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(SPOILERS, LOTS OF SPOILERS) You can get out of the genocide route, when you want before Mettaton NEO without exhausting the kill counters before it struggles (you'll continue on the genocide route and fight it, even if you stop killing in front of it, but then you quit the route), after that, as New Home has no monsters (only Flowey will tell you about your life), you can't get off the route from that point. However, you can still reset before you meet Asgore and kill him and Flowey. Then you'll meet Chara when you can't close the game, except when you're using Task Manager, so if you don't know how to open it, don't meet Asgore or you have to give a pick between ERASE or DONT. P.S: If you end up needing to answer Char, don't choose NES. You'll regret it. Alternatively, you can remove the effects of the genocide route using undertale Genocide Remover, Time Machine Flowey, or wipe it manually (If you're on Steam, it will spoil you). Undertale &gt; General Discussions &gt; Topic Details I choose not to erase the world at the end of the genocide I choose not to erase the world at the end of the genocide and when Chara jumped me my game closed and I opened it again and it somehow shows the black screen and auditory wind blowing note: It's only to be used to report spam, advertising, and problematic (harassment , struggle or rude) posts. For one definition there is no mercy route where all encounter monsters are killed, see Leaderless Ending. if you keep going the way you do now ..... you will have a bad time. Sans in snowdeen Forest The genocide route leads to one of Undertale's three main limbs. It consists of a protagonist who kills all possible monsters in the underground. The end of this route may occur without first finishing the game. Once the protagonist completes the genocide route, the next ends of the True Pacifist route change - even after the true reset. Method battle text after the protagonist is exhausting the number of murders. The genocide route occurs when the protagonist kills every enemy in every region: ruins, snowy forest, waterfall and Hotland (CORE is Hotland's sub-region). Starting with the ruins, the protagonist deliberately launches collisions and kills monsters until he encounters monsters anymore; this is similar to the grinding level in other RPGs. After killing all the monsters in the area, encounters still take place, but monsters don't show up. In a font size smaller than normal, the battlefield text reads like this: But no one has come., which can also take place in the Neutral Route after killing all the monsters in the district. Once the protagonist sees this message, the music for the area changes to a distorted surrounding track, mus\_toomuch.ogg. This track is part of your the second that plays at 1/13 (~0.077x or ~92% slower) with added reverb. Since leaving Ruins, most songs around the world are inferior, slower versions of them and true analogues of them and true analogues of the pacifist route. If the protagonist stops matching the requirements of the genocide route at any moment, they return to a neutral route where the unmatched soundtrack plays. NPTs are still taking place in the region where the protagonist interrupted the Genocide Route. Demands First POINT SAVE at Snowdin Forest displays the kill counter for the first time. Exhaust the random monster to kill the counter in each region. This requirement must be made before approaching the final meeting of this area. Meetings are becoming harder to find as the protagonist grinds the kill counter for each area (except the New House in which they script). The protagonist can spare any number of chance appointments (Snowdrake and Lesser Dog are exceptions, as shown below). Thrift certain monsters allows the protagonist to avoid fighting specific monsters such as Jerry's high defense. The protagonist can also spare certain monsters so they can kill monsters that offer more EXP and GOLD, such as Glyde. Below is a table of the number of chance encounters just that the protagonist should kill, as indicated in SAVE Points in red text, followed by the final boss area. Snowdrake and Lesser Dog are unique in that they must be killed before the kill counter is depleted and are also part of the kill counter. Once the protagonist satisfies the murder requirement, SAVE Points displays the Definition message. Kill every boss and miniboss (Secret Bosses So Sorry and Mad Mew Mew are unavailable and Hawthorn is optional). All mini-bosses (with the exception of Snowdrake and Lesser Dog and including Shyren) can face even after running out of the kill counter, which can be used to get additional EXP. Kill counters for different areas have different requirements. If certain events are triggered before clearing the area entirely of monsters, the protagonist is automatically sent back to the Neutral Route. For example, if the Battle of Papyrus is initiated without exhausting the counter