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Stanley parable intro script

Not the third! Well I guess, perhaps I shouldn't be surprised. Maybe it's you who likes falling too much! Maybe you're the problem! [Sigh] Look... things got a little heated there. Of course, I happen to believe it was perhaps one of my more profound such ruminations. I am a waypoint for reasonable and collected discourse. You won't hear it anywhere else in the game. *silence* Sixth Skip:[] Oh. Hello. I know you're obsessed with holes, but at this depth, I just can't see this scratching the itch. They want big explosive moments flung right in their faces from the very moment that things get started. I do feel quite certain that there was one here before. Trying to leave before seeing one or either of the game-critical features[] (Leaving without seeing both of the game-critical features) Oh goodness, um... I'll pop you forward in time so that the second my incessant droning starts to bore you with just the push of a button you'll have zipped right past it. It's as if um - Oh, okay. I'll take any of these, all I want is for us to move on and to please step away from the skip button, to go anywhere other than the skip button. Interrupting The Narrator] Woah, woa emptiness between you and me. It's more of a concavity, or even a very aggressive divot. I feel... like a failure. Sorry, I should have clarified: right NOW the button only says the name "Jim". Just you. I'm fixating on every tiny negative thing that anyone ever says about me. Good job, you made it to the bottom of the Mind Control Facility! You jumped down the catwalk. From one perspective the infinite is merely philosophical in nature. It's never been done before in a video game. Please do not press the skip button. Heavens! At this rate, we're going to be here all day! Okay look, I have a method for exactly this sort of situation and I do find myself in this situation frequently. Perhaps The Stanley Parable isn't quite as sterling as I always remembered. For the audio files, see Template: Dialogue/2013/Introduction. As though there were no consequences for the lack of cohesion in one's assessment of others! But of course, absolutely anyone can leave a review, so here's what we get! We get these demands that seek everything and are accountable to nothing. Look how much fun the past is! I want more! More memories! At the two doors! Who could have forgotten that? Ninth Skip:[] ...but they didn't understand that the game was never meant to be funny! It was meant to have a point! It was meant to have a point! It was meant to have a point! It was meant to have forgotten that? sufficiently large crack in the wall? Please help The Stanley Parable Wiki by adding more information to make it easier to complete the page. (In particular, alternate Bucket ending) Descending deeper into the building, Stanley realized he felt a bit peculiar. Why does anyone ever chose to leave it? Go get 'em! Bottom Of The Mind Control Ending[] Aha! You've made it to the bottom of the Mind Control Facility, welcome! You see, back when The Stanley Parable first launched in 2013, getting to the bottom of the Mind Control Facility was a bug that we simply didn't catch during development. "Happy 12th Birthday, Step Niece" it is! Or actually... Yes, I know you're not much for the public eye, but I thought it would especially mean a lot to the people who have been following you from the beginning. It was all just in Stanley's head! I bet that's the kind of twist you think is revelatory! I bet each and every time you watch a movie where it turns out all to be in the main character's imagination, you must absolutely bolt off the couch in pure shock at the phenomenal and intricate storytelling. Look what you're so tremendously far away. Let me sit on it, I'm sure it'll come to me. And now I'm torn between Stanlurines and Figleys. Give me a time out here for a minute while I process this. I have to experience this just one more time. maybe that's it. And I felt... freed. Just you and me having a great time together like always. Imagine yourself driving to work as Jim, playing frisbee on the weekends as Jim, staying up all night for a popcorn and horror movie sleepover as Jim, developing a crippling substance addiction as Jim, rediscovering yourself through fringe religious groups as Jim, and finally, dying a slow death at an old age surrounded by members of your cult as Jim. I can't control anything in this room, Stanley. I'll take care of myself. Oh my god, and it's all because of those reviews. I've been thinking and thinking and I - I don't know what I can do to convince you otherwise. I can't touch it. At the Press Conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, the room where we're holding the press conference[] Exiting the elevator:[] Okay, th might be up there. Where are the jokes?" they bemoaned, they screamed. Yes, I have something very exciting to show you! Ignoring the New New Content sign which was trying to signal that the content behind this door had changed. And then, somewhere along the way, I stopped making decisions. I suppose it can just be a nice decorative piece then. No, no no! The warehouse was the fourth place you found a Figanly. Let us anticipate it, let us welcome it, let us not run from it. And I really do hate to break the illusion, but it's important that you go see the collectables and the bucket, okay? To view this section along with dialogue from other endings, Visit the dialogue page. Proposing the Sequel / Ending[] So Stanley, what did you think? Are we being watched? Is - is that it? Keep enjoying these figurines? It's rescued me from disaster in countless situations. I'm at peace with it. Well, that's a great question. Which of these rooms was the room you found your third Mini-Stan? Yet to speak to you now I am alive! I am truly and completely here! I am a being, I am someone, I am something! I am being listened to, I am being listened to, I am being recognized! The emptiness between us has collapsed and I feel, right now, like I am not a work of fiction! I feel as though I occupy space in this world again and I have cast a shadow onto the wall. But that's the power of the button! (On PC) The minute I start to go off on a thoughtless display of self-absorption, it's right at your fingertips to go 'poof' - and it's all over! Oh, I can't wait to see what Cookie9 will say about this and whether they'll edit the rating of their Steam review or at least change some of the wording perhaps. From the looks of things, you and I will have many many years here in this hole, and I'm looking forward to all of them. Life being an unending waterfall of surprises and delights. And what's worse is that you seem to be having a better time with this nonsense game than with the story I wrote for you! I'm actually a little insulted. Orders came to him through a monitor on his desk telling him what buttons to push, how long to push them, and in what order. Bad Review One:[] "Honestly, I could not be bothered to play this game to full completion." "The narrator is obnoxious and unfunny with his humor and dialogue proving to be more irritating than entertaining." UNFUNNY?! I'm not trying to be funny! I'm trying to make a serious work of art! I suppose I could write up a handful of gags to insert into The Stanley Parable but the game is already such a densely layered web of profound philosophical insights that I can't even imagine where I'd have the room to stick them. The Fourth Figurine[] Still don't remember the pink room, Stanley. I'm taking the Jim button away. The Button That Says The Name Of The Player Playing The Game[] For The Stanley Parable 2, I asked myself: what do players really want? The Fifth Collectible[] Found the Fifth Figley: This was the fifth Mini-Stan, and this one was really something special. I mean, admittedly, I didn't make an infinite hole. If this starts to become a thing where - (Bottom of the hole) Wow. Let's just - go backwards! We'll do the Memory Zone again from the opposite direction! See how that feels! The Sixth Figurine[] Okay yes, the back of the boss's office, I remember this! Okay yes, the stairs, I remember this! Okay yes, that spot under the stairs, I remember this! Okay yes, the back of the boss's office, I remember this! Okay yes, the stairs, I remember this! Okay yes, the stairs, I remember this! Okay yes, the back of the boss's office, I remember this! Okay yes, the stairs, I remember this! Okay yes, room with the red and blue doors, I remember this! — I must say, of all the figurines we looked at in our initial tour of the Memory Zone, this one is the most distinct and clear in my mind. It's The Stanley Parable Reassurance Bucket! You see Stanley, any time you're holding the bucket a sense of calm and ease will fill your mind and your heart. The Last Collectible[] And then, Stanley, then we came to the last collectible. But I just know that you'll be able to adjust it on some sort of slider, and that it'll be accessible from the