

# **(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 2/8 (Ellie Day 1)**

hello and welcome to part 2 of this Last of Us 2 remastered grounded speedrun tutorial this video is going to go over the entirety of Le Seattle day 1 all right so here's where we left off we'll just pick up and go bye okay

so right here I'm pretty sure yes it does matter you do need to have Sprint held down even though it doesn't look like it's going that fast it goes even slower when when you don't have Sprint held down so right here there are many different paths you can take there's one on the left but we're going to take this one on the right it's a little more directly

shortest distance between two points is a straight line there's no straight line here but this one's closest all right once we go off this ledge there is a horse speeds up a bit there's also a checkpoint here I don't remember where it is but should be somewhere like right yeah somewhere around right there so add around say maybe like that

what about their or the corner of that tree whichever you want to use restart checkpoint and it places you quite a bit further what about those crazy cannibals you said keep updating files as we go so go forward and we're going to take as far to the right path as we can take because where we need to go is over there OK Google

that just always hug the right side then we're going to go to the left here because the checkpoint that place is just a little bit further can be hit a little bit earlier if you're really far to the left compared to just going down the middle so when you get right about here in between these two trees you can see them right there is quite a bit further

it's like when the front of the horse touches those two trees that's where the checkpoints at a lot of these checkpoints are literally invisible lines on the ground okay but you got to memorize where they are again when you're practicing when you're practicing check when the loader say file at the top changes time to know exactly when to get it reminder you can't do that during the run but you can do it during practice it really helps lock in

make sure you're in the middle and then we're going to go to the left here I think about

laugh nothing special or just checkpoint coming up here saves a lot of time even if this run was timed RTA it would save a lot of time so that tree just above Ellie's head right there a little bit before it is the checkpoint how far before it well 10352 right about their nope little further a little further okay yeah so right there I'll go back a little bit

did the checkpoint would be right about I usually go a little bit further just to make sure I got it so right about there and you can see it places us really far ahead of me

play silento show off some stuff your otherwise going to lean off of there so when you check point yourself here you want to do a Dodge off of there okay so this isn't all that complicated but when you get to the edge here you want to do a Dodge cuz otherwise she will lean off

The Edge all right I probably can't find a clip of this but there was one instance where I went to climb this and instead I did I did a jump I did that instead it was horrible so when you when you are climbing

that last thing there make sure you are climbing the very edge of it because I

call like a couple years ago I had a really good run going and I jumped off of that thing instead of climbing it so Dodge off the edge climb the very corner so there's no risk of doing a jump then you want to jump here but you can tell right there like to avoid that from happening like the little climb UPS she has to do get on the very edge of that and then do a jump

when she's like stops moving okay sorry like I said when when you're not dealing with encounters it's all the little things that end up saving a lot of time you want to move my hand cam a little bit over very inconvenient set up here a little bit down

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Mash

there were times in the past when I would jump like this but then it would sometimes put you in the spot that you didn't want okay so I stopped doing that and even though this looks kind of scary it's just this see that and it works and then

do you want to do a dive climb up and then go but there is something that can happen that is annoying and where am I check pointed there okay that's why I made a file there is something that can happen I can maybe get it to happen here that's weird

no it didn't happen I'm having a hard time getting it but basically what can happen is you climb up on this thing instead of on this thing and if you do that I don't think I can get it to happen here

but if you notice it happen make sure you move back onto here cuz otherwise you will softlock you know what I'm pretty sure I have a clip of it somewhere hold on okay I found a clip here we go it's actually in my current record watch how she climbs up here it's going to have sound so no no no no I hope

accounts I'm good if you do that climb like that you softlock and the runs dead the triangle prompts that appear later don't and then you could be all the way down to where the Rope is or the the wire and it'll checkpoint you back here cuz you basically when you do this see where her feet are and where she is she's on this if you do the jump from

you skip the checkpoint that you hit right here you basically skip a trigger that the game wants and the rest of the area doesn't work no no but I recognized it and I moved back and then forward again that fixed it but it's so damn thank you for 23 months so get it looks like this it's a clear indicator that you got it

no no see that so just like that if again if you get that you have to move you have to move back and then forward all right you got to trust me on that it would basically kill the wrong way

Crouch do a dive I hit Sprint twice so she climbs a little faster and then jump just like that I'm good and this

once this one's a strange one the glitch occurred in the June July rip run compilation I don't think I need to show it well it's there if you want to see it yeah basically nothing works the rest of the way and if when you restart checkpoint it sends you all the way back but yeah okay this is what the game wants you to do

that's too slow this is what we're going to do instead better work it worked that's what we're going to do instead you don't need to pause it looks like this like that

now it's it's a little harder than it looks the main reason the main thing that becomes difficult we're going to crash into that little corner right there fall and land on that now the first thing you want to do is hit Circle in mid-air cuz if you don't ya you get that basically if you don't hit Circle you don't land on that thing

it doesn't work I don't know what exactly is up with

the death barriers in this part but it's very strange almost like you're not supposed to do this but we do have a way around it you know but again the first thing you want to do make sure Ellie isn't looking this way and then you like Dodge to the side and I suppose you could like you don't have to you don't have to aim off the side but it

that's pretty much guarantee you're not going to die from Fall damage okay but of course the first thing you got to do is the Dodge off of here if you angle it too far to the right and that was weird whatever I've had it if you if you angle too far off to the right you miss but also sometimes you can like end up on top of the first light fixture and then it just doesn't it just doesn't work like if you just well I

end it too far that way anyway basically you want to angle it far enough to the left so that you like hit that part right there but too far to the left and you just miss it entirely so far enough to the right that you hit the left corner of this light so like like that and then I just aim off the side to guarantee you don't die okay all in all looks like this

one thing you can do wrong is if you there's a timing for when to start Sprint if you do it too early will it worked but the main problem I think is if you do it too late so I'm getting it most of the time you don't want to do it too early or too late right about there

there's a checkpoint and it places you just a little bit further just a little bit that one's kind of optional but yeah practice practice practice practice practice you saw it's not a fluke getting that successfully cuz I got it almost every single time I was trying to get it so yeah all right this is why I mentioned you can use a bottle on that window in the library I think it was because you're giving a free bottle here

make sure you're looking at it cuz otherwise you might Crouch to pick that up you don't have that kind of time to spare and we're going to break the glass and triangle prompt here you know what I'm going to make a file here and grab the map now everyone always asks why do you grab the map you already know

the codes for the next two parts why do you need the map the game makes it so the first drawer you open is the map the second drawer you open is the codes for downtown and coming up right here you have to acquire the codes to input the correct numbers if you never acquire the codes the game won't let you input the correct numbers okay so we need we need the map and the codes all right it's inconvenient but we got it

this is what you got to do then immediately Mash Circle and go it's not much to explain here just do the puzzles as you're supposed to Triangle prompt the Rope I'll get to that in a second triangle prompt everything do that and then the moment you can move

Ellie and I do that with aim again I was talking about that before Aim so you know exactly when you can move her the gates already opened so you don't have to wait for it and you can try and go prompt this

now because of this we have to get over here and throw the rope that way otherwise it's not long enough to just throw it from there so we have to throw it over here get the Rope

and then bring it over here break the glass and then pick up the codes completely so that one you have to hit triangle to flip it and then you have to

put it away and the code for this one is 0512512 is a lot closer to us all right so that does actually save time I'm going to

make a file there but I'm going to go back to show off one more thing that stuff's pretty self-explanatory right yeah the two codes that you need is 0512 and 5345 pretty easy to remember if you forget the numbers if you do this enough what you do remember is just the order to input it I was like down down X up up X down left down X right X I've done this so much I remember the order of the inputs versus the numbers

I want to go back here to show something off and that is something you saw before I'm just showing off this part right here so I don't need the code it's something with the Rope so normally you have to pick up the the wire you have to pick up the wire like this and then go on but you saw I did something kind of finally I did something I picked up the rope without without crouching for it and it's not just a crowd she's flat-footed for like 2 seconds that's a generator so what I do is I hold Sprint down left and straight like down left but straight down left on the left stick and

straight left on the right stick and I don't hit triangle right away I hit triangle like maybe half a second after I can move her and I'm not saying this is 100% consistent but there's a chance you can pick up the Rope the wire very quickly so we'll see if I can get it no I didn't get it there I got it once before I'm pretty sure I got it in my record so I'll try one more time if I don't get it I can bring up my

I can bring up my record it's something you can try okay it's only a couple seconds it's something you can try that's a generator

are these loading screens fantastic by the way I was talking about it with Chad earlier a full run of part 2 remastered takes about four and a half hours Original Part 2 took five and a half hours that one extra hour was just loading screens not kidding but hold on a second let me find a video all right got the clip right here I hope I got this it'll it'll have sound so

you miss a checkpoint and then the next one so what's the weather outside and then I hit Triangle really far away and I just picked it up like like so it saves a little bit of time and yeah

is it something you can try it's not a disaster if you don't get it but yeah that's how you that's how you do it okay and let's keep going get on the horse

I'm going to make a say another save file right here in a hotel

sing again you don't want to wait until the meter is on the like the triangle prompt is on the circle what you want to do is literally Mash triangle because you can't turn this generator on accurately anyway so the strats literally this is how you get this to happen as early as possible and now this is the reason I made the file here this is a little bit complicated to show off not really but basically

you want to get the horse into the downtown section as soon as you can otherwise you'll lose roughly 3 to 3 1/2 seconds with extra dialogue I'll show you go over here and get on the right side of the horse like so and go Google

that for me opens up the map and yeah I'll go back and show that again just because it's assuming callous

I'm still in part 1 assuming the horse lines up in the same spot but if you don't make it to that spot by the time Dina is done talking you get an extra line of dialogue Ellie says we'll ride around and see what we see a couple different ways you can get on the horse here but I found this to be the most consistent

yes Shimmer this one might not work because Shimmer was a little bit further to the right you know I'll slow down just to show you what it looks like it

do you want to hold that in anticipation of it but you saw it right there if you don't make it just leaping over the thing you get that extra line of dialogue and you lose some time so yeah when you practice this sometimes Shimmer is going to be in a different if you like restart encounter to like practice this a little bit Shimmer's going to be in a slightly different spot every time when you do this in the run she'll be in the same spot every time

go

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set it up or from chapter select chapter select for downtown places you right there all right I'm sure you'll get the same thing every time again when you're doing it in a run you get the same Shimmer placement every time so yeah it worked the first time all right so we're going to do the fastest horse riding thing that we were talking about the right stick left and right very delicately okay

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you can you can control for the most part which side of the horse Ellie gets off of if you want Ellie to get off of the right side you point the camera to the left if you want Ellie to get off the left side of the horse

so getting off the horse here you want the camera pointed this way and then you get off right around there okay and then at the top right here you want to do a Dodge the reason you want to do a Dodge is because Ellie acknowledges the infected

if you don't do a Dodge Ellie will write on her map okay I can't show it off here cuz the checkpoint was hit in a weird spot but you know what I didn't update the file so I'll go back

sorry I just want to show all that off one more time again it's it's all the little stuff World Records become impossible if you don't pay attention to all of this little stuff so when you climb that last climb you want to immediately do a Dodge and then triangle prompt the window because if you don't Ellie will take out her map walk and write on it and you won't be able to do anything until she's finished its

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what's the Dome I should have enough room here so what's the plan for finding these places I want to show you something else

when your maneuvering the horse here make sure you're riding just to the left of those pillars cuz if you're too far to the right if you're too far to the right the horse will leap off of you see the way to concrete is angled here all of this right here the horse will leap off of it and

you interrupt being able to move quickly so you want to angle it this way so we just goes down a ramp and doesn't touch anything to Seattle