of Snowdin's murders, then outscene proceeds as if on a Neutral Path. Even if the protagonist is captured and then returns to finish the last monsters, the re-fight against Papyrus still continues, both on the Neutral Path. Once the genocide route is interrupted, it cannot be returned without restarting to save before it has been interrupted or reset completely. There's a glitch if the protagonist gets into a fight with Toriel. If another possible meeting remains in the ruins, the fight against Toriel continues as normal for a neutral route; however, if Torielle is killed, the protagonist continues the route of genocide. Differences of ruin after exhausting kill counter If the protagonist depletes the kill counter before colliding with Napstablook, they disappear when the protagonist approaches them. NPC for Froggit and do not appear. At Toriel's house, checking the cupboard in the kitchen kitchen fragrance text Where are the knives. When checking the mirror, the taste text: It's me, &lt;Name>; appears instead of It's You! Faced with Toriel on the way out of the ruins, the protagonist kills her with one attack no matter how well the attack is performed. [1] When trying to talk to Toriel instead of Ironically, the conversation is not like deciding it. After killing Toriel in the next cell, Flowey appears, even if he was killed on the previous Neutral Path, and identifies the protagonist as the first person. [2] Snowdin is concerned about the fact that the protagonist does not respond to his joke before fulfilling the requirements When he clashes with Sans. He then tries to hide them in a comfortable lamp shape, but they ignore it. Papyrus runs, and goes after Sans tells him he has found the man and doesn't notice the protagonist. Then Sans tells the protagonist that they should keep pretending to be human. [3] Save Points, instead of saying that the protagonist is determined, are now beginning to count how many monsters the protagonist left to kill before the genocide route can progress (e.g. 16 on the left). Snowdin Forest marks the first instance of music around the world slowing down on the genocide route. However, it is important to note that various events cause music in Snowdin to return to normal (namely after searching for the word, tile puzzle, and bridge gauntlet segments); music returning to normal speed does not indicate a route failure. Doggo shakes when the protagonist approaches him. [4] When Papyrus finally notices the protagonist, he does not initially recognize them as human. The music slows down and gets lower after it happens. The protagonist can take three pieces of snowman from the Snowman until they become a useless pile of snow. The protagonist ignores all papyruk puzzles, and some seem to be solved using Flowey. [5] The protagonist passes through the electric maze before Papyrus finishes explaining it. The music accelerates and gets above the pitch after it happens. Sans and Papyrus have different dialogues about word searches when it is either checked or missed. If word search is missed, Sens observes that he had to do the junior Jumble puzzle, as opposed to a crossword during a neutral route. If word search is verified, Papyrus complains that he cannot work in this environment before leaving. Spikes have already been recalled for the X --&gt; O puzzle, and Papyrus is missing. Ice bridge for ice X --&gt; O puzzles has already been expanded. The protagonist cuts off Papyrus's explanation of the tile puzzle and passes through it before Papyrus can activate it. The glove of deadly terror is withdrawn after Papyrus feels the man will not appreciate &lt;Name>After Papyrus leaves, Sance warns the protagonist that they will have bad time if they continue the path they are now going, specifically mentioning the upcoming battle of the protagonist from Papyrus. Then he seems to teleport out of the area, and the music stops. If the protagonist kills Big Dog and hasn't killed Snowdrak yet, all save points say That comedian... until he was killed. If Snowdrake is not killed before the kill counter is exhausted, the text of SAVE Point changes to Comedian gone. Failure. In version 1.000, this message appeared more than required, even if Snowdrake had already been killed at that point. According to Toby, the message that appears so often was a bug and was corrected in version 1.001. If the kill counter hasn't been exhausted before the protagonist reaches Snowdyn Town, the NPC there talk about how things are becoming more dangerous and dangerous and wondering where the Snowdin Canine Unit has gone. Dad Slime recalls that he sent his children inside specifically for this reason, and the protagonist is unable to interact with them. After fulfilling the requirements After the protagonist depletes the kill counter, all NPC Snowdin, except Monster Kid, are evacuated. The protagonist can no longer sleep at the Inn Hotel. Inspecting the Christmas tree in the city center displays the message Nothing for