The SOUL's Manipulation of Noelle



Deltarune's Weird Route from an SCD perspective

Doc made by ForAllPosterity

!! SPOILER WARNING FOR DELTARUNE CHAPTERS 1-4 !!

Context:

Deltarune, at least in the current understanding, appears to be a field of connection between W D Gaster and The Player. Gaster created Deltarune

from nothing as a means to fulfill a yet undisclosed purpose and has started a partnership with us, the player, in order to fulfill that purpose.

The player's avatar is expressed through a red, heart shaped object which is referred to as the "SOUL" (all caps) and sometimes even just as "You". It was created as a proxy between The Player (as in us, in the real world) and Gaster during the opening sequence of Chapter 1. The SOUL goes on to possess Kris Dreemurr, a human teenager living in Hometown and the rest of Deltarune Chapter 1 plays out as usual, featuring us controlling Kris as they discover the first Dark Fountain and subsequent Dark World. At the end of Chapter 1, we get our first scene of Kris ripping the SOUL out of their body, which shows us as players that the SOUL and Kris are fundamentally two different entities (you do NOT play as Kris, but as the SOUL)

After this, the game just continues on as any normal game does, with Gaster and even the SOUL itself not really doing much of anything as we just experience the story of Deltarune and it's characters organically.

Deltarune's central and recurring theme seems to be around fate, specifically, "your choices don't matter". The game keeps its word in that regard, giving the player no major choices that result in different routes or changes. You can't even kill enemies like you could in Undertale to do a Genocide Route, enemies in Deltarune simply run away if their health gets too low.

This is all true except for *one* major point, the Weird Route (also known as the Snowgrave Route) which starts in Chapter 2. The Weird Route begins the moment Noelle, Kris's childhood friend, joins your party after Susie and Ralsei go off on their own adventure. The events of the Weird Route after this are what's gonna be covered in this doc.

Before that, though, I'd like to get the big "Why?" out of the way. Why does the SOUL start the Weird Route? What purpose does abusing Noelle serve? It's unconfirmed as of Chapter 4, but this doc will be working with my personal favourite theory

Theory: The Weird Route is the SOULs second time playing Deltarune. It saw the original ending, whatever that may be, and then went back to prevent it by any means necessary. To achieve this, it decided on using Noelle.

The "why" of it doesn't really matter for the purposes of this doc and it doesn't validate or invalidate the feats we have in front of us, it's just good to point to a grand purpose to the SOULs plan that gives its established feats more meaning.

Before we begin to look into the feat, we first need to learn who the feat was performed against.

Noelle Holiday:



Noelle Holiday is the 2nd child of Carol Holiday who is the mayor of Hometown (the town which Deltarune takes place in). Her sister, December Holiday, is missing under unknown circumstances and her father, Rudy Holiday, is bedridden in the hospital with an unknown illness. Noelle has a crush on a girl in her class named Susie, who happens to be a part of the main trio of the game and she's become estranged with her childhood friend: Kris Dreemurr. Noelle in general is a shy, meek person and feels self conscious about that fact. Interestingly enough, though, she's someone who enjoys scary movies and all things horror,

citing that she enjoys “controlling” when she gets scared as she can just turn off the TV if she ever got too scared.

These aspects of her character are all important to know as these virtually all become exploited and used against her as the SOUL turns Noelle into a mindless puppet.

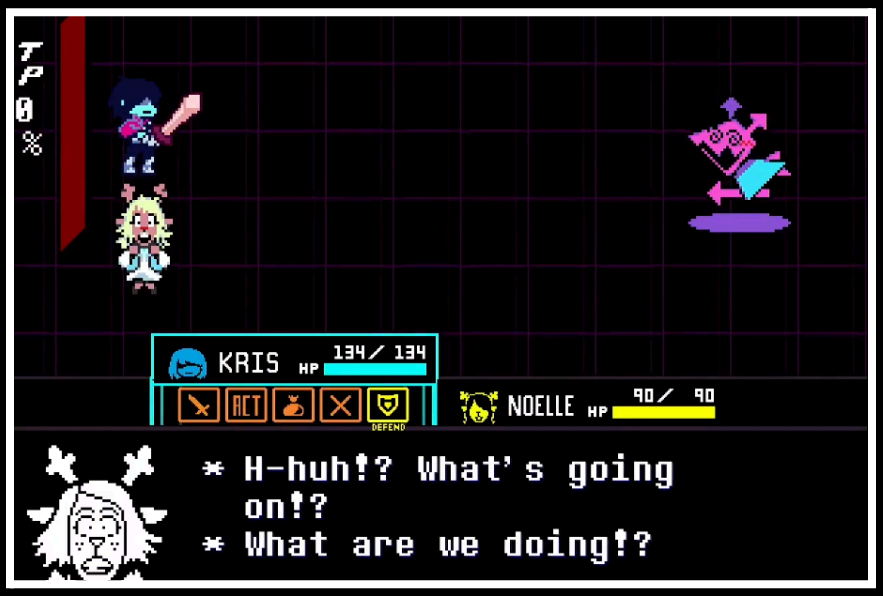
Another important thing to note while you read is that Noelle isn’t aware that the Cyberworld she’s in is real. Or at least she’s unsure as Susie in the normal route is able to convince her that it’s all just a dream to which she believes her.

Skip to the Analysis section of the doc if you’re already aware of the events of the Weird Route

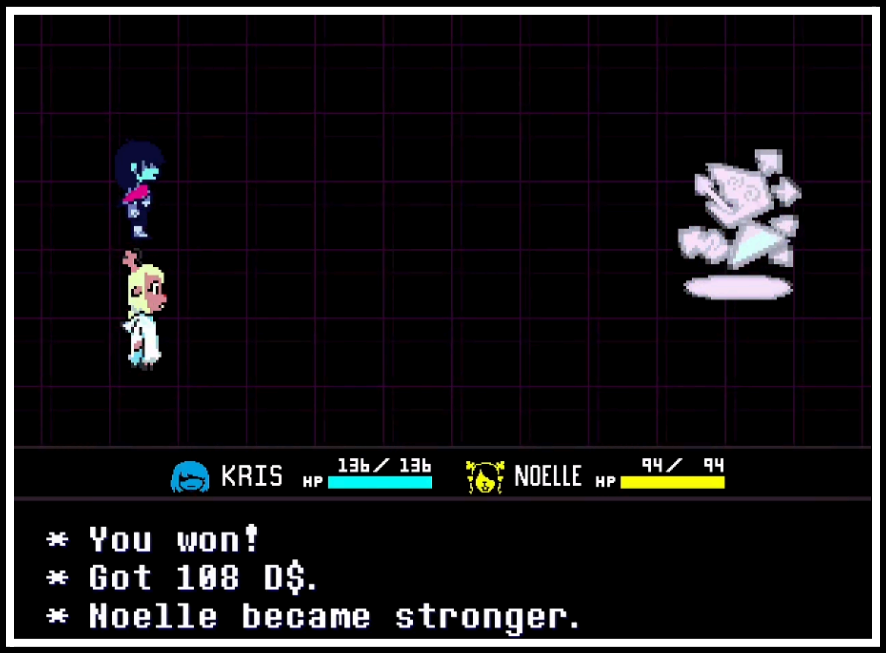
Chapter 2:

“The forbidden path began with ice magic.”

The Weird Route begins as soon as the player resumes control over Kris after Noelle joins your party. After this happens, immediately backtrack and get into an encounter with Noelle



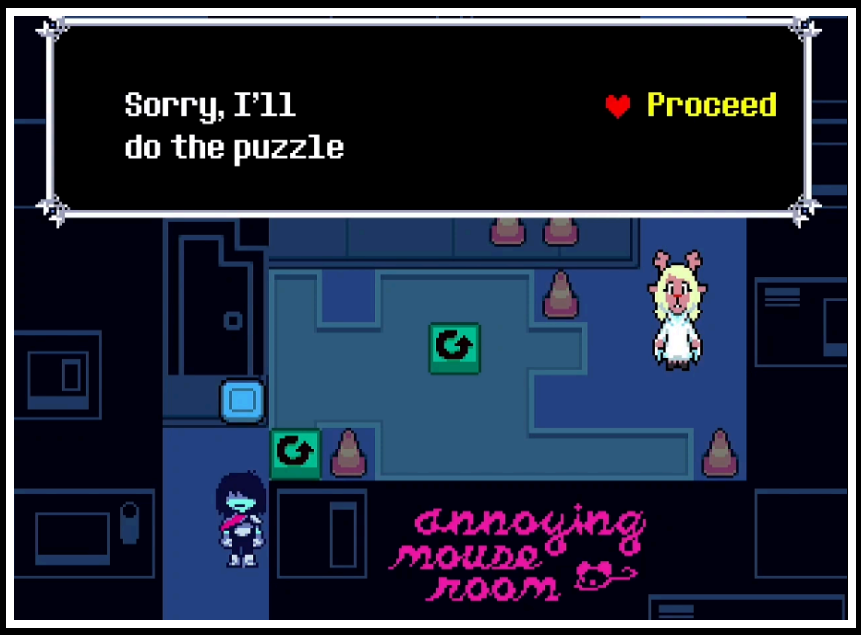
During these battles (there's a lot more), the player is required to not defeat any monsters with Kris but instead, entirely rely on Noelle's ice shock in order to defeat the monsters.



