Review Undertale
Toby Fox
Undertale is a proposal as simple as it is profound. The game developed by the young Toby Fox became, with just a great story, a benchmark for the genre. Fox relies on a retro aesthetic to tell a beautiful story between monsters, humans and a nice character

When young American Toby Fox developed **Undertale** in 2015, he was probably unaware that he was creating one of the games that would become an icon of his generation. It is that among the **games and applications** that were produced in recent years, the delivery with retro dyes released by Fox was a unique, popular phenomenon that you will not want to miss after reading our analysis.

Playing Undertale means giving a title a shot that differs from the great installments of traditional studios. It does not have a multiplayer full of users or last generation graphics, but this proposal will bring you closer to a unique story. Every decision you make, every answer you give will alter the course of the argument. There's not even a single ending to the game created by young Fox.
Classifying this installment is somewhat unfair since it has elements from different types of game, both platform and RPG. The product is available for PlayStation 4, Xbox One, Nintendo Switch and computers through the Steam online store.

The story of this project, which was born financed through the network with only $ 50,000, unfolds in a world where monsters and humans coexist. The humans buried the monsters underground and it is there where our friendly character will fall to meet a very interesting cast of creatures throughout the adventure.

Each interaction with those who appear on our way is unique. One by one the ghosts and figures that live there develop personalities with very curious habits. At first the story seems somewhat simple but then it becomes a solid storyline, which allows many interpretations and that involves us in a unique and novel way in terms of video game narrative. We will go from joy to sadness almost without realizing it, over and over again.

In addition to the original story, another **advantage of Undertale** is its game mechanics. The title allows us to choose whether we want to overcome our enemies through attacks or with alternative ways. That is, we can get through the whole adventure without even defeating an enemy by force. We have the possibility to access a menu of other tactics to achieve victory. This range of possibilities includes seducing, speaking, offering objects, dancing, and a great number of possibilities that our character has to defeat the adversary in different ways. If we want to face the creature, Undertale also presents a peculiar way to carry out the combat where we will move with arcade-type mechanics to obtain victory.
In this way the game proposes small puzzles for confrontations that will never be the same as each other. We will be able to gain acceptance from our enemy so that he does not attack us.

The graphics of Undertale, as we have mentioned, are supported by a pure and exclusively retro aesthetic that is reminiscent of the first releases of the eighties. It is clear that they are not the strongest point of the delivery but it is compensated by the density and possibilities offered by the plot development. This shows that it is not the drawings, graphics and animations where the emphasis should always be placed on the development of electronic games, a good story can compensate for normal animations.

Playing Undertale will take us through a wide variety of situations and adventures that are accompanied by another of the highest points of the title and is its soundtrack. Made in MIDI format as well as the classics of yesteryear we

find a repertoire of songs that is very catchy, of a high level and that fits perfectly to every situation that our character is going through. At the end of the levels we will have a different song, without any of the musical pieces being repeated. Each sound and noise that the characters make is also one of the hits of the Fox game and they manage to show clearly what is happening to each one inside.

Undertale is one of the most beautiful proposals that we can find in a market saturated with offers that spend millions on graphics, sounds and stories that sometimes fail to capture the simplest, tell a good story.

Pros	Cons
- Unique story. - Good characters. - Alternative endings. - Innovative mechanics in attacks. - Soundtrack, sound effects.	- A graphic style that does not stand out. - Game with a retro character. - It is not translated. - Few varieties in the gameplay.

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