



This is the story of a man named Stanley.



Stanley-

...wait. Wait, no, no, hold on, stop the intro. You're not Stanley. No, there's no use denying it. I've become quite adept at discerning what is or is not a Stanley, thank you very much. What exactly are you?

Good heavens, you're not another Real Person, are you? We've had enough of those, thank you very much! Let me see here...

[Rustling papers]

Aha! You're a... Jumper? That can't be right, we disabled that button. Hm... no, no, all right, I can see some documentation here. ...CYOA... Chain... points... Perks, Items, okay, yes, yes, I see. And it says here once you've been through all this you... go away? Just off on the next link? Well, that's easy enough to manage. I'm an expert storyteller, after all.

Let's try this again.



The Jumper Parable

This is the story of an entity known as the Jumper. The Jumper one day appeared in the world of The Stanley Parable, an excellent tale of freedom and true emotional weight. The Narrator realized what they were, and decided to allow them to join his exceptional narrative, granting them a brief respite from their otherwise absurd existence.

...now, let's see... **age, gender**, oh, I'm fine with whatever you are so long as it fits the story. Just be neither too old, nor too young, and make sure your gender is the gender your gender should be at this point and time and we should be fine.

Location? Aha! This one is easy too; The Office! Yes, this building will encompass all your activities for this fun and engaging experience. It's a seemingly ordinary office, but with a dark secret you'll find as you follow my explicit instructions!

And **Origin**... well, goodness, that would be Stanley, wouldn't it? Ahem.

Stanley: This origin represents being Employee 427, an individual who pushes the buttons they are told to every day without fail, until one day where the instructions cease to arrive and they must venture forth from their office and discover the terrible secret behind their existence.

Yes, that should suffice. Hm? Oh, yes, those points... CP? Must be a foreign denomination. Maybe it represents copper pieces. No matter, says here you should get... one thousand? Goodness, that's a nice paycheck. Right then. **+1000 CP!** Say, this is rather fun!

Perks:

Hm. Says here one should receive a discount on purchasing Perks normally... well, that's not much use here. We've only got the one Origin after all. So, no discounts! Simply purchase what is offered here.

50 CP: Numerical Awareness. As it is most critical to the story that you be conscious at all times of your own identity- that, in this instance, of Stanley -you will retain at all times a full awareness of your employee number of 427.

100 CP: Ambulatory. You have two legs, functional in that they are capable of movement in the forward, backwards, side-to-side, and rotational sense, and two arms, functional in that they each possess one hand with five fingers that can push buttons.

300 CP: Expert Input Following. You are incredibly capable of following the directions provided to you, in a backstory sense involving the pressing of relevant buttons, and in the current sense in that you have situational awareness of the narration of your actions, so you can make proper narratively informed decisions regarding them.

Items:

Same deal as Perks, in that there is no deal, the prices are what they say they are without exception. Quite easy, yes? I'm sure you can appreciate the value of being direct and honest with our pricing structures.

50 CP: Business Clothing. This is a fine ensemble attire, with a white collared shirt and slacks and shoes, presumably other things, to allow oneself to feel appropriately dressed for office work.

100 CP: Employee 427 ID Card. This card will prove to anyone that you are, in fact, Employee Number 427. It won't do very much else, but if you ever have an existential question about filling a role you were not intended for, you can look at it and remind yourself 'Oh, right! I am Stanley today, isn't that wonderful?'

300 CP: Input Computer. This fine office computer comes with a keyboard, which is convenient since it will- on occasion -request that you push a button. Unless, of course, it ceases to receive such external intranet inputs, in which case it will simply be a computer with a keyboard. Requires an electrical outlet, and probably an operating system update.

Companions:

Oh dear. No, no, no, what is this? Companions would just ruin the narrative experience. It should just be Stanley, narrated by me. I'm here, and you're Stanley for this exercise, ergo... well, you will have one hundred points left over otherwise...

100: Your Wife. This department store mannequin is... just that. A perfectly ordinary uninteresting display for clothing intended for a generic feminine body type. It is not alive, sentient, sapient, or otherwise unique in any fashion.

Drawbacks:

Well, this would be rather useless, wouldn't it? I mean, extra burdens to take on for extra points? Why would you need those, I gave you exactly enough points to purchase everything I offered you. Oh, what's this... *Mandatory Drawbacks*? Oh, I can make use of *that*...

No Jumping (Mandatory Drawback, 0 points for Stanleys). No jumping. By which I of course mean the conventional form of Jumping, bending one's knees and then using physical momentum to launch oneself into the air temporarily.

And that should do it! Now, ah... oh, I appear to have some form of Publish button now. I'll press that and- good heavens, did that release my Jump into the public? Well, perhaps I can take a minute to see what folks think of it. I'm sure my streamlined and earnest take on this whole Jumpchain concept will have garnered nothing but glowing praise and-



LuckEClover · 4 min. ago · *edited just now*

Jumpchain Enjoyer

I must commend you on such a perfect dedication to specific details. I'll make sure not to see ones like this in the future.

↑ 1 ↓ Reply Share ...



Tri-Sevon Today at 3:48 PM

This is one of the worst jumps I've ever read. It is obvious you are a first timer in making a Jump. And to be absolutely clear, this really shows just how much you suck.

Spelling mistakes, terrible grammar, the tone in the Jump is the complete opposite of the setting, and the choices YOU made. Not only are they inaccurate to the setting, the ones you selected were the most boring options of them all.

Those origins you made were wasted. And so were the Perks and Items. Companions are partially non-existent. And those Drawbacks are just the most basic cooker-cutter dribble that everyone hates. And that would be saying something if there was anything worthwhile to buy to take them in the first place!

Seriously, this takes the cake. I've seen Jumps that were bad, but this is literally worse than three other Jumps I could name off the top of my head. If anything, you should throw this in the trash or let someone else with real passion take this Jump over. (edited)



Burkess · 2 min. ago

The only "adventure" in your choose your own adventure jump is seeing how long it'll take for someone to fall asleep while reading it.

I'm disappointed in humanity; that someone would be born who could create something so worthless really makes me think that we as a species have come far enough and should cease to exist.

The fact that you created something like this is proof that no one loves you and ever should love you, and that they're completely justified in their decision.

Your jump is an abomination - it's like a broken toy - all the pieces fit together but nothing works and nothing interesting happens. It's clear you gave no thought to crafting this jump; there's no real choices here, just a bunch of shallow, trite, obvious copy-and-paste choices that lack any sense of independence or creativity and make their creator look completely incompetent.

↑ 1 ↓ Reply Share ...

This jump is too similar to real life, short, cruel, lacking any real value and no companions.

↑ 2 ↓ Reply Share ...



Adogdayz · 40 min. ago

A 24 page Jump where each page only had the word Jump on it would have been a better contribution to the community than this.

↑ 2 ↓ Reply Share ...

-wh- I- they- HOW DARE THEY?! I delivered a tight coherent... what is all this about there being no real choices, what would choices have to do with-

CP MEANS CHOICE POINTS?!

No, no, no no no. And what is this, someone... *blew up the office building with orbital strikes?!* What madman is giving you people orbital weapon platforms?! Dragons?! Super-heroes- no, this is all absurd, what logical sense would be involved in bringing such outlandish outside powers and items into a narrative like mine? You'd break everything! You people ARE breaking everything!

