

(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 7/8 (Abby Day 3)

hello and welcome to part 7 of His Last of Us 2 remastered grounded speedrun tutorial this one's going to go over the entirety of Abby day 3 Abby day 3 there is a lot to get to so let's get going here

that's where we got to go no you notice right off the bat Abby's running speed it's kind of strange it's it's slow but for some reason right here it's fast I think it's like right there it's it's weird so we're going to be doing these but we need a bottle first so first thing

the first thing we're going to do is get a bottle like that eventually just make your way here so just get right here and then we're going to drop down

now we're not going to take the stairs there we're going to go down here you want to you want to ironic you want to lean off the ledge here cuz if you dodge know that's not a thing if you dodge off of here you die okay wow thanks for proving my point game I swear you got to trust me why is it during this tutorial so many things that I know are going to happen just end up not happening

I'm going to

play the same thing again watch this there we go see that that's what's supposed to happen so what you need to do instead is lean as long as you just lean

beside you'll be okay don't even stand up literally just hold forward and then just like that and then just go how do we get to your village

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which we will skip now Abby's running right here is very very slow so Dodge punches the whole way but the long played out Dodge punches don't work like this see that for some reason they don't work here so you're just going to do the slower ones like this

and because we're in shallow water we can't dive either so we're going to do a Dodge and do a Crouch here and then the very moment you hit X to squeeze through you can almost see the background change a little bit restart checkpoint that puts us right into a cutscene and we begin the Tommy sniper part which is full of jump-scares if you don't know what you're doing okay I'm going to do the entire outside section then we're going to focus on the inside section and then we'll focus on

on the bridge onward so we'll separate this into like three parts this part is the easy part okay you should be able to do this easily if you know what you're doing this part should be easy

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he was like 30 ft behind us because we moved so quickly okay so if we just run to the door here not only is the triangle prompt not here but we're still waiting for him so you got to do that checkpoint which is right around there if you want to run to here to make sure you don't miss it you can do that when you start right here there's 45 flamethrower ammo that's there if you want it we don't use it the rest of the

way but if you want it for an emergency

hear something go for it okay okay let's go over that slowly there's going to be some jump-scares here because I'm going to show you why things don't work and when something doesn't work you're dead in one hit okay so first things first run behind this truck cuz if you're too far to the left you get hit right away you want the first hit to

hit the truck okay so always be behind the truck see how I took a wider turn there to stay this way he'll shoot the truck and then right here that truck in front of us is blocking his sight so we're good only move left right at around here and at this sign right here you want to do a dive because yeah so literally right at that sign

you want to do two prong Dives I think you can get away with one but for added safety because this is a very scary area it's a scary you you want to do to Dives okay and then you run to the edge of the ambulance and run straight right okay and you should be okay

and she has infinite Sprint here on two you should be okay and then right here just go let's go just go and you're safe just know that will work okay I've never been killed there doing that strategy exactly like that all right this is a part right here remember what I said when moving

again I think one dive works but I don't ever like to risk it here I always do too okay it's a quick second prone dive you're fine there remember what I mentioned the higher the frame rates the faster you move stuff so if you're doing a run in 60 FPS this thing's going to be moved slower than how I was doing it ok Google so no matter what weather you're able to

do this quickly or slowly I wait until yeah and then write about their I wait until he fires the third shot and then I go and I do that by hitting triangle to let go of it and then going all right I always wait until he fires the third shot whether you're able to move this quick thing quickly or not okay and then right here I restart checkpoint because Manny is really far behind us I didn't do it enough

let me see I was running I was running this way and then there's a checkpoint right there that places us right here but I don't think it's worth it I don't think it's worth it so I just go right for this but I did the checkpoint too early so this is moving the car little bit faster

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we need to pick up so we can do basically like Hammer swings on scar Island because for some reason Abby's running speed for a lot of that part is slow I guess to make room for more dialogue but yeah what makes this area difficult this next part difficult is we have to get a crowbar that's just a little bit out of our way and then continue with the area but

when we're going up the ramp here on the next floor if you get shot it doesn't kill you as long as you progress a certain way through and like the glare of the snipers lens isn't like a certain color so I'll show you what it looks like and show you things that can go wrong hopefully this works

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you restart checkpoint again and then it places you it allows everything to just move a little bit better okay let's go over that showing

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shoot you through the car also Manny's blocking you so what I like to do is stand up and then Crouch and then start spreading at the edge of the car and then tell me we'll fire at you but he'll miss you got to get behind this beam right here otherwise he'll shoot you right there and then here's the Crowbar so I do a crap this is the optional part you can sometimes make it if he fires his first shot very late you can pick up that crowbar and keep moving without crouching but if you notice

like the pacing of his shots crouching behind there and then picking it up and then sprinting is also good now the two Runners that get in our way 100% of the time this is bullshit but they go for a grab every single time also if I were to get hit right here she would survive it for some reason she just would okay so it's not the end of the world if that happens but this one is going to go for a grab so you have to die

and then you have to dodge again the only reason I mention that is because you can't you can't react to it notice they don't Telegraph their move watch the runners again see that they don't tell a graph it you need to know that they're going to do that I never like that in this game when they go for and then you just go I never liked that in this game you know they they go

for a grab but you don't really know that they're doing that they just kind of do it so yeah that's pretty much how this is supposed to look again if you go if you start spinning like from here Tommy will shoot you through the car window so you have to start sprinting at the edge of the caring them to us and then just do that

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but there's my thing of the game not exactly doing what it's supposed to do I've had it in a run where I've been shot there and it doesn't kill me I can literally bring up a clip of it you know what I'm going to because this game is being an ass today hold on okay I was able to find a clip I don't do this exactly the same way but I grabbed

crowbar here I keep going she gets shot and she and she lives okay it could just be a thing of R&G; whether she's critically hit or grazed I don't really know but there is a chance she gets shot there and she's okay okay based on what just happened I definitely recommend doing a crouched behind the car and then going right as soon as he fires and what's the thing about that car is she can't sleep over it you have to just

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that's why this area is kind of random like oh you can Sprint the whole way oh you got a Crouch all you got to do this I could I could replay the footage but I think I did this three times Tommy fired you know what fuck it Tommy fired his first bullet at me at a different time every time that's why this is never going to be 100% consistent that's why I think I officially recommend waiting for

just waiting okay let me just find the footage okay all right listen listen carefully so right about their halfway up the stairs okay and then there was this try again listen carefully

that one he fired a little bit later and then there was this one then there was this one listen to when he fires he fired right there so he's going to fire at a different time every time you do that because of that I now officially recommend crouched behind the car

play pick up the Crowbar and then start running in the direction you need to go right as soon as he fires a bullet at your car okay cuz you can't wait too long otherwise you'll get swarmed by infected okay get ready

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okay now I may be jinxing it as soon as you can move restart checkpoint I'm going to update the file as we keep going I used to lose some runs here because Tommy would shoot me as I tried to start moving okay but it turns out there was something I was doing wrong the whole time so this is what you you're supposed to do here Tommy will always

his first shot right here okay you want to get behind this thing as early as you can and then Tommy will fire Six Bullets and then after he fires the 6th you can start moving three four five but it's scary now the reason this used to

tell me the reason that don't worry about checkpoints here the reason this used to scare me in the past is because I used to do this because I was afraid of Tommy like I'm going to crouch right here oh no three four five six and sometimes he would hit me right there so I believe the strategy right here

where is you need to brush up against that object of cover as early as you can and the timing will work out exactly the same every time this is a scary strategy this is what I think is the case he'll always miss his first shot okay one two I'm going to see what I can get away with three four five six

yeah yeah that's pretty much it but here's what you do afterwards you don't want to get in Manny's way there is a chance cuz Manny will always throw a pipe bomb at Tommy but there is a chance and I my current Abbey percent record has this happening I bumped into Manny ruining his pathfinding here and it ruined the checkpoint that I'm supposed to hit later it just ruined it so what I do here is I actually let

call Manny go first and then I do this all you have to do is aim at Tommy that's all you have to do and then he'll run away and then I do this I go to the left there the timing for that is weird because that pipe bomb can kill you okay and then the checkpoint is right here it's right actually I'll do this by 12:00 right about there it should be yeah right at the right at the bottom right at the bottom right there there's a checkpoint

it's you and Manny a bit further puts you right here but I want to show you a clip of something that happened all right here we go watch this there's no audio you don't need audio for this I run forward and watch what I did to Manny I pushed him out of the way I can continue the strategy is normal but he's really far back so when I go over here you saw the pipe bomb explode late I over-exaggerate the checkpoint

but because I pushed into him it placed me all the way back here and I was on a good run too that was one of the few mistakes there so I recommend like there is a there is probably a way you can go really really really really fast I'm going to try that here I'm going to try going as fast as I can just to see what happens

