

How to Beat *Undertale*: The True Pacifist Route

Preparing for the Pacifist Run

Undertale is a choice-driven RPG where your actions determine how the story unfolds. The True Pacifist Route offers the most complete ending, rewarding players who show mercy and form friendships instead of fighting. This guide walks you through every stage of that journey, explaining how to progress without harming any monsters. Each section outlines specific steps, safety notes, and key interactions needed to unlock the final True Pacifist sequence. The entire process typically takes about eight to ten hours, depending on your experience level and how much exploration you do.

Warning: Attacking or killing even one monster will lock you out of the True Pacifist Route.

Items & Resources

You don't need much to complete the True Pacifist Route, but a few essential items will make the run smoother and help you handle tougher encounters.

- Healing food – Spider Donuts, Cinnamon Buns, and Nice Creams are reliable recovery options.
- Armor – Upgrade your defense whenever possible as it helps against stronger foes
- Gold – Earned through peaceful encounter, so restock on food and armor

Staying on the Pacifist Path

The Pacifist Route depends on your choices, so it's important to act carefully in every encounter. In every battle, select the ACT command to interact and learn each enemy's behavior. Once you've performed the correct actions, switch to the MERCY → SPARE option to end the fight peacefully. Some enemies require multiple actions before they can be spared, so patience is key.

NOTE: Pay attention to dialogue changes. When an enemy's name changes color, it means they can now be spared safely.



Figure 1: MERCY menu during battle

Step-by-Step Walkthrough - Initial Phases

Phase 1 - The Ruins

1. Enter the Ruins and save at the first SAVE point to record your progress.
2. Use the ACT command to interact with early enemies such as *Froggit* and *Whimsun*. Try actions like *Compliment* or *Console* to see how they respond.
3. When an enemy's name turns yellow, open the MERCY menu and select SPARE to end the battle peacefully.
4. Collect a few healing items like Monster Candy but avoid filling your inventory completely.
5. When you face Toriel, continue selecting SPARE each turn until she stops attacking and lets you leave.

CAUTION: Inventory space is limited early in the game. Picking up too many unnecessary items can prevent you from carrying key healing supplies or story items later.

Phase 2 - Snowdin

1. Travel through Snowdin Forest, sparing every monster you encounter to earn GOLD peacefully.
2. Interact with Sans and Papyrus whenever possible as their dialogue builds story progression and humor into the route.
3. When you battle Papyrus, select SPARE repeatedly, even if he refuses early in the fight.
4. Continue using SPARE until Papyrus finally accepts and ends the battle.
5. After the fight, visit Papyrus's house and complete the hangout sequence to strengthen your friendship.
6. Keep exploring the area and saving often since this friendship, along with Sans's interactions, affects later dialogue and events.



Figure 2: Sans and Papyrus (on the right)

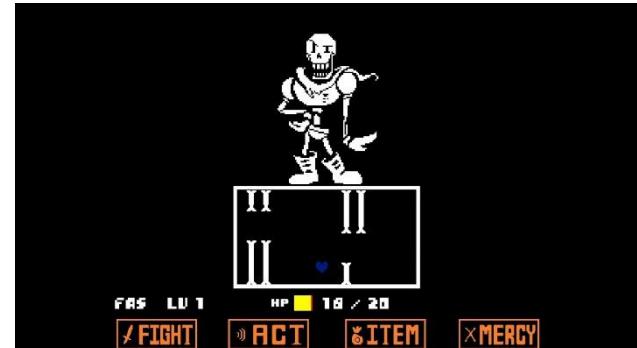


Figure 3: Papyrus Fight

Step-by-Step Walkthrough - Climax

Phase 3 - Waterfall

1. Move carefully through Waterfall's puzzles, sparing all enemies you encounter.
2. Take time to explore the area for hidden SAVE points and small interactions – this section tests patience more than combat skill.
3. Continue using ACT → MERCY → SPARE in every fight to stay on the Pacifist route.
4. During the Undyne chase sequence, select FLEE every turn and keep running through each screen until she collapses from exhaustion in Hotland.
5. Once she falls, walk over to the nearby water cooler, fill the cup, and pour it on her to help her recover.
6. After helping Undyne, continue forward to the next area. This moment builds trust that becomes essential for the True Pacifist route.

WARNING: Failing to help Undyne after she collapses will permanently lock you out of the Pacifist route.



