**Welcome to the**

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[**NEW SAMPLE LIST BY NANITA/CHARAGUNNER**](https://drive.google.com/open?id=1TKoV0qA3BrmrOIjUvm8nR5DA-NNgvrNZ)

Use this one instead.

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**The UNDERTALE Sample List is now officially archived. This means that no new editors/commenters will be added, and all permissions below full-access editor have been purged. The list will still be viewable by anyone, however only a handful will be able to edit it directly. If you still wish to suggest further changes, please email** [**undertalesamplelist@gmail.com**](mailto:undertalesamplelist@gmail.com) **with any inquiries or anything of the like. All requests for access will also be ignored. I want to thank everyone who made this list what it is today, as well as those who have and will use it in the future!**

**Also,**

**I’m not Toby Fox, and I am in no way affiliated with him.**

Howdy UNDERTALE fans, musicians, and SoundClowns!

This list's purpose is to identify all of the Soundfonts/VSTs/etc. used in UNDERTALE’s soundtrack and help you get the sound that you want in the quickest and most convenient way possible. We hope you find this list helpful! If you have any information, corrections to the list, or anything you would like to share, please feel free to edit or comment on the document. **Remember to sign into the chat, we love to talk! :)**

For convenience, we include the beats per minute (BPMs), as well as time and key signatures (in that specific order).

This sheet was written for the [UNDERTALE Music Subreddit](https://www.reddit.com/r/UndertaleMusic/) and the [Underminers Subreddit](https://www.reddit.com/r/Underminers), go check them out!

**If you by any chance use this list to make something on SoundCloud or YouTube, please try pointing your followers/subscribers to this list, it’ll be a huge help!**

**Contributors (add your name and link your SoundCloud/YouTube if you have one!):**

* Parker Lippstock (Parkman202) **(Creator, owner of the list and great friend!)**
* [VoxelFranky](https://www.youtube.com/channel/UCaZOBCyh6a9WUGVPz8Hya4Q) **(Formatting guy)**
* Radixan Von D'arq U.Stil. **(Helped a lot, great friend!)**
* Eddie Burke ([Youtube](https://www.youtube.com/channel/UC2sivhPA6dEyGviPDTkLxRA)) ([Soundcloud](https://soundcloud.com/eddie-burke-703634697/)) **(Admin of the list, big help [recreates a lot of stuff], and is a great friend!)**
* David Kooren ([SoundCloud](https://soundcloud.com/davidkooren)) (Admin of the list, and I do formatting because OCD.)
* [ayyy donkey](https://www.youtube.com/channel/UCFMg0kX2OJwsMQvHQC404nw) (I don’t think I helped that much…)
* Charathehuman (Gold)
* [Xinleaf](https://soundcloud.com/xinleaf) (133)
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* Äilurus Music
* Mekai Israel
* Golden Spork
* Jblitz 15
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* [The Gibus Man](https://soundcloud.com/really_good_music_man) **(Big Help and great friend! :D)**
* FeeeshMeister
* [Keno9988](https://soundcloud.com/keno9988iv) **(Big Help with Bonetrousle! :D)**
* James Page (Jimmy the Bassist) **(Big Help! :D)**
* Alex Knue (CometzFly)
* Nobby1967 Games Music and More
* PalodiaGames
* (Jimmy Meme, [BIizzaStunner](https://www.youtube.com/channel/UCyIOZ0aXWJjCfR3A4HcxLdg))
* Drealengo
* MixAndMash (Dj P.M.) ([SoundCloud](https://soundcloud.com/djpmandmash))
* [StarBurst7](https://soundcloud.com/cat-l-645675343)
* Cephei97 **(Big Helper! :D)**
* Nick Wu ([ZacharyChang](https://soundcloud.com/asdfghjklqwweee))
* Maccraft2014
* [FabiXM](https://soundcloud.com/fabixm) (didn’t do much, and thank you guys for this list, it’s really helpful)
* Cootie Nico/flufffybuns ([SoundCloud](https://soundcloud.com/flufffybuns)) (Amen Break)
* [RPG\_Freak](https://soundcloud.com/soon_soon)
* Doctor Chaos
* Sonicheroesfan1
* [Nerevar\_X](https://soundcloud.com/nere_x)
* XSECPTN ([Soundcloud](https://soundcloud.com/creeper_killer12))
* [Trigore](https://soundcloud.com/ttrriiggoorree) (Jules Madre) (i just really admire all guys who created this. Thanks you for this amazing doc!)
* [Jamangar](https://soundcloud.com/jamangar) SMagical8bitplug
* Head Merchant
* Light Cookies (Light Cookies)
* BenyiC03 (Adding some things here and there)
* CharaGunner **(Big Help! Discovered Ultimate Guitar Kit!)**
* Greatmarvin
* GusDaBeast ([YouTube](https://www.youtube.com/channel/UCfDXbxjN68C-92jxGFHJoTw))
* cookiefonster ([youtube](https://www.youtube.com/cookiefonster))
* JohnCorby ([SoundCloud](https://soundcloud.com/johncorby147)) ([YouTube](https://www.youtube.com/user/JohnCorby147)) (hey i got better at music when contributing thanks guys)
* [FlamesAtGames](https://www.youtube.com/FlamesAtGames) (Thank you all for this document. I’m happy to contribute!)
* Captain llima Bean/Kuraiku ([YouTube](https://www.youtube.com/channel/UCiFwxE50OJrox8_g9QrqsQQ))
* [Charlesi](https://soundcloud.com/charles-production) (You guys are the best!)
* [ThatGuyWithTheGibus](https://soundcloud.com/thatguywiththegibus)
* [Sarveproductions](https://soundcloud.com/user-705598459)
* Zifto / “TACO BEL[L” (](https://soundcloud.com/user-705598459)[SoundCloud](https://soundcloud.com/2ifto)) [(](https://soundcloud.com/user-705598459)[YouTube](https://www.youtube.com/channel/UCQq5VtGJ_JrpbKNSTv_pcBg)[)](https://soundcloud.com/user-705598459) (I regularly check this document[. Thanks for letting me somewhat help out on it.](https://soundcloud.com/user-705598459))
* Caleb Byrd
* Ethosein ([SoundCloud](https://soundcloud.com/sexy-synth-man)) ([YouTube](https://www.youtube.com/channel/UCqlhqdNpDtjNVVnHRr0qfvg)) Thanks so much for letting me contribute!
* Doofenschmalphys([Soundcloud](https://soundcloud.com/doofy-doof))
* DratCross ([Soundcloud](https://soundcloud.com/dratcross2)) (I did stuff)
* Steve Sun (I helped out quite a while ago, and the I think the special thanks should be all on their own page)
* Asriel ( I made notes and stuff.. .\_. )
* Anyone else who wasn’t mentioned!

**Special thanks**:

* Parker, a.k.a. Parkman202, for making this list!
* /u/Combine11 ([gmodfan11](https://www.youtube.com/user/gmodfan11)) for making videos of the UNDERTALE soundtrack with frequency cancellation for easier identification of arrangements and instruments.
* Toby “Radiation” Fox for the original UNDERTALE soundtrack, and for the wonderful game itself!

**You will need to either email undertalesamplelist@gmail.com to ask permission to edit the document or simply request access via Google Drive’s request system.**

**Formatting Guidelines**

In order to keep the list aesthetically pleasing, we ask our contributors to please read and follow these guidelines:

* The songs should be in the order that the Official Soundtrack list is in, while the songs that are not in the OST should be at the bottom. Any other songs that are related, but not actually from the game or its OST should also be included for convenience (e.g. Megalo Strike Back)
* Only use Helvetica Neue as a font, unless the contextualaesthetic calls for it. For example, Megalovania’s info uses **comic sans in bold.**
* All links need to be [yellow and not underlined](https://docs.google.com/document/d/1ZFusgT_6ROaajy9HkHrauSJY9vC7qP7oeEeYchPs2PE)! Bullets with links next to them need to be white, and any punctuation around links need to be white. Thanks.

