Core Mechanical changes

- Recruiting enemies no longer gives stat boosts but rather you unlock the ability to summon them in battle for a certain amount of tension points for a huge amount of damage or buffs to your party, but outside of the tp cost only one party member can use a summon per turn.
- The mercy bar has been utterly removed with ACTing being more like a puzzle how it was in Undertale (even expanding on this to be more akin to using a charisma build in the old fallout games), also sparing enemies also gives you (the soul) experience points but half the amount you get from causing them to flee. Plus all the minigame acts that were just button mashing outside of the one for the rabbicks in chapter 1 have been completely scrapped.
- When you (the soul) level up all your party members, even the ones not in battle will get said level and stat increases but if a party member were to actually kill an enemy (say with ice magic) the killer a random stat increase for free regardless if you level up or not (you can in fact get both meaning a certain someone can quickly snowball if you go down the forbidden path).
- Tension points are now a defined number and while it's still showed as a percentage it will increse as you level up which will be necessary as stronger spells will be more expensive as you are able to get more tension points from grazing bullets.
- There would now be a magic defense known as will that some bullets and attacks from your party will hit
- The targeting system from Chapter 1 stays which combined with some abilites different party members will have and summons will give battles a ton more strategic depth.
- There would be a flee option in the mercy button like in Undertale.
- There's more status effects that can temporarily affect the battle: these being Poison (DOT), Paralysys (Chance to lose a turn), Confusion (affected target if an ally will be uncontrollable until they snap out of it and have a chance to hit an ally or themself), Tired (now has the added affect of slowing attacks for enemies or for allies reducing attack and magic attack instead of allowing for Pacify to spare enemies), Burn (weaker DOT than poison but will from burned enemies goes down by a quarter), Bleed (basically a physical version of burn), Parasitism (think leech seed in pokemon as in the bullet hell segments of fights will have patasitized enemies take a little damage and create a green bullet that homes in on the soul to heal you), Regeneration (healing over time), and Swooned (cannot be healed until this status is cured)
- Spells sort of work like how attacks are in Digimon Story: Time Stranger where you can find spells across the world that you can equip on any of your party while each monster or dark prince will have 1-4 unique spells that they unlock across the chapters (think Susie with her healing).
- Enemies now have a chance to drop items if they are spared or defeated (higher if defeated).
- Kris still has three slots that can take up either spells or armor (think how you can specialize Sora in any sort of build you want in kingdom hearts) but all dark princes will have 0 armor slots, instead they have three spell slots. The monsters you can have in your party are somewhere in between (for example Noelle has two spell slots and one free slot while Susie has two armor slots and one spell slot).
- The element system has been reworked and consolidated to actually be important and interact with certain equipment and enemies (kind of like epic battle fantasy). These elements would give a 20% increase in damage to opponents that are weak to an element and a 20% reduction in damage to attacks that are resisted by an element (with enemies rebalanced to fit with said changes). The new element sets being: Fire/Ice, Elec/Metal, Order/Chaos, Beast (certain things would rename it to cat or dog)/Puppet, Wind/Water, Paper/Art, Dark/Star, and Garden/Cash.
- Stats actually matter (outside of boldness) and allies and enemies can get their stats temporarily raised or lowered by items, or attacks.

- Like in the dynamic equips mod, you can now see what you equip on your party
- Like how it is in FNAF: The Flipside you can change the battle order of your party members on your turn.
- The game will run at 60fps and will be considered a singular game under the hood (meaning for example all saves will be as they are in chapter 2 and onwards) also language and volume settings will be put into an options menu.
- The dynamic borders will not be console exclusive and togglable in the options menu.
- Of course not really a mechanical thing but the characters would know when to shut up (except Berdly initially).
- The fast travel doors would be unlocked as you discover them and not near the end of the dark world segment of each chapter.
- Finally by holding C you can skip cutscenes you've already seen before and you can review dialogue like in a couple of JRPGs.
- The file select music for all chapters will now be a remix of NORTHERNLIGHT

Chapter 1:

- And now with the core problems that make Deltarune a terrible RPG mostly dealt with we can create our vessel which now has a slightly wider array of options (though the canon options 1 and 7 can be axed being replaced with better hair options) including being able to replicate Kris one to one in the gonermaker
- If you're just starting then it will start exactly like Survey_Program
- also the favorite food would be changed to Sweet, Sour, Salty, Bitter, Spicy, Umami, Soft, Cold, and Pain, the blood types would be more accurate to real life blood types, the favorite colors now contain all the soul colors + gold, and the gifts we can give it include all the soul traits minus determination alongside Mind, Ambition, and Voice.
- Two more options would be added those being if the Vessel is a boy or a girl and we would get an option on which stats to prioritize and which to reduce like in kingdom hearts between Defense, Attack, and Magic (this option will actually affect Kris' stats and what's prioritized per level up).
- Finally lower case letters would be allowed for naming the vessel + the character limit would be made to be 12 just like naming the creator.
- The chapter itself will be renamed to 'House of Cards'
- First major change is that Kris is the one narrating things by putting said narration into the first person which will help with characterizing him some more and Kris would either be made pale or a wheaty tan, or even make Kris an albino if we want to tie Kris to Elric of Melnibone and it works with his red eyes as nobody is actually yellow unless you have jaundice.
- Kris would also be in his pajamas in Frisk's colors but be exactly like Ness' pajamas in earthbound otherwise and you cannot leave before grabbing his regular clothes and then interacting with the bathtub to get a cut to black to take a shower and get dressed before then needing to brush your teeth and wash your hands by interacting with the sink (cleanliness is next to godliness after all).
- The shadowguys will now be the notes of music sheets the book of hymns would be on top of instead of action figures on the windowside.
- Checking Lancer in the first battle would introduce the element system.
- The Card Kingdom will not be a straight line from point A to B, it will still generally have the fountain at the easternmost end but the route will be a bit more complex and there's even side quests you can do along the way that send you on detours.

- Heal Prayer would be a spell that is equipable on anybody (except for Susie until after Chapter 4), Though Ralsei wouldn't be able to equip any offensive spells for a long while.
- Pippins and Shearies will be backported here from chapters 3 and 5 respectively
- If you spent more than $1 in the tutorial puzzle room Jigsaw Joe will explain elemental gear and admit he's terrible at rhymes.
- Seam's line about King's coup would be reworded to say "The fourth king seized power for himself and his son."
- After defeating K-Round you now get an actual decision to join either Susie or Ralsei, and by joining Susie, Lancer notes that he's a terrible bad guy so he'll join Ralsei as a good guy instead which would lead to an alternate fight of you and Susie against Ralsei and Lancer.
- Regardless you'll get moments where you'll get to choose either to have Susie warm up to Kris and Ralsei as in canon or you can start messing with Susie and playing with her sense of lonliness which will be important for later.
- the luster from the fallen starwalker bird will be slightly easier to catch
- the Egg Room odds for this chapter have been increased from 2% to 5%
- After interacting with the moss in the prison a second time, Ralsei would notice Susie drooling over the moss (something Susie denies).
- If you've been mean to Susie she'll refuse to talk to Kris or Ralsei at the elevator scene and will continue on as she did before (meaning no ACTing from Susie).
- On the wall of the four suit-aligned floors of the Castle would be a mosaics based on the original card art the Kings were designed after with their names and individual titles which would be revealed by inspecting them: Malik, King of Diamonds and Lord of Wealth, Roi, King of Hearts and Lord of Peace, Basileus, King of Clubs and Lord of War, and King, King of Spades and Lord of Justice, the last one would be damaged hiding his design.
- Seam's clue on the location of Key B would change if the player has Key C which would be to scour the forest for the place the stars don't shine. Increasing the odds of both success and finding the other two secrets (Original Starwalker and the Egg).
- Jevil would state "Take me and do your strongest" for both the Jevistail and DevilsKnife.
- The DevilsKnife and Jevilstail will have the unique property of adding a unique spell to the wielder, the DevilsKnife would be equipable by Kris or any monster and give you DevilBuster which is a weaker Rude Buster but if an enemy resists Chaos then it will do Cash, Paper, Beast, or Dark damage depending on what isn't resisted (otherwise being random), Jevilstail meanwhile would have a special property allowing it to be equiped on spell slots, but regardless gives the pirouette act from Jevil's fight to the wearer as a spell.
- King's base attack would be changed from 8 to 10, his spades-from-the-side attack would first be replaced by its faster final verion, then later by Queen's cut spade attack. Courage as by the current level of the soul would cost 70% TP.
- Ralsei's hatless talksprite would be resprited to more resemble his one with the hat on + his overworld sprite without the hat would be made more consistent with his with hat sprite (ie robes reach lower + sleeves stay green).
- Back in the light world if you've been absolutely mean to Susie before the elevator scene, Toriel will find out about Susie trying to bite Kris' face off through the phonecall and vows to make the school do something about this.
- The interior of Flower King will not have a TV instead with column of shelves with all sorts of gardening tools and there would only be one flower upstairs a yellow flower, but there would be six different colored sun lights, light blue, orange, blue, green, purple, and yellow and interacting with a certain spot will note a red one with a broken bulb.
- The rabbit will not mention humans being the only ones who can bleed.

