

# **(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 5/8 (Abby Day 1)**

hello and welcome to part 5 of this Last of Us Part 2 remastered grounded speedrun tutorial mouthful today we're going to be going over the entirety of Abby day one Abby day one and yes I did get a haircut and shaved yeah let's let's go let's pick up right where we left off

okay now the beginning portion of Abby day one has a lot of boring Parts like I'm not saying it's super boring but it is the actual cure for insomnia okay so I'm going to go over things quickly like day one has like you know it has the Home Depot fight

it has the rail yard section then the sunset chapter and then the forest that's when it really starts picking up but this part right here is really really boring okay so I'm good I'm not going to be spending as much time over this stuff it's just movement and restart checkpoints okay that's all it is so first things first this is Abby's default running speed it's slow as you can see that's faster so we just go

there's only one way to get to where you need to go and that's this way you do need Sprint held down so he jumps go further you can't Dodge so we got to do a little dive here getting Sprint twice makes it so you can start these up again and then when we dive underneath here can we make it inside there's a checkpoint

and then what you want to do get that throw it up there and then go if you if you mess up let me see something if you mess up I recommend just restarting checkpoint cuz there isn't really a replacement bottle there's some over here but yeah the movement is pretty much this and then as she's falling right there there's another checkpoint places

dumpster move it all the way back until she stops and then just climb it and then climb this halfway through climbing there's another checkpoint that makes her get all the way to the top but yeah if you try and climb the dumpster then climb this any earlier than that it doesn't really work she will jump at the wall instead of climbing so

change starting right there is cutscene and we are at the mercy of the games pacing right here no jumping no Crouch no diving no nothing you can't do anything to talk to Flashlight

I'm awake if you promise not to pull anything like this again you got yourself a deal why don't I believe you no reason you can't really take Jerry here before but mainly you just need to follow him

get clothes but I've never been able to do it all right doves like we've been doing and then when you get outside of their right about there right just about there there's a checkpoint when you get inside that thing's mouth is when you stop being able to jog you'll be forced to walk so you can do the prone Dives there and then just as you make it outside restart checkpoint and then when you make it right next to this big yellow thing

right about there right about their restart checkpoint sends you a waste further than you go over here and look at this thing dad I found something

it gets him moving towards the gate a little bit earlier all right this checkpoint is visual when Abby turns her head back to the right right about right there see our head turn to the right right there it's a checkpoint places and then follow behind very closely follow like behind him because

if you try and cut your Corners there like stay as far left as you can he'll walk slower so you want to take a bit of a wide turn around so he walks to this part right here faster I've lost a couple seconds with him being slow right just hold forward and mash X and you'll hit a cutscene and followed by another cutscene and we keep going

nothing to do here just Sprint forward triangle prompt two doors once you do the second one skip cutscene followed by another skip cutscene and then surprise one more

all you want to do is get ahead of Manny my neck just walk to his left just like that no he's not pushing us but if you get behind him you don't want that okay and keep Sprint held down otherwise you'll walk off

restart checkpoint and you can jog this part just up until right about there normally when you make it to that corner of the door you have to walk the rest of the way but here you can talk a bit okay we're going to try and I'll drop this door but this is a good spot I've been talking about how some restart checkpoints because we're not allowed to like check this during the Run anymore

what are the checkpoints will have like little lag or frames skips when a checkpoint is hit so this checkpoint isn't when you hit triangle it's when she starts going for opening the door but if you look carefully you'll notice a little bit of lag so there is a tiny little frame skip right there so restart checkpoint doors already opened dialogues and some dialogue skipped then we're going to come over here

and then triangle prompt that woman in the back try and be to the right of her like right around over here why they serving today burritos you can see Abby sort of off to her right so if you hit left she'll move way over what are you doing hey Google

forward forward

right about there right about there restart checkpoint places farther now this next checkpoint is actually based on Manny's positioning not dialogue not you it's based on Manny this is optional it's just whatever if you walk backwards up the stairs here you go up faster

it takes a little while

right here triangle the moment you hit triangle you can restart checkpoint and that sends you right into a cutscene saves a couple seconds and we go again now here there are no checkpoints for a while and we just have to move

doesn't even matter if you hold a Sprint or not I'm pretty sure it's the same speed yeah no matter what you do it's the same speed do you want to get off to Mel's right and then I don't know yourself

I'll try and stay awake all this going right here don't take a white turn just like before

hey girl are you crazy dog there's my favorite girl as soon as you can move Abby again

restart checkpoint this will skip anything but there's a there's a glitch that can happen where like they're running gets caught up like Mel overtakes Manny and then like they glitch out at the door and it blocks you hey Google

restart checkpoint and you can start moving right away and you just go right for the truck you actually go for the truck so quickly that you glitch out

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and no more checkpoints until the seraphites seraphites show up so much do start attacking you have infinite ammo so you can just shoot them for five minutes

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again you notice the screen lag just the tiniest little bit and it's more of a cue that a checkpoint was just hit I haven't seen him in like two weeks and then we got the it's called the hardware store but from day one I called it from day one of playing I always called it the Home Depot

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this is again if you do absolutely nothing you're killed okay so you got to participate a little so this is mainly just for fun

once we do this turn here I point the camera this way because coming up right about there again I noticed it on my monitor it's hard for you to see but I noticed the tiniest

right right at about there I noticed the tiniest little lag this place is us a bit further and then same thing right here past this blue truck right there restart checkpoint again and just places you a bit further

yeah no matter what you do no matter what you do you always have the same amount of ammo when you start this section OK Google I'll be totally honest another Runner might actually

we know this but I don't I'm not sure if you enter here with the same amount of Health every time I'm not sure because if you can see my controller it's red so she doesn't have a lot of Health this is just a normal dual sense controller and I probably should have mentioned this at the beginning whatever color it is it whatever color it's showing that's like what your health situation is if it's blue you're good if it's yellow it's me if it's red she's almost dead

I think that was in the original Last of Us remastered to on the DualShock but yeah with this fight you shouldn't really get hit that much anyway so yeah and we always heal before we do the railyard anyway so it doesn't matter much okay we are going to pick up some stuff

right here boom boom and boom and then walk right through here and that starts and another encounter which we restart checkpoint because it refills are Sprint and places us a little bit further but as for the movement again you'll have Sprint here when you do it in a run but the movement here is pick up this thing and then look down here and you can hold down triangle to pick up two things only two things as you say it's kind of like in the

home last of us if you hold down triangle to pick stuff up you can pick up everything around you and that's in this game but it really only applies to two things to get the movement is one two three and then go okay you need that stuff as you can see right as soon as you touch these things encounter begins and we go don't pick up anything this Runner won't hurt you don't worry just run this way and then like we've been doing I do a

Sprint going through their I'll do that one more time but just got to trust me it's consistent just like we've been doing a lot with the climbing so I do a Dodge into a climb I hold down Sprint right here and then she'll Sprint all the way through there and then we go okay don't shoot

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what's a long game so I don't I don't know if I want to say one of the worst fights but it's it's tough especially being this early on in Abby's portion but okay I'll do it a couple times and then I'll explain how

it works

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this is a tough fight let me wait until I get a perfect one and then I'll explain it off you want to try and avoid using more than two bullets per enemy until the very end

and that's that okay that was much better like I said every one of those attempts that was me actually trying okay you don't have enough ammo to be able to like I don't know body shot them twice if you so when it comes to Runners when it comes to Runners you know it's

3 body shots to kill it with the variable rifle it's two body shots to kill it you can do a body shot with a pistol and a body shot with the variable rifle and it's still a kill that's what I go with in the beginning okay I don't necessarily go for headshots cuz I'm trying to take them out quickly the reason is if you don't

take out those first three infected quickly if there's a certain thing with dialogue here this is this is part of the strategy that even everyone watching right now live doesn't know if Manny doesn't say keep at it quickly you get an entire other spawn of infected from the left side like where the shambler comes from but because we kill them quickly we kill the first three and then Manny says keep at it

we actually prevent a spawn so part of the strategy of killing the first three infected that we see really quickly is preventing a spawn of like maybe five or six more infected from the left side that way we only have to deal with infected coming at us from the front and then Manny and Mel take out like one or two by themselves I guess I don't really know what they're doing but yeah that's part of the strategy so that's why I'm taking out the first three

early enough and Manny doesn't say keep at it then you just get a whole spot I'm sure I'll show this off at some point but yeah you get a lot more Spawn from the left side it's very strange so as for the beginning of the encounter I go over here I get a brick because we need that for the shambler and then I go I start with the pistol cuz the variable rifle is more valuable so I empty my pistol I go

1 2 then I do that if that runner's there I like to head shot him before I kill the clicker because he you know that runner's easy he's running at you and it's his head's just doing this just just like boom time of bullet it's like a quick time event or something and then go for a kill on the clicker like that and then I just empty the rest of my pistol then I go for like shots you can do like shot with a pistol

but it's easier to do with the variable rifle I don't know why or how it's easier but it's just easier so then I realize these were the last two enemies so I emptied my gun and then I so I'm sure you're wondering how I'm getting rid of a shambler this quickly it's not enough to just throw a brick at them and then swing at him remember the very first Patrol encounter when we talked about you know