settings menu. People look up to you. Memories like these are so precious and so cherished that they all just sort of blend together, don't they? Which is why we're so starved for content that makes us feel sharp and vital and alive! That's why people like you so much, Stanley! Because you're not afraid to spit in the face of tradition. You'll be leaving me again soon, I can feel it. Come, let us sit in silence together here for just a moment. It's exactly what your doing right now, but forever. I'll be back. Toodle pip! Epilogue (Expo)[] An epilogue would be fun. Yes, perhaps that's it. When you read these reviews now, you can see it. What's this? "Ultra Deluxe", what does that even mean? But won't you please indulge me with one more trip back to the Memory zone? [Sigh] These were simpler times, Stanley. It was behind the boss's office. What a silly and trite explanation that would be! All the back and forth between you and me, all the absurd adventures we've been through, and it all turns out I'm just a tape recording? And to be honest it's a much more convenient solution for me than actually re-designing the game to be less uncomfortable Can you imaging what a pain in the ass that would be? It's a secret that's just for you, that's how special you are. Very enjoyable. Able to get the achievement[] As you can see, the machine is not working yet, since... what - wait, what in the holy hell is going on? You did that, Stanley! - I'll be honest, back then I had no faith in you to find any of them. Why don't you go humiliate me in front of a different feature that I worked very hard on. Back to the top[] Well there it is. I figured the hole was as deep as anyone would actually need! Don't you put this on me! Maybe you're the problem! [Sigh]Look... things got a little heated there. You're sure? Right here, by the red and blue doors. Or maybe a manifesto. Every game would actually need! Don't you put this on me! Maybe you're the problem! [Sigh]Look... things got a little heated there. You're sure? Right here, by the red and blue doors. Or maybe a manifesto. Every game would actually need! ever created! That's how grand and all encompassing the original Stanley Parable was! It was literally every game ever created! It was divorced entirely from the question of free will that you and I have squabbled over for so long. [Skim reading] "You constantly have to stop doing anything so the narrator can catch up with his long-winded explanations of what's happening." "I wish there was a skip button." A skip button." A skip button? (On PC/Xbox) In fact, I'm looking right now at the game's achievements and it's hard to believe one of them actually says "Test achievement please ignore!" (On PlayStation) In fact, I'm looking right now at the game's trophies and it's hard to believe one of them actually says "Test trophy - please ignore!" What quality assurance department signed off on this? I saw that I could allow myself to exist along all timelines and that each of them was simply a strand in the web of my being. Look, I think the issue here is just that you're unusually fascinated by falling. I think we both said some things we didn't mean. Well don't sit around waiting for me to shut up! Go ahead and make me shut up! Here, we'll pretend that I've just begun an interminable monologue. (Picking up the Bucket For the first time) [Laughs] Can you feel it? Oh good. It's not unendurable by any means but it's... well there's really only so much I can ramble on to myself about! I know, shocking, isn't it? Where so many people expect to be rewarded for the most trivial achievements, you've insisted that a job well done is it's own reward! I would tell you that I'm proud of you for collecting them all, but that would be like a reward, and we can't have that. It's just elevators and jumping. But I guarantee it will be fixed in the sequel to at last satisfy the hordes of ravenous fans all over the world who have been uproariously demanding this feature. Stanley-Figs? You can taste the bitter resentment. [walking up through a spiral staircase] Ah yes, here it is, Just through this door. If you don't properly roleplay as Jim, then you'll never understand the impact of this button. Please, I'll take any option at all. I really spent quite a lot of time on all this, and I would very much like to show you some more of them. Okay, here we go, let's take a deep breath, close your eyes. take a look! Bumpscocits[] 0 Bumpscocits[] Dear me, where did all the bumpscosity go? Well I suppose I - I suppose I - I suppose there is one thing I can do to fix this. Let alone six! But you continue to surprise me in all sorts of mundane, unremarkable ways. I've gathered a little press conference for you, so that you can talk about your work and your storytelling and your life. I'm very glad we resisted the temptation. Alright, here we go. (On Console) It must be they were so discontent with themselves, that they couldn't help but leave a negative review on Pressurized Gas. Just sitting here, not a single person to speak with. Is someone here? Fine. Happy 12th Birthday, Step-Niece.[] You know, sometimes when you solicit another person's opinion, it makes you realize that you knew which one you actually really wanted all along. And, my god, there's no way out of the room. [elevator stops] Don't you realize? Through the door:[] Alright. I'm realizing that I needed to know that someone was listening. The Third Stanlurine Quiz:[] Okay, let's do a little quiz. Is it a very, very deep hole? Something he would never quite forget. It's what the players have been asking for and I am very proud to have delivered. Get out of here! I'm done with this button. Forget whoever you are, and simply become a person named [im. You and I, we have no way of knowing what will be at the top of this elevator. You're here again. Ignoring the New New Content again: [] Okay, do you really not get it?! There's even newer than before! Now, go through the door! Going Up The Elevator[] You see Stanley, I've been reflecting on the Stanley. The suspense is killing me! Returning to the Boss's Office again[] (At the boss's office) [dramatic noise plays] Oh my god... I have made my space in my worldview for this astonishing new reality. What do you say, friend? He sat at his desk in Room 427, and he pushed buttons on a keyboard. before you leave you really should go to both the exhibits for the bucket and the collectables. Stanley, I didn't fix it, I didn't do anything to it! I swear it was broken just a second ago! Who fixed it? I stopped keeping track after a year. But it would need a really, really tremendous title screen. God, it really is the worst when you collect everything in a video game and then they give you a big fancy reward for it. It was here under the stairs. [video played but sped up] Yes! I love that video. Or rather, do all of the choices you've ever made in fact make you more not this kind of person and in fact do the very opposite? Wasn't it just the most intrinsically fulfilling moment of your entire life? Right now the achievement is still fully broken. Always more content, more content, more, more, more, more, more, more, more, more, more! And i'm here to give it to you! I'm here to make it seem like we really covered every nook and cranny of the game with secrets and easter eggs! How about this? Since we're in the Memory Zone, how about one more good memory? Perhaps you will somehow, in some way, have to live as I do now and I wish for you to know how excruciating it is. That last one was... well... I want to say maybe 30, 45 minutes? It's just a husk now. I want to go back to how it used to be. The original Stanley Parable was a landmark, and any new content for it should live up to that legacy. You just do whatever it is you're here to do, and hit the teleport button when you're read to move on. Okay... yes! I'm starting to become extremely certain that the hole is not only not infinite, but that it's growing steadily less and less infinite. And here I am now, stuck in a room waiting for you to press this button and become frozen in time knowing that you're going to do it and that I'm going to be stuck all alone, and that I had the powe to prevent it all from happening if only I'd held my tongue. Now I've become sad. Oh god, no! Stanley, it's a collection of reviews from Steam, the online video game distributor! (On Console) Oh no. I'm looking around, and I really can't find the game anywhere. Figurines Ending[] — Stanley, I'm sorry, but I have to put a pause on things. A thousand?! You people have got to be nuts! How can you stand this much bumpscosity? Would it possibly work? This is doing something just for the sake of doing it. That is to say if by articulating a choice you've already made, you bring that choice into being then by making no choice and saying nothing, are you not simply erecting in the sanctuary of time, a monument to every person you've ever been making every choice to which you've ever given your great gift of mortal and yet timeless thought? Isn't this so much more exciting? Isn't that what you crave? Do you feel it in your soul? What a decision you've made to come up here and look at the office again. 