

UNDERTALE

WHEN YOU FALL UNDER THE GROUND



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GAME CONCEPT



IN THE GAME, THE PLAYER CONTROLS A CHILD AND COMPLETES OBJECTIVES IN ORDER TO PROGRESS THROUGH THE STORY. PLAYERS EXPLORE AN UNDERGROUND WORLD FILLED WITH TOWNS AND CAVES AND ARE REQUIRED TO SOLVE NUMEROUS PUZZLES ON THEIR JOURNEY.

GENRE : ACTION
ADVENTURE RPG

DEVELOPER : TOBY FOX

RELEASE DATE :
15 SEPTEMBRE 2015

TARGET AUDIENCE

THERE IS NO TARGET AUDIENCE FOR THIS GAME, JUST GAMERS. BUT IT'S OK FOR AGES 7+. UNDERTALE IS PRETTY KID FRIENDLY AND NOT TOO HARD.

EXCEPT FOR THESE THINGS. THERE ISN'T MUCH HORROR, BUT IT CAN BE A LITTLE SCARY FOR KIDS UNDER 7.

GAME FLOW SUMMARY

WHILE NAVIGATING THROUGH A 2D GAME ISN'T USUALLY CONSIDERED CHALLENGING OR DIFFICULT, IT WAS EXCEPTIONALLY EASY IN UNDERTALE. WHILE PLAYING THE GAME,

THERE IS NO FEELING OF LOST OR SIDETRACKED UNINTENTIONALLY ONCE. THE NAVIGATION ALWAYS FELT REALLY NATURAL.



AND WHENEVER THERE ARE MULTIPLE ROUTES OR PATHING OPTIONS, THE LEVELS SEEM TO BE INTENTIONALLY DESIGNED TO BE RATHER LINEAR AND STRAIGHTFORWARD TO ALLOW THE GAME TO FOCUS MORE ON NARRATIVE, BUT THERE IS MORE THAN THAT.

LOOK AND FEEL

UNDERTALE LOOKS LIKE A 90'S GAME IN VISUALS, SOUND, AND GENERAL FEEL. IT HAS THAT 16 BIT PIXEL ART

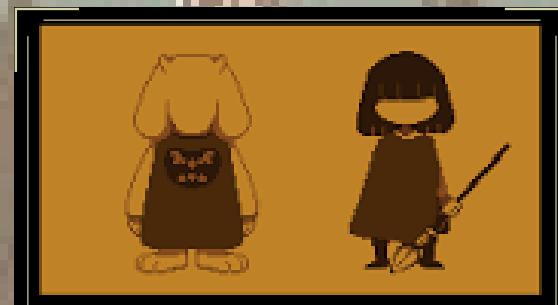
STORY SETTING AND CHARACTERS

STORY SETTINGS

THE STORY OF UNDERTALE IS SET IN THE UNDERGROUND, WHERE WE CONTROL OUR MAIN CHARACTER (FRISK CANONICALLY). YEARS PRIOR, A WAR BROKE BETWEEN MONSTERS AND HUMANS. THE LATTER WERE VICTORIOUS, AND DECIDED ON BANISHING THE MONSTERS IN THE UNDERGROUND.



After a long battle, the humans were victorious.



Long ago, two races ruled over Earth: HUMANS and MONSTERS.

WHERE THEY WERE SEALED FROM THE SURFACE WITH A MAGIC BARRIER CREATED BY HUMANS, WITH THE ONLY GAP BEING MOUNT EBOTT, WHERE OUR MAIN CHARACTER FELL. NOW YOU, THE PLAYER, HAVE TO GET THROUGH A (SKELE)TON OF OBSTACLES, PUZZLES AND ENEMIES, IN HOPE OF FINALLY GOING BACK TO THE SURFACE.

THE UNDERGROUND IS A VAST AREA ,WITH A LOT OF PLACES SUCH AS SNOWDEN ,WATERFALL ,THE RUINS ,ETC... EACH AREA HAS THEIR OWN SPECIFIC HABITANTS AND PUZZLES.



One day, war broke out between the two races.

CHARACTERS

FLOWEY

FLOWEY IS THE VERY FIRST CHARACTER YOU ENCOUNTER GOING IN ,IT'S A SMALL GOLDEN FLOWER WITH SEEMINGLY A CONSCIENCE ,A GREEN STEM ,AND A WHITE FACE.



FLOWEY IS HERE IN ORDER TO INTRODUCE YOU TO THE FIGHTING SYSTEM ,OR ,ONE OF THE PATHS YOU CAN TAKE. FLOWEY SERVES AS THE MAIN ANTAGONIST FOR THE MAJORITY OF THE GAME.



SPECIFICALLY THE NEUTRAL AND TRUE PACIFIST ROUTES. HE USES A VERY SOUTHERN SLANG ,SUCH AS "HOWDY!" AND CALLS HIMSELF YOUR "BEST FRIEND" ,HE'S SEEMINGLY GENTLE AND POLITE

BUT AFTER TRUSTING HIM A BIT TOO MUCH ,YOU CAN SEE THAT HE'S A MANIPULATOR ,MALEVOLENT ,CRUEL ,OFTEN CALLING THE PROTAGONIST AN "IDIOT" REPEATING HOW "IN THIS WORLD ,IT'S KILL OR BE KILLED".



