

(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 4/8 (Ellie Day 3)

hello and welcome to part 4 of this Last of Us 2 remastered grounded speedrun tutorial today's going to be all about Led 3 which should be one of the shortest in this batch of videos so yes this is where we which one of these is the right one this one this is a file I made for convention center this one is where we left off let's go

LED 3 I would say is the shortest of all the days and it's shorter than Jackson it might be the same length as a farm in Santa Barbara maybe even shorter I don't know okay when we left it we were skipping a bunch of cutscenes and there's this one right here this is the last one to skip and then we go first thing you want to do reload your rifle and then

so when we were chasing Nora we had time to reload the shotgun and that was it but that rifle bullet just like at the start of the night portion of day 2 even though we didn't have the rifle in our first left holster the game forces it there it's just something that happens which works

what's your favorite because we're done using the bow right now so we have the rifle and we reload it that's the bullet we picked up after we killed the big seraphite at the red door that's that bullet and we do eventually use it reloaded on your way here and then grab them Molly now we did lose a little bit of time because the triangle prompted pop up earlier but I got to tell you there's no other place from here until the end where

crafting that Molly like what I'm saying is there's basically no down time and I guess I should mention this here cuz I got a lot of questions asked why is there no speedrun category for just Santa Barbara why is there no speedrun category for just Santa Barbara that's because the crafting ingredients and the bombs that lends day 3 with carry over

to when she is on the beach looking for Abby in Santa Barbara okay ammo is predetermined it's the same amount every time okay but whether you have a brick or a bottle any bombs and any crafting ingredients you have when you're finished with this part right here that carries over to Santa Barbara if you have a bottle leaving day three she has that same bottle

Santa Barbara that's how it works okay so we don't have a speed run category for Santa Barbara because it would be a different amount every time for different people or you could stock up here and then you know it would be a different amount so it wouldn't work that being said this Molotov even though it is technically losing you like maybe a second or two compared to just hitting triangle right away for Jesse from here to the end of day three and all of Santa Barbara

Ellie is always moving always moving there is no spot where you're just doing nothing okay so this is the best spot to do it again once you gain control reload the rifle it's the only thing that needs to be reloaded crap the Molly and then go ok Google

it's all right here is just movement stuff so right here we're actually going to get pushed by Jesse we're going to do hammer swings to start the Jesse still runs faster than us So eventually we're just going to get pushed by himself

write about there when she's finished climbing this spot right here restart checkpoint and it places as quite a ways further not necessarily us but frog places Jesse right there now you want to watch your Hammer swings because like for stuff like that okay

all right so if you had two pistol bullets you would okay so it looks like in this file I did a leg shot and then continued remember the basement of the hospital I mentioned this is what you should have if you have two pistol bullets just do that to go through if you only have

pistol bullets you're going to want to do this get the brick and then shoot out the window if you have one pistol bullet and a bottle you can just break the glass with your melee weapon and then go in

you need you need a brick or bottle for the next encounter which is the convention center okay that's absolutely 100% mandatory you need a Bricker bottle if you already have one just move on okay but I think I talked about this at the end of the last video you're on right here you got to pay attention to your inventory here I mentioned you need a combined

you need three bullets combined between all of your weapons like right before the arcade at the end of day 3 okay that's basically what we have we're going to have one shotgun one rifle and we're going to have zero pistol we don't need pistol ammo pass the like the encounter after Convention Center

that's what you should have and you absolutely need a brick or bottle for the convention center so we're over here just based on what I have right now we're over here we're doing Hammer swings we're just going to do this and then once you make it inside there's a checkpoint that place is quite a bit further and we're just going to go now it's a little bit faster to break that window with a bullet but if that if you go from

volume to zero you fucked okay if you have to feel free to use it there and if you don't have a brick or bottle pick up that brick before you enter it's so important and then right here you want to Triangle prompt this from really far away that triggers a checkpoint and it makes Jesse follow you right away okay give me a hand really important because otherwise you're just waiting for him

do you know that doesn't look faster you can as you're running just mashed triangle and hid it from really far away and it teleports Jesse to you and you push this thing open a lot faster why didn't she tell me about it so yes at this point we should have won one and one and a breaker bottle is crouching right there encounter begins and the dreaded

although not so complicated anymore Convention Center I've attempted permadeath once and the farthest I made it was right here I got killed here but for non Perma it's a lot easier so here we go out

