

(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 6/8 (Abby Day 2)

hello and welcome to Part 6 of this Last of Us Part 2 remastered grounded speedrun tutorial today we're going to go through the entirety of Abby Day 2 which is not as long as you might think a new day one was going to take a while but day two we have the skyscraper Ascent decent and hospital that's it so let's pick up where I made the last save file and we'll go so to start out we're just

I'm going from point A to point B all you want to do is make sure that all of your guns are reloaded cuz you don't want to have to worry about that later all right there's no Hammer Tech Movement we can do because we wasted it on that big hammer that we got just right here make sure all your guns are reloaded pistol crossbow we're also going to go this way we're also going to climb up these things like like this if you climb up in the middle you'll climb but if you step really far to the right you'll do that

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do you want to climb them in a way so that she steps up instead of climbing see the lower elevation here so like that okay everything is good and reloaded we have to worry about it we don't have a breaker

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closer okay then you want to jump off of here the moment you hear her land restart checkpoint places us a little closer then right here I don't think you can a little bit but I do recommend doing is when you get right about here

jump and then you can just go there okay that alcohol pick up you need it but it can get a little tricky because there's a note right next to it so make sure as you saw right there you don't accidentally pick up the notes okay so you're running through angle the camera that way a little bit and pick up the alcohol not the note then we're going to come back here and then

I'm going to get this crossbow right here and then transition that into like Dodge punches I don't know where this is going to places we need to pick anything else up just crossbow into Dodge punches and then Dodge make sure you don't fall into the water you're dead if you do but halfway falling down onto the concrete right here the encounters going to begin and this is easy

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I like to do as soon as you can move her I like to stand her up break the glass Dodge and then start spinning that's just me like that because you mainly don't want to break the glass crouching see how it takes her a while to start moving so I like doing this stand up break the glass and then go ahead so he won't hurt you and then when

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maybe hit it again so you're so the jump is a Sprint I'd say that's the hardest part right there that very ending part because you'll be holding Sprint but she's not in a Sprint yet so just make sure that she is when you do that jump cuz you can sometimes undershoot it is what I'm getting at okay right here

here's the free brick I was talking about just pick it up like that and move on did we get it right here literally

in our way it's super easy on counter that's all it is the Chandler won't ever like spray acid at you or anything that's literally all he'll do good for your cousin

get to his left and then go otherwise I'll climb up first so you want to beat him to the punch all right instead of going through the door right here you can do that if you want but this is a little bit faster and I mean a little bit faster and just like before don't accidentally pick up

note okay you want the ammo then you're going to come over here break the glass and I recommend you do that because if you accidentally like you can I you can like fall down pretty far you don't want that okay over here give me a little tricky pick up the ammo it's a new gun pistol it's basically an LD Diablo Mass circles so you

put it away real quick and then do avoid dying over there possibly I break that glass and then go through and then what I do here I swap from pistol to El Diablo I call it an El Diablo again it's a hunting pistol

this way we don't need the crossbow right now so hunting pistol shotgun and then if you're able to if you use the pipe bomb earlier on the shambler if you felt like it this is where you reload it once and each time you reload a craft it each time you craft it you can't craft any right now cuz I have three and you have two at a time so the next time we use it will be able to craft some we craft pipe bombs two more times for a total of seven that we have

we use a lot of pipe bombs okay on the Rat King in the stalker but we're going to use them in this next encounter so again you want hunting pistol shotgun variable rifle if this goes right we only end up using hunting pistol pipe bomb bottle okay if everything goes right but you want the shotgun in case of an emergency I prefer keeping the shotgun as it's not required as an emergency in the overpass in day 3 that's just me that's just emergency

this fight is probably the worst encounter in all of day 2 if you can believe it all right at the top the encounter will officially begin and here we go the worst thing about this the worst thing about

this encounter is how do I word it there's four enemies to kill and you can't empty your inventory from this point forward do not touch the variable rifle we are going to use the remainder of our variable rifle ammo on the Rat King okay so do not use any of it which means you have hunting pistol a shotgun which I still prefer you don't use and save for later

a bottle and two pipe bombs yeah you're allowed to use two pipe bombs in here okay hold on one second yes you're allowed to use two pipe bombs if you use one here like let's say you only need to use one here what will end up happening is

literally end the run with a free pipe bomb okay so if you use a second one here it won't it won't what's the word it won't end up affecting the Run sometimes you have to again the worst thing about this encounter is the way that the enemies move is completely random completely random okay

so yeah we're going to do this a bunch of times this is the ultimate improvisational area but the movement for what you should do is is the same

that's this area just down to a t okay if there's one thing you have some control over it's what you should do in the very beginning okay get this movement down got a pipe bomb in your hand and at the corner

of this rug do to Dives okay

they move that way it's weird but if you don't move up that quickly then they have time to like

move over this way and you don't want that either see so there's something about doing this get this in your head okay do this now results are still going to vary after this but this will give you the best chance to be able to do some good work with your weapons

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now there's two the enemies with guns two of them are guys and one of them is a girl I mention that because the girl is always the woman is always going to go into the room to the left like the office like you see that glass area over there the woman is almost always going to go over there so you like that was a good one right there

and then you go that is it right you can pause to make sure like when it restarts it's a restart checkpoint and encounter when it just goes to checkpoint then you know the encounters finished when you start here you want to run all the way to about this corner right here and then start doing Dives okay and then you just assess sometimes an enemy runs like all the way over here

what time is there's one walking over there sometimes he hides behind there this is what I like to do most I like to be hidden and then throw it and then and then show myself and then they do that Flinch they're like hey that keeps them flat-footed and then I like to take this one out with a hunting pistol and then I right here I just assess what I'm giving I could throw another pipe bomb I could throw my brick if I see two enemies are on the ground I'm just going to kill them with square so yeah

play it again if you only use one pipe bomb here you're actually going to end the run with an extra pipe bomb if you can believe it so using two here is not the end of the world but yeah that's pretty much it again I recommend trying to stay away from using the shotgun if you have to that's okay but I like having it for the overpass where the gas station is

is it a gas station I think it is yeah and it's like the second to last enemy encounter in all of day 3 of Abby on Star Island it's right before Haven it's it's a rough area and having a pipe on there can really help it's not mandatory but it can help you actually have it here yeah you'll have if you use two here you'll have one for there but you won't