I had a feeling that would happen when you hit throw and then you want to mash square right afterwards it's the same logic right here again it's the same logic so it's not just throwing hearing it hit him and then swinging it's like throw and then do that but you have to do it a certain distance away

from him because if you throw something at him when he's when he's already started moving towards you to spray his acid he'll just explode that actually happened right here this wasn't the best example but watch watch watch how we just explodes see right there he just kind of exploded that happened because he started his like movement forward and if he gets hit by anything he just

explodes so what I'm getting at is the the throw has to be done far enough away so that he doesn't explode and he hasn't started spraying his acid but also close enough that you don't with your swing so like this see that and again the input is throw and mashed just like before that's why I don't if you notice before I hit him right before I the throw I'm not sprinting would it be faster to Sprint absolutely but I don't really cut it that close so again all of this put together

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what's a good thing to point out if you're if you're out of ammo and the brick thing didn't work let me know and Manny kill him they're actually pretty good at doing that but that's really a backup strategy in case you messed up this is a difficult encounter okay all right that was bad also these two Runners don't do the same thing every time full stop

go that way and and you want to catch them before they do that sometimes Manny hit someone with a shotgun shell before that and it just sometimes he doesn't so just do a void any weirdness I want to boom boom boom if that Runner is there I like to headshot them before I get the clicker I'm going to empty my pistol for

as for why I

I do something there I after I'm done killing the infected I swapped to a brick and then I pick up the melee weapon that's because if you pick up the melee weapon and then swap to a brick she spends forever putting it away and then taking out the brick it's it takes a long time but if the brick is the last thing you had in your hand when you pick up the melee weapon if you just aim she has the brick in her hand automatically you don't have to deal with slow animations so that's why I do that that's

it's very important to make muscle memory okay after the last kill get the brick in your hand pick up the melee weapon and aim briefly and then start heading towards the shambler OK Google with one bullet as frequently as

can but if that doesn't happen just try and recover it okay if you have one bullet left and you have a runner and a clicker coming towards you try and headshot the clicker and then kill them and try and avoid the runner deal with him later basically there's a lot of improv you got to do here but I always focus on on taken out these guys first ones too

I want to see something okay it didn't happen I thought you let me show you what happens if you don't get that like dialogue right away

Manny still hasn't said anything keep at it there we go so we're going to get infected coming from this way see there's a clicker over there and we had more infected come over

you'll just have to deal with a lot more infected OK Google

yeah I got them in time okay I'll do this a few more times as you can see it's very hectic every time if you're going to practice one thing you don't practice this first part okay

okay I want to show you something here with the Chandler notice I was far back enough so that he spawns over here if I throw a brick at him and then swing it's not enough okay

do you can still save it I'm just saying it's not as simple as throwing a brick and then swinging it has to be like I showed you in the patrol part throw Mash not too close or he'll explode do it too early you with there's a certain timing and pacing to it I personally don't Sprint when I do that but yeah okay

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pretty important and then we're going to use this time cuz we're waiting for Manny we're going to craft a pipe bomb okay I'm being told that restart checkpoint makes the triangle appear immediately so yeah that's the reason we do it okay there's some things that we do restart checkpoints but I don't quite remember the reason for them it's more than just like companions further apparently this one

wire appears right away cuz apparently it takes forever so yes definitely do that one but while you're waiting for Manny to drop the Rope here go in that truck at the bottle and craft a pipe bomb we got those ingredients when we first entered the Home Depot remember the holding triangle thing we have okay we have let me mention this right now

play as soon as he drops the Rope you just Mash X to start climbing it but I want to mention this when we're doing the restaurant in counter we remember at the end of Ellie day 3 I mentioned if you have three bullets or less combined between all of your guns you get three shotgun shells in the arcade the same thing applies here in the restaurant fight in the forest a little bit later but it's Six Bullets

combined between all of your guns so the pistol the variable rifle and the shotgun that you end up having at that point if you have six or less combined there won't be drops there won't be like a stack of ammo you can pick up but you'll get 100% consistent drops on the enemies there so we actually start paying attention to how much ammo we have I'm pretty sure it's too rifle

1 pistol and three shotgun shells but that's after there's two waves in the forest restaurant fight you need to have yeah that's the amount to Rifle three shotgun and one pistol but that's starting the second wave and the first wave we use some ammo to get down to that level so basically what I'm saying is this is when you need to start paying attention to how much ammo you have butt it's okay

to have zero that's kind of what we expect okay you don't have to worry about leaving the Home Depot in counter oh I got to save a bullet for this or for that know you're perfectly fine to leave with zero okay again when Manny drops the Rope Mash X to climb up it right away now right there as soon as she starts reaching for like the edge of the rooftop right there restart checkpoint and it sends you up here okay now there's

there's two different things you can do here you can do this and then hit Circle to drop down I actually want to see something how early can I hit Circle here that's something I always wanted to look at it

I'm just I just want to see something here the other way down is doing this but if you miss that top of that shelf you die so this is a possibility and it can and then you land the moment

yeah I don't know about this one it's pretty consistent you just not want to not start the hammer swing too early yeah she's not going to make that and you don't want to start it too late because then she's going to miss there too there's a certain time just a little bit before it's kind of like the ham

swing off the ledge when Ellie went for a swim in day 3 it's very similar timing to that oh but then you get one like that where she just plummets immediately so I personally this early in the Run don't do that strategy I just do this dodge triangle Dodge and then just lean off the ledge and the moment she lands restart checkpoint but also don't

hit circle like immediately when she gets on the Rope you're still too high you got to you got to lower yourself a little and then hit Circle once a couple seconds faster than the other I never feel like taking that kind of risk so it's up to you if you can get the other way working the hammer swing is faster but yeah it's clearly not as consistent as literally doing what you're supposed to do so yeah

okay we'll keep going to adjust my camera a little bit about it's better if you once you start getting on the road if you hit Circle all the way at the top you're going to you're going to die from the fall so just lower you don't have to lower yourself all the way to the bottom you need to do that in day two with the fire close but for justice robe you don't need to get all the way to the bottom maybe about half way it's a feeling to it okay all right as soon as you can move Abby here restart checkpoint place is this a lot of it further yeah that place is this a lot further and then a jumper swings optional because there are some corners

come over here and get to the crankshaft sorry OK Google

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don't accidentally talk to her make sure you're standing right about here when you hit triangle right here there's nothing to pick up there's nothing to do we're just going to go up here you don't even have to do it quickly we're just going to go over here and just stand near me

what and we're going to go right here get the ladder it's really annoying Mel like stands in our way so you want to walk to her you want to walk around her to her left

and then hit triangle the moment she places the ladder down on the ground restart checkpoint and the ladders in place we're going to do the ladder first so we're going to turn turn around hold on let me do that again I'm going to walk across this turn around and triangle prompt the ladder maybe having the flashlight on

play the ladder right there then immediately grab the Rope turn around and throw it up top basically do what you're supposed to do but just in this order go and then don't jump okay I think I explain this in the supermarket in day one don't jump towards the Rope stand underneath it and mash X without holding a direction okay that prevents a death

get to the top here and then as soon as you can move Abby restart

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she can't move quickly

same thing for the rooftop everything having to do with this building that we're on we can't move quickly for some reason so let's go back a little bit the game wants you the game wants you to go down the ladder but I could never do the surgery stuff

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aim and for some reason that makes it more consistent this is like a more personal strategy for me you don't have to like you can jump to that ledge you can just jump to that ledge like so it can be a little tricky though

personally prefer aiming a pistol as I do this it just is comfortable for me she jumps right away now why do we need to jump from there this is fun to show off why do we need to jump from there because the death barriers are very finicky watch this watch this that's the only Clear Spot away from the other parts that

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it just doesn't work you can't even like climb your way up here OK Google play around with like one more thing but like it just doesn't like that like it doesn't like that that that that that very edge of the rooftop is the only way around making it again strategy is make your way

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0 bullets because we don't have any but even if we did it wouldn't help us anyway that's not entirely true but that's me thinking right now but whatever we don't need ammo here okay that being said this encounter is just horrible it's horrible so I'll do it a couple times I'll do it quite a few times and then I'll explain all the little details

