

How to Achieve a Man of Medan No Deaths Run: A Practical Guide

When I first played Until Dawn back in 2015, I remember the tension of keeping everyone alive through a single night of horror. That same feeling returned when Supermassive Games released The Dark Pictures Anthology: Man of Medan. The premise is simple: five characters trapped on a ghost ship, and your choices decide who lives and who dies. But pulling off a clean run where everyone survives is not as straightforward as it looks. I have spent dozens of hours replaying the game, testing different paths, and helping friends through their first playthroughs. Here is what I have learned about securing a man of medan no deaths outcome, broken down into the moments that actually matter.

The game gives you plenty of warning before a death happens, but the clues are easy to miss if you are not paying close attention. Most deaths come from two sources: failing quick-time events (QTEs) and making the wrong dialog choice during a confrontation. A third source, which is less obvious, comes from the "heartbeat" segments where you have to hold the controller still. These are the silent killers in a man of medan no deaths run because they require patience, not reflexes.

Understanding the Branching Paths

Man of Medan is built around the "bearings" system, where every significant choice adds a marker to your story. These markers do not just affect the ending. They determine whether a character lives or dies in a given scene. The game does a decent job of showing you the consequences of your choices through the curator cut, but even then, some deaths feel random on a first playthrough.

The most important thing to understand is that the game has three major death points: one on the ship during the early exploration, one during the mid-game confrontation with the pirates, and one in the final act when the entity is at its strongest. Each of these points requires a specific set of choices and successful QTEs. I have seen players breeze through the first two acts only to lose a character in the last ten minutes because they missed a single prompt.

The Early Game: The Ship's First Floor

The first real danger comes when the group splits up to search the ship. Conrad, the more cautious character, can die here if you rush through the investigation without paying attention to the clues. The key is to find the journal pages and the photograph that explain the backstory of the ship. If you skip these, Conrad will make a bad decision later that leads to his death. I

have tested this multiple times, and the game is unforgiving if you treat it like a simple action game. You need to explore every room and read every note.

During this segment, you also have to manage the relationship between the characters. Some choices boost a character's confidence, which helps them survive later QTEs. Others lower their morale, making them more likely to panic and fail a prompt. It is a subtle system, but it matters. In my first run, I ignored these relationship points and lost Fliss because she could not keep her nerve during a chase sequence.

The Mid-Game: Confrontation with the Pirates

This is where most players lose their first character. The pirates board the ship, and you have to navigate a tense negotiation. The wrong words here can trigger a fight that ends badly. The trick is to keep the group united and avoid splitting up. If you send a character alone to find a weapon, they will likely die. Instead, keep everyone together and use the environment to your advantage. There is a radio in the control room that you can use to call for help, but only if you found the batteries earlier. Missing that small item can doom the entire group.

In a [man of medan no deaths](#) run, you also need to manage the hallucination sequences. The ship's atmosphere causes the characters to see things that are not there, and these visions can lead to friendly fire. I have watched a player shoot another character because they mistook them for a monster. The game gives you a split second to decide whether to shoot or hold fire. The safe choice is always to hold fire unless you are absolutely sure of the target. Even then, it is better to wait for a better angle.

The Final Act: The Entity's Wrath

The last stretch of the game is the most punishing. The entity, which is actually a mass hallucination caused by the ship's chemical pollution, becomes more aggressive. You have to navigate a series of collapsing rooms and avoid the entity's grasp. The deaths here are almost always caused by failed QTEs, but there is one death that comes from a dialog choice. When the group finds the exit, one character will volunteer to stay behind and hold the door. If you let them do it, they will die. You have to insist that the group leaves together, even if it means risking a different death.

I have seen guides that claim you can save everyone by simply being fast on the QTEs. That is not true. The QTEs are important, but they are not the whole story. You also need to have made the right choices earlier in the game. For example, if you did not find the gas mask in the first act, a character will suffocate in the final room. That death is predetermined by your earlier exploration. A true man of medan no deaths run requires a comprehensive approach from start to finish.

Practical Tips for a Clean Run

- Explore every room thoroughly in the first act. Find all journal pages, photographs, and items. These provide the context your characters need to make smart decisions.
- Keep the group together as much as possible. Splitting up increases the chance of a character encountering a fatal trap alone.
- During heartbeat segments, hold the controller completely still. Any movement can trigger a panic response that leads to death.
- When faced with a choice to shoot or hold fire, choose hold fire. The game rarely punishes restraint, but it often punishes aggression.
- In the final act, do not let any character sacrifice themselves. Insist on a group escape every time.

Why the "No Deaths" Run Matters

I have completed the game with deaths, and I have done the man of Medan no deaths run multiple times. The experience is completely different. When characters die, the story becomes a tragedy. The survivors are haunted by their losses, and the ending feels hollow. But when everyone survives, the tone shifts to triumph. The group escapes together, and the curator cut gives you a different final scene that acknowledges your success. It is a small reward, but for completionists and horror fans, it is worth the effort.

The game also has a shared story mode where two players can play through the campaign together. Coordinating a no deaths run with a partner is harder than doing it solo because you have to communicate in real time. But it is also more satisfying. I have done it twice with a friend, and we still talk about the tension of the final heartbeat sequence. If you are planning a co-op run, make sure both players know the key decisions beforehand. One wrong choice from either player can undo all your progress.

Common Mistakes to Avoid

- Rushing through the early exploration. This is the most common mistake. Players want to get to the action, but the game rewards patience.
- Ignoring the relationship points. These are easy to overlook because they do not show up on a checklist, but they directly affect QTE success rates.
- Choosing the wrong character for a dangerous task. Some characters are braver than others. If you send a timid character into a scary situation, they will fail.
- Forgetting to hold still during heartbeat segments. I have lost count of how many runs I have seen fail because a player twitched at the wrong moment.

Man of Medan is not the longest game in the anthology, but it is one of the most replayable. The branching paths mean that no two playthroughs are exactly the same. Achieving a man of medan no deaths run is a badge of honor among fans. It shows that you have mastered the game's systems and that you understand its hidden rules. If you follow the tips above and stay patient, you can do it too. Just remember that the game is designed to kill your characters. Every survival is a small victory against the game's own mechanics.