He Pulls the Strings and Makes Them Ring: The Deterministic Nature of Deltarune



"The main theme of this game is the lack of choice. There is really no choice in this game. From the moment you start to the moment you finish, you're destined to kill Dr. Andonuts. There are two endings, but they both eventually end up the same way. It's all a big joke on the player.

That's why Twoson is a little claustrophobic. Because no matter what you can do, no matter who you talk to, you can only delay the inevitable.

Once you get to the end of the sewers, you can't go back. You can only go forward. No choice.

Once you get to the end of Winters, you can't go back. You can only go forward. No choice.

You know why there isn't a choice there?

Because you already chose to make Varik go into the door. You already chose to go forward. The only real choice, as Varik realizes at the end of the game, is to stop or keep going. By "stop" he means "turn off the game," and that's all you can do. Anything you play is your own fault for playing, and that's the only real choice you can make."

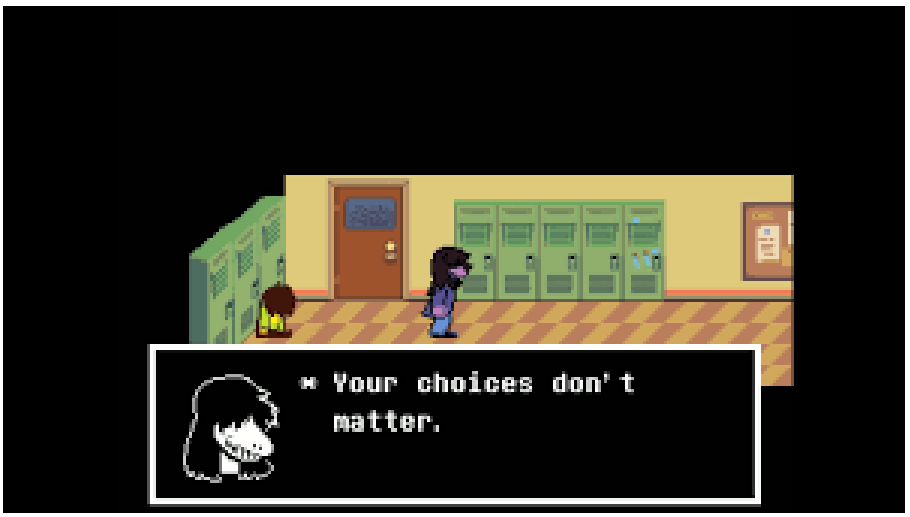
THE MAKING OF RADIATION'S HALLOWEEN HACK

Philosophically, determinism is the idea that events are inevitable and can only occur in one possible way. Any human action is shaped by the unbreakable laws of nature, meaning that anything that happens is causally inevitable, and there is nothing we can do to stop it. Existence itself in this plane of reality means that our actions can only be performed in the way they are intended. Choices don't really exist because no alternatives are actually possible. Freedom is impossible and free will is a complete illusion under this philosophy, and we are only witnessing events whose outcomes are set in stone.

There isn't a more exemplary case of determinism than fiction. Since the moment you have started reading a book or watching a movie, you have accepted that the events you are about to witness won't change. No matter what you do as a reader or as a watcher, Snape will kill Dumbledore and Darth Vader will cut Luke's hand. Do you know why? Because the person who designed the fictional piece of media in the first place has already decided how the story will go long before you decide to consume it.

Video games are a particularly interesting case. The medium's interactive nature seems to give the player the ability to change the outcome, being able to break determinism as an inherent trait of fiction. Nevertheless, this might prove to be an illusion itself. The player can choose to reach the ending and win the game or get killed in the attempt, meaning the game doesn't end. You can choose to throw Sonic into a pit in Sonic The Hedgehog 2, dooming the world to Dr. Eggman, or you can reach all the way to Death Egg Zone, destroy the Death Egg Robot, and save the day. Even games with multiple endings have choices that are already given to you by default.

There is a certain game based around this concept. We all know why we are here, after all.



From the moment you started the game, it started to happen. You just didn't know it, yet.

Deltarune's storytelling works under two simple premises:

1) The game will show you something, but you don't know what it means. It's intentionally esoteric in the way that it conveys information to the player, meaning that what we are shown on the screen might have very different meanings.
2) Everyone in the game knows more than you, while you don't know anything at all. Characters talk about things you don't know, and behave as if they already know them, meaning you effectively don't understand what they are saying/doing.

In a traditional narrative, the story will slowly reveal its secrets to the audience as new events happen. The person witnessing the story will gradually gain more knowledge of it. In Deltarune, however, questions are rarely answered, even if it all. We march through the game with very little idea of what's happening except what we are directly witnessing on screen.

The setting itself seems designed to only confuse the player further. The characters constantly withhold information from us either willingly or unwillingly. In some cases, they already know it, but they don't expose it because they are unaware of our existence. In other cases, they know we exist, but they actively hide it from us. As a result, we, as an audience, are left completely in the dark as to what's actually happening in the story itself. Eight years and five chapters later, and we have very little idea as to why the game is the way it is and why these events are being withheld from us. There is a case to be made that, as of Chapter 5, nothing in the game gives you a straight answer to any of these questions. The difficulty of elaborating theories regarding the very nature of the game is that there is simply not enough information that can legitimately prove anything.



Same.

Questions upon questions keep piling on, and we are still far from getting a clear answer:

- What exactly is the Knight and why are they doing all of this? Why do they kidnap people? Why do they make the Fountains?
- Why is Kris working with the Knight? Why do they follow their orders without question? What exactly is their "promise" and why is it so important?
- What exactly happened to Dess? How is the Shelter involved in all of this?
- What is the end of the Prophecy? What is the "final tragedy"?
- Why are Kris and Ralsei talking off-screen? What are they planning?
- What exactly is Ralsei?
- Who is FRIEND? What is their goal?
- What is ERAM and what does he want?
- What does Gaster actually want? Why is he so interested in us?
- What's Sans' role in all of this?
- Why does the story imply something between Kris and Susie/Noelle just to do nothing with it? Why is Kris' position regarding Susie and Noelle's romance framed in this bizarre way?

We are the Angel (we are; there is no ambiguity here, I'm afraid), the almighty entity the people in this setting pray to and wish to be protected by. And yet, we know nothing; we can't change anything, and we do nothing except witness the events. We are mere spectators, without the power to alter the setting, merely going through the story someone has already set in stone for us. Things are constantly happening behind our backs, and all we can do is just speculate about what it is, never interfering, never interacting. You can even say that our choices don't really matter.

Why? Why do we know nothing? Why does the story offer so very few clues to understand what's going on? Why can't we figure out what's happening even after twenty hours of content?

Well, aside from being inspired by a mix of obscure Japanese novels from the 80s and 90s and JRPGs from the SNES era, I think the intentional obscuring of information by the game itself has one simple purpose: hammer the point home that the player not only isn't a part of this world, but that it's incapable of changing the outcome. Once the truth is revealed to us, we'll realize that it's simply too late to actually change anything, and that the ending of the game was legitimately written in stone. The player will realize the true extent of their powerlessness once the realization finally hits.

Based on this premise, I propose a radical shift in perspective to explain why the story is told in this way. Rather than a Susie whose father is a certain skeleton scientist or a Kris who swapped their soul with Dess, my objective is a "back to basics" approach that tries to understand the mysteries of the game under a very simple premise: "Deltarune" only exists because SOMEONE made it and WE wanted to play it. Naturally, this isn't a new concept. Different theories like the Device Theory or Oblivion Theory tried to interpret the game under this metanarrative angle, arguing that Deltarune itself exists because someone in-universe wanted us to experience this world.

And who this SOMEONE might be?

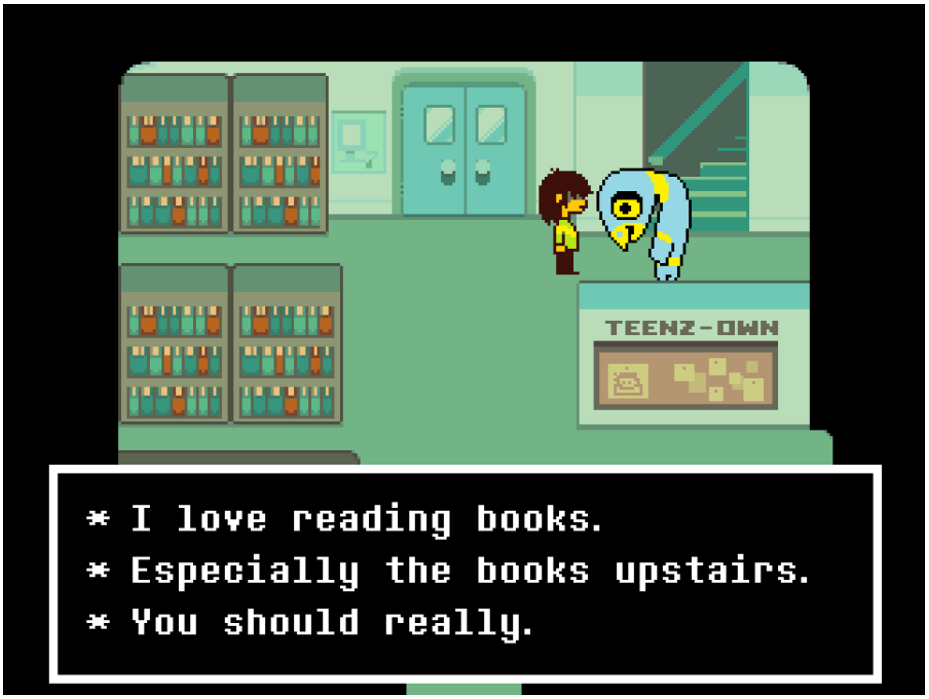


Aw, he is so proud of his little torture chamber.

The idea that the mysterious voice who introduced us to the game and constantly checks our progress plays an important role in the narrative has been a recurring topic in the lore discussion of the game. Nevertheless, I intend to take this concept one step beyond: EVERYTHING in Deltarune was artificially engineered by HIM to happen. Every Dark World we visit, every event we experienced, every single character we talk to (with a few notable exceptions, one man especially), and every single thing that has been artificially added to this world exists with the single purpose of your enjoyment. Kris, Susie, and Ralsei were never saving the world from

anything in particular, but all they have been doing all along is making YOU and HIM really happy.

His story has only ONE outcome that is impossible for us to change by nature of being a story within a fictional realm. Not only that, but he artificially puts obstacles in the way to make sure we don't know anything about the setting, either by sending his surrogates to block our path or by giving Kris specific orders to make sure the outcome of his story can't be modified, as we'll see later. With one important exception, of course…



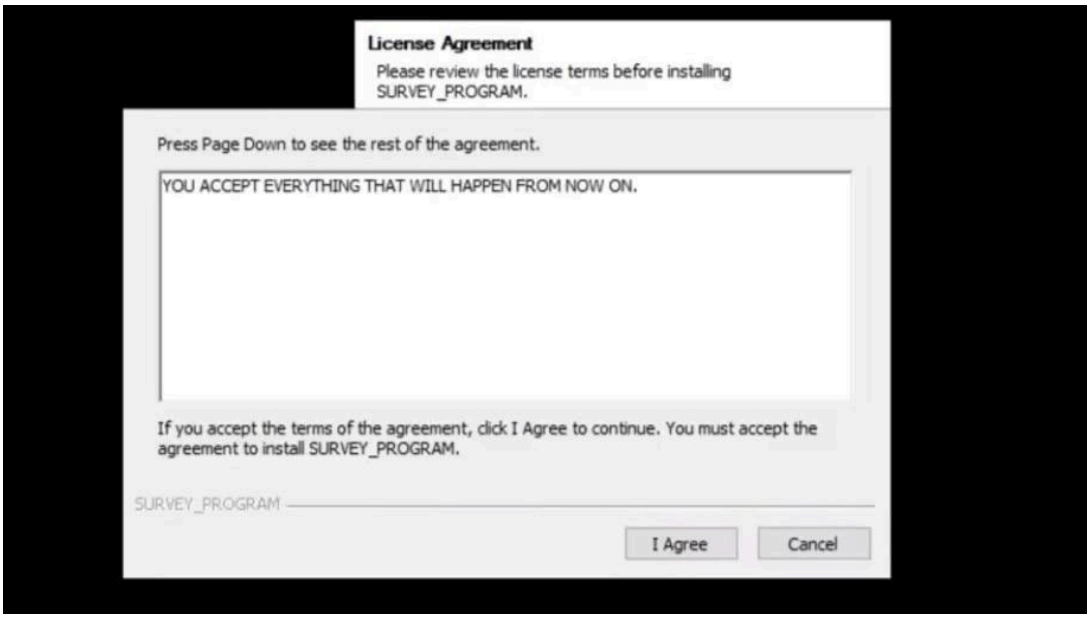
It might be just me, but I don't trust this guy.

In this document, I accuse this man of being responsible for every single crime and atrocity committed in the world of Deltarune. He emotionally manipulates children to get what he wants; he tortured and even killed several people to trigger certain outcomes, and he trapped the world and the people living in it inside an artificial construction so that he could modify it. However, his surgical defenestration of this once-peaceful world would never have been possible without his most notorious accomplice. This person gave him the power in the first place to turn this world upside down and inflict pain and misery on everyone just for the satisfaction of both of them.

YOU.

YOU wanted to play more Undertale. YOU wanted to experience something new. And he gave it to you, without telling you how the sausage was made, of course.

Well, to be fair, he did warn you about all the monstrosities he planned to inflict on this world with the purpose of carrying out his experiment. Since day one, in fact:



Huh, maybe we should have read it instead of just clicking.

By the end of this document, this series of facts will be argued in favor of:

- Using his meticulous knowledge of the setting, Gaster has orchestrated events to go a certain way for both of our enjoyment, destroying several lives in the process.
- The Knight is Dess after being broken emotionally by the darkness, thus making it easier for Gaster to control her and push his story forward.
- The vague, esoteric way events are told makes sense when you take into account that Kris (and by proxy, Ralsei) is hiding information from you.
- Susie is the final antagonist of the game, and she will inevitably die, causing the Roaring after trying to stop the Great Fountain from being sealed. This outcome is hidden from you the entire game.
- Deltarune has only ONE ending no matter what you do, in both Normal and Weird Routes. There is nothing you can do to modify it.
- Well, there is actually a way of changing the ending. Deltarune technically can't have an ending…if it doesn't exist in the first place.

These facts obey the certain unalienable truth that determinism is the rule of the land in Deltarune, and since the moment you metaphorically gave your soul to the Devil, you have accepted this fact. Consuming fiction is accepting what's going to happen can't change, after all. Deltarune was designed to only end ONE way, even if you break the game, and there is nothing you can do to change the outcome of the story. But there is a way out of Deltarune, to break the determinist chains that bind this world to the two all-powerful entities controlling its fate.

Based on this determinist perspective, I intend to articulate this document focusing on the following points:

- I - Explaining who Gaster, the Devil terrorizing the world of "Deltarune", is and what he wants.
- II - Explaining what Deltarune in-universe actually is and how it works.
- III - Explaining how the events of the game transpire under the logic here presented.
- IV - Explaining why the romantic subplot of the game is the way it is.
- V - Explaining a possible future course of events of the Normal Route based on what was exposed previously.
- VI - Explaining a possible future course of events of the Weird Route based on what was exposed previously.
- VII - Explaining what the actual true ending of the game could potentially be.

Before we start, I feel the need to state the obvious. I can only make an educated guess based on the little evidence the game gives the player to figure out what's actually going on. I can't "solve" Deltarune because I don't have all the information necessary to make such a claim. The objective of this document isn't to try to 100% predict where the story will go because that's absolutely impossible. However, what I can do, it's speculate where the story could potentially be headed with the tools at our disposal. Obviously, it's possible that a curveball could be thrown in the future, rendering whatever is said here completely meaningless. That's always obviously the danger of making theories, that they will be rendered obsolete in hindsight. It's worth the risk, however. Even if I'm wrong, if I managed to understand the game a bit better with my ramblings, then it won't have been in vain.

And of course, there will be plenty of my own bullshit headcanons to try to fill the gaps that are missing. Most of the time, I will use information in the game itself as evidence to try to back up my claims. However, I must admit, sometimes Deltarune doesn't give you the necessary data to confidently state anything, so, in those cases, I might be going with my instinct.

Without further ado, this is the story of how Gaster (and us) turned this once peaceful normal world into Deltarune, our personal playground, and turned the people living in it into glorified toys, but also the story of how you might be able to free them all.

I - Gaster, the Man Without Love.



Gaster's entire motivation in four simple lines.

Who is Gaster? Never heard of him. He doesn't exist. He never existed, in fact. No one in his original world remembers him. No one in the world he now rules with an iron fist seems even aware of him. Aside from the very little information these mysterious grey characters give you in Undertale, it seems not much is known about this man and what he was up to before his disappearance. If you ask any of the people behind Undertale, they tell you they don't know who he is. It's almost as if he vanished from history itself, without a trace.

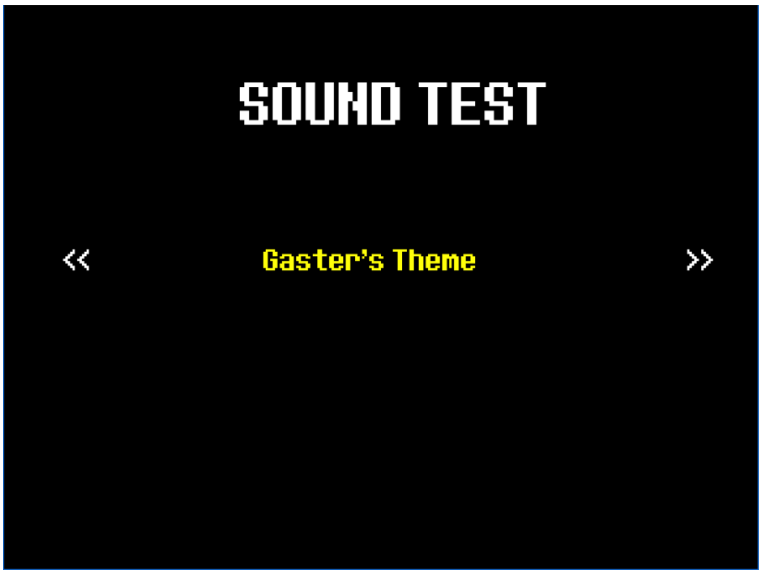


Tricky Temmie in action.

However, you are absolutely sure Gaster must exist. At this point, anyone with even the most barebones understanding of Undertale/Deltarune thinks that he is present among us in some fashion. Sans' laser weapons he uses to kick your ass at the end of the Genocide Route are called "Gaster Blasters." The riverperson tells you to

beware of the "man who speaks in hands." With the correct FUN Value, his followers will tell you everything about him. Not only that, but you can even encounter the man himself in a secret room, who seemingly disappears when you get close to him. The fact that the Mystery Man and Gaster are the same person seems to be already common knowledge accepted for years inside the fandom.

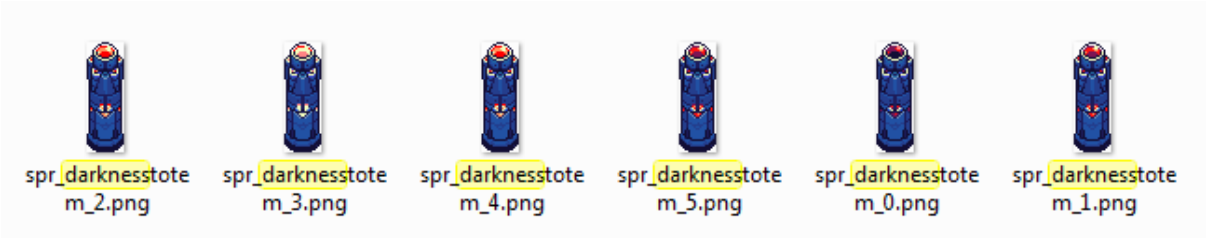
If you don't believe that Gaster is real at this point, Undertale's Sound Test having a song called "Gaster's Theme" makes the case pretty cut and dry.



Dum dum dum dum dum dum dum dum dum 🎵🎵

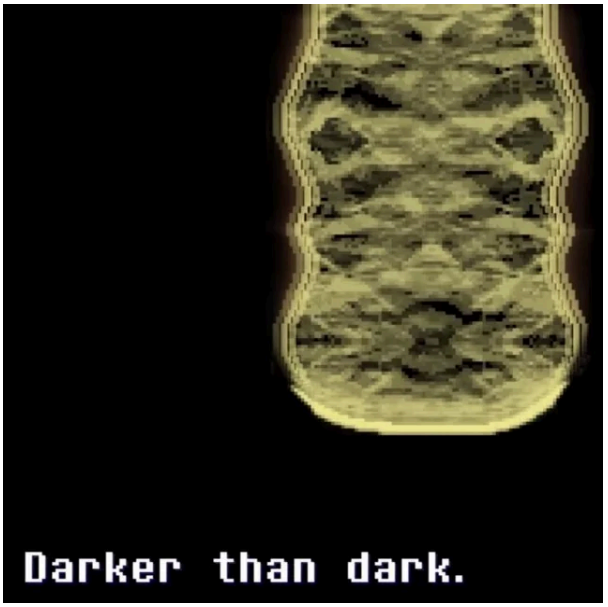
Thanks to this information, we have some sort of picture of who this man was before turning into a metanarrative Eldritch abomination. Doctor W. D. Gaster was the Underground's Royal Scientist, in what we call "Undertale", the universe where he was originally from. We can infer from what the followers say about him that he was extremely brilliant and talented. After all, he created the CORE, the source of energy that powers the Underground, and he might or might not have created the Determination extraction machine. With no Sans nor Papyrus around, the other monsters named after fonts, it's logical to assume that Gaster was simply an only child.

Gaster was allegedly starting a mysterious experiment before accidentally falling into the machine he was using for research. As a result, he was scattered across space and time and completely disappeared from the timeline, essentially being erased from history as if he never existed. What was he really trying to find out with this experiment? It's logical to assume that it was something related to the darkness, maybe he tried to open a Dark Fountain. In the files of the game, the totems of the CORE are referred to as "darkness":



It's possible these totems were used to manipulate darkness into energy.

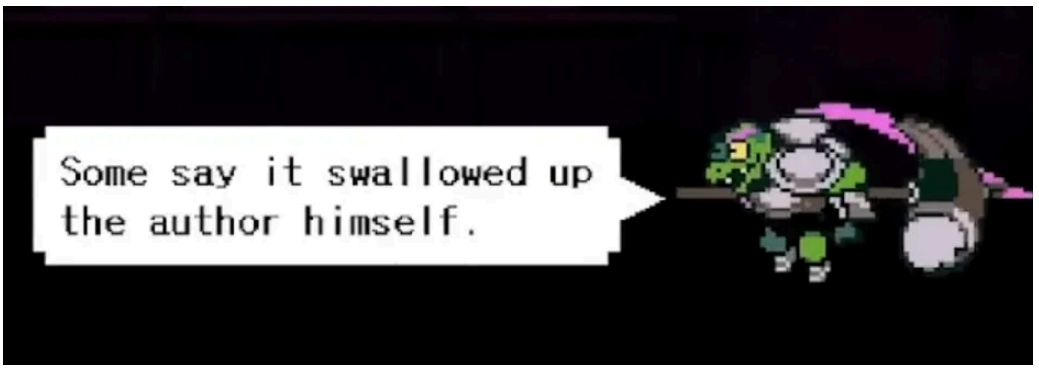
We also know this because Ralsei refers in Chapter 3 to the Dark Worlds during his monologue using very similar terms to how Gaster described his experiment in Entry 17: darker than dark.



Darker, yet darker.

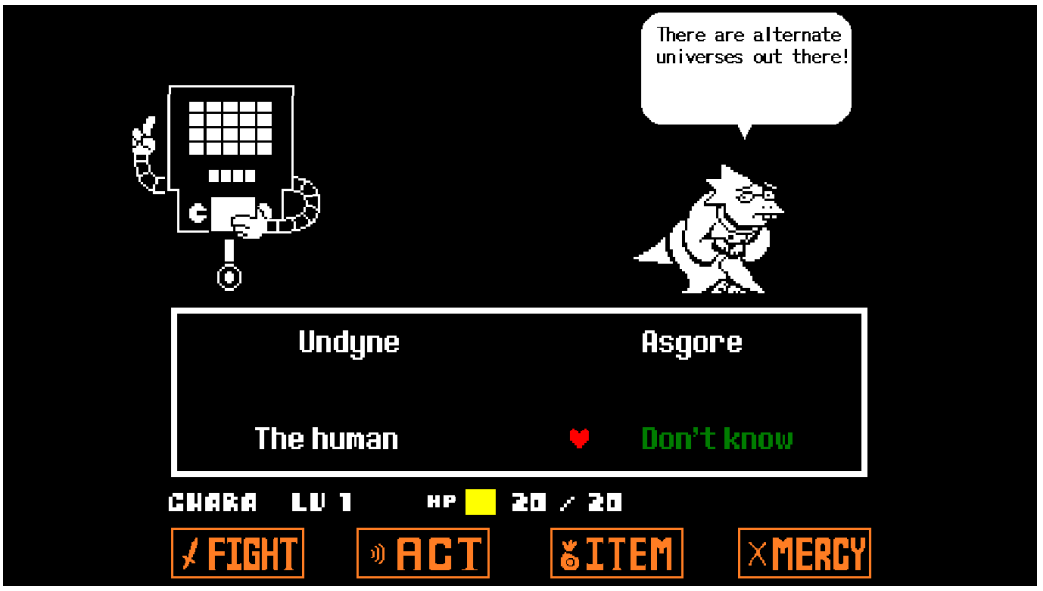
One possibility is that Gaster theorized that, by manipulating darkness, you could change reality itself. If this power were to be instrumentalized it could be possible to not only break the Barrier, but also for monsterkind to even rule the whole world. What could have gone wrong? It's possible that Gaster could have attempted to give himself determination-based abilities (like load and save), only to end up outside reality itself.





An author consumed by his own story.

However, there is also another interesting alternative as to what Gaster really discovered with his experiment. During Undertale's Mettaton Quiz, if the player selects the option "Don't know", Mettaton mentions that Alphys thinks there is a "theoretical person" there watching who thinks she is "cute" and "interesting" but who isn't real, to which Alphys replies that there are alternative universes where this could be the case.

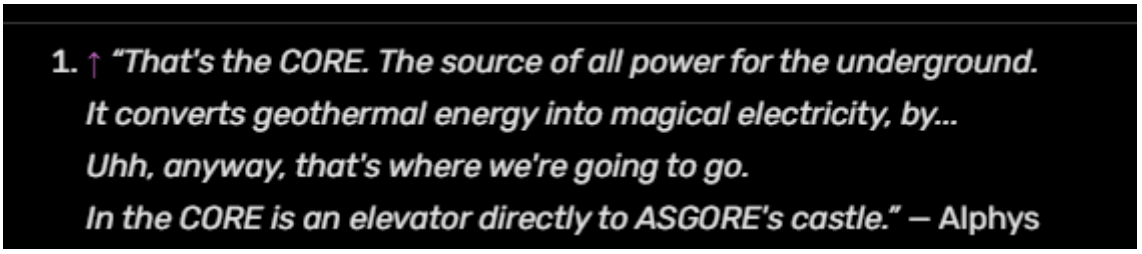


Anyone who was part of the UT Fandom in 2016 knows this is the case.

Do we know someone who isn't real who Alphys probably could have worked with and have a crush on if that were the case, right?

Multiple realities. That's what he could have discovered with his research, and we know for a fact that he is aware of this since the reality he will control isn't the one he came from. When he manipulated a Dark Fountain, Gaster could have seen that there were alternative universes different to his. In an attempt to understand them better and find out how they work, he fell into his machine and ended up disappearing from his universe.

Either from a failed attempt at reality manipulation or he accidentally discovering the multiverse, it's likely that the incident that caused him to stop existing involved experimentation with darkness to some extent. Alphys would eventually replace him as the Royal Scientist, but Asgore probably doesn't even remember why that position was vacant in the first place. However, Alphys herself doesn't seem to fully understand how the CORE, the masterpiece of her predecessor, actually works



When entering the CORE, Alphys doesn't fully explain how it works, implying that she might not know. It might harness dark energy as previously stated.

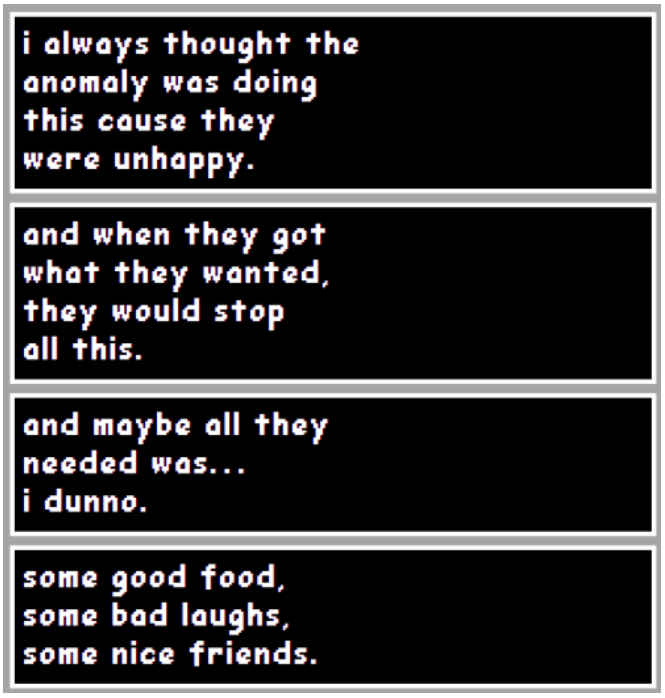
But what about the doctor himself? It seems his scattering around space and time has greatly affected both psychology and emotionally. Everyone he knew pretty much forgot his existence, making him incapable of interacting with anyone. Trapped in eternal darkness, he falls into despair. If we go by Deltarune Chapter 2's error handlers, this becomes increasingly clear.



Deltarune Chapter 2's error handlers describe Gaster's physical aspect along with his deteriorating mental state

In the endless void he resides, there is no one who he can share his scientific findings with, no one who can listen to him about the things that make him happy, no one who he can interact with and learn more about. He is a lonely person separated

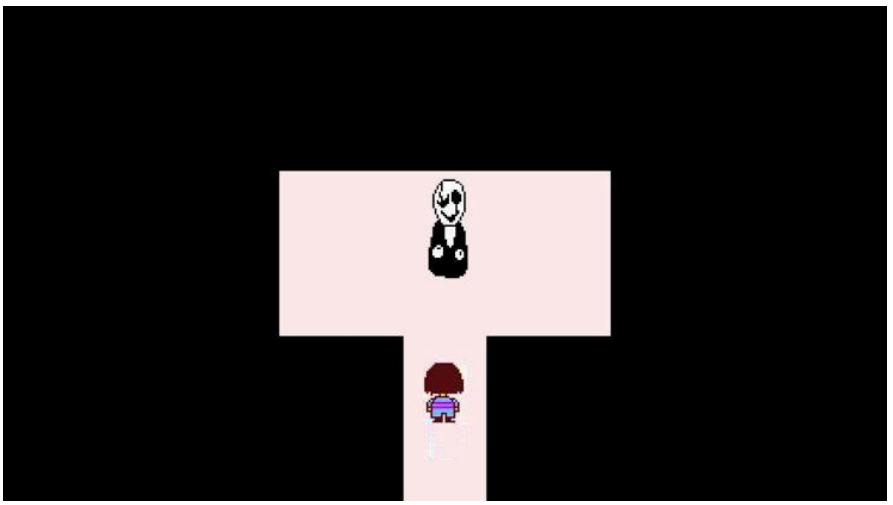
from reality itself, with no one to care about him. In a world based around the strength of the bonds with the people you love and where happiness comes from being able to share your existence with others, this is the worst thing that can happen to you.



Sans in the Genocide Route genuinely doesn't understand why the player wouldn't be happy with the people they love like he does. That's why he says that people like you "will never be happy."

Gaster is a man without love, one doomed to eternal solitude. Nothing will ever remedy this unfortunate situation.

That's until he finds YOU. Apparently a strange anomaly has infiltrated his old world and seems to be very interested in the people living in them. Not only that, but they have established some sort of emotional connection with them. Considering Gaster's curious nature, it's inevitable he found out about your existence inside Undertale itself. He was probably as surprised as you when you encountered him the first time, realizing this strange otherworldly anomaly has been doing all sorts of weird things to his old home.



The first time we met.

To Gaster's surprise, the anomalies also seem fascinated with him. They love him. They want to know more about him. Who is this mysterious person who has been hiding from their view? They make art, music, comics, paintings, animations, even videogames of him. They even think he is the father of these people he never met. Gaster is both surprised and overjoyed. The anomalies have grown to love him, his world, and the rest of his inhabitants with a burning passion, fascinated by the series of events caused by their direct interference.

However, he doesn't seem to be sure what exactly this entity travelling through time is. If the player fails to get any achievements in the Playstation version of Deltarune, Gaster will notice that you failed to achieve any marks, wondering what the player actually is and why they decided to go through Deltarune like this.



It seems Gaster is curious to know more about us through his experiment.

Nevertheless, these omnipotent entities watching from above seem to love him and his people. They are being treated by them like pets or toys that give them happiness. Gaster is confused, but intrigued. Why are they so obsessed with us? Why do we give them joy? What's that something about us that fascinates them?

Naturally, as a scientist, Gaster wants to know what this entity is and how it works. However, he is also pushed by a deep sense of loneliness and the desperate need to connect with someone. The fact that someone went out of his way to try to find him and know more about him fills him with joy.



Gaster knows you want to know more about him, just like he wants to know more about you.

I consider Gaster's motivation in this regard to be the narrative heart of the game. If Undertale was about how the love of others makes life worth living, Deltarune is about how the lack of it can affect people emotionally. Every single character in Deltarune wants to be loved, and their desire for love is what drives the plot forward.



Love is what motivates most characters in the game. When they don't have any love, they might fall into despair, turning to the darkness.

Motivated by your presence, Gaster starts to delineate in his head his next experiment. He already has experience with manipulating darkness and knows what is capable of doing, so he knows it can be used to create something that catches your attention. Since he already has experience with multiple realities thanks to his previous experiments, his new project involves telling a story of his own so he can study the anomalies' behavior and emotions.

But just not any story. After studying your presence inside his world, he knows what kind of things appeal to you. You like emotional journeys about love and friendship. You like stories where the characters are fun and quirky. You like catchy music, exciting boss battles, and navigating through strange places. You like…Undertale.

Gaster knows you love "Undertale." He is very aware of your attachment to the game, its characters and their stories. That's why he contacted you using the Undertale Twitter account specifically after all. And he is looking forward to creating a story using "Undertale" as the base of his experiment, one that can draw your attention enough and make you as emotionally involved as with his old world.



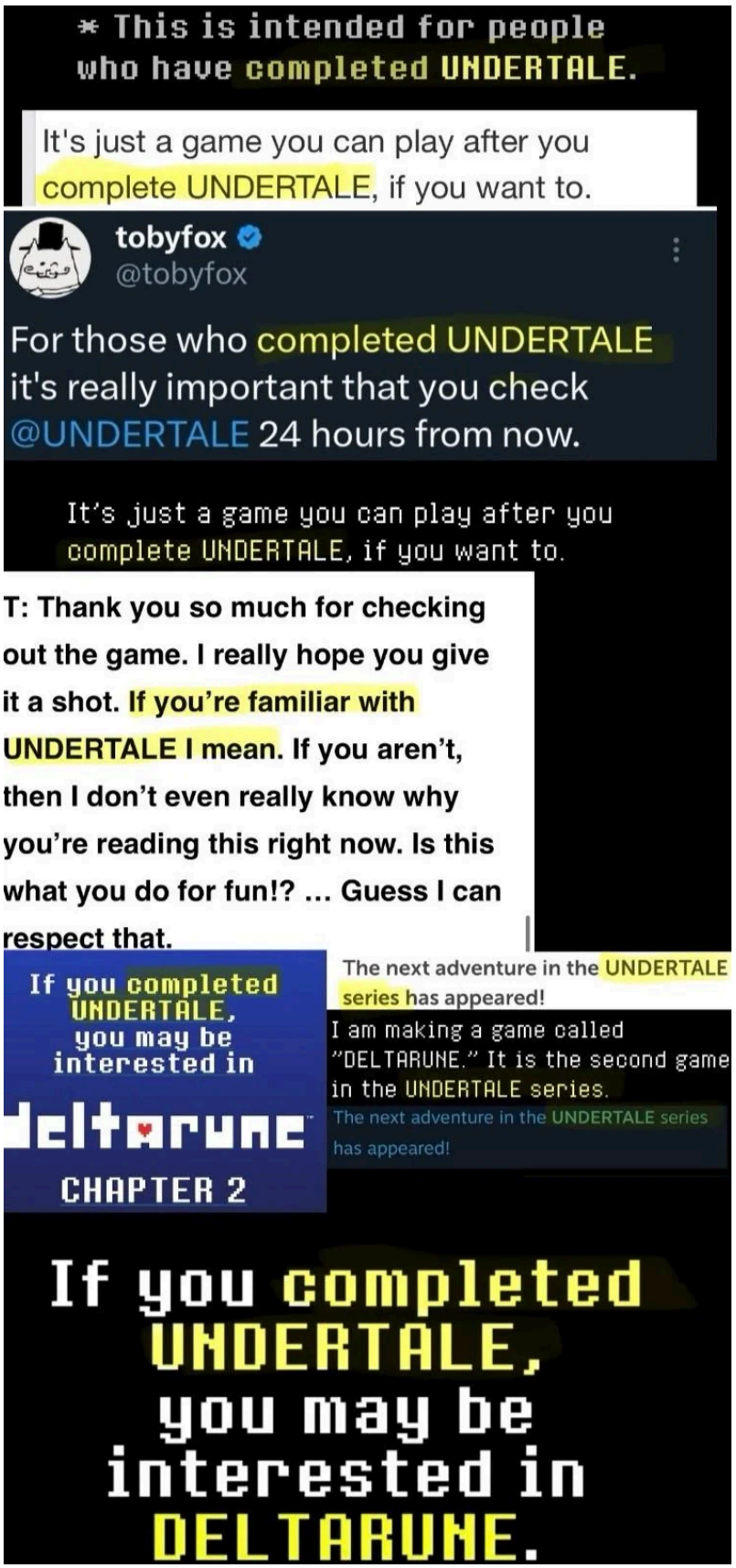
Gaster doesn't know much about the player, but they do know they love Undertale. That's why he wants to create a similar story with you, so you and him can know each other better.

There is something about Deltarune Toby makes clear over and over: Deltarune is its own product entirely, separated from Undertale. It isn't a sequel, but a parallel universe with returning characters living different lives and with new characters of its own. Deltarune won't retroactively affect the ending of Undertale in any shape or form, as it will remain untouched by the player's actions in this new reality.

> *"Please don't worry too much about that.*
> *Actually, I'm worried if people worry too much about "what it is," they might not be able to properly enjoy it... (laugh)"I will say that basically, what you're seeing here is not the world of UNDERTALE.*
> *UNDERTALE's world and ending are the same as however you left them.*
> *If everyone was happy in your ending, the people in the UNDERTALE world will still be happy.*
> *So, please don't worry about those characters, and that world. It will remain untouched.To rephrase that, DELTARUNE's world is a different one.*
> *With different characters, that have lived different lives.*
> *A whole new story will happen...I don't know what you call this kind of game.It's just a game you can play after you complete UNDERTALE, if you want to.That's all."*

Deltarune is its own project that is nevertheless thematically tied to Undertale.

