

# **(Updated) The Last of Us Part II Remastered Grounded Speedrun Tutorial Pt. 3/8 (Ellie Day 2)**

hello and welcome to part 3 of this Last of Us Part 2 remastered grounded speedrun tutorial today we're going to go over the entirety of Ellie Seattle Day to all right so bye and we'll pick up right where we left off before Hillcrest which when

do you know what you're doing surprisingly is not that bad look at those loading screens it's beautiful and then did you see Ellie's Hammer teleport to her back the moment that happens that's a checkpoint restart checkpoint and it puts us at the top a little bit further hey Google

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okay now the movement for doing this is actually pretty simple we used to do a restart checkpoint here but now we don't I'm just making a save file okay you do this as many times as we want here we go ok Google

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I'm holding down Sprint that's because for some reason when you do that you're able to you're able to Sprint the rest of the way we do this a lot in remake where you'll hit triangle on something and then you keep Sprint held down and if you were to let go at any point you lose the Sprint but because you had it held down the whole time you

you have you got to Sprint there it's a weird one and there's like a certain time you have to hold it down I'm I'm holding down triangle for the door you don't need to hold Sprint there but when the triangle prompt goes away I hold it down and I keep it held down and she'll be able to Sprint if you don't do that she jogs up until right about here she eventually stops sprinting because that's when she loses that's when she loses what is it

she starts tired sprinting and yeah and you don't want to do hammer swings and then Sprint because at any point you let go then hold it back down it goes away there's not many areas that are like that in this game but this is one of those spots okay let's let's go back here so when you're doing this

you want to make sure you make a save file right here because this is basically like a permadeath strategy we do the area from here not from a restart checkpoint or restart encounter because the strategy Works a little better you're still able to do what I just did from a restart checkpoint but there's one and when Ellie's phone in the grass there's two enemies to the left one with the dog and one with a gun it's the one with the gun that you want to be a little weary about when you do it from here that woman is just a little

put further along when you do it from a restart checkpoint she's pushed back a little bit so you can still do it and I still recommend doing this over anything else this area the strategy is changed a lot we used to do prone Dives all the way around like circle from the right we don't do that anymore we use a rifle bullet in a in a drawer to our right when we start we don't get that one we don't need it right this is the best way to do this area funny enough though it's not 100% consistent

the way it can fail is you get to the door and then they see you out of the corner of their eye but trust me there's no better way to do this encounter than this again so I'm going to keep loading up the save file from here and doing this just so we can do it one more time and then I'll do it from a restart checkpoint just to show you some things that can go wrong cuz like I said there's

then right there

make it here there's some Randomness cuz sometimes sometimes the enemies sometimes the enemies you know they'll be walking forward and then they'll just randomly when enemies are like like walking forward sometimes they like they'll like I don't know they'll they'll walk backwards for like 2 seconds and then turn back around they're walking patterns are random sometimes they can do that here and spot you at the door I'll also show you

what happens if you sprint should be held down right now like the entire time and this is what happens if you don't hold it down see that she's she's jogging and even if she was sprinting if I even just did this she would lose it okay so something you got to make muscle memory once the triangle prompt goes away keep Sprint held down the entire time all right let's go back all right let's I'll start doing it from a restart and counter

just to show you just for to speed things up a little bit here just to show you things that can go wrong here besides what I mention about the enemies randomly turning their heads okay well first of all we don't we don't want to do is like stand up okay you don't want to do that that's why I recommend Dives and you can start spinning once you're in here but you got to be closer

to the left wall okay so right away Dive Dive Sprint but be close to the left wall and then go through and then right about here so the corner of the wall you want to stop spreading their I don't recommend doing like a jump into a dive I recommend just doing Dives okay

right about here see how from a restart checkpoint she's a lot closer to you she's pushed back this way further if this was from when she first drops into the area she's a lot further to the left so that's why we don't do a restart checkpoint here but yeah if you go to early your spotted that's the same for even if you do it from

without a restart checkpoint okay when you get to the wall you start sprinting that's pretty much it and like I said you can still do it from a restart encounter you can still do it from a restart encounter you just you just have to wait here a little bit longer

so if the area fails for you the back of strategy is still the exact same strategy you just have to wait in the Tall Grass you just have to wait in the Tall Grass a little bit longer okay that was good but did you see the randomness of them turning their heads and they spotted me at the door

nothing you can do about that the Strat is the Strat okay we'll go back to do it from here to that spot in the grass is not a race because even from here you're still waiting for that one woman to move and I still look at her to see if she's looking in my

let's go make sure you're to the left start your Dives right here I'm looking at her she looking my way period she is so I'm going to hold up a little bit I need three Dives and then one big dive that goes into me standing up and then it's not going to work she takes a while let's see

no it didn't work but I got to tell you something there is no reason that didn't work it's just something that can happen it's unfair the universe is unfair okay it's all unfair all right that'd be a disaster but again

doing it from here strategy is the same you just have to you just have to wait

you're a little bit longer see if she's looking my directions so I think that's long enough and then go I think I'll move on