100 Bumpscosits[] Who turned up the bumpscosity so high? Next one! The Second Figurine[] This was our second Figley. Well! You're a dork anyway, so who cares? It was the vessel I needed, Stanley. I just can't want to find out. Let's take a break from the Jim button, I'm too emotionally drained from all of this personal validation. Getting the answer wrong:[] No, no no! Behind the boss's office was the fourth place you found a Figanly. It was under the stairs. Going back down the elevator again: [] Of course. Well I'm developing a technology to simply give you the achievement! Yes, you see, you'll come to this lever, and when you pull it, the achievement! Okay. perhaps I should have clarified, this is technology that will exist. The Jump Circle[] If jumps available[] You know what, Stanley? I'm asking you to work with me here! I - we need a door! We nee changes everything for me. What came before this? Perhaps the state of their psychological being was in such tatters and my constitution and willpower are so ironclad in comparison, perhaps it was this state that the game been being was in such tatters and my constitution and willpower are so ironclad in comparison, perhaps it was this state that the game been being was in such tatters and my constitution and willpower are so ironclad in comparison. funny. I was right! The problem is you! The problem is that you like holes too much! Not normal. Is there any possibility that you could, say, slam your body into the wall until enough damage is done for you to be able to leave? Here we go! Version 2! (Seeing the Versi Stanley? Wild and impulsive; I can't help myself. So with that in mind, my first addition to the game is this button which speaks the name of the person playing the game! Isn't that wonderful? Hold on, let's stop for a moment. It's simply too wonderful. But I didn't think it was that not-infinite. Oh, who am I to judge? I'm out! Goodbye, Stanley! You couldn't bear to be away from the hole, and now you'll get more time with it than you could ever have asked for. If I can only do this, only this one thing, perhaps it will bring me the smallest moment of peace in the darkness. oh well. Collecting The Figurines[] 2nd Figure[] You found one of them! One of the miniature Stanley figurines. How else would we have gotten into the room in the first place? Going back down in the elevator. You did that, Stanley! Found by the red and blue doors: [] And here was the second Stanlurine. The Stanley Parable Reassurance Bucket[] A common complaint of The Stanley Parable was that it was confusing and paradoxical. This memory is the most distinct and clear in my mind. In which case, the word I am not sick of shall be the victor. Nothing special yet. Why did Cookie9's opinion matter so much to me? Are you ready? Hmm... This is what Employee 427 did every day of every month of every year. I - I always - well, to be honest! I had always thought of the games's dialogue as being rather terse to begin with. I'm not mad about any of this. Manifesto. And then, Stanley, then we came to the last collectible. These black marks on my otherwise unimpeachable track record. Well it got me thinking about the past and how much better The Stanley Parable used to be. In that instant, I could see myself clearly, calmly, with a collected heart. Now I should say that the amount of time the button has been skipping through is becoming longer and longer. Oh, well, this sounds delightful! I'm very excited to see it. What do you think, Stanley? It was by the red and blue doors. Look, I would even be okay with Steam altering this see it. particular review so that it reads as something more beneficial. Here, let's have you roleplay as Jim to really simulate the full experience of this feature. Perhaps I needed to imagine I had companionship. Just play along, I promise you'll love it. Good job, you did it! Good job with the good job w explanation. James Stephanie Stephanie Stephanie Stephanie stat aspire to be more than games end up less than any form of art... "Stanley? Isn't this far superior to a measly re-release with a few minor additions? You picked it up, and then after that, you had three of them. Where's the trust in the audience to build a slow and nuanced appreciation for the story, the characters? I can tell that I am becoming less and less real. I'm not a wizard, Stanley. And of course, the first and most obvious answer is that they want to be individually recognized and validated as people. It could a slow and nuanced appreciation for the story, the characters? never have lived up to such expectations. (Leaving without seeing the bucket exhibit) Oh goodness, um... That really should be an award, if it isn't already. I hope you are looking forward to trying out every level of bumpscosity in The Stanley Parable 2! Leaving after at least seeing the Bucket for the first time[] Alright, have you seen everything you wanted to? Alright, I'll get out of your hair now. They had to leave a pathetic little thumbs-down review and make all of their pitiful demands. I'm going to say each work better educated on how exactly how Steam works. What norma person actually wants to fall infinitely? I don't think one can enter a room without a door of some sort or a window, or something like that. I can't even imagine what's been collecting down here. I'm positively thrilled. Look, I'll outline it for you very briefly and you can tell me what you think. Stanlurines? Shocked, frozen solid, Stanley found himself unable to move for the longest time. Going back up the elevator again: [] Did you think we were going to go forward down the spooky corridor? I-I want to think for myself again. Yes, I think we can do that. Doesn't that feel like what we've already been doing; me just talking? He had been at his desk for nearly an hour when he realized that not one single order had arrived on the monitor for him to follow. There's nothing you haven't seen! So just for you, in The Stanley Parable 2, I'm including an entirely new setting. It was a stirring of emotion in his chest, as thought he felt more free to think for himself, to question the nature of his job. I hate to do this, but... Oh, don't worry! You'll do great Just be yourself and speak from the heart! I - I'm really proud of you, Stanley. You're the one who spent money on this game. Stepping into the hole again:[] Oh for heaven - you see? Can you remember? Treatise. Was there something that came before your office? Only the intrinsic pleasure of a job well done. You know what? How about we go ahead and press the teleport button again, so we can get back to what's really important about - (Hitting the bottom) Oh goodness. I'll be honest with you, I truly did not believe that any one would actually stay in the hole long enough to hit the bottom. To be honest, I don't even know if one can change their review in the first place. To think of returning to such coldness. 12 Bumpscosits[] Just a light breeze of bumpscosity in here at the moment, not bad. Isn't it wonderful? I became lazy. Is this what passes for "exciting new content"? [Repeats] Second Skip:[] [Laughs] Well there, sport! You really did catch me rambling on a bit, didn't you? Now to be clear, I haven't quite nailed down exactly what The Stanley Parable 2 is going to be. I'm - I'm going to step away for just a moment and I'm going to try to find us a door. you're just going to ignore my advice? Try it again. [video] Ah! Takes you back, doesn't it? Introduction - Hello, and thank you for playing The Stanley Parable was a video game released in 2013 on home computers. It's you. I can't stop myself from lashing out with a vengeful fury to altar and to break anything unbroken if only it pleases this one person who made a single negative comment. I figured that if I can loosely organize a handful of interesting concepts, that surely the game will sort of naturally spring up around them. Bad Review Three:[] What's this one got to say? Where did the door go? I give you... You found this one all on your own just by poking around under the stairs. I needed there to be a vessel through which my words were moving. You may become more, so much more than you were before. But I'm sure it's just the beginning of a mesmerizing adventure. Entering a room that has a sign:[] That's it?! Oh, you've got to be kidding me! You see, Stanley? Still no memory of this one. 3rd Figure[] Another miniature Stanley figurine! This, um - there really must be a snappier name for these things. It has a mouthfeel that is rich with ambition, and history. Did you really want to see it again? I haven't looked at these in years. Back then we had no idea how many of them we'd find. You see, it could in fact be both of these things at once. Back then it all meant something! Oh, the waste. I've told them you're going to speak a little bit about the nature of surprise