

Undertale-ish Timeline Creation Guide & Template

Welcome to the Undertale-ish Timeline Creation Guide and template. This form is a way for all fans of the Undertale alternate universe known as Undertale-ish (encompassed in comics such as Ask Young Chara, Undertale-ish: Fallen Down and Rising Up, and Ask the Dreemurr-Font Family, or far future stories like Deltarune: Fool's Fate) to create a timeline of their very own. Since Ish has a total of 1886 timelines, separated into three groups based on who was in possession of the RESET button, it has been opened up to the fans to help write and sort of figure out what happened in each of those nearly 2000 timelines. By following this guide and filling out the template provided, you can write your own Undertale-ish timeline, and, if you're lucky, your timeline might just help in developing a brief part of the Undertale-ish narrative. Provided below you will find the guide, rules, and template for your Undertale-ish timeline. Enjoy and happy writing!

Timeline Creation Guide

As an alternate universe of Undertale, Undertale-ish has multiple timelines by a RESET initiated by either Player 1 (Chara Dreemurr), Player 2 (Asriel Dreemurr/Flowey) or Player 3 (Frisk), with some asker interference depending on the player and situation. Each of these RESETs caused a split in the timeline and created parallel yet separate dimensions. Some might consider these timelines alternate universes in of themselves, but for the sake of this, we will be referring to them as timelines.

Normally, RESET timelines end right there, frozen in time at the moment they are RESET, however some mysterious force is causing them to continue. You all are here to help write what happens in those continuations. Here is a guide and rule book to help aid in such.

- All timelines MUST require an initial point of RESET. The exception being the final timelines of each player. (Timeline 514.000.000, Timeline 514.572.000, and Timeline 514.572.800.) Please include some indication or reference to the initial PoR.
- Though you must include a PoR, since the timeline split off from the Prime Timeline, instead of going back to the beginning, the story should continue from the PoR
- What comes prior to the point of RESET (abbreviated PoR) should remain inline with what is normally possible within a standard Undertale play through, with a few exceptions considering Undertale-ish's slight differences in characters, events, and unique FUN values. For further clarification on these differences, please consult The Creator at petrapersonalpacks@gmail.com
- Any deviances from what would normally be possible in a standard route should happen after the PoR. Overwriting a timeline can cause some interesting occurrences.
- If you can not figure out how to continue a timeline any further, you may put a **Timeline Under Construction** indicator and allow others to continue it for you. We are making this doc is a collaborative effort after all so we don't have to write all of these alone. And therefore, you don't have to either.
- If you'd prefer others not to mess with the timeline you've written before you're finished, put the indicator of **Timeline Under Construction**. Please note that this will not stop us as the creators of this document from making any necessary edits.
- Please use the comments feature for notes or comments or include some indicator such as Note:, brackets, a different color, or a brief signature such as "-Name" at the end.
- If you'd like to establish your timeline as finished, then change the number and title of the timeline to be highlighted by **Yellow**.

- To take credit for a timeline, either change the number and title to a representative color or include a name either after the title or after the story.
- If you're still confused, refer to the first example timeline for an example or contact petrapersonalpacks@gmail.com or the creators of this document for further assistance.

Rules

1. Be respectful to others and their timelines. This is a collaborative effort meaning people need to work together and get along.
2. Don't forget to read the guide, we will make necessary edits to timelines if needed.
3. Please do not embed images.
4. More rules to be added as needed

Example Timeline

Timeline #P01.54; The Origin Timeline:

It starts as they all start. With a human child falling down the mountain. Into a deep cavernous kingdom full of unique monsters. Will they slay them? Will they spare them? It is up to You, the Player, to determine their fate. Make strange friends and deadly enemies. In this friendly game where no one has to die.

But you all knew that already, didn't you?

In this version of the game, the human is aided by a Player by the name of [REDACTED].

A rather curious and creative young girl, who discovered this world and the game from its

internet fandom. Even though it took her a bit of time, she eventually gathered the courage and means to play this story as intended, rather than merely watching from the side lines.

Though it took a couple of tries, (and various file loading due to [REDACTED] not being the best at dodging the attacks of Undyne or Mettaton) eventually through the power of DETERMINATION, friendship and the aid of [REDACTED], the human was able to free the Monsters and make it to the Surface.

It was a happy, peaceful ending. The True Ending. However with the end of the game came the end of what [REDACTED] could observe of these characters that she'd grown to love. Even if she knew this was where the story should end, she also could see the content that others made of these characters. Further adventures, continued stories. She didn't want it to end...

And so she wouldn't let it. Instead of letting the characters go one with their lives, happy, undisturbed and unseen, [REDACTED] | RESET-

Instead of letting the characters go one with their lives, happy, undisturbed and unseen, [REDACTED] continued their tale. She made the world into her own, changed the story to her liking. Incorporating characters and headcanons and ideas galore into her own Alternate Universe of this game she'd admired and adored for years. She added a prequel, she followed the characters' adventures on the Surface. Giving them trials and obstacles to continue growing as characters. Creating an entire new world for them to live in and explore. [REDACTED] had made this little indie game into her prized creation. Her perfect story. Even though it wasn't originally hers...

Disgusting.

Template

Timeline #XXX.XXX.XXX; The [Blank] Timeline:

[Introduction to the timeline whatever way you see fit]

[Events of the timeline prior to the PoR]

-----[PoR Break/Indicator]-----

[Continuation of the timeline]

[Events of the continuation]