

I'm not a bot



Until dawn trophy guide and roadmap

Until Dawn PS5 Remaster Trophy Guide & Roadmap: This guide focuses on the entire game walkthrough, including all collectibles and endings. The walkthrough showcases the game from beginning to end with subtitles and background music enabled, along with the end credits. No cutscenes were skipped or edited out. The story timeline is divided into episodes: * Prologue (Last Year): 0:32 * Episode 1 (Memento Mori): 14:32 * Episode 2 (Jealousy): 48:20 * Episode 3 (Isolation): 1:33:31 * Episode 4 (Loyalty): 2:06:13 * Episode 5 (Prey): 2:23:50 * Episode 6 (Vengeance): 3:02:39 * Episode 7 (Violence): 3:36:39 * Episode 8 (Animus): 4:04:42 * Episode 9 (Despair): 4:33:00 * Episode 10 (Repentance): 5:02:18 * Credits: 5:24:51 Trophies unlocked during this playthrough include: 1. Scream Tool: 3:00:44 2. Fatal Grudge: 3:34:40 3. Let Me In: 4:29:29 4. Ashley Snaps: 4:29:34 5. You Let the Wrong One In! : 5:01:24 6. Instant Inferno: 5:24:45 All Collectible Locations consist of 107 spots, divided into: * Clues (77): The Twins (20), 1952 (27), and The Mystery Man (30) * Totems (30): Death, Guidance, Loss, Danger, and Fortune Finding all collectibles will unlock four gold trophies: You Opened Their Eyes, The Fateful Descent, The Tale of Two Sisters, and Night of the Totem Hunter. Until Dawn Collectibles List - Collectibles per Episode: Prologue = 1, Episode 1 = 2, Episode 2 = 18(*20 if you have pre-order DLC), Episode 3 = 10, Episode 4 = 3, Episode 5 = 22, Episode 6 = 10, Episode 7 = 18, Episode 8 = 8, Episode 9 = 9, Episode 10 = 6 The pre-order DLC adds 2 new clues to episode 2 "The Mystery Man #31" & "The Mystery Man #32", but these are NOT required for unlocking the trophy. - Best Ending: To get the best / good game ending in Until Dawn all characters must be alive at the end of the story. There's a secret scene at the very end. Impact on ending or trophy doesn't matter whether you save wolf with Mike or not. Worst Ending - Everyone Dies: All characters must be dead at end of story. See how they died during credits, unlocks "This is THE End" trophy. Simply fail all possible QTEs and get this ending easily. Two characters (Sam and Mike) will always survive until final set of cutscenes in episode 10. Welcome to our Until Dawn Trophy Guide and Walkthrough! Below you'll find all trophies and video guides for Until Dawn. There are only 19 trophies to earn, with a platinum trophy. It's a rather short and easy platinum. Getting every trophy takes around 15 hours. Trophy Difficulty: 2/10, Time to Platinum: 15h, Playthroughs: 1, Trophies: 19 To unlock this platinum trophy, you'll need some dedication. The first trophy is "The Psycho Path" (Sam or Ashley attacked the psycho with a weapon). The rarest trophy is "Night of the Totem Hunter" (The group found all the totems on the mountain), which is ultra rare. Common: 0, Rare: 7, Very Rare: 6, Ultra Rare: 6 Missable: 14, Collectable: 4, Buggy: 1 This classic horror experience offers a thrilling interactive story that keeps you on the edge of your seat. To unlock the platinum trophy, you'll need to make precise decisions and switch between characters to earn various trophies. I'm here to guide you through this process with expert tips and tricks. Once you've completed the game without a guide, focus on preserving all lives and discovering every collectible. Then, proceed to episode 6 and choose to kill all eight teens - the opposite of your first phase. The next step is to complete Instant Inferno, which will lead you to the platinum trophy. Here's some essential information to get started: Until Dawn has an easy platinum road with a straightforward guide. To experience the game naturally, play through it once without guidance. Complete the narrative while keeping everyone alive and discover every collectible before starting your hunt for the platinum. ### Until Dawn offers nine decision-based trophies, some of which must be avoided during the initial step due to their potentially fatal consequences for certain characters. By focusing on the permitted trophies in this step, players can make progress without jeopardizing everyone's lives. The recommended trophies include Scream Tool, The Skilful Wolf Man, and Let Em In. Fatal Grudge Trophy: A Delicate Decision When attempting to earn They All Live, it's crucial not to pursue the Fatal Grudge trophy. Completing this requires shooting Ashley in episode six, leading to a pivotal moment where Chris is left for dead by his own sister. This decision will also unlock Ashley Snaps. The Exorcism Of Emily Trophy: Preventing Disaster To earn The Exorcism Of Emily, it's essential not to prevent Emily from holding the flare gun in episode six. Instead, leave Matt the firearm and navigate through the treacherous sewer scene in episode eight. Here, you'll face a choice that can be made at two different points - either shoot or refrain from shooting Emily. Ashley Snaps Trophy: Letting Chris Down Earning Ashley Snaps is linked to Fatal Grudge; therefore, it's advisable not to attempt this while aiming for They All Live. When Ashley shoots and kills Chris in episode eight, the trophy is awarded. Let The Wrong One In Trophy: Facing Your Fears Attempting to earn They All Live when trying to unlock Let The Wrong One In is counterproductive. However, if you choose to investigate the disturbance in episode nine's sewers, you'll be rewarded with this trophy after opening the trap door, unleashing a deadly creature that will lead to your demise. Let eM In Trophy: A Different Approach To earn Let eM In, it's crucial not to shoot Emily in the basement scene of episode eight. Instead, time out the QTE by doing nothing, allowing you to unlock this trophy without the need for Emily's demise. Instant Inferno Trophy: The Final Piece This trophy is linked to earlier discussions and requires precise timing during the basement scene in episode eight. To earn it, you must successfully complete a series of challenges that will ultimately lead to Ashley Snaps being unlocked. Attempting to earn Instant Inferno shouldn't be a challenge if you're trying to save everyone, as it's a trophy that can be unlocked in the final part of Until Dawn when you're overwhelmed by Wendigos. To do this, Sam needs to remain stationary while waiting for Mike to fix the bulb, then either choose to rescue him or head towards the switch - forgetting about Mike and going for the switch is the correct path. The Tale Of The Two Sisters Grade: Gold Player %. 20.58% can be unlocked by finding all clues in the Twins ClueLine, with more information available in Night Of The Totem Hunter. The Fateful Descent Grade: Gold Player %. 18.82% requires discovering all clues in 1952 ClueLine—again, check Night Of The Totem Hunter for complete details. You Opened Their Eyes Grade: Gold Player %. 18.55% is another trophy best explained in Night Of The Totem Hunter, and it's unlocked by finding all clues in the Mystery Man questline. Four Daughters Of Darkness Grade: Gold Player %. 29.14% involves keeping Ashley, Emily, Jessica, & Sam alive until dawn - more details can be found in They All Live to complete this trophy. They All Live Grade: Gold Player %. 23.53% requires avoiding certain death scenarios throughout the game, where a single decision can seal a character's fate. To help with this, there are specific moments where it seems like one may die but they ultimately survive—here's a list of those situations to keep in mind: Choosing between killing Josh or Ashley during the saw trap sequence with Chris; When Jessica is pulled through the window; When Jessica plummets down the Elevator Shaft, as long as she's alive at that time; Emily will not perish when she's traversing the radio tower; During the scenario where Chris must decide who to shoot. Chris doesn't shoot and kill Ashley in Chapter 6; everyone is still alive. Upon arriving at the lodge, follow the noise, as investigating the trap door will lead to death if Ashley does so first. Josh can stay alive with determination to collect all tattoos. When with Jessica & Matt, hide to keep yourself safe. Afterward, sprint to the exit and stick together. With Sam, stay still when rescuing Mike from the lodge. Choose "Hide" in the lodge to avoid burning everyone alive while escaping. Don't just kill everyone like Rambo; trophy hunting requires finesse. Collect everything before going for death trophies. Avoid picking up the #20 collectible of the Twin's journal. During Chapter 6, attack at the Caribou's ledge and fail the next QTE. This is mandatory. Chris' death will result from shooting Ashley in Episode 6 with Fatal Grudge. Purposefully get Emily bitten while pushing forward to the end. Then take her life in the basement. When sprinting back toward the lodge, deliberately fail to shoot each Wendigo. You will be reunited with Mike and Sam at the lodge. Make sure to remain still, or else Sam's life will be in danger. Mike will sacrifice himself to take down all enemies in the area when he is the last one left. Your goal is to keep Jessica alive by not scaring her to death - a feat that requires a Silver Player percentage of 39.41%. Next up is The Skilful Wolf Man, which demands a Gold Player percentage of 44.02%. This achievement spans Episodes 5-9 and involves interacting with the wolf man at the chapel within the sanatorium. Timing is crucial; if you fail to execute QTEs correctly, the wolf will die. The Scream Tool trophy requires a Silver Player percentage of 53.55% and can be earned by removing the tab from the creepy arm protruding from a box in the sanitorium basement. You'll then have two options: use a machete or cut off your fingers to unlock the achievement. The Psycho Path trophy is another Silver-level achievement that demands a 64.63% Player percentage. You'll have multiple opportunities to attack the Psychopath during Episodes 5-6, and the right decisions will reward you with this achievement. For The Quicker Man trophy, aim for a Gold Player percentage of 26.30%. This one's all about keeping the boys alive - Mike, Chris, Matt, and Josh. Make sure to follow specific instructions to keep them thriving throughout your playthrough. The Night Of The Totem Hunter Grade requires a Gold Player percentage of 18.35%. With 107 collectibles to discover (109 with DLC), enriching the story and providing perspective is crucial. There are four types of collectibles: Twins, Totems, Mystery Man, and 1952. Each type has its own set of challenges. Lastly, achieving the Until Dawn Platinum Trophy requires a 16.97% Player percentage. Congratulations on completing the game - you've earned the title "A Symphony Of Horror"! It's not as straightforward as collecting R2 with every collectible, but there are some tricks to make it simpler. Some objects need rotation to discover them, and you'll have to thoroughly flip through pages, which can lead to collecting multiple items at once. If you accidentally miss any, the chapter select feature is there to help you find them without starting from scratch. Just remember that collectible progress doesn't carry over to new games, so it's best to get everything on your first playthrough with no deaths. This is because finding all collectibles will save Josh and also help keep Jessica or Matt alive until episode 10. Certain actions we discussed earlier are required for specific collectibles, like not shooting the squirrel in chapter 5, which affects the last six collectibles for the Mystery Man found in episode 7. Most decision-based interactive story games aren't too challenging to earn platinum trophies in, and Until Dawn is no exception. It requires awareness but should be easy with online resources, as long as you know when to make the right decisions for your platinum journey. It's not necessary to play the story twice, but chapter selection after completing the main story will help unlock all collectibles accordingly. I recommend playing through without guidance and making your own decisions for a personalized outcome before pursuing platinum. You can replay episodes if needed, but collecting all collectibles can still be tedious. Thankfully, this platinum has nothing complex, and earning it easily requires making the right decisions that affect each character's fate. Some tricky subtleties might waste time if you don't know about them, but they're covered here to save you from frustration. When obtaining the mobile phone, make sure to scroll down entirely in the messages. Disabling side-panel text will also help with clarity when trophy hunting. And remember not to turn left at the end of episode 9; it'll trigger more rocks to fall and make Death Totem 6 a hassle. Keep going forward instead, and you can pick up the totem easily.

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