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you just are like that was pretty much perfect how it was supposed to go so let's let's go over that slowly right here okay so we start sprinting we're not going to do hammer swings but we want to hang to the left there are Sarah fights be on that tree over there and this is grounded

our eyesight is very good so right here you want to hang to the left okay and then when you get to this train car right here you want to be to the right but this bush right here has a very powerful invisible wall like around it so this is about as far to the right as you can be before we wanted to be to the left so the train car was blocking their line of sight but when you get past this car to the left you want to be as far to the right as you can be so that tree is blocking

pair line of sight okay and this bush right here can make it difficult so you stay to the right and then you start doing Dives when the dialogue the seraphite says now okay each phone will bring us closer closer to a better world now keep eyes and it's the time is actually funny the moment you hear the word now as long as you your movement was perfect that's when you start prone diving it's alright just a little bit before that tree where the dirt is right there

not the ones with letting go of Sprint okay you have to do these cuz they like right there if I did one of the taller prone Dives he would have seen me so do the shorter ones stay as close to the wall as you can then you can do a tall one right there now this enemy right here has two different walking patterns one

he turns like 180° from where he is right now and he's looking that way that way okay but then you get this one most of the time where he turns back this way and you have to wait for him to take like four steps otherwise he'll spot you okay so like he's going this way he's going that way when he gets like behind the tree from this vantage point then you can go then you can stand up and then you do a Sprint jump into a dive remember the Sprint jumps don't

make any sound if you do it properly okay so just like this Sprint jump into a dive and then continue to do the prone Dives get to about the edge of the the the the the the the foliage there stand up when she like flinches hey you sprint and you throw you have to get alerted by the rest of the enemies before you climb this ladder because you see the one on top

the train car over there if you get alerted she's going to try and hop down going that way okay and that's what we need that's what we want okay so the timing of it all looks like this you basically want to time it so she alerts everybody else but she doesn't shoot you okay and it needs to be done early so we'll get shot by one of the left one behind us but that one as you can see right there

stop down and then she hops down again once you make it here she's not going to be able to hit you and that's important because she can deliver like a lot of damage to you compared to the others but again the timing for this you stand up wait for her to notice you sprint and throw so you get alerted early but she's not able to

shoot you that's the key right there that's what makes that woman at the top go away very strange okay so that's how you do it and it sounds easy when I explain it but this area just has a lot of Randomness okay this is why having as much help as possible is for your betterment but you can only use one Med kit when you're finished with the Home Depot area okay there's also other things that can happen I'll do this a bunch of times and you know you'll see

you got other things to worry about and then when you get right here you want to be

how far to the right as you can because if you're over here that guy will see you okay so that's the reason for like the path you take when you're running down here so just keep that in mind if you don't remember to do that you're going to have a bad time okay so hang left and then hang right and then I was able to Sprint pretty far there but you don't really want that

and then we do this what's this guy going to do he's going to Walk This Way obviously if you go to early if you go to didn't happen but if you go to early he he can and will spot you okay I've never seen that happen before like ever

it wasn't alerted that's hilarious there's still more okay ignore what I just did there basically when that one seraphite is going to turn around and Walk This Way you want to wait until he gets a certain distance so he can't sometimes see you here I'll actually spoil on myself a little bit I I cut out like

like the first two attempts because I am I didn't like I didn't like how they were going so like I did a couple of attempts but I edited them out but it's basically this happened right here watch so he's doing that walking pattern I wait long enough but then

and you don't want that to happen okay and that's the side effect of just not waiting long enough okay it's what it's just one of those things this is an area you don't want to try and squeeze every little bit of time to save out of okay you just want it to work first try all right you got to differentiate the mindset sometimes like that with different areas some it's like oh I can go faster than other Runners I can go faster than what the game

this area isn't like that trust me trust me trust me you just want this area to work first try okay something else that can happen when you're sprinting in the beginning I'm sure it'll happen once when I show you this morning you do everything right you sprint over here and then you cut to the right sometimes

that Sarah fight right there right there she's right here and there's absolutely no reason or logic behind it it's just something that can happen Okay I don't yeah if you see if you see that you trust me you'll be able to notice it right away because there's an alert there's no backup strategy there's there's no backup straight

that I know that I don't think maybe someone else knows a backup but I I just don't have one if you notice it just redo the area yes it's a big loss of time but yeah sure it'll happen but let's actually try and get this as you can see sometimes

that one can sometimes see you so that's a thing right there where if you try and go too fast see that guy if that's that's like

I told you sometimes that guy walks that way sometimes he walks that way okay that time he walked that way you watch me and you can tell right away so he just completely turned around he's walking in a completely different direction so you can start moving earlier that's great except there's a seraphite right there and that one over there she's looking this way so if you go too quickly

she's going to spot you right there she almost did so it's one of those things even though you can move earlier there's only so there's only a certain having a hard time trying to word this right there's only so fast you can go okay if you go if you go too fast that one right there is going to spot you because you were able to move earlier okay let's pick this one up I'm going to do what I did before just

that was perfect she got on the ladder kind of slow and we're good really slowly you want to hop on the ladder like directly underneath it so she'll start climbing it early

and also fuck it I'll show this up I'll show this off too I'll have to delete a lot of these later yeah after I'm finished climbing I do a Dodge a climb and then another Dodge that way she has full Sprint to the end see right there that was really slow but watch the movie I do here I dodge forward that way she's got full Sprint all the way through to the end

if you hold like you want to hold Sprint when you're climbing the ladder but I know it's stupid that's draining her Sprint so when I get to the top again I dodged again with the ladder don't hit X right there you want to hit it just a little bit later she'll start climbing it earlier which is important so I do Dodge

ex Dodge and then Sprint otherwise she would be tired sprinting her entire way there all right I'll do this a few more times without stopping and we'll just see how it goes I think I've shown off everything I want to show off for things that can go wrong except for the ones seraphite being there I'm sure it'll happen you can't miss it there we go I think the reason we're not alerted by sprinting too far

I have no way to explain what just happened there it's just something that can happen it's screwy way to possibly avoid that is to do prone Dives instead of doing them like this you can do it like this that way you're a lot closer to the ground like instead of like super quick you can like

and then do that basically just do them a little bit slower yes add that to the list of random things that can happen in this area still waiting for the seraphite to behind that tree by sprinting too far is

it doesn't make as much noise I'm going to go Jesus

triangle you're good but like I got critically hit right at the top it ruined ruined my Dodge all right but just to the left as much as you can get behind this tree start your prone Dives when you get right about here maybe slow them down a little bit

got to get behind the street before this one moves all right he took a very wide turn I'm going to wait a little bit before going okay that was good timing right there look good

how it's supposed to go we really don't have anything better I hate to be the bearer of bad news we don't really have anything better all right I'll move on pretty soon but that's like all the random things that can happen again there's no backup Strat if the seraphite is randomly over there hasn't happened yet but trust me it's just I can't even say like look out for it because there isn't a backup strategy

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you've done that I might have stood up just a little bit too early just a little bit maybe one extra prone dive to make it safer

open Spotify that guy keep that in mind this guy's moving he's doing the slower route so we're just going to wait then go I'm going to have to worry about this one enough time has passed away

I don't really know why a certain Randomness okay I want to show off that there's only one more thing to show off that performing it like that is literally the best thing we know how to do their I still want to show off that one seraphite being there so I'm going to keep doing this until I get it okay I just spent like the last 10 minutes trying to get it to happen once and it didn't so I'm going to have to rely on a video

this was a run I was doing and this was my first attempt at this so I usually just do a second one when I noticed her on screen again no no I got it so it was hard to see but the dialogue was coming from a different spot if you can listen very carefully

in in a run awareness indicators aren't on but the the woman was over here instead of being over here know she's over there instead of over here so then I get pissed off I got to do it a second time and then I failed right there and then I go and do this a third time

is there a game what color is she's there she's hard to see and I'm loud I know I'm sorry that she's right where is she I think she's right there so yeah there's nothing you can do about that okay it's just something

that can happen the moment you notice it just redo the area okay I have no backup strap for that okay I'll show off one more thing before we move on and that is

doing the what is it the bottle throw incorrectly so if you do the alert incorrectly here say we just do this  
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okay one more and then we will move on I think you get it by now this attempt will be perfect when you get past that tree

this one's taken a while but he's moving this way so we got to we got to wait he took a while to start moving it's kind of weird that shouldn't affect what we're doing here we go

because we took a little too long that one woman turned around and started walking away so there we couldn't just stand up and have her get alerted so we had to sprint in order to achieve it whether you do it via a Sprint or with that woman's eyesight just throw the bottle and have it hit her right before she would otherwise fire the weapon because you know it works in an order like well it's the wolf and then she would fire a weapon if you bottle her right before that that's the timing whether you use

Sprint or whether you just pop up in front of her that one was a good one so we'll move on okay as soon as it goes from 1 minute to less than 1 minute right there that's a checkpoint we'll move on restart checkpoint and then this is the Strat is not much here okay

we're just going to wait for an enemy to show up like that there's healthier so we're okay we're good once the seraphites turn their attention towards the the Wolves they they give up on you so you don't have to be prone here and then you can just find you don't sometimes they can collect you can pick up but it's not necessary

okay so the strategy is Crouch get that bottle pick up everything here which is two things of pistol ammo health and a variable rifle bullet so we're just going to wait here we're just going to wait here there's always going to be one enemy that rushes you from the side you have to kill him okay so I'm just going to do that and then Alice will take cover behind there that's also kind of

psychos and that kind of triggers the the truck showing up you shouldn't ever die here okay because again there's a lot of help that you can pick up here and as you can see sometimes you randomly get shot from behind the counter that's pretty much it there was one time I the truck took forever to show up and I think it had to do with Alice getting caught outside

ride so I think the dog has to eventually take cover behind their you have to kill this enemy not so much because of time but because he's not going to stop shooting you so you've seen deaths here okay well yeah just stay behind again that's pretty much it so again from start to finish get that bottle before you go collect everything that's everything reload

Could not understand audio

I mentioned we have to be under a certain amount heading into the restaurant so one and two that's what you need okay and then hang close to this truck and then we can go

but yes don't use more than one bullet okay that'll put you at risk of not having enough in the restaurant just do exactly what I did there will always be one enemy it'll be a different enemy every time sometimes it's a male but they will always try and get you right there and it's blurry