Chapter 2:

- First off the tone of Chapter 2 (and later chapter 5) will be similar to the one of chapters 1 and 4 as 1. it benefits the game overal by having the tone be consistent and letting the game take itself seriously. 2. it would allow chapter 3 to stand out as the last lighthearted adventure.
- Instead of the beginning sequence we got, we're going to hear something from December for the first time about having to get home, but before she can finish Kris' phone ringing wakes us up and Kris answers it with Toriel mentioning the pie and that there was some strange sightings near the library and tells you to be careful, and by walking out of Kris' room you skip his morning routine following a cut to black and now are able to explore hometown before heading to school.
- Susie's arc is going to be far more spread out across the chapters with her canon chapter 2 personality being saved for chapters 5-7 (which will greatly help with her interactions with Gerson in chapter 4, also Susie will not be jealous of Kris over Noelle but rather his better living conditions and having a seemingly loving mother in Toriel) and Ralsei will also keep his hat on in one way or the other (after chapter 5 it will be able to be changed at castle town) and keep his spine from chapter 1 so imagine something sort of like the delayed development mod.
- However if you were mean to Susie once you get to school we see Susie walk out, pretty happy about getting expelled and even gloats that she'll gladly get front row seats to see everything Kris loves torn away.
- If Susie has been expelled you will then need a new monster for the prophecy since you metaphorically slayed the dragon. Luckily Alphys explains to Kris that due to Susie's expulsion you get to choose a new partner (of course you won't get Noelle and Berdly for obvious reasons) with you able to pick from: Temmie, Monster Kid, Snowdrake, Catti, and Jockington (also all of them would have unique talk sounds).
- For Temmie she realizes her egg needs to hatch to help with her project and so she decides that Kris can temporarily take the egg's place until it hatches. Her dark world design see the black outline and the white fur swap colors and wear pink and yellow outfits (sound familiar?) and her combat style being sort of like Sai from Naruto using pens as her unique weapon, having two spell slots and one armor slot with her first two unique spells being Neko a single target attack which has Temmie draw a cat that scratches an enemy dealing multiple hits with a chance to inflict bleed at the end, and Taka in which Temmie draws a bird the swoops down, does a little chip damage and has a chance lower enemy defense.
- Catti and Jockington are for now a 2 for 1 deal with Catti despite being a warlock, weilding Jockington as a wand and their unique weapon being daggers for Jockington with Catti having two spell slots and one armor slot with her unique spells being Eldritch Blast a spell you have to aim for your target's weakpoint and Foresight which allows you to see which enemies will be targeting who on your turn for a few turns.
- Monster Kid will be easy to convice because by now he hasn't gotten along with Snowdrake yet and vice versa, Monster Kid will have two armor slots and one spell slot, using helmets as his unique weapon like Jockington and his two unique spells will be Head Charge a heavy hitting single target attack that does some recoil, and Psyblast a magic attack that damages all enemies and has a chance of confusion.
- Snowdrake meanwhile is gonna be the bard you can pick up with two spell slots and one armor slot using instruments as his weapon with his two unique spells being Heckle which has Snowdrake mock the enemies debuffing their attack, and inspire a buff move that involves Snowdrake doing some good acting to increase the party's attack temporarily.
- From there if Susie has been expelled, Kris tells your new academic partner that there's some things he needs to do in the supply closet and convince them to tag along, then get interrupted

by Noelle who laments some about Susie's expulsion and how the staff didn't even try to understand why she lashed out at Kris. Of course if you didn't do that Susie will attempt to rebuke Noelle calling her a "preppy bitch" and telling her what she and Kris are up to is none of her concern. Of course after Noelle leaves, Kris has to explain to Susie that he and Noelle were childhood friends which then gives Susie the idea of making Noelle do her and Kris' project for them (meanwhile Noelle is going to act a bit creepier around Susie).

- Then if Susie has been expelled, Ralsei tells Kris that he'll catch your new partner up on everything so far while Kris goes and grabs the rest of the Chapter 1 darkners.
- Castle town will keep its archectural style from chapter 1 but the buildings will be influenced by buildings in the different dark worlds different enemies come from.
- However Kris will grab fewer and fewer items from the abandoned classroom depending on how many darkners you spared. Then once you get back Ralsei will give you a tutorial on summons which is now unlocked.
- Talking to Topchef with the TopCake in your items will allow the SpinCake even after chapter 1.
- Malius' crafting can now if you have the crafting materials upgrade your weapons and armor so they can stay on part with new equipment and upgrade the signature spells of party members to become stronger but cost more TP so that they stay relevant even as you pick up and equip new spells that would otherwise outclass them.
- King WILL NOT have his character assassinated at all, but he will be seething with rage believing the entire cage down to the hamster water bottle was designed to degrade and humiliate him, and when Lancer is brought up King will outright disown him due to his betrayal. Finally before you leave King will say that when the knight's plans inevitably come to fruition, his people will come crawling back to him.
- From here on out, taking a cue from CWC adult chronicles fighting will be rolled to the ACT button and Kris' options in battle will be ACT, MAGIC, ITEM, MERCY, DEFEND.
- And as Lancer hops into your pocket you get a small hint about swapping out dark princes at save points.
- The traffic Jam forcing you into the Library is gone, you're just not allowed back in your house until the end of the chapter with the reveal of the door being locked moved here from chapter 4.
- From here on out upon entering a new dark world the lightners (and also Ralsei and Rouxls Kaard) would get new outfits for the cyber world the lightners would have high-tech outfits with Kris getting the one in the second link, Susie getting something with a similar design philosophy as her rythym game outfit, Temmie will get a sort of futuristic painter sort of look, Monster Kid will essentially be wearing a cyber football uniform, Snowdrake will be dressed up as if he were a DJ, Catti will have a sort of cyber goth look to her cyber world design, Jockington will just get different shades, Rouxls will be in full pirate garb, Ralsei will wear a hoodie and his scarf, as well as something like the netrunner suits you can get in cyberpunk 2077 and then finally Noelle will be wearing something similar to her cyber world design in the first link but her hoodie would be made giant (Berdly's cyber world design would stay unchanged from canon chapter 2).
- Also Cyberworld before the City will bear slightly more of a resemblance to the computer lab while keeping the futuristic vibe of the original and the alice in wonderland vibes of chapter 1 (as well as not being a straight line as was changed in card kingdom as well).
- Ralsei would gain Fluffyguard as a permanent part of his arsenal starting in this chapter (though it would be nerfed), Susie would get a second spell called rude gesture a spell that redirects all enemies towards her, and Lancer's unique weapon would be bikes and his first two spells are Peelout a weak multi-hit move with a chance to burn and Spade Buster a single target spell that can be timed for a crit like a normal attack.

- Here we would begin to see enemies play around with status effects, buffs and debuffs such as Werewires and Werewerewires having bullets that have a chance to paralyze, Virovirokun being able to poison, Ambyu-Lance giving other enemies regeneration, etc. Some enemies would also now only be recruited by defeating them by fighting like Werewerewires which will tie into what Susie said about how some people can't be reasoned with.
- Sweet, Cap_n, and KK are all going to be completely removed, they're annoying, their theme sucks donkey balls, and overal simply exist to bloat the cast so instead the intial opening medly of cyber world would be done by Queen and at the arcade machine segment (with the punch out segment removed) Noelle will call herself "The Grand Vizier" and in a very professor chaos esque fashion act as a saturday morning cartoon villain in a bid to impress Susie (if she hasn't been expelled but if she has then she'd be putting on the act to try and prove to Queen she can be more than just a peon) which would even get some unique dialogue from Lancer if he's in the party instead of Ralsei.
- Soft voice would tire all tasques on screen while roar would buff their attack and defense for 3 turns.
- The fireworks below the bridge would not activate until you have all three checkmarks and talk to the hacker
- Of course after the arcade before Kris can engage in a fight against Noelle (or Susie can bite off her face if she isn't expelled) Sweetcapncakes' replacements arrive, putting themselves between the trio and Noelle: Surround and Sound based not only off of the speakers in the computer lab but also Daft Punk with Surround speaking only in french with Sound translating. Causing Noelle to go on an evil monologue about how she knew the heroes would either talk her out of her evilness or kick her ass so she hired Surround and Sound as stone cold mercenaries to prevent either of those from happening (and to capture the heroes for Queen).
- Of course the Surround Sound and Noelle fight would serve the same purpose as Sweetcapncakes with your monster party member changing the whole party's fight options to match Kris' which would replace s-act and r-act, thus adding more complexity to pacifist as certain party members have exclusive acts that can help or hinder recruiting an enemy.
- Afterwards Noelle loses all her confidence in her capability to be a villain which leads to the first Berdly fight as in canon.
- Cyber City would reflect a lot more of the internet being down in the light world with stores shuttered, crime on the rise, protests in the streets, and mass poverty and homelessness (in fact your first encounter with spamton in the normal route would be near a homeless encampment). Thus the city becomes your main hub-world in the normal route and where a majority of the side-quests are (especially once you reunite with your party).
- Noelle's UI elements would be white instead of yellow.
- Queen as she regales Kris over how much he 'gets' her makes one little request at the end, and that being to talk your party out of sealing the fountain and working with her asking "isn't making everyone happy what a hero would do?" (also this is where the punch out game foreshadowing giga queen will be moved to).
- Hospitality would cost 12% TP per Ambu-Lance tying it to healing magic.
- Annoying Mouse Room 3 will send you back a room if you fail it.
- Berdly's second fight in the normal route would send you back to the previous room if you lost instead of giving you a gamer over.
- The D-E-C-E-M-B-E-R scene would have all letters visible on the display
- Susie would not mention Dragon Blazers II instead she'd reference some sort of first person shooter and playing a mission where you have to save a wounded comrade (Berdly would still see Susie as a gamer because of this).

