I'm not a bot

THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages, or may not be appropriate for viewing at work: Some Nudity or Sexual Content, Frequent Violence or Gore, General Mature Content There are two Endings for Metro 2033, two endings for Metro: Last Light, and two endings for Metro Exodus, both based on the moral choices that the player makes throughout the game. There is no telling how many moral points are required to get the good ending since the statistics are hidden; however, making wrong choices, killing surrendering NPC's, stealing, or going loud in the levels that require stealth will likely cause the player to not gain enough moral points to trigger the good ending. To receive this ending, the player must acquire enough positive moral points for Artyom to awaken from his dream sequence in time to stop the missiles from destroying the Dark Ones "city" (nest) at Botanicheskiy Sad. The bad ending in Metro Exodus isn't desirable for most players; however, you may want to replay the game and get a different ending than last time. You can unlock the bad ending very easily; all you have to do is allow two out of three of the following characters to die; Damir, Alyosha, and Duke. Metro: Last Light is a direct sequel to Metro 2033 and therefore the second installment of the Metro series, which now extends to four releases (2033, Last Light, Redux, and Exodus). Is Metro: Last Light bad ending canon? The other ending is the bad ending, is called "C'est La Vie", is non-canon, and like the rest of the game is suitably grim and a little depressing. Like the previous Metro game, the ending you unlock is based on a hidden moral point system that builds up in the background as you go through the story. Which metro ending is canon? As the realization dawns on Artyom, so does the fact that he cannot do anything to stop the missiles, as they are a last thought going through his head. The 'Ranger' ending is considered the canonical ending, as it is very similar to the novel. Will there be a Metro 4? The fourth Metro game is currently in development for PC, PS5, and Xbox Series X/S. Is Artyom from Metro mute? In the video games, Artyom is depicted as a silent protagonist and a blank slate for the player. Most of the game is narrated by Artyom with voice-overs during the loading periods. Outside of the narrations, Artyom is nearly always silent and (in many ways) mysterious. Artyom is now 24 years old. How many endings are in Metro 2033? There are two Endings for Metro 2033, two endings for Metro: Last Light, and two endings for Metro Exodus, both based on the moral choices that the player makes throughout the game. Do your choices matter in Metro 2033? There is no telling how many moral points are required to get the good ending since the statistics are hidden; however, making wrong choices, killing surrendering NPC's, stealing, or going loud in the levels that require stealth will likely cause the player to not gain enough moral points to trigger the good ending. Is the bad ending of Metro 2033 canon? Metro 2033's bad ending is canon by the way since they decided to follow the book ending so the sequel would be Artyom trying to get redemption for his mistake. Can you save the guy on the cart Metro 2033? It's impossible to save the Riga merchant. The Riga merchant gives the player a good overview of the current state of affairs in the metro. He mentions Hansa tightening its borders and fighting between the Reich and the Red Line escalating. Can you beat Metro 2033 without killing anyone? Some moral points can be earned for making it through certain sections without killing but not that many, you can still get the good ending while killing most human enemies. Depends on the person, if they're hostile, they can be killed. Can you keep Artyom alive? Artyom drives to the train tracks and is rescued by the other Rangers, who keep him alive through blood transfusions. Which is better Metro Last Light or 2033? Metro 2033 and Metro Last Light are both excellent games, but they have different strengths and weaknesses. Metro 2033 is a more linear game with a stronger focus on atmosphere and horror. Metro Last Light is a more open-ended game with a stronger focus on action. Do Artyom and Anna have a baby? Artyom's Son is a character in Metro: Last Light, seen only in the C'est la Vie ending. Artyom conceived him with Anna in 2034 during quarantine in Oktyabrskaya – thinking they were going to die from a virus, the two grew intimate before Artyom left to find the Baby Dark One. Is Artyom a good guy? Artyom is revealed to be a sentimental and kind person. As seen at the beginning of the game in Sparta, Artyom still keeps in his room at D6 his postcards, Hunter's dog tags, and his guitar. Who betrayed Artyom in Metro: Last Light? Major Pavel Igorevich Morozov (Russian: Павел Игоревич Морозов) is a Red Line soldier and the secondary antagonist in Metro: Last Light. He is also a playable character in the Chronicles Pack DLC, where his mission is to go back to the Red Line after his quarrel with Artyom in Venice. Is Metro Redux just a remaster? THE COMPLETE REMASTERED SAGA: METRO REDUX Metro Redux is the ultimate double game collection, including the definitive versions of both Metro 2033 and Metro: Last Light, each rebuilt in the latest and greatest iteration of the 4A Engine for next-gen consoles and PC. Is Metro Exodus a sequel to Metro 2033? Metro: Exodus is the third installment in the Metro video game series based on Dmitry Glukhovsky's novels. The story follows up 2010's Metro 2033 and 2013's Metro: Last Light. 