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I'll do it again and then we'll take it step-by-step

it's okay that was technically an alert but it's okay if you get alerted I do want to point out one thing though and I'll start with this you have to you have to do this area stealthy and here's why should

Clifton are around the corner if you are alerted before an invisible line okay so this area requires stealth okay if you get alerted at around this spot right here you're okay you can run they'll shoot at you but they will most likely miss but stealth is required for this part okay first things first is this bottle throw

I usually throw it right about their the strategy was found by by I think Shadow Days this is not my Discovery it's a good one this throat looks weird I know it looks very weird but it's a way to get it like the

same way every time if you try and like I don't know it like here here here here here you're going to get some variation but the fact that you're pointing it as high as you can means you're going to get the bottle hitting the

same spot every time so you probably see I angle the camera horizontally about right here and then you're just doing that when the reticle just gets passed whatever this thing is right here that's when I throw it so just write about their angled horizontally next up

is this blue box right over here if you sprint hold on it's not a thing with their eyes if you sprint if you sprint past this corner right here they hear you it's not a thing with their eyes they hear you so stop at around basically the edge of the taller grass see the grass right there stop a little bit before that

this person will look

Sprint and then when you get to the corner right here you can go if you sprint any earlier they will hear you okay as for whether or not they see you that's random okay sorry about that I was playing around with it wasn't going exactly the way I wanted to so I've been playing around with some stuff the strategy can't really change that much

in this area Works a little bit differently compared to Original Part 2 if you saw me doing a strategy from a couple years ago it's a little bit different throw it maybe just a little bit further left than I was before and then just do a Sprint jump into a dive right around where she would land on the curb and then just do prunes

it's just one of those things you're not supposed to get alerted okay if you do get alerted though you can still keep going what you mainly want to do is cuz I'm just going to tell you right now alerts are going to happen okay make sure you're not alerted before this invisible line where the two extra enemies would spawn in front of you okay that's all you need to do so let go

Sprint jump into a dive right around where she would land on the curb phone Dives and keep doing them for as long as you want really like that works too you know you don't have to do you don't have to stand up and do it into a jump right there I basically did the exact same thing two times in a row and I got different results this is one of those areas that's just like

okay we'll just do it a couple more times throw let go Sprint jump into a dive with her landing on the curb phone Dives the low kind and do these for as long as you want I still ended up getting alerted I did the exact same thing as before but just you'll see if you get alerted maybe hang to the right a little bit and then go left

is that one time that I got shot is more of a rarity okay and then do these climbs without Sprint held down so she regains it the only negative of getting alerted but basically what just happened there getting alerted but still being okay you lose your Sprint for like one second when you like look at the when you overlook Seattle and the next part

and yeah that's about it so getting alerted here is not the end of the world but it's just one of those areas there's like five or six enemies here you're never going to be able to control exactly where their eyes are going okay like that I don't know why I got alerted there Google

each time I think I could stand up here and that worked you know so it's obviously if you prone dive all the way to the very end that's probably the safest thing you can do despite the fact you're not hidden in the grass but it definitely is more consistent let go

you can absolutely do that equally as safe and I think I think we'll continue the beginning is going to be the same once you start doing the prone Dives it's kind of up to you what you wanted to do

