

How to Survive the Night: An Until Dawn Complete Walkthrough

If you have ever booted up Supermassive Games' interactive horror story and found yourself frozen by a single wrong choice, you are not alone. Until Dawn is designed to punish hesitation and reward careful observation. Every totem, every butterfly effect notice, every quick-time event can mean the difference between a character living or dying. This is not a game you can breeze through on instinct alone. That is why having a reliable until dawn complete walkthrough matters more than a lucky guess or a fast trigger finger.

I have played through this mountain-set nightmare more times than I care to count, and I have lost characters in ways that still make me wince. One time I thought I was being clever by hiding in a closet, only to have the Wendigo rip the door off its hinges. Another run I trusted a totem pole reading that seemed obvious, and it led me straight into a trap. Over the years I have compiled every clue, every hidden totem, and every branching path into a mental map that I wish someone had handed me on my first playthrough. What follows is that map, shaped by trial and error, offered so you can avoid the worst of the pain.

Understanding the Core Mechanics

Before you even step into the lodge, you need to understand how Until Dawn builds tension. The game runs on a system of choices and consequences. Every dialogue option, every totem you examine, and every item you pick up feeds into the butterfly effect. Small decisions early in the story can close off entire escape routes later. The game also uses a relationship meter between characters. If you neglect someone's trust, they may refuse to help you when a Wendigo is closing in.

The quick-time events are not just window dressing. They demand real attention. Missing a prompt can result in instant death for a character, and the game does not give you second chances. That is why a thorough [until dawn complete walkthrough](#) is not just about telling you which door to open. It is about preparing you for the rhythm of those sequences, the timing of the jumps, and the moments when the camera shifts in a way that hides a critical prompt.

Totems and Their Hidden Messages

One of the most misunderstood systems in the game is the totems. These are not just decorative set pieces. Each totem you find can be examined to reveal a clue about a character's fate or a hidden object's location. The game does not mark totems on your map, so you have to explore every corner of the lodge and the mountain paths. I have found totems

tucked behind furniture, half-buried in snow, and even inside a locked cabinet that required a key from a different chapter.

When you inspect a totem, pay attention to the direction the carvings face and the symbols around the base. These often point toward a nearby item or a safe path. One totem early in the game shows a wolf and a deer. If you follow the deer's gaze, you will find a hidden flare gun that can save a character later. Ignore it, and that character will have no defense during a critical encounter.

Navigating the Sanatorium and the Mines

The sanatorium is one of the most disorienting areas in the game. The hallways loop back on themselves, and the lighting is deliberately poor. My advice is to move slowly and listen. The audio cues in this section are more reliable than the visual ones. You can hear a Wendigo's breathing before you see it, and you can hear a trap door creak before you step on it. Rushing through the sanatorium is a guaranteed way to lose a character.

The mines are even worse. Darkness is your enemy here, but so is your flashlight. Using the flashlight draws attention. I have learned to toggle it on only when I need to read a note or inspect a wall carving. Otherwise, I move in near-darkness, relying on the glow of nearby lanterns. The mines also contain several dead-end drops that look like safe paths. A good until dawn complete walkthrough will mark these traps so you do not fall for them.

Character-Specific Strategies

Not all characters are equal, and not all of them deserve your trust. Mike is a hothead who can get himself killed if you let him take unnecessary risks. Sam is cautious and observant, making her a good choice for exploring dangerous areas. Jessica is reckless but has strong survival instincts in open spaces. Emily is resourceful but tends to panic in confined areas. Knowing who to control during which chapter can save you a lot of reloading.

I have found that the best approach is to rotate your focus. Do not neglect any character for too long, because the game will force you to control someone you have ignored, and you will not know their inventory or their totem clues. Keep a mental note of who has which item. If Matt has the flare gun, do not send him into a dark basement where a flare would be useless. Save him for an outdoor encounter where the flare can blind a Wendigo.

Quick-Time Event Timing

The quick-time events in Until Dawn are not random. They follow a predictable pattern of three beats: a sudden loud noise, a visual flash, and then the prompt. The prompt always appears in the same quarter of the screen for a given character. Mike's prompts appear in the lower left.

Sam's appear in the upper right. Once you learn these positions, you can react faster. I have practiced these sequences enough that my thumb moves to the correct spot before the icon even fully renders.

That said, do not rely solely on muscle memory. The game occasionally throws a curveball by changing the prompt's timing or requiring a different button than expected. Stay alert. If you feel yourself getting complacent, take a breath. Panic leads to missed prompts, and missed prompts lead to death.

Collectibles and Their Real Value

Many players ignore the collectibles, thinking they are just lore filler. They are wrong. Every diary page, every photograph, and every newspaper clipping adds a piece to the mystery. More importantly, some collectibles unlock alternative dialogue options or reveal hidden paths. One photograph in the attic shows a hidden door behind a bookcase. Without that clue, you will never find the emergency exit in the basement during the final chapter.

I make it a habit to search every room thoroughly before moving to the next area. This slows the pace, but it pays off. The game rewards thoroughness with safety. If you rush, you miss clues, and missing clues means you walk into danger blind.

The Final Confrontation

The climax of the game is a test of everything you have learned. You will need to manage multiple characters simultaneously, switching between them as the Wendigo closes in. The key is to have at least one character who has a full inventory of items and a clear path to the exit. Do not hoard items. Use them as soon as they give you an advantage. A flare held too long is a flare wasted.

I have seen players lose the finale because they tried to save everyone at once. Sometimes you have to let one character distract the Wendigo so the others can escape. That is a hard choice, but the game respects it. The ending you get reflects the decisions you made across all eight chapters. There is no single perfect path. The best you can do is make informed choices and hope your preparation carries you through.

This guide is not a substitute for your own instincts, but it is a foundation. Use it to learn the map, the totem placements, and the character dynamics. Then trust yourself when the screen goes dark and the music swells. You have the knowledge. Now go survive the night.