

“Ideas are like rabbits, you get a couple and learn how to handle them, and pretty soon you have a dozen” – John Steinbeck, 1947

There are times when you just sit there one night, spending a time with your loved ones and then suddenly you hear the magical sound, some would describe it as a bell ringing, some would describe it as the *light bulb* moment; I'd like to call it the residue of my ADHD meds forcing my brain to cook a theory for a game that I barely know of (and for that, I also am a big fan of), but have not for the life of me, play it myself.

After the announcement of its upcoming release, the long-awaited Chapter 5, the excitement has quickly taken over the internet. I am very much blessed with a partner that is also a big fan of the game and everything nerdy (read: *cool*) which prompts our discussion for the past couple of days to naturally and expectedly geared towards Deltarune! In one of our discussions about the lore of Toby's universe – of which I am still a novice in my understanding – I zoned out and my mind was fixated on the symbolic crest that repeatedly being shown in the game. As with anyone that is born with ADHD, my mind immediately went into its 'hyperfocus' mode and the image of the crest and everything I knew so far about the game flashed into my mind, which brings me to a simple thought. Welp, it is not that simple I supposed, this document is trying to break down all the thoughts-dump that my brain has produced in a span of a couple hours.

With that lengthy introduction, you are about to see a glimpse of what my brain managed to produce about a game that I have not played myself.

First thought: The Crest and the Bunker

I hope at this point some of us have noticed that Deltarune has used a lot of parallelism in its content – I personally believe that Toby Fox himself is one of the best writers out there. His other game that is equally as famous as Deltarune (I don't think it is necessary for me to say the name here, you all know what his other game is) also used the same philosophical motives in its writing. Perhaps, this is why a lot of players have the innate feeling that the two games are connected somehow. One might perceive it because the characters' design/temperament are the same, but I would argue that it is deeper than that. There are other factors that rub us the right way, and one thing that human is very good at is identifying what is familiar to us. In this case, both Undertale (I ended up saying it) and Deltarune shared similar patterns and philosophy behind their story: two 'opposing' world/parties, symbolism, reconciliation and coexistence between two opposites; it is almost as if Toby himself is trying to prove that mixing oil and water is possible in his universe (what would we call that

substance? *Woi!*? *Oilter?*). Anyway, the first thing I want to point out is the shape and the design of the crest. Here, below is the image of what my brain *flashed* me.

The crest is the bunker upside down

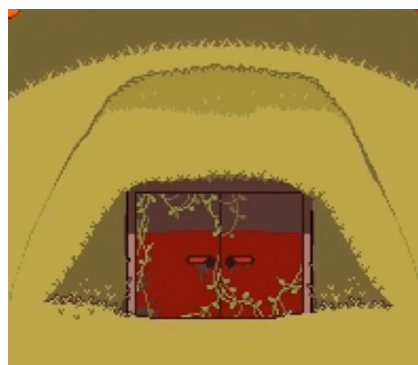
The thought of the crest bothers me, and for some reason, I wanted to know what shape it will make if we rotate it upside down. Voila! I thought to myself that the shape is very familiar for some reason, and we found out that it is like the shape of the bunker/shelter. Could it be that this place is the entrance/the middle point between the two worlds? The crest shown to us in the Dark World is the bunker from their perspective. Remembering that there is a chance that Undertale (UD) and Deltarune (DR) is connected, some of us would have remembered that there was a dialogue about how the experiment in the True Lab has indicated that they discovered “PHOTON READING NEGATIVE” message.

Photon in general can be defined as all that made up light and all other forms of electromagnetic radiation, it is both massless and travel at the speed of light in a vacuum condition (duh!). The thing about photon/Lightwave is they do not interact with one another in a **linear** medium – they do, however, can interact in non-linear medium (Chang et al., 2014). The Dark World is the NEGATIVE version of the Lightner’s world, meaning that it is the opposite of light itself, does not mean they are bad, they are just the opposite! Evidence by how Kris and Suzie skins revert to their negative colouring version in the Dark World. We could argue that the door/bunker/shelter is that non-linear medium that allows the two ‘photons’ to interact with one another. It is probably also explaining why the Dark World’s inhabitants could not exist in the Lightners’ world – they turn into inanimate objects.