I have one for the last part which you don't need so yeah two pipe bombs you can use here but again let's see what we get I'm just going to and then I would prefer to not have the machete but it's not a big deal but yeah that was good sometimes I'm just going to keep going until we get something

these are all working pretty well I prefer not throwing them through the glass I prefer not throwing them through the glass because and maybe I can show this through the glass the bomb changes trajectory okay I have always preferred if I'm giving the opportunity

to do a manual throw on the ground like this so I'm just going to wait you should have stayed awake or bottle you got to pick this one up before you go okay you got to pick that one up before you go

also with regards to the Dives notice I'm doing the kind of Dives where it's like Sprint then Circle that's because when you have the pipe bomb in your hand see she's not doing them because she's like lighting the pipe bomb so you want to do the higher loud ones like this just like that and then

you should have stayed up and then a kill yeah that's good I'll do this a few more times just to show you some weird things that you can get right they're all standing up that way so I'm going to just a really speed things up

you can do that again I'm pretty sure like there was some very recent discoveries lately where I was able to for free saved two pipe bombs and I'm like where can we use them where can we use them we use we can use an extra one here that one is required the two the second one is one of the two and then I'm like all right we have one pipe bomb where can we use it and I couldn't find any

we use it I'm like what about the what about the very last encounter when everything's on fire in day 3 and I'm like no I'm not there so if you use to hear you'll have one for the overpass and that's really all you need so basically what I'm saying is if you use one here you're going to end the run with one and if you don't use one in the overpass the end with two but I can't think of a good

I'm about to use it you can safely use to pipe bombs here okay I'm just going to go I'm just going to go

that's that's checkpoint and it places both you and Lev further like right here just some more things I can think about with that encounter sometimes you're just giving enemy alignments that we haven't gotten yet that just you know will require sometimes a guy with the machete just keeps running towards you I like to use a bottle on him and then use two but just know if you use a pipe bomb through the

glass it's going to change trajectory like I've had it where the lock on works it says when you throw it it's going to hit him it goes through the glass and then it just misses him okay which should never happen with the lock on so unless he's like behind the table or something I recommend just doing a manual throw on the ground you know I want to I just just because of weird things that can happen I just want to do that

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on write the enemies were very far apart and it barely got anyone hold on I just want to see something I want to load this one up no okay never mind I just want to do this a few more times OK Google

that got all three I don't even intend for that to get all three but what I'm doing with the timing is I'm throwing it and then right before it explodes I'm revealing myself to them a little bit before it explodes that way they're flat-footed and then the woman in in the office room with the gun she's still reacting to me so it's an easy shot but you saw sometimes she's way in the back sometimes she's right there

there's like three different spots she can be okay but just master that movement right there what is this see and that was just because the first

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and then aim at her and she can be either right here right over there or back there sometimes the guy with the machete without stopping runs this way huh hey I see her and then just does that it's this is another one of those spots you can never practice this area too much it is the ultimate improvisational area okay

he's just got a gun they're all going to be right there what's this look at that beautiful and again if you have to use a brick or bottle pick this one up before you go the encounters over all right now I'll continue just do exactly what I do in the beginning with the pipe bomb and the promise and then work with it

okay you'll see what you can do now I only use one pipe bomb for this sake of

tutorial I'll show you I should end the run with a with a free pipe bomb okay just to just to show you okay the very moment you can aim or move as Abby restart checkpoint and that place is US quite a bit further and then the movement speed here is very slow so we're going to do this and then

hit the triangle prompt at the top because if you hit it as early as you can and she'll start climbing the ladder a bit slowly so right there okay this area is equally as sucky okay even though we can do this area from a restart checkpoint I don't prefer doing it this area is just weird okay I played around with it enough to know what I'm about to do is still the best way to do it but it's still kind of sucky

and I'll show you both ways to do it because when I'm about to show you won't work from a restart checkpoint okay if it doesn't work I'll show you

that was perfect that was perfect so I know what you're thinking why the hell did I get alerted as early as I could that's because when you get alerted then the enemies just kind of they go to a certain spot consistently and none of those spots include angles that they can hit you okay so this is all with Sprint held down you don't ever want to let go of it

now sometimes there can be a guy with a shotgun right here sometimes but that's very rare you want to get that alcohol before you go and if you've taken damage anywhere there's some health right there you want to pick those up and then you want to punch this woman because if you break her when her son is finished she will fire a bullet at you and Miss she's but if you punch her she'll put her gun away

and take out a melee weapon I will show you that beer that's pretty much it the movement in the beginning is the important part is you got to do like that now this doesn't work from a restart encounter okay I think there's a guy with a shotgun right there so it just doesn't work very well

did you see how many extra enemies there were when I when I was doing all of this I'll focus on like the non-resistant encounter Strat for now but the back of strategy isn't there is a backup strategy it's very different but it works equally as much if I can remember it

no I think I do it's one of those hopefully you never have to use that strategy you know so yeah let me think I already showed it off before I do it I'll show you I'll show it off one more time because every time I want to practice it I have to go back from the like to the previous spot there's no

is there a checkpoint okay so first thing you do is you sprint you don't just Sprint to the ledge you intentionally Sprint close to them so they hear you like that okay you want to get alerted right away get out your Bricker bottle just in case there's someone in your way right here but then you want to put it away

in favor of a melee hit because then what she does and I will show you this she puts her gun away and takes out a melee weapon kind of comedically too so that's how it should look okay Sprint is held down pretty much the entire time you don't really worry that much about you know refilling your Sprint for that last Sprint away you don't really worry about that this is another area you just want it to work first try

