obj\_martlet\_fly\_away\_cart\_Other\_7

gml\_Object\_obj\_martlet\_fly\_away\_cart\_Other\_76

gml\_Object\_obj\_martlet\_fly\_away\_cart\_Draw\_0

gml\_Object\_obj\_steamworks\_33\_cutscene\_pacifist\_Create\_0

gml\_Object\_obj\_steamworks\_33\_cutscene\_pacifist\_Step\_0

gml\_Object\_obj\_minecart\_ride\_Create\_0

gml\_Object\_obj\_minecart\_ride\_Step\_0

gml\_Object\_obj\_minecart\_ride\_Draw\_0

gml\_Object\_obj\_player\_cart\_2\_Create\_0

gml\_Object\_obj\_player\_cart\_2\_Step\_0

gml\_Object\_obj\_player\_cart\_2\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_Step\_0

gml\_Object\_obj\_gemwall\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_theorist\_Create\_0

gml\_Object\_obj\_npc\_backtrack\_theorist\_Step\_0

gml\_Object\_obj\_player\_cart\_3\_Create\_0

gml\_Object\_obj\_player\_cart\_3\_Step\_0

gml\_Object\_obj\_player\_cart\_3\_Draw\_0

gml\_Object\_obj\_mc\_puzzle\_controller\_2\_Create\_0

gml\_Object\_obj\_mc\_puzzle\_controller\_2\_Step\_0

gml\_Object\_obj\_clover\_minesjump\_Create\_0

gml\_Object\_obj\_clover\_minesjump\_Step\_0

gml\_Object\_obj\_clover\_minesjump\_Draw\_0

gml\_Object\_obj\_martlet\_fly\_in\_cart\_Create\_0

gml\_Object\_obj\_martlet\_fly\_in\_cart\_Step\_0

gml\_Object\_obj\_martlet\_fly\_in\_cart\_Draw\_0

gml\_Object\_obj\_fruitcake\_Create\_0

gml\_Object\_obj\_fruitcake\_Step\_0

gml\_Object\_obj\_pulley\_elevator\_Create\_0

gml\_Object\_obj\_pulley\_elevator\_Alarm\_0

gml\_Object\_obj\_pulley\_elevator\_Alarm\_1

gml\_Object\_obj\_pulley\_elevator\_Step\_0

gml\_Object\_obj\_pulley\_elevator\_Other\_4

gml\_Object\_obj\_pulley\_elevator\_Draw\_0

gml\_Object\_obj\_npc\_clover\_dunes\_24\_Create\_0

gml\_Object\_obj\_npc\_clover\_dunes\_24\_Alarm\_0

gml\_Object\_obj\_npc\_clover\_dunes\_24\_Step\_0

gml\_Object\_obj\_npc\_clover\_dunes\_24\_Draw\_0

gml\_Object\_obj\_steamworks\_36\_chute\_Create\_0

gml\_Object\_obj\_steamworks\_36\_chute\_Step\_0

gml\_Object\_obj\_steamworks\_36\_chute\_Other\_7

gml\_Object\_obj\_pulley\_elevator\_bottom\_Create\_0

gml\_Object\_obj\_pulley\_elevator\_bottom\_Step\_2

gml\_Object\_obj\_elevator\_propeller\_Create\_0

gml\_Object\_obj\_elevator\_propeller\_Step\_0

gml\_Object\_obj\_mountain\_top\_background\_dunes\_25\_Create\_0

gml\_Object\_obj\_mountain\_top\_background\_dunes\_25\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_soap\_collider\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_soap\_collider\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_soap\_collider\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_soap\_collider\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_soap\_collider\_Other\_10

gml\_Object\_obj\_attack\_cycler\_martlet\_final\_Other\_10

gml\_Object\_obj\_mountain\_top\_background\_dunes\_25b\_Create\_0

gml\_Object\_obj\_mountain\_top\_background\_dunes\_25b\_Draw\_0

gml\_Object\_obj\_boulder\_machine\_Create\_0

gml\_Object\_obj\_boulder\_machine\_Alarm\_0

gml\_Object\_obj\_boulder\_machine\_Other\_5

gml\_Object\_obj\_boulders\_dunes\_25b\_Create\_0

gml\_Object\_obj\_boulders\_dunes\_25b\_Alarm\_0

gml\_Object\_obj\_boulders\_dunes\_25b\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_paper\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_paper\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_paper\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_paper\_Step\_0

gml\_Object\_obj\_martlet\_attack\_talon\_Create\_0

gml\_Object\_obj\_martlet\_attack\_talon\_Alarm\_0

gml\_Object\_obj\_martlet\_attack\_talon\_Alarm\_1

gml\_Object\_obj\_martlet\_attack\_talon\_Step\_0

gml\_Object\_obj\_martlet\_attack\_talon\_Other\_76

gml\_Object\_obj\_martlet\_attack\_talon\_Other\_7

gml\_Object\_obj\_dunes\_25b\_gilbert\_Create\_0

gml\_Object\_obj\_dunes\_25b\_gilbert\_Step\_0

gml\_Object\_obj\_mountain\_top\_background\_dunes\_26\_Create\_0

gml\_Object\_obj\_mountain\_top\_background\_dunes\_26\_Draw\_0

gml\_Object\_obj\_dunes\_26\_controller\_Create\_0

gml\_Object\_obj\_dunes\_26\_controller\_Step\_0

gml\_Object\_obj\_dunes\_26\_maraca\_shake\_Create\_0

gml\_Object\_obj\_dunes\_26\_maraca\_shake\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_note\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_goosic\_speaker\_note\_Draw\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_Alarm\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_Draw\_73

gml\_Object\_obj\_dunes\_26\_bailador\_Create\_0

gml\_Object\_obj\_dunes\_26\_bailador\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellets\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellets\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellets\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellets\_creator\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_surround\_pellets\_creator\_Step\_0

gml\_Object\_obj\_dunes\_26\_dancepad\_Create\_0

gml\_Object\_obj\_dunes\_26\_dancepad\_Step\_0

gml\_Object\_obj\_dimensional\_satchel\_Create\_0

gml\_Object\_obj\_dimensional\_satchel\_Step\_0

gml\_Object\_obj\_playground\_swing\_Create\_0

gml\_Object\_obj\_playground\_swing\_Step\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_4\_Create\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_4\_Step\_0

gml\_Object\_obj\_steamworks\_35\_in\_battle\_cutscene\_4\_Draw\_73

gml\_Object\_obj\_playground\_minecart\_Create\_0

gml\_Object\_obj\_playground\_minecart\_Alarm\_0

gml\_Object\_obj\_playground\_minecart\_Step\_0

gml\_Object\_obj\_steamworks\_31\_door\_Create\_0

gml\_Object\_obj\_steamworks\_31\_door\_Step\_0

gml\_Object\_obj\_steamworks\_31\_door\_Other\_7

gml\_Object\_obj\_kanakofriend\_Create\_0

gml\_Object\_obj\_kanakofriend\_Step\_0

gml\_Object\_obj\_swing\_interact\_Create\_0

gml\_Object\_obj\_swing\_interact\_Alarm\_0

gml\_Object\_obj\_swing\_interact\_Step\_0

gml\_Object\_obj\_sale\_poster\_Create\_0

gml\_Object\_obj\_sale\_poster\_Alarm\_0

gml\_Object\_obj\_sale\_poster\_Step\_0

gml\_Object\_obj\_opening\_hours\_Step\_0

gml\_Object\_obj\_giftshop\_table\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_martlet\_glass\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_martlet\_glass\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_martlet\_glass\_Step\_0

gml\_Object\_obj\_giftshop\_drawer\_Create\_0

gml\_Object\_obj\_giftshop\_mug\_Create\_0

gml\_Object\_obj\_giftshop\_mug\_Step\_0

gml\_Object\_obj\_flower\_girls\_trigger\_Create\_0

gml\_Object\_obj\_flower\_girls\_trigger\_Collision\_obj\_pl

gml\_Object\_obj\_npc\_salloon\_card2\_Create\_0

gml\_Object\_obj\_npc\_salloon\_card2\_Step\_0

gml\_Object\_obj\_foreteller\_npc\_Create\_0

gml\_Object\_obj\_foreteller\_npc\_Alarm\_1

gml\_Object\_obj\_foreteller\_npc\_Alarm\_0

gml\_Object\_obj\_foreteller\_npc\_Step\_0

gml\_Object\_obj\_sousborg\_shard\_destroy\_Create\_0

gml\_Object\_obj\_npc\_drinki\_Create\_0

gml\_Object\_obj\_red\_dunes\_30\_Create\_0

gml\_Object\_obj\_red\_dunes\_30\_Step\_0

gml\_Object\_obj\_npc\_aunt\_glover\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_aunt\_glover\_dunes\_30\_Step\_0

gml\_Object\_obj\_npc\_cactony\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_cactony\_dunes\_30\_Step\_0

gml\_Object\_obj\_npc\_spider\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_spider\_dunes\_30\_Step\_0

gml\_Object\_obj\_factory\_02\_numpad\_overlay\_Create\_0

gml\_Object\_obj\_factory\_02\_numpad\_overlay\_Step\_0

gml\_Object\_obj\_npc\_frostermit\_dunes\_30\_Create\_0

gml\_Object\_obj\_npc\_frostermit\_dunes\_30\_Step\_0

gml\_Object\_obj\_npc\_rock\_man\_Create\_0

gml\_Object\_obj\_npc\_rock\_man\_Step\_0

gml\_Object\_obj\_knockable\_door\_dunes\_30\_Create\_0

gml\_Object\_obj\_knockable\_door\_dunes\_30\_Step\_0

gml\_Object\_obj\_green\_pants\_dunes\_30\_Create\_0

gml\_Object\_obj\_green\_pants\_dunes\_30\_Step\_0

gml\_Object\_obj\_dunes\_30\_sapling\_Create\_0

gml\_Object\_obj\_dunes\_30\_sapling\_Step\_0

gml\_Object\_obj\_axis\_attack\_controller\_parent\_Step\_2

gml\_Object\_obj\_oasis\_welcome\_sign\_Create\_0

gml\_Object\_obj\_dunes\_30b\_gate\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_effect\_axis\_geno\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_effect\_axis\_geno\_Step\_0

gml\_Object\_obj\_dunes\_29b\_controller\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_transition\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_transition\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_transition\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_transition\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_transition\_Draw\_64

gml\_Object\_obj\_guardener\_guy\_a\_flintlock\_Create\_0

gml\_Object\_obj\_guardener\_guy\_a\_flintlock\_Step\_0

gml\_Object\_obj\_dunes\_32\_flowey\_Create\_0

gml\_Object\_obj\_dunes\_32\_flowey\_Step\_0

gml\_Object\_obj\_dunes\_32\_flowey\_Other\_7

gml\_Object\_obj\_martlet\_dunes\_32\_Create\_0

gml\_Object\_obj\_martlet\_dunes\_32\_Step\_0

gml\_Object\_obj\_npc\_big\_cactus\_Create\_0

gml\_Object\_obj\_npc\_big\_cactus\_Step\_0

gml\_Object\_obj\_wishing\_well\_Create\_0

gml\_Object\_obj\_wishing\_well\_Step\_0

gml\_Object\_obj\_npc\_bartender\_geno\_Create\_0

gml\_Object\_obj\_npc\_bartender\_geno\_Step\_0

gml\_Object\_obj\_hotel\_shop\_body\_Create\_0

gml\_Object\_obj\_dunes\_35b\_bird\_Create\_0

gml\_Object\_obj\_dunes\_35b\_bird\_Step\_0

gml\_Object\_obj\_dunes\_35b\_clerk\_Create\_0

gml\_Object\_obj\_dunes\_35b\_clerk\_Step\_0

gml\_Object\_obj\_factory\_03\_furnace\_Create\_0

gml\_Object\_obj\_factory\_03\_furnace\_Alarm\_0

gml\_Object\_obj\_factory\_03\_furnace\_Step\_0

gml\_Object\_obj\_factory\_03\_furnace\_Other\_7

gml\_Object\_obj\_factory\_03\_furnace\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike\_dead\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike\_dead\_Other\_7

gml\_Object\_obj\_dunes\_35b\_gamer\_Create\_0

gml\_Object\_obj\_dunes\_35b\_gamer\_Step\_0

gml\_Object\_obj\_dunes\_35b\_dynamic\_music\_Create\_0

gml\_Object\_obj\_dunes\_35b\_dynamic\_music\_Step\_0

gml\_Object\_obj\_dunes\_35b\_dynamic\_music\_Other\_5

gml\_Object\_obj\_dunes\_29b\_controller\_neutral\_geno\_Create\_0

gml\_Object\_obj\_dunes\_29b\_controller\_neutral\_geno\_Step\_0

gml\_Object\_obj\_dunes\_29b\_controller\_neutral\_geno\_Other\_5

gml\_Object\_obj\_dunes\_35b\_mew\_arcade\_machine\_Create\_0

gml\_Object\_obj\_dunes\_35b\_mew\_arcade\_machine\_Step\_0

gml\_Object\_obj\_wild\_east\_wagon\_Create\_0

gml\_Object\_obj\_wild\_east\_wagon\_Step\_0

gml\_Object\_obj\_dunes\_37\_couch\_Create\_0

gml\_Object\_obj\_dunes\_37\_couch\_Alarm\_0

gml\_Object\_obj\_dunes\_37\_couch\_Alarm\_1

gml\_Object\_obj\_dunes\_37\_couch\_Step\_0

gml\_Object\_obj\_big\_boss\_Create\_0

gml\_Object\_obj\_big\_boss\_Step\_0

gml\_Object\_obj\_miner\_bryan\_Create\_0

gml\_Object\_obj\_miner\_bryan\_Alarm\_0

gml\_Object\_obj\_miner\_bryan\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_vine\_spinny\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_vine\_spinny\_Step\_0

gml\_Object\_obj\_miner\_receptionist\_Create\_0

gml\_Object\_obj\_miner\_receptionist\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_shield\_bells\_attack\_Step\_0

gml\_Object\_obj\_noteblock\_head\_hotland\_Create\_0

gml\_Object\_obj\_noteblock\_head\_hotland\_Step\_0

gml\_Object\_obj\_miner\_red\_Create\_0

gml\_Object\_obj\_miner\_red\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_villainfly\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_villainfly\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_villainfly\_Alarm\_1

gml\_Object\_obj\_miner\_snake\_Create\_0

gml\_Object\_obj\_miner\_snake\_Alarm\_0

gml\_Object\_obj\_miner\_snake\_Step\_0

gml\_Object\_obj\_miner\_snake\_Draw\_0

gml\_Object\_obj\_miner\_stable\_Create\_0

gml\_Object\_obj\_miner\_stable\_Step\_0

gml\_Object\_obj\_room\_controller\_mansion\_study\_Create\_0

gml\_Object\_obj\_room\_controller\_mansion\_study\_Step\_0

gml\_Object\_obj\_room\_controller\_mansion\_study\_Draw\_0

gml\_Object\_obj\_miner\_tall\_Create\_0

gml\_Object\_obj\_miner\_tall\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_destroy\_Other\_7

gml\_Object\_obj\_miner\_uwu\_Create\_0

gml\_Object\_obj\_miner\_uwu\_Step\_0

gml\_Object\_obj\_smokey\_Create\_0

gml\_Object\_obj\_smokey\_Step\_0

gml\_Object\_obj\_stresso\_Create\_0

gml\_Object\_obj\_stresso\_Alarm\_0

gml\_Object\_obj\_stresso\_Step\_0

gml\_Object\_obj\_kevin\_happy\_Create\_0

gml\_Object\_obj\_kevin\_happy\_Step\_0

gml\_Object\_obj\_miner\_giftshopper\_Create\_0

gml\_Object\_obj\_miner\_giftshopper\_Alarm\_0

gml\_Object\_obj\_miner\_giftshopper\_Step\_0

gml\_Object\_obj\_utslime\_Create\_0

gml\_Object\_obj\_utslime\_Step\_0

gml\_Object\_obj\_miner\_slime\_Create\_0

gml\_Object\_obj\_miner\_slime\_Step\_0

gml\_Object\_obj\_hospital\_dynamic\_music\_Create\_0

gml\_Object\_obj\_hospital\_dynamic\_music\_Other\_5

gml\_Object\_obj\_wild\_east\_hospital\_controller\_Create\_0

gml\_Object\_obj\_dunes\_37\_hospital\_bed\_Create\_0

gml\_Object\_obj\_steamworks\_38\_overlay\_Create\_0

gml\_Object\_obj\_steamworks\_38\_overlay\_Alarm\_0

gml\_Object\_obj\_wild\_east\_jail\_controller\_Create\_0

gml\_Object\_obj\_jail\_dynamic\_music\_Create\_0

gml\_Object\_obj\_jail\_dynamic\_music\_Other\_5

gml\_Object\_obj\_npc\_kangarufus\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_kangarufus\_break\_6\_Step\_0

gml\_Object\_obj\_npc\_cardguy\_Create\_0

gml\_Object\_obj\_npc\_cardguy\_Step\_0

gml\_Object\_obj\_npc\_cardguy\_table\_Create\_0

gml\_Object\_obj\_npc\_martlet\_jail\_Create\_0

gml\_Object\_obj\_npc\_martlet\_jail\_Step\_0

gml\_Object\_obj\_npc\_doctor\_Create\_0

gml\_Object\_obj\_npc\_doctor\_Step\_0

gml\_Object\_obj\_npc\_sleepo\_Create\_0

gml\_Object\_obj\_npc\_sleepo\_Alarm\_0

gml\_Object\_obj\_npc\_sleepo\_Step\_0

gml\_Object\_obj\_npc\_sleepo\_z\_Create\_0

gml\_Object\_obj\_npc\_sleepo\_z\_Step\_0

gml\_Object\_obj\_npc\_sleepo\_z\_Draw\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_parent\_Create\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_parent\_Draw\_0

gml\_Object\_obj\_steamworks\_29\_route\_determine\_Create\_0

gml\_Object\_obj\_npc\_ace\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_ace\_break\_1\_Step\_0

gml\_Object\_obj\_npc\_cowcat\_Create\_0

gml\_Object\_obj\_npc\_cowcat\_Step\_0

gml\_Object\_obj\_battle\_flashback\_final\_2\_controller\_Create\_0

gml\_Object\_obj\_battle\_flashback\_final\_2\_controller\_Step\_0

gml\_Object\_obj\_battle\_flashback\_final\_2\_controller\_Draw\_0

gml\_Object\_obj\_battle\_flashback\_final\_2\_controller\_Draw\_64

gml\_Object\_obj\_npc\_ed\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_ed\_break\_1\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_green\_petal\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_green\_petal\_spawner\_Step\_0

gml\_Object\_obj\_npc\_happycactus\_Create\_0

gml\_Object\_obj\_npc\_happycactus\_Step\_0

gml\_Object\_obj\_npc\_karen\_Create\_0

gml\_Object\_obj\_npc\_karen\_Step\_0

gml\_Object\_obj\_npc\_mailwhale\_break1\_Create\_0

gml\_Object\_obj\_npc\_mailwhale\_break1\_Step\_0

gml\_Object\_obj\_npc\_mooch\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_mooch\_break\_1\_Step\_0

gml\_Object\_obj\_steamworks\_37\_elevator\_Create\_0

gml\_Object\_obj\_steamworks\_37\_elevator\_Step\_0

gml\_Object\_obj\_steamworks\_37\_elevator\_Other\_7

gml\_Object\_obj\_npc\_moray\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_moray\_break\_1\_Step\_0

gml\_Object\_obj\_npc\_producer\_Create\_0

gml\_Object\_obj\_npc\_producer\_Step\_0

gml\_Object\_obj\_npc\_virgil\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_virgil\_break\_1\_Step\_0

gml\_Object\_obj\_npc\_owen\_Create\_0

gml\_Object\_obj\_npc\_owen\_Step\_0

gml\_Object\_obj\_npc\_kangarufus\_Create\_0

gml\_Object\_obj\_npc\_kangarufus\_Step\_0

gml\_Object\_obj\_npc\_ace\_break\_2\_Create\_0

gml\_Object\_obj\_npc\_ace\_break\_2\_Step\_0

gml\_Object\_obj\_npc\_ed\_break\_2\_Create\_0

gml\_Object\_obj\_npc\_ed\_break\_2\_Step\_0

gml\_Object\_obj\_npc\_moray\_break\_2\_Create\_0

gml\_Object\_obj\_npc\_moray\_break\_2\_Step\_0

gml\_Object\_obj\_npc\_mooch\_break\_2\_Create\_0

gml\_Object\_obj\_npc\_mooch\_break\_2\_Step\_0

gml\_Object\_obj\_npc\_virgil\_break\_2\_Create\_0

gml\_Object\_obj\_npc\_virgil\_break\_2\_Step\_0

gml\_Object\_obj\_npc\_mo\_saloon\_Create\_0

gml\_Object\_obj\_npc\_mo\_saloon\_Step\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_spawner\_Create\_0