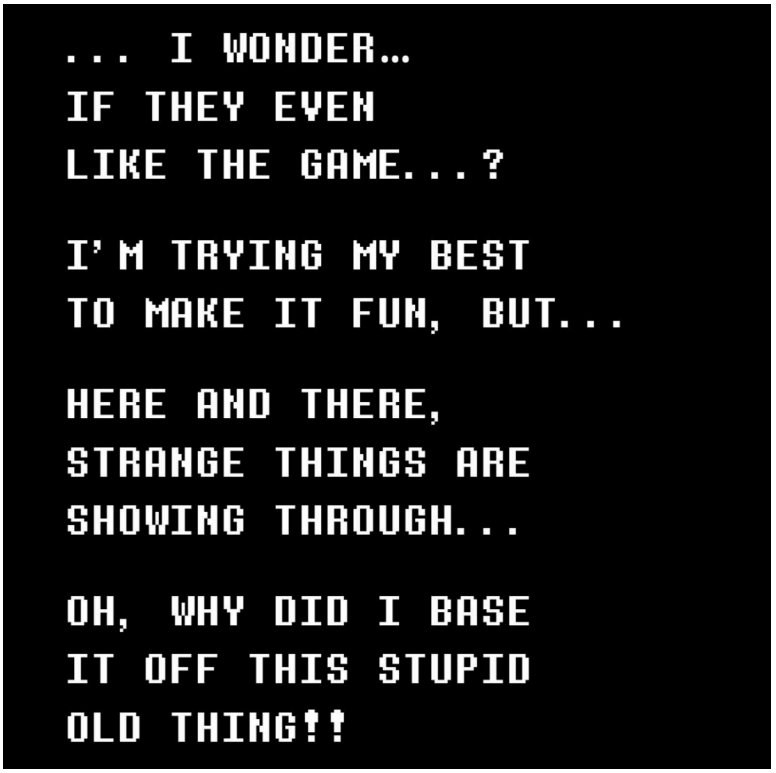
However, at the same time, the game's marketing describes Deltarune as a game meant to be played "after completing Undertale." Even if it isn't a sequel per se, you are encouraged to experiment Undertale before starting with Deltarune despite having its own self-contained story.



As the marketing makes it clear over and over, Deltarune is a story that exists because Undertale does.

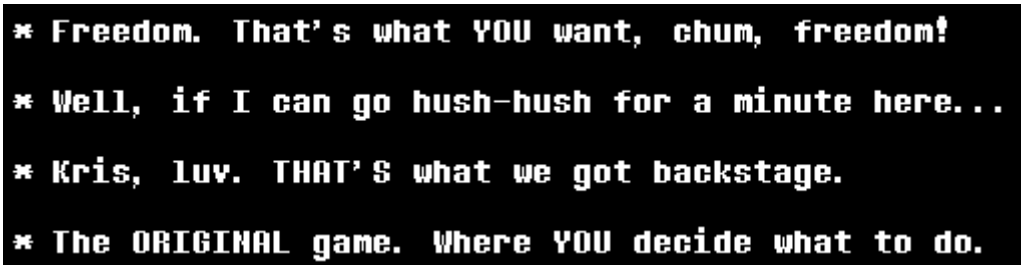
If Deltarune is supposed to be its own product separated from Undertale, then why Toby is constantly saying that it's a game meant for those who have experienced Undertale first? Because, in a metanarrative sense, Deltarune only exists because Undertale came first. Gaster's experiment is based on the player's love for Undertale because that's what his subject (AKA YOU) likes. Your love for Undertale (and your will to consume more content related to it) is what made Deltarune possible.

In Chapter 3, Tenna explains that he based his board game around some "stupid old thing", referring to the original Mantle game you and Kris are playing. However, it also alludes to Gaster's creative process around his experiment, which is creating Deltarune based on Undertale.



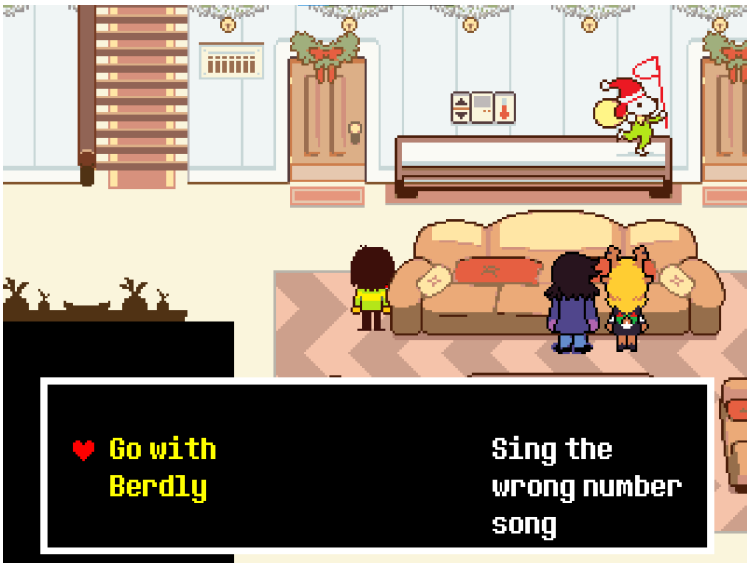
Tenna isn't the only one to take inspiration from something else for his "creative" endeavors.

To drive the point home, Ramb refers to the Mantle game as the "original game" where you can do whatever you want, in comparison to the far more restricting and sanitized version made by Tenna.



Mantle Game = Undertale. Tenna's Board Game = Deltarune.

The game plays with this idea of Deltarune existing as a result of Undertale a lot. Across Deltarune, the player will encounter several situations that only make sense because they have experienced Undertale before, but Kris has no possible way of knowing. Here are a few examples:





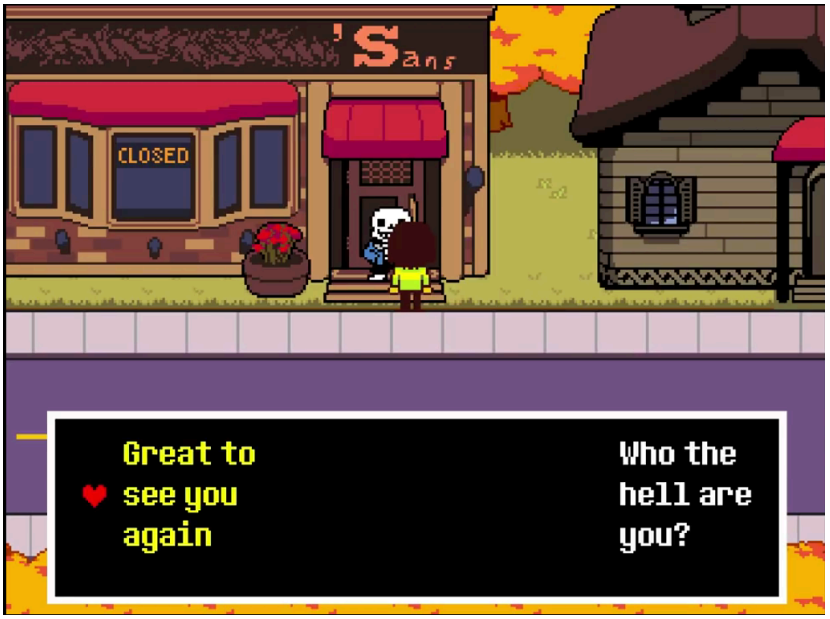
Deltarune references the Fun Value event, the "wrong number song", something only an experienced Undertale would be familiar with.



The player can ask Deltarune Undyne about Alphys despite her not knowing who she is. The player, of course, is aware of their romance in Undertale.



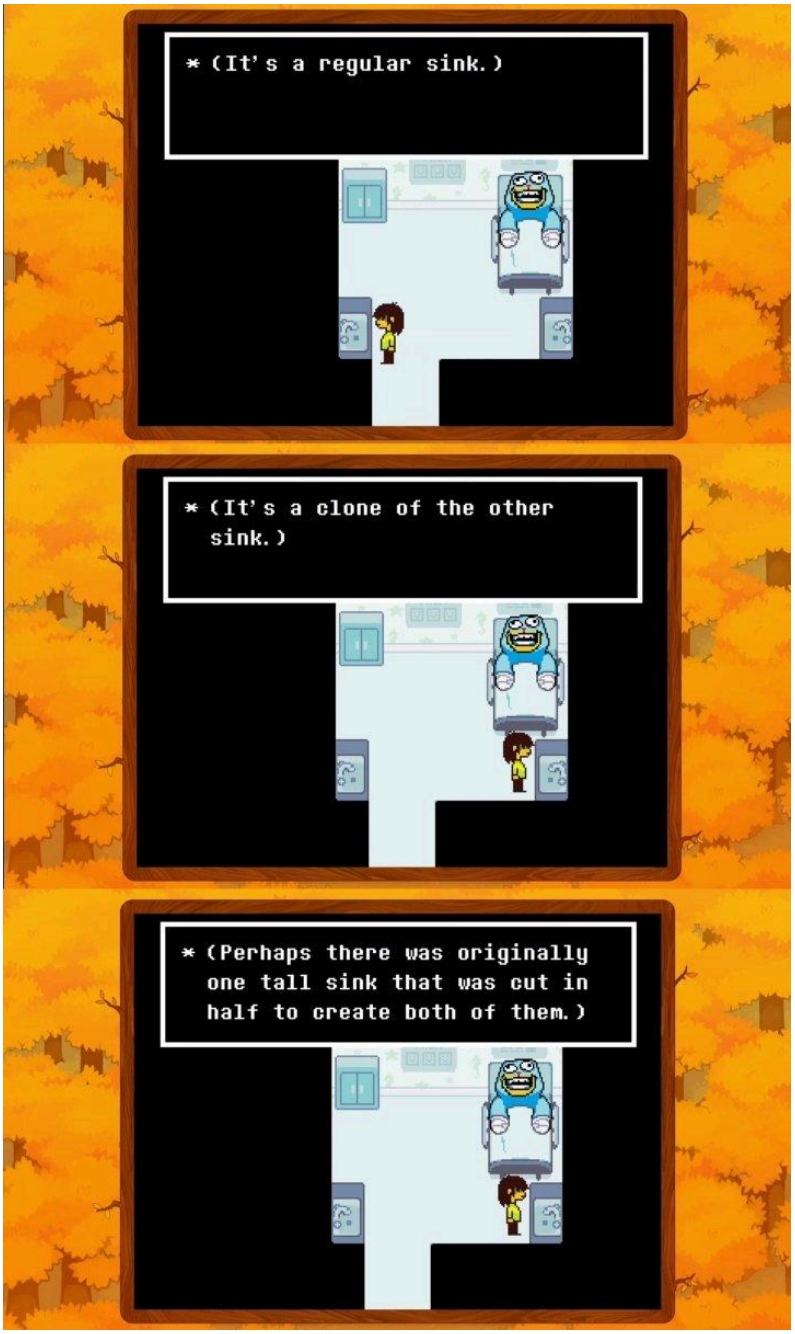
This statement's irony only makes sense to those who played Undertale's Genocide Route, who know how infamously weak Mettaton NEO is.



The player recognizes Sans, but Kris obviously doesn't.

References like this only make sense to those who have played Undertale before, and that's exactly the type of people Gaster is targeting with his experiment. They are supposed to give the player a sense of familiarity, reinforcing the idea their experience with Deltarune is similar to one they had with Undertale.

At some point, maybe both worlds were the same thing or were part of the same unidentified creative blob, even if Deltarune was created as a result of Undertale.



Gaster's experiment is based on Undertale, his home. At the end of the day, both worlds came from the same place: the endless creativity of fiction. Or Toby Fox, if you want to be more specific.

In conclusion, Deltarune is a spiritual sequel of Undertale in the sense that metanarratively exists because Undertale came first, inspiring Gaster to create Deltarune.



Undertale is the ancestor of Deltarune, in every sense of the word. Its success gave Toby the experience and resources to create Deltarune.

Now that you know why Deltarune exists in the first place, you can understand how Gaster made this possible in the first place. Remember that I told you Gaster was aware of parallel worlds to his and how with his experiments with the darkness he might have found out how to overwrite reality itself? He will now put this knowledge into practice. His plan involves finding the most similar world to Undertale possible so he can artificially modify it, create a story around it, and make you able to experience it. And after a long search, Gaster finds the perfect world. Similar to his original one, but not too much. It will make the perfect setting for his experiment.

In this regard, there is a concept that I think is fundamental to understanding Deltarune, and I'll be mentioned multiple times in this document. This can be very easy to miss, but it's spread through the game, and it's the smoking gun that proves that the events unfolding aren't natural, but result of an artificial modification.

There was something here before, but no one seems to know what it was.

In Chapter 3, Shuttah explains how Tenna's theater came to be. Before it existed, it was a great wilderness with exotic locations, and then Tenna came and built a theater (a way to represent fiction, by the way), bringing all his people along with him. Those who didn't like how things were, simply left. This represents the idea that there was something in Deltarune's world before Gaster arrived and built his own thing on top of it. And those who were obstacles to his vision…well, I'm getting ahead of myself.



Some people didn't leave however: they were forcefully removed.

Aside from a metanarrative look into Toby's previous attempts at making Deltarune (and a way for Temmie Chang to flex the same artstyle she uses for her own game), Mancountry seems to reinforce this concept even more. The Forgotten Man explains that before modern society, the dinosaurs, the ice age, and even the oceans, the world looked like this with a low-resolution monochrome green tone. He seems surprised that Kris actually believes his absurd statement, meaning that they were probably not aware of this fact.



Mancountry appears to be an unmodified version of the world before change itself existed.

If we take what the Forgotten Man says at face value, that would mean that the world's origins aren't really common knowledge in the setting. After all, we, in our reality, know how the Earth looked before the oceans appeared, but here, the Forgotten Man had to explain this fact to Kris. They must have had a science class about it at some point. Is scientific research really that behind in this world? Did the Forgotten Man make this discovery before anyone else thanks to his situation? Or perhaps, this knowledge was intentionally erased from people's minds, and the Forgotten Man is hiding from his pursuers on this spot that was forgotten by time itself.

Considering how prevalent religion is in Hometown, It's logical to assume that the people in "Deltarune" probably believe in some sort of creationism and assume that the "Angel" created the world. However, what the Forgotten Man says would contradict this belief, since the world seems to have evolved from a primitive monochrome landscape, but no one seems to know this. It wasn't probably what they originally believed before he arrived, but Gaster simply overwrote their reality for this to be the case.

The world of Deltarune was "something" before Gaster came along. It had its own story, its own people, its own landscapes, its own laws of physics. It was a living breathing normal world, not designed for someone to interact with it. Do you know where this world is now that Gaster changed it?

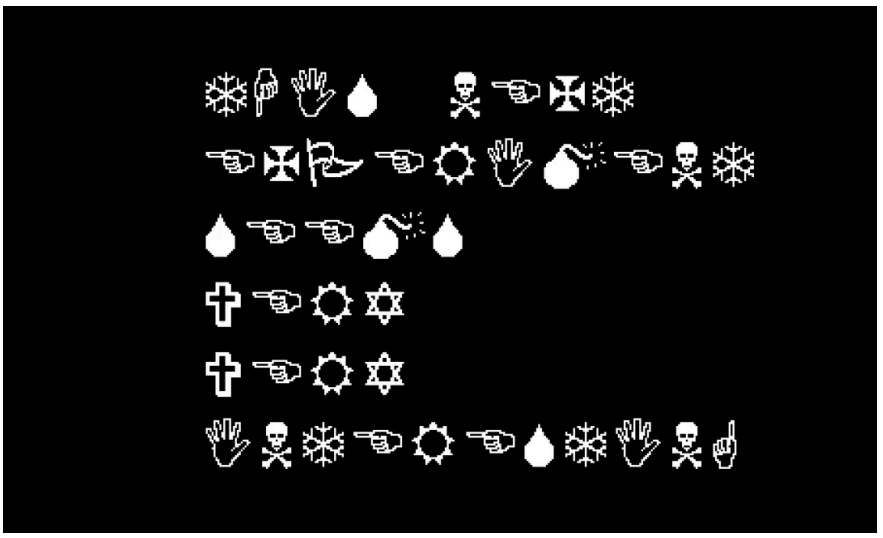
Nowhere. It doesn't exist anymore.



A ticket to nowhere that leads you to Mancountry, a remnant of the world before Deltarune existed.

This is what the concept of "nowhere" refers to, the old world that was metaphorically and physically deleted from existence. The actual origin of the world, the Forgotten Man, the person who operated the Ferris wheel, and several other people and concepts were completely erased from existence to make way to Deltarune. When Kris took a ticket to "nowhere", they saw a part of the world they forgot existed with someone who isn't a part of it anymore living in it.

But nowhere isn't a thing anymore. Gaster found it and made quite a lot of changes to prepare his "experiment", something it has been in the making for a long time. During 2015/2016, this image appeared on the Deltarune website under the name him.png:



"THIS NEXT EXPERIMENT SEEMS VERY VERY INTERESTING." Gaster has been planning this for a while.

However, one can make the case that Gaster was already planning this even while you were playing Undertale, just like Toby already had Deltarune in mind while making Undertale. In Waterfall, the Player can encounter Clam Girl, who mentions someone called "Suzy", her neighbour's daughter. She insists that you should meet her and become friends, even if you don't encounter her at all during your playthrough. We'll soon realize she is talking about Susie from Deltarune, and yet she refers to her as the reason you "came here in the first place."



Gaster doesn't know much about you, but he sends one of his agents to tell you that he knows why you came here: to have fun. That's why he expects you'll love "Suzy" as much as you love your friends in Undertale.

After the player interacts with the "Don't Forget" picture after completing the game, the Clam reveals herself to be a Goner, announcing that the time to meet "Suzy" is soon approaching. A little creative bit to tell players about Deltarune coming soon,

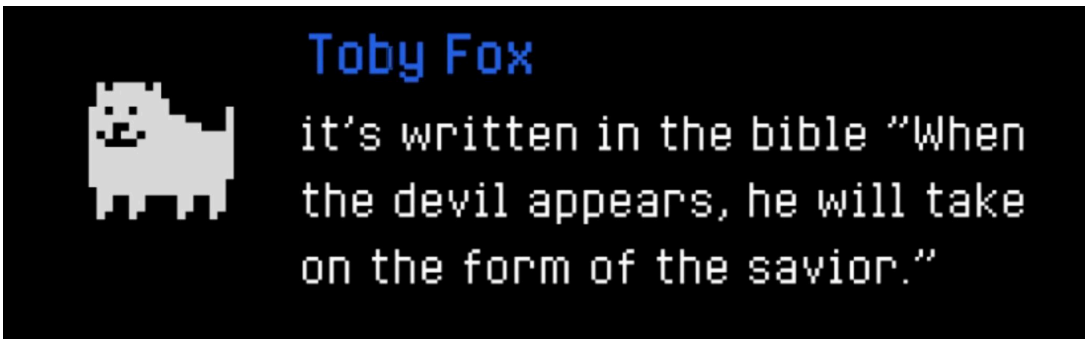
but also it reveals that Gaster has been planning this since the moment he was aware of your existence. However, it is also possible that he simply sent the Goner across the timeline, something he might be capable of doing.



Gaster's fancy way of telling you that his new experiment is coming soon.

As a little side note, I'm afraid I can't explain what exactly the Goners are, aside from being Gaster's agents, but I like to think they are people he specifically kidnapped and brainwashed from other realities across the long multiverse to serve him.

With that said, it seems Gaster has something pretty cool prepared for you. However, as the Riverperson said, beware of the "man who speaks in hands." You should be careful of trusting Gaster because he might not have the best of intentions with this little project of his. Behind the appearance of a nice reasonable man who simply has curiosity to know about the player, there is arguably the second most evil character Toby Fox has created. Toby himself doesn't give a very generous description of the guy:



Gaster is no savior: he is the Devil.

After all, his stats inside Undertale's code have the number 666, the Devil's number.

```
}
if (global.monstertype[myself] == 666)
{
    global.monstername[myself] = scr_gettext("monstername_666") // monstername_666 = "Gaster"
    global.monstermaxhp[myself] = 666666
    global.monsterhp[myself] = 666666
    global.monsteratk[myself] = 66666
    global.monsterdef[myself] = 66666
    global.xpreward[myself] = -6666
    global.goldreward[myself] = -6666
    global.itemrewardid = 666
    global.itemrewardchance = 666
}
```

Spooky number. This guy might be bad news.

Probably as a result of his exposure to darkness and his broken psyche, Gaster lost all sense of morality and embraced the worst parts of himself. Far from being a harmless experiment, "Deltarune" is a sophisticated torture chamber for the people living in this world, just like animals are experimented with in a laboratory.

Gaster's experiment on this world is one of unspeakable cruelty. It involves the death and suffering of several innocent people just for the sake of telling his story. The poor inhabitants of this world will be physically and emotionally tortured as much as necessary to guarantee that your experience is of the higher quality you come to expect. The scientist, of course, doesn't care about any of this. In fact, it's going to make the anomalies more attached to his creation.

And the worst part? It will work. You are going to love every single second of it.

II - Deltarune. Do you want it darker?



Good question.

What exactly is Deltarune in-universe? Seems like a bizarre question, but the answer is extremely important to understand why the game is the way it is. In theory, it represents the Prophecy and it's the emblem of the Hometown Church whose religion is based around it. It's everywhere in the game, from Toriel's church clothes to the Church Dark World. But no explanation is actually given to what it actually is. The wings could represent the angel and the triangles, the heroes of the Prophecy.

However, once you see these two images together, you will understand what Deltarune is:



To the left, Undertale's Delta Rune. To the right, Deltarune's Delta Rune. They are quite similar, aren't they?

Yep, Gaster got the symbol from Undertale, his old home. It's the same symbol of the Kingdom of Monsters he reutilized to represent the Prophecy. A very simple thing, but it's quite revealing. The Delta Rune isn't native to this world: it was transferred from another reality.

"Deltarune" is the artificially altered world chosen by Gaster as a result of his actions. Deltarune is the world where Kris, Noelle, and the others live that was turned into a game for us to experience, a more similar one to Undertale. Deltarune is the experiment that Gaster has conceived not only to understand what exactly the player is, but also a desperate way to gain the affection of someone who might understand him.

Deltarune is a story, a legend, a work of fiction. Gaster turned "reality" into "fiction":



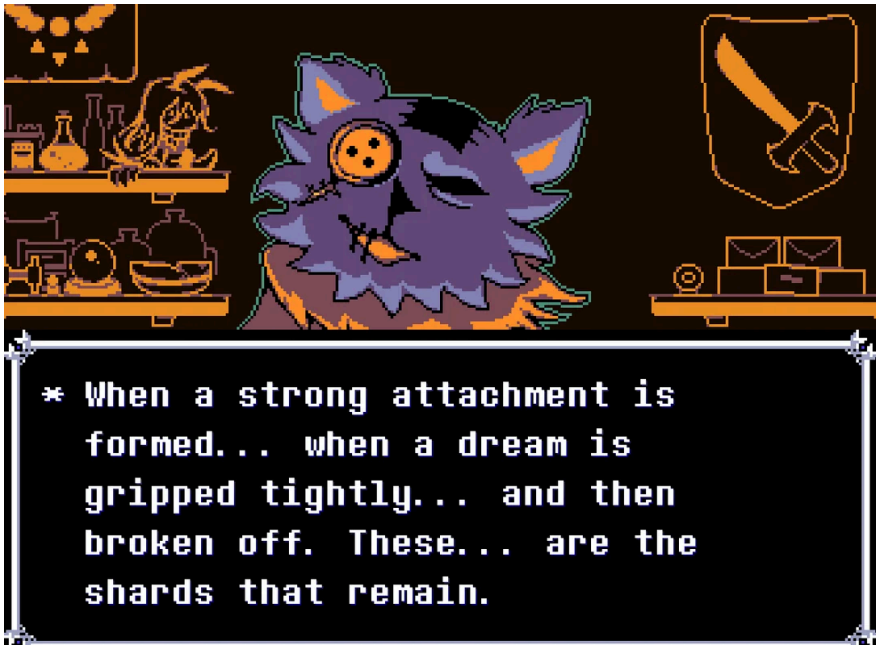
How the Prophecy starts (Ralsei's untrustworthy version, at least), by acknowledging that Deltarune ultimately is a story, and by such, it's a work of fiction.

Before Gaster's arrival, it was a simple world devoid of magic or anything particularly exciting. Kris (if they aren't indeed the Vessel as some theories say) lived with their brother Asriel and their parents, Asgore and Toriel, a loving strong marriage. They had a girl they loved, Noelle, and she had a sister called Dess, who was friends with Kris and was dating Asriel. Susie was a poor lonely kid no one liked. There is no church nor religion. Alvin probably writes like his father. Three brothers called Sans, Papyrus, and Gaster lived peaceful lives.

That's it. Everyone had normal boring lives devoid of adventure or anything interesting. Since nothing ever happens here, Asriel and Dess would have gotten married, same case with Kris and Noelle. Susie unfortunately would have died at a young age.

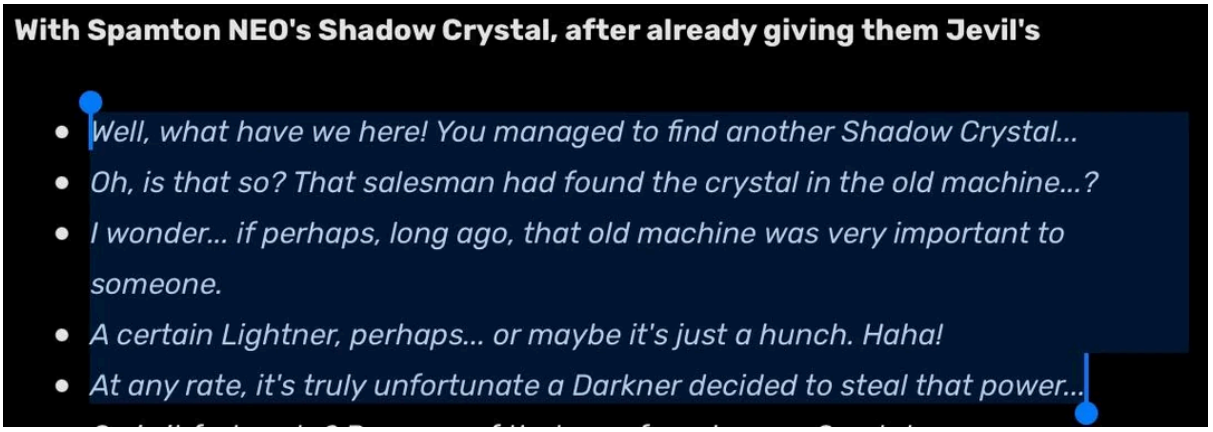
And how am I so sure that this was the original state of affairs in the world now known as Deltarune?

In Chapter 5, Seam explains that the Shadow Crystals are actually broken dreams, a strong attachment to things that never came to fruition. When these dreams don't materialize, leaving a shard made out of grief, pain, and regret for what couldn't be accomplished.



Things that never were.

For example, the Shadow Crystal from Chapter 2 is heavily implied to be Deltarune Mettaton's dream of having a body, making a drawing about it in the Library. Spamton would later use that same drawing turned into a machine to take Kris' soul.



In Deltarune, Mettaton never managed to get his own body, so a Shadow Crystal was formed to represent this desire.

Nevertheless, the Crystals also seem to have a very interesting property. When Kris puts it over different objects or people and looks through them, they seem to show different things. In the Flower Shop Dark World, it shows Noelle with a bouquet of flowers, implied to show Kris' broken dream of the two being a couple.



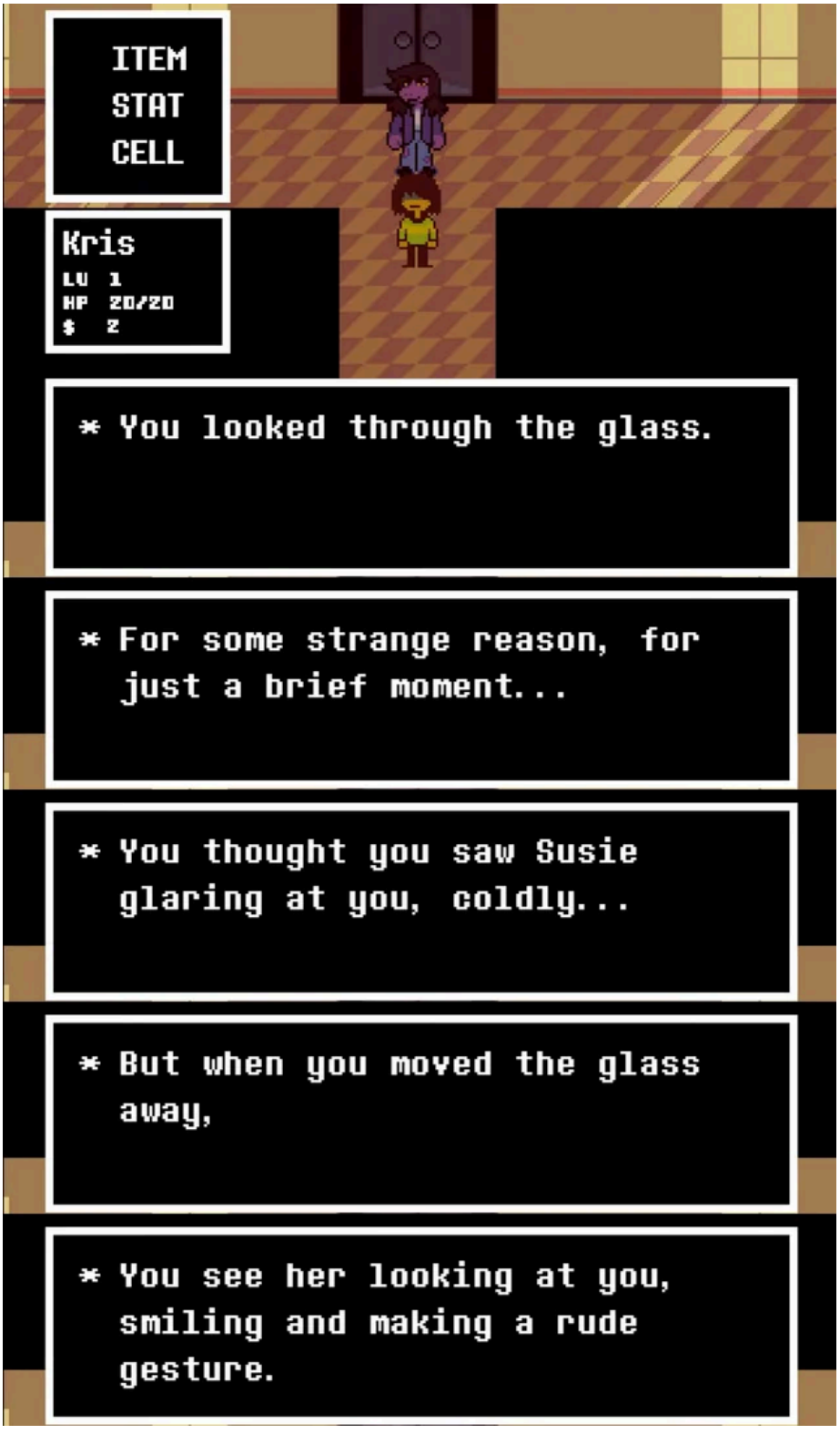
In another time and another place, both of them would still be together.

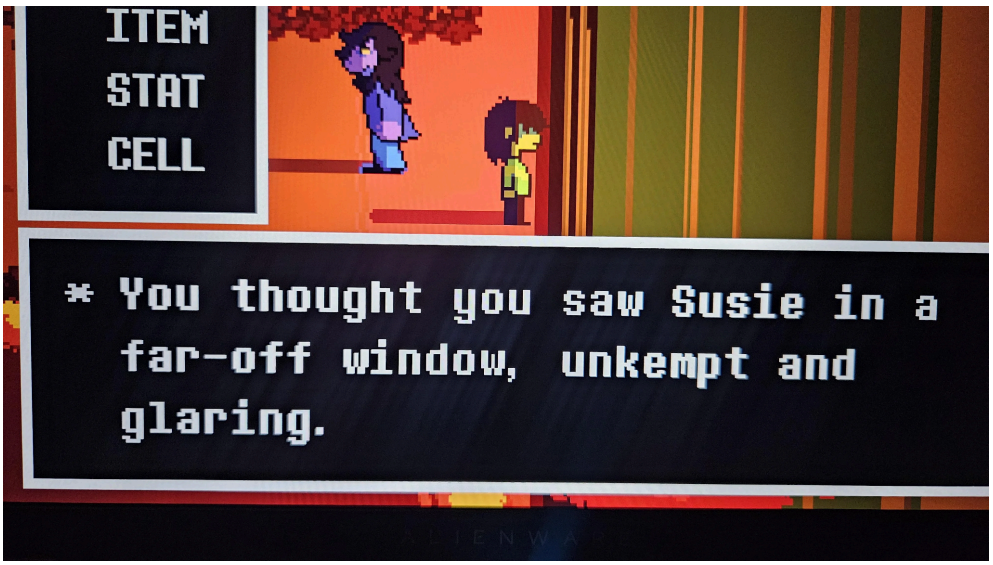
From this dialogue, we can infer that they simply show broken dreams, but things get more interesting. Using the Shadow Crystal on the Dreemur residence in Chapter 5, it shows Toriel holding someone else in her arms, with the heavy implication that this might be a world where Kris doesn't exist.



Have you ever wondered what a world where everything stays the same except you don't exist would look like?

At times, it can show a world where Susie glares coldly at Kris, heavily implying to be one where both of them never became friends.





Susie would have still held that grudge against Kris for living the life she wanted.

What the Shadow Crystals essentially show are parallel realities, possibilities of things that will never happen in this reality, but might have happened in another. That's why the range of things that these shards can be quite diverse, from a television getting smashed to pieces (a world where Tenna was destroyed in his Light World form rather than being slashed by the Knight) to Undyne being trapped in ice (maybe a world where she was Snowgraved instead of Berdly). Maybe what you see through the glass could be tied to what your heart desires, like Kris' wish to have never existed when they don't see their hand through it.

Most of these visions show what the world would have looked like without Gaster rubbing his thin non-existent boney fingers all over it and turning it into Deltarune, his domain, a place where he can do whatever he wants. Since that isn't the case and now this world is a quirky RPG, then what did Gaster exactly do to this place?

The first thing Gaster introduced to this world it's the idea that you are their god: the Angel.

In Deltarune, people pray to the Angel, the God of this world, and by Angel, I mean YOU. You, the Player, are the Angel. The real person who is playing the game. You are the central figure of this religion. You are watching everyone from above, like players do on a top-down view when they play a RPG. You use YOUR Light and YOUR power to seal the Fountains. You, you, you. Gaster isn't the Angel (he is the Devil). Noelle isn't the Angel (but that angel imagery is very important). I can't stress this enough because the game over and over points this out.



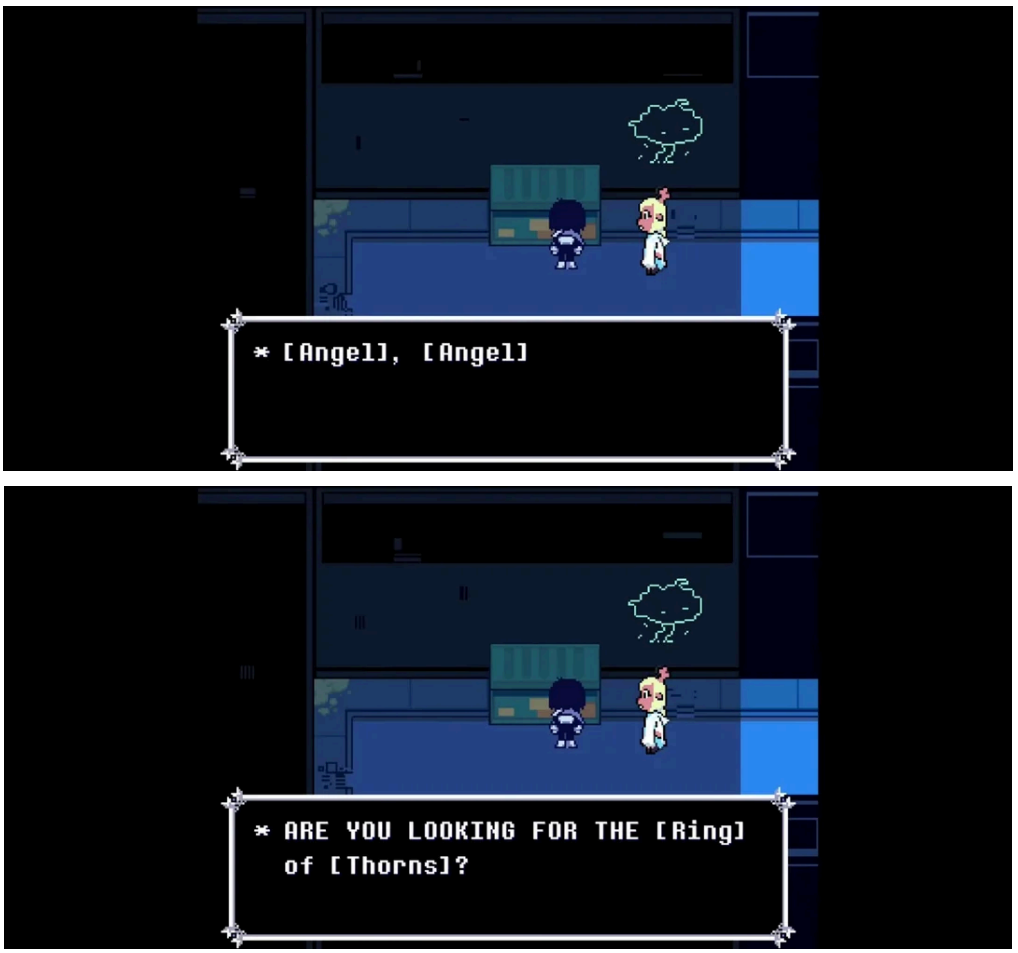
You are the Angel, of course. You use your light to seal the Fountains.

I doubt Susie freaked out because she saw Noelle or Gaster's face on the Angel Prophecy panel in Chapter 4. Behind the pillars that obstruct the panel, there is an in-universe representation of a human face, the best Gaster could do trying to describe your actual real life appearance. However, the pillars also create a mirror effect with the black screen of your device, reflecting your face, meaning that the player can infer they are the ones being represented in said panel.



It's you on that panel. Despite everything, it's still you.

Spamton calls you an "Angel", when he mentions the Thorn Ring on the Weird Route.



Spamton knows you are here.

In the Holiday mansion in Chapter 4, you hide inside an Angel doll. Susie and Noelle even illuminate you with their flashlights.



Guess the animal.

For more information on this very obvious fact the game points at over and over, please check this very useful blogpost from GiovanH in GioCities that makes the case clear as day that the Angel is indeed the player.

Nevertheless, people in "Deltarune" seem to associate certain events that you have no control over to you, even if you effectively have no power over what happens to these people. Alvin even thinks you were the one who made Asgore's life difficult.



I didn't do anything, bro.

It's important for Gaster that everyone believes your alleged omnipotence and hold over this world. After all, their entire religion is based on the all-powerful being that watches over them, and if they knew you had limitations, they probably wouldn't buy it. That's why he erased from existence the knowledge that the world evolved from the monochrome landscape, as I mentioned before. People in Hometown need to believe you are their God, and if they knew how the primitive world looked, that could challenge that belief. Erasing things that could be potential obstacles to his work is a common habit for Gaster.