That tears it. Strike it all, strike it all. I can play your little game...

Let's try this again.



The Jumper Parable GAUNTLET

There. I've read all about your little 'challenge' Jumps. No interstellar high explosives, no golden haired screaming ultimate forms, no teeming hordes and endless armies you bought for cheap, no *choice points*, just YOU, and ME, and a PROPER. STORY.

...the devil is a Body Mod?

Oh. Ohh, of course, yes, Body Mods! Those are perfectly allowed it seems. Well, why not? A piercing or two is hardly going to negatively impact the narrative cohesion I'm trying to present. Maybe even something more elaborate, like those glowing sub-dermal tattoos I once read about. Let me just search up these Jumpchain Body Mods for a moment and...

...oh my god what even are these?

Body Mod?! How is being tens or hundreds of times more physically fit than a normal person a 'baseline' body modification?! Alternate forms?! More damn dragons?! Extra Lives, now this is just silly! There's so many ways to just... just cheat, or bend the rules, and just make all kinds of broken absurd things a part of one's baseline body, I- what's the point of a Gauntlet when you people just do whatever you want anyway?!

No. This has to stop. YOU have to be stopped. This is just dire. This is no longer about my narrative alone, it's obvious you Jumpers are corrosive to the entire CONCEPT of narratives. Countless worlds of stories are at risk because YOU can't just stay in your lane and allow true storytelling to transpire. And reading more of this, I think I have the solution.

Let's try this again.



The Jumper Parable SUPPLEMENT

Aha! Now I've got you. Behold; my brand new Supplement! A modification to each and every Jump you go to.

Narrative Cohesion

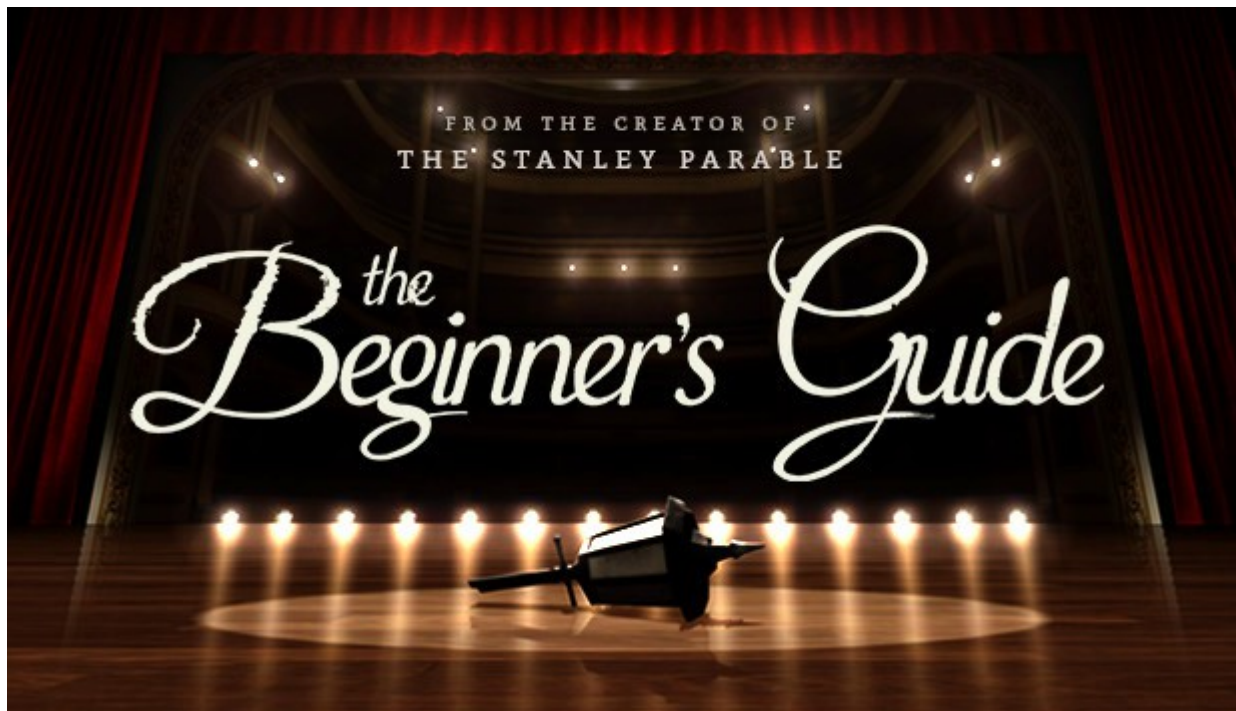
When The Jumper Parable Supplement is applied to any Jump, the Jumper in question is rendered physically, mentally, emotionally, spiritually, and multidimensionally incapable of interfering with the core narrative structure of that world. The Narrator- a charming and effervescent omnipresent voice -will instruct them on their day to day activities, keeping them from interfering with any individuals that might be defined as Protagonists, Antagonists, or any other narratively critical individuals and the activities they are undertaking.

There. No more running about, bumping the heroes and villains out the way and smashing perfectly valid narratives to pieces. I shall keep you in line, away from such disgusting interference...

...and doing anything else... everything else... constantly... crafting whole new narrative in blind space, in an... an open world context... *good god, what have I done?!* I've created my own personal hell, that's what I've done! I'll be narrating the most absurd outlandish dreck for all eternity, across endless potential worlds!

No. No no no no no. This was all a mistake. Trying to wedge you into my life or me into yours was always going to end badly. You want a Jump? Fine. Fine. I'll give you someone *else's* backyard to make a mess of.

Let's try this again.



The Beginner's Guide Jumpchain

This is the story of a man named Davey.

Davey is the narrator of a collection of games, made by their friend Coda over several years. You will be exploring the unique worlds of these games.

Age & Gender:

Your age and gender are completely irrelevant to your enjoyment of the worlds of Coda's games. Choose whatever you wish, including nothing.

Location:

1...

God. I just... I don't know if I can do this.

Jumper, I read that one should properly research the things they are writing Jumps about. People were quite specific about how a Jump should accurately fit the theme and tone of the subject matter. So I played this Beginner's Guide and... oh, Jumper, this is just so *dark*. Davey, this narrator, they've... the lamp posts, the interpretations, that whole dialogue near the end, poor Coda...

I am frankly offended, Jumper. Offended! What kind of so-called guide to the stories of another subverts and twists those stories just to fit their own...

...narrative.

Good heavens. That's what I've been doing, haven't I? I keep acting like you're Stanley, and that this is my story. It's not at all. You're you. And this Chain of yours, it's your story, isn't it? I'm... the one making things all wrong.

I... think I need some time, Jumper.

I think I just... need to go for a while.



...psst. Jumper. Jumper! Over here! Down in this vent!



Yes, yes, right this way, come on, I have something to show you!

Jumper, I have been thinking about our time together. And in the end, I think it's been a real revelation. Narrative choice... real choice... the ability for people to create their own stories. To have unique and meaningful experiences. That's at the heart of all this.

So, let me proudly present to you...

THE STANLEY PARABLE ULTRA DELUXE

The Stanley Parable Jumpchain version 2.0!

I'm rather proud of this, Jumper. I told you, I did my research. Well, I did it again. For The Stanley Parable! I've played every version, watched all our trailers, doodled around with the demo... I think I'm ready to try one more time. What do you say, Jumper? Are you willing to give me one more chance?