gml\_Object\_obj\_ceroba\_transformation\_beam\_spawner\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_bullet\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_bullet\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_bullet\_Draw\_0

gml\_Object\_obj\_npc\_marlyn\_Create\_0

gml\_Object\_obj\_npc\_marlyn\_Step\_0

gml\_Object\_obj\_npc\_gamer\_Create\_0

gml\_Object\_obj\_npc\_gamer\_Step\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_goal\_Create\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_goal\_Step\_0

gml\_Object\_obj\_chem\_05\_maze\_puzzle\_goal\_Draw\_0

gml\_Object\_obj\_npc\_ceroba\_break\_3\_Create\_0

gml\_Object\_obj\_npc\_ceroba\_break\_3\_Step\_0

gml\_Object\_obj\_npc\_foreman\_break\_3\_Create\_0

gml\_Object\_obj\_npc\_foreman\_break\_3\_Step\_0

gml\_Object\_obj\_npc\_cooper\_break\_3\_Create\_0

gml\_Object\_obj\_npc\_cooper\_break\_3\_Step\_0

gml\_Object\_obj\_npc\_virgil\_break\_3\_Create\_0

gml\_Object\_obj\_npc\_virgil\_break\_3\_Step\_0

gml\_Object\_obj\_npc\_mooch\_asleep\_Create\_0

gml\_Object\_obj\_npc\_mooch\_asleep\_Alarm\_0

gml\_Object\_obj\_steamworks\_23\_vendy\_Create\_0

gml\_Object\_obj\_steamworks\_23\_vendy\_Step\_0

gml\_Object\_obj\_npc\_blembino\_Create\_0

gml\_Object\_obj\_npc\_blembino\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_ribbon\_lantern\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_ribbon\_lantern\_Destroy\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_ribbon\_lantern\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_ribbon\_lantern\_Step\_0

gml\_Object\_obj\_npc\_ed\_asleep\_Create\_0

gml\_Object\_obj\_npc\_ed\_asleep\_Alarm\_0

gml\_Object\_obj\_attack\_ace\_cards\_Create\_0

gml\_Object\_obj\_attack\_ace\_cards\_Alarm\_0

gml\_Object\_obj\_attack\_ace\_cards\_Step\_0

gml\_Object\_obj\_npc\_moray\_asleep\_Create\_0

gml\_Object\_obj\_npc\_moray\_asleep\_Alarm\_0

gml\_Object\_obj\_npc\_ace\_asleep\_Create\_0

gml\_Object\_obj\_npc\_ace\_asleep\_Alarm\_0

gml\_Object\_obj\_npc\_train\_bed\_Create\_0

gml\_Object\_obj\_npc\_train\_bed\_Step\_0

gml\_Object\_obj\_npc\_ceroba\_break\_4\_Create\_0

gml\_Object\_obj\_npc\_ceroba\_break\_4\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_effect\_Create\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_effect\_Step\_0

gml\_Object\_obj\_newhome\_03\_cutscene\_clover\_soul\_effect\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_space\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_space\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_space\_rock\_space\_Draw\_0

gml\_Object\_obj\_martlet\_debugger\_Create\_0

gml\_Object\_obj\_martlet\_debugger\_Step\_0

gml\_Object\_obj\_martlet\_debugger\_Draw\_64

gml\_Object\_obj\_npc\_rephil\_break\_4\_Create\_0

gml\_Object\_obj\_npc\_rephil\_break\_4\_Step\_0

gml\_Object\_obj\_barnpc\_wildeast\_Create\_0

gml\_Object\_obj\_barnpc\_wildeast\_Step\_0

gml\_Object\_obj\_npc\_virgil\_break\_5\_Create\_0

gml\_Object\_obj\_npc\_virgil\_break\_5\_Step\_0

gml\_Object\_obj\_npc\_blembino\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_blembino\_break\_6\_Step\_0

gml\_Object\_obj\_npc\_cowcat\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_cowcat\_break\_6\_Step\_0

gml\_Object\_obj\_npc\_gamer\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_gamer\_break\_6\_Step\_0

gml\_Object\_obj\_npc\_happycactus\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_happycactus\_break\_6\_Step\_0

gml\_Object\_obj\_npc\_mooch\_break\_6\_Create\_0

gml\_Object\_obj\_npc\_mooch\_break\_6\_Step\_0

gml\_Object\_obj\_wild\_east\_ceroba\_cool\_Create\_0

gml\_Object\_obj\_wild\_east\_ceroba\_cool\_Alarm\_0

gml\_Object\_obj\_wild\_east\_ceroba\_cool\_Step\_0

gml\_Object\_obj\_wild\_east\_ceroba\_cool\_Other\_4

gml\_Object\_obj\_npc\_fake\_horse\_Create\_0

gml\_Object\_obj\_npc\_fake\_horse\_Step\_0

gml\_Object\_obj\_wild\_east\_barn\_side\_Step\_0

gml\_Object\_obj\_wild\_east\_barn\_side\_Draw\_0

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gml\_Object\_obj\_wild\_east\_bell\_Draw\_0

gml\_Object\_obj\_wild\_east\_feisty\_house\_Step\_0

gml\_Object\_obj\_wild\_east\_feisty\_house\_Draw\_0

gml\_Object\_obj\_wild\_east\_gate\_Create\_0

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gml\_Object\_obj\_steamworks\_17c\_switch\_Step\_0

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gml\_Object\_obj\_wild\_east\_right\_buildings\_Step\_0

gml\_Object\_obj\_wild\_east\_right\_buildings\_Draw\_0

gml\_Object\_obj\_wild\_east\_salloon\_Step\_0

gml\_Object\_obj\_wild\_east\_salloon\_Draw\_0

gml\_Object\_obj\_wild\_east\_salloon\_rails\_Step\_0

gml\_Object\_obj\_wild\_east\_salloon\_rails\_Draw\_0

gml\_Object\_obj\_wild\_east\_shooting\_range\_Step\_0

gml\_Object\_obj\_wild\_east\_tower\_Step\_0

gml\_Object\_obj\_wild\_east\_tower\_Draw\_0

gml\_Object\_obj\_wild\_east\_weapons\_store\_Step\_0

gml\_Object\_obj\_wild\_east\_weapons\_store\_Draw\_0

gml\_Object\_obj\_wild\_east\_weapons\_store\_fence\_Step\_0

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gml\_Object\_obj\_npc\_newhome\_lad\_Create\_0

gml\_Object\_obj\_npc\_newhome\_lad\_Step\_0

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gml\_Object\_obj\_wild\_east\_cutscene\_03\_Create\_0

gml\_Object\_obj\_wild\_east\_cutscene\_03\_Step\_0

gml\_Object\_obj\_wild\_east\_cutscene\_04\_Create\_0

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gml\_Object\_obj\_wild\_east\_cutscene\_05\_Create\_0

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gml\_Object\_obj\_duel\_mark\_murder\_Create\_0

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gml\_Object\_obj\_duel\_mark\_murder\_Draw\_64

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gml\_Object\_obj\_wild\_east\_npc\_train\_Create\_0

gml\_Object\_obj\_wild\_east\_npc\_train\_Step\_0

gml\_Object\_obj\_wild\_east\_train\_lever\_Create\_0

gml\_Object\_obj\_wild\_east\_train\_lever\_Step\_0

gml\_Object\_obj\_wild\_east\_shot\_overworld\_Create\_0

gml\_Object\_obj\_wild\_east\_shot\_overworld\_Other\_7

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gml\_Object\_obj\_wild\_east\_stamp\_Draw\_0

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gml\_Object\_obj\_battle\_flowey\_body\_1\_Draw\_0

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gml\_Object\_obj\_text\_main\_screen\_shop\_Draw\_0

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gml\_Object\_obj\_wild\_east\_stamp\_2\_Draw\_0

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gml\_Object\_obj\_wild\_east\_stamp\_particles\_Create\_0

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gml\_Object\_obj\_dunes\_37\_barn\_door\_Create\_0

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gml\_Object\_obj\_saloon\_cutscene\_03\_Step\_0

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gml\_Object\_obj\_saloon\_bar\_Create\_0

gml\_Object\_obj\_saloon\_chair\_Create\_0

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gml\_Object\_obj\_asset\_steamworks\_04\_pipe\_Other\_76

gml\_Object\_obj\_saloon\_sitting\_clover\_Create\_0

gml\_Object\_obj\_saloon\_stool\_Create\_0

gml\_Object\_obj\_saloon\_beverage\_Create\_0

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gml\_Object\_obj\_dunes\_37\_saloon\_table\_Create\_0

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gml\_Object\_obj\_wild\_east\_gunshop\_Step\_1

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gml\_Object\_obj\_dunes\_37\_tv\_Create\_0

gml\_Object\_obj\_dunes\_37\_tv\_Step\_0

gml\_Object\_obj\_newhome\_03\_dialogue\_postfight\_flowey\_Create\_0

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gml\_Object\_obj\_newhome\_03\_dialogue\_postfight\_flowey\_Step\_2

gml\_Object\_obj\_newhome\_03\_dialogue\_postfight\_flowey\_Other\_10

gml\_Object\_obj\_newhome\_03\_dialogue\_postfight\_flowey\_Draw\_64

gml\_Object\_obj\_ceroba\_transform\_white\_transition\_Create\_0

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gml\_Object\_obj\_wild\_east\_feisty\_house\_controller\_Draw\_73

gml\_Object\_obj\_fesityhouse\_dynamic\_music\_Create\_0

gml\_Object\_obj\_fesityhouse\_dynamic\_music\_Other\_5

gml\_Object\_obj\_dunes\_36\_collider\_Create\_0

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gml\_Object\_obj\_cutscene\_starlo\_pre\_fight\_Other\_5

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gml\_Object\_obj\_dunes\_42\_npc\_stardad\_Create\_0

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gml\_Object\_obj\_dunes\_43\_cutscene\_pacifist\_Create\_0

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gml\_Object\_obj\_dunes\_43\_cutscene\_pacifist\_Other\_5

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gml\_Object\_obj\_steamworks\_footsteps\_Create\_0

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gml\_Object\_obj\_factory\_04\_elevator\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_shard\_Create\_0

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gml\_Object\_obj\_steamworks\_flash\_Draw\_74

gml\_Object\_obj\_steamworks\_metal\_sounds\_Create\_0

gml\_Object\_obj\_steamworks\_metal\_sounds\_Step\_0

gml\_Object\_obj\_steamworks\_02\_controller\_Create\_0

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gml\_Object\_obj\_steamworks\_04\_generator\_Other\_7

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gml\_Object\_obj\_cutscene\_steamworks\_05\_Step\_0

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gml\_Object\_obj\_attack\_diamond\_warning\_Create\_0

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gml\_Object\_obj\_attack\_diamond\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_magnetic\_orbs\_creator\_Create\_0

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gml\_Object\_obj\_steamworks\_05\_flowey\_Other\_7

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gml\_Object\_obj\_steamworks\_05b\_chute\_Other\_5

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gml\_Object\_obj\_steamworks\_05d\_background\_Create\_0

gml\_Object\_obj\_steamworks\_05d\_cutscene\_power\_Create\_0

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gml\_Object\_obj\_steamworks\_05d\_lever\_Create\_0

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gml\_Object\_obj\_steamworks\_steam\_blaster\_Alarm\_0

gml\_Object\_obj\_steamworks\_steam\_blaster\_Alarm\_3

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gml\_Object\_obj\_steamworks\_07\_lever\_Other\_7

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gml\_Object\_obj\_steamworks\_12\_trapdoor\_Create\_0

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gml\_Object\_obj\_steamworks\_13\_controller\_old\_Create\_0

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gml\_Object\_obj\_robuild\_bow\_Create\_0

gml\_Object\_obj\_robuild\_clock\_Create\_0

gml\_Object\_obj\_robuild\_googly\_Create\_0

gml\_Object\_obj\_mansion\_bedroom\_closet\_Step\_0

gml\_Object\_obj\_robuild\_speaker\_Create\_0

gml\_Object\_obj\_robuild\_suction\_Create\_0

gml\_Object\_obj\_robuild\_trash\_Create\_0

gml\_Object\_obj\_robuild\_tv\_Create\_0

gml\_Object\_obj\_robuild\_wheel\_Create\_0

gml\_Object\_obj\_robuild\_windup\_Create\_0

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gml\_Object\_obj\_robot\_build\_controller\_Create\_0

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gml\_Object\_obj\_robot\_build\_dialogue\_confirm\_Create\_0

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gml\_Object\_obj\_robot\_build\_cursor\_Create\_0

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gml\_Object\_obj\_robot\_build\_cursor\_Draw\_0

gml\_Object\_obj\_robot\_build\_item\_Create\_0

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gml\_Object\_obj\_robot\_build\_item\_Draw\_75

gml\_Object\_obj\_steamworks\_13\_vent\_Create\_0

gml\_Object\_obj\_steamworks\_13\_vent\_Step\_0

gml\_Object\_obj\_steamworks\_13\_robuild\_complete\_Create\_0

gml\_Object\_obj\_steamworks\_13\_axis\_door\_Create\_0

gml\_Object\_obj\_steamworks\_13\_axis\_door\_Step\_0

gml\_Object\_obj\_steamworks\_13b\_cutscene\_Create\_0

gml\_Object\_obj\_steamworks\_13b\_cutscene\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_black\_hole\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_black\_hole\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_black\_hole\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_black\_hole\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_Create\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_Draw\_73

gml\_Object\_obj\_controller\_steamworks\_14\_Create\_0

gml\_Object\_obj\_controller\_steamworks\_14\_Alarm\_0

gml\_Object\_obj\_controller\_steamworks\_14\_Step\_0

gml\_Object\_obj\_controller\_steamworks\_14\_Draw\_64

gml\_Object\_obj\_steamworks\_16\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_16\_controller\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_Destroy\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_Step\_0

gml\_Object\_obj\_steamworks\_17\_gate\_Create\_0

gml\_Object\_obj\_steamworks\_17\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_17\_controller\_Step\_0

gml\_Object\_obj\_steamworks\_manta\_Create\_0

gml\_Object\_obj\_steamworks\_manta\_Step\_2

gml\_Object\_obj\_steamworks\_manta\_Step\_0

gml\_Object\_obj\_steamworks\_manta\_Other\_5

gml\_Object\_obj\_steamworks\_manta\_Other\_4

gml\_Object\_obj\_steamworks\_manta\_Draw\_73

gml\_Object\_obj\_steamworks\_manta\_checkpoint\_Create\_0

gml\_Object\_obj\_steamworks\_manta\_checkpoint\_Step\_0

gml\_Object\_obj\_steamworks\_manta\_fade\_Create\_0

gml\_Object\_obj\_steamworks\_manta\_fade\_Alarm\_0

gml\_Object\_obj\_steamworks\_manta\_fade\_Step\_0

gml\_Object\_obj\_steamworks\_manta\_fade\_Draw\_64

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_spiral\_bullets\_Create\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_spiral\_bullets\_Step\_0

gml\_Object\_obj\_steamworks\_17\_manta\_gate\_button\_Create\_0

gml\_Object\_obj\_steamworks\_17\_manta\_gate\_button\_Step\_0

gml\_Object\_obj\_steamworks\_17\_manta\_gate\_button\_Other\_4

gml\_Object\_obj\_steamworks\_17\_bars\_Create\_0

gml\_Object\_obj\_steamworks\_17b\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_17b\_controller\_Step\_0

gml\_Object\_obj\_steamworks\_17\_note\_top\_Create\_0

gml\_Object\_obj\_steamworks\_17\_note\_top\_Step\_0

gml\_Object\_obj\_steamworks\_17c\_clock\_Create\_0

gml\_Object\_obj\_steamworks\_17c\_clock\_Step\_0

gml\_Object\_obj\_steamworks\_mo\_Create\_0

gml\_Object\_obj\_steamworks\_mo\_Step\_0

gml\_Object\_obj\_steamworks\_mo\_Draw\_0

gml\_Object\_obj\_steamworks\_mo\_hat\_Create\_0

gml\_Object\_obj\_steamworks\_mo\_hat\_Step\_0

gml\_Object\_obj\_steamworks\_mo\_hat\_Other\_7

gml\_Object\_obj\_steamworks\_mo\_hat\_Draw\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_Step\_0

gml\_Object\_obj\_steamworks\_18b\_controller\_Other\_5

gml\_Object\_obj\_steamworks\_18b\_controller\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_circling\_lanterns\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_circling\_lanterns\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_circling\_lanterns\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p2\_circling\_lanterns\_Step\_0

gml\_Object\_obj\_steamworks\_mo\_flame\_Create\_0

gml\_Object\_obj\_steamworks\_mo\_flame\_Step\_0

gml\_Object\_obj\_steamworks\_mo\_stand\_Create\_0

gml\_Object\_obj\_steamworks\_mo\_stand\_sign\_Create\_0

gml\_Object\_obj\_steamworks\_mo\_stand\_sign\_Other\_7

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_lamp\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_lamp\_Destroy\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_lamp\_Alarm\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_lamp\_Step\_0

gml\_Object\_obj\_ceroba\_phase\_2\_opener\_lamp\_Draw\_0

gml\_Object\_obj\_steamworks\_20\_dark\_tile\_Create\_0

gml\_Object\_obj\_steamworks\_20\_dark\_tile\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_road\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_road\_Draw\_0

gml\_Object\_obj\_overworld\_shop\_fade\_out\_screen\_Create\_0

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gml\_Object\_obj\_overworld\_shop\_fade\_out\_screen\_Step\_0

gml\_Object\_obj\_overworld\_shop\_fade\_out\_screen\_Draw\_64

gml\_Object\_obj\_shop\_fade\_in\_screen\_Create\_0

gml\_Object\_obj\_shop\_fade\_in\_screen\_Step\_0

gml\_Object\_obj\_shop\_fade\_in\_screen\_Draw\_0

gml\_Object\_obj\_shop\_fade\_out\_screen\_Create\_0

gml\_Object\_obj\_shop\_fade\_out\_screen\_Alarm\_0

gml\_Object\_obj\_shop\_fade\_out\_screen\_Step\_0

gml\_Object\_obj\_shop\_fade\_out\_screen\_Draw\_0

gml\_Object\_obj\_main\_screen\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_shop\_parent\_Other\_10

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_Step\_0

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_Draw\_0

gml\_Object\_obj\_text\_main\_screen\_shop\_geno\_Create\_0

gml\_Object\_obj\_text\_main\_screen\_shop\_geno\_Draw\_0

gml\_Object\_obj\_text\_gold\_inventory\_shop\_Create\_0

gml\_Object\_obj\_text\_gold\_inventory\_shop\_Step\_2

gml\_Object\_obj\_text\_gold\_inventory\_shop\_Draw\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_Create\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_Step\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_Other\_10

gml\_Object\_obj\_dash\_ghost\_Create\_0

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gml\_Object\_obj\_dash\_ghost\_Step\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_saw\_warning\_Create\_0

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gml\_Object\_obj\_flowey\_battle\_mechanical\_saw\_warning\_Step\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_saw\_warning\_Other\_7

gml\_Object\_obj\_dialogue\_buy\_talk\_shop\_Create\_0

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gml\_Object\_obj\_dialogue\_buy\_talk\_shop\_Draw\_0

gml\_Object\_obj\_text\_buy\_confirmation\_shop\_Create\_0

gml\_Object\_obj\_text\_buy\_confirmation\_shop\_Draw\_0

gml\_Object\_obj\_text\_item\_buy\_shop\_Create\_0

gml\_Object\_obj\_text\_item\_buy\_shop\_Draw\_0

gml\_Object\_obj\_text\_item\_talk\_shop\_Create\_0

gml\_Object\_obj\_text\_item\_talk\_shop\_Draw\_0

gml\_Object\_obj\_heart\_buy\_screen\_shop\_Create\_0

gml\_Object\_obj\_heart\_buy\_screen\_shop\_Step\_0

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gml\_Object\_obj\_heart\_buy\_screen\_shop\_Other\_11

gml\_Object\_obj\_heart\_buy\_screen\_shop\_Other\_10

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_warning\_Create\_0

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gml\_Object\_obj\_flowey\_battle\_gray\_vine\_warning\_Step\_2