- Spamton’s shop would replace a sold out keygen with pipis which would heal + raise attack and magic.
- Swatchlings would gain small badges on their tuxedos that would indicate their color to a colorblind player.
- Lancer would not turn to stone, puzzling Ralsei (since now Lancer is a prince from the dark that can be a party member).
- The basement teacup segment would have slightly more I-Frames.
- There would be a Savepoint here
-



- due to it being in the middle of a long stretch of cutscenes that skipping cannot make bearable before the Rouxls house game fight.
- During the acid tunnel scene it’s made much clearer that Ralsei sees Kris as an older brother type figure.
- Puppet Scarf’s unique spell would be consuming a pipis like what Kris could do in the weird route but now you can make others consume the pipis while dealmaker like jevilstail can be equipped on spell slots and its unique spell is [BIG SHOT] where you charge up via button mashing to fire a big shot.
- After Queen gets a resounding no from Kris and your other party member on being the new knight, she does a Hal 9000-esque mood shift and tells them that it’s they should reconsider as she can’t let them seal the fountain, and then the queen fight commences with her beta theme playing instead of attack of the killer queen as it’s so much better.
- Queen’s fight overal will have her social media attack’s bullets have a chance to confuse whoever’s hit by them and her plug attack has a chance to paralyze (yes there’s gonna be a parafusion based difficulty spike).
- Of course if you haven’t expelled Susie and try throwing Kris at the wire controlling Berdly, Queen will grab Kris by the throat before tossing him back dealing a little damage and disabling the act, turning it into X-Slash (if you did expel Susie however then Kris will just have X-Slash in magic alongside courage and any other spells you equipped on him by the Queen fight). Also freeing Berdly by some other acts won’t end the fight, merely add him as a temporary 4th party member with Queen calling it a minor setback (though he’ll still break his arm if you don’t).

- Berdly of course would of course have two armor slots and one magic slot with his two unique spells being Spear Blast which hits one target and then deals weaker damage to other enemies, and Chirashi which hits an enemy with a chance to confuse.
- Also Temmie, Catti, Monster Kid, Snowdrake, Berdly, and Lancer will all get their own equivalents to Red Buster and Dual Heal with Temmie's being Ryu which has Kris' soul inspire Temmie to draw a fire breathing dragon that does a lot of damage and has a chance to burn, Catti's being Hell Nuke which empowers an eldritch blast with the soul's power to hit all enemies, Monster Kid's Mind Melt which enhances Monster Kid's psychic attacks with the soul and while it deals less damage than the others, it has a higher chance to confuse, Snowdrake's Power Note which deals damage and heals the party, Berdly getting Gigabrainblast where his holy halbird turns red and fires off a railgun shot that can possibly lower will, and finally Lancer getting spade gattling empowering his Spade Buster with the soul.
- From there Giga Queens animations would be more serious and you can check it to see that it's Queen's ultimate weapon plus the ultimate mech for the heroes would look slightly different depending on which partner you picked if you got Susie expelled finally for the end you have to button mash both punch buttons to knock it back.
- Then once Queen has the party in her Mech's clutches Ralsei will finally convince Queen to hear him out (if Lancer is in the party he'll run up and do so) with Queen telling him to do so lest she kill the party and then Ralsei exposits about the Roaring and afterwards Queen starts to think and realizes if creating the fountains starts the roaring, and the roaring would throw the lightners into eternal despair that means creating more fountains wouldn't make the lightners happy so she decides to surrender.
- Once the Fountain is sealed you have a choice to either bring your current party member along or if you've freed Berdly from the queen fight bring him along with you (if you don't you'll get a questline in chapters 5 to get him in the party).
- Queen is going to be in jail due to her mind controlling numerous darkners and also Berdly to make them loyal peons, in fact she's gonna be in the cage the kings used to be in (they're slightly bummed out about it but understand Ralsei's decision.
- If you load Spamton into the mannequin he'll sell you his shadow crystal for 1997 kromer and you can even buy a constant supply of Pipis.
- Whatever darkner replaces Sweetcapncakes in the shop will mirror Seam by selling every non-unique armor of each chapter and before you leave the shopkeep head stops you to deliver something Queen was able to quickly burn while in jail, those items being the Data Disk-J and the Data Disk-Q.
- The Data Disk-J requires you having to have beaten Jevil or have found the original Starwalker, and the Data Disk-Q requires you to have at least put spamton into the empty drive.
- Asgore's dialogue in the grocery store has been altered to see that he keeps his favorite flower (singular) in glass.
- As for if you expelled Susie (or you didn't and brought Berdly home with you) as your partner is helping Toriel make a pie we learn a little bit more about them or have a comedic moment with Temmie lamenting that she's expected to be the first of her family to go to college and thus doesn't have much free time, Monster Kid just planting his face in the dough since he has no arms, Snowdrake reminiscing about his mother and how they used to do fun things, Berdly asking if Toriel could just leave him the instructions because he doesn't want to rely on others anymore, and Catti and Jockington having an argument over missing work.
- Then depending on what party member you bring home they turn on a different tv channel: anime for Temmie, sports for Monster Kid, a comedy show for Snowdrake, a horror movie for Catti, and playing video games with Berdly.
- The chapter 2 credits would have the particles from the dark fountain being created in them.

Chapter 2B:

- Once you're on the weird route the music will change to a remix of the sword theme from Original Game and like it the new battle music and welcome to the city will progressively slow down as you go further down the forbidden path.
- Kris will actively try to sabotage your efforts first by telling you there's nothing of value or that you're wasting your time when interacting with anything that doesn't hold items or is frozen solid.
- Then in the Berdly fight, Kris will reverse your controls and sometimes skip his own turn and do nothing, also every time you tell Noelle to use Snowgrave takes a turn if Kris isn't downed
- Once you get to Pandora Palace from the manhole, your party isn't there. You have to go into the palace yourself and free them yourself (though you can skip a lot of cutscenes if you don't free them it'll just be harder).
- Susie's dialogue will instead of her relaying to the party that she told Noelle it's all just a dream imply a pipis is blocking the door to her room which will be very important later as her character development going forward will be stifled some even if you abort past this point.
- We will actually get a Queen fight here, but after that she brings out Giga Queen and it goes on as it does in canon.
- Finally Spamton Neo's theme here will be different (with the freedom leitmotif a bit better hidden).
- Killing Spamton NEO in this would give you both the Dealmaker instead of the Puppet Scarf
- Once the Fountain is sealed, it's made abundantly clear that Berdly is at least in critical condition and Noelle will call 911
- If you picked Catti to be your academic partner from expelling Suise, Catti will note that something isn't right with Kris and Noelle (the implication being that she's starting to get suspicious).

Chapter 3A:

- All the lightners you can have on your party will be wearing snazzy suits akin to the ones Kris, Susie, and Ralsei wear in the original's sharpshoot act in this dark world with albeit Ralsei's will be changed to have his fur its chapter 1 black and he'd actually be wearing his scarf with his suit and Rouxls would be in a full Cowboy outfit.
- Alongside Susie's ultimate healing everyone but Ralsei would get new spells at certain points across the chapter. Kris would get Blade Beam, Temmie would get Ōkami which summons a wolf that adds an extra attack to a party member you select, Catti would get Hellish Rebuke which would function as a counter, Monster Kid would get Hypnosis which prevents enemies from targeting him for a turn, Snowdrake would get deafen which hits all enemies with sound, Berdly would get outsmart which functions like a counter like Hellish Rebuke, and Lancer would get DigUp which digs up either some a rock (which deals damage to a random enemy), money, or a healing item.
- The first area of the chapter will look like a polluted, devastated version of the field of hopes and dreams (tying back to how the dark world used to be verdant before Tenna bulldozed it).
- First major change is that Kris and your academic partner/Berdly will be woken up by Undyne who starts asking about the incidents Toriel called the police over (likely with Susie trying to keep up her mean girl act and call Undyne a pig and Undyne suspecting Susie to be the culprit)
- Thankfully Ralsei and Lancer will arrive as Undyne asks about Toriel's possible location in the dark world and the prince from the dark that isn't in your party asks if he can help Undyne and thus they head off to help with the investigation and won't be available for most of the chapter.

- The hallway cutscene in the beginning would be massively trimmed down also Susie would not be a complete idiot and know already Ralsei or Lancer can't go to the light world because they're darkners but instead asks why.
- Ralsei/Lancer's explanation of how darkners work would not have flashback playing in the normal route as that tune would be saved for the weird route plus the monologue would keep going as you walk up until Ralsei/Lancer start talking about darker than dark where it proceeds as normal.
- Of course if it's Lancer explaining it he would lament that it isn't fair that darkners shouldn't have feelings and if it wasn't right for the card kingdom darkners to enjoy being played with if that was the case.
- Of course Tenna would reveal that Undyne and Lancer/Ralsei who were sent ahead to search for Toriel have also been made contestants (much to Undyne continually trying to ask about Toriel's location)
- Any and all mentions of the real Ralsei plush from fangamer will be removed, it's a shameless grift and shouldn't have been in the game in the first place instead being replaced by one of the plushies besides the home bed in Undertale that you can't actually buy (and only mentioned once).
- If Susie's been expelled or you brought Berdly home with you Undyne will be the one to say that they're not playing. Regardless afterwards, Undyne begins to try interrogate Tenna on if he's seen Toriel to no avail when Ralsei whispers to her that the party could play which would allow Undyne to go snoop around for Toriel unimpeded (Susie of course will try to get out of it if she hasn't been expelled until Ralsei talks her into it).
- The reminder manual would be removed.
- If you have Lancer in the party then he'll enter POO as his name.
- First major change is that the boards would be completely overhauled to not be glorified cutscenes, instead the boards would now be closed off areas based off of different parts of the house, board 1 is based of the kitchen and dining room, board 2 the bathroom, and board 3 a wild west area based on the hallway and Kris and Toriel's rooms. But the zelda boards aren't completely gone as for some puzzles on said boards you need to enter a TV screen with a sequence akin to pokemon red and blue to enter the original boards (which would have their soundfont and color palletes altered to more accurately fit the NES akin to something like mantle.nes) with the zelda segment corresponding with the board with the third board having the unused city board.
- Each of Tenna's boards will have a save point at the beginning that wouldn't cost anything to use but it wouldn't have any storage nor would you be able to check recruits.
- The battle theme for this chapter would not be Rude Buster
- Tenna would clarify at the start of the first board encounter that causing enemies to flee when on the boards won't prevent you from recruiting them later because they're paid actors.
- Lanino and Elnina will be moved to their own dedicated weather channel segment, plus their HP would be reduced so that an actual fight path to beat them is viable, and they will be the first enemies to have orange and light blue attacks (also the Rouxls Kaard throuple subplot will be completely removed instead we'll have them break up and get back together).
- The credits would show the name Mike Pawnsmith (since we are scrapping that stupid ass mike joke) as director with Tenna being the host before Tenna roundhouse kicks said credits.
- Once in the green room for the first time we see Undyne get kicked from backstage by the aforementioned Mike (the real darkner behind the show and possibly based on the TV's cord?) and some shadowguys after which Mike introduces himself and overal comes off as really slimy which gives your monster party member the idea of possibly that Toriel might be inside.