TORIEL

TORIEL CAN BE PERCEIVED AS THE TUTORIAL OF THE GAME (HER NAME IS ACTUALLY A PLAY ON THE WORD TUTORIAL) ,SHE'S A VERY NICE OLD GOAT LADY WITH WHITE FUR ,DROOPY EARS ,SMALL HORNS ,AND A PAIR OF FANGS ,SHE IS ALWAYS SEEN WITH A PURPLE ROBE WITH A WHITE STRIPE IN THE MIDDLE OF IT ,WITH THE KINGDOM'S SYMBOL ON THE CHEST AREA



Living in the first area you'll encounter , "THE RUINS" ,she's here to guard them ,and to welcome every human that fell into her domains



IN ORDER TO PROTECT THEM FROM THE REST OF THE UNDERGROUND AND ITS DANGERS. SHE'S VERY NICE AND CONSIDERATE. SHE LIKES TO BAKE PIES, AS SEEN WHEN SHE BAKES A BUTTERSCOTCH CINNAMON PIE FOR THE PLAYER CHARACTER TO MAKE THEM FEEL WELCOMED IN HER DOMAIN.



* When you encounter a monster, you will enter a FIGHT.

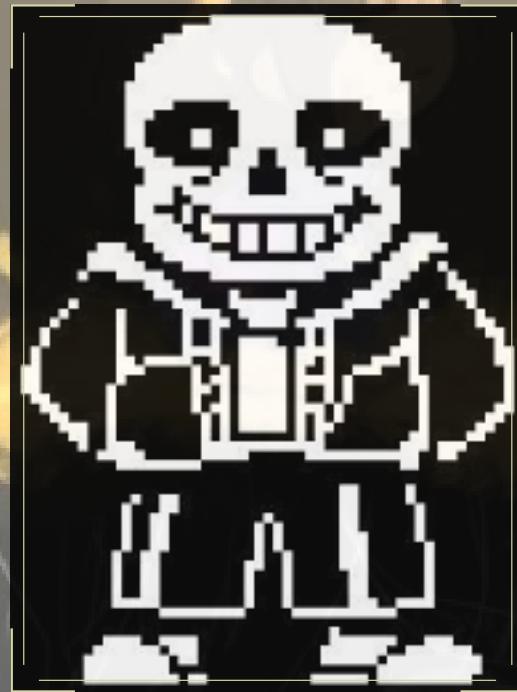


HER FAVORITE THING TO BAKE THOUGH STILL ARE SNAILS. SHE'S HERE TO INTRODUCE YOU TO THE SECOND PATH AVAILABLE, WHICH IS TO SHOW MERCY AND SPARE YOUR ENEMIES.

SANS



SANS IS A CHARACTER YOU'LL ENCOUNTER
THE MOMENT YOU EXIT THE RUINS.
HE'S A MONSTER ,A SHORT SKELETON WITH
A BIG ROUND SKULL, EYES
WITH SMALL WHITE PUPILS, WEARING A BLUE
JACKET WITH A GREY HOOD ,AND A BLACK PAIR
OF SHORTS ,PAIRED WITH PINK SLIPPERS



HIS NAME IS TAKEN OUT OF A FONT NAME: COMIC
SANS MS.

SANS IS VERY LAZY AND LAID BACK ,ALWAYS PROCRASITINATING ,OFTEN AT GRILLBY'S HANGING OUT WITH THE OWNER ,ALWAYS SLEEPING AT WORK

YET TAKES A PAUSE WHEN HE HAS THE OCCASION. HE LIKES TO JOKE A LOT ,HIS FAVORITES ARE PUNS RELATED TO BONES AND SKELETONS ,WHICH HIS BROTHER HATES.



HE LOVES HIS BROTHER VERY MUCH ,HE IS THE ONLY FAMILY HE HAS THAT WE KNOW OF ,AND WOULD DO ANYTHING TO MAKE HIM HAPPY.

PAPYRUS



THE 2ND SKELETON MONSTER WE ENCOUNTER ,SANS'S BROTHER ,HE'S A TALL SKELETON WITH A LONG SKULL WITH THE MAJORITY OF IT BEING HIS MOUTH. HE CAN APPEAR SMILING MOST OF THE TIME ,AND HIS EYE SOCKETS DON'T HAVE ANY PUPILS ,BUT EYEBALLS CAN APPEAR OUT OF NOWHERE WHEN EXPERIENCING STRONG EMOTIONS.

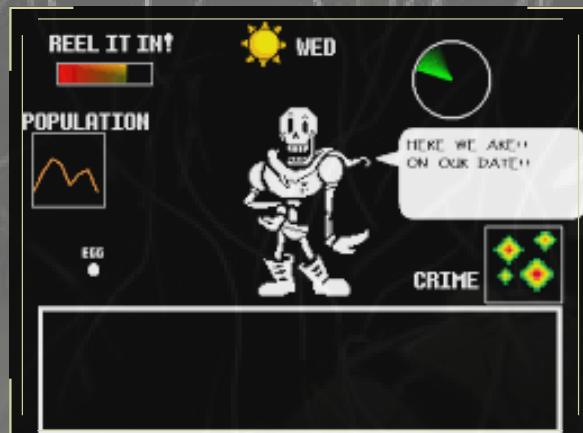


HE WEARS A COSTUME HE MADE HIMSELF THAT HE CALLS HIS "BATTLE BODY" THAT IS CONSISTED OF A WHITE CHESTPLATE WITH GOLD TRIM ,RED GLOVES WITH A GOLDEN TRIM ,A GOLDEN BELT ,KNEE HIGH RED BOOTS ,AND A SYMBOL THAT RESEMBLES STARMAN FROM THE MOTHER SERIES ON THE CHEST PLATE, AS WELL AS SHORTS AND AN ORANGY RED CAPE.

PAPYRUS IS A VERY CHARISMATIC CHARACTER WHO APPEARS PERSISTENT ,AND CONFIDENT IN HIS ABILITIES ,AND COOKING SKILLS. HE IS BRAVE AND HARD-WORKING ,AND CONSIDERATE EVEN WHEN KILLED IN THE GENOCIDE ROUTE



HE BELIEVES IN THE PLAYER CHARACTER JUST AS MUCH AS HE BELIEVES IN HIMSELF



HE IS A BIG FAN OF PUZZLES, RIDDLES, CHILDREN'S BOOKS ,AS WELL AS MTT'S TV SHOW.
His NAME IS DIRECTLY TAKEN OUT OF A FONT CALLED PAPYRUS.