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by the time she gets it I'm already gone okay so if you were to ignore her or throw a brick at her she will shoot at you the very moment that she that she's able to okay but if you punch her for some reason she will take out a melee weapon realize you're too far away and then take her gun out but by that time you're already long long gone okay that point you saw there was an enemy with a shot

down there that was that was close but it's something you have to react to again I view that more as a rarity sorry I was going to say that it's more of a rarity but as you're just running forward it's something to look for okay cuz he has a shotgun with full health you are dead if he gets a shot off on you and make sure you practice these I can show you

Civics of these crimes when we do restart encounter strategies but this is the strategy you want to lock in your head Sprint towards them get alerted right away and just keep climbing these ignore her machete there is nobody here alcohol health and they're all punch at her Dodge away and go and again she will be like no you're not supposed to do that whatever

most of the time she will put trust me okay most of the time she will do that okay that's the strap it's not that difficult right this is the backup strategy say something really bad happened you died whatever blah blah this is the backup strategy it's basically being quiet in the first part okay so you stand up you get alerted right away and you want that woman with the bow you want

that woman with the bow to go away so you still want to get alerted but we're going to do this quietly or like Softly

she's got a bow you need to wait until she moves onward before you start climbing that's why we do everything a little bit slower so she has moved I don't see her then we're going to go now remember that enemy with the shotgun I think he's right here yeah this is going to be bad that enemy is there almost 100% of the time so they're they're odds are kind of flip FL

when you're doing it the first time he's almost never there you saw it sometimes he's there but he's almost never there when you do it from a restart encounter he's almost always there so I like to use the brick on him even if it doesn't look like he was he's there he was there he was just in a spot you couldn't see it first okay so I like to break him and then go but you also need to collect that alcohol before you go okay so again just stand up climb climb we're not holding Sprint we're waiting

ignore her and where is he I think he's right here oh God was just about to hit him I didn't say this was good okay from her

normally when you make it to that part where the wall isn't there anymore you're supposed to see him right away okay this is why I stress you want to get this area on the first try otherwise you got to deal with this RNG don't you see it's working just great right now we're going to go and where is he where is he he's right

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else we can do we need to oh God she did know but that these climbs can be a little bit finicky I just want to climb up here this one can be weird so you want to make sure you climb it correctly so that's where he should be

list of the time okay again this is just a backup strategy this isn't like I know most of the time okay we're going to do a restart checkpoint for this encounter because it makes it easier or something not here you want this to work first try otherwise you got to deal with this crap okay but we don't have anything if you move too quickly she's just going to hit you with a bow okay and you want to crouch right here

you want to crouch right there because that shotgun guy is supposed to say is supposed to be like in a different spot he's really trolling me this time so you supposed to be right there that's what it's supposed to look like that right there okay

that I will show off again yes thank you for finally giving me what I want but God's sake slowly you don't have to

worried about her when you do it the first time and then right here you want to crouch right here because the shotgun guy is supposed to be right there if he's not that means he's right just to your right right there we get the stuff we need we climb up we're not worried about Sprint preservation you throw her a punch and you go on okay

terrible

it's one that you never have to use let's go back to the main strategy Scott

and I have to show that one off because what I do here won't work with the backup Strat okay it's two completely separate things I don't know why it just is seriously complete opposite Sprint and Sprint close to them like that

okay is shotgun get here he is wholly random if that happens go buy a lottery ticket okay I'm telling you right now if that happens go buy a lottery ticket oh no I died back abstract

who's there okay I really don't but I'm just telling you from what I've seen and played around with if that shotgun guy is there doing the main strategy I need that fucking alcohol I'm probably dead now I need that I don't know what else to do there I really don't want one more time

should

not be there if he is if he is when your timer is on and it is actually your first try go buy a lottery ticket all right my record doesn't have that happening for full game and Abby percent

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I wanted to I want to show this off a little bit better what can make this area strange is will just enemies guarding the exit where they're not supposed to be so if that's happening there's something else you can do the the complicated this part of this ends up happening with that alcohol pick up what you can do and this is part of my full game Run and as you can see this isn't part of the route but when you first enter

call Island there's a quarter alcohol right here okay if you don't want to pick up the one leaving the the ascent that I'm talking about right there with the health you can pick up this one and then you can just craft whatever you need to craft right here it's alcohol so it would just be for a med kit it's not for it's not for a pipe bomb at least I'm pretty sure I would have done that before the ladder climb

yeah right here yeah it would be for an alcohol it would be for a medkit not for a pipe bomb so it wouldn't matter so you can pick that up there and then as you can see right here you have some free time where you're just doing nothing so yes if you don't you either don't want to pick up that alcohol that's there on the table

or you just aren't able to pick it up you can pick up that alcohol at the beginning of Scar Island day 3 and then you can craft the medkit that you need right there okay that'll be for later basically don't pick up this quarter alcohol pick up this quarter alcohol it won't mess anything up okay so let me do this area from a restart checkpoint to show you that it's probably a little bit more doable than you think if you don't have to worry about that

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still going to crouch here in Casey's whatever I still need to crouch there in case the shocking guys there but what I'm going to do is just stop

oh my God this game the fact that she can even just do that if I just hang here a little bit longer the alcohol you're going to have

higher chance of that strategy working trust me there's nothing fucking better I hate that part yeah I was just remember to collect that alcohol in the car door as for this video as for this part the shotgun guy shouldn't be at the end when doing it the first try period

