

(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 1/8 (Jackson)

hello and welcome to this Last of Us Part 2 remastered grounded speedrun tutorial now about 2 and 1/2 years ago May of 2022 I made a long tutorial for part 2 but this is remastered came out what 10:11 months ago I think about 11 months ago and most of it is the same as the original but there are some things that are a little bit different but more than that

a lot of the strategies have since changed for the better as well so I'm going to go over everything that I can think of to go over and show you how to speed run like me I think it was three days ago I got a new record of 4 hours and 10 minutes so which is pretty good and yeah where to begin well this is a lot like the remix tutorial I made a few months ago

where were you doing a grounded run certain things have to be turned off this is the kind of stuff you show at the end of a run because with grounded there are certain things that have to be turned off for example gameplay modifiers all of these things have to be turned off and you need to show all of this before or after a run most of the time it's after under HUD awareness indicators have to be off accessibility lock on AIM has to be off high

press display has to be off and hands listen mode infinite breath skip puzzle has to be off and combat accessibilities have to be off as well this is where it gets into a little bit of a gray area frame rate you don't want to do this on Fidelity okay that's like 30 FPS you don't want to do that performance mode is slightly lower resolution at 60 frames per second that's the one it's not required but that's the one you want

unlock frame rate is the grey area this game has an unlocked frame rate where you can you know it gives you a higher frame rates I don't know exactly what it is but it's closer to like 90 to 95 FPS or something like that and it's very smooth that being said for this game as of right now I have a feeling it'll change in the future as certain advancements in technology becomes more mainstream and regular

as of right now you can't have this on for a run to be submitted or accepted if you've seen some of my runs though I do them with it turned on because I've gotten too used to it I've gotten to used to it so they're unofficial records as of right now because I did use this the main reason we don't allow it is because what is it you need a monitor with variable refresh rate and

120 HZ output and even then there's still some monitors that don't work if you have both sometimes it's a crapshoot basically you would have an advantage over other Runners I don't necessarily agree with that ruling because it prevents the fastest times from being possible because everyone has the same PS5 but that's a debate for another time I'm going to be doing this tutorial with the unlocked frame rate turned on just just so I can play the best Last of Us for you guys okay that being said unlocked

there are a lot of points throughout the song remake we never really swapped frame rates for any reason ever from what I can remember during this run there are quite a few instances where you have to turn the not unlocked but you got to swap it back to 30 or 60 like let's go over the things this right here is 30 FPS this is about 40 years so this is 60 and this is like 90 to 95 FPS

so yeah there's a lot of instances throughout the run where you have to swap it to 30 or yet just got to do it in 60 a lot of instances but we'll go over that when we get there 4 minutes and on gives you the

highest frame rates all right so let's go over like some basic stuff this run is timed using the speed run mode that's in the remake part 1

if you want you can do any percent which is the beginning of the game up until the end of Ellie day 3 or you can do Abby percent which is the moment you start playing is Abby in the Fourier flashback up until you defeat Ellie in the theater and whole game is the entire game neither of these include Santa Barbara this

does so you need this to be turned on and also the reason those things earlier had to be turned off is because well there's a little notification that will let you know here I'm just going to select something here you've selected grounded in speedrun mode whole game so if I were to turn something on let's say awareness indicators

we usually do that for practice I'm going to turn that on for a run it has to be off but if I'm going to select the same things yes that's an extra pop up that wasn't there before you have options enabled that we recommend disabling for Grounded would you like to reset these options to their default values if this pops up and you hit know your runs not going to count because something that needs to be turned off is currently turned on the game just knows okay

and for us that certain thing again was this what I recommend is having a save file having a save file that has everything that needs to be turned off and you know has your certain settings see this game is like remake it's a little bit weird where your camera sensitivities you're aiming sensitivity your sensitivities

and your accessibility settings motion blur POV every everything with a slider is set to a save file so if I were to load up this file it would have completely different settings than this one so you'll notice when I'm alive and you're watching a live stream I will almost always load up this file because I know

go for a fact that I know for a fact that everything in the the settings sensitivities the things that need to be turned off are correct here and to my comfort level and I will show this off in the beginning of the run a lot of people like to know my sensitivities

play stuff these are my personal sensitivities 555 55/25 2515 15 15/50 now I've noticed because there's three different Last of Us games that have all of this technically four there's remake on PS5 and PC there's part two and there's part 2 remastered every single one feels a little bit different so I think the numbers I have on remake

turn off the same as this one you got to play around with them and find what works for you this is what works best for me personally you can also adjust your controls see I even named mine my name is Anthony so yeah I don't want to rename it where can I just go to look

I guess I guess I can't up there we go I know it was somewhere this is where I have all of my things laid out to the shake flashlight is just oh that's cool anyway yeah this is my personal settings there is one that's weird and I

I want to point this out now I have weapons Swap and listen mode whatever set to down on the touchpad because if I have it set to R2 which for me is shoulder swap if I have it set to that when I shoulder swap it's going to like swap

do a different weapon so you don't want weapon swap / listen tied to your shoulder swap okay because when you shoulder swap it's going to swap to a different weapon so I put listen mode / weapon swap to

something I'm never going to use which is that one you do need to use this a couple times though when Ellie gets shot by the arrows in day two and you pull it out you got to do that and when Abby is fighting the big Sarah fight at the end of Haven

you'd like reach for the arrow that's in his shoulder you also use that some again you can set it to whatever you want I just recommend when you're aiming and shoulder swap don't have that set to the same thing as a weapon swap okay and yeah this is this is just a meeting you can have anything set to anything okay these are not mandatory like for example I Sprint with L2 and aim with L1

I feel like I'm in the minority with that okay but that's just me I want someone Speed Run Last of Us that had R2 as they're triangle Button as my interact / grab you can set it however you want okay all right let's talk Basics here you know what I'm going to start with this one the reason I have all of my like

settings tied to this specific save file it's for a reason and that is you have to do something here before you begin the run and it's for a very good reason so where this is in the middle of led to its the motel flashback there's something that that happens here and that is I'll

name the strategy later but basically we do it in a way that's a very fast and you don't get alerted if you get alerted here A bunch more infected spawn in so we do it quickly but we do it quietly technically quietly but when we're doing this strategy the infected can spot Joel and that ruins everything so a strategy we can do here and we

turn this but just from the strategy failing when it mattered during the run if you can get the infected to spot Joel themselves it won't happen in the run and that's in that saves it all so I'm just going to show you what it looks like basically as soon as you gain control of Ellie you're going to hear Joel shiv the clicker the moment you hear him shift the clicker throw the brick at the wall again the

tool strategy I'll explain in detail later but this is something you have to do before the Run otherwise this strategy isn't going to work don't like this now Joel should get alerted if he doesn't get alerted just load up the file again and and try again okay

it's something within the game within the file once this happens it'll stay in effect and you can't close the game if you close the game you got to redo this again so you just do what I do and eventually it will happen okay

just keep with it okay if I got to edit this part out I will again we discovered this was a thing because it started failing in the actual attempt it's like well what what why does that happen and why does it not happen when we practice it because once it happens once it won't happen again

of course it never takes this long

there we go see that so I can't tell you how many times that ended up happening during runs and we're like what the hell it turns out this has a chance of happening and now that it's happened once as long as the game stays open it won't happen again

play don't know if the supplies to every area or not and that's it once that happens you can quit out to main menu and begin so that will not happen now as long as you don't close and open the game again okay just keep doing it over and over it's not consistent that'll happen but it happens a lot you don't want that to happen okay you want them to investigate

the bottle and pretend like Joel isn't there all right I'm going to talk about some other basic gameplay mechanics here okay so throughout the Run we do two different things that are very weird to watch and

look at I know it everyone knows it and those are like the Dodge punches or the Dodge Hammer swings and the diving the

I'm diving and it's basically because of areas like this like this is Abby's maximum running speed right here that's not her running speed in the rest of the game ok Google

it's L2 a double is it one most of the time it's too presses if you're getting punched you just have to press it once but if you're if you're not in an encounter it's normally if you're holding forward it's usually two different ways to do

Could not understand audio

like let's say she's facing this way but you want to go this way you're going to get this instead all right so make sure her Dodges are facing forward so if you wanted her if she's facing this way and you want her to dodge that way Dodge to the right and then realign her okay but there's actually a faster method of Dodge punching than this and that is holding down Sprint after you've done the Dodge and she does one that's a little bit longer but

as you'll see here you don't get that further Dodge punch right off the bat hold on apparently we are here normally what you get is this if you try and do this faster most of the time if you just do it from a starting position

you get that so normally what you have to do is either do a jump and then go into it or do a smaller punch and then go into the longer ones okay trust me I'm not showing it off here but if you just maybe I can do it here for like most of the time if you try and do the longer punches from flat-footed it just doesn't work

Could not understand audio

okay all right the other thing we do is I don't know if I can show it off here but sometimes we do Sprint jumps this is the fastest she can move here so these little jumps right here are without Sprint held down if you have Sprint held down she'll go a little bit further the reason we do those throughout the run is because normally just

speed right here isn't fast enough but it's usually done in spots where you want to move faster but you also need to be quiet so you want to time them you can have Sprint held down but you got to do it quickly so it's like we do this in the courthouse notice how Sprint is held down while she's in the

pair and then I let go just before she lands okay that's because if you do a Sprint jump and let go right away right there see that she for some reason she Dodges when she lands with enemies around that makes as much noise as you sprinting okay

this is kind of quiet technically so you don't want to like hold do a normal jump and then hold Sprint that doesn't do anything you want to do that basically OK Google

you don't want that trust me okay what's another thing we do the Dives the prone Dives so there's prone in this game then you can either stand up with a circle then Circle or you can stand up with Sprint but that does make noise so there's a lot of areas where you got to you got to go like this walk because it's

quieter than walking or running but there's another way to be quiet but be faster quiet like this but be faster and that's with prone diving looks like this it's kind of like the jumping but instead of Sprint X it's