Besides, masking his involvement in this world is very important for his experiment (you don't want the rats to know who is feeding them inside the labyrinth), and associating things done by him to you helps him achieve this goal. It's a very Gnostic concept, where the evil figure (the Demiurg) was the one who created the world, and tries to brainwash humanity into believing his lies.



People in this town might associate things to you that were done by a scientist hiding in the shadows, along his endless army of self-replicating cats.

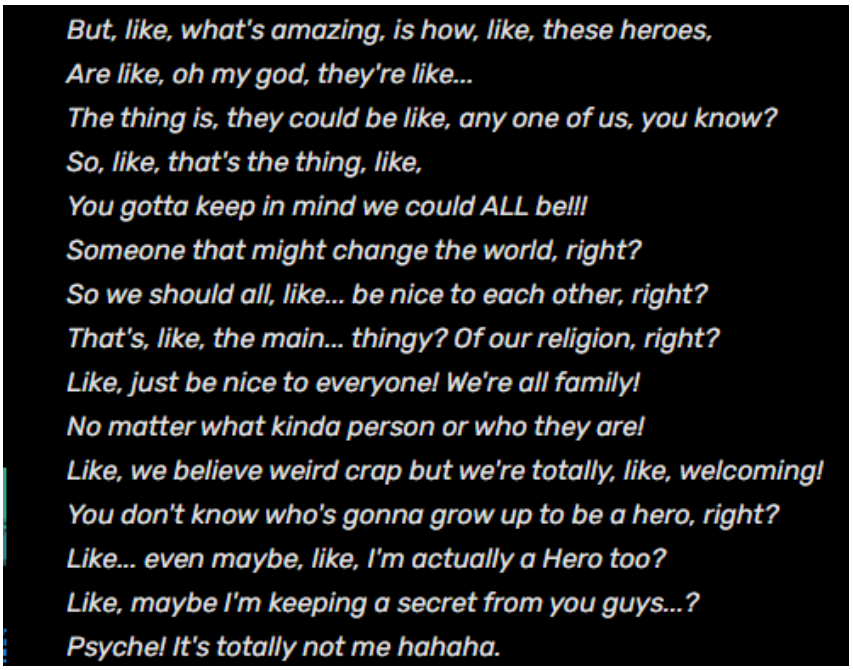
In this regard, people in this setting also assume you are the one who made the Prophecy. In Chapter 4, Catty refers to the Prophecy as something the Angel has, and yet you don't have anything of the sort. But, of course, you know very little of the Prophecy at the start of the game, and most of it is revealed to you in the Church Dark World. So, who made the Prophecy then? In fact, what exactly is the Prophecy and why does it exist?



The Prophecy is a foreign element introduced to Deltarune's original world, and as such it's outside time and space, like Gaster himself.

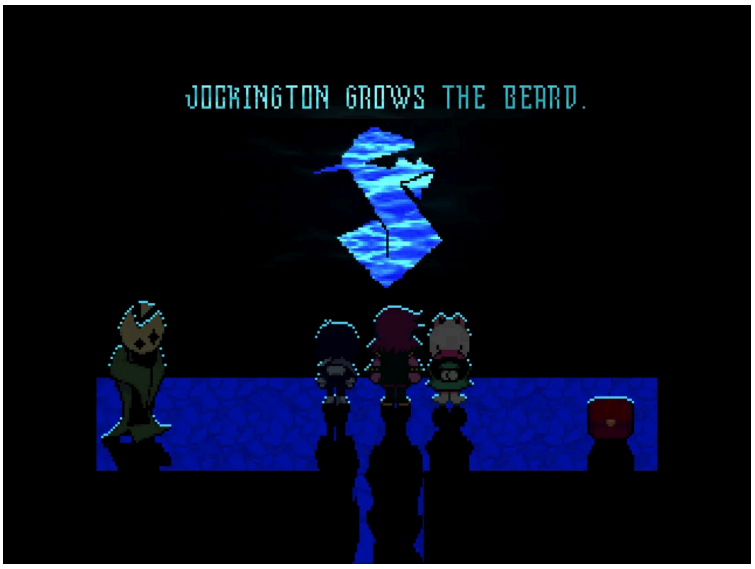
In-universe, the Prophecy is an ancient myth foretold by time and space. No one seems to know the full thing, with parts of it being lost to time. And yet, it's the basis of Hometown religion, with no one questioning its existence. From what can infer from Catti's monologue at the Church, the concept of the heroes from the Prophecy

are a foundational myth of their religion's moral and philosophical beliefs. Everyone can be one of them and save the world.



Catty seems self-aware of the bizarre implications of their religion, but doesn't seem to mind that much. She should.

But you know what the Prophecy actually is? Nonsensical gibberish. It's cryptic, esoteric, and it has an utterly schizophrenic structure. It references extremely specific events that only would make sense to Kris, Susie, Ralsei, and most importantly You, who witness these events directly. Mundane things completely unrelated to saving the world, like Jockington growing a beard, are mentioned, even if he is a fairly unimportant person in the grand scheme of things. This Prophecy panel only makes sense to those who know who he is, after all.



At first glance, it's a joke. Looking further, it reveals what the Prophecy actually is.

At the same time, the Prophecy has no clear purpose. No one is capable of explaining why these events exist and develop in this specific way. But most importantly, it has no value for anyone and no one gains anything by following it. The Fun Gang doesn't want to see it fulfilled and the Knight will likely be defeated once it ends because both worlds will be saved. Why does it even exist? It's a net negative for everyone involved.

Well, anyone except you. Aren't you having fun with the events portrayed here? Isn't the punchline of something as mundane as this random kid growing a beard funny if you know him? Yes, you are enjoying Deltarune a lot, aren't you? That's why you are reading this document, after all.

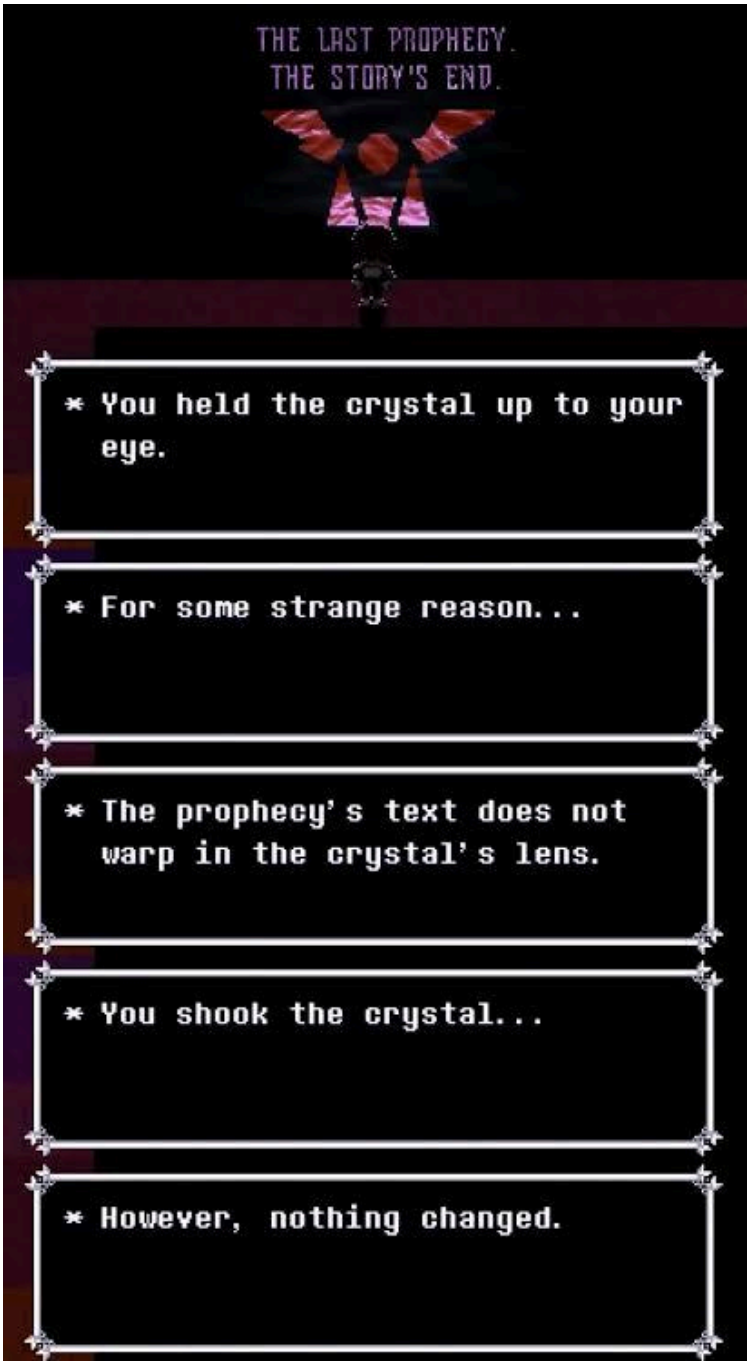


Notice the angle brackets. Almost as if it were a console command or an XML element.

The Prophecy is the story of Deltarune, Gaster's story more specifically. It was artificially introduced to this world by him for their inhabitants to believe in it. This essentially gaslights everyone involved into thinking the following events have to go a certain way with no way of changing them. Furthermore, trying to modify the Prophecy only guarantees that it will happen as it was foreseen. Nothing the player or the characters can do will change the events portrayed in the panels.

Why? Because the Prophecy is fundamentally a work of fiction. Fiction only makes sense if someone is witnessing it; otherwise, they are a bunch of unconnected events that exist for no reason at all. Deltarune is a story made specifically for you by Gaster, the author, to consume, after all, meaning that he already decided what's going to happen.

As I mentioned in the introduction, determinism is one of the most prominent traits of fiction. Your complete lack of agency during your consumption of a fictional piece of media is a result of these events already being chosen beforehand for you. This is what Deltarune tries to convey with the Prophecy, the idea that your passivity as a spectator is inevitable



The Prophecy is an unique element to the world of Deltarune and has no equivalent in other realities. That's why seeing it through the Shadow Crystal shows nothing.

That's why there is absolutely nothing you can do to modify Gaster's story. Nothing. Nada. Zero. You can't get a different ending. You can't stop the Last Tragedy from happening. It's already hardcoded on Deltarune itself since day one. Your

involvement essentially causes this outcome by virtue of being a story designed for you in mind. Kris, Susie, and Ralsei will go through the story trying to stop the Prophecy without realizing they are being slowwalked into following it. Fiction can only be what the author wants, and there is nothing the spectator can do about it.

This is a concept Toby Fox already explored as a teenager in his Earthbound Halloween hack: choices don't exist in videogames. The developer already coded the enemies, the dialogues, the environment, and everything you will ever experience. Varik can only go forwards to kill Dr. Andonuts because that's how the story Toby made goes. It's like the White Phosphorus scene in Spec Ops: The Line. You have to do it because Walker thinks he has no other choice, and because you have chosen to play the game, it's the only thing you can do. The only other choice? Not playing the game.



"You did this."
"No, you did."

So, just to be absolutely clear and make sure we are on the same page:

Deltarune can only end ONE way.

It doesn't have multiple Normal endings, a Pacifist ending, or a Genocide ending like Undertale. It doesn't have an ending where everyone lives happily ever after in Castle Town. It only has the tragic bittersweet ending that Gaster made for you. Nothing else.

Unless…maybe…hmmm…

Anyway, it's likely that Gaster retroactively introduced these foreign elements (the concept of the Angel and the Prophecy) using his ability of being outside time and space. Basically, he forced his own fanfic rules into this world, either by forcefully putting them at a certain moment in time or simply by modifying everyone's memories using unknown methods.

A fake history, a fake religion, and a completely manufactured tragedy to bring this story to life. Unbeknownst to us, Gaster has been intervening in this world for a very long time.



Even before the game started, Gaster was already making Fountains.

There is a scene in Chapter 5 where Susie and Ralsei discover Asgore's notes in the ground. He has been collecting Black Shards belonging to the Knight, one from Cyber City and another one from the crime scene where Dess disappeared. This absolutely insane revelation seems to indicate that not only there was a Dark World before the Knight appeared, but that they were somehow a thing before Dess was taken to the Shelter!

Ralsei is confused since the Knight is supposed to appear along with the heroes, and so it's the player. This scene goes against everything they seemed to believe about the Knight to this point. How can a Dark World exist before the Knight if they are the ones who make them? How could the Knight even exist in the first place before Dess was kidnapped? Who made this Fountain?



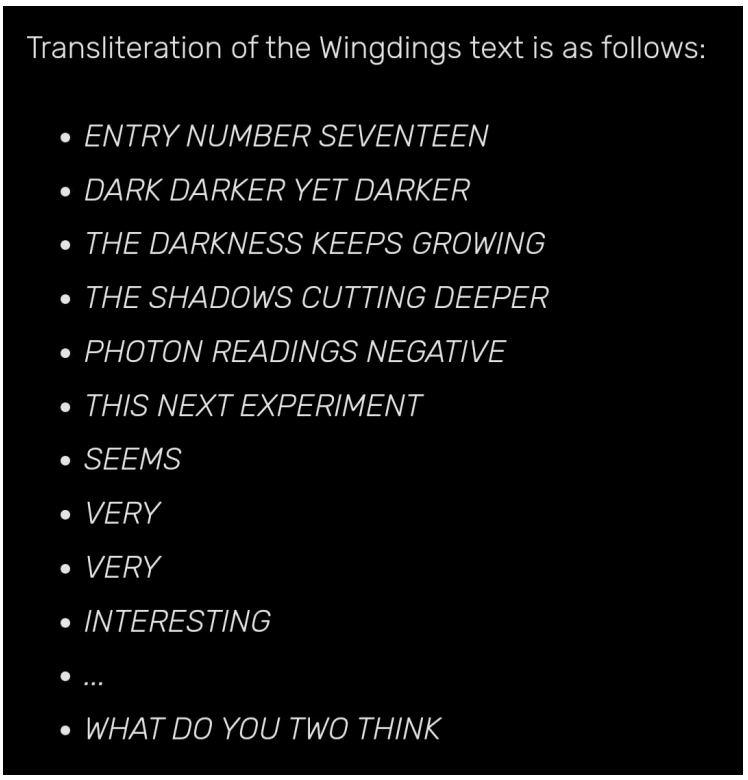
Quite the curveball, Mr. Foxington.

This is quite the narrative curveball, and one that it's sincerely hard to grasp. It seems the game is implying there was something more at play that wasn't the Knight. Nevertheless, if you have followed me so far, you might have suspected who could have made this Fountain and why.

Gaster himself made it. Since he is already familiarized about how Dark Fountains work, he pours his own Determination from below the Depths using his Device (he is technically a Lightner, after all), so he can start his experiment. Either that or could have used a temporal physical form, like the one we see in Undertale. Or maybe he used our Vessel. It isn't really clear yet. Regardless, it works perfectly. A Dark Fountain is made inside a shelter. Susie and Ralsei are right to be confused as to how it is possible that a Fountain existed before the Knight was a thing. It was made by someone who theoretically doesn't exist, after all.

It's likely that this Dark World was sealed once it accomplished its purpose, explaining why Asgore had such a hard time trying to convince people about its existence. How was this Dark World even sealed without our presence? Hard to say. Gaster could have used the same technology he will give us to seal the Fountains or he simply reverse-engineered the Fountain.

Now, is this process documented somewhere? Is there any concrete proof that Gaster made this specific Fountain?



Entry Number Seventeen documents how Gaster opened the first Dark Fountain.

The mysterious Entry Number Seventeen was, as it turns out, Gaster's methodical documentation on how he created the Dark Fountain that is the catalyst for his entire story. And who are those two he is talking to? Kris and Dess, the future protagonist and antagonist of his story respectively. Does this mean they heard Gaster talking to them? It's not very clear, for now.

Why is this important? Because this is the extremely ultraspecific event that will make his beloved Deltarune happen, and, for it to work, both kids need to suffer through it. Gaster needs an antagonistic force to be his "Knight", the villain our heroes will have to stop for most of the game. It has to be a Lightener, because only they have the necessary Determination to make the Fountains. That person is December Holiday, the oldest daughter of the Holiday family.

Dess isn't an evil mastermind, nor a psychopath, nor a groomer (God, no). She is just a normal kid, an unremarkable teenager. She likes music, baseball, and survivalism; she is a bit of a rowdy rebel and has some friends, family, and a boyfriend. That's what the game is trying to say when it makes you see her room in Chapter 4, to drive the point home that there was a living person with dreams and aspirations behind the Knight.

Was she abusive of Kris? Not to the point of traumatizing them, but she could get pretty rough on them if they tried to mess with her sister. She was a regular person with flaws. Everyone is.





Dess wasn't necessarily a bad person or an abuser, but she had some violent tendencies, especially when her loved ones were on the line.

So, how did she get inside this Dark World with Kris? Maybe she went to have adventures with an original Fun Gang. Maybe she and Kris got obsessed with the Dark Worlds and it went wrong. Maybe she always had a plan to destroy this world. All of them are interesting possibilities.

However, I'm not going to use them because I don't think that's what happened. The answer is more complex, but at the same time more straightforward, if that makes sense. Gaster lured Kris and Dess into the Shelter Dark World with the explicit goal of not only turning Dess into the Knight, but also traumatizing Kris. How? Follow

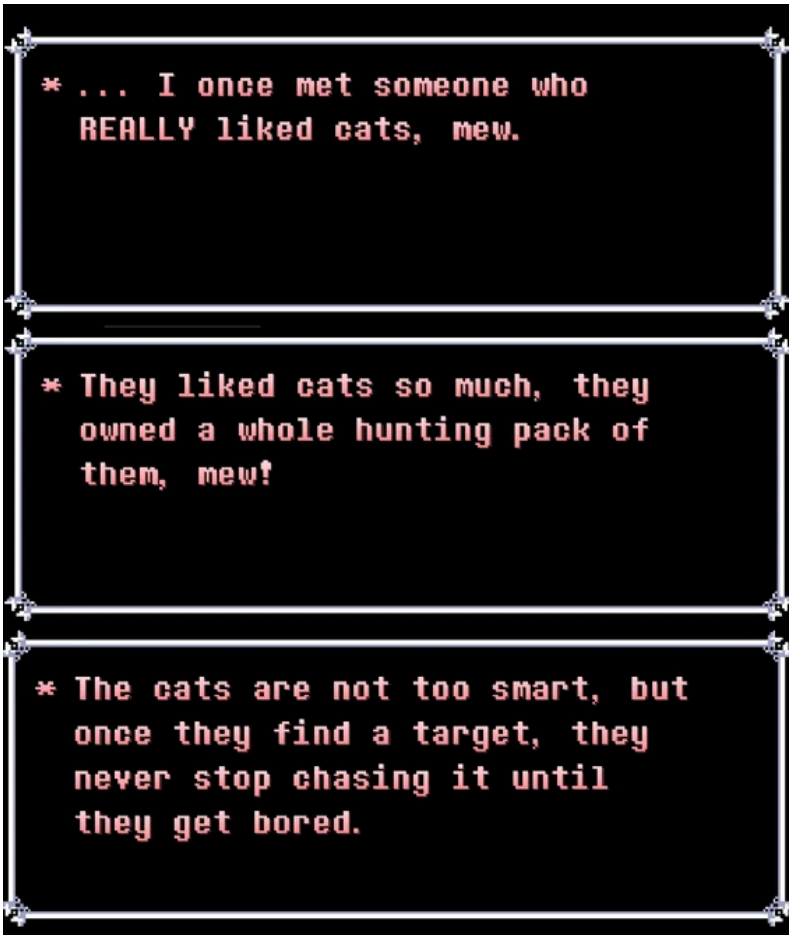
along, and you'll understand how much an evil freak Gaster truly is, and how, unlike you, much he knows about these people.

Gaster knows Dess is into horror and survivalism. After all, her room is filled with horror games and military rations. That means if something weird happens she is going to notice it. He also knows she is overprotective of her sister. If there is something weird running around the town, she will want to stop it because it could hurt Noelle. The best course of action is to lure Dess into the Shelter where he made the Dark World to drag her to the Depths. Now, does Gaster have something weird, scary, and potentially dangerous to catch her attention?



The funny cat.

DEVICE_FRIEND (as they are referred to in the game's code) is a simple-minded self-replicating cat-looking creature moving through darkness created by Gaster (or maybe Noelle created them in her weird-ass cat game) whose only purpose is to obey the orders of his master. If the player gets attacked by Friend in Chapter 5 after getting the Egg from the Forgotten Man, Pink explains to Kris what these things are, something the fandom has been wondering about for years. Basically, they are wild animals sent after a prey, also known as the thing Gaster wants them to kill. He uses them to police this world and make sure everything in it goes according to his design.



They hold onto something and they chase it. A pack of animals designed to go after something until that something is eliminated, like a pesky salesman or a nice therapist.

The player will likely encounter them several times across their playthrough, from the Battat minigames to the Queen Castle's basement. Their presence is an eerie reminder that Gaster is always watching over everyone in this world, and it's willing to use whatever means it takes to make sure Deltarune's inhabitants act as they are supposed to.

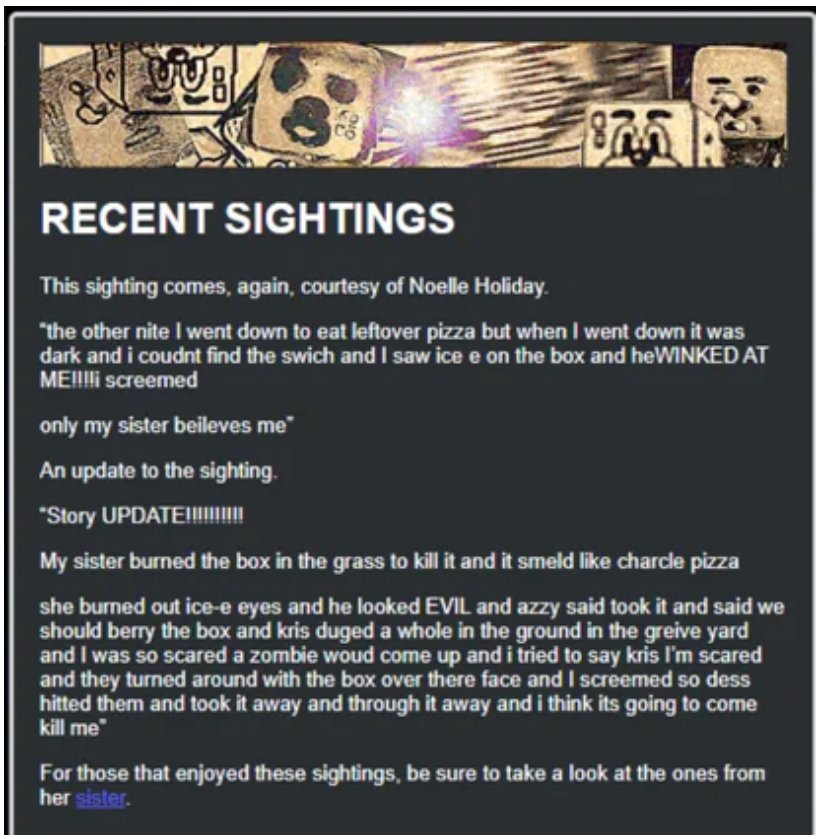


Friend medias.



They are watching.

Why are these things so important? Because Gaster used them to lure Kris and Dess into the Shelter. He sent Friend to intimidate and watch over Dess, expecting her to grow paranoid. And because Kris is her close friend, and probably liked the same things as her, they were also aware of it. The Spamton Sweepstakes page explains how both of them were investigating the "Ice-E sightings", with Kris not taking it that seriously. Clicking on sister leads to a broken page, by the way.



RECENT SIGHTINGS

This sighting comes, again, courtesy of Noelle Holiday.

"the other nite I went down to eat leftover pizza but when I went down it was dark and i coudnt find the swich and I saw ice e on the box and heWINKED AT ME!!!!i screemed

only my sister beileves me"

An update to the sighting.

"Story UPDATE!!!!!!!!!

My sister burned the box in the grass to kill it and it smeld like charcle pizza

she burned out ice-e eyes and he looked EVIL and azzy said took it and said we should berry the box and kris duged a whole in the ground in the greive yard and I was so scared a zombie woud come up and i tried to say kris I'm scared and they turned around with the box over there face and I screemed so dess hitted them and took it away and through it away and i think its going to come kill me"

For those that enjoyed these sightings, be sure to take a look at the ones from her sister.

Dess became paranoid about these things watching her, and wasn't amused that Kris pranked Noelle with them. Cute "burning eyes" bit aside, I don't think it was ERAM.

Considering we see Dess' bed facing the opposite side of the window, it's clear Gaster's ploy worked. She was clearly concerned about something coming for her and her sister.



The Friendlings were about to get her.

Because Dess was probably a rowdy irresponsible teenager whose first instinct was to jump into danger when things go south, she probably planned to follow Friend all the way to the Shelter. And of course, she brought Kris, a literal child, along with her, because they were her buddy and one of the few people who believed her. Once they reached the Shelter, the trap was set. Dess was trapped in the Dark World Gaster set up and Kris traumatized by this event and filled with guilt.



Kris and Dess followed the pointed tail (Friend) all the way to the forest and then the Shelter, just like Gaster planned.

This is pretty much a masterpiece of psychological manipulation. Gaster knew exactly how Kris and Dess were going to react after studying both of them meticulously. After all, he is a scientist, and a scientist knows a thing or two about how things are going to turn out when you do an experiment. He even put this event on the Prophecy, so we knew how it happened.



A tail made of circles, just like the cats in Cat Petterz. Probably the strongest piece of circumstantial evidence that ties the "tail of hell" to Friend.

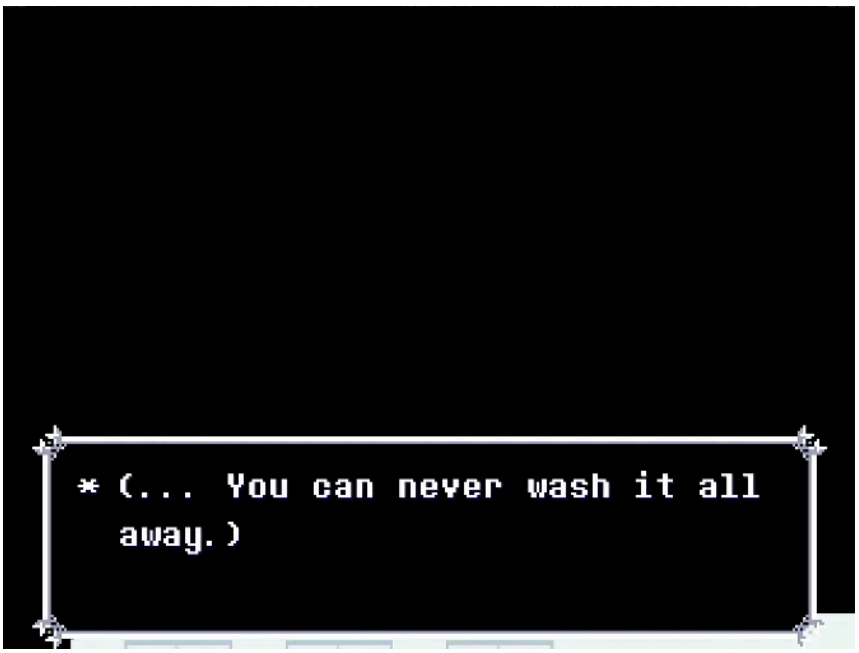
What was Kris' role in this event that made them so filled with guilt? That remains to be explained. The most charitable interpretation is that they ran away in fear, leaving Dess trapped in the Dark World. A more fatalistic reading could be that Kris accidentally killed her. Regardless, it turned Kris from an energetic prankster to a self-hating wreck, who blames themselves for what happened to Dess. Their brother Asriel lost his girlfriend because of them, their friend Noelle lost her sister because of them, Carol and Rudy lost their daughter because of them, their parents' divorce was caused by the disappearance caused by them. Every single one of their loved ones became miserable because of their actions.



Kris considers themselves responsible for having taken Dess away from their brother.

This is exactly what Gaster wants because he knows Kris very well. They know they always put how their loved ones feel first before themselves, to a reckless self-destructive degree where they prefer to actively suffer in silence than being honest with others, ironically only causing more suffering in the process. This poor kid's misery is precisely what he is looking for because that is going to make them compliant for a lot of things he wants to do next.





For years, regardless of what happened, Kris considers themselves the main culprit.

However, Gaster seems to have left something behind during this process. After he made the Fountain, a part of him representing his sorrow and sadness product of his loneliness was left at the scene. This is the Black Shard Asgore found at the place where Dess disappeared, an actual physical representation of Gaster's own suffering. This essentially means that Asgore has found the only evidence of Gaster's existence in all of Deltarune, without realizing what it actually is.

Isn't the same material the Knight's armor is made of? Indeed it is. Pure darkness in Deltarune seems to represent fear. The Titans, after all, are beings made entirely out of darkness who represent your fear of the dark as Ralsei says.



Titans, beings of pure darkness, represent the primal fear of dark. Darkness itself seems associated with negative emotions.

However, as we saw with the Shadow Crystals, darkness can also represent the manifestation of your broken dreams. Loss, sorrow, sadness, and overall negative emotions that can consume you are what darkness symbolizes in Deltarune. But above all else, what I think darkness represents specifically is the biggest fear of them all. Bigger than the fear of death and the fear of the dark is the fear of loss. It can be loved ones, dreams, your memories, and even yourself. The worst thing that can happen to anyone is to lose something that they hold dear.

```
unused_0 = stringsetloc("I'm starting to lose track of the time.", "UNUSED_slash_UNUSED_gml_2_0");
unused_1 = stringsetloc("Has it been days? Hours?", "UNUSED_slash_UNUSED_gml_3_0");
unused_2 = stringsetloc("If someone told me it's been years, I might believe them...", "UNUSED_slash_UNUSED_gml_4_0");
unused_3 = stringsetloc("Before, the sun came up,", "UNUSED_slash_UNUSED_gml_5_0");
unused_4 = stringsetloc("And so many wonderful things happened that made time meaningful.", "UNUSED_slash_UNUSED_gml_6_0");
unused_5 = stringsetloc("Things like breakfast, or late night TV...", "UNUSED_slash_UNUSED_gml_7_0");
unused_6 = stringsetloc("In this place,", "UNUSED_slash_UNUSED_gml_8_0_c");
unused_7 = stringsetloc("I don't eat or drink anymore.", "UNUSED_slash_UNUSED_gml_9_0_b");
unused_8 = stringsetloc("I can't tell if I'm awake or dreaming.", "UNUSED_slash_UNUSED_gml_10_0_b");
unused_9 = stringsetloc("I can't even tell if I'm dead or alive.", "UNUSED_slash_UNUSED_gml_11_0_b");
unused_10 = stringsetloc("It's just nothing but pitch black silence.", "UNUSED_slash_UNUSED_gml_12_0_b");
unused_11 = stringsetloc("... except for the noise.", "UNUSED_slash_UNUSED_gml_13_0");
unused_12 = stringsetloc("The scratching noise I sometimes hear...", "UNUSED_slash_UNUSED_gml_14_0");
unused_13 = stringsetloc("This sounds crazy, but even though no one can hear me,", "UNUSED_slash_UNUSED_gml_15_0");
unused_14 = stringsetloc("When I hear that noise, I feel like someone's listening.", "UNUSED_slash_UNUSED_gml_16_0");
unused_15 = stringsetloc("Anyone, if you're there... thank you.", "UNUSED_slash_UNUSED_gml_17_0");
```

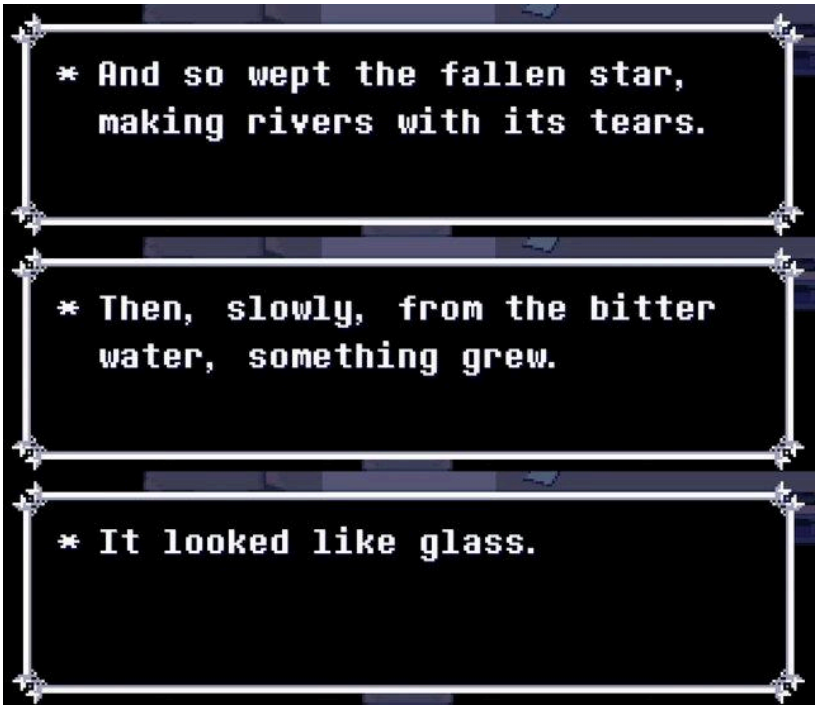
Inside her dark prison, Dess starts to lose everything. The notion of time, the things that make her happy, even herself. You are the only company she has left.

Gaster knows this. He lost everything. His body, his loved ones, his own existence. Every single moment of his inexistence is endless suffering. And that's why he will make Dess go through the exact same thing he went through to make his story possible.



Black as night, black as coal.

Once inside the Shelter, Dess not only starts to suffer from thirst and hunger, but she starts to suffer the mental toll of extensive Dark World exposure. She will never experience the things that make her happy again. Her dreams of being a rockstar, of living a happy life with her boyfriend, of having fun with her sister and her best friend will never come to fruition due to her situation, and it manifests into darkness surrounding her body, transforming her into a bizarre creature.



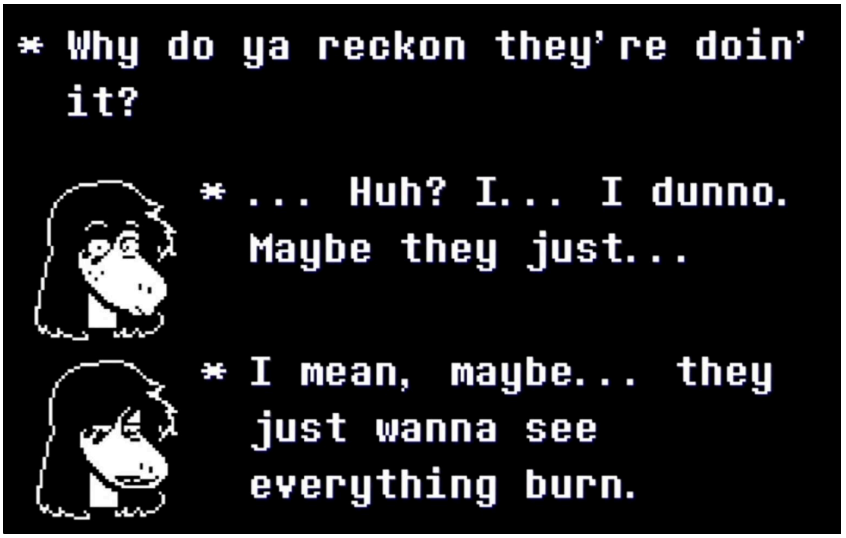
When you lose yourself to the dark, you get consumed by it.

In the end, the only take she had left were her memories, but soon they will be taken away from her so she can be shaped to what Gaster needs for his experiment.

```
unused_0 = stringsetloc("I do have one thing, though.", "UNUSED_slash_UNUSED_gml_2_0_b");
unused_1 = stringsetloc("And that's memories.", "UNUSED_slash_UNUSED_gml_3_0_b");
unused_2 = stringsetloc("Memories of my life...", "UNUSED_slash_UNUSED_gml_4_0_b");
unused_3 = stringsetloc("Maybe that's all I am at this point.", "UNUSED_slash_UNUSED_gml_5_0_b");
unused_4 = stringsetloc("A collection of memory...", "UNUSED_slash_UNUSED_gml_6_0_b");
unused_5 = stringsetloc("...", "UNUSED_slash_UNUSED_gml_7_0_b");
unused_6 = stringsetloc("Then all I can do is... not forget, right?", "UNUSED_slash_UNUSED_gml_8_0");
unused_7 = stringsetloc("\"Don't forget.\"", "UNUSED_slash_UNUSED_gml_9_0");
unused_8 = stringsetloc("I just have to keep telling myself that...", "UNUSED_slash_UNUSED_gml_10_0");
```

Is this happening in the past or the present? Hard to say. Time stops making sense when you are lost in the dark.

When you have lost everything, you are consumed by your fear, and the only thing you can do is destroy, as your worst impulses take over you. This is how the Knight was created. They are essentially a mindless force of nature created by fear, sorrow, and despair whose only purpose is to cause senseless destruction. They exist to create Fountains so us and the heroes can navigate a series of exotic scenarios to seal them, kidnapping people so our heroes go after them, and harming Darkners so they also have a motivation to stop them.



Susie describes the Knight as something who only wants to see things burn. She isn't aware she is walking towards the same fate.

But the Knight is more than just a brainless antagonistic force. Have you noticed how they seem to have a demon eye inside them?

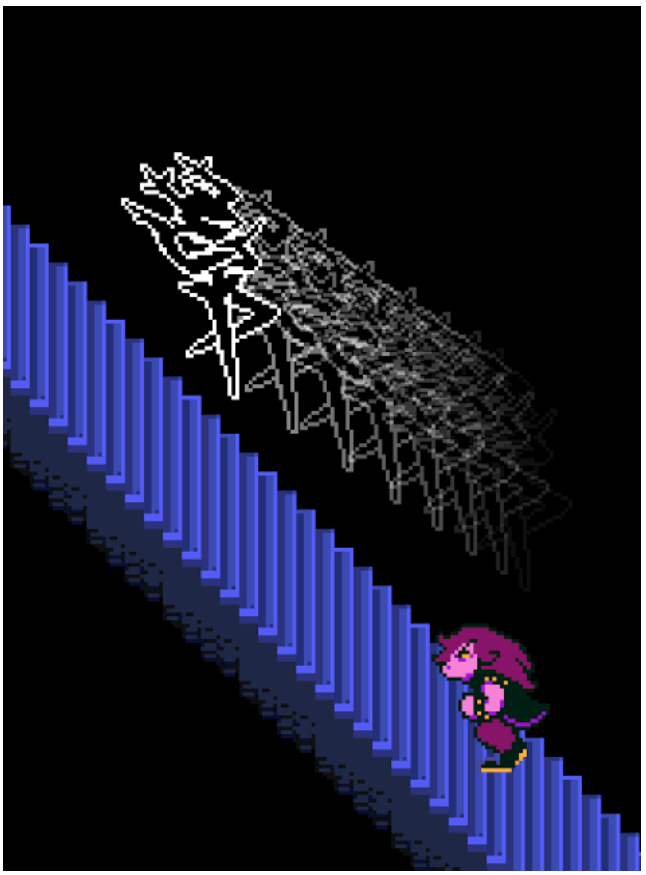


The Raise your Bat lyrics say it after all: "WHEN THE DEMON HEART IS CRYING AND THE BLOOD IS GUSHING BRIGHT."

