

How to Complete an Until Dawn No Deaths Walkthrough: A Practical Guide

Why a No Deaths Run in Until Dawn Matters

Until Dawn is a game that thrives on tension and consequence. Every choice you make, every butterfly effect trigger, and every quick-time event can mean life or death for one of eight teenagers stranded on Blackwood Mountain. For many players, the goal is simply to survive. But for completionists and trophy hunters, the real challenge is getting everyone out alive. That requires an until dawn no deaths walkthrough that accounts for every totem, every hidden clue, and every split-second decision.

I have spent dozens of hours replaying chapters, testing different dialogue options, and timing QTEs to see exactly where runs fall apart. What I have learned is that a no deaths run is less about being a perfect player and more about knowing the game's logic. Until Dawn does not kill characters randomly. There is a system. Once you understand how that system works, keeping everyone alive becomes a matter of preparation rather than luck.

Understanding the Butterfly Effect System

Until Dawn uses a butterfly effect mechanic where early choices ripple forward to alter later scenes. This is not a gimmick. It directly determines who lives and who dies. For example, if you fail to find a crucial clue in Chapter 2, you might not have the information needed to save someone in Chapter 8. A reliable [until dawn no deaths walkthrough](#) must track these connections.

The game also tracks relationships between characters. If two characters have a low relationship score, they are more likely to make poor decisions under pressure. You cannot just focus on avoiding obvious dangers. You also need to manage how characters feel about each other. That means choosing dialogue options that build trust, even when those options feel counterintuitive in the moment.

Key Decisions That Make or Break a Run

Some decisions are well known. For instance, shooting the squirrel as Chris early in the game seems harmless, but it actually reduces his relationship with another character, which can lead to a fatal outcome later. A thorough until dawn no deaths walkthrough will flag these seemingly minor moments. Here are the most critical decision points I have found:

- The very first choice in the prologue: how you handle the prank determines how Jessica and Emily treat each other for the rest of the game. Keep the prank relatively

light to avoid starting negative momentum.

- Chapter 2: when controlling Mike, do not shoot the squirrel. It is a small action that has a surprisingly large negative effect on Chris's survival chances in the lodge.
- Chapter 4: during the chase sequence with Matt and Emily, always choose to save Emily. Letting her fall might seem like a valid choice, but it damages Matt's relationship with her, which can cause his death later.
- Chapter 6: when Sam is in the mansion, do not turn on the power too early. Wait until the very last moment to flip the switch. Rushing this sequence gets multiple characters killed almost instantly.
- Chapter 8: as Mike in the sanitarium, collect all the clues about Hannah's location. Missing even one means you cannot save her later, which is a common run-ender.

Mastering the QTEs

Quick-time events are the other major source of failure. Until Dawn is generous with checkpoints, but a single missed prompt can still cause a death. The trick is to anticipate when QTEs are coming. The game often gives a second of warning with a change in camera angle or a character's line of dialogue. If you see a character start to run or climb, get your fingers ready.

I have found that sitting upright and keeping both hands on the controller helps. It sounds simple, but many deaths happen because players get too relaxed during slower sections. The QTE windows are short, especially in later chapters when the wendigo chases intensify. If you are following an until dawn no deaths walkthrough, you should know exactly which chapters have the hardest QTEs. Chapter 8 has a notorious sequence where Mike must balance on a beam while being attacked. That one has ended more runs than almost anything else.

Totems and Their Role

The totem poles scattered around the game are not just decoration. They show the outcome of a specific choice before you make it. If you are unsure about a decision, check the nearest totem. It will display a symbol indicating whether that choice leads to death or survival for a given character. This is especially useful for the final chapters where the margin for error is thin.

However, totems only show the immediate consequence of a single choice. They do not show the long-term ripple effects. So while they are helpful, you cannot rely on them alone. A complete strategy still requires knowing the full chain of events from start to finish.

Common Pitfalls and How to Avoid Them

Even experienced players make mistakes. Here are the most common reasons a no deaths run fails, based on my own failed attempts:

- Missing clues in the sanatorium. The clues are easy to overlook because they are small and the environment is chaotic. Go slow and check every desk and shelf.
- Choosing the wrong dialogue option during the interrogation scene with the stranger. If you come across as too aggressive, the stranger withholds information that is needed to save a character later.
- Failing to keep the flame thrower for the final encounter. If you use it too early, you lose your best weapon against the wendigo at the end.
- Not managing the relationship between Matt and Emily. If they are at odds, Matt will abandon Emily during a critical moment, leading to her death.
- Rushing the final sequence in the mine. Patience here is everything. Wait for the right moment to move, and do not panic when the wendigo appears.

Final Thoughts on Execution

A no deaths run is a test of memory and patience more than reflexes. The game gives you all the tools you need to save everyone, but it does not hold your hand. You have to pay attention to dialogue, explore every room, and make choices that sometimes feel wrong in the moment but are correct in the long run.

I have completed three full no deaths runs now, and each one taught me something new. The first run taught me to respect the butterfly effect. The second taught me to slow down during QTEs. The third taught me that relationships matter more than I initially thought. If you are going for this achievement, I recommend playing through once normally to enjoy the story, then using a reference guide for your second playthrough. That way you know what to expect and can focus on the execution.

Until Dawn remains one of the best examples of choice-based horror, and achieving a no deaths ending is deeply satisfying. It proves you can outsmart the game's systems and protect the characters you have grown to care about. If you follow the principles outlined here, you will have a strong foundation for your own successful run.