

Night In The Woods Speedrun Guide by Granolant And with dialogue help from Peace2Drive!

Things to know: The first thing you're gonna want to do before you even start a run is go into the settings and turn off animated text as that will make text go by way faster.

Note: Console players do not have this option.

When walking on a wire you're gonna want to be jumping as you'll move much faster than just walking across

The numbers in parentheses next to the dialogue options indicate which option it is, if it shows a (?) That means the option is in a random spot each time.

Prologue

When you start the game just pick the default option for the intro sequence before Mea gets off the bus. Once you load in at the bus stop mash through Mea's text and run left to the janitor fixing the door. When talking to him here is the dialogue option you're gonna wanna pick

(1) "Isn't there supposed to be someone at the desk?"

You'll have to talk to him twice before you can go get the can of Fiascola at the right side of the room. Run back to the janitor with the can and he'll drink it then leave the bus station allowing you to leave as well now.

Now that you're outside you'll wanna run left until you get to the forest, once in the forest run to the left and climb the wood, then jump on the piece of wood hanging on the right side three times to make it fall. After that go left and climb the wood again to make it to the playground. When running to the playground do a triple jump to get onto the broken ship slightly faster, then solve the puzzle that teaches you to triple jump by doing a triple jump (of course), then triple jump from the tree branch onto the wire. Now that you're on the wire, Mea will open here journal, just close it right away and jump across the wire to the left. You can drop off the wire slightly before the wood post which is slightly faster than jumping off it. Here you'll meet Aunt Mall Cop (Aunt Molly), mash

through the text and you'll be brought home by Aunt Molly. You'll talk to your dad and then you're gonna walk up the stairs to your room and go to bed. Wake up Mea and go downstairs, your mom will call you to come talk to her. Here are the dialogue options you'll choose in this conversation.

(1) "Yeah!"

(1) "I Think i'll run over and say hi"

After talking to mom you'll go right to leave the house to go meet Greg.

Home Again

Once out of the house run to the left until you get to the tunnel under the stairs that lead to the church, whenever you go to meet Greg you'll wanna take the tunnel to get there as it's much faster. Once out of the tunnel run to the left and enter the snack falcon, here you'll meet Greg. Run to the right to talk to Greg and after talking to him he'll bring you to band practice. You'll run right once you load in and here you'll meet Angus and Bea, mash through the text and then the rhythm game will start, skip it by pressing the start button. After the bad practice you'll be brought to eat pizza, pick up the pieces of pizza closest to you. Here are the dialogue options you'll need to pick here.

(2) "Screw it. Pizza good"

(2) "Isn't that your dad's store?"

(2) "Didn't work out"

After Eating pizza you'll go outside and find an arm laying on the ground. When poking the arm, poke it in the elbow 3 times, then roll up the sleeve and poke the tattoo. Aunt Molly will come over and then Bea will drive you home, once home go upstairs and go to bed. Once you wake up Mea will open the laptop, mash through the text then close the laptop and head downstairs, your mom will want to talk to you but can ignore her and walk out the door. Once you leave the house Mr. Penderson will talk to you, here's the dialogue options for this conversation.

(1) "I've only been back for 24 hours"

Once you've talked to him, continue to the left as you need to go meet Greg at the Snack Falcon to figure out where Angus is (remember to go through the

tunnel as it's faster). Once you're at the Snack Falcon here are the dialogue options you'll need for this conversation.

(1)"Wow"

After talking to Greg leave the Snack Falcon and walk to the right until you reach the Video Outpost "Too" store where Angus works, enter the store and talk to the lady at the counter. After talking to her, leave the store and walk to the left and enter the apartment building to the left of the Social Security Administration building. Go up to the buttons to buzz into the apartment and buzz the top one first, after that buzz the top one again and then buzz Angus's and Greg's to shock yourself. After angus lets you up the elevator run to the right to talk to Angus, here are the dialogue options you'll need for this conversation.

(2)"Nothing. Just Things."

After talking to Angus you'll be back at your house, go up to your room and go on the laptop. Angus and Greg will both talk to you on the laptop, here are the dialogue options you'll need for Gregs part of the conversation.

(1)"I did not."

(1)"Girl you know i will."