The thing that makes Ice Shock so special is that it freezes enemies in place even after the battle is done. As previously mentioned, monsters in Deltarune run away whenever their HP gets too low, preventing the player from being able to kill any monster. This is always the case *except* when it comes to Ice Shock, it's the only move in the game that allows you to kill an enemy.

After the player backtracks all the way back to Spamton's trashheap only to find that he isn't there, they then continue forward with Noelle, using Ice Shock on every single enemy that they come across. Along the way, Kris and Noelle come across one of the mousetrap puzzles that are littered throughout the chapter. Instead of solving it for Noelle (who has a phobia of mice), the player must elect to walk away from Noelle, who's trapped on the other side of the puzzle.

Noelle begins to plead with Kris to do the puzzle for her and it's here that the player gets the first crucial choice in the Weird Route, the first "Proceed" option.

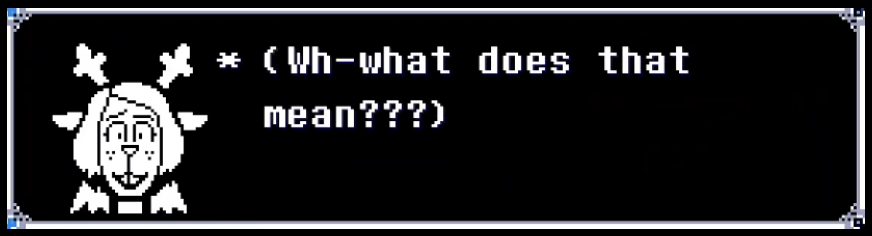


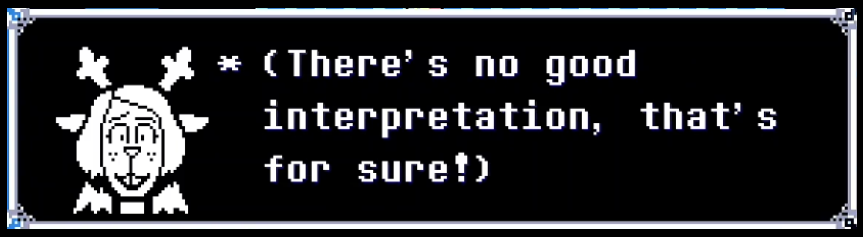
Instead of doing the puzzle for her, the player simply and repeatedly chooses “proceed”. This makes Noelle confused at first, but eventually she relinquishes and runs across the puzzle in fear. Afterwards, she breathes a sigh of relief and hopes that nothing like that happens again. She also wonders when exactly Kris became so authoritative, which isn’t like them at all.



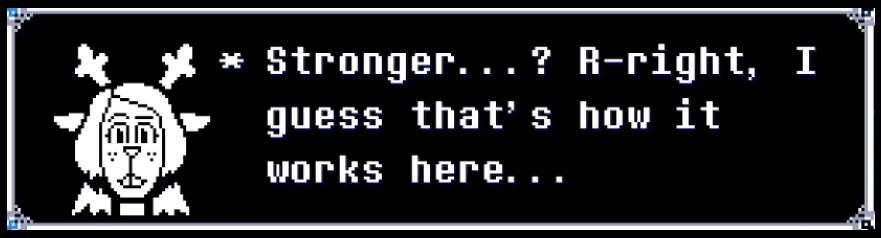
After continuing onwards, freezing more enemies, Kris and Noelle eventually come across a salesman NPC who tries to sell them “Dating Shoes”, insinuating that Kris and Noelle are a couple. Noelle interjects and nervously says that her and Kris are just friends. The player, however, says that they are “something else”, which causes Noelle a deal of confusion over what Kris meant by that exactly.



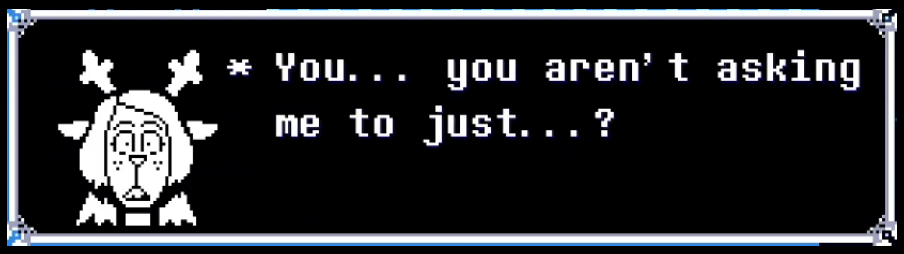




After walking away for a moment, the salesman stops them and suggests that since they're "something else", maybe they would be interested in the Freeze Ring instead. The Freeze Ring is an item that can only be equipped by Noelle that increases attack and magic stats. Noelle initially declines but the salesman beckons that "you can't get stronger without good equipment!" which causes Noelle to have this reaction:



But afterwards, she still laughs off the idea of actually getting the ring, thinking that Kris would never buy her something like that. Of course, the player still chooses to buy the ring anyways but can't because the price of the Freeze Ring is always programmed to be 1 more dollar than what the player has. Since Kris isn't able to buy the Freeze Ring, the player then makes Noelle try and get the ring instead. Noelle is of course confused at what Kris means since they don't have enough money to buy it, but the player simply keeps choosing the "Get it." option to Noelle, who remains confused for a while before finally picking up what Kris was putting down.

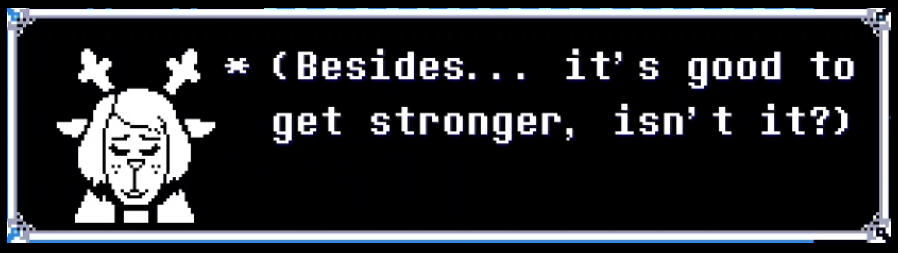


After saying "Get it." a few more times, Noelle relinquishes and uses Ice Shock on the salesman NPC, murdering him. The player gets the Freeze Ring after this happens. Interestingly enough, Noelle doesn't remember using Ice Shock on the salesman NPC and is confused as to what happens

to him. Her memory of attacking him was completely gone after only a few seconds.

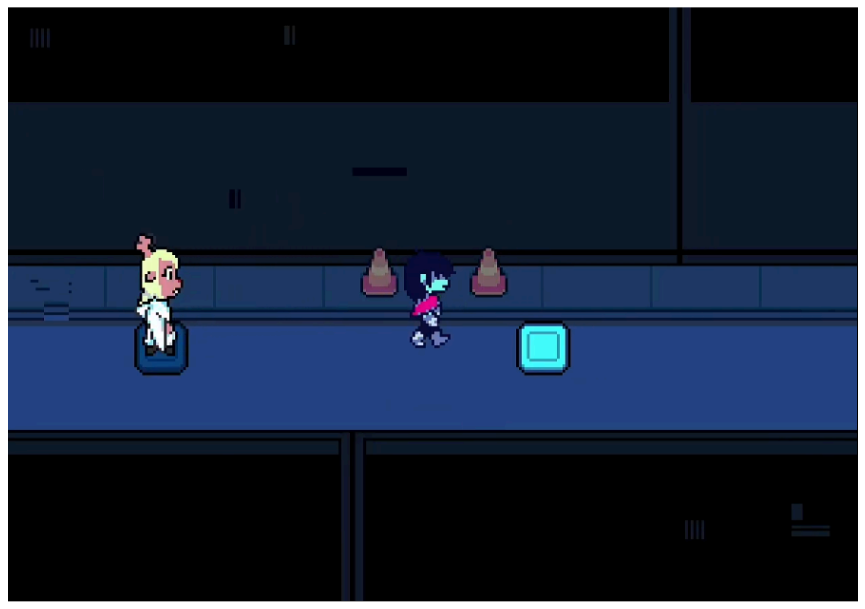


Despite that, she still thanks Kris for helping her get stronger.



The player equips the Freeze Ring to Noelle and they continue forward. Eventually, they come across a laser puzzle where one character has to stay on a pressure plate in order to stop the laser gate so the other character can walk across and then step on the pressure plate on the

other side, allowing the other to walk past it, a trust exercise. During this puzzle, however, Noelle's walking animation can be seen playing for just a second while she's on the pressure plate, indicating that despite her apparent gratitude, she still had the thought of outright killing Kris.