Sprint is held down and we're just going to go then you can start up your Hammer one more thing to mention there it's not the area isn't any more consistent doing it from the beginning versus doing it from a restart encounter there's

no increased consistency with one or the other okay it's just them turning around and spotting you at the door it's not because you made noise they just happened to see it with their eyes okay it's not any more consistent or less consistent based on if you do it from the beginning or from a restart checkpoint the consistency is the same but yeah that's how you do that area it's pretty simple when you see it done like

and yeah we'll keep going smooth it over here

when you let go it depends on how risky you want to feel also I mentioned with framers I'm not going to show it you just got to trust me I mentioned this earlier the higher the frame rates the the faster you push and pull stuff like this okay so this is one spot where the higher unlock frame rate actually saves you time because you're actually pushing this faster than if it were in 60 FPS

regardless jump off at the very edge here now right here we obviously keep going there's a trap mine right there we're not going to we are going to pick that up eventually but we're not going to pick it up here it's a little bit like out of our way if you skip picking it up here you can pick it up it's placed in front of you right before the first stalker encounter in the second half of day 2 and that one

just a little bit more convenient to pick up we actually pick it up while we're sprinting so she picks it up just a teeny tiny bit faster all right so we're going to skip that one for now and then right here when you hit the stairs I like to jump and do hammer swings like so the moment you make it through that door there's a restart checkpoint this one it places you like right here but

places you in a specific spot that just makes us next strategy a little easier it also refills your refills your Sprint to to watch this is how you do this strategy the moment you can move start doing Hammer swings then the moment you make it through that door that doorway you start spreading the shambler here is you right away and then you just go normally you do it

there's a checkpoint that refills your Sprint and it also well it doesn't despawn the enemies fun fact that I'm pretty sure they can't come out here but that restart checkpoint mainly refills your Sprint

what are you doing

just felt like showing that anyway besides me getting hit that was well-performed so again what happens here is we start our Hammer swings as early as we can like right about there that will make it so we can serve Sprint and then we start we're able to start spreading the moment we make it through the doorway the shambler he will hear you right away and he'll go off to the left now what does

does getting alerted early makes it so we can leap over the table really fast as well because if we're not alerted by the time if we're not alerted and we leap over the table Ellie doesn't slowly also that happens so this this is this is really good strategy and it looks like this again start your Hammer swings right away

you'll start spinning right here shambler will hear you he'll go to the left you can leap over this table faster you just got to watch out for this Runner just do one Dodge and run past you're fine checkpoint right there right there checkpoint that refills your Sprint we're going to do that a lot during Hillcrest restart checkpoints even though it doesn't look like it's placing us any further it's refilling our Sprint okay make a file here again so we start sprinting then the moment we hit the

bottom of the stairs start doing Hammer swings that gives us and you don't have to dodge cuz your Sprint kind of outrun them and just like before I get a little bit past that car you start spinning again

just like before I do like a Dodge and then you like the beginning of Capitol Hill I do a Dodge and then a non-spiritual longer because we eventually have to pick this up it's a left holster we only need one gun in our right holster but we

we need we need the second left holster and then make sure before you go through here you have the shotgun in your inventory cuz then the next time we aim the gun it's going to be on Boris the stalker and we're going to use this shotgun so that from the moment you pick up the left holster you got to hit left left on the d-pad for the shotgun and then go through okay it's kind of like the end of the subway where the last thing in your hand needs to be the bottle the last thing in your hand before you go through this doorway needs to be the shotgun okay cuz then that's the next thing you aim you don't want you don't really have time to hit left left and then aim is Boris starts as a text pretty quickly stalker's name is Boris by the way now the reason we start our Hammer swings at a specific spot right here is mainly because when we get to

what's the top here if you're not doing Hammer swings Ellie will react to the explosion that you heard okay and right now she's tired sprinting so that's the main reason why we do the hammer swings there you get to Sprint for a while but doing a hammer swing when you make it to that point skips that animation so like so just keep going

it's all right about here climb without Sprint held down then hold it back down and then get this get the shotgun go through right about there when the camera changes and you start hearing Boris there's a checkpoint saves a little bit of time you probably noticed that the bottom of those stairs

there was an arrow stuck in a guy's shoulder or whatever you don't need that Arrow okay you don't need it you do not need it so right there restart check points and this fight super easy as long as shocking was the last thing you held in your hand aim and shoot and then go for the bow now there's a thing here super easy fight right

you might notice when you hit triangle two different things happen one like here Ellie just goes for the bow another thing is Ellie kicks the body over onto his front and then picks up the Bell it's how we lands and you don't really have any control over that we've tried but yeah the Ellie just going for the bow is a little bit faster but there really isn't anything you can do to make it so that happens consistently just

nothing to point out there hold down triangle pick it up we got the bell with the one arrow in it and then the very moment just like that one

now this is interesting I get asked this a lot like what goes on with the like why do you fire an arrow here you are incapable of moving you are incapable of moving or doing anything until you fire one arrow with the string pulled all the way back and it hits the mannequin like watch This Ellie right now as infinite arrows