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where the hell is that shotgun guy coming from I swear to you I swear when I'm doing this in a run he just isn't there maybe it's maybe it's one of those things where it works differently in the Run versus doing it from a load file restart checkpoint over and over again it could very well be that

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that's it and if you have just about this much health left leaving here that's okay all right that's okay put some practice into it find what works for you but that's basically it okay it sucks but that's the one thing if you leave here with almost no help at all it's still fine that's why we're able to get away with some things like this but definitely 100% the only reason this is becoming like really weird is that shotgun

die at the end is either there and you can throw it at him or he's hiding behind that wall for both instances of doing this yeah so if you want to crouched at the end when the area opens up a little bit I almost might recommend doing that but we got everything we needed here all right what we're going to do see that wrench right there we're going to pick that up and then we can do hammer swings but with a wrench and right here

traffic light bomb OK Google

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you can do this okay so when you're doing when you're doing this make sure you don't accidentally jump off their right then you want to go here Crouch under here get to the right of it as soon as you can so you can just keep doing these little jumps it's faster and then two more minutes and then just go okay

how you feeling do a jump and then I like this strategy if you hold up and left here Abby will like climb over the top there saves a lot of time and movement it's pretty funny all right we're going to crouch and then go through and then do a jump and then when she lands right about there there's a checkpoint we're going to go here

I'm going to make a save file here and then you want to move faster than live here if you want to overtake and climb up the left side because if you climb to the right sometimes the game blocks you so climb up as far to the left as you can go and then your movement is restricted right here so what you want to do is Dodge off the ledge and then jump and then go across like this okay that can be a little tricky you don't want to go first okay that's very important

forget about the the wrench swings here just dodge into a Crouch stay ahead of him like so and you can do that there but then your movement right here is restricted see that so you just want to make sure

you're good I'll go back one more time and then basically when you're balancing you want to be crouched then when you're on flat ground again you want to crouch and zoom and then when you're balancing just be

as for this you just got to get ahead of them get ahead of them if you can't get ahead of them just get ahead of him here so if you try and zoom here she goes she stops so you just want to do that and then when you get here you want to zoom in she goes a little faster

Heights Never Scared me right here let go the ocean but you are actually balancing her here and then climb up the ladder now this checkpoint right here which place is both a lot further is on dialogue after love is done talking right here right there focus on me when it's finished do that now the reason you want to do this checkpoint normally we would do it right now but watch this I can't do this

she's

I hate them and now you know why I hate them come on

it's all supposed to happen you don't have to ascend Sheila send herself right there this is a cutscene and just like a bunch of other times while the screen is black you can actually move Abby forward like this you see if you do nothing she's right here but if you hold Sprint and forward she's already like moving so same thing just going to go from point A to point B here nothing to pick up

watch your Hammer swings because sometimes right there you can just break the glass like this so just watch your swings okay to avoid that consistently if you start your swings right about here you'll avoid the glass so start them early

okay now I believe we're short a little on Hunting pistol but that's okay from this point forward we we pick up like two different things of hunting pistol ammo and we use it later

and then come down here skip cutscene this part for me is more fun than anything so I like right there I like to do a Dodge and do a Crouch right there so you can go through there when the area opens up you can do some wrench swinging not too long though otherwise you'll

stop that it's so short-lived you don't really like have to okay now for like the actual encounter in this part this part for me is fun so this is what I do there are many different ways you can approach this but this is what I do let me make a file here okay

something like that okay something like that one goes for

that's another thing to mention right here so what I like to do is right around here I like to let go of Sprint so right behind that doorway is a stalker and he will always 100% of the time go for a grab even though you can't see him he's there and he will do that every time no matter what you do outside okay

so that's one thing you want to like time your Dodges so that you avoid the swings and that but to avoid a swing on this guy like you can do that it really is up to you what you want to do here okay just know if you sprint the entire way

I really prefer not doing that that's just me so what I do when this stalker stops running right before I let go of Sprint get that right there is more what I prefer doing here that was a good one so I'll do that

okay it was this one so I Sprint forward this stalker won't worry about you but then I stopped spinning right about there just as he's about to stop moving cuz he always runs to the same spot and if you notice he'll do like a hey I see you animation so then he's not attacking you right away so then you

focus on this one in the doorway maybe it's a grab Maybe

a punch or whatever and then I just keep moving forward all the way until I get to the doorway here and then I do a Dodge because he's going for a grab okay and then you go that's the way I prefer doing it all right so just a couple more times so let go of Sprint

he ran past me despite the fact I was touching him so that was weird okay that isn't going to happen in a run I've noticed that happens sometimes when you're restarting and counter but when you do it in a run that doesn't happen Okay OK Google I think the longer you wait to stop sprinting

you don't want that so let go I don't think I did it right now it's a little tricky this is one if you want to find something that works for you by all means do it but I like to

let go of Sprint and then do that okay that's just me just know that's how that area works okay if you stop spreading at the right spot the stalker will be like alerted to you instead of throwing a punch right away and then on the left side of that doorway a stalker will always go for a grab the moment you run past it okay

after that what you want to do with that is up to you okay but let's keep going okay so right here Lev is actually really slow so what we're going to do is run this way and level Sprint into the room if you just go into this room and just wait under here love is like

so what you want to do is run in here and level like burst into the room so what I like to do basically is just like touch that wall right here or table and then just run back it's

if you have to so this is

and you don't want to do that but you have to hit the bottom right there and then hold forward and then she'll land and an encounter Begins the reason I mentioned to hit the bottom of the fire hose is because of this hold on all right got the clip I don't need I don't need noise I don't