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okay so that is about as fast as you can possibly go okay that is about as fast as you can possibly go there that being said I honestly don't recommend it I recommend doing this brush up against this thing you can use this time to swap to weapons that you might end up using

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damage

you should be able to survive a bullet let's find out shall We There we go yeah we're fine and then go you got to wait until Tommy's in you got to wait until Tommy is like out of cover before you start going now there is a chance he can just keep aiming at you without firing and if that happens he will hit you his first chance that he gets so yeah but

right here we have like we're waiting for Tommy to finish closing the door behind him and Abby to finish saying he's cornered and then it shows up right after so you're not in a race to get to this point right here okay I'm going to do all of that from start to finish and then I think we'll move on we have a chance for like there's a ladder in the beginning of

Star Island where you have a chance to craft whatever it is that you need because there's a ladder that Yara climbs and she's really really slow probably cuz she has one arm no excuses she climbs the ladder really really slowly so you have all the time in the world right there to like swap to the weapons you need make sure they're reloaded crap the medkit craft your pipe bombs whatever so you don't have to do anything here you can you can maybe swap weapons when you're sitting behind that thing at cover but yeah

restart encounter will take us back to the very very beginning so let's do all of this in one go and see how it goes stay behind the green truck then go that truck will always be in his line of sight

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and then this part which again I still don't have a good strategy for it but you really do need that crowbar OK Google

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all right as soon as you can aim as soon as you can move restart checkpoint Tommy will miss his first shot okay Crouch touch this wall and then Crouch I'm going to swap these weapons

go go go go go go go go go go go

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haven't taken any damage anywhere before you can survive a bullet once you make it inside that's why it's important to not take damage from Manny's pipe bomb okay all right here we just run to an exit but we do pick up one more thing of alcohol on the way you ready it's right there

right there begins a cutscene and we are good before I start moving I'm going to check my crafting ingredients just to see because surprisingly I think we're done picking up crafting ingredients for the entire run if you can believe it we're going to craft one more thing of pipe bombs and then we're going to craft

normally we start moving right here but I'm just going to check real quick okay as you saw this is the interesting thing we unlike Ellie percent with a perfect amount of crafting ingredients okay notice we're going to end with like 3/4 extra explosive see that we're good we're perfect on

I don't know where we picked up that binding but we have like three quarters extra explosive and we have a quarter extra rag that don't end up being used okay it's just one of those things but if you notice the canister and the alcohol was perfect so that's the important part I think with the rag maybe the last pickup we did was a half or something so that put us over the edge the explosive I don't really know

I know we didn't lose time anywhere picking it up some yeah but notice we're perfect on canisters and alcohol that's the important part and as far as I'm concerned we're perfect on Rags too I just don't think it amounted to a round number is all but okay as for the movement here the movement here is kind of annoying because this is for most of Star Island okay Abby's got this really slow running speed for like

I'm pretty sure you can't do yeah you can't do the Crowbar swing through the the water so you know where he's going to our house right about their the edge of the like just go from point A to point B but just know it's a bit difficult to go because the water is kind of deep so you can't do this I'm going to call them swings despite

the fact that it's a crowbar okay it's the same animation just a different melee weapon just go from there and then there's a checkpoint right before you start climbing right here a little bit before and that place is us a bit further attacking tonight and then Hammer swings all the way through to the end of the attack

now if you used a second pipe bomb in the ascent on the first seraphite encounter you wouldn't have to craft a pipe bomb here cuz I think you would only have one you would craft it after the Rat King and you wouldn't have to craft it here okay like I said because I only use one pipe bomb in the ascent we're going to have

go to the next one here ending the run but we have three men kids now we just crafted one and we have two pipe bombs okay and I also want hunting pistol crossbow Shotgun If you don't have any shotgun ammo just have your remaining variable rifle ammo there's a chance that we don't even use it mainly we use hunting pistol in the cornfield area and then crossbow in a lot of different areas okay crossbows going to be the most important gun in scar Island

I don't think we fired a single one yet because that's what you want you want 24 and 1 I guess oh God she did that in my record if you swap weapons while you're climbing the ladder you get this but this is why I mentioned you have time to do whatever you want because that's not the first time that happened okay that's happened it

sound effects speed it's just visual okay it fixed it she fixed herself once she climbed to the top here and then do some more Hammer swings okay come on there we go do some more remember I mentioned that the second enemy encounter in the ascent it's really difficult to pick up that alcohol and then go the outside portion the second Sarah fighting counter going up the building

this is the alcohol you can pick up right here I'm going to make a file this is the alcohol you can pick up right here to have enough the one in that previous area was a quarter there's a quarter right here okay so you can just do that if you want and then there's a strategy right here where you and then if you want to crap you know do it right here is like going over kind of slowly and then you can go see you have time to do it there okay

one thing I want to mention now oh nice again if you want it it's like this now if you just like go over here yara's going to be really really she's not even moving see that

So to avoid that what you want to do again normally we're just going to skip that it's there if you need it we're going to run to the edge okay and then we're going to go this way and you are runs see that and again if you need the alcohol do it there and then crap

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you just got to do that now if you want some extra stuff I'm pretty sure there's a shotgun shell right there I'm pretty sure there's something in here as well a variable rifle bullet there there's a holster there if you like want or need this stuff for what's coming up you can so like in here boom boom boom boom boom

and then up there if you want it it's not required I'm just letting you know there is some stuff here and the movements just going to be this all the way to the end but this is why the Crowbar is really valuable it's a pain to pick it up during that sniper part but it's important because of I told you throughout the entire Island Abby just has some slow movement speed okay so as soon as you're able to move

I like the crossbow to be the last thing I have in my hand before I leave here because the first thing we're going to do is aim okay so I like crossbow

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let's do it again

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okay that was much better let's go over that okay so that's exactly how it's supposed to go all right so one thing that can happen is that woman is just looking right at me if

that happens there's nothing you can really do about that okay it's just random if if you notice that they're looking at you just restart checkpoint okay just restart checkpoint as for right here what you got to do immediately turn the camera right fire crossbow at the wall that will distract that one over there and the one inside the building and then as you're reloading the crossbow

there's one right there you pick that up and because you're in the middle of reloading it's just going to if you hit triangle on it it's just going to teleport you it's going to teleport it into your inventory okay and then right here you want to hit Sprint forward and x and then immediately go into a prone dive but you don't want to Sprint all the way to the ledge and then go otherwise the guy they might hear it or the guy to the left might see you so hit X from pretty far away and then go into prone Dives and

recommend the taller prone Dives with letting go of Sprint because you can steer her better okay and then I always go into a jump you want to crouch right there cuz there's one up in the sniper's nest way right where I'm pointing way up top there's one in the sniper's nest so again you do all of that there's also one over there on the left that's why you need to like watch yourself here okay

so I Sprint but I'm not sprinting I Sprint jump but I'm not sprinting right there you have to crouch okay and then I like to just do some crouches right here because if you noticed when we get to this spot right here when I get to the edge of the grass that's when I start my prone Dives if you sprint too long that one up top Will C slash hear you but also the one that's over there he might spot you too so I like to do a prone drive right here which is fine because we're just waiting right here we're just waiting you want those logs

over there to be cover cuz that guy up there can do two different things you can see right there he's looking this way which means you can get just go other times he's looking this way which means you have to wait for about 1 second and then go again and then you just do two prone Dives you just wait wait for this one to move right wait for that guy to like look away from you and then write about there

just Sprint throw the bottle and then go now it's important to do that

in that order because you sprint here and then throw the bottle at him the alert has already began so when you leap over this table it's going to be faster if you're not in the alert yet and you leap over that table the animation is going to be slow and you might get shot and then there's a brick right there we pick it up before leaving and then you go now I'm sure I'll be able to show this off at some point but if you get alerted to early

dislike the convention center in day 3 to school at the exit and prevent you from leaving okay so stealth is 100% required all right so we'll just do this all a few times that's pretty much it I'll show you some consequences of some things that you might do wrong

steers her a little better crouch crouch I just take it easy here then I go then right about here I do my Dives and then I wait right here what's this guy going to do all right he's looking that way I think I'm okay I'm okay

