


Undertale boss battles

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Having trouble? x We are experiencing interruptions in the delivery of e-mail. If you don't get emails from us, please try after 8am EST. x Ruins has two bosses, Napstablook, who is more of a mini-boss, and Toriel. In the ruins you will find a sleeping ghost. It's kind of a boss battle as it's inevitable, but it's not too hard. Talk to the ghost and choose to move it with force to start the battle with Napstablook. Choose Cheer Napstablook 3 times in a row before the battle is over and. Napstablook attacks in the form of tears. For his first tears, which are wiggly and drop straight down, stay at the bottom to give yourself enough time to dodge them. More rounded tears are best avoided by staying near the center of the square. Once the battle is over, Napstablook will get out of your way so you can move on. This boss fight can take some time if you want to rid it as the only option you can choose to win passively is to spare it. Keep doing it, and eventually, she'll give up. Toriel has four different attacks. The fire will fall from the top of the box - stay around the middle of the box to dodge. The fire spiral will twirl downwards - again, stick to the center. Hand Sweep - Move to the bottom of the window and then bypass the edges as soon as the flames follow you. Double Hand Sweep - start from the center and move to the side. The good news is, Toriel doesn't want to hurt you. If your health is low, its attacks will become less accurate. Kill: Toriel's shot will kill her once. Subs not used: After constantly sparing her rather than attacking she will start talking to you. Keep sparing her and it will allow you to pass. Walk through the doors, up the long corridor, and you will meet Flowey again. He'll confirm whether you killed someone or not, and he's making fun of you. Get out of the big doors, You will move to the next area. Snowdin is the second area and has several dog-style mini-bosses and one skeleton style of the main boss. Not too far in this area you will come to the big box, the dog will pop out saying he can only see moving moving This will cause the boss to fight Doggo. Trick off with attacking Doggo not to move and it won't hurt you. Subs not used: Choose pat the doggo and keep staying put for his attack - once he was a pet his name would turn yellow on the fact that you can now spare him. Kill: Attack Doggo and stay put for his counterattack, it will probably take you two or more attacks to kill Doggo. You can still choose to pat it for dialogue before you kill as it should be manually spared. Continue in the east. A little further you will be met by two dogs holding axes, who will start this fight boss. The attacks will be in the form of rotating blue and white hearts. Dodge them or position yourself where the blue hearts will land and stay put. Kill: Each dog will probably need at least two hits to kill. Once one is defeated, the other will become more aggressive. Subs not used: Start by choosing Roll Around action to change your scent if you want to rid Dogi Now choose Re-sniff so the dogs can discover your new smell. You will then need to pet both dogs to spare them - in between pets they will arrive to make a large axe attack that is harder to dodge so be careful. Surprised by the new possibilities, discovering that dogs can pet other dogs, they allow you to continue south. After passing through the area with the dog house and lots of snow clubs, one such snow puff will block your way. Once you get close enough to this snowy puff, the big dog will show itself. Kill: You need to hit Snowdog two or three times to finish the fight. Subs not used: You must act in this order, Beckon, Pet, Play, Pet, Pet, before you can spare big dogs. Big Dog attacks come in two different types. One is the spear that moves across the screen, it changes from white to blue, so try to bother yourself to stay put and let it pass you past you when it's blue. The latter are Barks coming from snoozing the dog, stay high and keep moving to dodge them. Once you have defeated the Big Dogs, you can continue east across the long bridge. Papyrus is Snowdeen's boss and you will have to fight him if you want to leave the city of Snowdeen. This battle can be tricky, but if you lose you won't die and you can go back and repeat. Losing 3 times will give you the opportunity to just skip the fight altogether. Its first attack will make your soul blue, which means that now it depends on gravity and will fall to the ground. You can jump and move with arrow keys, so use them to dodge his attacks. Kill: Papyrus has a lot of HP and it will take almost as long to kill as it will spare. If you get it low on HP it will offer to rid you instead. It's up to you whether you or kill him. Subs not used: Flirt with him and then keep sparing him until all his attacks are over to be able to rid him the old-fashioned way. Waterfall has only two bosses, but the fight with Undyne will come several times as you pass through here. As you make your way through the area, you'll be to