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Oxenfree number of endings

FlagView HistoryOxenfree contains several exchangeable end scenarios. Decisions made in a single game affect the outcome of the game. Please note that there are plenty of spoilers ahead! You've been warned! Looking for anomalies and Adler letters? We'll help you find them all! Alienating Ren... Save Clarissa first, when you're given a choice behindLeave Re, when you go to get the keyPlot with ghosts to get rid of clarissa and then tell Ren about it You can finish the game far away Jonas if you highlight the following: Plot with ghosts to get rid of Clarissa and then tell Jonas about thatBlame Jonas mistakes And jonas behind you when you go to the park officeKeep Jonas using a time cook just before the last encounter (when he hears the music for the last time)Get Clarissa to hate you at the end of the game : Accept the ghosts' suggestion to betray Clarissa to make it like Clarissa never existed... Exit via the last portal during the last encounter with ghosts Ends the game on Ren and Na's date... Chat with Nona and encourage dating on the beach (you'll have to wait and talk to the girls before going into the cave if you want this to work)Talk to Nona and encourage dating at Adler EstateTalk to Nona and encourage dating at bridge standIf you want to save Michael from drowning, take every opportunity to encourage him to stay in town. It's possible to save Michael and maintain his relationship with Clarissa. As well as encouraging her to stay at home every step of the way, also encourage her to stay with Clarissa when you speak on the beach. I like this I hate this Oxenfree ARG emphasized radio frequencies and morse code. scntfc (a.k.a. xray9169363733) Oxenfree is an adventure game developed by Night School Studio and released on 15 November 2005. The player controls Alex, a high school girl, as she explores the abandoned island with four friends. The game included an alternative reality game that ended on June 11, 2016 with the discovery of a geocash hidden on a real island. Anomalies As protagonist Alex progresses through the game, he has to tune his portable radio to different frequencies to open doors and hear hints. The game includes collectibles in the form of anomalies. Revealing the anomaly means alex stands in front of a place marked with a cairn (a stack of rocks) and, through trial and error, tuns his radio to a certain frequency. When this is done, the anomaly is revealed and the short audio clip plays. Oxenfree ARG started by finding a phone number by arranging the call signs given for 10 of Oxenfree's 12 deviations in alphabetical order, resulting in this order: 89.9 Able 9 (A9) 91.5 Baker 1 (B1) 94.6 Charlie 6 (C6) 97.9 Dog 9 (D9) 99.9 Easy 3 (E3) 101.1 Fox 6 (F6) 103.5 George 3 (G3) 104.7 How 7 (H7) 106.7 3 (I3) 102.3 Jig 3 (J3) This led to (916)-936-3733 or 91-OXENFREE. At first, when the number was played, it would direct you to the voicemail that played the song from the official soundtrack of Beacon Beach Oxenfree. At the center of the song's rhythm is a message encoded in Morse code that repeatedly said MAGGIE. People who called Beacon Beach on January 28, 2019 received a text message from it consisting of morse code: --. --- --- -.. / .-- --- .-. -.- / -.. .-.. / -... -... / .-.. .. ... - . -. / -.-. .-.. --- ... . GOOD WORK DL BB LISTEN CLOSE DL BB stated instruction: Download Beacon Beach. In the Bandcamp version of Beacon Beach, players found a Morse code that translated: FIND TWITTER 4 NUM SEARCH TWITTER 4 Search on Twitter 9169363733 (phone number) brought them to @xray9169363733. This Twitter account reports calls made to a phone number, including the date of the call, the time of the call (in PST), the city and state from which the call was made, and a transcript of all the messages left after the tone of the number voicemail. If there was no message left, the minutes would say No Transcript available. However, the account deleted some tweets randomly, leading to concern among the community - what if the critically important tweet was deleted? On February 11, Scntfc, the composer of oxenfree's official soundtrack, again tweeted the following: again, gently recalling... lighthouse beach with bull-free soundtrack is free DL. the players re-downloaded Beacon Beach from Bandcampi, the Morse code had changed. This version of the song has a different Morse code in the left and right channels of the song: Left: DELETES NOT NEEDED PLEASE STAND BY SOS Right: SOS KANALOA SOS KANALOA SOS KANALOA SOS This was a nudge from scntfc, saying that deleted tweets were not needed to solve ARG. Hints and developments after finding a Twitter account many tips and puzzles were transmitted through an account consisting mainly of encryption technologies such as Morse, Octal, Binary, Anagrams, Cryptograms and Alphanumeric Substitutions. In addition, calls were made to the phone number mentioned earlier, and some were posted as a transcript on a Twitter account. In addition, Twitter would occasionally make a tweet that includes a date, time stamp (either 9 p.m., 4 a.m. or 7 a.m.), location (either Beacon Beach/Bay or Camena, OR) and a post. Categorized by time stamp, it was found that these tweets were clues related to the advancement of the ARG as well as the underlying story. 9:00 p.m.: The tweets were translations of washington state ferries. 4AM Tweets were the names of washington state batteries. 