Dodge dive under here and this is where she keeps her Sprint for a little while ago practice practice practice practice practice practice practice practice

once you make it to that patch of grass that's up to you you want a prone dive to the edge that's fine you want to do you want to stand up and do a jump that's fine but just know every time you do this you're going to get a slightly different result because of the randomness of the enemies okay you can see why the only permadeath run I got this far I lost right there it's it's it's it's a rough spot but yeah we'll keep going

and again the only difference the only difference between getting alerted and not getting alerted in terms of speed because you saw the movements the same thing right here if you didn't get alerted you can Sprint this little patch right here from here into the water if you did get alerted you lose your Sprint right here but the strategy Remains the Same you want

I want to do a hammer swing on the very edge of the gravel here okay no matter if you have Sprint or not you want to do a hammer swing on the very edge of the gravel if you do it too early she's just going to drop if you do it at the last second she really launches and I've noticed a little more consistent consistency if you aim it a bit to the right so it looks like this all right that one wasn't very good maybe I can try it again all right yeah I can't

see how that one was further that's what I was talking about right there but notice I didn't have Sprint that time and I still went further okay so in that regard it doesn't matter if you practice the timing for this it's a little okay so like just ever so slightly towards the edge cuz if you're on the edge you just you fall right off or like

looks like we're swimming okay so maybe not quite on the very edge just a tiny bit before it looks like we're swimming like that that right there is the best you can get okay I believe when you have Sprint as well you climb out of the water here a little bit faster but that's it okay I'm making a file right here and I need to go over this trick so normally you just go over here

then go under here and then go up here and then go up there and go up there that however is too slow so there's something else we can do we can do that we can

it's a kind of it's not the most consistent thing and it's a bit tough to do but here's the best way I can explain it have the flashlight be off because when the flashlight is on can't even see that it's on when the flashlight is on notice how the camera goes a little bit further towards the right of her shoulder so I like the camera off of the flashlight off here so the camera is a little bit more centered behind her don't jump off of

somewhere in the middle angle her parallel to this Cliff right there like parallel to these leaves right here but don't be over there but don't be over here so try and jump off of their angled parallel to the wall with Sprint held down you can let go of Sprint after she

jumps and then what you want to do is hold right and mash like a madman like a crazy person okay so it looks like this all right that one I was too far away from the cliff if you fail it just like I said it's not perfectly consistent and really what makes this work better is

sing faster I recommend practicing okay

mashing as fast as you can I just got it like five times in a row so yeah that's really that's really it practice at this point I want to see how many times in a row I can get this this is really nice practice practice practice practice practice practice practice practice practice practice practice

building a direction on the left stick I didn't have Sprint held down you can but if that feels more comfortable to you but Mash Mash mash and then from here we're just going to leave

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close enough one more time then I'll explain what exactly am I doing their well if you just jump off the ledge you don't go far enough barely did you see how she like barely made it so you don't have to do hammer swings cuz you do

okay so you can do that but I want to quickly load up a different area that's a lot further away okay I might have gotten rid of it damn okay hold on one second okay so right here we're at the beginning of Abby Day 2 because I want to show you something there's a strategy here where normally we got to pick up the plank and put it over there but you can

do this instead okay it's not not that better than that you do this this is an easy strategy that there we go see that she made that whole jump and it's pretty easy to do however it's not as simple as just jumping at the last second it's not that simple so what you do is

do you lean forward when she's about to fall you hold either you basically hold a direction on the left stick that isn't forward and she jumps further like just as she's about to fall off like right there if you like she's already committed to Falling that moment if you hold the left stick in a different direction and then jump she jumps further

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too early too early I'll do this one more time because I think you see where I'm getting with this we do that in the library with Ellie there we go so the later you do this jump the better you do it too late and she plummets but you do it too early and she just jumps right do it one more time so I think you get the concept by now

practice it gets easier the more you just keep doing it we're going to bring the logic of that trick into here don't worry there and right here are the only two spots we really use this I would have come you know we're going to do the same thing just as she's about to fall you want to turn the left stick in a direction and then jump she's guaranteed to make it because if you if you mess up this jump you end up with this

and it's just it's really slow so you want to make sure you do this right if you told me you were leaving like so just see how you can probably hit Circle when you're in midair and she lands cleaner's up a little bit further

look at that that's what we want that's that will save you like 5 or 6 seconds over like I don't know something like this it's like oh man I miss the jump got to do this instead it's so much faster but those two spots with this trick practice practice practice practice practice practice practice practice