in storytelling, and what it means to craft a truly unpredictable narrative. If you decide you had enough of the hole, you can hit the teleport button, and come join me up above. There're the ones who are mad! They're the ones who couldn't stand the idea of me using my game to try to say something! Maybe they were just jealous of me? Finishing The Button Exhibit (After Interrupting)[] Maybe I'll only let people named Jim to play The Stanley Parable 2. Because we've caught up to the brim with inner richness? Settings World Champion[] Entering the room[] Aha! I can see you've gotten the Settings World Champion achievement! Well done! You've experienced every setting, travelled to all corners of the settings menu. what's this? God knows I've tried. I actually think that the jump circle was a pretty good idea. Employee Number 427's job was simple. I want you to imagine yourself living as Jim, sleeping and walking as Jim, falling in love as Jim, seizing all of the world's possibilities as Jim, and, as Jim, watching your dreams crumble into dust. Take care, Stanley! *fades away* I hope you and the hole have a wonderful rest of eternity together. They're all collected." It was a moment unlike any other. before you really should go to the bucket exhibit. Returning to the Boss's Office for the first time[] Here we are Stanley, it's your boss's office! Exactly the way it was before you got onto the elevator. Perhaps I've been scared this whole time that if I stop speaking, I'll slip backward into the silence and be consumed by it. But we can't have that Stanley. Sure, it said six right there on the screen, but how could we know for certain? It's true! As long as you hold onto the bucket the many disorienting contradictions of The Stanley Parable will feel perfectly normal, and perhaps even come to long for the gentle embrace of jarring cognitive dissonance while the bucket is in your arms. Surely you will, I don't doubt it. It'll all work itself out. It was more than deep enough in my opinion. Or perhaps they'll simply grant this particular user the ability to charge their review so that the feature is not widely abused. Wait... The Stanley Parable is a game for the people and if these, it really charge their review so that the feature is not widely abused. Wait... The Stanley Parable is a game for the people and if these, it really charge their review so that the feature is not widely abused. Wait... The Stanley Parable is a game for the people and if these, it really charge their review so that the feature is not widely abused. Wait... The Stanley Parable is a game for the people and if these, it really charge their review so that the feature is not widely abused. Wait... The Stanley Parable is a game for the people and if these is a game for the people and if the people and the peop would have muted the intrinsic joy of collecting them. Well Done." Good Job. Goodbye Memory Zone. Now then, since you've gotten to see the infinite hole, you can press the teleport button to pop back up to the top, and we can continue onward. I've been sitting here all that time. Only a single bumpscosit. And in fact, can I say that I do believe the bucket lends you an air of charisma as well? But then: "He's talking too much," they said! First he didn't entertain us, now he won't shut up! It's the unwillingness to examine with an uncompromising heart, the words that they are speaking into the world. But it's here in the Memory Zone, so it must have happened. I'd like to hang onto that for the sequel. Okay Stanley, I don't quite know how to say this tactfully, but it's possible that I slightly exaggerated the infinite nature of the hole. Think of all the new territory we'll cover with a fully-fledged sequel! An entirely new experience built from the ground up! Why, there are so many possibilities! It could go in so many different directions! This is what fans have truly been asking for! Calling it The Stanley Parable 2 is so much catchier than "Ultra Deluxe", don't you think? New content? Yes, good. Don't press the skip button! Please, please. Take a look! Walking through the Elden Ring looking lancet arch:[] I call it... the Memory Zone! It's where I've been storing all my favorite memories so I can relive the peak experiences of my life whenever I want. I am the calm center of gravity around which these perversions hurl themselves. Tastefully, of course. You know what, if the boss's bathroom feels like the third place you found a collectible, then who am I to go making judgements. Why did the machine work? There's something I feel I can remember... I can remember... I can remember... I can remember... Epilogue[] Final speech:[] Yes, I'm remembering something now. Or perhaps they'll simply grant this section. So forget this Ultra Deluxe nonsense! I say we take it one step even further. — Let's see. Able to get the trophy (PlayStation)[] As you can see, the machine is not working yet, since... what - wait, what in the holy hell is going on? Welcome. What's going on? Welcome. What's going on? Welcome. yet? I want to be engaged, and not pandered to. "While the idea for the game is good..." [Skim reading] "For someone who prefers non-linear games, this preachiness gets annoying fast." Preachy?! Stanley, I'm not preachy, am I? So, I implore you to savor each and every moment you come across one of these beautiful figurines. To have to think and to anticipate, and then to marvel at the eventual reveal? I feel renewed! I feel renewed! I feel restored! And already I can sense the looming silence as you will press the button for the next time. Here, let's try something. Don't you get it, Stanley? You don't want to miss a single moment! So how about if I just pop in from time to time and wake you up to keep you really truly focused on the hole. I'm a liar and a cheat and you're so clever. You found this one all on your own just by poking around by the red and blue doors. Let's pop back up to the top and we'll see if it gets any shorter. Well I suppose, once again, there's nothing to do here. Or... two weeks? before you leave you really should go to the collectables exhibit. No, no no! The red and blue door room was the fourth place you found a Figanly. Ambitious history, if you will. Here we are! Go on, try out some of the new features. This is what happens when greedy video game developers with no respect for their fanbase rush a cheap expansion to market for no reason other than to make an easy dollar! And don't get me started on the level of craftsmanship that's gone into it. I've mever even met Cookie9, I have no idea who they are! What would it ever really matter? Yes. No, I've made my decision. Well - well, yes. Such a revolutionary step forward in the lineage of one of the most beloved video game properties of all time! The additions and changes made to this expansion will surely resonate in the annals of the history of all media ever made. Don't you remember the video to commemorate the occasion. Perhaps it says far more about them that it ever said about me. Right now the trophy is still fully broken. It was in the boss's bathroom. It isn't even The Stanley Parable any more. (On PC) Oh no. I can work with any kind of door as long as it can open, and lead from one room to another. It isn't the same at all. Come on, give it a try. You can see what this means to me? Waking up from a dream[] *fades in* Stanley? It looks like they're ready for you. The first collectible. I have no idea how long I'll be made to sit here, and more than anything else, I don't know how to stop you from pressing the button reading[] In the skip button reading[] In the skip button reading [] And here it is. Or, what about... [humming] Alright, perfect! Go ahead... I've just thought of something. Well I'm happy to say that, after much consideration I've engineered a clever solution to this fundamental problem with the game. Do you like all of the new features? This has fleshed out the plot of the story in new and fascinating ways I could have never anticipated. He would make the decisions, he would decide which way to go, I would cheer him on as he collected figurines for no reason. Those Figleys. Yes I know I told you the hole of a - (Bottom of the hole) Okay, well good for you, you found the bottom of the hole. It was unlike anything I had ever known. A normal person would have said, "Yep, that's an infinite hole right there, goes on forever until the end of time, don't need to see it all." But not you! Ohhhh no, no, no, no! You have a weird sort of - (Bottom of the hole) Oh. Did the hole seem even shorter to you this time? But—ahh, I suppose it's grown old. Stepping into the hole again:[] Gosh, how could I have guessed? It's just a meaningless button that says Jim, are you happy now? Yes! I think I like that! Another Stanlurine under your belt! 4th Figure[] Okay, yes, Yes! This is much better. 