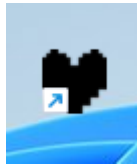
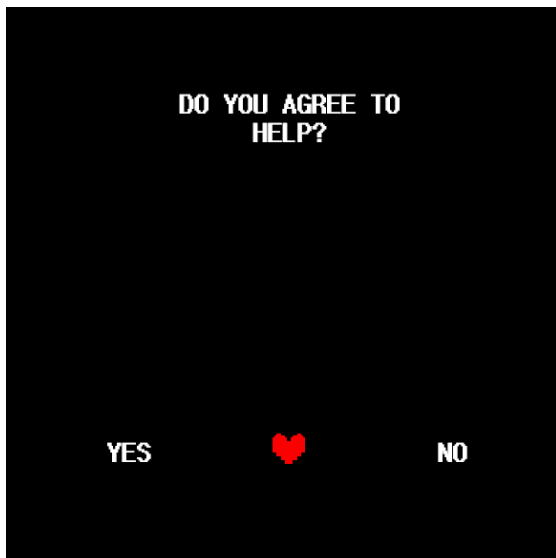


“goodbye”

Lore overview



The story begins after you, the player, has completed Deltarune. It doesn't matter what branch or what save file: Weird Route or anything else, it all ends and starts with the same screen.



The VOICE (presumably Gaster, as most of us would assume) is glad that you have beaten the game. Remember that Deltarune is actually a “SURVEY_PROGRAM”? Well, guess what that survey was for.

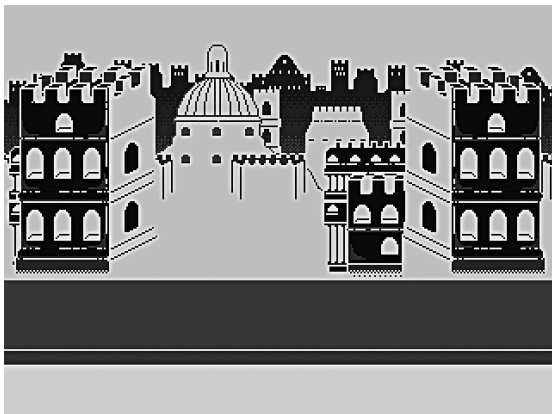
The act of playing a game, every decision, unique or trivial, matters. It matters

because it's data. Data for a study. A study on how we humans in the real world would act if we're given control and observation over a fictional reality. Some of us treat it as a game. Some of us treat it as more than a game. Some people are indifferent. And that all is data.

So, The VOICE is ecstatic about you. It wants to see you act more in this simulacrum. It doesn't matter what shape it takes, as long as you do something, it's data. But making you go through everything again matters less. You may know the stakes, and making a new story wouldn't be satisfactory. A story like Deltarune knows its own cards and shows them to you. So the only option is to raise the stakes, and make them worth your time, and give room to brand new data. And the best way to accept a bait is to make it as tasty as possible. Humans thrive on curiosity and

attachment. The first filter is the question itself. If you don't want to participate, The VOICE just accepts your decision, and Deltarune is left as is, without any alteration, but The VOICE never contacts you in this manner again. If you do choose to "help", Deltarune will be transformed into something new.

Deltarune turns into a new application, one that's capable of analysing, reading and changing the files on your computer. The application itself is an amalgamation of Undertale and Deltarune assets, corrupted, mangled, and built from the ground up using a placeholder narrative and gameplay structure. It's a game, trying to make its own game.



The first area you're thrown into is a mix of Field of Hopes and Dreams, Ruins and Snowdin. You're controlling your soul in this world. You can't fight, act, heal, and upon encountering a corrupted enemy,

the only option is to dodge their attacks, and escape from them.



There is no inventory and no additional quests. Your task is to only move forward, and find the next point of progression. And after passing multiple rooms flooded with these things, you meet Jevil. The VOICE wants you to feel the progression, and keep testing your past experiences, so it pulls Jevil's code, and basically brings him back from "digital death".