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make sure the pistol is the last thing that you like touched in your inventory okay so while I was doing the hammer swings off The Ledges there I made sure a pistol was the last thing I held and when you

make it past this point right here and encounter begins and this is definitely one of the weirder like restart

points in the run so this is what you do and then the moment she's able to start spinning again there's another checkpoint and then the area is clear again so when you first enter this area and the encounter begins

but it's very strange this is definitely one of the weirder like restart checkpoint restart stuff we do here so what we're going to do is we're going to fire a bullet get this brick and then the moment Ellie is able to Sprint because of the alert we restart checkpoint and then we have the brick and the way is clear so that's what we do that's why I said a pistols the last thing you need to hold because you are

do you have limited time here if I hit right you might not have time barely have time you barely have time so that's why when you're falling out of the falling down the the you run up the stairs and then you fall down the different floors right before you start hammering towards this checkpoint make sure you hit right once so the next time you aim

it's the pistol you do that and she can't move quickly here so that's why you want to do two Dodges so it all looks like this fire the bullet get the brick and then the moment you notice her starts spinning restart checkpoint and you're free to do this strategy now don't worry about

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go to the left as possible that really lowers the chance of somebody potentially spotting you because if you're going too far to the right like you just run this way that happens and then it can it can just get scary okay you don't need to put yourself through that so far to the left as possible lower the chance

anything bad happening and then when you get right here you want to wait for this guy to jump and then break them and then go the reason being if you get alerted earlier there's a woman with a dog okay

have you get alerted too early that might work or that might work it might not I don't know okay right here if you get here I'll Sprint the whole way and you'll see what happens okay basically there's a reason why we hang back all right ignoring

okay of course it's not doing what I want to basically if you get alerted to early there's a woman with a shotgun and a dog right here she doesn't she won't what is it she won't if you get alerted later she runs this way towards here if you get alerted really early she kind of stays put okay

I've had it a couple times where Not only was there a dog in my way but that lady with the dog has a shotgun okay the later you get alerted the more likely it is she's not going to be in your way but also as you saw the guy I'm bricking he's walking towards us and then he leaps over something if we throw a brick at him while he's sleeping it won't stop him okay so basically what I do is I

and there I wait for him to leap and then I leap and then I throw the brick at him after he's finished Landing but if you try and go any faster than that the woman with the dog will shotgun you so let go of Sprint right around here and climb up wait for him to do a leap there we go get him go this way you can either go this way

you can go oh my God okay I'll just shut the dog you can go to like the left of it or you can go around it it doesn't matter I like to cut the corner a little bit and then I jump into the water and then like prone and she's under the water so

yes you don't need the hammer swing here just let go of Sprint right here when you climb wait for him to leave like so and then throw it oh there she is she's supposed to have a dog I'm trying to think what happened

do this just pretty much do what I'm doing here cuz they're part of it is to refill some Sprints so let go a moment he starts leaping over there we go and then go and that's pretty much it all right it's not really worth overthinking it then resurface a little faster

keep climbing things this is personal preference but we do need to swap out to the revolver at some point I like to do it right here and then you go from a back from your backpack right into a climb then that triggers the cutscene right there so I like to do it right there we're done with the pistol

pretty much the rest of the run we're going to use revolver on the bloater next but like I mentioned with the crafting of the Molly there's no downtime free time to swap from like the moment we boost Jesse up at the beginning of the video we were always moving we are always moving okay then we skip cutscene and then we're going to come over here I don't think we can know we can't

it's better to just do one jump right here what the okay I'm going to have to go back and play around with this checkpoint I was positive the checkpoint here was Landing right here if it's not I got to okay I got to look into this hold on okay I kind of figured out where the checkpoint is what I was going to do is this and then the moment she lands is the checkpoint but it turns out it's actually