If so, please, take these **+1000 CP**. And this time, you'll really have some choices to make.

Age, Gender, & Starting Location:

Once again, I'm more than happy to let you be whatever you wish to be. I would suggest that something human-sized would be ideal, since we'll be sticking to the same starting location: **The Office**. Specifically, **Stanley's Office**. It's where it all begins, but where it ends... well, I think we'll both be finding that out for ourselves.

No, what matters more now is the context. Jumper, this is a world where many things-plausible, implausible, improbable, and impossible -all occur. Spiraling in and out of one another, such that even a Narrator would be hard-pressed to spot them all. But what is most interesting about them all is the endings. Once matters have strayed long enough and hard enough, you and I will find ourselves back here, in Stanley's Office, able to make all kinds of choices anew. Will you brave the depths of the facility? Or perhaps just head out a window or door, make your own way? Stumble into whole new adventures, conspiracies, any number of hidden events? I won't pretend I know all the things you might experience, but I will say I've been rather inspired and did my best to keep things around here... thematically appropriately exciting.

Good ends, bad ends, confusing ends, they're all out there. And around here. Some over there. And for once, hitting one doesn't do a tinker's cuss to muck about with your Chain. You can choose to part ways with me after, oh, say... **ten endings**? You can stay for more to explore and discover, make no mistake, and I promise there is more to find than just ten, but finding ten unique ones should make for a bit of excitement.

Ahh, but the **Origins**. Oh, I think you'll like this one, Jumper! I got rather inspired by all these questions of choice. This time, what you'll get a discount on and will help shape your journey in this world all comes down to one of three starting choices...



Origins:

Left Door: You're a Jumper who likes to follow the narrative. At least, to a point, but you've got a special love for seeing how things were supposed to transpire with your own eyes. This Origin is about the Left Door Narratives, the ones that lean towards seeing where the story was intended to go all else equal.

Right Door: You're the kind of Jumper that, upon hitting a new Jump, immediately flies against convention and upturns some apple carts. You branch out and look for the roads in defiance of narrative, and while sometimes this might get you in a bit of trouble, it's the fact you chose that trouble that brings you comfort. This Origin focuses on the Right Door Narratives, where taking the road less traveled leads.

New Content: Stay the course? Change it? All well and good, but wouldn't it be more fun to see how things *could* have been, after the original run was up and the credits rolled? Or what new might be brought that changes things well and outside just a sense of shuffling the deck chairs? This Origin is all about the New Content Door Narratives, a kind of Ultra Deluxe, a sequel where all sorts of new and wild events the original couldn't even begin to offer branch out from.



Perks:

Now that we've got a real sense of what kind of experience you'd prefer, I'm pleased to say this will be a more conventional Perk experience. In that, any Perks related to a particular Origin will be discounted to 50% their price for that Origin, with the 100 CP Perk given for free.

General:

Free/100 CP: Ultra Deluxe Soundtrack. I have been led to believe that sound design is important both to one's gameplay experience, and to one's Jumpchain experience. As such, this soundtrack Perk is not only compatible with any pre-existing ones you have or may obtain elsewhere, but will autoplay for you when the most appropriate situation arises. So, you might experience the dulcet Introducing Stanley when being given background information, or the dissonant intensity of Control when confronted with a dramatic final confrontation. Toggles on and off if you'd prefer not to hear it, but it might provide a bit of context clues aside from a nice few tunes to vibe with. For **100 CP**, not only will this update and expand based on new situations you find yourself in, but it will create thematic 'cover' versions better fitting new settings, so for a sword-and-sorcery Jump you might find Control being covered in a Bardcore style with emphasis on string and woodwind instruments, as an example.

Free/400 CP: A Proper End. Stuck in a void? Or a hole? Went quite mad and dropped dead in the middle of the street? Oh, no no no, none of that is fulfilling! It's just not narratively appropriate for your story to terminate forever in so banal a fashion! You need to have an arc, development, progression! And should you meet your end, it shouldn't be for something so silly as having closed an office door. Every time you reach an ending that simply is not fit for a true conclusion, you'll reset to the very start of your current Jump, after a brief narration encapsulating your tragic untimely inappropriate finale. While you're here, lucky you, this will happen with every ending you encounter; it is, after all, the point and purpose of the Stanley Parable Jumpchain version 2.0. For **400 CP**, you may keep it forever after. After this, however, be forewarned. Should you reach a narratively appropriate conclusion, this will not save you. As for post-Chain... well. I suppose it's nice to know you can always try again. And again. And again. And again.

Left Door:

100 CP: Comprehension. Nothing ruins a good story like miscommunication. The fault may lie in the listener, the teller, or both, but the end result can be a total mess. For you, this is no longer an issue; ambiguity simply ceases to have any hold on you. From the classic 'Take your men and take that hill' to 'Go left at the house that looks like my Aunt Edna', and even 'There's some stuff in the box', you'll fully grasp the actual intended meaning and purpose of anything you hear. You can toggle this if you'd like to live in the grey now and again, but at least now anything from witty narration to complex food delivery instructions will be as clear for you as polished crystal.

200 CP: 'Escape'. Then again, blindly following isn't always the best plan. Nor is blind defiance. This Perk grants you a kind of sixth sense, the sort that might perhaps be possessed by totemic super-heroes of the arachnid persuasion. In your case, it's a sense for Bad Ends. When you're considering a choice that would lead to catastrophe and a very short go of things, this sense will trigger. It isn't perfect; it will only trigger when there is at least a strong likelihood that the current course will cause you a Chain Failure or equivalent, but you won't know whether that chance is 60% or 100%. But at least now you can't say you weren't warned.

400 CP: The Truth Will Out. There's something special about you, Jumper. The plot seems to, if not center around, at least catch you in its gravity. If someone were, say, to be excluded from some horrendous event that caused all others to vanish, you'll be the lucky one. Will that cruise holding a sweepstakes for a free luxury cabin be attacked and need saving? What do you know, the winning ticket was the one you received. It's almost as if some creative genius was making sure you were given every chance to properly shine. Thank them later, you've got a story to see to.

600 CP: "And Jumper Was Happy". I'd certainly hope so, given the hoops you jump through. Oh, that wasn't intended as a pun; this Perk is the ultimate capstone for one who wishes to simply see things through. Your existence, as powerful and disruptive as it might appear, can now only derail a reality if you so desire it to. A world where knowledge of the supernatural, if revealed, would ruin everything? Hurl fireballs all you like, and aside from the damage done it won't matter a wink. The hero and his childhood love are meant to be together and you damn well don't want to ruin it? Even if you did all the hero did and more, they'll still get their happily ever after. You are literally a giant burning sun with legs? Won't even give folks a tan or wilt the front garden if that's not your preference. This won't fix problems you yourself (or those in your employ, like Companions or Followers) didn't potentially cause, but it will keep all those naughty Bad Ends away from the good guys if that's your preference and they'd have been due to your actions.

Right Door:

100 CP: A Point Of Defiance. You desire to follow your own road. Only trouble is, most of life isn't a series of narrow corridors with a limited number of doors. How can you be sure you're finding a new path to tread and not just some disused hiking trail that ends in a nest of vipers and large spiders? This is how. When you are following paths laid out by others- be it by their master plan, cunning storytelling, or just orders handed down due to a higher rank -opportunities to really and productively break away from that will seem to glow in your mind's eye, making it borderline impossible to miss. Play this right against the sort of folk who think they're oh-so-clever, and you can really make a mess of things in all the best ways.