- Also the scene between Spamton and Tenna is gone, instead if you have talked to Spamton about Mike, you can mention Spamton to Mike to which Mike pauses a little to think before he recalls how he suckered Spamton out of his chance to be a big shot.
- With that your party slips backstage and find a way into cold place early, finding the gatchapon then attempting to wake up Toriel, and when she does wake Kris and your monster party member have to calm her down and explain what's going on with how Tenna kidnapped her. From there Toriel concludes that it'll be too dangerous for her to go with the party, and thus Toriel decides that she can figure out a way to help them out (This combined with Undyne's improved relevance in the chapter will allow for an interesting moment for Susie as she's conflicted between how Toriel sees her and how Undyne sees her if she hasn't been expelled or you haven't brought Berdly with you home).
- From then on Toirel will find ways to help you out, with the tutorial for this being Toriel slipping a note for Undyne to the party and then delivering it to her and if Susie's with it, she's skeptical but comes around to it after Kris and Ralsei/Lancer confirm Susie didn't fake it.
- Ramb however is getting major overhauls as 1. He will not be ossifying as he's native to TV town. 2. he will have a fake storefront with all his talk options here plus some cryptic hints. 3. once any two boards are Z, S, or T Rank Ramb will ask you go get the oddplug, the only problem is that now you have to search around some areas on the boards you weren't allowed to enter such as a restaurant based on the fridge called "The Icebox" that only accepts the most elite clientelle.
- Once you do get the oddplug and oddcontroller Original Game refuses to turn on worrying Ramb, but he gets the bright idea of plugging himself in and once Kris does and Original Game actually starts, cut to the other two party members as they get ambushed by Ramb and the soul turns purple (since Pink is gonna be scrapped the purple soul will need to go somewhere) as we're going to shift back and forth between Kris playing Original Game and the rest of the party fighting Ramb for the shadow mantle with the fight ending with Kris getting the shadow mantle as normal (though maybe Eram could be made easier as you're now juggling him and Ramb), but back with the other two party members Ramb tries to keep the games going but the heat and electricity kill him.
- Instead of a Zapper in the green room we get a new darkner based on actors as a whole. While in the greenroom Kris can start a fight with the miniboss if you go ahead with this you'd be locked out of future boards until you reload.
- The pippins would sell you ranks for 300 points per rank for those who want to fight Ramb and access the other secrets without having to grind out ranks. These pippins would also offer points for dollars
- Susie will say the proper line for her flavor text with the toxic axe.
- Depending on which Monster you have in your party you get a different minigame replacing Suziezilla: Magical Tem for Temmie a bullet hell minigame where you fight enemies with Magical Girl powers, Five Nights at Ice-ee's for Catti and Jockington a sit and survive where you have to keep the animatronics from jumpscaring the TV statue, Comedy Sim for Snowdrake where you have to make a crowd laugh using the Pink dating sim mechanics, Soccer Star for Monster Kid a sports minigame where you have to pass the ball to your team mates and win the game for Tenna, and Karate Kingfisher for Berdly, a beat em up where you have to take down enemies with your epic martial arts skills.
- The Zapper standing outside of the cooler would give you an accurate number of times you drank from the oasis instead of always defaulting to 8
- Inside the A-rank room alongside the already accessable games you can continue to buy future games with each board.

- Board 3 would start with Ralsei Rancher before getting to the area proper, with the gang still in their wild west getups and alongside some puzzles you get a wild west showdown esque fight with Rouxls Kaard which will be the final send off for any sort of relevance for Rouxls (since the combat throuple joke later on is going to be replaced with another Lanino and Elnina fight). Then the end would be going to the city board with the elevator taking you to the top of the tower due to budgetary reasons where you fight the actor darkner as the boss, leading to Susiezilla/its replacement if Susie is expelled or Berdly was brought home instead.
- After board 3, your party + Undyne sneak back into cold place and if you have Susie in your party then we have a confrontation where Toriel stands up for Susie, and finally convincing Undyne that Susie is innocent before Tenna and Mike find out Toriel has been awake the whole time leading into the Doom board which is much shorter and without the rhythm game.
- At the start of TV world some text noting that the Data Disk-J and Data Disk-Q have fully loaded and moved to the armor inventory. Of course the main flaw with swapping out party members is that Kris cannot be swapped out at all plus how you won't get to swap party members by the later parts of the weird route. Hence where the guest system comes in as an unsellable armor that goes into the first slot regardless of what it is. When equipped it swaps out the party member the data disk that its equipped on with either Jevil or Queen with their custom acts, fight, magic, etc.
- The guest would enter with the stats of the replaced character as well as inheriting all the other effects of equipment the replaced character might have.
- Jevil's spells would be based around chaos and rng and while he's active nobody can equip the devilsknife of jevilstail and the replaced character cannot equip the puppet scarf or the dealmaker them being Russian Roulette: randomly selects an ally or enemy putting you in something akin to the fight timing where if you miss it you deal no damage but if you land a hit then you deal 20% of the target's HP, Clown Around: set the party's HP to Jevil's magic stat regardless if they're down or up, and Shuffle: deals either Cash, Paper, Beast, or Dark damage at random on a random enemy.
  Queen would specialize in power spells that cost a lot of TP with her spells being Megabyte hit an attack cursor for 70% of a regular attack, SleepMode tires all enemies, and BottomsUp which is a reskinned FluffyGuard.
- In the controller room you'd be able to put the Data-Disk Q into one of the screens and get an explanation from Queen on how they work.
- The city minigame set would use the third unused Smorgasbord 3; a Zapper, a Shutta, and a Shadowguy and also destroying all houses would award 100 points

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- Before the bossfight a horde of enemies would attempt to swarm the party when Undyne tells you she'll hold them off letting you move forward and by this point the data disks will be "petrifying" and thus Kris, Susie (if she's in the party), and Lancer will refuse to equip them.
- Then Toriel would be verbally chewing out Mike and Tenna when the party would arrive, we get the flashback involving everybody leaving and we would get a bossfight against both Tenna's fight would be a proper Wario Ware game before the boss round seemlessly transitioning into Mike's fight (also the Red Buster and Dual heal style spells would be back once you get to just fighting Mike)
- After beating Mike and Tenna, Mike would put a gun to Toriel's head before she can get a word in and says what's what, you can play games and watch shows on the computer, that's why nobody wants to watch TV anymore, but in the Knight's plan he saw an opportunity he couldn't pass up, shutting up Ralsei (which would piss Ralsei off as he bites his tongue) and telling him he already knows about the roaring and that he plans to help the knight cause the roaring and then stab it in the back and rule as king of the world.
- This would be when Ralsei then tries to explain himself giving mostly the same speech as in canon, and if you didn't bring Susie home Lancer would step in and give a similar counter argument Susie does but of course talking about how after two chapters of growth he feels about his dad and how lonely he was before chapter 1(of course without the flashback sequence from canon) Mike of course would call Lancer/Susie an optimistic sap and that the only way to keep the lightners from throwing you out is power, but Tenna is convinced, apologizes to Toriel and it seems like Mike was gonna be carried off to jail and everything is gonna be hunky dorie, only for The Knight to show up and kill Tenna.
- Mike of course would grovel before the knight and say that Toriel's ripe for pickup, terrifying Toriel when the party stands between Toriel and The Knight leading to The Knight battle (which would still have the red buster and dual heal type spells).
- Undyne would then arrive from behind Toriel and then instead of being kidnapped, the Knight would leave with Undyne, your monster party member, and Kris giving chase leading to Undyne ending up trapped in the bunker with the Door shutting on our playable duo.
- With that chapter 3 would get it's own credits song named Follow me into the Dark.

