

THE PLAYER VILLAIN GUIDE



The Player's Objective

**Befriend six Allies as Frisk,
OR Execute six Allies as Chara.**

After years of waiting, the savior of the Underground has arrived. The question is, are they a pacifist savior hoping to set monster-kind free from their prison...or a genocidal savior determined to end their suffering by other means? It is up to The Player to decide the fate of the Underground.

Special Setup

Choose whether to start the game as Frisk or Chara and reveal the corresponding side of the Name tile. Keep the six SOUL Tokens in a Supply nearby.



SOUL Tokens

Each of The Player's Allies can be in one of three states: Neutral, Befriended, or Executed. SOUL Tokens mark which state an Ally is in. Befriended Allies are marked with the yellow side, Executed Allies with the red side, and Neutral Allies with no token.



BEFRIENDED



NEUTRAL



EXECUTED

If an Ally already has a SOUL token when they would be Befriended or Executed, flip their token over to reveal the opposite side. An Ally may not have more than one SOUL token at a time.



The Name Tile

Frisk and Chara, your Talents, each have a different mechanism to put SOUL Tokens on their Allies. Befriending Allies as Frisk requires more Power, while Executing them as Chara requires enough cards in hand to discard.

Several cards in both The Player's deck and Fate deck can better support (or hinder) a particular side. For example, Your Best Friend and Back to Zero each improve while Frisk is revealed, while Your Best Nightmare and Get Dunked On each improve with Chara.



Here There Be Monsters

Each of The Player's Allies has a unique dynamic with the Name tile.

Papyrus, once Befriended, can help you Befriend other Allies as well, where Toriel is particularly difficult to Befriend. Asgore becomes easier to Execute over time, while Sans is a greater challenge.

The most consistent are Undyne, who is difficult to handle no matter which route you take, and Alphys, who always hides behind her mechanical bodyguard Mettaton.



Stay Determined

The Player's greatest strength—their flexibility—is also their greatest weakness. If the Fate deck manages to flip the Name tile to the wrong side, it can ruin any progress The Player has made up to that point, with only a few options available to recover.



In addition, Fate cards that bounce Allies out of The Player's Realm tend to drain the Power Frisk needs to Befriend them, while Heroes cost Chara the same cards to defeat that they need to Execute Allies.

