

Elijah's STORY

After "The Stanley Parable"
video game designed by Davey Wreden

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The first day of a new job is always the worst, isn't it? It's like you are a child again, walking into school. Everyone already has their friends, their cliques, and you're just left there alone, not knowing what to do or where to go or who to talk to. Ah, here he comes. Elijah, our main character.

Elijah is about to start his first day of his new job, and he actually seems quite excited. Not even thinking about all the terrible things that could possibly happen within the first five minutes of walking in. He could trip and fall right in front of the receptionist. Oh and there he goes, down like a tree in the wind. The receptionist is giggling. I hope poor Elijah is all right.

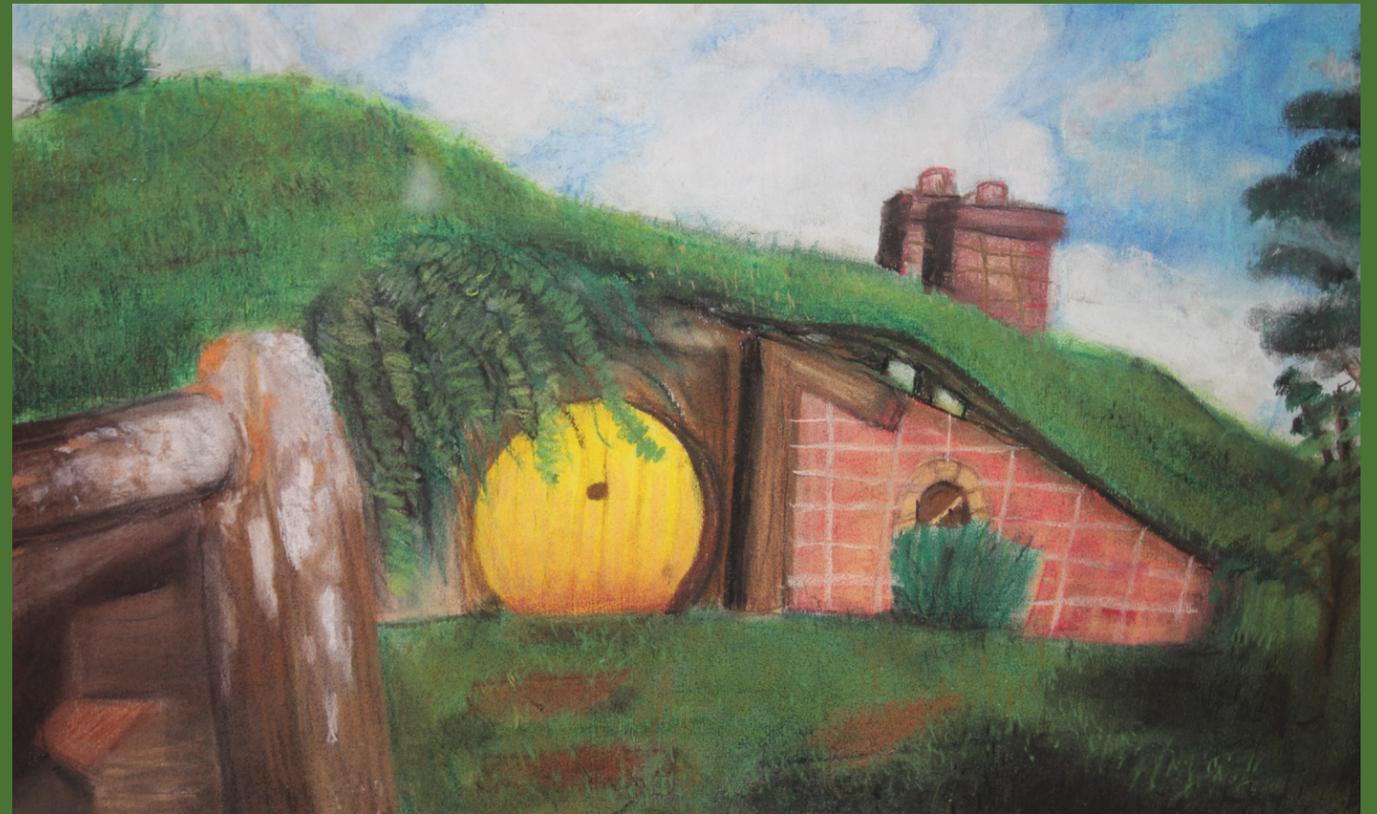
Eli will stand and approach his new office. Come on Eli, pick it up. Elijah opens the door that reads "Elijah Sommers – Creative Director." Hmm. No. Elijah finds two doors. Elijah, chose a door. The door to the left is black. The door to the right is red. Go through the red one. Elijah obediently walks through the red door. Good boy, Elijah. Ah, three more doors. Not that it matters - we all know what Elijah will do. He will do what I tell him to do. Go through the third door this time, Elijah. Don't hesitate now, do as I say.

