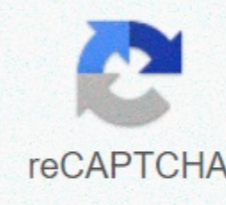




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## Stanley parable new endings

Stanley-parable and many of its endings continue to spark internet controversy, even as the original remaster prepares for a 2021 release. Stanley-parable fans are still debating the merits of meta storytelling a decade after its first release, with the game's most hidden and hidden ending still bothering players to this day. For the uninitiated, the Stanley parable is a first-person narrative adventure that is all about first-person narrative adventures. Examine the player's role in video games from all angles, offering scenarios that can trigger anything from laughter to real passions depending on which doors the player walks through and the decisions they make. Meanwhile, a ubiquitous narrator swaps between doing his job, pointing the protagonist in the right direction and expressing his confusion around the player, wasting his time and breaking the rules of basic experience. Continue scrolling to read more Click on the button below to start this article in quick view. Start now The game, which was originally a Half-Life 2 mod before it can be run on its own, is the work of two designers in collaboration. Davey Wreden went on to create The Beginner's Guide, a similar narrative game with a much more serious tone. William Pugh went on to find Crows Crows Crows, a team that apparently stems from the more down the wall aspects of the game. They've worked with Rick and Morty creator Justin Roiland on several projects, including psvr game Accounting. Both creators are currently working on a reissue of Stanley-parable with new content that will be released on both consoles and PCs. However, even with a new version on the look out, players who discover the Stanley parable want answers to the game's many mysteries. A recent Reddit post by user Crash1024 brought up the mystery of what is known as Escape Pod Ending. In this part of the game, players wedge their way through a certain closing door and step back into an area that is apparently meant to serve as an alternative way to escape the office facility that is hosting the entire adventure. However, the end never loads, setting things back to the beginning, as any other playthrough player can discover. The post claims that there is more to solve in the game and tries to poke the community into the game after the game is launched. In the comments, user Septillia responds to this query by claiming that there is no further mystery to solve. The lack of payout fits with the story of The Stanley Parable, which is often about how decisions in video games serve players to feel like unreserved performance. While it's entirely possible that Stanley Parable: Ultra Deluxe will finish this ending, it's only so likely that the Escape Pod end is just another way of express express It is fruitless for players to explore the limits of each virtual world they fill. There are few games like The Stanley Parable, probably because the game seems to be a statement that stands up to the entire medium. While there is wonderful writing and glorious visuals that were while playing as Employee 427, it's rare to find an ending that is satisfying in the traditional sense of the word. The fact that the game saw such success after the initial release probably speaks to the smaller size of the market at the time, but the world is a better place to be. One hopes that the 2021 reissue will spark the same interest and debate among a whole new group of curious first-time players. Next: The Outer Worlds Finally comes to Steam later this month stanley parable: Ultra Deluxe will be available on PC and consoles in 2021. Cyberpunk 2077 Accidentally sold early by Best Buy Related Topics by author Alex Santa Maria (443 articles published) More Alex Santa Maria all ending the STANLEY parable (and no spoiler) in Compliron The most detailed, spoiler proof guide you'll ever find is no joke! I guarantee you 98.3% that each ending in the game, no matter if it's your goal or not! I have been poor quite a few hours into this thing so I hope you enjoy it! Quick Stanley, close your eyes. SPOILER WARNING: This site contains information that could ruin the game for those who haven't played with it yet. Read it at your discretion. Not a complete historical flowchart. The Stanley parable has nineteen available endings. Some of them end with a restart, others need the player to restart themselves. In the end, Stanley destroys the Mind Control Facility by pressing the OFF button, disabling the controls and exiting the building in the green field. Narrator talks about Stanley finally being free and able to do whatever he wants. Countdown Finish Main Article: Countdown Ending Obey everything narrator says unless you press the ON button instead of OFF on the power of the brain control facility. This will shock the Narrator, and instead of taking control of the facility, it will launch its nuclear self-destruct function, leaving the player to die while the Narrator enjoys his agony and explains everything. Museum ending main article: Museum ending to obey everything the Narrator says, but follow the Escape sign instead of going to the Mind Control Facility. You're going to end up in a long hallway. The narrator will constantly say that the end of the corridor leads to death and tries to convince him to turn back. Reaching the end falls into a deadly trap that slowly leads to a large crusher. Before the machine you die, a female narrator narrator and frees you up, giving you the opportunity to