She comments to herself in her inner monologue (that the player is able to read) about it afterwards. Her exact lines of text were:

"...See, Noelle? Nothing bad is going to happen."
"Getting that ring...was good, wasn't it?"
"So.. stop thinking about it."
"Stop thinking about stepping off the switch.. and.."
"Letting Kris get..."
"Noelle, no, don't think about that! It's horrible..."

After this, the player is presented with two dialogue options of "It's horrible" and "It's natural" as a response to Noelle's own inner

monologue (that Kris shouldn't have been able to hear). No matter which you pick, Noelle becomes shocked and asks what Kris is talking about, thinking that she must've said it out loud.

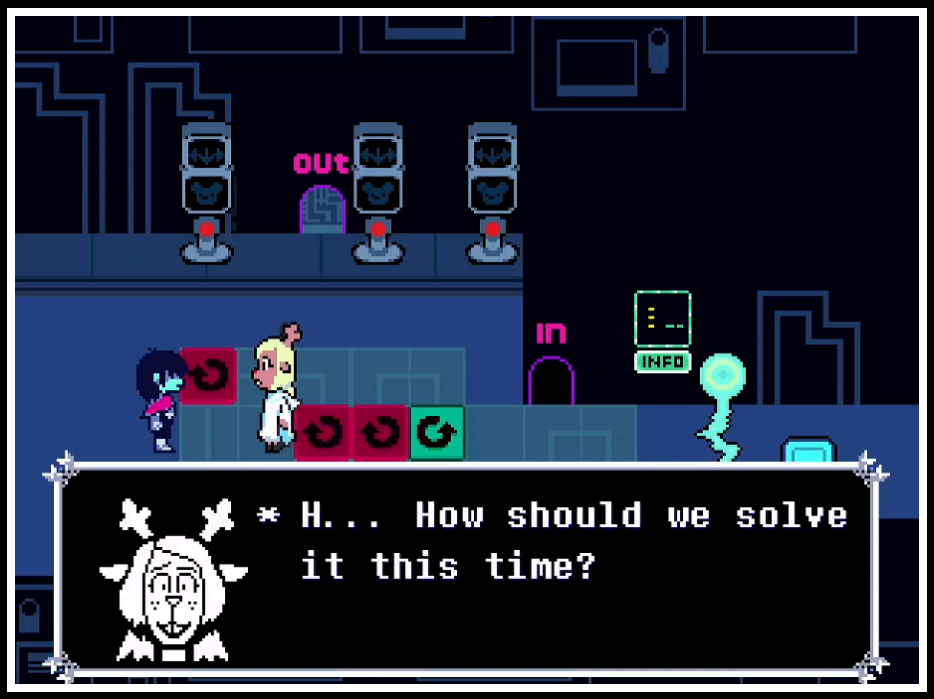
This whole scene is very telling, it showcases that despite Noelle's (albeit reluctant) willingness to go along with Kris's commands, there's still the nagging feeling at the back of her head that something terrible is going to happen to her. Maybe the countless killing (if she even understands that she's killing them) is getting to her. Either way, at this point, Noelle is still very much autonomous and reluctant to go forward with Kris's ideas.

After this, Kris and Noelle continue forward, killing more monsters using Noelle's Ice Shock. It's worth noting that before Noelle had the Freeze Ring, she'd be startled whenever an encounter happened and breathe a sigh of relief whenever it was over. Now, she gracefully slides into battle and after the battle is over, a backdrop of houses appears around her, looking like a snowglobe.



The player finally finds Spamton who's hiding away in a dumpster. After talking to the dumpster Spamton is in, Spamton will call out the amount of enemies left in the area that Noelle has to kill (usually "5 LEFT" or "4 LEFT").

Going forward, Kris and Noelle find another mice puzzle just like the first one.



Naturally, the player simply answers “Proceed.” As this happens and as the player keeps choosing “Proceed.”, Kris walks closer and closer to Noelle, pushing her closer to the laser gate, backing Noelle up into it.


out
in
INFO
* Kris, is... is
everything okay?


out
in
INFO
* If... if we move any
further... I'll be...
I'll be...

Noelle becomes frightened, thinking that Kris really did read her mind and is angry with her for thinking about killing them. Now thinking that they're about to do the same.



After two more "Proceed."'s. Noelle freezes the puzzle entirely which "solves" it and makes the laser gate go away.



After this, Noelle begins talking to herself again via inner monologue. In this inner monologue, she says:

“I just... listened to Kris’s command.”
“And somehow, before I knew it...“
“The puzzle was finished.”
“What was I thinking? Kris wasn’t trying to hurt me...”
“They were just making me stronger.”

(She says that last line to herself with a smile on her face, curiously enough).

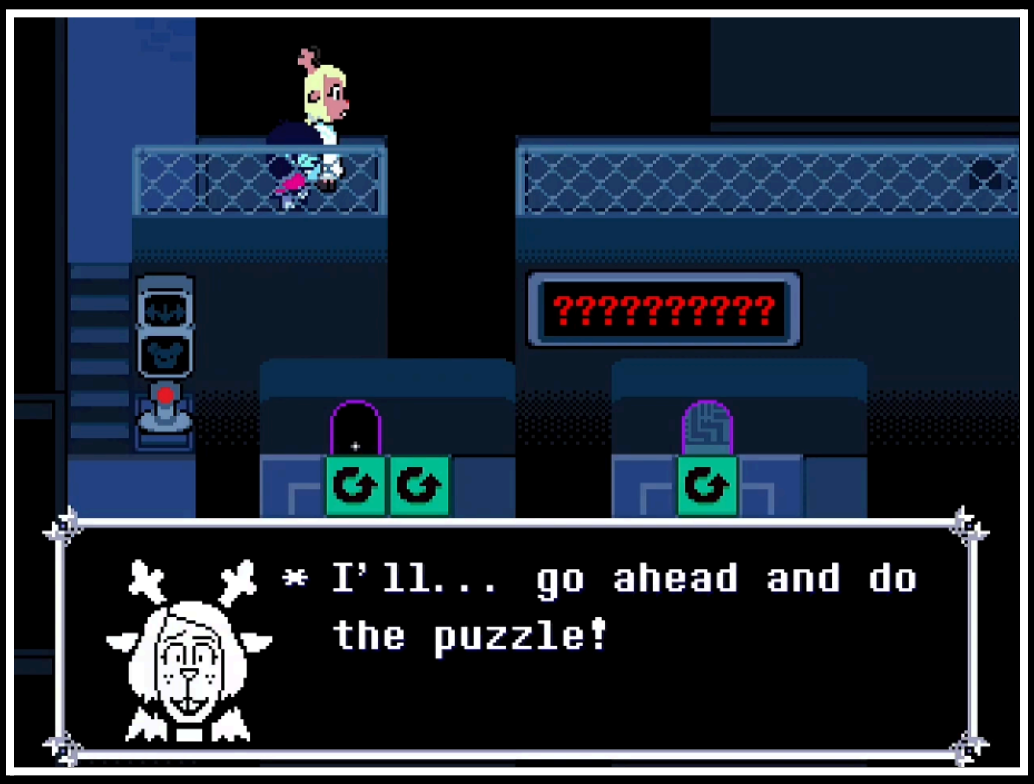
This inner monologue showcases that after so many battles and so many commands for Noelle to use Ice Shock, her mind begins to blank whenever she uses her ice magic. She doesn’t even realize it, but the more she listens to “Kris’s” commands (really just the players/the SOULs

commands), the more she becomes a mindless puppet, justifying it to herself under the guise that Kris is just helping her get stronger.

After this moment, Noelle's "LV" increases from 1 to 2. "LV" means something special in the Undertale/Deltarune verse. This isn't explicitly said in Deltarune in particular but it is in Undertale with the two verses sharing a strong connection. "LV" in Undertale isn't "Level" but "LOVE", which is an acronym for "Level of Violence". It measures one's capacity to cause harm. Basically, through repeated Ice Shock and commanding Noelle to kill and follow Kris's orders, the player has increased Noelle's ability to cause harm, which also literally makes her stronger.



After some more slaughtering of innocent monsters, they come across yet another mice puzzle. This time, however, Kris/The Player doesn't even have to say anything as Noelle immediately insists on doing the puzzle.