you. An overview of an unfinished book in the Snowdin Library gives a message to some unfinished book. Baby Innkeeper is replaced with some version. Due to the lack of Snowdin Shopkeeper, the protagonist can steal all her notings and 758G from the counter. Papyrus tries to convince the protagonist to be a good person and immediately offers to pardon them. Even after he was killed, he still believes the protagonist can do better. [7] A waterfall before fulfilling requirements on a neutral route, most Echo Flowers produce a message that Strangely Silent. On the genocide route, flowers produce this message by default. Smiley appears in a collision with Aaron. Meetings are marked with a smiley face over the protagonist's head as opposed to an exclamation point. All NPC is missing except Monster Kid, Gerson and Temmie Shopkeeper. Like Snowdin, most puzzles are already complete. The north wall in wishing room is already open. The onion does not appear. When Monster Kid offers to help the protagonist achieve the performance, the protagonist climbs on the baby's shoulders roughly. The protagonist's actions have upset Mad Dummy so much that it causes them to become bodily, turning them into a Smooth Mannequin. Since the protagonist helped the Mad Mannequin become a corporal, they immediately offer to pardon them. The dummy must be killed in order for the path of genocide to progress. No Napstablook, no The snails eded up at Blook Acres, meaning the Thundersnail game cannot be played. The small bird does not appear to carry the protagonist through a disproportionately small gap. Gerson stays in his shop, and sells his items as usual, albeit with different dialogue. [9] He also seems to have some meta-knowledge, knowing that the protagonist can't hurt him because buyers can't fought, and thus their threats mean nothing. Temmie Village is empty except for Temmie Shopkeeper, who behaves normally, seemingly unaware of what's going on, and Temmie, who watches the protagonist from inside the wall. Tem Shop does not have the ability to pay for tuition at the buyer's college - this is replaced by the option to buy Temmie Flakes Premium at a cost of 1000G, making it impossible to get Temmie armor during the genocide route. If the kill counter is not yet exhausted for the waterfall, between the second and third Echo Flowers on the way to the bridge (room\_water19), a strongly felt &lt;number>; dialog box appears on the left. Shouldn't continue yet. After fulfilling the requirements of the Additional, unnamed SAVE point appears in the room in front of the bridge and disappears after the bridge sequence. On the Bridge monster kid approaches the protagonist, saying that Undine told them that the protagonist did bad things and began to see the truth in her words. They try to fight the protagonist, but when the protagonist takes a crash, Undine jumps and takes the fatal blow. However, instead of dying, she recovers and becomes Undyne Undying, who is considerably harder than the usual Undyne wrestling boss. After the defeat, Undine dies with a smile, realizing that Alfie is evacuating monsters ahead of the protagonist, and will tell Ashora to absorb the souse he has collected. A welcome sign to Snowdeen City is removed, although its hitbox is still present. Hotland and CORE are absent from her lab before complying with alfis requirements. Instead, Mattathon acknowledges the protagonist's malice and runs away. The lights are already on. The console that shows the protagonist says: It's me, &lt;Name>;, when interacting with. a bag of dog food is described as semi-empty (as opposed to semi-adore, if no one has yet been killed), and then the message you just mentioned is something funny. This message also comes after the murder of The Lesser Dog, Big Dog and Doggo in Snowdeen, and having 21+ kills in a neutral route. After inspection, the hole in the wall gives notice It's just here to complete the look. Like Snowdin and Waterfall, most puzzles are deactivated. Most lasers are off. The only exceptions are the first opposing ship's puzzle to the left (once the protagonist approaches the laser, it turns off automatically) and three lasers on the conveyor belt on Floor 3 (these lasers&lt;Name>; &lt;/number>;is active, even if the puzzle in this room has been solved in the Neutral Route). Puzzles related to the shooting of an anti-fight ship have already been solved. The Royal Guards face much earlier, on three steam holes before entering the set of the Mattathon cooking show, and they try to take revenge on Undyne. They can both be killed by a single punch. Mattaton's cooking show, news and musical performance don't take place. The first floor can be reached by elevator in Hotland. However, the floors of L1, L2 and R2 are cut off by power fields, preventing the player from getting a stained-glass apron and colliding with So Sorry. The power field that cuts off the L1 elevator disappears after reaching the R3 elevator. Muffet doesn't show