a bit earlier than that it's right about their yeah so it's right about there just like basically where the floor is on that next part checkpoint and this checkpoints it's a good one places down from that from this floor right

and then there's this one right here when she starts to Eclipse that one right there that's where the checkpoint is you can text me what happened before you can technically hit it from like the edge of the top part but this is just much easier just do a jump right there and then we go try and get past Jesse here

also you notice I didn't Hammer swing right there because it's made of glass so no hold on it's it's it's it's it's it's it's made of glass so you got to watch out you don't do this it's very frustrating but I usually do a jump into some Hammer swings and then we're going to go this way you don't fire extinguisher

play the glass case there were going to Triangle this thing and then go the moment so checkpoint

need a hand because there's enemies there we can only go so quick here what I like to do is always be looking at Jesse and be near him because he has to climb up the Rope first that rope it just always kind of be near him and looking at him and then he'll go

what year will our guys are being tonight do you have our order okay now I have to show something that happened to me not that long ago and it is this just watch this is a long this is going to end up being a long video so I got to pick and choose what I upload you know never

never yeah it's something that just can happen I don't really know why I've heard some people say oh it's the higher frame rates of

the remastered there's nothing to do with frame rates it has to do with the remaster I think it has something to do with me being too underneath the Rope or something but for ultimate safety I do this in 30 FPS just to possibly prevent that from happening I don't know what causes that this isn't an encounter so 30 FPS won't I don't know if

what happens before you climb up or during I don't know what happens but okay it looks good it's not moving that much so I'm just going to grab it and go I want to say it's the higher frame rates that make it weird but it could just be a side effect of the remastered yes so I typically like to watch Jessie climb the Rope before getting underneath it just

see if it's going to happen and yeah and then we go skip cutscene that leads into the mall that leads into the mall and honestly not that bad of an encounter

call the perimeter I don't want any more surprises today oh come on if I had jumped like half a step earlier

wouldn't have happened but you do basically what I did hear she might still be okay I want to see

I can see is pretty specific you actually want tired Sprint so you're not making as much noise and then you know what is it to explain from here there's a specific timing where you want to stop sprinting if it doesn't take too long to explain it's a pretty easy encounter okay I'll start

basically you want to swim for like three strokes and then go underwater 1 2 3 when you get to the corner here a little bit before there's two enemies right above your head right there so they would spot you if you swam for too long then you swim up till all right right around here you want to resurface a little bit early so she has cuz she the moment you resurface you can't climb it's like one second after so resurface a little bit earlier

I'm on here Sprint over here now we're draining her Sprint on purpose so the moment she's finished climbing here she has tired Sprint okay and we want that because if she has full Sprint she makes too much noise but when we stop sprinting just walking is too slow so we do two Sprint jumps and then at the very edge we don't Dodge we just hold

she'll fall and then sometimes she goes under the water sometimes she doesn't but I think if you tired Sprint right at the edge there you're not alerted but then you go in as for when to start doing the jumps literally at the end at the edge of that Rubble see where Ellie's right elbow is right at that Ruble right there that's when you start doing the jumps and I yeah I did I did it just just

tiny bit too late but yeah and then we go again like I mentioned if you don't go underwater that happens so make sure you go underwater right around right there is good then go right at least for me

and then I started inch my way up a little bit and then I hold Sprint and resurfaced right at around here and then go I don't hold Sprint when I resurfaced because then she might just fall off that way I hold Sprint when I climb out of there but I let go and then hold forward and Sprint because sometimes for momentum can take her left instead of forward so I usually time when I hold Sprint going forward but here I'm draining I'm draining her Sprint intentionally so it gets tired at around this point right

and then Sprint jump Sprint jump and then a Sprint right about here there we go triangle prompts right there and then you pull this thing three times and then you go that's pretty much it if you want to like if you don't like doing the Sprint jumps I guess technically you could like walk or jog the rest of the way but you know the Sprint jumps as long as you're doing the properly they don't waste any time you

should have mastered them

make sure you don't do it too late otherwise yeah as for the consistency of not getting killed here triangle triangle triangle I didn't take damage there okay

bag I can't recall doing this area properly I don't know if I've ever been killed here ever again so yeah we'll do this one more time it's not that difficult of an air of an area underwater right about there any closer to the surface I might affect their visibility whatever you got to be this slow anyway