I'll update the file here again this is what it looks like if you what did I do did I accidentally load the file all right hold on okay we're back so this is what it looks like if you don't get the Dodge office

do the window until she's finished that's annoying as all hell so I showed it off before what you need to do is what the hell happened out here I'm guessing the military

almost

nothing but where they're not going to hear us so I'll do this a couple times then explain everything three times a charm

notice there the moment you hit triangle your footsteps don't make footsteps anymore that's why you want to hit the triangle prompt very early there okay well first things first don't Sprint past there OK Google

right there okay if you do there's a there's a good visual cue as well to know when to stop sprinting it's very nice now the bottle throw the bottle throw has to go between it has to go past the doorway but it has to be far enough and it can't hit the clicker because sometimes what can happen is

it's going to hit the wall so it's a very delicate throw it also has to be far enough because of its too short this should happen if it's too short sometimes that Runner will run this way

instead of to the right all right I'll see if I can get that to happen but nope I hit the clicker to avoid that I try and aim the bottle a little bit far to the right but just know if the throw is too short okay I'm surprised it's not happening but what about that

yeah so you want the throw to be high and preferably aimed a little bit further to the right this is usually what I what I do I sort of like pre align the camera I've done this so many times that I kind of know how far I need to move the camera and stuff but it's never exact if I over-exaggerate aiming a little bit too high I'll throw it earlier if I noticed the cameras a little bit lower I'll throw it later so like this

that should be good and it was if I noticed the cameras a little bit lower I'll throw it later

jumping in the diving okay now you got to remember we don't when you're doing the jumps you don't want to just hit Sprint and jump because then you get this hold on see that remember you want to hold Sprint all the way until she's about to land so the initial jump you don't

you need to jump early enough cuz if you just walk the whole way you get that so right around this chair is when you need to do the job I did not do that I'm getting a little stick drift with the with the right stick here if you jump to early I've had it where like for some reason the game tries to

pump you on to the chair all right that that can happen if you don't overthink it so like right around the time when the runner is about to start moving and then right here I do two Dives the reason I do two Dives is because there is an infected right there all right so that's the reason I do too Dives he will

and the reason I do

two Dives is because of that okay what's more important than showing how this area works is showing why we do exactly what we do that's why we do two Dives right there okay and I do the faster

and decide to walk up to it if you'd like but the Sprint jumps are faster I recommend practicing those somewhere else if you want somewhere else to move faster

it's a way for you to move faster while still being quiet now there's something that's basically this area see what to do you know why you do it there's something else that can happen though and for the life of me I have no clue why this is a thing when I do permadeath this is this this this this this whole thing my progress so

if there are no in fact it's so there's a clicker to our right right he needs to be there for this triangle prompt door to work if there I have no clue why they did this it's clearly done intentionally if there's nobody near the door this strategy doesn't work all right so I want to see if I can get off a throw that's like I want to see if I can get off a throw

so far that it actually

play something else

okay if there's nobody near the door so why is that a thing I have absolutely no idea

close the door works when there's a clicker right next to the door but it doesn't work if there's nobody near the door I don't get it shouldn't the opposite be true but it's not so when you do this throw make sure it's not too far make sure it's not too far that you attract that

you're right there okay if he's not there and he goes to investigate the bottle throw it's not going to work for that reason right there so all that put together looks like this bottle throwing leap into a dive do a Dively

triangle prompt the door make sure you hit triangle from far away so you don't make any footsteps hold triangle now this is scary but you're fine you're fine you can get away with a lot more than you think and then Sprint held down otherwise you're going to lose it then eventually you lose it triangle prompt the bottle similar to the way I picked up the

in Patrol you pick it up and then jump the other way have the rifle be the last thing you had in your hand before you jump on this rope and then you want to slide down just a little bit Circle and hold backwards and she'll fall into this as early as you can and I made it safe while we're going to go over this area a lot trust me this one's a doozy so hopefully I can show it

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I'm going to do this and go for the gas station

the supermarket where you want to do this first try cuz it doesn't work well when you do a research checkpoint okay so we'll go over what makes this work I'll do it one more time

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get the rifle bullet there and then go that's exactly how it was supposed to look minus Dina shooting that one runner back so I'm going to save that one and will dissect it a bit cuz that was a good one okay so first thing you do is you want to run forward

and kill that one with a rifle the reason you want to run forward is because Dina can sometimes shoot this Runner right here with a pistol and if that happens it kind of ruins some things it pushes them back so you won't be able to get the quick kill like I talked about earlier so you basically do all of your movements sprinting forward and sprinting this way it's just so Dina doesn't shoot this one with a pistol

is the kills have to be quick then you

who shot the clicker that's the hardest part of this encounter that's the hardest part right there and then what you want to do is knife this one six times but notice I angle myself this way and that's because here are the runner that just spawned behind us this way will that Runner actually spawns in out of thin air the reason I don't know the reason

why they did that but there's like prerequisites you have to hit before he does that the clicker has to be dead so once the clicker is killed that kind of starts a timer and you have to be far enough away from that from the runner that spawns in and you have to be looking away now there's a brick hidden in front of this pillar you pick that up that right there is where the runner spawns in now sometimes you goes after Dina sometimes he goes after you

do you want to do the quick kill on him Dina shot him once so that pushed him back a little bit it didn't interrupt anything the stats the same you do the quick kill on them and then you beat this Runner to follow you you get this brick that's hidden right there and then you kill him quickly and if you did all of that correctly you want to get the brick that's to the right of Ellie's head right there we need that for the school you have to leave here with a brick that's very

very important that one's going to be used in the school later and if you did everything right Dina will shoot this clicker with her rifle like so and if she does that all you have to do is headshot them and then you go so again the ending looks like this watch watch and listen to Dina so you can take a step back headshot him from

how far away and then go if she doesn't headshot them or you're not sure if she had shot him yeah see in this example the one that I was supposed to knife she's only going to kill or help you out with one enemy if she kills one she's not going to shoot another one so I know for a

back that Dean is not going to help with this clicker so what I do instead I don't run up to him okay I'm going to let him come to me right about where these two cars are and the reason I do that is because the Sprint will last you all the way to the gas tank and yeah you don't want tired Sprint picking that up because first of all it's slow second of all she literally picks it up slower

I'm going to try and do this accurately and professionally we don't have a strategy try and do the same strategy as best you can okay that's everything's different okay

start off killing that one then you kill him and is this one look away from there I'm trying to do the exactly tried to replicate the strategy the best I could

but when you do this from a restart encounter or a restart checkpoint the game spawns in an extra Runner right here anyway yeah that's why you don't want to do this from a restart

hey Google

see that it's chaos you don't want to do that so you can for the first part of it you want to keep the strategy the same but then when it comes to the rest of the extra Runner creates chaos so again the strategy is the same it's just more chaotic so now I'll go over some things that can go wrong and what not

and make sure before you do the jump here you have the you have the rifle also make sure you slide a little bit down the Rope because if you just there isn't any guaranteed spot to let go but it's one of those things use your judgment okay rifle jump so a little bit like



Sprint held down the entire time and it's because of Dina if you if you hang back a little bit

which makes the bottle throw knife slice a lot more difficult okay so I like to do everything moving forward and sprinting very quickly wanted to do it faster to get me in a better spot but also to prevent Dina from helping / interfering

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shut off right here give me a second here when I headshot that clicker I didn't stab him right away I waited like maybe a second just under a second later and that's for a reason the watch this I waited a second watch the runner in the back kind of hard to see but he basically did like whoa if you stab if you execute

play Runner right next to another Runner the runner will be like whoa and then back off a little bit if I just stabbed the clicker the runners allowed to keep coming towards me and he'll throw a punch and actually hit me okay so I want to stab the clicker with that Runner close to me so it pushes him back and I'm able to dodge his first punch okay so I did that

and

do that all right I'm not really sure what else to show I'll show you the runner spawning in out of thin air it's kind of funny again that Runner will not spawn in if you're looking in that direction and your close enough to him either or will prevent his spawn

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there's still no run over there oh look there he is so that's how it works if you're standing near here he won't spawn in you could be as far away from him as possible but if you're looking towards there he won't spawn in you need to be looking a certain you need to be looking away and be far enough away for him to spawn in okay is that annoying yes but we work with it which is why I

I'm killing that one Runner against the car angled away from him okay maybe I can show off how difficult it is to slice that Runner if I don't push him back okay so if I kill the clicker without pushing the runner back you can see the runner he reacts very violently like oh shit you just killed that guy in front of me that's part of

the strategy okay I'm going to show you what happens if you don't get that ok

I also want to show something else off Ellie will only do her attacks in groups of four but it takes six slices to kill one so you'll see me like do a stab Dodge do another slice and then wait and then do four more cuz the sixth one kills it Dina stopping

oh my God I hate when they do that yeah I'll show it off tonight one two three four see it becomes messy so once I get the second swing off I just wait just a little bit just a little bit and then I go for four more

that's how and why I do that that's everything I have to say about this one again if Dina doesn't shoot the last clicker made it between the cars and then shoot it there if she does shoot it move back a little bit so you're closer to the gas tank and you have to pick up that rifle on the crate there before you leave you have to

all together now delay on the stab 1 234

but that's something else I want to show as well I don't know a way around this it's very annoying and you saw it the runner did the like I see you animation twice not only does that affect my ability to do a fast kill but like the runner doesn't come to me I go to him I was still able to do the strategy but it just looked a lot

earlier so one stab dodge another stab wait four steps I see you I see you again again I was still able to perform it properly it was just uglier so that's another thing to look out for just something that can happen

it's not as easy as it looks unfortunately

slight delay on the stab mangling myself this way so the runner will spawn in all right so that Runner was going after dinner here comes the clicker

the last thing I'll mention sometimes that Runner that spawns in out of thin air will go after Dina so you got to make sure you cut them off before that happens because the runner will plus sign them Dean is not going to kill anyone herself so yeah he was doing at that time so I was able to get the get it off quickly but you see there's like three different instances here where we do the quick the throw

and then the quick kill it's something you have to get right because if you get the slower stabbed you're not going to be able to get in position okay yeah let's move on that last straw was absolutely perfect again if it doesn't help out with the clicker wait for the clicker to get to you between the two cars and headshot at there then go

bullet and the the gas tank I'm going to mention one more thing one more thing and it's definitely worth mentioning it's the one thing I forgot to mention let's say hypothetically you kill this Runner like to the right of this beam this column right here it's very tempting oh the rifle bullet is right there I'm going to go pick up the rifle bullet and and continue on that isn't going to be good because if you do that this Runner will go after Dina okay if I went to the right got the rifle bullet and then I make my way to that brick that's right over there this this Runner isn't going to go after you it's going to go after Dina so you always want to cut left and bait the runner see like right

very kind of changed his mind about who's going to go after so that's why I do that okay it's always very tempting to go after to when that happens to you to go to the right side and then go that way don't do that okay do not do that the only way the only way I would the only thing I would say about that is if you are like going really really really really really fast and you get like

quick kill on that Runner then maybe you can think about it but there really isn't a reason to because you just can't risk that Runner not coming after you the whole area will be ruined so yeah exactly like how I performed at the last time no right here is the same as the beginning of the courthouse the moment you leave here Ellie is going to start take out our map and write on it and

and be very slow doing it so what you want to do is the moment you can move Ellie Dodge knife thrust and then Dodge again or something else you can do Dodge climb over like the the little barricade thing that's in front of you and then Dodge again either one will get you to skip the animation I'm going to go with a knife thrust Dodge climb Dodge or Dodge knife thrust

either one will work thanks will prevent Ellie from writing on the map okay now this is kind of funny when you make a save file for this area Shimmer is faced is facing this way it's really funny when you do this in a run Shimmer is going to be facing this direction

and also maybe you've noticed it by now if Dina's really far away from the horse when you get on she'll teleport to it okay so that's what happened right there so we're going to go this way and then there's a checkpoint right about there right about there right about there and it places you a little bit further we were way over there now we're over here and we have to go this way let me make a file here we're moving now

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get off the right side of the horse but you noticed it was very strange I did a leap over those three concrete things the reason I do that is because I believe it's she writes on the maps on the map on the horse that's the reason why it's bad enough she slows you down on the maps on the map on the horse

going over those three things skip that and it doesn't slow you down that much and then what's weird you can like start hitting triangle like right away after the First Leap a little bit after the first leap and she'll get off pretty early so you have enough room right here

pair to get the fast movement on the horse point the camera slightly to the left and then start mashing triangle and she'll get off the right side of the horse something else you can do that was basically perfect but something else you can do is peaceful the closer you are to the right the later she gets off

so I'm a little bit closer to the right side and when that happens she gets off the horse a little bit later and she's closer to the door very small detail but something to pay attention to okay yeah and the way we go I like to dodge off of here and then do another Dodge and we can move her yeah now for outside the synagogue this is how I will do this a few times