visit a museum that contains beta elements from earlier in the game, elements of other endings, and content cut out of the game. After that, the female Narrator says that the only way to save Stanley is to quit the game, but staying up will have his metal jaws crushed to death successfully, leaving the screen black and actually forcing him to restart. Mariella Ending Main Article: Mariella Ending Listen to the Narrator, but go down the stairs instead of up. Stanley's going to be in a never-ending, paradoxical room cycle. As Stanley walks through the rooms endlessly, he starts questioning everything, thinking he's in a dream. He imagines himself to be a bird and flies through a star field in space and then believes the Narrator has only one voice in his head, but then realizes that he is not dreaming and ends up screaming for help, falling dead. The narrator ends up telling me about a woman named Mariella who just found the body of a crazy man on his way to work, and how no one knew what was going on in hell. At least outside of Stanley. Escape Pod Ending Main Article: Escape Pod Ending Listen to the Narrator until you reach the Boss's Office. Quickly enter and leave the Chief's Office, making sure the doors are locked. All doors behind you will be open (including the executive bathroom); Go back to Stanley's office. There's a door opening outside his office. (If you go back to your office and close the door, you won't be able to open the door again.) When he walked through the door, he was teleported down a long staircase. Once you've gone far enough, a sign warns you that both Narrator and Stanley need to be present for the escape order to turn out the way you want. Narrator was previously disabled, so the game restarts. Heaven Ending Main article: Heaven Ending First activate input 419 on your computer and then restart the game. Go to your 423 computer and activate the input, then restart the game. This time, activate input on your computer as shown before entering the Boss's Office. Restart the game and activate the input 434 on your computer. Restart the game once more and activate input on Stanley's computer. You're going to heaven. 432 buttons moving, and a chorus that says press the buttons. Broom cabinet ending main article: Broom cabinet ends after leaving the meeting room and before taking the stairs. Stanley finds a door that leads to the Broom closet. If he goes in and stays there, the narrator starts to get upset and eventually assume that the player is dead and asks someone else to take his place. After Stanley leaves the room, Narrator greets Player 2. If Stanley goes into the Broom cupboard again, the narrator will be even more annoyed. If you go into the Wardrobe enough times after you restore the game, the Narrator finally boards up, preventing Stanley from going in again. It's more of a joke than an ending. Right Door Endings Confusion End Main Article: Confusion Ending Take your right door, left through the open door, use the elevator inside the maintenance room. On this route, Narrator doesn't understand which way to go. After opening and closing the two doors on Stanley's face, he opens a garage door leading to the Monitor Room. In successive reboots, Stanley is always at the end of the Monitor Room. After two restarts (ending with multiple doors and then no doors,) the Narrator decides to use the guide to cover the Stanley Parable Adventure Line™ or Line™ briefly. However, the Adventure Line™ keeps leading back to the Monitor Room. On the next reboot, Narrator and Stanley decide to partake of the Line™ and eventually end up in a room with an end schedule of Confusion, where Narrator refuses to restart the game as scheduled. He breaks the game, which eventually recovers without his consent. Powerful Finish Main Article: Powerful Finish Take the right door, go into the warehouse and drop to death without boarding the platform. Narrator applauds Stanley for jumping, and then the game restarts. Cold Feet Ending Main Article: Cold Feet Ending is the same as vigorous ending, but quickly get off the elevator before you take it and then jump down to the floor below. Narrator then makes sarcastic comments about this ending, mocking you for forcing yourself to fall to your death. Apartment end Main article: Apartment end Take the right door, go into the warehouse to get the cargo lift over without jumping and pick up the phone in the phone room. This teleorates Stanley outside his apartment, but when he opens the door and waits for his wife, he finds a robot mannequin. If you try to leave instead of entering his apartment, Narrator blocks Stanley and forces him to enter his apartment. As the screen tells the player to press a specific button, the apartment around Stanley begins to turn into his office (in some cases, the apartment remains the same if he presses different buttons as he claimed to push, however, there is still no way during the story, which means the player still has to restart), while Narrator tells Stanley the story of the stanley man's death. No Stanley Ending / Real Person Ending / Choice Ending Main Article: No Stanley Ending Do what you would do with the end of the phone, but answer the phone, crouch next to the outlet and disconnect the phone. Narrator gets mad and shows Stanley a funny video of Choice. Back to the two-door room. Taking the right door will ask for further narrative contradiction, and when you enter the left the negotiator is destroyed and distorted. Narrator shuts down the game and talks about how Stanley destroyed his work. The game's sudden restart