I guess she doesn't I didn't know that was a thing let me see some regardless you want to I didn't know that was a thing anyway you want to the fastest regardless of how this actually works what you want to do is this

because like you can actually stock up on arrows like that firing at the ground you don't want to do that firing what I did right there is the fastest thing you can do but it's also for there's another reason for it too and then we're able to pick that up because it doesn't it doesn't break but watch this I'm still not allowed to move isn't that weird it's not because I'm not getting the bullseye the string isn't pulled all the way back I fired three arrows I still can't move I still can't move I can't move I still can't move

still can't move where are all these arrows coming from still can't move still can't know I can she still has an arrow to fire by the way what's this hold down triangle and she picked all of them up six is the most she can have here isn't that funny so you can actually use this if you want to stock up on arrows and you do that again by like

one two three four five and then like the last one you fire be like with the string pulled all the way back but yeah surprisingly we only use I think I believe we use three arrows the entire say I'm just saying if you're just starting

now and this is good this is a good strategy for casual use to if you if you want to max out on arrows here just keep like flimsily firing them at the first mannequin and you'll be able to like max out on arrows but this is all we need right here all right just fire it this one with the string pulled all the way back and then go and then as long as you hit them

you got to use that you got to take that arrow and now we have we have two arrows right now and we pick up a third later it's literally on our way it's for free so when we first meet the seraphites so yeah I'm just saying right there if you want to max out on arrows for some reason casually not confident in your speed running abilities yet that's a good spot to do it just know it's not as fast as what I just did

there and thankfully the arrow Ellie has plus the one she picks up from the mannequin is all we need okay right here it goes from a checkpoint to checkpoint and encounter right about at the spot that I paused and okay Hillcrest we do this from a checkpoint because we can start moving right away I'm going to do the entirety of Hillcrest and then we'll go back to this point right here

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very lucky that she didn't think that's good enough for these checkpoints just a refill Sprint

that was like a backup Strat what I did there but that's more normal

Hillcrest is not that bad okay so the first thing we do we're going to be crouched walking this way and we're going to time our Sprint right at around the spot you see that woman get behind this okay see if you sprint too early she sees you she's got a gun and then that hurts so you want to wait until she gets about right

there and she's already committed to leaping through that window you see I don't recommend doing Hammer swings down here it's just you don't have to but you start doing them right here will you get used to this movement you keep moving and then write about their start up she's already committed to going through that window then right about here start doing something this is just we're not conserving

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but I personally prefer doing the Dodge prone like I showed earlier the that remember she dies further I personally prefer doing that the first time the reason I do the hammer swings

the reason I do the hammer swings up until here is I personally feel like the enemies miss their shots a little bit more when I do the hammer swings if I'm just sprinting which you're allowed to do here I'll do an attempt to just sprinting the whole way the hammer swings are faster than this okay but I've personally found that if I'm just running

okay it didn't happen there but I've personally found in the past that I get shot a little bit more if I do exactly what I did there okay so we'll go on after this one

I'm just going to go in the very moment she gets on this hill right there it goes from checkpoint and encounter to just checkpoint so very moment you see that restart checkpoint and then your placed immediately into this encounter right here

and again it looks like this now it's not that simple

by the way the awareness indicator flash always goes off but you're never spotted all right you don't want to get spotted cuz that will carry over into the next area and I know I I talked a lot about you know letting go of Sprint for leaping and stuff to refill it but right here you actually want tired because and I don't think I mentioned this yet full Sprint speed your footsteps are actually louder

compare it to tired Sprint okay so when you make it here you want tired Sprint because then you're actually just a little bit quieter and maybe I can show that off if I like if I'm sprinting see that right there thanks for doing exactly what I wanted game so yes tired Sprint when you get over here is actually part of the

Prodigy now from here Sprint held down the whole time you basically want to run to the right of this table to the right of this table but not too far like you want to be touching the right side if you're too far to the right this guy will get you and then other people will get you

so just about like this just like that and then there's this guy you get him you get this brick right there cuz we're going to use it in the next part and what I do that because picking up things is very slow you hit trying and then you jump right after

set the speed things up a bit if you if you're worried about getting spotted when you land here something else you can do the only a tiny bit slower is you can leap over this table like that same result very similar speed you can do that it's perfectly fine now if you don't have a brick or bottle you can use that one I'm trying to I don't know if this will work actually let me see

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what happened there is that woman gets spotted and then the rest are alerted there's a checkpoint right there that ref

Sprint and she's on the ground already so it's a little bit faster and then right here the moment she lands the very moment she lands there is another checkpoint and this is where this area can get a little bit okay so the Strat again is this so this speak this area is probably the most complicated part if you can believe

