



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, the game follows the story of a small human child who has fallen into a place known as the “Underground”, a place full of monsters banished into darkness by humans. Among other things, the game features a multitude of likable characters, absolutely excellent music, and a neat battle system with an interesting “Mercy” mechanic. Though it may also have some somewhat hamfisted storytelling, UNDERTALE is a great game.



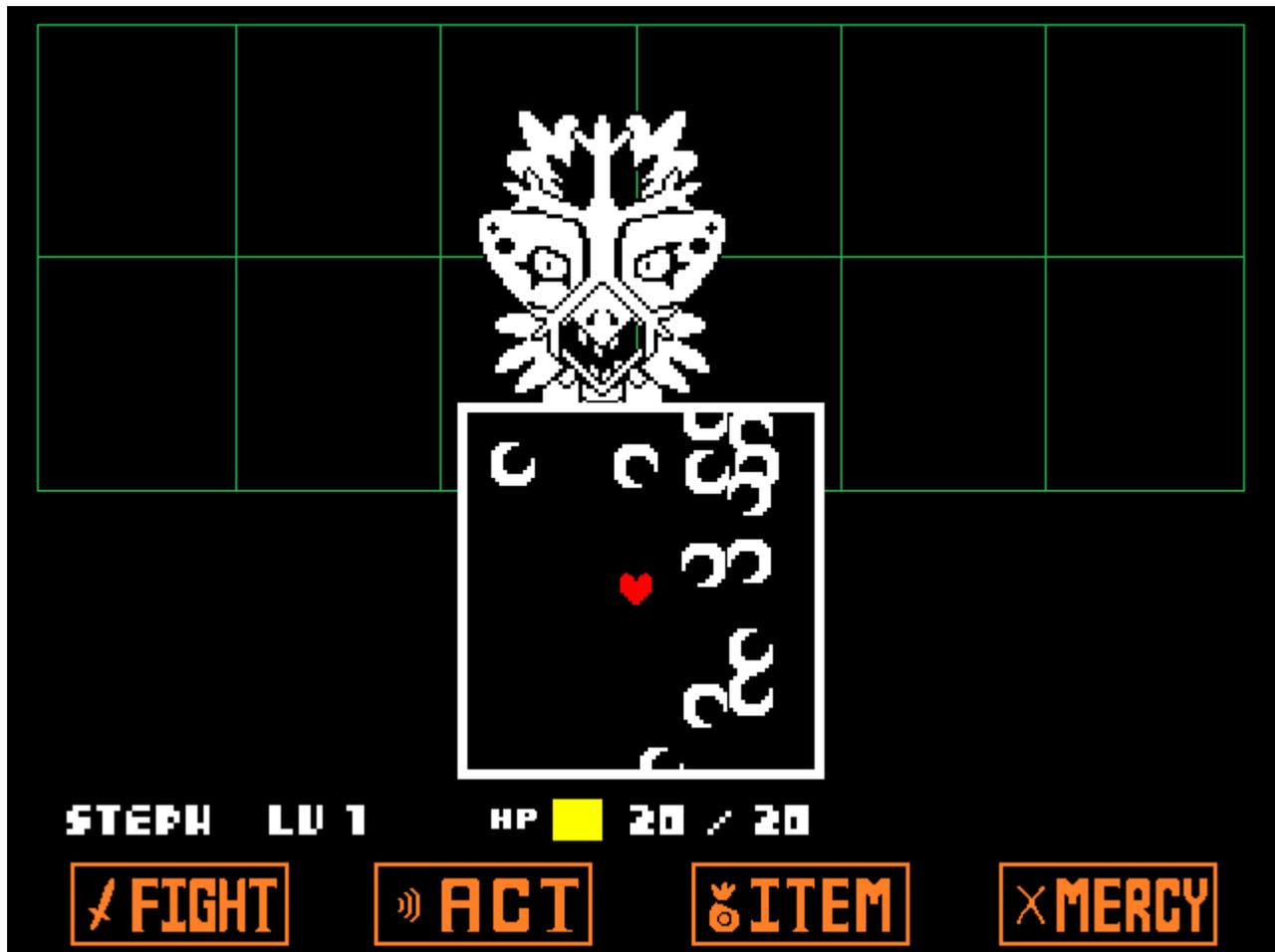
Interesting Characters!

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 as well. The player can also affect the characters through battle options as well as dialogue choices.