UNDYNE



UNDYNE IS THE 4TH CHARACTER YOU'LL ENCOUNTER IN THE GAME ,AND THE FIRST YOU'LL ENCOUNTER IN WATERFALLS. SHE'S A FISH LADY WITH RED HAIR ,AND BLUE SCALES ,AS WELL AS WHITE SHARP TEETH. SHE WEARS AN EYE-PATCH ON HER LEFT EYE ,AND A RED EYESHADOW ON HER RIGHT ONE.



SHE'S OFTEN SEEN IN HER ROYAL GUARD ARMOR ,WITH DARK AND LIGHT SHADES VARYING ON IT. WITHOUT IT ,SHE'S WANDERING AROUND WITH HER BLACK TANK TOP AND A PAIR OF JEANS.

IN THE GENOCIDE ROUTE ,SHE TRANSFORMS INTO UNDYNE ,THE UNDYING WITH THE HELP OF DETERMINATION ,SHE WEARS A BIGGER GREY ARMOR WITH HEARTS IN THE MIDDLE OF HER CHESTPLATE ,NO LONGER WITH HER EYE-PATCH ,HER EMPTY EYE-SOCKET EMITS A LIGHT IN THE SHAPE OF A SPEAR.



UNDYNE IS VERY BRAVE ,VERY JUST ,COURAGEOUS ,PAPYRUS CONSIDERS HER A HERO ,AS WELL AS A FRIEND.

SHE'S A PART OF THE ROYAL GUARD ,SHE IS IN FACT ,ITS CAPTAIN . IT IS HINTED THAT SHE MIGHT HAVE A CLOSE RELATIONSHIP WITH ALPHYS IN THE PACIFIST ROUTE.



ALPHYS



ALPHYS IS A LIZARD KINDA SCIENTIST ,SHE CAN BE MET RIGHT AFTER UNDYNNE AND IS IN FACT THE ONLY CHARACTER YOU DON'T BATTLE. SHE IS THE KING'S ROYAL SCIENTIST (PUT IN THIS POSITION AFTER THE SUDDEN DISAPPEARANCE OF HER PREDECESSOR) ,LOOKING FOR A WAY TO FREE EVERYONE FROM THE UNDERGROUND



WHILE CONDUCTING SOME OTHER EXPERIMENTS DEEMED QUITE UNETHICAL. ALPHYS'S LAB IS LOCATED IN HOTLAND ,THE NEXT AREA YOU'LL HAVE TO GO THROUGH.

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SHE IS VERY INTROVERTED AND RESERVED, SHE IS VERY SHY, AND A HUGE NERD, FAN OF ANIME AND SUCH. IT IS HINTED THAT SHE MIGHT, IN FACT, HAVE A CLOSE RELATIONSHIP WITH UNDYNE IN THE PACIFIST ROUTE.



METTATON



METTATON IS A ROBOT WITH A SOUL IN IT ,HE'S ALPHYS'S CREATION ,AS WELL AS HER CLOSEST FRIEND. HE OWNS HIS OWN BRAND THAT HE NAMED MTT AFTER HIM THAT SELLS EVERYTHING ,ALONG WITH HIS VERY OWN TV SHOWS WHICH CAN BE SEEN IN ALL OF THE UNDERGROUND'S NETWORKS ,OWNED BY HIM AS WELL.



NORMALLY MADE TO ENTERTAIN ,HE ENDED UP TURNING INTO A HUMAN KILLING MACHINE ,LATER REVEALED IT WAS ALL A SKIT SO THAT ALPHYS WOULD BECOME CLOSER TO THE PLAYER CHARACTER ,AND FEEL IMPORTANT. METTATON HAS 2 FORMS :HIS USUAL FORM ,A GRAY ,LARGE ,AND RECTANGULAR BOX WITH A 4X5 GRID OF SQUARISH LIGHTS AT THE TOP.

His second form called Mettaton EX, is a body he requested Alphys to make him, he can be turned into Mettaton EX by switching a switch located in his back. A humanoid body with long black hair and a long fringe that covers his right eye as well as a pale "skin".



He has a pink chest piece, a narrow metallic waist, and black shoulder pads above his arms, with gloves in his hands.

The chest piece has what appear to be a speaker and some knob, while the waist has two parts, a locking mechanism that holds his "heart-shaped core," as they both lose white pixels during his "Heart-to-Heart" attack.





HIS LONG BLACK-CLAD LEGS END IN PINK HIGH-HEELED BOOTS. METTATON HAS THE PERSONALITY OF A DIVA. OBSESSED WITH HIS SHOW'S RATINGS ,HE TENDS TO GO A BIT TOO FAR IN HIS SEARCH FOR "DRAMA" , "TENSION" AND SUCH. BUT HE IS ALSO VERY LOYAL ,AND CARING ,MOSTLY WITH ALPHYS.

ASGORE



THE KING OF ALL MONSTERS ,THE RULER OF THE UNDERGROUND ,A MONSTER WILLING TO KILL HUMAN CHILDREN TO GET TO HIS ENDS ,ALSO TORIEL'S EX HUSBAND ,FATHER TO ASRIEL ,AS WELL AS ADOPTIVE FATHER TO THE FIRST CHILD TO EVER FALL



ASGORE IS A BIG GOAT HUMANOID WITH BROAD SHOULDERS ,A VERY IMPOSING BODY AND A TALL STATURE ,A GOLDEN MANE AND BEARD AS WELL AS 2 LARGE CURVED HORNS. HE WEARS A PURPLE SUIT ,A PURPLE CAPE AND GOLDEN PAULDRONS ,AS WELL AS A SMALL CROWN ON HIS HEAD

