



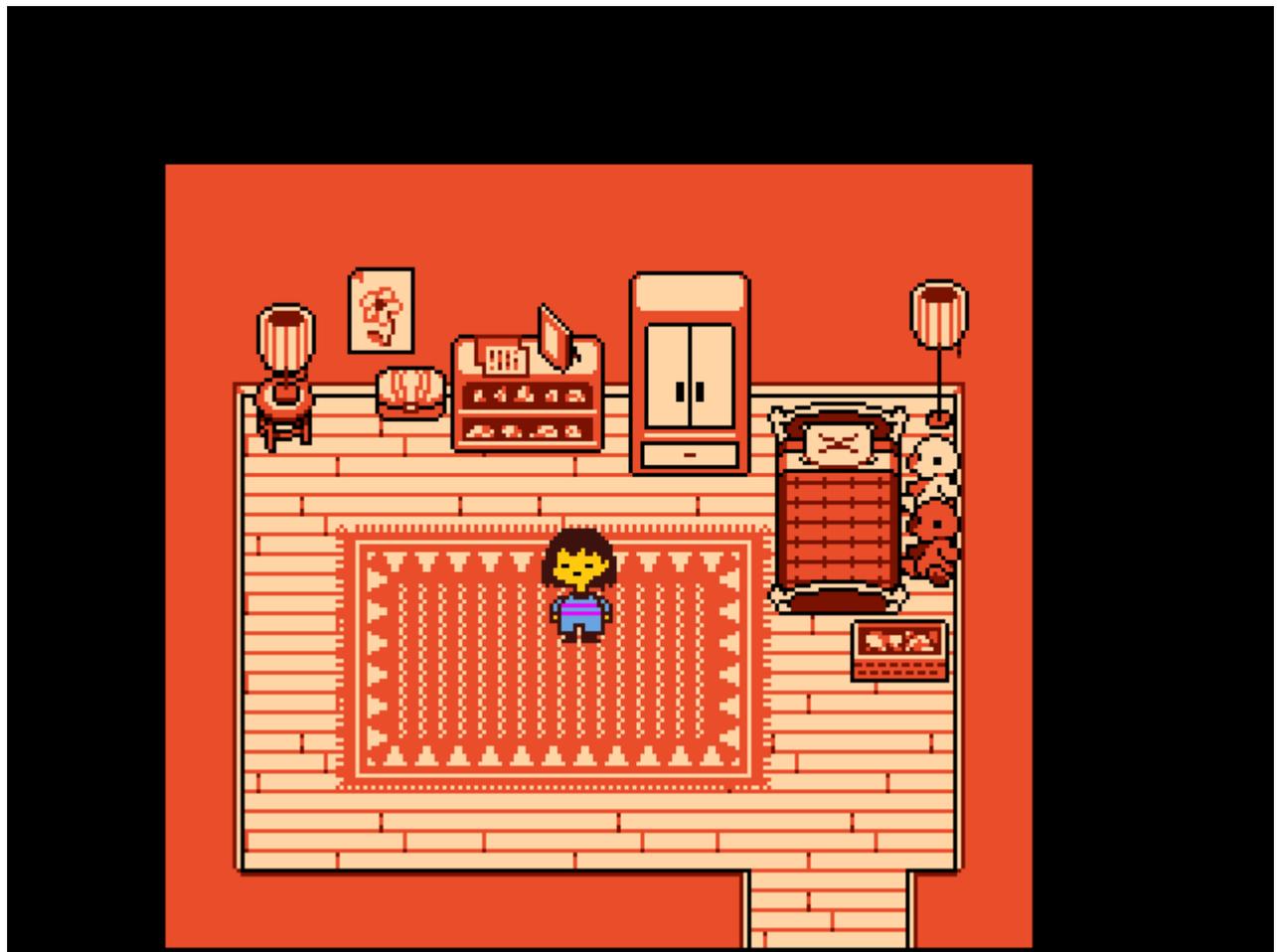
### **UNDERTALE! Review!**

UNDERTALE, self described as “the friendly RPG where nobody has to die!”, is a Role Playing Game developed and scored by Toby Fox and Temmie Chang. Released on September 15th, 2015 to critical acclaim, the game features, among other things, a multitude of likable characters, many interesting environments, and absolutely excellent music, which makes it, at \$9.99 USD, a truly stellar pickup for the price.