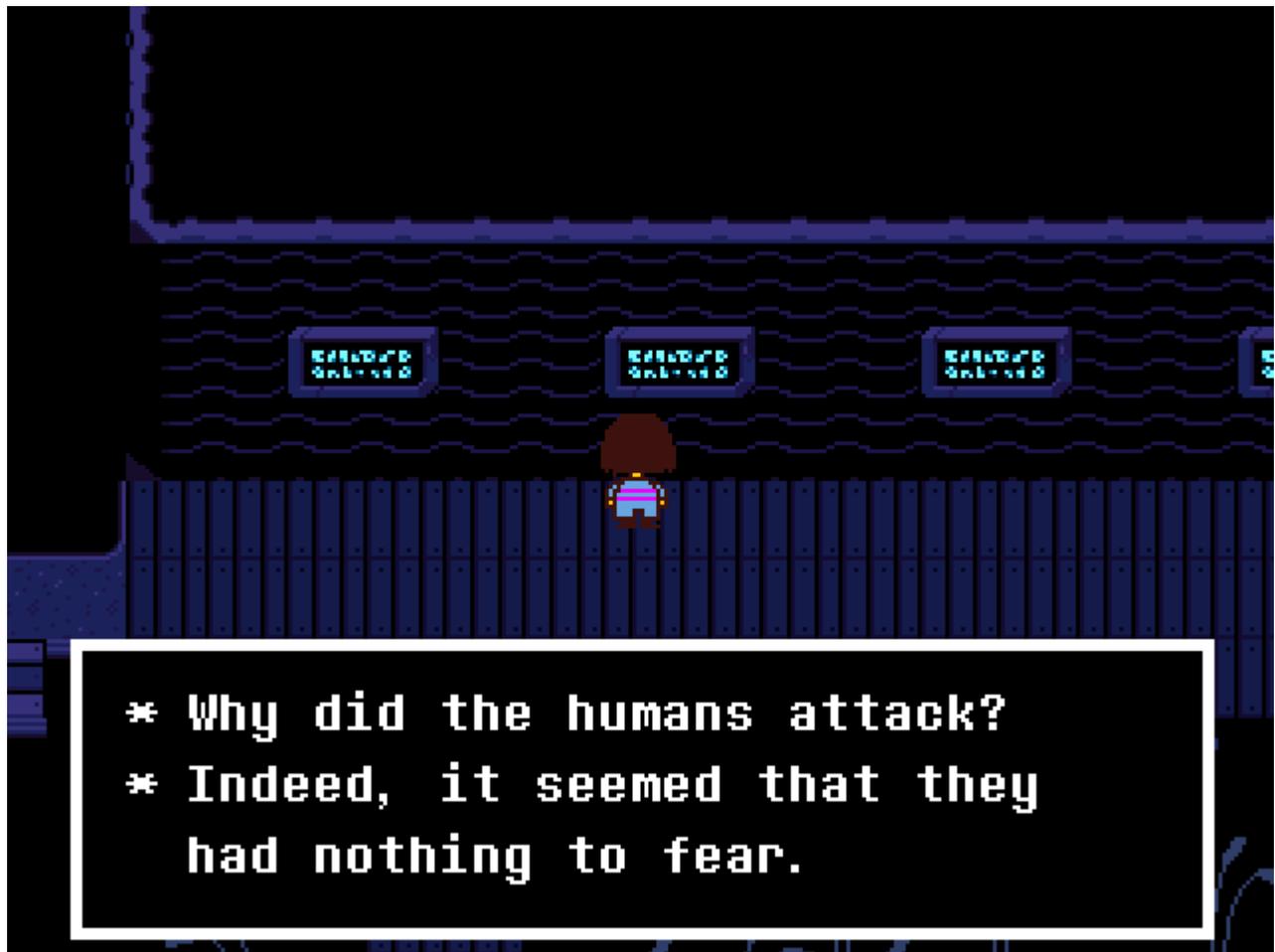
Killer Music!

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. Like, really. It's good. And that's to say nothing of the bosses' tunes, which are just excellent. Toby Fox, already known for his composing work on the "Homestuck" series, definitely does not disappoint with UNDERTALE.



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 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.



Ham-fisted Storytelling! Wait, what?

Unfortunately, UNDERTALE is not a perfect game. Such a thing does not exist. UNDERTALE falls short both in both exposition and mainline storytelling. There are rooms upon rooms of simple expository dialogue boxes telling the story of how the Underground came to be, why the humans banished the monsters, etc. It's really quite poorly done. Later in the game, there are even *more* dialogue boxes telling the actual story of the game (not the exposition!), and it's just frustrating to sit through. I really wish Toby Fox had figured out some other way of storytelling, but alas, it was not meant to be.



Wrap Up!

All in all this game is truly a gem, albeit a slightly flawed one. Though it may be locked at 30 fps, and its storytelling may be heavy-handed and awkward, UNDERTALE more than makes up for these shortcomings with its witty characters, excellent music, and a neat battle system. All of these together make UNDERTALE an RPG that I definitely will be playing and replaying over and over.

[psxextreme_rating]

Publisher: Toby Fox

Developer: Toby Fox

Genre: Role Playing Game

Release Date: September 15th, 2015

Final Rating: 8

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