I'll do that one more time

and then when I'm driving the boat in my attempts I always swap it to 30 and there's a reason for that which hopefully I'll be able to show you this I am more of a visual learner

little awkward but whatever like I mentioned sometimes you go into the water sometimes you don't I don't really know but that should not affect you getting out of here and it doesn't matter what frame rate you put it at

places you a little bit further but more importantly the enemy stopped firing at you okay I'm going to make a file here and show you why I usually swap the frame rate to 30 here okay so

every time she hits the bottom of a little waterfall she almost comes to a complete stop especially like right there basically if you have it set to 30 she kind of like just keeps going

it doesn't make you go any faster but it makes it so she doesn't come to like a complete stop at the bottom of these little waterfalls here it's better showing off in the next area but mainly pretty much with any part of the boat riding I always do it in 30 minutes

because it's very noticeable in the next part right there restart checkpoint you got to hit triangle to get out of the boat because she's still like driving it so you want to hit triangle to get out of the boat and then come over here

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still not a good enough example that

a little bit of an example but when you have it on the highest frame rates she really almost comes to a complete stop it off but just trust me it is a thing okay I've had some examples

loose in the water there that just doesn't happen in the highest frame rates so just trust me OK Google

and this is one of my favorite strategies in the entire run a bunch of enemies just keep playing it's hilarious

I love it okay I usually like to hit triangle to leave to stop the boat right at around it breaks through the glass and this is where you can swap the frame right back so you hit triangle to exit the boat and then you go this way okay

everything should still be reloaded like I mentioned we're done with the pistol we have no we have no revolver either so we have a rifle bullet and a shotgun so that's less than three bullets combined between all of our guns and because of that there is going to be three free shotgun shells right here get that

right over here there's one revolver bullet and ammo here we don't need that one we need this one so what I like to do is reload it from here pick that up she'll reload all four bullets we need that quarter

explosive we also need the revolver to be the last thing we had held in our hand if you want to get a brick you can that's up to you you don't really need it I also don't really do hammer swings here that much you don't need

just one two three pump revolver ammo and then reload it in anticipation for this revolver ammo so get this explosive and then we go nice and simple

speaking of simple

everything's reloaded we got that we got the ammo we don't need that okay we however do need one of these bricks and bottles for Santa Barbara so this is where you actually start thinking about Santa Barbara that explosive gave us hold on oh we're short one canister that's going to be picked up outside the aquarium and as you can see that will give us enough for one more stun bomb which we will

Kraft in Santa Barbara you don't have to worry about that now but that's all for crafting ingredients you see we got as much as we need it you craft it two of these and we're going to craft one of these okay but that was the last thing of explosives we needed we got the two in the stalker thing one in the hospital and then one here canisters we got a half in the

I got a half in the theater next to the radio I don't remember where we picked up the other quarter but yeah the last quarter will be up here anyway so if you want to break her bottle you can pick it up here in case it goes badly if you're feeling unsafe about this fight you can do that because you noticed I only had to take out the bloater but if you remember when you played this for the first time

who are other infected that hopped into the area that's because someone's asking about weapon upgrades no weapon upgrades no supplement upgrades we do not need to pick up a single one of them because the animations on the crafting table take too long and supplements don't really give us an edge at all we just go for both Ellie and Abby what was I saying if you take too long to kill the bloater a runner will spawn in and start it going after you and

but we're not going to use ammo on those infected so if you want a brick for the fight you can start reloading and pick it up here that's fine too but yeah just like before them make sure revolver is the last thing you had in your hands so reload get this get that make sure she's finished reloading as well okay you don't want to have to reload an extra bullet