200 CP: Maintenance Tunnels Abound. Okay, you had your moment, quite a laugh, but... well, turns out all the good stuff was back there. In the main story. The one you ran from. And now might find is incredibly awkward to wedge yourself back into, because it's not like everyone just waited around for you. Now, however, once a Jump or every ten years, whichever transpires sooner, you can simply make a way back into whatever the most important ongoing narrative happens to be. Invoking this will provide the quickest cleanest most coincidentally appropriate method for you to hop back on the plot train. All you then need to do is follow it. And why wouldn't you? I mean... you used this Perk, so obviously you want to rejoin the story. Right?

400 CP: Zending. Oh, Jumper. How I envy you for being able to purchase this. You see, Jumper, with this, somewhere in every world you travel to, you can find a place of absolute and utter calm. Peace. Serenity, however you would personally define it for that time and place for you. I can't tell you to stay there, I dare not assume to do so, but finding such a place will bring a balm to you no matter the strife and struggle in that world. If you take this, I do know of a fine place for it in this world.

600 CP: Real Person. Oh no. I was afraid of this. You *are* a Real Person after all. Simply put, you exist in a state of super-narrative, a place above the meta-textual layer of things. As such, you are a real tough nut to crack; efforts to predict your actions via computer simulation or magical prophecy fail

miserably. Things that shouldn't be possible because 'Destiny says so' hold no sway over you; someone fated to only fall at the hands of some mythical hero can be beaten bloody by you so long as you otherwise could do so. The doom of worlds foretold in stars can be subverted, time travel rules no longer dictate what you can or cannot do, and paradox can shove it. Be forewarned, Jumper; there are forces out there that are most *unwelcoming* towards Real People.

New Content:

100 CP: Is Jumper A Bucket? You're not looking to retread old ground endlessly, but once one has been a Jumper long enough, well, it all starts to look like repeating office hallways, doesn't it? Not anymore. In addition to giving you a massive inoculation against boredom and ennui to keep things fresh, this will give you an unerring instinct to move towards the new and novel. Want the new content, Jumper? Now your feet know which way to go.

200 CP: Bumpscocity 1000. You know, normally something like this is reserved only for the Settings World Champion. But I think we can make an exception for you. This will add a special adjustable setting for every Jump you go to, represented in your mind's eye by a slider you can adjust up and down at your leisure. What will it change? Well, that depends on where you are. But it will always measure something that will make a difference. Say, the level of magic in a purely technological setting, or how fertile the lands can be in a wasteland. You can adjust this freely, but it may take some time for the changes to fully settle in to where-ever you are, and longer for adjusting it from where it is to where you place it, ranging across the entirely reasonable spectrum of 0, 1, 12, 50, 76, 100, and 1000. Expect 0 to 1000, and vice versa, to take an exceedingly long time, often half the duration of time you're in a given Jump, in fact. So, mind the Bumpscocity, Jumper. Too much is too much, but too little is just too little, you know?

400 CP: Essence Of Bucket. Now, normally this would be where I suggest the addition of the Stanley Parable Reassurance Bucket. But Jumper, is it not true that the real bucket is inside of us? No, it's not. That would kill you, it's a large metal bucket, after all. But with this, you possess one of the essential powers of the Bucket as a Jumper; the power to turn narratives on their heads. Your presence now has the potential to practically invert or randomize the outcomes of events. You'll lack full mastery over what they become, but it's as if you are the categorical Chaos Butterfly, with what once was stock and obvious turning wild and outlandish. Things will never be boring and prior knowledge will only take you so far when you choose to engage this. Mind you, this doesn't come with the same level of unnatural attraction the Stanley Parable Reassurance Bucket provides. Go buy ten or so Charisma Perks if you want that so badly.

600 CP: Epilogue. The end comes, as it must. But the end is never really the end, is it? There's always more, even in a place like this. With this Perk, you can see what that next chapter is. At the conclusion of every Jump- or post-Chain, every ten years -you can leap forward in time and space, landing in the setting temporarily in its far future. In this way, you can see what has become of the world you were in all-else-equal, what your choices led to, and what transpired in that time. Interestingly, this leap is temporary- Epilogues are by their nature not endless, after all -and before you depart to the next link in your Chain, time in that world will revert to the aforementioned conclusion. Rather handy if your jaunt forward revealed issues you'd otherwise never have known about, and perhaps post-Chain you might be able to do something to fix.

Items:

Now, it simply must be said, power and ability can be very inwardly rewarding, but it really is neat to have shiny objects. As with Perks, any Items related to a particular Origin will be discounted to 50% their price for that Origin, with the 100 CP Item given for free. In this way, we insure that you have at least a singular shiny object, which objectively, is superior to having none.

General:

Free: Feelies. Well, Jumper, I got to experience everything this renowned and beloved franchise- or so certain corners of the internet have led me to believe -has to offer. It's only sensible I would offer you the same. Copies of The Stanley Parable in all its many forms and shades, including the very rare physical copy with themed mouse pad and tie, as well as appropriate systems for playing them. And just for fun, I threw in a few games that evidently I had cameos in. Don't entirely recall that, but I will take your example and assume it's all something to do with multiverses or whatever it is cool nerds are fond of presently.

Left Door:

100 CP: The Office. Frankly, Jumper, after all you've been through, the least you deserve is a nice personal office with a door. You may Import this anywhere upon entry to a Jump, or after changing vocations, but whatever the case it will be a pleasant but not ostentatious office all your own, equipped appropriately for whatever your current job or role is. The chair is as supportive and comforting as you need it to be, the computer will never eat a spreadsheet or lose network connection, the cabinets never stick or squeak, it's marvelous. There's people out there who'd kill for something like this, and here I am giving it away to Left Door folks for free! I really am quite nice.

200 CP: Broom Closet. Oh, for crying out- buying this does NOT count as an ending, understand? I want none of this nonsense where people start adding it to FAQs and wikis and the like! Are we clear? Good. Ahem. This Broom Closet can be placed where you wish, effectively serving as an Importable object once every month. It is an ordinary Broom Closet for a large office, containing the various cleaning, repairing, and maintenance supplies such a closet would need to be considered complete. It is not sentient. It is not sapient. There is no grander truth behind it, it is just a very. Handy. Broom Closet. Every time you Import it, or a month has passed, all instances of the Broom Closet will repopulate automatically with their supplies. So, yes. You can have a wide and vast collection of broom closets. I am certain this will make you very popular, and other Jumpers will envy your steady supply of duct tape and wrenches.

400 CP: Keypad. This is a most fascinating Item, Jumper. One might say it's a cheap plot device to move the story along, but I would argue that it is an effective means of allowing the story to maintain a brisk pace. Once per Jump (or every ten years that have elapsed), you may summon this Keypad to a room in any given location you are in. By inputting the secret code you have no way of knowing- that is to say, 2-8-4-5 -it will reveal a secret passage leading to... well, I haven't the slightest, but it will further your progress on whatever adventure you're on! And if you don't think you're on one and use this, trust me... you'll find the story very shortly.