I don't need a game audio just watch this and then she died the reason that happened is because I was sliding down sliding down sliding down sliding down and then I tried to anticipate her stopping and I hit Circle

when she was here she was supposed to be about there okay so notice when she stops and then hit Circle or whatever button you have Circle binded to you know Crouch button I guess because if you're even a millimeter too high she doesn't survive the fall okay it's dumb I know but that's just how it is okay

and then if you hold forward when she lands she staggers forward and then an encounter technically begins and we're going to restart checkpoint cuz it stands her up and places are a little further okay so this is weird your flashlight goes out so it's not explain all of this in a bit

heads up and then you head downstairs oh I'm glad I made the file okay so this is a weird strategy just know that is basically the fastest thing I can do there okay

okay you move across this thing and I think know you don't have infinite Sprint but it lasts long enough for what you need to do here okay right here you can either choose to go through that door and then to the right or you can cut the corner and jump onto the concrete here it's a little bit faster and then you want to dodge forward and you land right here now normally falling off of here will kill you but if you dodge if you

her body has to be facing forward so I am right about there and then I dodge and then as she's falling you hit Circle and then she'll land on this thing right here and then when you're able to move her again you restart checkpoint and it places her a lot further down the building okay it's a very weird strategy but that is how it works okay so jump across their land their aim their Dodge forward hit Circle in midair and then aim again when you can aim again that's a check

play a very weird checkpoint this is pretty self-explanatory aim forward Dodge and then Dodge again she'll move a little faster if you can turn her around but it's not that important okay it's a weird strategy there isn't really anything you can do here to move faster not that I know of anyway so you have two options you can either jump over there or just come over here but right here

I'm going to do it but if you don't hit Circle I think it was no okay you don't have to hit Circle but if you don't hit Circle she'll take forever to stand up again and this is weird look where we are okay there's no way out of here by the way once you're here you're kind of stuck here thankfully you get a checkpoint because I guess I guess the checkpoint is dependent on like verticality or something

and then aim

play Fast Forward hit Circle that way she stands up earlier I don't even know why the checkpoint is when she's able to move again it's so weird it's so weird but then you restart checkpoint and you instantly go left and then you do a wrench swing off the ledge I've had it occasionally where I don't survive this one where am I oh down there I guess

she she almost always makes it I'm guessing she won't make it if you don't where am I Jesus Christ it's putting me in a different spot every time okay fine we'll go back a little Dodge helps there just to prove you don't have to jump over there but I still prefer it

just try and get that down I think of you like Hammer too early oh yeah she ain't making that oh hello yeah that's what happens remember the Rooftop in day one where you can either ride the Rope down or you can Hammer swing across this one isn't as inconsistent as as

the one in day one okay this one will work for you I think I'll move on after this this part right here should be harder than like the second part okay so again I like to jump onto there and then do a Dodge over there and then name the moment she can aim restart checkpoint practice that okay it's very easy to do once you know what you're doing but practice that okay

and then Hammer swing off the ledge there we go and then Dodge forward don't do it too early or else you're dead and then Dodge off the side right there I'll do all of that one more time but that's literally it so you take an area that is kind of difficult and we turned it into one that's not so bad but I I agree it's weird jump that way Dodge this way oh boy oh boy dodge forward

and then hit Circle in mid-air make sure she's facing forward if she Dodges sideways it won't work that's why that's why I aim there okay just one more time and then we will move on we got Rat King waiting for us later it was actually one more room after this

Could not understand audio

play flamethrower that checkpoint right there she always lands really hard so and I could even do the checkpoint earlier than that this next room is so much fun I enjoy watching it all the time okay that flamethrower was going to overtake the spot in our holster where the shotgun used to be okay you don't have to worry about that right now

the next time we see the shotgun is either never or at the end of day 3 okay so once the triangle is finished when this door is halfway open the encounter technically begins okay and this is one of my favorite spots we're going to swap the frame rate to 30 and do this

and we're safe at strategy has never failed me but watch this let's put it on the highest frame rate so what happened

will frame rate affects the bloaters first step isn't that strange so when we're doing this everything's the same but then the bloater starts moving right there if you have it on 30 FM watch his first step he's so much further behind us now

and we're good I'm pretty sure this is also the case in 60 I'm pretty sure let me try this oh yeah this isn't going to work oh he's rushing us yeah there's no way that works a way around this I'm pretty sure if you don't want to swap force

I think that'll work let's see okay yes that can work too but this is so much easier so go with a higher frame rate and run to his right or just swap it to 30 and just run straight for the door see super easy

the logic makes no sense it puts a smile on my face every time and you're good all right the movement for this is very easy getting off of here is finicky so what we're going to do as soon as we can move her move right and Dodge right don't bother moving the camera and then when she's in mid-air hit Circle so she doesn't land violently and then she can go through the elevator right away

the movement looks like this I'll show it a couple times but Dodge right and hit Circle when you land and then all we need to grab is that canister okay that's all we need to grab so you don't need to grab that I don't know why that's there but just make sure it's a Dodge

if you don't Dodge she'll plummet and she might fall in between the the elevator so make sure it's a Dodge now when you do this from the previous encounter and not from a checkpoint you'll be able to get around lab for right here Dodge and if you don't hit Circle you'll see I I can't move her right away so you want to hit Circle when she lands

and then when you get through here you just want to grab the canister and that's it and then you move on I will do it from here just to show the exactly

anyway

that's the movement right there and if you keep holding Sprint here you'll actually have Sprint out here if you let go of it you'll lose it but that's not that important because we just need to slide down here and then like maybe half a second after she lands there's a checkpoint right there and if for some reason you don't have a brick or bottle you can get one for free right there but we already have one so there's no need to worry and here

which I know for a fact they are just saying I love doing that right now as for what else is up there hold on I should mention this this is good if you're just like starting out and stuff just know those crafting ingredients

when we got out of the elevator was all you need but if you want to go further left yet that you don't need there's some stuff over there that you might find even if you're like really

no one Health and you're scared you can break the the the the the the vending machine right there and get some free health but if you're if you think you're low on ammo or whatever you want to be better

prepared for Santa Barbara for scar Island again we have the bare minimum that we need we're okay for like the fastest thing possible but if for some reason you want to play it even safer there's some more stuff to your left it's just a little slower to pick up just know that right there is all we need for

professional speed run and a free bottle right there for some reason you lost it or had to use it somewhere you can use it on the stalkers if you like Alexa