**Additional Notes**

* If one of the things in the ***Soundfonts/VSTs/etc. used*** box is vaguely named (i.e. Strings, Acoustic Guitar, etc.), it means that we have not found anything remotely close to the instrument listed and/or we have no idea how it was synthesized. Names will be updated on-the-dot when new information has arisen.
* **I**n case you didn't know, Full Grand Piano is just one soundfont in a pack of 20. It has a whole bunch of piano types, each with their own bright and dark variants. We're not sure if we're actually going to list each specific sample in the soundfont, but for now just try to look through the soundfont yourself to find what you need. Using equalization would basically do the same thing.

**Convenient Links:**

* [Magical8bitplug Tutorial](https://www.youtube.com/watch?v=mmXT9h5JTrM)
* [Compressor/Decompressor for .sfArk files (.sfArk to .sf2 and vice versa)](https://www.google.com/url?q=http://melodymachine.com/sfark.htm&sa=D&ust=1477366178591000&usg=AFQjCNG4TlaesHTXHdHcqb-T1hkp4ybN4w)
* [William Kage SNES Soundfonts](http://www.williamkage.com/snes_soundfonts/) (Earthbound, Chrono Trigger, FFVI, etc soundfonts)
* [SGM Soundfont](https://osdn.net/projects/sfnet_androidframe/downloads/soundfonts/SGM-V2.01.sf2/)
* [THFont Soundfont](https://musical-artifacts.com/artifacts/433)
* [Matt Montag’s NES VST](https://www.mattmontag.com/projects-page/nintendo-vst)
* EarthBound Soundfont, 8bitsf[, Megadrive Soundfont, Megaman X](https://woolyss.com/chipmusic-soundfonts.php), etc.

