

delta rune

(and how not to screw up and die.)

You start out being asked simple questions like: What's your favourite food type, or what your favourite colour. Only pick the first option given.



Every question answered will be discarded and you will be sent into the overworld/beginning in the body of “Kris”.



After exploring, you end up going to the “school” and you get sent to get the chalk with “Susie”, in the closet.



The lights dim when your inside the closet in it expands, closes the door, and sends you to the “Dark World”



* Hey, this isn't funny!
* LET US OUT!

The dark world is full of dangers, and puzzles. There are always signs to guide you through them.



Basic Battle Mechanics:

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LIFE ADVICE

ATTACKING



1 2 3

To attack, you will have to press Z, X or C while the cursor (3) is inside the box (2). The letter on the left (1) will tell you which button.

Attacks are strongest when the cursor (3) is on the left edge of the box. (2)

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ACTING

Certain actions turn enemies' names **yellow**. When all names are **yellow**, you win!

TP

Besides DEFENDING, you can restore TP through SAVE POINTS or getting close to the bullets of an enemy.

JUST, GENERALLY

Take a break every two hours. Drink plenty of water. Brush your teeth or you'll get a cold.



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Battle Options

Sometimes you and your friends will enter combat. Choose ICONS to issue commands to us!



Attack the enemy and inflict pain on them.



Commit various actions against the enemy.



Use items on friends or people you don't know.

Oh! The De aren't COME







To dodge, use arrow keys and move away from the attacks.



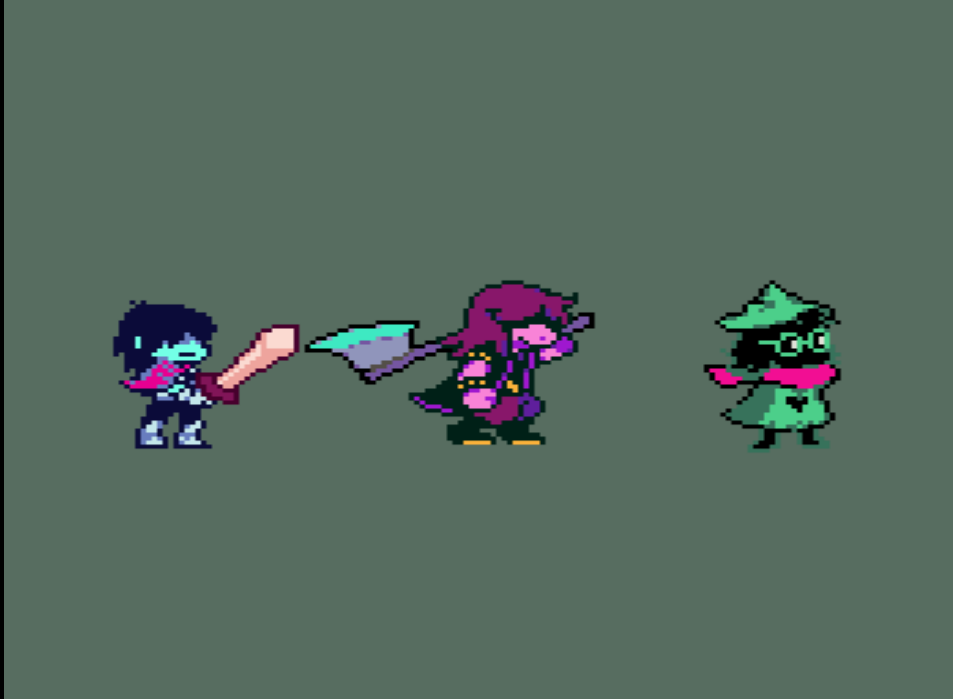
Fight Example:

[DELTARUNE - Lancer Battle](#)

(Link leads to youtube, watch video there.)

2 min example.

Lightner, "Ralsei" informs you that they are "part of a legend" and they need to work together to balance dark and light. Susie, on the other hand, does not listen and goes on and attacks everyone. You have to WARN the enemies in the ACT option.



After explanations from Ralsei, you enter the “Great door” leading to the “field of hopes and dreams.” AKA, “The beginning of the adventure”



The save point saves your files and gives a message depending on where you saved your file. This is to make sure your progress is saved.



The field of hopes and dreams is not very important it's only a basic area besides the “door” It allows you to travel to scarlet forest quickly without walking there.

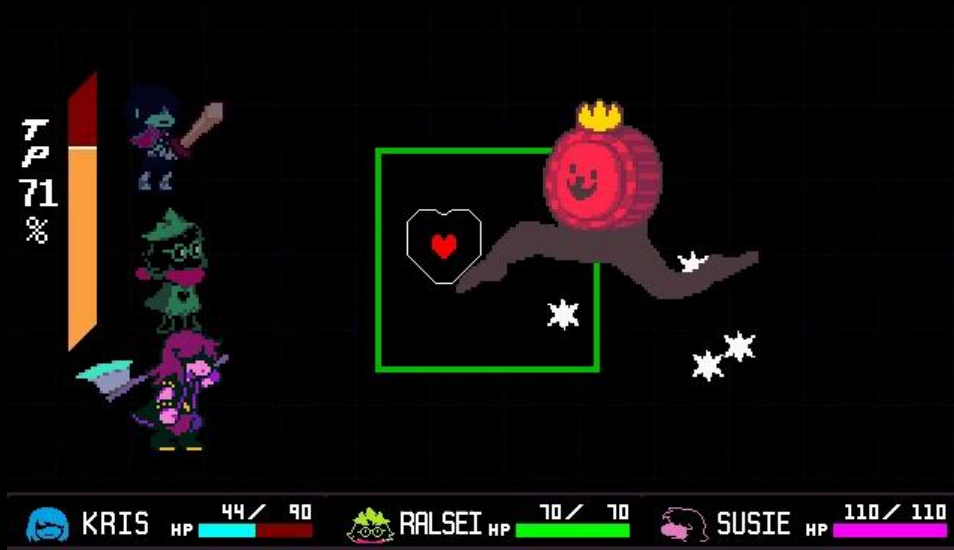


There are many puzzles in Deltarune. Here are some examples of them being solved.

<https://www.youtube.com/watch?v=I-MLKWdepoQ>

(2 min example.)

After leaving “TFOHAD”, you enter the “Checkerboard” here you battle “K.Round”. It's very easy, but Susie attacks them and makes it harder.



After befriending “Lancer” he forbids you from entering the card castle because he does not trust that you won't lose to the king. And his guards throw you in jail where you have to have Susie help you get out but she finds Lancer and they fight.



After escaping, you find the king and you battle, at the end, depending on what you've done in the game, he will get overthrown, or pacified.



Summary:

Deltarune is a roleplaying RPG game where you choose what to do. Like Undertale, they use the same characters and new ones but in different ways! (Join the fandom) That's all you can know to be better at Deltarune. If you have a PC, or computer, why not download it?