Could not understand audio

as early as you can and just walk through this is a bunch of nothing right here okay but the moment you start climbing is the moment that they noticed you so don't try and climb closer to here all right as you can see we're just waiting hey Google

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play still jog for a little bit see how she can jog for just like a little bit it's worth I guess it's worth doing all right skip cutscenes skip cutscenes there's nothing here I was nothing you can do

thanks

Could not understand audio

all right

there's a checkpoint that gets both of you a little bit further if you don't overtake Nora Nora walking to that part right there also triggers the checkpoint so one of you two hitting that point on the ground triggers the checkpoint it's faster if you do it though like I just did and then the same thing is right here again this is as fast as you can move so little

the reason you want that one is just so you can hit triangle earlier so all of those are going to rush through those a bit I don't know where this is going to place me but oh God I don't normally do this but hold on so basically just start doing this little bunny Hops and get ahead of Nora but same thing with

if you notice I jumped up on a crate to the left and then I jumped off on the edge just like with every other jump I've been describing don't jump off earlier than where the ledge is okay that's that's important with this just keep doing some jumps and then climb up the side here and then jump off the edge I might not be able to overtake her nope this will show off where the checkpoint is see right there she just hit the ledge and

that's where the checkpoint is a little bit later though let me do all that one more time it took me a while to figure all this stuff out what's going on let's do this one more time I think you get it

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is a checkpoint and then don't get don't block her because Nora needs to be close to the door to for the triangle prompt to show up okay now from here until like the very end Abby's speed is very slow but we lost our melee weapon when we got captured so we just got to do see this is a running speed so the entire time we got to do Dodge punches it's faster than her default running unfortunately you should be used to

okay

is this doesn't save a lot of time but when she's through squeezing through their it stands up and you can start moving again some all right right here very hidden is a hunting pistol bullet we do need this

okay so again from here we get that and then we continue on our way

Could not understand audio

it's going to be flamethrower ammo and an explosive right there hold down triangle to pick up both of them will have time to reload the flamethrower later

that will start and encounter and this is easy it is not frame rate related it's nothing you just avoid the beds and Sprint for the door and you will make it every time or I'll show you what's waiting behind you

you got time you got time so it's super easy don't go over the beds just run around them plenty of time now this one's interesting we're going to run this way and then look to the left the moment gas appears on the subtitles that's the checkpoint and she'll only do that when you're looking at the big hole in the wall okay so right

their gasp if you have the camera pointed down or away she won't notice it it's not dependent on where Abby is standing it has to do with the subtitles okay and she'll do that when she's looking at this doorway so look at it as early as you can restart checkpoint in this place is this way further okay totally worth it and then start doing Dodge punches this way will worry about am

Could not understand audio

okay so since the last time I ran this game there's a lot of new tech that's been found for this fight and I loved it despite is not one to fear all ready set

all our other guns are reloaded we know that for a fact okay I like to sleep over the first bed and just ignore the second one super interesting so when you when you hit X in front of this wall right here and the cameras in a little bit you actually hit a checkpoint and when you restart checkpoint not encounter are checkpoint holds forward and X you'll squeeze through the door again and I'm sure you're thinking like that wasn't faster what was that for the Rat King will now have less Health when you fight them versus if you didn't do that restart checkpoint why that's a thing I have absolutely no idea but it's definitely a thing okay so remember that one just as you're about to approach that door that that hole in the wall to squeeze

restart checkpoint at places you right there it forward and ex again and then squeeze through the door again right now I also make sure the last thing I had in my hand is the flamethrower we go this way so the next time we aim it'll be this gun okay

someone to chat just said I think that's because the racking is easier if you fail it but I could be making that up I think you're making that up because we can die and do as many restart checkpoints as we want once the fight begins and he still has the same amount of health so it's something about doing it there that makes it different I don't know why that's a big head

scratch your moment and it's it's so weird anyway okay because it's still showing checkpoint and encounter the checkpoint for beginning the fight which makes it easier is the very moment we can move her again from here now remember make sure the flamethrower was the last thing you had in your hand so the next time you aim it's the flamethrower

we're going to restart checkpoint I'm also going to update to say file okay I'm going to swap the frame rate to 60 because and I don't really have a way to prove this yet but definitely when part 2 remastered launched about 11 months ago compared to when I'm recording this video unlocked frame rate made it

so the flamethrower just did less damage in general compared to the lower frame rates and it was because of that and yet

it's not any more powerful on 30 versus 60 but unlocked kind of broke it I honestly don't know if they fixed that via patches or not I honestly don't know so just for Superstition sake I do this in 60 each time okay but as for the strategy it's a beauty I came up with this one not too long ago