7AM/Camena Tweets revealed by Alex and (ghosts try to lure players to the island/final location and Alex tries to stop them). A complete spreadsheet of all tweets and their translations can be found here. Rules during ARG several rules were compiled into one of certain code-forward sessions on Xray's Twitter to result in the following: Rule: Share your work. Progress comes from cooperation. Rule: All communes through 9169363733 or X-ray. No other phones. Rule: Ignore deletions. Rule: You know when it's time to go. Rule: Ignore time/date. Voicemail Greeting As mentioned earlier, an ARG-related phone number would initially present the player with a recording of Beacon Beach from oxenfree's official soundtrack. However, as ARG progressed, this recording changed several times. A playlist containing recordings of all voicemail greetings can be found here. March 27: The defendant had switched to Alex's message asking for access to emergency services. Hey, people who will hopefully listen to this, it might contain another version of me. I need to contact 911 befo-- March 28: The defendant had switched to Alex, who called Clarissa. Clarissa, are you still at the base? We're in commune bubble mode, I think... April 1: The defendant had changed to clarissa, but after the release of New Game+, it was revealed to be Alex. It should be noted that soon after he has finished speaking, you can hear what appears to be very weak Help Me. Um... Alex? Can you... Can you hear me? April 9: The defendant had switched back to Alex, who spoke as Lost played in the background. Hey, Jonas, or whoever's listening. We're trapped may 7th: The defendant switched to Alex, who gave himself a warning. This is the final and current voicemail greeting associated with the ARG phone number. Alex, this is... Alex. Don't come to Edwards Island. Whatever you do, don't come here. You stay home. Stay safe. All recordings containing Alex's dialogue were found to have been taken from New Game+, which was released on May 31, 2019. Later, Xray continued to interact with users from time to time to convey information about object retrievals. Secret alternative PS4 trailer YouTuber Jesse Cox made a Reddit post on May 7 in which he linked a YouTube video in which he described a mysterious email he received from Night School Studio. When Jesse opened the email, all inside was a Google document called xray9169363733. The document included a PS4 trailer. At the end of the trailer, on the screen On the day of publication, several letters were highlighted in red, including the elements surrounding the URL (www. and .com): I, A, S, A, S, D, R, D, E, W, N, D. When the letters are rearranged, they are written: WWW.EDWARDSISLAND.COM The website contains an audio clip embedded in World War II radio frequencies, Morse code and magnetophony theme (repeated during time loops). The Morse code in the audio clip reads DONT LISTEN TO ALEX TELL XRAY IT TIME TO GO when played in reverse. This post is in response to voicemail greetings updated on the same day from Alex, who told himself not to lose out on Edwards Island. In addition to sound, the page consists only of a note that Alex supposedly wrote. Multiple fragments of the note are censored. When the page section is checked, the alternative text in the image reads on 108 101 97 118 101 32 112 111 115 115 105 98 108 101, which means LEAVE POSSIBLE by converting ASCII numbers (Translation Tip: If you are using an online converter, make sure you add 0 before each two-digit value (Ex: 97 comes in 097, which stands for letter A)). Solution Several of Xray's encrypted messages throughout the ARG were omitted from the following list of letters: D, I, E, L, N, I, A, I, W, R, M, R, S. When it rearranges, the result was the phrase MILNER IS WARD. This was the final solution that led to the final stage of the ARG, which again picked up the target. When this phrase was tweeted on Xray in response to the final encrypted message, Xray retweeted it, solving the virtual section ARG. This solution meant that Oxenfree's Fort Milner matched Fort Ward in Bainbridge Island, WA, the final location of the item. In addition, after numerous tweets were removed, the two remaining ferries were Tacoma (Snowy Mountain) and Wenatchee (a river flowing from the canyon), and the remaining batteries were Battery Thornburgh, Battery Vinton and Battery Mitchell, all connected to Fort Ward. Object retrieval instructions from 8:13 p.m. to 8:22 p.m. PST, after a tweet that read Good Work, everyone., Twitter began giving instructions on how to retrieve the item. It's (almost) time to go. Choose a date and collect your party. A snowy mountain and a river flowing from the canyon will take you to Thornburgh-Vinton-Mitchel. But Fort Ward is just a public area, and there's nothing to find yet. The exact location will not be revealed until the day of travel and only for the traveller. And finally, at 8.22pm PST: But there's also something for everyone who participated, whether you go or not. Search When the members of the Discord server chose 11.6. On The 11th team headed to Bainbridge Island, WA, and was www.edwardsisland.com tips through The New Year he was led to Battery Thornburgh. In the battery, they uncovered an object that was a World War II-esque gas victim first aid kit containing a music box and two tapes of music from the official soundtrack of Lost and The Beach, 7AM Oxenfree. After the object was found, SCNTFC released a video on June 11, 2016 showing a music box being demonstrated. CptDamien also released a video of the item's unveiling on June 11, 2016. In addition to this, 16 letters were found in the item, written from Alex to several recipients. A document containing pictures and transcripts of the letters can be found here. In the final phase of the ARG, it was decided who the final holder of the object would be. After the group vote, it was decided that the item would be sent to Alex (aka Void Mom/timeloops), the creator of the Discord server, for his input and influence during the ARG. The item was delivered to him over the next few days after retrieval and lives with him to this day. On June 27, 2016, Koots released a short video of the Bainbridge Island expedition. On August 1, 2016, CptDamien published a full-length documentary on ARG events. 2016.

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