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_warning\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_vine\_warning\_Other\_7

gml\_Object\_obj\_heart\_player\_response\_shop\_Create\_0

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gml\_Object\_obj\_heart\_player\_response\_shop\_Other\_10

gml\_Object\_obj\_item\_description\_screen\_shop\_Create\_0

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gml\_Object\_obj\_text\_item\_description\_shop\_Create\_0

gml\_Object\_obj\_text\_item\_description\_shop\_Step\_2

gml\_Object\_obj\_text\_item\_description\_shop\_Draw\_0

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gml\_Object\_obj\_dialogue\_talk\_shop\_Create\_0

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gml\_Object\_obj\_dialogue\_talk\_shop\_Draw\_0

gml\_Object\_obj\_dialogue\_exit\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_exit\_shop\_Step\_0

gml\_Object\_obj\_dialogue\_exit\_shop\_Draw\_0

gml\_Object\_obj\_shop\_generator\_Create\_0

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gml\_Object\_obj\_shop\_generator\_Step\_0

gml\_Object\_obj\_shop\_generator\_Draw\_0

gml\_Object\_obj\_hotland2\_lava\_draw\_Create\_0

gml\_Object\_obj\_hotland2\_lava\_draw\_Step\_0

gml\_Object\_obj\_hotland2\_lava\_draw\_Draw\_0

gml\_Object\_obj\_dialogue\_sell\_real\_shop\_Create\_0

gml\_Object\_obj\_dialogue\_sell\_real\_shop\_Step\_0

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gml\_Object\_obj\_dialogue\_sell\_real\_shop\_Draw\_0

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gml\_Object\_obj\_dialogue\_sell\_shop\_Draw\_0

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gml\_Object\_obj\_heart\_player\_response\_sell\_shop\_Other\_10

gml\_Object\_obj\_heart\_sell\_screen\_shop\_Create\_0

gml\_Object\_obj\_heart\_sell\_screen\_shop\_Step\_0

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gml\_Object\_obj\_heart\_sell\_screen\_shop\_Other\_11

gml\_Object\_obj\_heart\_sell\_screen\_shop\_Other\_10

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gml\_Object\_obj\_text\_sell\_confirmation\_shop\_Create\_0

gml\_Object\_obj\_text\_sell\_confirmation\_shop\_Draw\_0

gml\_Object\_obj\_author\_head\_shop\_Create\_0

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gml\_Object\_obj\_author\_head\_shop\_Other\_10

gml\_Object\_obj\_author\_torso\_shop\_Create\_0

gml\_Object\_obj\_author\_torso\_shop\_Step\_2

gml\_Object\_obj\_author\_torso\_shop\_Other\_7

gml\_Object\_obj\_honeydew\_bear\_shop\_Create\_0

gml\_Object\_obj\_honeydew\_bear\_shop\_Step\_2

gml\_Object\_obj\_honeydew\_bear\_shop\_Other\_7

gml\_Object\_obj\_wild\_east\_blackjack\_shop\_Create\_0

gml\_Object\_obj\_wild\_east\_blackjack\_shop\_Step\_2

gml\_Object\_obj\_wild\_east\_blackjack\_shop\_Other\_7

gml\_Object\_obj\_steamworks\_vendy\_shop\_Create\_0

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gml\_Object\_obj\_steamworks\_vendy\_shop\_Other\_7

gml\_Object\_obj\_quote\_battle\_slither\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_slither\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_slither\_a\_Draw\_0

gml\_Object\_obj\_wild\_east\_dina\_body\_shop\_Create\_0

gml\_Object\_obj\_doorway\_secret\_study\_Collision\_obj\_pl

gml\_Object\_obj\_macro\_froggit\_room\_shutter\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_2\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_2\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_2\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_2\_Draw\_73

gml\_Object\_obj\_blackout\_overworld\_2\_Create\_0

gml\_Object\_obj\_blackout\_overworld\_2\_Other\_5

gml\_Object\_obj\_blackout\_overworld\_2\_Draw\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_2\_Create\_0

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gml\_Object\_obj\_heart\_initiate\_battle\_quick\_2\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_2\_Draw\_73

gml\_Object\_obj\_heart\_initiate\_battle\_quick\_2\_Draw\_0

gml\_Object\_obj\_heart\_initiate\_battle\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_Alarm\_1

gml\_Object\_obj\_heart\_initiate\_battle\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_Step\_2

gml\_Object\_obj\_heart\_initiate\_battle\_Step\_0

gml\_Object\_obj\_heart\_initiate\_battle\_Draw\_0

gml\_Object\_obj\_exclamation\_mark\_Create\_0

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gml\_Object\_obj\_exclamation\_mark\_Step\_2

gml\_Object\_obj\_exclamation\_mark\_Step\_0

gml\_Object\_obj\_exclamation\_mark\_Other\_7

gml\_Object\_obj\_exclamation\_mark\_fake\_Create\_0

gml\_Object\_obj\_exclamation\_mark\_fake\_Alarm\_0

gml\_Object\_obj\_exclamation\_mark\_fake\_Step\_2

gml\_Object\_obj\_exclamation\_mark\_fake\_Other\_7

gml\_Object\_obj\_surface\_drawer\_Create\_0

gml\_Object\_obj\_surface\_drawer\_Destroy\_0

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gml\_Object\_obj\_surface\_drawer\_Draw\_72

gml\_Object\_obj\_surface\_drawer\_Draw\_0

gml\_Object\_obj\_screenshake\_battle\_Create\_0

gml\_Object\_obj\_screenshake\_battle\_Destroy\_0

gml\_Object\_obj\_screenshake\_battle\_Step\_0

gml\_Object\_obj\_debug\_overworld\_Create\_0

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gml\_Object\_obj\_debug\_overworld\_Other\_10

gml\_Object\_obj\_debug\_overworld\_Draw\_0

gml\_Object\_obj\_debug\_overworld\_old\_Create\_0

gml\_Object\_obj\_debug\_overworld\_old\_Step\_1

gml\_Object\_obj\_debug\_overworld\_old\_Draw\_0

gml\_Object\_obj\_chem\_05\_floor\_melt\_front\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_3\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_3\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_3\_Draw\_0

gml\_Object\_obj\_text\_use\_item\_selection\_pause\_screen\_overworld\_Create\_0

gml\_Object\_obj\_text\_use\_item\_selection\_pause\_screen\_overworld\_Alarm\_0

gml\_Object\_obj\_text\_use\_item\_selection\_pause\_screen\_overworld\_Step\_0

gml\_Object\_obj\_text\_use\_item\_selection\_pause\_screen\_overworld\_Draw\_0

gml\_Object\_obj\_text\_info\_item\_selection\_pause\_screen\_overworld\_Create\_0

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gml\_Object\_obj\_text\_info\_item\_selection\_pause\_screen\_overworld\_Draw\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_screen\_Create\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_screen\_Alarm\_0

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gml\_Object\_obj\_death\_screen\_fade\_out\_screen\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_7\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_7\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_geno\_7\_Step\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_retry\_screen\_Create\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_retry\_screen\_Alarm\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_retry\_screen\_Step\_0

gml\_Object\_obj\_death\_screen\_fade\_out\_retry\_screen\_Draw\_0

gml\_Object\_obj\_death\_fade\_in\_screen\_Create\_0

gml\_Object\_obj\_death\_fade\_in\_screen\_Step\_0

gml\_Object\_obj\_death\_fade\_in\_screen\_Draw\_0

gml\_Object\_obj\_heart\_death\_screen\_red\_split\_Create\_0

gml\_Object\_obj\_heart\_death\_screen\_red\_split\_Alarm\_1

gml\_Object\_obj\_heart\_death\_screen\_red\_split\_Alarm\_0

gml\_Object\_obj\_cutscene\_hotland\_03b\_Create\_0

gml\_Object\_obj\_cutscene\_hotland\_03b\_Step\_0

gml\_Object\_obj\_heart\_death\_screen\_split\_Create\_0

gml\_Object\_obj\_heart\_death\_screen\_split\_Alarm\_1

gml\_Object\_obj\_heart\_death\_screen\_split\_Alarm\_0

gml\_Object\_obj\_heart\_death\_screen\_broken\_shard\_Create\_0

gml\_Object\_obj\_heart\_death\_screen\_broken\_shard\_Step\_0

gml\_Object\_obj\_heart\_death\_screen\_broken\_shard\_Other\_0

gml\_Object\_obj\_game\_over\_Create\_0

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gml\_Object\_obj\_game\_over\_Alarm\_0

gml\_Object\_obj\_game\_over\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_parent\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_parent\_Draw\_0

gml\_Object\_obj\_game\_over\_text\_Create\_0

gml\_Object\_obj\_game\_over\_text\_Step\_0

gml\_Object\_obj\_game\_over\_text\_Draw\_0

gml\_Object\_obj\_game\_over\_choice\_Create\_0

gml\_Object\_obj\_game\_over\_choice\_Step\_0

gml\_Object\_obj\_game\_over\_choice\_Draw\_0

gml\_Object\_obj\_death\_screen\_generator\_Create\_0

gml\_Object\_obj\_death\_screen\_generator\_Step\_0

gml\_Object\_obj\_quote\_bubble\_battle\_Draw\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_Create\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_Destroy\_0

gml\_Object\_obj\_steamworks\_22\_energy\_ball\_Step\_0

gml\_Object\_obj\_flowey\_intro\_yellow\_Create\_0

gml\_Object\_obj\_flowey\_intro\_yellow\_Step\_2

gml\_Object\_obj\_flowey\_intro\_yellow\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_weakpoint\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_organic\_weakpoint\_Step\_0

gml\_Object\_obj\_flier\_a\_Create\_0

gml\_Object\_obj\_flier\_a\_Step\_0

gml\_Object\_obj\_flier\_b\_Create\_0

gml\_Object\_obj\_flier\_b\_Step\_0

gml\_Object\_obj\_flier\_c\_Create\_0

gml\_Object\_obj\_flier\_c\_Step\_0

gml\_Object\_obj\_flier\_dead\_Create\_0

gml\_Object\_obj\_flier\_dead\_Alarm\_0

gml\_Object\_obj\_penilla\_head\_a\_Create\_0

gml\_Object\_obj\_penilla\_head\_a\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_bell\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_bell\_spawner\_Destroy\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_bell\_spawner\_Step\_0

gml\_Object\_obj\_penilla\_body\_a\_Create\_0

gml\_Object\_obj\_penilla\_body\_a\_Step\_0

gml\_Object\_obj\_penilla\_hands\_a\_Create\_0

gml\_Object\_obj\_penilla\_hands\_a\_Step\_0

gml\_Object\_obj\_penilla\_tail\_a\_Create\_0

gml\_Object\_obj\_penilla\_tail\_a\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_thorns\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_thorns\_Step\_0

gml\_Object\_obj\_penilla\_head\_b\_Create\_0

gml\_Object\_obj\_penilla\_head\_b\_Step\_0

gml\_Object\_obj\_penilla\_body\_b\_Create\_0

gml\_Object\_obj\_penilla\_body\_b\_Step\_0

gml\_Object\_obj\_penilla\_hands\_b\_Create\_0

gml\_Object\_obj\_penilla\_hands\_b\_Step\_0

gml\_Object\_obj\_penilla\_tail\_b\_Create\_0

gml\_Object\_obj\_penilla\_tail\_b\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_axis\_Create\_0

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gml\_Object\_obj\_heart\_battle\_fighting\_axis\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_axis\_Other\_25

gml\_Object\_obj\_heart\_battle\_fighting\_axis\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_boulder\_piece\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_final\_boulder\_piece\_Step\_0

gml\_Object\_obj\_penilla\_dead\_Create\_0

gml\_Object\_obj\_penilla\_dead\_Alarm\_0

gml\_Object\_obj\_sweet\_corn\_cob\_a\_Create\_0

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gml\_Object\_obj\_sweet\_corn\_husk\_a\_Create\_0

gml\_Object\_obj\_sweet\_corn\_husk\_a\_Step\_0

gml\_Object\_obj\_sweet\_corn\_cob\_b\_Create\_0

gml\_Object\_obj\_sweet\_corn\_cob\_b\_Step\_0

gml\_Object\_obj\_sweet\_corn\_husk\_b\_Create\_0

gml\_Object\_obj\_sweet\_corn\_husk\_b\_Step\_0

gml\_Object\_obj\_sweet\_corn\_dead\_Create\_0

gml\_Object\_obj\_sweet\_corn\_dead\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_fight\_Create\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_fight\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_screen\_glitch\_fight\_Draw\_64

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_recreator\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_p1\_lantern\_recreator\_Alarm\_0

gml\_Object\_obj\_crispy\_scroll\_head\_a\_Create\_0

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gml\_Object\_obj\_crispy\_scroll\_head\_a\_Step\_0

gml\_Object\_obj\_crispy\_scroll\_back\_a\_Create\_0

gml\_Object\_obj\_crispy\_scroll\_back\_a\_Step\_2

gml\_Object\_obj\_crispy\_scroll\_back\_a\_Step\_0

gml\_Object\_obj\_crispy\_scroll\_hand\_left\_a\_Create\_0

gml\_Object\_obj\_crispy\_scroll\_hand\_left\_a\_Step\_2

gml\_Object\_obj\_crispy\_scroll\_hand\_left\_a\_Step\_0

gml\_Object\_obj\_crispy\_scroll\_hand\_right\_a\_Create\_0

gml\_Object\_obj\_crispy\_scroll\_hand\_right\_a\_Step\_2

gml\_Object\_obj\_crispy\_scroll\_hand\_right\_a\_Step\_0

gml\_Object\_obj\_macro\_froggit\_green\_shader\_Create\_0

gml\_Object\_obj\_macro\_froggit\_green\_shader\_Step\_0

gml\_Object\_obj\_macro\_froggit\_green\_shader\_Draw\_0

gml\_Object\_obj\_crispy\_scroll\_dead\_Create\_0

gml\_Object\_obj\_crispy\_scroll\_dead\_Alarm\_0

gml\_Object\_obj\_rorrim\_body\_a\_Create\_0

gml\_Object\_obj\_rorrim\_body\_a\_Step\_2

gml\_Object\_obj\_rorrim\_body\_a\_Step\_0

gml\_Object\_obj\_rorrim\_hand\_left\_a\_Create\_0

gml\_Object\_obj\_rorrim\_hand\_left\_a\_Step\_0

gml\_Object\_obj\_rorrim\_hand\_right\_a\_Create\_0

gml\_Object\_obj\_rorrim\_hand\_right\_a\_Step\_0

gml\_Object\_obj\_axis\_chase\_flashing\_arrow\_Create\_0

gml\_Object\_obj\_rorrim\_dead\_Create\_0

gml\_Object\_obj\_rorrim\_dead\_Alarm\_0

gml\_Object\_obj\_decibat\_eyes\_opening\_Create\_0

gml\_Object\_obj\_decibat\_eyes\_opening\_Step\_0

gml\_Object\_obj\_decibat\_eyes\_opening\_Other\_7

gml\_Object\_obj\_decibat\_head\_Create\_0

gml\_Object\_obj\_decibat\_head\_Alarm\_0

gml\_Object\_obj\_decibat\_head\_Step\_2

gml\_Object\_obj\_decibat\_head\_Step\_0

gml\_Object\_obj\_decibat\_body\_intro\_Create\_0

gml\_Object\_obj\_decibat\_body\_intro\_Alarm\_2

gml\_Object\_obj\_decibat\_body\_intro\_Alarm\_1

gml\_Object\_obj\_decibat\_body\_intro\_Alarm\_0

gml\_Object\_obj\_decibat\_body\_intro\_Step\_0

gml\_Object\_obj\_decibat\_body\_Create\_0

gml\_Object\_obj\_decibat\_body\_Step\_2

gml\_Object\_obj\_decibat\_body\_Step\_0

gml\_Object\_obj\_decibat\_dead\_Create\_0

gml\_Object\_obj\_decibat\_dead\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_decibat\_Create\_0

gml\_Object\_obj\_heart\_initiate\_battle\_decibat\_Alarm\_2

gml\_Object\_obj\_heart\_initiate\_battle\_decibat\_Alarm\_1

gml\_Object\_obj\_heart\_initiate\_battle\_decibat\_Alarm\_0

gml\_Object\_obj\_heart\_initiate\_battle\_decibat\_Step\_0

gml\_Object\_obj\_petal\_generator\_phase\_2\_Create\_0

gml\_Object\_obj\_petal\_generator\_phase\_2\_Step\_0

gml\_Object\_obj\_petal\_generator\_phase\_2\_Draw\_0

gml\_Object\_obj\_dalv\_head\_Create\_0

gml\_Object\_obj\_dalv\_head\_Destroy\_0

gml\_Object\_obj\_dalv\_head\_Step\_2

gml\_Object\_obj\_dalv\_head\_Step\_0

gml\_Object\_obj\_dunes\_42b\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_42b\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_dalv\_head\_shadow\_Other\_10

gml\_Object\_obj\_pickaxe\_Create\_0

gml\_Object\_obj\_pickaxe\_Step\_0

gml\_Object\_obj\_dalv\_neck\_Create\_0

gml\_Object\_obj\_dalv\_neck\_Step\_2

gml\_Object\_obj\_dalv\_neck\_Step\_0

gml\_Object\_obj\_dalv\_body\_Create\_0

gml\_Object\_obj\_dalv\_body\_Step\_0

gml\_Object\_obj\_dalv\_body\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_fly\_bullet\_Step\_0

gml\_Object\_obj\_dalv\_dead\_Create\_0

gml\_Object\_obj\_dalv\_dead\_Alarm\_0

gml\_Object\_obj\_dalv\_dead\_Step\_0

gml\_Object\_obj\_micro\_froggit\_Create\_0

gml\_Object\_obj\_micro\_froggit\_Alarm\_0

gml\_Object\_obj\_micro\_froggit\_Step\_0

gml\_Object\_obj\_micro\_froggit\_dead\_Create\_0

gml\_Object\_obj\_micro\_froggit\_dead\_Alarm\_0

gml\_Object\_obj\_steamworks\_29\_controller\_pacifist\_Create\_0

gml\_Object\_obj\_steamworks\_29\_controller\_pacifist\_Step\_0

gml\_Object\_obj\_steamworks\_29\_controller\_pacifist\_Other\_76

gml\_Object\_obj\_dunebud\_a\_Create\_0

gml\_Object\_obj\_dunebud\_a\_Step\_0

gml\_Object\_obj\_dunebud\_a\_Other\_10

gml\_Object\_obj\_dunebud\_a\_Other\_7

gml\_Object\_obj\_dunebud\_dead\_Create\_0

gml\_Object\_obj\_dunebud\_dead\_Alarm\_0

gml\_Object\_obj\_steamworks\_factory\_elevator\_Create\_0

gml\_Object\_obj\_steamworks\_factory\_elevator\_Alarm\_0

gml\_Object\_obj\_steamworks\_factory\_elevator\_Step\_0

gml\_Object\_obj\_steamworks\_factory\_elevator\_Draw\_73

gml\_Object\_obj\_cactony\_body\_a\_Create\_0

gml\_Object\_obj\_cactony\_body\_a\_Destroy\_0

gml\_Object\_obj\_cactony\_body\_a\_Step\_0

gml\_Object\_obj\_cactony\_body\_shadow\_a\_Other\_10

gml\_Object\_obj\_cactony\_arm\_left\_a\_Create\_0

gml\_Object\_obj\_cactony\_arm\_left\_a\_Destroy\_0

gml\_Object\_obj\_cactony\_arm\_left\_a\_Step\_2

gml\_Object\_obj\_cactony\_arm\_left\_a\_Step\_0

gml\_Object\_obj\_cactony\_arm\_left\_shadow\_a\_Other\_10

gml\_Object\_obj\_cactony\_arm\_right\_a\_Create\_0

gml\_Object\_obj\_cactony\_arm\_right\_a\_Destroy\_0

gml\_Object\_obj\_cactony\_arm\_right\_a\_Step\_2

gml\_Object\_obj\_cactony\_arm\_right\_a\_Step\_0

gml\_Object\_obj\_cactony\_arm\_right\_shadow\_a\_Other\_10

gml\_Object\_obj\_cactony\_dead\_Create\_0

gml\_Object\_obj\_cactony\_dead\_Alarm\_0

gml\_Object\_obj\_bowll\_head\_a\_Create\_0

gml\_Object\_obj\_bowll\_head\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_head\_a\_Alarm\_0