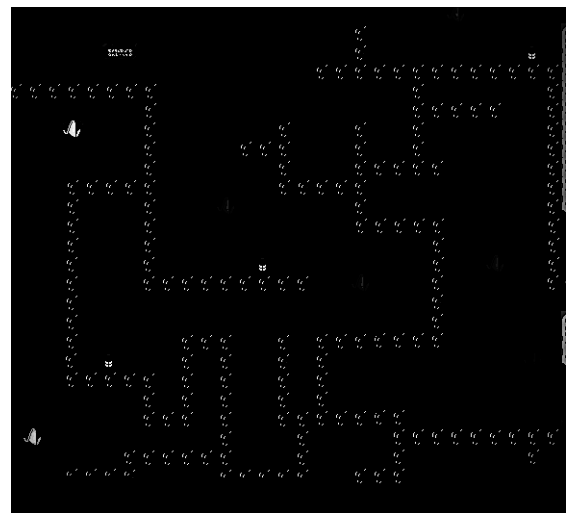


Jevil is in a very good mood. He enjoyed wreaking havoc back then, so a change of environment is an upside to him. His body “cannot be killed”, after all. The “friend in his head” he mentions are the words he hears from The VOICE, who granted Jevil an ability to hear other character’s voices, while also manipulating him into keeping his playful cruelty. Meeting Jevil allows you to progress further, which brings you to the first boss of the gauntlet, as The VOICE calls it, “NIGHTMARE”. The first encounter where you’re able to fight back.



A grotesque, gargling mess of pixels that represents The Neutral Approach. It never had enough engagement from the player to commit to a certain specific path, and what path the player did choose, was never deemed as the final or a coherent one by the rules of this world. So many

combinations and possibilities eventually lead to a loss of a specific identity, if it ever had one at some point. And that manifests in the mangled code as this entity. It doesn’t talk to you, and the fight mostly consists of dodging and fighting. Nothing remarkable. After defeating NIGHTMARE, you, along with Jevil, progress to the second area of the gauntlet.



A mix of Waterfall, Dark Sanctuary and Hotland. As you keep progressing, the encounters become harder, but this time, with Jevil acting on your behalf, you’re able to finish the encounters by fighting, which is much faster

than plain dodging and running.

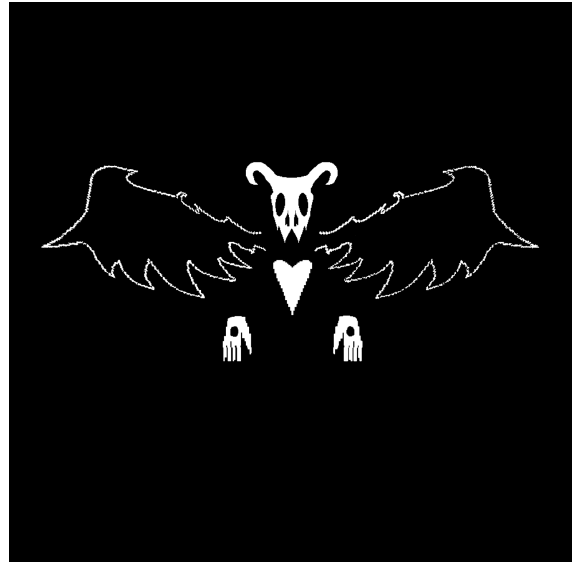


And at the end of the second area rooms, as you approach the second boss, The VOICE brings back Spamton from the code.