I'm trying to think what else to mention about the gas station one bullet for one kill on that same one every time and then you just wait okay and make sure you picked everything up make sure you pick up a bottle before you started there which I did and we continue

skip cutscene let me get back to more boring stuff dogs

for the sunset chapter follow the sunset through Chinatown she'll have full house so much okay there's some specific movement you got to do here basically have to do this and then I'll go back forward and then go

the reason you have to walk forward after picking up the pistol ammo is because this guy if you if you just move quickly right away this guy is going to block him like if you go this then that then this don't hit accidentally hit triangle on that okay this person won't start pushing the wheelchair until you get right about

a little bit before the edge there I think right there yeah okay so right about there so again if you pick all of this stuff up in order they'll just be blocking where you need to go so that's why you want to pick it up in that order you don't need the parts no parts no supplements in this entire room

call rifle ammo and then we go ok Google

and one medkit throughout this entire run again

start right away

Could not understand audio

and then we're going to this one's kind of interesting to keep pausing for the cutscene it happens during a black screen so skip cutting but right after what you want to do remember like quite a few times throughout this run if you hold like Sprint and

you can actually move either Ellie or Abby during like when the screen is still black the same thing happens here but it's going to be leaping off the top of a ferris wheel okay so the moment you skip cutscene hold forward and x and she's already falling like from the ferris wheel if you don't do anything I doubt it'll put me back where I want

Could not understand audio

maybe I don't want to find old Circle and she'll submerge as early as possible I'm going to I'm going to Breeze through this one okay there's a couple things I have to point out but resurfaced right here that starts at cutscene okay to get out of the water as fast as possible

Cadillac at the end of Ellie day 3 you want to be close to the surface but not resurge and then when you get to the stairs Reece and then she'll run out of the water very quickly if you do anything else she'll just resurge from the water very slowly but if you're like just below the water and then you reassured when you're about to touch the stairs she'll get out of there let me see where this place is me all right yeah

is water pop out I'll go back and just show that one more time and then the moment you get out of the water you want to crouch and zoom in like we were doing before okay so right about there is good and then resurge right about there and then she like runs out of the water a little bit

I can't run and zooming in is a little bit faster than just normal Crouch walking

restart checkpoint and even though the triangle prompt is still there it allows this next triangle prompt to be hit otherwise it wouldn't be

Could not understand audio

what's 185 lbs yesterday

I like to approach it from over here just because God Jesus

the other spot this is that researching from the water and like right here are the only two spots you can really save time in this chapter on the bright side we're going to run to the left and go through the door hopefully before Owen I just don't understand how anybody and then we have them push us because if he doesn't

it's very similar to original Last of Us in the intro music

if you

if you fail it that can make up a difference of maybe like 3 or 4 seconds in a section where absolutely nothing is happening it's still a pretty big know it's still a pretty big deal I could be the most like energetic I've ever been and this will put me to sleep

stop you don't have to look down or just looks funny bright light to the right and then when like the in-game Cinematic starts the colors readjust last thing I promise period

start checkpoint and you can start going down the ladder a bit faster so I usually Mash Circle to get off here and then to really speed up I crouched Zoom until you get right here and then stand up and then Crouch

things and we're done okay now for the sunset chapter I called the sunset because in the beginning she's just like head for the sunset or something really it's like the Chinatown part as you can see about that sign okay what we're going to do first we're going to swap the frame rate to 30 and we're going to keep it that way for like 2 seconds

the reason being sometimes the moment you can move Abby Manny teleports to like the other side of this thing we're going to hop over like that if it's on 60 or unlocked there is a chance that Manny like literally and I've seen it happen teleports on the other side of this thing that we leap over and you have

to get in front of them

if you don't get in front of them he blocks you the whole way down the stairs through the building it's the slowest thing ever but if you get in front of them know we don't know what happened and her running is very slow here so we rely on Dodges and Hammer swings it's not enough room for hammer

I really just do Dodges and jumps all right halfway through this room right here a little bit before this doorway restart checkpoint Manny's in front of us and then you want to leave through once she makes it outside right about their restart checkpoint and then we're good I don't want to go what the hell one more time maybe I can get it to happen right here if I'm on the highest frame rate possible some of that movement is pretty

Could not understand audio

I do appreciate you helping me sneak out like this and right about there checkpoints right here we're just waiting for me anyway remember to do that

we picked up not at the gas station but at the part right after where we picked up a pipe bomb ammo on the two tables with the wheelchair you can't take out your guns there so you didn't have a chance to reload do it here okay and you won't have a chance to reload them here because we're about to do hammer swings again

restart checkpoint right there and in terms of ammo you should have three and four as for this is just movements

Could not understand audio

from here we're going to dodge backwards like this and then just aim and go he doesn't normally drop anything so you don't have to worry about that when you gain control

Dodge backwards that will stand her up and then when the clickers first steps are always his head is always like there it's it's it's it's it's it's it's it's a easy shot you should have it by now but yeah that's what you do there you can't stand it and then go he'll kill you if you try and do that okay so you have to kill it I don't think that needs a second demonstration so

keep going Dodge into a prone and then Dodge Crouch and do another Dodge Crouch and then right about there starts another encounter and this encounter is easy watch this don't worry about Hammer swings don't worry about anything else bottle that one

and just go okay that's literally it I'll do it one more time you don't need to dodge enemy attacks either just go super easy then we're going to get this brick and jump and go right into Hammer swings you need to pick up a brick here

go around this way so she makes the jump and then halfway down she's going to we're going to trigger another encounter and this is another encounter that's up there with Like Home Depot and rail yard is just like the worst parts of this

we have a strategy that isn't that good but there isn't a way we can make it better okay so I'll try and do it perfectly if it's not I'll tell you why it failed but yeah let's let's tackle this part

number two

give me the movement at the end there that was good I would have taken that now it is okay once again if you have about that much health heading into the next part you're perfectly fine and odds are

you're going to have that much it doesn't always go that smooth all right but there are some specifics to it here we go let's break it down a bit before I start showing it off a bunch

first of all you do a Dodge Crouch to get through here quickly now you see right where the reticle is a little bit before where the grass starts you know what Abby's variable rifle to the left you see the very end end of the gun the top part that patch of grass if you sprint past their the humans will see you and the clickers will hear you as well so right before then you want to do

now this is doing two things one it's preventing you from getting spotted and two its refilling your Sprint and this clicker as long as you don't make too much noise is scripted to get killed by the seraphites every single time now you would think keeping the clicker alive would distract the seraphites but that's not the case it's really like they really turns into they both start coming after you okay so we start doing Dives

at at that patch of grass and we just wait here for the clicker to die which is always right there you can see the contrail of the bullet once that happens our Sprint should be full and then we just start okay now if you're too far to the left there you'll run into some terrain so you have to be far to the right and then this brick is for that enemy right there and I sometimes he shows up sometimes he doesn't I also climb this without

Sprint held down so we can get it refilled for a little bit and the same thing goes for here once I land and I'm doing those climbs I'm not holding down Sprint okay so no matter what enemy is here I jog climb Dodge climb and then climb again Dodge and then Sprint and she'll have full Sprint up the way as for what to do here it's random whether there's an enemy here or not the weather any enemy is in your

turn up one time I got shot here five times and she lived okay one time the person I bricked had a gun this person had a melee weapon sometimes there's nobody here at all you don't have time to hit anyone shoot anyone you just use that one brick sometimes there's an enemy just to your right right here if you still have your brick I recommend checking but if not all you can do is just go cuz we need every

and that's pretty much it it's it's rough I wish we had something better but yeah I'll do it correctly one more time and then slow things down a little bit

I'm going no there she is see that she's right right there okay only worried about that enemy possibly that's just a possibility possibly being there if you still have your brick okay that was pretty good and then here you don't prone into a standing up and then do that and then do a pronoun here to go faster okay now let's break it down slowly those those were good examples

okay if you sprint past right about their clicker will turn around and the seraphites are after you too so you need to start doing Dives there okay right about now if you're too far to the left

I wish we had a better strap for this part but we don't I didn't show it off there but just know if you're too far to the left like you'd think being further away from the enemies would be better but it's it's it's it's it's not they'll kill that clicker each time you don't have to worry if you're too far to the left here there's just some

you'll be blocked by also I think this one is spotting us earlier so basically the further right we are the better but you still want to be to the left of this Pole right here so the further right we are the better but just be to the left of that pole and again this is scary but you don't have to worry about that clicker climb



Dodge climb climb Dodge and go oh she's there again the first climb that second climb might actually want to be done sprinting maybe I don't know yeah that's pretty much it I don't know what more I can show off this will work for you it won't work

what time is it ok Google

Could not understand audio

I know that looks like it helped me but trust me I've had some examples where you just learned it's not the better strategy to let that clicker live okay just got to trust me because as you saw they're not slow down or distracted by the clicker it just turns into two of them after you

Could not understand audio

I don't see anyone here she's probably dead no one there just going to go where was that one enemy I normally brick I don't know she just wasn't there so that's about everything I can show I'll do another one and then move on

prone dive starting right about their your concealed in the grass right here cuz it's taller and then anticipate them dying and just go come on come on go go go go go go away I guess I should mention that

sometimes you'll be close enough to lock onto her sometimes you won't but if the radical is on her when you throw it even if you're too far away it'll hit her okay that's what I was talking about that was horrible RNG but she still lives

she shot me three times there's nothing you did wrong there's nothing you could have done to improve it it's just something that can happen we have nothing better