**And now, without further ado...**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **File Name** | **Song name (Soundtrack)** | **Tempo,**  **Time Sig.,**  **Key** | **Soundfonts/VSTs/etc. used** | **Additional Notes** |
| mus\_story.ogg | 1. Once Upon a Time | 131  4/4  F Major | * [Magical8bitplug](https://woolyss.com/chipmusic-plugins.php?s=Magical+8bit+Plug)   + 25% Pulse   + 12.5% Pulse   + 25% pulse with low attack setting   + White noise   + Triangle wave | I’ll warn you now, there will be a lot of these “waves.”  The middle part is Magical8bitplug’s 25% Pulse and the Outro is 12.5% Pulse, the rest of the song is NES VST. |
| mus\_menu0.ogg | 2. Start Menu | 180  4/4 | * Magical8bitplug   + Square wave * 3xOsc   + Noise | Add just a small amount of delay to the square.  The noise has no sustain and quite a lot of decay.  [Here](https://www.dropbox.com/s/5ouztaer2hqvldi/StartMenu.flp?dl=0)’s an FLP. |
| mus\_flowey.ogg | 3. Your Best Friend | 124  4/4  Ab Major | * Magical8bitplug   + Triangle wave * NES VST   + Duty Cycle | For more information on the NES VST settings, see **Figure 2** below. |
| mus\_toriel.ogg (slowed down) | 4. Fallen Down | 110  ¾  D Major | * [“Earthbound soundfont](https://musical-artifacts.com/artifacts/210)   + Mellow Piano   + Onett Bass   + Save the Miners Pad   + Strings 3 | A person on SoundCloud under the username “[Zifto](https://soundcloud.com/2ifto)” has transcribed the song (including the reprise) and made a base FLP of it. It uses Mother 3’s Strings+1 for the strings, however. Get the FLP [here](https://soundcloud.com/2ifto/full-fallen-down-recreation-flp-in-desc-happy-fourth-of-july).  Note that the Onett Bass is not used for the bass throughout the whole song, it’s actually  mixed with Save the Miners Pad/Strings 3. Which makes the Vocal Effect. |
| mus\_ruins.ogg | 5. Ruins | 138  ¾  B Major | * “SGM” soundfont   + Glockenspiel   + STANDARD 3 (Drumkit)   + Strings   + Piano 1 * 3xOsc   + Sine wave   + Triangle wave * The Ultimate Megadrive Soundfont   + Square wave | The piano, glock, and strings are detuned 4 semitones down, while the drums are detuned up 3 semitones.  The “flute” is a sine wave that plays on 2 octaves.  Around 0:46 seconds in, there is a quiet right panned string pattern. |
| mus\_options\_fall.ogg | 6. Uwa!! So Temperate♫ | 140  4/4 | * “Chrono Trigger” soundfont   + piano   + fbassfd * “SGM” soundfont   + STANDARD 1 (Drumkit) | Somebody by the name of J[amangar](https://soundcloud.com/jamangar) on SoundCloud made an FLP of this song, you can download it [here](http://www.mediafire.com/file/72179f2sddxwirp/Uwa%21%21So+Temperate+Base+FLP.flp). |
| mus\_prebattle1.ogg | 7. Anticipation | 183  4/4 | * Magical8bitPlugin   + Triangle wave * SecretOfMana   + SOM Percussion * “SGM” soundfont   + STANDARD 3 (Drumkit) | SOM Percussion is the snare, the hihat and the crash, SGM is everything else. |
| mus\_tension.ogg | 8. Unnecessary Tension | 148  4/4 | * Magical8bitPlugin * Triangle * 12.5% Pulse Wave * White Noise | FLP Base right [here](https://www.dropbox.com/s/i4wg1tkre91qfxl/unnecessary%20tension.flp?dl=0) |
| mus\_battle1.ogg | 9. Enemy Approaching | 183  4/4 | * Magical8bitplug   + 25% pulse wave   + 12.5% pulse wave   + Triangle wave * “SGM” soundfont   + Strings   + STANDARD 1 (Drumkit)   + Glockenspiel   + Piano 1 * THFont   + Violin | The beginning of ‘Enemy Approaching’ is actually just ‘Anticipation,’ but with more instruments and a melody added.  The piano is detuned 1 semitones up. |
| mus\_ghostbattle.ogg | 10. Ghost Fight | 225  4/4 | * “EarthBound” soundfont   + Moonside Cafe   + Venus   + Mellow Piano   + Acoustic Bass   + Waspy   + Trumpet   + Kick 1 (Drumkit)   + Snare 3 (Drumkit)   + Ride (Drumkit)   + Your Name Please 2 | Parker made a full transcription of this one, too.  The ride is pitched down 5 semitones. In other words, it plays 5 notes below C5, which is G4. |
| mus\_gameover.ogg | 11. Determination | 115  ¾ | * 3xOsc   + Square Wave | This track seems very simple in terms of instruments.  It has vibrato and a little bit of reverb.  EQ plays a key part in this, mainly around the highs.  The lower bass notes have sustain/decay. |
| mus\_house1.ogg | 12. Home | 110  4/4 | * “SGM” Soundfont   + Nylon str.-Guitar | It’s got a bunch of reverb, but it’s simple otherwise.  The bpm varies at different times. Notes are also offbeat to give a “realistic” tone.  The guitar is pitched down 3 semitones.  The guitar has quite a lot of release. |
| mus\_house2.ogg | 13. Home (Music Box) | 110  4/4 | * “SGM” soundfont   + Music Box | This one is literally the exact same MIDI/FLP as the previous iteration of “Home”, except with a different sample, and it’s one octave higher. |
| mus\_boss1.ogg | 14. Heartache | 119.500 | * Magical8bitplug   + White noise   + 12.5% pulse wave   + 25% pulse wave   + Triangle wave * “SGM” soundfont   + STANDARD 1 (Drumkit   + Orchestra (Drumkit)   + Strings   + French Horns   + Choir Aahs * “Proteus2\_Instruments”   + Quartet 4   + Oboe * “THfont” Soundfont   + Flute   + Solo Bo\_0\_57 | The drumset is a combination of Standard 1 SGM and Orchestra SGM.  The Solo Bo instrument is detuned down 4 semitones. |
| **mus\_muscle.ogg** | **15. sans.** | **128**  **4/4**  **Ab minor** | * **“sgm” soundfont**   + **fretless bass**   + **baritone sax**   + **clav.**   + **standard 1 drumkit** | **there are bongos in the background, quietly playing the same pattern as the clav.**  **you can have an flp base** [**here**](https://cdn.discordapp.com/attachments/207646162486951937/249583236227792907/sans.flp)**.**  **the drumkit has been pitched down by 2 semitones and likely has the fruity reeverb 2 preset ‘small studio.’** |
| mus\_papyrus.ogg | 16 . Nyeh Heh Heh! | 150  4/4  C Harmonic Minor | * Magical8bitplug   + 12.5% Pulse (Under low attack)   + 25% Pulse   + White Noise (VST settings in **Figure 4**) | Parker did a transcription of this one and even did a Synthesia video teaching you how to play it!  **Chiptune Drums are shown in Figure 4.** |
| mus\_snowy.ogg | 17. Snowy | 122  4/4 | * “SGM” soundfont   + Piano 1 * EWQL Symphonic Orchestra Gold   + C SVL Sus Vib Hard | Piano is detuned 5 semitones down  There’s reverb on the piano. It’s a slightly modified version of Fruity Reverb 2’s Cathedral Preset  (A good free alternative for the Viola is the [aaviolin.sf2 in the strings part 1](http://www.newgrounds.com/bbs/topic/1200140))  Here’s an FLP base right [here](http://download1512.mediafireuserdownload.com/n3vow7s5k4yg/9md62q2d6xd12n3/mus_snowy.flp) |
| mus\_options\_winter.ogg | 18. Uwa!! So Holiday♫ | 140  4/4 | * “SGM” soundfont   + “Tubular Bells”   + STANDARD 1 (drumkit)   + Strings |  |
| mus\_dogmeander.ogg | 19. Dogbass | 222  4/4 | * “SGM” soundfont   + JAZZ (Drumkit) * EastWest Goliath   + Upright Bass Exp 1 |  |
| mus\_mystery.ogg | 20. Mysterious Place | 66  3/4 | * 3xosc   + Sine wave | There’s reverb and delay. |
| mus\_dogsong | 21. Dogsong | ~113  4/4  Db Major | * [Default.sf2 (“Mario Paint” Soundfont)](http://cynagen.com/mprecord/?page=soundfonts) * Dog * Mario | Dog and Mario both play the lead and bass.  Also reverb. |
| mus\_town.ogg | 22. Snowdin Town | 102  4/4 | * SGM Soundfont * Vibraphone * Xylophone * Tubular bells * Piano 1 * Pizzicato Strings * Viola * Strings * Slow Strings * STANDARD 1 (Drumkit) | I’m not 100% sure about the vibraphone and xylophone. |
| mus\_shop | 23. Shop | 155  4/4  Ab Major | * “The Ultimate Megadrive Soundfont” * Clarinet 1 * SGM Soundfont * Slow Strings * Piano 2 * Pizzicato Strings * Glockenspiel * 3x Osc | The Clarinet has some LFO effect in it.  Go [here](https://embed.gyazo.com/ee9eebe0cb54fe35e5812b25d2945af7.png) if you want some help.  3x Osc is a bass in FL Studio, that acts as the bass in Shop.  Go [here](https://embed.gyazo.com/517c5ce272afe23d42142c4bc34b49ba.png) to make it sound right. |