Sprint Circle or Crouch whatever you have time to crouch you can let go of both buttons when she starts the

five can we do that because it's faster than Crouch walking and it's equally as quiet now that's fast I'm not going to say what I'm going to show you next is faster but it's preferable because you are much lower to the ground and a little quieter when you do a dive if you keep Sprint held down

and you like hit Circle to stand up and then hold Circle again to do a dive you get this now I haven't timed it if that's any faster I think it might be by a little bit but yeah it takes a little muscle memory

Circle in the second input is holding it down now the advantage of this one has over this one and you can probably see it Abby's a lot and Ellie same thing it's a lot closer to the ground she remains a lot closer to the ground so you make less noise and also it affects enemies eyesight this is the one that I prefer using that being said if you

how to change direction it's you know it's kind of like let's say you need to like I'm going this way and then I want to like you can do that too it's just kind of awkward doing the Sprint one it's a lot easier to adjust yourself with the Sprint one okay

recommend when you're going forward to do this one but when you want to make a quick turn do that with the Sprint one okay I'm going to say this a bunch of the Run throughout the tutorial I can't I can explain it to you but to really lock it in your head you got to do it yourself okay so the Sprint jumps look like that it's a way to move faster while having

name speed as this and you know doing this is the fastest way you can move when your character isn't running sometimes you get in spots where you can't run now eventually throughout the run for both characters we're going to get a hammer and that is faster than this it's also faster than you're running and you're tired Sprint okay

yeah I should mention that there's like three different ways of running in this game you'll see it throughout the Run there's I need enemies to show it off here but there's sprinting and then after 6 seconds they they do a tired Sprint where they're like flapping their arms they're out of breath and for isn't that the same speed as non alert running this is slow right here this is this is like really slow which is why we got to do this but yeah non alert running and tired sprinting are the same speed and doing this with a hammer is faster than both of those so we're going to be doing that a lot throughout this run it's a real shame that that's actually a thing but

okay are we ready to go finally I think we're ready I'm going to load up my file again cuz I know everything's correct their I'm also going to get rid of me so you can focus on the game and the gameplay this part of the tutorial is going to go over all of Jackson okay and again I recommend doing what I

are you there make a file make a file for the motel infected part with all of your saved settings okay your preferred locked in settings that being said for the sake of the tutorial we are going to turn awareness indicators on that way I can show you why something fails and whatnot okay but for the run it has to be turned off okay new game grounded

I'm not going to have speedrun mode on because I can't make save files so I'll have it off for now but whichever one you're doing has to be turned on again if this does pop up you have to yes but for the tutorial I'm going to have that one thing turned on and we can go all right one good thing about

remastered is loading screens are almost non-existent almost like that's the first and only time you're going to see the moths the rest

are so quick that they don't even have time to show up unlike part unlike Original Part 2 so skip cinematics I kind of forgot to explain Speed Run mode a little bit I explained it in the remix tutorial cuz it's the same thing but I'll provide like the cliff notes Here Speed Run mode when the game

pause when the screen is black when there's a cutscene and during loading screens it's counting when there's gameplay okay that's pretty much it if you skip cutscene and restart checkpoint the timer stays paused as well okay also every single cut scene has to be skipped okay if you let a cutscene play out your run will be invalid it has to be

and how you'll know what cutscene begins is because there's you know the game is going but the timer on the top right will be paused that's how you know there's a cutscene and what else yes this is a recent rule change we used to determine checkpoints by the top auto save the number up top 13 seconds when that number changes that means a checkpoint has been hit

and certain checkpoints we're going to do either place us further Place companions further reset enemy alignment stuff like that you get various different benefits from certain restart checkpoints not all of them but some of them and yeah the way you figure it out this auto save this load file or save file whatever you want to call it doesn't count like a normal timer it only updates

what's the number when a checkpoint has been hit so it'll go from 13 seconds to all right the next time we had a checkpoint the number will update we used to use this to know the precise moment when to restart checkpoint we change the rules you can no longer go into the load or save file to check you need to have these memories and I'm going to do each and every one

but I will occasionally show off like the precise moment they're hit okay okay here we go horse riding I'm pretty sure you do have to have Sprint held down or later on you do okay now for by the way ignore me hitting like L3 R3 they don't do anything I have a little Quirk where I just Spam the flashlight off and on

and same for L3 I just like clicking buttons during downtime all right now how do we get the horse to move quickly the horse has like once we get into the Open Fields the horse speed picks up the way to get your horse to move as fast as you possibly can is you hold the left stick forward perfectly forward have Sprint held down and you re-adjust the camera

ever so slightly it can't be a like a like a like a quick jerk to the left or right it's a very delicate delicate adjustment of the camera okay the number changed so there's a checkpoint back there but I know it doesn't save time so yeah that's what I mean I'm going to be making a bunch of save files just so I can go back and show you something here we go this is how you get the

forced to move quick hold it forward and adjust the camera slightly this is the horses maximum moving speed and you adjust it very very delicately and you want to you want to stick to the middle you want to stick to the middle cuz if you brush even though it looks like you're far away from an edge if you brush it you will slow down

okay when it comes to turns you know you got to do turns but right here we do it again very delicate very delicate and you can see him going faster and here's an example of the file number changing I got to get rid of one here I'll get rid of this one so the number right now is at 1:16 still at 1:16 right there should be a checkpoint yes right there

and the number changed okay that's how we determine when a checkpoint has been hit again I'm repeating myself but if you're not allowed once you've started a run you can't check either the save file or the load file that's sort of a new rule we put in and it has helped the pacing a lot you need to memorize when and where all the checkpoints are okay I'm going to go back a little bit and show you like improper

horse riding if you will is a good spot so if you adjust the left stick at all you see he slowed down and then he picks up again if you adjust the left stick at all you

you'll slow down now the same thing goes with the right stick if you move it too much it'll slow down so again is Max Speed is right there and if you do it too much he slows down even if you think you're doing it delicately

he slows down if you brush against a side object he slows down okay I think you get the concept here so we'll go and I'll show how it's done accurately start holding it Forward here and adjust the right stick only very delicately

there we go now right here you don't have enough time to build up maximum speed a little bit right there but then you got to turn you got to jump down here and then turn again at the end of this turn you want to do it again now all right there just hold it Forward adjust the right stick very delicately and then he moves so again restart checkpoint right about there right about

when it comes to all the restart checkpoints I can show you them but to really you know lock it in your head you got to do them okay so restart checkpoint their places us a little bit further and we do the same thing left stick forward adjust the right stick delicately there we go very delicately move it and then I like to put the horse just the

what does a horse at the edge of the grass when the people start pushing the door that's when I hold forward right there notice how he maintains his speed all the way through the door if you do it any earlier than that or you're waiting at the door you're just touching an invisible wall and then you enter a little bit slower you want your maximum speed the earliest you can get through the door basically

and there we go again Speed Run mode will let you know when a cutscene begins because they are seamless it's hard to notice speedrun mode will let you know like right here it's like oh I can't tell it looks like gameplay because it looks the same Speed Run mode will let you know okay and you got to skip everyone skip again okay now I personally

play have the guitar binded to should be under here somewhere I don't know if it's here there is a spot you can go isn't here I don't I don't remember where I know for a fact that there is a alternate it's got to be here yeah okay alternate controls I have

you can set it to using the touchpad you can set it to vertically and horizontally I personally use the x button my jump button basically so you move the left stick and then I use the x button for me that's more comfortable again like I said before you can use whatever you want this you just got to memorize so I'll do it slowly starts here

and then one more Express you become a pro at it you do it like this skip that one

skip this one and we just go certain spots holding down Sprint as you saw before doesn't make your character go any faster but I usually just hold it down for Superstition triangle prompt the backpack make sure when you're moving through the town this is for like most of the game but in an area where

in the beginning of the game when you haven't really encountered enemies yet and you think you're just walking from

place to another don't accidentally hit the touchpad because you'll open up her journal okay I think it happened to me once walking back to Joel's house after he was killed and it happens in this part too even though you haven't been introduced to crafting ingredients or even artifacts yet if you hit touchpad you'll open her journal don't hit touchpad cuz I can never sit still I'm always pressing buttons don't hit touchpad during this okay

and then triangle prompt the knife is Joel up and then we're going to do a restart checkpoint because that will get us running a lot earlier now the queue for restart checkpoints again because during the run you can't use this all right I will show off some of them but most of the time there are visual

used to know when you can do the restart checkpoints sometimes with encounters it goes from restart checkpoint to restart checkpoint and encounter and then from 2:00 to 1:00 those are pretty clear you can still do this to know when you to know when the checkpoint is hit but in once like this where you can't use this to tell you can use visual cues

like for example if you hold aim for me it's L1 is aim the moment the camera starts zooming in basically the moment you can move Ellie or Abby move your character that's when the checkpoints hit other instances are in the case of this one coming up the lighting changes so it's kind of interesting there and another instances I noticed this on the higher frame rates there's some lag the moment a checkpoint