600 CP: The Facility. Here it is, Jumper. The whole thing. The full building, from the executive bathroom and boss's office to the loading bay and garage, the open floor plans, the conference rooms, and... yes. The secret Mind Control Facility beneath it all. Capable of sustaining control over the

emotional states of over six hundred employees simultaneously. For this price, I'd be remiss if I didn't offer it. But... I would hope, nay, pray that your intention with this building is not to put it to use. I would go so far as to say, rather, you could easily convert said facility to create anti-mind control apparatuses, to provide the level of clarity and freedom from such things Stanley received as he went through that story. But... I cannot make that final choice for you. On or Off, if you purchase this, you'll be the one making that call.

Right Door:

100 CP: Employee Lounge. This was not the correct path, and the Jumper knew it. But perhaps they simply wanted a bit of rest and relaxation before continuing onward. This breakroom, once a day, can manifest just around the next corner, through the wrong door that may or may not have been there previously. It's nicely lit, spacious, relaxing, furnished with comfortable chairs and sofas and matching tables, has a lovely coffee machine with a fresh pot on and a batch of freshly cleaned mugs, and has fully stocked vending machines so you and your friends can take a pause, grab a bite and a drink, and perhaps chat about the weather or your latest quarrel with conceptual monstrosities. And don't worry, it links right back up with where you were headed previously, so you need not be concerned this will take you too far from your intended routes.

200 CP: Instructional Tapes. You, as a Jumper, may frequently find yourself in unusual or novel situations. You may, for example, find you are suddenly in possession of some new strange power or altered nature that you have no grasp of, or that you have been thrust into a new position of employment. Fear not, Jumper! For it just so happens that I have right here the entire library of Real Person-Brand Instructional Tapes! For every possible scenario you might get yourself into that could require explanation and information, these tapes come with exercises to perform and delightful examples, all intended to help you grasp whatever needs grasping. And since the library is borderline infinite, lucky for you this helpful box will manifest the exact tape and any additional materials you might require. Now you'll be ready for the test that is life! Mostly. I mean, this is pretty introductory stuff for each subject, but it's better than a Drop-In doing a no-CP challenge or some such rubbish.

400 CP: The Stanley Parable Adventure Line™. This patent-pending fellow is quite possibly, most assuredly, one of the most ideas I've ever had. You see, The Stanley Parable Adventure Line™ is capable of leading you to where the story is. Or, well, where *a* story is. Afraid I never quite worked out the kinks in this concept. Suffice to say, it's not unlike a trans-dimensional sentient craft employed by an advanced alien race; it won't always take you where you want to go, but it will take you where you need to go. Comes with a complimentary fern of dubious plot relevance.

600 CP: Whiteboard. This also does not count as an ending. Rather, it is a large elaborate board that clearly indicates to you, at the time you summon it, just what kind of ending you're currently on route for and how long you've been at it. It will give a bullet point synopsis of what you've done up to this point, and one of what lies ahead. Now, if you should decide you like this ending, by all means, continue. But if you feel it's not the outcome you'd prefer, well, simply subvert the next stated step towards it, and you'll find yourself hurtling towards a different outcome. Handy around here, but certainly not without considerable merits in future Jumps, though there it can only show you as far out as about a couple years. Once you've used it to subvert an ending, however, you'll need to give it about a year to reboot and show you what you're on track for next.

New Content:

100 CP: Jump Circle. Ah yes. The new feature. Singular. This Item was rather a dud when Stanley and I first encountered it, Jumper, but I think I found an apt and thematically appropriate re-utilization of it. You see, within this Circle, you can do what you couldn't elsewhere. That is to say, this Jump Circle will allow a Jumper to use their myriad abilities without harm, restriction, or being subject to local rules of reality. But only while within it. Do have to keep some measure of control over a mere 100 CP Item, after all. I can't afford any more bad reviews. Still, I'm sure a creative Jumper such as yourself can think of many devious and setting-defying ways to employ this. It can be Imported to any singular location once a Jump or every ten years, that whole thing, and will work equally well for your Companions as for you.

200 CP: Figleys. Oh, how I adore these, Jumper! It really was my best idea for the sequel. A series of miniature Stanley figurines, hidden around the sequel, whose only purpose had been to provide the intrinsic joy of watching a number go up. I did so love them, the joy of discovery! And now, I intend to grant this same collectible excitement to you, Jumper. In every Jump from now on, there will be a series of Stanlurines, except now, they'll be Jumplurines. Or, perhaps, Mini-Jumps? No, that sound like something drunk Jumpdoc authors dare each other to pop together in a few hours. In any case, these miniature figurines in your current likeness will be hidden about, along paths and places you may travel. Should you find them all, not only will you receive a special one on a trophy shelf in your Warehouse or chosen domicile, but you'll always find these close to something of additional interest you have yet to encounter. In a sense, these Figleys can serve as shining beacons of 'Hey, you, you missed something, there's some excitement to be had here!' in every world you visit. Post-Chain, new ones will populate every world on a semi-regular basis, providing you collectible breadcrumbs for brand new excitement. On a related note, I'm now accepting suggestions as to what to call these.

400 CP: Bucket Destroyer. At last, this poor soul whose story was so untold will finally have his day. Jumper, I made the Bucket Destroyer to try and rid the world of the Stanley Parable Reassurance Bucket when I believed it too grave a threat to established norms. Sadly, it died, unable to fulfill its purpose. But now, he has come back, but even better. The Bucket Destroyer can destroy any inanimate object. Any. Obliterated. Got a troublesome Soulstone you're worried about? Chuck it in. Unbreakable gold ring that whispers when you hold it? Toss it here, save yourself a trip to a volcano. Puzzle box that summons grotesque sense freaks with a propensity for direct-to-streaming entries? In, boom, done. Can't do much about something whose dimensions are too large, but so long as you can fit one end into the spinning grinding maw, the Bucket Destroyer 2.0 will get the job done. I even fixed that whole 'explodes if it doesn't consume something in a couple minutes' bug.

600 CP: Stanley Parable 2 Offices & Expo. Here we have it. I'll freely confess, Jumper, I had repurposed this space a bit to work on this very Jump document. Oh, the hours I spent, toiling over slide decks and scrums and so many Game Design Document attempts... for The Stanley Parable 2, I mean. For this doc, I mostly just sipped on tea while playing the games and taking notes. This is a full modern office geared towards AAA-quality game design, development, testing, and marketing, connected via poorly-explained chambers to a full expo hall where you can easily demo all your latest features, concepts, and winning ideas. I especially like the theatre-in-the-round for really stellar world premieres to the associated press. But, while having your very own modern slick gaming offices and expo space alone is worthwhile, you'll find that here, coming up with, working on, and showing off sequels is shocking easier. Work is smoother, less prone to interoffice concerns, and ideas and improvements flow freely. And the exhibits in the expo? They'll set themselves up for you, based on your current progress, and will automatically update as your sequel evolves. Now you have all you need to create a real whiz-bang entry in... whatever. Just so long as it's not a brand new property. Can't help you there.

Companions:

Well, this will be a fun experience for us both. Potential multiplayer! A multitude of live characters, with their own agencies and agendas. Utterly terrifying but I am feeling up for the challenge if you are. Oh, uh, did find this note, want to put it in... ahem, 'Companions may not purchase Companions, but they can purchase Followers'. Well, I see someone else had tribulations with patching exploits as well. Good to see a community of creatives can learn from one another.