4A Games unveiled Metro: Exodus at Microsoft's E3 2017 press conference on June 11, 2017, with a planned release for Fall 2018. Is Metro Exodus after Metro 2033? Ukrainian studio 4A Games created the original novel's video game adapatation Metro 2033, followed by Metro: Last Light and Metro Exodus. All of the Metro stories share the same setting – the fictional universe of Glukhovsky's novels. Is Artyom's Death canon? Bad Ending Again, this is also considered by the timeline of the Metro series to be non-canon. In this ending Artyom detonates the explosives in D6, closing his eyes solemnly as the entire place starts to detonate. Is Artyom mute? Outside of the narrations, Artyom is nearly always silent and (in many ways) mysterious. What is the real ending of Metro 2033? Metro 2033 It simply ends in Artyom, having faced and killed the Dark Ones in a mental battle, coming out of the dream, and sitting back to watch as Botanicheskiy Sad (Botanical Gardens) is bombarded by missiles. Attention! Spoiler ahead!This article contains plot information that may spoil major story aspects for the reader. Read at your own risk! There are two Endings for Metro 2033, two endings for Metro: Last Light, and two endings for Metro Exodus, both based on the moral choices that the player makes throughout the game. For Metro 2033, there is an "Enlightened" ending, where Artyom makes a decision of saving or destroying the Dark Ones, and a "Ranger" ending, where Artyom simply destroys them by the orders of Hunter. In Metro: Last Light, there is the "C'est La Vie" ending, in which Artyom and the Rangers sacrifice themselves and D6 to save the metro, and a "Redemption" ending, in which the Baby Dark One brings the surviving Dark Ones to help save Artyom and the Rangers by turning the tide of the battle. In Metro Exodus, there is the "Your Destination" ending, where Artyom lives and becomes the new leader of both the Order and a new community at Lake Baikal, and the "Eternal Voyage" ending, where Artyom dies of radiation poisoning. In the Novel[] See also: Metro 2033 (Novel) In the Metro 2033 novel, Artyom realizes that the Dark Ones are not as hostile as he had originally thought, and actually would assist humans in surviving the harshness of metro life, as they were —as the book says— "someone who could help establish communications between their deaf and blind elder brothers – with people". As the realization dawns on Artyom, so does the fact that he cannot do anything to stop the missiles, as they are a last thought going through his head. The 'Ranger' ending is considered the canonical ending, as it is very similar to the novel. Metro 2033[] Ranger – Destroy the Dark Ones[] " A wise man once said, "He who leads a war for the love of his fellow man, will defeat his enemies." I led my war protecting my family and friends, protecting my home - the Metro. We had won. But to this day I wonder: When we burned the Dark Ones from the face of the earth, was something lost as well...? „ — Artyom's Concluding Words If Artyom does not obtain enough positive moral points for the Enlightened ending, or decides to not shoot the guidance system, the Ranger ending will be shown. It simply ends in Artyom, having faced and killed the Dark Ones in a mental battle, coming out of the dream, and sitting back to watch as Botanicheskiy Sad (Botanical Gardens) is bombarded by missiles. The game ends with a short glimpse of Artyom's face as he watches the earth being scorched for a second time. Artyom's monologue shows his conviction that he had destroyed the Dark Ones out of the love for his fellow men – yet is already beginning to doubt his actions. Enlightened – Spare the Dark Ones[] The contents of this section are non-canonical.Due to either narrative retcon or other continuity changes, the contents of this section are no longer considered part of the main Metro 2033 canon. " H.G. Wells once wrote, "If we don't end wars, wars will end us.". And somehow, I stopped my war. At the time, I couldn't say what had made me spare the Dark Ones. But, I came to realize that the strange visions that haunted my journey were their attempts to reach out to us. I don't know if I was the first to communicate with them, but I will not be the last. And the future--our future--stretches before us like an endless Metro tunnel. „ — Artyom's Concluding Words If Artyom obtains enough positive moral points for the Enlightened ending, then instead of allowing the guidance system on top of the tower to guide the missiles and ultimately destroy the Dark Ones, Artyom awakens several seconds earlier, and the player is presented a choice. As Artyom comes out of the dream, a quote from Khan is heard, and he sees the Dark One lying below