3 enemies run down the stairs two with melee weapons and one with a gun you want to hit the one with the gun and she's usually the second one that runs downstairs not that one not that one that one and yeah but there's as you saw

and if you keep moving you don't even have to dodge you don't even have to dodge but yeah they're walking patterns are very different each time mainly because you know the first one comes downstairs the second one is kind of crouched on the stairs and then see that would just if that happens just restart checkpoint

you'll know if you need to dodge because they'll be very loud you know and you can also just dodge up the stairs because it's about the same speed but yeah so my rule here is if you can lock onto the one with the gun it's it's a woman with the gun the other two enemies are

and the one with the gun is a woman if the if you notice your stairs and the woman is coming down the stairs Bricker sometimes she like stays up there or even moves back if that happens wait to throw it until after you've gotten on the stairs and you lock onto her okay so I'll do this a few times let's see let's see okay but it's still works

I'll do I'll do this as many times as I feel like go go go go go go okay I don't know what they're doing now that was weird not normally this weird OK Google

if you don't have an angle you wait until you're on the stairs and you get her okay see if she's right there we're good we got her if you don't have that angle just wait for the throw I got her and for some reason they never swung at me I think cuz I was always moving

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jumbled together I think you got it however there is one thing to show you notice how I held the entire time when I did that if you let go of Sprint when

do leap over and then hold it back down after she lands she won't have just a little bit of Sprint refilled she'll have all of it which is kind of weird I don't really know why they do this is like the one exception to the Sprint rule like in theory with the with the time elapsed from when I let go of Sprint to holding it back down I should only have like a little bit of Sprint but it gives it all back so if I go back here

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okay the very last part of Hillcrest this is where the game doesn't give you a choice you have to kill these enemies and it looks a little like this you got anything as long as those two got burned by the molly the very moment you had shot this one restart checkpoint and it puts you right here now

close to dying from the molotov what you do from here one of them drops a medkit and they're almost always standing right here so you pick that up and then go now so I'll explain this now I guess I'll go back and show you the specifics of that area but it's a very weird thing if you enter the door if you enter the car right away it's actually slower

and the reason being is it skips all that come on so that works in our favor it's like 2 seconds faster see you again if you just enter it right away

it skips all of that so what's the timing pretty much as soon as Jesse has done talking and you can see him like be animated here the moment he like stops moving completely see watch right there see how we like freezes right there so the timing is like this see how they shoot the back window like right away

so that's

and we lose no time at all it's a great strategy and then when you get right here the Strat is you have to hit you have to kill you don't have to you can actually do nothing and you're fine but you can end the area earlier the sooner like the moment you kill your

Jesse will eventually start the car on his own but the moment you kill your third enemy he'll start the car right away and you have infinite ammo here okay so the strategy is to headshot three enemies as early as you can and you do that by pretty much recognizing their walking patterns there's a guy in cover to the right and enemy that rushes you from right away and an enemy way in the back those are like the only three enemies but you want to go for

shots but the aiming in this part is like really uncomfortable it's similar to Joel hanging upside down in Bill's trap in the original the aiming feels horrible here but you just try your best one if you can replicate that you'll get a gold okay

that it's a little bit faster than hitting Square to kill him and then you don't have to do anything else after this you got to take a trying to remember if you have to take out the two enemies in the back I think you do I don't know it's grounded and there's nothing else to do so I do but yeah then you got to kill the driver and that's pretty much it but let's go back to the beginning of this so watch this well I'll I'll do this one more time

and the very moment you had shot you're good and you got the timing okay so this area remember the beginning of the school and I mentioned the woman in the back that we line up a rifle headshot this way it's two head shots for one bullet well we don't do that here but remember that

in the back one Peak until we turned the camera the same thing applies here it's very strange watch their just movements watch this guy goes left this woman crouches to look at the body or something and those two guys go their separate ways and they're this far see that watch this

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is there and I guess that would make sense cuz they improved like draw distance and stuff like that okay so ignore what I just said I literally just figured this out so it used to be a thing where if you never turned the camera these enemies would never start moving that is not the case in the remaster okay so I was going to say like the strategy you want to do is equip the arrow and shoulder swap right here and do that right away

put to avoid that but you don't have to avoid that now you just do it because it's the fastest thing to do okay so disregard what I said that's very interesting trust me that's a thing in Original Part 2 okay so we don't have to worry about that so first thing you want to do turn the camera Crouch hit left to have the bow and then you're going to want to shoulder swap because yeah

so turn the camera Crouch and then do that if you practice nothing else practice that part right there I got the one on the left and then you do that you want to make sure you're not too far left