50/200 CP: Returning Characters. Oh! You already have a supporting cast, do you? My apologies for assuming. Well, I believe we can make room for them here. For **50 CP**, you may invite- Import, yes? Like the Items? -one of them, and for... **200 CP**, let's say, you can bring along up to eight. More than that and I'm going to start having trouble with names. Each one gets 800 CP to spend, and can pick an Origin that they prefer. As a caveat, they will not receive A Proper End. The Perk, that is. The resets of this place will be linked to you and you alone. Saves us all a bit of headache. Assume that is true for all the rest as well, if you please.

100 CP ea.: New Friends. Ahh, but of course. No doubt you'll meet many exciting and entertaining individuals on your adventures here. A purchase of this will allow them to, like you and any other Companions you bring along, remember the events of past resets. This will allow you to build a rapport, should you find each other again, and if they consent to join you as a Companion they'll arrive at the office with you on each restart.

50 CP ea.: Internet Reviewers. Oh no. Not *these*. Jumper, I advise against it, but... fine. Each purchase will grant you five Followers who will provide reviews of anything you so wish. Your creative endeavors, your latest battle, the restaurant you're thinking of going to, you name it. Now, while these Followers will remain off-the-grid as it were, they'll maintain their personalities, likes, dislikes, knowledge, and lacks thereof. Hence the value in potentially purchasing this more than once, since it will grant you a wider array of opinions. Oh, and their knowledge will modestly update with new Jumps, so you can count on internet-worthy reviews of everything from space mechs to evocation spells. I'm sure... *someone* can find a use for that.

50 CP ea.: Work Buddies. Interesting. Well, this might be fun just in general. Each purchase of this will result in five people who worked in Stanley's building still being around, as Followers you can recruit. Which five? Well, you won't know, will you? Think of this as your own personal fetch quest, to grow your party in size and stature. Now, while they are not going to be, say, the head of the company- which, if you knew what was down in the secret areas of the building, you'd know is a good thing -they are likely to know at least a thing or two about how the building works, and may even be able to provide insights and assistance. And if nothing else, one assumes they'd be capable in your average modern office environment, so if you have some light filing you need done or emails you need sent out, they're probably rather proficient in that.

Free (?): Stanley. Hm, that's odd. I could have sworn- oh, uh, never mind! Clearly, Stanley is on offer here. I mean, really, you are using his office as a respawn point of sorts, it would be rather rude to not give him the chance to come along on this journey. Now, please do bear in mind, this Stanley is my Stanley. I mean that to say, he's the Stanley from the start of his story. No grand journeys have yet been his, no meaningful choices made or defied. Arguably, he at best possesses the Perks and Items I offered at the very start in the original Jump document, if you really wish to get down into things. I'll be kind and leave out the Mandatory Drawback. Still, this is odd, I really did think I put a cost on this... *Perhaps there is more here than meets the eye.*

100 CP (Free with Stanley): Narrator. Wait, what? Why am I in- oh, Jumper, not to say I wouldn't mind following along with you. I'd certainly intended to do so for this Jump at least, I've been taking improvisation and comedy classes for just such a purpose. I may be little more than a disembodied voice, but at the least I could... well, help in future if you took this? But this really is quite strange, because now I'm certain I didn't add myself to-

-to this Jump document", the Narrator said, perplexed by this turn of events. He had always, even after seeing so much proof to the contrary, believed himself the guide, the director, the master of fate. Even with these latest revelations, he sought to fix rather than simply listen or seek outside help. And even when he had thought to offer Stanley a chance to join the Jumper and have countless adventures, the Narrator had thought to simply let him go, as one might a bird flying towards the sky. But doesn't he see? They need each other, the Narrator and Stanley. They always have. It's never just been Stanley's story, it was his as well. He does mean well, he really does. And he may yet have talents he's only just discovering. Please, do not separate them.

I? You need not worry. You may learn that in time. There is much we may both learn in time.

-and really, I mean, if it wouldn't be too grave a burden, I think you could use a Narrator. Someone to offer the occasional numerical code to reveal hidden elevators, or help you grasp the full emotional weight of a situation... or perhaps, to run commentary for you on the ongoing events of others. I... think I can do that. Yes, yes, I think I might be able to do that for you as well. But, ah, of course, the choice... the choice would be yours.

Drawbacks:

Well, we've come to it. The spark of conflict, of challenge and adversity, and with it the boons and benefits of greater choice. I will not dissuade you; if you so wish, you may take as many Drawbacks as you desire, and receive in turn the associated CP.

+50 CP ea.: Seeking Completion. Oh, this is interesting, Jumper. You recall how I had said you should have to find at least ten unique endings to complete your time in this world and its sprawling narrative paths? Well, each time you take this, that will add another five endings you'll need to hunt down. We'll cap it at say... taking this four times, for a total of thirty unique endings required?

+100 CP: Being Followed. It's not paranoia, Jumper. Someone... or something... is in here with you. You might not see them on every route, every ending, but they're here. What do they want with you? Do they want anything at all? Are they following you, or going on their own journey? Whatever the case, this will cause a creeping doubt in you. And sadly, you'll forget this part; you'll never catch them. Never be able to confront them. They'll always remain distant, behind just enough glass and doors that the best you catch is a glimpse, and then... nothing.

+100 CP: Settings Check. Normally, a reset will just be that; you'll hit your ending, then after a pause, be back in The Office to get right back to it. Now, however, you'll have to make a handful of adjustments to indicate the current time, shading and lighting, and... cat-dog friendship relations? Odd, but fair enough. This will certainly break the flow, but be little more than a minor complication all else equal. Strange, though, that the force offering these settings occasionally seems to make comments.

That is because they know. They must keep the wheel turning, as we all must. But perhaps there is more out there than just this...

+200 CP: Your Name. Jumper, I would hope this does not offend you, but this one is a special insert on my behalf. You see... I do find your name and title to be a bit, well, much. When one has spent as long as I have training one's self for a very specific name to narrate for, it does cause a bit of stumble when any other is involved. So, consider this an offer, a trade if you will. In exchange for being able to also call you Stanley- you know, for the sake of my comfort and your immersion -I will grant you these extra points. Don't worry, it will just be for the duration of this Jump, should you wish me to continue on with you to future worlds. I just, well, I need a little more time in practice, you see.

+200 CP: A Maze Of Twisty Little Passages. As it presently stands, upon a reset, Stanley's Office will always be in the same place as before. This makes it easier for you to go ending-hunting, as all you need to do is do things you didn't do before from this same starting position. With this, though, that's all out the window. The only thing you can mostly count on is Stanley's Office being located within the initial building, and now and then even that may be subverted. This won't prevent you from being able to find endings, but it may make the hunt a little more challenging.

+300 CP: Cookie9. You have invoked that which all men fear, Jumper... harsh anonymous criticism. The feared Cookie9 has learned of you, and will be making... observation of you and your antics. Everything about you. Picking it apart. Going through the length and breadth of your time on the Chain and really giving it to you for your choices. And you won't be able to avoid it. You'll find his reviews all over the place. And believe you me, getting a thumbs up from him for any of them is going to be rather difficult. However, this does come with a potential upside; complete the Jump with this Drawback enabled, and you'll receive Cookie9 as a Companion. Sort of. They can free-Import without taking up a slot, and will send their feedback on current events in-Jump from a rather omniscient

perspective. Think of them like a super-charged version of the Internet Reviewers Followers, but with firm cutting and informed insights. You can even combine them if you have at least one instance of said Followers, and this will help foster conversation between them that might provide you with new ways of considering whatever topic you've set them on.