I don't really know what else to mention about this that's exactly how it's supposed to go exactly so again some things that you might do wrong without realizing it fire this you pick this up right there see that that's what I was talking about if you sprint to the if you sprint to the ledge and then jump over

hear it so you need to jump over this ledge from far away that's step number one but if you don't Crouch right here at all ever okay

you want to get behind this thing cuz of that guy over there so did you see how this thing almost it almost filled in and then sometimes what can happen is this person over here can spot you as well so just because when you do a run the awareness indicators aren't going to be there for you on grounded mode they're required to be turned off so at the end I'm waiting for that guy to move anyway so it doesn't

please serve a purpose by trying to go as fast as you can here so that's why I do a Crouch and then I just do a Crouch again maybe again and then I go and I don't Sprint for too long because of that and sometimes this one can hear me too there's eyes everywhere and even though it's not happening right here just know I think at some point in time I've been alerted by every single enemy throughout the four and a half years this game's been out at 1 time I've been alerted

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is looking towards us that means we're we're going to do the same strategy we're just going to wait one second and then we're going to go okay right there did you see how I did a slower did you see how I did a slower leap over the table it's because I didn't Sprint early enough I think it was you need to be alerted

and then when you do that leap over the table it's it's a lot faster it's like a whole second faster so yeah and I think that's the reason I got hit if you get hit there that's that's pretty bad we'll do it again I'd say that's the biggest thing of Randomness right there is that one enemy again this isn't

he's looking that way so I'm just going to go and then I think we're good

the main problem if you keep prone diving towards the exit he's going to spot you so you need to wait but then when he reappears behind those logs is he looking this way or is he looking this way if he's looking this way you can start moving again if he's looking this way you have to delay your Movement by about a second otherwise he's looking right at you okay I'll do this one more time we have like four

other parts to get to so I'll do this one more time and then go distract pick up the

leap over early do the loud prone Dives because we can control her better let Crouch maybe do it again and then go that's why you don't want to be too quick all right what's this guy going to do he's looking that way so we're going to go I'm just going to wait right here cuz sometimes this guy right here forward he's looking right at me so sometimes I'll stay right here and wait for him to turn

okay but he's looking that way so I'm just going to go oh God slowly I don't know why come on I'm going to move on okay practice practice practice practice practice practice practice practice

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and then we just move on now again if you want some stuff in here there's a decent amount of stuff in here I only go through here because I think it's a like a tighter path more of a straight line that's just optional if you want to run around you can do that too but there's some stuff here there's a crossbow right there there's a hunting pistol right here so those I'd say would be the main two things free crossbow free hunting

if you want them again we're perfectly fine with the supplies we have right now I'm just saying if you want them they're there okay so this is weird first of all the movement here again jump into that and then you do this this is just a this is to conserve your Sprint okay because it's really weird there's enemies right there but the game doesn't consider this an encounter so this is

more just like a field there's no real strategy for this but just know if you go to early yeah you don't want that to happen okay so basically just let them move on and then just go okay but don't Sprint you can Sprint after you climb and you have full Sprint all the way to the end but it is weird the game doesn't consider this an encounter so again the movement that I'm most comfortable

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and then when she drops in another encounter begins corn fields this area isn't as bad the more we worked on it but it's still a pretty rough area so here we go there's there's quite a bit to it though okay here we go

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crossbow headshot that guy you you hunting pistol that guy and then you hide in the grass you see what enemies are going where maybe you get one out of your way and then you sprint towards the exit okay I'll do this again properly that was my own fault though that wasn't something wrong with the area I just didn't do that properly

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listen to the crap I like to kill one with a rifle because she's very accurate and then we go now if you were to hit triangle on this door enemies would appear right right there so don't do that okay and then eventually

and then this is eventually where you need to go so you just wait around here now the reason I didn't do a beeline right for here is I want to get behind something I want to run as far away from them as possible and then I go that was pretty good okay let's go over that that one was much better so a good thing with the hunting pistol is a body shot is an insta kill it's basically this game's hablo

okay you start out and you go this way I'm pretty sure the hammer swings are optional here but you just want to get to a spot in time do a jogging leap over and go into prone Dives and you want it to be the lower faster prone Dives I'll show you why and then Sprint jump another Sprint jump into a dive you're in tall grass right now so they can't see you and then this guy will always

dad will be stationary so free kill and there really isn't a bullet drop with the crossbow wherever you fire it even if it's far away that's where it's going to go you would think it would have some slight bullet drop but it kind of doesn't and then body shot this guy now this guy right here he can react a couple different ways to seeing his buddy die he'll either like turn around right away or take out his

I think I saw something or just keep walking left just shoot him okay and then dive as early as you can in This Tall Grass where like this fence right here will protect you okay so right about there do the prone Dives and then what I want to use a hunting pistol bullet on that enemy has a melee weapon I don't need to worry about him there's one woman's car with with a rifle

fast firing rifle she will almost always hit you so before I start moving I want to take her out and that's what I use my remaining hunting pistol bullet on now it is actually okay if you take damage here it is actually okay this is a spot where using a medkit is not that much of a concern we actually end up using two Med kits in the in the last Star Island part so

one of the three Med kits you have is reserved for this spot but it's always good if you don't if you don't need to use it okay yeah and then I always just go this way to make your a follow us a little bit but the game's going to beat you a little bit there's a triangle prompt right there if you hit that enemies will literally spawn behind you and start shooting you I will show that off

but then I even if there's enemies right there looking at you you're too far away for them to notice you and then Yara will follow you over this way and then the very moment they're like anyone have eyes do a sweep once they start doing that then you can just leave okay so first things first we go this way

let me see if the hammer swings are like a part of this or if you can avoid doing that okay so you don't have to do them but Okay the reason I mentioned doing like The Runaway did you notice how each one of those I was holding forward that's the reason you want to do the the Dives like like you want to do the Dives like

but with circle okay that's the reason you want to do that for some reason if you do like that she gets caught on like a piece of wood and she goes that way I don't know why so when you do these prone Dives you want to do with the ones with the Sprint held down and that are lower to the ground that will guarantee that you go forward already

I only go until there because if you go too quickly you will literally just run into this guy see how I just barely snuck past them okay if you do this too early there's one like right to your left you can do that too I recommend doing one more prone dive out of the Corn because there is one seraphite directly to your left so going a little bit further will help and then

call grass right now so you're good so then you want to crossbow headshot this guy take your time too see you like I mention there's a couple different things there's a couple different things that guy can do but you had shot him and then you body shot him I'm just going to go I'm just going to go

look at that they never saw me sprinting to the end that was interesting so hold on I want to I want to notice that what you do when you get to the edge of the tall grass right there is kind of up to you you assess the situation and then you go but that was an interesting one right there they didn't hear me

sprinting away but right there see that so

that rifle being fired right there is the reason you want to get behind cover real quick but then you get right here you're still concealed notice how there's no one to the right of that like I don't know what I don't even know what that is I just call it a crate they're all like over there so I figured spending time aiming at an enemy is just kind of pointless here so I'm just going to go and then if they were shooting at me I would do this I would sleep over that and then do a prawn dive and then it makes them harder if you sprint the whole time you know that should be self-explanatory I've never heard them get unaltered that early they didn't hear or see me for some reason it's weird yeah and the other thing is if Yara isn't near you and the alert is over you can actually try and will prompt

that door over there and Yara will teleport to you but I still think it takes a little too long so I personally don't use that anymore I think we used to but yeah we'll do that again that really is all there is to it there is a second thing of R&G; that can happen but it is more rare again I don't go any faster than that just because I need time for this guy to move in front

prone dive on me

all right that was a graze but I was getting shot at all right so normally I would run around this thing and then wait in the corner for Yara but watch what happens if you hit triangle here isn't normally an enemies don't normally follow you here but that's the reason you don't want to do that okay that's the reason you don't