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and that's why you want to move right away cuz if you're late if you don't do it in a certain Rhythm you that'll happen cuz watch this if I do this correctly you see how delayed she is the one that does like the



whoa and then she'll be aggressive but you have all that time to line up a headshot

something you can also do you know is this you can also do that but just know the the hammer will break at the towards the end of day 2 and then you won't have it for the rest of day too and all of day 3 and you know it saves a lot of time with movement okay

but that is an option if you're out of pistol ammo which by the way notice we're out of pistol ammo but if you seen the Run we use a lot of pistol ammo later and hospital and stuff when you're riding in the car with Jesse you're given infinite ammo which means every time you reload the gun you have as much ammo as it can carry which is a 6 Bullets I believe yeah every time you reload the gun in the in the car at any point

you have Six Bullets and then every time you reload it goes back up to six at the very end when like a clicker crashes through the windshield and you have to get rid of it the game reloads for you automatically and if you had shot it twice you'll enter the second half of day 2 with four bullets that manifested out of thin air but you know it can be tempting when we get there to just

fire the rest of the ammo you don't do that okay you have to get the clicker off of you otherwise you die but make sure you don't fire any more than two bullets okay so anyway again just practice this movement right here get really good at that okay make that muscle memory

the rest is kind of easy it's this the movements

and it was because I wasn't aiming directly at his head I got the one on the left shit again like don't overthink it okay just put it right about here and then go you have the string pulled so hard that the arrow will literally go where you put the radical it doesn't have enough distance to drop any further

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I guess that's something else to point out if you got to recognize that they both died from the Molly if they don't I don't recommend doing this I love the fire effects in this game I love it anyway yeah if the Molly doesn't kill them I recommend just redoing it redoing the area because again you really want that hammer the rest of the way

so 100% that happened because I underthrew it all right really Chuck that thing all right all right the very moment you had shot and you're sure that they died back their research checkpoint like I mentioned get the medkit that one of them dropped hit triangle after Jesse's done talking and then like I did before so right here it's how I did it before just

play your best to headshot them okay in this order one two three if you missed there's a guy right here instead I'll do that again I don't know what's going on here but I've had it where like

a radical is perfectly on their head and it just misses I'd recommend when doing this I probably had a checkpoint holder I'll do this again I recommend aiming for like their mouths or something

you don't have to do anything here

but it is fun to just practice your gaming OK Google to be totally honest I actually don't know if you have to do anything here I think you do regardless it's just good to practice for funding to make sure I'm good period

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all right I'm going to make a file here cuz this this part of the strategy this part of the area is very important you have to do this you have to do this forever you have to kill that enemy or that clicker you have to if you don't it bites you and you die but what you don't want to have happen let's see what this place is ok Google

I want to use those two bullets because watch when the clicker hits the windshield watch Ellie right there she's reloading her gun okay so the game will give you full ammo on the pistol here but if you don't hit your head shots still not dead see how I'm empty right now notice how

this is what I was talking about if you're empty on ammo here the next time you play as Ellie after the flashback you will start the rest of day two with zero bullets okay so when she when she reloads right here you're given Six Bullets for free use the most of them headshot twice

the next time you play is Ellie you'll start with four which we use okay we use for the rest of the Run we actually use five I think at least four whatever so yeah what I usually do is I aim and I hold up right on the camera and radicals right on the head and that's that's what I did I aim for the top left part of his head and then I I just

that's it I think starting right there there's a checkpoint yeah right around right there there's a checkpoint you can do that place is a little bit further shit hey Google's

there are three actually one there one here and then one while the screen is black okay yeah that's Hillcrest if you notice obviously it's very difficult to area your first time playing but when you know what you're doing it's not that bad the entire thing is not that bad okay Motel flashback there's nothing really to do here you just have to

play wait for them to stop talking but what you want to do is have Tommy facing this direction you can't really fall off here the game doesn't let it happen but you want Tommy to Tommy will look in your direction wherever you're facing you want them to face the runner so he moves a little faster but also got some stuff on my mind if you get right here you know if you want to talk about okay it's not supposed to be doing that but you can like push him right there so where he needs to be standing to

start shooting so again I faced him this way and then I push him and he can be pushed when they're done talking and then I like to align myself right about here you're right about right there and then match triangle if you're in the right spot you'll just skip all of his dialogue right there it's kind of funny

so all of it I'll do it all in one and then we'll go back to each individual area

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boom boom and then the one in front and then there it has to do with less movement this one back here the moment you do that this one right here is kind of stationary and then this one is always just to the state of this thing and then there's these two which just line up one too so that's that's the reason I do it that way what else to mention about this this part yeah there's also very little weapon sway almost none which is good one in the back

do you want them approaching you in a straight line if you let them kind of get away I already hit the checkpoint if you let them get away it can become hectic if you don't do it in that order they're almost all running this way towards you I should mention also I showed this off in saravena if you shoot a runner

legs it will sever his leg and they'll start crawling for some reason it exists here too and that can prevent the end of the area so when you're shooting these guys aim for the upper half of their body because if you do shoot their legs I'll try and shoot the last ones lyrics off now watch this

he's crawling he's crawling around and Watch What Happens the moment he dies that's all of them see that then the rest of them spawning but it's make sure you don't hit their legs to avoid that okay

also the reason I'm doing it from here is because I feel like when I do this from a restart checkpoint it doesn't go as well like I'm here let's see damn it it's probably a checkpoint when I hit the camera