the guidance system, reaching for it, trying to stop it - all the while still repeating the message of: "...we want peace...". The player then has about 20 seconds to make the choice in destroying the guidance system and stop the missile strike. In it, the Dark Ones of the surface praise Artyom's wisdom and mercy – Artyom's own monologue giving hint as to his own feelings of how war had already destroyed the world once, and he was not ready for it to do so again. Concluding that the future of humanity, and the Dark Ones, stretches beyond them – like an endless metro tunnel. This ending is apparently no longer considered part of the Metro 2033 canon, as Metro: Last Light (and the novel, Metro 2034) picks up after the Ranger ending. Video, English dub[] English / Russian Differences[] The English version of the Enlightened ending has no last phrase: "И может быть, однажды, мы заслужим свет в конце этого тоннеля" — "And maybe, someday, we will deserve the light at the end of this tunnel". In the Russian version, this phrase is spoken, but not subbed, making this near-last sentence almost forgotten. Similarly, the English version of the Ranger ending has a last phrase - beginning from "But to this day I wonder" - that doesn't exist in the Russian version. H.G. Wells is not mentioned in the Russian version. Instead "A wise man once said" is used in both endings. Metro: Last Light[] Contrary to Metro 2033, in Metro: Last Light, many fans believed that both endings were good, in-part because the "C'est la Vie" ending had a far more heroic spin to it than the Ranger ending did. It is possible to know which ending will occur at the end of the Polis level, just before the end of the level. As Artyom and the Baby Dark One board the train in Polis to D6 and Anna stares at Artyom, the Baby Dark One will say that he will ask his kin to aid the Rangers in the battle if enough moral points have been earned. If not, he will say that he has to save his family. C'est la Vie[] In the standard, or "bad" ending to Metro: Last Light, "C'est la Vie", the Rangers are overrun by the Red Army. Miller, down for the count, is approached by a gloating Korbut, who then turns to address Artyom. It is too late however, as Artyom, ordered by Miller, engages D6's self-destruct system. In the final cutscene, Artyom stands alone on the platform and closes his eyes as the explosion begins. In a tunnel vision, Artyom sees the saluting Rangers, flashes of his childhood, Anna, the saluting visages of Hunter, Uhlman, Khan, Miller, Alex, and, apparently, Bourbon, too. His mother's words, "don't be afraid, there's nothing to be afraid of now" echoes in his head as D6 detonates. The Red Army, trapped and panicked, breaks rank as fire tears through their numbers and engulfs Metro 2 in an inferno. The scene cuts to years later, with Anna giving the story to her and Artyom's son, about how his father saved the Metro. When prompted, she speaks of Artyom's bravery, and of the leaving of the Dark Ones and their promised return one day. Redemption[] In this ending, just before Artyom sets off the explosives to destroy D6, the baby Dark One stops him. He and his kin (the Dark Ones trapped in D6) save Miller, Artyom, and the rest of the Rangers, before killing the Red Army by hypnotizing them into attacking each other. Afterwards, Korbut is personally torn apart by the little Dark One. The Dark Ones are shown materializing near all the Reds, usually with one or two hands out reaching towards their targets. After this, several scenes play in a spinning metro tunnel cutscene section, with Artyom, in narration, providing more information about the aftermath of the victory against the Reds. Uhlman is revealed to have died, "like most of the Spartans". Miller is then shown in a wheelchair having lost his feet in D6's defense, and is revealed to have taken charge of the Polis guards. Next, Artyom says that Khan just disappeared after the battle. Artyom then says that Khan once told him that, "What if this little Dark One is the last of the angels sent to save us?" He then expresses that, "The fact that the little one came back and brought his kin... Maybe that was the pardon and salvation... For me... For the Order... For all of us in the Metro? The last light of hope in this kingdom of darkness. Artyom is then in a field with the Baby Dark One and the other Dark Ones. The Baby Dark One tells him that it will be better if they go away, but that they will come back one day. Artyom then expresses that he knows that they will meet again, and that he thinks they really were sent to save them, "Maybe we did earn forgiveness." This ending is considered canon as Metro 2035 and Metro Exodus follow this ending. English/Russian Differences[] Korbut says different reasons for D6 defence: in English he asks whether it was for Polis station or the Council, and in Russian he states that is was stupid stubbornness. Next phrase: English states "All are cleansed by the fires of Revolution!", while Russian proclaims widespread saying that "Revolution will justify everything". In "C'est la Vie" mother says "there's nothing to be afraid of now" in English and "there's nothing to be afraid, my dear" in Russian. Metro Exodus[] Your Destination[] In this ending, Artyom secures the cure for Anna and nearly dies from Novosibirsk's radiation, but Miller arrives at the last moment and sacrifices himself by giving Artyom his dose of the anti-radiation drug. Artyom drives to the train tracks and is rescued by the other Rangers, who keep him alive through blood transfusions. As Artyom lapses in and out of consciousness, he dreams of Miller, who leads him through a metro tunnel with a bright light at the end. This light is revealed to be a hill overlooking Lake Baikal. Miller explains how he had been too afraid to leave Moscow, too attached to his rank and position as the leader of the Order. He also blames himself for what happened to Anna due to his false belief Russia had been under NATO occupation. Anna then appears and begs Artyom not to leave her. Miller asks Artyom to stay with his daughter, and that his body be buried at Lake Baikal. He also asks Artyom to become leader of the Order, and not to forget that the Order was created to save people. Bidding him farewell, Miller vanishes and Artyom wakes up. Anna survives, and the crew bury her father on the shores of Lake Baikal, where they found a new community, with Artyom voted by the rest of the crew to be the new leader of the Order. Citing the deceased Miller's words, indicating the Order still intends to help people in Moscow. Eternal Voyage[] Artyom and Miller die from the radiation in Novosibirsk after finding the cure for Anna. Artyom is still rescued but succumbs to his radiation poisoning when there are not enough donors to give him blood. After he finally passes, he wakes up on a dark version of the Aurora, in his room. He is greeted by a shadow of the late Eugine from Exhibition, giving him a hard time about making him wait. A child is heard running down the passenger car and Artyom follows. This child might be Artyom as a child looking for his mother. He meets a shadow of Bourbon in the Kitchen, where Bourbon has a few comments to make. He continues into the Bridge where he meets a shadow of Khan. Khan seems to be reaching out to Artyom from the land of the living, and says that Artyom will be on the train forever and that he will give everyone in Exhibition Artyom's regards, bidding goodbye. Miller barges into the bridge spouting bravado and comments on seeing something strange in the distance. He and Artyom stop the train at a white train station, where Artyom finds a postcard of Lake Baikal and the Aurora leaves him behind. While Anna is still saved, she is deeply saddened by the loss of both her father and Artyom. The game ends with Miller and Artyom being buried on the shores of Lake Baikal (in the same place as shown in the postcard) while the remaining Rangers fire a three-volley salute. Moral Points[] Throughout the game the player will be given chances to obtain moral points, which accumulate to determine the ending that will be played. These moral points can be anywhere from giving ammunition to the poor, talking to certain people, doing what certain people ask, moving towards the dark ones in dreams, not stealing ammunition and supplies, etc. The screen will flash a bright blue and the player will hear water dripping whenever they acquire a positive moral point. When a negative moral point is acquired, a darker sound can be heard and the screen will drop in color and lighting for a moment. Negative points can also counteract the positive points, if for example Artyom refuses to help people, a negative point will be obtained. Other ways to gain negative points are to steal, to not listen to certain NPCs, disturbing the ghosts in Metro 2033 - shooting them, attacking a child while in the dream on Dead City 1, not listening to Bourbon when he tells Artyom to hide, shooting at non-aggressive or otherwise neutral mutants, etc. [] Metro 2033[] Enlightened 20 Find the truth. If It's Hostile, You Kill It 20 Become a true ranger. Metro: Last Light[] C'est la Vie (Achievement) / 80 Destroy D6. Redemption (Achievement) / 100 Save D6. Metro Exodus[] Eternal Voyage / 40 Save Anna by paying the ultimate price. Your Destination / 60 Assume command of the Order. Trivia[] Metro 2033[] Khan will drop hints to Artyom to be especially careful of the moral behavioural choices he makes throughout the game, most notably during their encounter at Sparta. If one listens to some of the conversations by the Nazis, they can hear one Nazi speak about a legend that the Dark Ones only want peace with the humans. The story of Metro: Last Light confirms that the Ranger ending was the canon choice for Metro 2033. In the "Enlightened" ending, if the player decides to save the Dark Ones and shoot down the guidance system, though accidentally shoots at the dark one lying on the steps, they can simply walk up to the guidance system and push it down using the "Interact" button. Metro: Last Light[] "C'est La Vie" means "That's life!" or "Such is life!" or "It is what it is!" in French. It's sometimes used as an expression to say that life is harsh but that one must accept it. Hunter, along with Khan, Uhlman, and Melnik can be seen giving Artyom an honor at the end of the "C'est la Vie" ending. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. 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By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. There are two Endings for Metro 2033, two endings for Metro: Last Light, and two endings for Metro Exodus, both based on the moral choices that the player makes throughout the game. At the end of Black Station, when Artyom blacks out, you can run towards the garage to escape, or towards the silhouette. Neither choice is incorrect, but to leave the Alternate Ending open as an option, head towards the silhouette and listen to Khan's spiel. You will need to preform morally good actions to obtain the good ending. This achievement is for the good ending. You will know if you have the good ending if at the end you regain control of your character and are able to shoot the laser targeting system. There is no telling how many moral points are required to get the good ending since the statistics are hidden; however, making wrong choices, killing surrendering NPC's, stealing, or going loud in the levels that require stealth will likely cause the player to not gain enough moral points to trigger the good ending. Metro 2033's bad ending is canon by the way since they decided to follow the book ending so the sequel would be Artyom trying to get redemption for his mistake. What is the real ending of Metro 2033? Metro 2033 It simply ends in Artyom, having faced and killed the Dark Ones in a mental battle, coming out of the dream, and sitting back to watch as Botanicheskiy Sad (Botanical Gardens) is bombarded by missiles. How old is Artyom in Metro 2033? The protagonist of the novel is a 24-year-old man named Artyom who was born before the nuclear war. He was saved from a horde of carnivorous rats that killed his mother and the inhabitants of his station as a baby by Sukhoi, a military officer. Which endings are canon Metro? First off there is the good ending, which is called "Redemption" and is considered the canon finale in both the game series and the follow-up Metro: 2035 book. The other ending is the bad ending, is called "C'est La Vie", is non-canon, and like the rest of the game is suitably grim and a little depressing. Can you beat Metro 2033 without killing anyone? Some moral points can be earned for making it through certain sections without killing but not that many, you can still get the good ending while killing most human enemies. Depends on the person, if they're hostile, they can be killed. Is Artyom mute in Metro 2033? Metro 2033 In the video games, Artyom is depicted as a silent protagonist and a blank slate for the player. Most of the game is narrated by Artyom with voice-overs during the loading periods. Outside of the narrations, Artyom is nearly always silent and (in many ways) mysterious. Artyom is now 24 years old. Is Artyom a mute? In the video games, Artyom is depicted as a silent protagonist and a blank slate for the player. Most of the game is narrated by Artyom with voice-overs during the loading periods. Outside of the narrations, Artyom is nearly always silent and (in many ways) mysterious. Artyom is now 24 years old. How did Artyom survive D6? In this ending, just before Artyom sets off the explosives to destroy D6, the baby Dark One stops him. He and his kin (the Dark Ones trapped in D6) save Miller, Artyom, and the rest of the Rangers, before killing the Red Army by hypnotizing them into attacking each other. Is Metro Last Light a sequel to Metro 2033? Metro: Last Light is a direct sequel to Metro 2033 and therefore the second installment of the Metro series, which now extends to four releases (2033, Last Light, Redux, and Exodus). Will there be a metro 4? The fourth Metro game is currently in development for PC, PS5, and Xbox Series X/S. What happens if you save Pavel? Artyom is given the choice to either save Pavel from the damned souls or leave him to his fate. If Pavel is saved, Artyom places a filter on Pavel's mask, and he will gain positive moral points. The watching Dark One comments that it now knows forgiveness, and that Pavel will live. If Pavel is abandoned, he will die. How do you get the enlightened ending in Metro 2033? To receive this ending, the player must acquire enough positive moral points for Artyom to awaken from his dream sequence in time to stop the missiles from destroying the Dark Ones "city" (nest) at Botanicheskiy Sad. Can you keep Artyom alive? Artyom drives to the train tracks and is rescued by the other Rangers, who keep him alive through blood transfusions. Does killing matter in Metro 2033? Killing general enemies does not affect your ending in any way. To get the good ending, you must have a certain amount of moral points by the end of the game. Killing certain characters will take away some of your points, which can prevent you from getting the good ending, that's all. Do your choices matter in Metro 2033? There is no telling how many moral points are required to get the good ending since the statistics are hidden; however, making wrong choices, killing surrendering NPC's, stealing, or going