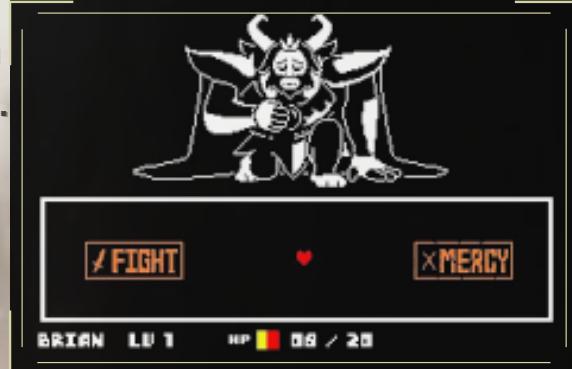


HIS WEAPON IS A BIG ,RED TRIDENT ,WITH A FLOWER. ASGORE IS A KIND AND CALM PERSON WHO ENJOYS GARDENING ,A JUST RULER.



HE IS A POWERFUL LEADER WHO WOULD DO ANYTHING FOR HIS PEOPLE. HE IS A VERY MORALLY GRAY CHARACTER ,DEPICTED BY HIS PAST ACTIONS OF KILLING 6 HUMAN CHILDREN PRIOR TO THE PROTAGONIST

IN ORDER TO DESTROY
THE BARRIER
SEPARATING HIS WORLD
FROM THE HUMAN WORLD.
ALTHOUGH IT APPEARS
HE REGRETS IT, AND
VERY MUCH DOESN'T
WANT OUR CHARACTER
TO ENDURE THE SAME,
HE ENDS UP DOING WHAT
HE FEELS HAS TO
ANYWAY.



GAME WORLD

Map of the Underground



THE RUINS

THE RUINS IS THE TUTORIAL AREA OF UNDERTALE AS WELL AS THE ENTIRE SETTING OF THE DEMO. THE PROTAGONIST ENTERS THE UNDERGROUND BY FALLING FROM A GIANT HOLE IN THE GROUND ON MOUNT EBOTT INTO THE RUINS BEFORE THE BEGINNING OF THE GAME.



THERE ARE MANY PUZZLES AND TRAPS WITHIN THE RUINS, AS WELL AS A SURPLUS OF RED LEAVES AND VINES THAT ARE STREWN THROUGHOUT THE AREA.

A SMALL RIVER RUNS THROUGH THE RUINS, AND THE DARK GROUND IS HALLMARKED BY SMALL PATCHES OF AUBURN LEAVES.

DESPITE THE ABUNDANCE OF LEAVES IN THE RUINS, ONLY A SINGLE TREE IS SEEN HERE, WHICH IS FOUND CLOSE TO TORIEL'S HOME.



SNOWDIN

SNOWDIN IS A TOWN THE PROTAGONIST ENCOUNTERS AFTER THEY LEAVE THE RUINS AND TRAVEL THROUGH SNOWDIN FOREST. DEPARTURE FROM THE TOWN TAKES THE PROTAGONIST TO WATERFALL BY FOOT OR, BY HITCHING A RIDE WITH THE RIVER PERSON, TO EITHER WATERFALL OR HOTLAND.



DESPITE BEING UNDERGROUND, SNOWDIN IS COVERED IN A PERPETUAL LAYER OF ICE AND SNOW, AND, BECAUSE OF HOW COLD IT IS, IT MAINLY HOMES MONSTERS WITH THICK FUR OR MONSTERS THAT DO NOT GET COLD.



WATERFALL

WATERFALL IS THE THIRD AREA THE PROTAGONIST ENCOUNTERS IN THE UNDERGROUND. THE AREA IS ACCESSIBLE AFTER THE PROTAGONIST DEFEATS PAPYRUS IN A FIGHT, IT FOLLOWS SNOWDEN FOREST AND SNOWDEN TOWN, AND PRECEDES HOTLAND.



ANCIENT GLYPHS ADORN THE WALLS OF WATERFALL. THE COLOR PALETTE OF THIS REGION IS PRIMARILY INDIGO AND BLUE WITH THE OCCASIONAL BLACK CHASM. MUSHROOMS, ECHO FLOWERS, GEMS WITHIN THE WALLS, AND WATER IN SOME AREAS GLOW BRIGHT BLUE. TRUE TO ITS NAMESAKE, POOLS OF WATER OFTEN PROVIDE THE ATMOSPHERE AT WATERFALL, AND THE CEILING Drips WITH WATER IN SOME AREAS.



HOTLAND

HOTLAND IS THE FOURTH REGION THE PROTAGONIST ENCOUNTERS IN UNDERTALE, FOLLOWING WATERFALL. IT CONTAINS LOCATIONS SUCH AS ALPHYS'S LAB, TRUE LAB, THE MTT RESORT, AND THE CORE.



THIS AREA IS AN ARID REGION COVERED IN REDDISH-ORANGE DIRT RISING ABOVE THE LAVA BELOW.



MANY OF THE PUZZLES IN THE AREA INVOLVE PLATFORMS, ADDING TO THE HOT ATMOSPHERE, AS WELL AS FORESHADOWING THE TECHNOLOGY FOUND IN THE CORE.

THIS AREA ALSO OFFERS HIGHER DIFFICULTY PUZZLES THAN IN SNOWDEN.

THE CORE

THE CORE IS A SUB SECTION OF HOTLAND, ACCESSIBLE FROM THE MTT RESORT. IT IS A TECHNOLOGICALLY ADVANCED FACILITY THAT PROVIDES MAGICAL ELECTRICITY TO THE UNDERGROUND.



THERE IS AN ELEVATOR TO NEW HOME IN THE CENTER OF THE CORE. THE ENTIRE STRUCTURE IS DESIGNED SO THAT THE ROOMS INSIDE CAN CHANGE POSITIONS AND THE LAYOUT CAN BE ALTERED.