Figure 3: Giving Undyne water

Phase 4 - Hotland & MTT Resort

1. Follow Alphys's directions through Hotland's mechanical puzzles and obstacle rooms.
2. Continue sparing all monsters using the ACT and MERCY commands to keep your Pacifist status.
3. When you reach Mettaton EX, focus on increasing the Ratings meter by using actions such as *Pose*, *Heel Turn*, or *Boast*.
4. Heal when necessary but avoid attacking as the fight ends peacefully once the Ratings exceed 10,000.
5. After the battle, Alphys explains that your next destination is New Home, where you learn you'll eventually have to kill Asgore to leave the Underground.

NOTE: Equipping armor that boosts invincibility frames, such as the Stained Apron, can make this fight easier to manage.

Step-by-Step Walkthrough - Neutral Ending

Phase 5 - Asgore & Omega Flowey

1. Enter New Home and explore each room to uncover flashbacks that reveal Asgore's past decisions.
2. Save your progress before approaching Asgore's throne room to begin the final Neutral battle.
3. When the fight starts, you'll notice the MERCY command is slashed out as this is intentional.
4. Use the FIGHT option to continue the battle while healing as needed until the scripted ending triggers.
5. Immediately after the cutscene, Flowey appears and corrupts your save file, beginning the Omega Flowey (also called *Photoshop Flowey*) fight.
6. Survive his chaotic attacks by dodging projectiles and selecting the ACT commands as they reappear.
7. Continue this process until the battle ends and Flowey restores your control.

WARNING: Quitting or reloading during the Omega Flowey sequence may cause the game to glitch or reset progress. Continue playing until the fight ends and the save file restores automatically.



Figure 5: Using the Fight option during the Asgore Fight



Figure 6: Flowey corrupts the save file

Step-by-Step Walkthrough - True Resolution

Phase 6 - True lab & Asriel

1. After defeating Omega Flowey, reload your save and answer Alphys's call to visit the True Lab.
2. Before continuing, visit Undyne's house to begin her friendship event, then meet with Alphys to complete hers. Both are required for the True Pacifist ending.
3. Explore the True Lab, read log entries and complete puzzles to uncover the truth behind the Amalgamates.
4. Use SAVE points in the lab often – some puzzle rooms loop or reset if you exit early.
5. Collect key items like the Badge and Note Entries to unlock new areas inside the lab.
6. Once the lab is complete, return to the surface using the elevator and head back to New Home.
7. Enter Asgore's room for a final encounter, where your friends arrive and stop the fight before it begins.
8. Prepare for the last battle against Asriel Dreemurr, the true final boss of the Pacifist route.
9. During the fight, the ACT command changes to SAVE, symbolizing your effort to reach Asriel emotionally.
10. Use SAVE and HOPE repeatedly to free your friends and bring peace to the Underground.



Figure 7: The final SAVE options during the Asriel battle.



Figure 8: The characters escape the Underground.

Troubleshooting & Tips

Even when following the Pacifist route, certain mechanics and choices can cause confusion or minor setbacks. These tips can help you avoid restarting or missing key scenes.

- Avoid skipping through dialogue too quickly. Some hints for ACT commands only appear once and missing them can make battles harder.
- Keep at least one empty inventory slot for story items that appear automatically near the end of the game.
- Equip armor that boosts invincibility frames if you struggle as defense alone won't always help.
- Do not reset or reload during scripted sequences as it can cause data issues or skip important dialogue.



Figure 9: Save point

Key Terms

ACT - Command used to interact with enemies nonviolently through unique actions. Often required to unlock the **MERCY** option.

FIGHT - Command used to attack enemies. Choosing it deals damage and increases EXP if an opponent is defeated.

GOLD (G) - Currency earned after battles or events. Used to buy items, equipment, or healing supplies from shops.

HEALING ITEMS - Consumables that restore HP during battles.

INVINCIBILITY FRAMES - Brief period after taking damage where further hits do not register. Boosted by certain armor types.

ITEM - Menu option used for healing, equipping gear, or using key items. Managing space is important early in the game.

MERCY - Allows the player to spare enemies instead of fighting. Essential for completing the True Pacifist route.

SAVE - Command that replaces ACT during the final battle. Represents emotional connection and the power to restore others.

SAVE Point - Checkpoints that record progress and fully restore HP.