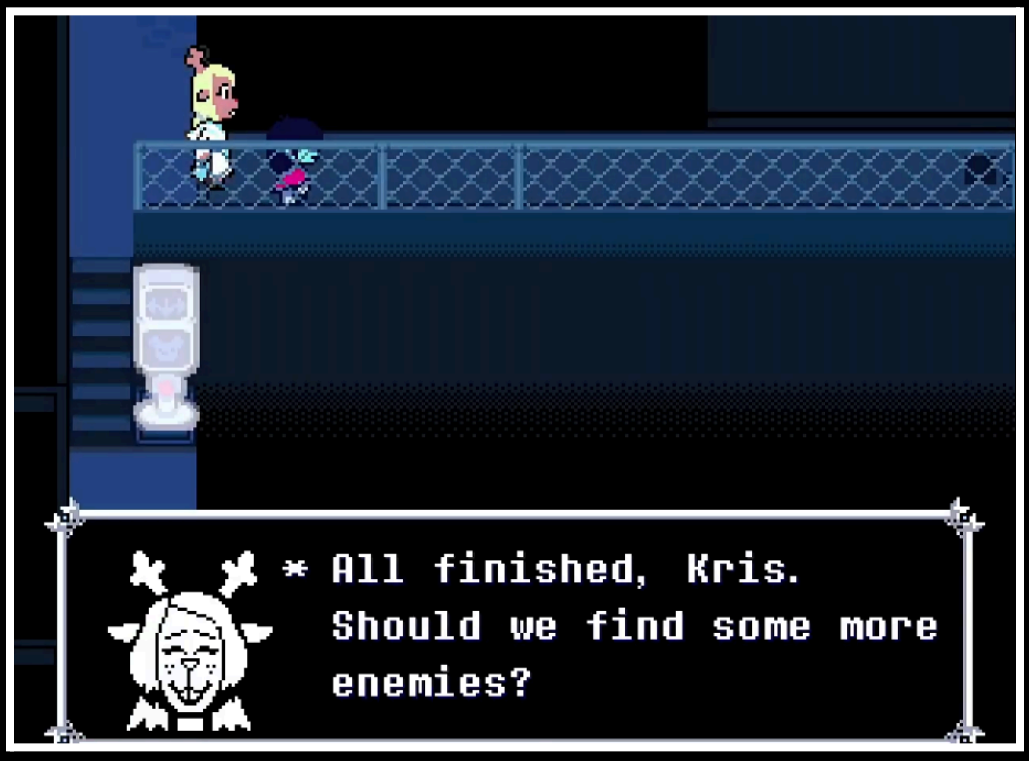


After she walks down to the puzzle section and peers into the mouse hole, she starts yet another inner monologue which goes as follows:

"Isn't it a good thing?"
"I'm solving new things for myself. Taking new things for myself. Defeating enemies by myself."
"And every time I do it..."
"I'm getting stronger."
"...what did I do when I got that ring?... when I solved that puzzle?"
"... It... It doesn't matter. It doesn't matter if I can't remember."

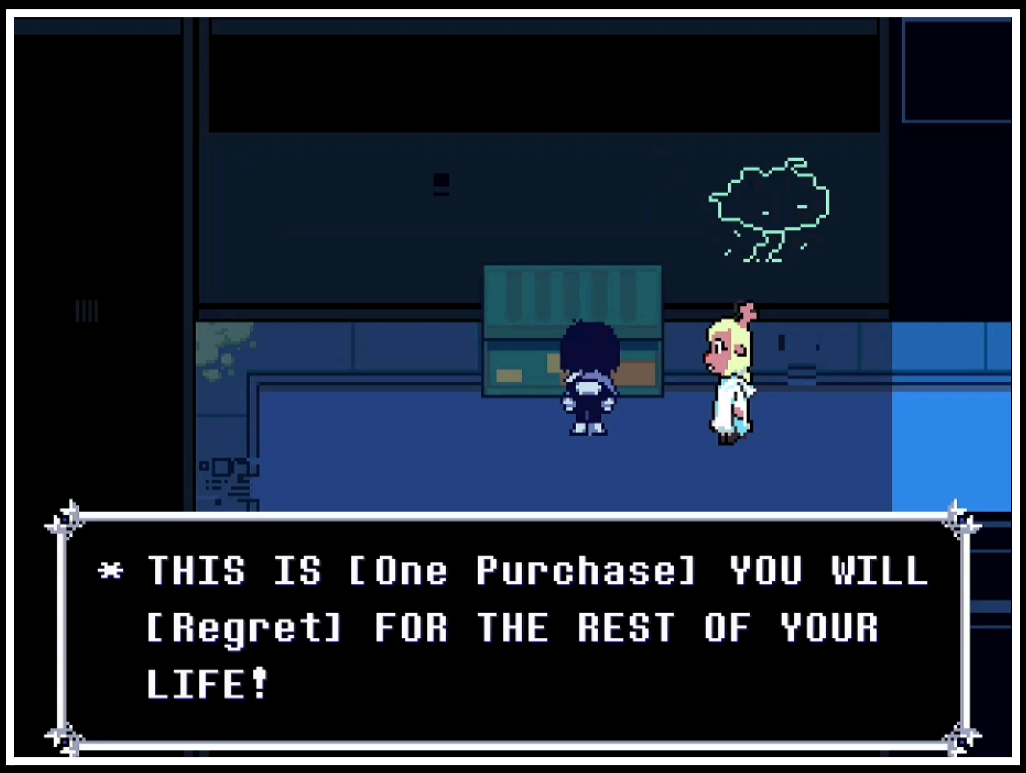
“It doesn’t matter if the battles are blurring together.”
“If Kris tells me to do it...”
“I could do things I could never do before.”
“Isn’t it a good thing?”
“...I’m getting stronger.”
“As long as I... just do what they say.”
“As long as I...”

After that, she uses Ice Shock which just completely erases the puzzle from existence apparently. After that, she comes back up to Kris and, with a smile on her face, asks if they should find more enemies.



Afterwards, they go on and find more enemies, who have now started to hide and run away from the duo. After they’re all frozen, the player backtracks allll the way back to Spamton’s dumpster who, now that all

the enemies are gone, finally offers the player the Thorn Ring. Spamton comments that it's the one purchase that Kris will regret for the rest of their life.



The Thorn Ring is the most important item for this route and, like the Freeze Ring, is a requirement to get in order to progress. The Thorn Ring reduces the TP cost of ice spells by half and, like the Freeze Ring, can only be worn by Noelle. The other aspect of the Thorn Ring is that its wearer takes constant damage, which reduces their HP down to 1/3rd of its maximum. Noelle gets reduced all the way down to 55hp during a battle and the most interesting thing of all, Noelle makes zero comments towards it while equipping it.

For comparison, when trying to equip it to Susie (which isn't normally possible in-game), she has a coded flavour text where she says "a torture device?" In regards to the Thorn Ring, meanwhile as I said before, Noelle has nothing to say. She's so far gone that even while wearing a ring that constantly drains her HP to 1/3rd of it's usual, she says nothing.

A short while after you get the Thorn Ring, the player makes their way down to an alleyway where you encounter Berdly, Noelle's friend and a classmate to Kris. Berdly calls out to Noelle, excited to see her, but Noelle ignores him and says to Kris:





Berdly is beyond confused and calls out to Noelle again, asking if she recognizes him. Noelle snaps out of it and realizes who he is, shocked that she didn't even recognize her friend and sees him as just another enemy to freeze.

Berdly wonders if Noelle is ok and asks what she's doing with Kris, to which Noelle just meekly responds with "Getting...stronger." Berdly then demands Kris to answer what they're doing with Noelle, but Kris (the player) ignores him and just says to Noelle: "Proceed."

Berdly again pleads to Kris, asking what "Proceed." means but neither Kris nor Noelle responds, with Noelle having gone back into her trance after hearing that command. Berdly becomes enraged with Kris, saying that since they're hurting her friend, he must stop them. Noelle,

snapping out of her trance again, begs Berdly to run away, afraid of what she's about to do to him.

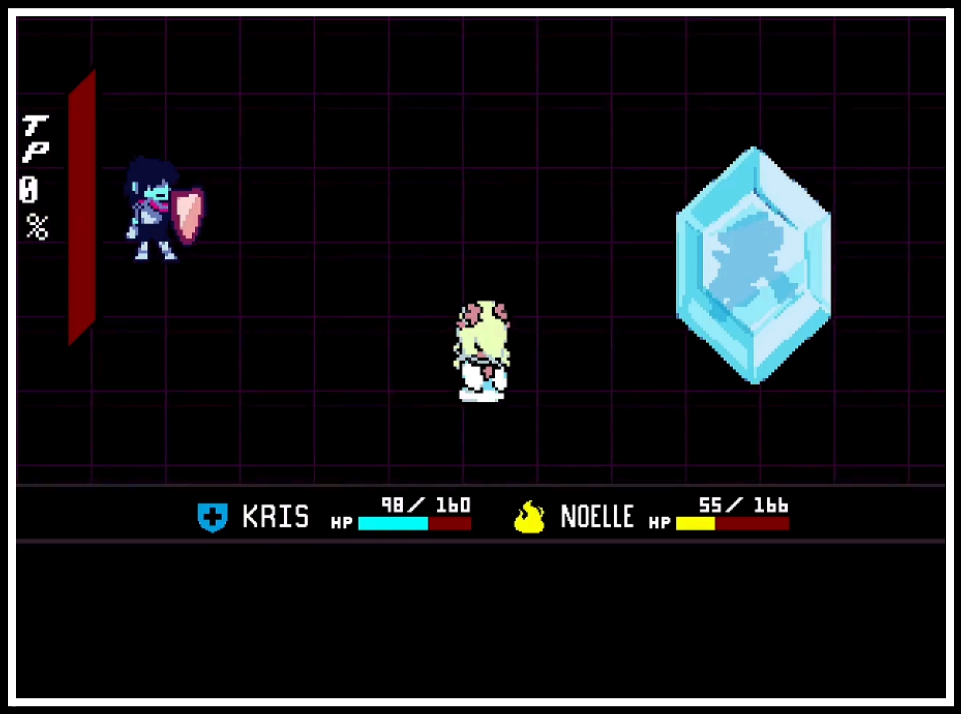
The boss fight with Berdly commences and this is where we see why the SOUL wanted the Thorn Ring so badly. This entire time, the player has just been using Ice Shock in order to kill enemies, but Ice Shock isn't good enough for a Boss Monster like Berdly. In the background, Noelle had another move the entire time named "Snowgrave" that the player could never use because it cost 200TP and you're only given a maximum of 100TP. But since the Thorn Ring reduces the cost of specifically ice spells by half, 100TP is now its new cost, allowing the player to make Noelle use that move.