NEW HOME

AFTER MAKING THE WAY THROUGH THE CORE AND COMPLETING THE METTATON BOSS FIGHT, DR ALPHYS WILL SAY THAT THE CHARACTER NEEDS TO KILL THE KING AS HE MOVES ON TO THE NEXT AND FINAL AREA, NEW HOME.



NEW HOME IS DRAB AND GREY, THE CHARACTER HAVE TO FOLLOW A LONG CORRIDOR WITH NO MUSIC UNTIL HE MAKES IT TO A HOUSE THAT LOOKS A LOT LIKE TORIEL'S. INSIDE HE WILL SEE A LOCK TO STOP HIM FROM GOING DOWNSTAIRS, INTERACTING WITH IT WILL TELL HIM TO GO FETCH THE KEYS.



GAMEPLAY AND MECHANICS

GAME PROGRESSION

THE GAME MAY LOOK LINEAR BUT IN FACT PUTS THE PLAYER INTO MULTIPLE CHOICES THROUGHOUT THE PLAYTHROUGH THAT WILL ACTIVELY AFFECT THE PROGRESSION AND STORY. EVERY INTERACTION COUNTS AND IN SOME STAGES



YOU CAN SWITCH BETWEEN SNOWDEN, WATERFALL AND HOTLAND MOST OF THE TIME SO THE PLAYER WON'T FEEL LINEAR AND CLOSED AND LEAVES A LOT OF FREEDOM FOR THE PLAYER

PUZZLE STRUCTURE

UNDERTALE IS VERY FOCUSED ON THE PUZZLES AS THEY ARE THE CORE CONCEPT OF IT. THE PUZZLES ARE RELATED TO THE PLACE YOU'RE IN AND/OR THE ENEMY YOU ARE FACING.



THE FIRST ONES THAT YOU WILL ENCOUNTER ARE RELATIVELY EASY AS THEY ARE MADE BY PAPYRUS WHO LET'S SAY ISN'T THE SMARTEST CHARACTER,

ON THE OTHER HAND THE PUZZLES DESIGNED BY ALPHYS ARE QUITE AMBIGUOUS COMPARED TO THE OTHERS.



MOST OF THE TIMES THESE PUZZLES ARE MADE IN THE FREE MODE (WHEN YOU ARE CONTROLLING THE PLAYER IN THE WORLD) OR SOMETIMES IN THE FIGHT MODE CAUSE YOU HAVE TO FIGURE OUT HOW NOT TO KILL YOUR ENEMY BUT TO SPARE HIM OR MAYBE ESCAPE SOMETIMES.

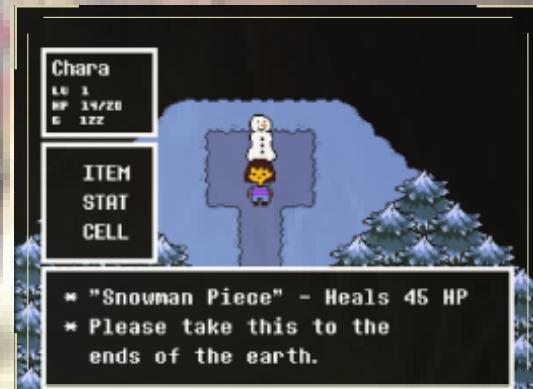
OBJECTIVES

THE MAIN OBJECTIVE HERE IS TO ESCAPE THE RUINS WHERE YOUR PLAYER HAS FALLEN BUT YOU HAVE SOME SECONDARY OBJECTIVES THAT THE PLAYER ENCOUNTERS THROUGHOUT THE GAMEPLAY

SOME ARE OBVIOUS EASY AND RELATED TO THE STORY LIKE THE "DATE" WITH PAPYRUS



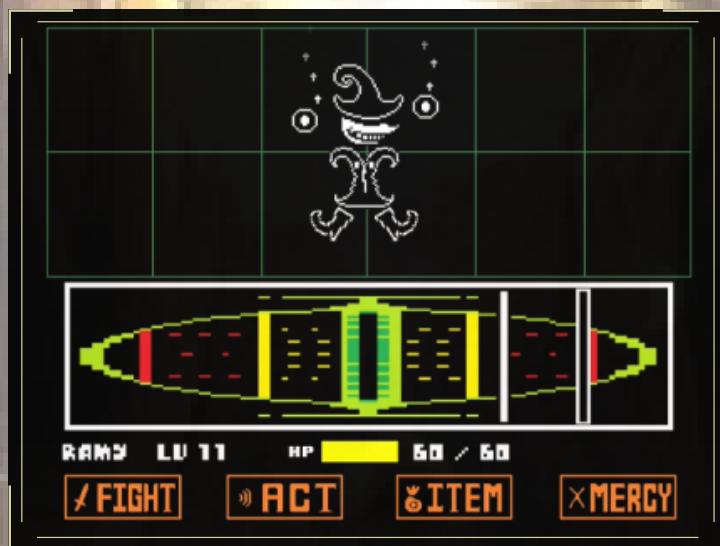
AND SOME ARE MORE "HIDDEN" IN IMPROBABLE PLACES AND GIVES YOU SOME NOT SO STRAIGHT FORWARD OBJECTIVES LIKE THE SNOWMAN THAT YOU SEE AT THE BEGINNING OF THE GAME AFTER SEEING SANS THAT TELLS YOU TO TAKE A PIECE OF HIM SOMEWHERE ELSE OR LIKE HE SAYS "PLEASE TAKE THIS TO THE ENDS OF THE EARTH." WHERE YOU CAN EITHER DO IT OR CONSUME THAT PIECE THAT GIVES YOU SOME HP



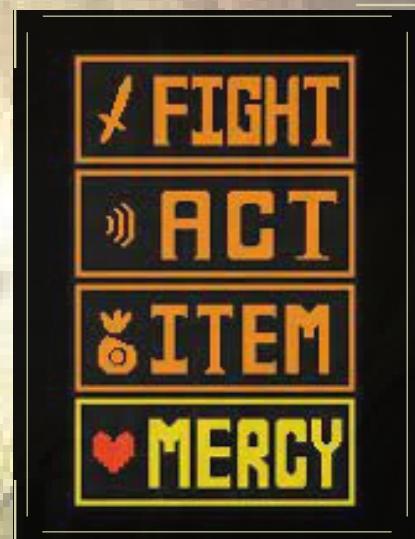
MECHANICS

THE FIGHTING SYSTEM IN UNDERTALE IS VERY UNIQUE.