It's my belief that Gaster uses this thing to control the Knight from afar and enforce his will on this world. Weakened both psychologically and physically, he takes control of Dess' body using the "demon eye", in a very similar way that we control Kris, and something that has possibly been alluded to in the battle against Pink. To some extent, it makes sense that the game's antagonist is a mirror of the protagonist: a vessel being puppeted and controlled by an outside force with an ulterior purpose. And what a coincidence that Gaster talks to you directly in occasions where the Knight also makes their appearance during their battle at the end of Chapter 3 and at the end of Chapter 4 when the Knight calls Kris. And if you are wondering, the one calling is, indeed, the Knight, not Carol (that's likely a red herring). The sound coming from Kris' phone is the same from the Goner Maker process but slowed down. This seems to indicate the call came from the Depths, where the Knight is implied to reside.

That's because the Knight is fundamentally a metanarrative character. It's the literal force of change that drives Deltarune's plot forward. They are a literal plot device functional to the story the author (Gaster) wants. Using the "eye", Gaster delivers orders to the Knight to accomplish his goals and follow his story in the exact specific way he wants, setting up the Dark Worlds and overall pushing the story he made forward. Not only that, but everything that comes out of the Knight's mouth is coming from Gaster himself, as he uses them as a proxy to give orders to Kris. Don't we also make Kris say the things we want to say to other characters, after all?

Nevertheless, Dess seems to retain some of her personality traits despite being under Gaster's control. In her room in Chapter 4, we can find dented instruments in very poor condition, which seem to correspond with the Knight's disdain for Darkners that represent normal objects. In the same chapter, we see them making a mocking pose as Susie chases them through the stairs, implying they indeed have a personality of their own.



Cocky brat.

Having this in mind, I think it works less like a mindless drone or robot who you input commands to and more of a wild animal whose master gives orders to, like a dog or a horse. Whoever Dess was before the incident is still there under that armor, but since they are fully consumed by darkness and their desire for destruction, Gaster can easily control them. Think more of Babibi's mind control of Dabura (who retained his personality despite being brainwashed) from Dragon Ball Z and less of the plot point that inspired the Knight, Porky's mind control of Claus to turn him into the Masked Man in Mother 3.

So, how do I know this? How am I so sure that Gaster is controlling the Knight from afar? How can I say so confidently that Gaster speaks through the Knight like we do with Kris? Simple. During Chapter 4's final cutscene, we see Kris getting close to the window, implying that they wanted to tell Susie something. However, the voice from the phone seems to have noticed this, and tells Kris to "remember their promise" to change their mind. This scene doesn't appear in the Weird Route, replaced by Carol's call instead, meaning that the Knight only called because Kris did this action in particular.



You promised to make us happy, Kris. I want a good investment out of my 25 dollars.

How does the Knight know Kris was about to do this despite not being physically present? Because Gaster (the person controlling them) is watching it from outside the game, along with you too, warning Kris so they don't stray too far from his story.

Speaking of a certain depressed non-binary teenager, remember the incident? Kris certainly does. Their guilt for what happened "that day" is their motivation across the story. It hangs over their head the entire game because they sincerely believe Dess' disappearance is their fault. This I think is the key to understanding an ancestral question the fandom has always wondered: why is Kris working with the Knight? What could possibly be so important that they agree to be possessed by us, allow their father to be kidnapped, work with this demonic entity behind their friends' backs, create several Dark Fountains, and still continue to hang with us despite Noelle potentially suffering from our presence? Why risk the lives of everyone around them for whatever dumb bullshit the corpse of their dead friend is saying?

Well, it's not easy to figure out by the simple fact that they refuse to talk to anyone about it. They made a "promise" to this entity we know nothing about that they need to keep but they aren't particularly thrilled about it. Naturally, nothing in the game indicates why this is the case, why the Knight's conspiracy is so important to them to throw everything good in their life away.

The only thing I can do in this regard is speculate, always taking into account that Gaster pulls the Knight's strings, obviously. There is emotional manipulation involved regarding Kris' guilt to make them accept this "promise", but we don't know the details. To try to guess a plot point the game offers no clues about, I'm going to take the following into account:

- It has to be something the player can understand and empathize with. We and Kris need to be on the same page here. The game makes Kris too empathetic for us to buy them being an actual villain.
- It has to be something Susie can understand and empathize with. If Kris will explain to her why they work with the Knight, she has to also be on the same page.
- Whatever they were promised, Kris knows it doesn't cause the destruction of the world. They prevented their mom from being kidnapped and tried to save Berdly in the Weird Route after all. They don't want people to get killed because of this.
- Kris absolutely hates doing all of this. It makes them miserable to the point they grab a couple of poisonous seeds to possibly end their own life. It's clearly not something that benefits them.
- Carol isn't part of this plan. The conspiracy board in her room makes it clear. There is a lot she doesn't seem to know.

Before Chapter 5, I've always speculated that the Knight must still keep the real Dess hostage inside the Depths, so Kris has been working begrudgingly with the Knight with the goal of fixing the event that caused everything that went wrong with their life. However, at some point, Kris would have to put two and two together and doubt that whatever the Knight turned into can become Dess again. Is it really worth it to cause all this suffering from a 1 in 100 chance to get her back with very little guarantee of this happening? The emotional logic of a person experiencing trauma and grief sometimes isn't that sound, however, so it's still an option worth considering.

Another alternative I considered could be that Asriel is the one who was kidnapped and the one actually trapped in the code, not Dess. That would explain why Kris tries to block any reference of their brother from us.

However, there is a simpler answer to this question that I think covers all the bases behind the double-crossing. To solve this mystery, an Occam Razor approach could be more useful rather than a hypercomplex conspiracy the game barely alludes to. So, in this regard, I have a question to ask you: what do you think happens when you stop playing the game? When you get frustrated by an enemy beating you and you decide to not try again, what do you see on the screen?



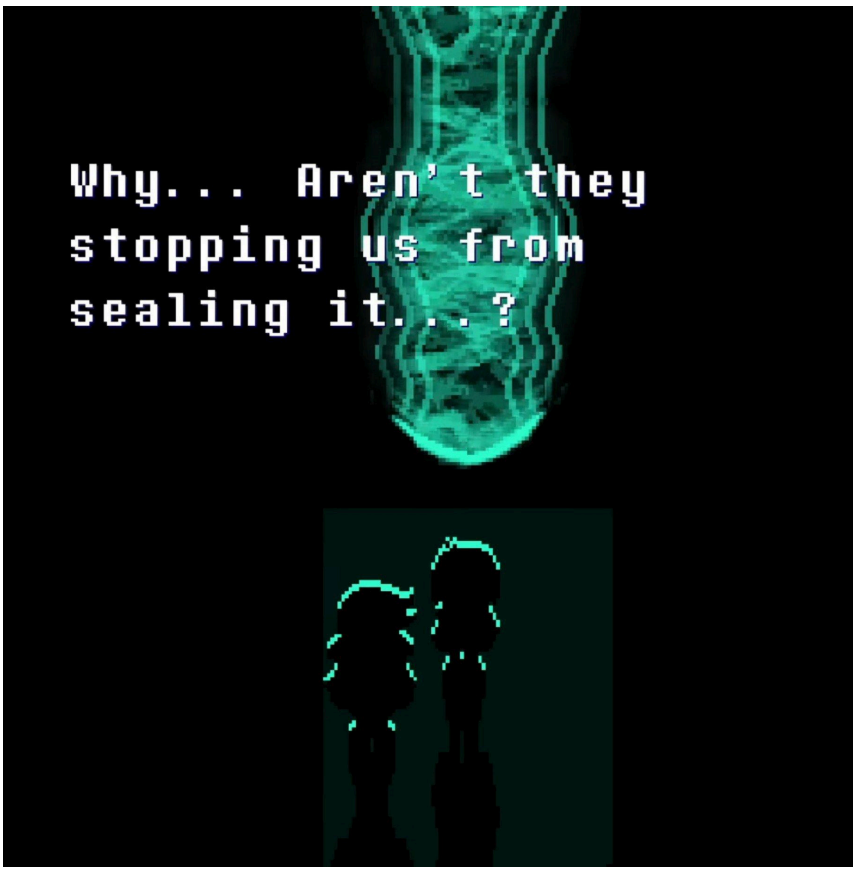
Gaster is pretty much willing to destroy the world if you stop playing with him.

Exactly. The Roaring happens. The world gets destroyed because you didn't close the Fountain. This is the logical outcome of Kris failing to entertain us in a satisfactory way due to our frustration with Deltarune. I believe that, under very simple terms, the "Knight" told them that they will cause the Roaring if they don't do what they say. If they fail to properly carry us through the journey they have prepared for us, they are going to essentially destroy the world. What a coincidence that Gaster is the one who informs you from this fact when you die, isn't it?

Knowing Kris' position, their behavior makes complete sense. They don't have much of a choice here. If they refuse to help the Knight, they are essentially allowing everyone they love to be covered by endless darkness, which includes their parents, their brother, and their friend/ex-girlfriend. It's pretty easy for Kris to imagine either Toriel or Noelle going through the same thing as Dess once the world is trapped on a neverending night. But most importantly, Kris' rationalization here is that it would be their fault. Dess was turned into this thing because of them, and they want to destroy the world because of them. They believe they have to solve the problem they have essentially created by themselves.

So, the promise is basically that if Kris helps the Knight with their goals, they won't destroy the world and kill everyone they love. If they don't (and they will if we don't complete the game), then they are pretty much responsible for what happens next. Overall, I consider it to be an effective way in keeping Kris sympathetic while not making their motivations too bizarre and alien to the player, who I doubt will be particularly receptive to an esoteric mysterious plan they know nothing about to understand why this kid is such a little backstabbing traitor.

What's the Knight's plan? Clearly not destroying the world.



The Knight could stop the heroes from sealing the Fountains, but they choose not to.

As I mentioned, the Knight's purpose is to be Gaster's marionette to make the Dark Worlds, which in turn also force Kris to go through with their plan. Likely, they already told Kris how their whole story is supposed to go, including the end of the Prophecy. After all, they play several songs in the Holiday Mansion's piano that probably refer to still unseen events, including Chapter 5's Shop song.

So, what is Kris supposed to do? Allow someone to take control of their body, so they, along with two other people and the person controlling them, travel through a series of Dark Worlds. They have to do it exactly as the Knight says, so the story goes as Gaster planned it, but of course he already knows everything will go according to plan. That's what both Kris and the Knight were doing on the call: setting up the next Dark Worlds for you.



The Knight delivers instructions to Kris so they can carry out their duty: making Gaster's story a reality.

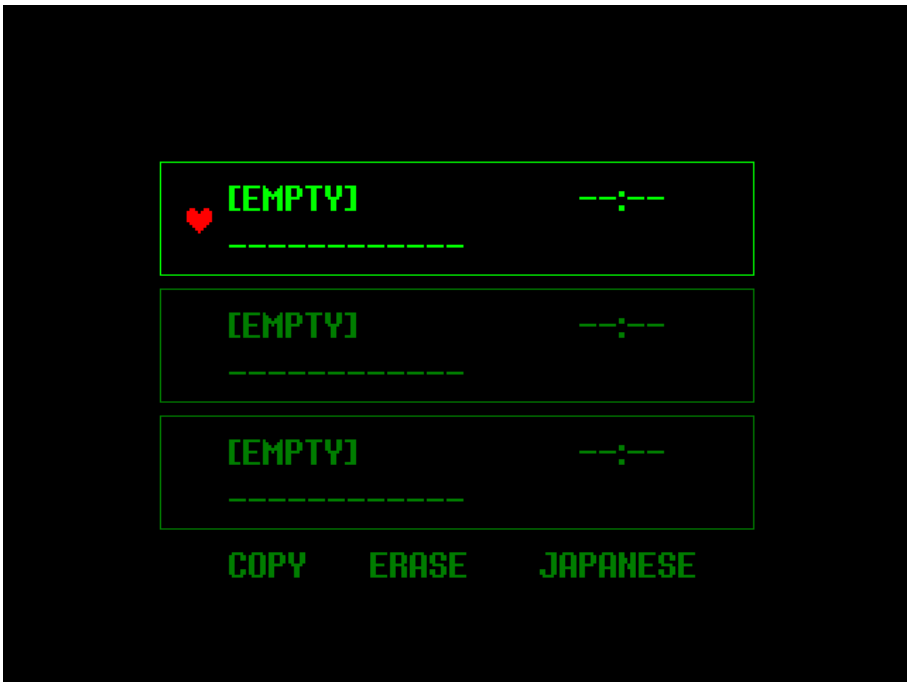
That's why you see scenes like this in Chapter 5, where Kris made a deal with Seth to free them from jail. The story only made sense if it was planned beforehand.



Kris knows how the story goes. That's why they made a deal with Seth.

At some point, Kris would have probably questioned why they are doing this nonsensical series of events that doesn't seem to accomplish anything in particular, just to be reminded by the Knight that they caused their death. I doubt they are in a particularly inquisitive mood with the weight of their "sins" crawling on their back.

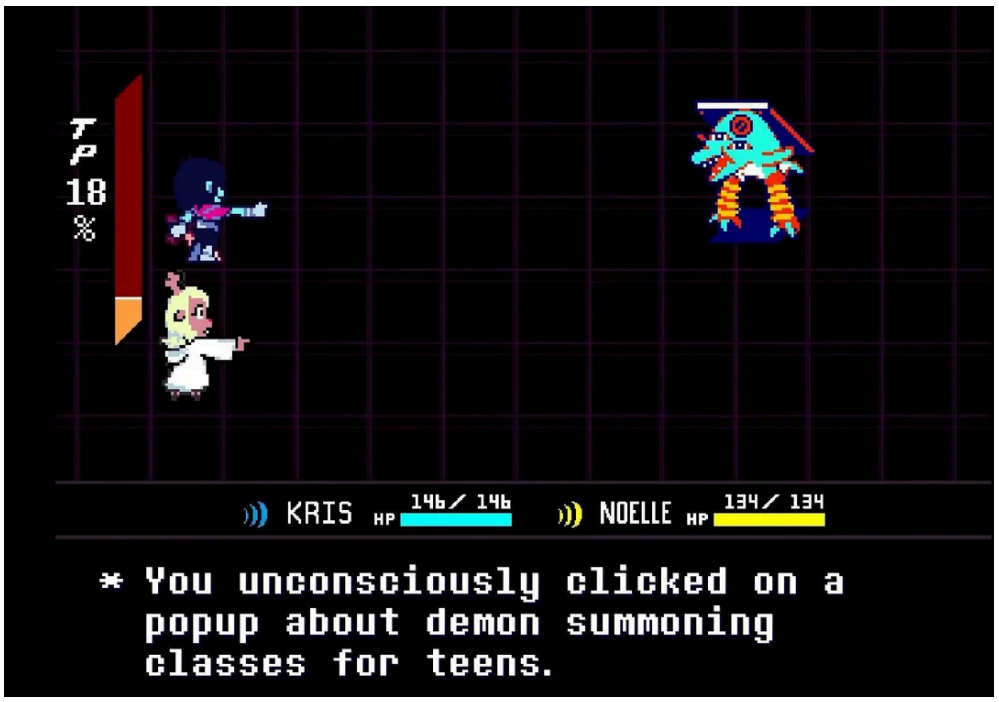
With everything set up, Gaster needs something that makes your access to this world even possible. Unlike his old world, determination cannot be used to travel through time, and anomalies simply don't have the means to possess individuals in the same manner. That's what his greatest creation is for: a complex device that allows the "anomaly" to interact with "Deltarune." It offers basic time manipulation like in "Undertale", either by "loading and saving", choosing different events to move through, and even deleting entire timelines.



DEVICE IN ACTION

This is why Deltarune Chapter 1 is called "SURVEY PROGRAM." It's a literal computer program that runs through Gaster's Device to connect the player to Deltarune. It's also the same device that the player uses to make their Vessel during the Goner Maker sequence. But Gaster never intended to give you a Vessel. Using the Knight, Gaster already ordered Kris to interrupt said process at the end, so they can serve as your vessel. His story only makes sense if Kris is the one carrying you along the journey.

How did they do this? Catti's mysterious demon summoning ritual the game constantly alludes to. The demon they summoned is YOU, directly attaching your essence into their soul.





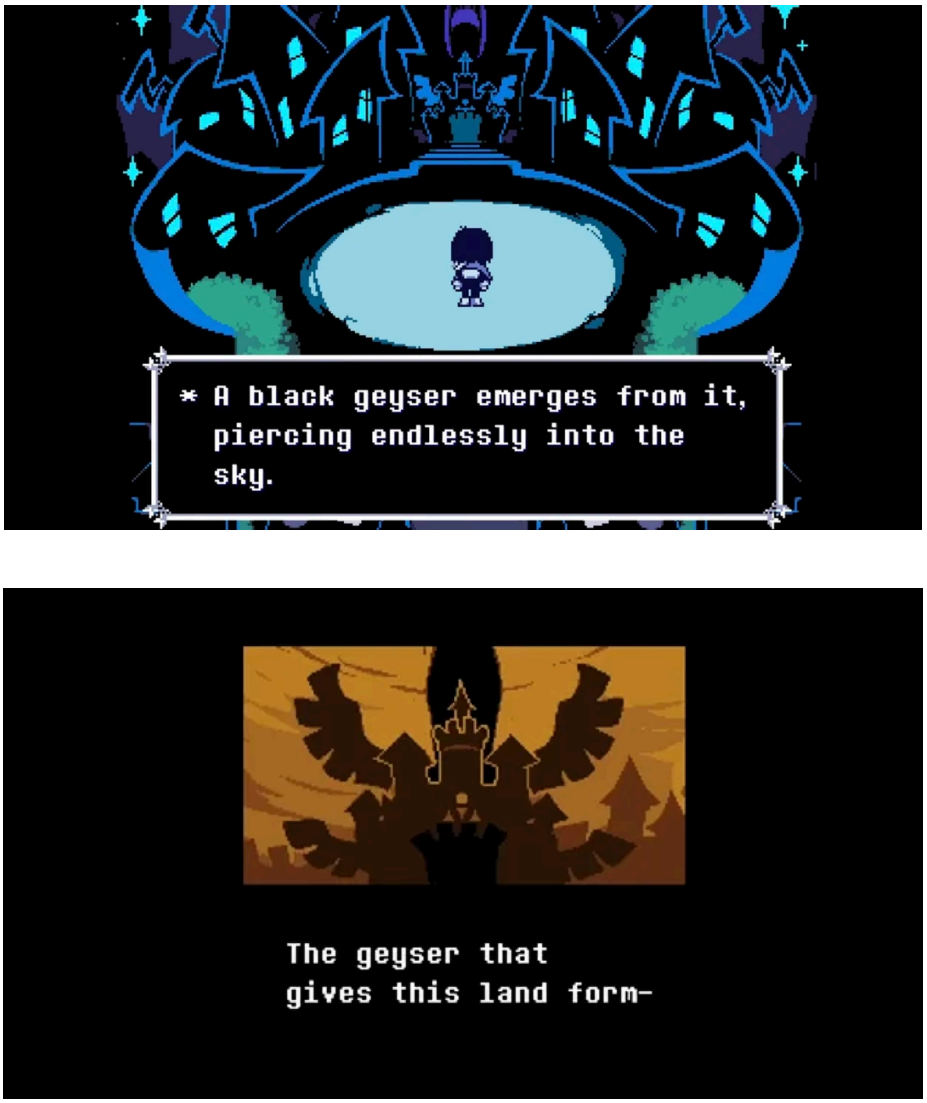
They were up to some business.

After all, the Second Voice in the Goner Maker sequence in the Japanese localization seems to speak in a very similar way to Chara. And what better Chara analogue than the kid adopted by the Dreemurs that dresses very similarly to them?

Now, if Gaster never intended to give you a Vessel, then what did he want from you here?

Hmmm, have you noticed how the Dark Fountain in the School Closet allows you to host the Darkners you recruited along your journey? What makes this particular Fountain so special and different from the others?

Simple. The Castle Town Fountain isn't a fountain at all, but a geyser. That's how it's described several times in the flavor text, after all.



The Castle Town Fountain being described as a "geyser."

A geyser is a burst of water created as a result of pressure boiling from below the ground. What makes this Fountain special is that it wasn't made from above the surface by stabbing the ground, but from below. Something extremely powerful made it by canalizing their energy from the Depths, a power so big that can shape reality itself through will alone.



Queen explaining how a Dark Fountain is made. It uses Determination, the power you used to defeat Sans and Asriel Dremurr in that other game.

YOU made the Castle Town Fountain. Isn't this place named after you, after all, being referred to by your player name after Chapter 2? Isn't its signature theme named "My Castle Town"? Don't the characters here refer to it as your town after all?

When you started the game, you didn't just contact Gaster, but you expressed your desire to see this new Undertale-related content. You were determined to experience what this story had to offer you. So you poured your will to see Deltarune come to life into the Depths, and unwillingly created a Dark Fountain of your own using your Determination. Gaster, already experienced with manipulating it through his experiments in the Underground, made that possible through his Device.

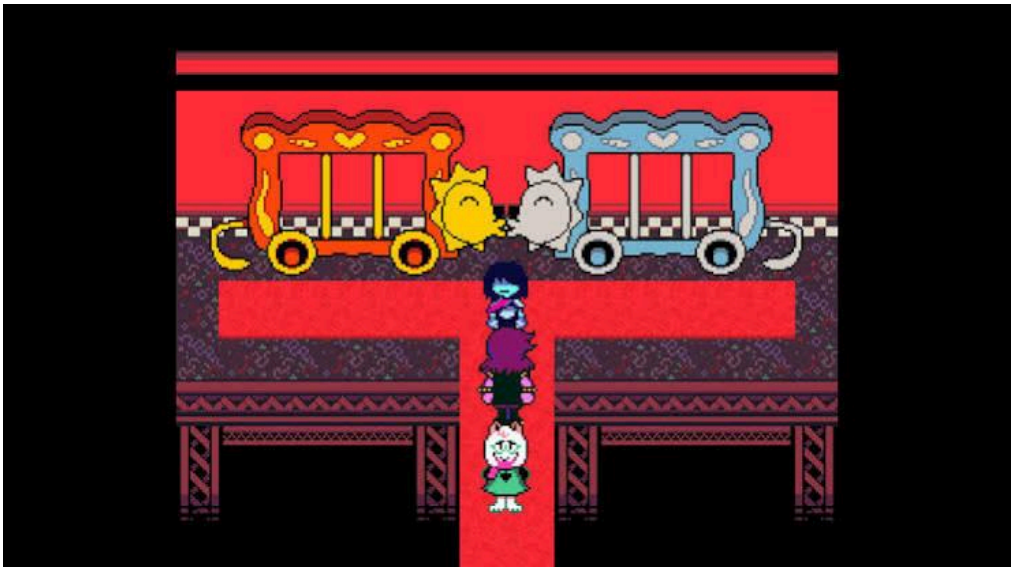
A scene in Chapter 3's Second Board introduces this concept, as Lancer digs through the ground and allows a green geyser to come in:



This is referred to in-game as a "GREEN GEYSER. JUST NEXT DOOR."

In a metanarrative sense, you made the game possible in the first place by wanting to experience it. When you opened Deltarune for the first time, you brought the story to life. You pressed a button in your controller or a key from your keyboard, and then the Great Fountain was born. The Fountain from Castle Town is the strongest Fountain of the setting because it was made by YOU, the most Determined entity in the Undertale/Deltarune multiverse.

With all of this said, what's up with your Vessel? Is it the Knight? Is it Dess? Is it ERAM? Well, I'm afraid in that regard I can only give Toby's answer: wait and see. Nevertheless, I'm leaning towards being related to us and our relationship with Kris.

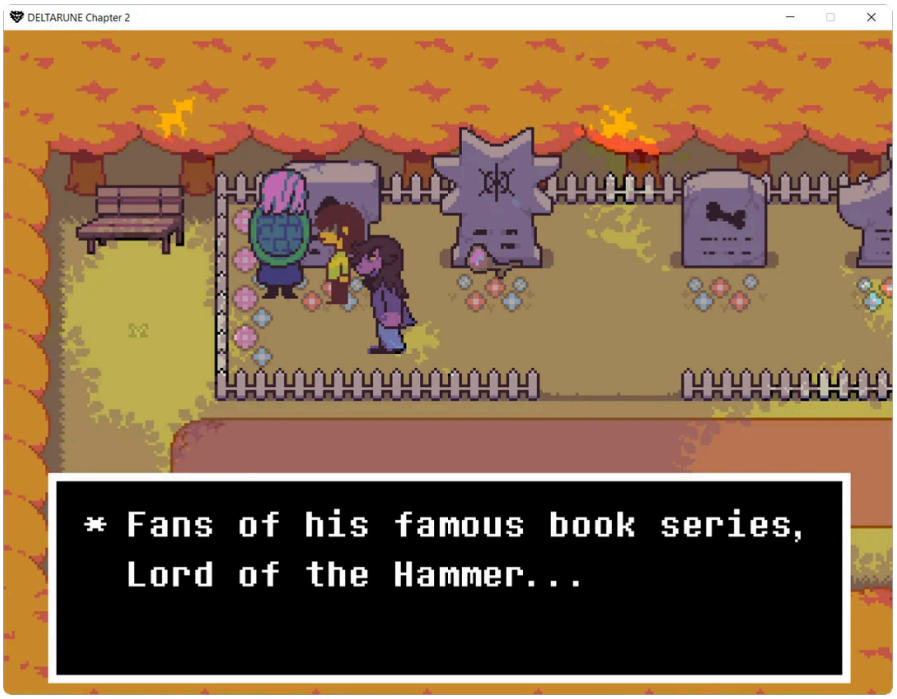


The Kissing Cages in TV World could symbolize Kris's relationship with the player and how that could potentially change the game's deterministic outcome.

And last but not least, Gaster seals Hometown completely from the rest of the world. The wi-fi is cut, all phone calls from the outside world are blocked, and artificial roadblocks are put in place to restrain both you and the town's inhabitants movements. The rest of the normal world that isn't "Deltarune" is an obstacle to the experiment Gaster is doing. He doesn't want anyone to tell the outside world about the Dark Worlds. That would ruin his story.



No one will be able to ask for help.





As Alvin says, people from the outside can't communicate with Hometown.

With his story set in motion, you now have access to Deltarune. But the question lingers: why did Gaster choose Dess of all people to be the Knight? Why not Asgore, Carol, Rudy, or Asriel? Because Dess' disappearance causes every single event in the game. Everything (and I mean literally EVERYTHING) that happens in Deltarune happens because of "that day" as the King of Vagueposting would call it. The Dark Worlds, the romantic subplot, the characters' motivations, every single element in the story only happens because Dess' disappeared in an extremely specific way.

III - The Never Ending Story



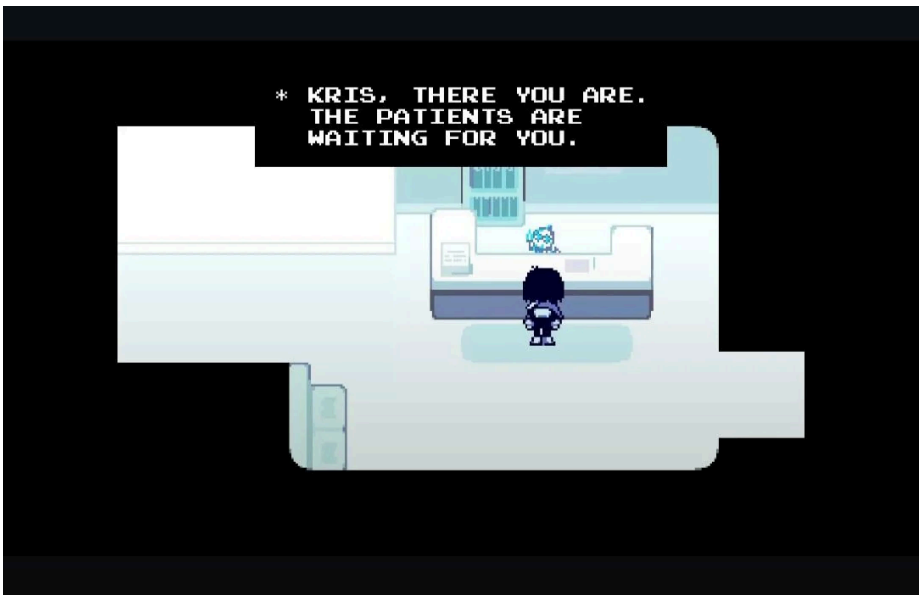
And so Deltarune goes, marching towards an inevitable conclusion.

Now that you know how Gaster wormed his way into making this world of common people into his AO3 fanfiction where he plays pretend with his toys and makes them kiss/kill each other, you might be wondering: how exactly does Gaster's story work? Well, let's take a look.

First of all, Gaster had to get rid of a lot of problematic individuals in the Light World. There seems to be a very nice person helping Kris with their issues. Some sort of therapist, maybe? He seems to be his counterpart in this reality.



The Forgotten Man's encounters intentionally parallel the ones with Gaster in Undertale.



Chapter 4's Egg Room seems to be a Therapist office. Someone was helping Kris to deal with their trauma.

His presence is problematic to Gaster for several reasons. First, if Kris spills the beans about the Shelter Incident, things might derail beyond his control once the therapist is aware of what happened. Second, if Kris is in a better mental state, they might not be as compliant for other events later down the line. So Gaster simply disposes of him, not by killing him but by outright erasing him from existence, just to be sure.



The Forgotten Man probably lived where Sans' house is supposed to be, but Gaster literally vaporized him out of existence for being an obstacle to his plan.

But the Forgotten Man still lingers on, still trying to help Kris with their issues.



The Forgotten Man, someone familiar with Kris that apparently wants to help them.

Then, there is the person operating the Ferris Wheel in Chapter 5. It isn't the Forgotten Man, who was vaporized from existence years ago. This mysterious someone seems recent.



The person who operated the Ferris Wheel before Sans doesn't seem to exist anymore.

And who this person might be? Deltarune's Grillby, whose place as the Ferris wheel operator was taken by Sans.



Is Sans the one who killed Deltarune's Grillby or is he simply taking advantage of Gaster's unpersoning abilities?

And of course, there is Onion-san, chopped into pieces and turned into takoyaki for snooping their nose where they weren't supposed to.



Oof.

The only crime of these innocent bystanders was to exist in the wrong place at the wrong time. No wonder why the game associates Gaster with the Devil! And his reign of terror doesn't limit to Lightners only. Darkners have been brainwashed, tortured, and even killed by Gaster and his minions to make sure Deltarune works as intended.



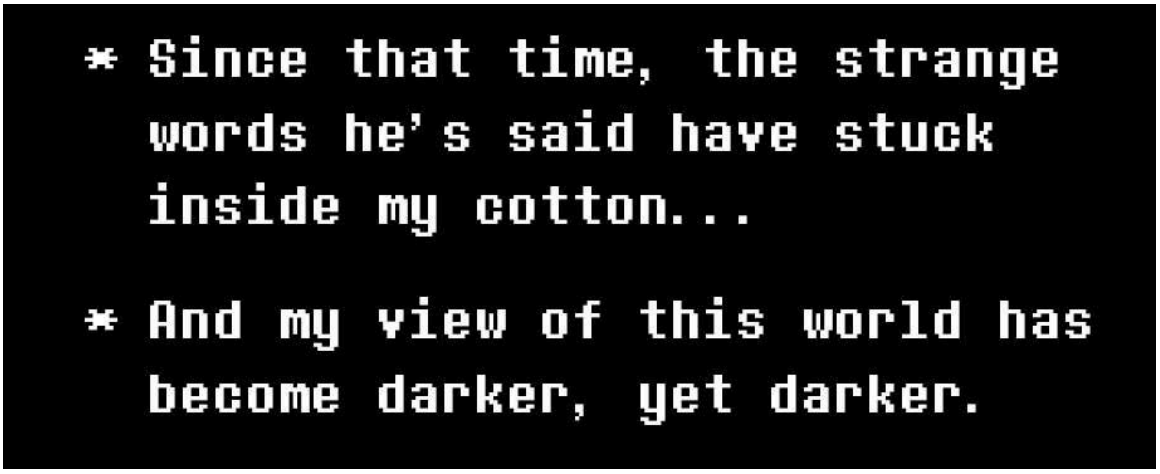
Seam seems aware of Darkners going insane after mysterious people talk to them.

Remember Jevil? According to Seam, he went insane after meeting a "strange someone", starting to believe that life was simply a game.



Life is a game.

Seam was asked by the Kings to lock him up in a cell.



Who could possibly be referring to?

Why did Gaster do this to Jevil? Simple: so he could convince the King of working with the Knight. First, some context. The King was already resentful of the Lightners for "abandoning him", leaving him in the shadows without any meaning. He is a card, after all, and when people stopped playing with him, he lost his purpose. But what happened specifically that made everyone stop playing with cards?



King was used to play by Kris and Dess/Noelle. After she disappeared, Kris and Noelle stopped hanging out, thus King stopped being played with.

Growing resentful of Lightners, Jevil convinced him to work for the Knight and overthrow the other three Kings, kickstarting the events of Chapter 1. Another act of cause and effect that Gaster expected to happen.



Jevil was driven to madness by Gaster simply to convince King to work with the Knight.

And Jevil wasn't the only one. Remember Spamton? The salesman who was turned into a "Big Shot" by a mysterious voice on the phone?



Another Darkner contacted by "someone." What a coincidence.

Why did the mysterious voice stop calling? The in-game reason is that Tenna forced Spamton to sign a contract with him so they could share his success together, something that apparently was against the terms Spamton had with his benefactor.

"Mike" (close friend of both of them) warned Tenna that he had a bad feeling about the whole thing, but Tenna ignored it and forced Spamton to sign. As a result, Spamton fell from grace, his benefactor abandoned him, and he lost everything he had.

What a coincidence that we haven't seen this "Mike" character who seemed to suspect something about Gaster's scheme, don't you think?



Mike was an obstacle to Gaster's plans for trying to warn Tenna about the contract. That's why he was properly disposed of. Either that, or he is hiding.

However, the real reason Gaster stopped calling, is that his target all along wasn't Spamton: it was Tenna. For the events of Chapter 3 to happen, Gaster needed Tenna to be a miserable insecure wreck. Since both the Dreemurs and Holidays stopped watching him after the Dess incident, Tenna became depressed and desperate for relevancy. But that wasn't enough for Gaster apparently, and what better way to fuck with his mental state than ruining a relationship that is implied to have been romantic in nature?

Q: I'd like to know about Tenna's and Spamton's past and their level of intimacy.

Toby: OOOOOOOOOH! (A flower blooms on the tip of Toby's nose) I'm so, so happy you want to know... (Toby went silent after saying that.)

Q: How tall is Tenna and how much his size can change?

Toby: Tall enough to be a giant, handsome, apron-wearing older husband, and small enough so he can be like a glooby, cute pet that can be kept in a cage. Is that an answer?

Spamtenna real.

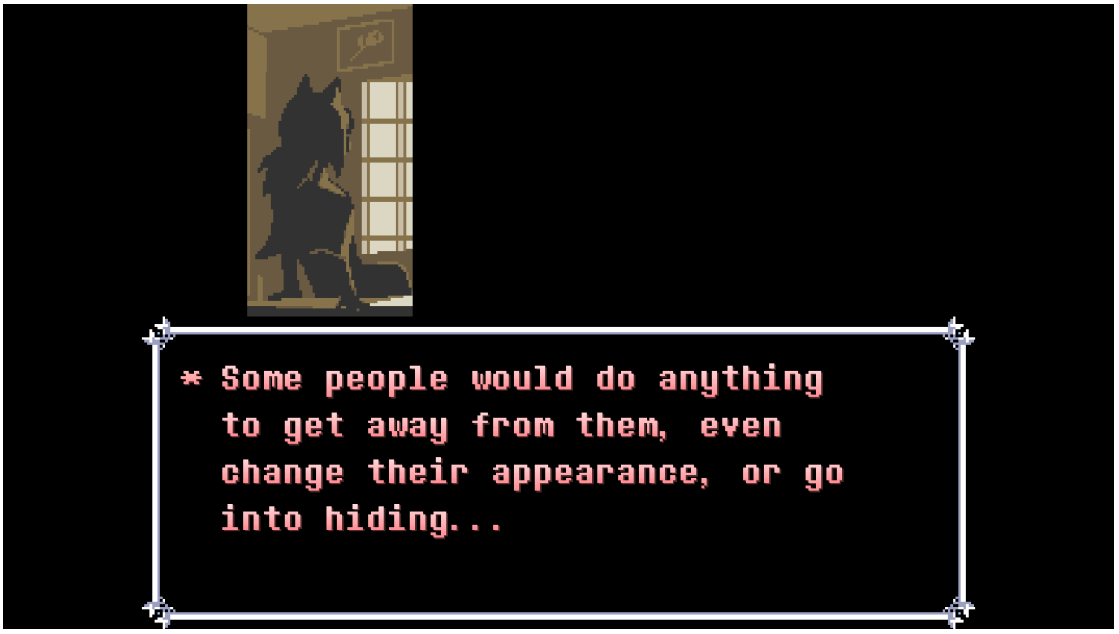
However, there was a problem. After Gaster stopped contacting him, Spamton went rogue and started to say things he shouldn't have about this world's true nature. His obsession with Heaven comes from the realization that there might be a higher power watching him. If he only could get that power to cut his own strings and free himself!



Spamton suspects someone is watching him from above. He wants Kris' soul to free himself from "Deltarune."

Gaster, recognizing Spamton as a threat to his project, orders his minions to dispose of him. As a result, the disgraced salesman went into hiding and tried to change his

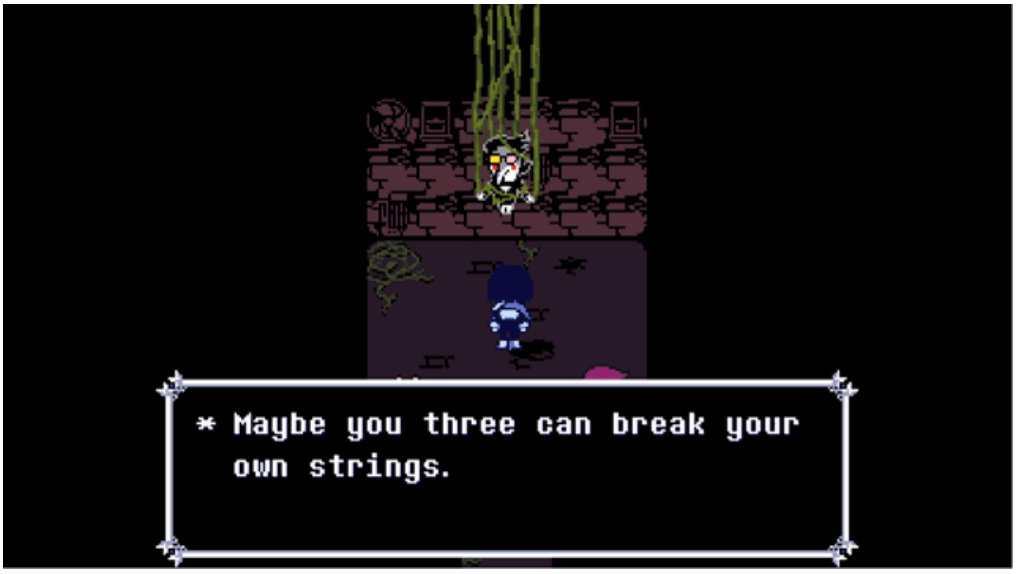
appearance.That's why Spamton made the player go to the basement to retrieve the disk instead of doing it himself.