Chapter 3B:

- Yes Chapter 3 is getting weird route content (though not much) to start out Susie will be a lot more violent than in 3A if she's brought home and Kris will actively refuse to participate in the games and once put into board 1 your monster party member will assume he's worrying about Toriel and so the two of you look for an opportunity to sneak off of board 1, meet with Undyne and Ralsei/Lancer backstage and sneak into cold area, and before anyone can try and wake Toriel, Mike will put a gun to their heads.
- But as Mike goes to throw everyone out, he would take a good look at Kris and get an idea, muttering how a killer without any contractual ties to Tenna could be very useful and thus you skip board 1.
- After board 2, Mike approaches Kris privately, mentioning that he has made reservations for the both of them at the icebox, and you can abort the weird route by not going to the icebox and going to board 3 as normal, but of course if you do you go to the icebox, take your seat and order some food and drink.
- Then Mike gives you the scoop, both Tenna and Mike work for the knight, but Tenna is only in it so that people watch him again and he keeps getting in the way of Mike's vision. That is where Kris comes in, as Mike wants Kris to do a hit job on Tenna, of course to stay on the weird route you have to accept.
- Then you go backstage, first sneaking around to find the right weapon for the job in the kitchen area, finding a sharpener and honing the dark world equivalent to Kris' knife he carries everywhere: the TemperedBlade (if you aborted the Weird route in chapter 2 you can get this from gatchapon but Kris won't equip it) which has the lethal property, then you fight every enemy in your path on the way to Cold Area as Tenna is checking on Toriel when you arrive to perform the hit, leading to a Tenna fight and hacking Tenna's arms off and killing him.
- Kris of course tries to leave on his own, only to be stopped by Mike who congratulates Kris on whacking Tenna, but notes all the enemies you killed on the way and how he had to clean up a potential PR mess when the job was supposed to be an in and out operation with Mike's plan being to blame the knight to get into your monster party member, ralsei, and lancer's good graces.
- Then the rest of the party arrives, and as Mike leads the rest of party to the fountain The Knight arrives and the chapter ends like it does in 3A.

Chapter 4A:

- Toriel's "strange dream" would be her actions in the events of chapter 3. Plus if Susie was brought home she'd make a certain reference after saying she didn't need to be told twice (to a chilly reception from Kris) and Toriel laughing before Susie can finish
- Rudy, Alvin, and Catty would be mandatory interactions for figuring out the church clues.
- If you brought Berdly home, he and Kris would catch up your academic partner on what happened in chapter 3
- Your academic partner wouldn't speculate the knight took Undyne for her code but wonders if it was trying to lure away someone who could tell the codes to someone.
- The only way to acquire the ancient sweet in the church would be to have never picked up any food.
- Rudy's "handwashing marathon" line would not repeat here depending on previous interactions, instead asking Kris if he expects the sink to dispense wine.

- The data disks would be available up until they suddenly turn to stone and returning to key items when entering the second sanctuary's study.
- TV Studio would have 4 doors (Ralsei Rancher, Cooking, Music, Suziezilla/other party member specific minigame)
- The Love Dojo would be removed instead you'd be able to access the Dojo List battles from chapter 2 plus some new ones can be played.
- If you have all recruits you would gain access to Chapter 3 All-Stars, a challenge which would include all the enemies from chapter 3 ending with two of the actor darkners.
- Having Shuttas, Swatchlings, and Tasque Manager recruited would grant access to the Dojo battle Color Photography where Swatch (who would be a Swatchling on crack) would fight alongside a shuttah (your party would also gain the act "colorblind mode" which would make the colored bullets numbers) to spare Swatch you need to touch a red, orange, yellow, green, light blue, blue, and purple attack in order. The prize would be a ReviveMint.
- Speaking with Toriel at her house in the walkaround would have her mention, that she had to do a lot of cleaning as there's a lot of dust in the house. If the Player blew apart every dust pile in chapter 3, she would instead mention finding something while cleaning this being how players continuing a save file can obtain the AncientSweet.
- If Susie hasn't been expelled she'd take you to Castle Town first before heading to the Holiday Manor to revive Tenna.
- When back in Castle Town, Ralsei will ask Kris to go to his room and grab a particular scroll and once in Ralsei's room you can find a scroll labelled "ReviveSong" handing it to Ralsei he admits he hasn't really been able to make it work before as he then casts ReviveSong on Tenna's corpse, only to fail regardless of what you have done (because Tenna is staying dead).
- Berdly's proposal to Noelle would be reworded with Noelle instead saying "I could definitely… use a player 2" and Berdly would be much more self aware, and if he was brought home in chapter 2 he'll even join Kris + your academic partner in hanging out at the Holiday manor.
- There would be a save point next to Dess' bed which would only be visible when the soul is in Kris allowing for saving before the soul's removing and after its return.
- Noelle would talk to Susie about how her "dream" in cyber world seemed too real and begin to ramble about the implications of magic being real such as being able to cure any disease or stop wars before they even begin as Susie brings her down to earth. If Susie was expelled however Noelle still isn't sure if her mishaps in the cyber world were a dream, which your academic partner convincing her that it was.
- The vent to the basement will not close upon. There would be a wordless warning sign below the breaker, signaling it as plot progression. Making it easier to navigate the vents in the holiday house and to explore and backtrack (also the among us joke would be removed).
- Now that we finally get to the dark Sanctuaries we can discuss the gang's outfits for this world with Kris wearing pontifical dalmatic over his cassock, Susie, Temmie, and Catti nun outfits, Berdly's armor being akin to that worn by the knights templar, with Monster Kid, and Jockington wearing typical clerical vestments, and Snowdrake's outfit just being the cassock and Ralsei wearing green cardinal vestments complete with the wide brimmed hat.
- The actual stool in front of the door leading to Gerson's study would not be interactable or even have text before he joins the party.
- The monster in your party will have different reactions to meeting Gerson for the first time (as he will mentor them and said mentorship will contribute to their arcs in different ways)
- In the study alongside Susie (if she wasn't expelled) and Berdly (if he was brought home in chapter 2), Temmie (wanting to draw the cool axe) and Snowdrake (beliving it to be Gerson's hammer and wanting it to honor his mother), Jockington, and Monster kid noticing the Magic Axe panel above the fireplace and regardless of who your monster slot is filled by, they will

prevent you from leaving until without what they want. Thus making the fight with Gerson before the 2nd sanctuary and fight with Miss Mizzle mandatory tying into the chapter's themes of predestination plus it would make Gerson appearing in the finale of this chapter make more sense as well as introducing shadow crystals to those who haven't beaten Jevil, Spamton NEO, and The Knight.

- After Hammer of Justice if you've picked Catti and Jockington as your partner Jockington decides that he wants to fight his own battles instead of using Catti as a crutch and after a heartfelt moment between Catti and Jockington, Jockington becomes a party member. Serving as a rogue he has two armor slots, his unique weapon is a dagger and one spell slot with his unique spells being Trick Shot which is a timing challenge, Venom which makes one party member's next attack able to poison a foe, and Steal which has a chance to steal an item drop from an enemy. Also with this Catti's unique weapons from here on out will be wands.
- The Old Man would also have his own proper storefront and the desk being reserved for the second and third sanctuaries.
- The Justice Axe would have its own unique spell known as Old Man's Blessing which changes the Soul to green for a few turns.
- Jackenstein's "you're taking too long" would only be done once plus all the youtube poop references would be cut.
- Much less of the dark area behind the donation waterfall would have deliberately slowed walking.
- The tapestry of the second hero would look the same but now read "THE SECOND HERO. THE MONSTER, FILLED WITH GREAT POWER." tying it to the weird route save text and the idea of the original heroes of prophecy were The Vessel, Noelle, and Ralsei, but that the prophecy can be reinterpreted to make Berdly or any of the academic partners you can choose after expelling Susie the second hero of prophecy just like how Lancer's speech in chapter 3's end means now the prophecy can be reinterpreted so that he's the prince from the dark.
- The names of the sanctuaries would be Dark, Darker, and Darkests though their themes' names stay as they are.
- The cut 2nd wicabell attack would be reimplemented
- alongside the optional Wicabel+Organikk encounter in Club Apathea, leaving would trigger an encounter with a new miniboss: The Bishop, the (self proclaimed) ruler of the sanctuary which would parallel MissMizzle with the same HP and slightly more fight difficulty.
- Susie's dialogue if the player says they can't hear the noises before the Sound of Justice would be less judgemental.
- The Sound of Justice's turns would be slightly shorter.
- Ralsei wouldn't describe the Sound of Justice as a statue saying Darkners patterened after a loved one can only be brought back in specific Darknesses. Explaining that the Sound of Justice is Gerson's hammer, but brought back wrong.
- The Balthizard+Mizzle+Guei encounter would always come with the text "Smorgas4rd: Wind, Water, Fire."
- The pseudo-Soul mode first seen here and used against the spawn and Titan would be given a proper color; Gold, the color of Hope.
- The blue and yellow beam the Titan emits in its opening animation, and the red non-shrinking bullets of it and the Spawn would be black and white.
- The check text of the Spawn would clarify that it appears "in places of deep dark and dimming light" thus why we were warned not to be in a Dark World when the sun is going down.
- The Titan fight would block the usage of all non-healing magic, both to disincentivize wasting TP on offensive spells, and to implicitly explain why Ralsei doesn't use FireShock in the most desperate and important battle of the first five chapters.

- The late night lake cutscene would be slightly faster, and not be stoppable by clicking any keys once started.
- You could return to castle town and if you've expelled Susie and haven't brought Berdly home, you can have Malius reforge the Justice axe into a new weapon for your second party member: The Font of Knowledge for Temmie, The Royal Guard Helmet for Monster Kid, Rememberence for Snowdrake, and Executioner's Dagger for Jockington and all of these would keep Old Man's Blessing

Chapter 4B:

- There really is only a couple changes to the weird route compared to canon and those are that first off Toriel's strange dreams will not reflect anything she would've done in the normal route.
- after the Thorn Ring has been re-equipped onto Noelle, Berdly will no longer be in the hospital with a doctor telling you he died recently.
- Reviving Tenna would actually work, but he'd be horrified and call Kris a murderer before Ralsei puts him to sleep.
- Kris' dark world outfits from here on out will begin to lose their color (especially the magenta which will be completely gone)
- Also, Kris will refuse to use the tempered blade at all in this chapter.
- Susie (if she hasn't been expelled) will be far more standoffish and it will be harder for Gerson to get through to her since there was a pipis blocking the way to Noelle's room in chapter 2.
- Then when fighting the Titan, Gerson will not come instead you once again whisper Noelle's name, just like you did against Spamton NEO and Noelle will come, Her design being based on the Schema worn by Orthodox monks leading to her being a fourth party member for the rest of the fight.
  Afterwards, Noelle offers to take Kris home while insisting to your other party member that she's fine and she isn't going insane.
- Though while Kris resists, Noelle compromises and says she'll go with you as her mother has probably locked her out after she left to assist Kris, sending your other party member away with Noelle sleeping on the couch as the chapter ends how it does in the canon weird route.

