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## How to play undertale on android

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To complete this tutorial, please note the following requirements: \* A Windows or OSX computer with Administrator access \* An Android phone or tablet with "Unknown Sources" enabled \* 50 MB of free space on your phone or tablet (135 MB if you want music) \* 7-Zip File Manager, a free program for Windows & OSX \* 45 Minutes to 1 Hour of time \* The Undertale PC Version \* DETERMINATION!!! First, download a blank file. This is the base for the PC game files we will put inside it. Download the file [here](#). Open the downloaded file (UndertaleWrapper.apk) and click "Open Archive" with 7-Zip. Go to the "assets" folder and find the "game.droid" file, which contains everything from the game (code, graphics, sfx, etc.). Now, extract the Undertale files using 7-Zip. Open the Undertale folder from C:\Program Files\Undertale. If you installed it from Steam, go to Steam's Properties and Browse Local Files. Make a copy of the "data.win" file and change its name to "game.droid." Cut the file and continue with the tutorial. reads "7-Zip", then clicks on "Open Archive". Go to the "/assets" folder, and right-click "Paste" there. When asked if you want to replace the existing file, say yes. Then exit 7-Zip. If you don't want music, just copy the .APK to your phone or tablet, install "Zip Signer", select the input/output files, and then find the "UndertaleWrapper-signed.apk" in the output folder. If you want music, continue with determination! Download the "aapt.exe" file from [here](#). Move it to the same folder as your "UndertaleWrapper.apk". Create a folder called "assets" and copy all "\*.ogg" files and "credits.txt" from your Undertale PC/MacOSX installation into that folder. Open the command prompt, go to the folder with "aapt.exe", paste this text, and hit enter: aapt add -f -v UndertaleWrapper.apk assets/credits.txt assets/mus\_a2.ogg... The game features a diverse collection of sound effects and music tracks, listed below. These audio files cover various aspects of the game, including background scores, battle themes, and ambient noises. Some notable sound effects include: \* Music tracks for specific events, such as Finale 1, Game Over, and Ghost Battle \* Background noise effects like rain, wind, and piano melodies The music library is extensive, with multiple variations of certain themes, such as the Mettaton musicals. Other notable music files include the King's description, Lab, Leave, Menu 0-6, and various battle themes. Other sound effects in the game include: \* Environmental sounds like hotel ambiance, house noises, and shop background noise \* Character-specific sounds, such as Undyne's fast attack and Papyrus' boss theme \* Sound effects for gameplay interactions like grabbing, chainsaw usage, and rainbow beam charges Assets include music files such as "mus\_vsasgore.ogg" to "mus\_zz\_megalovania.ogg" and sound effects like "snd\_halchime.ogg" to "snd\_zzz\_c2.ogg". To convert a PC game into an Android game with music, follow these steps: Extract the music and sound effect assets from the files listed above. Once you've done this, it will prompt you in the same way it did when you opened the program. After that's complete, exit out of command prompt and check if your "UndertaleWrapper.apk" has a size between 134-136 MB. If it does, then you've successfully completed the process. Next, copy the .APK to your phone or tablet, install an application called "Zip Signer" from the Google Play Store, and use it to sign the .apk file. This will create a new file called "UndertaleWrapper-signed.apk". After that's done, download the signed APK to your phone or tablet and install it. Once installed, go into your keyboard settings and select "GamePad". A notification should appear, open Undertale and tap the notification to bring up the gamepad, and you're ready to play. Congratulations on successfully converting a PC game into an Android game with music! This is what I'm talking about - turning a favorite game into a mobile experience that's just as engaging. Thanks for following along, and don't forget to check out my social media channels (Instagram: @muthucool.jc, Twitter: @livebreathtek) and visit my website for more tutorials and projects! Given article text here Files including Undertale have been ported to mobile, but existing modifications were used as a base. The author added full controller and keyboard support (available only on Android) with options to hide the gamepad or set button opacity. A save editor has also been integrated, allowing players to overwrite their save files with presets named after characters from the game. This build is for research purposes only and aims to improve the mobile experience for Undertale fans. To download the APK file, navigate to the settings menu on your Android device, tap Security, and then enable Unknown Sources. Download the UndertaleWrapper.apk file from a trusted source, extract it using 7-Zip or your preferred zip app, and move additional files into the assets folder within the game's installation directory. 1. First, right-click data.win and select Copy, then paste it into the Documents folder. 2. Rename the copied file to game.droid by right-clicking and selecting Rename. 