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musically you do it like this this is where you also want to reload your rifle the reason I did that this is where you need to pay attention to your Sprint stamina there's no meter that tells you how much you have left but when you do things if you do certain animations

actions with Sprint held down you're still going to be draining Sprint despite the fact you're not sprinting so for example watch what happens if I just keep Sprint held down the entire time and it just it makes things a lot closer than they can be even though you're probably aren't going to get hit by the clickers what can happen is the runner

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Sprint and then when I reach the bottom I even do another little jump just to get some momentum going forward like this see how she lands and she still moves forward a little bit so it's Sprint held down here it's going to last almost the whole way you can do a little Dodge at the end if you want but yeah so I still do a Sprint climb on this first one

it's hard it's hard to explain but basically when it comes to climbing animation speeds when you're climbing something little like this it is faster if you have Sprint down a hell down compared to not but when it comes to climbing over something like this the climbing speeds are actually exactly the same versus whether you have Sprint held down or not so basically what I'm saying is so the climbing speed

did right there is slower than the climbing speed that I do right here however but the second climb Which is higher it doesn't matter if I have Sprint

push-up Sprint being held down matters the climb it doesn't matter so that's why this is this is the movement again make sure you have your rifle out so you can reload it while you're running past but I do this Sprint climb jog climb I do a little jump at the end with and then I Sprint and that Sprint will last you the whole way did you see how close that Runner was to hitting me imagine if I had tired

isn't there he would have hit me once twice and you have to have full health entering the school okay and you don't have to have it but it you're going to take a lot of damage in the school and almost every time we need a medkit at the end okay so yeah one more time

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should we pick up the gas we're going to do a restart checkpoint because it's a lot faster than waiting for like this gate to open also this is place like out there the research checkpoint saves a lot of time but when you do that restart checkpoint anything you picked up here disappears from your inventory so don't bother picking anything up okay so squeeze your way through their grab this Push It Forward enough so that you can use it to climb over it doesn't have to be touching the wall it can be still pretty far

go away and then you go now the moment this is finished we're going to hold aim to know when we move her for the first time and then we got some gas station

yeah we would have to otherwise climb back up open the store move this all the way over there but instead it's it's all right here and anything we had picked up would have disappeared from my inventory so you just want to get right to work to getting the gas ignore anything to pick up okay now

or moving this you don't want to move it like like okay move it all the way over here oh there we go you don't want to do that okay you can just move it forward like this to about right there and then climb up okay so it's like right on the corner that's about as much as you can get away

because there are times you didn't move it close enough if you're under the pressures of an actual run I wouldn't recommend cutting it that close but yeah just basically move it forward like this and then right there okay doesn't have to be touching it and the movement's pretty fast one thing I should also mention I can't go back and show you but

this is another reason why we don't necessarily allow the unlocked frame rate at this moment in time the higher the frame rates the faster you can move the the the cart really anything in remake planks dumpsters some other stuff basically anything where you grip onto it and move it the higher the frame rates the faster it

okay so if you're comparing if I were to do this in 60 FPS the thing would not move as quickly but the Strat is the same I just wanted to mention that and speaking of frame rates what I'm about to show you you can only do in either 60 or 30 FPS if this does not work in unlocked but so yeah performance mode with unlocked turned off I mentioned at the beginning of the

part 1 of this tutorial frame rates unlocked frame rate kind of messes with some things whether it's AI patterns or the moving of stuff but also like little stuff like this okay I'll show you the strap so basically this is the movement right here holding R2 for me is what gets you to swing you go back

forward it X and then hold down Sprint right after so it's like like that and that gets you to like launch forward okay I made a file here so we can practice this as much as we want period

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I don't like this and then she takes a while to stand up and stuff and it's not very appealing so the reason I'm showing this off quite a few times is if you mess this up it's horrible I'll show it off one more time and then I'll go back and show you like some cues to know like exactly what to do

a bit harder to do than it looks beautiful

move the camera so you angle yourself right about there now how do you know when to start going forward Ellie will move her legs when she's reached all the way back so right there and then you want to jump when she's reached almost her like you know cuz she's swinging back and forth when she's just about reached as far as she can go that's when you want to get off if you do it any earlier this won't work okay but again

again liner up and move back when she moves her legs right there then you hold forward and you do it at the last second and again X and Sprint need to be held in back-to-back inputs any delay makes this not work okay I'm just making a big deal out of this because I think it was three different runs in a row I messed this up and she doesn't just grab the ledge she falls off the Rope so the runs basically died right there

and that's demoralizing notice the change in Ellie's body language when you're going back and then when you're going forward I'll show you what happened I'm pretty sure I can get this to not work intentionally if you don't go forward enough they'll show you what that looks like careful it's okay yeah a little something a little something like that she needs to be at her Peak

Could not understand audio

to show you it doesn't work I could have been lying there I don't know Ellie careful and then just like that you can get it every single time but yeah it was a rough stretch I'd say like a month ago I was failing this and I didn't know why this is very specific to get it right she needs to be at the end of her swinging forward and jump and Sprint need to be pressed back to back very close to each other

okay let me try this and unlock frame rate just to show you it doesn't quite work it might work and I might have been lying to you but I'm pretty sure this is a spot where it just doesn't careful it's okay it's holding up there you go see that I can tell you right now I

nothing nothing wrong it just doesn't work in on the higher frame rate one more time for shits and giggles especially if you did just have a shit in giggle right there cuz I was kind of funny Ellie careful it's okay it's holding it's like I told you it just doesn't work I don't think it works

better in 30fps as for any theories why unlocked frame rate breaks things such as this The Original Part 2 had 30 FPS and 60 FPS 60 was patched in later for PlayStation 5 so it was it was more suited for that game the unlocked frame rate is specific to remastered so I imagine it just kind of mess some things up all right we're in 60 show this one more time and then we'll go

careful it's okay it's holding there we go see that ok Google

slow slow slow slow slow so what you do when you fall off the ledge you need to do Dodge and knife thrust until Ellie starts saying okay gate once that happens you can just start running when that skips the marking up the map to here now what I do is I'm holding down on the left stick so she's so

turn down the ladder but I'm mashing circles so she gets off of it as early as she can and I point the camera this way so right after she gets off of the ladder I'm holding forward and it turns her around so like this like that Dodge off of there and then start doing this and you have to do them until you hear the

dialogue okay gate because sometimes it can trigger in a lot later than other times one time I was doing knife thrust

all the way up to here sometimes it doesn't trigger in right away again so one more one more time we'll move on again and also make sure Ellie's body is turned around before you do the Dodge otherwise Ellie is going to do a Dodge sideways and you don't want that cuz then you can't do the knife thrust squirrel

you do the fast horse riding all the way until the gate okay so go right go left and then it's going to be a difficult spot to get through go through there that was much better do that ok Google

Could not understand audio

yeah those are two different for this one specifically those are two different things it's not as soon as you can move Ellie it's as soon as you can aim a weapon so there we go restart checkpoint and this one places you really close you're on the horse Dean is with you you just go forward get off the left side of the horse and then it's 5345 the first one is five so you mash X for that one and the moment it's it's done and the camera starts moving back that's another

checkpoint and it places you in a spot where the camera you're both on the horse on the other side of the gate so these checkpoints are saving a lot of time even if these runs were timed RTA these are saving a lot of time okay so up next is Sarafina Hotel I made a file here so we're good let's keep going to

call this once and then I'll explain it all up that was perfect

do you know what I'll use that as a guide to explain the basics and then show it to you okay let's see here so when you start out right now

what you have to do is you have to point the camera down the reason being the thing we use to climb up and over the wall it's a big blue dumpster if you're looking at it the runners spawns in right right away and we want to delay his spawn so that way we can jump over the dumpster over the wall and kill him

immediately as we land okay so I'm doing all of this with the camera pointed down for that reason and notice the camera is pointed to the left as well so Ellie gets off the right side of the horse so right there climb over that blue dumpster and then just smashed Square to kill him right away now you want to do that because if you were to kill him slowly the runners would already be outside by now and that right there to the left of Ellie's head is

stun bomb you wouldn't want to pick that up right away because it's one of those things where she looks at it and you there's it even goes into like the zoom in menu and stuff but if you have an alert triggered she literally just crap she literally just picks it up she even does like this weird arm circle thing yeah and then we aligned we line up the shots

get the rifle in your hand pick that up the alert is already started she just puts it in her pocket and then you want to approach Sara Vina in the middle that way none of the runners will do like this I see you animation and then this is what I do this is really just personal preference we want to line up the shots so one rifle bullet kills two the second rifle bullet kills

another two this is the reason we came in with two rifle bullets from Jackson we used one in the parking garage but then there was another one we got for free and this is where we use the two rifle so what I

do is I run up my shoulder Swap and the reason I don't fire right away is because despite the fact no matter what frame rate I don't know if I mentioned this on the original part two the two for one kill with the rifle it didn't

Morgan 60 FPS but it worked in 30 on remastered it works no matter what no matter what frame rate it's on the collateral works it doesn't affect it at all anymore which is great the reason I don't kill this Runner right away like you can see the runner in the backs right foot underneath the runner in front the reason I'm not shooting right away is because they're too far apart okay if I were to shoot right now they may have been lined up perfectly but they're too far apart from each other

so I'm waiting I'm waiting I wait I wait long enough and then I fire and then I swap the shoulder back to the right side for those two okay so I'll show that all off again this is surprisingly pretty specific again I'll show off everything that can go wrong I just want to show it off working one more time

I see you animation that's why I go towards the middle that happens pretty frequently if you go like approach it from the left I think it's because like they may have heard a noise but they haven't

seen you yet the further you are to the right the runner way in the back way in the back will notice you but he doesn't do an animation the one closer to the door will so that's kind of why that happens all right I can show this off a bunch of times let me show off some of the things like the things I was talking about that makes it not work first of all the camera pointed down like I mentioned

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I want to see something real quick does an old strategy I remember yes okay I don't know if you know that don't pay attention to this part this isn't part of the strategy or the route but did you notice how those last two Runners were exactly the same model there was a glitch in the original part two that I guess is still here

if one of those specific Runners is still one of the two duplicates is still alive the triangle prompt will actually be available to hit here but the runners going to hit me but the door is still going to open on its own and I'm pretty sure works if you

do this if you do this in encounter select they'll t-pose on the bed it's really funny I recommend trying that if you do exactly what I did there but you do it in encounter select you get a really funny result not here though anyway that that's just for funnies for shits and giggles let's get back to the actual strategy now that may look faster but don't take damage you can't take damage in here okay so that's not actually faster or better

but it is funny so I figured I'd show that off okay so in the beginning notice how the area came became a little bit undone when the runner jumped over the wall as like really really early you want to delay that as long as you can and you do that by not looking at themselves so I point the camera down I have a general idea of where I'm going and then right about there

get off the horse or right near him or really close to him and then I'm going to go over here now I'm just going to wait for them to get clothes that's the backup properly for some reason I don't really know why when this Runner

what is eventually killed it goes from checkpoint and encounter to just checkpoint you want to hit checkpoint and then go from there there's nothing you need to pick up here even having an extra rifle bullet doesn't help because like oh free rifle bullet when you enter the school you're given a free rifle

bullet I'm trying to think if you're given a free pistol I think you are I think you are regardless you don't need to pick anything up here

just go right for the door but I'll do this a few more times for some reason I'm not getting the execution animation that I want yeah that's pretty much it up

go to seal see how that one was a lot easier okay do you know what just happened I just for some reason I just missed I thought I severed the leg of a runner what you don't want to do but you don't want to do when you're lining up a shot

next year when you're lining up a shot you don't want to aim for their legs because it will it doesn't kill them it just severs their leg see that upper half of their body okay that was

what's a good example before I just missed the second shot from The Middle

I used to do it that way but it failed a lot and the reason being the runner closer to you if he's the one that sees you first he'll do that long drawn-out I see you animation but if you're really far to the right the runner in the back is the one who sees you but he doesn't do that animation so they're all a lot closer together right so that's the reason

all of that together I don't think there's a way you can manipulate what kind of execution animation you get on that first runner that one that you stabbed him in the back and then the head is the fastest one all you can do is delay a spawn and do this regardless

you can actually get Dina to help you out there that's why it's kind of hard to line up that first rifle bullet is the hardest one of the two because again you can't fire it too early because there's a if the runners are too far apart you could line up the shot perfectly it just won't reach the second one okay so you have to wait that's why I do a shoulder Swap and I I

left but at the end of the day you're going to find what works best for you okay this is personally how I do it I would appreciate it if I could do it successfully before I move on there's a fast one oh my God

at least need to show myself that I can still do it please

right around here we go know that's it okay practice practice practice practice practice practice practice and you'll get it maybe someday I will too and then we're going to go don't bother picking up melee weapon doesn't help we don't need it

and Trigger the cutscene here and then the moment we can move we're going to go over here there's a quarter Rag and a hammer this Hammer if you do everything right is going to last you all the way through to the end of day 3 no other melee weapons needed and I don't know why I'm just thinking to mention this now cuz I don't think I mentioned it in the beginning of the tutorial

when it comes to parts and supplements we pick up a whopping zero all right in original Last of Us we needed supplements and parts in remake we needed Parts No Limits but in this game we don't upgrade anything anything at all no parts no supplements so it's one of those things you don't have to worry about that okay which makes this run a little bit easier we also don't really rely on random drops of ammo from enemies so

