



Undertale

A title that revolutionized the market with an original proposal

By Toby Fox

7.2/10

android

ios

Description

Undertale is an RPG that uses a top-down perspective . In it, the player controls a child and completes goals to progress in the story. He explores a subterranean world replete with cities and caves, and is forced to solve several puzzles in his The underground world is home to monsters, many of whom challenge humans in combat; the player decides whether to kill, run away or make friends with them. When the player encounters enemies in random script or encounter events , he enters a battle mode. During battles, he controls a small heart that represents his soul, and should avoid attacks unleashed by the opposing monster in a similar way to a bullet hell shooter. As the game progresses, new elements are introduced, such as colored obstacles and boss battles that change the way the heart is controlled. The player may choose to attack the enemy, which involves pressing buttons at the correct time. Killing enemies will cause the protagonist to gain EXP (in turn increasing their LOVE) and gold. They can use the ACT option to perform various actions, which vary depending on the enemy. If the protagonist uses the correct actions to respond to the enemy, or attack him until he has the low HP (but still alive) he can spare him and end the fight without killing him. So that some encounters with bosses are completed peacefully, the player is required to survive until the character who they are facing have finished their dialogue. The RPG features multiple branches and endings in the story, depending on choices that involve killing or saving enemies; and as such it is possible to complete it without killing anyone. Monsters will speak to the player during the battle, and the interface will communicate the monster's feelings and actions. Enemy changes change based on how you interact with them: if you choose non-violent options, it will become easier to deflect enemy attacks as long as they become difficult if violent options are chosen. The play features several

Review

When young American Toby Fox developed **Undertale** in 2015, he was probably unaware that he was creating one of the games that would become an icon of his generation. It is that among the **games and applications** that were produced in recent years, the delivery with retro dyes released by Fox was a unique, popular phenomenon that you will not want to miss after reading our analysis.

Playing Undertale means giving a title a shot that differs from the great installments of traditional studios. It does not have a multiplayer full of users or last generation graphics, but this proposal will bring you closer to a unique story. Every decision you make, every answer you give will alter the course of the argument. There's not even a single ending to the game created by young Fox. Classifying this installment is somewhat unfair since it has elements from different types of game, both platform and RPG. The product is available for PlayStation 4, Xbox One, Nintendo Switch and computers through the Steam online store.

The story of this project, which was born financed through the network with only \$ 50,000, unfolds in a world where monsters and humans coexist. The humans buried the monsters underground and it is there where our friendly character will fall to meet a very interesting cast of creatures throughout the adventure.

Each interaction with those who appear on our way is unique. One by one the ghosts and figures that live there develop personalities with very curious habits. At first the story seems somewhat simple but then it becomes a solid storyline, which allows many interpretations and that involves us in a unique and novel way in terms of video game narrative. We will go from joy to sadness almost without realizing it, over and over again.

In addition to the original story, another **advantage of Undertale** is its game mechanics. The title allows us to choose whether we want to overcome our enemies through attacks or with alternative ways. That is, we can get through the whole adventure without even defeating an enemy by force. We have the possibility to access a menu of other tactics to achieve victory. This range of possibilities includes seducing, speaking, offering objects, dancing, and a great number of possibilities that our character has to defeat the adversary in different ways. If we want to face the creature, Undertale also presents a peculiar way to carry out the combat where we will move with arcade-type mechanics to obtain victory.

In this way the game proposes small puzzles for confrontations that will never be the same as each other. We will be able to gain acceptance from our enemy so that he does not attack us.

The graphics of Undertale, as we have mentioned, are supported by a pure and exclusively retro aesthetic that is reminiscent of the first releases of the eighties. It is clear that they are not the strongest point of the delivery but it is compensated by the density and possibilities offered by the plot development. This shows that it is not the drawings, graphics and animations where the emphasis should always be placed on the development of electronic games, a good story can compensate for normal animations.

Playing Undertale will take us through a wide variety of situations and adventures that are accompanied by another of the highest points of the title and is its soundtrack. Made in MIDI format as well as the classics of yesteryear we find a repertoire of songs that is very catchy, of a high level and that fits perfectly to every situation that our character is going through. At the end of the levels we will have a different song, without any of the musical pieces being repeated. Each sound and noise that the characters make is also one of the hits of the Fox game and they manage to show clearly what is happening to each one inside.

Undertale is one of the most beautiful proposals that we can find in a market saturated with offers that spend millions on graphics, sounds and stories that sometimes fail to capture the simplest, tell a good story.

✓ Pros

✗ Cons

- Comedy
 - Creativity
 - 50% of fandom
 - SOUNDTRACK
 - Universe Steven!
- The other 50%
 - Espetácia

Tips

1. True Pacifist Path -Poupe all opponents, bosses and characters on your way. Win every fight with non-lethal options like Flee or Spare; -No monster can be killed. That is, it is not allowed to go beyond level one or to obtain an experience point. Simply clicking on "fight" and throwing some punches does not cause problems; -Watch at the end Neutral;

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