3. Drag game.droid to the open folder in 7-Zip to copy the file to the package. Create a new folder called undertalemusic: 1. Open the Documents folder and create a new folder by right-clicking and selecting New Folder, type undertalemusic and press ↵ Enter. 2. Save a copy of UndertaleWrapper.apk to the undertalemusic folder. 3. Open a web browser and download aapt.exe from . Copy files to the undertalemusic folder: 1. If prompted, select the undertalemusic folder as the save location for aapt.exe. 2. Copy aapt.exe to the undertalemusic folder. Create an assets folder inside undertalemusic: 1. Right-click a blank area and select New Folder, type assets and press ↵ Enter. 2. Double-click the assets folder. Navigate to the Undertale folder on your PC: 1. Press ⌘ Win+E to open separate file explorer window. 2. Navigate back to the Undertale folder under C:\Program Files (x86). Select music files: 1. Select all files that end in ".ogg" by clicking and dragging until they are highlighted. 2. While the files are still highlighted, press Control and click credits.txt. Copy items to the assets folder: 1. Right-click the highlighted area and select Copy. 2. Paste the copied items to the assets folder. Copy the path to the folder: 1. Go back to the window with the "assets" folder. 2. Highlight the address in the bar at the top of the screen, then press Ctrl+C to copy it. Open the command prompt: 1. Click the Windows search icon and type cmd. 2. Right-click Command prompt and click Run as Administrator. 3. If prompted, give the app permission to run. Type commands: 1. Type cd at the prompt and press the space bar. 2. Right-click the command prompt and select Paste. 3. Copy this command: aapt add -f -v UndertaleWrapper.apk assets/credits.txt assets/mus\_a2.ogg A collection of audio files labeled with unique identifiers, categorized into various themes such as battle, ambient, and menu music. The file names suggest a narrative or game-like context, with some titles referencing specific events or characters within the story. Assets listed include various music files (.ogg) for specific themes or moods (e.g., "mus\_papyrus.ogg", "mus\_prebattle1.ogg"), sound effects (.snd) such as explosions ("snd\_bombplosion.ogg") and impacts ("snd\_curtgunshot.ogg"). Additionally, specific song names like "Megalovania" are mentioned, suggesting a connection to the Undertale game. A command prompt sequence is given for copying music files into an APK package, followed by instructions on installing ZipSigner from the Play Store to digitally sign the package. Steps include connecting Android to PC via USB cable, navigating to Download folder, and selecting appropriate file transfer method. To proceed with installing Undertale on your Android device, locate the SD card and ensure a Download folder exists; if not, create one as you would on a computer. Then, copy the UndertaleWrapper.apk file from the "undertalemusic" folder into the Download folder on your Android by right-clicking the file to copy it and then pasting it into the Download folder. Next, open the ZipSigner app, which was installed earlier, and click on CHOOSE IN/OUT to select folders on your Android, navigating to the Download folder, selecting UndertaleWrapper.apk, and clicking SIGN THE FILE to initiate the signing process. Keep your device connected to the computer during this time. Once complete, open your Android's file manager, usually named My Files or File Manager, found in the app drawer, and navigate to the Download folder. Tap on UndertaleWrapper-signed.apk to open the installer and then tap INSTALL at the bottom right of the screen to install Undertale. After installation, tap OPEN to launch the game, though you'll still need to configure the game controls. To do this, download GameKeyboard+ from the Play Store, a paid app that works well with Undertale, identified by its white game controller icon with "GK" on it. Open GameKeyboard+ and follow the on-screen instructions for setting up the soft keyboard. Then, visit on your computer's web browser to download a necessary file, saving it to your computer before copying it to your Android's Download folder as you did with the Undertale package. Open GameKeyboard+ again, tap the settings button, then Import Profile, and select the downloaded file from the Download folder to import the profile. After importing, navigate back to the Game Controller settings and map the "C" key by tapping Macro Editor, then Macro 1, entering or pasting the necessary macro into the input box, and following on-screen instructions to save your changes. Finally, open Undertale from the app drawer and start playing; you control Frisk, the main character in regular Undertale, allowing you to enjoy the game on your phone or tablet. Underground adventure awaits the brave few who dare to descend into its depths. Meet Nicole Levine, a seasoned writer with a knack for crafting technical guides and managing support teams at leading web hosting and software companies. Her extensive experience spans over two decades, and she holds an MFA in Creative Writing from Portland State University, where she also teaches various writing courses. Note: I've paraphrased the text while maintaining its original meaning, applying the "WRITE AS A NON-NATIVE ENGLISH SPEAKER (NNES)" method to subtly alter sentence structures and vocabulary.

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