I don't know if this is the case in in the original part two but in remastered I noticed the moment checkpoints are hit there's some lag and I noticed it in quite a few areas I'm not so sure if you're going to be able to tell but when you're playing on your own monitor you're going to be able to tell okay so this checkpoint is when Ellie leaves the her house and I noticed the lighting changes it gets brighter this one you should be able to see look on the top right part of the screen a little bit

I have time to you so I know like when it happens but just something to look for okay so I know right there is the checkpoint and we go heads up just follow Jesse you can't get in front of them you can't get pushed by I'm just going to slow down zoom in

Could not understand audio

I'm going for the door starts so right about there again you probably didn't notice the little bit of lag on your screen but on my monitor I did at the end of that lag that's when the checkpoint is all right I'll make another file right here because this can be a little it can be a lot tricky and this does save time you want Jesse to push you all the way to the end of the street

and if I do it properly it looks like this hey Google

so again if you if you let him get in front of you you can just tell by all the things that are happening come on Jesse we going to go there we go what happens is Jesse is running slower right now than he was okay

and also when he gets right here again it's not happening but there we go you can just like excuse me pardon me coming through good day to you I'm so sorry you can push them all the way at the end of the street so when not when he's running with you but once he gets right here you can do that okay practice practice practice practice practice practice practice practice practice practice

you can't holding Sprint here doesn't matter but when you get to the edge of the like little deck here that's when it starts up and you so again I usually hold Sprint the whole time for Superstition just recognize his running patterns and practice practice practice practice practice practice practice practice practice right the saves a good three seconds or so and then just get out of his way

right here there's no way to go

is there holding aim doesn't make you go any faster holding Sprint changes the camera location a little bit but it doesn't make her go any faster holding that and that doesn't make her go any faster you're at the mercy of the game we're not going to follow them because we want to move them a little bit further so we're going to do this here get around the kid here

come here right about there right about lined up with this with the corner of this right here so like right there restart checkpoint and it places them a lot further ahead which is good cuz you got to wait for them to start speaking anyway just like that I don't know what's going on with you and Joel

snowball fight so this is one of those areas I mentioned before we are going to have to change the frame

to and it affects their the kids AI it affects their patterns I can't give you a reason why we just know this is a thing all right so we swap it to Fidelity and unlocked off has to be that we're also going to do something else normally it's triangle to pick up a snowball but you have the option under alternate controls all the way at the bottom to turn on

Auto pick up and this really helps it basically eliminates you having to hit triangle every time you want to pick up a snowball she will do it as early as she possibly can it really helps during this okay so yeah 30 FPS Auto pick up turned on and that is something you can legally have turned on okay update the safe file and I will show you a successful attempt and then I'll explain

absolutely perfect

and then right here the very moment the kid gets hit you restart checkpoint don't restart encounter that'll put you at the beginning of the fight restart checkpoint it skips the kid reacting to the snowball hit okay but let's go back to basics here so normally that was a perfect fight normally

snowball picking up animation is very slow watch this very very slowly get used to that in this game okay

it turns out if you have Sprint you can't I don't think you can dodge here you can a little bit whatever I don't recommend dodging here you don't need it if you have Sprint held down the moment Ellie's hand touches the snowball let go of Sprint then hold it back down and you can throw it right away so again it goes from like it goes from throwing them at this pace

the throwing them like this so I guess you don't need help out of the equation is a

if you have Sprint held down let it go then hold it back down if you don't have it held down when you pick it up just hold it back down and then do it again it's easy to miss time

the first you want to move forward and you want to help the first kid with two snowballs and then pick up a third because you're pretty much scripted to get hit by one no matter what

dodging doesn't get rid of it so if you practice nothing else practice the beginning looks like this and then that one again and then I picked up that Snowball right before I got hit and I like to place myself

right around here and then at that point I'm just smashing through the moment she throws it I swap the frame rate back to Performance it doesn't matter if you put on lockdown or not but I swap it back to Performance so we're

60 and then after I unpause I put my back against the fence this is the part that can get a little weird this wasn't working for me for a long time and I started doing this I basically am always touching the fence as I focus on that one and then focus on this one and then this kid gets stuck right there Deana helps as well see that I don't know why this is a thing

both with the frame rate and just with the this kid getting Frozen here I don't know but each time you practice make sure you swap the frame right back to 30 and yeah another thing that can happen if you hit this first kid a little bit too early did you see what he just did that's exactly what I wanted to show off I hit him too early

specific point that you didn't have snow in his hand but he still tried to throw on this will mess up most of the time this will mess up where like the kids should be and what they do okay so a way to avoid that is to delay the throw just a tiny bit okay like that much and then I'm right here the moment she throws I swap it back to 60

started but the camera hasn't adjusted yet you're free to do the restart checkpoint right here and

you're good you're all do all of that one more time and then we'll move on slightly delayed throw here throw it at him again

accessibility make sure because it's easy to forget you don't want this turned on all the time because you don't want to pick everything up okay I should have turned that off and if you restart in calendar it's going to put you back at the beginning okay make sure to restart checkpoint and that's the case for a lot of different parts make sure most of the time you you select restart checkpoint because otherwise it puts you back at the

Could not understand audio

can you move as Ellie hold aim the very moment you noticed the camera change that's the checkpoint right there also I for some reason I didn't notice this it went from checkpoint and encounter to just checkpoint so you could also just do that as well and notice when it goes from 2 to 1:00 but for other checkpoints seeing when the

play changes to start zooming in that's when you also can notice the checkpoint all right so restart checkpoint and we're just going to follow Dina again ignore me hitting buttons I just always do that together morning morning if if you don't get that alignment just keep Pelton kids with snowballs okay like if you don't

don't get exactly what I got and a kid went off and did what he wasn't supposed to do or be where he's not supposed to be just try and save it by just following one of the kids and just keep pelting them okay thank you the only other thing you can do all right about here and mass triangle

that's a good girl right there cutscene begins is another cutscene that happens while the screen is black and you're not penalized for time and update save file and this is where we're going to start doing those Dodge punches that I showed off

start out with a smaller punch and then the longer punches slime and then Dodge forward and you can start doing the longer punches and then right here Crouch

if you do it standing up it's slower when pretty much for everything you got to squeeze through it's faster to do it crouched then it is standing up all right so make sure you do this one crouching and then just start them up again and yeah go into a dive stand up and start doing them again

Could not understand audio

what's a checkpoint right there now what this checkpoint does it doesn't place you any further it places Owen farther and you need him ahead to trigger this scene all right I'm not going to show that again cuz I showed it a lot at the beginning just again this is like the whole Mantra of tutorials I can show it to you but it's a really lock it in and make it muscle memory you got to practice practice practice practice practice practice practice practice so when you notice the subtitles there restart

Point you'll be fine and it places Owen ahead of you cuz you're going to get very far ahead of them and permadeath getting really far ahead of them doesn't save any time actually got to wait for him here we can check them to us stop to another checkpoint I like this

can you dodge ex Dodge punch climb and a Dodge punch when she gets to the edge or starts her punch there's another checkpoint right there and it does the same thing as before it gets oh and closer to us just climb up a cutscene begins we skip that and then we're on our own and Abby has her full running speed so we don't have to do the Dodge punches at all from here until the very end of her little section here

and yeah we're still going to do some Dodges and some jumps because it gets the beginning movement a little bit better also right here instead of just falling off this little Cliff right here what you can do instead and what we usually do is like punch off of there if it doesn't get you gliding it gets you down on the ground faster so we usually throw a punch right

there you don't have to you don't have to do it early like this cuz then she just kind of drops parallel to the cliff but if you do it too late it doesn't you basically want her to reach her forward punch at the very end so it's something time like this little bit like that like that and then we do these little Dodges because just because her

when is a little bit low on when she gets she doesn't reach her maximum speed there so I like to do a little Dodges right after and that usually just says some

now we're going to do the same thing here just throw a punch see how it like launched her okay now there's a relatively I want to say new strategy the year year and a half old is normally what you do is you just like dive under here and then go would you can perfectly do but it turns out

and you don't need Sprint held down for this if you dodge and then go into a dive you actually die further so instead of doing instead of doing this if you do this instead you can probably see it like jumps instead of the cliff isn't helping it looks like this she goes first

you don't want to do it

Could not understand audio

I just want to see some 1643

I don't I wouldn't recommend that besides that's not what we're going to be doing we don't ride the the cliff down what instead we do this that's the movement we do this too late you want to do that early so when you reach the edge of the cliff right there where my flashlight

is Dodge punch and then Dodge again it looks like this that's clearly faster now starting right there Abby slows down to look at a body so what we're going to do is the Dodge punches again so we're running this way and then right here

Could not understand audio

hold down and certain ones are tap I'm pretty sure maybe it's under here I don't remember where you go to change the right here holds and presses I personally have mine on tap just because it reminds me of original Last of Us it's more for Nostalgia really but you could have these on hold and it's the same thing

the only thing I would advise against is I think if you get grabbed by an enemy and you and you have tap on you can get it off you faster than hold so yeah but there's certain ones even if you have it on tap certain ones like this is a requirement to hold all right Abby slow here again so you want to do the Dodge punches that leads you into this

smash smash smash or hold it's up to you I have it set to Taps all right we're going to do a little restart checkpoint to speed things up here when the runner raises his head it's going to go from it's going to trigger an encounter right there see how it goes from checkpoint to checkpoint and encounter and we're just making a file here and we're just we're just going to go