Chapter 5A:

- Now we finally made it to the biggest stinker out of all of Deltarune's chapters, from ruining the tone set by chapter 4 to killing the pacing, and overall being a filler chapter that could've been completely scrapped. First off the festival would be given the respect it deserves and live up to the hype with minigames you can play (possibly some reskinned versions of the chapter 3 minigames thrown in there) for prizes that can benefit you on your adventure.
- But even before that we're thrown into a flashback: the day Kris and Catti performed the ritual. And we would see that Kris would be on life support around this time and so the two prepare and enact the ritual.
- And it works as Kris wakes up in the depths where we first made our vessel, and he hears Gaster's voice as Gaster explains that Kris is truly a fascinating person as normally he is supposed to vanish alongside Dess, replaced by a copy. But with a bit of luck, Kris survived only losing his soul and with a bit of determination lived this long without a soul.
- And so Gaster offers Kris a deal, either die right now be replaced as originally intended, or get a new soul that isn't his and be nothing more than a puppet when Gaster and its owner connect, playing the role intended for "someone else".
- Obviously Kris picks the latter and as the Soul is beamed into him, Kris wakes up.

- For everyone's new spells this chapter, first off Scythemare will be cut instead Susie will be getting Rage which functions as a weaker version of Noelle's trance that lasts 5 turns and also increases Susie's stats, Ralsei gets ReviveSong properly as per usual, Berdly gets CheatCode which lowers the stats of all enemies for 3 turns, Temmie would get Kami which does two hits for pretty good damage, Catti would get Hex which deals more damage to an opponent afflicted with a status condition, Jockington would get Backstab which functions like a normal attack but it must crit and when it does it deals much more damage, Monster Kid would get Psybomb a single target attack with a chance to confuse, Snowdrake would get Lullaby which tires all enemies, and finally Kris would get Determination which would have Kris survive a hit that would normally down him and always cost 100% TP no matter what.
- Talking to Joe in the Dojo would with all sanctuary recruits would instead of unlocking Trashy Trio, gives you Chapter 4-all stars with the penultimate round being against the Bishop and Miss Mizzle.
- Susie (if not expelled) would not be in the best headspace as she's been thinking about the prophecy and Undyne's wherabouts and all, but is willing to hang out with Noelle a bit, meanwhile to move the plot forward Kris has to go snoop around for more bunker codes in holiday manor, the police station, and in the church.
- If Susie has been expelled however your academic partner and Berdly (if you've brought him home in chapter 2) will volunteer to go searching for the codes as Noelle requests you help her find Susie as she wants to talk to her.
- Papyrus would actually show up in this chapter, with him behind an escape room you can play for prizes with some of them being decent equipment or even crafting materials.
- Of course the people you have to ask about Susie's whereabouts are Napstablook, Alphys, Alvin, and Snowdrake's father. After you do, Susie makes some vague hints about working for the knight and saying some awful things to Noelle such as calling her a loveless creep who will push away everyone and die alone which sours Noelle's mood. By which point you reunite with your academic partner (and berdly if you brought him home in chapter 2 or did the side quest with him before finding Susie) with the codes, noting that some parts are missing and that they might as well have some fun while scanning for possible locations for the last code.
- At Holiday Manor, Kris will quickly stuff the code into his pocket so you can't read it.
- At the Church, Alvin will actually build off of all the foreshadowing that's been building up with him as he figures Kris and your other party member were behind wrecking the church but only requests your academic partner/Berdly cease snooping around in things that don't involve them, but mysteriously lets them both off scott free.
- If you haven't brought Berdly home in chapter 2 you can now do a side-quest to add Berdly to your party that branches off from your main objective to get the church code.
- At the police station, everyone is worrying about Undyne's disappearence when you ask about the codes Napstablook goes searching through the police files and after a little while finds them with Kris quickly snatching the code before Napstablook can read it out.
- Of course you can also play some of the festival games with or without Susie and Noelle, but of course once you have all the codes you watch a maximum creepiness Noelle and a pretty uncomfortable Susie go on the ferris wheel (perhaps with Noelle and Susie doing the iconic pose of Chris Chan and Megan when they get off?) and then we get to Rudy falling down leaving just Kris and Susie, though if Susie's been expelled we skip the ferris wheel scene.
- With that the last area they haven't checked is Flower King, but once there we see a familiar face acting as Debt Collector: Muffet. And she isn't happy as Asgore has locked himself in the shop (and Carol's meddling related to any debts Asgore has taken from the spider clan) telling Kris to tell Asgore to let her in, with that you get in like in canon, but we hear Asgore ranting about how at the parade he's going to use the black shard and make a dark world setting off

alarm bells in the party causing Kris to get pressured into making a dark world, but not before unlocking the front door for Muffet.

- Now that we're in flower world we are doing a total overhaul of it as 1. the tacked on Japanese theme is GONE. Instead going for a more decaying paradise type of look (Asgore's struggling to pay the bills to keep the flowers warm) based on German fairy tales, with addition inspiration from OFF. 2 (this also involves enemy designs). the repeating of nostalgia is also GONE as chapter 3 was already the last fun adventure and did the nostalgia theming better, so now the flower world is going to be escapism through a hobby (such as gardening) and 3. Raikuchi Buster is scrapped instead the battle theme will still be from now on as was in chapter 4.
- With that the party would wear garb based on different areas of the German speaking world/different eras of German history with Ralsei starting out the chapter in Lederhosen (associated with Bavaria), Kris's armor would be based on the armor worn by knights during the early days of the holy roman empire though helmetless and wearing gambeson instead of chainmail, Susie's based on the Franks during the migration period (the Franks might have been named after a particular throwing axe), Berdly would obvioulsy doing the Prussia larp (pickelhaube and all), Jockington's outfit would be based on the the 16th century landskneckt, Catti would be a witch (wicked witches show up a lot in Grimm's fairy tales), with Monster kid's being based on traditional swiss outfits, Temmie's based on the works of Anselm Kiefer, Noelle's based on Fraue Holle a Germanic winter and underworld goddess that survived in grimms fairy tales, and Muffet on little red riding hood.
- As for Flowery and the six other flowers (now called the six suns), Flowery is now explicitly based on a caricature of adult Asriel and thus will be an utter sociopath (thus adding yet another real villain to Deltarune), as for the six suns they will also not only be based on the human soul traits but also the seven deadly sins and seven heavenly virtues with Flowery being pride and the others being, greed, wrath, envy, lust, gluttony, sloth, and despair as for the heavenly virtues the suns would have they would be humility, charity, patience, kindness, chastity, temperence, and diligence.
- The beginning of the flower world would have a tutorial for the platforming segments as the ones later on will be far more complex and even be put together with stealth, movable piano, and climbing segments for some truly complicated and memorable puzzles (so think the scrapped platformer puzzles that were removed for being "too hard")
- Your Academic partner and Berdly (if you've gotten him) will try to ask Flowery about talking to Asgore only to get brushed off by Flowery and infuriating them.
- The main hub of this world: garden town would be where you would get side-quests some worldbuilding of the dark world where the cafe would now be.
- Also due to Pink being axed and the German fairy tale theming of this chapter, Apple Girlington will be brought back and she's on hard times due to the cafe being more popular and a certain spider, of course if you insult her wares enough she becomes an optional miniboss you can defeat.
- The Yellow suicide gag is fucking gone, instead thrown into a blind rage due to Flowery and Blue ragebaiting him plus Blue would be redesigned to tie into temperence and greed as well as the blue soul and the blue fight would involve the blue soul as foreshadowing for something later on.
- The party WOULD NOT immediately buy into what the other suns say about green, instead initially thinking she's a lazy bum (Green will have plenty of moments to prove her kindness and earn the party's respect)
- Orange would be unsparable and in game this would be explained by her being just as much a glutton for battle and honing her skills as she is for cheese (also Green wouldn't be in the fight).