so it's up to you if you feel safer having a breaker bottle for right here it slows me down personally picking it up so yeah again just make sure revolvers the last thing you had held in your hand I also like having the flashlight on when I'm pushing that thing so it helps me aim a little bit better and then we do this

what is it and then we go

that's like maybe three or four different parts so far where make sure the last thing you had held in your hand was a certain thing you got to make that muscle memory is the first thing we do is fire

you can actually kill unlike the one in the flashback so I immediately start out just just with a quick aim I'm not hitting d-pad aim the revolver and headshot him then immediately swap to the rifle with the left press and you can just body shot him another headshot is asking for too much

then he's going to throw something at you immediately so then you swap to your shotgun and get to his side once you make it to his side start firing but then keep moving to his back and just keep mashing fire one two three four and make sure those shots connect because sometimes it'll look like they

connect but they actually graze him and then what you need to do is hit right twice to get your revolver and this is when you want to start

and it should take only one or two more to get them and then pick up one of those bricks and bottles on your way out and we will use that in Santa Barbara that's very important do not forget that or again you could pick it up here so you don't forget but yeah

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bombs but I will I'll try and find something for you again if you take too long to kill the blower a runner will spawn in and that's kind of slow but like you saw there's a lot of bricks and Bottles lying around also you don't like not every shot needs to be a headshot but it certainly helps okay

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and then start firing I recommend getting to his side start firing and then just move further away from him while you're firing because they all they got to be like just empty the entire shotgun on them don't like fire one move fire one move once you start firing you never let go of him until it's empty

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I don't really know there you go

okay how about two revolvers oops okay how about two revolvers make sure you hit 233

cuz if you get hit once you're dead so or maybe three revolver and then a rifle

yeah I think that works better all right try this instead so 311 but I'm coming up with a strategy on the

okay I don't actually like have anything documented for this but yes yes

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if you want to save the hammer you can always do this but yeah then again I'm just spitballing here whatever you feel like doing I kind of like the Super Bowl

into shotguns I kind of like that one the best

I'll do it one more time just I didn't dodge this is why it's important to get this first try cuz this strategy is not nearly as appealing bottle before you go that was the best performed one

I'll do one of each one more time and then we'll head to the aquarium

bottle and then you get out back up Strat would be one two oh I missed

okay we'll move on when are the other make sure you got a bottle before you leave

restart checkpoint that sends us down here okay much faster than the boat and I like to swap back to 30 FPS just because there's a lot of rough draft

I seriously think it makes a difference maybe we can see if it does I need some rough terrain here I feel like it's slowing down a little I really don't think she keeps her speed in 30

I want to hear somewhere it's kind of hard to see can you get right right about here that should be it yeah right about there there's a checkpoint it places you further and then what you do is you like turn the boat to the right and then it eventually it immediately loses its power and then just match triangle like so you can swap the frame right back cuz we're done with the boat when the you need to wait for

the dial to get on the

but when it happens you mash it twice and then you mash it again when it reaches triangle and then when the camera goes underwater here right there there's another checkpoint will update the file and you want to do this movement right here all right so there's the boat we're going to go parallel can you see on the horizon just a little bit and it's kind of hard to

I'm swimming to the right of that cuz you do need you do need a guide here oh crap that's why I made it that's why I made it so what I'm looking for right here I swim up

I noticed the boat and I swim like right next to it and like right where I'm swimming there's it's just slightly brighter colored I swim to the right of that and if you stay underwater for too long she will drown so right before you want to resurface but there's another reason for resurfacing later if you resurface right away you're going to get knocked down by the water

do you want to swim in that direction but then you're going to get hit by waves there's one and there's another sure there's another one coming yep there's one but watch what happens when she climbs back on oh God so what we do here

there's the boat I swim straight and just a little bit to the right don't resurface that eliminates the waves knocking you over and also if you resurface just at the last second right around here when you climb up it skips her climbing out of the water and then you have to make it to right about we do the Dodge dump

once you make it right about here there's a checkpoint right there and it puts you a lot further we were over there now we're over here and then we do movements there but I'll do I'll do that one more time show you the saves a lot of time okay this isn't just a little something right there and damn it I don't normally do that apparently when you make it out of the water

up here right there and you'll see this on your monitor just above Ellie's head to the left is slightly discolored looks yellow almost swim to the right of that and then resurface eventually right about here she can drown if you don't write about there there's a checkpoint and then

