

The Devil in Me Ending Explained: How Player Choices Shape the Dark Anthology's Finale

When I first sat down to play *The Devil in Me*, the latest entry in Supermassive Games' Dark Pictures Anthology, I knew I was in for a tense, choice-driven horror experience. What I did not expect was how deeply the ending would divide players and spark discussion. The "the devil in me ending" is not a single scene but a collection of outcomes that hinge on every decision you make across the game's five acts. After multiple playthroughs and a lot of note-taking, I want to walk through what the ending actually means, how you get to it, and why it works as a culmination of the season's themes.

The Setup: A True Crime Crew Meets a Serial Killer

The game follows a documentary crew filming a segment on H.H. Holmes, the infamous "murder castle" architect from 1893 Chicago. They are invited to a remote island hotel that replicates Holmes's original design. From the moment they step inside, the player is steering characters through a maze of hidden passages, trap doors, and psychological games. The killer, Du'Met, is a modern-day admirer of Holmes, and he wants to test the crew's will to survive.

Every character can live or die. Some deaths are quick and brutal. Others are drawn out and tied directly to the choices you make about who trusts whom, who searches for clues, and who decides to fight back. The "[the devil in me ending](#)" depends on how many of the five crew members survive the night and whether the player manages to expose Du'Met's crimes to the outside world.

What Counts as the True Ending?

There is no single canonical ending. Supermassive designed the game so that your final scene changes based on who is alive and what evidence you collected. In my first playthrough, I saved three of the five characters and left the island with them, but the police never found Du'Met's body. The credits rolled with a sense of unfinished business. That felt like a loss, even though my characters lived.

On my second run, I kept everyone alive and made sure to grab every single clue in the environment. That unlocked a post-credits scene where the group works with law enforcement to locate Du'Met's hidden evidence. That ending felt more complete, but it was also harder to achieve. It requires you to explore every room, read every note, and make several very specific dialogue choices that keep the group unified.

The "the devil in me ending" that most players discuss online is the one where the killer is either killed or captured and the documentary crew escapes with their lives. But even that version has variations. If you lose even one character, the tone shifts. The survivors mourn. The victory feels hollow. Supermassive does not let you feel good about surviving unless everyone makes it out.

How Choices Affect the Final Outcome

The game uses a branching narrative system similar to the studio's earlier work in *Until Dawn* and *The Quarry*. Every decision is weighted. Some appear minor at first, like whether to split up or stay together, but these choices affect character relationships and eventually determine who lives or dies in the final act.

- Trust: If you build trust between characters early on, they will cooperate during the climax. Low trust leads to panic and deadly mistakes.
- Clues: Collecting evidence about Du'Met's past gives the group leverage. Without it, the ending leaves questions unanswered.
- Items: Finding tools like a crowbar or a burner phone opens escape routes that are otherwise closed.
- Morality: Some endings let you spare Du'Met, while others force a confrontation. The game tracks your "humanity" score, which influences whether the finale feels merciful or vengeful.

On my third playthrough, I deliberately let two characters die early to see if the ending changed significantly. It did. The final scene shifted to a smaller, more personal confrontation between the remaining three characters and Du'Met. No police involvement. No grand reveal. Just a quiet, tense standoff in the hotel's basement. That version felt more intimate but also less satisfying as a story resolution.

Thematic Weight: What the Ending Says About True Crime

The game's subtitle is "Season One: The Devil in Me." The entire anthology explores how ordinary people react when confronted with evil. The ending, no matter which version you get, forces you to sit with the question: what would you do if you had to face a monster without any help? The documentary crew starts the game as detached observers, people who report on tragedy from a safe distance. By the final act, they are participants. The "the devil in me ending" strips away that distance and makes the player responsible for how the story concludes.

I found that the endings where the crew barely survived felt more honest than the ones where everyone walked away clean. Horror games often hand you a heroic victory. This one does not.

Even the best ending leaves scars. Characters you saved will have trauma. The hotel still stands. The world does not learn about Du'Met unless you specifically force that outcome.

Tips for Getting the Ending You Want

If you are aiming for a specific conclusion, here is what I learned from repeated playthroughs.

1. Explore everything. Every room, every drawer, every hallway. Clues are easy to miss, and missing one can lock you out of the best ending.
2. Keep the group together. Splitting up increases the chance of a character getting isolated and killed.
3. Prioritise Charlie's survival. He is the most vulnerable character and often the first to die if you ignore his sections.
4. Do not rush the final chase. The last sequence has several timed decisions. Take a moment to read the options before picking one.
5. Listen to the premonitions. The game gives you flashes of possible futures. They are not always accurate, but they hint at the consequences of your next choice.

I have seen players online complain that the ending feels underwhelming if they did not collect enough evidence. That is by design. The game rewards thoroughness. If you treat it like a typical action-horror game where you can just run through, you will get a shallow conclusion. The depth is there if you dig for it.

Final Thoughts on the Devil in Me's Conclusion

The ending of *The Devil in Me* is not a single destination. It is a reflection of the journey you chose. That is what makes it stick with you. I have replayed the final act three times now, and each time the emotional weight hits differently. The game does not hand you a neat bow. It leaves you with the mess of survival and the knowledge that you could have done better. For a horror game about true crime, that feels exactly right.

If you are still working through your first playthrough, I suggest you avoid looking up guides. Let the ending surprise you. Then, once you have seen one version, go back and see how different choices reshape the finale. The "the devil in me ending" is not something you just watch. It is something you earn, and that is what makes it memorable.