| mus\_papyrusboss.ogg | 24. Bonetrousle | 150  4/4  C  Harmonic Minor | * Magical 8-bit Plugin   + 25% Pulse Wave   + Square wave 12.5% * “SGM” Soundfont   + STANDARD 1 Drumkit   + Tuba   + Strings   + Brass   + Xylophone   + Violin * “EarthBound” Soundfont   + Flute   + Hi Hat 1 * “Proteus2\_Instruments”   + Solo Violin * “Chrono Trigger” Soundfont   + Choir | The drums are put under some heavy effects, which are equalization, compression, and reverb.  Pretty sure drums are also pitched down by 150 cents  Recreated VST settings and other effects are shown in **Figure 3**.  [The drums that transition into the strings](https://youtu.be/mqzBv3FYpr0?t=31) are white noise blips made by the magical8bit plugin, plus HiHat 1 from the Earthbound SF.  The Proteus2 Soundfont’s Solo Violin sample (layered over SGM’s Brass) is the most audible sample during the strings part.  The Tuba and Xylophone appear during the chorus (the strings part) and are panned left. |
| mus\_date.ogg | 25. Dating Start! | 115  4/4  Gb Major | * “SGM” Soundfont   + Piano 2   + Glockenspiel   + DANCE (Drumkit)   + Strings   + Sine Lead * Magical8bitplug * Square |  |
| mus\_date\_tense.ogg | 26. Dating Tense! | 225  4/4 | * Magical8bitplug   + Square * “SGM” soundfont   + DANCE (DrumKit) |  |
| mus\_date\_fight.ogg | 27. Dating Fight! | 140  4/4  Gb Major | * Magical8bit plug/NES VST   + Square * SGM” soundfont   + Orchestra Hit   + Glockenspiel   + Piano 1   + DANCE (DrumKit) * Mother 3 Soundfont   + Flute 2 |  |
| mus\_mysteriousroom2.ogg | 28. Premonition | 66  4/4 | * “SGM” soundfont   + Piano 1 | The piano has a lot of reverb applied and is pitched down 1 octave. |
| mus\_undynescary.ogg | 29. Danger Mystery | 75 | * SJ Orchestra   + Cellio Tremolo |  |
| mus\_undynetheme.ogg | 30. Undyne | 115  3/4 | * “SGM” soundfont   + Piano 1   + Harpsichord   + Strings * “THfont” Soundfont   + Rhodes EP   + ORCHESTRA (DRUMKIT) * 3x Osc   + Sine Wave | The Sine Wave have some Flanger and Chorus there with reverb.  The preset for Flanger is Modulation and for Chorus is Fat clean. |
| mus\_waterfall.ogg | 31. Waterfall | 70  4/4 and ¾  Em | * “SGM” Soundfont   + Choir Aahs   + Piano 1   + Timpani * “Sonatina Symphonic Orchestra”   + Bass Drum   + Cymbals * Crisis General Midi   + Glockenspiel * “Touhou” Soundfont   + Violin   + Tubular Bells | I am 99% sure the first instrument is the Crisis General Midi glockenspiel, but with an enormous amount of reverb and/or delay at a low octave. It sounds very similar between C3 and C4.  The glockenspiel at the very beginning is in 4/4. The rest of the song is in 3/4. |
| mus\_undynefast.ogg | 32. Run! | 125  4/4 | * “Mother 3” soundfont   + Piano 1   + [PRC] Drumkit (Drumkit) | The drumkit actually sounds very nice, and I think Toby uses it more than once in the OST, maybe in Spear of Justice.  An [FLP](https://www.dropbox.com/s/j3dvamb606qz778/Run%21%20Transcription.flp?dl=0) for this song was made by Caleb Byrd! |
| mus\_waterquiet.ogg | 33. Quiet Water | 60  3/4 | * “FluidR3 GM2-2” soundfont   + Celesta | I don’t know if I’m right, but the Celesta has a lot of Attack and Release applied with Reverb. |
| mus\_musicbox.ogg | 34. Memory | 80  4/4 | * “SJ Orchestra” Soundfont   + Glockenspiel |  |
| mus\_birdsong.ogg | 35. Bird That Carries You Over A Disproportionately Small Gap | 153  4/4 | * “SGM” Soundfont   + ORCHESTRA drumkit   + Strings   + Tubular Bell * Magical8bitsplug   + Square |  |
| mus\_dummybattle.ogg | 36. Dummy! | 250  4/4 | * Earthbound soundfont   + Moonside Cafe   + Acoustic Bass   + Mellow Piano   + Venus   + Waspy   + Trumpet * 3xOsc   + Saw Wave * “SGM” Soundfont   + JAZZ (Drumkit) |  |
| mus\_napstahouse.ogg | 37. Pathetic House | 130  4/4 | * Magical 8bitplug   + Square wave |  |
| mus\_spoopy.ogg | 38. Spooktune | 122  4/4 | * “Earthbound” soundfont   + Trumpet | The trumpet is a bit bitcrushed |
| mus\_spoopy\_wave.ogg | 39. Spookwave | 122  4/4 | * “Earthbound soundfont”   + Trumpet | Probably with some phaser and reverb |
| mus\_spoopy\_holiday.ogg | 40. Ghouliday | 166  4/4 | * [Yamaha XG soundfont](http://www.ronimusic.com/sf2/Yamaha_XG_Sound_Set.sf2)   + Sfx\_ghost | Add a [bitcrusher](https://tal-software.com/products/tal-effects). |
| mus\_napstachords.ogg | 41. Chill | 74  4/4 |  | We don’t know anything about this track.  Might be SGM tremolo with eq and reverb |
| mus\_race.ogg | 42. Thundersnail | 150  4/4 | * Matt Montag’s NES VST   + Default DPCM Drums | Toby stated that he made this song with a single (heavily edited) xylophone sample. |
| mus\_temvillage.ogg | 43. Temmie Village | 168  4/4 | * “Star Fox 64” Soundfont   + Voice Doo * Earthbound   + Bird 1 * “SGM” soundfont   + STANDARD 1 | **Toby Fox himself replied to an email and said he doesn't even know what boyband is; so he never used mixcraft nor did he use the doo sound from it.** |
| mus\_temshop.ogg | 44. Tem Shop | 95.5  4/4 | * Matt Montag’s NES VST   + Square wave | The settings for this VST are shown below in **Figure 1** |
| mus\_undynetruetheme.ogg | 45. NGAHHH! | 250  3/4  G Minor | * “THFont” soundfont   + Orchestra Hit   + Brass Trumpet * “SGM” soundfont   + Piano 1   + Timpani   + Strings   + STANDARD 1 (DrumKit) * Magical 8bit plug   + 25% Pulse |  |
| mus\_undyneboss.ogg | 46. Spear of Justice | 263  3/4  G Minor | * “THFont” soundfont   + Romantic Trumpet   + Brass trumpet   + Concert Bass Drum   + Orchestra Hit   + Aah Choir * “SGM” soundfont   + Strings   + Piano 1   + STANDARD 1 (Drumkit) * “8Bitsf” soundfont   + Trumpet   + Honky Tonk Piano(?) * Magical8bitplug   + 25% Pulse   + Triangle |  |
| mus\_oogloop.ogg | 47. Ooo | 130  4/4 | * “SGM” soundfont   + Choir Aahs   + Sine Lead | This is probably the easiest track in the game to recreate.  **The choir is brought down by several octaves**, you can’t even recognize that it’s a choir.  The note that's playing is a Bb.  There’s a sine playing the same note an octave below, but with a high cut.  FLP Base right over [here](https://soundcloud.com/rpgtheenemy/ooo-base-flp) |
| mus\_lab | 48. Alphys | 99.5  ¾,5/4 | * Mother 3 soundfont   + Synth Multi+   + Xylophone   + Piano 1   + Warbly Synth   + [GB] Pulse 50% (Drumkit) * “SGM” soundfont   + Music Box   + Strings   + Vibraphone | The Vibraphone is layered with the Synth Multi+ at the beginning.  The song constantly goes back and forth from 3/4 and 5/4. It switches to 5/4 and back to ¾ through 0:04-0:08, 0:28-0:31, and 1:00 to the end. |
| mus\_mtgameshow.ogg | 49. It’s Showtime! | 127.43  4/4 | * “The Ultimate Megadrive Soundfont” * Square Wave * Mute Trumpet/Trumpet/Tuba *(each are similar)* * Synth Bass 2 * Piano 1 * DAC/PSG Drumkit * Organya22KHz8bit * ORG\_D05 * “Earthbound” Soundfont   + Taiko Drum | The square wave is playing the main melody, while the muted trumpet is one octave below, playing the same notes.  Also, the square wave lead has the modulation turned up all the way, but the trumpet does not. |
| mus\_mettatonbattle.ogg | 50. Metal Crusher | 116  4/4 | * Matt Montag’s NES VST   + Default DPCM Drums   + Noise (93 bit Timer Period)   + Duty Cycle   + Default Triangle Wave | I’ve added a picture of the Duty Cycle down below, i guess it's the right  one.  The Triangle Wave is pretty quiet but you can especially hear it in the second part doing some arpeggios. |