gml\_Object\_obj\_bowll\_head\_a\_Step\_2

gml\_Object\_obj\_bowll\_head\_a\_Step\_0

gml\_Object\_obj\_bowll\_head\_a\_Other\_25

gml\_Object\_obj\_bowll\_head\_a\_Other\_11

gml\_Object\_obj\_bowll\_head\_a\_Other\_10

gml\_Object\_obj\_bowll\_head\_a\_Other\_7

gml\_Object\_obj\_bowll\_head\_a\_Draw\_0

gml\_Object\_obj\_bowll\_head\_shadow\_a\_Other\_10

gml\_Object\_obj\_dialogue\_battle\_win\_martlet\_final\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_win\_martlet\_final\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_win\_martlet\_final\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_martlet\_final\_Draw\_0

gml\_Object\_obj\_bowll\_nostrils\_cloud\_a\_Create\_0

gml\_Object\_obj\_bowll\_nostrils\_cloud\_a\_Alarm\_0

gml\_Object\_obj\_bowll\_nostrils\_cloud\_a\_Step\_0

gml\_Object\_obj\_bowll\_body\_a\_Create\_0

gml\_Object\_obj\_bowll\_body\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_body\_a\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_collider\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_collider\_Collision\_obj\_factory\_02\_seesaw\_item

gml\_Object\_obj\_bowll\_body\_shadow\_a\_Other\_10

gml\_Object\_obj\_feisty\_four\_moray\_intro\_Create\_0

gml\_Object\_obj\_feisty\_four\_moray\_intro\_Step\_0

gml\_Object\_obj\_feisty\_four\_moray\_intro\_Other\_10

gml\_Object\_obj\_feisty\_four\_moray\_intro\_Other\_7

gml\_Object\_obj\_bowll\_leg\_fore\_front\_a\_Create\_0

gml\_Object\_obj\_bowll\_leg\_fore\_front\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_leg\_fore\_front\_a\_Step\_2

gml\_Object\_obj\_bowll\_leg\_fore\_front\_a\_Step\_0

gml\_Object\_obj\_bowll\_leg\_fore\_front\_shadow\_a\_Other\_10

gml\_Object\_obj\_bowll\_leg\_fore\_behind\_a\_Create\_0

gml\_Object\_obj\_bowll\_leg\_fore\_behind\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_leg\_fore\_behind\_a\_Step\_2

gml\_Object\_obj\_bowll\_leg\_fore\_behind\_a\_Step\_0

gml\_Object\_obj\_steamworks\_29\_box\_5\_Create\_0

gml\_Object\_obj\_steamworks\_29\_box\_5\_Step\_0

gml\_Object\_obj\_bowll\_leg\_fore\_behind\_shadow\_a\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_blue\_laser\_Step\_0

gml\_Object\_obj\_bowll\_leg\_back\_front\_a\_Create\_0

gml\_Object\_obj\_bowll\_leg\_back\_front\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_leg\_back\_front\_a\_Step\_2

gml\_Object\_obj\_bowll\_leg\_back\_front\_a\_Step\_0

gml\_Object\_obj\_factory\_03\_shaft\_intro\_Create\_0

gml\_Object\_obj\_factory\_03\_shaft\_intro\_Step\_0

gml\_Object\_obj\_factory\_03\_shaft\_intro\_Draw\_64

gml\_Object\_obj\_bowll\_leg\_back\_front\_shadow\_a\_Other\_10

gml\_Object\_obj\_ceroba\_bullet\_particle\_controller\_Create\_0

gml\_Object\_obj\_ceroba\_bullet\_particle\_controller\_Destroy\_0

gml\_Object\_obj\_ceroba\_bullet\_particle\_controller\_Step\_2

gml\_Object\_obj\_ceroba\_phase\_2\_fight\_Create\_0

gml\_Object\_obj\_ceroba\_phase\_2\_fight\_Step\_0

gml\_Object\_obj\_bowll\_leg\_back\_behind\_a\_Create\_0

gml\_Object\_obj\_bowll\_leg\_back\_behind\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_leg\_back\_behind\_a\_Step\_2

gml\_Object\_obj\_bowll\_leg\_back\_behind\_a\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_final\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_final\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_final\_Draw\_0

gml\_Object\_obj\_bowll\_leg\_back\_behind\_shadow\_a\_Other\_10

gml\_Object\_obj\_bowll\_tail\_a\_Create\_0

gml\_Object\_obj\_bowll\_tail\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_tail\_a\_Step\_2

gml\_Object\_obj\_bowll\_tail\_a\_Step\_0

gml\_Object\_obj\_bowll\_tail\_shadow\_a\_Other\_10

gml\_Object\_obj\_bowll\_tail\_shadow\_a\_Draw\_0

gml\_Object\_obj\_bowll\_sparkles\_Create\_0

gml\_Object\_obj\_bowll\_sparkles\_Step\_0

gml\_Object\_obj\_bowll\_sparkles\_Other\_7

gml\_Object\_obj\_bowll\_doggo\_a\_Create\_0

gml\_Object\_obj\_bowll\_doggo\_a\_Destroy\_0

gml\_Object\_obj\_bowll\_doggo\_a\_Step\_0

gml\_Object\_obj\_bowll\_doggo\_a\_Other\_7

gml\_Object\_obj\_wanda\_npc\_Step\_0

gml\_Object\_obj\_bowll\_doggo\_shadow\_a\_Other\_10

gml\_Object\_obj\_bowll\_doggo\_shadow\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_2\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turrets\_2\_Step\_0

gml\_Object\_obj\_bowll\_dead\_Create\_0

gml\_Object\_obj\_bowll\_dead\_Alarm\_0

gml\_Object\_obj\_el\_bailador\_neutral\_Create\_0

gml\_Object\_obj\_el\_bailador\_neutral\_Step\_2

gml\_Object\_obj\_el\_bailador\_neutral\_Step\_0

gml\_Object\_obj\_el\_bailador\_neutral\_Other\_10

gml\_Object\_obj\_el\_bailador\_dead\_Create\_0

gml\_Object\_obj\_el\_bailador\_dead\_Alarm\_0

gml\_Object\_obj\_dummy\_training\_dummy\_Create\_0

gml\_Object\_obj\_dummy\_training\_dummy\_Step\_0

gml\_Object\_obj\_dummy\_training\_hat\_Create\_0

gml\_Object\_obj\_dummy\_training\_hat\_Alarm\_0

gml\_Object\_obj\_dummy\_training\_hat\_Step\_2

gml\_Object\_obj\_dummy\_training\_hat\_Other\_0

gml\_Object\_obj\_flowergirls\_dead\_Create\_0

gml\_Object\_obj\_flowergirls\_dead\_Alarm\_0

gml\_Object\_obj\_mansion\_kanako\_dresser\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_surround\_flame\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_surround\_flame\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_surround\_flame\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_surround\_flame\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_surround\_flame\_Draw\_0

gml\_Object\_obj\_violetta\_body\_Create\_0

gml\_Object\_obj\_violetta\_body\_Alarm\_0

gml\_Object\_obj\_violetta\_body\_Step\_2

gml\_Object\_obj\_violetta\_body\_Step\_1

gml\_Object\_obj\_violetta\_body\_Step\_0

gml\_Object\_obj\_violetta\_body\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_flies\_bullet\_hell\_creator\_Step\_0

gml\_Object\_obj\_rosa\_body\_Create\_0

gml\_Object\_obj\_rosa\_body\_Step\_2

gml\_Object\_obj\_rosa\_body\_Step\_1

gml\_Object\_obj\_rosa\_body\_Step\_0

gml\_Object\_obj\_rosa\_body\_Other\_7

gml\_Object\_obj\_pedla\_body\_Create\_0

gml\_Object\_obj\_pedla\_body\_Step\_2

gml\_Object\_obj\_pedla\_body\_Step\_1

gml\_Object\_obj\_pedla\_body\_Step\_0

gml\_Object\_obj\_pedla\_body\_Other\_7

gml\_Object\_obj\_insomnitot\_body\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_body\_a\_Destroy\_0

gml\_Object\_obj\_insomnitot\_body\_a\_Alarm\_0

gml\_Object\_obj\_insomnitot\_body\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_body\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_body\_a\_Other\_11

gml\_Object\_obj\_insomnitot\_body\_a\_Other\_10

gml\_Object\_obj\_insomnitot\_body\_shadow\_a\_Other\_10

gml\_Object\_obj\_newhome\_03\_pacifist\_music\_player\_Create\_0

gml\_Object\_obj\_newhome\_03\_pacifist\_music\_player\_Alarm\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_a\_Destroy\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_ear\_left\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_shadow\_a\_Other\_10

gml\_Object\_obj\_insomnitot\_ear\_right\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_a\_Destroy\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_ear\_right\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_shadow\_a\_Other\_10

gml\_Object\_obj\_insomnitot\_foot\_left\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_foot\_left\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_foot\_left\_a\_Step\_0

gml\_Object\_obj\_feisty\_four\_ace\_arm\_Create\_0

gml\_Object\_obj\_feisty\_four\_ace\_arm\_Other\_10

gml\_Object\_obj\_feisty\_four\_ace\_arm\_Draw\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_mask\_Create\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_mask\_Alarm\_0

gml\_Object\_obj\_ceroba\_dead\_pacifist\_mask\_Other\_7

gml\_Object\_obj\_insomnitot\_foot\_right\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_foot\_right\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_foot\_right\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_face\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_face\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_face\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_face\_a\_Other\_7

gml\_Object\_obj\_insomnitot\_bubble\_a\_Create\_0

gml\_Object\_obj\_insomnitot\_bubble\_a\_Alarm\_0

gml\_Object\_obj\_insomnitot\_bubble\_a\_Step\_2

gml\_Object\_obj\_insomnitot\_bubble\_a\_Step\_0

gml\_Object\_obj\_insomnitot\_body\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_body\_b\_Destroy\_0

gml\_Object\_obj\_insomnitot\_body\_b\_Alarm\_0

gml\_Object\_obj\_insomnitot\_body\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_body\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_body\_b\_Other\_11

gml\_Object\_obj\_insomnitot\_body\_b\_Other\_10

gml\_Object\_obj\_insomnitot\_body\_shadow\_b\_Other\_10

gml\_Object\_obj\_insomnitot\_ear\_left\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_b\_Destroy\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_ear\_left\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_ear\_left\_shadow\_b\_Other\_10

gml\_Object\_obj\_insomnitot\_ear\_right\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_b\_Destroy\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_ear\_right\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_ear\_right\_shadow\_b\_Other\_10

gml\_Object\_obj\_insomnitot\_foot\_left\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_foot\_left\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_foot\_left\_b\_Step\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_3\_Create\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_3\_Step\_0

gml\_Object\_obj\_martlet\_final\_overworld\_cutscene\_3\_Draw\_73

gml\_Object\_obj\_insomnitot\_foot\_right\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_foot\_right\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_foot\_right\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_face\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_face\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_face\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_face\_b\_Other\_7

gml\_Object\_obj\_insomnitot\_bubble\_b\_Create\_0

gml\_Object\_obj\_insomnitot\_bubble\_b\_Alarm\_0

gml\_Object\_obj\_insomnitot\_bubble\_b\_Step\_2

gml\_Object\_obj\_insomnitot\_bubble\_b\_Step\_0

gml\_Object\_obj\_insomnitot\_dead\_Create\_0

gml\_Object\_obj\_insomnitot\_dead\_Alarm\_0

gml\_Object\_obj\_know\_cone\_body\_a\_Create\_0

gml\_Object\_obj\_know\_cone\_body\_a\_Step\_0

gml\_Object\_obj\_know\_cone\_hand\_left\_a\_Create\_0

gml\_Object\_obj\_know\_cone\_hand\_left\_a\_Step\_2

gml\_Object\_obj\_know\_cone\_hand\_left\_a\_Step\_0

gml\_Object\_obj\_know\_cone\_hand\_right\_a\_Create\_0

gml\_Object\_obj\_know\_cone\_hand\_right\_a\_Step\_2

gml\_Object\_obj\_know\_cone\_hand\_right\_a\_Step\_0

gml\_Object\_obj\_know\_cone\_ball\_a\_Create\_0

gml\_Object\_obj\_know\_cone\_ball\_a\_Step\_2

gml\_Object\_obj\_know\_cone\_ball\_a\_Step\_0

gml\_Object\_obj\_know\_cone\_body\_b\_Create\_0

gml\_Object\_obj\_know\_cone\_body\_b\_Step\_0

gml\_Object\_obj\_know\_cone\_hand\_left\_b\_Create\_0

gml\_Object\_obj\_know\_cone\_hand\_left\_b\_Step\_2

gml\_Object\_obj\_know\_cone\_hand\_left\_b\_Step\_0

gml\_Object\_obj\_know\_cone\_hand\_right\_b\_Create\_0

gml\_Object\_obj\_know\_cone\_hand\_right\_b\_Step\_2

gml\_Object\_obj\_know\_cone\_hand\_right\_b\_Step\_0

gml\_Object\_obj\_know\_cone\_ball\_b\_Create\_0

gml\_Object\_obj\_know\_cone\_ball\_b\_Step\_2

gml\_Object\_obj\_know\_cone\_ball\_b\_Step\_0

gml\_Object\_obj\_know\_cone\_dead\_Create\_0

gml\_Object\_obj\_know\_cone\_dead\_Alarm\_0

gml\_Object\_obj\_know\_cone\_ball\_dead\_Create\_0

gml\_Object\_obj\_know\_cone\_ball\_dead\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_object\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_object\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_final\_object\_Step\_0

gml\_Object\_obj\_frostermit\_head\_a\_Create\_0

gml\_Object\_obj\_frostermit\_head\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_head\_a\_Step\_2

gml\_Object\_obj\_frostermit\_head\_a\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_falling\_bells\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_droop\_generator\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_droop\_generator\_Step\_0

gml\_Object\_obj\_frostermit\_head\_shadow\_a\_Other\_10

gml\_Object\_obj\_frostermit\_body\_a\_Create\_0

gml\_Object\_obj\_frostermit\_body\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_body\_a\_Alarm\_0

gml\_Object\_obj\_frostermit\_body\_a\_Step\_2

gml\_Object\_obj\_frostermit\_body\_a\_Step\_0

gml\_Object\_obj\_frostermit\_body\_a\_Other\_7

gml\_Object\_obj\_frostermit\_body\_shadow\_a\_Other\_10

gml\_Object\_obj\_frostermit\_claw\_left\_a\_Create\_0

gml\_Object\_obj\_frostermit\_claw\_left\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_claw\_left\_a\_Step\_2

gml\_Object\_obj\_frostermit\_claw\_left\_a\_Step\_0

gml\_Object\_obj\_frostermit\_claw\_left\_shadow\_a\_Other\_10

gml\_Object\_obj\_frostermit\_claw\_right\_a\_Create\_0

gml\_Object\_obj\_frostermit\_claw\_right\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_claw\_right\_a\_Step\_2

gml\_Object\_obj\_frostermit\_claw\_right\_a\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_conductor\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_conductor\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_conductor\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_frog\_choir\_conductor\_Other\_76

gml\_Object\_obj\_frostermit\_claw\_right\_shadow\_a\_Other\_10

gml\_Object\_obj\_frostermit\_leg\_right\_a\_Create\_0

gml\_Object\_obj\_frostermit\_leg\_right\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_leg\_right\_a\_Step\_2

gml\_Object\_obj\_frostermit\_leg\_right\_a\_Step\_0

gml\_Object\_obj\_frostermit\_leg\_right\_shadow\_a\_Other\_10

gml\_Object\_obj\_heart\_battle\_menu\_fake\_martlet\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_fake\_martlet\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_menu\_fake\_martlet\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_fake\_martlet\_Other\_10

gml\_Object\_obj\_frostermit\_leg\_right\_2\_a\_Create\_0

gml\_Object\_obj\_frostermit\_leg\_right\_2\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_leg\_right\_2\_a\_Step\_2

gml\_Object\_obj\_frostermit\_leg\_right\_2\_a\_Step\_0

gml\_Object\_obj\_frostermit\_leg\_right\_2\_shadow\_a\_Other\_10

gml\_Object\_obj\_guardener\_verlet\_wind\_Create\_0

gml\_Object\_obj\_guardener\_verlet\_wind\_Alarm\_0

gml\_Object\_obj\_guardener\_verlet\_wind\_Step\_0

gml\_Object\_obj\_frostermit\_leg\_right\_3\_a\_Create\_0

gml\_Object\_obj\_frostermit\_leg\_right\_3\_a\_Destroy\_0

gml\_Object\_obj\_frostermit\_leg\_right\_3\_a\_Step\_2

gml\_Object\_obj\_frostermit\_leg\_right\_3\_a\_Step\_0

gml\_Object\_obj\_frostermit\_leg\_right\_3\_shadow\_a\_Other\_10

gml\_Object\_obj\_frostermit\_dead\_Create\_0

gml\_Object\_obj\_frostermit\_dead\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_creator\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_audience\_creator\_Draw\_0

gml\_Object\_obj\_trihecta\_together\_Create\_0

gml\_Object\_obj\_trihecta\_together\_Step\_0

gml\_Object\_obj\_trihecta\_together\_Other\_10

gml\_Object\_obj\_trihecta\_together\_Other\_7

gml\_Object\_obj\_trihecta\_dead\_Create\_0

gml\_Object\_obj\_trihecta\_dead\_Alarm\_0

gml\_Object\_obj\_tri\_separated\_Create\_0

gml\_Object\_obj\_tri\_separated\_Step\_0

gml\_Object\_obj\_tri\_dead\_Create\_0

gml\_Object\_obj\_tri\_dead\_Alarm\_0

gml\_Object\_obj\_hec\_separated\_Create\_0

gml\_Object\_obj\_hec\_separated\_Step\_0

gml\_Object\_obj\_hec\_dead\_Create\_0

gml\_Object\_obj\_hec\_dead\_Alarm\_0

gml\_Object\_obj\_ta\_separated\_Create\_0

gml\_Object\_obj\_ta\_separated\_Step\_0

gml\_Object\_obj\_steamworks\_13\_controller\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_13\_controller\_neutral\_Step\_0

gml\_Object\_obj\_ta\_dead\_Create\_0

gml\_Object\_obj\_ta\_dead\_Alarm\_0

gml\_Object\_obj\_martlet\_head\_Create\_0

gml\_Object\_obj\_martlet\_head\_Destroy\_0

gml\_Object\_obj\_martlet\_head\_Step\_2

gml\_Object\_obj\_martlet\_head\_Step\_0

gml\_Object\_obj\_martlet\_head\_shadow\_Other\_10

gml\_Object\_obj\_martlet\_attack\_block\_hurt\_Create\_0

gml\_Object\_obj\_martlet\_attack\_block\_hurt\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_smoke\_puff\_axis\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_smoke\_puff\_axis\_Step\_0

gml\_Object\_obj\_chem\_03\_sticky\_notes\_Create\_0

gml\_Object\_obj\_chem\_03\_sticky\_notes\_Step\_0

gml\_Object\_obj\_martlet\_body\_Create\_0

gml\_Object\_obj\_martlet\_body\_Destroy\_0

gml\_Object\_obj\_martlet\_body\_Step\_0

gml\_Object\_obj\_martlet\_body\_Other\_11

gml\_Object\_obj\_martlet\_body\_Other\_10

gml\_Object\_obj\_ceroba\_transform\_slowdown\_Create\_0

gml\_Object\_obj\_ceroba\_transform\_slowdown\_Destroy\_0

gml\_Object\_obj\_ceroba\_transform\_slowdown\_Step\_0

gml\_Object\_obj\_ceroba\_transform\_slowdown\_Draw\_0

gml\_Object\_obj\_martlet\_body\_shadow\_Other\_10

gml\_Object\_obj\_flowey\_world\_lever\_fake\_Create\_0

gml\_Object\_obj\_flowey\_world\_lever\_fake\_Step\_0

gml\_Object\_obj\_martlet\_hand\_left\_Create\_0

gml\_Object\_obj\_martlet\_hand\_left\_Destroy\_0

gml\_Object\_obj\_martlet\_hand\_left\_Step\_2

gml\_Object\_obj\_martlet\_hand\_left\_Step\_0

gml\_Object\_obj\_martlet\_hand\_left\_shadow\_Other\_10

gml\_Object\_obj\_martlet\_hand\_right\_Create\_0

gml\_Object\_obj\_martlet\_hand\_right\_Destroy\_0

gml\_Object\_obj\_martlet\_hand\_right\_Step\_2

gml\_Object\_obj\_martlet\_hand\_right\_Step\_0

gml\_Object\_obj\_martlet\_hand\_right\_shadow\_Other\_10

gml\_Object\_obj\_martlet\_g\_head\_Create\_0

gml\_Object\_obj\_martlet\_g\_head\_Destroy\_0

gml\_Object\_obj\_martlet\_g\_head\_Step\_2

gml\_Object\_obj\_martlet\_g\_head\_Step\_0

gml\_Object\_obj\_martlet\_g\_head\_shadow\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arrow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arrow\_Step\_0