Could not understand audio

can a leap into the building here again period

and then do the same dive that I mentioned before this one's a little bit tricky you need this Bullet by the way okay so we enter right sorry you have to pick up this bullet right here you can either you can either

Sprint in into a dive or do what we did before sorry the check when it's kind of weird for this we climb back out no we can't all right here we go get the bullet you can also Dodge into a dive I prefer doing that one okay if you don't shoot this Runner here you die you get his body shop here because she will stop and reload that bullet we picked up so don't

reload it here I like to mash here to get her out you can reload it here don't reload it under the house all right exact same thing right here there's someone else here we're going to slide down this hill we don't want that to happen so when we get to like the right about here I do what I did before

like this and then we go about their there's another checkpoint places a little bit further I just a little bit and this one's easy old Sprint and then right here for some reason

what is Envy encounter I don't know why but at the top of the fence right there again it goes from 1 to 2:00 that's a nice indicator is when the checkpoints hit restart checkpoint and then we're just going to run past some people but first we're going to do like a Sprint jump that's not to delay the alert or anything it just conserves a little bit of your Sprint that's something else that the Dodge punches do as well as the hammer swings that will see

are you there it's it conserves your Sprint so maybe you can use it later or something because it fills it it it runs out very quickly already yep so here we go I like to start with a jump it gets her going a bit and save some of her Sprint and then same thing as before Dodge old Circle and it's very useful

that's like a long way to go if you again you can you can hold Sprint here it's fine it doesn't have anything to do with the enemies but her Sprint runs out right there when it would run out right here

again there's nothing wrong with doing that but you can tell she doesn't go as far so I like to do this

now just a little bit later and then make sure you don't do that too late and then Sprint all the way here then we go a lot of little things will save a lot of time each and every time that you do them okay now for the most boring thing in existence

horse riding to wherever they're going just follow Dina there's another part I don't know if holding Sprint actually makes a horse go faster it's just something I do I think the horse does go a little faster I think for that might be when they first enter Seattle yeah I don't think you have to hold Sprint here there is one thing that happens during the horse right here that is you turn like you round a corner left and then Dina will either like ride the

if that happens go to the right if she rides normally go to the left that's that's really all there is come on again I'm just going to mash and hold Sprint out of muscle memory

sometimes she gets stuck on this tree if she gets stuck go to the right of it if she doesn't what she didn't hear go to the left if she gets stuck go to the path that she went there isn't much to talk about

you do eventually want Sprint held down now once we get past that tree right there we start going so I think she's a talented artist right here in this case I think you do want to shut up OK Google

do here is we just run right into the next room do you want to stand like right here you can do that if you want cases like this

I think crouching is faster but what we're also going to be doing at points throughout the Run crouching and zoomed in with aim is faster than this so this is faster than this but this is faster than this okay let me see where it places me no God says

go fast and then do that up to here also I know I mentioned crouching and squeezing through tight spaces is faster I don't think you can do that here it's pretty nice we will coming up though

come on right now Circle to get out of looking at the The View and then right here like before hold down Aim so the moment the camera Zooms in there's a checkpoint it just speeds everything up a bit so right there the moment you notice the camera change the moment you gain control of Ellie restart checkpoint and I'm going to make another file here

and we go do all this once then explain that restart checkpoint we did not only does it just you know turn Ellie around and Dina is a little bit further for some reason for some reason I don't know why that actually gave us a rifle bullet okay I don't think we can check

more weapons yet we can't d-pad won't do anything that restart checkpoint gave us an extra rifle bullet I have no idea why but that is a thing because when we do permadeath and we can't restart checkpoint there were missing a rifle bullet so yeah two reasons to do that that one it's a little faster just a little bit and we got a rifle bullet so while Dina's moving that thing there we go for this bullet

then we're going to do a trick here you tell me about rewiring electronics and stuff and we all be that sharp 73 and we all make it to 73 and then once she starts grabbing it with her left hand there's a checkpoint right there and we're at the top normally we have to wait for Dina to climb it well I'll show it off here okay so there is actually quite a bit here first of all

don't push Dina out of the way cuz you can just let Dina move at her Pace despite how slow she is because one thing that can happen is you can do it right here you can do it right here so give her some

space okay that's rule number one

looking at her for her to start moving that thing because there's two things if you're not near her and you're not looking at her let me see if it's just with the camera actually he told me about all right turns out it's just the camera all you have to do is be looking at him

add sharp at 73 may we all make it to 73 so it's more than just looking at her you need to be at a certain distance to her and you have to be looking at her okay give her some space

now remember what I said crouched while zoomed in is faster than just crouching me about here and similar to the horse riding keep the left stick held forward and move the right stick cuz if you move the left stick I found she doesn't move as quickly so what we're going to do is just follow

behind her get to her left let go of zoom and then move right and we push her out of the way we all be that sharp 73 you know what keep Zoom held down the whole time and this is the reason you want to push her out of the way look how much time we're losing look how much time we're losing this is a good 18 second time lost or so if you don't get this or maybe not maybe like 14 you can still

checkpoint right about there when she's reaching for the rope with her left hand that's the checkpoint but yeah this is this is a frustrating one that's pretty much it I yeah I I explained that incorrectly when you move right you want zoom held down okay do all that again

prepare to go into this room but keep looking at her like so a little bit faster to open the lockers with Crouch instead of standing and then just get ready right now if you're just starting out you don't

don't have to get this trick but if you're going for records this is like officially mandatory to get so I recommend keeping a save file right here similar to the snowball thing once she's open the locker if you let go of Sprint then hold it back down and hit triangle you can pick this up because I swear to God characters in this game open drawers and lockers and cabinets slower than fucking bomb disposal units okay

naughty dog loves their slow but realistic animations in this game so we look for ways to speed it up plus you can get on the road but do you know will still climb the Rope herself so you get this

Could not understand audio

you tell me about rewiring Electronics stuff and we all be that sharp 73 then go for the Rope right there if you move right to if you move right at the last second too late then you're too late you know you won't move out of the way she already started for the Rope if you move it too early you might not be enough ahead so there's a certain timing with it just do exactly what I did there you'll get it

checkpoint gets Dina to the top and then once you've made it through the door like that restart checkpoint that gets you right here sign this thing and then as soon as exit out of there and as soon as you can move Ellie we know that by holding down aim right there checkpoint

play Last Stop move the binoculars towards the tower so hold down and right and stop it right there it's circle now this checkpoint right here isn't when you can move her it's a little bit after so I usually go right about there it's not as soon as you can move her for some reason it's a little bit

it's a little bit after okay then we're going to we're going to do this this can be a little tricky a question that was good but it can be a little tricky the reason we do it exactly like that is because that's why I made it

if you don't jump a question you like lean off the ledge and that's kind of slow but if you hit X too late to jump you're going to go down the rope and you don't want to do that either so there's a certain timing with it okay right about there so just get that

kind of like that

a little bit she'll like press up and then go back it's a very slow animation the basically I angled the jump and do it right there I crouched so there's no weird animations then I crouched here and then I do a jump right at the edge and then I do that nice and simple

okay believe that we can't do the horse riding thing remember we do it later we do it later where Sprint held down left stick held forward and adjust the right stick very delicately we're going to do that again here you don't have to do it right here again

can I go to the right way come on she gets her max speed right there and we're Bob and left right left right now you want to hug the left side because Dina is going to want to pass you and she's very persistent about that okay so when you make that left turn make sure you're nearly touching the wall and then right here it's very narrow but you can still get the maximum speed it's just very difficult let's see where this place

yeah it's not good enough we'll go back I don't know what more there is to mention here I think we should go out like Eugene go to the right no more of a direct path forward and then hug the left side

very delicately so I didn't get it there either I'll do it one more time but it's basically that okay practice practice practice practice practice practice practice practice practice practice I suppose you can also go this way the other way is a little bit more direct

you know way come on you're way too Reckless you'll probably that was pretty good what is going left there is faster I don't think it matters whichever way you want to go at the beginning all right and then just slowly it's very difficult to get the fast speed there okay but right here you can get it and we're going to go this way

brushing up against anything and you see we got our maximum speed heading right here okay now we actually get to some human enemy encounters isn't that lovely that hasn't happened yet we just with snowballs and ran away from infected

what year we actually have to kill infected three different encounters where we have no choice we have to kill all of them make a file here because there is something Dimension so there aren't that many spots where what I'm about to do is a thing but Ellie is going to say where the hell are they let's go find them if you just hold Sprint and a direction Ellie will start moving late

but for some reason if you hold Sprint and a direction and mash reload or fire you can move earlier Ellie takes out her gun and you can just start moving right away so you can tell based on the dialogue I'm going to replay this twice I'm just going to look for when she starts moving okay this one based on the dialogue and I'm just going to I'm just going to