I feel like when I do it from here the pathfinding is a little bit different now it's mostly the same thing but if you do miss a shot it can become like trying to hit them see trying to hit them can be a pain okay so yeah from a restart checkpoint it looks like it's about the same

has to be taken out anyway but what I do here is kill him and then the moment the bullet hits on my restart checkpoint and it places us right here so we don't have to travel there it may not look faster but it actually is that's also one less enemy we have to take

all right I'll make a new file all right so then right away what you do kill that one and instead of dragging the reticle over here to get that one what I do is I do x and x so you can like the reticle over faster and then I do it in this order

and this is a good thing to point out normally there's supposed to be a runner right here he's over he's over there this Runner right here has the only thing of ridiculously random stuff in this entire area if you look for that one and he's not there what I recommend doing is that okay I don't see him so I'm going to reload

I still don't see him I think he's over there he's right over there hey Google

what's going on I'm glad you asked anyway so there's actually a strategy to despawn three of them I don't know why this is a thing but basically when you're firing the last bullet

like right here you want to be standing as close to this one as possible and once you've killed your last Runner you immediately start moving back and then there's only two more all right it's a very important strategy with this part so again this is the second part 1 2 2 go back here reload while you're doing it and then one stand all the way back

and then go back and look one two and that's it all right I'll do all of that over again there's nothing else really to mention when you're firing it from this far away the very bottom reticle is where the bullets going to land okay again I can show you but in order to really lock it in you just got to practice this yourself but that's the order I do it and those are the reasons why

and yeah there's that one runner in the second part that can kind of ruin things a little bit but yeah practice practice practice practice practice practice practice practice hopefully this is a good one here we go that was my fault you have to hit the red part 2

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the camera can get a little weird just realign it home phone if the other four if those four runners Aren't Dead this one won't be here that's how you know like something wasn't right

Could not understand audio

this off it's it's kind of funny the reason that restart checkpoint exists right there is because it's faster but you can actually go so fast that you softlock the game because Tommy isn't even in the third part yet the game doesn't expect you to be that fast so I'm actually going to do this again

this one's more to show you like that restart checkpoint at the end is actually mandatory it's not optional  
OK Google

me neither do you know what just like Hillcrest that might have been another thing that they fixed cuz I can't do it any faster than that before he would it's hilarious he would just stand there looking through his binoculars and then never ever ever ever move its a soft lock they might have addressed that and remastered that's another one that I didn't quite know about anyway yes the very moment the last bullet hits the last Runner restart checkpoint you immediately get I'm not seeing anymore and then you want to

push him a little bit better than that a little bit like that way it's not supposed to be that direction it's supposed to be yeah me neither more

funny and you trying to prompt but if you reload while you triangle prompt here just like that it breaks the gun there's no speedrunning benefit to that it just makes me laugh every time you do it just something to do while you're waiting and nothing's happened eventually overtake you and get to the left but if you play Smooth left here you can get him to push you a little a little bit it's kind of tough right there there's a cut scene right in front of the door we skip it and you do this now this is this is a

very very very very important strategy because if you do this normally if you do this sorry if you do this normally again this is your horse

you move at a snail's pace because of dialogue and conversation blah blah blah so this strategy that we do right here makes it so you take the lead singer so you take the lead right there and then when you get to the smaller paths here you end up going a lot

Easter the other way I think you literally get surpassed by a snail you go so slow but yeah how do we do this will Joel is immovable right here and now he's just blocking so what I do I do two Dodges once you get through the door you can start running then I get right here and I try and push him

that way the reason I do is because then he runs to his horse if you push him the other way you'll see it here he will instead walk slowly to his horse so more than like anything else just practice this part this is very important

that's all you need to do now this is important to mention that detail right there about him running to his horse versus walking I'm going to do something

I don't believe this was fixed so you can tell me anything when you was out just a few we saw from the river I'll double check I'll keep going a little bit maybe it was fixed know it wasn't fixed notice how they're not talking

though I think you're still a bit young for it and right here you're also supposed to be moving faster on the horse their dialogue isn't happening we soft locked the area if we tried to continue no triangle prompts would work because we broke the dialogue future restart checkpoints don't work either we can't hit a checkpoint and triangle prompts are broken even if we make it to about here so we broke the game

we're supposed to be moving faster on the horse and like I mentioned there's no check there's supposed to be a checkpoint right there that there isn't now so how did we do that will it turns out okay let's go if you leap over that first thing and Joel hasn't gotten on his horse yet you break the game so like this it's unfortunately pretty easy to do as well

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dogs stuck if you leap over that first thing and Joel hasn't started getting on his horse yet you soft lock the area and no more checkpoints can like I mentioned no more checkpoints can be hit triangle prompts don't work that's why I recommend pushing him that way when he walks that way he runs to his horse I know that'll work

Could not understand audio

Could not understand audio

get on your horse you don't have to worry about Joel just notice he's running and you'll be fine that right there was absolutely perfect if you push in the other way just just wait don't wait for him he can still overtake you if you don't move here but you don't want but yeah just be wary okay