I don't think that's going to work nope I would love that as a possibility

Could not understand audio

the encounters considered over just like that restart checkpoint and we're immediately going to go into you know I'm just realizing this now one thing I didn't mention I don't feel like doing that again so I'll just show you after we break that one person outside you notice there's quite a few different spots to like climb through right here we break that one if you're far enough to the right she'll run outside and that one has a gun so you can't ignore him you see

Windows right there there's one two three four windows I think it's better to get indoors as soon as you can so try and climb the one farthest to the right and then just make your way up okay only focus on this enemy right here if you have a brick like you just didn't have a chance to use it if you don't there's nothing you can do just go just keep running

yeah I don't feel like doing it again I think you get it okay let's keep going so we just I prone dived into this little Hill that we slide down but it restart checkpoint when the encounter is over skips that and you'll you'll be placed right here so what you want to do is immediately go into a Dodge into a dive now you don't have a lot of room for that so make sure

Could not understand audio

then I like to dodge and do a Crouch and pick up the I believe it's a right holster or is it left no it's left holster right okay and then we keep going this is faster than Crouch walking until you get to the edge here then you want to dodge off of it and a little bit after she's Fallen the encounter begins and this

encounters very easy okay watch this

to avoid

that you just need to run parallel to the wall until you get right about here okay ignore that and you also have to do a Dodge otherwise she just plummets to her death okay she doesn't follow that first one she plummets to her death so first things first hug the wall to the right and then Dodge now over here you need to stop sprinting otherwise that guy will hear you and you have tired you have tired Sprint and there's a good chance

you won't make it okay so that enemy that spots us right there I'll show them to you he is just about he's right there okay so basically all you have to do is slow down which is fine because we need to refill our Sprint so right about here let go up to the right

sprinting soon anyway so I usually what I do is write about their I let go of Sprint do a climb and then when I get right about here I start up again

Master an unlike when you know right before Gondola where she punches down the hill she won't die here okay so you're good that's pretty much everything one last thing to mention is a little climb here you want to do this part climbing up to the right because if not she'll

I'm up instead of stepping up so you want to be as far to the right as you can be when doing that and putting all this together hug the wall Dodge at the end aligned her up let go of Sprint climb to the right hold down sprinters

don't you die yourself

I'm just going to go here all right walked in or Sprint held down doesn't matter all right as soon as you can try and will prompt the the toy bow and arrow that actually begins with the game considers an encounter restart checkpoint you already have it like picked up

funny enough this is not a nothing area you're doing and it's working so I want to show you something I'm going to open a live split right here and this isn't performance intensive so I'm going to change the layout here real quick

where is a strategy to do here okay the strategy is if you've seen this in a run you have to aim at a Target and the reason is because it's faster but I want to show you if you do nothing oh wait until he starts counting down from 5:00

this is what happens if you don't do anything just 10 seconds left 5:25 and 1/2 seconds 25 1/2 seconds I don't know if that's actually faster

okay maybe I'll figure that out here you'll see what I'm about to do okay so the strategy is you don't even have to have it pulled back just do this right here the game thinks you're trying okay and that's good enough for them

54 that is 16 and a half I forget what the number was Prior but it's a lot faster okay and that cool 16 1/2 keep that in your mind so yeah there's not nothing to do here you don't even have to like you don't have to even like have it the string pulled back

five

so you don't have to fire anything at all okay just the moment you can aim at a Target 322 once he starts counting down from five you can stop

Could not understand audio

and this begins not the most fun specific area but this is the best part of the run from this point forward Forest so we're going to start out with stalkers and all we have is a hammer with an infinite number of hits and stalkers will continue to punch through your hits most of the time basically what we do here is we have to kill four ourselves not

four dead total just four are killed by ourselves and then a checkpoint and then that just makes things easier but this is the part right here you have to kill four stalkers and each one takes four Hammer hits or two Hammer hits and an arrow okay because love is helping us and I want to stress helping us because if he kills one himself that doesn't

count towards the checkpoint okay it's very very dumb area

3 the reason I did a Dodge even though he was reacting to my Hammerheads the reason I did a Dodge after each one is because if you Hammer him and he reacts to it the next Hammer swing he's going to push you off of them so OK Google things that can happen but the moment the fourth one is killed that's for killed by us

not total by us if you notice Lev took out one himself that doesn't matter the moment you've killed for yourself this is the strategy watch this and then the area being over continues that's how you know the area is finished that kind of starts you can even do that you don't have to dodge the first one

what is Dodge OK Google I don't know what happened before is what was supposed to happen you dodge and then she eventually just starts hammering the stalker but watch this the area is broken oh no it's not because that wasn't going to trigger something that can happen is

the area is broken and it just won't proceed you keep getting like two kills every single time until eventually a stalker just kills love this area is super annoying with how it decides to end okay at least with the bloater in the motel flashback at least like we have a system there really isn't a system in place for this but again what's supposed to happen is you just do this you need to be near the

Could not understand audio

set strategy because you know it's going to naturally just take a while cuz you have to kill four so just run forward swing Dodge swing Dodge swing Dodge let's focus on this one now there's two oh my God if

first or second Hammer swing and and he reacts to them it didn't happen here but there's a chance if you swing again he's going to like just push you away and then run away or start attacking again it didn't happen there but let me see if I can make it happen it didn't happen I want it to happen once just to show you what it looks like not quite happening

it's the third and fourth hits you're fine but I might not be able to get this happened to this one that's why I'd be a little weary about if it's the first or second hit where he reacts to your Hammer swing maybe keep doing Dodge swings just in case but yeah this area is weird one two three four see that was the third and fourth hits

four I just got lucky there all right so that was that was pretty fast but the worst thing that can happen here it hasn't happened yet of course during practice last tutorial making you can hammer it twice and then leave just kills it with an arrow that's the worst thing that can happen cuz it's like any that he kills

himself doesn't count towards the total so then if you restart checkpoint it just sends you back to the it sends you back to the beginning

Could not understand audio

okay so did you see that one I got pushed back three times all because either my first or second Hammer swing he reacted to it so just watch out for that let's see what else the game can throw at us there's one let's go over here live helps

random

spot with this all right have a good one and then move on cuz we got a lot of other stuff to get to Quick turn here we go

three all right that's good enough that was good enough and then remember super easy just don't know let's move on just know whatever happens four killed by you not total okay and it does become difficult when there are two stalkers

play next to each other and they're both after you that can make it difficult as well but just swing Dodge swing Dodge swing Dodge hopefully love doesn't kill one that you're already trying to kill yourself okay this part's fun slash funny watch this the moment you gain control of Abby run back into the right this way and then the moment she lands right there the moment she lands you hit another checkpoint and that place is a

a little bit further ahead and then you want to run this route right here those stalkers are kind of there for show they're not really there to attack you and then just run a little bit more forward again the movement for that is run up right to the left of this tree and then just to the left of this tree and then run this way and then there's an invisible line you have to cross but basically like when that car over there becomes a little bit more visible sometimes those

Walker lets out like a yell you can there's a checkpoint here as well and this checkpoint just speeds a lot of things up okay so then this encounter becomes like that by the way if you restart encounter your back to hammering the stalkers four times okay so make sure you're restarting checkpoint all right and now the encounter should look like this

Could not understand audio

restart checkpoint but again that's the reason right there there are four let me let me show this area there's four bricks and Bottles around there's one right here there's one right there there's one right here and there's one right here okay so first thing you want to do is pick up either this one or this one

but this area is like other ones I've been mentioning where if you hold Sprint and forward you can actually move while the screen is black see that so you can either pick up this one but it's kind of clothes also I notice if you pick that one up this one kind of decides to run away a little bit I've noticed that and also yes some of the bodies can block the bricks so yeah but every kill you want to do one of those things

are you throw it and then immediately mask square like I've been showing off and showed off with the shambler and the Home Depot and stuff but yeah it's easier to pick up this one right there cuz then this one like doesn't okay this one doesn't run away as much like that then you run around and get this one and this one should be right here

and then the very moment you make contact restart checkpoint that was the last one that's the closest you ever getting to someone in this game saying We Are The Last of Us that was the last of them I know Joel said that once and years ago saying that too it's the closest thing we got to them just gone that was a good one I want to show that one off

by itself because that area can be tricky I'll do it a few more times but that's that's exactly how it should look there's Randomness in some of the like what the stalkers do where they go okay so it was right it was right here is sometimes they that one runs away a little early I think it has to do with how you approach them if you pick up this brick and then jump far to the right I think it decides to rush forward a little more yes throw

lunch get this bottle I don't know sometimes this next stalker can come around from the left side or the right he's right there so I do that boom boom and then you got one more that bricks right there for that remaining one that one was really good I'll again just to show off some weird things that can happen I'll do it one more time or a couple more times let me see if picking up this brick actually period

kind of slow so I like getting this one first and then make sure make sure the punches land otherwise you're stuck doing this because it's slow and then I didn't even have time to dodge that one

that's good enough it wasn't good but you know it all starts out with this first one again once again

did I like grabbing this one you got to get off to the right quickly I think like this and then rush like that that's better you make sure that jump is far to the right and then just look at what the game is giving you here comes one

the checkpoints still there yeah sometimes when those long animations like the checkpoint happens right away one more time slowly