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okay so there's a lot to that first of all I want I love that strategy so much I want to show two things right off the bat first thing is the frame rate difference so look at when the Rat King first reacts to my flamethrower like first starts like saying oh no I'm on fire in unlocked actually hold on

did they might have to fix this I don't know did it pretty early there yeah they might have fixed this in the past we noticed this was a thing because it took the the racing like maybe half a second longer to react to the flamethrower which made us realize oh it's doing less damage because as a side effect

strategy

your bullets will do double the damage if he's on fire compared to if he's not on fire okay so when he's lit up and charred each bullet will do double the damage compared to if he wasn't so you start out with this can you keep moving back as you can see by the Flames behind him the flamethrower has some range to it ok Google

then you throw a pipe bomb hit him with a hunting pistol and then you unload on them with the variable rifle ammo that you still have and you go until right here now what happens when he starts severing his body he becomes un on fire okay you have to reignite him again now the reason I was moving backwards that entire time I'm firing the flamethrower I'm throwing a pipe

play hit them with a hunting pistol and then I shoot them with two or three variable rifle bullets why did I do why am I doing that backing up that's because I'm going to check point myself later on the checkpoint is when he's able to move again okay so that's about right there the checkpoint is right there when he is able to move again you can hear it and you can probably count out in your head

now the reason we do that checkpoint is because where's my where's my flamethrower ammo it was there last time it turns out the flamethrower ammo is there when you do a restart checkpoint halfway through the fight now what else

you have to run to a certain spot by the time the Rat Kings starts moving again and that made it so it places us right where we needed to be again let's treat this encounter in halves shall we just like we've been doing Master this movement just

Could not understand audio

all right I guess not like you allow the fire to continue damaging him a little bit but I don't think that's the case whatever if you did the restaurant properly in the previous video you'll have four bullets here okay and if you want to make sure you have enough when we exited the elevator just like I don't know 15-20 minutes ago there's some variable rifle ammo there if you want to make

sure you have enough okay but anyway like I said just Master this part as for how long you should fire the flamethrower for it's all about a sense of feel to it okay you just I'm not counting I just feel like okay I fired enough can you play store and then just be warned if you use too much flamethrower ammo here

you might be short the next

it's time you fire Adam okay just be wary of that so then what you want to do flamethrower in hand run this way right about there is where the checkpoint is if you do it too early it's not going to place you in the right spot so because I'm standing right about here when the checkpoint is hit you restart checkpoint and we're right here and we're by this room to the right that we need to be so immediately just start firing

empty go over here and get a medkit these two crafting ingredients aim the flamethrower whole triangle to pick up these two things and then fire and he's dead isn't that crazy and again there's the hunting pistol and the flamethrower ammo there and the flamethrower ammo was there because we did a restart checkpoint do I usually just wait until I'm empty before I start moving boom

I aim to get the flamethrower in my hand instead of using the d-pad and then I hold triangle to reload it all and then and then he's dead that's all you have to do just this is this is how you doing

you're not dead that's weird did I do something

odds that he goes down are very low so that's part of it one other thing I need to mention is after you're done flaming him I also might be a little short on the flamethrower ammo in the beginning 23 is kind of short but yeah if you're further away from him I think you'll deal more damage because I it's kind of a thing if you're too close to him he just won't go down okay and yes I would prefer

time to break through the left side of this room instead of the right and the way to do that is if you're too quick here like their I move pretty quick he's going to break through there and then you cut it kind of clothes so I think that's a side effect of using too much flamethrower ammo in the

but anyway a way around him breaking through the right side cuz I don't really want that is to do this so I aim and I just move right okay so that's the first movement right there I aim and I move just a little bit right okay and then I react like oh he's out now and he'll break through there and then just

it's one of those things if you put enough distance between them it's almost like the flamethrower is more damage at the end of the Flames not the beginning of it okay but yeah basically if you want him to break through just don't go into the room as quickly do you like that and then just back up do this from a distance see that

so putting all of that together it looks like this I don't think that was enough physical location starts moving again

all right waste the flames on them here then start going triangle reload it and then I don't know why he didn't go down with the remaining variable right

or later so if he doesn't go down I recommend leaping over the bed and then swapping to your pistol from this point forward we don't use any more pistol ammo so that's just something you can do we do this and unlocked just to test the frame rate theory that I have my guess is they probably

I still swap at the 60 just for Superstition yay there we go checkpoint and then you like that was good

every time you didn't go down you were aiming to his left every time he went down you were aiming top right it might be coincidence maybe you have to actually hit the heads on his body or something that could be part of it instead of just the Big Blob that he is could be I don't know

that was good and then flamethrower right about there you can hear him make some noise so you know where the checkpoint is and then remember don't move too quickly otherwise he'll burst through it I don't know if I need to show this off again

but yeah that's pretty much it one more time this fight is not as bad as you think and again the reason you want to do the checkpoint strategy is because then it saves a bunch of ammo that you would have used otherwise

run this way right about their restart checkpoint then go into the room get that that that that that and then keep some distance

pay attention to make sure you disperse the flamethrower ammo the first time and the second time you use it don't use too much of it in the first one so you don't use that much the second time all right make it so you have like maybe anywhere from 24 to 26 fuel remaining for the second time you fire okay and again that's all based on feel because the heads up display is disabled right when he's dead the encounter goes away so it's restart checkpoint and it places you right here

use this time to reload your hunting pistol and then sometimes if you if you used to pipe bombs in the ascent the first seraphite encounter you would craft it right here the reason you would craft it right there is because would you guys mind if I did the fight again you have to see it one more time too and then I'll update the save file