THE GAME ITSELF IS DEPICTED AS AN RPG USING THE SAME TURN-BASED COMBAT SYSTEM IN A VERY ORIGINAL WAY BY INCLUDING THE SPARE OPTION, AS WELL AS THE BULLET-HELL MECHANIC (IT IS A KNOWN FACT THAT TOBY FOX TOOK INSPIRATION FROM GAMES SUCH AS TOUHOU, OFF, EARTHBOUND, YUME NIKKI, AND SUCH)



WHEN IT'S YOUR TURN, THE GAME DISPLAYS YOUR OPPONENT WITH THE SAME DIALOGUE BOX, THE HIT POINT (HP) BAR, SOME INFORMATION LIKE YOUR LV (LEVEL, CALLED LOVE INSTEAD, WHICH STANDS FOR LEVEL OF VIOLENCE), YOUR NAME AND FOUR BUTTONS:



FIGHT

WHEN YOU PRESS IT
IT DISPLAYS THE
FIGHT BOX WHEN YOU
CAN ATTACK YOUR
OPPONENT



ACT

DEPENDING ON THE
ENCOUNTER YOU CAN
ACT ON YOUR
OPPONENT LIKE PET
THEM , TELL A JOKE
, EYE THEM OR
COMPLIMENT THEM.



ITEM

YOU USE ONE OF THE
ITEMS IN YOUR
INVENTORY EITHER
FOR ADDING HP OR
DEF OR ATK ETC...

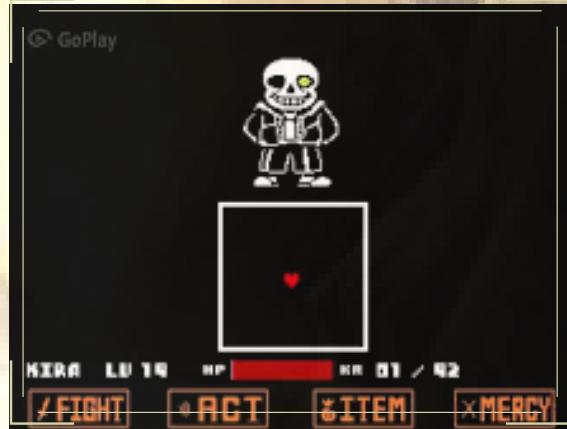


MERCY

AS ITS NAME
INDICATES YOU CAN
HAVE MERCY ON YOUR
OPPONENT AND LET
THEM LIVE TO SEE
ANOTHER DAY BY
SPARING THEM ,OR
SOMETIMES WHEN YOU
WANT TO ESCAPE THE
FIGHT BY FLEEING.



WHEN IT'S YOUR OPPONENT'S TURN, THE DIALOGUE BOX CHANGES TO LET SORT OF A SMALL ARENA BOX WHERE YOUR SOUL FLOATS (YOUR SOUL TAKES THE FORM OF A RED HEART). YOU'LL HAVE TO MOVE IT IN ORDER TO AVOID ENEMY ATTACKS.



EACH ENEMY YOU ENCOUNTER HAS A DIFFERENT SET OF UNIQUE ATTACKS (THERE'S A LOT OF THEM)



AS WELL AS BOSSSES THAT CAN CHANGE YOUR WHOLE GAMEPLAY BY CHANGING THE COLOR OF YOUR SOUL ,MAKING IT BLUE FOR EXAMPLE WHERE YOU'LL NO LONGER FLOAT ,BUT JUST FALL AND STICK TO THE BOTTOM WALL OF THE HITBOX

WHERE YOU'LL HAVE TO TIME YOUR JUMPS IN ORDER TO AVOID ENEMY ATTACKS (SEEN IN PAPYRUS'S BOSS FIGHT, AS WELL AS SANS'S IF YOU WOKE UP AND CHOSE VIOLENCE).



PHYSICS

1-ITEMS

THROUGHOUT THE GAMEPLAY, THE PLAYER WILL COME ACROSS DIFFERENT TYPES OF ITEMS THAT CAN BE EITHER GIVEN TO THE PLAYER BY A CHARACTER OR PURCHASED WITH GOLD COINS, AND THEY CAN BE CONSUMED IN BATTLES.

THEY GENERALLY FALL INTO ONE OF THESE THREE CATEGORIES

CONSUMABLES

THESE ITEMS CAN BE USED ONCE (CONSUMED) AND GIVES THE PLAYER A BOOST IN A CERTAIN ASPECT LIKE HP OR SPEED BOOST.

MISCELLANEOUS

THESE ONES CAN BE EQUIPPED TO INCREASE STATS OF THE PLAYER LIKE WEAPONS THAT ADD ATK POINTS AND ARMOR THAT ADDS DEF POINTS.