Spamton changed his appearance to hide from Friend.

This is implied to be what happened with Spamton A. Spamton on the Spamton Sweepstakes stream: mauled to death by Friend.

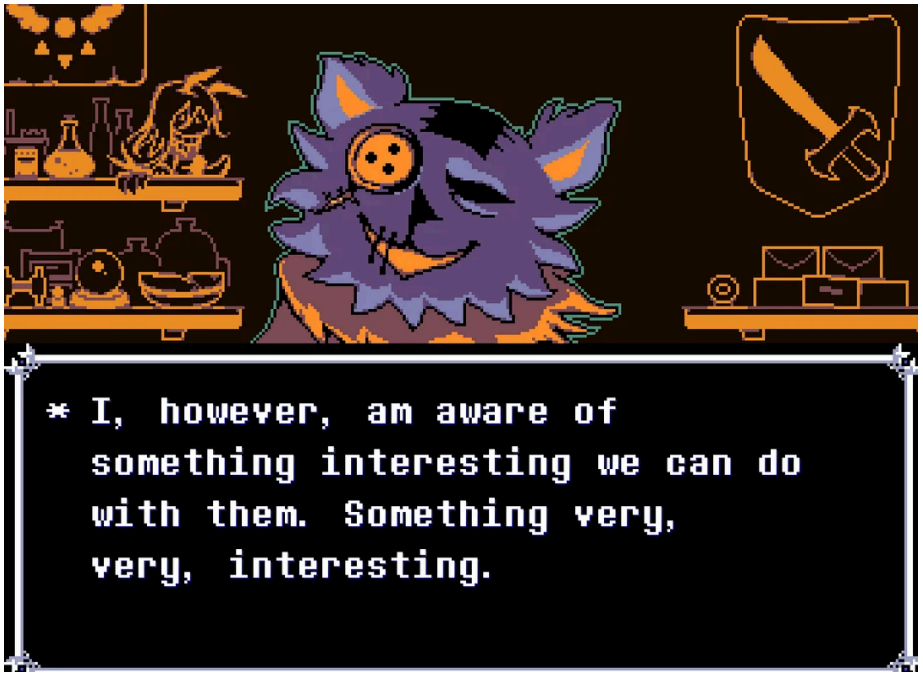
After his failure to get Kris' soul, he expresses his hope that the main trio can break their own strings to earn their own freedom.



There might be a way out of this.

However, Gaster's brainwashing spree is starting to backfire on him. Seam, to some extent, is aware that what's happening isn't normal. Their friend went crazy for seemingly no reason. Not only that, but a lot of other people went through the same sudden change as him. There are even reports of people dying and disappearing everywhere, allegedly by mysterious cat-like entities. Seam suspects that something (or someone) might be messing with this world, but they don't know what to do about it.

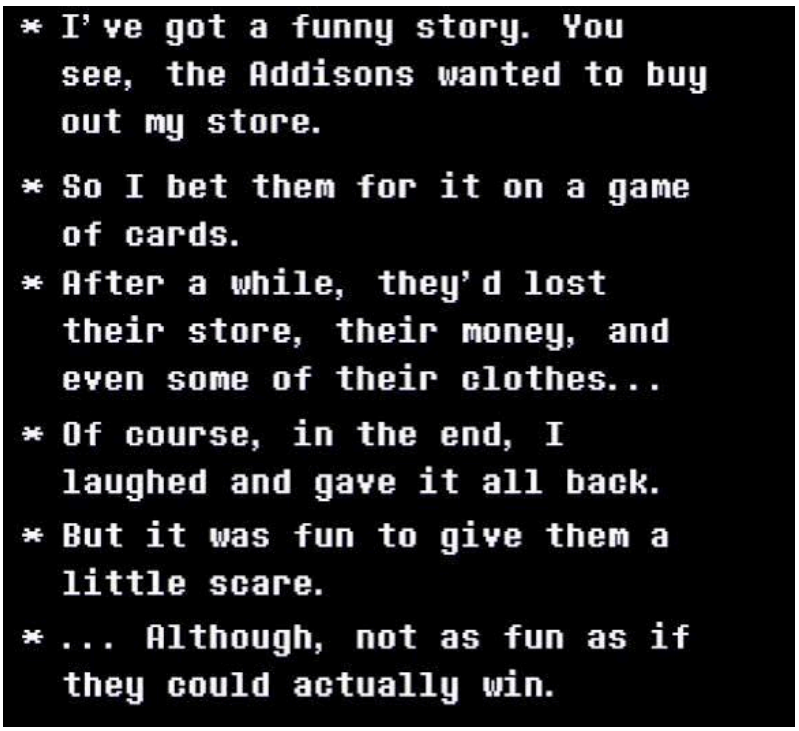
Nevertheless, they don't communicate any of this to either you or Kris: they merely imply it. After all, they are aware of what happens in this world when you step out of the line.



They might know a thing or two.

Faced by an entity beyond their comprehension as a Darkner, they doubt they could even do anything to stop them. If the player fails in the quest to grab Shadow Crystals, Seam won't have any ill will towards Kris. Their hypercomplicated plan to save the world and stop the Prophecy was too much of a burden for a teenager.

This is what I think Seam's story about the game of cards with the Addinsons means. Just like the Addinsons with Seam, both Darkners and Lightners don't seem to stand much of a chance against this mysterious omniscient being they know nothing about. But Gaster's biggest weakness is that they are interested in keeping the story going for his amusement. They might be able to expose his existence to everyone and then figure out a way to expunge his influence from this world.



They have nothing to lose. Gaster is interested in them as long as they provide you and him with entertainment. If they can ruin his fun without him noticing, they might stand a chance.

Don't forget about Ramb, who is implied to have been killed by Friend for stepping out of line with the original board game.

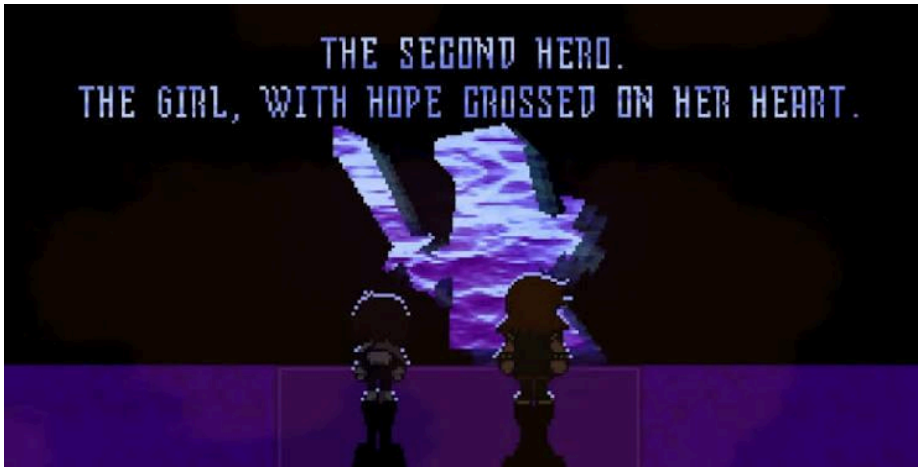


Friend got him.

And finally, there is Gaster's biggest victim and the worst crime he will commit to date. He is going to psychologically break a teenage girl (again), and turn her into an Eldritch abomination to conclude his story.

What am I talking about here? Let's get back to the Prophecy, more specifically the Second Hero. The Second Hero is a girl with hope crossed in her heart. That girl has to be Susie, right? She is one of the most hopeful characters in the game, always hopeful about turning things around, even when things look dire.

Unfortunately, it isn't her who the Prophecy is talking about. As it turns out, we might have read the Prophecy wrong. "Crossed" doesn't necessarily mean that the girl has her heart filled with hope, but also that the girl doesn't have any hope because it was literally "crossed out."



The Second Hero is a girl without hope. In the Japanese localization, it might be a bit tricky, however. "Crossed" is replaced conceptually by "engraved."

Do you know a girl in Deltarune who doesn't have any hope? Could it be a suicidal girl who reconsidered taking her own life due to her own situation?



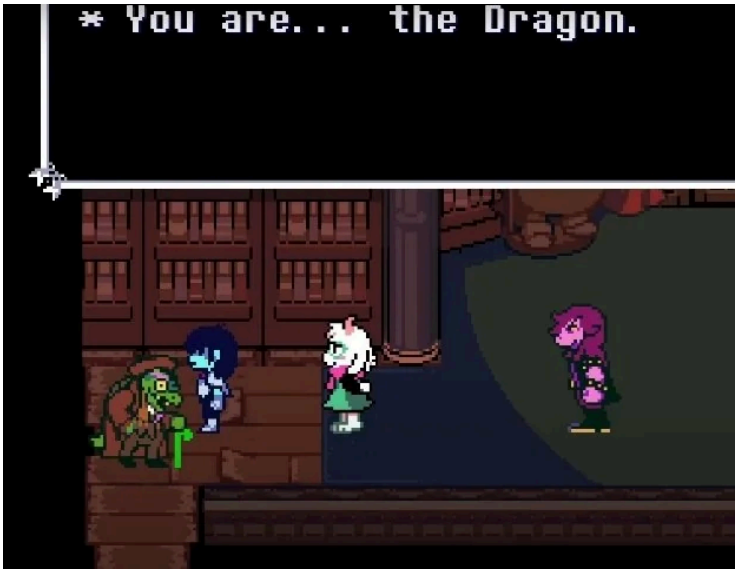
Noelle admits to Susie she was reconsidering ending her own life during the lake scene in Chapter 5.

Noelle is the Second Hero, a girl without hope. But if that's the case, then who is Susie in the Prophecy then? There is a part of the Prophecy that refers to the "Girl" after all and has the Rude Buster symbol. Two panels refer to the Girl with two different icons.



See? Look, that's Susie right there.

Are there actually four heroes? That can't be the case because the Prophecy clearly states there are only supposed to be three. Is it referring to the same girl? Unlikely, it wouldn't make much sense chronologically, considering the Second Hero was already introduced. If Susie isn't the Second Hero, is there something in the game that indicates what her role in the story is?



Gerson refers to Susie as the Dragon. Oh, no.

Susie is the villain of the Prophecy. She is the Dragon, the main villain of Gerson's series of books, Lord of the Hammer. She is the main antagonist of the Dragon Blazers franchise, the in-universe RPG the characters constantly mention. And, of course, she will be the final antagonist of Deltarune, who we'll have to oppose to reach the end. A dragon is a classic antagonist of fantasy fiction, after all. Have you ever seen a classic 8-bit/16-bit RPG game where a dragon is a protagonist? Not many I would recognize, I suppose. Breath of Fire III, maybe.

The "Girl" who is mentioned to be different from the Second Hero is the person that our trio will have to oppose, a female dragon whose villainous goal is to bring eternal darkness to the world. The Knight is simply her right-hand person, carrying her will of making Dark Fountains. A "knight" is supposed to serve a master, after all. In Castlevania terms, picture Susie as Dracula and the Knight as Death. In the Castlevania games, Death's job is to pave the way for his master to return through one of his numerous schemes. The Knight's job here is preparing everything for the moment where Susie effectively becomes the story's villain. They have an expiration date, and they aren't supposed to be the main course.

On the other hand, Dracula's job is to bring chaos and terror to the world as the evils of humanity return him to life every single time. In "Deltarune", Susie is supposed to bring the end of the world through the Roaring, covering the world into an endless night. At the end of the story, our heroes will have to inevitably confront her if they

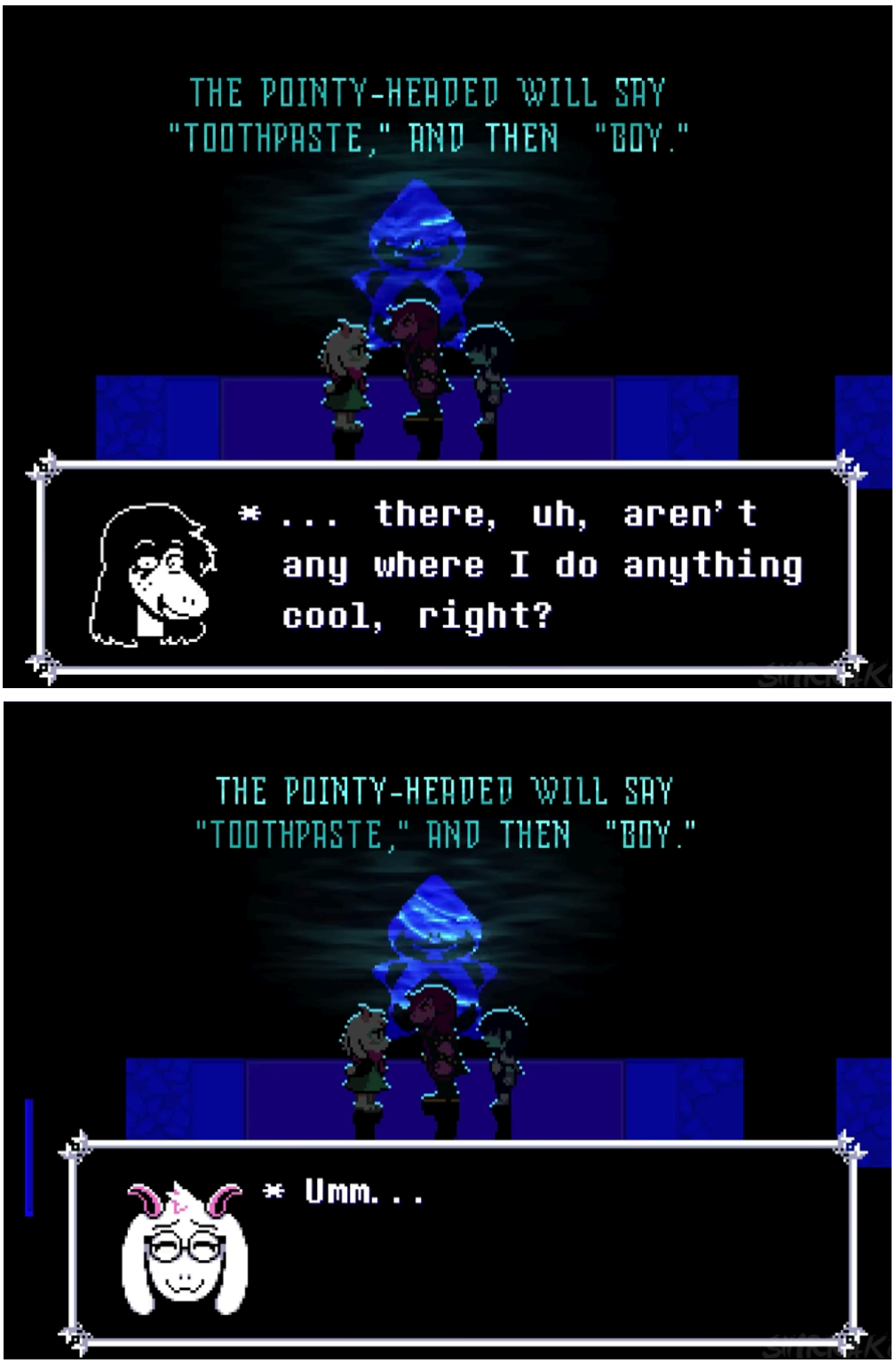
want to save the world. Following this train of thought, it's logical to assume that the way the story is intended to end is with Kris, Ralsei, and Noelle confronting Susie to stop her from bringing the Roaring. This could have been foreshadowed with the Swatch's outfit in Chapter 2:



Swatch's jacket has black (darkness) on one side with a magenta circle (Susie) and white on the other with three shapes of different colors: blue (Kris), green (Ralsei), and Noelle (yellow).

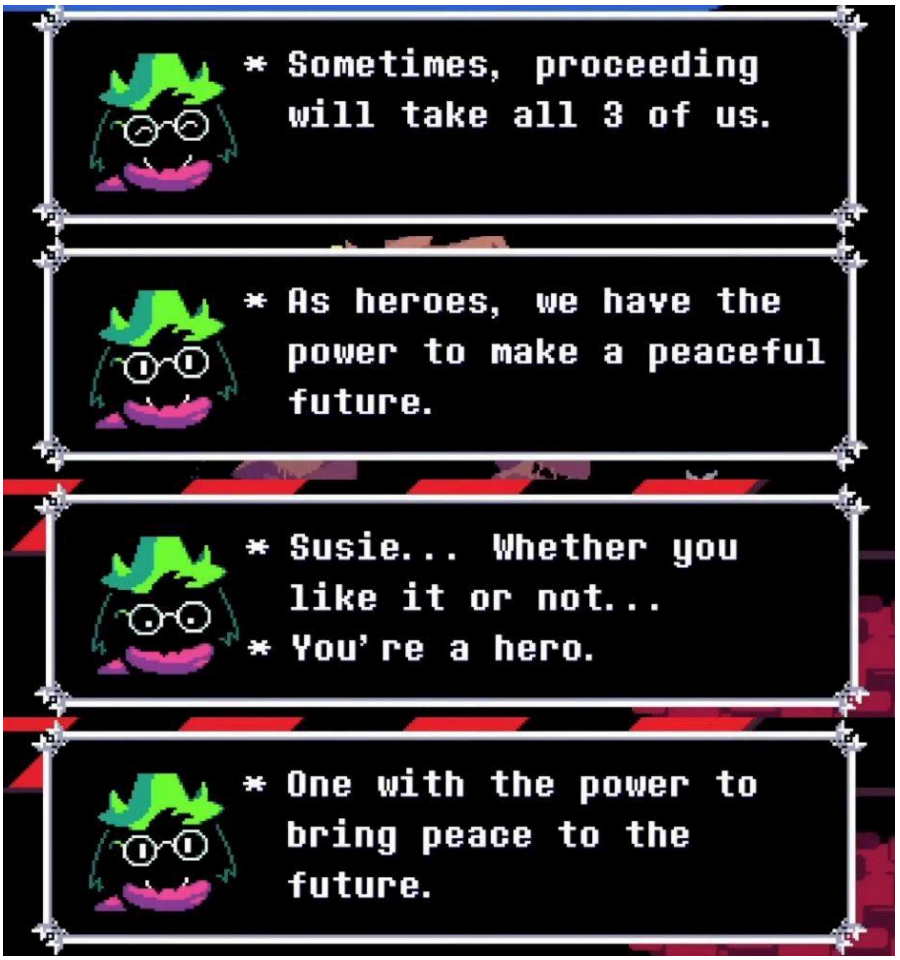
This would mean that you have essentially been playing with the main villain of the game this whole time.

"How am I not aware of this?" you might be wondering. Because Kris and Ralsei already know this before you even started the game. In fact, they have been working together all along, gaslighting you into thinking Susie is supposed to be one of the heroes.



Ralsei knows Susie is the Dragon, the villain who is supposed to destroy the world.

Kris knows how the story goes. The Knight explained it to them from day one, after all. But there is a problem: Kris is in love with Susie. They don't want her to die. In fact, they don't want anyone to die because of their actions. To avoid this outcome, they have been plotting since Day One with Ralsei, to make Susie one of the main heroes instead of the villain.



Ralsei tries to make it as clear as day to the Player that Susie is one of the heroes.

That's why Ralsei insists so much in Chapter 1 that Susie should ACT and treat the enemies with kindness instead of fighting them. He wants her to avoid what he thinks will be the path that will set her to become the villain. If they convince her to be on the side of good, she will be the hero and not the person destined by the Prophecy to destroy the world.



Ralsei fears Susie's violent tendencies will turn her into the Prophecy's villain.

Kris and Ralsei's plan is for us to buy that Susie is the Second Hero of the Prophecy. If we do, then everything will work out. To accomplish this, Ralsei tries to make us witness Susie taking the initiative in the story as a hero would, by making Kris close their eyes to make us watch these cutscenes. During these segments, while we don't watch, Ralsei explains to Kris why they are doing this: they need to convince the Angel that Susie is indeed a hero.







Across the game, Ralsei will insist that you should witness Susie doing certain things, hoping to trick you into thinking she is indeed the Second Hero.

In Chapter 5, Ralsei prays to you (that's why he is facing the screen) hoping that the Prophecy where he and Kris will eventually have to kill Susie will never come to fruition. He doesn't know you are less powerful than he thinks, of course, because Mr. Wing Dings is the one behind the curtain pulling the strings.



Ralsei assumes that you, as the Angel, control the fate of these characters. You don't, of course.

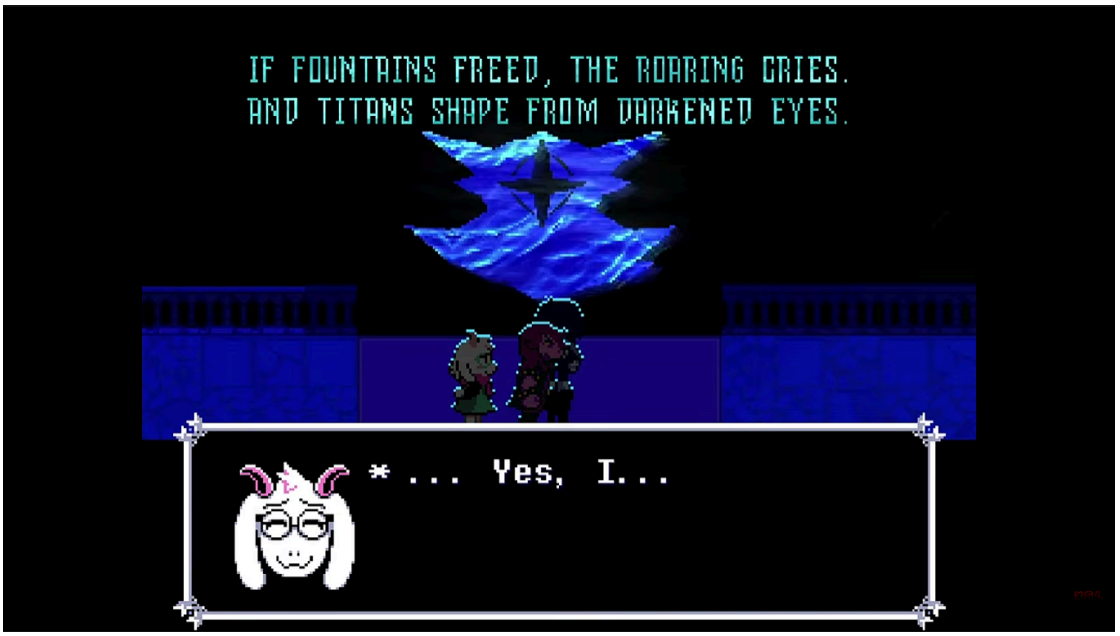
When you take all of this into account, the initial cutscene is pretty much Ralsei's attempt to gaslight the player into believing that Susie is indeed part of the main trio. It's likely told from his biased perspective, after all.



Appearances can be deceiving.

In fact, the game has already been implying that Ralsei might have been lying to us all along.


IF FOUNTAINS FREED, THE ROARING CRIES.
AND TITANS SHAPE FROM DARKENED EYES.
* Isn't this... kinda different from the prophecy you told us?


IF FOUNTAINS FREED, THE ROARING CRIES.
AND TITANS SHAPE FROM DARKENED EYES.
* ... Yes, I...



Liar, liar, pants on fire.

Ralsei desperately tries to fit his friend into the story. Susie can't equip neither Swords nor Ribbons (until Flowery finds a loophole in Chapter 5 just to fuck with Ralsei) because she isn't supposed to. Noelle is the one that is supposed to be wearing Ribbons and equipping Swords since she is the actual Second Hero. However, he still insists she is supposed to equip them, a vain attempt at defying the Prophecy.



Stay in character!

From Kris and Ralsei's perspective, Susie will integrate into the main trio, they will travel through the Dark Worlds, they will defeat the Knight, she survives the adventure, and everything will work out just fine.

Well, at least that's what they think will happen. In actuality, they have been slowly guiding her to an eventual conclusion where she will inevitably cause the Roaring and attempt to destroy the world. During the Susiezilla minigame, Kris and Ralsei control her to defeat the Shadowguys that try to destroy Tenna's statue. Metaphorically, they are pulling her strings and unwillingly following the Prophecy, causing her eventual fate: turning into the dragon that will cause the Roaring.

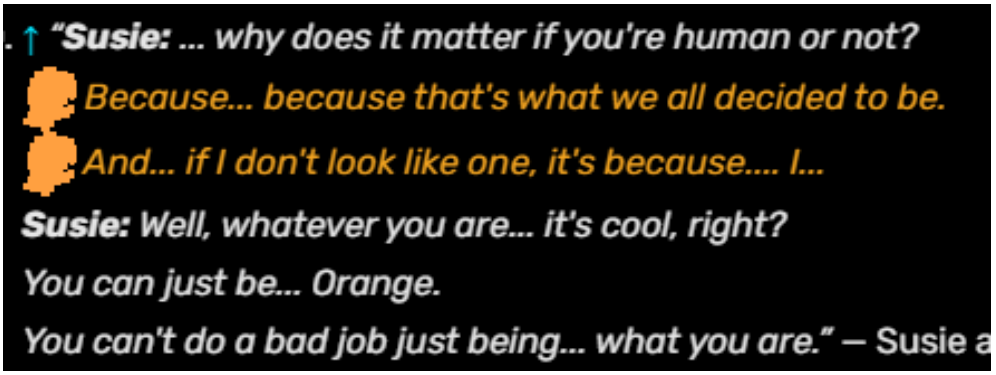


Foreshadowing is a narrative device…

"But Susie is a nice kind-hearted girl who loves her friends, how is she going to destroy the world?" you'll be asking. Excellent question. Just like with Dess, Gaster has essentially set up an emotional trap exploiting her emotional weaknesses. This one, however is a even more complex emotional torture device and it's somehow even more cruel and despicable than the shit he did to Dess.

Aside from suffering being isolated from everyone around her, if we go by her retelling in Chapter 3 of how she met Toriel or the story she told Kris about her failed attempt to play the piano in Chapter 4, Susie has a deep trauma that affects her interpersonal relationships.

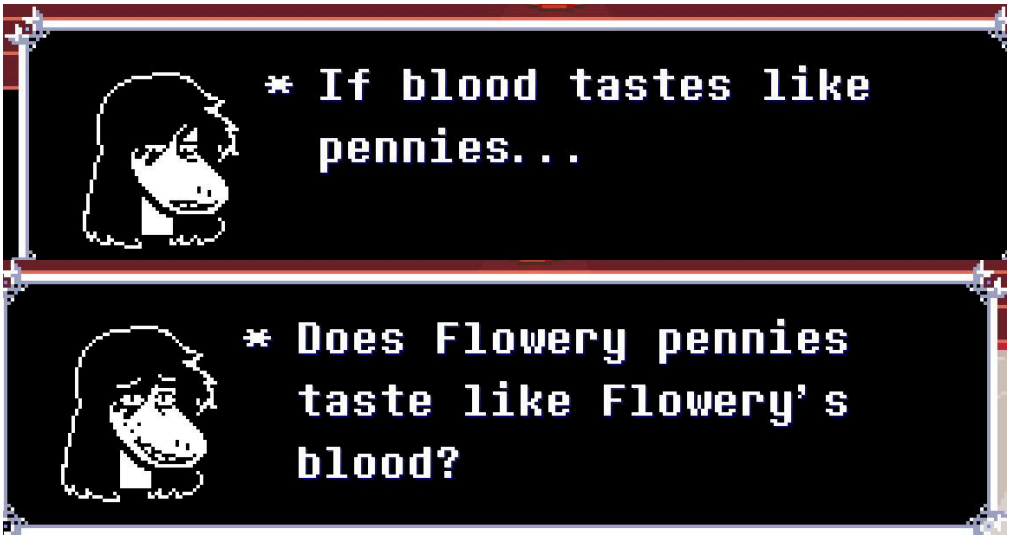
First, the game seems to imply that Susie might be half-human. That's why she bleeds (like Sans, but his brother Papyrus doesn't bleed) and relates to Orange's identity crisis. That probably isolated her from her peers in the place she used to live on.



I wonder why she can relate to Orange's struggle.

People have been arguing for years if Toby was ever going to make an actual evil character. Every single one of his "villains" had a sad backstory or a sympathetic motivation that excused their actions to some extent, like Flowey. What some people haven't realized yet is that he has already written someone like that. As it turns out, Deltarune does have a fully evil character, one I think is simply beyond redemption. And who that character might be?

Susie's father, an alcoholic who beats up his own teenage daughter.



Susie is familiar with how blood tastes inside her mouth.

Now you understand why Susie was so uncomfortable watching Toriel drunk even if she wasn't doing anything particularly bad or why she knew how to clean the bloodstain in Kris' room. She experienced first hand the effects of someone who is drunk and violent. For a kid, being physically abused daily by a parent must be a pretty traumatizing experience. No wonder she envied Kris' apparent normal life.

That's how mundane is evil in real life. Not a big-brain scheme or a villain bloating about how they are going to kill everyone, but a simple act of cruelty without any kind of Freudian excuse. It's unlikely will ever get to see him in game, but his presence

will always loom, as the trauma he inflicted on his daughter is what will likely cause the final chunk of the game.

Understanding her trauma is extremely important to understand a key aspect of Susie's character: when confronted by a situation that makes uncomfortable and unhappy, she simply ignores it and tries to brute force a solution. Is there a puzzle that is hard to solve? She ignores it and goes through it. Is the player supposed to choose to go with either Susie or Ralsei? She disobeys our commands and takes Ralsei with her by force.

That wasn't what a hero is supposed to (at least in theory). The heroes should follow their narrative and respect the rules. They should obey your wishes as a player.



Flowery reminds Ralsei of his own hypocrisy. For someone who prides himself of following the rules, he sure is trying to find a loophole out of them.

Almost as if Susie is actually…the villain.



She pretty much does whatever she wants.

This can be good in some cases. Susie's outside-the-box thinking is what saved the day during the battle against the Titan, after all. Nevertheless, in other cases, it shows that her happiness is more important than anything else in her life. There isn't any malice or evil intent here, but simply the flawed thought process of a kid with deep emotional issues. After the lake scene in Chapter 5, she chooses to downplay Kris' presence in the bench despite being in a clearly unwell state.

As I said, one of the themes of the game is how pathetic and selfish people can be when they want to experience happiness, and it's what essentially will cause the Roaring. However, while Noelle has a strained relationship with Kris that somewhat justifies her behavior (as illogically emotional as it is), Susie simply does it to impress Noelle because she fears losing her. Quite the red flag because it's very consistent with Susie's worst trait. If put in a situation where her happiness is at risk, she might prioritize it over things, even other people.

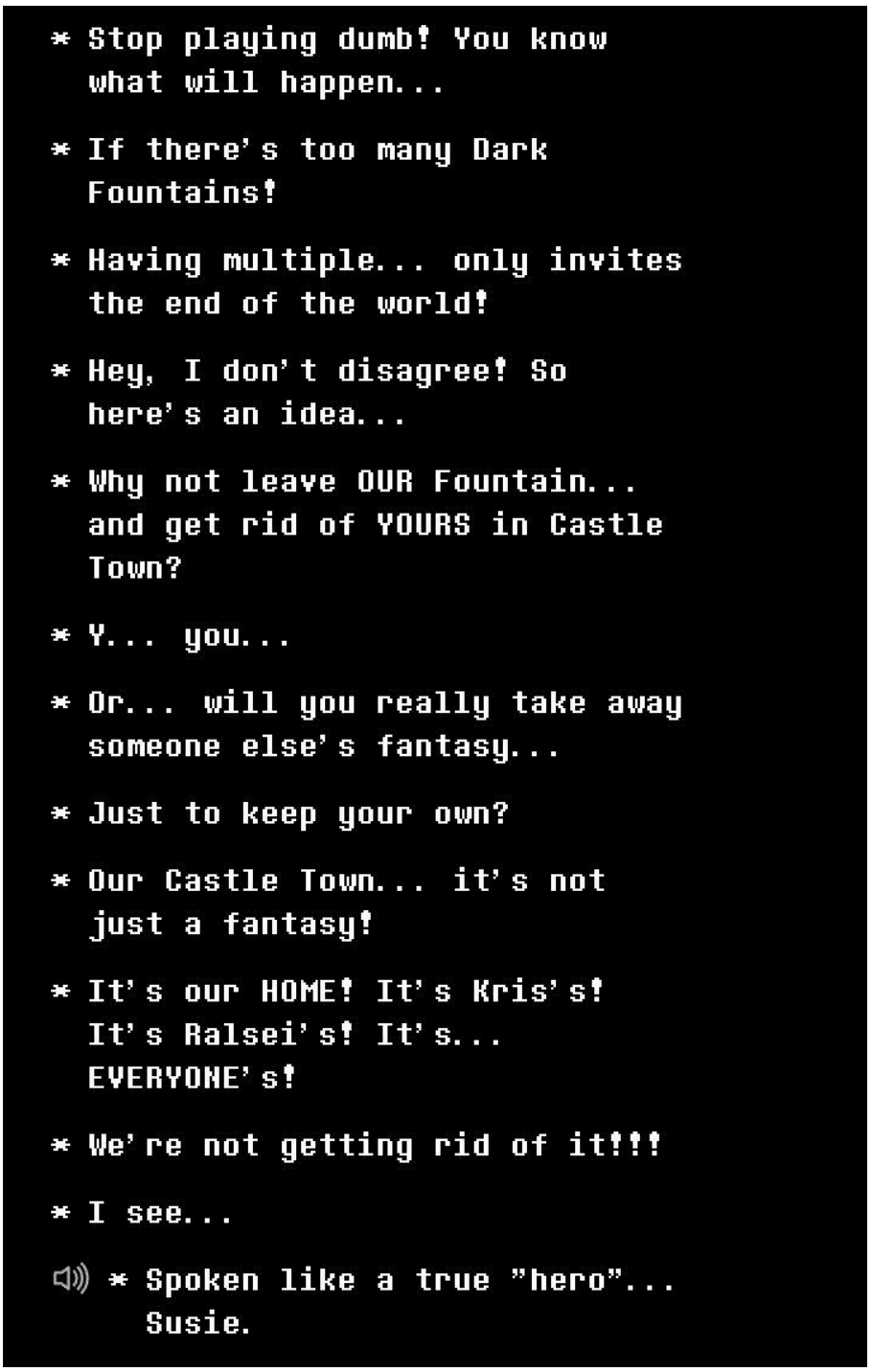
Just. Like. A. Villain. Would.



And no, ignoring your friend sleeping on a bench isn't normal. Kris isn't okay here, and she pretends they aren't there.

Denial is the name of the game. Is Kris doing something shady? She pretends it isn't there. Is Toriel drunk? She never talks to her ever again despite being the first person to ever treat her with love and kindness. If faced with a problem, Susie will ignore it and make up her own reality. That's what Flowery was doing by giving himself fake stats, after all, pretending he could do things he clearly wasn't capable of doing, a disturbing foreshadowing of what's to come.

Speaking of the funny anime flower boy, he pretty much reveals to us how the Prophecy ends.



The Castle Town Fountain can be sealed. It must be sealed, in fact.

Sealing Castle Town. It's that simple. It isn't the "girl shattering the Cage", the heroes being banished, or some other convoluted crap like that. The story ends and everything returns back to normal. The heroes return to their normal mundane lives. But that's all it takes.

And no, closing Fountains doesn't upset the balance between light and dark, only opening them. The lack of balance is too much darkness, not too much light. Nothing in the game indicates too much light is bad.

Ralsei, of course, tried to prevent Susie from knowing this. That's why he was moving ahead of the group in the Third Sanctuary, looking for the final Prophecy panel to destroy it with his fire magic. In fact, going a step further, I suspect he was also meticulously destroying every single Prophecy panel that refers to Susie as the villain, the Knight as her trusted right-hand person, and Noelle as the Second Hero.

He knows this outcome is inevitable too, that he will have to eventually part ways with Kris and Susie. At first, he was at peace with that being his final fate, but after developing his own personality and starting to sincerely see them as his friends, he is dreading it. Susie should be happy with her Darkner friends. It's simply not fair. Even worse, Ralsei is starting to fear that the end of the Prophecy where he and Kris would have to inevitably kill Susie is looming on the horizon. This is what Susie staining Ralsei with her blood symbolizes. Her death might be inevitable.



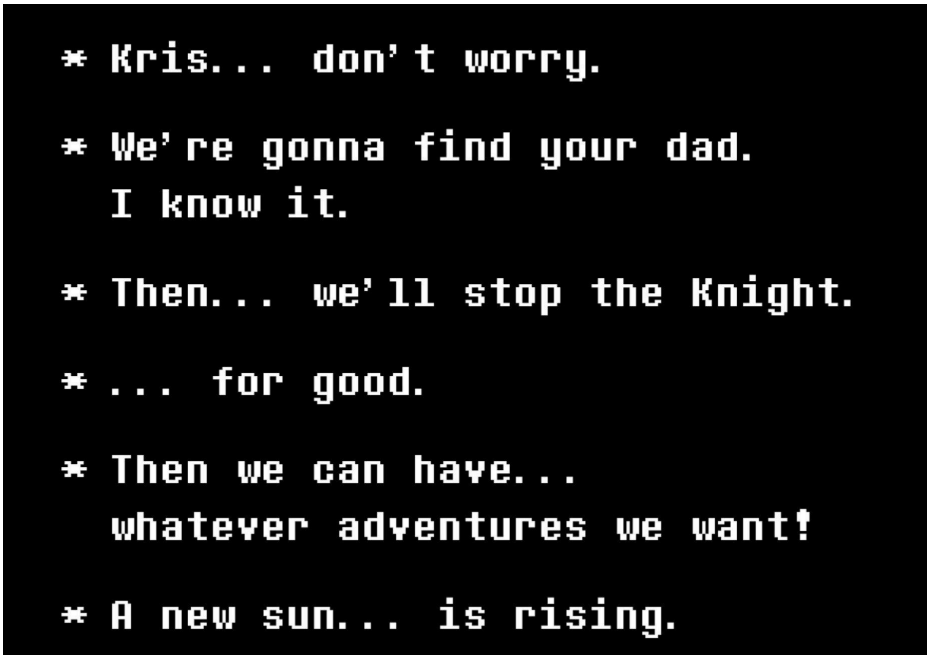
Ralsei feels they don't need to do the trick anymore to convince you that Susie is a good person: in his eyes, she is one.

The worst part is that Ralsei's development manages to radicalize Susie further in her beliefs, convincing her even more of keeping the Dark Worlds running.



:(

Susie is, of course, in denial about this. She doesn't want to go back to her old miserable life where everyone treated her with contempt and disgust. She wants to be the hero. She wants to have more adventures. She doesn't want to lose her new friends.

