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How to get the 'worst' possible result. Running an Undertale Genocide has the game in the worst possible way to perform - killing everything in your path. (Which, ironically, is the way to play the most normal role-playing games.) Neutral and Pacifist outcomes are both very similar in terms of results and what needs to be done to achieve them, but saving everyone and solving mysteries is not the only way to get things done - it can always kill anyone instead. We strongly recommend completing The Undertale in Pacifist before going on a Holocaust run, as it will have subtle effects on all our future games. The overall route throughout the game will be the same, so we will only address the differences - for everything, see the Pacifist walkthrough for specific details. You must kill 20 monsters here before the ruins fight Toriel; When you reach your quota but no one has come you get a message and then you can keep messing with it - it dies in one stroke. If you get stuck exploring, our The Ruins page can help you. Snowdin snowdin kills for 16 monsters, and they must be killed before they fight Papyrus - most of the fights will be quite simple, but if you encounter a Jerry in a battle only then he escapes as a monumental pain. There will be a few small differences in the sequence of events as you work your way through, but the route is the same. It is worth trying to fill the quota before reaching the village as it means looting the shop instead of just buying anything. If you get stuck exploring, our Snowdin page can help you. You must kill 18 monsters here before the waterfall settles with Undyne. Snowdin will play things out a little differently, but it still seems to follow the same overall structure. Fighting the boss with Undyne will be the first major problem, so fill the inventory with as many healing items as possible. He will use the same attacks as an impartial study but will hit much harder - two or three hits may be enough to finish - so the only real tactic here is practice, practice, practice. Hotland and The Core These three areas are a number in terms of your kill quota, and you have to kill 40 monsters before you can take over Mettaton. The main difference here is that you don't need to stop for any puzzles in the Lab or Core. The two boss fights - Muffet and Mettaton - both will be on a single hit. If you get stuck exploring, Hotland and The Pages can help you. New House This place is very much the same, but the story and flavor text will be different. There's no one to kill here, but we suggest you go back to MTT Resort to stock up on supplies when you're about to reach the last boss. Unlike all other fights in the game, you can't go first as soon as Sans is over. He's going to attack, and if you die and you refilled him, he's going to attack a little earlier and try to catch you. It begins with a long array of bones that must jump over, and then follow by calling a pair of dragons. The rest of his attacks are mostly variations with a much smaller margin for error on the papyrus, but he also has a trick of his own - bones can be held together by some platforms that both help and hinder attempts to dodge his bullets. You can get off on platforms, but be careful that it supports bone as it will harm you. Keep fighting (and dying), but try and be methodical - once you've learned his attacking patterns and got into a rhythm that's easier (or maybe rather, will take less impossible hard). Eventually, he'll get tired of your and offer to forgive you. Don't take him up on your offer because he's going to kill you in no time. The next stage of the challenge adds additional dangers in the form of bones that will appear on your Fight/Motion/Item/Mercy buttons. Using one with bone on it will pain you, so it is necessary to carefully time your menu selections. After a few rounds of these Sans you will threaten to unleash his special attack before launching a long series of bones following some explosive boxes and then some laser-fired dragon skulls. Again, get good is the only real advice we can offer here - it's an attack. Finally, he will unleash his special attack which occurs destructively ... Nothing. He's just going to stand there, and all you can do is wait a few minutes for him to fall asleep. Professional reviews of a gardener's eye game gardening. Playing Undertale? Covering all areas including our full Undertale walkthrough and Pacifist guide ruins, Snowdin, Waterfall, Hotlands and Core and more, we will explain how to finish the game while everyone is frugal. You can also learn about the game in the worst possible way with accessing the fixed mode and running a Holocaust, to unlock each end. Go to the throne room and you will get some dialogue and a short cutscene, and then you will be given an option - we will not spoil it by saying what we get the choice between, but we will say that choosing both options will change the end of the permanent Pacifist game; the change is small, but it is no longer possible to get a happy end. No matter which option you choose, the game will come out. When you reinst install it, you will get nothing but the black screen - wait 10 minutes and you will be offered another option. Saying yes will bring the game back to a working state, and saying no will mean waiting another 10 minutes before offering the same option again. Sometimes we add links to online retail stores. We can get a small commission if you click on it and make a purchase. Go here for more information. More about Undertale Review News (8) Guides (4) Author FlagView HistoryThis walkthrough about run a Holocaust will take Undertale. This requires you to continue actively searching areas until each possible random encounter kills not only to kill every character you encounter, but also to