

Don't Forget Connected All Bosses Speedrunning Guide

(This version is for version 2.7.6.)

Beginning

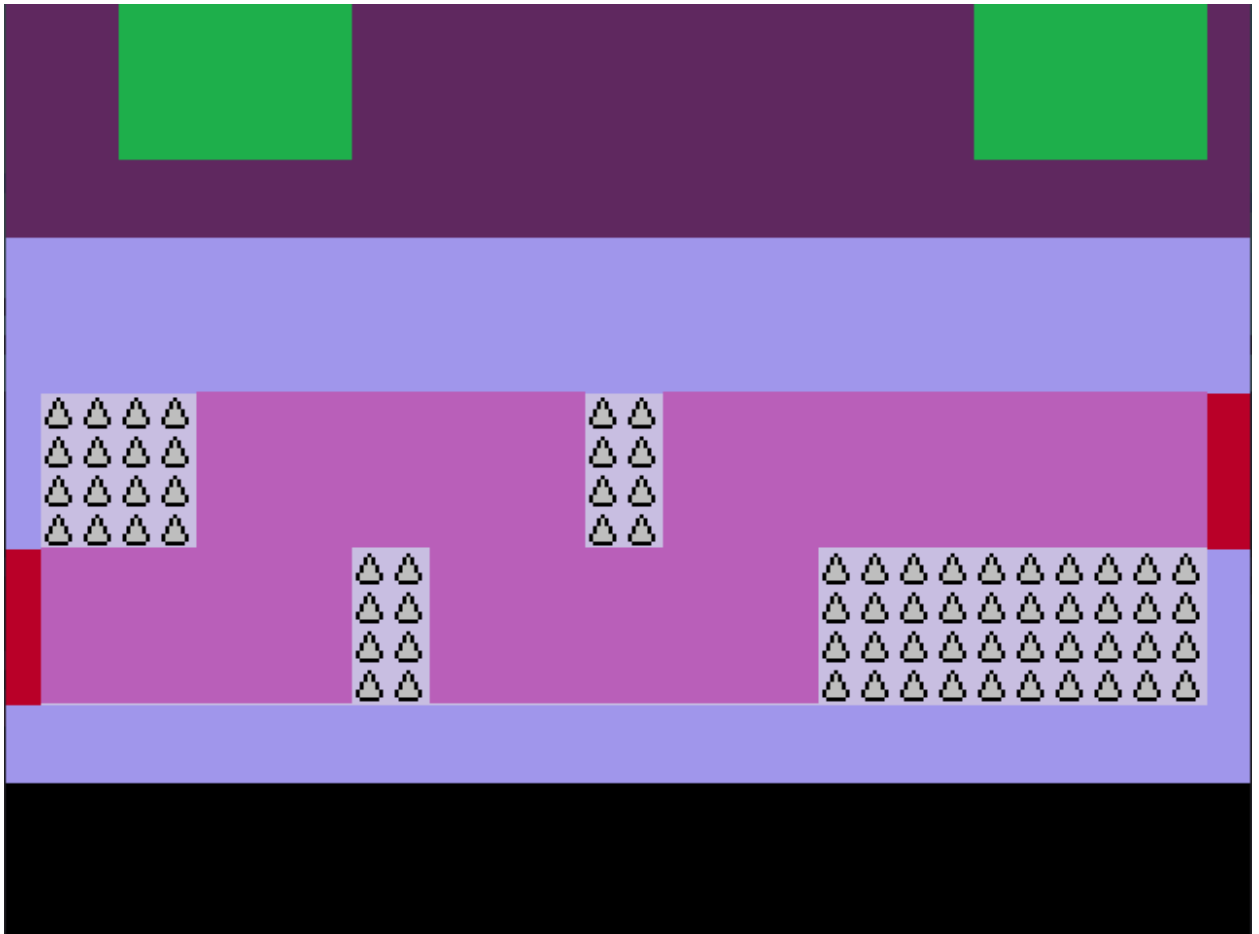
- Once you begin a fresh offline save file, turn enemy encounters OFF, then run straight for the Ruins door.
- Once you get to the Ruins, grab the first weapon chest, then head for Toriel's house.
- Go to the first snowdin save point, then backtrack or warp to Toriel's house, and enter the second door from the left.



- Go below the dresser, then go right and enter the gray door.

Foul Monster

- Ignore the Gaster Follower and head to the right and through the Alpha Ruins.
- When you reach the spike puzzle, follow the image here. The purple tiles are safe, the others will send you back to the beginning of the puzzle.



- Walk right in the hallway to begin the Foul Monster fight.
- Because your attacks will not do nearly enough damage on their own, Talk to the Foul Monster 5 times, then FIGHT for the betrayal kill.

Bad Tom

- You should now be at LV 6 or higher. Enter the Waterfall door in the hub, then go backwards into Snowdin Town to get there quicker. Grab the Ice Shard in Snowdin Town, buy healing items at Grillby's if you need to, then enter San's Room.
- Go above the trash tornado and walk right, then enter the gray door.
- Ignore the Gaster Follower again, then go right, right again, down, right, then right once again.
- Head right once you reach the hallway to start the Bad Tom fight. [Turn down the volume!]

- Use Meme 5 times, then go for the kill.

Gasterbot

- (If you haven't mastered this fight, grab the Red Scarf from the beginning of Snowdin, and buy healing items from Grillby's if you haven't yet.)
- Warp back to the hub, go through the New Home door, then travel backwards into the CORE.
- Walk right through the lasers, then go right at the next room to enter the gray door.
- Ignore the Gaster Follower, then walk through the Beta Void until you reach the lab.
- Gasterbot is intangible to normal attacks, so debug it 4 times, then use each other ACT once, then finally FIGHT for the kill.

Mandarina

- Go back to the Ruins and interact with the lamp in the Spider Bake Sale to start the Mandarina fight.
- Mandarina's battle is an "auto scroller" when trying to spare, so FIGHT instead of trying for a betrayal kill.
- Once Mandarina dies and the YOU WIN text appears, you have successfully completed the speedrun!