I want to do that

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Tiara isn't here but she should always be but I'm just saying if she isn't anyone see them start the hunt and then you hit triangle enemies don't spawn near you and then she teleports to you and she's like hey don't over here over here and you can see she's like right there so if you notice for some reason enemies like lose sight of you earlier

then they should hitting triangle prompt once that second line of dialogue starts that indicates they've completely lost sight of you it might be worth it because as you can see then I just Sprint over here and triangle the the way out okay that's pretty much all I can mention as you see the area isn't that bad something else that can happen I don't quite know how to trigger it on purpose but there is something else that can happen let me

see if I can will it into existence I'm going to go a different route I go that route on like for a reason but I want to see if I can make something happen all right not quite sometimes there's a person basically I think that person is right here if she is yeah the torch lady behind

if you're in the corn right here your concealed okay even if there's someone looking at you the strategy Remains the Same but you have to headshot her out of the way okay it's something that just can happen again in terms of speed I prefer going this way I've never been alerted going that way before and then do the lower prone Dives yeah it's not happening here but there is sometimes a chance that a woman with a torch and eventually has a gun if you get alerted is like right in front of you right there if that happens what you have to do is shooter and then like oh my God go and then do the exact same strategy okay

but you have to wait to shoot her like once she's like a little bit closer to you because otherwise these guys here might spot might spot you that's the only other thing of RNG that can happen I'm going to go a different route to see if that makes her do that again I don't know how to trigger it on purpose it's just something that can happen which of course it's just not happening

Could not understand audio

so that's what I mean this area is not as bad as it looks on the outside but I do need to show this off at some point so give me give me a second here all right I was able to get it to happen here's the record

hang of it so you know you're working your way this way you got your crossbow out you're doing your prone Dives past this enemy and this is something that just can happen there is a woman with a torch so we're going to aim at her the reason she doesn't see us is because we are concealed in the the the things of corn but if I were to headshot or right now the enemies that I like where is she standing is where I normally am in the

grass when I crossbow and then hunting pistol does two enemies those two enemies will spot her dying so you need to wait until she gets to about their out of their line of sight so your shooter nobody sees it you do the same strategy a couple Sprint jumps into a dive now normally this guy is a little bit closer but the strategy is the same you had shot him make sure it's a headshot cuz the body shop just alert everyone again normally he's like a bit closer where he normally is

is head is a little bit harder to hit because he's not stationary but you had shot him and then you hunting pistol him you have to do that because he has a bow with perfect accuracy so the strategy Remains the Same really you just instead of continuing your prone Dives you just crouched here wait for her to move and then you just go prone into the grass and do the same strategy

I'll show you how this one played out it was nice and if you don't do this you're going to get hit so I made a decision to just keep going she wasn't available to hit so I just kept going I do these prone Dives just because we're still waiting for Yara anyway I just prefer to not get hit if I sprinted the whole way I would have been hit so you go

and then I just do like a big like Circle pretty much that gets you are to follow you and yeah that was a good one so yeah those are pretty much the two things that can happen so I'll do this one more time and then we'll move on cuz I don't think there's that much more to show and again I prefer going this way there is more than one route you can take to get to where you need to go but I prefer doing it this way

and I don't go any faster than that because I need this guy to move on from Dives with Sprint held down is there a woman with a torch here no no see how that song

shut up I'm going to get hit her accuracy is deadly

Could not understand audio

yes I did I'm just going to go to

if I do end up using an extra hunting pistol bullet I usually just like swap to the pistol because like if I recall from this point forward we don't use a single right holster gun anymore the rest is bricks bottles bombs and crossbow yeah that's pretty much it so what you have in your right holster here is up to you if you have a remaining hunting pistol because

you didn't if you picked up an extra one or you didn't have to use one like I did here but you can also swap to the pistol if you're empty on Hunting pistol ammo we don't end up using it but just in case you find yourself in a situation where you want to use it okay so you do that here if you took damage use a medkit here okay because the next time that we you don't ever get your health filled up magically by the game here so

the next part where you're in like in danger of taking damage like on like the next part you're in danger of taking damage where we don't expect it is the overpass and from here onward there isn't really that much of an opportunity well there are a few spots you could do it if you don't have time to do it here but yeah if you're out of hunting pistol you can swap to your pistol if you have a hunting pistol I recommend keeping it just in case you need to do something with

are you find a strategy later on that's better up to you but yeah we still have a shotgun crossbow will reload that later but yeah and we're good we'll keep going all right as soon as you can move Abby restart checkpoint and places us a little further

Crouch into a jump and continue this is our running speed otherwise if we don't do that okay that's what I meant that's what I was talking about Abby's running speed for some reason is really slow for the entirety of the island so that's why the crossbow is really important because not only is it faster than running but it's significantly faster

will have some down time to make sure our weapons are good okay it's kind of difficult to do the hammer swings here it kind of takes a while for you to be able to get going here again so it's really important

just do this as long as you can stop

when you hear like some bullets being fired and some extra noise being made that's a signal that the checkpoints been hit and the places you a lot further from there to here and 11 yard I hear as well so saves a lot of time okay as for what we do here just go through the door and we go but this one's kind of important you want to stay ahead of you are she's going to run faster than you but you want to stay ahead of her and then you go over that way and then

go through there when you get on the other side there's a checkpoint that places you a little bit further and we go make sure not to break any glass here and we just do this to get ahead of Yara all of your movements as soon as they start

so you going faster speed them up they go with their own pace so you just need to follow them

all right this is the last chance right here if you needed to heal this is a good spot to do it cuz yara's I don't know just keep going to move here for some reason this right here would be your last spot to possibly heal because Levine and then you go up right after that begins a cut

seen and we move on to my least favorite stretch of the entire run as you saw the first part of Scar island with the lumber mill and the corn fields if you take a step back they're not that bad okay it's not that bad unfortunately these next three parts are bad

they're still bad to me also if you want some alcohol it's right there just a free one right there I don't think there's anything else in here that's not out of the way be at when you gain control again if you want a thing of alcohol it's right there but otherwise we need to go over here and then I like the crossbow be in the last thing I had in my hand it's not totally necessary yet but the encounter begins and

in my full game record I was on a really really good pace and then here and Haven just went horribly but there was a stream where I practiced this area for 7 and 1/2 hours and this is what I have to show for it okay

Could not understand audio

what's the temperature I didn't quite go how I wanted it to but that was a good backup period I'll do that again and I think I'll get what I'm looking for

okay I just did that perfectly and got two different things

turn jeep that can happen those were like the perfect two videos to have happen right away and we can go over that those were exactly how they were supposed to look I'll go I'll go over both versions of it but I'll do the second one first okay first things first I have the camera pointed down that's because and this is a thing in this game that we haven't used it that often if the camera I can't believe I'm only waiting until

not to mention this but it hasn't really come into play that much later if the camera is off of an enemy their aim and eyesight is worse there ain't not so much but their eyesight is significantly worse okay so I have the camera pointed down because I'm just doing two Sprint jumps into a Crouch forward okay so right