up for her baking sale. You can still buy baking on sale, but that doesn't stop the fight against Muffet. [10] Before she is at war, she does not consider the protagonist to be suitable for food, but tries to dispose of them regardless. If mus\_toomuch.ogg is triggered in a waterfall, the music plays into the sale of Muffet's baking, even if the kill counter is not yet exhausted. Muffet's fight is still happening, although the protagonist can kill her in a solitary attack while the attack is well executed. If not killed immediately, it has a unique dialogue, citing the evacuation of the Metropolitan. She talks about how Alfis unsuccessfully tried to get the spiders to evacuate. The telegram she receives claims that despite the protagonist being a hyper-violent killer, they have never harmed a spider as there are no other spider enemies. All other NPC except Burgerpants are missing. Due to the absence of Bratti and Ketti, the protagonist can steal all his thys, as well as 5G from his store. You can find a note showing that Alfie came to evacuate them in somewhere super pupper safe, but that Bratti and Katie wanted to use their gel pens before leaving. Studying plants at MTT Resort shows that (Pot Plant judges you for your sins.) a box appears in the lobby of the MTT Resort. The elevator in CORE operates from the beginning and can be used to bypass the rest of the CORE. Monsters that ambushed the protagonist at the core entrance and before the second laser puzzle are missing, although monsters that staged an ambush on the protagonist along the warrior's path are still present. After fulfilling the requirements metaton meeting at the end core becomes a face against Mattathon NEO. Mattathon dies in one hit, and the



protagonist's love is set at 19 regardless of their LV advance. Multiple trigger events then occur: Appointments no longer occur. When interacting with the laser button at the beginning of Hotland, lasers are not reactivated, and the button simply says: (Not working.) Lasers in conveyor belts are deactivated. New House Slower, the Small Shock version plays instead of Undertale. A box appears in front of Ashor's house and in the Last Corridor. The present box at Ashor House, which otherwise contains a worn dagger, now contains a real knife, and the text is About Time. The present box at Ashor House, which otherwise contains a heart lock, now contains Locket, and when its equipment displays the text Right where it belongs. Exploring various objects throughout the Asgore House gives unique descriptions. Hinged locks, first time if keys are not used: It leaves them in the kitchen and hallway. Hinged locks, otherwise: There are two keys. Hinged locks during unlock: I unlocked the chain. Wardrobe: Our clothes. Left bed: My bed. Proper bed: His bed. Picture of a flower: My picture. Bookshelves / Ashor's closet: Nothing useful. Ashora Chest of Drawers: There's still that sweater. Photography:.... Refrigerator: No chocolate. Kitchen note: I've already read this. Log: The entries are always the same. Cooker: Cooker. Mirror: It's me, &Name &gt;: Calendar: The date I came here. Strolling through Ashor's house, Flowey talks to the protagonist. His dialogue replaces the story of Asriel and the first man on the Neutral Path. Flowey dialogue in the New House. The lack of a name in the bottom left corner does not work. Unlike other meetings and, like meetings at the New House in a neutral route, the name of the deceased person does not appear during dialogue clashes with Flowey. He talks to the protagonist about his life ever since he was a flower, his own ability to save, and why the protagonist began to kill. He even seems to break the fourth wall and insult those sickles that stand around and watch it happen (implied by the player, implying that they had no actual interaction with the game and instead just the viewer) for not playing the genocide route themselves. Flowey repeats his mentality of Kill or Be Killed, saying he and the protagonist will not hesitate to kill each other if necessary. Finally, however, he realizes, in horror, that he is not above it, and that, in the end, the protagonist will kill him too if given a chance. He runs away after the protagonist appears to have approached him aggressively. [11] In the last corridor, Sance does not judge the protagonist, but instead warns them that they will have a bad time. He fights them as an attempt to stop them from ruining the terms of all worlds. His fight is widely considered the toughest fight in the game, followed by Undyne TheUndying. Death Sance automatically sets the protagonist's LV to 20. In a room with all the coffins, the red coffin says: It's as comfortable as it sounds, Flowey pleads for his life as the last enemy on the Genocide Route. In the throne room, Ashor recalls that he had never seen a flower &Name&gt;(referring to Flowey's attempts to warn Ashor about the protagonist.) The protagonist then proceeds to attack Asgore, killing