cut him off, and Stanley reappeared outside the two doors after returning from the cargo hold. Taking the left door allows the game to proceed as usual (without the opportunity to go down, the railing blocks the entrance to this and the ability to open the door to the Broom cabinet). Instead of using the keyboard to access Mind Control Facility, you will see a sound box in which you need to talk about the password. The player can not do this because Stanley listens and the game does not include access to the microphone to talk, but narrator starts the tirade by entering the right door and doing what the hell you want. In the end, after going through both doors at least once, you (the player, not Stanley) leaves Stanley's body and appears above the ceiling of the two door rooms (after returning to the Warehouse.) With no one controlling him, Stanley's in position: Narrator then asks Stanley to do something as the credits spin. Zending Main Article: Zending Take the right door, go into the warehouse to take the elevator and jump onto the catwalk to the red door. The System delivers it to a Starry Dome, where you and Narrator can find True Happiness. You will find your way to go into another room and climb a series of stairs that are cut off at the highest point. Narrator notices what he's trying to do and begs him not to jump down the stairs. If you do, you'll survive the fall. Relieved, Narrator hopefully recommends returning to the Starry Dome room, where you and the Narrator will be happy again. But if you continue to jump down the stairs several times while the Narrator begs you not to do so, you will die so the screen fades and the game restarts. Games End Main Article: Games End Disobey The Narrator to the end; Go through the right door, go into the warehouse, take the elevator and jump on the runway. Take the blue door three times. He walks into a large room full of developer textures that Narrator hasn't yet announced. Narrator shows you how to improve the game you've been working on, as you obviously don't like the narrator's planned story. These include the original two-door room, this time with a third door on the far right, featuring a wooden door and orange hallway, sharply contrasting with the other two doors. He then put on a baby toy, preventing the baby from climbing left into the fire. If you fail the game, you can put on a Minecraft lookalike game. Since it is not possible to work with blocks, you need to pay attention to narrator creating a house. As soon as you get in, Narrator will tell you that the house needs to be rebuilt from diamonds. As you walk Into the hole, the lighting fades and the Narrator complains about how open-end the game is. It is then placed on the first level of the portal. However, if you place the Weighted Storage Cube on the Heavy Duty Super Collider Superbutton, Narrator activates the elevator before it is turned on and forces it to fall through a hole in the remainder of the office building from the original Half-Life 2 mod. If you walk back to Stanley's office after walking back, the screen turns black, and Narrator closes the ending with a few thoughtful dialogues. You can also break the puzzle by putting the weighted storage cube on the door, surprising The Narrator. The Narrator won't let you out and says you have to befriend the heavy-duty super-colliding Super button. Art Ending Main Article: Art Ending Do what you would do to get your games over. However, if you get to the baby toy, play for 2 hours. A puppy opens, doubling the difficulty and forcing you to take care of both the baby and the puppy. Play for another 2 hours, and the Essence of Divine Art will talk to you. Pre-Two Doors Room ends with Coward Ending Main Article: Coward Ending Close the door to the office at the beginning of the game. Instead of exploring the Bureau, Stanley decides to sit there and stare at the screen, hoping some commands pop out. Narrator will make some comments about Stanley and his cowardice, and the game will restart. Out of Map Ending / Window Ending Main Article: Out of Map Ending Get at the top of the desktop on the left side of the space computer (434) in the front office and leave through the window. This is possible by walking up to the chair and continuing to top it. Then you squat and leave through the window. Stanley has a choice. Select yes or no. If you choose yes, Narrator will sing a song for Stanley. If you select No, Narrator will tell you the options if you answered yes. Serious Ending Main article: To get a serious finish on Steam, type -console in the release options. Run the game and enter the sv\_cheats 1 on the console. This teleports you to the Serious Room, where you have been sentenced to 100 billion years. If the sv\_cheats 1 input again, it will be sent to the room again, but this time, it will be sentenced to infinite years. If you enter the sv\_cheats 1 text a third time, Narrator will give up and leave the player to look for a more serious desktop. Intake sv\_cheats after 1 may not have any further effect. Whiteboard Ending Main article: Whiteboard Ending Sometimes when the game starts/restarts the office all blue-ish. If this happens, you can open room 426. After you open it, you can use a small room in which a sign hangs on the wall, saying: Welcome to ... TABLE END!! It's more like an Easter egg or a joke given by game developers. A also has Console &gt;crust written in the lower right corner, which is a console command that makes the USE button to make a barking sound. Trivia Trivia

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