| Mus\_anothermedium.ogg | 51. Another Medium | 130  4/4  Fm | * “THFont” soundfont   + Aahh Choir * “SGM” Soundfont   + Piano 1   + TECHNO Drumkit   + Choir Aah’s   + JP Strings * Organya22KHz8bit Samples * Org\_D00 * Org\_D01 * Org\_D03 * Org\_D04 * *The bass is a mix of 2 organya samples*   + Org\_M10   + Org\_M18 * The NES Soundfont   + SQUARE WAVE * GMS is the lead Or close to it   + Settings are also below. | The square wave used has a frequency filter applied to it and it is automated.  The piano used has a strong reverb applied to it. (Fruity Reeverb)    Orgmaker instruments are definitely used in this, mainly for percussion and the lead, mixing two samples.  The Orgmaker samples can be found on the Organya22KHz8bit folder inside the [PxTone](http://www.cavestory.org/pixels-works/pxtone-collage.php)’s my\_material folder.  The high hats in the main section are panned left and right and are from the techno drum kit. They are also slightly pitched on the right ear.  The bass is actually layerd with the JP Strings and Choir aahs from SGM.  The Square Wave Is Detuned by +10 Cents. |
| mus\_options\_summer.ogg | 52. Uwa!! So HEATS!! | 113  4/4 | * Matt Montag’s NES VST   + Square * “Chrono Trigger” soundfont   + Piano |  |
| mus\_battle2.ogg | 53. Stronger Monsters | 175  4/4 | * “Mega Man X2” soundfont   + Brass X2 * “Mega Man X” soundfont   + MMX Percussion   + MMX Strings * “Earthbound” soundfont   + Square   + Sawtooth * “SGM” soundfont   + Piano 1   + Impact Hit * Magical 8bit plug/NES VST   + Triangle   + 25% Pulse   + 12.5% Pulse | Most of the soundfonts used are SNES soundfont with a bit of NES. |
| mus\_hotel.ogg | 54. Hotel | 93  4/4 | * “[Titanic 200 GM-GS v1.2](http://www.emu-france.com/?wpfb_dl=4234%22)” * YamahaNylonFretss * Acoustic bass * “SGM” soundfont   + Vibraphone   + STANDARD 1 (Drumkit)   + Acoustic bass * FL Keys |  |
| mus\_hotel\_battle.ogg | 55. Can You Really Call This A Hotel, etc. | 127  4/4 | * “Hotel” sped up with some other effects. |  |
| mus\_confession.ogg | 56. Confession | 97  4/4 | * “MOTHER 3” Soundfont   + Piano 1   + E. Piano |  |
| mus\_news.ogg | 57. Live Report | 115  3/4 | * “SGM” soundfont   + Piano 2   + Strings | The instruments probably have lots of effects like reverb. |
| mus\_news\_battle.ogg | 58. Death Report | 135  3/4 | * “SGM” soundfont   + Piano 2   + Strings   + Timpani   + STANDARD 1 (Drumkit)   + Ahh Choir |  |
| mus\_spider.ogg | 59. Spider Dance | 230  4/4 | * Magical 8-bit plugin/NES VST   + 25% Pulse   + Square   + Triangle   + White Noise   + 12% Pulse   + Duty Cycle * “SGM” soundfont   + Choir Aahs   + Strings   + Harpsichord   + POWER (DrumKit) * Mother 3 Soundfont   + Choir+Horn | There are some very quiet instruments you can barely hear, but you can hear them very clearly when you [apply phase inversion](https://www.youtube.com/watch?v=_l643xUDFhE).  The 25% Pulse has a bit of attack, and the 12% pulse has a bit of release playing behind a different melody. The duty cycle also has some delay.  The harpsichord has stereo enhancer. |
| mus\_wrongworld.ogg | 60. Wrong Enemy!? | 224  4/4 | * Magical 8-bit plugin/NES VST   + 25% Pulse   + Square   + Triangle   + White Noise * “SGM” Soundfont   + Timpani |  |
| mus\_mettmusical1.ogg  mus\_mettmusical2.ogg  mus\_mettmusical3.ogg  mus\_mettmusical4.ogg | 61. Oh! One True Love | 120  4/4 | * “Final Fantasy VI” Soundfont   + Harp   + Reed   + Strings   + Tenor | FLP [Here](http://www.mediafire.com/file/13lbc3zssvat2pt/Oh%21+One+True+Love.flp). |
| mus\_operatile.ogg | 62. Oh! Dungeon | 190  4/4 | * “Final Fantasy VI” Soundfont   + Trumpet   + Trump2   + Strings   + French Horn   + Harp   + Timpani   + Tuba   + Flute   + FF6 Drum Kit * "SGM" soundfont   + Reverse Cymbal |  |
| mus\_sansdate.ogg | 63. it’s raining somewhere else | 96  4/4 | * “sgm” soundfont   + piano 2   + acoustic bass   + standard 1   + rain * “thfont” soundfont   + vivesps06   + electric piano |  |
| mus\_coretransition.ogg | 64. CORE Approach | 144  4/4 | * A segment of ‘Hotel’ slowed down, with some reverb and a wind sound effect playing over it. |  |
| mus\_core.ogg | 65. CORE | 140  4/4  B | * “THFont” soundfont   + Ahh Choir   + Strings   + Glockenspiel   + AccesVirusBrass * “SGM” soundfont   + POWER (DrumKit)   + Piano 1 * PoiZone VST (Default preset) * Square wave * [20 Free Synth Soundfonts](http://www.flstudiomusic.com/2011/12/20-synth-soundfonts.html)   + Super Saw 3? * FL Studio’s Sytrus plugin   + Short synth - Hyper Resonant 3 | The settings for Hyper Resonant 3 can be found in **Figure 8.**  **Core Switches between using Hyper Resonant and Super Saw 3. Also Super Saw 3 Has a low Pass Filter Applied. There is also a delay applied but not using a filter.**  **The Piano 1 Has a low pass filter and is doubled up with a square wave** |
| mus\_mettafly.ogg | 66. Last Episode! | ~128  4/4 | * Duty Cycle (NES VST) * “SGM” soundfont   + Ahh Choir |  |
| mus\_mettaton\_pretransform.ogg | 67. Oh My... | ~115  4/4 | * Ultimate Guitar Kit * Some Wind |  |
| mus\_mettatonex.ogg | 68. Death by Glamour | 148  4/4 | * “SGM” soundfont   + Piano 3   + Strings   + Alto Sax   + DANCE (drumkit)   + Impact Hit * “FluidR3\_GM” Soundfont   + Rhodes EP * NES VST   + Noise (93 Bit) (Sampled) * Synth1 | When the strings come in, the main melody goes one octave higher, and the harmony notes on the opening CORE riff are played on Piano 3. |
| mus\_mettsad.ogg | 69. For the Fans | 94  4/4 | * “SGM” soundfont   + E.Piano 1 * "Final Fantasy VI" soundfont   + Reed   + Strings   + Tenor | It’s same thing as Oh! True Love except there’s an electric piano and it’s slower. |
| mus\_elevator\_last.ogg | 70. Long Elevator | 150  4/4 | * 3xOsc |  |
| mus\_endarea\_parta.ogg  mus\_endarea\_partb.ogg | 71. Undertale | 101.904  4/4 | * “SGM” soundfont   + Strings   + STANDARD 1 (DrumKit) * [Titanic 200 GM-GS v1.2](http://www.emu-france.com/?wpfb_dl=4234%22)   + Mute Guitar (plays at about 1:34 when the strings kick in)   + Glockenspiel * “Earthbound” Soundfont   + Square * “Touhou” Soundfont   + Stereo Grand * [Tapeworm](http://www.tweakbench.com/tapeworm) - Flute Preset with EQ from Fruity Parametric | The guitar at the beginning and plays throughout is actually a live recording of a guitar. **An alternative for the guitar, if you want an authentic sound, is SGM’s Nylon-str. Guitar and Acoustic Bass. You could also use a guitar VST such as Realguitar, or a Kontakt Library like Evolution Acoustic Guitar.**  At about 0:18 in the song, the Earthbound square begins to play at D# or Eb. (it’s under a lot of EQ.) |
| **(not actually in the game)** | **72. song that might play when you fight sans** | **240**  **4/4** | * **“mega man x2” soundfont**   + **brass**   + **percussive**   + **overdrive gt. X2**   + **Percussive X2**   + [**sampled cymbal**](https://cdn.discordapp.com/attachments/269943731757514752/315303193062014986/21.wav) * **“mega man x” soundfont**   + **mmx square wave**   + **mmx strings**   + **mmx distorted guitar**   + **mmx slap bass** * **boobass** * **“earthbound” soundfont** * **enjoy organ** | **all the instruments besides the overdrive guitar are pitched down by 50 cents. That’s to make them match the overdrive guitar. however, it’s easier to just pitch the overdrive guitar up by 50 cents and leave everything else alone. the strings at the end have reverb, and the square wave has some sorta vibrato effect.**  **the lead overdrive guitar before the bonetrousle section has a bit of reverb and delay, by the way and the sampled cymbal is from the “percussive x2” drumkit in the mmx2 soundfont.**  [**here is a little tutorial made by sarveproductions for the cymbal**](https://www.google.com/url?q=https%3A%2F%2Fcdn.discordapp.com%2Fattachments%2F240827164402909185%2F319614283594072064%2Fcym.png)**.** |
| mus\_chokedup.ogg | 73. The Choice | 81  4/4 | * ‘Undertale,’ but Paulstretched to 2 minutes and 13 seconds | Use the free program [Audacity](https://www.audacityteam.org/download/) to Paulstretch. |
| mus\_smallshock.ogg | 74. Small Shock | 96  4/4 | * [Tapeworm](http://www.tweakbench.com/tapeworm) - Flute Preset with EQ from Fruity Parametric |  |
| mus\_barrier.ogg | 75. Barrier | 135  4/4? | * “Earthbound” Soundfont   + Giygas Breath | It’s pitched down a couple octaves, with some reverb. |