Ellie's running speed for like the rest of the way is slow running so you have to do hammer swings if you don't have the hammer and you lost it you can do the Dodge knife thrust same thing okay so research checkpoint I like to do it's kind of hard to get the movement right away I actually do this I climb up on that thing and then when she lands I I do a hammer swing but it looks it looks better hold on it looks better

Could not understand audio

Dodge dive come over here and do the same thing the hammer swings and then there's some shallow water right here so I don't think you can do so I pretty much just dodge

forward and then it's a little bit after she starts falling so right there there's a checkpoint that place is a pretty far ahead I don't remember where we were exactly but it placed us like a lot further ahead I think we were over there I don't know where we came from but from up there

yeah we were we were over there and it places us down here which saves a lot of time so I pretty much do that or you could do do that instead you just got to end up going over here and then I don't believe you go faster when you look down remember that was a thing in the hospital I do it just in case I think she's moving at the same speed

Could not understand audio

and I do have to show this off give me a second okay there's a really funny clip that I like to show here so when part 2 originally launched on PS4s and 30 FPS was the only option there was a glitch that was left in by the devs accidentally where when the dog attacked you it actually did a little bit of damage that's not here anymore they patched it out in original part two like immediately after this and

it's not in the remastered either Alice delivers zero damage on you but there was one time when I got rolled I got hit by the bloater and I entered here with about that much health and it used to be that Alice the dog delivered a tiny bit of damage this is the result I think the wrong one on the screen it's 2:30 p.m.

call my Dad I just saw block the game I think the runs over it is a soft lock there's no way to correct it but it just keeps happening I think I just saw block the game I did

you actually see on the bottom real quick I had a little rush in me look at that that little bit of Health right there and Alice at the time delivered some damage they they patched it out so you don't have to worry about that but it is funny right I love that clip so much because it's impossible to get it again unless you unpatch the Original Part 2 I don't even think it

the rest of the movement is like this is the last bit of movement you have to do the

and then cutscene the movement here can be a little finicky cuz it's hard to get the hammer movements and it's also hard to steer her that's much easier so I guess you can go right from a Dodge

Could not understand audio

mass square and make sure you keep mashing Square until it's all finished okay cuz did you see right there how Ellie grabbed the knife Square was still on there there was one run not that long ago like a year ago or so I noticed Ellie grabbed the knife so I figured all the cinematics going to take over there so yeah and again when you're using speed run

the timer pauses the very moment of cutscene begins so Mash square like a maniac the entire time don't take any chances and then Skip and then skip again and hold Sprint and forward one of those things she can move a little bit while the screen is black and then we go to

curtains and that is it for Led 3:50

there's convention you got to keep track of your ammo make sure all your guns are reloaded at the start and then craft a Molly and then it's the convention center there's the you know the cliff climbing and then the jump onto the stairs then there's the part right after with the weird checkpoints then there's the mall which is pretty easy and then the bloater and then there's just movement in the aquarium and that's it

make sure you have three bullets or less combined between all of the guns you have that does not include arrows and make sure you have a you pick up the remaining explosive before grabbing the cart make sure revolvers the last thing you had in your hand when you fight the bloater make sure you pick up all the ammo that was there make sure you swap the frame rate to 30 when you're driving the boat and that's pretty much it there's it's not that much compared to like

every other video in this tutorial it's not that much information so hopefully day 3 doesn't give you too many problems he was giving me some problems Convention Center is always a pain in the ass encounter I'd say that's one of them that's of everything in day 3 I'd say Convention Center is my least