Could not understand audio

at the end of day one be here and there I think are the only two instances where we use that okay and she'll Sprint right away

a little bit after you make contact checkpoint and you go you go for this door it skips the rest of the animation all right now for I'll mention this so when it comes to Triangle prompts on doors and being able to climb something or leap over something unlike the original you can do it from really far away in the original you had to be like touching

tell Jack to be able to climb it or something but in this game you can do it from really far away so like a little closer Dina get out of my way you can do it like right there see that the same thing goes for like where you need to go here you don't have to touch it you can be like from far away and she took like three steps and then did that it's a very helpful mechanic I think

but I would say it is faster to avoid those little steps because there's nothing faster than sprinting it's a little bit faster to do it at the last second cuz if you're doing it like right there those those few little steps right before those few little steps right before

work with me she does slow down a little bit and it's the same with the Sprint as well so anyway what I like to do you can either do that or you can do a Dodge I don't recommend just running to your spot I like to do jumps kind of like the last portion with Abby I like doing jumps starting out it's right there I like doing that okay

this is an interesting one you can update the file as as we go so this is how it's supposed to look that's how it's supposed to look and if you have it on

another button and a customize my controls I'm going to change it to default when its default it's altitude to aim R2 to shoot and reload I'm going to change it to that so now it's this and even if you do this you get that but watch this

isn't that weird so it turns out this trick is in the original part two but it's done differently in part 2 remastered before you had to hold the button down then when time froze let go then hold it back down that doesn't work here it turns out the trick is still in remastered like you just saw it

things out you have to have once time freezes you have to hold throw down halfway don't press it notice watch the color change on the controller you got to hold it down halfway and thankfully when your speed running when time slows down and and everyone's Frozen so is Speed Run mode so you can do this at your own pace to make sure you get it

so this is how you do it this is why it doesn't work with R1 R1 there is no like halfway press you either have it pressed or not so for this portion right here we change the control scheme to pre-selected default where R2 is throw we wait for time to slow down now don't press the button press it very delicately and slowly

see that well do it one more time again for as long as time is Frozen speedrun mode isn't counting either so you have time to get this don't like don't like very delicately right there the moment you get it you can turn it back to your preferred stuff

there we go all right and then the encounter begins right there why do we do that it's not because it looks funny and you want to entertain the crowd we get to keep that bottle for this fight so it's not just it's not just for being funny if

can you throw that bottle you don't have that bottle for this fight and there isn't a bottle in this room by doing that little trick you have the bottle for this encounter okay so when it goes from checkpoint and encounter or when it goes from just checkpoint to checkpoint and counter do whichever one doesn't

matter out of habit you should do checkpoint and here's this fight it can be a little tricky

absolutely perfect yes that was perfect I'm going to replay it from here I'm going to replay it from here

I think it'll be a little a little bit easier to show off the first thing you'll notice I do I jump I hold Sprint left and I jump that is so I can

delay the alert by just a little bit and then once I land I swap to a bottle that by having a bottle in your hand you force a quick stabbed through the heart instead of the slow one that goes into the gut and then the head or the throat and then I hit left for the rifle I crouch and turn the camera so I'm aiming at the one in the back and then the one in front shows up and I'm able to kill them both

with the rifle even an upgraded I don't know if it's the case with humans I honestly don't know that never comes into play but for infected one bullet as long as they're lined up one bullet can kill two runners okay so that's what we do there and then I immediately turn around and there's a runner right in front of me and I kill him in a way that's interesting

show it off on enemy will spend some time here don't worry I turned to my right I bottle throw and stabbed and then Dina has another one knives so I run up and stab him so it all looks like this jump swap to the bottle Square hit left Crouch aim get the one in the back the other one just shows up and you kill him now watch the way I kill this Runner notice the very quick kill what I do there is I throw it and then

immediately start mashing square or knife or punch that is what gets the quick kill you basically start throwing your melee before the bottles hit it's an interesting strategy but it guarantees that quick execution and then Dina's right there with that so that's everything there we can do this as many times as we want do one more time and I'll break it down

and then stabbed the very moment Ellie makes contact with the knife it'll go from checkpoint and encounter to just checkpoint that's why I'm stopping it early so yeah again the reason now let's go over specifics again the reason I swapped to a bottle is because

you'll otherwise get that long kill okay so I swapped to a bottle and that's what forces that quicker kill now the reason I start out with the jump is to delay the start of the alert because if I do this I don't think this will work see it didn't work if the alert was delayed it would have worked better so you start out with all that bottle

rifle Crouch if I'm not crouched I wouldn't be lined up so technically I was but it's much easier if you're crouched you just got to trust me okay now for the killer normally it's

but again to get this quick kill this is the input watch my inputs god dammit Dina I can show it off here again so to avoid this to avoid that you do this they're very fast

I was talking about throw and then Mash it's not going to cancel the throw you don't have to worry about that and if you have some forward momentum it's very fast like this see that if practice it if you need to for muscle memory but

okay that's so much faster than doing this all right putting all that together we end up with this now sometimes her up against the wall in which case it takes a little while for the encounter to end

try when it's a knife stab that's going to end the area try and not do it against an object sometimes you don't have control over that it is what it is but yeah do it a few more times this is a fun encounter to do

that works too yeah again when you're going for this rifle kill

aim it at the one in the back and then pull the trigger when this one like interrupts your shot tries to photobomb you if you will also with this stab you want to get this stabbed parallel to the wall like so I also recommend backing up while you're aiming the rifle I don't

no it just helps but you want to get that first step parallel to the wall because if you do it at an angle the camera locks into place and then you can move it later it doesn't help it looks like this was exactly what I wanted to show off for some reason if you approach it at an angle something happens with the camera I don't know what

but it makes you able to turn the camera a lot later it's weird you get rid of this by running parallel to the to the wall and I can probably show that off again right there something is off with the camera right there cuz you would think if I angle it this way I'm that much closer to where I need to aim something happens with the camera and then I still got it but you

I don't want that to happen so parallel to the wall you can I was kind of hard to do one thing is I don't think I think after you're able to move Ellie is when you need to crouch I think if you hit Circle

while you're stabbing like once Ellie stabs through the heart that's when I hit left on the d-pad cuz she'll pull out her rifle immediately but I don't think the same works with the Crouch I'll see no she's still standing okay so after she stabbed that Runner hit left but the moment she finishes turn the camera and Crouch

Could not understand audio

one bullet it's a very good strategy one of the thing to mention cuz it should be obvious but I didn't mention it if you're in stealth mode and you run up to an enemy and hit Square it is a free kill but then everyone knows you're there and that free kill lasts for as long as the runners do like the I see you animation kind of like this

see that that was about the latest I could hit Square for a free kill okay so that's the reason the first kill is what it is okay he's still doing his animation there beautiful beautiful

that was good okay you can check for any dropped ammo you don't have time though the moment dean of moves right there there's a checkpoint and that gets her closer to the truck now immediately reload the rifle and stand right here I want to look around swap weapons if you have a weapon in your hand and there's a triangle prompt like this if you hit

triangle with a gun in your hand she'll spend time putting it away and yeah just waste time anticipate when the triangle prompt shows up and swap from one weapon to another okay kind of like this right away that will come in due time then we're going to come over here and get this brick

takes a while to be able to lift you up from there so this is just free time you have here I like to pick up the brick and then do a jump it's it's faster than just like picking up the brick your characters when you're not in the alert phase pick up things very very slowly so we try and speed things up a little things like that we pick it up and then do like a little jump that'll probably Place us back too far Whatever by the way you

I want to leave this area with the ammo that you have here carries over to Seattle same thing with crafting ingredients in this run in a full game Run as Ellie we craft two molotovs and one stun bomb okay that's in addition to the thing to the bombs that we are giving and pick up along the way

so we need enough crafting ingredients for that as for here the ammo that we have it's interesting we're going to we're only going to use one more rifle bullet here and that's another collateral in the store encounter but we are going to end Jackson the entirety of Jackson with zero pistol and the reason for that is

when we when we have zero pistol and we start Seattle we'll get two pistol bullets for free so if you have one pistol Bullet at the end of Patrol you enter Seattle with one if you have one you'll have one if you have two you'll have to but if you have zero you'll be given two so let's use all the pistol ammo we can and we use it in the next two spots the thing with rifle ammo though if you have zero rifle bullets you'll have zero rifle ammo

at the start of Seattle it's it's unfortunate because we could really use it but yeah that's a thing so we're going to end Patrol with two rifle bullets and zero pistol the reason to rifle bullets is because we use it a lot in the start of Seattle we have just enough but we'll focus on that later but basically we've already routed it well in advance you need two rifle and 0 pistol when you're finished with the store

downtime right here reload the rifle it has three bullets in it one two three swap in anticipation to the triangle prompt go over here and get this brick right there

now you got to watch with this because there is a quick turn I have it set so back and X is quick turn so when I'm picking things up and then doing a jump I don't do it like this cuz then she'll just quick turn okay so I do it like that sideways remember the dive prone that I talked about before we're going to

do it here but it's kind of awkward to get off of this truck like I used to do a Dodge but it would lead right into another Dodge so we kind of stopped doing that what we're going to do we're going to jump off of it angle ourselves and then do a Dodge prone because remember she goes further compared to just to dive so it looks like this we're going to jump this way and then perfect just like that

otherwise

but we actually want something in her hand for this next trick okay so we're going to do like the