Sprint jump Crouch and then I stand up again and it's for two reasons one like forward and on the second floor there's someone looking at you and then you saw there was that woman to the left who can sometimes be looking at us but wasn't okay stand up and then do a jump flat-footed jump into a dive if you do a Sprint jump they can sometimes

is here when your mid-air or when you land so a normal jump forward into a prone dive and you go underwater swim past this guy he won't spot you don't worry as long as you're far enough to the left and then if I were to resurface right here there's a woman to our left on stairs walking down looking right at us so you need to resurface the earliest you can that she won't notice you okay which is right about

here right about when your feet hit the edge of this grass right here and then aim a crossbow which should have been the last thing you had in your hands at the wall right there if you aim anywhere else it has to be part of the right but if you aim anywhere else you risk like the leaves absorbing it and it doesn't make a noise so it has to hit something solid so about as far to the right as you can there and then this is where it gets a little scary this has to be done quickly you fire you sprint jump into

couch right there and they won't hear it if you do that Sprint jump a little like starting it a little bit closer to them they will hear it so that's why you want to stay you want to stand up with Crouch as early as you can fire this bullet and then do that Sprint jump so I'm crouched right now they're looking away and they don't hear it and then immediately as early as you can kill him for some reason for some reason I don't know why this was a big discovery

the crossbow bolts being fired back to back nobody gives a shit if that guy dies not the guy almost looking at me not the guy right next to him so it's all like this boom jump Crouch and then this guy will walk right he's investigating and even the guy that was almost looking at me with the awareness indicators doesn't see it as for what you do afterwards

if you stand up right here he's going to hear you so you want to wait until you get to about the corner of the wall right there and then either stand up do a little jump or do a Sprint jump it all depends on how far

away he is and what you feel like doing but if you crouch walk your way to the door he's going to turn around and noticed you so you eventually have to stand up and start moving it all depends on how close that guy is to you and what you feel safe doing

notice what he does this guy is walking back to the right and I just had shot him because they're very far apart but the attempt before I got this instead okay I do the exact same thing

but as you can see that guy with the axe isn't he's not as far as that way so that ends up affecting what this guy is doing and he's walking with his buddy so what you need to do instead is wait until the last second before head shot him and nobody's going to notice it if I were to do it any earlier than that the guy with the axe would hear it okay so instead of heading him as early as you can you do it as late as you can

cuz if the guy with the axe if you wait too long first of all that guy was turning back around he would spot you but also the axe guy is going to eventually lose interest in the distraction and turn back towards you and that's Brewery in two parts one everything

turn up until you go under the water and then what you do after you research from the water okay let's focus on the before so you eventually want to start doing Sprint jumps because there's two people right there if you sprint for too long you eventually get spotted so a little bit before then that's when you want to start doing the Sprint jumps and again the Sprint jumps look like this

are they oh it works better like right here she doesn't have Sprint this is just jogging but then right there she does so yeah you want to hit Circle

Ok Google Ok Google Ok Google that's the movement okay so right at around the point you would get alerted a little bit before then do two Sprint jumps into a Crouch okay like this and then stand up and do that now again those awareness indicators almost filling in is the reason I'm looking down

Could not understand audio

this woman right over there you can see her just out of the corner right there Abby she can sometimes be like looking your direction so I turn the camera and I stand up only when I see she's moved past okay so again this is this is how it's supposed to go

into a dive just like that before we do anything else master that movement camera down so the awareness indicator their eyesight's worse cuz sometimes that woman right there is like instead of being there she's like over here she's a bit of a random NPC in terms of how far left or right she is so that's why I wait to stand up until I know that she's not looking at me

all right

moving our way a little bit forward that's what I was talking about right there sometimes you just have to wait okay

these Blades of grass right here before you start doing that and then you and then you go good if you timed it right after she says if you did everything right okay so then you

resurface right about here and then Aim Shoot Sprint jump into a Crouch and then he's walking with his buddy so I'm going to I'm going to swap the order okay that time the guy with the gun was walking to investigate the guy with the axe hung back I still if they're both investigating it you got to see which one is actually investigating it and then headshot the other guy

really really late and then we're good we can leave yeah that's Brewery so close that's why the circle that's why the Crouch is important okay if I did all of those standing first of all I think I'd be heard but second of all I definitely be seen again before you went underwater

so we re submerged aim Sprint jump hug the wall this guy's going that way so I'm going to do that and then I'm just going to go whether you want to just stand up or just do a little jump or do a Sprint jump Sprint jump with technically be faster but that's really risky this is an area you want it to work first try okay that's about everything I know it seems like

crossbow these guys in the head with so many enemies looking everywhere and they're being another enemy so close to him is like risky but like this is the best we got this is the best we got this is actually going really well in practice I wish I went this well in my run but if you more times to see if there's a curveball the game can throw at me but see how the awareness indicator

indicator barely fills in when I'm pointing the camera down but if I do this see how I almost got alerted so that's the reason for the camera being pointed down and she's really far to the left so I had to wait to stand up should still work though

see if she's not looking at you okay here we go research is early as you can and then ate and then fire and then Sprint jump what's going to happen he's walking this way so I'm going to do that and I'm just going to do a little jump here yeah there really isn't any need to do a Sprint jump but if you take too long this guy turns back around so you you need to

be really far away from him close to the left wall and then wait as long as you can before doing like a jump because if you are if you crouch walk your way to the door he's going to turn back around and notice you okay that's just about everything I can mentioned if you're almost spotted like hey I think I see her just

restart checkpoint do it again okay don't try and save it was good I want to show you one thing that happened in my room hold on

okay so this is what happened in my Abby percent record in both my full game record and Abby percent record the brewery and then either overpass and and Haven went badly but I'm going to have the audio on this is what happened okay so we're under the water this is where we resurface I'm going to do everything right

no reason no reason absolutely no reason there was no reason that failed so what I did was I did I did everything right but this guy randomly wasn't far enough to the right it's basically the same Randomness you can get with with this woman right here like there sometimes she's over here here she's over here and then you go forward

unfortunately it's the same thing for some reason this guy was so far to the left that he saw me aiming there and that's what distracted him to look this way that is just something that can happen okay there's nothing you did wrong I did exactly the same stuff that I'm doing in these practice attempts but it was just something that happened okay I'll do this like one or two more times there's nothing much more she was looking my way so I held off standing until then and here we go research

got them I'm going to wait till the last second and then go now again if I crouch walk to my whole way there I would have been seen by the guy you eventually need to stand up I do a little jump that goes into jogging all right don't I really don't recommend sprinting and we go that's Brewery good luck you

see it has a high success rate but there are some random things that can happen

all right moving through here slow so I like to do all this going into Hammer swings station

is there but we technically don't use a single gun yeah when we get to like the gas station part of the overpass that's where it can change but I use a pipe bomb here whatever we'll talk about it go first so as soon as you land restart checkpoint then I like to dodge

forward the moment she starts squeezing through the door restart checkpoint again and it's all just a bit faster okay then just smash forward and Decline and then Dodge off the side like that when she falls far enough the next encounter begins and here we go Brewery this part and the next part is the worst part of I'd say the entire full game Run let alone

play Abby percent

I will say though that's the reason I have a pipe bomb that guy was going to keep walking until he saw me in the grass and that was going to ruin everything what I was going to do was throw the pipe bomb bounce it

what's the window ledge to get that one woman that was crouching behind there but that guy got in my way so I was going to pipe bomb him and then Sprint forward and then use a shotgun on her but she didn't Flinch she just shot me right away so what I should have done is pulled out a crossbow and head shot her that's what I should have done but yeah let me try that again we're going to spend a while period