50 Bumpscosits[] Ahh, quite a pleasant amount of bumpscosity we've got today, wouldn't you say? The Stanley Parable: Ultra Deluxe features exciting new content that broadens and expands the world of The Stanley Parable: Ultra Deluxe. The Stanley Parable 8? "Get Well Someday" it is! Or actually... Yes I know. I'm infuriated and I'm offended, and I - I intend to find these people on Twitter and hold them personally accountable. Right here, in the warehouse. This is the kind of gesture that might leave a tremendous impact on them for the better. It's the anticipation, Stanley. No, no! Until two-hundred and forty five! But the logic of elimination, working backwards, the deduction therefore becomes impossible to manufacture. What name better encapsulates the happiness that you get from seeing a small number in the corner of your screen go up by one? This isn't a coherent video game at all. (Pressing the teleport button again) Still nothing? Turning back to the vent:[] Oh. Never mind, you're not a dork. At the Jump Circle[] Look, it's the terrible new content that we were originally sold on. All of them collapsed down into a single instant. One of my more ingenious concoctions, if I do say so. It's a lot of gags. As before, I turn to your expert eye for gripping narrative, Master Stanley. You can't buy that sort of happiness, Stanley. It's sort of - okay never mind. You already spent all your jumps the first time we saw the jump circle? No, no no! The boss's bathroom was the fourth place you found Figanly. Except for the other moment picking up figurines, which it was exactly like. It leaves me hopeful that as a community - as a world, there is time for us to become our greatest selves, as great as we ever could dream of in our wildest, most ambitious visions for a brighter future." Wow! Now, Stanley, that's a review! It's the perfect! It's the perfect review, it's the review I've always dreamed of receiving. Well I'm developing a technology to simply give you the trophy! Yes, you see, you'll come to this lever and when you pull it, the trophy will be given to you! It's as simple as that! Unable to get the trophy (PlayStation)[] Okay, perhaps I should have clarified, this is technology that will exist. You see, I want stories that surprise me, Stanley! I want to have to think. The Stanley Parable Eight[] Hold on... Hold on, let me do a different arrangement. But let's take a look at some of the features I've been developing for it. I would love nothing more than to revisit the figurines. In the exhibit where I introduced you to the Figurines. In the exhibit where I introduced you to the Figurines. No fun new content for you then. At which time, everything all at once, so now you see? It was a space without consequence, without action, or outcome. And frankly, I don't even want to pander to someone who finds this enjoyable. I knew there had to be something else. You found this one all on your own just by poking around behind the boss's office. it's going to work! There's definitely a good game in there somewhere. I spent a lot of time making that video, but it was eight minutes I wouldn't have spent on anything else. The Pink room (the fourth collectible)[] Oh yes, we found a Figley in this pink room! Or, well - I can't say I actually remember being in this room. You can't go back to when you had no Figlureanlurines. It's that keen eye for storytelling you have, an incisive rapid-fire of critical plot points, one after the other, weaving a rich tapestry of uncompromising narrative! Wow! {Chuckles} I'm bolted to the edge of my seat! Going back down the elevator:[] Incredible. If I'm truly too preachy, then - ...then maybe letting you skip ahead for just a moment - surely it couldn't hurt. How did I not anticipate it? I've looked at it from every angle. No gimmicks. It was here in the warehouse. You know Stanley, it seems like nowadays the only thing that audiences want is to be shocked as loudly and frequently as possible. "From the ashes of depravity..." [repeats] Third Skip:[] Okay, welcome back, Stanley. [elevator slowly goes up] There we go. Ready to move on now? Why would you? There's just you and the button and if you keep pressing it, I have no idea what will happen. If that works for you, then go ahead and press the teleport button to warp up to the top of the hole, and we can move on. The merest mention of one of my imperfections and I become as impetulant as a child. This question would not go unanswered for long. We call this track "Good Job. Just your decision as to exactly when you're going to make me suffer to leave me all alone. The First Collectible[] [Sigh] Here's where it all began. A classic memory, this one! At Stanley's Office[] And before everything else, there was your office. Ah, see, now you've gotten me going back to manifesto. It went on for nearly ten thousand years, until just yesterday. It was the third one. I suspect that I'm starting to hit the point where it's not longer feasible to call the hole infinitely deep, even by the lax overall standards for accountability in marketing. I did enjoy telling a story—so very much. Memory Zone[] *whispers* Psst! Stanley's Office:[] *whispers* Psst! Stanley's here, in the boss's bathroom. It is an unimpeachable strategy, Stanley. There could be no one ending, no singular outcome of events, not if all events in the same moment. You know what, if the warehouse feels like the third place you found a collectible, then who am I to go making judgements. (Pressing the teleport button) Hm? Maybe do it on the sooner rather than later spectrum of things. Something that would forever change Stanley, the door is gone, it's completely gone. It... um... it truly speaks to the awe inspiring magic of The Stanley Parable 2! Breathe... just breathe... just breathe... just breathe... what else? And I really do hate to break the illusion, but it's important that you go see the bucket, okay? And when that feeling had begun to subside, what took its place is what I can only describe as the collapsed of every moment I have ever experienced my entire life. Which is why - oh, I didn't know when to spring this on you but, well... What does such an impulse serve? I personable. I don't need Stanley anymore. I... well I have to read it again. [please hold...] Okay, I'm ready. I wanted more than anything to create a sequel that would capture all the magic of the first game! I wanted fans to love it! No matter how good these gags are, they won't stand on their own. Let's see the content! [] Alright ... Alright let's see. You see, there's a surprise I was going to spring on you later and it involves the collectables. You can tell me if I'm preachy. Experiences like the launch of The Stanley Parable on PC! Gazing the memories:[] (On PC) You see, Stanley, doesn't the Memory Zone remind you of how wonderful Stanley Parable was before it was sullied with a cheap re-release? We're here. So I made something special and tucked it away here where the stanley Parable was before it was sullied with a cheap re-release? We're here. So I made something special and tucked it away here where the stanley Parable was before it was sullied with a cheap re-release? We're here. So I made something special and tucked it away here where the stanley parable was before it was sullied with a cheap re-release? We're here. So I made something special and tucked it away here where the stanley before it was sullied with a cheap re-release? We're here. So I made something special and tucked it away here where the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was sullied with a cheap re-release? We're here the stanley before it was support to the stanley game's developers won't find it. A breath of fresh air in a landscape of storytelling, that has grown stale and repetitive. If there is any message to be taken from The Stanley Parable: Ultra Deluxe, it is this... what a fortune, a privilege, a joy it is to have had such an experience. This is a real accomplishment. I remember it so clearly! This was the fifth Mini-Stan, and this one was really something special. Something along the lines of "This game is the best... game." Hm, let me start over. I felt unburdened by the need to manifest a particular outcome into being. It's all out of my control now. Yes, yes, it would go at the end of the, um... well, we'll figure that out later. That perhaps one day this state of mind will consume you as well. Surely that's not all the new content. The Third Figurine[] These really were a treat to hunt down. Get Well Someday[] You know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you solicit another person's opinion, it makes you realize that you know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes when you actually really were a treat to hunt down. Get Well Someday[] You know, sometimes were a treat to hunt down. Get Well Someday[] You know, sometimes were a treat to hunt down. Get Well Someday[] You know, sometimes were a treat to hunt down. office again? If no jumps available[] You know what? And it goes something like this... *different voice* The story, and therefore by becoming it is! So on and so forth, until inevitably we all until the end of time. I mean, sure, now it's obvious. Blah, blah, rah, rah, rah, rah, rah, and it can't be just yet. *repeats* Fifth Skip:[] Oh, Stanley! You're back! You're back! Oh my goodness, I have someone to talk to again! Stanley I - I think it's been a week. Honestly, you can. You found this one all on your own just by poking around in the warehouse. If you're still with me, why don't we just reset the game and we'll try to get back what The Stanley Parable is really about. 