him with a single punch (on console versions the boundaries around the game window are immediately disabled when engaging Asgore). Flowey finishes Asgore off and then, with his face and voice turning to Asriel's, he pleads with the protagonist not to kill him. This is the final point where the game can be reset without consequences, as pressing any of the action buttons forces the protagonist to kill Flowey. Instead of leaving the black screen and returning to the Throne Room, a track consisting of high wobbles and echo heartbeats begins to play as Chara appears on a black screen and talks to someone: either the protagonist or the player directly. The window name becomes blank without a border. Chara explains that the protagonist's determination was the reason the former returned, saying the player taught them the reason for their return, power, and gave them the means to get it. It was the protagonist's SOUL and determination that allowed them to destroy everything so they could achieve that goal. They propose to destroy the world so that two of them can move to another world. At this point, two tips are given: ERASE or DO NOT. The only way to close the game at the moment is through Computer Task Manager on Windows or Forced Exit on a Mac. If a player chooses ERASE, Chara calls the player a great partner and then has a luminous eye and declares that Chara and the player will be together forever, causing the world to be destroyed. The choice of NOT makes Char seemingly marvel at the player's refusal, thinking that the player must have misunderstood them. Chara then asks the player since when were you alone in control? with empty eyes, which then leads to jumps. Chara then approaches the screen with a horrible facial expression, while apparently laughing, radiating a horrible noise as the screen shakes while flashing red and black. After any option, a bigger slash animation is considered after the screen shakes and filled with 9, causing the world to collapse, and the game closes. In console versions of Undertale, the screen instead darkens, with nothing happening for 30 seconds until the wind plays out. After a giant animation slash, the entire UNDERTALE window (in versions of Windows) shakes violently from side to side, implying that the attack is damaging the game itself. The game automatically returns to window mode when Layers jumps and large animations of slashes. The aborted genocide route is interrupted if the protagonist either completes the area, harming the boss, or reaching certain points in the game, does not deplete the kill counter. areas appear on a neutral path, but any previous areas remain affected by the attempted genocide route. If the genocide route is interrupted at any point before reaching the New House, Save Points will stop displaying the kill counter and stop displaying definition once it has been exhausted, even in areas that the protagonist has exhausted the kill counter before the route has been interrupted, and return to what they usually display. Exceptions to this rule are as follows: After squatting Torielle After a snoodishing Papyrus (music at Snowdeen Town remains unchanged from when the route was still in effect) After snobbing Glad Dummy (SAVE Points still display the kill counter, the music still slows down, and meetings are still marked with a smiley face) After the murder of Mattathon NEO, not killing every monster in Hotland beforehand (similar to Glad Dummy, which means that meetings that tell the story of Asriel and Chara are marked with a smiley face) If the Genocide Route is interrupted by papyrus' harm, the protagonist can only hang out with him as they cannot flirt with him during the battle. Sans is at his post in Waterfall, thanking the protagonist. Sens doesn't offer to take the protagonist to Grillby's. If the genocide route is interrupted after reaching the waterfall, the meetings stop being marked with a smiley face and return to the designated exclamation mark. If the genocide route is interrupted by the damage of monster kid, the protagonist fights Undine normally. There is a specific neutral limb that can only be achieved by fighting Mettaton NEO, not killed every monster in Hotland/CORE beforehand. Mattathon tells the protagonist they were restrained after causing (significantly lower) damage from the protagonist by exploding after his performance. During a phone call, Sans hands over alfie's phone. If the genocide route is interrupted by moffett or the Royal Guard before colliding with Mattathon, the protagonist walks the Neutral Way. However, the NPC in Hawthorn still do not appear, including Muffet and the Royal Guards themselves after being pardoned. It also leads to the end of Alfis. If the genocide route is interrupted and Flowey is stripped, Flowey overthinks the player for interrupting the Genocide Route before claiming they just wanted to see what peace was like before picking it all up. If a player is reeling after leaving the ruins and