If we look at the shape of the crest from the Darkner’s perspective, the bunker looks like the crest that they have. However, from the Lightner’s perspective, it will be an upside-down crest. Please refer to the image I have provided below.



Lightners’
perspective of the
crest



The bunker/shelter is in the
Lightners’ world



From the opposite side, the
bunker/shelter door would
look like this in the DW

Oh yeah, also, isn't it interesting that the motives inside Kris and Asriel's room is the seen crest from the Lightner's perspective? Both Kris and Asriel would be looking at the symbol from Lightner's perspective when they are sleeping on their bed. See this image below:



Kris and Asriel would have seen it from Lightner's perspective, we the player is seeing this crest from the Darkner's perspective – I thought about this and I have a theory in my mind which I will get into in later part of this paper. I am cooking something for you, trust me.

Three triangles represent the three heroes

The triangles motives have been a common occurrence in the game. It is safe to say that this is intentional as way to conditioned players' mind to quickly immerse ourselves in the Deltarune universe. It is subtly adding more context into the game's universe and we as players, recognise this patterns – our brain unconsciously made assumptions based on other available information, which is why, some of us quickly have guessed that the three heroes might be Ralsei, Kris and Suzie. Convenient, isn't it? Triangle, three heroes, and the trio. We should consider that the heroes may be Asriel (as the Prince from the Dark), the Character (us, as the player, represented by the heart or the *soul*) and Dess (the Girl). Following a simple logic of Asgore being the 'King', Toriel being the 'Queen', it is fair to assume then that Asriel is the 'Prince'. Asriel being the Prince from the **Dark** makes sense if we want to accept that they are the same Asriel as the one from Undertale. Asriel was left behind and did not manage to go up to the surface at the end of the story (I am not going to

explain to much why this is the case here, I am assuming most people have already played Undertale at this point... right?).

As I wrote this, something just came up in my mind, Asriel's name could derive from 'Azrael', which corresponds to the **angel** of death according to the Abrahamic believe and Dess could simply be Japanese's way of saying 'death' in English. Understanding Toby Fox is highly involved in incorporating Japanese culture into his games, this is not unexpected (*cough, cough*, isn't Chapter 5 going to be based of Japan?).

In literature study, there is a writing technique called the Red Herring – whereby the writer intentionally put other variables or characters as a placeholder of the truth of the story; misleading the readers and creating tensions before the big reveal which is also often the climax point of the story (Feccomandi, 2024; Gilbo, 2019). If I remember correctly, Deltarune has done a bigger one in Chapter 4, did anyone expect we will fight the Titan that early? Some of us thought that that will be the final boss of the game, Toby Fox managed to catch us by surprise again there, like he always has done from time to time. Could the Trio of Kris, Suzie and Ralsei be that Red Herring – I called them *Temu Heroes*, my bad, please don't cancel me dear readers and fans. I just think that Toby Fox is a man full of surprises, and I don't think the Heroes would be that obvious. Again, I might miss my mark on this.

The circle represents a light source

Oh boy, I don't even know how to start this section – this one will be full of thought dumping, so please do buckle up.

Of course, at this point, there are many ways to define what a 'light' is, let alone it being a 'source'. However, let's start with the Crest itself once again. I still am thinking a lot of about the imagery from the Crest itself. Initially, I thought that the wings and the circle represent the Titan; what if, it represents some sort of light source, like the sun for example. The Lightner's world has the sun as a light source, what light source does the DW relies on? Again, since Toby Fox has played on the idea of 'negative photon', we should also assume that there is 'negative light' or 'dark light' in Deltarune's universe. It is very Toby Fox to play on the concept of singularity and duality in his story writings – seemingly integrating philosophical paradoxes to immerse the player into his creation (remember from the section earlier? *Woil* or *Oilter*?).