I regard this run isn't funny enough this run isn't as complicated as like anything in part 1 I think those are more complicated but yeah as soon as you can move Rag and Hammer if you mess this up the fall will kill you you have to land on this thing I recommend to Dodges like that I probably had a checkpoint



know okay maybe I can maybe I can show it but maybe hold on

just I'm just stressing do this properly because it won't let me do it maybe they fixed it out this way there you go make sure you land on that thing okay cuz I didn't even jump their rag that so I usually Dodge forward and then Dodge forward again and this is where we

start doing Hammer swings this right here is annoying to do but it is faster than running and tired sprinting only by a little bit but it is faster and it looks like this no before I get on the horse you can enter it just from hitting square like that and then doing this over and over in other areas where she's not running her

one of those things where if you try and do it from here it's not happening will the non holding down Sprint swings look like this this isn't faster it's not exactly slow but it's not as fast as this but sometimes you might have to do this just to get these guys

yeah I don't know where this is going to place me but you do all these you do this all the way to the horse maneuver your way over here

got it and I this is a weird checkpoint but it's very worth it let me look at the time is 13445 basically when we get to that higher 1:34

horse with Dina and you just go it's very worth it all right so I like to start out a hammer swing the moment the gate opens and the reason I do that there is because I'm pretty sure once you go walk through the gate or running slows down so you want to do a hammer swing through the gate and then have it last all the way to the edge of the car and do that checkpoint get the max speed

Could not understand audio

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I don't think the faster you mash the faster you can like get out of this okay this one's kind of weird but when you get close to this guy and then hit Square you actually trigger a checkpoint that leads into the cutscene right there you notice the camera kind of like Flinch a little bit so restart checkpoint and then it like teleports you to this scene so that

Believe It or Not okie doke school when you and Sarah Vina you wake up here with one of each game is just kind of looking out for you which is nice cuz there's two enemies right here okay strategy is this it looks like this

so what I'm doing is I'm heading both of them look at the movement of the guy on the right he runs over crouches breaks the glass with his elbow he does that every single time but I'm going to show you something the woman in the back behind the thing watch this I'm here she's not peeking she's still not peeking why isn't she peeking she's right there she's right there but she's not picking out why

isn't she peeking it turns out for some reason I don't know why she starts to peek the moment you turn the camera I don't know why but that's the thing so what I'm getting at is you want to time the turn of the camera so you headshot both of them this guy breaks the glass with his elbow but he basically

do you like pops up and then pops back down the woman in the back is just going to peek so you want a time everything so you do this double headshot isn't that crazy and yes it is harder to get down than it looks now the reason we don't like turn the camera right away like this is because

if you turn the camera too early she's going to have time to hit you I just got shot twice by her so it's one of those things you want to turn the camera late so she doesn't have time to shoot you see that I just made that look very easy it's not okay but I'm comfortable enough with it to try it in a run so what I do is like I turn the camera I run far enough I turn the camera left

and I crouched at the same time that kind of helps with the timing a bit now what should I do if I miss let's say hypothetically I kill the one in the back but I miss the headshot on the guy in front that happens sometimes

it happened it happened the first try cuz I'm going to show it off cuz I might not be able to get it again occasionally you'll headshot the one in the back but you'll miss the headshot on the guy in the front what you want to do is hold on yeah right there you probably noticed it also we are going to use throughout the

Clarity of the run we're going to use three hits with the hammer one at the end of the school to in the subway and the third one is going to be on the big seraphite towards the end of day 2 after that we don't use the hammer again because we need to keep it we're going to keep it for the entire run at least Ellie's portion when you start Santa Barbara you lose it but yeah so again what do you do if you missed the double

shot but you get one if you miss both shots just restart encounter try it again but if you get one head shot but you hit the other guy and you can tell by the reticle there was a red one it was red and white okay and you notice oh I missed you can either restart this one if you run this

Sway and Dina doesn't I don't recommend killing them with the hammer because then it's going to break towards the end of the Run trust me it is better to just retry it but if you noticed you missed your shot and you again you can tell by the colors of the reticle red for a kill white for a body shot run through the doorway look left Dina can sometimes kill him and then you can just keep going but yeah

Could not understand audio

these two have to be killed you just got to trust me on that but yes that's what you do if you noticed you didn't get a double headshot if Dina doesn't kill him right away just redo it I missed again

thanks Tina I wouldn't normally wait that long but let's get the double head shot again there we go now if you notice I'm pausing if you notice you got the checkpoint you got the double head shot that actually triggers a checkpoint and places you a whopping that much further but you would think oh but you could Sprint to the door the moment they're dead

can you lose your Sprint okay I don't know why it's just kind of muscle memory for me to pause and like the moment I fire like there's nothing wrong with doing that there's nothing wrong with doing that at all but for some reason I just prefer doing it

don't stand too close to the window I noticed it's a little bit easier to get this double head shot the further away you are if you're too close I don't know I find it a little easier the further away you are and for some reason for me it's a force of habit the moment I fire and I see the reticles I pause I restart checkpoint and I'm just a little bit closer

and also most of the time you can go you can do like a Sprint jump and then lead in with a hammer swing you'll see me do that a lot so on that patch of ground right there a little bit earlier I guess hold on

that's a ground 13930 right around there where there's a checkpoint 13930 it should be right about there so a little bit right there spawns in the enemies okay but we're going to do a restart checkpoint from there so just from the beginning one more time and there we go

sorry about that and I don't have to update the save file I will anyway so restart encounter will send you back to the beginning restart checkpoint will spot you right here and this is how we do the rest of the school

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the area is supposed to end right away but sometimes the alert can be prolonged that was all perfect how they go there we go

and you get that yeah that was that was a perfectly performed School sometimes the triangle prompt shows up on this event later than other times and we don't really have a we don't have a cure for that unfortunately but with regards to Performance that was perfect okay let's go back that was perfect so I'll show off all the things that can go wrong you have to do

you have to do dive starting at around this table if you go any further than that not only will you be spotted by them but you can also be heard checkpoint you can be heard by them so right at around those tables again I wouldn't I wouldn't risk it trying to do it any later than that

it's a little bit past those tables you can go and then you do these Dives now if you notice I took a weird route to the door you don't want to do these at an angle because of course this guy's there these two can be a little weird they don't always do the same thing each time

but you don't want to like angle your Dives right towards the door vacation around here and take like a wide Route Around

play the door and then go now starting right you don't want to Sprint all the way up here because we do want to build some of it back now watch these guys right here they'll like run past you and then once they reach a certain point they'll turn around to get you okay anyway

I'm on the bottom like Ellie will run out of Sprint a little bit before she's supposed to climb so what I do is I let go of Sprint and I climb non-printing because what I mentioned earlier the speeds of the animations are exactly the same sprint climbing versus tired job I'll call it jug not Sprint climbing is exactly the same not

the speeds of the animations are exactly the same so I do that jogging so I can regain some Sprint OK Google

just like that and then go so what I do is I let go of Sprint right around here and I climbed and then I do this sprinting and then I let go right around here I let them pass me and then I climb up jogging because I want to conserve as much as possible and then starting right here by Sprint now

normally I take a wide route around this vent right here and the reason I do that is because it delays the spawn of these enemies right here and the reason you want to do that is because they can sometimes be very spread apart in the molotov doesn't kill them the lock on can be weird but also look at this one she was already through the door so taking a wider

turn around to the right on the roof here it delays their spawns so we can mullet so we can kill this one in the door before she's had time to even notice you and the molotov throw is more consistent because

quite a lot pretty frequently the Molly throat just doesn't work if you take that more direct route okay it's a strange one so putting all of that together

we get this a little bit past these tables do these Dives take a wider turn so that one doesn't spot you and then go get your Molly ready just because let go of Sprint right around here climb up now

she was very pushed back did you notice that Matt triangle there cuz sometimes she drops a pistol bullet get the bottle and this is where we heal right around here and you got to get this rag before you move on now notice how that one ended right away there was really no reason for that

it's just something that can happen but yeah that's the school I don't really know what else to mention how much you get shot when you're climbing onto the rooftop is it's different every time I think it mainly depends on if a shot like critically hits you you know what I will mention that because that's something I didn't mention and we didn't have to because it may not seem like it but this is the first human enemy encounter

this is actually a good spot to mention it for the first time when an enemy shoots you I'm going to compare this to like Pokemon a little bit off no big deal

I get shot all the time no problem no nothing this attempt Watcher did you both sound effects and reaction wise that was very violent she got really hurt on that one she got really hurt on that one

not only is that just an animation difference it's a damaged difference and you can't tell because I'm grounded there's a lot I didn't mention on grounded mode the heads up display the HUD is disabled as well as listen mode there's no listen mode there's no HUD you can still use the d-pad to see how much ammo you got but you don't know how many hits you have left in a melee weapon you don't know how many rounds are in a magazine

that's a lot of damage getting critically hit like that not only is an animation difference it's a damage difference so her getting so even though she was shot by the exact same weapon that did one thing of damage that did an entirely different amount of damage

okay again I mentioned I compare this to Pokemon a little bit you know how in Pokemon you'll do an attack and it hits and then you'll do the same attack next time and it's like oh it's a critical hit critical hit is just RNG it's Randomness same thing here Ellie got critically hit right there really for no reason there was one time I was playing as Abby in Haven

she got shot five times and she didn't die there was another time a second bullet killed her because both of them were critical hits where is the five the other time were grazes as I call them so yeah that's just something that can happen sorry folks this game has the Pokemon critical hit system randomly she decides to react violently to getting shot whereas other times she can just brush it

off and it's it's literally a killer yeah that's that's all there is let's go back to the very beginning and just do the school that's not good enough oh my God

again you don't want to do that because then the hammer is going to break later all right the problem I'm having is I'm too far to the right I'm hitting his shoulder so much better all right yeah the problem I was having there was I was aligned too far to the right perfect

perfect when you know you got it move on right there is the checkpoint restart check its invisible line in the ground but we start checkpoint one more school hopefully it's good start your Dives right there you can see how close that was take a wide turn that's why if I took a direct path towards the door she

would have spotted me so I take a wider

and then Sprint to regain some Sprint for later I let go and then go I let go of Sprint here to regain some I let them move past me I start spreading now I'm far enough away from them to go

make sure you're close enough to those two people so the molotov locks on okay if you're not close enough you're going to manually throw it and you don't want that all right the area isn't ending the game hates me this is just bad luck more than anything

yeah so when you go from that ramp when those three enemies are running I'll just do this one more time what the hell happened this can be a brutal encounter if you don't know what you're doing that's why you take the wide turn right there I should also mention that guy who crouches behind the crate sometimes he doesn't do that period

good I'm glad I'm showing this off it'll have sound okay so watch something that can happen this is from my recording very slowly down here you have to wait until she passes she open

the door right now she's going to fucking shoot you okay I got to wait for her to move a certain distance yeah like I said and then go same result just you got to wait and it's it's annoying cuz you don't want to get shopping