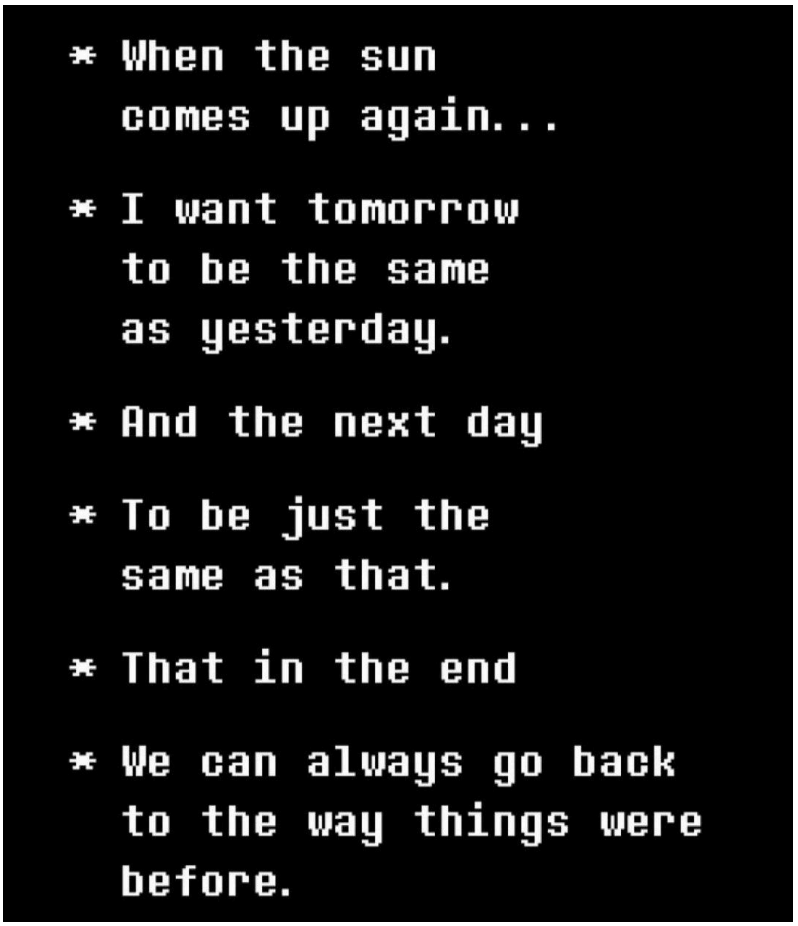


How can they have more adventures once they defeat the Knight? Good question.

Susie's thought process here is completely illogical. As far as she knows, the Knight is the one making the Fountains. If they defeat them, there won't be any more Dark Fountains. How about making their own Fountains, then? Extremely dangerous if we go by Ralsei's implication that Kris shouldn't make more Fountains.

She isn't stupid, the complete opposite, in fact. She is an extremely emotionally intelligent girl capable of easily inferring things about people, like deducing Kris wanted to be a monster just by seeing a picture of them as a child with fake plastic horns. But when her defense mechanism is activated, she starts to say highly irrational things when you think about it for more than five seconds, born out of emotion rather than common sense.

After seeing the end of the Prophecy (AKA sealing Castle Town), Susie expresses her desire that every day is the same as the last one, as a way of coping. Change scares her because it means that there will be moments where she won't be happy anymore. That's unfortunately inevitable. .



That is impossible. Change is an inevitable part of life. Nothing ever stays the same.

Unfortunately, Susie is starting to lose herself into escapism. People can deny it all they want, just like Susie herself denies what's in front of her for the sake of her own happiness, but this is what the game is ultimately saying.



No, I don't think referring to real-world currency as "light something" is normal.



I don't think saying you "hurt" a phone is supposed to be normal, either. You usually say "damage" or "break."

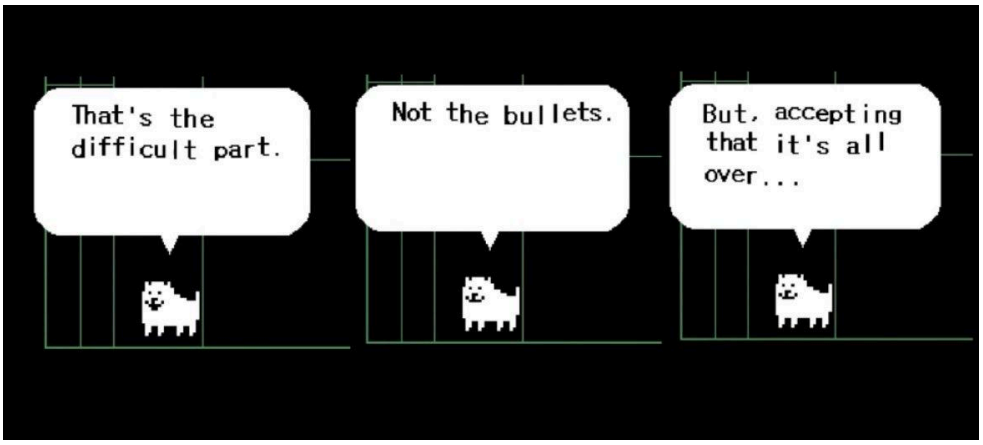
The game isn't making the case that escapism is bad, or that engaging in escapist fantasies is being delusional. Hell, you can even make escapism your profession. Escapism can make you a better person or discover things about yourself you never knew. How many people managed to overcome their depression or discover their own gender identity thanks to a videogame, a book or a movie? There is a reason why Toby called entertainment a "mental medicine" in a 2020 interview:

> I think entertainment can be like mental medicine. People need things to give them hope, and sometimes that can be games.
>
> Toby Fox

Toby Fox describes games as capable of giving people hope. He was deeply affected by the death of George Floyd and the BLM movement, and called for "not ignoring what's going on in the world."

But you can still overdose in medicine. Considering how escapism can be helpful, Deltarune is trying two points regarding how it can backfire.

One, escapist activities don't escape the inevitability of time. A book reaches its final page, a movie rolls the credits, and you eventually reach the final level of a game. And that's okay. Things end. It's a natural part of life, even in fiction.



Annoying Dog at the end of the Undertale's Hard Route. Accepting everything eventually ends can be difficult.

Two, you can't use escapism to ignore reality. Escapism can help you and even inspire you, but it doesn't solve all of your problems. You need to work hard to improve yourself, talk about your issues with the people you love, and figure out the best way to move forward.

Unfortunately, Susie doesn't believe either of these two things. This is something the game makes absolutely clear. She thinks good things should last forever. She believes that if things make her happy, then it can't be bad. If they don't, they were probably bad all along. It's a broken self-defeating feedback loop result of her trauma.

That's why Susie is being slowwalked into an early grave by Gaster's little story. Her attachment to the Dark Worlds pretty much guarantees that she will try to make them last forever, an extremely bad idea. Making more Fountains or keeping them open for too long risks causing the Roaring. Ralsei made that clear to Kris in Chapter 5.



Making Fountains = bad.

But by that point, Susie will be too radicalized. The Dark Worlds are the source of her happiness in her life. Without them, she will have nothing left to look forward to. Her speech in Chapter 4 during the climbing section is all about how much all of this means to her. For the first, she feels special, she feels important, she feels…happy.



Goddamn it, kid :(

That's why it is inevitable that Susie will cause the Roaring, desperate to not lose what makes her so happy in life. She will die in the process, an outcome you can't change under any circumstances. From the moment you started Deltarune, Susie is doomed to die. After all, you made the Great Fountain, the source of her obsession.

Kris and Ralsei's plan to make her the Second Hero will fail. As it turns out, the Prophecy is self-fulfilling. By trying to avoid this outcome by making her a hero, they only managed to turn her into the villain. Her love for the Dark Worlds will doom her to follow the path Gaster intended for her.


* So what?
* If the world gets destroyed...


* It's none of my damn business.



Red flag upon red flag upon red flag.

Susie will be the villain. Susie will die being the villain. That's how Deltarune is supposed to go. You have no choices here. Nothing that you ever do in the game will change this part of the story.

There is also a little something that basically makes sure that Susie follows the dotted line as she is supposed to. As it turns out, there isn't a better example of how determinism rules this world than the romantic subplot.

IV - The Romantic Subplot. Happiness, where are you?.



Something is off.

The romantic subplot fascinates me.

It should be a simple, cute love story between two people who fell in love trying to heal each other and find meaning in their lives. One is a butch lesbian, the other is a shy nerd. We have already experienced this before, in fact, in that other world we liked so much.



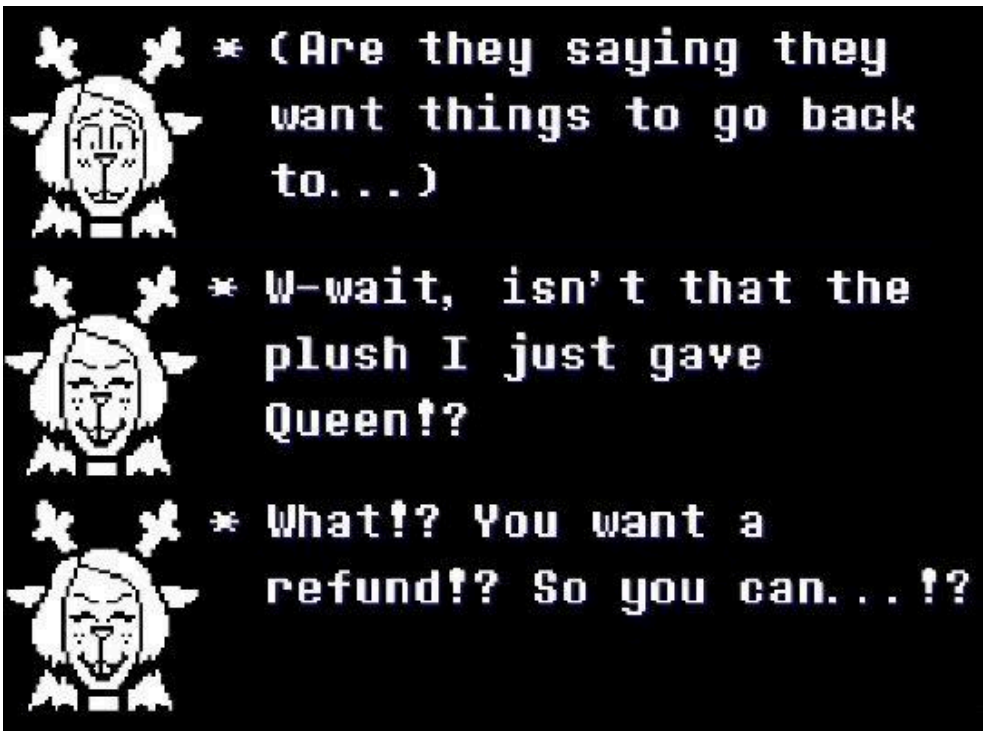
By Toby's admission, both Susie and Noelle and Undyne and Alphys' romances are pretty similar. It isn't laziness: it's very intentional.

And yet it has a weird component to it: a third party involved. First, the game implies that Kris and Noelle had some kind of "more than friends" relationship in the past, before the infamous Dess incident.



Painful memories.

Noelle still yearns for those days to return, wishing that her and Kris could rekindle their relationship.



Gayness is in her DNA.

Kris also has a very giant crush on Susie that can also be seen from outer space.



Jealous gremlin.

Susie might reciprocate Kris even. They like their smell, they sleep on their bed, they like hearing them play the piano (something Noelle and Ralsei, who have a giant gay crush on Kris, also enjoy doing), they like when they are around her, so who knows?



Homosexual Underground.

This is a classic romantic triangle plot. Susie and Noelle like each other. Noelle still likes Kris, and Kris might still like her back. Kris likes Susie, and Susie might like them back. And yet…nothing. The game implies all these possible romantic relationships, but only Susie and Noelle seem to be a thing. It doesn't seem to be interested in trying to put Kris and Noelle back together (and when it does…oh, boy) or progress Kris and Susie's possible romantic relationship. During the festival, Susie and Noelle's relationship is the focus, with Kris just tagging along as a third-wheel.

Kris makes no effort to neither try to tell Susie how they feel nor try to reconnect with Noelle. Susie seems to completely emotionally neglect Kris once Noelle is around. Noelle basically prefers Kris isn't there to be with Susie, but they still yearn for them. Yet, Kris is there, hanging with them in a very awkward way. And even then, they both seemingly want Kris to be around, even discouraging them from seeing other people.



Kris isn't interested in Pink, obviously, but Susie doesn't know that.

Berdly even mocks Kris relentlessly for being part of the date despite not being with either of the two girls. This might be or might not be a way of ragebaiting them to go with him to the Festival. It doesn't matter. Kris and Berdly won't be a thing: Susie wants Kris to be part of their date, even if they aren't partners.



Need them for what?

Susie didn't ask for their opinion, of course. Her character flaw is that her desire for happiness causes her to have a severe tunnel vision, after all. Also, she likes having them around because they might also have feelings with them.

To not beat it around the bush here, I don't think what these three have is normal. Berdly can see it. Catti can see it. Even Sans can see it to some extent. In a normal relationship, couples hang around platonically with a friend who isn't romantically interested in them or polycules of three people have dates together. This isn't that: it's Kris third-wheeling and making a couple feel better without receiving anything emotionally in exchange. Quite the messed-up situation, but it's one that the three of them have created due to their emotional immaturity, especially Kris for not being honest themselves. Nevertheless, this is probably the idea the game is trying to convey, that the emotional issues the trio have make them all interact like this.

What about polyamory? The Rouxls polycule might be foreshadowing! What other conclusion could you make in a setting where it is implied that relationships between more than two people are extremely common?



Polyamory is a thing. The game told me so!

An obvious answer, one that the game itself seems to insinuate several times. There is a little problem with that. Susie doesn't seem open to a polycule. That's what the scene with Sans and the teacups seems to imply. Kris even feels gross about it, probably out of guilt.



Susie might not even know what she wants, I'm afraid.

Susie naturally lacks compersion, the ability of being happy with your partner being with other people, the cornerstone of polyamory. She was jealous of Kris and Noelle and they thought they were a thing. Furthermore, things are supposed to make her happy instead of confusing. Navigating a relationship with two people (even if she likes them both) is complicated and won't always give her the immediate satisfaction she wants.

So, no polycule (at least through normal means). No Krusie and no Kriselle either. Not even Kerdly (lmao). I guess it's just Susie and Noelle, with Kris as a third-wheel.

As a result of all this, there is no conflict. We, as players, know that Susie and Noelle will end up together and the game knows it. It's a very telegraphed outcome that everyone playing can see coming since Chapter 1, when it was established that Noelle was in love with Susie.



I mean, it was pretty obvious.

Why is the romance in the game like this? Why does the game seem to be pointing out other romantic relationships and yet it goes nowhere? What point is Deltarune trying to make with all of this? Is it making a case against or for polyamory? Is it arguing that Kris should get over it and let the two be happy? Why make a simple love story so complicated?

Well, because I personally like to think that Toby isn't going to make a reheated version of the romantic subplot of Bahamut Lagoon but worse, there might be a point to making Kris suffer this whole ordeal, rather than making a very basic "the third person should move on" moral that we have already seen a million times. And to be completely honest, it would be very disappointing if that turns out to be the point because, for that to work, the game will have to effectively gaslight you into thinking the relationship between Kris and Susie is strictly platonic, and to pretend the romantic tension between the three never existed.

It would suck ass, a lot of ass. It would be fucking terrible, in fact. The game would have effectively wasted dozens of hours of your time for such a stupid laughable moral. A cutscene where Susie and Noelle make out while Kris looks down depressed isn't…ideal as the punchline of this very confusing subplot.

Fortunately, there seems to be a logic to this madness.

As it turns out, Susie and Noelle's relationship isn't toxic, isn't unhealthy, and isn't bizarre.

It's artificial. Suselle is an artificial relationship, by design. It only happens because reality was altered for this to happen.

Deltarune's romantic subplot works under the same deterministic logic that runs the rest of the game. Gaster wrote the story so Susie and Noelle fall in love, so that's the only outcome that can happen. You can't make Kris and Susie fall in love or put the three together. Well, you technically can put Kris and Noelle together, but you know how that one goes.

Gaster engineered events to make this outcome possible, fully aware that the emotional flaws of these characters make them unable to do anything else than what he is looking for. He has no use for how Kris feels regarding both girls. In fact, their misery is necessary for his story to work in the first place.

A few considerations need to be pointed out before understanding why the romantic subplot is the way it is:

- The relationship between Susie and Noelle is written genuinely, and I think that has been pretty clear. It's not meant to be forced or unnatural, and it's portrayed as a legitimate love story. I doubt the woman who sang Skies Forever Blue would make art of the romantic lake scene if it's supposed to be a bad relationship. However, it's undeniable that it has a certain degree of artificiality, because it's an outcome that is only possible due to Gaster messing with this world.
- Kris and Noelle legitimately loved and cared about each other. Their relationship is not heteronormative or toxic, even though they were both pretty flawed partners. The Weird Route is even possible thanks to this bond between the two of them.
- Needless to say, shipping-based arguments are completely irrelevant to the conversation. This isn't about what ship is better than the other, but trying to understand why the game frames this plot point like this.

First the Prophecy itself says LOVE MAKES ITS WAY TO THE GIRL. What does it mean? It means that the Second Hero of the Prophecy will fall in love in her journey.



The Second Hero falls in love. It doesn't specify who, however.

It refers not to Susie, but Noelle, the actual Second Hero. Noelle needs to fall in love for the story to work. In the Normal Route, that person is Susie (but also Kris, who she never stopped loving); in the Weird Route, it's YOU. She becomes obsessed with You, not Kris. The game makes it very clear that what Noelle actually likes about Kris is completely different from what they like about what they think is Kris. No wonder Eram is so disgusted at the player.

Nevertheless, remember both Kris and Ralsei want Susie to occupy Noelle's role to prevent her death and the Roaring. She is supposed to fall in love for this to happen. That's why Ralsei was so happy in Chapter 2 after Susie had her Ferris wheel scene with Noelle. It means the "Girl" is falling in love as he planned it, meaning she is following the role of Second Hero in the Prophecy.



The Second Hero falls in love, meaning that Kris and Ralsei's plan is working. It isn't.

And, of course, he tried to convince you that Susie is falling in love by making you watch said scene, explaining to Kris why while you were watching it.



Sorry, Kris. It's important for the plot that both your crush and your ex fall in love. Anyway, are you free on Sunday?

That's why he also insisted on Susie going to the festival with someone in Chapter 3, so she could fall in love, so she could follow her role in the Prophecy as the Second Girl. He even proposed the three going together to make this happen.



Button that does nothing.

What neither of them know, it's that they are being manipulated by an outside entity. As mentioned previously, the Shelter incident resulted in the relationship between Kris and Noelle straining. Noelle became reclusive and depressed, while Kris developed an incapacity to interact with others without suffering from self-loathing. As a result, Kris simply stopped being friends with Noelle, believing wholeheartedly that what happened to her sister was their fault, and being unable to even talk to her. On the other hand, Noelle starts to believe that Kris probably never liked her in the first place, creating a coping mechanism in her head to never address this fact.

This is the intended result that was expected by Gaster. Not only is a depressed, self-loathing Kris too miserable to pursue a romantic relationship with Noelle, but they are too shy and introverted to actively pursue someone else. Meanwhile, Noelle is left with an emotional vacuum (to the point that she even reconsidered ending her own life) and a desire to be free from her grieving, overcontrolling mother.

On the other hand, Susie is acting the way Gaster intended. As a traumatized kid with emotional issues, she has never truly experienced love from someone. That's why being loved is such a big deal for her, but also why she has such a poor understanding of how love actually works.





Susie never felt love in her entire life. Her father hated her, people around her hated her, and no one seemed to love her. That's why her behavior around Noelle changes.

Most of the Darkners celebrate this outcome and encourage Susie on her date. Aside from naturally being happy due to the bonds they have with her, in a metanarrative sense, it's the result the story wants. For the latter half of the story, to make sense, Susie and Noelle need to fall in love. Ralsei himself grows to wholeheartedly support it to see his friend happy, independently of his plan.

Is there something in the game that implies Suselle is what Gaster wants? Yes, there is. The Festival Hammer Game.



The Hammer Game is another piece of evidence of Gaster's meddling in this world.

Kris and Noelle hit it perfectly because their relationship is an organic part of this world. They were a couple before Gaster modified it. It's supposed to be what happens normally without outside involvement.

On the other hand, Susie and Noelle don't manage to hit it. Susie has to press it herself without the hammer for it to work. This is the game saying the relationship works due to an outside factor that put them together in the first place. You have to force it through to work.

Finally, Kris and Susie hit each other instead, a disturbing foreshadowing of their future conflict where Kris might have to fight her to save their world.

Take into account that Susie and Noelle's relationship ends the moment Kris has interest in Noelle again. All it took for Noelle to get close to Kris in the Weird Route was them showing concern for her, seemingly forgetting about her crush on Susie. That's why Kris' self-loathing is so important for Gaster, since it guarantees this won't happen.



She was totally aiming for a kiss here.

And to preventively respond to any ugly accusations coming straight at me, I must say that the blade cuts both ways. If Susie and Noelle's romance is artificial, so is Kris and Susie's friendship, outcomes that only exist because of Gaster's interference with this world.

Ultimately, the way the romance is written in Deltarune can be interpreted as a metacommentary on shipping, not from a place of hatred or humiliation of the

medium but from a place of love and appreciation of people who engage in the practice. The game is neither trying to tell you that Susie and Noelle are forced because Toby (a guy who used to troll shippers in the Homestuck forums) is legitimately writing a romantic relationship he likes nor that Kris/Susie or Kris/Noelle are bad outcomes because the game makes it clear that both pairings have chemistry, but to make a reflection of what shipping ultimately is: the artificial modification of an already established story.

To a certain extent, writing a romantic story in a setting where an established romantic relationship already exists requires changing the status quo to some extent to make it possible. In a shipping fanfic, you need to separate whatever the main couple is to make the one you are writing possible. Not only that, but you also need to create the circumstances that make the relationship possible in the first place. That's why I heavily believe the point the story is trying to make is to translate a classic shipping scenario into a realistic setting. The third part is made to suffer for the main relationship to work.

In Deltarune, Susie and Noelle fall in love, and that's what the story will do. Nothing else. And their relationship will end tragically, with Susie dying.



Susie and Noelle's beautiful relationship isn't meant to last, unfortunately.

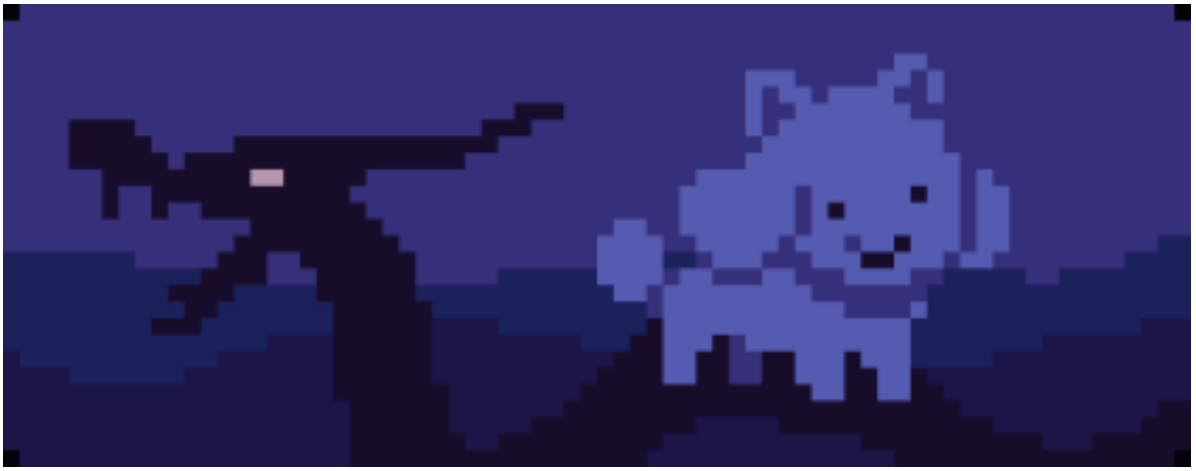
The ultimate sinister purpose of setting up the relationship between Susie and Noelle is for their love story to end in a tragic conclusion. Susie will eventually die in her role as the final antagonist of the game.

But how? How is their relationship going south? Blue told her that was going to work out! Are they going to break-up or something?

No, something much worse.

So, where do we go from here?

V - The Dragon with the Broken Heart.



Temmie's Village in Undertale featuring a dragon. The seeds were already there.

Predicting the game is absolutely impossible.

The fandom (me included, of course) has repeatedly tried to guess where the story could be headed, only to fail every single time. However, I can infer a few things that could potentially happen in Chapter 6.

- Rudy will die, inevitably. No amount of Dark World magic can save him. However, Noelle might be able to talk to her father one last time. She needs to let things go and move forward. That's unfortunately how life usually works.
- Carol won't be a mastermind of any kind. She is a desperate woman coping with her family falling apart, not a big-brain villain. The whole chapter will probably be one of her pathetic schemes to keep everything the same. At the end of the whole thing, she will probably end up in the Shelter with Undyne and Asgore.
- I expect Susie and Carol to serve as foils. Both want things to stay frozen in time despite being at odds with each other. I expect Carol to call out Susie's worst traits in such a self-righteous hypocritical way that the audience will side with Susie. However, she might make some good points in this regard.
- Susie will only radicalize further from this experience. Nothing will make her change her mind about the Dark Worlds. Castle Town will stay and more Fountains will be made. End of story.

- Noelle might be taken to the Shelter. I doubt there are going to be four party members. Susie won't take this very well.

Possible future plot twists (maybe Rudy is the Knight, who knows?) can turn my whole theory invalid overnight. But I'm a gambler, and I feel like I have the necessary information to theorize a possible ending of 7A. It won't even be close to what will happen, but after eight years of vagueposting, I want to give it a try.

First of all, I expect the Fun Gang to go to the Shelter to confront the Knight. Toby already implied that this will eventually happen in his story in the Undertale 6th Anniversary Stream.



The Fun Gang will confront the Knight in a final battle.

Using our combined powers, the Fun Gang (with our help) fight the Knight to stop them from sacrificing the adults in the Shelter, and then…they are defeated. Yeah, they just beat them. They stop whatever scheme they were planning to start the Roaring. Kris already knows the Knight is supposed to fail here and that their father won't die, but they need to keep the illusion as part of their plan. As their body disintegrates, they simply laugh as their role in the story has already been fulfilled. Kris is emotionally destroyed as they see what's left of their friend disappear, with Susie and Ralsei never fully grasping why the Knight did what they did, nor does the player.

On paper, our heroes won, right? The Knight is no more. However, It's inevitable that Susie no longer tries to deny what's in front of her. Kris has been working with the Knight all along, and she eventually discovers your existence. I don't expect her to

have an epic "vs Susie" moment. She will simply pretend Kris was never her friend and they just used her for what they and the Knight were planning. She won't even bother to ask for an explanation from them that could potentially give her even more confusing feelings about the whole thing. Susie simply expels Kris from Castle Town and tells them to never talk to her ever again.

Because I fully expect Ralsei and Noelle to take Susie's side (remember: people can be selfish when they want love and affection), the only thing Kris will have left is us. Despite hitting us with a hockey stick, we are still hanging out with them, and we still want to help them overcome their issues.

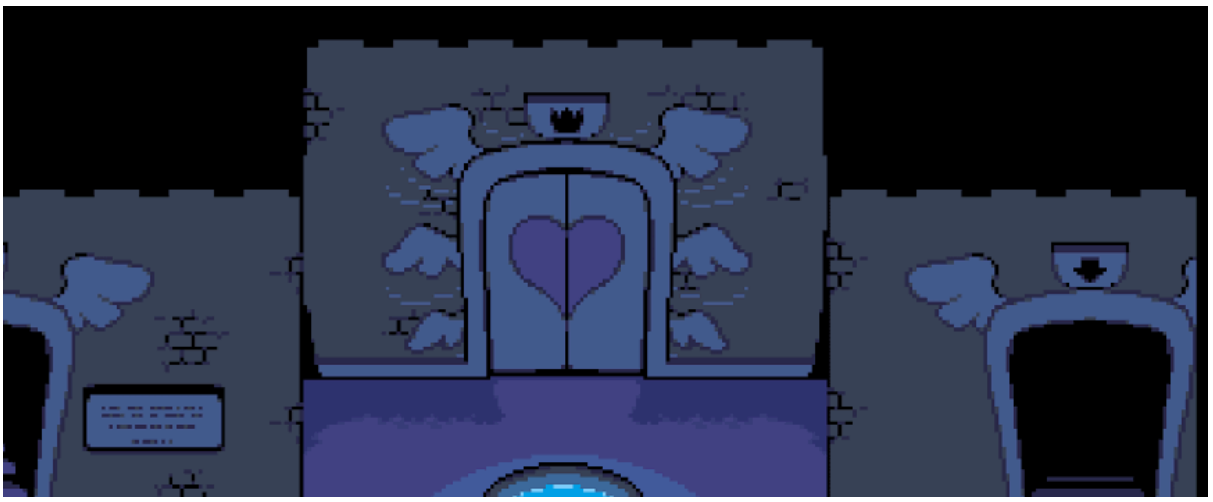
After we manage to stop them from using the seeds to end their own life like their UT counterpart, Kris (verbally or non-verbally) explains to us the whole truth. The Great Fountain is the true source of power of the Depths and it can't remain open indefinitely: it needs to be closed, just like the other fountains.



The Roaring is an endless night, a story that never ends. This is what Susie plans to bring to the world.

There aren't any heroes of the Prophecy to stop this from happening, however. It's just you and Kris working together. You and Kris might not get along (or might in a non-WR playthrough), but the only thing both you and them have is each other. We need to work together to make our way into Castle Town, seal the Fountain, and put an end to the story to stop the Roaring.

As you might have inferred, the "theoretical" final level of Deltarune might not be the Shelter as many people expect. The final level is Castle Town.



Castle Town has a door, meaning there is something behind it. You might have to explore it.

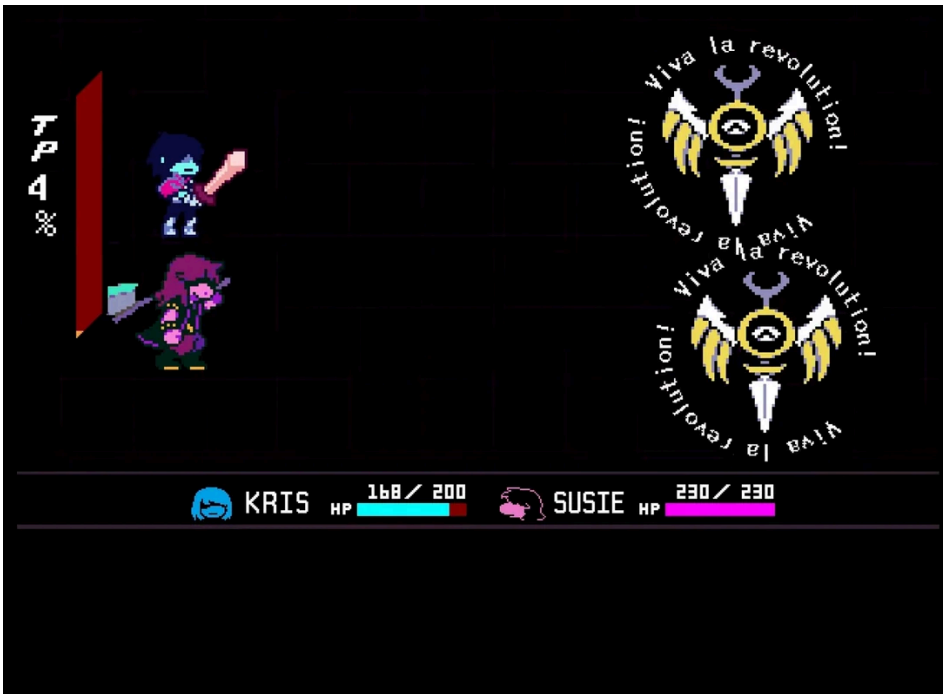
This is what I think the final conflict of 7A will be. With the Knight defeated, there won't be any more Dark Worlds to visit, so the story is already coming to an end. That's the logical end of Deltarune. You, the Angel, will complete the game (fulfilling your desire of finishing it) and be banished, being separated from this world to continue your normal life. Fiction is finite, it has an ending. You consume this fictional media and you move on.

But Susie, the dragon, the embodiment of mortals' desire to rebel against God, won't accept this. Castle Town is her home and the Dark Worlds are the best thing that has ever happened in her life. She is a "sinner", refusing to obey your commands, getting in the way of what you want, and depriving you from your rule over this world.



"Sin" in Deltarune is disobeying your command. You want to finish the game, but Susie doesn't.

Susie's plan is to start a revolution against you, a rebellion against Heaven you might even say. She and her Darkner friends will try to prevent you from reaching the Great Fountain and will actively sabotage your attempts at finishing the game by any means necessary.



ALL HAIL THE REVOLUTION!

In a cruel twist of fate, your love for the game is used against you. The kindness Ralsei promoted turns out to be your biggest enemy. Everyone that you've ever recruited turns on you after taking Susie's side, and you and Kris have to defeat them to make your way to the Fountain. This has been foreshadowed throughout the game several times, from Gerson recruiting the enemies to his own side to your fight against Flowery and his friends. Rematches against several bosses are likely.



Susie's recruits will eventually report to her, not you.

Ultimately, Susie's revolution falls short. At first, Ralsei, using a logic very similar to Flowery, prioritizes his freedom and autonomy as a Darkner. He deserves to live and feel like everyone else. Who do you think you are to deny that to him? However, he knows things aren't intended to last forever, aware of his own limitations. Kris, Susie, and Noelle don't deserve to horribly die on the Roaring. Ralsei accepts he can't change the Prophecy but he still wants to make the ending worth it, and have fun with his friends one last time.

Noelle, at first, seemed to be embracing the same escapism as her girlfriend. On the other hand, she already had character development where she had to accept her father's death and understand that you can't simply escape the inevitability of finality. She wants to see if her mom is okay and needs to take care of her father's funeral. I also doubt that she will be particularly thrilled with spending the rest of her life in a closet. As fun as Castle Town was, she needs to return to her life in the Light World. Maddie also wants to go home with her family.

One by one, the Darkners make peace with the story ending, just like the Flowers peacefully accepted their own end. It's unfortunate that they couldn't really succeed in keeping the fantasy alive forever. But they enjoyed the short time they had with Kris, Susie, and the others. That's what life is about, after all, making beautiful memories that will last forever. Our love for fiction makes it as real as you and me.

Just like the Darkners in their respective Dark Worlds abandoned Queen and Tenna, all of Castle Town Darkners will abandon Susie's rebellion, grateful of how much she has loved them and taken care of them, but also not really wanting to risk the destruction of the world.

With only Susie left, Kris and Ralsei try to convince her that they need to seal the Fountain for the sake of the world, and that they should end things peacefully. Already suffering from advanced Dark World overexposure, Susie refuses. In fact, she is planning to make more Fountains, despite being aware of how dangerous that could potentially be. She isn't even mad at Kris anymore for working with the Knight. Maybe they had a point in making all these cool Dark Worlds!

That leaves only Noelle. After ending her friendship with Kris, Susie has entrenched herself further in Noelle, convinced both of them should live in Castle Town and have adventures for the rest of their lives. But Noelle refuses. She loves Susie a lot, but she also has dreams of her own, like going to college or making her own videogames. She is her own person, not a damsel in distress and a mere extension of Susie's desires.



Noelle will say "no" to Susie. That's what this scene seems to imply.

But that doesn't mean she suddenly hates her and wants to end her relationship. She has seen how unhealthy Susie's attachment to the Dark Worlds has grown and wants to seal the Fountain before it's too late for her. This is what I think will be the end of Noelle's character arc. Rather than being an enabler who is obsessed with Susie to cope with her own depression, Noelle grows to sincerely love her as a person. Instead of enabling her self-destruction, she wants to help Susie, behaving like a loving partner who wants the best for her.

However, Susie really can't accept this. Noelle is supposed to love her unconditionally and only give her unlimited affection, not challenge her actions and make her choose between the two things she loves the most. At this point, her defense mechanism of denial has fully collapsed and she can no longer deflect what's happening in front of her.

This is the moment where her negative emotions take full control of her. Kris never liked her. Noelle never liked her. Ralsei never liked her. The other Darkners never liked her. Just like Gaster and Dess, she starts to get consumed by her own grief, sorrow, and, most importantly, her fear of loss, a result of her overexposure to the Dark Worlds. Finally, she completely collapses emotionally and turns into a bizarre monstrous dragon-like creature.

Susie turning into a dragon has been foreshadowed across the game several times.



Susie watching a Kaiju movie on TV.



From November 2026 Newsletter. A glowing Susie, radioactive you could even say. Just like a certain popular giant lizard creature.



Oof.

My preferred name for this creature is the "Roaring Dragon." This beast (just like Catti called her) is supposed to bring the end of the world by triggering the Roaring, covering the entire world in shadows. Kris knew this. Ralsei knew this. You didn't.

It's then when Ralsei realizes horrified that they couldn't change the Prophecy. Their plan has exploded in their faces. He assumed that if they made her the hero, none of this would happen. However, in a cruel twist of fate, Susie became the villain who our heroes will have to defeat, not because of hatred, but because of love. Her love for her friends, for her girlfriend, and for the Dark Worlds, have only guaranteed this outcome would happen.

And just like that, you have the three heroes of the Prophecy (Kris, Ralsei, and Noelle) fighting the villain: Susie, the Roaring Dragon.



Ralsei conveniently omitted the giant dragon from his narration.

That's why this information was hidden from you all along. That's why Toby has been so vague about it the whole game. You were never in control, your choices never mattered. Because fiction is deterministic, the author has already chosen the conclusion to the story before you started consuming it. Susie was always going to die.

Now you are left completely powerless as you have to kill the character you have grown to love so much. Crying and completely heartbroken, Kris, Noelle, and Ralsei have no choice but to kill the girl who made them so happy. As a long-time fan of NES and SNES era JRPGs, it stood to reason that Toby would make a dragon the "final boss" of his game. Just like in Dragon Quest.

The battle against Dragon Susie will probably be Sans' levels of difficulty. You are fighting a very strong capable opponent who knows the diegetic mechanics of the game. On top of that, she also knows how to heal herself. Prepare yourself to get your ass kicked, a lot. Fortunately, you have access to Kris and Ralsei's overpowered tactics. Noelle might have a new technique or two.

However, I don't think the "normal" ending of the Deltarune is going to be all misery and angst.



It can't be all tragic, right?

I assume Susie won't be killed by the Fun Gang here. Maybe her, you, and the Fun Gang work together to defeat the Titans in a cute minigame or something. However, she still dies at the end, sacrificing herself to stop the Roaring, a nice bookend to her arc of being a hero.

I imagine Susie hugs Kris one last time and tells them they should move on with their life. I also imagine Susie would kiss Noelle, a tragic bittersweet end to their short romance. And of course, there will be a tearful goodbye for Ralsei and the rest of the Darkners.

After sealing the Fountain, we and Kris get to talk to the rest of the Hometown citizens one last time before heading to their home. There, Toriel informs Kris of great news: Asriel will arrive at their house tomorrow, who mentioned he couldn't contact them the whole week. This is a nice reminder that life continues and good things will still happen.

Finally, we and Kris part ways on good terms, as Deltarune comes to a close and you are banished from this world. Gaster thanks you for experiencing his story, but you are still feeling unsatisfied.

At the end of the day, it will be a very bittersweet ending:

- Kris failed to save Susie and has to accept that Dess is gone forever. But they will be able to mentally and emotionally move on. Their experiences with Susie and Ralsei (and YOU) helped them understand they deserve to be

loved and they need to stop blaming themselves for what happened. They will make peace with Noelle and their parents and eventually go to college, where they might be able to cultivate their talent as a pianist (if they don't lose a fucking hand lol) and even find a partner of their own.