EQUIPABLE

THESE ITEMS ARE RELATED TO EITHER THE MAIN STORY OF THE GAME OR SIDE QUESTS

LIKE THE SILVER KEY OR UNDYNE'S LETTER THAT HELPS THE PLAYER THROUGH THE PROGRESSION OF THE GAME

Undertale Weapons

Stick	Toy Knife	Tuff Glove
Ball Shoes	Torn Notbo	Burnt Pan
Empty Gun	Worn Dagger	Real Knife
@ush_cale		

Undertale Armors

Bandage	Pad Ribbon	Mandanna
Old Tutu	Clod Glass	Stain Apron
Cowboy Hat	H Locket	Temm Armor
@ush_cale		

S-ACTIONS

IN UNDERTALE YOU CAN JUST PERFORM SOME SIMPLE INTERACTIONS LIKE OPENING THE BOX THAT APPEARS IN SOME PLACES TO STORE YOUR ITEMS IN OR INTERACT WITH THE SEVERAL CHARACTERS TO TALK TO THEM OR JUST MAKE SOME RANDOM INTERACTIONS HERE AND THERE LIKE RING DOGGO'S BELL, AND THE YELLOW SPARKLE OF SAVING.



S-ECONOMY



THE ONLY CURRENCY IN THE GAME IS GOLD ABBREVIATED BY G, THE PLAYER CAN ACQUIRE IT BY KILLING (OR SPARING) OPPONENTS, BY SELLING ITEMS TO THE SHOPKEEPERS IN THE GAME OR BY OTHER MEANS NOT VERY OBVIOUS LIKE FINDING SOME WITHIN SPIDER WEB OR SNOW PILES.

THE PLAYER CAN SPEND GOLD MAINLY IN THE SHOPS WHERE HE CAN BUY ITEMS THAT CAN HELP HIM THROUGHOUT HIS JOURNEY OR SPEND THEM IN HOTELS LIKE THE ONE IN SNOWDIN (SNOWDIN INN) OR SOME OTHER UNUSUAL WAYS LIKE GETTING A GIFT FOR GIFTROT OR IN THE FIGHT VS MUFFET WHERE SPENDING MONEY IS ONE OF THE ACTIONS.



OPTIONS

THE ONLY OPTION THAT CAN BE CHANGED IS LANGUAGE AND IN PC YOU CAN PUT THE GAME IN FULLSCREEN WITH F4.

REPLAYING AND SAVING

SAVING

WHEN PLAYING UNDERTALE THE PLAYER WILL FIND ALL AROUND THE MAP SOME QUIET PLACES WITH A YELLOW SPARKLE AND SOMETHING AROUND, WHEN INTERACTING WITH IT IT WILL STATE A PHRASE RELATED WITH THE



OBJECTS AROUND AND FINISHED WITH "KNOWING THAT, IT FILLS YOU WITH HOPE", THEN IT RESTORES THE PLAYER'S HP AND SAVES THE GAME AND YES HP STANDS FOR HOPE NOT HEALTH POINTS LIKE OTHER GAMES.

REPLAYING

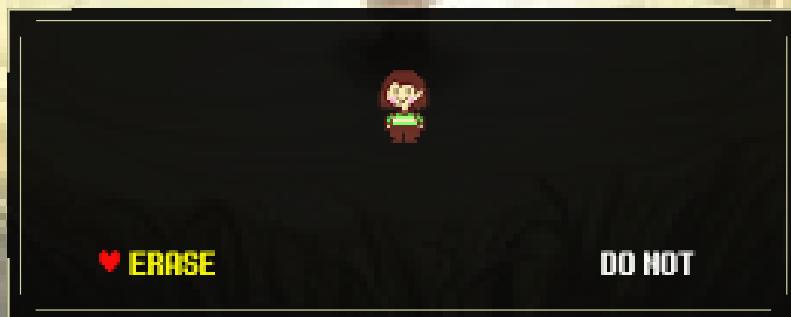
REPLAYING UNDERTALE IS SOMETHING VERY UNIQUE BECAUSE IT'S INTENDED THAT THE PLAYER REPLAYS IT. FIRST NATURALLY YOU WOULD JUST REPLAY FROM THE BEGINNING WITH NO RELATION WITH YOUR PREVIOUS PLAYTHROUGH

THAT'S WHERE UNDERTALE DIFFERS BECAUSE WHEN REPLAYING THE GAME (PRESSING THE RESET BUTTON AFTER THE ENDING) WILL NOT COMPLETELY ERASE YOUR GAME, KIND OF, THE PLAYER WILL INDEED REPLAY THE STORY FROM THE BEGINNING AGAIN BUT THIS TIME THE CHARACTERS WILL REMEMBER SOME OF THE ACTIONS THAT YOU DID IN THE PREVIOUS WALKTHROUGH



ESPECIALLY SANS WHERE HIS ACTIONS WILL DEPEND ON THE ENDING THAT YOU GOT FOR EXAMPLE IF YOU DO THE GENOCIDE RUN WHERE YOU KILL EVERYONE THE NEXT TIMES HE WILL BE MORE "CAREFUL" WITH YOU AND MANY OTHER VERY SUBTLE DETAILS.

THEY SAY THAT THE ONLY WAY TO REALLY ERASE THE SAVING IS TO REINSTALL THE GAME (IN PC) OR DELETE THE SAVE MANUALLY.

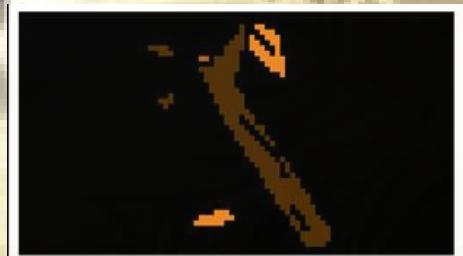


CHEATS AND EASTER EGGS

THERE ARE SOME VERY WELL HIDDEN CHEATS THAT CAN EITHER JUST ADD A BOOST OR COMPLETELY SKIP A FIGHT LIKE WHEN FIGHTING SANS YOU CAN TYPE "SORRY" DURING THE BATTLE THOUGH DEPENDING ON SANS' MOOD, HE MIGHT NOT ACCEPT IT, OR WHEN YOU'RE PICKING YOUR NAME AT THE BEGINNING OF THE RUN, PRESS F13. THEN NAME YOURSELF "GITGUD" IN ALL CAPS. AFTER THIS, EVERYONE BUT SANS, ASGORE AND FLOWEY WILL BE DEAD. YOU CAN THEN PROCEED TO KILL THEM.