achieve a unique end. However, he will not have to complete most of the puzzles. Note: Completing holocaust work changes your save file for future playbacks. If you want to experience all the end, it is recommended to first play a pacifist run using our Pacifist Walkthrough. Before the game starts, a short series of cutscenes will explain the history of the world you are about to enter. These scenes tell the battle between humans and monsters, where monsters are forthing underground life beneath the earth's surface. This will end with images of a child falling into the deep hole that led to the world in question. You're the kid, so give yourself a name and go right in the room to start your adventure. (Use WASD to move, not arrow keys on PC). Undertale will make your way differently as you try to escape underground. The first area you'll meet is Ruins. Check email to enable RuinsSnowdinWaterfallHotlandCoreNew Home Sharing. Are you having trouble? x We are having an interruption with email delivery. If you're not getting an email from us, 8:00 a.m. EST. x Undertale > General Discussions > Topic Details Holocaust Removal then please try it out I was offered the game today by a friend. He says to me: NO one try to kill ... Because, killing someone, the game will remember ... And if I have a bad ending (the name is Holocaust) read, the game will always remember despite the efforts to remove it. This NieR has the last D when I remember ... And it was quite sad ... So make a Holocaust that ends after a good one ... And I want to do a third good, how can I remove the Holocaust piece? I'm a little scared ... Note: This is only used to report spam, advertising, and problematic (harassing, fighting, or vulgar) posts. Share Comments Uncredited Art This article contains art that has not been deposited correctly. The original creator of the credit part or the face that has been removed from them. Uncredited Souptael's Sim Hedgebot Game JoltTumblrYouTubeDiscordSoundcloud Undertale: True Genocide Undertale is an Undertale fan game that tries to expand on the original Holocaust route, adding new areas to explore, be friends or kill new monsters, and much more fun. => Frisk is at the end of the Holocaust route where they encounter Flowey. Flowey will have mercy before Frisk kills Flowey, and Frisk agrees. Frisk designs a plan and flowey is required to help them. However, if Flowey breaks this plan again, he's with his head. Characters Undertale Characters Flowey Chara Gaster Alphys Grillby Burgerpants River Monster Kid Onionsan Stable Bird Added Characters Mysery Sariel Josh Veronica Coplin Madame spider bee queen Jack mole king Mettaton 2.0 Foongus Places Undertale Places Added Places Gallery Add a photo to this gallery community content unless otherwise noted. In this section you need to kill 20 creatures as well as Toriel to meet the criteria for running a genocide. From this room you will see a single flower at the moment of light after leaving the road and door on the right. Talk to him and he will explain how he works in this game fighting. After a short introduction, your screen passes into what you know as a battle screen. This is whoever you're fighting in the middle on a white box with a red love heart in it. Below that, you can see your level and hp. Flowey tells them that friendship pellet will fall and move their heart. If you do this, you will realize that they are really hurting you and that this little flower is trying to kill you. It introduced you to the 'bullet hell' episodes of the game that in a normal situation you need to dodge the white pieces inside the box - but now, you have no choice but to get over it. You'll be rescued by a monster named Toriel before you can land the final blow. Toriel will explain that he is the custodian of these remains, and often people come to check if he has fallen. Looks like you're the first human being in a long time, and he's offering to guide you through the ruins. You really don't have a choice, so watch Toriel to learn the basics of how Undertale works. The next room is a large purple area with a glowing light before the stairs. These light points are saving points, so save it now before following and exiting Toriel up the stairs. Now it will show you the basic mechanisms behind the upcoming puzzles. There are signs on the walls that give you clues but for now it has marked the switches that you need to activate, so follow it and activate the switches it marks with yellow to clear your way. There's a puppet in the next room. Toriel wants you to practice talking to the model until you're out of the way, like she's going to protect you against monsters while you're in his custody. Puppet talkng will trigger another challenge like Flowey, but this time there are more options. Since this is a holocaust run, you should probably choose to hit the mannequin that doesn't affect Toriel. Select the 'Fight' option to hit the mannequin and press your action button when the white bar is closest to the center for maximum damage. Now you'll have random encounters while following Toriel. Regardless of Toriel's scowls, choose to fight them. There's another puzzle in the next room but once there, it'll be Toriel probably a little too much for you and complete it itself, safely pointing your way to you. Then he'll present you with the difficulty of walking down the aisle alone. Don't worry despite the intense music, just walk to the right to the end - nothing will happen and he will reseal and apologize and inform you that he needs to go for a while. Toriel will tell you to wait, but ignore him and move on to the next room. As soon as you leave this room, you'll get a call from Toriel trying to find you guilty. Ignore this and talk to froggit for some useful tips and use the save point. From here you will face more random