- If you have made Berdly a party member, Seth would be all over him and regardless Aqua and Seth won't get a fight instead Flowery would tell them and Green to throw the party into a hole (with Sseth complaining if Berdly is with you) and just like in TS!Underswap all three of your active party members, Seth, and Aqua disappearing, causing Green to run off, leaving your academic partner/berdly and Ralsei/Lancer (depending on who isn't actively in your party) alone and free.
- Muffet of course is wanting to use Kris, Seth, and Aqua as a bargaining chip against Asgore leading to a fight against Muffet with Green using the sign to tell the player Muffet's next attack.
- As for the others, Muffet reveals that as she entered the dark world, she made a deal with a "Mysterious Stranger who darkens the room" to get rid of them in exchange for Carol's patronage of the Spider Clan, and the party immediately susses out that this stranger is in fact The Knight to which Muffet questions if they're right as she doesn't really understand what's going on with the knight.
- Also when Muffet turns the soul purple if you've beaten Ramb your party members that beat him will note that they've handled this before with Muffet complementing Ramb's taste.
- After beating Muffet, Ralsei would be pannicking as if the Knight's already here, as who knows what it could be planning and while the rest of the party tries to calm him down. From here on out the knight will be almost stalking the party, always almost out of sight, occassionally harrassing them with an attack from out of frame adding a sense of urgency to the chapter.
- Flowery would also put Ralsei in his hood from way back in chapter 1 instead of his hat since we've been with hat Ralsei for 4 straight chapters in one way or another and plus hood Ralsei's face is even more obscured and muffle his voice, though Ralsei would work around this by re-adjusting his hood to have his face somewhat visible.
- Ralsei would actually explain the battle ui to the party instead of the player and the "flowery told me" gag is gone as Ralsei would reveal that he is in fact the darkner form of Kris' hopes and dreams.
- The scenes of Asgore would give Asgore the respect he deserves plus give us a little more information on Dess' disappearence including that Kris needed to be put on life support after he returned from the bunker on the day of her disappearence and that somehow Kris entered the bunker but exited the school supply closet.
- Also Asgore would have a scene being friendly to all six suns to help us grow attached to them and give Asgore some more screentime.
- The egg room for this segment would be totally overhauled as while the mapping is the same, there's no annoying dog, or any memes and instead the ground would be covered in snow. Plus we would see the forgotten man's vague silhouette.
- If you picked Temmie as your partner from expelling Susie, she will be with you in the egg room and once you get the egg, Temmie will realize you've been interacting with the forgotten man and tells a story of how she met him, hence how she got her egg she believes will hatch into something truly marvelous.
- If you've recruited all 6 suns then Flowery would say that he's considering letting the party talk with Asgore.
- Getting back to Garden Town after meeting all 6 suns you bump into the seventh outside of Apple Girlington's shop: Rosey who comes off a little crazy but overall seems to resemble what little we know about Dess personality wise and had stopped by to buy some food for herself and complains about how Apple tried to buy her lucky charm, which she reveals to be a shadow crystal much to the shock of the party.
- Interacting with her more reveals that 1. she has a celebrity crush on Flowery though it is implied from how Rosey describes some of his actions towards her that Flowery is an absolute

jerk towards her and 2. she dreams of leaving the dark world and living amongst the lightners as more than a sun lamp which she believes she will give her freedom. Ralsei of course tries to talk her down with the plan being to get to Asgore before The Knight does, but Rosey is able to rope Ralsei into her batshit insane plan, starting Rosey's side-quest.

- First, Rosey would go to Castle Town through the great door after hearing how Kris, and your academic partner + Berdly (if you have him) leave through a pilar of light and tries to go with them only for it to not work.
- Of course then the side-quest opens up as you can now ask Asgore (who'd be optional), Seth, Blue, Yellow, and Orange with asking Muffet mandatory for the end once you have the clues.
- Asgore of course wouldn't be much help due to Flowery butting in and talking down to Rosey and the party (much to Ralsei's ire) and Yellow isn't helpful either due to him believing that Rosey would cause some trouble or come back full of parasites.
- Meanwhile Blue would mention rumors of a great treasure arriving recently, one guarded by living shadows. Orange would mention that nobody has come back from a certain neck of the woods recently, believing a really strong opponent is killing them (plus her desire to beat that thing), and Seth would show a couple of images of a figure she photographed that looks like a cat in exchange for some berdly feathers.
- Finally going to Muffet and showing her all the evidence from the three suns you've talked to Muffet would recognize the figure Seth photographed where we would get the loredrop about Eram and the image friends Madeline gave in canon.
- Rosey, however would believe that the image friends must be guarding a way into the light world and runs off with ralsei and the rest of the party giving chase. Eventually after a series of hard platform segments and following the tail of hell, the perspective switches to Ralsei.
- With Rosey and Ralsei alone, Rosey grows despondant as there's nothing but trees for as far as the eye can see with Ralsei finally being able to talk to her about the shadow crystal poisoning her mind and the two begin to argue, that is until a familiar laugh is heard taking Rosey out of it. Rosey then snaps Ralsei out of his rant and shoves him out of the way as something pounces.
- When Ralsei wakes up, he's met with a horrific sight of body horror as an image friend is bursting out of Rosey's body like a xenomorph, and then it speaks asking Ralsei why he's so blue as the soul changes to blue, because according to the image friend both he and Rosey are soon going to be free from their mortal coil.
- With that the secret boss of chapter 5 that replaces pink starts. Where you have to use the blue soul and by acting you can have Ralsei try to convince the image friend inside Rosey to back down, to no avail which turns his final act into FireShock (if you don't do this bossfight then He'll have it in the flowery fight and chapter 6) as there is no negotiating with it or sparing it and as the last secret boss the image friend will comment on Ralsei using Pirouette and [BIG SHOT].
- After defeating it, the image friend reels in pain as it exits Rosey's corpse and vows to have it's master punish Ralsei for this transgression. With that Ralsei uses revive song to bring Rosey back, yet before he can get a thanks, Eram appears asking Ralsei if hurting one of his kitties is necessary for the prophecy.
- To this Ralsei stands up for himself, saying that the bloodthirsty monster that attacked the two of them must have been the one killing innocents that wandered into the forest. Eram of course denies it, saying that it could've been any one of the image friends that did that as more image friends appear with Eram meantioning that now that he's getting a good look at Ralsei, Eram remarks that he reminds him of himself from an earlier time always worrying and double checking to make sure things go exactly as foretold in the prophecy.

- Ralsei of course tries to accuse Eram of wanting to break the prophecy only for him to clap back by saying he doesn't need to and the prophecy is already broken with said words coming to Ralsei from Eram "from one prince to another".
- As this goes on one of the image friends tries to strike Ralsei with its tail only for Eram to reprimand it and making all of the image friends scatter. Eram would then explain the image friends are quite ravenous eaters and need to stretch their legs from time to time, hence why they were here. Eram then would propose that since due to the prophecy the roaring would come regardless of what is done, that he tag along stating that the heroes are going to need all the allies they can get and joins as a party member before Rosey or Ralsei can object.
- Eram of course where Ralsei is more support oriented and Lancer more balanced would be the more attack oriented of the three princes from the dark you can get with his weapon being mantles and his four unique spells being FireShock (which he shares with Ralsei), HeatWave a multi-target fire attack, Hell Skewer where he summons an image friend to try and stab an enemy can crit like a normal attack, and Elquines which summons an icy demon to assist with one party member's attacks, and with Kris' soul Incinerate which deals damage to a target and burns them, and even has heal prayer equipped.
- Of course Kris, your academic partner, and (if you have him) Berdly aren't going to trust Eram and when accused of being a spy for the knight, Eram pauses and says that he and the knight are no longer friends and that he works for no one but himself. The party still keeps him at arm's length as Rosey leaves, saying she'll think of something to show her gratitude to Ralsei.
- As for the final segment regardless if you fought the friend inside Rosey or not the six other suns would follow the party and one by one air out their grievances with Flowery with Ralsei sympathizing with Green and Seth handing the party a map showing a secret entrance into flower castle and prison escape routes just in case things get hairy with Flowery, when all of a sudden they hear...Noelle's voice?
- Noelle of course is searching for Susie (or Kris if Susie was expelled) after Rudy had stabilized in the hospital because she wanted to apologize over potentially worrying them and had been informed Kris and Susie (if she wasn't expelled) were last seen heading to Flower King.
- Noelle of course would begin to demand answers from your academic partner on why they had been lying to her about if the Dark Worlds were real. All of them would try to explain their reasoning to which Noelle isn't hearing it even as Ralsei tries to convince her that using the Dark World to solve all her problems isn't wise when Flowery arrives, not happy about an ice mage stepping foot in "his garden".
- But as Flowery captures Noelle, the six suns stand up to him with Seth even threatening to drain him of his power because he needs all six of them to live, Flowery of course captures them too saying that he needn't worry about that with Kris and Ralsei standing up to Flowery, so Flowery decides to make an example out of Kris and uses the trick where he made a flower bloom on Susie's hand to tear Kris' arm down to the elbow off.
- And as Ralsei heals him Flowery would give a thinly veiled threat that he'd use that trick to slowly kill the party if they dare to approach flower castle and leaves with his captives with the party giving chase with Lancer carrying Kris on his bike due to the shock from losing an arm as Flowery closes the door on them.
- With that Ralsei has had it with Flowery, remember in this version of Deltarune, Flowery's an egotistical sociopath who has gotten in the way of talking down Asgore from making a dark world during the king and queen parade again and again, ripped Kris' arm off, and kidnapped Noelle and the six suns.
- With that Flower Castle would be far more complex than in canon and not involve the six suns since they're in prison, in fact you can find the place they're being held with Noelle and when

the party tries to interact with the cages, all but Noelle's cage are taken away if you haven't defeated the image friend inside Rosey.