Could not understand audio

sometimes I just happens to

checkpoint the it's almost like a skip cut scene watch right about their restart checkpoint and it just Skips a lot we can move again we don't have to watch we don't have to watch them going into the school and stuff here for a reason we do a restart checkpoint here but

14711 right about there if you climb basically when she leaps over when she leaps over so what we do instead is

jump to the left of it and hit the railing just like that and the checkpoint was hit right away and this place is us right here and we can move right away and Dean is with us too so yes we do that it looks scary but it's it's okay okay right about

this is a cutscene and we move on I like to do a Dodge off of here and then we go right into Hammer swings you got to do this for a while cuz there's no Sprint here get used to this make sure she

and

and make sure to climb over that ledge far to the right because if you're far enough to the left you'll land on the top of that car and she basically just starts falling slower okay so I make sure to climb over as far to the right as I can and encounter begins and we enter what is one of my least favorite Encounters in the entire game not just Ellie percent Capitol Hill it's brutal despite the fact you don't kill anyone it's brutal

because of how much Randomness there is and I can't stress that enough it's so Random where do I even start well these Hammer swings not only is it faster than running and tired sprinting it has another purpose it also concerns your Sprint speed and I'll show that off right here before I like do the encounter so we can Sprint for like seven or eight seconds and then eventually

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are the Dodgers in sprinting so that's what I mean these Hammer swings not only are they faster than normal running and tired sprinting by just a little bit it also conserves your Sprint you're not using any Sprint energy while you're doing that okay I just want to point that out because I basically use this logic in the beginning okay so I'm going to do it once see what I get and then go there's like three different things that can happen

buckle up we're going to be here a while

Could not understand audio

and we're home free did anyone else see that big black spiked when I was about to throw the bottle that was kind of weird that was pretty much perfect is exactly how it was supposed to go the only reason I'm making a big deal out of that is because it doesn't always go that smoothly that's basically textbook so what exactly was I doing at certain

points with that what I'm doing right here I Sprint up until here and I start doing my hammer swings here so I Sprint for a little bit and then I start doing Hammer swings reason being we climb that fence and remember what I said whether you have Sprint held down or not the speed that you climb is

exactly the same no matter what so I start my hammer swings in that exact spot so I can basically do this at that moment right there I let go of Sprint I do a Dodge and I climb this in jogging animation and then I hold Sprint right here so I got that Sprint off in the beginning and Ellie has while I was climbing her Sprint was refilling because Sprint wasn't held down

that's that's why you got to pay attention to that stuff I did one final swing I let go I did a Dodge and then I climbed for like maybe 3 or 4 seconds Sprint isn't held down so that Sprint stamina that I lost in the very beginning it got refilled right here and she can Sprint at maximum speed for the longest amount of time possible and then the moment she starts slowing down I do the hammer swings again and you keep doing them because it's faster than

normal running like I said now look at those two enemies in the back right there right to the right of Ellie's head the one on the left will always do the same thing the one on the right can do two different things she can like walk in this instance she walks to a certain spot and freezes for a while and then starts looping back around other times she can walk to the spot and then immediately start while turning back around see how she stopped right there right there she stopped

if she stopped you go this way and then do a hammer swing off the ledge as far to the right as you possibly can if and I'm sure I'll be able to show this off if she keeps moving from there you basically do the same thing but you go off of that ledge to the right okay don't ask me why if she is moving quickly

this strategy right here won't work but for some reason if you go off to the right it does work I don't know why it just does okay so we're good and we keep doing this and then we swap to a bottle and we throw it in that doorway make sure the throw is low enough so it doesn't hit the ceiling but you throw it in front of the doorway you do a leap over there grab that and then do a prone dive and then hit

Circle to go into a Crouch and if you start your next climb fast enough she'll do it quickly so then you do a climb a climb a Sprint climb a Sprint jump and then hit Circle right before she lands because if you do any of the standing you risk making too much noise and you go and you can just Sprint the rest of the way so that's that's textbook right there

yeah that's that right there is textbook that's exactly how it was supposed to go but I mention there's a lot of things that can go wrong what are those things well there's two different sets of things that can happen sometimes for no reason at all you can either get spotted or almost get spotted if you almost get spotted that's like the hey I think I see someone I'm going to check it out all right be careful and that's it other times you just get

no matter what you just keep going okay you just keep going and then the other thing that can happen is like I said that woman to the right sometimes she can keep moving if that happens no matter what if that happens like what happens before if you get alerted back here that actually doesn't affect

what happens in the next area because those enemies over there in front of us they don't spawn in until right now before when I was doing the hammer swings they weren't spawned in they spawned in right now and then the dumpster is blocking our view but they do that's the thing I'll show that off later but so yeah this becomes its own things separate from before so if you get that alignment you go off to the left here if she keeps moving you Hammer off

side to the right on the higher ledge there and this is where it gets even more complicated you keep doing this stretch nothing changes but starting right here if you got alerted in the previous area your leap over this table will be further compared to like not getting alerted so I just hit I had Sprint held down but I hit up right and X

and she leaps that far and I'm able to grab the ammo if you got alerted in the previous area you can't get this bullet it's not mandatory but it's nice to have you she lunges too far over the table for you to be able to do anything but then also something else to mention something that can happen this only happens with if you're almost alerted if you're doing your Hammer swings in the previous area like

in here and you get like hey I think I see someone I'll go check it out sometimes you'll do this strategy right here and there's an enemy literally right here if that happens yeah that's the game saying fuck you there is nothing you can do about it I'd say that's the rarest of the possibilities but

yeah there's no backup strategy you just have to hope that doesn't happen it doesn't happen all the time but yeah that's something that can happen but there's nothing you can do and then I think I mentioned yeah there's this window crouched now this is the weird thing and I will show this off if you

who alerted in the previous area there will be an enemy despite the fact you're not alerted in this part of the area but if you got alerted in the previous part there will be an enemy that's to Ellie's left that runs this way to guard the exit so what if I were to Sprint the entire way I would get hurt by that one enemy a way around

found it you can either kill him slowly from around the corner with a grab or you can do this you sprint forward and you let go of Sprint and then you started up again like as far to the right as you can and then go that's so it's a way around it that was a lot of talking the only way I can accurately show up everything off is to just do this a bunch of times and just observe and explain

so here we go again we Sprint we start our Hammer swings we're conserving Sprint stamina and then watch my inputs I'm regaining Sprint and then I hold it down right before she lands all right so let's see what happens she's at a Sprint

what is the one on the right going to do she froze okay so we're just going to go down the path in the middle so make sure you're far to the right okay you got to get down here quickly and we're going to stand up

play Crouch go in and go that was even better that is exactly how it's supposed to go that was absolutely perfect but like I said it doesn't always go that way we'll do this quite a few more times

Could not understand audio

all right now watch the leap over the table watch this she flies so if you get alerted skip the bullet and do same strategy right now watch this see that if you get alert

did this enemy is in the room to the left and then shows up but notice I got alerted but he wasn't acting alerted this enemy is programmed if there was an alert in either part you don't ever want to get alerted here by the way but you it's okay to get alerted in the previous area you saw that this area is still worked this is the one side effect of that there's an extra

that will run to the exit and guard it okay and you don't want you can't just leave you can't just leave because the one there's this guy 2 extra enemies

first of all our Hammer broke that's the main reason yeah if you're alerted at all and you try and leave two enemies will spawn out of thin air and come down and get you you don't have the ammo to get rid of them and you can't get rid of your Hammer so yeah

it's like I mentioned there is a way to like not have that alert happen that works most of the time just know when you don't get alerted that enemy isn't there when you do get alerted that enemy is there there's a way around it I can always just use the bullet to get alerted on purpose but yeah we'll just go again and see what happens

this area isn't as bad on Original Part 2 but it became a problem on remastered because of these few extra things

play what is she doing all right she froze I'll show you what to do if she like keeps moving you basically do this you basically do that now that isn't faster but you have to do that so we can get the bullet now watch this

did you notice the first climb I did was slower that's because when you go for the dive when you stand up with circle if you do that first climb within a certain amount of time she'll climb it quickly okay but you don't want to stand up there okay we weren't alerted so we can just Sprint but this is the movement you have to do if you do get alerted and you're doing

this is what you do let go of Sprint hold it back down but be touching this part right here so again you land here since it's a Sprint let go and then hold it be touching this thing and I think it's this bit of wall right here that there's the guy

and then that that will most of the time prevent you from getting alerted by that enemy all right don't ask me why it's just how it is I think you know the Sprint gets your momentum going he doesn't hear you but if you hug the right side I think that little stretch of doorway once you start spinning again prevents you from getting spotted it's just how it is all right if I don't get alerted I'll trigger an alert on purpose cuz you already saw what it's supposed to look like

hey Google

I'm talking about before right here is it is a trigger for the rest of the enemies in the next area being spawned in okay that's why being alerted here here doesn't affect here

these two in areas are separate



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that's something I wanted to show off when you get alerted in the previous area Ellie's leaping over the table animation she goes further so you can't collect the bullet you just can't so she's probably Dead period

yep it's different so I usually like just go straight right and and leap over with avoiding the bullet but you got to do the prone dive there as well cuz otherwise you'll make too much noise there's a lot of information but I'll do this a few times without interfering with anything and just see what we get yeah that's super rare pattern there isn't anything you can do you just have to do it the way you

what if you weren't alerted at all it's going to hurt maybe not they're far away thankfully distance

my movement was a kind of bad okay so I'm going to just straight right on the table my bad but here's how to do see that it worked and he's right there so

it's like I mentioned that strategy does work he was there you sprint for a little bit you get behind the doorway to the right be touching that like desk and then Sprint again okay the reason for the delay in the Sprint is because it's not like original your watch like you see the time in between I let go of Sprint and hold it back down but it takes like an entire second for her to start up again

see that it's like I'm sprinting I'm sprinting I let go I hold it back down it takes her an entire second to like decide to start spinning Again original Last of Us would never but that's kind of the reason for the delay in starting up your Sprint again when you make it to that second floor so yeah that's why okay

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get down to the bottom quickly if the lack of a radical is getting to you you can pull out the bottle earlier and then do that okay get the bullet dive Circle

Could not understand audio

you can always do that but then you don't have the hammer for the rest of the run so you'd have to just run tired Sprint I don't recommend that but you know it's up to you I don't know why I got alerted there by the way this area sounds so much fun

if I went the other way I'm pretty sure I would have been spotted Okay so

start with the the awareness indicators I was noticed but not alerted pretty much that but sometimes it's more clear like sometimes the like right in the doorway so believe it or not almost getting alerted is like the worst thing that can

what happened to you getting like not getting alerted is what you want getting alerted is like the second best thing that you can get almost getting alerted in the previous area is the worst thing that can happen thankfully it's the most rare thing like 100% me getting spotted right here was because of it was because of that okay but there were other examples where like the guy was so

he was like like right in the doorway I barely made it past sleeping over the table and I was alerted but you finally saw that different walking pattern with that woman weigh in the back again

go over here make sure you get down quickly I can't pick up the pistol so I'm going to do that I messed up a little bit

see that right there where is it there he is over here the whole time that right there is how you get through there you sprint forward a little bit then you let go you get behind the doorway touching the desk to your right and then you sprint again you just got to do that what else is there to mention my God