| mus\_bergentruckung.ogg | 76. Bergentrückung | 113  4/4  D Minor | * Magical 8bit plug   + Dutycycle   + 25% Pulse   + Triangle Wave | Everything is pitched up by 350 cents, except the triangle wave, which is pitched down by 350 cents.  Duty cycle can be created in Magical8bitplug by adding LFO to the OscKind knob. Slides can be created using modulation.  You can easily make it with an automation clip or by doing alt + o in piano roll |
| mus\_vsasgore.ogg | 77. ASGORE | 114.843  4/4  D Minor | * Magical 8bit plug   + 25% Pulse   + 12.5% Pulse   + Square   + Triangle   + White Noise * “SGM” soundfont   + Piano 1   + Strings   + Violin   + Oboe   + Glockenspiel   + Tubular Bells   + Timpani   + Choir Aahs   + Brass 1   + Orchestra Hit   + POWER (DrumKit) | The piano is playing the same notes as the melody during the first section of the song  I’m 100% sure the Heartache part is a 25% pulse and a 12.5% pulse playing at the same time.  Piano is pitched up 2 semitones (175 cents in gamefiles), in fact most of the instruments are |
| mus\_yourbestfriend\_3.ogg | 78. You Idiot | 98  4/4 | * “Your Best Nightmare” slowed down. | Same soundfonts used for the lead of Your Best Nightmare, just a higher pitch. |
| mus\_f\_intro.ogg  mus\_f\_part1.ogg  mus\_fpart2.ogg  mus\_f\_part3.ogg | 79. Your Best Nightmare | 190  4/4 | * “[Ultimate Sytrus Pack](http://www.flstudiomusic.com/2010/04/ultimate-sytrus-pack.html)”   + Freak Choir6   + Bass-Electric3 * SGM Soundfont   + Piano 1   + Choir * THFont   + Music Box   + Ohh Voices * 12.5% Wave with a lot of reverb * [Amen Break samples](http://www.mediafire.com/file/qnjygcd6cm87y5g/Amen+Break+construction+pack.rar) (Drums) * Matt Montag’s NES VST   + Duty Cycle   + Square * [*25 Free Piano Soundfonts*](http://www.flstudiomusic.com/2010/02/25-piano-soundfonts.html)   + “Full Grand Piano” * Magical8bitplug   + Square   + White Noise * 3xosc * “annoying laughter” * Harmless | Also the drums are edited versions of Amen Break, with some huge distortion.  The drums in the soul phases are just the normal amen break drums pitched up 9 semitones.  3xosc creates both the static and the alarm sound.  If you’re using FL Studio, try using Soundgoodizer on the drums to achieve a distortion effect.  The Freak Choir’s SB is brought up by 70% and the key range is changed by 7 notes. [Here](https://gyazo.com/5335211297c962ed5164bfad57b4ca80) [is](https://gyazo.com/991548b3c6c4315d88def9076f03c7f8) what I mean.  The piano and choir in Soul Phase 5 is pitched down by 7 semitones. |
| mus\_f\_finale\_1\_l.ogg  mus\_f\_finale\_1.ogg  mus\_f\_finale\_2.ogg  mus\_f\_finale\_3.ogg | 80. Finale | 190  4/4  Cm | * “SGM” soundfont   + Piano 3   + Piano 1   + Choir Aahs   + Glockenspiel   + Tubular Bells   + Strings   + Trumpet * SJ Symphonic Orchestra   + Strings marc * Square Wave * Super saw * Detuned Square * [Amen Break Samples](http://www.mediafire.com/file/qnjygcd6cm87y5g/Amen+Break+construction+pack.rar) | The drums are the same as Your Best Nightmare.  The beginning piano is Piano 3 pitched down by 4 semitones (Thanks to Eddie Burke for discovering this).  Piano 1 is playing the bass notes at 0:40  3xosc makes a good replacement for the Supersaw |
| mus\_z\_ending.ogg | 81. An Ending | 100  3/4 | * “SGM” soundfont   + Strings * [*25 Free Piano Soundfonts*](http://www.flstudiomusic.com/2010/02/25-piano-soundfonts.html)   + “Full Grand Piano” soundfont | Toby basically just took the FLP for ‘Ruins’ and edited the melody. Then, he changed it so that the only instrument is the piano. Then, he added SGM’s strings to accompany the piano. He exported the whole thing as an audio file, and slowed it down in some other program like **Audacity**. |
| mus\_undynepiano.ogg | 82. She’s Playing Piano | 140  5/4 | * Physical Yamaha Piano | The piano is actually a live recorded piano.  A good alternative would be slightly distorting a piano soundfont or vst and heavily EQ-ing it.  To accurately mimic a realistic piano sound, I recommend using something like “Addictive Keys 2”, but if you wanna stick with just soundfonts, you should make sure you pick something with enough samples for it to sound right by just adding EQ, compression and reverb. |
| mus\_hereweare.ogg | 83. Here We Are | 109  5/4  Bm | * “Earthbound” soundfont   + Boris America * “SGM” soundfont   + Piano 1   + Choir Aahs   + Synth Strings2   + Solo Vox   + St.Choir Aahs * “Glover 64” Soundfont   + Choir 3 * “Industrial Set” soundfont * “Mario Paint” soundfont   + Dog | “Industrial Set” Soundfont (Drums) is slightly bitcrushed/- has release taken off.  The Choir 3 sample is detuned by 3 semitones (at least in my soundfont) so change the base note to A.  The MP/MPC Dog sounds are pretty quiet during the part where the piano kicks in. |
| mus\_amalgam.ogg | 84. Amalgam | 180  4/4  Dm | * “Earthbound Soundfont” * The Past * Kraken String * Giygas Breath * Giygas Static * Earthbound Drum Kit * [Bump](http://starmen.net/mother2/soundfx/bump.wav).wav * Unsettling Opponent * Trumpet For All Time * Onett Bass * Bongo | The Earthbound “Drum Kit” is a combination of Kick, Open Hi-Hat, Snare 1, and Snare 2.  Also, the “Bump” is not in the Earthbound Soundfont, it's an in-game sound effect but you can just search the Earthbound Sound effects online.  The warping effect at the end of the song is created by having one note held down and using Gross Beat’s 1 Beat Gate and ½ Bt Gate |
| mus\_fallendown2.ogg | 85. Fallen Down (Reprise) | 110  3/4 | * “Earthbound” Soundfont   + Mellow Piano   + Onett Bass   + Save the Miners Pad   + Strings 3 * “Chrono Trigger” soundfont   + Pan | [As aforementioned, you can get the full Fallen Down FLP remake [here](https://soundcloud.com/2ifto/full-fallen-down-recreation-flp-in-desc-happy-fourth-of-july). Unfortunately, I couldn’t find the Pan Flute in the “Earthbound” soundfont, so as a placeholder for it, I used the “Bottle Blow” instrument from both the “Kirby’s Dream Land 3” and “Touhou” soundfonts. - Zifto  Everything is pitched down by 50 cents, except for Onett Bass, which is pitched up by 50 cents.  Save the Miners Pad has a vibrato effect (recreatable with VIBRATOR1\_00 plugin)  The end has more echo/reverb than the rest. |
| mus\_dontgiveup.ogg | 86. Don’t Give Up | 120  3/4 | * Full Grand Piano   + Grand * "SGM" soundfont   + Strings   + Glockenspiel   + STANDARD 1 |  |
| mus\_xpart.ogg | 87. Hopes and Dreams | 180.002  4/4 | * Saint James Orchestra Soundfont   + Violin Detache * Kontakt   + Shreddage X * "SGM" soundfont   + Piano 1   + POWER (DrumKit)   + Glockenspiel   + Flute   + Strings   + Choir Ahhs * “THFont” soundfont   + Viola * Magical 8bit plug/NES VST   + 25% Pulse   + 50% Pulse   + Duty Cycle * Ultimate Guitar Kit * Boobass * 707 Crash (Reversed) | There is a 50% Pulse playing the same notes as the “Synth Guitar” one octave above and with reverb.  The backing guitar seems to be chorded whilst being double tracked along with the Boobass playing the same notes but with a constant velocity  The Violin Detache is also playing the staccato notes at the drop while the flute is playing a backing section when the song is raised a semitone.  The violin detache is detuned by 200 cents  The viola is detuned by 100 cents  Thanks to Eddie for finding most of this! |
| mus\_a2.ogg | 88. Burn in Despair! | 135  4/4 | * “SGM” soundfont   + Choir Aahs   + POWER (DrumKit) |  |
| mus\_xpart\_2.ogg | 89. SAVE the World | 180  4/4 | * THFont   + Viola * “SGM” soundfont   + POWER (DrumKit)   + Glockenspiel   + Strings * Magical 8 bit plugin   + Square * Ultimate Guitar Kit * Kontakt   + Shreddage X |  |
| mus\_xpart\_a.ogg  mus\_xpart\_b.ogg | 90. His Theme | 180  4/4 | * “SGM” soundfont   + Piano 1   + Strings   + POWER (Drums) * Saint James Orchestra   + Violin Detache   + Glockenspiel | The Glockenspiel has some reverb and delay applied. |