gml\_Object\_obj\_martlet\_g\_body\_Create\_0

gml\_Object\_obj\_martlet\_g\_body\_Destroy\_0

gml\_Object\_obj\_martlet\_g\_body\_Step\_2

gml\_Object\_obj\_martlet\_g\_body\_Step\_0

gml\_Object\_obj\_martlet\_g\_body\_Other\_25

gml\_Object\_obj\_martlet\_g\_body\_Other\_11

gml\_Object\_obj\_martlet\_g\_body\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_super\_ball\_1\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_super\_ball\_1\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_super\_ball\_1\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_super\_ball\_1\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_super\_ball\_1\_creator\_Step\_0

gml\_Object\_obj\_martlet\_g\_body\_shadow\_Other\_10

gml\_Object\_obj\_martlet\_g\_hand\_left\_Create\_0

gml\_Object\_obj\_martlet\_g\_hand\_left\_Destroy\_0

gml\_Object\_obj\_martlet\_g\_hand\_left\_Step\_2

gml\_Object\_obj\_martlet\_g\_hand\_left\_Step\_0

gml\_Object\_obj\_martlet\_g\_hand\_left\_shadow\_Other\_10

gml\_Object\_obj\_intermission\_raft\_Create\_0

gml\_Object\_obj\_martlet\_g\_hand\_right\_Create\_0

gml\_Object\_obj\_martlet\_g\_hand\_right\_Destroy\_0

gml\_Object\_obj\_martlet\_g\_hand\_right\_Step\_2

gml\_Object\_obj\_martlet\_g\_hand\_right\_Step\_0

gml\_Object\_obj\_martlet\_g\_hand\_right\_shadow\_Other\_10

gml\_Object\_obj\_martlet\_final\_transformation\_effect\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_pillars\_Step\_0

gml\_Object\_obj\_martlet\_g\_fight\_mode\_Create\_0

gml\_Object\_obj\_martlet\_g\_fight\_mode\_Destroy\_0

gml\_Object\_obj\_martlet\_g\_fight\_mode\_Step\_0

gml\_Object\_obj\_martlet\_g\_fight\_mode\_Other\_7

gml\_Object\_obj\_shufflers\_rephil\_Create\_0

gml\_Object\_obj\_shufflers\_rephil\_Step\_2

gml\_Object\_obj\_masterswordremix\_body\_a\_Create\_0

gml\_Object\_obj\_masterswordremix\_body\_a\_Step\_2

gml\_Object\_obj\_masterswordremix\_body\_a\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_base\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_base\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_base\_Step\_0

gml\_Object\_obj\_masterswordremix\_sword\_a\_Create\_0

gml\_Object\_obj\_masterswordremix\_sword\_a\_Step\_2

gml\_Object\_obj\_masterswordremix\_sword\_a\_Step\_0

gml\_Object\_obj\_new\_home\_elevator\_Create\_0

gml\_Object\_obj\_new\_home\_elevator\_Alarm\_0

gml\_Object\_obj\_new\_home\_elevator\_Step\_0

gml\_Object\_obj\_new\_home\_elevator\_Other\_5

gml\_Object\_obj\_new\_home\_elevator\_Draw\_73

gml\_Object\_obj\_masterswordremix\_shield\_a\_Create\_0

gml\_Object\_obj\_masterswordremix\_shield\_a\_Step\_2

gml\_Object\_obj\_masterswordremix\_shield\_a\_Step\_0

gml\_Object\_obj\_froggit\_intro\_head\_yellow\_Create\_0

gml\_Object\_obj\_froggit\_intro\_head\_yellow\_Step\_0

gml\_Object\_obj\_froggit\_intro\_body\_yellow\_Create\_0

gml\_Object\_obj\_froggit\_intro\_body\_yellow\_Step\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_pacifist\_Create\_0

gml\_Object\_obj\_steamworks\_35\_cutscene\_pacifist\_Step\_0

gml\_Object\_obj\_ceroba\_transform\_particles\_Create\_0

gml\_Object\_obj\_ceroba\_transform\_particles\_Destroy\_0

gml\_Object\_obj\_ceroba\_transform\_particles\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_sword\_frog\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_sword\_frog\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_sword\_frog\_creator\_Step\_0

gml\_Object\_obj\_froggit\_intro\_scared\_yellow\_Create\_0

gml\_Object\_obj\_froggit\_intro\_scared\_yellow\_Alarm\_0

gml\_Object\_obj\_froggit\_intro\_scared\_yellow\_Step\_0

gml\_Object\_obj\_froggit\_intro\_dead\_yellow\_Create\_0

gml\_Object\_obj\_froggit\_intro\_dead\_yellow\_Alarm\_0

gml\_Object\_obj\_toriel\_intro\_yellow\_Create\_0

gml\_Object\_obj\_toriel\_intro\_yellow\_Step\_0

gml\_Object\_obj\_ceroba\_body\_Create\_0

gml\_Object\_obj\_ceroba\_body\_Alarm\_0

gml\_Object\_obj\_ceroba\_body\_Step\_2

gml\_Object\_obj\_ceroba\_body\_Step\_1

gml\_Object\_obj\_ceroba\_body\_Step\_0

gml\_Object\_obj\_ceroba\_body\_Other\_7

gml\_Object\_obj\_ceroba\_body\_Other\_76

gml\_Object\_obj\_ceroba\_dead\_Create\_0

gml\_Object\_obj\_ceroba\_dead\_Alarm\_0

gml\_Object\_obj\_starlo\_boss\_body\_Create\_0

gml\_Object\_obj\_starlo\_boss\_body\_Alarm\_0

gml\_Object\_obj\_starlo\_boss\_body\_Alarm\_1

gml\_Object\_obj\_starlo\_boss\_body\_Step\_0

gml\_Object\_obj\_starlo\_boss\_body\_Other\_7

gml\_Object\_obj\_starlo\_boss\_body\_outro\_Create\_0

gml\_Object\_obj\_starlo\_boss\_body\_outro\_Alarm\_0

gml\_Object\_obj\_starlo\_boss\_body\_outro\_Step\_0

gml\_Object\_obj\_starlo\_boss\_body\_outro\_Other\_7

gml\_Object\_obj\_starlo\_boss\_head\_Create\_0

gml\_Object\_obj\_starlo\_boss\_head\_Step\_2

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_parent\_yellow\_Draw\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_main\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_main\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_success\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_success\_yellow\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Other\_12

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_final\_feather\_Draw\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_failure\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_failure\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_1\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_1\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_2\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_2\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_3\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_intro\_miss\_3\_yellow\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_friendliness\_pellets\_yellow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_friendliness\_pellets\_yellow\_Step\_0

gml\_Object\_obj\_guardener\_guy\_b\_noarms\_Create\_0

gml\_Object\_obj\_guardener\_guy\_b\_noarms\_Step\_0

gml\_Object\_obj\_steamworks\_24\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_24\_controller\_Step\_0

gml\_Object\_obj\_quote\_battle\_flier\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_flier\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_flier\_a\_Draw\_0

gml\_Object\_obj\_quote\_battle\_flier\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_flier\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_flier\_b\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_Step\_0

gml\_Object\_obj\_quote\_battle\_flier\_c\_Create\_0

gml\_Object\_obj\_quote\_battle\_flier\_c\_Step\_0

gml\_Object\_obj\_quote\_battle\_flier\_c\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_parent\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_weakpoint\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_weakpoint\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_weakpoint\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_top\_left\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_top\_right\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_bottom\_left\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_bottom\_right\_Create\_0

gml\_Object\_obj\_enemy\_controller\_feisty\_four\_Create\_0

gml\_Object\_obj\_enemy\_controller\_feisty\_four\_Other\_12

gml\_Object\_obj\_enemy\_controller\_feisty\_four\_Other\_11

gml\_Object\_obj\_enemy\_controller\_feisty\_four\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_horizontal\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_horizontal\_parent\_Step\_0

gml\_Object\_obj\_dunes\_2\_gerson\_door\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_vertical\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_vertical\_parent\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_swarm\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fire\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fire\_parent\_Step\_0

gml\_Object\_obj\_new\_home\_parallax\_background\_Create\_0

gml\_Object\_obj\_new\_home\_parallax\_background\_Step\_0

gml\_Object\_obj\_new\_home\_parallax\_background\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fire\_middle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fire\_left\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_asgore\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_asgore\_Step\_1

gml\_Object\_obj\_dialogue\_battle\_asgore\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_asgore\_Step\_2

gml\_Object\_obj\_dialogue\_battle\_asgore\_Other\_10

gml\_Object\_obj\_dialogue\_battle\_asgore\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fire\_right\_Create\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_g\_Create\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_g\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_g\_Step\_0

gml\_Object\_obj\_quote\_battle\_penilla\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_penilla\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_penilla\_a\_Draw\_0

gml\_Object\_obj\_quote\_battle\_penilla\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_penilla\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_penilla\_b\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_pencil\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_pencil\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_pencil\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_drawing\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_drawing\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_drawing\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_drawing\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_2\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_penilla\_lines\_2\_Other\_7

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_mask\_penilla\_lines\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_drawing\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_drawing\_parent\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flier\_fly\_drawing\_Create\_0

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_a\_Draw\_0

gml\_Object\_obj\_ceroba\_shield\_Create\_0

gml\_Object\_obj\_ceroba\_shield\_Other\_7

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_sweet\_corn\_b\_Draw\_0

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_2\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_2\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_candy\_corn\_parent\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_candy\_corn\_parent\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_candy\_corn\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spear\_corn\_warning\_Other\_7

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_hands\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_homing\_corn\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_homing\_corn\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_homing\_corn\_Step\_0

gml\_Object\_obj\_quote\_battle\_crispy\_scroll\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_crispy\_scroll\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_crispy\_scroll\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_1\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_1\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_1\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_1\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_1\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_2\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_2\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_2\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_2\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_3\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_3\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_3\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_3\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_3\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_4\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_4\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_4\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_4\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_4\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_slash\_warning\_4\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_laser\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_laser\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_laser\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_laser\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_tub\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_tub\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_crispy\_tub\_Step\_0

gml\_Object\_obj\_quote\_battle\_rorrim\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_rorrim\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_rorrim\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_shard\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_shard\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_mirror\_shard\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_sparkle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_sparkle\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_rorrim\_sparkle\_Step\_0

gml\_Object\_obj\_quote\_battle\_decibat\_Create\_0

gml\_Object\_obj\_quote\_battle\_decibat\_Step\_0

gml\_Object\_obj\_quote\_battle\_decibat\_Draw\_0

gml\_Object\_obj\_quote\_battle\_decibat\_sparing\_Create\_0

gml\_Object\_obj\_quote\_battle\_decibat\_sparing\_Step\_1

gml\_Object\_obj\_quote\_battle\_decibat\_sparing\_Draw\_0

gml\_Object\_obj\_quote\_battle\_decibat\_flee\_Create\_0

gml\_Object\_obj\_quote\_battle\_decibat\_flee\_Step\_1

gml\_Object\_obj\_quote\_battle\_decibat\_flee\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_blue\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_blue\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_orange\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_orange\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_orange\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_creator\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_creator\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_creator\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_9\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_orange\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_orange\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_blue\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_wave\_mini\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_stalagmite\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_stalagmite\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_decibat\_stalagmite\_Step\_0

gml\_Object\_obj\_quote\_battle\_dalv\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_dalv\_Create\_0

gml\_Object\_obj\_quote\_battle\_dalv\_Step\_0

gml\_Object\_obj\_quote\_battle\_dalv\_sparing\_Create\_0

gml\_Object\_obj\_quote\_battle\_dalv\_sparing\_Step\_1

gml\_Object\_obj\_quote\_battle\_dalv\_no\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_dalv\_no\_attack\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_dual\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_dual\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_dual\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_vertical\_Other\_7

gml\_Object\_obj\_steamworks\_22\_pellet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_horizontal\_Other\_7

gml\_Object\_obj\_attack\_cycler\_ceroba\_phase\_1\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_ball\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_ball\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_ball\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_ball\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_ball\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_main\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_main\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_main\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_main\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_main\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_hand\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_hand\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_hand\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_laser\_hand\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_second\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_second\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_shift\_second\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_spinner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_bolt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_bolt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_bolt\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_lightning\_bolt\_Step\_0

gml\_Object\_obj\_axis\_shield\_only\_geno\_Create\_0

gml\_Object\_obj\_axis\_shield\_only\_geno\_Step\_0

gml\_Object\_obj\_heart\_battle\_fake\_martlet\_Create\_0

gml\_Object\_obj\_heart\_battle\_fake\_martlet\_Step\_0

gml\_Object\_obj\_quote\_battle\_micro\_froggit\_Create\_0

gml\_Object\_obj\_quote\_battle\_micro\_froggit\_Step\_0

gml\_Object\_obj\_quote\_battle\_micro\_froggit\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_spawner\_fella\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_fly\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_fly\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_fly\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_fly\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_barrage\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_barrage\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_micro\_barrage\_Step\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_dunebud\_a\_Draw\_0

gml\_Object\_obj\_newhome\_03\_effects\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_enemy\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_enemy\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_enemy\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_enemy\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_attack\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_particles\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_particles\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_chase\_particles\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_bucket\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_bucket\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_bucket\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_bucket\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_bucket\_Step\_0

gml\_Object\_obj\_flowey\_battle\_paper\_plane\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_paper\_plane\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_sandcastle\_Draw\_0

gml\_Object\_obj\_controller\_steamworks\_20\_vent\_Create\_0

gml\_Object\_obj\_controller\_steamworks\_20\_vent\_Alarm\_0

gml\_Object\_obj\_controller\_steamworks\_20\_vent\_Step\_0

gml\_Object\_obj\_controller\_steamworks\_20\_vent\_Other\_4

gml\_Object\_obj\_controller\_steamworks\_20\_vent\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_arrow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_arrow\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_arrow\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_sandcastle\_arrow\_Step\_0

gml\_Object\_obj\_oasis\_cafe\_geno\_Step\_1

gml\_Object\_obj\_oasis\_cafe\_geno\_Step\_0

gml\_Object\_obj\_oasis\_cafe\_geno\_Other\_4

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_tumbleweed\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_tumbleweed\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_tumbleweed\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dunebud\_tumbleweeds\_creator\_Other\_10

gml\_Object\_obj\_quote\_battle\_cactony\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_cactony\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_cactony\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_generator\_Other\_10

gml\_Object\_obj\_attack\_ed\_smash\_controller\_Create\_0

gml\_Object\_obj\_attack\_ed\_smash\_controller\_Destroy\_0

gml\_Object\_obj\_attack\_ed\_smash\_controller\_Alarm\_1

gml\_Object\_obj\_attack\_ed\_smash\_controller\_Alarm\_0

gml\_Object\_obj\_ceroba\_last\_hit\_impact\_Create\_0

gml\_Object\_obj\_ceroba\_last\_hit\_impact\_Alarm\_0

gml\_Object\_obj\_ceroba\_last\_hit\_impact\_Step\_0

gml\_Object\_obj\_ceroba\_last\_hit\_impact\_Draw\_73

gml\_Object\_obj\_steamworks\_29\_gardener\_bot\_fence\_Create\_0

gml\_Object\_obj\_steamworks\_29\_gardener\_bot\_fence\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_needle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_needle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_needle\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_needle\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_side\_needle\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_generator\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_needle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_needle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_needle\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_needle\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_top\_needle\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Other\_13

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Other\_12

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_white\_Draw\_0

gml\_Object\_obj\_mansion\_office\_box\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_green\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_generator\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_cactony\_needle\_green\_generator\_Step\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_blue\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_clay\_cone\_collider\_blue\_Step\_0

gml\_Object\_obj\_quote\_battle\_bowll\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_bowll\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_bowll\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_wind\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_wind\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wind\_gust\_wind\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_generator\_Other\_10

gml\_Object\_obj\_trash\_money\_steamworks\_17\_Create\_0

gml\_Object\_obj\_trash\_money\_steamworks\_17\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_marshmallow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_marshmallow\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_marshmallow\_Step\_0

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Create\_0

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Step\_0

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_ow\_controller\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_leader\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_leader\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_leader\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_leader\_Draw\_0

gml\_Object\_obj\_phone\_controls\_Create\_0

gml\_Object\_obj\_phone\_controls\_Step\_1

gml\_Object\_obj\_phone\_controls\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_slave\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_slave\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_slave\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_top\_slave\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_bottom\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_bottom\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_bottom\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_bottom\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_mug\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_liquid\_mug\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_generator\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_creator\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_destroy\_large\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_mask\_destroy\_large\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_all\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_silverware\_all\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_cape\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_cape\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_cape\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_bull\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_warning\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_dust\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bowll\_bull\_dust\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02b\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02b\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_flashback\_02b\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_bomb\_1\_Step\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_Create\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_Step\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_finale\_Create\_0

gml\_Object\_obj\_quote\_battle\_el\_bailador\_finale\_Step\_0

gml\_Object\_obj\_martlet\_attack\_glass\_shard\_Create\_0

gml\_Object\_obj\_martlet\_attack\_glass\_shard\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_stage\_master\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_stage\_master\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_stage\_master\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_stage\_master\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_stage\_master\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_smoke\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_smoke\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_dance\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_dance\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_dance\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_dance\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_dance\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_whiteout\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_whiteout\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_whiteout\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_el\_bailador\_whiteout\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_boil\_generator\_Step\_0

gml\_Object\_obj\_dialogue\_special\_Create\_0

gml\_Object\_obj\_dialogue\_special\_Alarm\_0

gml\_Object\_obj\_dialogue\_special\_Alarm\_1

gml\_Object\_obj\_dialogue\_special\_Step\_0

gml\_Object\_obj\_dialogue\_special\_Draw\_64

gml\_Object\_obj\_quote\_battle\_dummy\_training\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_dummy\_training\_pacifist\_during\_Create\_0

gml\_Object\_obj\_quote\_battle\_dummy\_training\_pacifist\_during\_Step\_0

gml\_Object\_obj\_quote\_battle\_flower\_girls\_Create\_0

gml\_Object\_obj\_quote\_battle\_flower\_girls\_Step\_0

gml\_Object\_obj\_quote\_battle\_flower\_girls\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_creator\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_base\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_base\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_base\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_base\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_blue\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_colored\_orange\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet\_bit\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_growing\_flowers\_droplet\_bit\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_creator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_green\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_green\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_green\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_falling\_flowers\_flower\_green\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flower\_jump\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_creator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_flowergirls\_spinning\_flower\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_act\_Create\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_act\_Step\_0

gml\_Object\_obj\_quote\_battle\_sousborg\_act\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_creator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_creator\_Alarm\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_collider\_Create\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_collider\_Alarm\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_collider\_Step\_0

gml\_Object\_obj\_heart\_yellow\_shot\_blast\_collider\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_boulder\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_falling\_boulders\_boulder\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_Draw\_0

gml\_Object\_obj\_martlet\_attack\_block\_Create\_0

gml\_Object\_obj\_martlet\_attack\_block\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_no\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_no\_attack\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_a\_no\_attack\_Draw\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_Draw\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_no\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_no\_attack\_Step\_0

gml\_Object\_obj\_quote\_battle\_insomnitot\_b\_no\_attack\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_sheep\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_sheep\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_sheep\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_sheep\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_sheep\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_fence\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_fence\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_fence\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_fence\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_fence\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_big\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_big\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_big\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_big\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_medium\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_medium\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_medium\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_medium\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_small\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_small\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_small\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_zzz\_small\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_insomnitot\_star\_Draw\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_a\_Draw\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_know\_cone\_b\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_weakpoint\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_yarn\_weakpoint\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_white\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_blueberry\_white\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_white\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_orange\_white\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_cherry\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_cherry\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_cherry\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_fig\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_fig\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_fig\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_fig\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_know\_cone\_fig\_Draw\_0

gml\_Object\_obj\_attack\_ed\_grab\_warning\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_warning\_Step\_0

gml\_Object\_obj\_attack\_ed\_grab\_warning\_Other\_7

gml\_Object\_obj\_quote\_battle\_frostermit\_a\_Create\_0

gml\_Object\_obj\_quote\_battle\_frostermit\_a\_Step\_0

gml\_Object\_obj\_quote\_battle\_frostermit\_a\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_snowflakes\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_snowflakes\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_snowflakes\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_Step\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_geno\_Create\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_geno\_Step\_0

gml\_Object\_obj\_heart\_main\_screen\_shop\_geno\_Other\_10

gml\_Object\_obj\_alphys\_npc\_Create\_0

gml\_Object\_obj\_alphys\_npc\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_destroy\_effect\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_energy\_ball\_boss\_destroy\_effect\_Other\_7

gml\_Object\_obj\_npc\_ceroba\_backtrack\_Create\_0

gml\_Object\_obj\_npc\_ceroba\_backtrack\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_check\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_ice\_cube\_check\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_1\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_1\_Step\_0

gml\_Object\_object1159\_Create\_0

gml\_Object\_object1159\_Destroy\_0

gml\_Object\_object1159\_Step\_2

gml\_Object\_object1159\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_horse\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_warning\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_spawner\_asgore\_warning\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_2\_Other\_10