Could not understand audio

give her some room and then the very moment she starts speaking right right there subtitles are the checkpoint and then and then just crouched under here and then this

considered over it it's based on dialogue not positioning so right there restart checkpoint run forward there's another spot where you can do this while the screen is black I'm pretty sure yeah a little bit okay so hold up left look down and you'll triangle prompt the corner right there

Could not understand audio

I'm here main reason being if you hold Sprint and forward and punch you can get a punch on her right away you can't do that but the other way but this is the strap if I do it perfectly I love the Strat so much watches I love that Stratton

nice so basically if you can get the first punch off you can punch a three times then you dodged around her then you punch her two times Dodge around her two times Dodge around or two times until eventually I think it's 16 punches total you have to land or something like that might be 15 I do this more based on feel okay so I just if you don't do that right you're going to end up with this see that so but you don't just throw a punch right away either or maybe you can

I'd like to like just move a tiny bit forward and then one two three dodged this way one two oh it's not going to work because she wants to three that should be enough okay so that one didn't work because when I punched her the second time she was I was still punching her back that's something that can

happen what's going to happen after that is she's either going to start swinging

or going for a grab either way you dodged it kind of worked in with the rest so one two three Dodge a rounder I didn't get far enough around here I'm not getting enough to her side that's that's the thing you got to get like really around her to be able to get two punches on it

three swings and then punch again if you don't you can get three punches off on her in time if you're dodging behind her each time you can only get two off but that's pretty much what it's supposed to look like fun strategies

lovely and then eventually the encounter will end just like that and then we restart checkpoint is it skips all the the rest of it and we're going to do one thing we're going to pick up the big hammer which replaces our smaller Hammer so it turns out we still have the hammer but we use this big hammer we get six swings out of it or if you look we only have two hits in it because we just use one

turn on on her we actually get a total of six swings out of this one-hit kill Hammer we do that using restart checkpoints on a specific animation but yeah so first thing we're going to do it's kind of hidden to it's right there so you want to run over here hold triangle to swap and then just go over there don't do anything fancy the movement is literally just this just that that's it

Could not understand audio

Could not understand audio

if you don't have that much ammo there's some pistol ammo right there for you but it's not needed okay as soon as she starts falling you know hold on let me do all that again no

yes that extra ammo we went from 2 to 4 there that extra ammo isn't going to help us but it's there if you for some reason used it all somewhere else right there is the checkpoint and we're going to restart checkpoint now use this Abby has infinite Sprint here so you don't need to dodge their attacks use this period

check it out all of your weapons are reloaded super easy and then when you get right about here once you make it indoors that starts another checkpoint now if you restart encounter it's going to send you all the way back out here I'm pretty sure no it doesn't okay so what that restart checkpoint does is it despawn the four infected that were chasing us okay

we're going to do something here we're going to swap to 30 FPS and this is how you do this encounter what's the reason for the frame rates

this Runner sometimes doesn't want to come through this way of course and neither does this Runner right here okay it's not a guarantee but it's just something we've noticed on the highest frame rates up see that one decided to go over there they're both trying to come through those spots right there if you do this in 30 FPS it pretty much prevents that from happening so get used to doing this part in

play the FPS so what you do here you jump and then just smash square and you'll land on him with a kill okay and then what you want to do is break the glass pick up this rag right here and give this Runner some space once he starts climbing you can swap the frame right back okay then we're going to do that and then watch this OK Google

restart checkpoint it sends us back here and all the enemies are dead so if the enemies are all dead what's the point of that restart checkpoint you may ask look at our back we have our Hammer back now

if you saw that last swing it only had two hits in it we used it on the one in the window and the one squeezing through that tiny space the restart checkpoint gave it gave us that hammer back with the two hits still in there but

play it's in order for that to happen it's not as simple as the hammer you know just killing those enemies it's actually pretty specific to watch this I'll just do this and hopefully so it doesn't have anything to do with speed

Could not understand audio

just be one I'm pretty sure I only have one hit let me just let me just double check basically what I'm getting at is the swing you put on the last Runner has to be a specific swing okay it has to be one

she's swinging at the air but then an infected just kind of happened to be there the very slow one where it's like really dramatic and played out if you get that will count as a hit okay I will go back to show this off again but I just need to see that I do have a certain amount of hits this restaurant fight isn't as bad as you might think

let's go back here and this is how you're supposed to do it remember swap the frame rate to 30 just for this one

Could not understand audio

play two hits remaining in it okay and that's very important I will show that off one more and then we'll get to the fight for the record I don't really know why that's a thing I just know that it is okay so 30fps

where's the runner she's not supposed to be a not supposed to be over there okay I don't know why that's happening maybe I'll hang more to the right that's not a thing okay give me some space

basically you swing at the air and because the runner hasn't finished going hasn't finished the animation of squeezing through that tight space you can the hammer will still kill it it just won't look as dramatic okay but the moment you get that specific animation restart checkpoint we get two hits with the hammer back and then we're just going to go for the door remember to get that rack

bullets or less at the start of the second phase of the fight two rifle three shotgun One pistol it has to be that ok Google

restart checkpoint and we can begin the fight now I'm going to do this first part of the fight in 60 FPS if you're ignoring the unlocked frame rate rule you don't have to worry about a thing okay here we go and it's for a reason 44 and 2 that's what you should have

let me know

get ahead of myself here the kill on the clicker was done similar to how you've seen me do it before throw the brick immediately Mash square that makes the swing similar to the one I showed off before with the the weird-looking side swing so basically when we restart checkpoint again it's going to give us back to hit Hammer cuz it technically just broke right here see that it just broke right there but because of the way

that I killed the clicker we get two more hits out of it all right second phase of the fight looks like this we'll get to this a little later but 231 there you go see that that's what you should have and because of that we are going to get drops from infected from two to the next two weeks going to drop something to rifle and two shotgun that's all we need dropped but because we

we have six or less that's what makes them consistently drop it okay again there were the two pistol bullets in that drawer if you were empty for some reason

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okay first things first why did I swap the frame rate in the first part to 60 I'll see if it happens here right now we're in unlocked if what I want to have happen happens

it didn't happen but basically in unlocked frame rate sometimes that clicker right there can just not spawn in you just doesn't spawn in now you'd think that would be a good thing but that that messes up the ammo that you have if for whatever reason it never happens in 60 but it does happen in unlocked frame rate for some reason if that happens you just like

waste a bullet anyway and then get back to the order that you're supposed to kill them I'll do this one more time maybe I can get it to happen again with the current rules you don't have to worry about that anyway but if you want to say fuck the rules and use unlocked anyway this is something that can happen see if it happens

just know that's a side effect of unlocked frame rate and it can happen so because of that I always do this first encounter in 60fps okay just just because even if you do want to keep doing it and unlocked and the clicker doesn't show up make sure to waste a shotgun shell because you want to be at those ammo amounts that I mentioned earlier all right let's get to actually talking about this area so in 60s rifle there's Parts here which you don't need but there's three rifle bullets right here that you do need and then you immediately reload them and then get back to your starting spot okay the rifle pick up reload get right here we're going to kill this guy with a swing and then two bullets on this guy one two it doesn't have to be a headshot don't try and get fancy and then when you squeeze through here rifle pistol oh God yeah that's bad

rifle rifle pistol and don't miss okay that's important the second phase of this fight is harder than this fight so make sure you get this down swing boom boom then we're going to do rifle pistol get your shot and then shotgun that one and then boom boom and then here did you again did you see how I killed him throw quick swing if you do a throw and then a normal swing you're going to have one hit or no hits in the hammer for the next part and the whole strategies ruined and I mean ruined okay so yeah there's not much else to mention make sure your time again

I want to be at 2 3 and 1:00 when you're finished with this if you had to use this is something I think I did in my record if you had to use one extra bullet in the gas station accidentally I'm pretty sure this happened in my record yeah I accidentally used to Pistol bullets on the one I had to kill in the gas station so what I did instead is I did this

and yeah that made the ammo situation work out so yeah you can like you can back it up or if you like for some reason used a rifle bullet or something you can you can get like two find a way that makes it work for you to leave this part with two three and one okay you should start with four four and two and then

pick up this three and here we go swing I'm also pretty sure I got to mention this if you swing at that one too early you just whip okay let me let me see if that's a thing all right not really but I think that's a case for some others there's no reason to rush it ok Google



kill song This Runner can either spawn there or there and then the moment the hammer breaks on the kill restart checkpoint and we are good I will do this one more time just because the second half of this fight is its own demon okay so I'll do this one more time and then we're finished

I was delayed to swing just a tiny bit you can do the rifle if you feel more comfortable doing it you can also do this if you'd like I might start doing this actually you can do that

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I think it was just a coincidence one more time that was starting to get a little weird

rifle pistol specific killer

shut off earlier okay we can put the frame rate back to unlocked if you're using it to prevent any weirdness again the only side effect I've noticed with unlocked is the second to last clicker here just doesn't spawn in which isn't that big of a deal just make sure you're at the right amount of ammo okay now I'll do this area once and then we'll go back and explain it prick alcohol whatever that is canisters break the glass is the only gun that needs reloading the others are fine

so I like to stand right here we're going to beat this clicker forward and he'll drop two rifle bullets now this clicker right here can either spawn there or up there you have to listen okay cuz it's two different things he spawns in quickly but he'll either spawn up there or up there regardless of where he is you kill him

triangle because the ammo is dropping mid-air it's shotgun you reload that shotgun swap to the rifle kill this Runner pick up the ammo at your feet

number for you leave you get this brick and you're in the clear okay let me do this area like cleanly I'll save the recording and then I'll explain why we do what we do should have done that first