| mus\_xpart\_back.ogg | 91. Final Power | 142  4/4 | (see Hopes and Dreams) | This is just a segment of “Hopes and Dreams” reversed and slowed down. |
| mus\_reunited.ogg | 92. Reunited | 130  4/4 | * “Chrono Trigger” Soundfont   + Rhodes   + Slow Strings   + Flute   + Piano   + Strings   + Toms   + Sax   + Tone 1   + Pizzicato   + Fingered Bass * “THfont Soundfont”   + Vives PS06 | Slow Strings Is Mislabeled in the Chrono Trigger Soundfont  (Its called str2)  TouHou Vives has a large delay. |
| mus\_menu6.ogg | 93. Menu (Full) | 180  4/4 | * Magical8bitplug   + Square wave * 3xOsc   + Noise * “SGM” soundfont   + Strings   + Piano 1   + DANCE (DrumKit) | There’s an [FLP Base](https://cdn.discordapp.com/attachments/231044523113971713/320908777375399946/Menu_Full.flp). created by David Kooren and mixed and fixed by Eddie Burke!  The 3xOsc noise are the hihats and it has decay with sustain set to 0. |
| mus\_leave.ogg | 94. Respite | 80  3/4 | * [*25 Free Piano Soundfonts*](http://www.flstudiomusic.com/2010/02/25-piano-soundfonts.html)   + “Full Grand Piano” soundfont |  |
| mus\_cast\_1.ogg  mus\_cast\_2.ogg  mus\_cast\_3.ogg  mus\_cast\_4.ogg  mus\_cast\_5.ogg  mus\_cast\_6.ogg  mus\_cast\_7.ogg | 95. Bring It In, Guys! | 1-3)  175  4/4  4)  154  3/4  5)  165  4/4  6)  ~77 varies  4/4  7)  138 slows down at end  4/4 | * Magical 8bit plug/NES VST   + 25% pulse   + 12.5% pulse   + Triangle wave * “SGM” soundfont   + STANDARD 1   + Piano 3   + Strings   + Impact Hit   + Piano 1   + Glockenspiel   + Music Box   + Pan Flute   + Brass 1 * “Earthbound” soundfont   + Mellow Piano   + Onett Bass   + Waspy   + Strings 3 * [*25 Free Piano Soundfonts*](http://www.flstudiomusic.com/2010/02/25-piano-soundfonts.html)   + “Full Grand Piano” soundfont * TLoZ: Minish Cap Soundfont   + Pan Flute * Charang   + Charang 1 * Hyper Saw | Papyrus’ part uses a 12.5% square wave (matt montag’s vst)  (the BPM, key, and tempo change depending on the part)  Just so it’s easier I recommend making a different project for each part it reduces file size. |
| mus\_express\_myself.ogg | 96. Last Goodbye | 180  4/4 | * “SGM” soundfont   + POWER (drumkit) * Ultimate Guitar Kit * Boobass * Magical 8bitplug/NES VST   + Square wave * “THFont” Soundfont   + Viola * Kontakt   + Shreddage X * A Real Piano | For this song, Toby Fox mashed up ‘Hopes and Dreams’ and ‘SAVE the World, changing up some of the parts.  [The piano playing in this track is an actual recording of a piano being played by Toby Fox.](https://twitter.com/tobyfox/status/686705768381476865)  “That’s my self expression,” he says (which is why the file is called *mus\_****express\_myself****.ogg*). |
| mus\_x\_undyne\_pre.ogg | 97. But the Earth Refused to Die | 140  3/4 | * “SGM” soundfont   + Choir Aahs   + Wind * “Earthbound” soundfont   + Bulldozer Move |  |
| mus\_x\_undyne.ogg | 98. Battle Against a True Hero | 150  4/4,3/4 | * Magical 8bit plug   + 25% Square * “8bitsf”   + Duty Cycle * “Chrono Trigger” Soundfont   + Piano * “THFont” Soundfont   + Romantic Tp * “SGM” soundfont   + POWER   + (DrumKit)   + Piano 1   + Aahh Choir   + Piccolo   + Violin   + Tubular Bells   + Strings   + Nylon Guitar * 707 Crash (Reversed) | The piano has reverb/echo applied (probably Fruity Reeverb 2 “Large Hall” preset?)  (Using FL Delay Bank at 1:20 sounds pretty close)  1:34 to the end is in ¾  At 1:55 the piano begins to play two different melodies both panned left and right |
| mus\_mettaton\_neo.ogg | 99. Power of “NEO” | 145  4/4 | * “SGM” soundfont   + Strings   + Impact Hit   + Organ 3   + Overdrive Guitar * 3xosc Square Wave * “Mega Man X3” soundfont   + Distortion Guitar | **The second half of the song is basically pitched up about 60-70 cents.**  For anyone who wants it, [**here’s an FLP base for reference.**](https://www.dropbox.com/s/3yq859g1d3a3g21/Power%20of%20NEO%20Recreation%20%28by%20Zifto%29.flp?dl=0) |
| **mus\_zzz\_megalovania.ogg** | **100. megalovania** | **240**  **4/4**  **d minor** | * **“earthbound” soundfont**   + **overdriven guitar** * **kontakt**   + **shreddage x**   + **shreddage bass 1**   + [**spitfire: ollie waton drums**](http://spitfire-gifts.s3.amazonaws.com/LABS_Drums_i8sh42ruufu863g.rar) * **“sgm” soundfont**   + **brass 1**   + **organ 3**   + **impact hit**   + **choir ahh**   + **ooh choir (?)** * **3xosc**   + **25% pulse wave**   + **saw**   + **square** * **ewql play edition**   + **11v marc** | **there’s a whole bunch of reverb and eq on a lot of the instruments.**  **the overdriven guitar on the back uses a stereo enhancer.**  **the strings are playing with 3xosc saw. the synth has a bit of lfo and heavy delay, while the strings have reverb from the play engine.**  **the guitar (shreddage) is double tracked nad the amplifier for it is revalver hpse, which comes with an order of shreddage 1/2. the preset is “heavy chug”**  **the** [**middle part**](https://youtu.be/B2jVbSI9H4o?t=48) **uses a 25% square wave accompanied by sgm’s brass 1 playing on the background, right panned.**  **at 1:20, the lead is the overdrive guitar with lfo, volume automation and reverb, mixed with sgm ooh choirs (?).  there is a hidden square left panned in the** [**brass**](https://instaud.io/S7V) [**part**](https://instaud.io/1rS6)**. the organ is also playing the same notes,** [**but**](https://instaud.io/1rQx)[**quiet**](https://instaud.io/1rQY)**.**  **the synth on the strings is a saw from 3xosc, heavily modified.**  **the main overdriven guitar has a bit of release (0.3).** |
| mus\_piano.ogg | 101. Good Night | 80  4/4 | * [*25 Free Piano Soundfonts*](http://www.flstudiomusic.com/2010/02/25-piano-soundfonts.html)   + “Full Grand Piano” soundfont | At low velocity in FL Studio. Under lots of reverb and low pass. |
| mus\_kingdescription.ogg | (Not in the soundtrack, doesn’t have an official name) | 90  3/4 | * Touhou Soundfont (THInst) * French Harpsichord * Grand Piano * “SGM” Soundfont * Slow Strings | I’ve replicated this in FL Studio before. A little off but the closest i could get. |
| mus\_dance\_of\_dog.ogg | (Not in the soundtrack)  Dance of Dog | 140  4/4 | * Magical 8bit plug/NES VST   + 25% Pulse   + 12.5% Pulse   + Triangle (Heavy modified) * [Default.sf2 (“Mario Paint” Soundfont)](http://cynagen.com/mprecord/?page=soundfonts) * Dog | The triangle in the background (the one that goes with the beat) has a pitch bend downward. |
| mus\_sigh\_of\_dog.ogg | (Not in the soundtrack)  Sigh of Dog | 92  4/4 | * Magical 8bit plug/NES VST   + Square (Heavy modified)   + Triangle |  |
| mus\_wrongnumbersong.ogg | (Not in the soundtrack) Wrong Number Song | 175  4/4 | * Magical8bitplug/NES VST   + 25% Pulse * “SGM” soundfont   + Brass 1   + Alto Sax | For more information on the NES VST settings, see **Figure 9** below.  [Here’s](https://cdn.discordapp.com/attachments/266048313156042752/356069958838517761/mus_wrongnumbersong.flp) an FLP |
| mus\_st\_him | (Not in the soundtrack) Gaster’s Theme | 221  4/4 | * “Chrono Trigger” Soundfont   + Piano | [Here](https://www.dropbox.com/s/6n1bpv7oxxuvgg1/mus_st_him%20Remake.flp?dl=0) is an FLP of the song for anyone’s reference. |
| mus\_st\_happytown.ogg | (Not in the soundtrack)  Happy Town | 90  4/4 | * Magical 8bit plug   + 25i% Pulse | [Here](http://download1585.mediafireuserdownload.com/rmktlf08sjzg/z2338v5x7ba8qmm/mus_st_happytown.flp) is an FLP |
| mus\_st\_meatfactory.ogg | (Not in the soundtrack) Meat Factory | 140  4/4 | * Magical 8bit plug   + Square wave 12% (down 1 or 2 octaves) | [Here](http://download1499.mediafireuserdownload.com/qjbo7rfn0qfg/onmufmssy7fv9k8/mus_st_meatfactory.flp) is an FLP |
| mus\_st\_troubledingle.ogg | (Not in the soundtrack)  Trouble Dingle | 522  4/4 | * Magical 8bit plug   + Triangle |  |