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_coin\_Create\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_coin\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_outer\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_outer\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_outer\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_inner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_inner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_left\_3\_inner\_Other\_10

gml\_Object\_obj\_flowey\_1\_attack\_6\_tear\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_tear\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_6\_tear\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_1\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_1\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_1\_Step\_0

gml\_Object\_object1160\_Create\_0

gml\_Object\_object1160\_Destroy\_0

gml\_Object\_object1160\_Step\_2

gml\_Object\_object1160\_Step\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_Create\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_Alarm\_0

gml\_Object\_obj\_ceroba\_pillar\_warning\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_2\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_outer\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_outer\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_outer\_Other\_10

gml\_Object\_obj\_martlets\_journal\_Create\_0

gml\_Object\_obj\_martlets\_journal\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_inner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_inner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_frostermit\_pincher\_right\_3\_inner\_Other\_10

gml\_Object\_obj\_quote\_battle\_trihecta\_Create\_0

gml\_Object\_obj\_quote\_battle\_trihecta\_Step\_0

gml\_Object\_obj\_quote\_battle\_trihecta\_Draw\_0

gml\_Object\_obj\_quote\_battle\_tri\_Create\_0

gml\_Object\_obj\_quote\_battle\_tri\_Step\_0

gml\_Object\_obj\_quote\_battle\_tri\_Draw\_0

gml\_Object\_obj\_quote\_battle\_hec\_Create\_0

gml\_Object\_obj\_quote\_battle\_hec\_Step\_0

gml\_Object\_obj\_quote\_battle\_hec\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ta\_Create\_0

gml\_Object\_obj\_quote\_battle\_ta\_Step\_0

gml\_Object\_obj\_quote\_battle\_ta\_Draw\_0

gml\_Object\_part\_axis\_ball\_destroy\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_bounce\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_bounce\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_bounce\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_bounce\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_reflect\_Draw\_0

gml\_Object\_obj\_guardener\_verlet\_vine\_Create\_0

gml\_Object\_obj\_guardener\_verlet\_vine\_Step\_0

gml\_Object\_obj\_guardener\_verlet\_vine\_Draw\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_special\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_fire\_pillar\_top\_special\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_lead\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_white\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_white\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_white\_Draw\_0

gml\_Object\_obj\_npc\_hotland\_bailador\_Create\_0

gml\_Object\_obj\_npc\_hotland\_bailador\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_trihecta\_circle\_stack\_green\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_intro\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_intro\_Step\_1

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_intro\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_no\_attack\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_miss\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_2\_Create\_0

gml\_Object\_obj\_ending\_flowey\_Create\_0

gml\_Object\_obj\_ending\_flowey\_Step\_0

gml\_Object\_obj\_ending\_flowey\_Step\_2

gml\_Object\_obj\_ending\_flowey\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_arm\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_mecha\_frog\_arm\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_attack\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_hit\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_insult\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_either\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_pacifist\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_true\_pacifist\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_insult\_1\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_fake\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_fake\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_flee\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_attack\_end\_Create\_0

gml\_Object\_obj\_menu\_flowey\_pacifist\_Create\_0

gml\_Object\_obj\_menu\_flowey\_pacifist\_Alarm\_1

gml\_Object\_obj\_menu\_flowey\_pacifist\_Alarm\_0

gml\_Object\_obj\_menu\_flowey\_pacifist\_Step\_0

gml\_Object\_obj\_menu\_flowey\_pacifist\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_insult\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_insult\_end\_Step\_0

gml\_Object\_obj\_snowdin\_18\_barrel\_coffee\_bean\_Create\_0

gml\_Object\_obj\_snowdin\_18\_barrel\_coffee\_bean\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_confused\_end\_ext\_ext\_Create\_0

gml\_Object\_obj\_npc\_complex\_janitor\_Create\_0

gml\_Object\_obj\_npc\_complex\_janitor\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_during\_attack\_parent\_Destroy\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_during\_attack\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_pacifist\_during\_attack\_true\_pacifist\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_intro\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_intro\_Step\_1

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_no\_attack\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_standard\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_beams\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_beams\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_beams\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_beams\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_apologize\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_apologize\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_explosion\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_explosion\_Step\_0

gml\_Object\_obj\_text\_buy\_confirmation\_shop\_geno\_Create\_0

gml\_Object\_obj\_text\_buy\_confirmation\_shop\_geno\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_attack\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_fight\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_either\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_flee\_parent\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_fight\_end\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_checker\_Step\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t7\_mooch\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_explosion\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_genocide\_feather\_ext\_feather\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_finale\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_finale\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_finale\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_feather\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_small\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_gear\_piece\_small\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_1\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_feather\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_2\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_target\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_ff\_3\_checker\_Other\_10

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_bomb\_Step\_0

gml\_Object\_obj\_rosa\_overworld\_Create\_0

gml\_Object\_obj\_rosa\_overworld\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_feather\_Step\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_axis\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_axis\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_target\_1\_axis\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_fall\_checker\_Other\_10

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_destroy\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_destroy\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Other\_12

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_feather\_Draw\_0

gml\_Object\_obj\_flowey\_1\_controller\_base\_Create\_0

gml\_Object\_obj\_flowey\_1\_controller\_base\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_controller\_base\_Step\_0

gml\_Object\_obj\_dunes\_36\_revolver\_Create\_0

gml\_Object\_obj\_dunes\_36\_revolver\_Step\_0

gml\_Object\_obj\_attack\_cycler\_axis\_geno\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_target\_1\_axis\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_target\_1\_axis\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_target\_1\_axis\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_circle\_checker\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_explosion\_Other\_7

gml\_Object\_obj\_wild\_east\_stamp\_feisty\_Create\_0

gml\_Object\_obj\_wild\_east\_stamp\_feisty\_Alarm\_0

gml\_Object\_obj\_wild\_east\_stamp\_feisty\_Step\_0

gml\_Object\_obj\_wild\_east\_stamp\_feisty\_Draw\_73

gml\_Object\_obj\_wild\_east\_stamp\_feisty\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_feather\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_feather\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_target\_2\_axis\_Step\_0

gml\_Object\_obj\_dialogue\_axis\_hindered\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_master\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_master\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_master\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_master\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_snake\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_snake\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_snake\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_slither\_snake\_snake\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_slave\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_slave\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_warning\_slave\_Other\_7

gml\_Object\_obj\_chem\_01\_reception\_Create\_0

gml\_Object\_obj\_chem\_01\_reception\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_flytrap\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_flytrap\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_spiral\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_vertical\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_explosion\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_explosion\_Step\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_checker\_Destroy\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_feather\_flow\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_body\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_wing\_gust\_junk\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_stack\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_stack\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_stack\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_stack\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_middle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_middle\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_center\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_center\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_frame\_center\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Other\_12

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_arm\_Other\_10

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_payload\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_payload\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_payload\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_catapult\_payload\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_checker\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_junk\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_junk\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_package\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Alarm\_11

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_checker\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_feather\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_feather\_Draw\_0

gml\_Object\_obj\_steamworks\_30\_lever\_Create\_0

gml\_Object\_obj\_steamworks\_30\_lever\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_follow\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_follow\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_tornado\_follow\_Draw\_0

gml\_Object\_obj\_attack\_cycler\_parent\_Destroy\_0

gml\_Object\_obj\_attack\_cycler\_martlet\_Other\_10

gml\_Object\_obj\_quote\_battle\_shufflers\_rephil\_Create\_0

gml\_Object\_obj\_quote\_battle\_shufflers\_rephil\_Step\_0

gml\_Object\_obj\_quote\_battle\_shufflers\_rephil\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_intro\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_intro\_Step\_1

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_intro\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_outro\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_outro\_Step\_1

gml\_Object\_obj\_quote\_battle\_ceroba\_genocide\_outro\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_white\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_white\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_white\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_white\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_blue\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_blue\_Draw\_0

gml\_Object\_obj\_robot\_destroy\_explosion\_Create\_0

gml\_Object\_obj\_robot\_destroy\_explosion\_Alarm\_0

gml\_Object\_obj\_robot\_destroy\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_orange\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_orange\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_ring\_orange\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_explosion\_Other\_7

gml\_Object\_obj\_flowey\_world\_text\_Create\_0

gml\_Object\_obj\_flowey\_world\_text\_Alarm\_0

gml\_Object\_obj\_flowey\_world\_text\_Step\_0

gml\_Object\_obj\_flowey\_world\_text\_Step\_1

gml\_Object\_obj\_flowey\_world\_text\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_fireball\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_fireball\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_fireball\_Step\_0

gml\_Object\_obj\_config\_Create\_0

gml\_Object\_obj\_config\_Step\_0

gml\_Object\_obj\_config\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_spawner\_Step\_0

gml\_Object\_obj\_flashback\_intro\_border\_Step\_2

gml\_Object\_obj\_flashback\_intro\_border\_Draw\_0

gml\_Object\_obj\_flashback\_intro\_border\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_particle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_particle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_particle\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_bullet\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_bullet\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spiral\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_fire\_circle\_checker\_corrupt\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_flipped\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_flipped\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_bullet\_flipped\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_barrage\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_barrage\_warning\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_barrage\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_barrage\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_black\_hole\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_black\_hole\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_black\_hole\_dmg\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_barrage\_black\_hole\_dmg\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet\_Step\_2

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_vspike\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Alarm\_0

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Alarm\_1

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Alarm\_2

gml\_Object\_obj\_flowey\_1\_attack\_4\_head\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_bullet\_2\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_pillars\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_vortex\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_exploding\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_exploding\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_orange\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_ring\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_explosion\_Other\_7

gml\_Object\_obj\_dunes\_35b\_mr\_sir\_Create\_0

gml\_Object\_obj\_dunes\_35b\_mr\_sir\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_spray\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_spray\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_spray\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_opener\_spray\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flowers\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flowers\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flowers\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_bullet\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_jumping\_flower\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_attack\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_attack\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_attack\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_spray\_spawner\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_spray\_spawner\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_spray\_spawner\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_split\_spray\_spawner\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_diamond\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_diamond\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_diamond\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_diamond\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_diamond\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_arc\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_attack\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_diamond\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_white\_soul\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_white\_soul\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_white\_soul\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_white\_soul\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_switcher\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_switcher\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet\_Other\_5

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_spray\_bullet\_Other\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_vertical\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_vertical\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_vertical\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_vertical\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_horizontal\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_horizontal\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_beam\_horizontal\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_box\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_box\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_box\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_hp\_numbers\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_hp\_numbers\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_red\_hp\_numbers\_Draw\_0

gml\_Object\_obj\_attack\_cycler\_ceroba\_Other\_10

gml\_Object\_obj\_attack\_cycler\_starlo\_Other\_10

gml\_Object\_obj\_flashback\_kanako\_soul\_Create\_0

gml\_Object\_obj\_flashback\_kanako\_soul\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_parent\_Draw\_0

gml\_Object\_obj\_quote\_battle\_starlo\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_rope\_hit\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_rope\_hit\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_rope\_not\_hit\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_rope\_not\_hit\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_1\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_1\_Step\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_outro\_target\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_outro\_target\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_outro\_target\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_outro\_target\_Draw\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_3\_Create\_0

gml\_Object\_obj\_quote\_battle\_starlo\_outro\_3\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_piece\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_piece\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_particles\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_rope\_particles\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Alarm\_4

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Alarm\_3

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_intro\_attack\_checker\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_5\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_outro\_5\_Step\_0

gml\_Object\_obj\_heart\_tutorial\_arrows\_yellow\_Create\_0

gml\_Object\_obj\_heart\_tutorial\_arrows\_yellow\_Alarm\_0

gml\_Object\_obj\_heart\_tutorial\_arrows\_yellow\_Step\_2

gml\_Object\_obj\_heart\_tutorial\_arrows\_rope\_yellow\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottles\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottles\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottles\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottles\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_shard\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_shard\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bottle\_explosion\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_gun\_parent\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_gun\_parent\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_gun\_parent\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_gun\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_bullet\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_bullet\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_bullet\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bullet\_rain\_bullet\_Draw\_0

gml\_Object\_obj\_attack\_ed\_grab\_moray\_sword\_sword\_Create\_0

gml\_Object\_obj\_attack\_ed\_grab\_moray\_sword\_sword\_Alarm\_0

gml\_Object\_obj\_attack\_ed\_grab\_moray\_sword\_sword\_Alarm\_1

gml\_Object\_obj\_attack\_ed\_grab\_moray\_sword\_sword\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_gun\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_gun\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_gun\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_horizontal\_gun\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_tellyvis\_logo\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_vertical\_gun\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_vertical\_gun\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_vertical\_gun\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_vertical\_gun\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_explosion\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_ring\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_ring\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_n\_dynamite\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_n\_dynamite\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_n\_dynamite\_checker\_Step\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_Create\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_vertical\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_target\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_target\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_one\_target\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_collider\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_shot\_collider\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_checker\_Step\_0

gml\_Object\_obj\_cutscene\_steamworks\_19\_capture\_backtrack\_Create\_0

gml\_Object\_obj\_cutscene\_steamworks\_19\_capture\_backtrack\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_blue\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_blue\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_blue\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_blue\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_orange\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_orange\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_orange\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_wave\_orange\_Step\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_vsaws\_Create\_0

gml\_Object\_obj\_flowey\_battle\_mechanical\_spawner\_vsaws\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_tracks\_Draw\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_2\_Create\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_2\_Step\_0

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_2\_Step\_2

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_2\_Other\_7

gml\_Object\_obj\_ceroba\_body\_pacifist\_phase\_2\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_warning\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_warning\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_train\_warning\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_horseshoe\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_bell\_guns\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_surround\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_surround\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_guns\_surround\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_slow\_surround\_checker\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker\_Create\_0

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gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_checker\_Draw\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_2\_Create\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_2\_Step\_0

gml\_Object\_obj\_quote\_battle\_ceroba\_transform\_2\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_image\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_image\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_slow\_restore\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_shooting\_dynamite\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_alt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_alt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_alt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_dynamite\_alt\_Step\_0

gml\_Object\_obj\_fmartlet\_feather\_straight\_Create\_0

gml\_Object\_obj\_fmartlet\_feather\_straight\_Destroy\_0

gml\_Object\_obj\_fmartlet\_feather\_straight\_Alarm\_0

gml\_Object\_obj\_fmartlet\_feather\_straight\_Alarm\_1

gml\_Object\_obj\_fmartlet\_feather\_straight\_Step\_2

gml\_Object\_obj\_fmartlet\_feather\_straight\_Step\_0

gml\_Object\_obj\_fmartlet\_feather\_straight\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_alt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_alt\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_take\_aim\_target\_alt\_Draw\_0

gml\_Object\_obj\_flowey\_gray\_eyes\_Create\_0

gml\_Object\_obj\_flowey\_gray\_eyes\_Alarm\_0

gml\_Object\_obj\_flowey\_gray\_eyes\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_finale\_checker\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_finale\_checker\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_finale\_checker\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_starlo\_finale\_gun\_Create\_0

gml\_Object\_obj\_flowey\_genocide\_yellow\_Create\_0

gml\_Object\_obj\_flowey\_genocide\_yellow\_Alarm\_0

gml\_Object\_obj\_flowey\_genocide\_yellow\_Step\_2

gml\_Object\_obj\_flowey\_genocide\_yellow\_Other\_7

gml\_Object\_obj\_quote\_battle\_flowey\_genocide\_yellow\_Create\_0

gml\_Object\_obj\_quote\_battle\_flowey\_genocide\_yellow\_Step\_0

gml\_Object\_obj\_quote\_battle\_flowey\_genocide\_yellow\_Draw\_0

gml\_Object\_obj\_strike\_Create\_0

gml\_Object\_obj\_strike\_Other\_7

gml\_Object\_obj\_guardener\_guy\_throwing\_hands\_Create\_0

gml\_Object\_obj\_guardener\_guy\_throwing\_hands\_Step\_0

gml\_Object\_obj\_strike\_fake\_Create\_0

gml\_Object\_obj\_strike\_fake\_Other\_7

gml\_Object\_obj\_target\_bar\_battle\_Create\_0

gml\_Object\_obj\_target\_bar\_battle\_Alarm\_0

gml\_Object\_obj\_target\_bar\_battle\_Step\_0

gml\_Object\_obj\_target\_bar\_battle\_Other\_10

gml\_Object\_obj\_target\_bar\_battle\_2\_Create\_0

gml\_Object\_obj\_target\_bar\_battle\_2\_Step\_0

gml\_Object\_obj\_target\_battle\_Create\_0

gml\_Object\_obj\_target\_battle\_Step\_0

gml\_Object\_obj\_battle\_hp\_current\_self\_Step\_2

gml\_Object\_obj\_battle\_hp\_current\_self\_Draw\_0

gml\_Object\_obj\_fight\_Create\_0

gml\_Object\_obj\_fight\_Step\_0

gml\_Object\_obj\_fight\_Step\_2

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_1\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_1\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_blocks\_1\_Step\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_flower\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_flower\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_flower\_Step\_0

gml\_Object\_obj\_battle\_hp\_max\_self\_Step\_2

gml\_Object\_obj\_battle\_hp\_max\_self\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_spawner\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_spawner\_pacifist\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_spawner\_pacifist\_Step\_0

gml\_Object\_obj\_battle\_hp\_cover\_self\_Draw\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_Draw\_0

gml\_Object\_obj\_act\_Create\_0

gml\_Object\_obj\_act\_Step\_0

gml\_Object\_obj\_act\_Step\_2

gml\_Object\_obj\_sousborg\_plate\_2\_destroy\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug\_dead\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_lowpoly\_stickbug\_dead\_Step\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_2\_Draw\_0

gml\_Object\_obj\_quote\_battle\_guardener\_attack\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_guardener\_attack\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_guardener\_attack\_end\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_10\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_10\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_10\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_10\_Step\_0

gml\_Object\_obj\_item\_Create\_0

gml\_Object\_obj\_item\_Step\_0

gml\_Object\_obj\_item\_Step\_2

gml\_Object\_obj\_mercy\_Create\_0

gml\_Object\_obj\_mercy\_Step\_0

gml\_Object\_obj\_mercy\_Step\_2

gml\_Object\_obj\_text\_battle\_stat\_name\_Draw\_0

gml\_Object\_obj\_text\_hp\_Step\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_3\_Draw\_0

gml\_Object\_obj\_text\_hp\_stat\_Create\_0

gml\_Object\_obj\_text\_hp\_stat\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_axis\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_axis\_explosion\_Other\_7

gml\_Object\_obj\_steamworks\_29\_controller\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_29\_controller\_neutral\_Step\_0

gml\_Object\_obj\_steamworks\_29\_controller\_neutral\_Other\_76

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_soul\_capsule\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_soul\_capsule\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_soul\_capsule\_Draw\_73

gml\_Object\_obj\_battle\_enemy\_attack\_asgore\_soul\_capsule\_Draw\_0

gml\_Object\_obj\_text\_battle\_stat\_lv\_Draw\_0

gml\_Object\_obj\_background\_battle\_parent\_Create\_0

gml\_Object\_obj\_background\_battle\_parent\_Step\_0

gml\_Object\_obj\_background\_boss\_battle\_1\_yellow\_Other\_11

gml\_Object\_obj\_background\_boss\_battle\_1\_yellow\_Other\_10

gml\_Object\_obj\_background\_boss\_battle\_1\_yellow\_Other\_7

gml\_Object\_obj\_background\_boss\_battle\_1\_yellow\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_drone\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_mechanical\_drone\_Step\_0

gml\_Object\_obj\_hotland\_roof\_martlet\_vine\_Create\_0

gml\_Object\_obj\_hotland\_roof\_martlet\_vine\_Alarm\_0

gml\_Object\_obj\_hotland\_roof\_martlet\_vine\_Step\_0

gml\_Object\_obj\_hotland\_roof\_martlet\_vine\_Draw\_0

gml\_Object\_obj\_background\_el\_bailador\_test\_yellow\_Create\_0

gml\_Object\_obj\_background\_el\_bailador\_test\_yellow\_Other\_10

gml\_Object\_obj\_background\_el\_bailador\_test\_yellow\_Draw\_0

gml\_Object\_obj\_background\_el\_bailador\_test\_2\_yellow\_Create\_0

gml\_Object\_obj\_background\_el\_bailador\_test\_2\_yellow\_Other\_10

gml\_Object\_obj\_background\_el\_bailador\_test\_2\_yellow\_Draw\_0

gml\_Object\_obj\_background\_movement\_comparison\_yellow\_Create\_0

gml\_Object\_obj\_background\_movement\_comparison\_yellow\_Step\_0

gml\_Object\_obj\_background\_movement\_comparison\_yellow\_Draw\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_yellow\_Create\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_yellow\_Alarm\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_yellow\_Step\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_grid\_yellow\_Other\_12

gml\_Object\_obj\_background\_boss\_battle\_2\_grid\_yellow\_Other\_10

gml\_Object\_obj\_npc\_ace\_backtrack\_Create\_0

gml\_Object\_obj\_npc\_ace\_backtrack\_Step\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_snowflake\_parent\_yellow\_Other\_11