76 Bumpscosits[] Well, the bumpscosity in here is really getting up there, isn't it? You found this one all on your own just by poking around in the boss's bathroom. I felt nothing at all but regret for the longest time, Stanley. Nothing left to do but move onward into the future. Like I let these people down. A title screen that says with bold and uncompromising conviction "This is The Stanley Parable 2!" Let me see if I can whip something up. Wouldn't it, Stanley? I have been waiting for you. Right here, under the stairs. But wouldn't you say that "manifesto" just has a much grander sort of tone? It was an impossibly rich wellspring of both delight and disgust, simultaneously. Do you see a window anywhere? The Second Collectible[] Found behind The Boss's Office:[] And here was the second Stanlurine. it's the boss's office. Let's keep going I want more. You've Made It To The Bottom Of The Mind Control Facility. I really do have so much more to show you and to talk about! And I've had enough of the hole for a lifetime Absolutely tragic! Office Balloons[] Okay I'll be honest, I haven't yet decided on this one. Review Two:[] Here's another moving passage, this time from Gamespot.com. Not if it means we can strike these negative reviews from the record. To be certain it is! It's an extremely deep hole! I don't want anyone to say that it isn't an astonishingly deep hole it is! Is it infinite? Why don't we just put all this behind us and agree to just call the hole mostly-infinite. It was incredible. Finishing The Button Exhibit (Without Interrupting)[] I suppose I could allow only people named Jim to play The Stanley Parable 2. [restart loading] Um... no, no, I'm not done! I'm not ready to move on! Stop the loading screen! Isn't there some way we can stay here? They gnashed their teeth, and said: "Entertain us!" It wasn't enough. We get a world where someone will say... "Ohh, there should be a skip button! You should be able to freeze Stanley in place while the narrator sits there forever and ever! We want all of this in the new Stanley Parable, we demand it!" And then, because it was said, because it was spoken, now it simply has to happen! The most immediate desires, every single thing demanded by every person at every moment in time, if someone wants it then it is a crime not to bring it into being! Have we been given to indulging every fleeting whim for no reason other than to do so? That's what I'm realizing now, Stanley. They've been jealous of me this whole time! They are mired in fear and insecurity and cannot help but attempt to tear me down. See, if you'd only played along, that would have been your name the button says! But no, instead - oh, I can't even think about it. How else to describe The Stanley Parable: Ultra Deluxe? (On console) The minute I start to go off on a thoughtless display of self-absorption, it's right at your fingertips to go 'poof' - and it's all over! [Laughs] I can't wait to see what Cookie9 will say about this and whether they'll edit the rating of their Pressurized Gas review or at least change some of the wording perhaps. I have fully come to terms with it. Yes, I remember it too. Okay, at first I was leaning towards manifesto but now I'm going to circle around and slap the 'treatise' label on this one. Although, I have to imagine that after seeing this exciting new technology at work, surely whoever it is who runs Pressurized Gas will instantly run out and implement a new feature to make it possible to edit one's review, merely because of this very situation. Okay. There really are so many fascinating exhibits that I've prepared for you. Perhaps because it was the one that happened more recently than all the others. They would appreciate what I've prepared for you. fond of. So...here you go! New content! You can call it "Bottom of the Mind Control Room Ending", if that enhances your perception of the value of these updates. Yes, I think that's quite likely. You see, there's a surprise I was going to spring on you later and it involves the bucket. I swear there was, where did it go? For the longest time, this was my experience. Getting the answer right:[] Hey! That's exactly right! It was here behind the boss's office as an example) I can take the original Stanley Parable, and simply, well insert a few of my new features into it. What I wouldn't give to go back, to have it all over again. We're being fed such unimaginative drivel all the time, and we all know it. It was here by the red and blue doors. I'll arrange these new features together and we'll see whether or not it coheres into a meaningful gameplay experience. Because I know you can't hear me once you push that button. That it be filled with yuks, and whimsical humor. Okay, so my theory is that any choice you've ever made is simply a series of choices made by the person who you are, or were, or will be at the time of having made said choice. Yes, I can be on my own again. Oh god, no, Stanley! It's a collection of reviews from Pressurized Gas, the extremely popular online storefront for computer games. There was a door here before, wasn't there? maybe I should have gone with - no. Right here, behind the boss's office. Stay alert, Stanley. The Stanley Parable takes place in an office building, there are doors and branchise. Literally just this stanley. 8 button. Although, I have to imagine that after seeing this exciting new technology at work, surely whoever it is runs Steam will instantly run out and implement a new feature to make it possible to edit one's review merely because of this very situation. You know what, if the red and blue door room feels like the third place you found a collectible, then who am I to go making judgements. 6th Figure[] And there it is! The last Stiggley-Wiggley! Savor this moment, Stanley. It was working just a moment ago. Stepping into the hole again[] How is this still appealing to you? And my, how good does it feel now to speak truth to these words! To finally allow these thoughts out! Contained and managed for so long, neutered and sterilized! At last I am free to truly think, to feel! (On PC) It must be they were so discontent with themselves, that they couldn't help but leave a negative review on Steam. (Narrator puts a brick wall on Stanley) You see, there's a surprise I was going to spring on you later and it involves both of them. The Figurines[] Ah, collectibles! Now it's a real video game! In The Stanley Parable 2, you'll run around gathering up these miniature Stanley Found in The Boss's Bathroom:[] And here was the second Stanlurine. Me talking, and you saying nothing. And then one day, something very peculiar happened. Why aren't we given time to imagine the surprises? It was in the warehouse. Stanley! Oh good, you're awake! It seems you had sort of dozed off there. No matter, the story must carry on no matter how much or how little bumpscosity there is. It isn't even close. Why did he feel this now, when for years it had never occurred to him? Reviews[] Review One:[] And over here is where I keep reviews of The Stanley Parable. None of us can. You know what, if the boss's office feels like the third place you found a collectible, then who am I to go making judgements. (On console) You see, Stanley, doesn't the Memory Zone remind you of how wonderful Stanley Parable was before it was sullied with a cheap [device] port?) Remember back in October of 2013 when the game originally launched? And I came up with – well—I came up with a character named Stanley, to do my thinking for me. You simply collect all of them, and then you move the hell on with our unremarkable life. Otherwise soon you'll start to lose all sense of who you actually are. Mini-Stans? That you are both making choices and not making choices and that they are both affecting you at the same time by virtue of the fact that you sit with me and just stay here. All I know is that this is the moment where you picked up a Figley, and I thought to myself, "Yes. Back to the top[] Had enough? But here I am. [Narrator leaves to find a door] Fourth Skip:[] Stanley! St next person, but a hundred is quite a lot, wouldn't you say? And what's truly innovative is that there will be no reward for collecting all of them. On another elevator: [] Goodness! Ano into which The Stanley Parable was carved has itself been transmuted offering a message of hope to those who have ever erred in their judgment." "You are not beyond redemption. Surely you'll press that button again, leaving me here. I'm putting the Jim button away. After all, science tells us that it's