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I want to

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irrelevant person I hate it I hate it I fucking hate it anyway so what I usually do for added safety is once I get past this corner I do a Sprint jump into a dive and then I do these prone Dives with three or four of them and I wait for this person right here to run past and get right about there then I stand up and start going that way I have full Sprint into the next area

usually don't get shot and I start prone diving right at around here and I also point the camera down for an added chance that they their aim is a lot worse okay just like the brewery you got nothing to lose by trying this okay I also pick up that crossbow but you you don't need it I'd recommend not even picking it up and then I promise my way to this patch of grass right here but sometimes there's an asshole that decides to just

wander out of here normally what I want to do is Bounce the pipe bomb off of that window sill where that enemy is looking okay but if there's someone in your way look at that he's not going to stop moving he's eventually just going to fuck you up so you got it you got to take care of him now I think that means they're on to you but just wait so then right here you can do two things you can get the crossbow out and wait for her to peek

or you can take out your shotgun and and hit her when she pees if she if there's no one there just try and sleep in and then go okay that's why this area right here is the reason I recommended not using a shotgun shell but one shotgun shell we had remaining after the Forest restaurant you could have used it in the

play scraper Ascent in the first seraphite encounter but I recommended holding on to the shotgun for this area okay I use my pipe bomb first either on the window sill or on an enemy that decides to just get in my way okay and then let's say I pipe bombs an enemy out of my way then I either Sprint up to the window sill and shotgun an enemy or I crossbow them from far

okay so that's what I save it for ya this area sucks let's break down the beginning let's treat this area in halves again so right here if you sprint too far how how how don't Sprint too far how far you should Sprint is right about the edge of the grass right about their see that so the grass but what I do I don't start doing my Dives there because sometimes

I'm not worried about a guy with a melee weapon out early but we'll work on this area later just because it moves me a little bit faster all right that woman's there so I'm going to go

and as you can see I have full Sprint and most of the time I don't get shot when I do that okay so I get my pipe bombs out right away I do a jump into a dive you can go right into a dive if you want to do that instead and then I start spreading oh that hurts that shouldn't that really honestly shouldn't happen okay

I also don't Crouch here because he spots you like earlier than he should see that the alert happens a lot earlier so that's why I don't Crouch there if you're prone and you're doing is that works too I promise all the way here and then I go and we're good

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Could not understand audio

okay if I had sprinted a quarter of a second later that would have worked perfectly but now I'm dead so it was her that shot me so that was my fault when you get that alignment that hold on that right there is exactly what is supposed to happen okay not the end result but just getting there all right that specifically was a good one so again I always have a pipe bomb in my hand

or even just this one I usually wait until she's there and then I go you get grazed or whatever start your prone Dives I recommend not healing and then there's no one in my way there's no one in my way there's nobody looking at me so then I just throw a pipe bomb that was my own fault a little bit too early

what you can also do if you want to I recommend not doing it but you can crossbow in the head or you can Sprint and then shotgun or the reason the sprinting and shotgunning could work is watch when I start sprinting what she does she flinches she does that alerted animation hey and then that's like an entire second and a half you could get like right there and the shotgun would kill her

hanging on to it but if I wasn't if I had just sprinted a little bit later that would have worked you leap in you leap in you go for the horse that's how it's supposed to look results May Vary okay God this area sucks but this is what I do if you want to go slower

find something better safe or go for it I set up a little early

I just decided to do that if there's anyone in your way when you're trying to clear that window just pipe bomb them use one of your guns to do the rest which is why I have a pipe bomb for this area okay if you would use the second

bomb in the ascent that would be your last pipe bomb okay so you're guaranteed to have one here like I said we're because I used one in the ascent we're going to have an extra one when the runs over there good good

I don't see anyone again here's another thing you can do all bullshit hey Google

did that shot missed when it did Miss I pulled out my shotgun and I killed her so those are like all three different things you can do the shotgun strategy only works if when you sprint forward she flinches at your presence okay that's all I can show for this area results May Vary Godspeed

Could not understand audio

good the very moment you start getting rid of removing this woman's foot from the from the horse you're good whether you have full health or no Health she will always enter the next encounter with the same amount of Health okay I don't know what more to show I'll do this one or two more times a couple more times because we're making good time here

that's something else you got to watch out there for sometimes if you jump you'll jump into love like that and then you're kind of fucked so if you if you really feel like it you can do this except they spot you when you do that so you have to do the prone Dives so if you want to do it that way you can

Kelly's hair tell me a picture and then pull out your pipe bombs point the camera away from any enemies get in the grass you're fine

so yeah that is the reason I like having a pipe bomb there if you make it to that patch of grass and there's nobody in your way and just use it on the windowsill clear the area out if there's an enemy that's to your right one time I pipe bomb to Sarah fight that was to my right just because she was there and then swap to a different weapon to clear out the window sill too it's up to you but yeah that's that is overpass

remember Hillcrest when you get in the truck that Jesse's driving and you get infinite ammo same thing right here the same thing also applies to the ammo remember I mentioned

if it's fully reloaded you'll enter the next part of day 2 with a fully loaded pistol same thing here when you get off the horse as long as the pistols reloaded you'll start with six pistol bullets if you feel like doing something creative with the next area with ammo that's a good way to do it okay but we only use one brick that's all we use in the next area which we still have which is why you may have seen we did have a brick entering here and in Brewery

but I want to use it in the next area and yeah even though there are some bricks in our way later it's it's better to just have the brick here and just not use it until later okay there is one thing you need to do here is this if you don't do that

you'll get on you and then do that which slows down the horse okay so what you want to do here is do that and not miss again you have infinite ammo so it's fine

that legitimately does save time and then just go take these papers

even though it doesn't look like there's a lot of room go to the left of the street if you don't do anything here you are killed so you do need to kill one you can either get the horse or the guy but you have to kill one

you don't have to do anything else when I go this route

all right now we're going to go into some Hammer Swings with a jump like so I will make a file right here though

begin this encounter which if you thought Brewery and overpass were bad

Could not understand audio

first things first again Abby doesn't have full health right now she has a little bit less than that but it's the same amount it's the same amount of Health every time no matter what okay so what we're going to do we're going to Sprint forward and Crouch right here and heal results May Vary sometimes this woman right here with a rifle can shoot you

kill you before you get there but it's still worth doing cuz that's more of a rarity sometimes you can get shot with a pistol either way you get behind here and start healing this serves two purposes one we get our health back and two were regaining Sprint speed okay cuz you need it and then when this woman isn't looking at you or paying attention to you or reloading your gun you go again and then you get behind here and unfortunately that woman right

American sometimes shoot you the moment you turn the corner and also there's two enemies that way that can sometimes hit you as well I recommend not staying here and healing all you need to focus on that that woman to the left right above Abby's head that one is scripted to run forward and say may you all burn in hell and then throw them all out of okay so you don't have to worry about her you do have to worry about this guy this is what the brick is for

now you could leap over and brick him as you're running but hold on as you can see here I manually aiming a throw and I need to show you something hold on okay so what I'm about to show you is my full game record right here Watch What Happens did I unmute

I'm right here I'm going to leap over and then throw but he shot me before the brick hit him and then I'm killed those were the only two times I was shot okay I had full health I healed here and I so in hindsight what I should have done was thrown a brick at him and then gone I

percent would have made it 100% but that happened so just be that doesn't happen every time but it's something that can happen as you saw I hated watching that happen it was so pissed off so yeah then you go back a little bit wait until she's not aiming at you and she's not going to hurt you if you want when that woman's move past brick him in whatever way you want you have

I recommend not using a pipe bomb here because like oh that woman with the rifle why don't you just kill her oh this guy here why don't you pipe bomb him the more enemies are killed the more likely it is that the other enemies that are shooting at them are going to turn their attention towards you okay the less like wolves are on the left scars are on the right but let's cars there are the more likely it is the wolves are going to turn their attention towards you so you want to keep them alive so you

Rick him out of the way you do a Crouch leap over and then right here in this corner you are safe so if you took any damage during that leap and Sprint right here you heal and then once you finished healing you have all your Sprint and you go because as you're about to see you get shot once sometimes twice and yeah now it is a thing you can climb

up here like right to the left here but first of all you climb kind of slow second of all enemies with guns so I almost always go this way it's it can't be more than a couple seconds slower trust me it's worth it and that's that part okay it's easy when I explain it but all right so sometimes your shot and killed here sometimes but most of the time you'll make

enemies okay I'm just going to go oh God she's going to see me go go go go go go go go go go go go go go go