| (Not in the game, but also made by Toby Fox) | Megalo Strike Back | 144  4/4 | * “Earthbound” Soundfont   + Slap Bass   + Onett Bass   + Hi Hat 1   + Hi Hat Open   + Ride   + Snare 1   + Kick 2   + Rock Organ   + Giygas 3   + Overdriven Guitar   + M.D. Seeger   + Square | I believe the organ only plays at 1:03, holding D6 and then F6, each for a bar, panned left.  In the section at 1:16, Giygas 3 can be heard rapidly panning left and right.  [T](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)h[e](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp) part after the Onett Bass intro [u](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)s[e](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)sp[u](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)r[e](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp) [s](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)q[u](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)a[r](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)ew[a](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)v[e](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp)s[,](http://www.mediafire.com/file/p8d3ja5ts97dnk0/MEGALO+STRIKE+BACK_3.flp) 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| (Fanmade track, not actually in the game) | (Fanmade track)  Alphys Takes Action II | 180  4/4 | * MYSTICAL\_NINJA * MN64 Piano * Kbh\_real\_choir * Voice OOhs * Orchestral\_strings   + Strings slow   + Zemljak Overture   + Full * SGM\_V2.01   + Power Guitar   + POWER (DrumKit)   + Music Box * Earthbound   + Pokey Bass * Famicom   + Square Wave 50% * SJ Staccato Strings Fixed * French Horn Section   + French Horns * Aaviolin   + Fast Violin * [Equinox Grand Pianos](https://www.dropbox.com/s/vb7on50lpvkg2h5/Equinox_Grand_Pianos.sf2?dl=0)   + Steinway D | Thanks, CoffE K. There are a lot more soundfonts than the official songs, and they can be found [here](https://www.youtube.com/watch?v=cZmf23ndR0I). |
| (Unused Song) | Unused Undyne Theme (doesn’t have a name) | 240  3/4 | * SGM Soundfont   + Piano 1   + Orchestra Drumkit   + Harpsichord   + Strings * Magical 8bit plug   + 25% pulse * “THFont” soundfont   + Romantic Tp * Default.sf2   + Dog? | Beginning piano is on two octaves  There is a piano playing the same notes as the square near the beginning.  Nes VST sounds more accurate than Magical 8bit, but I personally don’t think it’s Nes.  Most of the instruments are probably the same as Spear of Justice, and a lot of them are still unknown. |
| (Unused Song) | Unused Alphys Theme  (doesn’t have a name) | 111  5/4 | * “Earthbound” Soundfont   + Square? * Mother 3 Soundfont   + Piano 1   + [PRC] Drumkit? | ZacharyChang has actually recreated this song. Not 100% accurate, but here it is: <https://instaud.io/xlu>  The weird sort of bouncy noise is a harmor preset he made. |
| (Unused Song) | Unused Undertale Theme  (doesn’t have an official name) | 120  4/4 | * SGM Soundfont   + Nylon-str. Guitar   + Piano 1   + STANDARD 1 (Drumkit)   + Glockenspiel? * [Tapeworm](http://www.tweakbench.com/tapeworm) - Flute Preset with EQ from Fruity Parametric * Magical8bitplug/NES VST O Square Wave | The flute is the same as the final version. |
| (Unused Song) | Dogtroid  (doesn’t have a specific name) | 140  4/4 | * Magical 8bit plug/NES VST   + 12.5% Pulse   + Triangle wave   + White noise   + Duty Cycle | [Here's NanoBlitz's very accurate recreation of this song](https://soundcloud.com/doctorine_t2/dogtroid-recreation). |
| (Unused Song) | Doghole  (doesn’t have a specific name) | 140  3/4 | * “SGM” soundfont   + Flute   + Celesta |  |
| (Not in the game or OST, but also made by Toby Fox) | Earthbound Halloween Hack - Dr. Andonuts’ Rage (Megalovania) | 120  4/4 | * Ripped Samples from Earthbound   + Overdriven Guitar   + Enjoy Organ   + Pokey Hi Hat   + Square   + Kick   + Snare 1 | The Earthbound Soundfont doesnt have the kick used in the song, and the overdriven guitar doesnt have the correct loop. |
| mus\_star.ogg | (Not in the OST) | 126  4/4 | * Star Fox SNES Soundfont   + Crystal (edited, maybe in DirectWave)   + Strings | According to the official Undertale Wiki, this track uses samples from the SNES iteration of *Star Fox.* |
| (Not in the game, but also made by Toby) | Noisemaster’s Theme | 220  4/4 | * The Ultimate Megadrive Soundfont   + Synth Bass 1   + Muted Trumpet/Trumpet/Tuba (they all sound identical)   + DAC/PSG Drumset * Square Wave | For those of you who have never heard this song before, this was one of the first times the motif in both Metal Crusher and by Glamour were used! Funny enough, all instruments seem to be very similar to the ones used in It’s Showtime so far.  [Here’s](http://download1479.mediafireuserdownload.com/rtxmm5diwxjg/saaqa942dyfo7ar/Noisemasters_Theme.flp) an FLP |
| (Not in the game but also made by Toby) | The Blind Prophet | 88  4/4 | * Kontakt   + Shreddage * EWQL Symphonic Orchestra Gold Edition   + Violins (different short and long ones)   + Horns * Megaman X2 Soundfont   + Overdriven Guitar X2   + Slap Bass X2   + Percussive X2 (and also X I believe)   + Brass X2 * “SGM” Soundfont   + STANDARD 1 (DrumKit)   + Impact Hit * Square Wave | So i’m about 60% done remaking this song (I’ll upload it when I’m done) and i’ll continue adding things if needed.  On a side note, all the voice samples used in this song can be found in this folder i’m providing [here](http://www.mediafire.com/file/4g5q4sz1rrmq9q7/Blind+Prophet+Samples.zip). |
| (Unused/early version of Another Medium) | Patient | 130  4/4 | * Organya22KHz8bit Samples * Org\_D00 * Org\_D01 * Org\_D02 * Org\_D03 * Org\_D04 * Org\_M20 * Szetzer’s SPC Soundfont   + Strings * “SGM” Soundfont   + Timpani? | The strings are playing on octaves 3, 4 and 5.  Timpani is playing low notes at “Another Medium” part. ORG\_M20 is for square wave. All instruments is detuned by 30 cents. |
| (Not in game, but made by Toby) | (D)Umbral Ultimatum |  | * Square Wave * Sytrus   + Hyper Resonant 2 * “Shamisen” Soundfont * “Koto” Soundfont * “Aaviolin” Soundfont * “Steinway Concert Piano” Soundfont * FPC Samples   + FPC\_ClHH\_GCsta\_005   + FPC\_ClHH\_GCsta\_007 * SJ Orchestra Soundfont   + Glockenspiel   + Violin Detache * “Ensemble Aahs LC” Soundfont * Edirol Orchestra VST   + Contrabass   + Cello   + Viola   + Violin   + Percussion   + French Horn   + String Tremolo   + Flute   + Oboe * Ultimate Guitar Kit (only in Dumbral Ultimatum) |  |
| (Not in the game, but was made by Toby Fox for the Playstation 4 UNDERTALE dynamic menu) | Before the story | ??? ??? | * “SGM” Soundfont   + Piano 1   + Strings   + Flute * “Crisis GM” soundfont * Glockenspiel | There’s a tiny bit of reverb.  The piano is detuned 600 cents.  FLP Base [here](https://soundcloud.com/fabixm/undertale-ps4-theme-recreation-flp-in-the-description).  (Credit to Eddie Burke for making it) |
| (Only on Playstation 4 and Vita) | Mysterious Shrine | 130  4/4 | * “SGM” Soundfont   + Koto   + Strings   + Xylophone   + Dulcimer   + Piano 1   + Choir Aahs | The koto might have reverb and some Soundgoodizer on it.  Also, when the part with the choir comes up, the other instruments in that might have slight reverb in it as well.  FLP Base [here](https://soundcloud.com/2ifto/ethnic-dog-shop). |
| (Only on Playstation 4 and Vita) | Absolutely Overfamiliar Shrine | 160  4/4 | * “Earthbound” Soundfont   + Bongo * “Super Mario World” Soundfont   + Glockenspiel   + Acoustic Bass   + Brass   + Whistle   + Steel Drum * “SGM” Soundfont   + Orchestra Hit | The SMW steel drums may have some delay or release on them.  Also, I listened VERY CLOSELY WITH EARBUDS and there might be some late LFO as well.  **Might be a quiet whistle with the glock & brass.**  [Here’s an FLP base](https://soundcloud.com/2ifto/dongshrine-2-boogaloo). |

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ANOTHER MEDIUM LEAD GMS SETTINGS