Could not understand audio

dead that's it it's easy it's easy okay here we go so if you used a second pipe bomb in the ascent you would only have two pipe bombs now this is where you would craft it you would craft it reload the hunting pistol you would craft it right here because the stalker you can't like you can't go through just yet see that

in this case you just want to get close to the door you don't have to worry about what order the guns are in just yet so you would do that right here and then go through and then go because we don't have to because you need at least three pipe bombs for this Strat right here okay so either you have the three that I have here or you go from 2 to 4:00 but if you forget you're going to be in trouble you want

but if you don't just wait right here wait a little bit and then go here's the other thing you want the pipe bomb to be the last thing you had in your hand you can technically adjust your backpack right here but Watch What Happens you don't want to do that so make sure before you enter this vent you have a pipe bomb in your hand that's all you need and if you thought

the Rat King was easy oh just wait as soon as you can move her right there soon as you can move over restart it doesn't matter which one just restart checkpoints I guess watch this

she is doing something I've never seen before her punches are supposed to be more dramatic than that she's throwing like random Haymakers Washington

and then a break I have no clue what was up with that one and then and then you leave if you'd like there's a shotgun shell right there and some rags and alcohol right there but that's just if you like okay there's nothing else really in here that thing of alcohol was dropped by him he's not

do you normally want to drop stuff but yeah there's some stuff in here if you'd like that's just optional the better thing to do would just be to leave okay that one more time

he reacts to it and then he blows up and then in the like blowing up animation he's able to be punched kind of like he's stunned by a brick or bottle you do that three times then you actually hit him with a brick or a bottle and then that should kill him if not just keep punching him okay

that's pretty much it but there's some timing that I don't know what was going on in the beginning the first rule should be obvious don't get too close to him otherwise that happens or if it doesn't kill you you're stunned by your own pipe bomb also don't throw this first bomb too early because then it might do that okay so run around this thing and then throw

and then get close to him throw a punch keep mashing throw boom do it again and then do it one more time right there he's doing that again I've never seen that before today anyway

throw a punch do it again you'll see when he does that you have like that much time it's right here you have like you have like that much time to throw a punch because it's not just a punches you don't want to do those the punches she's throwing she's throwing after the

throw a punch throw another punch because then you just too far away from the door

it's too far away from the door if you'd like free shotgun shell if you like not necessary though okay see you one more time I usually keep Sprint held down the entire time

pipe bomb punch brick punch and you should be dead already make sure you're not too close to the pipe bomb when

you go for the punch otherwise it'll kill you or push you back and then yeah one more time just cuz this is the last thing in this order pipe bomb

punch Wally stunned pipe bomb again punch Wiley stunned pipe bomb again punch while he's stunned Brickell there we go and then you leave that's it make sure she's not throwing normal punches I still don't know what that was all right

I'm going to pick up nothing you need to check we're just going to go you don't got to worry about Emma period

we get to the next outside portion just like the other two times

okay and then at some point another cutscene will begin and then you Skip One More okay now we get to some basic movement here

Crouch and zoom because we're forced to walk and then try and try and get yard to push you just a little bit and then we just go on the wall I've never seen her do that but as long as you keep moving you just want to kind of keep her in front of you

let's go stuck on everything go to Santa Barbara has to go through the door live the door up here that's slightly open Yara has to go through it before you so you just want her to keep moving and then when she goes through you can go through I love this strategy right here

there's no checkpoints right here I just I just love the logic of this so I'm going to do it properly first and then go back and show you something so we're going to swap it to 30 FPS and do this crouched okay you got to pick up the toy and throw it twice and then trying to do a dialogue prompt for Yara and then you can leave

I'm going to pick it up and throw it kind of throw it on the ground and also try and keep it in front of Alice so I didn't do that quite right yes she's kind of dirt out a little bit do you want to throw it straight on the

ground so it's still in front of her and then you want to try there and you progress the area

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if you do this on either 60 or unlocked the toy gets like what is it it gets like a 1000 more Springs in it if you will watch this hey Google see that

the higher the frames the farther the toy goes so when you're doing this 30 FPS do it while Crouch and just throw it on the ground have the camera pointed all the way down and like back up while you're throwing it ok Google

pick it up move backwards and then throw it it'll stay in front of the dog like every time once you do that you can swap the frame rate back to whatever you use

and then we move on can't move on until you do all that crap okay another funny thing here I will show off if you hold down I want to not do this you know I'll show you how to do it properly once

why do you think he did it now so this dialogue only triggered in because I didn't hold down aim at the very beginning this is still the fastest you can move here okay once they're done talking you can start running again which is faster than Crouch walking and then you try

that's about as fast as you can move there what can happen though if you hold down aim at the beginning that delays their conversation notice how they're not talking that's because I'm holding down aim the entire time now that may be funny because it's all going to start up again later but

what is it you can't run until they've started until they finish their conversation so then I let go of it now it's going to start up again but you can have it happen at the same time as their conversation here listening

isn't that funny so even though that's funny and I love showing off funny things what you want to do because that's not just a funny thing you can't run until they're done talking so basically Crouch and then hold down aim like back to back that way they get this conversation out of the way and then when you hop down the stairs you can start running

Could not understand audio

and then one more cutscene as far as I'm concerned this is the start of day 3 so you're going to call it there so that was Abby Day 2 over all it's not that bad but those two Ascent encounters with the seraphites a living nightmare that one encounter in the office which you can use to pipe bombs on I used one because I didn't

I need a second and that outside portion which failed more times today than I've seen it failed in like years of practice Yeah I didn't do any any favors trying to show that off but yeah like I mentioned there if you can't pick up that alcohol before you leave that outside section you can pick it up at the start of Scar Island on that little

car door it doesn't lose you anything and we need that for another medkit we really do need it we end up using like we end up potentially using like two or three medkits just in the last portion of day 3 it's it's rough it's really rough but yeah as for The Descent and onward it's all very doable and easy if you can believe it

and yet we have exactly as much supplies and ammo as we need so yeah day two isn't that bad in the grand scheme of things the ascent put some practice into the ascent and I also just thought of this I'm

trying to think that brick pick up I'm pretty sure hold on let me just think for a second

yeah the Bricker bottle that you have in the second seraphite encounter in the ascent if you don't use it there you could use that brick in the stalker part if that's giving you some trouble because you're giving a free bottle when you get to the bottom of the building anyway so some things you can play around with yourself but yeah that's it for this one look forward to the next one which will be day 3

witches it's a doozy but that's it for this one see you guys next time bye