Could not understand audio

grass restart checkpoint and it places you a little bit further go to the right cuz Joel's occupying the left come on and then follow Joel and then the very moment subtitles appear on the screen right there that checkpoint is dependent on subtitles restart checkpoint and I'm going to make a file here you're both off your horses like quite a ways further so definitely worth

and I believe the running speeds good I like to leave the horses here I like to do that it's a little bit faster I also like to climb up in that one spot now in order to get the dialogue you have to fall off here hit the ground and then climb

back up this way that gets their dialogue moving as quickly as possible okay so now what so there's actually something you have to do here you have to wait until 2 seconds after Ellie's done saying I'm up for it and then hit triangle because if you hit triangle any earlier

if you hit triangle any earlier Joel's all the way over there and then he'll notice this so the strategy Joel's being weird there too that's why I made the file I wanted to show that off the strategy is let their dialogue play out if you're up for it we can try cutting through that Motel

seconds after the subtitles go away it's actually about a second and a half but I don't like risking that happening so I do two seconds you'll see the desired result when we get there so this and this are about the same speed so it doesn't matter which one you do you got to drop down and climb up as quick as you can

so it's tempting but just wait here an angle the camera a little bit this way okay so cannot 2 seconds

it's like we were doing before instead of doing a dive we're going to do a Dodge dive do you think you can fit in there already you want to time it just about work your way around here

there is something to actually do here you have to stand right here right on the corner of the store because

if you don't do that Joel will be all dramatic is there anyone there is a nice looking place here know and then Walk This Way super fucking slow so what you want to do the very moment you gain control of her

stand right about here Joel will skip it and then start walking this way all righty you don't stand in the doorway you stand right about

grab that Rag and grab the spare pistol bullet that's all you need now you need to be near Joel and looking at him so he'll say I think I see a way through but we got Sports once he starts saying that you can go for that stuff we're going to end up crafting them all the time for the bloater now the very moment you start squeezing through this tight space the checkpoint is very convenient

very moment you start noticing Ellie's begin squeezing through the tight space restart checkpoint and it places us a lot further brick alcohol and craft a Molly it's really funny Ellie's like pre-designed to say I never this is just funny watch Ellie's arms

she always does that I never I never heard about this if you're in your backpack when she does that you get this so it kind of looks like Ellie's crafting

brick alcohol and go and the same thing as before the very moment right there the very moment you notice Ellie is able to start climbing restart checkpoint places us a lot further then what we're going to do we are going to acquire

pipe no yes that is not as fast as just going up here but we absolutely 100% need the pipe for this encounter have to it's it's not even Up For Debate because yes it's true is it faster to just do this absolutely and it is faster

will follow right away but we need the pipe for this next encounter 100% absolutely have to have you ever been in here before so we do that by keeping Sprint held down the whole time firing a bullet and then just picking up the pipe yeah and then you want to start climbing over as early as you can because Joe will only start climbing over when you do so you want to get up there

as fast as you can also it's a while ago the strat's very old but I believe there was also a reason for climbing over the left side we don't need all of this pistol ammo we end up just using it all on the bloater but if you break it you can pick it up like that it's just not as quick using let me see some using a gun is a little bit faster and it's free ammo at that

you don't need to pick up the other crafting ingredients this climb climb and getting the pipe that is about as fast as you can do it here

how many people went missing from Jackson and teenagers from last year all right don't get in Joel's way here by the way okay remember here I showed this off before now I actually haven't what is it I haven't actually we're going to spend a while here okay so if you remember the very beginning of this tutorial we started out a run in this spot Joel

to get alerted with the game still open and remaining open and then he won't get alerted the way he did when you actually do this in the run it's probably going to happen here because I didn't I'm recording this over the course of a couple days so you know what I'm going to cut this part out I'll get it to happen once and then we'll actually focus on doing this area so hold on

okay so I just got it to happen they're all chasing Joel over there just like I mentioned in the beginning of the tutorial once this happens once as long as the game stays open and it doesn't crash or you close it it won't happen in this area at least again so now that we've got we've got it to happen let's go over how to actually perform

this is a very good strategy but it's very specific and very important that you that you get this first try okay here we go

Could not understand audio

then we do that okay I'm going to take that recording and then go over it the one thing I did wrong there was the clicker isn't supposed to be like blown back by the molotov mollies are a lot weaker I think this is the first Molotov we used know we used one on the the rooftop of the school we use one on the rooftop of the school but

this is kind of the first one we're using on infected and it works kind of strangely in the original game if an enemy caught fire they were they were dead okay if a Molly was too far away from them they would like react and take a little damage but they weren't a little on Fire part 2 introduced The partially on fire mechanic where with humans if a mallet have doesn't hit them square and it hits them the molly

it's too far away from them they'll be like oh God oh God and then and then they'll start attacking again the infected are a little bit like that but when it comes to Runners if a Molly hits them square or Atlanta's close enough to them they can bust right away but if they get like the human equivalent of padding themselves out oh yeah we use them all the time in Hillcrest

that's alright thanks for telling me I'm a professional speed runner in Hillcrest you even saw it one time the Molly landed a certain distance away and they were like they didn't die they were patting themselves out Runners don't really have that if you throw a Molotov and it lands far enough away from them that if they were humans they would Pat themselves out Runners will run around for 8 seconds and then eventually die and fall over okay but that has to do with the initial splash of the molotov