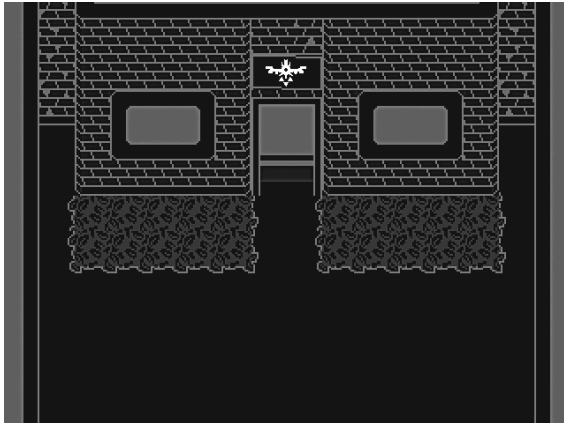
Because he never fully went ballistic and embraced his own broken mind, unlike Jevil, his insanity didn't go further than extreme, maniacal desperation. But here, without the external voices and [\[Hyperlink Blocked\]](#) plaguing his thoughts, he becomes lucid like never before. So, brought back from the dead, thrown into a completely new environment,

Spamton is less than happy to participate as a helper in your quest. And as the pattern goes, it's time to meet the second boss.



Referred to by The VOICE as "ANGEL", a kind and empathetic entity doesn't fight you. Represents The Pacifist Approach. An extreme or mild empathy and attachment to people who don't need, know or expect it from you. It's reassuring, but sometimes it does not work, nor does it have any gravitas. The fight mostly consists of it actually helping you take itself down, purposefully revealing its weak points and letting itself be hurt. And while it lasts, it tries to help Spamton, whose denial of circumstance prevents his own freedom. A paradox: to be free and dead he needs to be a puppet once more. You cannot use Spamton as a vessel, and Jevil is the only one who will fight.

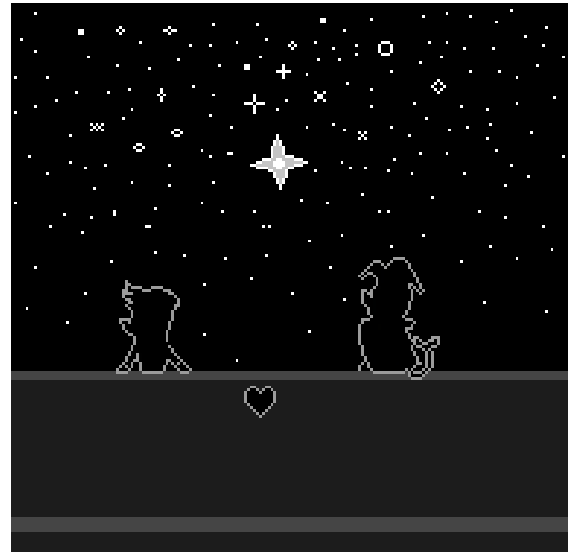
After the ANGEL has been taken down, you move to the final, third area of the gauntlet.



A mangled reflection of the New Home, CORE and [REDACTED]. As you enter the area, Jevil remarks on Spamton's silence. After a bit of banter, the first corrupted encounter in the new area happens.



And now, Spamton can be used in fights along with Jevil to compensate for even harder enemies. As they pass the rooms, eventually Spamton and Jevil decide to take a breather before you take them to the third boss.



After a bit of calmness amidst the demented chaos, it's time to face the third, and the final boss of the gauntlet.



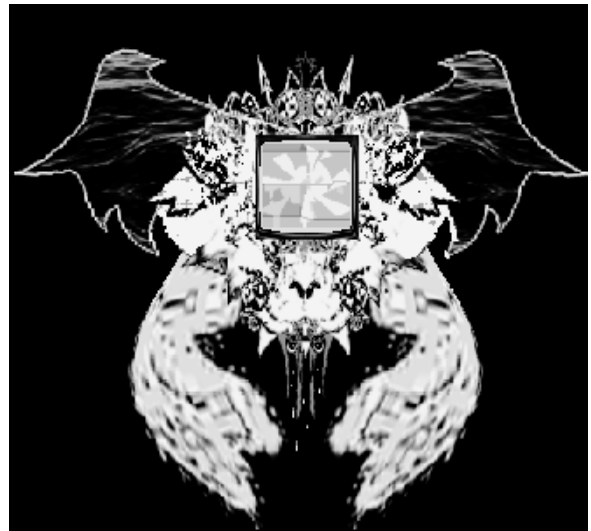
The VOICE never explicitly refers to it with a coherent name, but DETERMINATION is shown once during the fight. Represents The Curious Approach. As we play games, sometimes we test the limits and boundaries of rules and directions that are given to us. The same curiosity that