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_half\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_half\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_half\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_half\_Draw\_0

gml\_Object\_obj\_background\_boss\_battle\_2\_snowflake\_1\_yellow\_Other\_10

gml\_Object\_obj\_background\_boss\_battle\_2\_snowflake\_2\_yellow\_Other\_10

gml\_Object\_obj\_axis\_heart\_Create\_0

gml\_Object\_obj\_axis\_heart\_Step\_0

gml\_Object\_obj\_axis\_heart\_Other\_7

gml\_Object\_obj\_background\_boss\_battle\_2\_snowflake\_3\_yellow\_Other\_10

gml\_Object\_obj\_background\_boss\_battle\_2\_snowflake\_4\_yellow\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_herofly\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_herofly\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bigfrog\_herofly\_Step\_0

gml\_Object\_obj\_background\_ceroba\_battle\_geno\_yellow\_Create\_0

gml\_Object\_obj\_background\_ceroba\_battle\_geno\_yellow\_Step\_0

gml\_Object\_obj\_background\_ceroba\_battle\_geno\_yellow\_Other\_5

gml\_Object\_obj\_background\_ceroba\_battle\_geno\_yellow\_Draw\_0

gml\_Object\_obj\_shot\_weak\_Create\_0

gml\_Object\_obj\_shot\_medium\_Create\_0

gml\_Object\_obj\_shot\_strong\_Create\_0

gml\_Object\_obj\_shot\_weak\_fake\_Create\_0

gml\_Object\_obj\_shot\_medium\_fake\_Create\_0

gml\_Object\_obj\_shot\_strong\_fake\_Create\_0

gml\_Object\_obj\_hotland\_03b\_trash\_2\_Create\_0

gml\_Object\_obj\_hotland\_03b\_trash\_2\_Step\_0

gml\_Object\_obj\_toy\_gun\_battle\_circle\_Create\_0

gml\_Object\_obj\_toy\_gun\_battle\_circle\_Step\_2

gml\_Object\_obj\_barrier\_Create\_0

gml\_Object\_obj\_barrier\_Alarm\_0

gml\_Object\_obj\_barrier\_Draw\_0

gml\_Object\_obj\_toy\_gun\_circle\_Create\_0

gml\_Object\_obj\_toy\_gun\_circle\_Alarm\_0

gml\_Object\_obj\_toy\_gun\_circle\_Step\_0

gml\_Object\_obj\_toy\_gun\_circle\_Draw\_0

gml\_Object\_obj\_toy\_gun\_circle\_multi\_Create\_0

gml\_Object\_obj\_toy\_gun\_circle\_multi\_Alarm\_0

gml\_Object\_obj\_toy\_gun\_circle\_multi\_Step\_0

gml\_Object\_obj\_toy\_gun\_circle\_multi\_Other\_11

gml\_Object\_obj\_toy\_gun\_circle\_multi\_Draw\_0

gml\_Object\_obj\_room\_controller\_mansion\_entrance\_Create\_0

gml\_Object\_obj\_room\_controller\_mansion\_entrance\_Step\_0

gml\_Object\_obj\_wild\_revolver\_battle\_outline\_Create\_0

gml\_Object\_obj\_wild\_revolver\_battle\_outline\_Alarm\_0

gml\_Object\_obj\_wild\_revolver\_battle\_outline\_Step\_2

gml\_Object\_obj\_wild\_revolver\_battle\_outline\_Other\_10

gml\_Object\_obj\_wild\_revolver\_battle\_outline\_Draw\_0

gml\_Object\_obj\_wild\_revolver\_circle\_pre\_Create\_0

gml\_Object\_obj\_wild\_revolver\_circle\_pre\_Alarm\_0

gml\_Object\_obj\_wild\_revolver\_circle\_pre\_Step\_0

gml\_Object\_obj\_wild\_revolver\_circle\_pre\_Draw\_0

gml\_Object\_obj\_wild\_revolver\_circle\_Create\_0

gml\_Object\_obj\_wild\_revolver\_circle\_Alarm\_0

gml\_Object\_obj\_wild\_revolver\_circle\_Step\_0

gml\_Object\_obj\_wild\_revolver\_circle\_Draw\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Create\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Alarm\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Step\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Other\_11

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_Draw\_0

gml\_Object\_obj\_spare\_cloud\_Create\_0

gml\_Object\_obj\_spare\_cloud\_Step\_0

gml\_Object\_obj\_spare\_cloud\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_throwable\_bomb\_Step\_0

gml\_Object\_obj\_piece\_Create\_0

gml\_Object\_obj\_piece\_Alarm\_0

gml\_Object\_obj\_piece\_Step\_0

gml\_Object\_obj\_piece\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_b\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_b\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_bullet\_b\_Other\_7

gml\_Object\_obj\_battle\_boss\_attacking\_code\_Create\_0

gml\_Object\_obj\_battle\_boss\_attacking\_code\_Alarm\_1

gml\_Object\_obj\_battle\_boss\_attacking\_code\_Alarm\_0

gml\_Object\_obj\_battle\_boss\_attacking\_code\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_2\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_2\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_2\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_3\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_3\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attacking\_code\_3\_Step\_0

gml\_Object\_obj\_battle\_hp\_current\_boss\_attacking\_Draw\_0

gml\_Object\_obj\_steamworks\_21\_light\_flash\_Create\_0

gml\_Object\_obj\_steamworks\_21\_light\_flash\_Alarm\_0

gml\_Object\_obj\_steamworks\_21\_light\_flash\_Draw\_64

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_clay\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_clay\_Destroy\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_clay\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_controller\_clay\_Step\_0

gml\_Object\_obj\_fmartlet\_meteor\_Create\_0

gml\_Object\_obj\_fmartlet\_meteor\_Destroy\_0

gml\_Object\_obj\_fmartlet\_meteor\_Step\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_attacking\_Draw\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_attacking\_2\_Draw\_0

gml\_Object\_obj\_battle\_hp\_current\_enemy\_attacking\_3\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_spin\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_spin\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_orange\_laser\_spin\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_garbage\_cans\_generator\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_ribbons\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_ribbons\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_ribbons\_Step\_0

gml\_Object\_obj\_battle\_hp\_overlay\_boss\_attacking\_Draw\_0

gml\_Object\_obj\_battle\_hp\_previous\_boss\_attacking\_Create\_0

gml\_Object\_obj\_battle\_hp\_previous\_boss\_attacking\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_zap\_Other\_7

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_arm\_zap\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Alarm\_2

gml\_Object\_obj\_battle\_enemy\_attack\_jandroid\_slippery\_floor\_duo\_generator\_Step\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_Create\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_Draw\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_2\_Create\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_2\_Draw\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_3\_Create\_0

gml\_Object\_obj\_battle\_hp\_previous\_enemy\_attacking\_3\_Draw\_0

gml\_Object\_obj\_quote\_defeat\_Create\_0

gml\_Object\_obj\_quote\_defeat\_Alarm\_0

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gml\_Object\_obj\_quote\_defeat\_ext\_Create\_0

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gml\_Object\_obj\_quote\_defeat\_ext\_Step\_0

gml\_Object\_obj\_quote\_defeat\_ext\_Draw\_0

gml\_Object\_obj\_text\_fighting\_parent\_Create\_0

gml\_Object\_obj\_text\_fighting\_parent\_Destroy\_0

gml\_Object\_obj\_text\_fighting\_parent\_Step\_0

gml\_Object\_obj\_text\_damage\_count\_Draw\_0

gml\_Object\_obj\_fmartlet\_star\_small\_Create\_0

gml\_Object\_obj\_fmartlet\_star\_small\_Step\_0

gml\_Object\_obj\_text\_miss\_Draw\_0

gml\_Object\_obj\_attack\_warning\_exclamation\_mark\_Create\_0

gml\_Object\_obj\_attack\_warning\_exclamation\_mark\_Step\_2

gml\_Object\_obj\_attack\_warning\_exclamation\_mark\_Step\_0

gml\_Object\_obj\_attack\_warning\_exclamation\_mark\_Other\_7

gml\_Object\_obj\_chem\_05\_cutscene\_geno\_Create\_0

gml\_Object\_obj\_chem\_05\_cutscene\_geno\_Step\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_scratch\_Create\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_scratch\_Destroy\_0

gml\_Object\_obj\_fmartlet\_spawner\_talon\_scratch\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_menu\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_Other\_10

gml\_Object\_obj\_heart\_battle\_menu\_fight\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_fight\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_1\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_1\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_energy\_balls\_1\_creator\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_menu\_act\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_act\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_item\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_item\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_mercy\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_mercy\_Step\_0

gml\_Object\_obj\_heart\_battle\_menu\_flee\_Create\_0

gml\_Object\_obj\_heart\_battle\_menu\_flee\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Other\_15

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Other\_13

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Other\_12

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Other\_11

gml\_Object\_obj\_heart\_battle\_fighting\_parent\_Other\_10

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Destroy\_0

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Step\_2

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Other\_25

gml\_Object\_obj\_heart\_battle\_fighting\_red\_Draw\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t0\_ed\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Destroy\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Step\_2

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Other\_25

gml\_Object\_obj\_heart\_battle\_fighting\_yellow\_rhythm\_Draw\_0

gml\_Object\_obj\_heart\_hitbox\_parent\_Collision\_obj\_battle\_enemy\_attack\_parent

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gml\_Object\_obj\_heart\_hitbox\_parent\_Collision\_obj\_battle\_enemy\_attack\_green\_parent

gml\_Object\_obj\_heart\_hitbox\_parent\_Collision\_obj\_battle\_enemy\_attack\_blue\_parent

gml\_Object\_obj\_heart\_hitbox\_parent\_Other\_12

gml\_Object\_obj\_heart\_hitbox\_parent\_Other\_11

gml\_Object\_obj\_heart\_hitbox\_parent\_Other\_10

gml\_Object\_obj\_heart\_red\_hitbox\_Step\_2

gml\_Object\_obj\_heart\_yellow\_rhythm\_hitbox\_Step\_2

gml\_Object\_obj\_heart\_battle\_effect\_glow\_Create\_0

gml\_Object\_obj\_heart\_battle\_effect\_glow\_Step\_2

gml\_Object\_obj\_heart\_battle\_effect\_glow\_Draw\_0

gml\_Object\_obj\_heart\_battle\_effect\_expand\_Create\_0

gml\_Object\_obj\_heart\_battle\_effect\_expand\_Step\_2

gml\_Object\_obj\_heart\_battle\_effect\_shard\_Create\_0

gml\_Object\_obj\_heart\_battle\_effect\_shard\_Step\_2

gml\_Object\_obj\_heart\_battle\_effect\_shard\_Other\_0

gml\_Object\_obj\_guardener\_flower\_Create\_0

gml\_Object\_obj\_guardener\_flower\_Step\_0

gml\_Object\_obj\_feisty\_four\_ed\_hand\_left\_Create\_0

gml\_Object\_obj\_feisty\_four\_ed\_hand\_left\_Other\_10

gml\_Object\_obj\_feisty\_four\_ed\_hand\_left\_Draw\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_down\_Create\_0

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gml\_Object\_obj\_heart\_battle\_fighting\_blue\_down\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_down\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_up\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_up\_Alarm\_1

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_up\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_up\_Step\_0

gml\_Object\_obj\_flowey\_world\_toriel\_fire\_Create\_0

gml\_Object\_obj\_flowey\_world\_toriel\_fire\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_left\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_left\_Alarm\_1

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_left\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_left\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_right\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_right\_Alarm\_1

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_right\_Alarm\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_right\_Step\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_down\_transformation\_Create\_0

gml\_Object\_obj\_heart\_battle\_fighting\_blue\_down\_transformation\_Step\_0

gml\_Object\_obj\_text\_fighting\_bonus\_any\_Create\_0

gml\_Object\_obj\_text\_fighting\_bonus\_any\_Draw\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_Create\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_Step\_0

gml\_Object\_obj\_battle\_fade\_in\_screen\_Draw\_0

gml\_Object\_obj\_battle\_fade\_out\_screen\_Create\_0

gml\_Object\_obj\_battle\_fade\_out\_screen\_Alarm\_0

gml\_Object\_obj\_battle\_fade\_out\_screen\_Step\_0

gml\_Object\_obj\_battle\_fade\_out\_screen\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_nobody\_came\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_nobody\_came\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_nobody\_came\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_intro\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_check\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_action\_1\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_action\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_action\_3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_v3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_v4\_Create\_0

gml\_Object\_obj\_npc\_ed\_backtrack\_Create\_0

gml\_Object\_obj\_npc\_ed\_backtrack\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_v5\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_v6\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_1\_Create\_0

gml\_Object\_obj\_clover\_flash\_Create\_0

gml\_Object\_obj\_clover\_flash\_Alarm\_0

gml\_Object\_obj\_clover\_flash\_Draw\_73

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_1\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_1\_v3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_1\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_4\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_5\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_6\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_7\_Create\_0

gml\_Object\_obj\_guardener\_guy\_bow\_Create\_0

gml\_Object\_obj\_guardener\_guy\_bow\_Step\_0

gml\_Object\_obj\_guardener\_guy\_bow\_Other\_7

gml\_Object\_obj\_dialogue\_battle\_move\_select\_8\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_9\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_sparing\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_sparing\_v2\_Create\_0

gml\_Object\_obj\_missing\_poster\_Create\_0

gml\_Object\_obj\_missing\_poster\_Destroy\_0

gml\_Object\_obj\_missing\_poster\_Step\_0

gml\_Object\_obj\_missing\_poster\_Other\_10

gml\_Object\_obj\_missing\_poster\_Other\_11

gml\_Object\_obj\_missing\_poster\_Draw\_64

gml\_Object\_obj\_missing\_poster\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_dead\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_action\_3\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_special\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_2\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_1\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_2\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_3\_v2\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petal\_gray\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_wheel\_petal\_gray\_Step\_0

gml\_Object\_obj\_heart\_buy\_screen\_shop\_geno\_Create\_0

gml\_Object\_obj\_heart\_buy\_screen\_shop\_geno\_Step\_0

gml\_Object\_obj\_heart\_buy\_screen\_shop\_geno\_Other\_12

gml\_Object\_obj\_heart\_buy\_screen\_shop\_geno\_Other\_11

gml\_Object\_obj\_heart\_buy\_screen\_shop\_geno\_Other\_10

gml\_Object\_obj\_trumpet\_plant\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_checker\_pacifist\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_4\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_5\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_6\_v2\_Create\_0

gml\_Object\_obj\_npc\_hotland\_receptionist\_Create\_0

gml\_Object\_obj\_npc\_hotland\_receptionist\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_sparing\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_sparing\_2\_v2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_dead\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_low\_hp\_3\_v2\_Create\_0

gml\_Object\_obj\_feisty\_four\_ace\_head\_Create\_0

gml\_Object\_obj\_feisty\_four\_ace\_head\_Other\_10

gml\_Object\_obj\_feisty\_four\_ace\_head\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_1\_v3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_2\_v3\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_blue\_Create\_0

gml\_Object\_obj\_attack\_moray\_sword\_spin\_blue\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_move\_select\_sparing\_3\_Create\_0

gml\_Object\_obj\_steamworks\_25b\_lever\_Create\_0

gml\_Object\_obj\_steamworks\_25b\_lever\_Other\_7

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_2\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_2\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_3\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_fight\_3\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_2\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_2\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_3\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_enemy\_name\_3\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_check\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_action\_1\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_action\_2\_Draw\_0

gml\_Object\_obj\_ceroba\_transformation\_p1\_blast\_Destroy\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_flower\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_10\_flower\_spawner\_Step\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_action\_3\_Draw\_0

gml\_Object\_obj\_steamworks\_05\_acid\_ending\_Create\_0

gml\_Object\_obj\_steamworks\_05\_acid\_ending\_Step\_0

gml\_Object\_obj\_steamworks\_05\_acid\_ending\_Draw\_73

gml\_Object\_obj\_quote\_battle\_jandroid\_b\_Create\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_b\_Step\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_b\_Draw\_73

gml\_Object\_obj\_text\_battle\_move\_selected\_action\_4\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_action\_5\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_2\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_2\_Step\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_1\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_2\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_3\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_4\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_5\_Draw\_0

gml\_Object\_obj\_factory\_04\_numpad\_Create\_0

gml\_Object\_obj\_factory\_04\_numpad\_Step\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_6\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_7\_Draw\_0

gml\_Object\_obj\_complex\_plant\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_8\_Draw\_0

gml\_Object\_obj\_attack\_cycler\_axis\_Other\_10

gml\_Object\_obj\_text\_battle\_move\_selected\_item\_page\_count\_Draw\_0

gml\_Object\_obj\_quote\_battle\_feisty\_four\_t2\_ace\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_spare\_Create\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_spare\_Draw\_0

gml\_Object\_obj\_text\_battle\_move\_selected\_flee\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_check\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_check\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_check\_Draw\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_2\_Create\_0

gml\_Object\_obj\_steamworks\_29\_in\_battle\_cutscene\_2\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_1\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_1\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_1\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_2\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_2\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_3\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_action\_3\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_final\_ending\_cutscene\_Create\_0

gml\_Object\_obj\_flowey\_battle\_final\_ending\_cutscene\_Step\_0

gml\_Object\_obj\_flowey\_battle\_final\_ending\_cutscene\_Step\_2

gml\_Object\_obj\_flowey\_battle\_final\_ending\_cutscene\_Draw\_75

gml\_Object\_obj\_dialogue\_battle\_win\_pregenocide\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_win\_pregenocide\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_pregenocide\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_win\_pacifist\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_win\_pacifist\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_pacifist\_Draw\_0

gml\_Object\_obj\_mansion\_kanako\_game\_console\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_spikes\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_spikes\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_genocide\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_win\_genocide\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_win\_genocide\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_genocide\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_win\_enemy\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_win\_enemy\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_win\_enemy\_Draw\_0

gml\_Object\_obj\_dalv\_npc\_Create\_0

gml\_Object\_obj\_dalv\_npc\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_flee\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_flee\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_flee\_Draw\_0

gml\_Object\_obj\_dialogue\_box\_battle\_Create\_0

gml\_Object\_obj\_dialogue\_box\_battle\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_attack\_Create\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_attack\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_attack\_Draw\_0

gml\_Object\_obj\_battle\_intro\_check\_Create\_0

gml\_Object\_obj\_battle\_intro\_check\_Step\_1

gml\_Object\_obj\_battle\_intro\_check\_Step\_0

gml\_Object\_obj\_battle\_generator\_Create\_0

gml\_Object\_obj\_battle\_generator\_Alarm\_0

gml\_Object\_obj\_battle\_generator\_Step\_2

gml\_Object\_obj\_battle\_generator\_Step\_1

gml\_Object\_obj\_battle\_generator\_Step\_0

gml\_Object\_obj\_battle\_generator\_Other\_5

gml\_Object\_obj\_battle\_generator\_Draw\_0

gml\_Object\_obj\_debug\_battle\_Create\_0

gml\_Object\_obj\_debug\_battle\_Step\_1

gml\_Object\_obj\_debug\_battle\_Other\_11

gml\_Object\_obj\_debug\_battle\_Other\_10

gml\_Object\_obj\_debug\_battle\_Draw\_0

gml\_Object\_obj\_attack\_cycler\_feisty\_four\_Other\_10

gml\_Object\_obj\_debug\_battle\_old\_Step\_1

gml\_Object\_obj\_debug\_battle\_old\_Draw\_0

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_Create\_0

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_Alarm\_0

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_Step\_0

gml\_Object\_obj\_ceroba\_attack\_bell\_obstacle\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frogs\_creator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frogs\_creator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_macro\_big\_frogs\_creator\_Alarm\_1

gml\_Object\_obj\_jandroid\_body\_b\_Create\_0

gml\_Object\_obj\_jandroid\_body\_b\_Destroy\_0

gml\_Object\_obj\_jandroid\_body\_b\_Step\_0

gml\_Object\_obj\_jandroid\_body\_b\_Step\_2

gml\_Object\_obj\_jandroid\_body\_b\_Draw\_0

gml\_Object\_obj\_steamworks\_01\_controller\_Create\_0

gml\_Object\_obj\_steamworks\_01\_controller\_Step\_0

gml\_Object\_obj\_kevin\_backtrack\_Create\_0

gml\_Object\_obj\_kevin\_backtrack\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_1\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_1\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_1\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_1\_Draw\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_2\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_2\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_2\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_2\_Draw\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_Alarm\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_fella\_Other\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_3\_Create\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_3\_Alarm\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_3\_Step\_0

gml\_Object\_obj\_dialogue\_battle\_action\_selected\_item\_3\_Draw\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_generator\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_generator\_Destroy\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_generator\_Alarm\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_generator\_Step\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_generator\_Other\_10