After generating enough TP, the player commands Noelle to use Snowgrave. But Noelle simply responds in confusion, stating that she doesn't know what that move is.



The player commands Noelle to use Snowgrave over and over again, making Noelle frustrated. Eventually, she gives up and says in anger “Watch what happens when I cast a spell I don’t know!” Noelle uses Snowgrave, which covers the entire screen in frost and snow and freezes Berdly in a giant chunk of ice.





It's far and away the single most powerful move in the entire game, and the player made Noelle use it on her friend. After this happens, Noelle is confused as to what happened, once again having her memory of her

attack being blocked out of her mind. She gets up, stating that she doesn't feel so good and simply says that she's going home as she walks away off screen, not even addressing the giant chunk of ice that is Berdly that's right in front of her.

After this happens, the player never sees Noelle again for the rest of the chapter. She seemingly locks herself away in her room in the Castle which The Queen had saved for her.

At the end of the chapter, Kris faces off against Spamton NEO alone who, at the end of the fight, activates his "Bluelight Specil" which massively increases his defence, preventing Kris from being able to damage him. Kris, alone and against an undefeatable enemy, begins calling out to his friends. Kris calls out to Ralsei and Susie, but they don't arrive.

Eventually, the option to call out for Noelle comes up. Unlike the other options where the game states that "Kris" calls for help, when you're able to choose Noelle, the game states that "You" whispered Noelle's name, showing that it was Kris themselves who was calling for their friends but you, the player/the SOUL, who called out for Noelle.

After this happens, Spamton taunts Kris asking what Noelle could possibly do but then, he abruptly asks "Hey is it cold in here or is it just me?" After that, the Ice Shock sound effect plays, dealing massive amounts of damage to Spamton NEO, killing him. After this, Kris seals the

fountain and Kris, Susie and Noelle wake up in the computer lab, which is where the Dark Fountain was based.

Noelle talks about the weird “dream” she had and then tries to wake Berdly up as well who, unlike in the normal route, is not fucking moving.



Noelle abruptly gets up, stating that Berdly must be a heavy sleeper, and promptly runs out of the room.

After this, the player is given the option of exploring Hometown before the chapter ends. During this section, the player can visit the hospital to see Noelle spending time with her bedridden father, playing a video game. During this section, Rudy (her dad) asks what her gameplan is for the Ice

Boss enemy they came across in the game. To which Noelle responds with “Ice Shock” which makes Rudy confused on why Noelle would use an ice spell on the ice boss









Noelle laughs it off. Rudy then asks if he can try the game but Noelle responds with “N-no! I’ll control it myself.” Rudy responds that it’s not like her to be a controller hog and asks if she’s feeling alright, Noelle says that she’s perfectly fine and just had a “weird dream” in the library. Rudy and Noelle talk some more and Rudy suggests Noelle should go home and sleep to which Noelle agrees, it’s here that she finally notices Kris and Susie, who had been in the room the entire time. In the weird route, Noelle notices Kris first and is shocked, compared to the normal route

where she notices Susie first and is pleasantly surprised (due to having a crush on her).



After this and after noticing Susie, Noelle runs out of the room in embarrassment. After a brief talk between Rudy and Susie, Kris then walks out of the room and back into the hospital. When this happens, the player comes across Noelle in the middle of another inner monologue, consoling herself:

“Come on, it... it was just a bad dream...”
“Even so, it was so real, I can’t get it out of my mind...”
“... that voice, telling me what to do.”
“A voice unlike Kris’s...”
“...a terrifying voice...”
“...Kris”
“Recently, there’s been something... different, about them”

“Why hasn’t anyone else noticed it…?”
“I... I have to figure it out.”
“Why Kris is acting so strange...“
“Why do they keep coming... to the hospital...”

The player is given another dialogue choice between “To see your father” and “To see you.” Either one you pick, Noelle becomes startled, not noticing that Kris was there and asks how long they’ve been there. Afterwards, Noelle begins another inner monologue:

“Keep it together, Noelle...“
“There’s nothing to be afraid of...”
“After all, a dream is just a dream... right?”

However, if the player equips Noelle’s watch to Kris after replacing it with the Freeze Ring, Noelle will ask, in a terrified voice. *“Kris? Why are you wearing... my watch? W-when did you…”* And before the player can respond with “In your dream.” Susie walks back out of the room and interrupts Kris before they could say it. Noelle rushes home after this and the chapter comes to a close soon after.

Chapter 4:

Nothing significant happens between Kris and Noelle during Chapter 3 as she’s absent for the entire chapter. However, in between Chapters 2 and

3 after Kris takes out the SOUL, off screen, they go over to Noelle's house, gives her back her watch, pulls out a thorn from her finger and state that wearing her watch was just a stupid prank. They tell her not to worry about anything and that it was all just a dream.

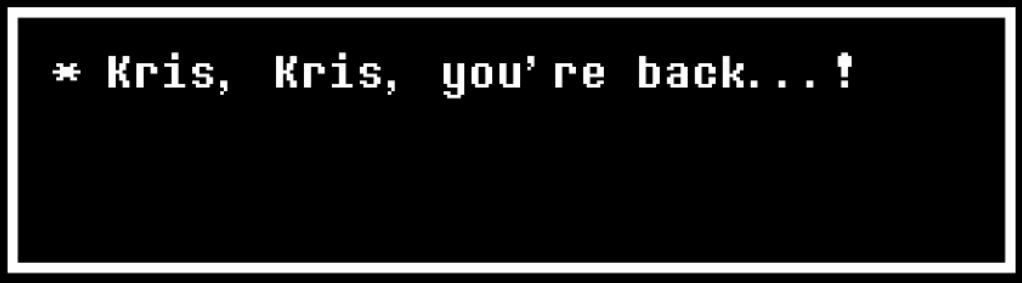
During Chapter 4, Kris, Susie and Noelle all go over to Noelle's house in order to study for an upcoming project. During this sequence, the player enters Dess's room and tries to get a secret code from the room, Kris rips out the SOUL and hides it in a drawer just as Noelle comes up to Kris. Noelle approaches Kris and tells them that there's something that they should talk about alone.



Kris takes the SOUL out of the drawer, walks all the way to another room and throws the SOUL into a present box, keeping it far away from them so

that the SOUL (aka the player) can't listen in on their conversation. This doesn't work as the SOUL is able to break out of the box, go into a vent and travel all the way to Noelle's room just as they're having their private talk.

During this private talk, Noelle brings up the events of the previous night where Kris, acting alone without the SOUL, went to her house and did all that was stated previously. Noelle states overjoyed when this happened and also states that she's felt like it's been so long since she heard Kris's voice (implying that Kris under the SOULs control sounds different). Noelle reveals that she was happy to find that her childhood friend is finally "back."





Noelle asks if she can say something else and, after that, the player is presented with a dialogue option which moves the SOUL icon over to the “Proceed.” option, freeing it from the vent and allowing it to crawl back into Kris’s body. Noelle closes her eyes for a second, seemingly temporarily falling back into a trance upon hearing the word “Proceed.”