Once you're done talking to Greg close the laptop and go to bed. Wake up Mea and leave the house, run to the left until you get to The OI Pickaxe (Don't go through the tunnel). Inside you'll talk to Bea, here are the dialogue options you'll need for this conversation.

(2)"What was that all about?"

After that leave The OI Pickaxe and run back home, outside of your house Aunt Molly will talk to you, here are the dialogue options you'll need for this conversation.

(2)"Folks like you?"

Once Aunt Molly walks off, enter your house and you'll start a conversation with your parents, here are the dialogue options you'll need for this conversation.

(2)"No, I'm gonna snack it up at the party later."

After talking to your parents you'll spawn in your room, mash the text then walk to the mirror and interact with it. Here are the dialogue options you'll need for this part.

(2)"I have the worst face. I have a nightmare face."

(1)"My big dumb eyes. My nightmare eyes."

(1)"People don't like you clearly."

(3)"Hi, Im Mea! I dropped out of college earlier this week!"

The Party

Mash through all the text while in the car, after that you'll spawn at the party, run to the left and talk to Greg and Angus, here are the dialogue options you'll need for this conversation.

(2)"Year sure"

After that run to the right and try to talk to Cole (Raccoon Guy), then run to the table to the right to get another drink, run back to Cole again and you'll be able to talk to him now, talk to him two times then go get another drink at the table. Go and talk to Greg and Angus again, talk to them two times then go sit on the log to the right, after a little time passes Cole will come over and talk to you, Mea will go on a drunken ramble then throw up. Now Bea will drive you home from the party, here are the dialogue options you'll need for this conversation.

(1)"I owe you an apology, Bea."

(2)"I Remember when we hung out as kids?"

(1)"Why are you so mean to me?"

(1)"This was a terrible lapse of memory, Bea. I'm so sorry."

Once Bea brings you back home you'll start the first dream sequence.

Dream 1

Follow the path to the right, once you get to the bird statue you'll attack the back most leg first, then the front leg 3 times, and then attack the torso once the statue collapses, after that the dream will fade out and you'll wake up. Once awake run

down stairs and talk to your mom, here are the dialogue options you'll need for this conversation.

(1)"No, just tired"

(1)"No one is going to jail for running around on power lines."

After talking to mom, leave the house and walk to the left, Selmers will talk to you and here's the dialogue option for her.

(2)"Naw"

Continue to the left and go talk to Greg at the Snack Falcon (Remember to go through the tunnel). Once out of the tunnel you'll meet Germ, talk to him once then go inside the Snack Falcon. Talk to Greg and go with him to band practice, talk to him to start the band practice, skip the rhythm game and then talk to Bea, go with her to the mall. On the car ride to the mall you'll talk to Bea, here are the dialogue options you'll need for this conversation.

(1)"..."

Old Gods of the Fort Lucenne Mall

Once at the mall mash the text then walk left once you gain control of Mea. Once you get outside of the URevolution store Mea and Bea will talk and then go inside the store, walk to the left and interact with the belt buckles to start the stealing mini game. Here are the dialogue options you'll need to use before the mini game starts.

(1)"Shoplifting is no big thing."

Finish the mini game then you and Bea will leave the store automatically, but they'll end up going back in so Bea can try to steal something now, here are the dialogue options you'll need while distracting the cashier.

(?)"Is it like you-revolution, or like you're revolution."

(?)"Thats really dumb."

You and Bea will leave the store automatically again, here are the dialogue options you'll need when talking to Bea after leaving the store.

(1)"What did you get"

Walk to the left and you'll start talking about the water fountain, when talking about the fish water fountain thing here are the dialogue options you'll use.

(1)"I always assumed it was some guy in there with a squirt gun."

(1)"I know what an atrium is"

Walk to the left and interact with the first table you see, here are the dialogue options you'll need for this conversation.

(2)"Yeah"

(1)"Pizzataco from Go-Fer"

(1)"I wonder what Cathy's up to know."

(1)"The Sordid Highschool drama?"