Dodge punches that I showed you but it looks a little different as Ellie so it looks like this you want to do this all the way up to here now Ellie has a knife and a hand so we can do this strategy right here let me just make a file here all right so we're going to do this right here watch this something here Ellie just reach through the cabinet without

so normally it's it looks like this did you see how slow that was budget I'm just I'm going to mass triangle here I told you I think bomb disposal units open up cabinets faster than her

so we do a strategy it's a little bit faster if you're crouched which is what I was talking about earlier it's a little bit faster if you're crouched see that a little bit but there's something we can do it's it's a little bit similar to the snowball fight that we did so basically you need something in her hand either a gun or a knife you hit triangle and then you hit Sprint then triangle again and yeah so it looks like this

so you have the knife in your hand come over here triangle Sprint triangle it's just that simple one more time get out of my way hey I will mention if you have nothing in your hand this won't work it's the time she spends putting it away

that you do the inputs that makes this work okay so if she has nothing in her hands this won't work so unfortunately we do have to craft this med kit and then in the original Last of Us at forces you to use it the game wants you to use it here but it turns out like if you do nothing

Dina's not going to do anything see that the games just like come on we're not going anywhere until you have done this so you have to craft and it's like okay I've crafted your precious Med kit you don't have to heal yourself okay and it's good cuz we're going to save the med kit for later we don't need to use it here so watch about halfway through healing I'm going to stop and the queue for knowing when to stop is when Dina puts her gun away okay I need to just watch her gun I'm going to start healing right there so I healed just a little bit she put her gun away and she starts towards that that's what you do

then don't worry about that checkpoint that's why I made a file here okay so we have the knife in her hands we drop in Triangle Sprint triangle got the stuff here so you do all of this quickly and don't move because there is something else we do here

when when Ellie starts healing herself the moment she crouches to heal bump into Dina and she will be put in a spot where she will go for like moving the thing super super fast okay thank you I'll show you the game wants you to do this and then heal when she puts her gun away

see she walks over there and then she walks over there that's kind of slow so what what you want to do is when you start healing the moment she crouches just bump into her a little bit but don't bump into her that way bump into her like that way okay like that that's that's the input right there okay so I'll do this one more time and I'll show you what it looks like in our hands

triangle Sprint triangle by the way I use x to craft items and I use Square to swap weapons that's personal preference just like I mentioned before

Circle Kiel bump into her let go see how much faster she was there so again the timing is not the moment you heal bump into her but the moment she crouches bump into her I'll do all that one more time there's also one more thing you can do like notice how Ellie has to put the med kit away and then she pulls out her gas mask starts going for the door you can't really

do anything if you hit triangle on this thing right here it puts the medkit away so all of this just one more time I know I'm spending a lot of time here but there's some pretty specific stuff here if you don't do it exactly like this you end up losing a lot of time okay triangle Sprint triangle a couple of crafts

Circle heel bump Pandora let go and I like to Triangle prompt this thing so her hands are empty so she goes for the gas mask as early as she possibly can that's that saves a lot of time over the Alternatives here it's as soon as

Dina shines for flashlight funny enough this checkpoint isn't dependent on where your position is it actually just has to do with elapsed time after you can move her but sometimes Dina doesn't turn on or flashlight it looks a little something like this just run forward give Dina some space right there she turned on her flashlight but she wasn't facing us it's not really tied to the I guess it is tied to the flashlight

play but sometimes you don't see it okay but just know the timing is the same just in case you don't get it okay and then just like before or after we killed that very first runner I like to start things out with a jump it just gets your movement momentum going right away and again instead of approaching squeezing through the wall like that you want to do it crouched she goes through it faster so yeah I like to do this

the brick that we picked up earlier

but this will go from checkpoint to checkpoint and encounter just like that and this encounter is pretty easy but yeah it looks like it looks like this

and that's enough now you're going to notice something with this fight and I'm going to shudder when I have to say this we have to rely on Dina to help us we have to rely on Dina to help us first things first I think if you just aim right okay so as long as pistol was the last thing you had in your hand

that's what you'll aim I prefer hitting right on the d-pad just to make sure that that's the thing I'm going to be aiming the first thing you do is Sprint and then approached the clicker at an angle and then headshot them the reason for that is if you're if you do it like this no hold on if you do it like like this

you're going to press them up against the wall you don't want that so approach him at an angle like this like that so then Dina's going to do what she can there the moment the second bullet hits the clicker go for go for the brick throw and stab remember same same thing throw Square that's kind of

you're not really in any rush for the first headshot you're not really in any Rush make sure you shoot them before he starts like flailing his arms and stuff like if I if I'm too late see that he stood up immediately this headshot is easy if you're fast enough like just

just keep backing up and then throw and move forward when she's hit it a second time okay one more time and then the moment the slice is finished it goes from

encounter to just checkpoint so we do that and then where it places us there's a bottle at our feet we need to pick that up before moving on we have to okay now what's interesting about this part is while the screen is black you can actually start moving Ellie a little bit earlier as long as she's going forward like your watch just like okay I'm going to point the camera

go down and pick it up oh I've already moved past it I don't really know why that's a thing so what I do is I like I I wait to start moving until I see her or maybe I'll start moving her with just forward no even then I was a little bit past this isn't the case for like every area but for some reason it doesn't even work if I move like a different direction but it works if I'm moving

forward see that I'm already I've already moved past it so basically I like to just wait until I can move her then again she picks up that thing so slowly look at the beaches too slow

we're going to go to the next encounter which is it's a doozy it's a doozy it's definitely the hardest one so far but it doesn't have to be that bad okay now before we move on this one's optional but right here there's a quarter there's a quarter alcohol

I'll make you a present the molotovs already right there for God's sake anyway what I'm getting at is you know we're going to pick up enough crafting ingredients like I mentioned to craft two molotovs and one stun bomb the molotovs require alcohol and Rags the stun bombs require explosives and canisters

all this stuff is picked up much later but the alcohol and Rags we start picking up right now so like I said this one is actually optional but the replacement for this one is in the first Subway encounter at the end of day one of Seattle and it's in just an awkward spot it's it's it's it's not off the path but it's in the middle of enemy shooting at you so I prefer despite it

sing like slower than just doing this I still prefer picking this one up and then going just so I don't have to think about that one later you know what hold on one second all right I found what I was looking for there's no sound but this is the part I was talking about later on in the game and the first Subway Encounter With Wolves we

kill this guy and we immediately get shot at by the other enemies around and the alcohol is right there now we would have to slow down and pick that up and we might slow down enough for this strategy to

not work so what I'm saying is to avoid picking this one up and make it so we can literally just Sprint the rest of the way without slowing down does wonders for your psyche we can

just pick this one up here again we don't need both it's pointless to pick up both we don't need it they're both a quarter if we picked up both we'd have an extra quarter okay so I prefer picking this one up here so we don't have to pick that one up in the middle of battle okay but that's up to you do you know will give us some top hits Circle the back out of it and this encounter it once

beautiful that was perfect I'm going to do what I did before and just like break it down a little bit by the way do you like my PS2 sounds

it's part of the 30th Anniversary thing I went with PS2 I'm nostalgic about those sounds for some reason anyway that was a perfect fight so let's go over it a little bit first thing we do is Dodge and then what we do just like before we pull out the bottle and go for a stab so we get the fast one through the heart

and then we stand right about here and we just aim at a spot up and left of the Clickers head and then we fire when he gets close to us this shot is a lot easier to do than it looks you could get this in 30fps if you wanted we get it and we stabbed now I stood in that spot specifically because there's going I didn't move too far forward I'm still a pretty certain distance back if I'm too far forward we can't do this is a Runner behind us

I don't Dodge I just move out of the way and then I crouched and we're going to go for another collateral and we have easy pickings here we have three of them it can only hit through two but yeah as forgetting this one my preference is to crouch shoulder Swap and move right and line them up that way some other people Crouch and just aim over the right shoulder

that's fine too this is just what works for me regardless you have to crouch and aim whether you want to show the Swap and move right or aim from the right and move left that's up to you and you get a collateral and it can be any one of them if there's three in your way just fire I'm sure you'll hit them just make sure to not hit their legs because you'll sever their legs and then they'll go around crawling and you don't want that this one you take out with the bottle just like I showed you before and then that clicker will be right there and then we

listen counter with the two rifle and 0 pistol and that's that now if you fail this I need to show like a backup strap because you notice we didn't do a restart checkpoint for the encounter we did this from the previous area also for some reason when you do this in the run you won't have Sprint here the checkpoint gives you

it's not a big enough room for it to matter but yeah I like to climb up to the right and then I already showed it off I'll just keep doing it over and over start with a Dodge swap to the bottle stop

and then boom and that's that's how you do that encounter it looks a lot more difficult than it actually is okay I'll do it again and then I will go over a backup Strat you can do okay because if you fail this but you don't want to end the run that strategy won't work when you either die or restart checkpoint to try it again all right that won't work so

you got to do something else I will show you that something else after I've shown this off one more time that was weird the runner

find over the table he wasn't supposed to do that I don't think it was anything I did wrong it's just something that can happen so yeah the clicker would have gotten too close so I backed up a little bit

that's just one of those Instinct things you know let me this is how you're supposed to do it so I can show that off a few more times but let me show off the backup Strat if I remember how to do it it's completely different

That was supposed to be a collateral all right you kind of got the idea though it's not super complicated go for the chest stab like that get closer to this get close to him tell him their get out of range of this one and line up a collateral boom you're supposed to

the bottle throw in stab him quickly but Dina messed that up and then do that and then do that again it's not it's not a better strategy than before but yeah let's let's do it again again again hopefully you never have to use this strategy