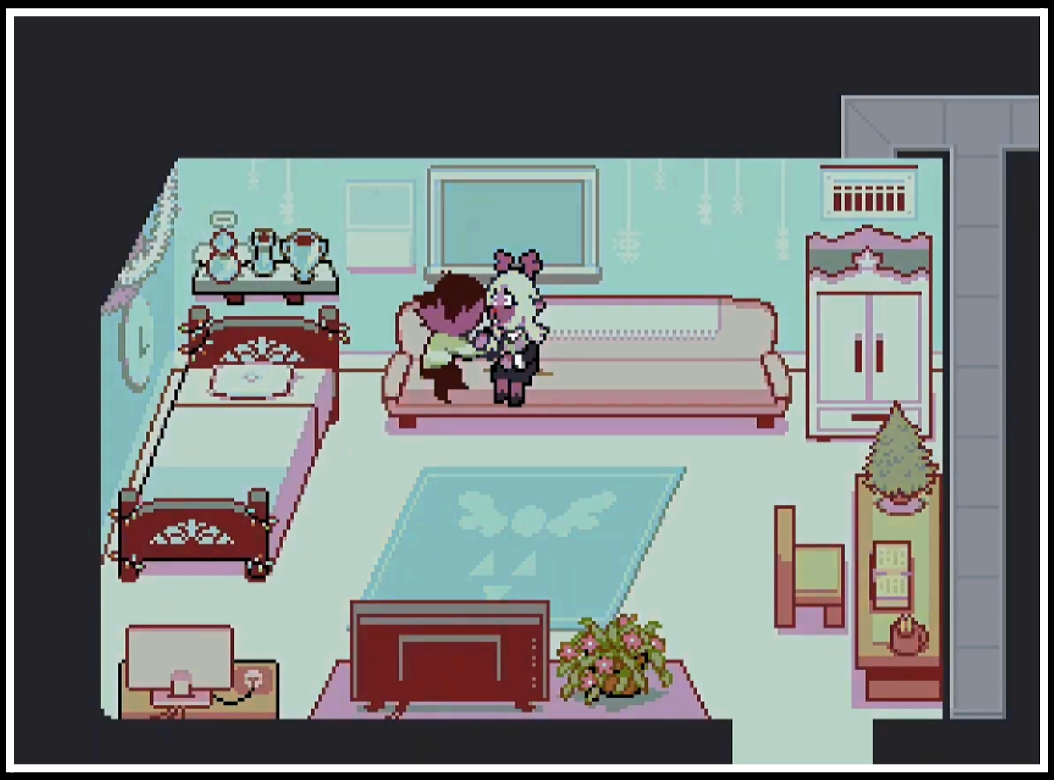

* ... Kris, can I... say something else?


Proceed
Please don't



Noelle inches closer to Kris, reminding them about the moment where they pulled the thorn out of her finger the previous night (a leftover from the Thorn Ring). She then also reminded Kris that after they did, Kris apparently told Noelle not to mention anything about the previous night whenever they saw each other again (because Kris didn't want the SOUL to know). Kris, out of desperation, covers Noelle's mouth trying to stop her from talking further. Noelle wonders what's going on with them and says that it's only the two of them in the room. She asks who else is going to hear and then the player answers "Me." (presumably in their own voice, being different from Kris's).

After this, the entire colour tone of the scene changes and Kris's hair blows upwards.



Noelle becomes terrified after hearing the players'/the SOULs voice again. She pleads for Kris to say that it's just another prank and then, in an inner monologue, wonders how the voice from her dream is now in reality, coming out of Kris's mouth. The player then responds with "Because it wasn't a dream." which causes Noelle to recoil backwards and scream.

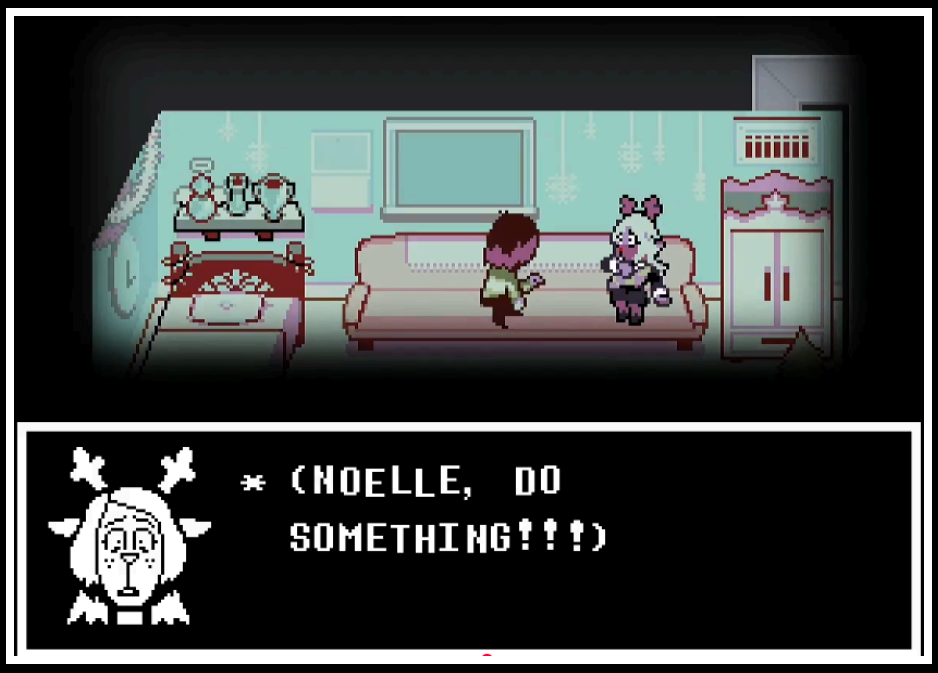


She says to herself that there's no way they heard her thoughts to which the player responds with "I heard.", plunging Noelle even further into terror. Noelle begins backing away from Kris in fear as the player keeps responding to her own inner monologues as if they're reading her mind. After that sequence, the player is given the option to say either "Noelle becomes stronger." or "Noelle will get stronger." No matter what, this causes the player to then be given no choice but to say "Equip" which causes Kris to bring out the Thorn Ring.



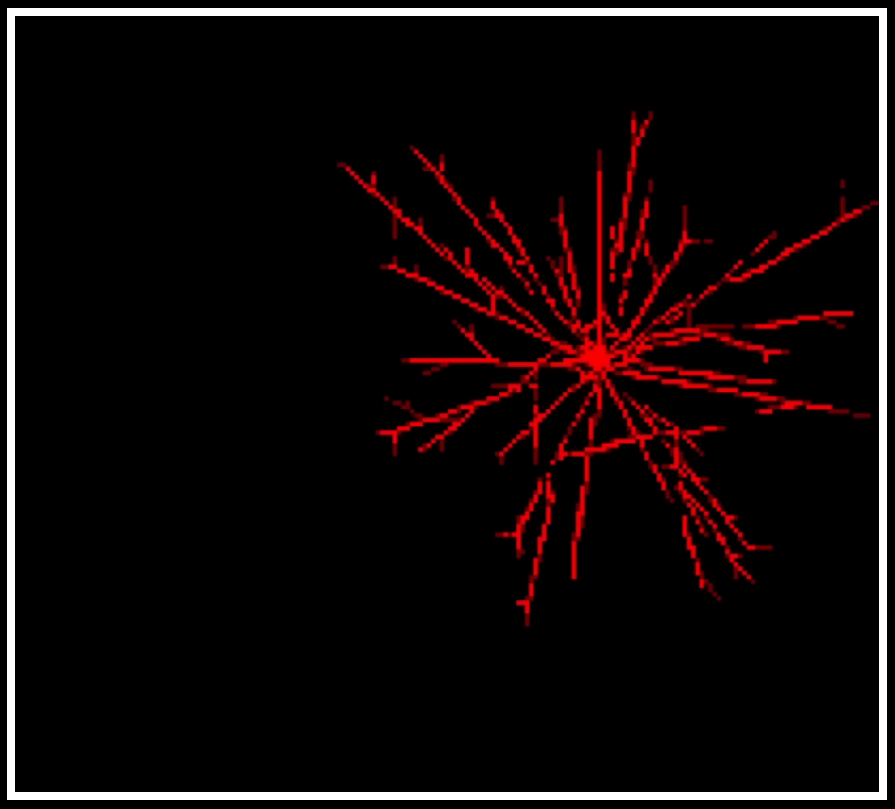
Kris inches closer to Noelle as she begins backing further away from them, all the while the player keeps telling her to “Proceed.” and “Equip.” Noelle, in horrified confusion, asks Kris “What about last night?” But Kris no longer has control, they never did during this whole route. Their feeble attempt to get Noelle to forget about the events of Chapter 2 is now completely undone by the SOUL.

Noelle is too terrified to move, she begs herself to do something, anything, to get away from Kris.



Noelle pathetically stammers some excuses to Kris, but the player simply rushes forward and grabs Noelle's arm and face, telling her one final time to "Equip."