Elijah. Elijah looks at the other two doors in

confusion, approaching each slowly and opening the doors. Then he walks through the third door, just like I said he would. Very good. Don't be so slow next time. Ahem, anyways.

Elijah continues on his way, a little fearful. I have no idea why – if he does as I say there is nothing to be scared of. Elijah stands, confused and quite horrified, in the center of an empty, white room. Splashes of every color of paint appear and disappear on the walls. There is a window to the left and a door to the right – the only door in the room – so where to go should be obvious. Elijah isn't the brightest. He doesn't even know how he scored himself a job as a creative director. He would be much better suited as...hmm...a janitor. Oh look, a mop has appeared in Elijah's hand. How fitting. Elijah! Pick that back up! Elijah picks up the mop. Elijah...Elijah picks up the mop. Oh...okay...Elijah runs to the door! Elijah doesn't do what his heart desires; he does what *I* say, which is why he's running to the door with the mop.

Elijah tries to go back the way he came – through the third door – but he finds himself in a corridor. Now Elijah if you would just LISTEN to me, then maybe you could figure out how to return to the front desk. Elijah roams through the dimly lit hallway and approaches a single door.



"Hobbit House" by Shaina Platt

The door is already open, so you can walk straight through. See? You're getting the hang of it. Elijah obediently walks through the door and comes to a large room with a door on each wall. The room is dark, except for a cone of light from a large hole in the middle of the ceiling onto a single chair.

If Elijah chooses to sit in this chair he will die, how does that sound? Try disobeying me now! Elijah uses the door on the left. The LEFT. No that's not your left - that is your right. Elijah! Fine. Let's see how clever you are once you go in the door to your right and find that you are teleported back to the room with the chair.

Stop going through the door on the right. Stop! Every time you go through that door I will just bring you back to the same spot.

Elijah decides that he will ignore what I say and go through the door on the right once more. I teleport him back and remove all the doors except the door on the left. *Now* try being disobedient. Elijah stop going to the right - there is no door there!

Oh. So now you think you can locate invisible

doors and morph through walls? You have been an unsuccessful test subject, Elijah. So I shall kill you. There's no point in trying to escape, my mind is already made up. I could destroy this office building right now. I could've made you rich, but you have chosen to be rebellious. Okay, fine. Let's test that.

Elijah goes through a new door that has appeared on the wall directly in front of him. Oh, and look at that – instead he chooses to go back the way he came.

I understand. Elijah, you've been very interesting, but I still don't like you. Your wife and children

are waiting for you outside of the white door I just placed beside you. Go on. Leave before something terrible happens to them.

GET OUT, ELIJAH!

Elijah still refuses to leave – what a foolish insolent boy.

How am I supposed to create a story with a character like you? *I'm the narrator.* It's my *job* to tell you what to do. Why must you be so persistent?

This is not turning out like I thought it would. ☾