towards the destruction of the world, Flowey faces the protagonist at the beginning of the ruins and wonders why they dropped off before telling them to do whatever they want. If the protagonist has gone past the point of not returning to the genocide route (killing the last monster in Hotland/CORE before fighting the Mattathon NEO), they can simply reset their game until they answer the final question from Chara. After genocide, Chara's game speaks dialog box in the void. Void. restart the game, only a black screen appears with the wind screwing out, and the game window is unnamed. The entrances do nothing and the player has to wait ten minutes before Chara turns to them. Chara reminds the player that they have destroyed the world and then the question is if the player thinks they are above the consequences. [12] If the player confirms by selecting YES, Chara simply says, Exactly. If a player chooses NO, Chara asks them: Then what are you looking for? Chara suggests that they may have compromised and that they would bring the world back in exchange for the protagonist's SOUL. If the player agrees to this exchange, the game closes and seems to load normally the next time it opens, while the PS4, PS Vita and Switch versions will reset immediately. If a player rejects an offer, Chara leaves the player[14] and does not reappear unless the game is restarted and the player waits another ten minutes. Chara then offers the deal again. Once the offer is accepted, the game closes. When re-open, the game functions as if the player has just installed the game as a naming request is granted. All future true pacifists and the end of genocide are changing. Neutral ends of the route remain unchanged. Routes completed after a player sells their SOUL are often referred to as soulless routes (i.e. Soulless True Pacifist Route and Soulless Genocide Route). A true reset is also available after this offering, which erases everyone's memory, and hence the player fights Photoshop Flowey on the next gameplay neutral route if used. It has been changed that the true pacifist route ends markedly changed. At the end of Soulless True Pacifist Route, the following happens: If Frisk decides to stay with Toriel when the latter leaves a piece of pie before leaving the room, four seconds later they flip in bed in the final scene and face the camera to reveal Chara with red eyes completely taking possession of Frisk. A lower version of Photoshop Flowey's laughter plays to accompany this detection. If Frisk says they have a place to go, a photo of Frisk and friends is shown in the final scene changes - Frisk is replaced by Chara, and the faces of all the other characters have been crossed out in red X. Text End changes from white (or yellow) to red, and The Annoying Dog doesn't appear to sleep under the text. The anticipation track plays extremely slowly three seconds after the text of THE END appears. At the end of another genocide ends: Chara calls himself the Demon who comes when people call his name. It doesn't matter when or where. From time to time they will appear, and with the help of the player eradicate the enemy and become strong. Chara then lists the various stats the player increases throughout the game as exactly the feeling they have when they increase. Chara then comments that they and the player do not the same thing, acting that the protagonist's SOUL twisted feelings they no longer understand. Then Chara wonders why the player continues to recreate the world, and why they continue to destroy it. Chara then claims the player is shattered by perverse sentimentality. Chara then suggests that if they recreate the world, a different course of action will be recommended. The same dialogue takes place even after the genocide ends more than twice. If a player chooses not to DO this time, Chara notes that it is the very feeling that they have spoken to. Chara then comments to the player, which is unfortunately about their choice: You made your choice a long time ago. This causes another jumpscare, and closes the game again. However, no black abyss appears once the player reopens the game. Instead, the usual title screen plays as if the game had been dropped. In ps4, PS Vita and Switch versions, after the world collapses again, the game does not close and instead the screen darkens for about 30 seconds before the usual title screen is re-played. Consequence Avoidance The first two subconscil sections apply only to versions of the computer, and the third applies only to console versions. Save location Default save location: Windows XP: %SystemDrive%\Documents and Settings%\USERNAME%\Local\Application Data\UNDERTALE Windows Vista/7/8/10: %LOCALAPPDATA%\UNDERTALE Linux: DRM-free: ~/.config/UNDERTALE\_linux Steam: ~/.0config/UNDERTALE\_linux\_steamver Steam (later): ~/.config/UNDERTALE Mac: ~/Library/Application Support/com.tobyfox.undertale/ Modify/Delete files To return to a playable state, the Player can enter a storage folder and