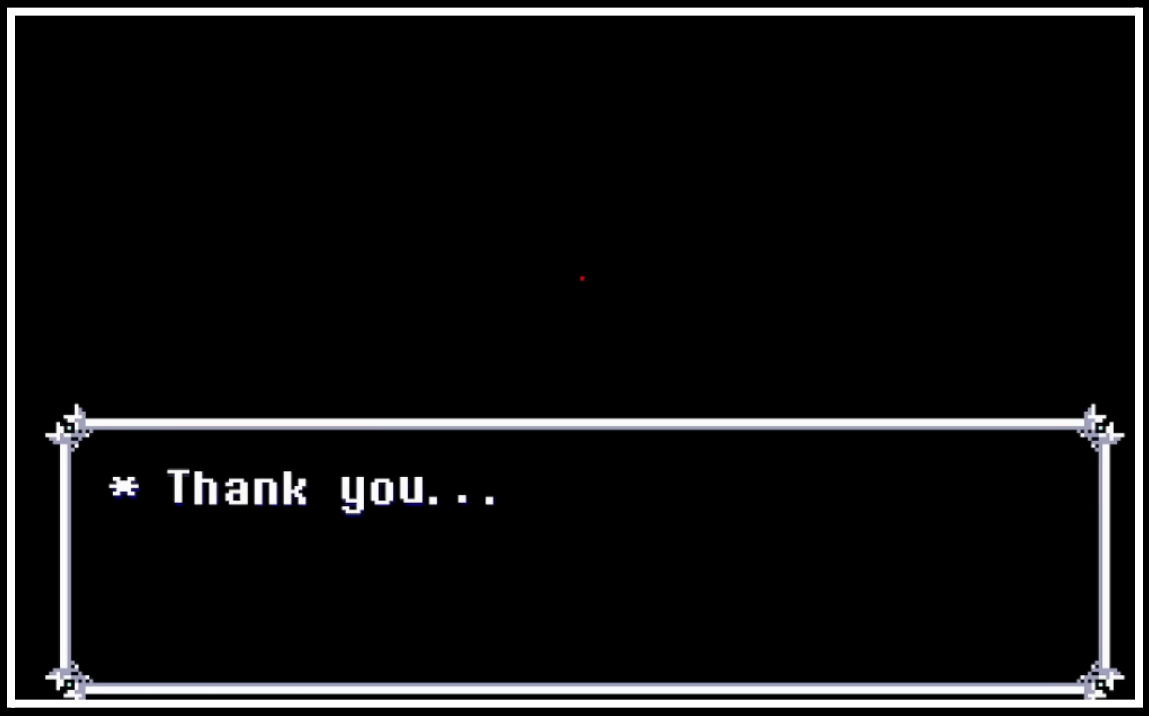
After this, Noelle's eyes become completely clear and a brief moment takes place, seemingly showing Noelle's soul becoming irreparably damaged



After this, Kris musters whatever control they had left to walk out of the room, go into the bathroom, rip the SOUL out of their body and kick it to half health. But it's too little too late, the SOULs plan has already succeeded and Kris can do nothing to stop it anymore. Noelle is gone forever. Kris and Susie leave Noelle's house and the rest of the Chapter continues with only minor differences.

There's only one more scene I'd like to mention in this doc for Chapter 4. During a moment where Ralsei tries to get Kris to close their eyes and think about Susie (Ralsei does this so the SOUL's perspective will shift to another character which allows for Ralsei to talk to Kris in private), the player keeps refusing the option for Kris to close their eyes. If they

refuse enough times, Ralsei gives the option for Kris to think about anyone else instead of just Susie. After that, the option to think about Noelle comes up. If the player picks this option, the screen fades to black and after a while, Noelle's voice is heard. She slowly and shakily says "thank you" while a small red dot appears on screen.



After this, the screen goes entirely red and after that, the SOUL's pov shifts back to Kris who has been knocked to the floor with Ralsei completely gone and Susie comforting Kris, asking what happened.



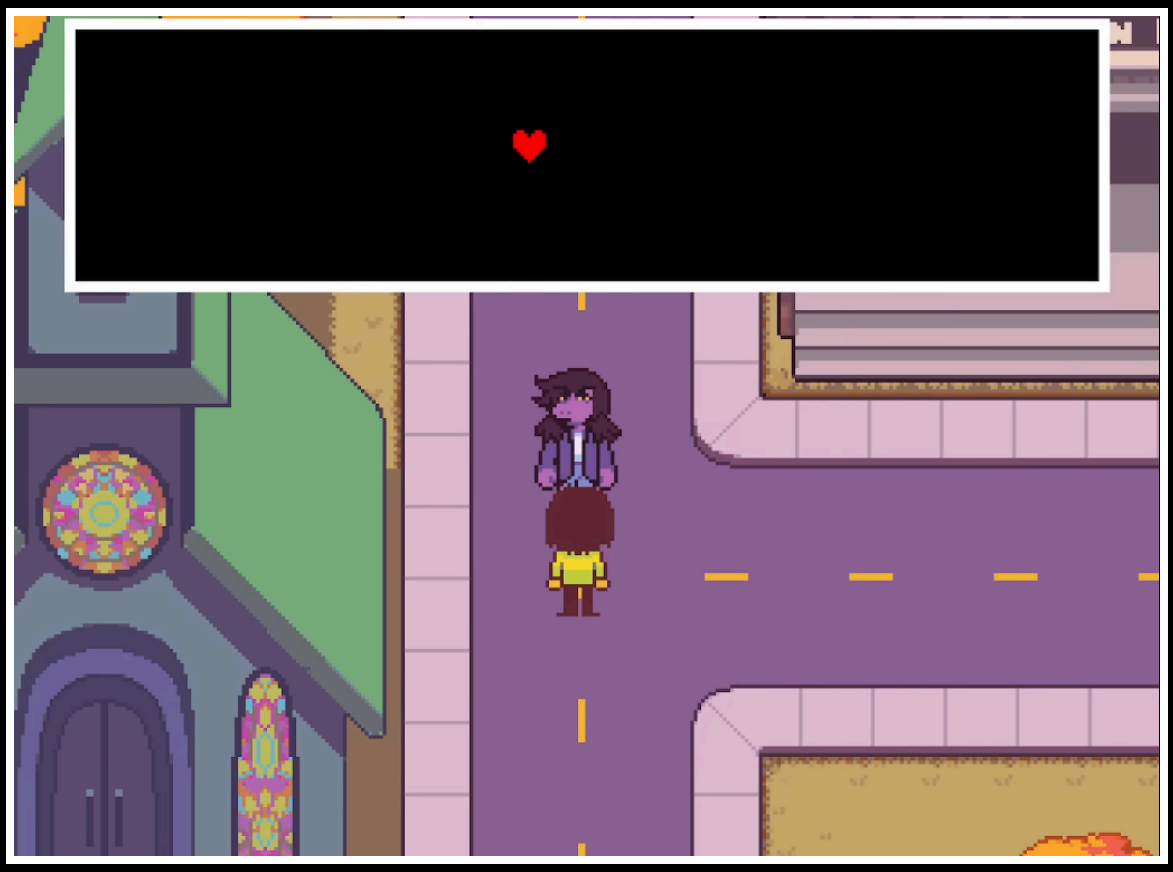
Ralsei comes back a few moments later and tries to give an excuse as to why he was gone but Susie just interrupts him and they continue onwards like nothing happened.

There's one more scene that I neglected to mention until now for Chapter 4. It's cryptic yet very important in regards to my theory over the SOULs plan. The scene in question happens at the end of the Chapter where Kris and Susie walk around Hometown while it rains. Susie brings up that it's unfortunate that all 3 of them couldn't hang out for longer. She then brings up that after Kris walked out of Noelle's room, Noelle apparently

went up to Susie to ask where Kris went because she wanted to talk with them some more and Susie mentions that something about her look was “weird” (likely a reference to Noelle’s glossed over eyes). She wonders why Noelle and Kris couldn’t just talk in front of her and then, with a look that can only be described with concerned horror, asks Kris what exactly they and Noelle talked about.



After this, time seems to freeze and the backdrop gets a reddish hue as the rain completely stops. The player is presented with four empty dialogue options but nothing happens when you select any of them.



After the player selects any option, Susie just laughs it off and asks if it was about her or not, the scene continuing on as if nothing happened.



And with that, all the relevant Weird Route content has been explored.

Analysis:

As previously stated, the theory this doc is working with is that The SOUL saw the original ending of the game and is now playing through Deltarune again in order to prevent the ending from happening.

To explain why I think this, we have to discuss The Prophecy that was

revealed in Chapter 4. All I'll say is that the final panel of The Prophecy was destroyed by Susie before we the player gets to see what it is. All we can tell is that the ending to The Prophecy (which is what the game is acting out) is a bad ending to the degree that Susie destroyed it out of anger. Interestingly, Susie then states "Kris would NEVER do something like that…", whatever "that" means…

Theory: The Prophecy's ending is the Weird Route ending. The ending to the normal route involved breaking free from The Prophecy (likely using Susie) and the SOUL didn't like that, so it's now gone back to replay Deltarune in order to make the original Prophecy come true. In order for that to happen, it needed to make Noelle stronger.

The moment Kris and Noelle are reunited in Chapter 2's Cyberworld, the SOUL, using its control over Kris, makes them backtrack while killing enemies along the way. This accomplishes two things.