My partner and I cooked up a theory that the light source for the Darkners is us, the player. I know that some people has also pointed out that it is likely that the 'Lord of the screens' may be referring to us – we subscribed to this idea too. There are more evidence suggesting that this might

be the case. During our battle with the Knight, after it slash (cleave) our screen, it proceeds with a dialogue stating that ‘it is losing focus’ or some sort. Perhaps, it is shaking because it has seen us, the light source for the Darkners themselves that it is trying to fight. We the players are the light source for the Darkners. Some might suggest that the player (which is symbolise by the red heart) might be an entity that sit above the game’s characters – technically and literally this is true, at the end of the day they are just a 2D characters being played by us. However, the scene where the Roaring Knight cut our screen in two followed by how it immediately seems to falter, suggest that it might be losing the will to fight since us, supposedly a higher level of being, is on its enemies’ side.

Bunker failing to open

I would like to theorise that the door to the bunker/shelter cannot be opened because it requires a condition to be fulfilled, potentially specific to what is going on in the Deltarune universe – there is a chance images the lock show will change depending on which ‘requirements and conditions’ is required to trigger the next narrative of the universe. Furthermore, the recurring pattern of the number 3 comes up one more time here. For some reason, I have a feeling the final requirements will have to be for the three heroes in the prophecy to be together at the same time near the door. Currently this is not possible since the three heroes are consisting of 2 Lightners and 1 Darkner. Since Darkners could not exist in the Lightners’ world, this will be hard to achieve...supposedly. This is true until we remember the existence of the *Temu Heroes*, especially Kris. This is why I said earlier that there is a big chance that the soul is a Darkner, it has been taking Kris’ body ransom so that it can moves in the Lightners’ world – probably also one of the reason why Kris really harbour a great deal of hatred towards the soul; evidence by how violent he is towards the red heart in every chapter. Susie’s reaction when she read the prophecy is not because she learnt that sacrifice is necessary to put an end to the cause, I feel like it is more about how she is pissed off understanding the trio are being used as pawns to someone, or something.

Toby Fox’s latest newsletter also includes one very interesting line to me – and I am willing to bet for a lot of people too. The line that I am talking about is:

“Let’s have one more fun adventure, okay?”

This line may signify that the trio’s adventure in the DW is ending, whether it is because Kris finally managed to get rid of us out of him for good or because Chapter 6 and 7 will take place in the Lightners’ world instead. Since the Darkners could not exist in the Lightners’ world, Kris and Suzie might be trying a way to bring them to their world – there is a chance that Chapter 6 would focus on

them finding means to realise that with Chapter 7 being the finality after the Darkner and Lightner manage to exist on the same plain/dimension.

Another possibility is Kris' role is ending at the conclusion of Chapter 5, and the two last chapters will be told from the perspective of the actual Heroes of the Prophecy, so in a sense, a total perspective shift. If Toby Fox is being a troll, we could interpret this line literally and should expect that Chapter 6 and 7 will not be a 'fun' one. This one is very subjective to interpretation, but it is hard to imagine that Toby Fox and Deltarune will be *fun-less*.

One thing that I am starting to think about is the soul's goal is to save Asriel and Dess or at least bring them to the Lightners' world. If this is the case, since we know that Kris is Asriel's adopted brother, why would Kris not want to save his own brother? If he wants to save his brother, he will not have such a strong opposition towards the soul (*read: us, the player*). Is Kris jealous of Asriel? Apparently, I heard that Chapter 5's theme will revolve around 'jealousy' – I wonder if we can find a better explanation/answer then.

I am not done with this, but the release date for Chapter 5 is tomorrow... I am just going to post this so that I don't feel crazy with my own brain.

P.S. Just realised that 24th of June is the day around Summer/Winter solstice (it is winter here down under where I am from), quite fitting as a 'last adventure' before the *sun* goes down/up.

P.S.S. Please let me know if some people have already thought about what I wrote here; I don't want to steal anyone's thought since I am new to the fandom itself – maybe I will reference them properly too later. In fact, if someone else have the same ideas as me, I will be very happy since they will confirm that I am not the only one thinking about some of these things.

Anyway, the time is almost here – I am wishing everyone a joyful time playing Chapter 5.