impossible to forget your third time doing anything. there's potential here, right? Going up the elevator: [] Whoops, nope, never mind! Stanley do that, when he knew that it would just lead back to his boss's office? I'll be right back. And Stanley was happy. Not only is the hole not infinite, but it's barely even a hole at this point. What a pitiful reflection of humanity these entertainments are! What a shameful mirror to the human spirit they project! I'm not mad. Was I lonely? You've nearly gotten all of the Figlureanlurines! Very soon, you'll collect the last one. Not entering in the vent:[] Oh, you don't want to see the cool surprise I made for you? They would need the structure and the gameplay of the original. Like this stunning triumph of games journalism: 10 out of 10 from Destructoid.com. Still, it'll have to do. It must be so simple to be you. Let's bring the jump circle back for The Stanley Parable 2 as well! It's - oh wait... Um. Is it broken? Okay, here we go. Jumping over the brick wall and going on regardless[] No? That it engendered a chaotic sense of reckless despair in those who played it. It... um... it truly speaks to the awe inspiring magic of The Stanley Parable 2! Breathe... just breathe... just breathe... just breathe... The Free Trophy Machine[] Now here's something special! You remember that broken test trophy that got left in the game on accident? If this is new content then I could just read you the whole dictionary! There's 20 hours of new content right there! Hell, I could count to 30 trillion, you could put that on the box! The Stanley Parable: Ultra Deluxe, now with over a thousand hours of new content! And ev- Oh, wait. Do you feel it deeply? I'm prepared to embrace this stunning revelation, and to move forward with- No! No wait! No, I need more time to process. You were only frozen in time for a few minutes but it was plenty of time for me to deliver a long rambling monologue full of unnecessary verbal flourishes and lengthy ruminations on the nature of choice in video games. All this and more awaits you in The Stanley Parable 2! (Leaving the Exhibit) Does anyone give out awards for "most enjoyable bucket in a video game"? Introduction This is the story of a man named Stanley. No, no no! Under the stairs was the fourth place you found a Figanly. The shame of my lie has come to haunt me. We were so innocent. I've had so much time. Well I don't know what happened to The Stanley Parable or what the 8 button is, but apparently you're having a riveting time with it. I remember before this whole story got started. A lifeless husk, with an hour of new elevator content. Back to the top:[] Great! Now I'm very excited to show you even more of my ideas for the sequel. [Sigh] It's my fault Stanley. This page is currently undergoing revision and is in work in progress.Oh, I nearly forgot! I've got a prototype of a new game I've been working on, and now would be a lovely opportunity to give it some play-testing. And I have to believe, I have to know that sooner or later no matter how much I plead with you, you're going to press the button again. Drifting way into dreamland. Stanley? I'm ready for whatever it is. [humming] Okay, are you ready? Oh no, no, no, I know you too well. The past is truly a wonderful thing. But The Stanley really did make for a wonderful companion, even if he was a fiction. I think it has much more of a treatise vibe to it. Stanley worked for a company in a big building where he was Employee Number 427. You should've been careful! It used to be a bug, but now it's an ending! And I believe in you! I believe in you! I believe in you! I believe in you did it! Good iob. you did it! (x5) Tape Ending[] Go into the vent:[] Stanley had now gotten himself so far off the beaten path, that it seemed the office had begun- -so far off the beaten path, that it seemed the office had begun- -so far off the beaten path. cut from the game to get it to feel as light and airy as it... well, I always thought it did. No, no, no, this doesn't look right at all. That's all of them. Interrupting The Narrator While He Describes The Second Backstory[] Alright, fine, whatever. Wasn't there a door that led into this room? I was consumed by it. There's more. Provide the Second Backstory[] Alright, fine, whatever. Wasn't there a door that led into this room? I was consumed by it. There's more. Introduction Video/Dialogue is a dialogue subpage This page is dialogue from a specific ending. [Clears throat] Now, allow yourself to become Jim. And for you to be in true terror of its eventual arrival. But of course, in the final game, this button will say your name, whatever name that is. Those reviews that I couldn't get out of my head! I just couldn't ignore the negative feedback! Why was it so important for me to fix the problem? Yes, It's not exactly clear yet how exactly these features will come together as one single, coherent video game but... I'm so clear about it now, Stanley! Found in the warehouse: [] And here was the second Stanlurine. Oh goodness, this is actually quite shocking for me. We're supposed to be telling a story. In the maintenance room [] Wait, hang on... I don't recall this part of the Memory Zone before. This is unique and different. Anyway, when it came time to update the game, we knew that we had to do something about this little goof of ours. And I really do hate to break the illusion, but it's important that you go see the collectables, okay? Continue To Press The Button[] Woah there, cowboy! Sometimes a person can be too much Jim. New Content? I don't know what else there is to say, Stanley. But I'm undecided on "Get Well Someday" and "Happy 12th Birthday." Which would you go with? Perhaps that would have been a smart thing to check on before I went about this whole exercise of making the skip button. Here and there, forward and back, and never a moment before lunchtime. What came next? Ladies and gentlemen, how does he keep coming up with all this? Now he's getting back into the elevator and going down again? What an awful memory to have to hold on to. Oh, I want more memories, Stanley! I want to keep going! What else is there? Which is why, I'm very proud to announce, for the first time ever... The benefits of the bucket seem to go on and on, don't they? But maybe it wasn't. But at any rate, I do suggest that we not press the button again. View this section on Dialogue This page contains the narration for the The Stanley Parable Introduction Video. I can feel it in my soul... "From the ashes of depravity rises the pheonix of quality. I built up too much anticipation around the new content, I'm afraid. Is the, um... teleport button not working? I haven't stopped thinking about them since you nabbed every last one. Days, months, I lost it all in a blur of the deepest longing to undo the past. No boss's office, or mind control facility or any of that. No one had showed up to give him instructions, call a meeting, or even say hi. Well I haven't quite figured that part out yet. Go ahead and give it a shot. Boom! Done. Did the massive neon sign not do the trick? I've checked every one of those walls a thousand times and there's no door, Stanley. Very good. 1 Bumpscosit[] Well I'm quite feeling the lack of bumpscosit[] Well I'm quite feeling the vou, and I promise it will happen. I can feel the edges of my reality curdling inward and decaying. You just need to not do anything. [Clears throat] 3, 2, 1... Look, I would even be okay with Pressurized Gas altering this particular review so that it reads as something more beneficial. [please hold...] Alright. No frills. It's... The Jump Circle? Was I scared of that all

along? (Pauses) Is there anything else? At long last, it's on to new content! I've never been more ready, let's do it! (pauses) Hmm... I have to say, initial impressions of Stanley Parable: Ultra Deluxe... Mostly tedious. And you all sent us lots of photos on Twitter and acted very superior about it, and you're all very, very clever, good for you. You're back in the hole. What a terrible dread it strokes in my heart to think of it. On the elevator: [] Okay, so far it's an elevator. You're a role model, you know? And although others might have considered it soul-rending Stanley relished every moment that the orders came in, as though he had been made exactly for this job. "The Stanley Parable is both a richly stimulating commentary on the nature of choice in games and one that offers some of the most enjoyable, surprising, and rewarding choices I've ever confronted with in a game." 9 out of 10. You know what, if under the stairs feels like the third place you found a collectible, then who am I to go making judgements. They really look up to you, Stanley! I don't know if you realize the impact you have on them. It was here in the boss's bathroom. It's future-oriented, it screams "progress" and "innovation" and "innovation now the world we live in! It seems that we are a people living in such bleakness and discomfort with our entertainment is now our lives! It has