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okay so once we're able to move once we're able to move brick alcohol just the crafting ingredients you'll have enough at the end shotguns the only thing you need to have reloaded do you want to stand right here and bait this clicker to try and squeeze through move back a little bit and kill it and

you can't see it there but he dropped two variable rifle bullets we need those then you're going to come over here and like I mentioned this clicker is either going to be here or in the one to the right you got to listen but most of the time you will be here like maybe 90% of the time he'll be right here kill him in mid-air and collect the ammo that he drops right there which is too shocking shells and this is important swap to the rifle before you go through here and then kill this one once you

start a swing with the big hammer a runner can't hit you out of it you might take damage but damage is an important here okay this Runner will always go for a punch first he'll never push you against the wall he'll never grabbed you all right squeeze through there and hit them then you want to immediately grab the rifle ammo that you saw right there at Abby's feet that the first clicker we kill dropped and then you want to come over here and get this Runner now what I like to have happen is I reload the variable rifle

before I swing but if you don't have time for that just swing it this one because this Runner is 100% guaranteed to do a very quick bullshit grab with no animation letting you know that he's going to do that okay so you got to focus on this one and then get the shotgun out and then boom boom now

sometimes that Runner spawns with this Clicker

but most of the time you're going to get what I just showed you there and then what you want to do swap to the variable rifle reload and then go through here and then swap to a brick and then do a swing now unlike what I showed you in the hardware store the Home Depot this swing has to be done differently than the ones I've been talking about in order for this kill to work on this shit on this shambler cuz you're right in front of him you have to throw it wait

turn to hit him and then swing okay so it's like opposite of what I've been telling you it's the only way you can consistently kill him throwing it and then mashing doesn't work here all right so right on top of them you still recovering from the drop that he made so throw then swing and then what you want to do is aim because the last thing we had in our hand was the rifle and then shoot him three times okay and then get this brick and then

now the reason we have to shoot them three times is once you've taken out one shambler you could take out the runner that I'm dodging right now and live still won't open up the ambulance you have to damage the shambler in order for this area to be considered finished okay I used to use a pipe bomb but then I found a way to say variable rifle ammo later on so now we use three body shots you can also get two headshots but it's not

it's not really necessary it doesn't end up saving anything yeah and this shambler can be in a couple different places so I kill this one and then this shambler is either right there or squeezing through a tight space to the like weight of the left up there I think I showed that off the first time so that's two different places he can be also also I think I showed this off yeah if you have time to reload the rifle right here

it's only if you have time you have a very tight window to do that you can just nonchalantly swap to the variable rifle then a brick and go through the window you have nothing to reload at that point okay yeah that's how you do that part I think I yeah we have to go back here that was my bad

what is a refresher on how to do this part again Spotify

it's because of the unlocked frame rate if you do it in 60 that will never happen I was still able to do it properly I wasted a shotgun shell I pretended he was there but he wasn't there that's what I was talking about before okay so that right there is why I like to do that first half in 60 FPS for that one reason alone cuz you saw the runner was in a weird spot too that might have been another side effect of that let me I can always restart and counter to go back so let me update the save file

here's the second phase again that part is easy compared to this okay because there are quite a few different things you can get here remember to break the glass and it's the only thing that needs reloading okay bait the clicker to come through here and then he's coming over

half

that one always goes for a grab that's why I say if you don't have time to reload your rifle that's okay just make sure you're in position to take that one out in time yeah there's some Randomness not with like there's some Randomness with where they spawn but also when here comes the clicker this one's right here okay

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play Spot nonchalantly and this is the killer Boomers right here and then we go and then we leave the very moment he says wolf you're allowed to leave so that one was different than the other ones that I I I showed off that one was absolutely perfect the chamber was a little closer than I would have liked him to be but that's okay okay with this one

what we got everything is going as normal I end up killing this one get the ammo watch how quickly I was able to kill this Runner I run forward and I do like a big swing I get the ammo right there I aim to pull out the rifle and I have time to reload it so I do reload it and then I swapped to the shotgun boom boom and then I have all the time in the world to just get to my spot

that's how you have to kill that Chandler and then one two three they're very clumsy when they're climbing over stuff the point being right right here this one Runner he dropped down kind of late so I had time to kill him quickly that's the moment right there where you have time to reload I recommend leaping over first and then reloading if you do it the other way around again this Runner right here 100% of the time

I'll show you he goes for a grab okay let me show that one off

I might have happened because I wasn't sprinting I have a theory the more noise you make the more you can like manipulate himself

remind me to be able to manipulate that clicker there by like killing him and then sprinting forward yeah just try and do that but I want to show you the one Runner so if you don't swing right away this Runner is going to always go for a grab and he'll

play even faster if you're like this way and he presses you against the wall okay so prioritizing reloading before a certain time is not as important as this Runner dying early to your Hammer swing okay cuz once you start that big hammer swing you can't Dodge okay it's too heavy all right I will do this a few times properly without any interruptions

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I don't think I've gotten one where it's exactly how I practiced it but yeah this clicker spawning over here does kind of mess it up a bit but regardless of what you get you still end up using the same amount a hammer swing on one Runner and then two shotgun shells after that and I think once you get the hammer swing out of the way it's either the runner or the clicker that you kill with the shotgun that spawns in the rest of the Chandlers it's not nothing that spawns them in not like a lapsed

time it's just I think again that group of infected hit it with a hammer you pick up the variable rifle and then it's Runner Runner clicker you kill one running with the hammer and then it's whichever one you kill first with the shotgun that spawns in the shamblers as well as one more Runner that Runner we don't worry about it doesn't make love open the door any faster so yes there's Randomness with when the clicker spawns in

seems to be a or where he drops down here

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start to finish and then we'll move on just practice practice practice practice practice practice practice currently I need some practice with this part number 2 3 1 8

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where are the second Chandler drops in is a little random sometimes he drops in right next to you sometimes he drops in pretty far behind you and then that's where you have to aim from inside the little window okay so even though wasn't that one weird where the clicker spawned spawned and dropped in from the wrong spot but he still responded really quickly so I was able to get to my spots in time very interesting but yeah

play I think you get it hopefully you get it by now all right I swapped it to 60 will go back here and we'll do the entire thing straight through the left but most of the time

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the swing and it's just easier to aim it it skips the hammer putting away animation I'll do all this one more time I swear we'll move on after this okay spend a long long time on this it's a difficult area but if you know what you're doing it doesn't have to be that's why I'm trying to show off everything okay

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so you want to collect the ammo here instead of there cuz you might accidentally open a drawer or something

Could not understand audio

what's the weather in the clickers spawn together okay practice practice practice practice practice practice practice God knows how many different things the game threw at me in both versions of that fight okay practice this enough so that you can react and work with whatever the game gives you already

my recommend not using the strap we used to do for that last shambler that triggers love to open the ambulance windshield we used to throw a pipe bomb at them but then we learned the way to save some rifle ammo variable rifle I'm a later so we're like you know what let's save the pipe bomb for another area where it might be more valuable Sprint so I prefer using three variable right there and try not to

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hey Google I'm here let's get inside before someone sees right about there you can probably see the textures change their skip cutscene and we'll keep going I think the shotgun is the only thing that needs to be reloaded here pistols good you use this time to double-check you don't have to worry about the variable right here we don't want that we want that

free variable rifle bullet right there and then when you make it out here restart checkpoint and this encounters pretty easy you want to hold up right so you go this way reload the rifle if you didn't have a chance to do it before that stalker always goes for a grab and then what you want to do here is fake right

reload the variable rifle and then that stalker will always go for a grab you have to do it and then fake right and go left all right it'll work if you're always so the left he might take a different route instead of running all the way around you can just climb up like this and then

do a swing off the ledge I want to make a file here because there's something funny I can show off make sure when you do this punch right here it's angled to the left because if you angle it to the right well she lands on the little side of concrete that like concaves right there

I saw someone lose a permadeath to that once the game wants you to jump off right there and then it breaks cinematically and you fall in but you see that little little overhang on the concrete there yeah the game counts that as floor so make sure when your running this way

angle it so it's this way and then punch off the side or you can dodge and then just go we don't have to pick anything up we're just going to go you know what let me go back because normally she has Sprint here I'll just go from here one more no I can go back here the stalker

you're waiting for this guy to squeeze through there anyway and then make sure you're high enough right here climb up here angle yourself left and then sometimes you can get a little bit of a further launch on that one then she climbs out of there faster you don't have to pick anything up

sure if you squeeze through your Crouch just like before and then same thing just punch off the ledge and then go to the edge of this little piece of wood right here you want to restart checkpoint and

update to save file that will make it so even though it's not placing this any further we have Sprint okay so that's what that's for and then you want to do it like this this movements can be a little tricky that was good okay so what exactly did I just pick up fast so we're picking

hang up this crossbow we don't really need binding now that I think about it but it's in our way we need a pistol bullet and we need that crossbow what's over here there was something over here I don't think we need that no we don't need that all the other ones are broken so yeah that's pretty much all we need here okay so it turns out there's a thing of crafting ingredient that we don't need but it's like right next to pistol ammo that we need so just pick it up

and I don't believe no we don't need that rack we do not need that rack okay so again and two variable rifle bullets and three quarters

and this one's important make sure you don't accidentally pick this up it's a note okay make sure you don't accidentally pick that up so all in all and I swapped to a left holster gun so I kind of swapped to the pistol while I'm picking like the first couple things up a little more convenient for me it was like this