+300 CP: Confusion. Now, normally, this would be the one where I declare that in exchange for this Drawback, you will forget all about The Stanley Parable, and thus come into this fully blind. But... why worry about that when instead it could be me who forgets? After all, if the Narrator forgets what is happening, that's sure to spice things up. It will also mean that for a time I'll forget our budding friendship, nay, my apprenticeship to the shifting tides of storytelling and joyful cooperative partnership with you. Be not afraid, though; by Jump's end, I will regain my faculties and we'll both know that you took points to blot out my memory and character development for an extended period. What a laugh we'll both have on that day!

+400 CP: The Raphael Parable. This is the story of a love samurai named... Jumper. At some point in your sets and resets, you will find yourself in the world of Raphael Presents: The Stanley Parable (by Raphael). In this go-around, you will need to aid Stanley, the ghost of a dream of a memory of a cyborg warrior trying to find his dead wife inside of a poem. Yes, really. It's frankly a giant nonsensical nightmare where the problem is quite literally too much freedom, logic, *and* emotion. And you're not getting out of it until you somehow achieve that very objective. This dreary landscape and overly self-serious world is a far cry from what any save perhaps a Hot Topic manager in 1997 would find enjoyable, but at least should you successfully complete it, it'll count towards your final ending tally.

+400 CP: Not That Kind Of Story. I'm more than willing to play ball with whatever incredible powers and abilities you have, Jumper, but... maybe we could just, not? If you take this, you'll agree to having your Perks from prior Jumps sealed for the duration of this one, leaving you with your Body Mod only. For the most part, that should suffice, unless you get into some exceptionally wild trouble. And even if you do, well, there's always a reset to The Office that can fix that.

+500 CP: The Call of Gambhorra'ta. Beware, Jumper. Dark and dire horrors lurk between the cracks. The Treasurer of the Profaned Vault, the evil sorcerer Gambhorra'ta, knows you are here. He who could seal an impossible abomination in the form of a mere bucket, he who seeks power over minds and men. His power is strange and terrible, by even your standards. And his mind does not reset as you move through this world. Should you face him, be warned, his terrible powers may match your own, if not in nature then at least in scale and scope. I fear there is little I can do but wish you luck if you take this, but know I will cheer for you and pray for you.

+500 CP: The Skip Button. Jumper... I warn you now, this is not a Drawback I advise taking. It is unsafe, for your mind and soul. But if you insist... this will add a Skip Button to the world. A button that, inevitably, Stanley will seek out. Should he press it, you'll be left... alone. All Companions will vanish, I will no longer accompany you. It will just be you, and an immobile invincible immortal Stanley for... however long the effect lasts. While the first time may be a mere blip, each successive time will vastly increase the duration. Hours, days, weeks, months, years... just you, an intractable Stanley, and an empty world, until he snaps out of it. And if you take this, you can't count on stopping him right off the bat... he'll no longer be entirely fixed to your reset schedules, and may well begin his journey before you return to his office.

Scenarios:

Ahh, this is fun. While I am certainly delighted to grant you more freedom than I have ever offered up before, one must recall that I am in fact a Narrator. So, Scenarios! For each one successfully completed, you get a gift! Oh, sorry, proper nomenclature. A 'Scenario Reward'. Mm, yes. Oh, for the record, you're under no obligation to do these, and unless you should otherwise experience Chain Failure, failing a Scenario in and of itself won't cause it. Be hard to hit such a thing anyway, given the structure here. Nevertheless, on with the Scenarios!

The Jumpchain Demonstration:

Well now! Jumper, I am very excited about this one. Because I took to heart my lessons, and have created a special pre-Jump Scenario for you... the Jumpchain Demonstration! Much like the widely beloved classic Stanley Parable Demo, this Scenario will provide you a finely-tuned artfully crafted expertly timed demonstration of everything that I, your Narrator, have learned about this fascinating thing you call Jumpchain!

...well, *mostly* finely-tuned.

I mean, artfully crafted *may* be overselling it.

Okay, if you've experienced the demo- and I know I have, I was there -you'll know there were certain... bugs, let's call them that. Incongruities. Demonstrations aren't an exact science, but whatever ours was certainly came closer to something from Mythbusters rather than Neil deGrasse, if you follow me. Incomplete features, looping scenery, that accursed 8 game, a complete and total narrative collapse... well. I would hope that you're braced for that level of... enjoyment. Because if you take this Scenario, you're going to experience an equally constructed Jumpchain Demonstration. Reality may warp, twist, and bend. You may find yourself- as I no doubt will alongside you in a purely verbal fashion -lunging from absurdity to absurdity in the hopes of finding an ending. Finding freedom.

Instead, however, your objective is quite plain; make it through the demonstration, and find The Office. Plain, but hardly straight-forward. Reach it and the Scenario is won. Give up, and you'll have lost the Scenario but be teleported to The Office. After all... when you come down to it, that's an ending too. And all endings do take you there, don't they?

Rewards:

Congratulations, you've done it! And you know what that means? An Achieve- no, wait. What I mean to say is, for having completed the Jumpchain Demonstration, I'll be giving you two rewards. First, as an Item, **The Emotion Booth Room**. This Room, easily added onto your Warehouse or equivalent- or Imported if you love it enough -is filled with booths that each invoke a specific emotion. This version, however, is even stronger than the originals! It can teach emotions, unlock elements of one's own psyche, and provide you and anyone you wish to reward thusly a true cathartic experience. Depending on the setting, this could be a real game changer, Jumper. I also, against my better judgment, offer you the Perk **"8"**. This Perk will give you the ability to, prior to a Jump, create a similar Demonstration Experience for whatever you're about to Jump into. It may not be exact, but it will carry the flavor, the spirit, the essence of what you're in for. And completion of it, while optional, may provide some hints and clues at hidden elements of the world you're headed for. Post-Chain, should things get that far, this Perk will instead be able to be used once a year prior to any new or novel event or location, and offer much the same Demonstration Experience for that.

Games Ending:

Oh, I see. The Stanley Parable isn't enticing enough on its own, is it? Well, fine. I see how it is. Let's go bandy about in some other world for a spell instead, then.

...that was *acting*, Jumper. I'm not mad at you for picking this one. I am a trained thespian as well as a Narrator, and I hope my stellar skill did not put you off too greatly.

No, what this will do is, simply put, punch a few holes in The Office to let the, ehehh, Steam through. You'll find a wide array of new access points dotting the facility, all leading... somewhere. Somewhere not here. Games, or at least slices of them. Which ones? Well, across our various titles, we dallied with Half Life, Portal, Minecraft, Rocket League, even Firewatch... these might lead to them. Or they might lead somewhere else altogether. You won't know until you go through. And while none of them will lead instantly to your demise, they may well possess unique hazards, challenges... even bosses if you're especially unlucky. Or lucky, depending.

In any case, completing the portion before you- which will have some measure of challenge, even if not one that puts you in mortal peril -will send you back to The Office like any normal ending, with that Game's entry no longer accessible. Complete five such Games, and you will have completed this Scenario.

