



Undertale: Debug Mode cheat sheet

General

G	Opens dimensional box
G	(in shop) Sets gold to 5000
O	Opens a normally unused dialog to take items out of a dimensional box
I	Same as above, but to put away
S	Opens the save dialog
L	Instantly loads your save file
M	Increase murder level by 1
F	Sets game speed to double normal speed, and FPS to 60, for the duration of a room. Does not affect sound
P	Toggle room speed between fast and normal
R	When pressed seven times in quick succession, restarts the game
U	Toggles Undyne phone calls. Turns the player blue if enabled, yellow if disabled
V	Shows room collision boxes
W	Slows game down to 10 FPS
5	Increase battle group by 5. Does not roll over to 0 after 256
Backspace	Increases walk speed when held down
Page Up	Increase "steps" by 100
Page Down	Sets attack in the STAT menu to 989. Appears to be cosmetic only
End	Plays the next monster (Flowey if in a genocide run) dialogue from New Home
Home	Starts a battle with the current battle group. Default is 140 in version 1.0 and 80 (Mettaton) in version 1.001
In later updates the battle group default is 57.	
Insert	Teleport to the next room in the room list. Places you in a specific position
Del	Teleport to the previous room
F3	Places a file system_information_962 in your

	save folder. After game restart, puts you at the black screen after a genocide run
F7	Adds 500 gold
F9	Stops all sounds and music currently playing
F10	Toggle collision with walls
F11	Teleport to the room after Papyrus's boss fight (room_water1/id?82)
F12	Restart room
R + 6	Teleport to Ruins tile puzzle room (room_ruins2/id:7)
T + 6	Teleport to outside of Ruins exit (room_tundra1/id:44)
W + 6	Same as F11
F + 6	Teleport to Hotlands water cooler room (room_fire2/id:138)
E + 6	Teleport to New Home entrance (room_castle_front/id:219)
Y + 6	Teleport to True Lab entrance (room_truelab_elevator/id:244)

Battle shortcuts

1	Halves game speed. Don't go below 1 FPS, or the game will crash
2	Doubles game speed. Don't go past 2x normal game speed. Will crash the game if pressed too many times
8	Shortens current enemy turn
9	Extends current enemy turn
F	Sets game speed to double normal speed
W	Slows game down to 10 FPS
Del	Sets HP to 999 for current fight
F6	Sets mercy to 0 and attack to 9999
O + P	Sets mercy to 9999, enabling the spare option instantly. Some enemies that cannot be normally spared turn into Aaron

Sources: Tcrf, Steam Community

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More information: defkey.com/undertale-debug-mode-shortcuts

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