(1)"Hm, I guess"

Once done talking to Bea, run to the left and climb the stairs, once up top use the rail to jump onto the leftmost piece of the do a jump onto the middle piece, then 2 more jumps to make it a triple jump and use that triple jump to get on the top piece, then jump onto the walkway up top and interact with the box to start the mini game. A full charge water shot of the water fountain can reach to the left most and right most pillars holding up the stairs, use that information to your advantage. After the minigame you'll talk to Bea, just mash through the text and then you will go back to URevolution to return the stuff you stole. After that you and Bea will talk while you leave the store, you'll spawn back at home so go upstairs and go to bed, here you'll start the second dream sequence.

Dream 2

Run to the right and climb up the wall using the platforms sticking out, then jump up the wires to the left, you'll cross another wire going up to the right, take that one up to get to the first musician. After finding the first musician, run to the left and fall down to find the second one. Run to the left and take the first wire all the

way up to the left to find the third. Walk to the left and fall off to find the final musician, after that walk back to the right to end the dream sequence.

Once you wake up, leave the house and go meet Greg at the Snack Falcon (Remember to take the tunnel), here are the dialogue options you'll need for talking to Greg.

(2)"Like you're afraid of going?"

(2)"Yeah man! Let's roll."

Mechanics

You'll start by talking to Greg outside of his apartment, mash the text then you will leave his apartment to go smash up a car to get its battery. here are the dialogue options you'll need for this conversation.

(1)"You brought me out here to watch me beat up a car?"

(1)"I'm a general at least"

(1)"SMASH IT ALL UP"

Smack the front of the car 7 times, then the middle of the car 11 times, hit the back of the car 13 times, then the top of the car 4 times. Now that the car is smashed you can grab the battery, dust off the leaves blocking the right side of the battery, then grab the red part to electrocute yourself. Now that you're dead you can talk to Sharkle, once you wake up from death you'll talk to Greg as well, here are the dialogue options you'll need for these conversations.

Sharkle

(1)"You've always been a good friend Mea"

(2)"No"

(2)"Not really, no"

Greg

(1)"I think i died"

Now that you have the battery you and Greg go back to his apartment to put it in the robot, here are the dialogue options you'll need for this conversation before that.

(2) "The guy who ran rings around the car park?"

(1)"I saw a shark I think"

(1 Or 2) For the third one you can select one or two as there the same length

Now that you're building the robot here is the fastest way to do that

Put the head on the left leg, then put a connector on the right arm, and on the right leg, then end the mini game by clicking on the robot on the top right corner.

After the robot is built you'll talk to Greg, here are the dialogue options you'll need for this conversation.

(1)"Why Bright Harbor"

After the conversation you'll need to dust off the leave on the back of the robot to press the button. You'll get shocked again and then Angus will come home, after that you'll spawn back at home, go upstairs and go to bed to start the next dream sequence

Dream 3

Run to the left to exit the place you spawned in, the first musician is right below the first cliff you can fall off of after leaving the spawn. After finding the first musician, jump off the left side of the building and keep running left to find the second musician. Keep running to the right and run down the hill to get to the lake where the third musician is. Run back to the left and up the hill, once at the top of the hill run to the right to find the last musician. Now that you've found all the musicians run to the left and jump on the platforms to get onto the house, jump across the wire then climb the slope going to the top right, just keep climbing up the sloped until you reach the top, then jump back into the are where you spawned and run to the right to end the dream.

Once you wake up, run down stairs and go outside. You're gonna wanna go to The Ol Pickaxe to talk to Bea. Once at The Ol Pickaxe, talk to be and go hang out with her.

Dinner at Bea's

You'll spawn at the grocery store and talk to Bea, here are the dialogue options you'll need for this conversation.

- (1)"True"
- (2)"What counts as a main course?"

After the conversation you'll need to get the groceries for dinner, just pick the first option on all three shelves and then run back to Bea and talk to her, run back to the right all the way to the Deli where you'll see your dad, here are the dialogue options you'll need for this conversation.

- (1)"Meatfriends"
- (?) Pick anything but Ground Beef
- (2)"Yes"

Now You'll be in the car talking to Bea while she drives to her place, after that you'll get to her place and eat dinner. After a pretty good dinner you'll be talking to Bea and her dad, here are the dialogue options you'll need for this conversation.

- (1)"I'm really good at foood"

After that you'll walk to the right to get to Bea's room, here you'll get into a pretty bad fight with Bea, here are the dialogue options you'll need for this fight.