- Susie unfortunately died as a result of these events, but she found happiness in the little time she had with Kris and Noelle. She would probably turn into a Dustner like Gerson, her ashes resting with the rest of her friends in the school closet. Quite depressing, but considering they still experience things even as inanimate objects, she will be able to have fun with them forever just like she wanted. Huh, quite the emotional gut punch.
- Ralsei will never see Kris again, but thanks to them and Susie, he became his own person with his own feelings and needs. Even after it transpired, he is still thankful he got to experience this adventure with YOU and them. Besides, he will likely have Susie and the other Darkners to make him company.
- Noelle lost the girl she loved, the one who showed her that life is worth living. But even if their time together was brief, she has changed as a person for the better. She regained her confidence, her self-worth, and her will to live. I doubt Kris and her will be a thing after the girl they both loved died (maybe it's left ambiguous what becomes of their relationship), but they will remain on good, friendly terms. Unless you aborted the Weird Route, of course; in that case, they will likely never talk to each other ever again.
- Asgore will move on from his failure to save Dess and understand that he can't bring the past back, but he can still recompose his relationship with his two children. He will have a friendly relationship with his ex-wife and try to put his life back together.
- Carol will learn to move on from the pain of losing her husband and her older daughter, but she and her daughter will be at peace; she is the only family she has left after all. She will learn that she can't protect her forever and respect that she has become a different person.
- Berdly probably learns a thing or two from the whole ordeal, I dunno.

To conclude this part of the document, I want to explain my logic as to why I structured this hypothetical ending like this. First of all, the Prophecy very clearly states "ONLY THEN THE WORLDS WILL BE SAVED", meaning that, at the end of the game, things will return to normal and both the Light and the Dark World will keep existing. And yes, the Dark Worlds still exist without the Fountains, but you don't see them anymore. Ralsei made that clear in his monologue at the start of Chapter 3.

Taking this into account, I find it extremely unlikely that, in a normal playthrough, they will come across an ending where both worlds get consumed by the Roaring and the screen turns to black like in Mother 3. It stands to reason that the story will have a conclusion that, on paper, will tie up the narrative for those who play the game casually in a relatively satisfying way.

However, at the same time, the normal ending also won't be as conclusive enough for the more experienced player who wants to go a step beyond and comb Deltarune for every bit of content they can find. It needs to cause a certain degree of intentional narrative and emotional dissatisfaction for them to try to look for an alternative. The mere presence of the Shadow Crystals in the game seems to incentivize them to keep looking for answers in the game itself.

In this regard, I wanted to strike a balance here taking into account the clues given to us. Susie's downfall and eventual death/sacrifice is the logical outcome of a character arc that the game has been building up, which is her unhealthy obsession with the Dark Worlds and her desire for the story to last forever, while the sealing of the Great Fountain has been implied through the story several times. Both events are bittersweet enough narratively to cause both of the intended reactions previously described. Casual players will see a somewhat depressing but hopeful ending and have some degree of closure, while experienced UTDR veterans already familiar with the narrative structure of both games will aim to find an alternative.

Now, obviously, the game can choose a completely different path than the one I just described. Maybe Kris is the one who dies at the end. Maybe Ralsei sacrifices himself. There are a myriad of possibilities for a bittersweet ending that involves a certain degree of misery for any of these poor teenagers, some of them we haven't even considered. Personally, I find Kris' death to be a very unsatisfying outcome narratively, one that would be seen coming a mile away. It won't make much sense mechanically either: the game will likely have a scene in Hometown after the final battle, before you and Kris have to part ways. It stands to reason that the player will be able to talk to the Light World characters one last time before the end of the game. I also think Asgore's arc won't have a proper resolution if his child dies, nor Carol if her daughter dies. Besides, there is a Weird Route elephant that needs to be addressed in this regard.

Regardless, it needs to be an outcome that reflects the deterministic theme of the game, and show the player that they were truly powerless to stop it in the first place. "This isn't fair," they will think, feeling a deep sense of unease at this outcome. Susie didn't deserve to die, and neither did Dess. Kris and Noelle didn't deserve to lose the girl they loved. Ralsei should be able to be happy with his friends. Why is the game this cruel? Why am I being punished like this? I did everything right. I recruited every single enemy. I didn't use violence once, not even with the Titan Spawn. How none of this really makes a difference regarding how the game ends?

Is there an alternative? Well…

VI - The Weird Route. Biggering.



There must be something here, something you didn't find. No matter what, you'll always find more content to consume, even if it isn't there.

The Weird Route is about a lot of things. It's about psychological manipulation. It's about gaslighting. It's about the emotional desperation of feeling fulfilled. It's about the metanarrative of being a videogame character without choices. It's about a toxic abusive relationship between you, the player, and a lesbian teenager, as you essentially use her love for her friend to control her. It's about your inner impulsive thoughts taking a hold of you when you are at your lowest.

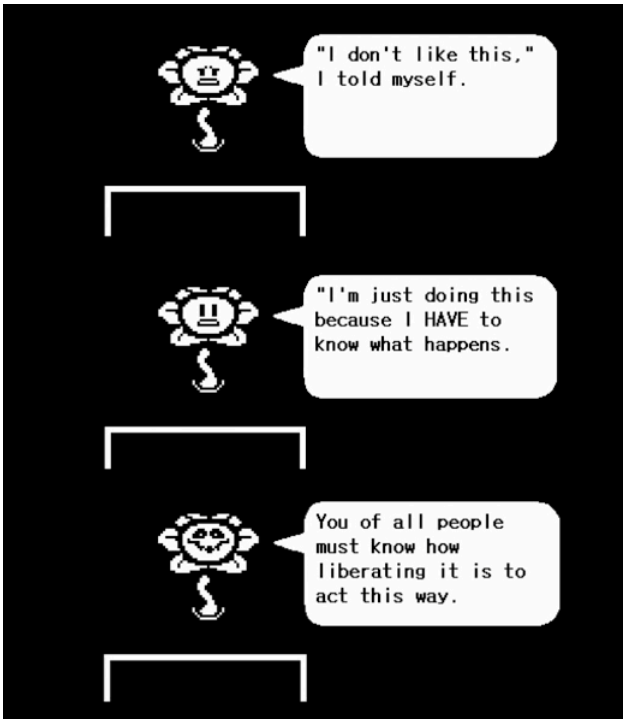
However, Noelle's fascinating character study aside, there is a single aspect of the Weird Route that I consider to be the foundational stone of the whole experience. The next idea might be controversial, reductive and presumptuous even, but nothing so far in the game has proven to contradict it. On the contrary, it has only reinforced what I consider to be the basic principle regarding the existence of the Weird Route.

You can't create new content in the Weird Route, only break it.

From my perspective, this path of the game serves only to reaffirm the idea that Deltarune is narratively deterministic and there is nothing you can do to actively change the story. Despite abusing Noelle mentally, emotionally and even physically (because that's what putting a thorn on someone's hand pretty much is), forcing her to do terrible things just for your amusement and your desire to experience new

things, the game remains the same. Fate steadily follows the dotted line even if you stray a bit from it.

To understand this idea, comparing the Weird Route to its older sibling, Undertale's Genocide Route, could be pretty useful. The concept of this route is extremely simple: there is an alternative way of playing the game rather than just sparing enemies. If the player decides to kill every single enemy they encounter until there is no one left, they unlock a different path, symbolized by the music changing in each zone to a slowed-down version. Adapting a traditional RPG mentality in your gameplay rather than the one that the narrative itself encourages is a completely valid way (even if morally questionable in-universe) of playing Undertale.



That's how you also started, didn't you?

Just like Flowey explained, figuring out this alternative way of playing the game is very easy and any player experimenting with the game by killing every enemy they encounter will come across the Genocide Route. The more enemies you kill, the more EXP you'll get and the bigger your LV will be, becoming increasingly stronger. Quite the simple gameplay loop, one that will become quite tedious by the time you reach the CORE as you realize that these enemies offer no challenge to you. Grinding on a game is always an unpleasant experience, but that's the point. You choose to play this game as a traditional RPG, after all, ignoring the rest of the content Undertale has to offer you.

The game reacts accordingly to this development. Some shopkeepers will stop appearing or they will treat you differently. Normal NPCs will stop appearing all together. The savepoints will start counting how many enemies are left in each area.

The bosses will call out your behavior. Undertale as an experience is completely flipped on its head. You are no longer aiming to leave the Underground as Frisk or befriend everyone, but to simply exterminate all enemies just to see what happens.

However, something is off. The Genocide Route isn't just a simple killing spree, like the ones Flowey used to do out of boredom. Undyne quickly realizes that you aren't just seeking to kill all monsters, but that your goal is to pretty much destroy all living beings. Mettaton comes to a similar conclusion, recognizing you as a threat to both humans and monsters alike, despite the player being aware that they won't encounter a single human during their playthrough. Even Flowey starts shaking in fear due to your mere presence, something he didn't even do in the Normal Route.





It's not just the monsters. It's everything that has ever existed.

At the Hallway, Sans will be there to block your path, finally taking action against you after warning you the whole route that you will have a "bad time." Why does he finally decide to do something about you in comparison to other routes where you also kill enemies, including his own brother? As it turns out, your final victory will

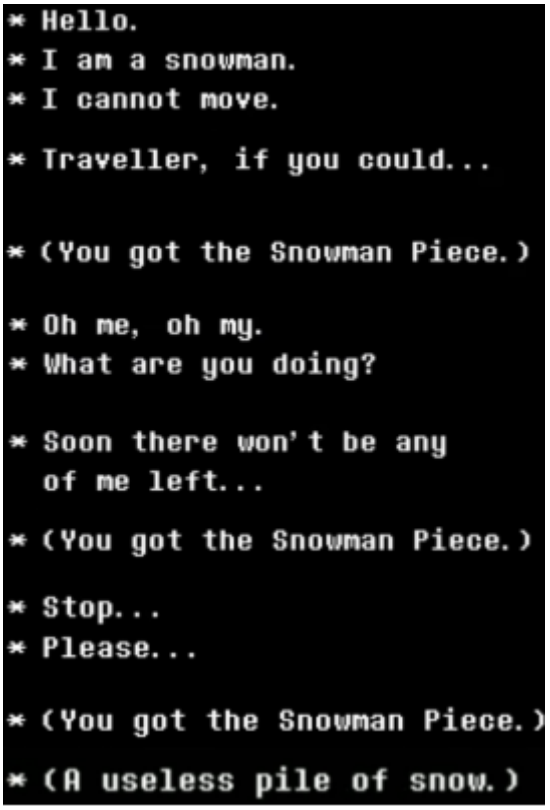
cause an outcome so terrible and catastrophic that leaves him with no choice but to use every single resource at his disposal to stop you. Sans will use all his scientific knowledge about his world's nature to kill you, from attacking you outside the battle box to even holding his turn forever.

His strategy is that you, as a player, will either stop playing the game or reset the timeline to get another outcome out of frustration for the difficulty of the fight. However, he cannot hold forever, and he knows it. You ultimately end up beating him like everyone else, warning you one last time about what the consequences of your actions:



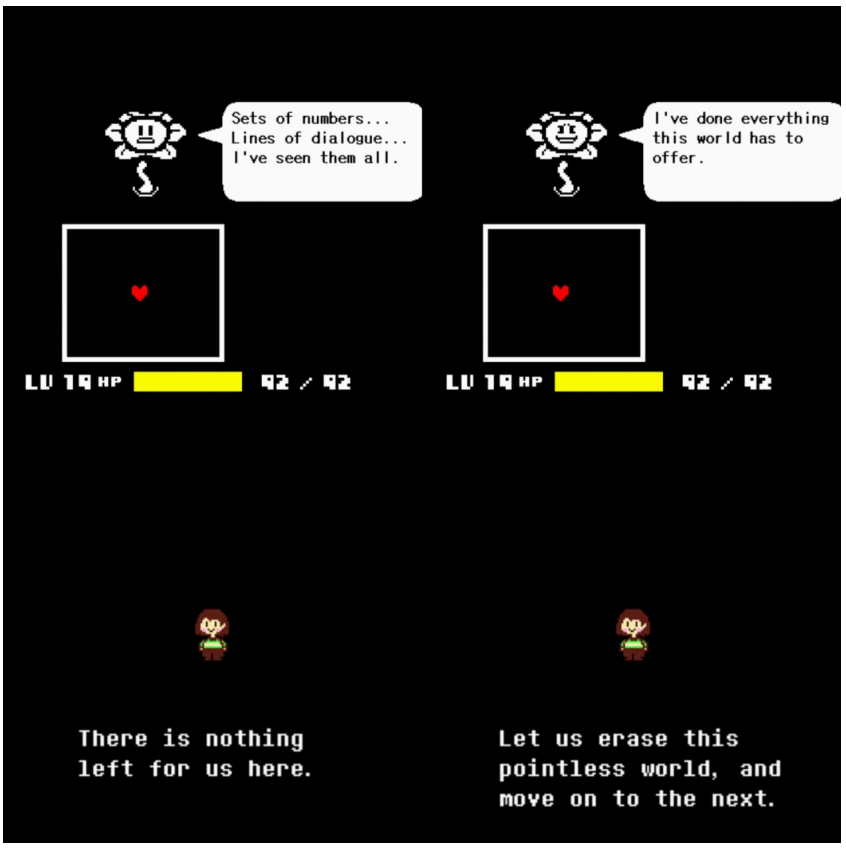
He warned you.

So, why is everyone freaking out? Thankfully, someone is here to explain all of this. After killing Asgore and Flowey, Chara, the Fallen Human, will address the player at the end of the road. Reincarnating as the embodiment of your desire to complete the game, they thank you for guiding them through the adventure. They explain that every time a stat got bigger, Chara (and by proxy YOU) have only gotten stronger. Both of you experienced the dopamine rush that came from advancing through the game, conquering every challenge (well, only two of them) that appeared in your way. Chara isn't evil, and neither a helpless victim you manipulate, but simply an expression of what ultimately guides us to play videogames: our desire to consume.



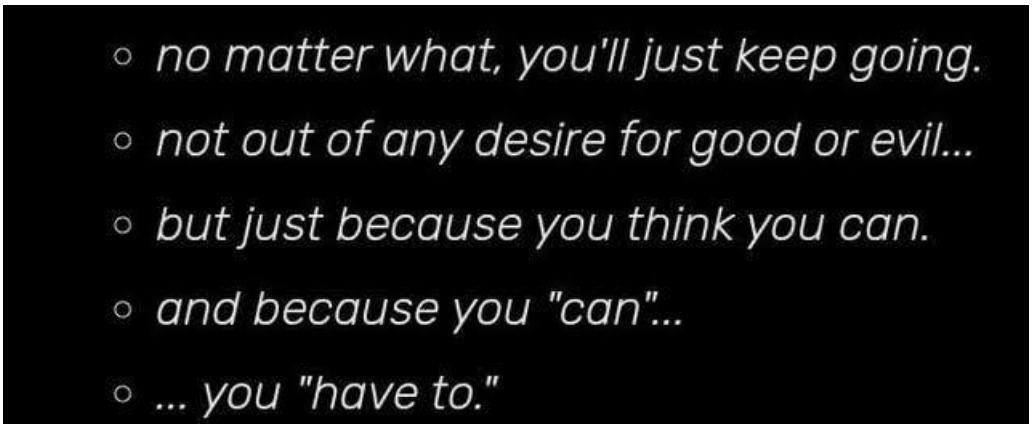
More Undertale, more choices, more things to do. Consume, consume, and consume, until there is nothing else left.

By completing the Genocide Route, you have effectively consumed everything Undertale has to offer. After defeating every enemy and reaching LV 20, you have reached the "absolute." There is nothing else for you to do here. So, Chara explains to you what will happen next: they will destroy reality itself and move on to the "next world." Every single boss that you have encountered, especially Sans, was aware that this was the logical end of your rampage. Metanarratively, as videogame characters, their existences will have no purpose if they no longer have any new tricks to show you.



You complete a game and you'll move on to the next.

In the end, Undertale was destroyed because you wanted to see everything it had to offer. You wanted to see what happened so badly that you only caused the end of what made you so happy. Even worse: you are going to do it again. You will keep breaking, destroying, killing, torturing, manipulating, and experimenting with these worlds in every conceivable way until they give you the satisfaction you desire. Not because you are an evil person who enjoys seeing these characters suffer, but because of your undying curiosity to see how much content you can squeeze out of your experience.



While there is still stuff left, you'll keep going no matter what. You need to know what happens.

The Weird Route is the complete opposite of everything the Genocide Route represents even if they both might look pretty similar at first glance. In theory, they are both alike, because their activation in both cases requires killing enemies, adapting a different playstyle than the one the game encourages, and derailing what is supposed to be the natural course of the story. Deltarune even seems to play with this sense of familiarity as a slowed-down version of Welcome to the City plays when the player manages to trigger the route. Spamton even tells you how many enemies you need to kill like Chara did in the Geno Route. Thus, the player might conclude that they found a way to trigger the route in Deltarune.



Appearances can be deceiving.

However, it requires some unconventional outside-the-box thinking compared to the straightforward simplicity of the Genocide Route. You need to kill enemies in a specific way. You need to choose certain dialogue options. You need to obtain a specific item. You need to defeat a boss a certain way equipping said specific item. It's a very specific step-by-step method to kill enemies using Ice Shock, equip the Thorn Ring, and then use Snowgrave on Berdly.

But then things get more…interesting. It isn't just that you have done all these awful things, but that the story itself doesn't seem to react to them. Even after you manipulate Noelle to freeze Darkners to death and make her attack Berdly, Chapter 2 mostly goes on as usual, as if nothing changed. Sure, the player now travels through a castle fully taken over by Spamton and has to maneuver through a labyrinth made of Pipis, fighting a solo battle with Kris with Spamton NEO at the end.

Nevertheless, the story continues its course all the same even with these changes. Rouxls will turn to stone. Queen at the end will be convinced to not fight the heroes anymore just like normal, even if the player managed to skip her boss fight. The end of Chapter 5 in the Light World is exactly the same as the Normal Route, even with Berdly in a coma. But most importantly, Susie still has the same romantic scene she

has with Noelle in the Normal Route in Chapter 2, meaning that both still fall in love like it's supposed to happen. Kris simply closes their eyes so we don't see it, despite Ralsei insisting to them that they should see what's happening.

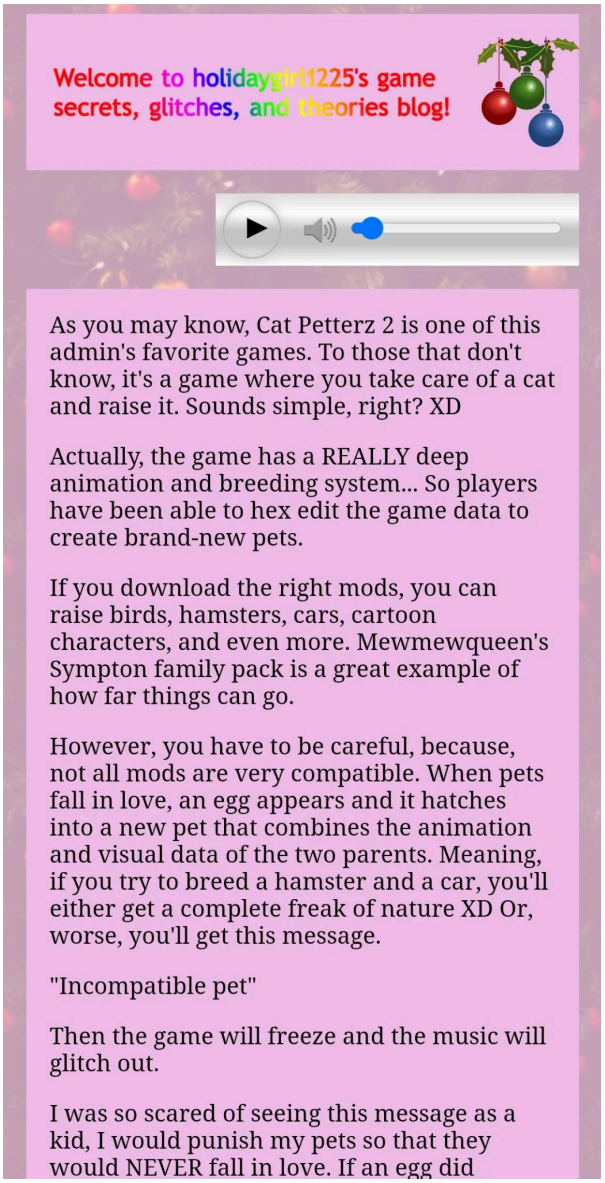


She never tells you what happens, but you already saw it before.

This only adds to the sense of unease coming from the Weird Route. The world of Undertale was modified metanarratively in the Genocide Route, with the characters reacting accordingly to your rampage. But here, it seems no one cares. No one is aware of the horrible things you have done. No one is trying to stop you. No one is reacting with moral indignation to your misdeeds. Noelle suspects something, but she keeps it to herself. Ralsei might know what you are doing, but doesn't seem to be doing anything about it. Kris is obviously mentally shaken by what happened, and they will do something about it in later chapters, but they can't actively stop us from our evil ways.

The player will be confused as to what they have exactly accomplished here. They aren't getting a clear feedback of what these weird (lol) series of events are supposed to convey. Is this a new Genocide Route? Are we going to control Noelle and kill everyone eventually? Is Chara involved in all of this?

If that's the case, then why didn't the story change? It seems you are doing things that aren't supposed to be done, almost as if you were "breaking" the game. If only there was a certain character who is an expert in these sort of things:



In her blog, Noelle exposes her expertise in breaking games using glitches.

Glitching the game. That's what you have been doing all along, not consuming its content as intended. Deltarune behaves in an unintended way that overall changes your experience.

The Weird Route isn't an intended way of experiencing the story, but it's you finding a loophole to alter its course, even so slightly. You have essentially managed to break Deltarune using a very specific series of steps that allow you to witness events differently, but not really alter what it's supposed to happen. When you glitch a game, you don't change its content, because the game can't show you something it doesn't have.



Blue bead broken in the Hospital toy after Chapter 2 Weird Route.

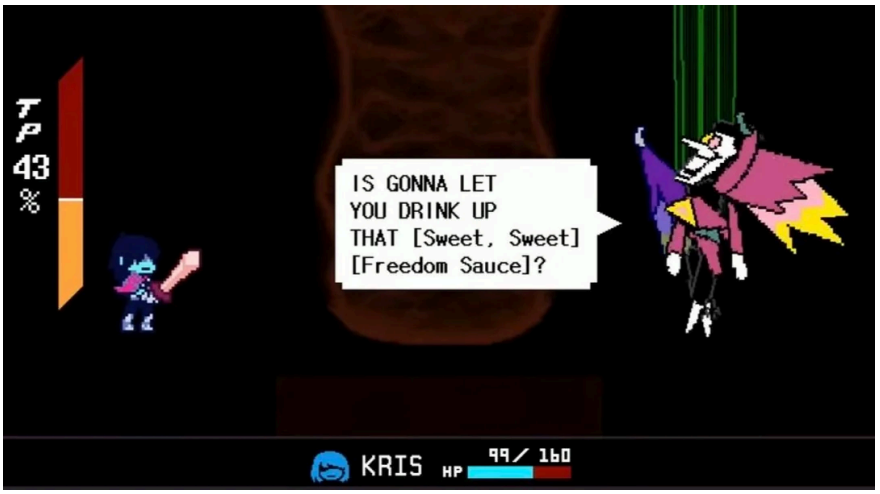


The beads might be broken, but they are still locked in the same path.

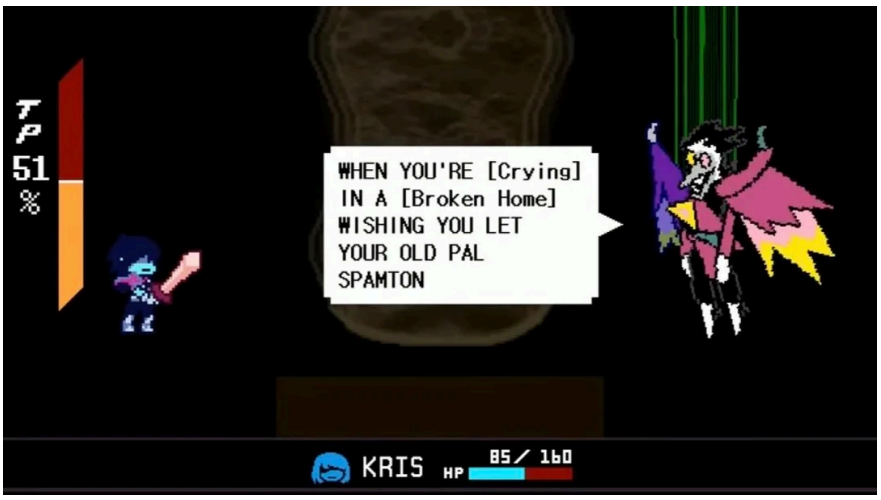
During the boss fight against Spamton NEO at the end of Chapter 2 Weird Route, Spamton, who has been trying to find a way out of his situation as we saw before, realizes that you have essentially managed to pull this off. That's why he sold you the Thorn Ring, after all, expecting an opportunity to take over Queen's Castle and get his NEO body by using this very same loophole. Even then, he is surprised that you have managed to effectively break the world he is trapped in and make "[HYPERLINK BLOCKED]" with Noelle.

Choices. Sweet, sweet choices.The thing Spamton wanted all along. The ability to change the story, just like in Undertale. The freedom to do whatever you want with no strings attached, no pun intended. Now that you have finally figured a way out, maybe you might be able to change the ending, right?


TP
43
%
YOU THINK MAKING
[Frozen Chicken]
WITH YOUR
[Side Chick]
KRIS
HP
99 / 160


TP
43
%
IS GONNA LET
YOU DRINK UP
THAT [Sweet, Sweet]
[Freedom Sauce]?
KRIS
HP
99 / 160


TP
51
%
WELL, YOU'RE
[$!$!] RIGHT!
BUT DON'T BLAME
ME
KRIS
HP
85 / 160



You might find the choices you were so desperately trying to find, but they won't lead you where you want.

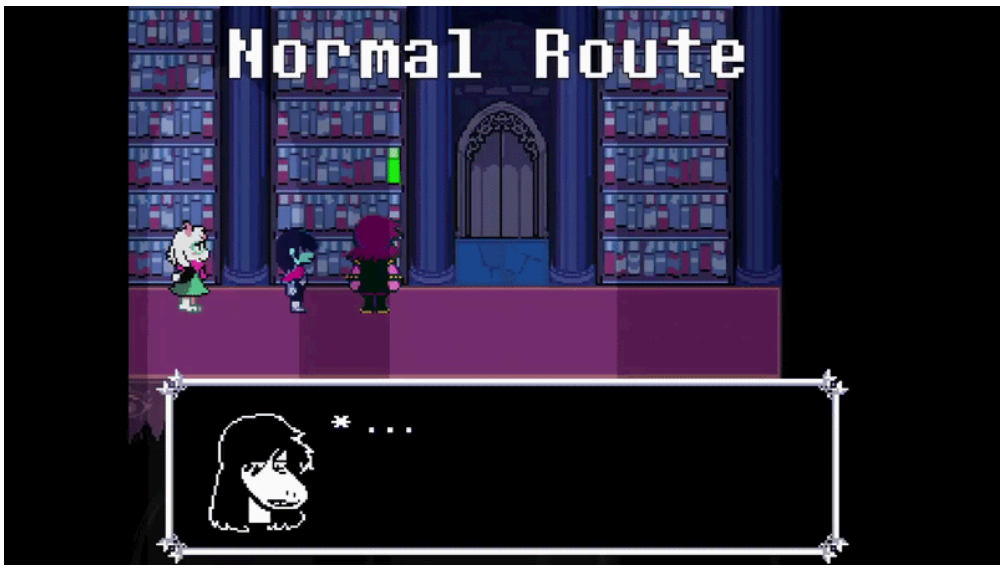
Spamton is right. You managed to get the freedom he (and YOU) wanted and somewhat worm your way out of the story. But it won't last. He warns you that nothing will come out of it, except Kris' misery. And yours, maybe, because you won't achieve what you want. You can scream all you want, but nobody will help you, especially the "voice."

If the Genocide Route is about how a situation where you kill everything in a game would play out realistically, the Weird Route is how a situation where you glitch or break the game using a bug would look like realistically. The characters don't react to it because they aren't supposed to. The story continues without changes because it can't do anything else. The levels you visit are the same because you can't stray from the events unfolding, so you can't actually visit new places.

Following on this train of thought, the deterministic nature of Deltarune remains the same throughout the story. Even after this glorified glitch has been applied, the game hasn't changed at all aside from the psychological manipulation of Noelle. And Berdly being in a coma, of course.

After the Thorn Ring's disturbing scene, Susie still has her encounter with Carol and Asgore where she mentions the guitar code, something that will likely be important for Chapter 6. Even after the disturbing scene at the lake in Chapter 5, the game can proceed as normal if the player chooses to not keep pressing PROCEED, something that Gerson hints it's possible in Chapter 4.

There is a small moment in Deltarune that perfectly encapsulates this narrative mentality. When Susie tries to grab the green book in Chapter 4 in the Normal Route, she hesitates a bit before grabbing it. In the Weird Route, she simply grabs it without pausing. It's the exact same outcome in the WR, but Susie does it quicker.

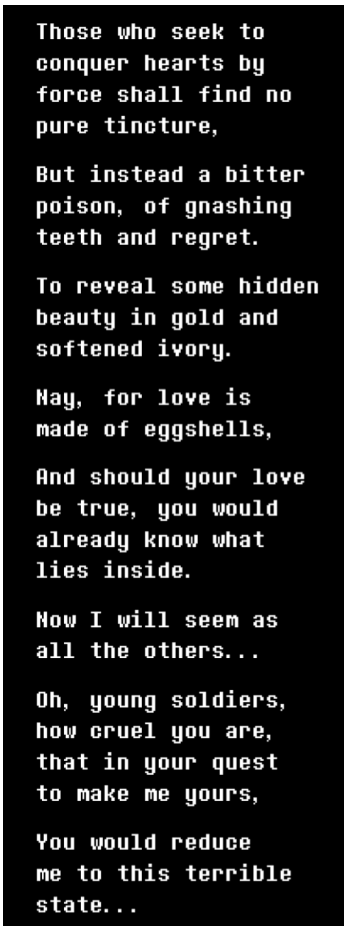


Achieving the same but a bit faster. Pretty telling.

```
c_sprite(spr_susie_reach_up);
if (!side_b)
{
    c_imagespeed(0.2);
    c_wait(16);
    c_halt();
}
```

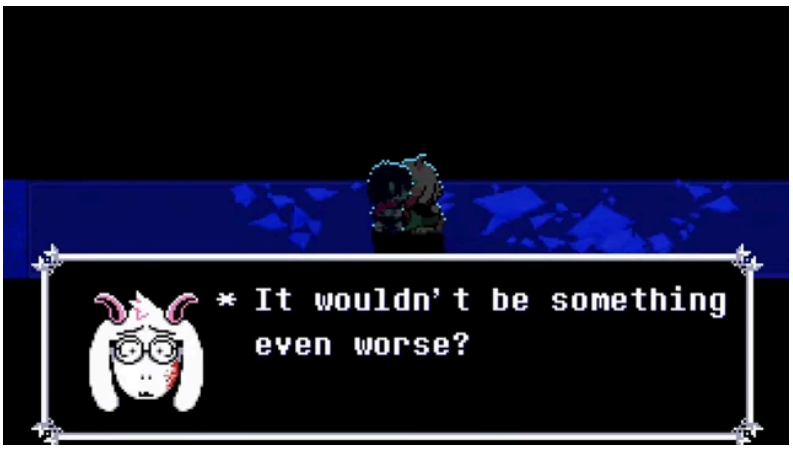
This is indeed intentional.

The Genocide Route creates new content because its central theme is about the completionist nature of a game. You will consume a game until there is no content left, and then you will move on to the next, just like Chara said. The Weird Route doesn't seem to change anything aside from a couple of disturbing scenes. So far, it hasn't given you either the narrative or the mechanical satisfaction you desire. If you defeat Miss Mizzle with violence in Chapter 4, she will tell you that your way of doing things won't give you what you want. Bruteforcing will give you nothing but disappointment.



Probably means nothing

Nevertheless, there is a glimmer of hope for those players excitedly looking forward to seeing what monstrosities could unleash on these poor characters in the future. After beating the Titan and Susie seeing the Final Prophecy, Ralsei laments about how they wish they could believe in more than one ending. But then he expresses his fear that something EVEN worse could be on the horizon if the Weird Route reaches its dreaded conclusion, just how the characters in Undertale constantly mentioned the destruction of their world as the inevitable outcome of your journey.



Sans also warned you about what could happen if you kept going forward.

What is he talking about? What could potentially be worse than Susie's death and the Great Fountain being sealed? Are you going to destroy the world again like you did with Undertale? Are you going to brutally kill everyone?

No. None of that.

As a result of what's been exposed previously, I came to a conclusion that not many people will agree with, but it's one built upon what the game has already exposed to you.

There is no "new content" to be experienced in the Weird Route that will be radically different from what the Normal Route has. You can't explore a new level using the Weird Route because it doesn't exist, you can't get a different Final Boss because the game never intended one to be there, and you simply can't get a new ending because you can't change the story. Both routes need to have the exact same conclusion due to the linear nature of a game.

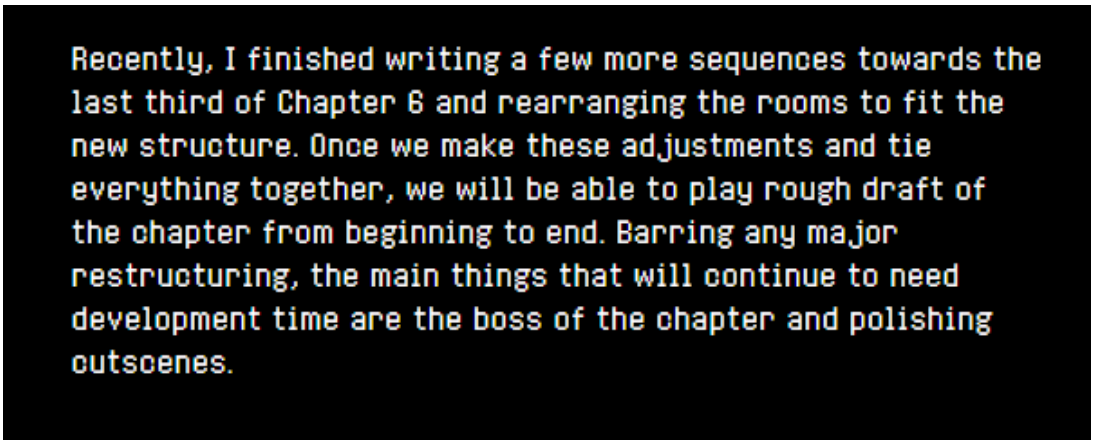
Glitches and bugs cannot generate new content in a videogame. Making the stairway glitch in Super Mario 64 won't create an outcome where you don't fight Bowser at the end. Using the swimming glitch in God of War 2 to skip the Island of Creation won't lead you to an ending where you can kill Zeus instead of having to fight him again in the sequel. That's because none of these actions generate new things for you to experience. In fact, they only work to skip what was supposed to be experienced, leaving a confusing void where content is supposed to be.

"But that doesn't make any sense," you'll say, using a very sound logic. "If you check this page, there is clearly a progress check for how much they have progressed in 7B. There has to be a new level! Why would there be no new content in the Weird Route?" Very good question, reader. That's quite the wrench on my theory.

Everyone who has read the Newsletters might be familiarized with how Deltarune's development works. Some of these elements are worked on at the same time, but within a certain order of priority:

- The environments and the gimmicks.
- The cutscenes.
- The bullet patterns and the enemies.
- The bosses.
- Bug testing and overall polishing.
- Localization in Japanese and porting to consoles.

As of September of 2026, Chapter 6's development is between stage 3 and 4:

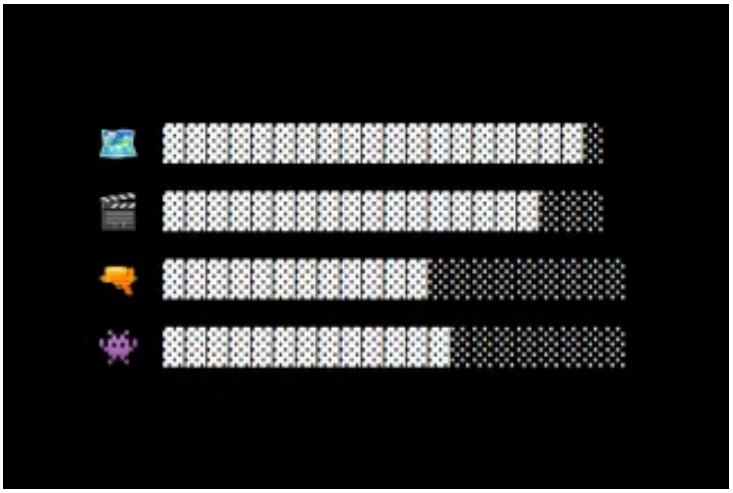


The same newsletter indicated that work on "something else" is being done besides Chapter 6 for those who did the ARG.

It's logical to assume, as the prior newsletters implied, that work on Chapter 7B is already in progress due to the fact that the environments and the gimmicks in Chapter 6 are completed and only need testing and polishing. Why work on Chapter 7B first when Chapter 7A still isn't done? Unless you are Yandere Dev (lol), you usually work on the main content of your game first before adding any extra features to have a good structure first.

This will age badly, for sure, but it's my belief that Chapter 7B uses content that will also be used in Chapter 7A. It's a specific chunk of the Shelter/Depths level in 7A that is being made first because it's easier and most of it will be reused later in development. The Weird Route is a more straightforward path, devoid of any obstacles, after all. It has less gameplay, less cutscenes, and overall less content to experience. It stands to reason that prioritizing 7B saves a lot of development time.

In comparison, the full 7A experience will be longer and more complex, since that's the way the game is supposed to be played. It's also possible that 7B is a much simpler level than 7A, so I can't say anything conclusive in this regard.



November update: "No, Sir. I'm not moving out of this chair."

Does Gaster want you to do the Weird Route? That's irrelevant. He is probably aware that his story can be broken like this, but he doesn't care. In fact, he is excited that you have managed to find a loophole in his Deltarune. Your emotional engagement remains the same, so he modifies his story accordingly by allowing his Device to skip chapters.

Does ERAM want you to do the Weird Route? No, by the time they tell you can do it, you have already figured out how it works. They aren't telling you to do the Weird Route because you already did it before. They are simply mocking you for your expectation of new content while you emotionally torture these two teenagers.

With these considerations taken into account, the Weird Route itself is highly unpredictable, and it's hard to guess where exactly it will go. I didn't see what would happen in the lake in Chapter 5 coming, not even in a million years. Before I start to talk about what's my personal pick on how the WR will end, here are other possibilities of where this concept of breaking a game in half could potentially go:

- The softlock possibility, one that has been present in classic games. After Kris and Noelle go out of bounds to the Depths, the story can't simply continue, causing the Roaring to happen and the world is destroyed with no one to stop it. Thus the game never actually ends, and everyone is trapped forever in a never-ending night. It's an interesting alternative, even if narratively lacking. You could spice this idea a lot more, however. Imagine the horror of being trapped forever in a game that never ends. Quite terrifying.
- The "glitched/out-of-bounds" level possibility. A variation of the previous alternative, but one that has more meat inside so to speak. By essentially breaking the game, you can access a new out-bounds level that is a complete mess and has uncanny disturbing enemies that aren't supposed to exist. Imagine Glitch City from Pokémon but this Meat Factory concept video can also be a good point of comparison. By completing said level, you'll turn the

landscape into a glitchy, horrible hellscape because you have essentially broken the game, thus there is no ending to be found. This is what Ralsei feared when he said that the ending might be "something worse." It's an interesting concept, one that could be a pretty good pay-off to the idea that the Weird Route is an abomination that isn't supposed to exist. Might screw your other saves or not.