I mentioned in the cornfield area you can you should use a medkit yeah let's go back to the cornfield part I'm not going to go back there but at the end of the cornfield part the second enemy Encounter of the entirety of Scar Island where we used all the hunting pistol ammo if you take any damage there you any damage at all you want to use a medkit because the next enemy spot is Brewery and if

full health is going to be used at the overpass and you saw you don't really have time to heal yourself there cuz enemies are just always on you so yeah that's where one of the three Med kits you have can be used right after cornfield as you saw right here to have to be used when when you're

bowling and waiting for enemies to stop looking at you and then one in that corner okay like here let's pretend I only have two Med kits right ignore the third let's pretend I only have two now don't go don't go as soon as you're finished looking at you like that

are you still going to go anyway she hit me but I'm in the corner they can't hit me in this corner I'm going to heal and then go oh that hurts I'm not taking my chances climbing up that one and then go do you get it this is like I want to find a way to use a pipe bomb here but like I mentioned the less enemies there are the

likely it is a wolf is going to turn their attention towards you and you don't want that but that's it that's why we save two Med kits for this area but you see the success rate of this song

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but most of the time we're good most of the time we're good I'm just going to wait here I'm just going to go fuck it all right I don't expect her to live through this but I'm just going to go so that's up to you if you want to hear

there if you take damage or in the next part you can see why potentially it's a it's a important thing where you don't use a medkit after the cornfield part maybe you use all three medkits just in this part right here it sucks you got to trust me though that is a rarity okay that does not happen nearly as frequently as you being able to make it there

you see that that will happen most of the time and let's be honest if you are killed their it doesn't waste that much time to just try it again a second time right brick in hand oh come on

I just had to use three Med kits for this area it sucks it sucks and then just letting

loose okay there's never going to be something that's just good for this area okay never I I I I have tried everything okay let me show you something that I tried once

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do this one more time and then just move on because that's this area so we're regaining some Sprints we're just going to go home

and then no matter what I always go this way okay that works too and then go yeah that's that's Haven it's horrible but you saw I didn't take damage there I even played around with healing before I fall into the area that isn't any better either because you kind of have to wait behind that table one to regain Sprint and one for

listen to lose interest in you so going behind that table and healing is the best way and then I just godspeed the rest of the way but that corner is a safe space to heal and recover Sprint for the final run so yeah that's that okay right here I think there's a checkpoint here you can or cannot doesn't matter

OK Google

play that turn right there can be tricky so what I do is I aim or zoom in and then do that okay so I'll move back a little bit love so I go forward and then I zoom in order to like guarantee that I make it through and then make sure your jumps here are on the ledges because they can be weird Okay sometimes you jump and you just don't go anywhere make sure you're on the ledge when you jump and that little

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to the seraphite lady with the big hammer in the forest but it's done with an inconvenient sharp weapon instead of your fist so it's all done a lot slower you'll only be able to get off one or two swings but it's performed pretty much the same way but instead of throwing a punch at this guy right away you want to run to his left and do a swing without Sprint held down because she like if you swing this with Sprinter down she's like

but if you just do it without Sprint held down she does a quick slice okay so you want to Sprint to his left or right and then one okay but it's not always that perfect sometimes he'll block his hammer two or three times but just know when you're doing

does Sprint to the side and then swing you need to do it without Sprint held down once you start swinging because then she'll swing faster and sometimes you'll swing a second time and he'll just block it okay that's why my first swing out of my try and get too off and then each time I dodged I I usually just get one and then Dodge again

well

see how she like really throws throws a swing their yes we got to do the fight

take longer to do that swing so you want to Sprint around her Sprint around him and then start swinging like that as for if you want to get off to his left or right that's up to you so that right there is the fastest

holy crap that was perfect I've never gotten one that good I want to watch that back I have never ever in my life gotten one that good that is exactly what a perfect fight looks like okay

Swing Swing without Sprint held down swing once Dodge again swing twice and then bone if he blocks just dodged the hammer swings and go now in the second phase If he if he swings his hammer he'll always swing it three times okay and if you've dealt some damage to him in the first phase he'll also swing it three times but sometimes he'll swing it twice but second phase will always swing at three times all right same thing run to a

action Swing Swing Dodge swing I got a second swing off there that was lucky that was amazing doesn't always go that way but yeah you know what it looks like I'll do it again just for shits and giggles but that right there lock that in your mind that is what a perfect fight that's what a fight is capable of being here okay

okay what happened there oh I sliced them in his back and then dodged around him and he was ready to start swinging so that one was just that was an animation thing going to try and run to his right now

I think you get it I'll move on after this one as long as it's good

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play similar to big seraphite lady just make sure when you run to his side you're not still holding Sprint when you swing your first time out the arrow in day two tied to down on the touchpad and it's the same thing here and as soon as it goes away a checkpoints hit so it's like this

and then do the touchpad thing if you have it fine to that so like that and then whatever you have it binded to the moment the the icon goes away restart checkpoint not encounter checkpoint and then it just moves the fight a little bit further and it goes right into Mash's Square

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I think you have to hold forward for a while and then eventually the game takes over

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we've been doing before you got a whole triangle here her walking speed is slow in the next part so we're just going to do these little jobs at the door slightly open so no triangle three but we still have the theater theater

in the theater oh boy what are we doing same thing with the aquarium speed is very slow so we're going to do these little jumps see right here

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answer and then get around love and hit triangle sometimes he can block you when you do that so make sure you get around him and then hit triangle don't hit triangle like super early all right then just keep doing the jumps you just end up getting down here as early as we can cut scene begins and so does the theater fight okay now Abby always enters the fight with the same amount of Health but

there's something you have to do here in order to not take even more damage than possible and it's this dodge punch Dodge okay if you do anything else that happened

and then she'll always do that so one more time get that in your muscle memory okay cuz it's it's still important that she doesn't take damage there okay and then don't hold Sprint during this because it's refilling during this and then you can Sprint and the fight officially begins so if you had the whole time restart checkpoint because it makes it a lot easier watch this now if you if at any point during the fight try and punch her head on she Dodges out of the way of it and then immediately kills you whether it's with a shotgun or a machete okay no matter what she will always do that so what did I do here well I dodged left and then held Sprint and forward from the front that's why you got to do this quick that's that's what happens if you're in the second face but just

just keep looking at what I'm doing here okay that's the Strat right there hold left dot just like that just like that

isn't that beautiful okay I'll do the second phase now okay every single time we want to practice the second phase we have to go back to the first part because there's a bottle we use and if we make a save file the bottle despawns so every single time we want to practice the second phase we have to do it from here it's unfortunate it's it's going to take a while first things first we have to swap the frame rate to

play the next part and it's for a reason

her throwing that uppercut to her chin is a checkpoint now this what this does that checkpoints important because this fight will now start in the same spot every time okay you have to ask

so the first and second phases are perfectly consistent as long as you did everything right this part right here is completely random she can be in once you start moving she can be in like seven or eight different spots okay but what you do Remains the Same

until maybe a better strategy is found but what I do is the same I pick up this bottle I Sprint forward I'm not touching anything and then I crouched right about here and then I just kind of follow her she's going that way oh she wasn't supposed to see me okay so that was unfortunate

I'll go over what I can hear these strategies are very specific okay let's see the second phase so again first thing we do this in 60 FPS and it's for a reason back here

now if we don't Crouch right here Ellie will see us or hear us and then chase us this way so we don't want that so you have to crouch there once you've gotten the bottle Crouch your way back and then go think of like the the lines on the ground right here like this doorway as like the divider of when you should Sprint and Crouch so once you enter this way