- (1)"Pretty cool record player"
- (1)"What exactly does your dad *do* at the store"
- (2)"I would probably just quit"
- (1)"I'm saying you should stand up for yourself or just like...quit"
- (1)"What?!"
- (2)"...Yeah?"
- (2)"I don't follow"
- (1)"That's disgusting"
- (2)"What the hell?"
- (1)"You always have a choice"
- (1)"It's just not right is what im saying"

After the fight you'll walk the the left out of Bea's house. You'll be back at your house so go upstairs and go to bed to start the next dream sequence.

Dream 4

Start by running to the right and climb the tower on a little hill when you get to it, once at the top go up the slope then run to the right and up the hill, once at the top of the hill do a triple jump to skip a set of stairs and then walk up the rest of the stairs then go to the right to find the first musician. Fall off the right side of the cliff where the first musician is, when you land start moving to the left and climb back up the tower once you get there, but this time jump off the little slope on the right to get on top of the house, the jump from the top of the house to the second musician. Go back to the tower again and climb it and go left this time, walk left towards the possum springs sign and then walk off the ledge, jump on the pillars to get onto the roof of the other house, then jump over to the third musician. Jump off the ledge on the left side of the third musician and keep walking left till you find the final musician. After you find the final musician keep walking right till you get back to spawn and the dream ends.

Wake up and go outside, keep walking left till Mea stops to talk (should be under a possum springs banner), then walk back home, go upstairs and interact with the mirror to change into your Harfest costume, once changed you can leave your house again.

Harfest

Walk to the left until you get to The Ol Pickaxe and go inside and talk to Bea, here are the dialogue options you'll need for this conversation.

(2)"OK, Weird"

After talking to her the play will start, here are the lines for the play you'll need to choose.

(?)"Ho! Travelers! Spare a crust of bread for a needy woman?"

(?)"I shall curse ye, and thee

(?)"I did curse this spring"

(?)"For what is a ghost"

(?)"Oh God... How did you know..."

(?)"Forest god thou hast no power here"

(?)"Now leave before i curse you all"

After the play you'll talk to Bea and Greg outside of The Ol Pickaxe, after they leave the kid to the left will get kidnapped and you'll start to chase down the kidnapper. Run to the left until the game stops you, you'll stare at the kidnapper through the fence until Aunt Molly shows up, she'll talk to you for a bit till you decide to go into the woods. Just keep walking left through the woods till you reach the well, then the game will start Part 3

The Long Fall

Wake up and run downstairs, your mom will call you over to talk, go talk to her. Once you're done talking to your mom go outside and go meet Greg at the Snack Falcon to go to band practice (Remember to take the tunnel). Once at band practice, talk to Greg and then skip the rhythm mini game. After the mini game everyone will talk about what Mea saw at Harfest, here are the dialogue options you'll need for this conversation.

(1)"Yeah"

After that you'll go to the library with Bea

The Library

Walk to the left towards the elevator and go up 2 floors, walk all the way to the right on the top floor and interact with the newspaper thing (idk the name of it lol). Here's the fastest way to find all the newspaper clippings you're looking for.

Go straight up to find the newspaper titled LOCAL GHOST "LITTLE JOE" AT IT AGAIN. After that go down and then to the right a bit to find the one titled SPECTRAL HAPPENINGS AT POSSUM JUMP. Go all the way to the bottom right to find the one title GHOSTLY RUMORS HAUNT NEW HISTORICAL SOCIETY. Now that you have all three clues you can leave the library, you'll spawn back on the bottom floor so just walk to the right after talking to Bea, on the way out you'll be asked if you wanna stay and listen to poems, say no and leave the library. You'll meet everyone back at Greg and Angus's place to tell them what you found, you make plans to go explore places to look for the ghost, after that you'll spawn back at home, go upstairs and go to bed to start the next dream sequence.

Dream 5

Walk to the left and jump off the ledge, then jump across the wire, keep going left till you find the first musician. Run to the right and jump off the ledge, keep running right to find the second musician. Run right and go up the steep slopes going to the top right, then jump across the gaps to find the third musician. Run back towards the left and then go up the steep slope going to the top left, jump over to the roof with the guy smoking a pipe, keep jumping over the gaps towards the right then jump across the wires, run to the left then start jumping up towards the right once you can, then jump across those wires, get to the top of the roof at the end of the wire to find the final musician. Run off the ledge to the left to go back to spawn and end the dream sequence.