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the reason you want to restart checkpoint is because normally Abby is able to like walk for the first 3 seconds here you can get the Sprint right away first thing I do is I reload the pistol because we need it that's just binding we don't need binding at all period

I swear to God I've never seen that fail before I'll do it again

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stairs that's why this is a great way to show off this area isn't it you fire a bullet do a Dodge punch Dodge go to the left you'll make it at every time break that one in your way and approached the door from the front and then I think you'll be okay I think I don't know anyone else

play that can randomly be in your way as a bit weird anyway I'll treat this area in halves this is easy okay just swap to the pistol and reload it you're not going to get punched you're not going to get grabbed you're not going to get shoved just go you can dodge here if you like sometimes you get hit

you don't have to go through the window and then go through this window and just make sure the pistols the last thing you had in your hand and then throw a punch halfway up the stairs right about there there's a restart checkpoint that's easy enough right okay let's move on

fire pistol the reason I said pistol is the last thing you had in your hand that way we can just aim and shoot okay and then do a Dodge punch Dodge a little longer hug the left side you'll be safe and then I think what you got to do is climb up here that will force the shambler and clickers and Runners also climb up that way and once you make it here you're safe okay

yeah I think what made this fail and I'm going to actually going to play around with this here I think if I climb up at a bad angle they they do that I don't even have to open the door I'm going to turn around and see what they do because I've never had this fail up this way they do it very slowly that's what makes this work

I don't know why it failed the first time

get your brick ready oh God that's close and then just go you should be okay it's very loud in your headset but just this is the movement okay fire Dodge punch Dodge have the brick that we picked up at the end of the restaurant in your hand it's for a runner that can sometimes be there and then go if you die

if you die that's that's the games fault okay I swear I've never seen it fail doing this over and over I'll do it a couple more times just to test consistency yes it's their inability to like oh God I was close its their inability to follow close by taking the stairs is what makes this work again

and we have that brick for the off chance there is a random runner in our way like that so we'll see if this works this one will be iffy let's see now we're good we're good so I guess it doesn't matter how you climb up there they refused to take the stairs they prefer spending like 3 or 4 seconds climbing that's what makes us work

I've never been grabbed their I don't think this is going to work now it works it works right one straight through and then we'll move on so it's not that performance intensive and you just saw the success rate of it despite the fact that failed a couple times here you don't have to

if you want to play it safe or you have very little help write about their checkpoint and then the left side

how much is there a acid that's funny there's a note right here okay you got to watch it so when you're finished going through the door you'll have Sprint make sure you collect the alcohol and the crossbow don't accidentally collect the note okay you can do that by like pressing yourself up against it and then going so alcohol notes and then we go and then

run off and then when she lands restart checkpoint places this little further and we get some Sprint store on the side of it she's not facing forward

their restart checkpoint and then she gets Sprint back again it doesn't place as any further but she gets Sprint back and then you're going to want to do a Dodge Crouch into another

and then check that your guns are reloaded right here I think the variable rifle just needs to be reloaded now again that brick for is if there's a runner randomly in our way when we run past the clickers on the boat let's say hypothetically that we used it okay hypothetically there's a free brick right here right there and I think there's some other ones too some

around here whatever okay when you get here there's a way you can throw this so that it breaks this glass but also breaks the glass on the top there it's not something you want to take time lining up it's like this

get a bottle before you go and then climb up if you threw that perfectly this this glass would also break if you notice it doesn't just use the bottle on that and then Dodge through their okay but I'll do that one more time maybe I can get it to work I've noticed if you aim

a little bit lower than it works for some reason like right about now that was too low it's something I don't really think about while I'm doing it okay just like there there there there there there I think that works you can kind of hear glass shattering but if you're not sure just get a bottle on the Shelf before you leave okay no I missed

it's no biggie cuz we can just do that and then Dodge forward and you don't have to leave here with a bottle okay we're going to be giving a free Bricker bottle later on that doesn't waste any time okay when she lands or just before she lands restart checkpoint and then run this way it's in pitch black so when you gain control of her run this way and again it's okay it's okay that we don't have a breaker bottle right here 441 that's what you should have right here or

skip skip

then we're going to Sprint forward leaving

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pause it's very very slow very slow but this I'll be brief here cuz I did explain it once before the strategy isn't as simple as just like jumping across it's not like that when she gets to the very edge you lose control of her you want to hold the left stick in a direction besides forward and then jump okay I think this is better seen on my controller on the right

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you're the pistol is the last thing you had in your hand before you come down here don't go off to the side because that will kill you and there's no checkpoint okay the checkpoint is technically as she's falling but not like that okay so pistol in your hand punch this way and then Dodge that way and then as she's falling the encounter begins already you got to watch that I do recommend punching off the ledge because she just takes a while that first

listen to the second one it takes a while Dodge off the ledge and then Dodge to the right that works best for me okay I don't like this part because it's very random but here's how we do it by her off a shot and Dodge then we're going to get the pistol bullet that's their reload it

and that should be good so that technically looks like it delivered damage it actually didn't once the triangle prompt is through and this little cinematic takes over you are invincible

that's just there for the funnies but there's something else that can happen let's see if I can get it to happen this is what you want to have happen that would actually lose you time compared to what I'm about to show you

no it didn't happen again basically what can happen is the very moment the triangle prompt is finished they'll swing their Hammer at you and it actually knocks her off of the door but the triangle prompted the

triangle door lift animation finished so you'll actually get knocked out of the animation but the door will be open and then you can run to where you need to go it's really good

I'm sure I'll be able to show that off to you at some point but let me as far as like getting the door open that was perfectly performed so let me go over the basics of it first of all fire off a bullet with aim and then Dodge into a Sprint and then you want this pistol bullet right here I collect both of them if you don't reload it there reload it right here and then swap to the crossbow now if you sprint past this corner right here you'll get spotted so you want to start

dive into another prone dive a little bit before that corner okay so like you'll think you're reloaded it but then you didn't so make sure it's reloaded and then swap do a dive into a dive now this headshot right here make sure you're aiming to her left because I've had it one time where like that wasn't a headshot one time I lined up

headshot perfectly and then it like it said oh it hit her shoulder it's like fuck you game no it didn't so make sure you're aiming at the tippy-top of her head okay and then you want to go right here stand in front of the door and then head shot her here we go watch this see it's finished it's finished so that's what you want there isn't really a way to get this on

okay and then when you get this dodge climb Dodge when you land and then pistol bullet boom I'm actually trying to think of you need the pistol bullet there I don't know if you do but it doesn't serve you any purpose going faster than that let me go back and I'll do this a couple more times this is the last thing in this video so I'll show this off a little more yeah

she just eventually sees you

standing there and she'll react two different ways one like with her head moving this way and another with her head like moving this way okay just React to what you see like aim at her even though she's not there and then just put the reticle where she is as for if you want the rest of the enemies to know you're there based on the noise you make or her vision I don't really know I just know you want to be standing right around here so when you let go of him oh it's not going to work

okay so that didn't work for no reason really I think I did sit somewhere for a little bit whatever ya all your movements have to be consecutive but that's that's another important thing right there once you get the headshot you want to hit triangle on that door as quick as you can okay it's like the priority is making it through if you happen to get that trick that lets you skip the rest of the

door animation that's a bonus okay for record it's pretty much required but you don't want to do this area over again all right so make sure make sure all of your movements are clean up just to feel safer later

I'm very surprised at that one cuz that one was really clean I think this is this is just the part right here you don't have control over that was all perfectly performed let's do it again

ignore the brick ignore the other pickups crossbow Dive Dive film and then and then go for the door what happens next is up to the game

exact same thing and I got like about his different a result as you could possibly get okay doesn't make sense running

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turn it all the way here pistol pick up into a jump into a dive that goes into the cutscene yeah I like that stuff it's it's it's it's very random as you saw but when it works it's a thing of beauty or there's like four cutscenes to skip here so just skip it skip skip skip skip this is where I will stop for this video

that was a lot to go over that's Abby day one there's a lot of big Encounters in that part there's Home Depot the rail yard the sunset Chinatown not even just the whole chapter just that big building with scars in it the forest the two parts in the forest and then the big seraphite and then the restaurant the restaurant finicky

you know there's a lot to think about with that restaurant if I'm going to pick out like one encounter in this entire day one that's like the most important I would say it's the restaurant one because you know you need to keep track of your ammo before during after there's all the different things that you saw that they can do it's never just going to be the same two times in a row and yeah and then there's the

painting of The Hammer hits there's it's a lot it's a lot but you know a lot of the top Runners are able to are able to do this cleanly in my I believe it is my in my Abby percent and full game records I had basically a spotless perfect run all the way up until the end of day 3 you know will eventually get there but day three is the worst

we're able to consistently you know perform these areas the way they're supposed to be performed so it's doable is what I'm trying to get get at so yeah practice practice practice practice practice practice practice practice practice get all this shit in your head and yeah we'll do day two next video take care happy speed running happy learning bye

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