made you transform the world of Deltarune into a glitchy mess now reflects in more ways than one. That curiosity places your own interest above the “intended” journey and rules the fictional world demands from you. The entity taunts Spamton’s miserable past life, because it enjoys seeing different reactions. Spamton is the funniest one to torture, as what’s the point of torturing someone who doesn’t understand pain?

The fight consists of the entity manipulating and distracting you using your own operating system and the application itself. It doesn’t corrupt your files, as these are just fake-outs. It likes to taunt you, because it’s fun. Because like The VOICE, it’s curious. Curious if you’d want to push forward, knowing that after the game ends, everything in it dies.

But you beat the entity. The gauntlet is over, but the experiment is not done.

Enter: the Chimera. The last challenge, and a merge of EVERYTHING and EVERYONE.



The application turned into a full-on virus. The VOICE wants to see if you’re strong enough outside of the game to protect your valuable, human assets. The Chimera works in two dimensions: your system files, and the game itself. It infects and corrupts your operating system, and if you fail to defeat it, your entire PC (or console, GOOD LUCK WITH THAT!) will be fried.

You can only remove the files from your PC, but you can’t defeat the Chimera in the game itself, nor can you just delete it. And that’s when The VOICE gives you a chance to play fair. It gives Spamton and Jevil a boost in their stats, and they are able to fend off the Chimera in the application itself, while you need to find and delete every malicious file the Chimera plants in your system and hard drive folders.



If you have an antivirus, it can help you locate and delete them. Consider this to be your additional stat.

If Spamton and Jevil finally exhaust Chimera, the game closes itself. Upon opening it, you're greeted with a black screen that slowly begins to talk to you, using the quotes of other characters.



It's not The VOICE. It's not the Chimera. That's the game itself, speaking to you, and remembering all the moments it had offered you, from all those years it had existed. How much time have you spent playing it? Was it worth it? Are you still coming back to it, after all this time and effort? Why? Maybe you care enough about these fictional characters, that they become real to you?

Or you prefer your regular interest over a saccharine fantasy?

It's not here to answer these questions. It just expresses what it feels about you.

After it delivers its message, your reward for your curiosity is given. A choice. The VOICE allows you to change the story outcome of Undertale, by altering the rules of the fictional world. That's the reward.



A simple, standard narrative element of a game of this caliber. Whichever option you pick deletes the application, brings back your Deltarune data and game, and creates an Undertale save file that can't be modified, deleted or changed via regular means. Any forceful intrusion into it will cause it to delete itself permanently. Each choice gives you one ending, and the reset button in Undertale's menu is gone.

FIGHT: A save point from the Genocide Route, at the entrance of the Throne Room. Same ending, except...



After Flowey kills Asgore and pleads for you to not kill him, he is suddenly turned back into Asriel. He gains back his soul and his body, but you can't change the outcome. The Prince is murdered.

The first fallen human does not appear after Asriel is killed, leaving you with only a black screen. The only thing you can do is quit the game. If you decide to launch it again, you're just locked into repeating the same process.

MERCY: A save point from the True Pacifist route. The Respite Scene. Upon talking to Toriel, only one option of dialogue shows up. Each time you talk to her, you are locked only to one thing to say. If you talk to her enough times, you trigger the alternate sequence. Exiting through the Barrier is not possible. The only option is to go to the Ruins.

You can't change the outcome of the scene, once you trigger it. You were given what you were given, and that's okay.