I have to crouch once you get enough for this way you can start spinning again and then Crouch right at around here I might have sprinted a little too far and then Ellie will do two different things one should keep aiming this way while walking this way and then what she did here she's running towards us so what I did there is I threw a bottle at her but in this phase and the next one if you throw a bottle at her front whether she knows you're there or not she will Dodge out of the way of it

so for this and the next phase if you're right on top of her when you throw a bottle if your two or side or back you can throw it at her if she doesn't know you're there but if you if you're right on top of her when you throw a bottle she won't be able to dodge out of the way okay and that's what I was going to do right right here so the strategy right here is I

oh by the way the second phase the reason I have it on 60fps is because when she's doing that strategy where she's running towards you hold on brush your memory radio she Dodges out of the way in 60 or 30 FPS

what's the bottle hitzer okay but it has to be thrown at the last second when she's right on top of you yeah so that's why I swapped the frame rate there okay then this strategy get the free bottle that's on the table right there there's some health on the ground but you don't need it and then Ellie can be in like seven or eight different spots okay but what you do Remains the Same okay you sprint forward don't hit that

fixture and don't hit that chain Ellie will hear it where the reticle is that doorway Crouch when you get between there like for this example Ellie is like right in front of us but her eyesight and ears aren't her ears are fantastic when it comes to touching something but when it comes to the noise you're making from footsteps and stuff her her eyes and ears aren't very good okay so Sprint forward and Crouch right there now even though

the awareness in Decatur went off she didn't act like she knew where we were okay so then you kind of find where she is if she's not there look left she's probably there but what you want to end up doing cuz you can't throw a punch at her but if you throw a bottle at her butt and she can see it she'll Dodge out of the way so what was supposed to happen is she goes this way and then you and your way left as well but she needed to be like a step further if she's aggressive like this and aiming a weapon you can't rush

her with a bottle

call and throw it okay because the moment you pick she's going to hit you but if she doesn't know where you are and then you start spinning she'll do an enemy Flinch should be like whoa and then she'll be aggressive you have that period right there to Sprint directly at her and then throw a bottle when you're right on top of her we're going to do this a bunch of times okay I'm just letting you know exactly what it is she was lucky I was lucky that she turned around okay remember the first encounter Dodge left

end Sprint if it doesn't work that the inputs have to be quick so I'm literally holding left on the left stick and then mashing the moment she does it you can start holding forward okay that's the strap but you mash Dodge like a madman and then go just get that in your head it really is that easy if it doesn't work just restart and counter and try it again okay it's fast enough that you can afford it

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and then start spreading Crouch get the bottle start spinning again Crouch right there and then right there there's a checkpoint now again she can do two different things there Sprint towards you or aim left and like very slowly moving towards you if she's aiming left and slowly moving towards you you can break her with a throw from a bottle her from far away if she starts

running towards you you have to wait till she's right on top of you otherwise she'll Dodge out of the way of the bottle and if you are on unlocked that bottle throw she would have dodged out of the way so it's a framerate thing if you're on do this phase on 60th and then now that that phase is over restart checkpoint and again not only does this place is a little bit further but it places Us in the same spot every time when we begin the third base you'll notice the background is the

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anything that will make noise okay and then I'll show you what the kill is supposed to look like Crouch I don't know where she is I think she's over to the left okay this is an interesting one

I don't know where she is okay she spawned in a spot that like wasn't in front of me or to the left that was interesting if she's laying down a trap mine this is what you do She lays it down and then phone and then right there and then

you that leads into a cutscene and then that's the end of day 3 but if you lose sight of her Crouch walk around until she lays a trap mine once she lays it down bottle the Trap mine and then that works too that was a spot I don't think I've ever seen her before so that was interesting and where the awareness indicator may be flashing but she doesn't actually know we're there okay when it comes to your first bit of movements as long as you didn't touch anything

don't let her know that you're in the area she's she's not too bright to be honest okay but let's go back to the beginning super easy just like that

play Boom rights on 60% Dodge Sprint Crouch bottle Sprint Crouch and right there see she wasn't sprinting forward so that will work right about there

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I suppose I can make a save file right here but this is the last part of the video so we'll do this a few more times all right I'm looking forward I don't see her oh God she's right there that's that's a weird one

that's a weird one I've never seen her right there very interesting I don't know where she is pretty sure she went

this way I'm actually very surprised that

who was there let me show you one from my record two of my records hold on all right I got some good footage here so this is my full game record and now this runs I don't know it's not dead but I don't care about it Sprint Crouch and then where is she okay she's right there when she's walking that way so right there

this is more of what I was are about it trying to show up so Crouch right there where is she she's right there you want to wait till she's far enough to the left before going now because she doesn't know you're there when you sprint towards her she's going to do the enemy Flinch okay and right there she can't Dodge a bottle throw if you are literally like touching her okay if I were to throw the bottle at her early

she would do it but because I was right on top of her she was she was good and then I think I got like the same alignment in my Abbey record Crouch right there yeah I got the same alignment and then regardless of where she is that's what you're supposed to do okay regardless of where she is let me see

do you wear this place is me if I restart checkpoint she's right there that's weird

all right that's a very weird placement like I said she can be in like seven or eight different places I was lucky enough in my two different runs to get her in that spot but we'll go back at the start of the third Phase 1

the easiest thing in the world literally in the entire world and as long as you're at 60fps this is easy too Dodge Sprint Crouch what is she doing she's not moving so I'm just going to throw it right there there's a checkpoint super easy

but those bottle throws just don't work as well and unlock for some reason I don't know why but it's proven to be a thing maybe I can make the file a little closer I'll wait for the next next track

that was dumb

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do that again a bunch of different things you can do so where is she going she's going over there so I'll chase her a little bit

this one's pretty funny just a bunch of different things you can do here but we'll go back to this part

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the worst of the three just because of how random and she's at like her Peak awareness here so I'm looking forward I don't see her I have my bottle I'm going to avoid that chain and Crouch she's right there okay go left and then throw that is exactly what it was supposed to look like yeah I don't think that works with a punch

even though like if you walk up to her and punch her that doesn't work so always get the bottle and yeah just all the different places she can be sometimes I see her over there she works her way here and then goes this way other times she's over there I almost always just hang out around right there if she's not there I look that way if she's not there good luck okay but that bottle thing either lock onto her

back if she's Crouch walking away blow up a trap mind or run up to her when she doesn't know you're there and then throw a bottle basically touching her and that's pretty much it right but right there is a checkpoint like I said that leads into a cutscene and this Begins the after day three part and that is where we will stop this video for today

to Abby day 3 is full of just a lot it's certainly the most random of all the areas you have the Crowbar picking up in Tommy's sniper you have the cornfields is the woman with the torch going to be there or not and then that area is not bad but Brewery being random the overpass being even each area starting in Brewery just tries to one

itself in the randomness thankfully when it comes to the LA theater fight what is it the first two phases are consistent the second phase you can get two different things of RNG and as long as you did everything correctly then your then you're good I'm just realizing right now that I forgot to show what happens if you

stop the second phase so give me a second here okay so I don't normally do this but there's one thing I forgot to do I forgot to show off what happens in the second phase if you fuck up okay and based on where the game places you what you do is pretty simple I'm using this as an example like say I messed up thank you just redo the area okay so what do you

will you do this the places you right here you go around wait for Ellie to move on don't be standing past that point right there don't hit the chain and Ellie will just keep looking right and do that okay so you don't Sprint here you just crouched right around there let Ellie move on couch their don't hit the chain Ellie will always be looking that way and then you throw a punch that's a backup strategy okay and

I will I'll show it off again live here so hold on a second period okay so hypothetically I'm like grab the bottle know I messed up what do I do well I'm not going to try and save it from here I'll redo the area

that way and then right there Begins the checkpoint for the next encounter which we already shown off before I figured I would show that okay I didn't want to leave you high and dry in case it didn't work out for you so that's kind of like a backup that you can do sometimes it places you remember in Phase 3 how Ellie like it could place you in a weird spot it can happen there to in which case I don't know what to tell you but most of the time it'll

sexy with Ellie in front of you kind of like when the encounter begins and then you just go do what I did there okay but yeah that's a backup in case it doesn't work for you yeah that that now officially is Abby de 3 it's a doozy it really really is it can in my full game Run and Abby percent records Brewery through to the theater had issues everything before that I put up some really good attempts though

some yeah that last stretch is to it's it's it's it's it's it's horrible ya practice practice practice practice practice practice practice practice you got any questions I'll be happy to answer them for you yeah we got one more farm and Santa Barbara to look forward to that one and I'll see you guys there bye