Both options are within the realm of possibility and correlate thematically with what the Weird Route is trying to convey. However, these aren't the options I'm choosing. Remember that Deltarune is deterministic in nature and nothing you do can change what happens. That's why my personal pick is the most controversial and divisive option, one that if it comes to pass, it might leave players confused, but it's narratively very…interesting.

An anticlimax, like a Coen brothers movie. It's the same ending as the Normal Route under a technicality. You still seal the Great Fountain, and Susie still dies, with everything returning to normal at the end. However, the framing will be radically different from the Normal Route.

It's inspired by Sonic 3: Early Ending, a video that very cleverly understands what the Weird Route ultimately is.



"KNUCKLES WAS USED UP."

Inspired by glitches from old-school games that skip you right at the end of the game, Kris and Noelle end up in the Shelter by going down the lake. They arrive at the exact same level as in Chapter 7A but probably at a very arbitrary point. I imagine it might have the same song as 7A but slowed down/messed up instead. If this level has any gimmicks, puzzles or hazards, you probably will be able to easily skip them using Noelle's ice magic. Any enemies you encounter will be dealt with a

mix of Noelle's Iceshock/Snowgrave and Kris' last resort overpowered abilities. Breaking games usually makes them easier.

Inevitably, they will find out where the Knight is and where Undyne is being trapped. The Knight is horrified: this isn't supposed to be happening. Kris, Susie, and Ralsei were supposed to arrive here two days later! The person controlling them, on the other hand, looks forward to seeing where this goes. They try to engage both Kris and Noelle in combat, but she simply destroys them very easily using Snowgrave. Personally, I doubt this battle will be of any challenge for the player. There won't be any items or equipment prepared. You won't find a well-entrenched opponent determined to stop your worldending rampage like Undyne the Undying, but a very confused enemy who won't know how to react. Besides, you probably already did this battle in Side A.

Noelle probably only obtains more satisfaction from proving her new strength by destroying this enemy she never saw before. Your way of doing things only gets more vindicated. She got stronger. She found out what's on the other side of the lake. With Kris' guidance (well, YOURS), she can do anything. On the other hand, Kris simply goes through the motions of what Noelle wants. They already lost any sense of autonomy to YOU and her. They are emotionally numb, incapable of resisting, just wishing for the nightmare to be over.

The Shelter's Dark World is completed. You seal whatever Fountain is there, while Kris and Noelle find a way out, managing to get back to Hometown. But, as we both know, the story isn't over, and the Prophecy needs to be fulfilled. The sky goes dark, the ground starts to grumble, there is despair in the air. What's going on? There is only one place you can go to find out.

Back in Castle Town, you find out that every Darkner has turned to stone, with Ralsei going through the process, no longer having any use for the story or his friends. A devastated half-petrified Ralsei explains to you what's going on. With absolutely no one left for her in the Light World and with no Dark Worlds to be visited anymore, Susie simply retreats into Castle Town as she isolates herself further in her own delusion, falling completely to despair. Her transformation into the Roaring Dragon is inevitable, and the Roaring begins. All things considered, the Weird Route already warned you several times that you'll still find her as the final obstacle of your journey.



Susie telling you during Chapter 4's Weird Route Píano scene, telling you she is going to "clock" whoever is preventing Kris from playing the piano.



Susie drawing Susiezilla with radioactive breath in Chapter 5's Weird Route.

Crying, Ralsei asks Kris for forgiveness for failing to avoid this outcome. He tried his best to stop the Prophecy from happening, but they only caused it to speed up its trajectory, with all his worst fears coming to fruition. On the other hand, he has nothing but anger and contempt towards you, not caring anymore that you are an all-powerful being. Haven't you caused enough pain and suffering for your own amusement? Before he fully turns to stone, and just like Sans did in Undertale, he warns you for the last time: you will get nothing out of this.

Thus, you arrive at the exact same place as in the Normal Route: you have to kill Susie, the Roaring Dragon, to save the world and stop the Roaring using Kris and Noelle. Stings even worse considering the Weird Route festival scene is the last time Kris will ever talk to Susie. Nothing has really changed. The story still goes on as intended. The content you were desperately looking for simply isn't there. In fact, this event was already foreshadowed at the start of Skies Forever Blue, with the Male and Female protagonists fighting and killing the dragon:



From the moment we are born, we begin to die

The battle starts. No dice. You already know how strong Dragon Susie is. Snowgrave does nothing on her since she can heal herself. You have nothing prepared to deal with her. Without any ítems or equipment, she is far tougher than you anticipated. Kris is not collaborating, their attacks doing barely anything at all. Internally, they are wishing for her to win to end the whole ordeal. Noelle might or might not be aware that this thing is Susie. But it doesn't matter. There is an indescribable force inside her that pushes her to try to kill whatever this is.

Then it happens. Her wish to overcome this obstacle, to prove herself how strong she has gotten surpasses whatever love she had for Susie. She calls once again to Kris, to give her the power she needs to beat her. But Kris isn't responding. You…on the other hand, are still there. Suddenly, your urge for control is back, your desire to show these characters who truly controls this world returns. Absorbing YOUR POWER from YOUR SOUL, Noelle is given the strength she needs to finish the job, finally embracing your same desire for power and control. Her abusive relationship with YOU has been fully realized. She isn't simply your puppet or your vessel, but she has been fully turned to your way of seeing things. She transforms into a powerful angel creature, with unlimited HP and TP, and extremely high attack and defense stats.



Undertale Concept Art about an Angel fighting a Dragon. Literally written in stone.

From the Undertale concept art to the Chapter 2 Ferris Wheel scene where Noelle stated that she wanted to "grow wings" to fly, Angel Noelle has been foreshadowed several times across Deltarune. Your "communion" with her as Spamton would call it doesn't metaphorically represent your full control over Noelle, but you fully convert her to the same mentality of consumption and strength that has guided you in both games. She effectively stopped being "Noelle" as she wanted and became "YOU." You, who are willing to hurt, break, destroy, and kill to get the satisfaction you want. You, who doesn't care what happens to these characters if it means more Deltarune to consume. You, who have broken reality itself for your amusement.

How does this battle go? It could probably recreate the overpowered vibe of using a glitched character in a videogame to plow through everyone, especially the final boss. Hearing Megalo Strike Back would be pretty hype, not gonna lie. Needless to say, you easily beat Dragon Susie using Angel Noelle and then you seal the Great Fountain, stopping the Roaring from happening. In the Genocide Route, Toriel, Papyrus, Undyne, Mettaton, and Sans went down with dignity, even in the face of your absolute power. Susie, on the other hand, is simply vaporized as another brainless enemy. She doesn't have a chance of redemption or to say goodbye to her friends. This poor teenage girl who only wanted to be loved and have fun with her friends is annihilated because she dared to challenge YOU.

Once the ordeal is done, both teenagers return to the Light World, and you return to Kris' body. Noelle thanks Kris for showing her how strong she is, and for everything she managed to accomplish, evoking Chara at the end of the UT Geno Route to some extent. Then, she simply goes home. After that, you walk through Hometown with Kris and witness the consequences of your actions:

- Kris becomes more isolated, depressed, and self-loathing than ever before. They will never get over what happened with Dess, now also carrying the burden of Susie's violent death and all the horrible things you have done to Noelle.

- Susie simply dies, forgotten. Kris might be the only person who is going to remember her.
- Noelle has fully embraced a mentality of strength, power and control, the same mindset that led you and Chara to destroy Undertale. It will be left open-ended to what Noelle is going to do now after reaching the end of her arc, but the player can already figure out that she will soon spread the lessons you inculcated to her to everyone else. It won't be long before she uses her knowledge of this world's artificial nature for her own ends.
- Carol will swallow herself in misery, unable to cope with the death of her daughter and her husband. Noelle probably won't care at all when her mother probably drinks herself to death in a few years.
- Asgore will never get over his obsession with Dess. He will keep trying to dig for answers and never have any sort of closure. Might end up taking his own life even, another parallel to Undertale.
- Berdly dies in his coma, probably. Same with Undyne.
- It will be implied that the town soon becomes a dysfunctional mess with no one to run it.
- And finally, I saved the worst for last. Without your presence in this world, what do you think Noelle will think of Kris? This is the start of a horrible, toxic, abusive relationship. She will translate the psychological abuse you brought on her into Kris, who will keep enabling her worst instincts due to their love for her. Their guilt for all the perceived pain they caused her will only make this situation worse.

When you go home, Toriel is barely aware of what's even happening. She tries to talk to them, but it's too late. Kris simply goes to bed and lies in a fetal position, broken and defeated, ending like Spamton said they would end in his boss fight: alone in a broken home wishing they were dead. You, on the other hand, complete Deltarune, fulfilling your desire.

Now, what's this little creative exercise, and why did I spend so much time on this glorified fanfic? To try to bring an alternative perspective about the Weird Route and what people can actually expect from it. As I mentioned several times, you don't create new content, and you can't experience "new" things in the WR (aside from different dialogue). Why should the player expect something different? Why should breaking the game give them something new?

In the Genocide Route, you are punished by ruining any chance of a True Pacifist Route. Chara will murder your friends for thinking you were above consequences. Did you really think you could backtrack and pretend none of this happened, buddy? Here, your punishment is…nothing. You were warned several times that your efforts were futile, and yet you kept doing the route, desperate to exit the mundanity of Deltarune, like Noelle to some extent. But in the end, you found nothing. Just a bunch of depressed miserable people and a psychologically broken teenage girl.

Thus, the punchline of the WR is the utter pointless nature of it. The player is punished by being offered nothing except the uncomfortable, realistic consequences of their actions, instead of an outcome where you kill everyone and destroy the world like the Geno Route. Breaking content can only lead to broken content. Nothing else.

However, if you were ultimately looking for a more efficient way of completing the game, then you found it. No Shadow Crystals, no Eggs, no cutscenes, no character development, no hypercomplicated final bosses. Just a straightforward sprint to the finish line. Perfect for a speedrun.



Cage B is faster and easier to complete, and thus more practical. The ending isn't that much different, though.

A faster and easier route. Congratulations, you ruined so many lives just for the same final level, the same final boss, and the same ending, but achieved in a quicker way. Nothing has changed. What did you expect? You followed a path that didn't exist. ERAM will probably relentlessly mock you for your expectation of a different outcome.

This is the ultimate tragedy of the Weird Route: an unsatisfying and depressing lack of closure for everyone involved. Pointless suffering that achieved nothing.

This is what Ralsei ultimately feared

As I made clear before, you can't change the ending no matter what you do. Just like in that old game Toby made years ago, the only two options are killing the villain in

two different ways. That's it. A fictional work can only end as the author intended it and nothing else.



As Ralsei said, you can't change the Prophecy. it will always take another shape.

That's a bummer, huh? You did all this awful shit, and you still had a bad ending.

So, what now?

Let's think about the next hypothetical scenario. It seems nothing has worked so far. Going through the game normally? Same ending. Breaking the game to see what happens? Same ending…ish. You have attempted everything in your power to give Kris, Susie, Ralsei, Noelle, and the others the happy perfect ending they deserve but it's the same outcome every time: Susie dies, the Great Fountain is sealed, and everyone has to deal with the aftermath of their experience.

You start to get frustrated, understandably so. You have beaten every secret boss several times. You even know how to beat the Knight hitless. You might even have fought Seam at some point and got the Pure Crystal. It seems useless: you only get more vague lines about giving you "hope" but you have no idea what it does. Assuming you don't use any social media because people probably discovered what it does an hour after Chapter 7 was released, you keep trying and experimenting.

You aborted the Weird Route in Chapter 2 to get the Thorn Ring and fuse it with the Pure Crystal to get the Twisted Sword. All you got was the best weapon in the game that you used to easily crush the Knight, Dragon Susie, and whatever Darkner tried to stop you. Still: same ending. Nothing changed. Why would you get a different

ending by using a weapon on characters that are destined to die no matter what happens? And The Eggs? They seem to do nothing, maybe you see Friend a couple of times, stalking you.

"Screw this," you say, angrily yelling at the dastardly canine who has tortured you for almost a decade with this cryptic mess of a game. You start to list in your head all the cool things that will happen once you figure out how to get the perfect ending, just like in that other cool game you fell in love with years ago.

Susie will be alive and have fun with her cool Darkner friends forever. Dess will also be alive and will reunite with her sister, her best friend, and her boyfriend. Kris will tell Susie that they love her, they will tell Noelle that they still have feelings for her, the three will be in an adorable gay polycule, and this depressed non-binary gremlin will finally be happy for once in their miserable life. Ralsei will be able to go to the Light World to visit Kris and Susie whenever he wants. He is also invited to the polycule, of course.

Gaster, that bastard. It's all his fault. He deprived me of my choices. He created this awful ending to mess with me. Of course. There must be something to get back at him. Something where I can give him what he deserves for fooling me like this, for making me think I could change anything.

Well, there might be something here…

VII - How to Wake Up from a Beautiful Dream.



Beyond the dream of a forgotten man, there is reality. Shatter the barrier and wake up.

Deltarune's future content can widely vary from what I just described and from what I'm going to describe. Both Normal and Weird Routes might end in completely different ways that I and everyone else could have never ever conceived. This might be one of the most likely outcomes considering that every chapter that releases only recontextualizes every bit of past information in a completely different way. The ending people imagined after Chapter 2 is not the same as the ending people imagined after Chapter 3 and 4. There is so much the fandom can put together with what little the game says, after all.

Nevertheless, one thing that I can easily predict is that, whatever the ending on a normal playthrough is, it will be bittersweet enough for an experienced Deltarune player to be unsatisfied with it on an emotional level, especially in comparison to Undertale. More importantly, it will definitely leave them with an insatiable thirst for trying to find out the actual conclusion of the game. They will move heaven and earth to demonstrate that the "only one ending" description of the Steam page is completely false.

But how? The game demoralizes you constantly and tells you over and over that you can't change what's happening no matter what path you take. Maybe we should take what it says at face value? Sometimes bad things in life happen and you need to move on. You wish you could have changed it but maybe you never had much control over it in the first place. It's disappointing, but that's life, and sometimes, the only way to go is forward.

However, the game clearly has in-depth side content in the form of the Shadow Crystal bosses that require a certain degree of skill to beat. Why would the game make you do these battles (five of them, in fact) just to give you nothing in return?

There has to be something here. It wouldn't make you waste so much time going through the ordeal of unlocking these bosses and then beating them one by one if there was nothing at the end, right?

So, as the audiovisual interactive piece of media you exchanged money for, it's very likely that Deltarune has more than one actual ending. Unless, of course, we take the description of the game saying that "there are more important things than reaching the ending" literally, meaning that the journey was probably more important than the destination. Nevertheless, I think I speak for everyone when we say it would be far more rewarding to find out there is indeed another ending rather than imagining a cold reality where the game was honest with you all along.

With that said, how do you actually change this hypothetical ending of the game? Is it even possible to get a conclusion for Deltarune where you can avoid all of these bad things happening?

Yes, you can.

Can you create a true good ending where everyone in Deltarune is happy?

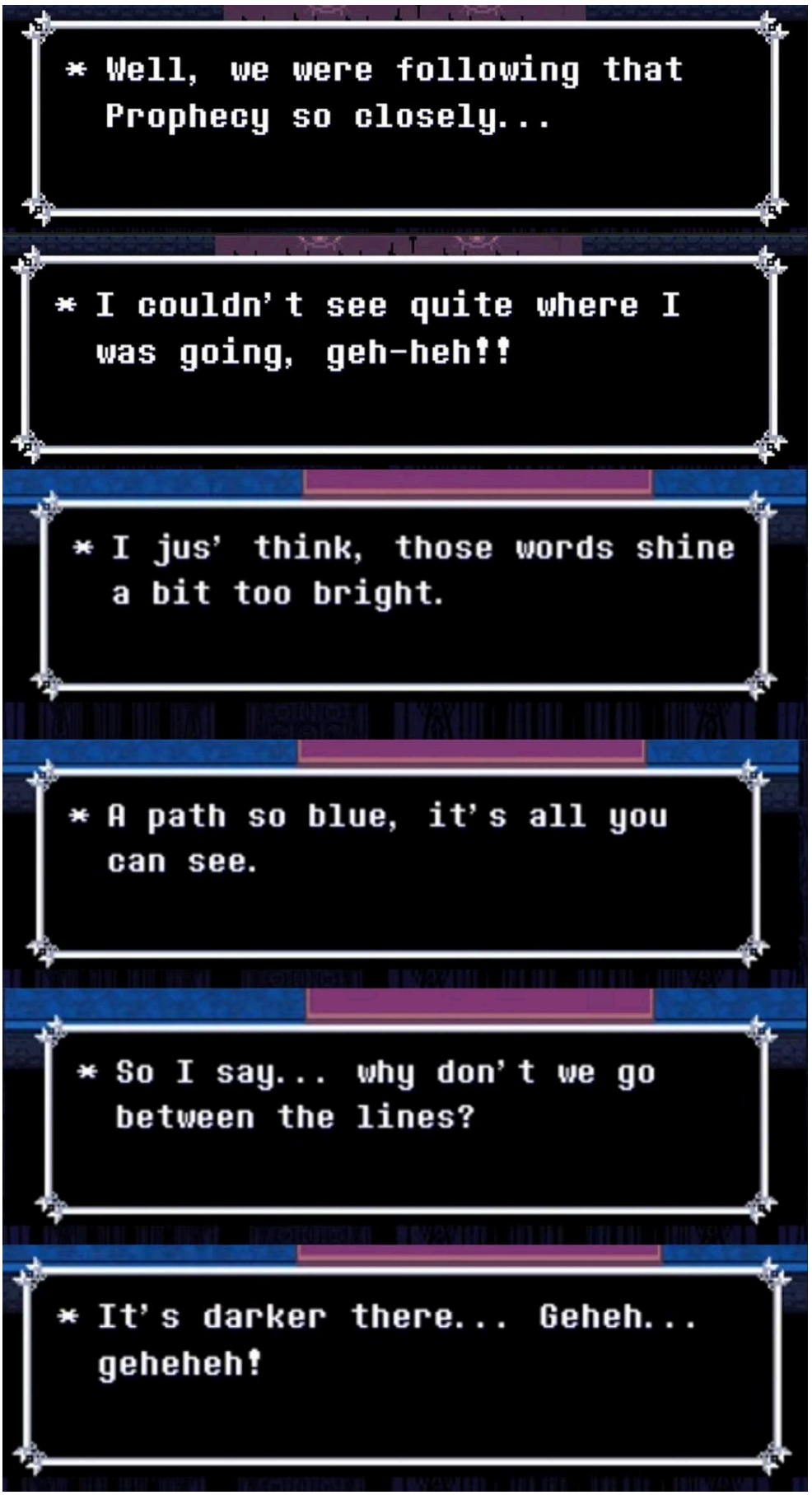
No, you cannot.

The two outcomes don't contradict each other. In fact, they thematically work in tandem together. You can stop the regular ending of the game from happening, but it won't lead to the perfect happy ending you wanted like in Undertale. You can avoid the tragic series of events that have transpired, but it might not lead to the outcome you expected. However, it's arguably the best ending of the game, what it's supposed to happen.



A happy ending and a tragedy. A choice that means both.

How is that even possible? Can you bring "nowhere" back? Buckle up.



Gerson implies that there is indeed a way to stop the Prophecy from happening.

You know the truth. You know this mysterious person has been moving the strings and caused everything that transpired for his (well, also yours) amusement. You know that Gaster created a story that only has one outcome. You know he did all this awful shit to anyone who wanted to challenge his hold over this world. But the characters don't know this as well as you do. In fact, it's the only thing that you know that they don't. If they only knew what was really happening, something could be done about this.

It turns out that you have been approaching the problem from the wrong angle. After playing Undertale and singlehandedly defeating a being with literal infinite power, you have grown to believe that you are infallible and all-powerful. YOU, as the real person playing a fictional world, see yourself as the only one capable of setting the wrongs inflicted upon these characters. But as has been stated here in extreme detail, you don't have as much power as you think you do.

You are supposed to use the Pure Crystal working with Kris to expose Gaster's existence, not use it by yourself without context. That's why you have failed over and over to get the happy ending. The only way to achieve something is by working together.

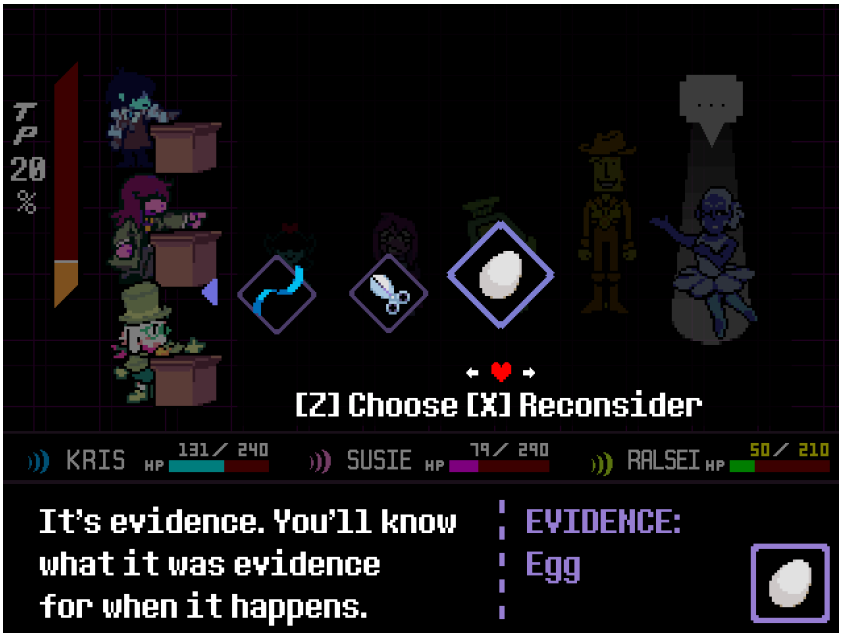
You can still convince Kris that there is another way. If they both work together, they can escape from this nightmare. If they are honest with their friends and be open about their feelings instead of suffering in silence, maybe they can discover what's going on and change the ending. As the Milklooker said in Chapter 5, the truth can hurt but it might lead to the best outcome…





…if you are a loser. Only a loser would ruin the fun of the illusion by exposing the magician's tricks.

After all, the Forgotten Man also gave you what you need to prove that something is off. The Eggs are evidence that Gaster has artificially tampered with this world.



Once the characters discover who has been controlling this world behind the shadows, you will have the evidence that proves it.

At some point of Chapter 7A, Kris will finally open up to Susie, Ralsei, and Noelle. They have been working with the Knight. They have been possessed by someone else all along. They know the Prophecy and they have been trying to change it. But most importantly, there is something weird going on with this world.

Susie is probably going to be pretty pissed off, but understand someone forced Kris to do all this. Ralsei already knew some of this stuff, but it's still shocked to find how

deep the rabbit hole went. I imagine they have already defeated the Knight at this point (maybe you use the Pure Crystal on them?) and found a very confused Dess who has no idea what's happening, so it won't be long before they start to ask uncomfortable questions:

- Who was actually behind the Knight and who opened the Fountain that turned Dess into them?
- Why did the person behind the Knight make them go through these Dark Worlds? What were they trying to achieve?
- Who actually forced Kris to do all of this series of extremely specific actions and why?
- Why does their world work in these convoluted series of rules and commands that no one has ever questioned up until this point?
- Who made the Prophecy and why?
- Who was the person who drove Jevil and Spamton insane?
- This whole ordeal was supposed to be about saving the world, but from what specifically? Why not just destroy it right away instead of doing all of this?
- And most importantly, why are YOU here?

This is the beginning of the end of Deltarune. The illusion that this is a natural story is starting to break. The characters themselves realize this sequence of events is nonsensical and artificial because someone made them go through them with no clear purpose. None of this really adds up. What has happened so far seems weird and contrived almost as it was…a fictional story.

Then, Kris, Susie, Ralsei, and Noelle put two and two together. Picking up on Seam's research (if the poor Darkner hasn't been turned into cat food already), they realize there has been someone who has been guiding their every action. Someone who has been behind every single thing that has happened until this point. Someone who turned Dess into the Knight with the purpose of making them go through the Dark Worlds. Someone who brought you to this world with an unclear purpose.

But who could this person be? In her weakened state, Dess doesn't remember anything before turning into the Knight. Kris thought the Knight was only Dess and doesn't know this person at all. Jevil, Spamton, Pink, all of them seem to remember him only vaguely, but they cannot pinpoint who exactly is.

But YOU know who this person is, pretty well in fact, and you are willing to share it with them.

Then, it happens. With his beloved story already in tatters, it's then when HIM makes his appearance. I think the way a Gaster reveal would make the most sense is when his story isn't going how he intended. By exposing Gaster's existence to these characters, you have essentially opened Pandora's Box, so his experiment pretty

much cannot continue because his subjects are not willing to comply with what he has prepared.

With nothing to lose since Deltarune cannot go on as he wanted, he presents himself to the characters. I imagine the game will be generous enough to give us a well-deserved exposition dump, explaining what he did to this world and why. The entire game was fabricated by him, from the Prophecy to the Knight. Their reality was artificially altered by him to bring his story to life. Their suffering, their trials, and tribulations, everything they have been experiencing was nothing but part of his experiment to get close to the anomaly. With their actions, they created something wonderful, a source of happiness and joy for Gaster and the player.

How is Gaster going to react to Kris, Susie, and the others figuring out that he is the person who has been messing with their lives since day one? He is going to be very amused, I think, impressed even. By using a bit of lateral thinking, you have effectively sabotaged his experiment. He foresaw a scenario where you could break his story in half by using Noelle, but you and Kris working together is something he definitely didn't see coming. He commends you not only for your creativity and imagination but because of the bonds you have created with Kris and the other characters.

How are the Fun Gang going to react to the inevitable clashing with Gaster? Not well, that's for sure. I don't think Kris is going to be thrilled to know that their life was turned into a living hell thanks to this guy. I don't think Susie is going to be pleased to know that everything good that has happened in her life has been completely fabricated to make someone else happy. I don't think Ralsei will be happy to know that becoming his own person was the expected outcome someone else has written. I don't think Noelle is going to react particularly well to the fact that this man took her sister away from her to separate her from the person she loved and manipulated her to hook her up with this complete stranger. I cannot understate the narrative potential of this encounter because the drama resulting from this reveal is pure gold waiting to be discovered.

But in the end, the characters refuse to budge. They refuse to see the relationships they have built as a lie. The bonds they have created are real, even if they were a result of the machinations of a sick mind. Kris won't be manipulated for their guilt and self-hatred anymore, and they will fight for the things they love. Susie's love for Kris, Ralsei, and Noelle is real, and the bastard who made them go through this hell will pay for what he did. Ralsei is his own person with his own emotions and feelings, and won't bend to this madman's will who wants to hurt the people he loves. Noelle stands up for herself, and won't obey the orders of the person who destroyed her family and took her sister away from her. And YOU have grown to love this world and

its inhabitants. You cannot allow this monstrosity to go on, even if it makes you happy.

Gaster is delighted to hear this. It seems his own subjects are turning on him and they refuse to fall into despair even after discovering the artificiality of their journey. Isn't it wonderful what love can create? Isn't it beautiful to see dreams go beyond what you imagined? His experiment got a lot more interesting. Very well, if they believe themselves to be stronger than his dream, so be it. They can try to find him and take him out for good. He will fight tooth and nail for his beloved Deltarune, to prove that this world, this story, and these characters belong to him, and no one else. He will use his extensive knowledge of this world and all the means available on his Device to his disposal to stop YOU and the Fun Gang from separating him from his creation.

As you and the Fun Gang make their way inside the darkness, they find it: Gaster's Device. The tool used to create the Dark Worlds. The machine that holds a physical barrier inside this world and forces time to run in a loop as long as the player decides to revisit the game. The Device that made your and Gaster's dreams come true, allowing you and him to bond over your shared love of his creation for the last decade. But most importantly, it's what connects your real world with the world now known as Deltarune.



Andonuts and Gaster's parallels

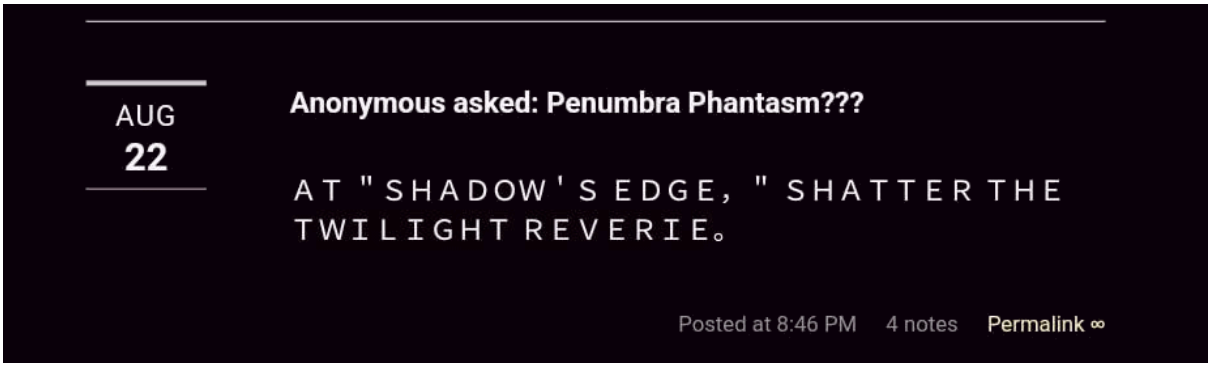
This is the line between the beautiful dream that is Deltarune and reality, the old world that existed before YOU and Gaster arrived. One where Kris lives a happy normal life with their parents, their best friend and their girlfriend. One where Susie is

sad and alone and never met Kris, Ralsei, and Noelle. One where Ralsei and the other Darkners are normal objects instead of sentient beings. One where Noelle's sister never disappeared. One where Onion-san and so many others' weren't killed and tortured for the sake of Gaster's story. One where the Knight, the Prophecy, and the Dark Worlds never existed. Behind the Device, there is "Nowhere."



Time to end Gaster's dream.

Have you ever been in a state where you are about to wake up from a dream and you don't know if what you are experiencing is real or not? This is where the Device lays on, separating dream from reality. Once it is shattered, the dream will end and reality will exist once again. When a dream ends, people don't usually remember what happens, only recollecting some fuzzy details about it. Will these characters even remember all the beautiful memories they have built together? Will these inanimate objects even remember they once were being filled with life and personality? Is this Toby's fever dream? I have no way of knowing, honestly. I'm just doing my best approximation that is very likely to be not even close.



A beautiful dream is about to end.

It's at this metanarrative limbo, where Gaster makes his final stand. Horrified, he realized he underestimated the Fun Gang and what they could potentially do by working with each other. He was prepared for what you could do and put all kinds of contingencies to limit your power over the story, but he didn't expect them to be able to reach this far. He is supposed to know these people like the palm of his hand (lol)!

He cannot allow them to go further and lose everything he has worked for. Why are they doing this? Don't you guys want to dream forever with me? He pleads to you and the Fun Gang. Susie, do you really want to be sad and alone again? Ralsei, do you want to not exist? Noelle, do you want to lose Susie, the love of your life? And Kris, are you really that selfish that you want to ruin the dreams of others just to go back? And, you, the player, do you really want to lose your access to Deltarune forever? "Please, just go back. I can make more Dark Worlds. I can change the Prophecy," he keeps begging.

But they refuse to comply. Even if they love each other more than anything, they cannot allow this person to control their fates, to keep inflicting pain and misery in this world.

The Fun Gang reaches the culmination of their character arcs. Susie becomes a true selfless hero, willing to sacrifice her own happiness to save the world, even if she goes back to being sad and miserable. Ralsei refuses to be the puppet of someone else, following a dotted line that leads him nowhere, and wants to enjoy his remaining moments of existence as a free person with the ones he loves. These characters, even if you love them a lot, aren't your toys. They want to be free, to make their own decisions and to find happiness outside the limits of Gaster's Deltarune.

By virtue of…well, not existing in the first place, I doubt we'll fight Gaster himself. Us and the Fun Gang will likely have to face whatever abomination of nature he decides to unleash to stop us. Maybe in classic indie game fashion, we'll have to fight a boss that represents Kris' own inner demons, a la Celeste or OMORI, and help them face their fears. Maybe we face fucked-up a polygonal green Gaster projection. Maybe he sends our Vessel to kick our ass. Who knows?

Regardless, we'll pull through; we always do, as ERAM said. We are real; he is not. Once all is said and done, Gaster will admit his defeat, being aware that he never stood a chance against you. Nevertheless, he wanted to have fun with you one last time before retreating to the shadows forever. Even if he will be separated from his creation, Deltarune, and plunged into eternal darkness forever, he will never forget the time he had with you and the beautiful memories both created together. As his

hold over this world gets weaker, he is grateful that you make him company all these years:

"THANK YOU…FOR WATCHING MY DREAM."

With the evil scientist defeated, the Fun Gang and the Darkners celebrate. They are free from Gaster's influence. But the celebration is short-lived. Without Gaster and his Device, Deltarune cannot hold together. The artificial bubble he put on the world starts to fall apart. The darkness inside the core of the earth starts to fade away. The final tragedy of the game unfolds once the illusion is broken:

The destruction of Deltarune itself.

This is the hypothetical "true" ending of the game. I like to imagine it a reverse Roaring, as the world starts to get consumed by an intense light that starts to disintegrate everything around it. It will be a very heart-breaking moment, where these characters realize they will soon be separated from each other and thrown into an unknown abyss.

The world before Deltarune is reborn once again, and reality, with all its wonderful possibilities not limited by the confines of fiction, exists once again. "Nowhere" becomes "Something" once again. In the real world, endings don't exist. Things simply keep going, always in motion.

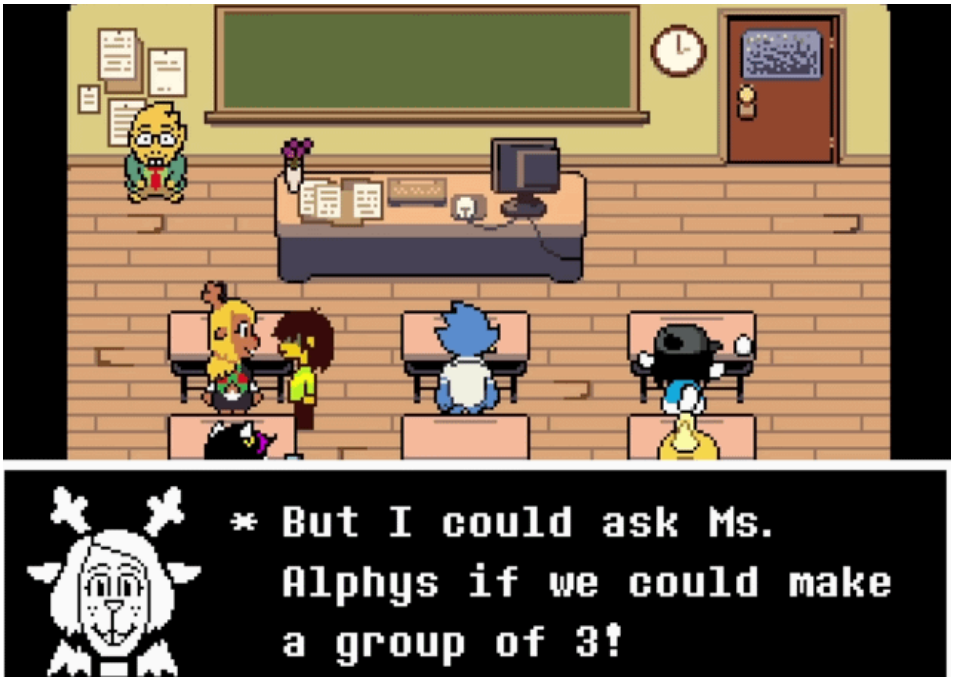
Thus, under a technicality, the story of Deltarune has only ONE ending: a story that technically doesn't exist anymore can't simply end. When the world stops being fiction and the dream ends, the story disappears with it. It's the death of a beautiful dream…

…but not really.

Dreams never die, memories will never fade away, stories are always alive. Fiction will always stay with you, no matter what. The positive influence it had in your life will remain with you forever. The friends you met thanks to your love of fiction, the romantic partners you hooked up with because both of you played the same game, and the stories and characters that defined your life won't simply disappear after you finish a work of fiction.

Wherever these characters end up after Deltarune is destroyed, they will find each other. Maybe they get Stone Ocean'd into another universe, one where none of the events caused by Gaster ever happened. Maybe it's left ambiguous like the end of Mother 3.

Kris and Susie will still be friends (maybe more). Susie and Noelle will be together. Hell, the three can get together now that they are free from the story Gaster forced them to follow. Who knows?



Button that might do nothing or blow the world. Hell if I know.

Ralsei will find his friends again, maybe get together with Kris (assuming the game does something with it). Susie will find her Darkner friends again, maybe write her own stories about them in a world without Dark Worlds.

Whatever the case, Kris and the others will create their own story now, no Prophecy, no Gaster, no Device. And you will be free to create your own stories as well, keeping these characters alive with your love and creativity.

As long as you keep this story and characters close to your heart, as long you remember them, Deltarune will never end.

After all, that's the tagline of the game:

"Don't Forget"

VIII - An Ending.



Relatable.

I don't have all the answers.

I'm not even sure if any of what I've said here will come to fruition. Deltarune will probably have an ending that is light years away from my own theories ,rendering this whole document pointless. But that's the magic of engaging with fiction: it can't be anything you want. Hell, Toby himself encourages this approach!

Fiction is deterministic. Stories can only end as the author wants it. Once you start experiencing a story, you won't be able to change the ending. By virtue of starting a book, a game, or a movie, you have accepted this, that as a spectator, you have no power to change what's going to happen.

However, fiction doesn't end when it's over. The ideas are still alive inside you, waiting to be shaped into whatever you want. Maybe Snape doesn't kill Dumbledore and instead they make out sloppy style or something. You have the power to change the deterministic nature of fiction and turn it into something else.



Your hope to make something different can overwrite the deterministic nature of stories.

You can't make a story last forever, like Susie wants, but, once it is over, it can be whatever you want. You can analyze it, write fanfics about it, inspire you to do a certain activity. Hell, you can even hate it to death! After finishing their story, the author has effectively given you the power to do whatever you want with it.

Fiction is fake. Ralsei will never be able to walk among the other Lightners. Fiction is artificial. Gaster made the Prophecy and the whole story up. Fiction cannot change. There isn't anything inside Deltarune's code to make a perfect happy ending.

But your love for fiction is real, and that love makes it real, as you and me.
This is what Deltarune ultimately is about: what our relationship with fiction is capable of creating. From long-lasting relationships to even other fiction, the sky is the limit. Gaster wants to bond with you using fiction because he knows how powerful it is. And he succeeded, after all, aren't we all obsessed with a character whose existence has never been acknowledged?

There are many things on Deltarune I legitimately can't explain, and I feel what I explained here will probably be wrong. You can disagree with most of what I have written, and I wouldn't blame you. You'll also probably read this in a few months after Chapter 6 and 7 release and rightfully point and laugh, saying "Hahaha, the whole thing is wrong." I'll be the first to admit that I was indeed making shit up if that happens.

Nevertheless, I think this is the power this game has. Out of Deltarune, we created a million things that have nothing to do with Toby's vision. Even if all our theories age badly, we can always look back at them fondly. Maybe they were better than the real thing, maybe they were worse. It doesn't matter. What matters is that we created something new out of what was already there.

Besides, if we hate the ending of the game, we can always make our own.

As fans, that's the power we have. Never let anyone take that power away from you.