Some notes on things that I may touched later:

- Wings and circle represent the titan
- The mirror represents the Lightners versus the Darkners perspective
- The reason why the bunker cannot be opened is NOT the code, it is the requirement for the three heroes to be there; currently it is impossible because Darkners cannot exist in the light world
- Toby fox current newsletter says 'Let's have one last adventure...' This may signify that this will be the trio's last adventure in the dark world. They will try to bring the Darkners to the light world hence fulfill the requirement of the crest to open the bunker
- The current (image of crest) is OUR perspective. A Darkners
- Where do we see this crest in-game? Kris and Asriel's room; Let's look at the evidence from their room (photo) The crest, as the player we see it from this perspective (image) HOWEVER, Kris and Asriel would see it like this: (image).
- We are *definitely* a Darkner given that our purpose as the soul is that we want to save Dess and Asriel, but of course we cannot go to the light world without a body, this is where Kris is useful. Kris has connections to both Asriel and Dess.
- Now if this is the case, why is Kris so opposed to the soul? Do they have an opposition to Asriel and Dess?
- If Kris wants to save them; the only means is by us, the soul.
- The circle in the middle of the crest represents the sun, so, if the sun emits light, it SHOULD cast a shadow to the objects (the triangles)
- If we're taking the use of parallelism; Undertale. The motifs of the monsters want to go to the surface. The reason why players can sense that there is a connection between Undertale and Deltarune is because Toby plays on the idea of opposites quite a lot. Singularity, then duality.
- There is a reason why the triangles are not all facing the same direction. The use of triangles are split into THREE. What happens when we put the triangles together? It makes this shape: (image of rhombus) look familiar? It is the shape of the bunker AND the crest.
- Let's look closer at the triangles in the crest, they are not fully aligned with one another, one of these triangles are slightly unaligned with the other two which suggests that Darkners are currently unaligned with the Lightners and vice versa; they cannot exist on the same plane as each other.
- The heart (player) wants to be reunited with its true body, which currently, the titan does not have; it is directly stated that the titans are only made of pure darkness and abstract fear. So the soul is using Kris to be reunited with the Titan which we will elaborate further; is our body, us the player.

- In the fight, wind is also mentioned heavily. Since biblical themes are very very prevalent in Deltarune overall. These winds are the North and East winds which both have destructive themes. North winds in the northern hemisphere indicate bitter colds while in the southern hemisphere indicate dangerous fires. Eastern wind is much more interesting, however. In Exodus, there was an eastern wind used to *part* the *red* sea. We see the knight constantly parting and cleaving things in red.
- Susie saying ‘You messed up by picking a fight with US’ We see time and time again that things referred to in caps lock are associated with Gaster (provide images of examples). This can be seen as Dess going against the prophecies purpose by working against the soul. There is more evidence that Dess works against us because she is seen to be creating the dark fountains, causing the roaring.
- The only way a Darkner could go to the light world is to possess a Lightners body therefore, us the player is a Darkner possessing a Lightners body: Kris.
- That's the only way to fulfill the Deltarune’s crest; we are borrowing Kris’ body to fulfill the ‘finality’ of Lightners and Darkners coexisting: by borrowing a Lightners body.
- The barrier in Undertale is a parallel to why Lightners and Darkners cannot exist in the same world in Deltarune
- Without light there is no dark, if they remove light, there will be no dark. They are interdependent
- The lord of screens, cleaved by a red blade in two. Which is what the prophecy says which happens to also be in red.
- The lord of screens is us. The light from the sun will be cleaved in two just like this (image)

- Cleaving is a particular word. Because Chapter 5 is in Japan, the idea of slashing is to restore honour and glory. Think about seppuku and Hara-kiri. Why cleave? There is a particular definition to this: it is to sever something into two. In this case the duality is the dark world and light world. It is forbidden for this to happen in the first place for the two to exist together.
- The Knight lets its guard down because it sees *us*. The cleaving is OUR physical screens (image of prophecy paired with the knight cleaving our screen)
- We all know that Toby is highly infamous for taking inspiration from other games such as Touhou and the like.
- This is taking a big step, but it is very similar to the crest of Sheikah. For those that are familiar with Zelda, this crest has been inverted to convey a message as well.
- ‘Cleaving’ as a word has double meanings – to separate and to join together; possible play on words by Mr Toby Fox?

References

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Appendix A

