[undertale heart flies across the screen accompanied by a nice scream]

Me, I guess: UNDERTALE!

A game filled with monsters and… talking flowers.

[shows flowey]

Yeah, this game is full of weird stuff and funny moments. Undertale is a critically acclaimed indie RPG or Role-Playing Game released in 2015 made by American game developer Toby Fox. Undertale changes up the formula of the genre and breaks away from the traditions with its unique combat system. The game is also known for its memorable character and branching story paths. The monsters in the game don’t regenerate at all, and the game makes a point to emphasise that fact to the player.

[highlight the bosses of the different routes of the game]

The boss fights, with the characters previously shown, a player may encounter, differ between the story routes that can be played through. There are other notable gameplay differences between the game routes like atmosphere changes and NPC interactions. These changes are caused by the player’s choices within the game. The player will be able to explore the themes of morality, redemption and the consequences of violence within the story as you explore the game routes and endings.

[show the player character]

The player character is a human child whose gender is ambiguous so anyone can insert themselves in the role of the character.

(adlib about the different story beats for the different game routes, I guess)

Conclusion:

At the end of the day, the American dream is what we all want to achieve and god bless America.

[play the star-spangled banner with a waving American flag video]