enemies, allowing Toriel to frown on them to save you. It is important to make sure that as a Pacifist Walkthrough you do not kill any enemies - just 'move' to defeat them or escape. Enemy Type Fight MethodWhimsun Whimsun will always die within a stroke. MoldsmallHP: 50 Atk: 4 Def: 3 FroggitHP: 30 Atk: 4 Def: 4 Froggit health may escape low time. Make your way to the north room where you will find a candy jar on a podium. Take one, he'll say please, but you can go up to four, and then you can come out the way you came. You go down, then to the next field. You will walk on a dark patch of ground that will leave you in another room - continue to appear again on the other side of the dark patch in the previous room through the right door. Toriel will phone again in the next section and ask for preference between Cinnamon or Butterscotch, choose what you want. He'll call back to make sure he doesn't like the other option. There's a gray rock in the middle of this room. Push the spikes into the gray area to dispell and continue. Now you're going to come across a room full of dark patches that let you fall to the ground. If you do that, you'll come to a room full of leaves. Where there are no leaves, the way to get in the room above - go back through the door to get out in the previous room and take this way forward. There are three scrollable rocks in the next room, a rock will go over the gray panel and you need to talk to it more than once before allowing the pointed past passage. This room is another savings point, so be sure to use it before you go 1000. Now you're going to meet a sleeping ghost. It's a kind of boss battle, as is inevitable, but it's not too hard. Talk to the ghost and choose to act with force to start a battle with Napstablook. You're going to have to hit Napstablook about four times. You can't kill him because he's a ghost, but at this point he's going to end the war. Napstablook's attacks are tearful. For the first tears to move and fall straight down, stay in the lower section to give yourself plenty of time to dodge them. Rounder tears the best should be avoided by staying close to the center of the square. When the war is over, napstablook will be out of the way. There's a Spider Bake sale in the room on the right. The small web will give you the option to leave 7G in exchange for a Spider Donut that heals 12 HP - Buy them if you need more HP. Now go back and exit the north where the three Froggit will give you some tips and will call you to explain that there are items to pick up and move to Toriel, but the inventory is limited. From here you can also encounter some new enemies. Enemy Type Fighting MethodMigosHP: 40 Atk: 5 Def: 4 Vegetoid You can choose to eat and finish vegetoid when it is ready to be connected and healthy. HP: 75 Atk: 5 Def: 0 LooxYy can get extra XP if you choose Pick On first. HP: 50 Atk: 5 Def: 4 There are six dark patches to fall in the next room: a top left vegetoid.The lower left patch has the key to continue that will allow you to find the faded stripe that gives you the middle of +3 Defense.Top. You can talk to Napstablook again in the middle. There's nothing on the top right. There's another Vegetoid at the bottom right. Now we've come to a lot of columns with keys. Note where the keys are located, since the following sections are in the same room at different angles, which means that the keys are hidden behind the columns. You want to move and find the blue key behind the first column. Now you can move the pointed past to the next room - here I want the red key visible next to the last column. The last room wants you to press the green button on the back of the middle column. Continue the branches to the next section. Walk to the right to come to a door with Froggit. Inside this room you can find a Toy Knife with 3 damaged weapons. Fight your enemies in random encounter before moving and continue killing them. You're going to have to kill 20 creatures. After meeting the quota, the next random encounter will look like this, but no one came. Go back to the branching room and go north where you can be reunited with Toriel, who will take you home. Use the pre-save point before following him inside. Go inside and toriel, talk about living here and show it to your room. Interact with the bed to sleep, there will be a slice of pie waiting for you when you wake up, which will bring back all your health - take it and get out of the room. You can explore your home freely, but there's nothing you need to look at in particular. When you're ready, go from your room to the living room and talk to Toriel. He'll ignore your pleas, but you have to keep choosing the option of saying you want to leave the ruins. Eventually, it's going to get him to leave. Go out the front to save your game, then head down the stairs to the main entrance to follow the toriel. You'll meet Toriel in the basement corridor. Keep following him and he will choose to fight you to prove that he is not ready to leave. If you have successfully killed all previous creatures this boss fight will end very quickly. Toriel has four different attacks. The fire will fall off the top of the box - stay in the middle of the box to dodge. A fire turns down the sarlis - again, stick to the center. Hand Sweep - move to the bottom center of the box, then go around the edges once the flames follow you. Double Hand Sweep - start at the center and move side by side. The good news is Toriel doesn't want to hurt you. If your health is low, their attacks will be less accurate. Killing: Hitting Toriel once will kill him. Go through the gates, go up the long hall and meet Flowey again. He's going to confirm if you killed someone, and he's going to make fun of you. Exit the big doors and move on to the next area. Field.

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