I think that's just about everything I can think of we do this to conserve Sprint so we can Sprint as far as we can when we get on the other side of the fence is three different things that can happen here no alert almost alerted or alert

if there's no alert or you're almost alerted you do the same thing if you are alerted you do something different what you do right here is kind of its own thing look at the one to the right is she going to keep moving no she freezes and you just got to trust me if she keeps walking but you do this right here you will get alerted

because I got alerted I can't get the the ammo God damn it man climb climb climb Sprint jump Crouch go Sprint Sprint again and we're good I can't I'm having a hard time sleeping over the table give me one second so I I just checked my

current record and I actually had a pretty crazy combination of stuff your watch watch what happens if you do everything normally I end up getting alerted

keeps moving she didn't freeze she kept moving so that means I have to go over here you just got to trust me if you go this way and this woman in the back kept moving like she did hear she's supposed to stop there but she kept walking with her buddy if you go this way you're going to get spotted so you have to go this way you just got to trust me on that

doing those two Hammer swings right there gets rid of the reticle for the bottle throw so if you want the reticle there for the throne you you don't have to do those Hammer swings but this is the leaf you're supposed to do go straight right and just ignore the gun do a dive do the climb so it's quick Sprint climbs Sprint jump Crouch and then Sprint let go Sprint again

so this example right here shows off a lot of weird things that could happen pretty much like every weird thing that could happen I got alerted in the first part and I got the one woman who kept walking is is is is a lot it's it's a lot that's just about everything I can show practice practice practice practice practice practice practice practice practice practice practice I will show everything off one more time not everything I'll just do this one more time and see what I get

and again you can get the almost alerted and still make it okay there's just a chance that the enemies aren't in the right spot oh super early alert they're really far away so there's a good chance you won't get shot

you know how everything else is supposed to go I want to I want to show off what like I just want you to see it if that woman keeps moving and that woman keeps moving and I can't think right now and you take the faster

Could not understand audio

get the bullet dive climb climb Sprint climb Sprint leap Crouch and then just go you don't have to worry about an extra Enemy being there and that's that triangle problems waiting for us I'm going to move on okay keep those like different possibilities in your head when you're practicing this okay it's it's a doozy

there's an area coming up with trip wires that I use I use a bullet on one if I'm able to pick up the extra bullet but you can just blow it up with a brick throw if you're not able to get it cuz remember if you if you

get alerted do not pick up that pistol bullet you can't also I forgot to mention this that extra enemy that's at the end as a result of getting alerted in the previous area

he only spawns in once you've started your leap into the window okay so don't think like oh I got alerted I got to hurry I got to hurry you get in you get in front of that window and get into the window at your own pace just know that enemy you know what let's talk hypothetically let's say this attempt right here

I got alerted hypothetically you can get in here at your own pace okay you don't have to do exactly what I did just know this is fast enough this enemy doesn't spawn in until right now okay once you get in front of the window and hit X actually it's just in front of the window but

you can still do a Crouch I recommend a Crouch leap they can sometimes see you if you're standing okay but yes this enemy that's hypothetically right there that would be right there he doesn't spawn in until right now so like I said whatever works for you whatever you're comfortable with getting into that window

whatever amount of time it takes you you do you okay just know if you get alerted in the previous area you don't have to worry about that Enemy being further along than he should be okay he spawns in at the same time every time and that's when you're at the window right because I picked up the bullet I'm going to reload it right here you don't have to worry about crafting

the molotovs or crafting bombs just yet and then it goes from checkpoint to checkpoint and encounter and you want to do this one because it's places you quite a bit we were where were we were up there

yeah we were up there now we're down here so it saves a bit of time okay this is how I choose to do this part that was good if you don't want to go through all the headache so right here there's a bottle

it's right there so I like to do this I like to do a jump and then that a Dodge and then I pick it up with triangle and then I jump again that for me is the fastest way to do this that being said it doesn't have to be done that way if you're comfortable with it you can just do this perfectly fine it all works the same now for this jump right here

so you want to get on here with a jump but you don't want to you don't want to jump right away okay you want to run a little bit far forward and then and then jump you also have to

which should be self-explanatory I'm going to take a death here prepare yourself if you just keep sprinting no way hold on I don't like that that's too scary for me was this always a thing that's too scary for me was that always a thing know that's that's too scary for me you're supposed to oh god that's way too scary

actually now that I think about it you don't want to do that

can you do this you're losing you know let me get my point across real quick here if you are doing the jump you don't want to just keep jumping because otherwise this happens oh my God can you just have happened what I want to have happen sometimes she jumps parallel to the wire I don't know why like that like that she does that but I kept it held forward okay to avoid

that from happening you want to run a little bit forward and then jump and then just run past and make it down the hill or apparently you can just do this because you do need

play some of the runners to like clear a path if you do this too quickly kind of like how I did it there is that I ran into a truck notice how she's kind of blocking the way a little bit so apparently this was always a

thing I didn't know that until literally 2 minutes ago but it really doesn't matter because that gets them a little bit

play explosive traps separated see that I also recommend you try and get this movement down because that can serve some Sprint and the way it's just a little bit more like yes it works apparently it works I just don't trust it

I'm going to I'm going to stick to my jumps okay anyway when you make it down the hill you can do these pauses and when it goes from checkpoint and encounter to just checkpoint restart checkpoint you're already at the bottom of the hill and we do some Hammer swings can you do this all the way until you get to hear climb this car and then climb up as far to the

left as you can go you climb up earlier okay and then start up the hammer swings again now when you get over here you lose the ability to do your Hammer swings cuz you're walking so you want to dodge swing Dodge again and you get in front of the horse which triggers this cutscene okay so when you get off that little ledge there dodge Hammer swing without Sprint held down and then Dodge again she puts the hammer away and approaches from the left

side because that's where she starts the cutscene and yeah and we keep going start the hammer swings cuz it's faster you got to trust me all right when you get let's see 20358

so we go I'm going to make a file here's the tripwire parts

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you just get a little bit closer so you don't have to worry about breaking the glass on these cars so yeah there's tripwires everywhere okay so to avoid to avoid remember that we're squeezing through this part right here it's faster to do it so this trip wires pretty much everywhere

pretty much anywhere or everywhere so there's two different things you have to do based on if you got that pistol bullet on the table or not so you need a break so you pick it up but then you swap to your pistol and you go up there now she'll miss that wire every time it's scary but she'll miss that wire every time now you have to make sure you're a certain distance back because if you just blow up

the wire here she well I'll let it play out I think you see what's going to happen yeah if you're too close to the first wire you get blown back a little bit a lot of it into the wire that was behind you I like this though watch this listen to the dialogue

you can have that happen and then Dina right after will say smart that works but yes so the movement you want to do here you don't have to do the hammer swings if you don't want the Crouch go through so you want to get right about here so you land on this side and then you want to move a little bit back and then you go

then you get the brick out you pick up this rag that's right here it's easy to miss but there's a rag right here you have to get it now when it comes to these throws I do them going forward you can tell there's a wire right here right here I do it holding forward and I put the reticle just a little bit below it see that just a little bit below it if you throw the brick there but you missed you have to go through here that's your only other

time loss but it is what it is all right Crouch get this bottle and I recommend when you're using a gun and a bottle not to throw it there's two open parts right here there's like triangular in a rectangle there's this side and there's this side right here I recommend throwing it either right there or right there so it's

guaranteed to hit a wire do that and then

turn off the brick and then again point the reticle down with your momentum going forward it'll hit it so I don't know if that works the same with flat-footed throws is there one I can check that I blow this one up I can't tell I think I did

aim it exactly where you wanted to go but if you have some forward momentum which is what you're going to have when you're doing this I recommend putting it a little bit lower see how it goes a little bit higher if you have some forward momentum and then you get a brick right here this one's kind of tough what I'm doing right

the camera so I get over here and then it's it's lower so I yeah right there and then there's a brick right there that one's optional that one's optional but I recommend getting it and yeah practice practice practice practice practice practice now what do you do I'll do that all one more time when done very quickly it's quite pleasing to look at

and I go

we are not being subtle if you want to go at your own pace that's fine just know that's about as fast as I can get it that is about as fast as I can get it there's another strategy that some other Runners do I personally don't know how to get it but basically what they do is they aim briefly and then throw and I think it locks onto the tripwire so it looks something like this it looks something like that

you can do that it might actually be better I bet he went through that I never quite got it to ya like I don't think this works if you just free aiming I don't think yeah there's no lock on there's no lock on when you're just doing that but if you just do that it locks on to it so you can also do that let me just I've never tried that before let me just see how it works

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which is kind of interesting I think I'll be honest I didn't really know how that worked before now and never bothered to check thank you

repeat that one but yeah I like that that's cool I don't think it works well for this one though maybe it does know it doesn't work very well for this one yourself up because that one blows discovery

I think you get it that is pretty cool I think you get it so stop what do you do if you can't use a bullet

what you do this there's like two more bricks right over here so you blow can I do this know you don't want to you don't want to do that you don't want to do that you want to blow up the one over there but you want to use a brick so that's all you have to change so if you get a pistol bullet on that table in the previous area

shoot it it's faster if you don't get it you got to do this now it's really really really really really really difficult to see that wire so a q you can use is look at the bottom of the reticle on the arch see right there how the bottom kind of disappears when you hit the wire that's what you got to use you can also use like it's about halfway up the truck see that

put that up you get that and then you keep going and I agree that right there looks scary but it works every time okay so that's really so if you have a

if you have a brick or if you don't have that extra pistol bullet from Capitol Hill you use a brake stop

I need

kitchen one more thing though if you're doing the brick throw as the first trip trip trip wire thing stop so it's kind of I would say this is funny but so you would think in theory if I throw this brick and then immediately pick up the next one I yes someone in check and knows what's going on I that's even faster

I have to wait until the brick hits its Target because watch this how much room do I have watch this be careful where to go where to go any bricks and bottles

if you pick up if you start picking up a brick or bottle before the brick or bottle that you've thrown Has Landed It vanishes okay keep that in mind if you have to resort to doing

this strategy okay get this brick through it wait until detonation before picking up another one and then you go I'm going to stick with my old throws perfect

yeah that's what's always been most comfortable for me by the way having an extra pistol Bullet by this point doesn't help so that's how you do the brick Strat I am going to do the gun strapped thanks

that trip

fire apart can be tricky and there's two different ways to do it based on if you have an extra bullet or not so yeah I would not recommend you really can't do this I mean you can but you'd lose the hammer later using the pistol bullet if you didn't get the one in Capitol Hill I wouldn't recommend doing that all right TV station we're almost done with day one we just got Subway and that's it and TV station but it's relatively easy to explain

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end up doing this and you're going to do this quite a few times throughout the run I guarantee you if you don't time them properly you'll end up doing this damn it you don't want to do that so in that regard you can do that on car windows you can do that on things like that glass doors anything that's made of glass even like fire

do you

because I've had it where she actually can softlock this area because she's so far behind you that she just doesn't ever show up so this serves two purposes okay so for this part right here notice something different we can start spinning once we made it

this point right here right here we can't move we can't jump but we can we still have our Hammer that being said I don't recommend doing the faster Hammer swing because there's like tight tight spaces we got to get through right there so this is what I do here make sure she's facing forward and then the slower swings then I dodge and then she's able to Sprint right here

make sure you get that down cuz you could lose a lot of time if you don't quite do it properly like that that's what happens if you don't sideways like if you do the faster swing first of all I don't think you can but then you just end up hitting objects like that see what I mean so like this

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you can

Could not understand audio

so make sure when you're going through here she's facing forward

Could not understand audio

okay now for the part that I just can't wait to mention I'm over here you want to go up the stairs like this the reason you want to do that because there's something you can do at the top of stairs where you can do a little jump and she lands and look at that little forward

give us another area is too I think I'd do it in Abby's portion a bit can you move I jump and then she like she leans forward a lot if you just jump on the stairs nothing happens but if you jump and she lands on the top step she really zooms if you try and do that and you accidentally climb this you're dead so don't ever jump there even if you're jumping

fast forward okay I had to learn that one the hard way so I like to do this properly though if you want to just run up the stairs that way kind of awkward

so if you want to just dodge up the stairs that's fine too the hammer swings aren't necessary there it's just a little bit faster you got to turn like 180° this way and do a hammer swing it's kind of awkward my phone was charging I got to unplug it all righty now for the actual TV station in counter which is not that bad it can be if you don't know what you're doing