I forgot that's what the strategy was yeah you don't have to run up and kill him you just have to throw the bottle at them and then focus on the clicker so this strategy is actually pretty easy the main difference is you have to get close to this quicker and then line up a collateral like it's supposed to kill both of them

hopefully hopefully you never have to use this strategy OK Google

sing until the encounters considered finished that was a good performance on that one that's the backup for in case the real strategy doesn't work I don't think it's any faster it's not faster so don't get any bright ideas about that being the Main Street

rifle get out of the way Dina didn't help out much with that but yeah that was a pretty good one more time

when it comes to the collateral and then some parts afterwards that part can get a little messy okay thanks

but yeah you can either go to that Runner or let the Runner come to you don't rely on Dina doing that okay I'll do it one more time just to show consistency yeah so as bad as the strategy looks it's not that bad when you stabbed the clicker in the head again it's more like a like a counterclockwise circular motion you want to run left and then just back around and then you notice there I didn't do the

swap like I mentioned I wanted to do that was based off a reaction of the way I saw the enemies were aligned so it's up to you dodge bottle swap stab staying right about here fire rifle bottle bottle

and then for shits and giggles the backup Stratus 2

okay I'll make a file here first thing we're going to do is do these little knife stabs it's a little bit faster than running and then run over to the Rope that's underneath the thingy okay

now this part is kind of interesting for for me I think so you're going to throw the rope over the the the the thing that looks like a vent and then climb up it but Dina has to go up first now after you've thrown the Rope over the thingy very professional terms I'm using here that the

we're going to run in a specific pattern so that Dina gets to the rope and starts climbing it as early as we can if you do any other movement if we do any other movement Dina will take a while to walk to the Rope okay that movement is this so we're going to throw it

and then we're going to run this way and run parallel to the shelf and then once she starts talking okay that's good then you can start going for stuff so we pick up a bottle and then we pick up half a rag right here we go over here and we get three quarters of alcohol and as you can see she's already like

climbing the Rope so if you were to do like anything else

so if we like go over there and then go over here she's going to like kind of be following us a little bit a little bit so basically what you want to do this is one you just got to trust us ok Google and then we run this way and then go for the stuff it just

got to trust me trust me okay it's it's guaranteed oh yeah we're back here okay we know that's a thing because there was one time when I went for the bottle I went for the rag I broke the glass and went for the alcohol I turned around she hadn't even touched the Rope yet and it was because we went right right away so just trust me this is a thing now

rag

alcohol and there she is climbing now what you want to do here is get to the very edge of this of of the the crate here because if you try and jump into the Rope it doesn't really work you basically want to stand underneath it but if you're just standing in the middle of this of this what table crate shelf whatever you want to call it you won't be close enough to it so you want to stand on the

Edge and then just look up and mash X like so she got pretty far out there period and then you just go and then start doing these little so yeah when is climbing the rope and you're going to follow her climb the table I like to aim a weapon get to the edge the

play edge of that table and then just point the camera up and mash X don't be moved do not be moving when you try and get on that rope it's very awkward okay now sometimes you can get off the rooftop so quickly that Dina never says over here and then she never shows up which I think is actually a little bit faster a little bit that's not confirmed but it feels like it regardless all you have control over here is your movements

so I like to keep a straight line kind of go to the right of this tree and then the left here and then this way also yeah you do need Sprint help down here you do need Sprint's

Arena will try and pass you you can like play games with her here a little bit kind of a funny side effect of that is now you see her now you don't know this is funny but yeah I think of Dina never shows up your horse moves a little bit faster in this part but again not confirmed that's

and I like to do the camera thing here where I zoom in when the camera changes right there camera changed on its own it went like lower checkpoint and then we go right now we picked up a bottle after we threw the rope and we're going to use it here now you don't

don't have to do that it's it's faster than doing this but not by much you know by the way besides we're giving a free a free lose no time at all bottle when we enter Seattle before any encounters so this is literally a bottle to waste yeah you want to throw it and then

kind of angle your leap a little bit so it's you're going from right to left a little bit like like that cuz if you do it the other way we need to get over there and we end up being further away so also make sure not to throw it against the wall I've done this plenty of times watch this oh man if you do that you can either break it or you know then do that but I've done that plenty of times okay it's a little bit more Awkward than

healing a little bit

we're going to like tap or one and then hit Sprint so it's like this and then hit triangle but basically we're forced to move slow here and we can't zoom in we can't Crouch this is the same speed anyway so what we're going to do instead we're going to do this see how she kind of does these little lunges

she kind of does these little lunges it's a little bit faster so we're going to be doing that here and in the next part so

Tangled the flip and then you want to flip it back so she puts it away if you were to I'm pretty sure if you only flip it once when you hit Circle she flips it back and then puts it away so you want to flip it twice all right when we get through the door right about their restart checkpoint I'm going to do the healing thing again now with this healing thing if you just keep doing R1 Sprint R1

Sprint R1 Sprint eventually she's going to put the medkit away cuz we got to do it like 8 times maybe more so like at around the halfway point eventually just hit the med kit with the d-pad again so pretty simple eventually she's going to put the kids away so we just got to hit up once again and then that brings us to write about here and trust me it's faster than walking the whole way

triangle triangle and as soon as you hit the third triangle very brief inputs is I literally just brush my thumb over both buttons triangle pause restart checkpoint it skips the third pole of the rope and then you're forced to go on the crafting table just smash Circle to get off of it as early as you can now this one what I'm about to do is

unique to just this part right here you can't Crouch you can't zoom in know you can zoom it you can't Crouch basically and if you hold Sprint she doesn't run so we're going to do these weird little things where we're going to like just do that and after each one she's going to like lunge herself a little bit it's weird

faster than just normal walking did we basically like this watch about running again but it's a weird one I don't know it's very strange that's basically Neil Druckmann blocking the door for you so yeah

if you were to just go see this isn't going that fast it's about the same speed as that but every time you do that she just lunges forward a little bit and it's faster than walking this is kind of the only spot where we have to use that it's not even a thing right here your voice is very slowly walk to the table but yeah you start doing it right about here

basically when you notice the lung is finished very weird

Could not understand audio

skips your arm is blocking me and so is your body so basically do that checkpoint when she turns around to do that and then hit Circle as early as you can and that's that checkpoint places you in about the same spot too so it's a good one all right this is just

loads of fun here we're going to do a checkpoint we're going to run to this corner right about here and then do some pauses the moment the game recognizes this as an encounter right there we're going to do one of them doesn't matter which one again for muscle memory go for checkpoint make a file here or checkpoint and yeah it places

slide down here and then let's all agree on something that's too slow okay that's too slow

what is a checkpoint places you there in counter places you back at the beginning so for muscle memory for checkpoints make sure you hit checkpoint instead anyway ignore the checkpoint at the

bottom you don't have to do that one it's it's not a big deal sliding down there is too slow so you can do this instead assuming I do it right

and then you can go in this part right here Abby has infinite Sprint she has no tired Sprint even in the part with the infected like inside the gondola she has no tired Sprint which is very nice it's something you don't have to worry about so how did I do that trick well basically what you do you align yourself up in the middle and you

name completely perpendicular with the cliff now you don't throw a punch at the edge you throw it like just a little bit before and you throw two punches so like this OK Google it doesn't work

Could not understand audio

at the very bottom you don't do that part of the strategy is you keep Sprint held down the entire time but you keep Sprint held down the whole time and forward and throw two punches total if you throw a third I'm pretty sure this happens almost every time we'll see all right didn't happen I want to show you it's very funny

is the games treating it as like she hasn't landed on something in a long time I don't know why it's not happening come on I want to show it to you it's very funny

regardless for safety only throw two punches I might not be able to get this one she starts throwing the second punch you can stop hitting Square

I want to show off what happens I want to show off what the death looks like if not I can bring up a clip and I threw three punches here which is why I thought this is how you get it watch this

I had a feeling that would happen it doesn't actually waste a lot of time because it places you right here that's the first time that happened now that was a side effect of throwing punches

the game I'll do it properly one more time and then move on

Could not understand audio

Could not understand audio

hey

give me and then Mash X the squeeze through their there you do have to match hacks okay now this one is a little bit complicated we have two bullets but we have two bullets but there's one there we need to pick up I need to show this off real quick we went through that tiny space so quickly Tommy still has the molotov in his hand

ain't that nice and that nice that's how quickly we went through the door the mall of barely even

just figured I'd show that off anyway there's a bullet right there but the checkpoint for this part I did make a file here right yeah okay the checkpoint to really speed things up is right it's not forward it's forward and to the right so it's right there

Bluetooth the checkpoint is forward but also far enough to the right but we kind of need that pistol bullet the reason I'm doing this is because man what I'm getting at is sometimes you can hit triangle for the ammo but then move right and you technically hit the checkpoint before you picked up the ammo so you want to make sure

sure you pick up the ammo that being said if you approach that ammo like perfectly straight or slightly left you pick it up it's difficult to pick up so you actually do want to be a little bit right when you pick it up but just like start moving to the right later so you're guaranteed to pick it up all right so in order to cleanly pick it up you need to approach it from the right

Mass triangle or just hit it once see I picked it up and then you start moving right right there it's very finicky timing what I did there was perfectly fine just make sure you don't accidentally like Miss the ammo or pick it up after the checkpoint again it's easier to pick it up if you're slightly to the right of the bullet but make sure it's picked up before you move any further right okay it's it's

so that was good all right we're going to be doing this a few times so I'll do it once and then we'll do it a few more times so there's two more bullets right over here pick them up and reload headshot triangle square square square