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_Step\_2

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_Step\_1

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_Draw\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_end\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_note\_end\_Step\_2

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Step\_2

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Step\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Other\_11

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Other\_10

gml\_Object\_obj\_sme\_yellow\_rhythm\_selection\_Draw\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_hit\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_hit\_Step\_2

gml\_Object\_obj\_sme\_yellow\_rhythm\_hit\_Other\_7

gml\_Object\_obj\_sme\_yellow\_rhythm\_damage\_Create\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_damage\_Alarm\_0

gml\_Object\_obj\_sme\_yellow\_rhythm\_damage\_Step\_2

gml\_Object\_obj\_attack\_boundary\_box\_Create\_0

gml\_Object\_obj\_attack\_boundary\_creator\_Other\_10

gml\_Object\_obj\_battle\_enemy\_attack\_platform\_parent\_Step\_2

gml\_Object\_obj\_compound\_helium\_Create\_0

gml\_Object\_obj\_npc\_froggits\_break\_1\_Create\_0

gml\_Object\_obj\_npc\_froggits\_break\_1\_Step\_0

gml\_Object\_obj\_dunes\_29\_geno\_blocker\_Create\_0

gml\_Object\_obj\_dunes\_29\_geno\_blocker\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_Create\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_Alarm\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_Other\_10

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_Draw\_0

gml\_Object\_obj\_bowll\_overworld\_Create\_0

gml\_Object\_obj\_bowll\_overworld\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_in\_Create\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_in\_Alarm\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_in\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_in\_Draw\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_out\_Create\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_out\_Alarm\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_out\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_out\_Draw\_0

gml\_Object\_obj\_final\_roundup\_Create\_0

gml\_Object\_obj\_final\_roundup\_Step\_0

gml\_Object\_obj\_final\_roundup\_Draw\_64

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_2\_p1\_spawner\_mask\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_rotating\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_bullet\_rotating\_Step\_0

gml\_Object\_obj\_battlebox\_controller\_axis\_Create\_0

gml\_Object\_obj\_battlebox\_controller\_axis\_Step\_0

gml\_Object\_obj\_battlebox\_controller\_axis\_Other\_10

gml\_Object\_obj\_battlebox\_controller\_axis\_Draw\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoe\_Create\_0

gml\_Object\_obj\_flowey\_1\_attack\_shoe\_Step\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_gun\_smoke\_Create\_0

gml\_Object\_obj\_flowey\_battle\_gray\_cross\_gun\_smoke\_Other\_7

gml\_Object\_obj\_dunes\_35b\_mew\_mew\_machine\_Create\_0

gml\_Object\_obj\_dunes\_43\_cutscene\_neutral\_Create\_0

gml\_Object\_obj\_dunes\_43\_cutscene\_neutral\_Step\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_Create\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_Destroy\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_Alarm\_0

gml\_Object\_obj\_attack\_mooch\_coin\_bag\_Step\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_attack\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_attack\_end\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_attack\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_attack\_end\_Draw\_73

gml\_Object\_obj\_quote\_battle\_macro\_froggit\_attack\_end\_Draw\_75

gml\_Object\_obj\_chem\_01\_cutscene\_b\_Create\_0

gml\_Object\_obj\_chem\_01\_cutscene\_b\_Step\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_vspikes\_Create\_0

gml\_Object\_obj\_flowey\_battle\_lowpoly\_spawner\_vspikes\_Alarm\_0

gml\_Object\_obj\_newhome\_locked\_doors\_Create\_0

gml\_Object\_obj\_newhome\_locked\_doors\_Alarm\_0

gml\_Object\_obj\_newhome\_locked\_doors\_Step\_0

gml\_Object\_obj\_mansion\_bedroom\_family\_photo\_Create\_0

gml\_Object\_obj\_mansion\_bedroom\_family\_photo\_Step\_0

gml\_Object\_obj\_mansion\_bedroom\_family\_photo\_Draw\_64

gml\_Object\_obj\_flowey\_world\_camera\_2\_Create\_0

gml\_Object\_obj\_flowey\_world\_camera\_2\_Step\_2

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_Alarm\_1

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_weakpoint\_Other\_7

gml\_Object\_obj\_feisty\_four\_moray\_hand\_right\_Create\_0

gml\_Object\_obj\_feisty\_four\_moray\_hand\_right\_Other\_10

gml\_Object\_obj\_feisty\_four\_moray\_hand\_right\_Draw\_0

gml\_Object\_obj\_steamworks\_32\_cutscene\_Create\_0

gml\_Object\_obj\_steamworks\_32\_cutscene\_Step\_0

gml\_Object\_obj\_flowey\_battle\_noise\_Create\_0

gml\_Object\_obj\_steamworks\_29\_controller\_geno\_Create\_0

gml\_Object\_obj\_steamworks\_29\_controller\_geno\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_dalv\_bolts\_checker\_corrupt\_Step\_2

gml\_Object\_obj\_steamworks\_04\_controller\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_04\_controller\_neutral\_Step\_0

gml\_Object\_obj\_steamworks\_04\_controller\_neutral\_Other\_5

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_mid\_attack\_Create\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_mid\_attack\_Step\_0

gml\_Object\_obj\_quote\_battle\_jandroid\_a\_mid\_attack\_Draw\_73

gml\_Object\_obj\_ceroba\_ribbon\_base\_Create\_0

gml\_Object\_obj\_ceroba\_ribbon\_base\_Step\_0

gml\_Object\_obj\_ceroba\_ribbon\_base\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells\_Alarm\_1

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_phase\_1\_bells\_Step\_0

gml\_Object\_obj\_attack\_moray\_balls\_ball\_Create\_0

gml\_Object\_obj\_attack\_moray\_balls\_ball\_Step\_0

gml\_Object\_obj\_attack\_moray\_balls\_ball\_Draw\_0

gml\_Object\_obj\_backtrack\_pops\_Create\_0

gml\_Object\_obj\_ceroba\_quote\_controller\_flashback\_01\_Create\_0

gml\_Object\_obj\_ceroba\_quote\_controller\_flashback\_01\_Step\_0

gml\_Object\_obj\_dialogue\_box\_battle\_transformation\_any\_out\_cutscene\_Alarm\_0

gml\_Object\_obj\_hotel\_shop\_head\_Create\_0

gml\_Object\_obj\_hotel\_shop\_head\_Step\_2

gml\_Object\_obj\_attack\_ed\_smash\_hand\_Create\_0

gml\_Object\_obj\_attack\_ed\_smash\_hand\_Alarm\_0

gml\_Object\_obj\_attack\_ed\_smash\_hand\_Alarm\_1

gml\_Object\_obj\_attack\_ed\_smash\_hand\_Step\_0

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_geno\_Create\_0

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_geno\_Step\_0

gml\_Object\_obj\_dialogue\_main\_screen\_shop\_geno\_Draw\_0

gml\_Object\_obj\_menu\_flowey\_spawner\_Create\_0

gml\_Object\_obj\_buff\_froggit\_battle\_box\_destroy\_Create\_0

gml\_Object\_obj\_buff\_froggit\_battle\_box\_destroy\_Alarm\_0

gml\_Object\_obj\_buff\_froggit\_battle\_box\_destroy\_Step\_0

gml\_Object\_obj\_buff\_froggit\_battle\_box\_destroy\_Draw\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight\_Create\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight\_Step\_0

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight\_Step\_2

gml\_Object\_obj\_quote\_battle\_martlet\_genocide\_final\_2\_midfight\_Draw\_73

gml\_Object\_obj\_dunebud\_b\_Step\_0

gml\_Object\_obj\_dunebud\_b\_Other\_10

gml\_Object\_obj\_flowey\_npc\_Create\_0

gml\_Object\_obj\_flowey\_npc\_Step\_0

gml\_Object\_obj\_dunes\_42\_c\_photo\_Create\_0

gml\_Object\_obj\_dunes\_42\_c\_photo\_Step\_0

gml\_Object\_obj\_dunes\_42\_c\_photo\_Draw\_64

gml\_Object\_obj\_npc\_hermit\_staff\_Step\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_hotland\_Create\_0

gml\_Object\_obj\_npc\_hotland\_frostermit\_hotland\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_generator\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_generator\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_generator\_Step\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_ready\_Create\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_ready\_Alarm\_0

gml\_Object\_obj\_factory\_02\_seesaw\_item\_ready\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_3\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_3\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_3\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_guardener\_attack\_3\_Step\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_spawner\_line\_Create\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_spawner\_line\_Alarm\_0

gml\_Object\_obj\_ceroba\_special\_attack\_fireball\_spawner\_line\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Step\_2

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Step\_1

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_ext\_feather\_Draw\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Create\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Alarm\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Step\_0

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Other\_11

gml\_Object\_obj\_wild\_revolver\_circle\_multi\_pre\_Draw\_0

gml\_Object\_obj\_compound\_mustard\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_dropped\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_sousborg\_egg\_dropped\_Step\_0

gml\_Object\_obj\_flowey\_battle\_paper\_ball\_thrown\_spawner\_Create\_0

gml\_Object\_obj\_flowey\_battle\_paper\_ball\_thrown\_spawner\_Step\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_ball\_thrown\_Create\_0

gml\_Object\_obj\_flowey\_battle\_phase\_2\_paper\_ball\_thrown\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_real\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_axis\_turret\_real\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion\_Destroy\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion\_Alarm\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_ceroba\_flower\_circle\_explosion\_Other\_7

gml\_Object\_obj\_steamworks\_07\_controller\_neutral\_Create\_0

gml\_Object\_obj\_steamworks\_07\_controller\_neutral\_Alarm\_0

gml\_Object\_obj\_steamworks\_07\_controller\_neutral\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_geno\_end\_Create\_0

gml\_Object\_obj\_quote\_battle\_axis\_geno\_end\_Alarm\_0

gml\_Object\_obj\_quote\_battle\_axis\_geno\_end\_Step\_0

gml\_Object\_obj\_quote\_battle\_axis\_geno\_end\_Draw\_73

gml\_Object\_obj\_npc\_complex\_food\_enjoyer\_Create\_0

gml\_Object\_obj\_npc\_complex\_food\_enjoyer\_Step\_0

gml\_Object\_obj\_dunes\_43\_cutscene\_geno\_Create\_0

gml\_Object\_obj\_dunes\_43\_cutscene\_geno\_Step\_0

gml\_Object\_obj\_violeta\_overworld\_Create\_0

gml\_Object\_obj\_violeta\_overworld\_Step\_0

gml\_Object\_obj\_postgame\_walk\_blocker\_Create\_0

gml\_Object\_obj\_postgame\_walk\_blocker\_Step\_0

gml\_Object\_obj\_jandroid\_body\_a\_Create\_0

gml\_Object\_obj\_jandroid\_body\_a\_Destroy\_0

gml\_Object\_obj\_jandroid\_body\_a\_Step\_0

gml\_Object\_obj\_jandroid\_body\_a\_Step\_2

gml\_Object\_obj\_jandroid\_body\_a\_Draw\_0

gml\_Object\_obj\_steamworks\_38\_elevator\_old\_Create\_0

gml\_Object\_obj\_steamworks\_38\_elevator\_old\_Step\_0

gml\_Object\_obj\_steamworks\_38\_elevator\_old\_Other\_5

gml\_Object\_obj\_steamworks\_38\_elevator\_old\_Draw\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_dying\_Create\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_dying\_Step\_0

gml\_Object\_obj\_battle\_enemy\_attack\_martlet\_final\_feather\_dying\_Draw\_0

gml\_Object\_obj\_petal\_pull\_pollen\_Create\_0

gml\_Object\_obj\_petal\_pull\_pollen\_Alarm\_0

gml\_Object\_obj\_petal\_pull\_pollen\_Step\_0

gml\_Object\_obj\_petal\_pull\_pollen\_Draw\_0

gml\_Object\_obj\_reflection\_shader\_complex\_Create\_0

gml\_Object\_obj\_reflection\_shader\_complex\_Destroy\_0

gml\_Object\_obj\_reflection\_shader\_complex\_Step\_0

gml\_Object\_obj\_reflection\_shader\_complex\_Other\_5

gml\_Object\_obj\_reflection\_shader\_complex\_Draw\_0

gml\_GlobalScript\_0

gml\_GlobalScript\_1

gml\_GlobalScript\_2

gml\_GlobalScript\_3

gml\_GlobalScript\_4

nullish

login\_sso

operagx-yyc

mqtt

audio-fx

rollback

intellisense

test

custom\_env

filt+fx

gx\_mod\_wallpaper

Undertale\_Yellow\_sChinese

方正少儿\_GBK

UTFont\_dotumche

8bitoperator JVE (DO NOT EDIT IN GAMEMAKER, Japanese characters will disappear)

Undertale Yellow 简体中文版

多年来，怪物们被一道#强大的符咒封于地底。

那是一道可以被七个人类#灵魂打破的符咒。

它们的统治者爱好和平，#且希望着避免任何冲突...

但最后还是宣布，#任何掉下的人类...

都理应被处死...

Ebott山...

有人曾经冒险爬上山。

后来... 没人再见过他们。

都将被处死...

曾经有人冒险爬上了山。

多 年 来 ，怪 物 们 被 一 道#强 大 的 符 咒 封 于 地 底 。

那 是 一 道 可 以 被 七 个 人 类#灵 魂 打 破 的 符 咒 。

它 们 的 统 治 者 爱 好 和 平 ，#且 希 望 着 避 免 任 何 冲 突 ...

但 最 后 还 是 宣 布 ，#任 何 掉 下 的 人 类 ...

都 将 被 处 死 ...

Ebott 山...

曾 经 有 人 冒 险 爬 上 了 山 。

后 来... 没 人 再 见 过 他 们 。

但 最 后 还 是 宣 布 ，任 何#坠 落 于 此 的 人 类 ...

那 是 一 道 可 以 被 七 个#人 类 灵 魂 打 破 的 符 咒 。

多 年 来 ，怪 物 们 被 一 道 #强 大 的 符 咒 封 于 地 底 。

那 是 一 道 可 以 被 七 个 #人 类 灵 魂 打 破 的 符 咒 。

它 们 的 统 治 者 爱 好 和 平 ， #且 希 望 着 避 免 任 何 冲 突 ...

但 最 后 还 是 宣 布 ， #任 何 坠 落 于 此 的 人 类 ...

多 年 来 ， 怪 物 们 被 一 道 #强 大 的 符 咒 封 于 地 底 。

那 是 一 道 可 以 被 七 个 #人 类 灵 魂 打 破 的 符 咒 。

它 们 的 统 治 者 爱 好 和 平 ， #且 希 望 着 避 免 任 何 冲 突 ...

但 最 后 还 是 宣 布 ， #任 何 坠 落 于 此 的 人 类 ...

都 将 被 处 死 ...

Ebott 山 ...

曾 经 有 人 冒 险 爬 上 了 山 。

后 来... 没 人 再 见 过 他 们 。

它 们 的 统 治 者 爱 好 和 平 ， #且 希 望 着 避 免 任 何 冲 突 . . .

但 最 后 还 是 宣 布 ， #任 何 坠 落 于 此 的 人 类 . . .

都 将 被 处 死 . . .

Ebott 山 . . .

后 来 . . . 没 人 再 见 过 他 们 。

等待

调试主菜单 V 0.2

选择的路线:

从哪里重置:

页数:

物品

统计

邮件

没有

背包

谈话

攻击

防御

距离下一级

武器:

防具:

友谊颗粒

友.颗粒

子弹:

金钱:

一氧化二氢

水

使用

信息

丢弃

阅读

钉选

还差

升级

ord

啊

饰品:

自动开火 使用 (

) 来开关:

开

关

\* 啊 ！ 你 好 。

\* 你 还 好 吗 ？

\* 你 一 定 还 在 疑 惑# 发 生 了 什 么 . . .

\* 我 是 TORIEL , # 遗 迹 的 看 守 者 。

\* 我 每 天 都 来 这 里 看 看 #有 没 有 人 类 坠 落 于 此 。

\* 虽然并不是经常有。

\* 已 经 有 一 段 时 间 没 人# 出 现 了 ，你 是 这 段 时 间# 里 的 第 一 个 。

\* 别 害 怕 ，小 家 伙 。

\* 我 会 尽 我 所 能 在 这 里 保 护 你 。

\* 来 吧 ! 我 把 你 带 到 你 的 新 家 。

TORIEL

# 遗 迹

\* 啊 ! 你 好 。

\* 虽 然 并 不 是 经 常 有 。

TORIEL

TORIEL

# 遗 迹

\* 你 一 定 还 在 疑 惑# 发 生 了 什 么 . . .

\* 我 每 天 都 来 这 里 看 看 # 有 没 有 人 类 坠 落 于 此 。

\* 已 经 有 一 段 时 间 没 人# 出 现 了 ，你 是 这 段 时 间# 里 的 第 一 个 。

\* 来 吧 ! 让 我 把 你# 带 到 你 的 新 家 。

\* 你 还 好 吗 ?

\* 你 一 定 还 在 疑 惑# 发 生 了 什 么 . . .

\* 我 是 TORIEL , # 遗 迹 的 看 守 者 。

\* 我 每 天 都 来 这 里 看 看 # 有 没 有 人 类 坠 落 于 此 。

\* 已 经 有 一 段 时 间 没 人# 出 现 了 ，你 是 这 段 时 间# 里 的 第 一 个 。

\* 来 吧 ! 让 我 把 你# 带 到 你 的 新 家 。

TORIEL

# 遗 迹

\* 已 经 有 一 段 时 间 没 人# 出 现 了 ，你 是 这 段 时 间# 里 的 第 一 个 。

# 遗 迹