Could not understand audio

Could not understand audio

right here watch what happens if you do a hammer swing off the ledge here okay that ended up working but if you do like anything else here like let's say a Dodge let's say let's say you do a Dodge here no I'm trying to show off like if you do some things won't kill you but sometimes there will be a

all that's too high and she'll take a bit too long to recover I don't know why she's not doing it it's definitely a thing like that see that and that's not good because I do hammer swings

that make it so I do this when you make it past the door start Hammer swings the last song right here and she's nice and fast see that she gets up right away now for the leap over the thing here watch this there's one thing you have to do here be far enough to the left but you want to hold Circle

because if you don't that happens you can't let that happen Okay and a way to avoid that from happening isn't jumping further left or right or anything it's actually as simple as holding down Circle right here even though you're in mid-air the game thinks you're trying to go prone so you're basically prone in mid-air

how far is the game is concerned so their eyesight becomes worse you need to let go of it before you hit the ground cuz you don't want to go prone here and then thankfully thankfully for this thing watch each other thank you for that thing in the middle there you are concealed

okay you also kind of have as much time to get behind cover as you want you just need to start spreading like right after the guy says spread out that's when you start spreading one other thing to mention if you don't have the brick cuz I mentioned it was optional that last brick that we picked up there's a brick right there

but I would prefer not picking it up that's why I said try and get the other one it's right at your feet it doesn't lose that much time getting it cuz even though it doesn't lose time getting it here you got other things to worry about you know what I mean it's this spread out have the camera pointed very far

to the left so it locks on to that one guy and what that does is it kind of not prevents but delays the rest of the enemies from shooting you it's kind of interesting also if something really bad happens and you need to redo this area or you die if you restart checkpoint it places you on

you're too far into the room so I recommend again if you fail or you die and it places you right here I recommend just restarting encounter and it places you back here that way you have control over the area again that's why I prefer having the brick here old Circle start spinning I like to let go when I get past that table and then Crouch right here get right here

when he says that's when I start going I point the camera far to the left and I just go you can get shot once or twice sometimes you can get shot early but you don't really need a lot of Health for the subway either you don't really so yeah and then and then you go now those enemies upstairs can hit you like you just saw

but I've yet to see them critically hit me remember what I was mentioning before those enemies enemies can critically hit you even right there it actually happened to my record but the enemies up top shooting at you down below they can't I don't want to say can't but they haven't ever critically hit me they're just grazes and usually just getting shot once

so doing all this again remember time the hammer swings so you Hammer off the ledge here and then Dodge off of their guarantees you won't slow down cuz you need to be fast here hold Sprint hold Crouch and then go let go and I didn't explain that properly I think you get it but I just want to be thorough Hammer swings Dodge leap

leap prone Sprint let go crouching spread out

yeah but we can use this to see right halfway and when she gets to the bottom right around there I think yeah there's a checkpoint don't hit encounter it'll send you back if you restart checkpoint it'll send you right here now and what this does is your Sprint is back not only are you further ahead but you're Sprint is back so then you just now you can Sprint off the

of course there's a checkpoint I like to hammer off The Ledges that means I'm going to go back and show you period

Could not understand audio

I want to do something else right here I want to show you this so normally you have to slide down the hill here which you can do no problem no issue but something else

did you see that if you go as far as you can to the right and you do one swing at the very last moment you'll hammer down the hill and then you'll be able to keep sprinting so stop it

yes just like that now because I don't want to enter with very little Health we're doing all that over again sorry this is taking too long but I think it's good to show this

enemies that are closer to you that looks good enough checkpoints

Could not understand audio

go in there and Crouch and you're throwing so did you see what I did there so normally this is what has to happen

That's What I Call slow so how do we avoid the putting on the mask first of all aim a weapon this is preventing the mask being put on but the moment I let go of aim she's going to put



done see that and then when she's putting it on you can't do anything it's too slow so we hold the gun the gun to prevent it being put on at first but then when we let go what you want to do is swing your melee weapon that will prevent it that'll basically glitch it out there we go watch she'll start putting it on on the dialogue okay so the moment she says okay

hey you let go and do that congratulations you just kind of fucked up the game a little that's all you got to do I want to see some all right yeah you can't Dodge here which is a shame remember how I mentioned you can't remember how I mentioned a Dodge prone was faster well you can't do

you're only option is to dive in Dive Right In so yeah putting all that together looks like this get on the other side of this pipe go right here get some momentum and then go through the pipe all right it can be a little bit awkward

do that and then go right in that was good there we go I like doing that so it saves a lot of time if you do that properly all right I like to do a jump into a dive right here watch this jump into a dive and then stand up and then squeeze right through

now if you do nothing the characters do nothing you need to be holding forward OK Google we don't have to get it because we

picked up the alcohol right before Supermarket so we can really just focus on getting out of here assuming I do this correctly this is how I do it

and we're through so what exactly was I doing in the beginning well remember I mentioned in Capitol Hill swinging the hammer conserves your your stamina so that's basically what I'm doing if I were to Sprint all the way here if I were to Sprint the whole

play I mean this isn't going to work anyway they heard me sprinting okay but they don't hear my swinging for some reason it's because it's not Sprint and also even if I did if I was able to kill that guy I'd be tired sprinting all the way to the exit so there's a chance that it wouldn't work trust me when I say even though this might not work every time this is the best way to do it the moment you can start Hammer swings

which is why I want to get out of here I want to get out of here so that's why I want my Sprint there a strategy

used to do which I never liked anyway is I would like let go of Sprint right here Crouch and then start it up right there and it still didn't work it was weird it had a high failure rate so I started doing this and I I've been in love with this straight ever since I started Hammer swings as early as I can and then I keep it going for a Dodge okay

went to the wrong one that's actually kind of funny but yeah not quite you have time to hit Square I hit Square If you had

I need to pick up that alcohol right there that's what would happen it just it slows you down I'd rather pick it up a little bit slower in an area that doesn't have an encounter versus somewhere right here where I want to just get to the exit as soon as I can so there's not much else to explain here again you want to start up the hammer swings as early as you can okay that was my fault

Could not understand audio

you would get it oh yeah there's a bottle at the exit of the subway and you have a free one there so with the strategies that we're doing here you actually don't need that brick now that I think about it I believe yes in any percent you do this is something I

talk about Ellie percent is done a little bit differently in full game Ellie percent which is the beginning of the game up until you stop playing as Ellie in the theater just doing it by itself is a little bit different compared to doing Ellie percent in full game in full game you need more crafting ingredients and bombs for Santa Barbara I think I already explained this

so when Ellie percent we actually use a stun bomb in the final area and a brick that brick that we picked up in a full game run though we hold on to that stun bomb and we end up not using the brick so you actually in a full game Run so in a full game Run you don't need that brick in Ellie percent you do okay so I'm not exactly showing this area off the best way

Could not understand audio

Could not understand audio

no that's not doing anything the theory is it would get them a little bit closer to me now sorry I shouldn't be playing around with an area during a tutorial that right there is exactly how it's supposed to look up

in your home free play around with that yourself maybe there's I gave you all a concept to work with Okay Whatchamacallit the hammer swings up until their the Dodge gets you close to that one guy you swing at them you sprint to the end and you want to do the hammer swings because it conserves you sprint so you can literally Sprint all the way to the end the the faster you can get from the kill to the

it is better for you so that's these Strat to do maybe play around with when you start up your swings maybe but yeah that's the concept of it that last try was perfect so I'll move on and get under this thing

being very slowly so we're just going to do some Dodges and crouches between those spaces remember it's faster to go through their crouched then try your best to do a dive under here there's barely any room just try your best okay so I'm going to do a Dodge a jump and then the hammer swings it's very hard to get through here cleanly that's exactly what is what it was supposed to look like but that is actually a lot trickier than it looks okay

now for the Rope here don't throw it I'm pretty sure it's throwing it over here doesn't work maybe it does know it doesn't really yeah that's what I remember it there's nothing like blocking it there's nothing quite blocking it but when you get this

lower it over there throw it there and then jump on it now I'm too high so I'm going to go lower and then all you have to do all you have to do is go backwards and then go forward and and you're good okay you just go backwards and then go forward and pretty much throughout all of the subway Ellie has this movement

they're more important to do that here then like outside I'm going to jump onto it there all right hold back hold forward then at the last second jump and she'll make it all right you got to trust it and then get in here

and this is how you do this encounter

all right she wasn't supposed to get hit do over there we go a little bit the movements

jump and that leads you into sprinting towards the triangle prompt to look like this so there's a runner right now takes the punches for you now that that's how you do it again I'll

do it again so this works because we get the shambler to like spray is acid on you like right away if I were to do this in

lock this might still work the shambler reacts slower to you I'm pretty sure this is it ok Google

Could not understand audio

the moment triangle goes away you can put it back that is if it ends up being allowed someday once you experience unlocked frame rate or frame rates higher than 60 you can't go back man you just can't all right that's all I'll show off their that's how it's supposed to be done yeah we'll move on okay now remember the very beginning of patrol in Jackson

remember when we were riding the horses we reach over and there's the dead moose and I mentioned Ellie didn't start running right away to like find the rest of the infected we had to mash fire or reload in order for her to move quickly this is the other area where you have to do that when we get on the other side of this thing if we

where did just move Ellie she would move a lot later a lot later so what we're going to do is we're going to mash reload and she moves earlier it's weird right there you can see even the camera has a hard time keeping up then we're going to jump and go into Hammer swings and do this all the way towards the end

a little cleaner than what I just did there and the next encounter starts okay now I mentioned in Ellie percent you know I'll show off the this tutorial is for full game so I'll show off the full game strategy okay there we go

Could not understand audio

from here what you want to do is stand up and then do it you can also just slowly

you can't see me but I made this face when that was happening wasn't supposed to happen ignore that one is the same as the same effect as Crouch walking really really slow okay it's just easier to do

name the moment he starts using his echolocation and then stop there now right here you want to climb up as far to the right as you can cuz if you're too far to the left that happens so make sure you climb over there as far to the right as you possibly can okay

forward the shambler and I

I think the runner will hear you if you try and stand up after one after one after one dive I've had that happen before so the second dive is mandatory there so it didn't happen there butt I remember like a year ago when I ran this

I got alerted doing that if you can believe it I got alerted doing that so ever since then I always did the second dive even though it didn't really put you any further so stand up Sprint jump into a dive Crouch walk your way here you can't really go any faster than the runner that's in front of you so that's why you got to take it at this pace

that will guarantee you won't get alerted and then you go now in the future we may find a way to do this area quickly using only the brick that we skipped earlier but you saw it wasted basically no time acquiring it in the first Subway encounter with the with the Wolves I remember one day I spent about 6

hours trying to find a strategy

that made me go loud and using that brick but nothing was consistent nothing that's the reason we do this area very hush-hush like this you see those Sprint jumps they don't make too much noise I didn't get it if I didn't get alerted and the courthouse I'm not getting alerted here location aim don't let go of early climb to the right

second dive to guarantee you won't get alerted and then go now before I move on I do want to show off the Ellie percent Strat so give me one second so this isn't the strategy that we use but for Ellie percent doing only Ellie's half by itself this is the strategy that I use

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don't jump that leads me into a Sprint I get our stun by we throw it at that corner this thing right here has a very wide hitbox so you want to throw it somewhere over here and you want to do it early cuz otherwise you'll get blown back by this but you want the shambler to react to this so he goes this way not that way so a throw like that and then you need the brick that I talked about earlier to throw it at that Runner right there

play Sprint throw the sun bomb get your brick ready throw it at the runner as late as you can and then go that is the strategy for Ellie percent but for full game we need we need that stun bomb for Santa Barbara so we don't use that strategy

and if we don't have that stun bomb we can't do this area quickly so yeah it's a shame that once more simple I can actually show it to you without the break get your brick throw it in him and then go that's how you do that it's actually more simple and it has a pretty high success rate but if you can't use the sun bomb this is the best we get

again you can only go as fast as that runner in front of you so climb to the right to Dives you got to trust me on that one they have very good hearing on Grounded if you notice there if you hit

triangle on the door while you were alerted you need one two and three to open it up if you enter here quietly you only need two which is dumb I wish it was the other way around then some strategies might have worked but I can't even begin to describe to you just how inconsistent some other things were just using a brick or something that really is the best we have right now will it change in the future I like to think so

there is

a medkit here if you want it okay it is not mandatory and our current route we we skip it but if you're just getting started with Last of Us runs I recommend getting it also I don't need it did I sent me all the way back here we're going to be giving

read medkit later that we're going to hang on to all the way until Santa Barbara now this is if you are going for this I recommend when we're in shallow water we can't do a dive see that even if we just like when you're in shallow water like this you can't do a dive but if you do it from over here you can

get it no problem so remember if you're going from here get it move on okay make sure you do your dive whether it's a Sprint dive or a Dodge dive remember the Dodge dive sends you further do it on like not flat ground but Solid Ground it's kind of like when you I mentioned in the trip wire section if you miss the brick throw you have to go under one of the trucks but there's water there so you can't do a dive is shallow water

prevents a dive it's very strange for the sake of this tutorial I will not be picking it up to show you that we don't need it but I highly recommend picking it up OK Google