loud in the levels that require stealth will likely cause the player to not gain enough moral points to trigger the good ending. Is Artyom's Death canon? Bad Ending Again, this is also considered by the timeline of the Metro series to be non-canon. In this ending Artyom detonates the explosives in D6, closing his eyes solemnly as the entire place starts to detonate. Is Artyom in last light? Metro: Last Light is a 2013 first-person shooter video game developed by 4A Games and published by Deep Silver. A sequel to the video game Metro 2033 and the second installment in the Metro series, its story follows Artyom, a young soldier living in the Moscow Metro after a devastating nuclear war. Is there DLC for Metro 2033? Downloadable Content was released for the original versions of Metro 2033 and Last Light. It was later included in the Redux versions at no additional cost. Two DLCs are also available for Metro Exodus. Why does Artyom not talk? YOU are artyom and artyom is you.. they don't want to create dialog for you, they want you to create your own story in your head of what you would say.. It is designed that way. This isn't new, a lot of games do it. Did Artyom and Anna have a baby? With the release of Metro Redux it seems as though the Redemption ending is canon, as the main menu of Metro 2033 Redux appears to show an older Artyom at his desk with Anna pacing around the room and their son running around in circles. In Metro 2035, Artyom and Anna are a married couple, but they do not have a son. Do Artyom and Anna have a baby? Artyom's Son is a character in Metro: Last Light, seen only in the C'est la Vie ending. Artyom conceived him with Anna in 2034 during quarantine in Oktyabrskaya – thinking they were going to die from a virus, the two grew intimate before Artyom left to find the Baby Dark One. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages, or may not be appropriate for viewing at work: Some Nudity or Sexual Content, Frequent Violence or Gore, General Mature Content Attention! Spoiler ahead!This article contains plot information that may spoil major story aspects for the reader. Read at your own risk! 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In the Novel[] See also: Metro 2033 (Novel) In the Metro 2033 novel, Artyom realizes that the Dark Ones are not as hostile as he had originally thought, and actually would assist humans in surviving the harshness of metro life, as they were —as the book says— "someone who could help establish communications between their deaf and blind elder brothers – with people". As the realization dawns on Artyom, so does the fact that he cannot do anything to stop the missiles, as they are a last thought going through his head. The 'Ranger' ending is considered the canonical ending, as it is very similar to the novel. Metro 2033[] Ranger – Destroy the Dark Ones[] " A wise man once said, "He who leads a war for the love of his fellow man, will defeat his enemies." I led my war protecting my family and friends, protecting my home - the Metro. We had won. But to this day I wonder: When we burned the Dark Ones from the face of the earth, was something lost as well...? „ — Artyom's Concluding Words If Artyom does not obtain enough positive moral points for the Enlightened ending, or decides to not shoot the guidance system, the Ranger ending will be shown. It simply ends in Artyom, having faced and killed the Dark Ones in a mental battle, coming out of the dream, and sitting back to watch as Botanicheskiy Sad (Botanical Gardens) is bombarded by missiles. The game ends with a short glimpse of Artyom's face as he watches the earth being scorched for a second time. Artyom's monologue shows his conviction that he had destroyed the Dark Ones out of the love for his fellow men – yet is already beginning to doubt his actions. Enlightened – Spare the Dark Ones[] The contents of this section are non-canonical.Due to either narrative retcon or other continuity changes, the contents of this section are no longer considered part of the main Metro 2033 canon. " H.G. Wells once wrote, "If we don't end wars, wars will end us.". And somehow, I stopped my war. At the time, I couldn't say what had made me spare the Dark Ones. But, I came to realize that the strange visions that haunted my journey were their attempts to reach out to us. I don't know if I was the first to communicate with them, but I will not be the last. And the future--our future--stretches before us like an endless Metro tunnel. „ — Artyom's Concluding Words If Artyom obtains enough positive moral points for the Enlightened ending, then instead of allowing the guidance system on top of the tower to guide the missiles and ultimately destroy the Dark Ones, Artyom awakens several seconds earlier, and the player is presented a choice. As Artyom comes out of the dream, a quote from Khan is heard, and he sees the Dark One lying below the guidance system, reaching for it, trying to stop it - all the while still repeating the message of: "...we want peace...". The player then has about 20 seconds to make the choice in destroying the guidance system and stop the missile strike. In it, the Dark Ones