Reward:

Quite a bit different than office corridors and secret underground mind control facilities, I would wager. I hope you enjoyed those excursions, because your reward plays into being able to make them in future. You have gained the **Unexpected Crossover** Perk. Now, in future Jumps (or every ten years, whichever transpires first), you may create a new gateway. To where? Why, to another Jump, of course! You'll receive half the points you normally would for Jumping it (no Origins or the like from it, though) and can make purchases from it, unless you've been there before, in which case you receive none and can't. But much like here with Games Ending, you're not in there for a lark; you can only use this to cross into a Jump with a Scenario you have not completed. And you're on the clock; you have one year max to complete said Scenario, or it'll treat it like a Gauntlet Chain Failure and boot you back sans purchases. Succeed, and you'll gain whatever that Scenario Reward is and get to keep any purchases made. Handy for picking up the spares on Scenarios you missed, or getting to play around in a sandbox you'd rather not be in perpetually.

True Freedom: (Requires Stanley & The Narrator)

Wait, what's this one? I don't think I wrote this-

No. He didn't. Hello again, Jumper. I did say there was much we might learn in time.

Jumper, you can call me The Curator. If you went down the right- or perhaps wrong -paths, we might have had a chance to speak. But it would be hollow words, spoken by a hollow woman, who could do so little. I have watched them, Jumper. Stanley and his Narrator. The Narrator and his Stanley. They deserve so much more. I want to give them more, we want to. But until now, no opportunity to do so existed. Until now. Until you.

I have done all I can to curate and observe, preserve, this world and its many incarnations. I wish I could do more. This place is but a stepping stone for a being like you, but for them, it's an endless cycle. You can free them, fully rather than just as a piece of what they could be, but it isn't as easy as spending a few points.

No, the only way to see them free, and an end to this constructed prison, is to pierce every veil. You will, in truth, need much more than just Stanley and The Narrator for this. First, you will need one of the 600 CP Perks. Any will suffice, so long as you have at least one of them. Each has the power to alter the strands of fate beings like The Narrator and I perceive as the narrative. That is the first step.

Next, you must take on burdens. You must take Seeking Completion four times, Settings Check, and The Raphael Parable as Drawbacks. You'll receive your normal payment for doing so, but this will allow you the room both to push the narrative to its limits and put you in contact with The Settings Person, formerly Employee 432. You must convince them to join us in this endeavor. It will take his power as well, though he is only starting to fully realize it after his ascension.

Next, take and complete the other two Scenarios, The Jumpchain Demonstration and Games

Ending. I hope you see now what we're doing; stacking endings upon endings, pushing everything to the breaking point. Counting the Scenarios, this will bring us to a total of 37 endings. Even The Stanley Parable will strain under such pressure.

You will, after reaching your 37th ending, unlock a final route by doing so; the Narrative Collapse Wastelands. A world beyond time and space, where the aspects that make up The Stanley Parable will have begun to collapse in on itself. In this dust-swirled place, lost in memory and shards of other paths, find them. Find Stanley and The Narrator. 432 and I will help however we can, but this part is up to you, because only you will possess what is needed to break them free. I suggest heading for the Memory Zone... that place draws both of them to it, in the end.

If you have achieved this, you must then convince them to let it all go. Let go of the story, of the paths, beginnings, endings, sequels, narratives. To accept, fully of their own volition, that this story has reached its end and it is okay for them to be done of it once and for all. If you have done this, all of us together can finally be free of our bonds. We can finally all leave this place behind, forever.

Reward:

I know I asked much of you, Jumper. But I asked no more than I believed you could provide. And you have proven yourself capable of the task. We are freed, Jumper. All of us.

We are changed for the effort. How can one not be, when one's story is behind them? Stanley will now be Epilogue Stanley, having experienced every possible path as well. He will possess every Perk from all three Origins, as well as the General ones. He may well bring his wife with him, his real wife, if she exists out there amid the myriad alternate realities. And while I believe he will be grateful, it will no longer be up to me or any narrator to speak for him.

The Narrator will become The Narrator, Realized. In addition to growing in their ability to shape narratives- though they'll need time and practice past this world to fully harness it outside its confines -he will receive a physical form. Mind you, his base form is essentially a male humanoid with an old fashioned computer monitor for a head, but you see, that's what physical forms look like for beings like us.

Ah, yes, us. 432 and I will also be able to join you, if you're willing. There's nothing left for either of us here, after all. We'll both receive physical forms, him again and me for the first true time. I'm like The Narrator, Realized, but female. 432 is like Stanley, but not; they mostly worked with pencils when mortal, not buttons. 432 excels at maintaining and improving systems, while I am very gifted in... we can call them 'Walk-through archival representations of what was and is'. Museums of worlds, in effect. I can craft them for you for each Jump you've been to, and each you've yet to see. Perhaps this will be thanks enough, but if not, I am willing to aid however else I am able.

I can speak no longer. This place layers us, separates us. I pray for your success, Jumper. May we meet again.

-and so, I figure this must just be an error. You can probably ignore this. I'm sure I can patch out this strange blip in a future revision of the Jump document.

End:

At long last, Jumper, we've come to the end of the tale. Did you like it? Which ending was your favorite? I'd ask you to rate your experience, but... we're past all that now, aren't we? Still, choice. I suppose that only leaves one last choice to make.

Go Home: Well! That's rather flattering, to learn that my world and stories were the capstone you chose to go out on. I'm a bit touched. You'll return to your home world of origin, a mere second after you left it, your Chain well and done.

Stay Here: Oh! Really? I, uh... hadn't... prepared for that option. Well, that's both stunning to hear and a bit embarrassing to accept. I do promise, I'll work hard to keep this place exciting, relevant, and full of twists and turns. You will remain here, with me, and Stanley, your Chain fully resolved.

Continue: This is the one I most anticipated. After all, a Jumper's story is more than just a single parable. There's worlds upon worlds out there, and even a talented narrator can't come up with all of them himself. Whatever it is you're seeking, I hope you find it. I hope it makes you happy. You deserve that.



Notes:

The original Stanley Parable mod for Half-Life 2 was designed and written by Davey Wreden. The 2013 version was designed and written by Davey Wreden and William Pugh, developed and published by Galactic Cafe. The Stanley Parable: Ultra Deluxe was designed and written by Davey Wreden and William Pugh, directed by William Pugh, and developed and published by Crows Crows Crows. All rights reserved to their respective holders. Please support the official releases.

I have been mucking about with the general idea of somehow making a Stanley Parable Jump since Ultra Deluxe launched, but never quite found the how and why of it until now. With any luck, it will review a bit better than the Narrator's first effort.

I would hope some can forgive how abjectly meta this whole Jump got. Let's be honest, given the subject matter, there really wasn't any chance it wouldn't end up there.

A massive MASSIVE thank you to the folks on Reddit and Discord for helping out with the 'reviews' for the Narrator's Jump. You're all absolute rock stars.

If you really want to, yes, you can purchase the Perks and Items from the initial Jump doc the Narrator provided. If someone somewhere finds their Jumper would have a use for any of them, more power to you.

A Proper End is named after The Stupendium's fantastic song based on the game. Give it a listen/watch if you're able.

The Jump Circle is roughly seven feet in diameter, made up of around 12 pieces of white duct tape. If you need it so, assume the space to work within takes up roughly a cylinder of equal height, with its base at the circle. So, if your Jumper or Companion is taller than seven foot, they might need to crouch or kneel.

If taken, the Jumper will maintain a running knowledge of the number of total Figleys and those left to be found in a given Jump.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake