

How to Get the Until Dawn Epilogue Unlocked Ending: A Complete Walkthrough

If you have played Until Dawn more than once, you already know that the story is built around player choice. Every decision, every clue found, every character who lives or dies shifts the outcome. But there is one version of the ending that many players miss entirely. It is not a secret ending in the usual sense. It requires a very specific set of conditions, and it changes the final cutscene in a way that recontextualizes the entire night. I am talking about the Until Dawn epilogue unlocked ending, and after spending dozens of hours testing different save files, I can tell you exactly what it takes to see it.

What the Epilogue Actually Means

Until Dawn is a game about consequences. The epilogue is not a separate level or an extra chapter. It is a short scene that plays after the credits, and it depends entirely on how many of the eight characters survive until dawn. If you finish the game with everyone alive, you get the standard hopeful ending where the surviving friends are rescued by helicopter. But the Until Dawn epilogue unlocked condition is stricter than just keeping everyone breathing. You also need to have collected all of the clues related to the mystery of the Sanatorium and the Wendigo curse. Without those clues, the final scene simply does not trigger.

The first time I played through the game, I saved all eight characters but missed two important clues in chapter six. The credits rolled, the helicopter landed, and the game ended. I assumed that was the only ending. It was only when a friend mentioned a strange final scene involving a specific character that I realized I had missed something. That is when I started digging into the exact requirements.

Character Survival Requirements

The most obvious condition is that all eight playable characters must be alive when the police arrive at the lodge. That means Mike, Sam, Jessica, Matt, Emily, Chris, Ashley, and Josh all need to survive. Josh is the trickiest because he can be killed or captured in the final chapter depending on whether you found the clue about his therapy sessions. If you do not find that clue, the game treats him as dead or missing, and the epilogue will not play. I have tested this twice. Once with Josh alive and once without him. The epilogue only appeared when Josh was present for the final count.

Clues and Collectibles

The [Until Dawn epilogue unlocked](#) condition is not just about survival. You also need to have collected all of the clues related to the backstory of the Sanatorium and the Wendigo curse.

There are thirteen clues total, spread across the game. Some are easy to miss because they are hidden in areas you might only visit once. For example, the clue about the mining elevator and the newspaper clipping about the Stranger are both in chapter four. If you rush through that area, you might never find them. I missed the newspaper clipping on my first playthrough because I did not check the desk in the corner of the room. That single missing clue prevented the epilogue from triggering, even though I had saved everyone.

To be precise, you need these clues:

- Sanatorium key and related documents
- Newspaper clipping about the Stranger
- Mining elevator logbook entry
- Wendigo carving in the cave
- Doctor's journal in the Sanatorium basement

There are eight more, but these five are the ones most players overlook. I recommend using a guide for the collectibles if you want to guarantee the epilogue on your next run. The game does not track them in a menu, so you have to remember what you have found. It is easy to lose track.

The Final Scene and What It Reveals

When you finally see the Until Dawn epilogue unlocked scene, it shows a character who was presumed dead or missing. Without spoiling the exact identity, I will say that it adds a layer of tragedy to the story. The scene is brief, maybe two or three minutes, but it changes how you view the events of the night. It suggests that the curse is not fully broken, and that the characters who escaped might still be in danger. The scene also ties back to clues you found earlier, which is why those clues are required. If you have not collected them, the game has no narrative material to draw on for that final moment.

The epilogue is not a happy ending. It is an ambiguous one. That is what makes it memorable. Many players who see it report feeling unsettled rather than satisfied. That is intentional. The developers wanted the true ending to leave you with questions, not answers.

Common Mistakes That Block the Epilogue

Even if you think you have met all the conditions, there are a few pitfalls that can still prevent the Until Dawn epilogue unlocked scene from playing. The most common mistake is missing a clue that is tied to a specific character's survival. For example, the clue about the Stranger can only be found if Matt is alive in chapter seven. If Matt dies before that point, the clue is simply

not available. I learned this the hard way when I let Matt die in a quicktime event and later realized I could not complete the clue collection. That run was doomed from the start.

Another mistake is failing to investigate the Sanatorium fully in chapter nine. The Sanatorium has a locked room that requires a key from the previous chapter. If you do not grab that key, you cannot enter the room, and you miss three clues at once. That is a massive loss. I recommend saving manually before entering the Sanatorium so you can reload if you miss something.

Does Difficulty Matter?

No. The Until Dawn epilogue unlocked condition is identical on all difficulty settings. The only difference is that on higher difficulties, quicktime events are tighter and clues are harder to spot because the camera moves faster. But the requirements themselves do not change. I have confirmed this by playing through on both Normal and Hard. The epilogue triggered on both runs as long as I met the survival and clue criteria.

Why Bother With the Epilogue?

You might wonder if the extra effort is worth it. If you are the kind of player who cares about narrative completeness, then yes. The epilogue adds a dimension to the story that the standard ending lacks. It also gives context to certain character reactions earlier in the game. For example, if you see the epilogue, you will understand why one character seems more fearful than the others during the final chase. Without it, that character's behavior feels random. With it, their fear makes perfect sense.

There is also a practical benefit. Unlocking the epilogue is tied to the game's achievement or trophy system on most platforms. If you are a completionist, you need to see it to get the full set. The trophy is called "The Truth Revealed," and it is one of the rarer trophies in the game. According to public trophy data, fewer than 15% of players have earned it. That is partly because the requirement is not well documented in the game itself. Players have to figure it out through trial and error or by reading guides.

How to Confirm You Are on Track

If you are in the middle of a playthrough and you want to know whether you are on course for the Until Dawn epilogue unlocked ending, there are a few checkpoints you can use. After chapter six, check your clue count. You should have at least five by then. After chapter nine, you should have at least ten. If you are behind, you can reload previous saves. The game autosaves frequently, so you rarely lose more than fifteen minutes of progress. I keep a notepad next to my desk when I play, listing the clues I have found. That sounds obsessive, but it saves time in the long run.

One final tip: pay attention to the character Josh. His survival is the most fragile. He can die in chapter ten if you do not find a specific clue in chapter eight. That clue is easy to miss because it is in a drawer in the lodge basement, an area you might not explore thoroughly. I missed it on my third run and had to replay the last two chapters. That was frustrating, but it taught me to be methodical.

Final Thoughts on the Epilogue

The Until Dawn epilogue unlocked scene is not essential to understanding the main plot, but it deepens the lore in a satisfying way. It rewards players who pay attention to detail and who care about the story beyond the surface level. If you have not seen it yet, I recommend starting a new playthrough with a guide for the clues. The extra effort is minimal if you plan ahead, and the payoff is a richer experience of one of the best interactive horror stories ever made. Just remember to keep everyone alive, collect every clue, and do not skip the Sanatorium.