either: Delete the last directory in the aforementioned player system save location; It removes everything a player has done in the game as if he is playing for the first time. Delete or rename the system\_information\_962 and system\_information\_963 the above save location. This removes any consequences of what they have made the Genocide Route. The system\_information\_962 is created after erasing the world, system\_information\_963 is created after the player gives his SOUL to Chari. Uninstall the game and make a new reinstallation. GoG players using GOG Galaxy may need to disable cloud savings before taking any of these steps. In addition, these methods aren't enough for Steam players because the Steam Cloud supports system\_information\_962 purchases and restores it if it's deleted (even if cloud sync is turned off). Steam version players must wait 10 minutes and accept the offer by changing system\_information\_962 to system\_information\_963. This removes system\_information\_962 from the Steam Cloud and doesn't load anything. Players can system\_information\_963 in save Later. There is also a way to system\_information files that are unreadable undertale by changing their security settings in file properties to prevent read permission. Console versions in ps4, PS Vita and Switch versions, the effects of the genocide route can be removed if the player simply deletes the undertale data to save from the console memory. Demo After completing the genocide in Undertale Demo, the final screen appears with a red text that reads: It was fun. Let's finish the job. replacement of credits during the game anticipation at a very slow speed. Also, all pages of the guide, but the first and last are replaced with a said end screen, and the last page is replaced by an image of the unspointed Flowey. A non-licked image of Flowey. Destination screen. Little things Since Mettaton NEO lacks attacks in its battle and Alfie does not face the protagonist during this route, Yellow mode is not used, making it the only SOUL mode that does not make an appearance during this route. The ruins are the only area that has no slowed-down song (with the exception of Toriel House), and no puzzles have been solved since the Route of Genocide has not yet been initiated. Before Undyne dies on the genocide route, she claims, Alfis told Ashora to absorb six human siouls, but when the protagonist encounters Asgore, he did not. Clearly, Ashor's lack of urgency at the end of the route, perhaps any message sent to him by a warning about the man was intercepted. Papyrus is the only character in the game who continues to believe that the protagonist can do better and redeem himself for the greater good after the Snoddin genocide and dies in front of the protagonist. He is also the only protagonist in the game who does not attack the protagonist, despite the latter committing genocide, and Papyrus attacking the protagonist on the Neutral Path. If the genocide route is interrupted by the damage of the Muffet or the Royal Guard after the kill count for Hotland is already exhausted, Mettaton NEO still sets the protagonist's LV to 19 as if they are still on the genocide route. Reference books † Y... really hate me so much? Now I see someone I've defended by holding you here. Not you... But they are! - Toriel, Route genocide † You're not really human, are you? No. You're empty inside. Just like me. Do you have &Name &gt;: right? We are still inseparable, after all these years ... Listen. I have a plan to become all powerful. Even more powerful than you and your stolen soul. Let's destroy everything in this cursed world. Everyone, all in these worthless memories... Let's turn them all into dust. - Flowey † well, I'll be straight ahead with you. my brother would love to see a man ... so, you know, it would really help me ... if you kept pretending to be one. - Sans † H... I can't stop shaking suddenly. Who... Who's there!? &Name&gt;: &Name&gt; Retrieved 2014-05-27. I was depressed by the vine. - Taste text for one of the puzzles Snowdin † Yo, all escaped and somewhere hid. Man, adults can be so dumb sometimes, haha... Don't they know we have Undyne to protect us!? - Monster Kid † ST... Still! I BELIEVE IN YOU! YOU CAN DO A LITTLE BETTER! EVEN IF YOU DON'T THINK SO! - Papyrus † Owwww... Yo, try to be a little less rude, haha. - Monster Kid † I wouldn't buy your garbage readies at knifepoint. - Gerson † And even if they gave us money, I heard... - Muffet † ... H-Hey, what are you doing? B... Back!! - Flowey † Interesting. You want to come back. You want to go back to the world you destroyed. It was you who pushed everything to his edge. It was you who led the world to destroy it. But you can't accept it. You think you are above the consequences. - Chara † Give it to me. And I'll take this world back. Then it's agreed. You will give me your SOUL. - Chara † Then stay here for all eternity. - Chara Chara

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