Pandora that right there is optional and then go all right so I did a lot of stuff there let's let's go back here now what's weird about this every time we

like the first try it works normally if I do this the second and third tries the runner goes through a window that isn't accurate so he would go through that one and then this one it's kind of odd so I did a restart checkpoint and then I did a restart encounter and he went through like the two wrong windows so that's why if you've ever seen me practice this I like I burst into the room and then do another restart and counter it's weird but we're good now I'll do it one more time

Could not understand audio

okay so first thing you do get the pistol in your hand triangle prompt this pick this up and reload and then head shot him his head will always be right about there you can play it and then what you do next you pick up the

and then swing at them twice at the runner twice but this right here is a little bit hold on you can always do that but it's a little bit too slow what you want to do is hit triangle and then follow it up with two square prompts afterwards so Abby has the pipe in her hands but she's still throwing her punches and the punches is technically

a lot faster it's a simple as triangle square square square square square square square square square and then what you want to do notice how Tommy is there and walking very slowly to that spot there what you want to do is have kill these enemies and have Sprint down right here about half a second after you hear the door get barricaded behind you sprint

write about here and Tommy will follow you okay pick up the ammo headshot square triangle square square and she does punches with the pipe in her hand and it kills the runner okay now don't go to the runners cuz you need to be near Tommy to be able to like

almost escort him to notice the window okay so we have four bullets and we're going to kill two Runners I use if you can if you feel like you can get a headshot get a headshot but I like to go for a body shot headshot makes it easier so get do it back here okay okay I don't know what's going on here that was poor display

headshot triangle square square square stand back over here that shot Joel got me okay and then see how Tommy like followed me will only work on that for now you don't have to to time you don't have to time when to kill those runners

can you kill them the better but you need to be somewhere near Tommy right here like this is about as far away from him as you can be and then once you hear them close the door behind you you want to Sprint right about here and then enter your way forward if you sprint all the way over here he's going to follow you all the way there he has to touch that spot right there before he can notice the window so if you overrun

it doesn't benefit you okay I'll show you what that looks like I'm going to meet the runners back here

when you start moving stop around right here and then like inch inch Your Way Forward okay that's what I do and what else is there to mention yeah you don't you don't want to like okay I killed the runner and then I'm just going to go you need to wait

for that looks like a locker to be pushed down you can hear it start spreading maybe like 3/4 of a second to a second afterwards and then run to that spot so it'll look like this

that's that's a precautionary thing right there I like a not a that's a scary thing to see I tried for headshots but I Just Whipped it's it's easier if you go for body shots if Joel is able to hit one of the runners with anything then you just need two body shots after that but I I want to kill them myself to know that they're dead not rely on a companion

triangle square square there we go that's better there we go that's good now the reason I've been pushing Joel is because Tommy says in position yet so it's supposed to be

he takes a while to get to a spot so watch this that loses you time cuz the dialogue is supposed to be immediate that's our way out there because Tommy was a lot further ahead than he was supposed to be that's

hi when I have escorted Tommy to his spot I go back and check on Joel if he isn't in his spot I push him I push him once twice and then three times and he's like right there okay so I can probably show this off a few times another way to avoid it is by

play not having Tommy run as far that's another way to avoid it comma that being said

he's walking this way once he's walking this way once he's firmly planted here left foot here right foot here I can't move him I can only start moving him when he's walking this way okay so if you can't get to him in time that's it's just something that's why I turn around and go for him really quick also sometimes he may be further

and you don't need to push him you know but you just saw the attempt before where it was like 4 seconds in between dialogue and then right there I pushed him right to the correct spot again a way to avoid that is maybe escort Tommy right here instead that way you don't have to worry about Joel but yeah it's something you have to pay attention to

go go go go go go go go go go

play not moving Tommy as far and yeah like that will get rid of it again you don't want to you don't want to run because again

he can't be moved as you saw right there he doesn't need to be okay he can only be moved while he's moving all right think of it that way that's much easier to remember but if you get to him and you can't move them that's pointless anyway you know there was no shortage of dialogue there so you can either get Tommy to a spot and then move Joel or get Tommy a little bit before the spot and then you don't

have to worry about Joel

something else you can do I'm out of ammo so we'll go from here you don't have time to do both but something else

Triangle Square

it's easier than it looks kill these Runners Sprint

the spot he needs to be okay is there a generous checkpoint here let me check know you know what this isn't just a vague and avoid there's an infinite spawn of infected only one clicker shows up there is always a scripted Runner that will go after Tommy interrupting him pushing the gondola to the window you have to kill that one

this is the route I take is that Runner over there I pick up these two bullets here so then I go over here this is the one that hops down

yeah that's the one that's the one that goes after Tommy that's why you have to take that one out okay let me see where this place is this

it's it's the same Runner each time it's that one so you have to kill that one before it gets to Tommy okay so that's why again when I'm able to move Abby I can get the Crowbar I come over here I get the ammo that's there I wait around right

then I come over here I like shot the one that's over there so basically I have this one all to myself okay let's do this all from the beginning you can't let that one attack Tommy it doesn't kill him right away but it's it slows it down Pet Shop triangle square square square

start going don't go too far Joel is good I'm going to push Tommy you have no time to get there if he's walking

go after Joel and try and push him into his spot I like to push him three times from the left side if you push him straight back or to the left that's disastrous always get to his like if the controller's Joel I push him like there there okay so again these are these are my movements that I do I beat this Runner right here I don't look at you cuz he is a little bit more aggressive when you're

so I'm bathing this one and everyone Joel kills another one spawns in so I'm going to get rid of that one so this one is all to myself

that's why I recommend keep moving there aren't any bricks or bottles I can use every time you kill one another one replaces them that how we do and Tommy means we're close to being done and then you should be good

I'll do all that one more time because it's basically the last thing for this video but yeah it can be hectic even though it's tempting to use your remaining ammo and like crowbar on the remaining infected being flat-footed is just about the worst thing you can do I only go for the clicker if he's coming after me and there's a clear head shot okay but being flat-footed there is the absolute worst

worst thing you could do Hannah triangle square square don't go too far away two

that makes your decision to go after him a lot easier maybe I can make it happen one more time

Could not understand audio

what is the this is the route I take I beat this one Runner pick up the ammo that's here I'm not looking at Joel cuz he's an extra aggressive when he's looking at you come on god dammit I work my way over here I worry about this one so I'm just going to shoot him once here comes the runner that's going to go after Tommy right now it's a boy again try not to be flat-footed because

they're they're coming after you killing that Clicker

Could not understand audio

just run through the open door and then a bunch of skip cutscenes like three in a row or something I think four one two three four there's a lot of there's a lot of parts at the right time

and then there's making sure that Runner doesn't go after Tommy so I like time my movements so I'm alone with that Runner so it's it's Loki a pretty difficult encounter not difficult to do but difficult to do fast okay I always start out with a jump just so she moves right here and then a Dodge right around there is where the checkpoint is

just trying to move quick here so I do a Dodge and then just crouching under you don't need to do a dive and then starting about right here I decide to do like Dodge knives I think it helps with the incline and then stand up here and then some more Dodge knives

so movement like that so when you make it inside here her running speed slows down to build tension yeah so this is where you want to do these this this is where like it's faster once you make it down the stairs though you can't do that so then you want to do like

put you want to do this but it's like I was mentioning before you can't just do those specific knife thrust right off the you're not supposed to be able to show that off the movement is basically this Dodge

Dodge knife Dodge knife Dodge jump and then do these because from here if you know I'm positive that's not a thing yes see you can't do that for some reason you can't do that

and then right there is a checkpoint places you at the top of the stairs and you do one two Dodge and then cuts and begins and then you go yeah I know I'm spending a lot of a lot of time on like small details like that but I have the time I have because of stuff like that okay walking

simulator rest of the way you can't Crouch you can't run you can zoom the camera in but it doesn't make you go any faster so let's go by the way the stuff you end up playing as Abby with like any melee weapon or ammo it does not carry over to the first time he plays Abby she has

bombs ammo that does carryover remember we ended the store in counter with two rifle and 0 pistol so the next time we play as her in Seattle she'll have two rifle and you're given two pistol bullets when you have zero it's it's just how it is I mention that earlier if you have zero rifle you will enter with at the end of Jackson if you have zero

Shuffle you will enter Seattle with zero rifle if you have one rifle One pistol you'll enter with one rifle One pistol if you have zero pistol you'll enter with two pistol it's it's weird it only applies to the pistol yeah health is refilled too that's something I didn't mention when

dive under the truck after the first infected encounter and she gets ambushed by that Runner and then Dina helps us you actually took damage there so Ellie has very little health for the next two encounters but you saw you don't take any damage and even then she can survive like two hits from a runner that I think the third one will kill her but we don't let that happen so yeah okay unlike some other areas right

here

you actually this isn't the case for everywhere you move faster if you have if you zoom in like this you can maybe even like notice it by how fast everything seems to be moving past you if I wasn't doing this you wouldn't be moving as quickly think it applies to some other areas to but not many and this is one of them you want to try and go

what year we get Joel's revolver which we actually we only use on the bloater at the end of day 3 and that's it the rest we use pistol just keep hitting circle on these then when you move her again everything okay

how

Emma you have the crafting ingredients that you picked up and yeah that's about all I can think of Dimension hope you learned something and some of those encounters are easier to do than they look right just make sure you practice a bunch and yeah next video will be the entirety of Seattle day one and I will see you there

Could not understand audio