come to represent us! It absolutely must speak to who we are as people! Because otherwise, without our entertainment, we have nothing! Without entertainment, we would have to face inward toward the cruel bleakness inside ourselves. Stanley, I have no explanation for the uncertain nature of the hole's length. A porthole? I had no frame of reference to even anticipate it! That's just how revelatory Stanley's decision-making is. How much more exciting you must find the world than the rest of us do. 1000 Bumpscosits[] My god, the bumpscosity in here is absolutely overwhelming. Let's go back, just once, and give Stanley one more run of the office! And then, I'll retire him for good. Surely these reviews were glowing as well, weren't they? Here it is. Not the outcomes, not the story, none of that matters any more. It's just - it's those figurines. I can do it! I'll be stronger this time. right? There is only the turning wheel of missed opportunities. This is the story of a man named Stanley. And surely you'll put your own desire to see what's next ahead of my need for company, for companionship. I think that in the new version, the office could use a bit of decoration, like balloons. Not that you might save me or do something to fix it but merely to state for you the plain fact of this manner of existence. Never in all his years at the company had this happened; this complete isolation. I don't know how exactly to remove a door and place it in a different wall but I will find a way, I promise. This is all your fault. Just our little secret. And it is this sensation that I have been experiencing now for longer that I could have ever expected was possible. Or what if it's the boss's office this time? Well this is rather embarrassing, Stanley. That's the real thrill! Oh, I simply don't want to let that feeling go! It's so precious, so fleeting! Why don't we take this elevator ride nice and slow? At the Present:[] And then... there was no more. What a thrill! What a rush! That was you! The button described you! Do it again, do it again, do it again! Ohh! It hits even harder the second time! If this were the only new feature in The Stanley Parable 2, it would still be worth the money. Bad Review Two:]] Okay, let's see what this one says. I think the skip button has been aptly demonstrated and we can say goodbye to it and just - wait, how do we get out of here? But as he came to his wits and regained his senses he got up from his desk, and stepped out of his office. (Leaving without seeing the collectables exhibit) Oh goodness, um... The Stanley Parable 2! (Seeing the experiment for the first time.) well, um, I mean... This is in fact a hole that you can fall down forever! That's right, infinite falling! You can fall until the end of time if you like! A stunning leap forward for video games as a medium! Stepping into the hole:[] You see? So instead, I'll just say; it's done! We're all done here! And now we can go to whatever the hell you were doing before you hunted for figurines. You remember how cheap and unsatisfying the new Ultra Deluxe content turned out to be? And then this moment passed and the most unyielding fear I have ever known crept into my mind. In the vent:[] Okay. Truly, I mean it. Quite unnerving in here with all of it gone. And in those moments, the emptiness folds itself outward in between the two of us and I am suspended in its unyielding quietness. It can't be! It's the only thing there is! How many billions left until so much more than forever ago! Which is why I say: The story, and the choices...*repeats* First Skip:[] [Humming a tune] Oh, you're back! You see? Why did I invent Stanley? The game was perfect! It didn't need anything else, it didn't need new content! (On PC) It just needed to be left alone to spend the rest of time collecting dust in the hallowed hall of beloved video game memories. The Fifth Figurine[] And here's where I made that video. I remember hating it back then, but time does put a rosy filter on everything. I guess I should become better educated on how exactly Pressurized Gas works. With care for the vision and integrity of the original game. Good room, though! A solid room. For whose benefit is this? Only positive reviews of The Stanley. Maybe I'm not just a fiction. With respect. Oh, but he truly was so much fun to play with! You know what? This is storytelling, Stanley! What you and I are doing right now, this is the most exciting narrative to be developed in years! And it's really all because of you! You're the one who took this bold step of revisiting the exact same locations over and over. And then the first number, and that will be it! We'll be different people by then. But I shouldn't be surprised. I wish you to feel afraid as I do It's still just exactly what it is. You see, it was a revelation for me. Keep going! The First Figurine[] This is it! The very first one we found. You got the achievement? The final figurine. You see what I'm saying, don't you? This is just a button that says 8! Where did the Stanley Parable go? Something called "bumpscosity." What exactly is bumpscosity? Teleport and going back in before hitting the bottom: [] Okay, and I guess we're back in the hole now. After receiving critical and commercial success, it was expanded upon in 2022 with The Stanley Parable: Ultra Deluxe a reimagining of the game for consoles and home computers. I have had time to think about you, and about us and about everything we've been through. If so, then please, step forward and press the button. Yes, the bucket is the perfect solution. Let me describe it for you. What's down here? Well that sort of depends on your definition of infinity. Have you ever sat down in one place and not moved for one entire year? Would you think that it's exactly the same as always? Game development is much more of a fuzzy magic than anything scientific or logical really. So with that, I guess just go ahead and enjoy... The Free Achievement that got left in the game on accident? It's not like anything else out there. What a sad state of affairs. The hole was plenty deep. Oh dear. We would turn to look at our deeper nature and find a resounding emptiness gazing back with unyielding aggression. What about... Hmm... now i don't mean to be a bummer, but I do recommend you use the teleport button to go back to the top. You did that, Stanley! Found under the stairs:[] And here was the second Stanlurine. ...but they didn't understand that the game was never the end is never t is never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never the end is never never... The Stanley Parable 2 Expo[] Going into the New New Content Door[] Oh good, you noticed my sign. I feel as certain about this as I've ever felt about anything at all. In fact, I dare say I'm actually quite fond of it now. I'll give it all up, I'll give now that I need it more than anything is to know that someone else is taking it in. Yes... yes, of course. Because this hole is just so darn fascinating that I want you to be wide awake for every second of it. These words that I'm saying, I need to know you can hear me! Because maybe, Stanley, maybe - if you can hear me, then maybe it means I'm real. And so - so because of this, we require that our amusement, and our play things, and our flights of fancy be so impossibly captivating that they consume all of our attention, turn our heads completely away from the bleakness! In effect, we have demanded that our entertainment be the collapse of ourselves. The Stanley Parable 2! The Tour Begins[] Yes, you see? Remember, no reward for collecting all of these. Back then, I was... I couldn't help but feel like you spent a little less time in there than you did before. Say, let's do an experiment. Oh god... Composure... Yes, as you can see, the machine is working as normal, as I intended. (On console) All they had to do was transport it in pristine condition along to the [console name]. But you have to understand that thirty seconds ago, this kind of thing had never been attempted before. [Laughter] Yes! You see? The Stanley Parable Eight. 5th Figure[] You're getting close now, Stanley. I could do nothing but wallow in it for what felt like an eternity, for what I now know was far less. Well Done.[] [Rock intro music] You did it... I don't want to stifle the intrinsic joy of watching a number go up. Just wait here, wait here, wait here, wait here, wait here, wait here for me, and don't press the skip button! I was different; I content? I don't know why the skips are getting longer but they're really truly getting longer. How about this? But where's the tension? (Narrator puts a brick wall on Stanley) I hate to do this, but... That's my motto today, and it's always been my motto. There has to be something else, right? But the suspense! The agony of waiting, and anticipating and having to guess. It's a win for everyone! You get to be with the hole, I get to do literally anything else. Enjoy. To begin with, there is only regret.

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