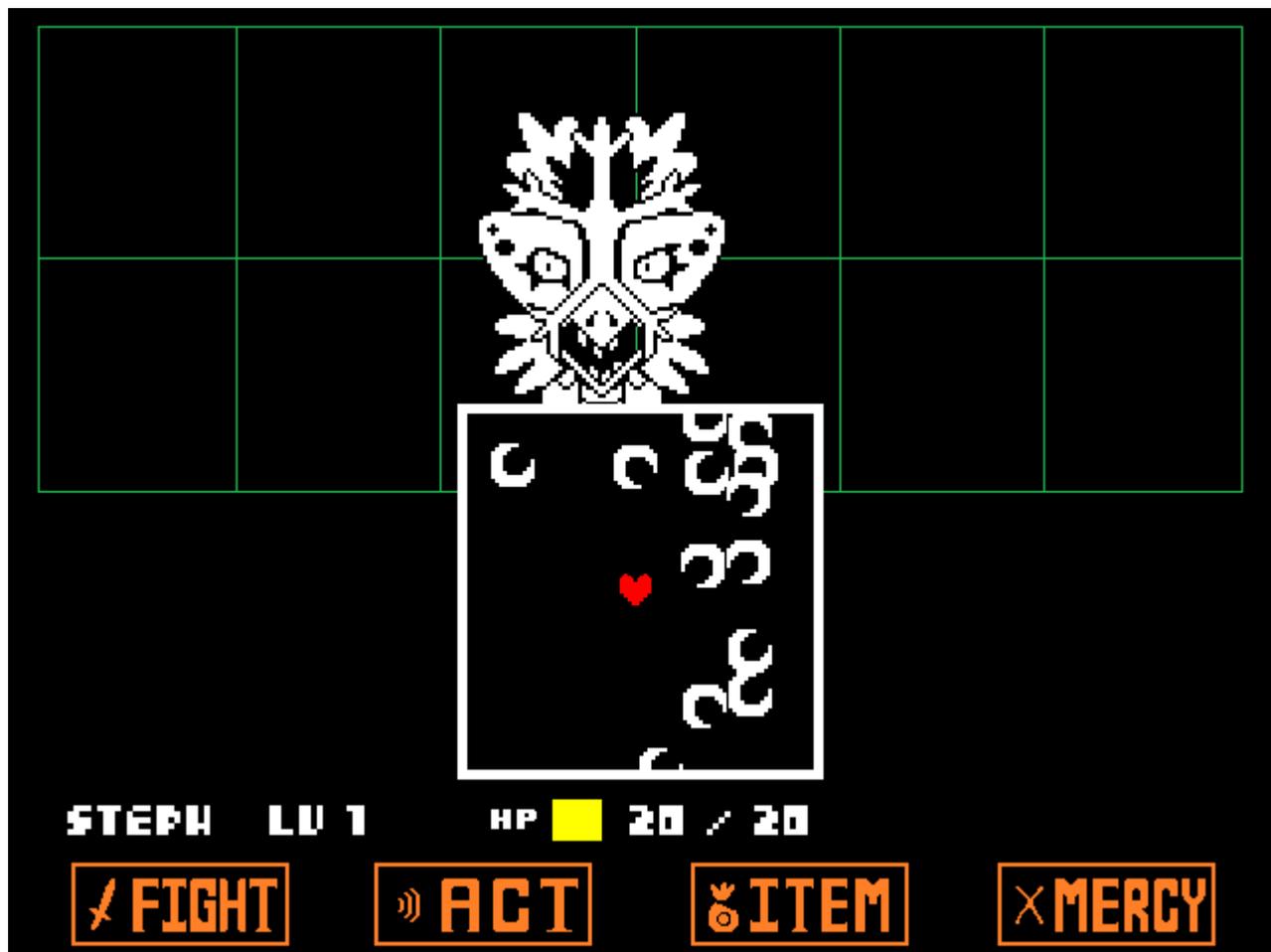
### Interesting Characters!

UNDERTALE has some of the most interesting and funny characters I've ever interacted with in a video game. From Sans with his jokes to Alphys with her love for anime, to Papyrus with his devotion to hunting humans, the characters in this game are not only funny and likable, they are interesting and well developed throughout the game. Furthermore, the player can affect the characters through battle options as well as dialogue choices. All in all this makes for not only a fun and entertaining gaming experience, but a great story to boot.



### **Pretty Environments, Killer Music!**

The environments in this game are just stellar. I found myself just standing in certain rooms, listening to the music while admiring the scenery. The backgrounds are well drawn, the levels themselves are pretty, and the music in this game is just really something else. Lots of famous RPGs (such as Earthbound, Chrono Trigger, and the like) are known for their soundtracks, and in that department UNDERTALE does not disappoint. The ambient level music in some areas is just incredible to listen to, and that's to say nothing of the bosses' tunes, which are just excellent.



### Cool Battle System, Interesting “Mercy” Concept!

As UNDERTALE is an RPG, you get random encounters with random enemies throughout most areas in the game. What makes UNDERTALE stand out from other RPGs, however, is its unique bullet-hell-esque (bullet-heck?) mechanic that occurs when an enemy attacks you. It reminds me vaguely of the Touhou games, albeit far easier. What’s more, there’s also a really neat “Mercy” mechanic that allows you to, if you interact with the monster in the right way, end the battle without killing the monster or gaining EXP. I hear it also has an effect on the end game, but let’s not get into spoilers.



## Wrap Up

All in all, this game is truly a gem. Disregarding the fps lock of 30 and the simple color palette of most battles, UNDERTALE is truly an excellent expectation-subverting RPG for the ages. I give UNDERTALE a 9.5 out of 10.

[psxextreme\_rating]

Publisher: Toby Fox

Developer: Toby Fox

Genre: Role Playing Game

Release Date: September 15<sup>th</sup>, 2015

Final Rating: 9.5

[/psxextreme\_rating]