Wake up and go outside, run to the left till you get to The Ol Pickaxe, go inside and talk to Bea, go to the graveyard with her.

The Graveyard

Walk to the right, Mea and Bea will stop to talk in front of the statue, here are the dialogue options you'll need for this conversation.

(1)"A skeleton in your hallway"

(1)"And he's got a knife"

Continue right until you're stopped again, Bea is gonna go visit her mom's grave so you'll have to walk left and check out graves for a bit, here are all the dialogue options you'll need to choose for each grave

Rose's Grave

(1)"Can't really be sad about this."

Catherine's Grave

(2)" Poor Family"

Brad's Grave

(3)"He loved his bike"

After Brad's grave walk back to the right to meet up with Bea again, Go to the right up the hill and talk to the teens blocking the entrance to the rest of the graveyard, here are the dialogue options you'll need for this conversation.

- (2)"You can just call it sex"
- (1)"No"
- (2)"I could wrestle"
- (1)"One time in junior high"

Walk to the right to get to the rest of the graveyard, Mea and Bea will stop to talk, here are the dialogue options you'll need for this conversation.

- (1)"Yes"

Afterwards use the platforms in front of you to get on top of the branch, jump on it three times to get it to break off and break the gate door below. Walk to the right until Mea and Bea stop to talk, afterwards walk right and interact with both the graves, then walk to the left and interact with the one grave over there, then walk back to Bea. After talking to Bea, start jumping on the grave behind you until it caves in, open the grave and then Mea and Bea will talk and then they'll run out of the graveyard. You'll spawn back at home, go upstairs and go to bed to start the final dream sequence.

Final Dream

Just keep running left till you can't run no more, here are the dialogue options you'll need for this conversation.

- (1)"We'll you cant see god"
- (1)"What?"
- (2)"Closing the sky?"
- (2)"What about trees in the fall? What about leaves?"

Wake up and go outside, go meet Bea at The Ol Pickaxe to start your final hang out with her.

Proximity

Bea and Mea will talk in the car and after they get out of the car at the party, here are the dialogue options you'll need for these conversations.

- (1)"Yeah, she hates me"
- (2)"What even was that play"

Walk to the right and you'll meet Jackie, you guys will walk into the party after talking. Bea and Jackie will talk to some guys when you walk into the party, afterwards you'll walk to the right to go dance. Once Mea's done dancing, run to the left to find Bea and Jackie again, here are the dialogue options you'll need for this conversation.

(2)"Yeah yeah sick transit glorya nerd"

(1)"I like ghost stories!"

(1)"Sure"

(1)"Bea knows all about business"

Once Bea runs off, follow her up the stairs to the left, outside Jackie will yell at you for being a dumbass and tell you to help her find Bea. Walk left then threaten violence on some guy so you can use his car as a platform, keep going left and doing the platforming challenges till you find Bea, here are the dialogue options you'll need for this conversation.

(1)"This is normal?"

(1)"You have a life"

(1)"That's not fair"

(2)"You don't know why i had to leave"

(1)"I swear I won't screw in up!"

After the talk with Bea you'll spawn back at home, go upstairs and go to bed. Wake up and go outside, walk left and you'll meet Aunt Molly, she'll tell you about the arm then you can continue left. Go meet Greg at the Snack Falcon (remember to go through the tunnel), here are the dialogue options you'll need for this conversation.

(?)"Wake me up somehow"

(2)"You want to check out that historical society?"

The Historical society

You'll talk to Greg for a bit outside of the Historical society, here are the dialogue options you'll need for this conversation.

(2)"Like the one on the cover of the book"

After the conversation you'll load in closer to the Historical Society, walk right to find Greg, talk to him and he'll ask you to hold a flashlight for him so he can see while he picks the lock, Only move the flashlight once Greg turns his head to see what's making the noise in the woods, after a bit Greg will get attacked by an owl and you'll both head inside. Walk right and go up the stairs, then walk left and go up the elevator, once out of the elevator Greg and Mea will talk, here are the dialogue options you'll need for this conversation.