of the surface praise Artyom's wisdom and mercy – Artyom's own monologue giving hint as to his own feelings of how war had already destroyed the world once, and he was not ready for it to do so again. Concluding that the future of humanity, and the Dark Ones, stretches beyond them – like an endless metro tunnel. This ending is apparently no longer considered part of the Metro 2033 canon, as Metro: Last Light (and the novel, Metro 2034) picks up after the Ranger ending. Video, English dub[] English / Russian Differences[] The English version of the Enlightened ending has no last phrase: "И может быть, однажды, мы заслужим свет в конце этого тоннеля" — "And maybe, someday, we will deserve the light at the end of this tunnel". In the Russian version, this phrase is spoken, but not subbed, making this near-last sentence almost forgotten. Similarly, the English version of the Ranger ending has a last phrase - beginning from "But to this day I wonder" - that doesn't exist in the Russian version. H.G. Wells is not mentioned in the Russian version. Instead "A wise man once said" is used in both endings. Metro: Last Light[] Contrary to Metro 2033, in Metro: Last Light, many fans believed that both endings were good, in-part because the "C'est la Vie" ending had a far more heroic spin to it than the Ranger ending did. It is possible to know which ending will occur at the end of the Polis level, just before the end of the level. As Artyom and the Baby Dark One board the train in Polis to D6 and Anna stares at Artyom, the Baby Dark One will say that he will ask his kin to aid the Rangers in the battle if enough moral points have been earned. If not, he will say that he has to save his family. C'est la Vie[] In the standard, or "bad" ending to Metro: Last Light, "C'est la Vie", the Rangers are overrun by the Red Army. Miller, down for the count, is approached by a gloating Korbut, who then turns to address Artyom. It is too late however, as Artyom, ordered by Miller, engages D6's self-destruct system. In the final cutscene, Artyom stands alone on the platform and closes his eyes as the explosion begins. In a tunnel vision, Artyom sees the saluting Rangers, flashes of his childhood, Anna, the saluting visages of Hunter, Uhlman, Khan, Miller, Alex, and, apparently, Bourbon, too. His mother's words, "don't be afraid, there's nothing to be afraid of now" echoes in his head as D6 detonates. The Red Army, trapped and panicked, breaks rank as fire tears through their numbers and engulfs Metro 2 in an inferno. The scene cuts to years later, with Anna giving the story to her and Artyom's son, about how his father saved the Metro. When prompted, she speaks of Artyom's bravery, and of the leaving of the Dark Ones and their promised return one day. Redemption[] In this ending, just before Artyom sets off the explosives to destroy D6, the baby Dark One stops him. He and his kin (the Dark Ones trapped in D6) save Miller, Artyom, and the rest of the Rangers, before killing the Red Army by hypnotizing them into attacking each other. Afterwards, Korbut is personally torn apart by the little Dark One. The Dark Ones are shown materializing near all the Reds, usually with one or two hands out reaching towards their targets. After this, several scenes play in a spinning metro tunnel cutscene section, with Artyom, in narration, providing more information about the aftermath of the victory against the Reds. Uhlman is revealed to have died, "like most of the Spartans". Miller is then shown in a wheelchair having lost his feet in D6's defense, and is revealed to have taken charge of the Polis guards. Next, Artyom says that Khan just disappeared after the battle. Artyom then says that Khan once told him that, "What if this little Dark One is the last of the angels sent to save us?" He then expresses that, "The fact that the little one came back and brought his kin... Maybe that was the pardon and salvation... For me... For the Order... For all of us in the Metro? The last light of hope in this kingdom of darkness. Artyom is then in a field with the Baby Dark One and the other Dark Ones. The Baby Dark One tells him that it will be better if they go away, but that they will come back one day. Artyom then expresses that he knows that they will meet again, and that he thinks they really were sent to save them, "Maybe we did earn forgiveness." This ending is considered canon as Metro 2035 and Metro Exodus follow this ending. English/Russian Differences[] Korbut says different reasons for D6 defence: in English he asks whether it was for Polis station or the Council, and in Russian he states that is was stupid stubbornness. Next phrase: English states "All are cleansed by the fires of Revolution!", while Russian proclaims widespread saying that "Revolution will justify everything". In "C'est la Vie" mother says "there's nothing to be afraid of now" in English and "there's nothing to be afraid, my dear" in Russian. Metro Exodus[] Your Destination[] In this ending, Artyom secures the cure for Anna and nearly dies from Novosibirsk's radiation, but Miller arrives at the last moment and sacrifices himself by giving Artyom his dose