the dock. Suddenly you will be attacked with a spear, and Undyne will appear. This will put you into battle with it where you need to dodge the copies both in the battle screens and along the wharf. Keep going east if the spears hit you again you will be taken into combat mode again for one of her attacks. The best way to dodge the spears is to keep moving east and remember when to move up or down as you can easily move along the path of the spear. You will come to some cane to hide again and will not be able to move while the brief cutscene is played out. The next area is the save point, so make sure to do so before moving on. Next in you will again find you are on the wharf - this time the ground will glow and from these points, the spears will rise from under. Continue to move in a general southeast direction, but your path will be somewhat determined by The Undyne Attacks. As long as you are not in a hurry you should be able to go through it unharmed. Eventually, you get at the end of the pier and the spears stop. Turn around and head back to meet Undyne's face before falling to the depths. As you try to make your way out of the sewer where you fell, you will be stopped by this training dummy. No matter what ending you are going for the method for this guy is the same. He will attack by having his dummy friends attack you. These projectiles follow you around the space - you have to lead as much as possible in the direction where they will hit the dummy to cause damage. Rocket-style projectiles often need to make a circle once before they can fly away to hit it, so bring them accordingly. Once it has taken enough damage, your old Napstablook assistant will appear and stop the fight. Follow Napstablook north for another chance to save before moving on. This fight presents itself right at the end of the level as you come to the mountain, and has a point of saving in front of it for your convenience. To go through the struggle of Undyne Boss as a pacifist the only thing you can really do is choose to run when it is available. Dog residues from up can come in handy if you need to heal yourself during this battle. Undyne will turn your heart green, which means it can't move. Then she'll send arrows at you. You have a block-ability in the form of a blue line. You need this blue line to be face direction arrows come at you so as not to take damage. Sometimes the arrows will be yellow, which means that they actually come from the opposite direction. When your heart is red, you will need to act as usual and dodge the copies, just like from previous encounters with it. Killing or sparing it will put you through a similar number of rounds. Kill: Constantly attack Undyne and don't choose to run. Once her health is at zero she will have the determination to continue and try to survive. Her attacks will become sluggish and easy to avoid and you can finish her off. Subs not used: Once your heart is red you may be able to manage to escape run It will chase you, so move quickly up the tunnel. Undyne will catch you and you will have to survive her attack to escape again so that you can keep working. The papyrus will call you during this only to add to the pressure. Don't worry, she won't come close while you're on call. After a long horizontal corridor, you will come to a deserted area. Ignore Sans and walk over the bridge where Undyne will collapse. You should get her cup of water out of the cooler immediately if you want to complete a pacifist run or make friends with her or papyrus. Undyne immediately get up and leave after you do it. In Hotlands you will encounter several bosses, the most notable of which is Mettaton, which you will have to face several times in different ways. Your first run in with Mettaton will be in the lab while talking to Dr. Alphys As she explain her robot, which can cause problems, it certainly busts into the room and will start a kind of quiz show fight - on your turn turns out what you're doing doesn't matter. Dr. Alfis will signal your answers with his hands, so watch her sprite. Or, on the other side, the answers are: D, C, B, D, A, D, anything, C, and A. Once the battle is over, Mettaton will leave, and Dr. Alfis will update your phone, and sign you on social media, whether you like it or not. The next time will be as you explore the Hotlands and come to a dark area. Alphys will chop the lights to turn just for you to discover that you are in a cooking show with Mettaton. First you need to collect the ingredients behind you, you can carry all at once so just get them all and bring them back. Let the scene play out for a while and you'll find yourself wearing a jetpack to scale an impossibly tall closet and get a replacement human soul extract. The timer will start and you need to dodge the ingredients Mettaton drops on top of you. Don't stress too much as you are given enough time to reach the top. Mettaton will leave at this point and you can continue east to a new conservation point before heading further east. In the face of Mettaton again you will be interrupted by some guards who will take you to