(2)"No"

Walk right and go up the next elevator, walk left and you'll be stopped by the next elevator, keep walking left and go in the door. Walk left and interact with every part of the map you can, then walk left and interact with the animatronic, after that interact with the toolbox to get the pliers then leave the room. Walk to the right most elevator and go down it twice, then walk left and interact with the 6th thing you can interact with to find the paper clip, go back up the elevator twice then go left to the next elevator. Once Greg opens the elevator go down it, then walk left to the next elevator so Greg can unlock it, go check the back entrance you came in through real quick then go back to Greg, go up the elevator then run to the right, Mea will run to the left out the window automatically. Run down the fire escape then jump off, Greg and Mea will talk outside the Historical Society for a bit then Mea will almost pass out, she'll tell Greg to get everyone together. You'll talk to everyone at Greg and Angus's apartment, here are the dialogue options you'll need for this conversation.

(1)"There's a ghost that's in my head"

Now you guys are gonna go explore the woods, just keep walking left and mashing text till you find the cult. Once the cult starts chasing you, don't jump over any of the obstacles so the chase sequence ends faster.

The End of Everything

Now you'll control Bea for a bit at Greg and Angus's house, walk right and talk to Angus, here are the dialogue options you'll need for this conversation.

(1)"Lasagna"

Walk left and look out the window, here are the dialogue options you'll need for this conversation.

(1)"So we still have no idea who this is"

Walk left and talk to Greg, here are the dialogue options you'll need for this conversation.

(1)"Did you leave a message"

Walk left then talk to Germ, here are the dialogue options you'll need for this conversation.

(1)"I don't screw around"

Walk right and talk to Greg again, you'll hear someone outside the door but then it'll cut Mea in the woods. Just walk right until the game stops you, you'll be brought to the church, and the hospital just mash the text until you wake up at home, Mea will walk outside by herself, once outside walk left until you're inside the apartment complex, then interact with the door. They'll let you inside Greg and Angus's apartment, just mash text for a while till you get to the pizza scene. Grab the middle slice of pizza closest to you, you'll talk to everyone for a bit then grab the same piece again. Once you gain control of Mea again walk left and talk to be so you can go to sleep, walk right and then you and Bea will sleep on the couch, just mash text till you gain control of Mea again.

The Hole in the Center of Everything

Walk left till you find a cultist, you'll talk to him a little then walk left some more, your friends will shoot him and he'll run off, here are the dialogue options you'll need for this conversation.

(1)"Where did..."

(1)"I-I had a dream"

(1)"After all that's happened...Yeah?"

(2)"Ok"

(2)"You all wait here, I'll go"

(1)"He...It...Whatever"

Keep walking left till you get to the elevator, Angus will pull the lever to bring the elevator up. Once the elevator gets to the bottom, just keep walking left and mashing text for a loooooong while. Once you enter the dark room with the cultist, here are the dialogue options you'll need for this conversation.

(2) "So what does this have to do with you, or me, or anyone?"

(2) "Answers?"

(2) "First time?"

(2) "..."

(2) "Casey?"

(1)"Why should we help you"

After you talk to the cultist you'll go back up the elevator to leave the cave, but you're attacked by a cultist before you can leave. After the cave in you'll rip the boards blocking a doorway off, You'll walk left till you get sucked into the water, just mash the text till you come out of your sleepwalk thing, then continue walking left. When you get to the wall you have to climb, everyone will talk for a bit, say "Yeah" to climbing the wall, then climb the wall. Once you get to the top and climb out of the well you'll meet Germ again. He'll go get a rope for everyone else to get out, now you just mash text till you wake up at home, leave your room to start the Epilogue.

Epilogue

Go downstairs and go talk to your mom, here are the dialogue options you'll need for this conversation.

(1)"Sure, mom"

(1)"I've had a really tough year, mom"

After that go outside and go meet Greg at the Snack Falcon, talk to greg and then go to band practice, here are the dialogue options you'll need for this conversation.

(1)"Gregg's a nice person"

(1) "I'm uh good"

(2) "The whole cosmic horror thing?"

(2) "I guess not"

(2) "And you can see like the world's largest pierogi"

(2) "How did you and angus get out of work?"

(2) "No?????"

(2) "When I was down there last night"

THE END