of the anti-radiation drug. Artyom drives to the train tracks and is rescued by the other Rangers, who keep him alive through blood transfusions. As Artyom lapses in and out of consciousness, he dreams of Miller, who leads him through a metro tunnel with a bright light at the end. This light is revealed to be a hill overlooking Lake Baikal. Miller explains how he had been too afraid to leave Moscow, too attached to his rank and position as the leader of the Order. He also blames himself for what happened to Anna due to his false belief Russia had been under NATO occupation. Anna then appears and begs Artyom not to leave her. Miller asks Artyom to stay with his daughter, and that his body be buried at Lake Baikal. He also asks Artyom to become leader of the Order, and not to forget that the Order was created to save people. Bidding him farewell, Miller vanishes and Artyom wakes up. Anna survives, and the crew bury her father on the shores of Lake Baikal, where they found a new community, with Artyom voted by the rest of the crew to be the new leader of the Order. Citing the deceased Miller's words, indicating the Order still intends to help people in Moscow. Eternal Voyage[] Artyom and Miller die from the radiation in Novosibirsk after finding the cure for Anna. Artyom is still rescued but succumbs to his radiation poisoning when there are not enough donors to give him blood. After he finally passes, he wakes up on a dark version of the Aurora, in his room. He is greeted by a shadow of the late Eugine from Exhibition, giving him a hard time about making him wait. A child is heard running down the passenger car and Artyom follows. This child might be Artyom as a child looking for his mother. He meets a shadow of Bourbon in the Kitchen, where Bourbon has a few comments to make. He continues into the Bridge where he meets a shadow of Khan. Khan seems to be reaching out to Artyom from the land of the living, and says that Artyom will be on the train forever and that he will give everyone in Exhibition Artyom's regards, bidding goodbye. Miller barges into the bridge spouting bravado and comments on seeing something strange in the distance. He and Artyom stop the train at a white train station, where Artyom finds a postcard of Lake Baikal and the Aurora leaves him behind. While Anna is still saved, she is deeply saddened by the loss of both her father and Artyom. The game ends with Miller and Artyom being buried on the shores of Lake Baikal (in the same place as shown in the postcard) while the remaining Rangers fire a three-volley salute. Moral Points[] Throughout the game the player will be given chances to obtain moral points, which accumulate to determine the ending that will be played. These moral points can be anywhere from giving ammunition to the poor, talking to certain people, doing what certain people ask, moving towards the dark ones in dreams, not stealing ammunition and supplies, etc. The screen will flash a bright blue and the player will hear water dripping whenever they acquire a positive moral point. When a negative moral point is acquired, a darker sound can be heard and the screen will drop in color and lighting for a moment. Negative points can also counteract the positive points, if for example Artyom refuses to help people, a negative point will be obtained. Other ways to gain negative points are to steal, to not listen to certain NPCs, disturbing the ghosts in Metro 2033 - shooting them, attacking a child while in the dream on Dead City 1, not listening to Bourbon when he tells Artyom to hide, shooting at non-aggressive or otherwise neutral mutants, etc. [] Metro 2033[] Enlightened 20 Find the truth. If It's Hostile, You Kill It 20 Become a true ranger. Metro: Last Light[] C'est la Vie (Achievement) / 80 Destroy D6. Redemption (Achievement) / 100 Save D6. Metro Exodus[] Eternal Voyage / 40 Save Anna by paying the ultimate price. Your Destination / 60 Assume command of the Order. Trivia[] Metro 2033[] Khan will drop hints to Artyom to be especially careful of the moral behavioural choices he makes throughout the game, most notably during their encounter at Sparta. If one listens to some of the conversations by the Nazis, they can hear one Nazi speak about a legend that the Dark Ones only want peace with the humans. The story of Metro: Last Light confirms that the Ranger ending was the canon choice for Metro 2033. In the "Enlightened" ending, if the player decides to save the Dark Ones and shoot down the guidance system, though accidentally shoots at the dark one lying on the steps, they can simply walk up to the guidance system and push it down using the "Interact" button. Metro: Last Light[] "C'est La Vie" means "That's life!" or "Such is life!" or "It is what it is!" in French. It's sometimes used as an expression to say that life is harsh but that one must accept it. Hunter, along with Khan, Uhlman, and Melnik can be seen giving Artyom an honor at the end of the "C'est la Vie" ending. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages, or may not be appropriate for viewing at work: Some Nudity or Sexual Content, Frequent Violence or Gore, General Mature Content