safety from the person - or that's the plan until they realize you're the man and start the mini-boss fight. This boss fight is pretty specific and, although not difficult, it would be hard to guess the right combination to clear it peacefully. Choose to act and skip RG 01 and go to RG 02. Choose to clear his armor - this will present a long vertical battle area with a green floating armor piece. Run into it about 5 times and it should take off the armor - if you don't get it enough times, you'll need to clean it again. Now you need to choose RG 01 and whisper it. He will confess his feelings to R2 and you can rid them so they can leave to have ice cream, finishing the fight. and save if you need to get your health back, if not, continue on your way to another dark room, which can only mean Alphys turns on the light for you once again, you find that you are in another of Mettaton's TELEVISION shows. This time it looks like you're a reporter on stage. Once able, move around to the first point you will find. If you go up and right a bit you will come to basketball, but any item is good as they all, in fact, bomb. The timer will start, but don't worry about it as it may never run out. Now you will need to scatter all the bombs using the handy bomb diffusion app Alphys put on your phone. Interact with the item, and then hit the button on the battle screen while the item is in the zone and turns green. A good way to get them all on one go is to head south and then west past the lasers and then back east up the conveyor belt and north and across the other. Dr. Alfis will contact you as soon as you have only a glass of water left to explain that it is in place, so you can grab it and finish the job. Mettaton will leave as soon as it is completed, so you can continue to move east. Past spider bake sale, you will come to the spider corridor where you will be stuck in some thick cobwebs where Muffet is trapped by you. This battle can go down a few different ways depending on what you've done so far. If somehow you've spent enough money buying arachnid treatments in Hotlands you won't even have to do a fight and will just let it go past. If you have more of your treat out of ruins, decide to act and eat it in front of it. She will accuse you of stealing until she receives a telegram from spiders in the ruins that will stop the battle. If you don't have a cure this battle becomes difficult for pacifists. Muffet will turn your heart purple, which means you can only move binding to three lines. It will send spiders along them to attack you, doughnuts that will bounce around the square and croissants that boomerang back. Sometimes her pet will appear and chase you up while you still have to dodge the spiders. Once you successfully escape your pet in the third round it will let you go and the battle is over or you can continue the fight to finish it. - going east. . You will come to some castle and Mettaton will appear and start singing a romantic song about how you should die before throwing you into the hole. Below you will see a familiar puzzle. Don't worry too much and just move through it the best you can - Alphys will jump to help you at the last second, regardless of your success, then Mettaton will fight you. Alphys will call you in the middle of the fight and tell you to press the yellow button on your phone. Choose the act option to do this, then shoot Mettaton several times and he will run away. After another telephone conversation with Dr. Alfiz, continue to go east, and then to the to get to the resort. There's only one boss battle at the core and he finishes your meetings with Metatton. Mettaton will show something pretty off about Dr. Alphys before dragging you into a fight where she can't help you. You will be Shooty heart again, but your bullets won't hurt the robot at all. Instead, you can use them to clear your attacks from hitting you. You can only shoot squares with circles to destroy them, or yellow objects to move them. If you shoot a bomb they will explode in a large cross, so you will need to be clear right after. Note: If you are having problems, stock up on food at the hotel for health reasons. The more expensive the food, the better, as every time you eat on a brand food the audience will enjoy it more depending on how expensive it was. For a pacifist perspective just decided to act between each dodging sequence. Alfie will call eventually, informing you of the switch on Mettaton's back. Now choose to act and convince Mettaton to turn around and then flick the switch. (If you die from here you can start the battle from now on). Mettaton will turn into a Mettaton EX with a chart-to-side showing ratings. You

have to get these rankings up to 10,000 and there are several different options for how. As. undertale boss battles roblox. undertale boss battles roblox wiki. undertale boss battles roblox secrets. undertale boss battles wiki. undertale boss battles script. undertale boss battles trello. undertale boss battles secrets. undertale boss battles discord

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