THE EASTER EGGS IN UNDERTALE ARE ENDLESS AND VERY DIFFERENT FROM EACH OTHER. THE MOST FAMOUS ONE IS THE STICK ITEM THAT CAN COAX SEVERAL DIFFERENT RESPONSES OUT OF SEVERAL DIFFERENT CHARACTERS.



UNDERTALE INTERFACE

HUD

WHEN PLAYING IN FREE MODE THERE IS NOTHING DISPLAYED IN THE HUD



BUT WHEN TALKING TO A CHARACTER IT DISPLAYS THE DIALOG IN A LITTLE BLACK BOX, AND THE BEST FACT ABOUT IT IS THAT THE FONT CHANGES DEPENDING ON THE CHARACTER TALKING LIKE HERE WHEN A GUARD IS TALKING :

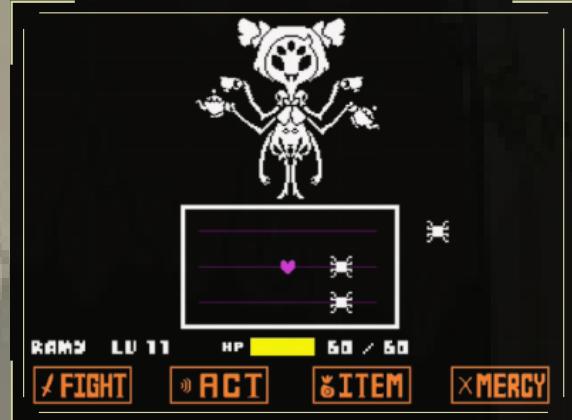


UNDERTALE

AND HERE WHEN TALKING TO PAPYRUS :



IN THE FIGHT THE HUD
IS MADE UP OF 4
ACTION BUTTONS, SOME
DISPLAYED INFOS
ABOUT THE PLAYER
AND A SMALL ARENA IN
WHICH YOU EITHER
ATTACK OR DEFEND
YOURSELF



AS FOR THE CAMERA IT'S JUST
A SIMPLE CAMERA THAT
FOLLOWS THE PLAYER ALONG
HIS JOURNEY ASIDE FROM
SOME CINEMATIC VIEWS
SOMETIMES.

UNDERTALE

ctrl
alt

CONTROL SYSTEM



THE COMMANDS ARE SIMPLE, JUST MOVE AROUND IN FREE MODE OR PASS THE DIALOGUE WHEN TALKING TO SOMEONE OR IN THE FIGHT MODE YOU CAN PRESS ONE OF THE BUTTONS SHOWN ABOVE TO PERFORM AN ACTION AND MOVE THE HEART AROUND IN DEFENSE MODE.

MOVE

W , S , A , D

CONFIRM

Z or Enter

CANCEL

X or Shift

MENU

C or CTRL



UNDERTALE

AUDIO MUSIC SFX

THE SOUND EFFECTS AND MUSIC ARE ALL 8 BIT AUDIO, THEY ARE A REFERENCE TO OLD ARCADE GAMES. IN DETAIL EACH CHARACTER HAS IT'S SOUND EFFECT THAT REPRESENTS IT'S VOICE.



IN ADDITION EACH MAJOR CHARACTER (FRIEND OR ENEMY) HAS IT'S OWN MUSIC IN THE SAME STYLE THAN THE AUDIO THAT GIVES YOU THAT OLD SCHOOL MOOD AND THE MOST FAMOUS ONE THAT IS NOW A MEME IS OBVIOUSLY MEGLOVANIA THAT'S TRIGGERED WHEN OPPOSING TO SANS.

HELP SYSTEM

THE ONLY HELP SYSTEM IN THE GAME IS THE KIND OF TUTORIAL IN THE BEGINNING WITH FLOWEY THAT SHOWS YOU THE CONTROLS AND THE ONE WITH THE FROGS WHERE THEY SHOW YOU HOW TO SKIP DIALOGUES OTHER THAN THAT THE PLAYER IS ALONE.



UNDERTALE TECHNICAL

TARGET HARDWARE

FIRST IT CAN BE PLAYED ON CONSOLES XBOX ONE/SERIE X PS4/S , AS FOR PC THE REQUIREMENTS ARE VERY LOW AS IT NEEDS 200 MB OF SPACE 2 GB OF RAM AND ANY VIDEO CARD WITH 128 MB OF RAM

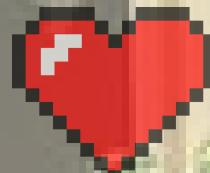
NEEDLESS TO SAY THAT EVEN IF YOU HAVE A POTATO PC YOU CAN PLAY THE GAME EASILY !!

DEVELOPMENT SOFTWARE AND HARDWARE

FOR THE GAME ENGINE IT'S MADE USING THE FAMOUS GAME MAKER FOR 2D GAMES

NETWORK REQUIREMENT

SIMPLY THERE ARE NONE CAUSE IT'S A COMPLETE OFFLINE GAME :).



GAME ART

THE GAME ART EMBRACES THE 90'S LOOK OF THE GAME AND TAKES IT EVEN FURTHER AS THE ENTIRE CAST OF CHARACTERS ARE MADE IN 16 BIT PIXEL ART AND EVERY OTHER OBJECT BUILDING ITEM ... ETC .



SOMETIMES IT'S BRIGHT AND COLORFUL BUT MOST OF THE TIME IT'S DARK

DEPENDING ON THE POSITION THE PLAYER IS IN AND ALSO THE TYPE OF RUN HE'S MAKING "GENOCIDE PACIFIST ...".



* Despite everything, it's
still you.