TV station you do a dive into a Dodge makes that easier there okay and I mentioned we don't need we didn't need that one brick for full game runs because there is a free bottle right here and you climb up the very moment you the very moment she drops it but I just want to show you this is the

nothing ingredient amounts that you should have you should have a full alcohol and one and a quarter Rags we're going to use that right now to craft a Molotov you do it right here while you're waiting for Deana to drop the thing down okay now this one's important from here to the end make sure a bottle is the last thing you have in your hand before this all happens

don't even bother with Dodges or or Hammer swings make sure a bottle is the last thing you have in your hand when all this happens okay also the next three times that the game asked you to match Square you actually don't have to at all for example

Could not understand audio

if you

what is right before I climbed that gate I did it like I did in Capitol Hill I do a Dodge at the end and then I climb it without Sprint held down it gave her her Sprint back it was she was regaining stamina but it got to a point I was kind of out running her okay so don't ever overtake her okay that doesn't make a run faster just yeah keep her in front of you but you know you get to the end as fast as you can okay

will this take me to the very beginning yes it will Okay the reason I mentioned the reason I mentioned you want a bottle or brick to be the last thing you had in your hand is because we can just do this we don't have to equip it she takes it out and then you throw it you can just throw and then you just pre align the camera so the lock on works and you do this nice and easy

the reason you have to do that to that Runner is cuz it's scripted to latch on to Dina I suppose you could do that

halfway up the stairs is considered leaving her she gets she gets killed so yeah you want to take care of that Runner right away you don't have to kill him you just have to bottle them that's why we do this but as a side effect the game doesn't really expect you to do that so what is Dina doing

that she does that so what you got to do is after you throw the bottle bump into her Google just run into her I do a little Dodge up the stairs cuz I think it's faster

that's all you have to do to avoid a massive headache as a side effect of what we just did their watch Dina and then

lights down to the bottom again OK Google Sprint climb right now she's refilling her stamina and I don't hold it down again until right about here you don't have to dodge that Runner okay

programmed area in the entire game but once you hit triangle on there you should be safe okay and I actually kind of recommend I kind of did it right there I'll do all this one more time just one more time that that is in the ceiling that clicker is in the ceiling sorry just had to sometimes that happens it's funny but it can be distracting anyway

Linda avoids a lot of headache Square

yeah if you let Dina get a that was that was kind of funny side effect the game doesn't expect you to do that in the beginning okay so there's some weird side effects but nothing that affects your ability to get to this point right here as fast as you can but yeah I did again I do a Dodge at the end I climb without Sprint held down and then once I'm able to Sprint again you don't have to dodge the the runner that swipes you when you're running with Dina let her get ahead of you and I think she's speed

what's up as a result so yeah and then right here you don't have to hit square of it I see a free runner right there

do that I just want to see something okay there was a run over there that was trying to throw punches but we're good so yeah you can do that the very moment you gain control over and yeah I don't think Holden there was no checkpoint there I just wanted to see if I could do it

come upstairs right it's a long-ass video all right cutscene it's really awkward to move throughout this theater because of the stairwells and stuff so I don't really bother doing Hammer swings here but you just make your way upstairs do whatever you want with the Dodgers

louder and the very moment you can move Ellie you do this with an aim checkpoint places this a lot further ahead and then the same thing for right here you can aim

faster if you have Sprint held down so I do this and then I do a Dodge forward that way I don't accidentally go up the ladder and then when she lands right about there it's a little bit after she lands checkpoint places is at the door a little bit further ahead and there's half a canister here pick this up before you go for this so it's like this and then do this hit Circle and then trying

Circle puts the note away triangle does this the reason you want to pick up the canister half a canister before you triangle prompt this is because again the moment we're able to move as Ellie right about there notice the keys disappear from her restart checkpoint and it places this here and moving if we didn't pick up the canister it would still be there so yeah keep going now we're going to go

we're going to get a thing of alcohol and a bottle this is another spot where I mentioned it in supermarket in Patrol if you're holding forward during the black screen she'll be moving forward it's kind of weird but yeah get the alcohol and then got a bottle right there you need those two that's three quarters of alcohol and a free bottle right there if you forget the bottle and the

you can pick it up at the start of day 2 but it's better to just pick it up there all right as soon as you can aim as soon as you can move places you a little bit further do hammer swings down the aisle and then skip cutscene and the guitar it's the same thing as Joel in the beginning

from the beginning of the game

nothing but do it fast hey Google at the end of day one but I'm going to include the flashback because according to chapter select this is still day one so we'll keep going another cutscene skipped and hold Sprint and forward you do need to hold Sprint if not Ellie will be walking

we just got to follow Joel stop saying there's a checkpoint there right now

hug the left side

what's the right about there is a checkpoint not as soon as she gets out of the water a little bit beyond that and restart checkpoint and it places Joel a lot further so this one saves a lot of time but Ellie's kind of slow walking there so we want to do is Crouch and zoom in and then stand up right there it gets you

really close there I want to show off something funny it's not part of the route that's exactly how you're supposed to do it but

this one's kind of funny if I can get it better so the game really doesn't want you to go into the water yet

what does flail about you got to play with your whole arm blah blah blah I had to know I'm getting through there we go that's it I just wanted to show that imagine doing that in permadeath my God anyway

Could not understand audio

Could not understand audio

at this point right here there's no way to make anyone make Joel go faster just go as fast as you can Joel will eventually make it okay you can't really speed them up though the only thing you can do there is resurfaced and then Crouch zoom and then once you like make it on dry land you can start we have to do that quite a bit

because it's faster than her default walk you can't do that in the beginning but you can do it starting here if I tried to submerge I can't so basically just hold Circle until Joel makes it and then you can do that and then just kind of don't get too far ahead of them just let him get ahead of you once I'm at him like slow down because I was too far ahead of him

I've been superstitious about this all right get about as up left as you can get here and then match triangle for him to help you in then we're going to leap over this log here when she hits the other side right there there's another checkpoint that puts Joel on our side and this is where we start this is where you can either lose or gain the most time this one's kind of interesting

so I'll do this a few times but basically keep the camera off of the dinosaur so she doesn't notice it or talk about it this is a speed run remember and do those jumps because it's the fastest she can move but what you also want to do is go as far to the right of the museum as you the entrance of the museum as you possibly can that's going to make Joel go

faster if you can believe it you know what I'm going to do I'm going to open a live split a random live split give me a second here first I'll show you just how you're supposed to do this is how you spell don't look at the dinosaur don't look at the dinosaur

Play Store jump over here keep jumping and just keep getting further away from Joel the further away from Joel you are the faster he moves did you see that okay it's still put us in the same spot so compare that to something like this like at the entrance and we're just waiting for him

he just doesn't move as quickly and I think you can see it right there okay I don't normally do this but I did some testing during this I paused the tutorial and I did some testing and I found a slightly different way of going through here it eliminates the dialogue and it gets Joel to the door like a second faster compared to before I was under the impression that like the further away you got from Joel the faster he would

and that is true but to a certain extent okay like I was going around far to the right but you don't have to go that far so this is like the slightly different way of doing it now go over here you don't have to don't hit L3 you look at the dinosaur but then just come over here and just kind of sit right here and Joel will run all the way there because it's still true the further away from Joel you are the faster he will move but doing it this way is

come over here and then go over here go up the ramp here and then just kind of Tuck yourself in the corner right here and Joel will move as fast as he can it also skips them reading the sign so yes because this is technically new and I just kind of figured this out I'll show it off one more time

Could not understand audio

occasionally I changed the route during the tutorial yes go up the stairs here right about there at the top of the fourth step restart checkpoint since all the way to the top of the stairs and you go back here now the moment you can move Ellie right there restart checkpoint

places you just a little bit further ahead Ellie isn't as surprised to be here because of that checkpoint but it does place you a little bit further grab the first helmet you can you need a helmet before you enter this thing in front of it and face it

Could not understand audio

know that the checkpoints been hit is the reflection on the water changes so you'll see what I mean old Sprint and forward look down and jump right there see the water get brighter that's the checkpoint something behind you unloads I guess or something

at the moment you notice the water reflection changes it gets brighter restart checkpoint and then you're in the water now from here look back at Joel because listen to when she starts saying the dialogue she basically won't start talking until Christmas

I want but what else you can do is just do this look back at him the whole way I want a good Splash so just do that okay as soon as you can gain control of the cameras keep swimming away but look at him that's what gets him down here you don't even have to look at him just get ready for triangle

also I like to show this off her eyes get a little creepy here for you come on now okay

that we have to pay attention to this is how you get through this area all right it's faster bad news

and then that'll lead into a cutscene okay so you probably saw what I was doing there right I was I was doing those Dodge knife thrust to conserve stamina because those knives those Dodge knife thrust are pretty much the same speed as her running

Play Store for you come on we can't check it out now creepy eyes yeah those those Dodges were to conserve Sprint and the alternative this is what we did for a long time the alternative is doing this okay

ship lock in the door and then the very moment she's able to Sprint which is right here she's tired sprinting the dinosaurs around see that so where's this place

okay good we can just do it from here so yeah I'm not sure if I mention this but just because in certain areas it's going to transition you from running like this not alert running to an encounter or sprinting but what's really dumb what's really dumb this is actually draining your Sprint for the next time it happens

so the moment it begins and this is actually a good indicator to show you I wasn't able to show you this before but I did mention it this running animation and Ellie's tired sprinting is exactly the same speed look at how fast the floor in the walls go by so it transitions right there

it's exactly the same speed it may look faster but the camera goes by and the floor at the exact same speed it's really dumb so what we're going to do we land here we're going to do Dodge knife thrust Dodge knife thrust there's really no point in doing it for



very moment the camera changes restart

play it puts you on the other side and then you can do that okay because it's the last thing I'll show it off one more time from here yeah that's the reason we do that it's so we can actually use our Sprint when we acquire it hey Google

also I prefer this part done with the flashlight on so I like to put it on before a triangle prompt Joel start with a Dodge

Could not understand audio

Could not understand audio

do you want to hold Sprint and forward we can't do any Dodges or Hammer swings and again if you forgot to pick up the alcohol and the bottle at the bar now is the time to do it I know for a fact we picked it up and we're just going to go and I like to do a little jump up here and get some of that like forward momentum I talked about earlier triangle prompt the door and then skip two early

in Hillcrest start of day 2 but that will be for the next video my goodness this one was over 4 and a half hours lots of mention lots to talk about what can I say all right that was all of Ellie day one and the flashback and yeah

I don't know if you've like noticed this yet but part 2 compared to part 1 you just kind of go past a lot of encounters instead of being forced to deal with killing every enemy and as a result it's a lot easier to keep track of the ammo that you absolutely have to have I remember correctly right now I think we still have a pistol yeah we have one pistol bullet we have one shotgun shell we have no

and that's about all you need right now and crafting ingredients is however much I picked up I mentioned a full thing of alcohol and a quarter rag or 1 1/4 rag when you craft it at the end of the subway and yeah that's LED one if you got any questions be happy to answer them I'm tired so I'm stopping the recording here up next will be all of Ellie day 2

Hillcrest motel flashback Sarah fights and stalkers Sarah fights in hospital all right take care and I'll see you bye