1: It gets Noelle used to the idea of battling. Specifically, it gets her used to Kris laying back and guarding them which generates enough TP for Noelle to use Ice Shock. Repeatedly doing this makes Noelle get used to her being the one attacking and always dealing the final blow, which increases her LV (Level of Violence)
2: The repeated encounters start making Noelle get used to them as well as getting used to the SOUL's commands. This will eventually manifest to her acting on pure instinct after she hears the SOUL talking through Kris to the degree that her mind shuts off, performing Ice Shock and killing

monsters in cold blood without even remembering what happened as the SOUL's voice alone gradually makes her lose herself.

The player makes Kris go all the way back to Spamton's trashheap in an attempt to get the Thorn Ring. This showcases that the SOUL knew about the Thorn Ring on their first playthrough yet wasn't able to get it (which is also true in the normal route of the game). This is because the SOUL wanted to unlock Snowgrave on Noelle which you otherwise can't via normal means because Snowgrave costs 200TP, 100 more than the maximum TP you can generate.

As they defeat more and more enemies and Noelle gets more and more used to the SOUL's commands, she begins to justify to herself why she should be fine with it. From her POV, her childhood friend whom she hadn't been close with in quite some time has suddenly appeared in her "dream" and started commanding her to battle. Noelle, who has always been meek and timid is of course initially scared, but eventually comes to be thankful of Kris for making her stronger.

But it isn't enough as Noelle still subconsciously feels confused, worried and scared over her new situation. Her ever increasing LV causes her to contemplate killing Kris to make it stop, to which the SOUL interjects as she finishes her inner monologue. This causes Noelle to snap out of it and ends the thought right there. Interrupting Noelle as she's thinking in a way that makes it seem like she was either speaking out loud or worse,

having her mind read stopped that thought process in its tracks which focused Noelle's mind back onto the oncoming battles instead of thinking of a way out, showcasing the SOUL's masterful manipulation over her inner emotions.

After the SOUL makes Noelle kill the salesman (which is the first showing of Noelle's mind blanking before and during killing someone) and gets the Freeze Ring, her confidence in battle and her LV eventually increases. She's now no longer nervous in fights and hones her focus into becoming stronger, exactly as the SOUL wants her to do.

Noelle eventually begins taking initiative on things she normally never would such as "solving" a mice puzzle by herself. This shows that the Freeze Ring encounter and the following mice puzzle where the SOUL made Kris gradually push Noelle into the laser gate (+whatever battles followed that) fully manifested Noelle's confidence within herself. Since she isn't aware of the SOUL, this caused her to project her thankfulness onto Kris themselves for helping her get over her timidness, which she has had for her entire life despite hating herself for it which of course, furthers her manipulation even more.

A long streak of battles follows this and, as Noelle previously stated, the battles beforehand had already begun to blur together. But now, that feeling is even worse as even with her HP being depleted to 55, she doesn't even speak up or say anything, showing not even a single sign of

pain. I believe this to mean that Noelle, after the constant commands and relentless manipulation, was already too far gone by this point which makes sense because the Berdly boss fight cannot be avoided after the Thorn Ring is equipped (although the route itself can still be aborted).

This is even further exemplified when Kris and Noelle encounter Berdly and Noelle doesn't even recognize her own friend at first, seeing him as just another enemy. Further proving that by this point, Noelle is barely even there, just mindlessly going along with "Kris's" commands while being thankful to them for making her stronger. Even after she snaps out of it for a moment and sees Berdly, she doesn't even try to get Kris to stop the fight, instead just begging Berdly to run away, knowing that she's going to kill him.

The SOUL's plan works and now equipped with the Thorn Ring, Noelle is able to use Snowgrave. Even after she uses it (finding enough inner strength to disobey Kris for a while), her mind still wipes the memory of the attack away, just like during the salesman encounter before she got the Freeze Ring. She calmly walks away, seemingly not even being able to see Berdly at all.

I think this showcases that the constant battling served the dual purpose of making Noelle's LV increase *and* making her brain turn off while attacking. If it didn't, then Noelle would've never attacked Berdly and the SOULs plan wouldn't work. The SOUL perfectly understood Noelle's

emotions to the point where it could predict exactly how her trauma response works, knowing that her brain would erase the memories of her attacks while under enough stress. This all worked to remove the obstacle that is Berdly which put him into a coma in the Light World after he was Snowgrave'd.

Even after Noelle walks away and hides away in her room, it's already too late for her. The moment her master calls her name, she obeys and defeats Spamton NEO for Kris, to which she's now so strong to the point where she can defeat the tankiest enemy in the game (except for The Titan) with just an Ice Shock, not even needing Snowgrave.

After the fountain is sealed, Noelle "wakes up" in the library which immediately causes her to snap back to reality (oop, there goes gravity), rationalizing all the events that transpired as just a dream. She seemingly pays no mind to Kris as she rushes out of the room to go visit her dad as if nothing happened.

The SOUL, still with full control over Kris, visits Noelle at the hospital and, if it weren't for Susie and her free will, the SOUL would've completed her manipulation then and there by making her realize that it wasn't a dream. But that would just be saved for Chapter 4.

During Chapter 4 we learn about Kris's feeble attempt to stop Noelle's manipulation by gently comforting her and telling her that it really was

only a dream. Kris used what little control they had after Chapter 2 to rip out the SOUL and try and stop its plan of psychologically torturing their best friend but again, too little too late. The SOUL easily breaks free from the present box and immediately makes its way to Noelle and Kris.

After a dialogue option forces the SOUL back into the room with them, it was fully over for Kris and especially Noelle. All the SOUL had to do was show that the events of Chapter 2 really weren't a dream and then equip her with the Thorn Ring again. This completely overrode Noelle's rationalization and shifted her state of mind back to its mindless state at the end of Chapter 2.

After this, Kris can do nothing but rage out at the SOUL which accomplishes literally nothing. After this, at the very end of Chapter 4, Noelle's mother calls Kris just to let them know that Noelle said she's excited to see them tomorrow at the festival, one final humiliation for Kris during the worst day of their life. This also showcases that like in Chapter 2, despite everything, she's grateful to Kris for being the one to make her stronger (meaning that she's still not aware of the SOUL despite noticing the differences between Kris with and without the SOUL inside them).

Now this only leaves two unanswered scenes.
1: The moment with Kris and Susie at the end of Chapter 4
2: Noelle's "thank you" moment that we never see in any of the chapters.

For the second one, I believe that this is a scene we simply haven't seen yet, possibly at the very end of the Weird Route. I think this is the case because the screen goes completely read after she says that, which I believe represents either Noelle or Kris being killed. Either way, this showcases until the very end, Noelle was still thankful to Kris for everything, the SOUL's manipulation was seriously THAT strong.

As for the former, this is where I present another theory.

The scene with the 4 empty dialogue options is Noelle's choice. Susie asks "what were you two talking about" and instead of it going to Kris for the SOUL to speak through them, it instead goes to Noelle and, since she didn't hear Susie talk as she's still in her house (hence why it "stopped raining" because she was in her room and not outside), she wasn't given any way to respond.

But how is this possible? Why?

Theory: The SOUL did all of this as a means to grow another, second SOUL inside of Noelle's body which would give them full control over two different characters.

This explains the "shattering" scene that happens after Noelle equips the Thorn Ring in chapter 4 and also explains the red dot during the

“thank you” scene. It’s the beginning of another SOUL growing inside of her. Player 2 is joining the game.

All the events that transpired was the SOULs method of making the game have two “players” which will somehow either cause The Prophecy to occur or change it entirely (depends on what you believe, neither is confirmed but I believe in the former personally).

Conclusion:

The SOUL, wanting to either cause or change the original ending of the game (probably cause), decided to create a secondary Player character within Noelle. In order to do this, the SOUL completely and totally brainscrubbed Noelle, turning her into its mindless puppet in order to grow a secondary SOUL within her, allowing the SOUL to control two vessels at once. The SOUL utilized Noelle’s connection to Kris as a means to get the manipulation started, it overrode her timidness by getting her to constantly kill more enemies which achieved the dual objective of increasing her LV and inducing a trauma response of blanking out her memories of killing. The gradual increasing of Noelle’s LV caused her to become more confident to which she then projected thanks onto Kris for “helping her” get over her meekness. This all culminated in Noelle’s

mind being completely gone and her consciousness became dedicated to nothing but listening to the SOUL's commands, even killing her friend Berdly and feeling nothing over it.

Even after she "woke up" and rationalized it all as just a dream, which shifted her mind back to normal, all the SOUL had to do was prove that it wasn't a dream in order for her brain to shift yet again into its puppet-like state where not only does she now only exist to serve "Kris", but she's thankful for it all as well. Even until the bitter end.

This feat showcases: Direct Manipulation, Emotional Manipulation, Indirect Manipulation via altering the naturally progression of the game, Individual Manipulation, Strategy, Foresight, Emotional Understanding, Fabrication, Social Engineering, Theory Of Mind, Brainwashing, Coercion, Conditioning, Psychoanalysis and more.

Thanks for reading!