- However if you did Eram would use sic an image friend to free the suns and even use FireShock on Noelle's cage, afterwards Rosey appears behind the party revealing that since she left the forest, she's been busy turning rallying the darkners of this world into a united front against Flowery. Then Rosey and the other six suns would thank the party for all they've done with Rosey thanking Ralsei for saving her life. She would then note that while the seven suns wouldn't be able to come with the party outside of this dark world, there is a way work around it after giving Ralsei her shadow crystal and with their powers combined become a lime green scarf known as the ChloroScarf.
- This would be one of Ralsei's strongest scarf besides the puppet scarf replacing the flowery and broken scarves and its unique spell being OmegaFlame where Ralsei casts a rainbow colored flame for massive damage while Ralsei would vow to use it and having a real smile on his face.
- With that we now get to fighting Flowery, if you haven't defeated the image friend inside Rosey, he will absorb the six other suns leading to a harder fight against him and if you did he'll be puzzled on why he isn't absorbing them and his ego begins to crack.
- Of course now instead of your party turning against you if you want to fight like in canon, all your actions you can take are ensnared in vines like the Guardener fight in Undertale Yellow. Flower Man would be using an instrumental or get actual vocals, and near the end with the orange soul and the platforming segment, Your whole party (including the ones in the back) will be jumping the shit out of Flowery.
- If you didn't defeat FISR you free the six suns with a hit from Ralsei's scarf and they instantly side with the party and if you did then Flowery would harrassed by the other darkners of this chapter and he'd call all of them traitors as he figures out the ChloroScarf and his ego is completely shattered, but things take a turn for the worse as it's been so long in the Flower Kingdom that Spawn start appearing and Flowery decides if he can't absorb the six suns, then he'll absorb the Spawn that have started appearing to get strong enough to kill the party, turning into an abomination that has a brief bullet hell/platforming segment that takes notes from Flowey's fight in Undertale Yellow with it chasing the party.
- This ends as Ralsei cripples it with a FireShock/OmegaFlame to stop the abomination's movement, but it keeps attacking making it nigh impossible for Kris to banish the abomination with the gold soul… until Noelle hits with an Iceshock, and then another, and another, and another, and another until it finally dies and Noelle becomes ever so slightly stronger.
- With that Ralsei decides he needs to talk to Asgore alone, and despite the party's objections he goes through with it giving us a real Asgore fight as soon as Ralsei takes off his hood which in this rewrite would be the second time he's been shown hatless (perhaps with the fight even involving the Orange soul like in Flowery's fight).
- Afterwards Kris and your monster party member burst in, Asgore finally gets to have a heart to heart with Kris, and Asgore is talked out of making a dark world during the parade. Only for The Knight to pounce, then you get a brief platforming segment where you try to fend off The Knight only for it to swoon everyone but Kris, who stands up to the knight, determined to defend his father. Only for him to be swooned as well with The Knight kidnapping Asgore (who drops his black shard) as if there were no heroes in its way at all.
- Afterwards the fountain is somberly sealed, and as everyone wakes up, Noelle is drawn to the black shard and takes it. Then if Susie wasn't expelled, Noelle asks Susie if she could join her at the lake. Otherwise your academic partner suggests they try and regroup after what happened with Kris losing an arm and The Knight kidnapping Asgore.
- Kris however would first find the final bunker code and give all the codes to your academic partner.

- And here would be the biggest changes as like in the weird route only three people would be drawn for the coupon and if Berdly has joined you he'd stay behind to wait for the ice cream, and for the lake scene with Susie and Noelle, Susie would not princess carry Noelle and by the end she suggests that the two remain friends.
- Noelle wouldn't take this well and go full nice girl on Susie and ranting about how her dad's dying, and how she feels increasingly isolated, stuff like that before she runs off.
- After this you're free to go to castletown, acquire the Data-Disk R (requires defeating FISR and allows you to have Rosey for chapters 6 and 7 but it nerfs the ChloroScarf by 1/7th and get some new Dojo battles in chapter 5 All-Stars (recruit all enemies from flower world), Battle of the Seven Suns (defeat FISR, cannot use the ChloroScarf or the Data-Disk R), Balanced Diet (involves Apple Girlington, Miss Mizzle, and some food based enemies from chapter 3's kitchen board), Nature walk (recruit Swatchlings, Shutta, and some plant darkners, and Secret Boss rush (defeat all secret bosses) plus this would allow you to test out Eram out some more.
- Afterwards after going to your academic partner's house, the ending will be significantly different as while Kris is walking either home or to the school he sees Noelle enter the hospital, causing him to rip the Soul out and gently stuff it into the vents with the orders to find Noelle, you do and she's trying to assure Rudy that what she plans to do will save his life with him attempting to talk her down, before Noelle creates a dark fountain in the hospital.
- Once the soul gets back to Kris he then stuffs it in his pocket and dashes off to Holiday manor, ending the chapter.

Chapter 5B:

- This one isn't going to be a glorified cutscene as before Kris can sleep through the festival, Noelle barges into his room and stirs him up and after freshening up. It's time to go to the festival, with Noelle deciding that she'll give Kris some space before they ride the ferris wheel together and your academic partner tasking you with getting the codes.
- Malius can fuse the black shard and the TemperedBlade into the DemonBlade, this sword has the same stats as the black shard but has the lethal property of the TemperedBlade. It's light world equivalent is the true knife (you cannot do this if you want to go down the sword route otherwise you'll be locked into the weird route).
- With that you can go collect the codes as in the normal route, but now you have to go to the ferris wheel to progress, where you'll whisper Noelle's name with her arriving and then you'll ride the ferris wheel with Noelle seeming bored, with her speculating that she's fantasizing about doing something crazy, but before she can describe what she was thinking of Rudy would fall, and Noelle with the knowledge the dark worlds are real gets Kris to help her carry Rudy anywhere to make a dark world and then Kris creates one in flower king.
- Once inside Noelle uses her healing magic to save Rudy's life which succeeds, but before Rudy can get a word in Flowery arrives, annoying the hell out of all three lightners with Flowery joining the party and kidnapping Rudy which would be a bad thing as Flowery would do everything in his power to prevent Kris and Noelle from getting stronger.
- To get around this you need to find ways to separate Flowery from Kris and Noelle to let them go crazy and kill darkners and grow stronger, also none of the darkners outside of the six suns would be sparable due to Noelle being in your party (most of the suns wouldn't even try to fight you besides Orange who before Noelle and Kris can kill her is taken away by Green who is busy with evacuation) and all of them would attack on sight. Eventually Flowery would arrive with Rosey and Seth who are both looking for Aqua, Rosey because Aqua stole her lucky charm and Seth because Aqua's her friend and Flowery says that he, Kris, and Noelle will find Aqua for Kris and Noelle.

- Of course over time, Noelle's attempt to hold on to what little sanity she has would begin to fail. Until eventually Noelle would have had it, noting how Flowery is trying to baby them or worst case scenario he knows what's going on between the both of them and is trying to take away their newfound freedom. Noelle's sollution by this time would be to murder Flowery of course you can abort the weird route by going to get Ralsei to talk her down (though if you've made the DemonBlade, Noelle will have Ralsei distracted with something else as to prevent a softlock).
- Of course if you go through with the plan to murder Flowery you sneak into Flower Castle and steal Asgore's black shard, handing it to Noelle, then Kris would distract Flowery as you tell Noelle to proceed as she sneaks up on Flowery until she stabs him, and keeps stabbing and while she does, you fight Seth and Rosey, killing them.
- And once you do, Flowery too is dead and Noelle has finally lost any pretext of trying to stay sane as she tells Kris that they're done here and to go seal the fountain. As now there's no going back and no more even trying to abort the weird route anymore as your two man party tears through the flower castle all the way to the fountain with Rudy asking Noelle if she's ok, and that there's a little psycho he kept locked up near the fountain that stabbed Asgore and tried to stab him under the guise of "play" with Noelle healing Asgore, the "little psycho" in question being Aqua who as Kris and Noelle barge in to seal the fountain immediately asks if Kris and Noelle want to play with her, and Noelle answering yes for the both of them.
- With that answer Megalo Strike Back starts playing as Aqua's fight gives us the Chara fight we never got, and with Kris and Noelle strong enough it is HARD, but eventually you whittle down Aqua's HP to near 0 and she tries to get Kris and Noelle to stop only for Noelle to throw Susie's line about playing with sharks from the Jevil fight at Aqua before finishing her off with an IceShock, and takes the shadow crystal as Kris seals the fountain.
- Afterwards Kris just embraces Asgore and cries his heart out as Noelle tells Rudy she'll be ok as the two of them leave, and after a while your academic partner arrives telling Kris that Noelle sent them to pick him up, but decide that they haven't hung out all day and The Knight's been suspiciously quiet so what's the harm in hanging out and Kris giving Asgore one last hug goodbye.
- Also Happy Town would be slowed to the same speed as H.ogg to make it a true suicide march, also different academic partners having unique dialogue for if you expel Susie and you're now able to go to Castle Town for some last minute crafting, purchases and unequiping your academic partner and dark princes to make sure you have everything you need for the journey ahead.
- With that once you get out of flower king the only thing that changes with the chapter 5 weird route now is that you can no longer abort the weird route once you're at the lake scene, you made your bed and now it's time to sleep in it.

Chapter 5C:

- Of course if you do go to Ralsei to get him to help you talk Noelle down you enter a fight with her where its mercy only until eventually you finally get through to her and apologize, Kris and Noelle hug it out, but if you're aborting towards the sword route by this point there isn't going to be any going back to the normal route anymore (if you abort by chapter 4 however things will go on reletively normally just with Noelle joining the party after chapter 4 instead of Berdly).
- And as Noelle ends her hug with Kris, she starts to tug at the thorn ring saying that she shouldn't need to use it as a crutch anymore, although she loses a finger in the process.

- Of course once at Flower Castle, Kris, Noelle, and Ralsei join up with Seth and Rosey to find Aqua and they do but after Aqua hands over the shadow crystal to Kris, Flowery shows up, captures Seth and Aqua as he did with the other four suns, with Rosey teaming up with the party to free them and then once Ralsei gets the ChloroScarf the dark world segment is pretty much like how it is in the normal route, just with Noelle in your party.
- But once you leave, Noelle won't take the black shard instead taking Kris to the lake and telling him that she was thinking about trying to cross to the other side of the lake with him but since there's a world that needs saving it probably isn't a good idea.
- Last thing in Castle Town, Noelle would confess to your academic partner about what she did to Berdly and they'd start to keep Kris and Noelle at arm's length with the trust issues that comes from finding out your friend is a murderer. (if you aborted in chapter 2 this wouldn't happen since he'd still be alive).
- Plus this would be when you can purify the shadow crystals with Seam's help and then combine the pure crystals with the thorn ring, and the tempered blade to make the twisted sword which will be mandatory.
- Then Kris would go with Noelle to the bunker, enter the codes and jump in with the intention to stop the conspiracy and its plans ending the chapter.