Runners will eventually die as long as they catch fire a little bit from the initial throw what happened in the original and we did that in I remember right before graveyard we did this in the original Last of Us if you threw a Molotov and Runners like walked into the Flames they would eventually combust and die runners in this game if they run through open flames and Catch Fire they won't go down they'll be charred and burned and their one punch away from dying but they

don't go down all right that's why you want to throw this Molotov on the ground and as long as they catch fire from the initial Splash they'll go down they'll die okay clickers on the other hand are different if you Chuck them out of at them they don't die right away they'll run around for about 8 seconds and then die all right similar to Runners with them all the time that's just a little bit too far away but they still catch fire from it the

turn the Plies to clickers but that happens when you you know direct impact with a Molotov or throwing it on the ground and close enough to them you can never throw them out of at a healthy clicker and have it go down right away they will but like 8 seconds later so basically what you want from this throw and I time this throw if you

the moment Joel grabs the clicker I try and throw the brick against the wall about one second between sound effects so listen notice how that was about one second apart you hear like it's like a rhythm it's like clicker brick hits the wall listen again see that

about 1 second apart that's how I kind of time this then we grab the bottle and I'm lining up Joel will get alerted because he was alerted with the game open already previously now three runners 4Runners and how many are here there's five Runners and a clicker in this area in this initial area but we want the small top to hit 4Runners and burn the clique

but not kill him okay so this throw right here that 100% killed 4Runners what was not supposed to happen is as you can see the clicker right there he reacted to the Flames so there's a risk that he would go down you don't want that to happen I'll explain why later but yeah he didn't go down because technically the mall to have was too far away so when you throw the

call Tom you want 4Runners to die or die eventually and you want the clicker to catch fire but not die okay and then what you want to do is after enough time has passed use your judgment on this one distract the runner and the clicker that Runner that remaining Runner will go into the Flames as well and Catch Fire and that makes him one hit away from dying and so does the clicker being see they're on fire but they're not going to go down okay so that bottle

play distracts both of them and then you kill one and then kill the other now the order is supposed to be quicker than runner but as you can see it works fine the other way around too there is a reason you want clicker than runner that I'll show you and then you collect that Rag and collect any ammo that you can see and find there before the checkpoints hit and then you go okay we're going to

so this is kind of a you get one try there is a backup strategy but it's really really bad okay so it's very important to get this I'll do it successfully again and then show you why you need first of all if you get alerted at all during this you get two more waves of infected and it becomes ridiculously hard and it's it's it's it's not worth continuing at that point

that example that I showed earlier that was technically done in perfect stealth certainly didn't look like it but technically according to the game it was I cannot begin to describe you how technical this area is okay but I'll do another successful try again I throw this brick with like a rhythm

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went to investigate in the wrong spot I can show you though if you do this from a restart encounter the strategy just doesn't work mainly because like they just the clicker can't stop this strategy only works because there's a clicker remaining

and a runner if there's like two Runners remaining this just won't work the clicker should go down and die but they're just being two Runners here it's it's it's it's just not going to work I'm pretty sure

here come a bunch more it just doesn't work and there's no way to make it there is no way to make it so it's forerunners and a clicker the strap just doesn't work and there's no place to throw it so that it does work

this strategy just doesn't work from a restart encounter there is a different strategy you can do but I'll show it at the end it's not a very good one but it's the best we can do on a second try especially when this one doesn't work all right since the other one was kind of screwy I'll show this off successfully again so I'm sure you're wondering why when you do it from here why can't you kill four runners and the clicker when that be best case scenario

when you do that the infected will spawn in later as well there's something to this you kill forerunners and you injure the clicker as long as there's a clicker and a runner remaining at the end and enough time has passed when you swing for a kill the rest of the enemies don't spawn in I don't know why and it took forever to figure this out but yeah that's how it works it's a strap that makes no sense when you see it but



that's just how it works so Fork Runners and the clicker deed doesn't work so he's not going to die be careful

play then that way go in there and then we're going to distract and then when they get clothes absolutely perfect and then collect any ammo before the encounter is considered over and then what you want to do is push Joel this way get this thing of alcohol stay around here get that rifle

but you still have the pipe so you don't need that and then go if you don't do all of that and you like I don't know go over here or something Joel will take a lot longer he won't even start like opening the door or he won't start going through that's what it is when you're finished with the encounter I may as well mention this now you want to push them forward you want to grab that alcohol and then you want

make this up so you're near him and then you'll notice right here when he opens the door he goes through it right away instead of him looking around and then going so that's as fast as you can go there and you need all this cuz we're going to craft one more Molotov if if you saw during that encounter when all the enemies are dead you have enough time to get this Rag and then collect any remaining ammo that there is is they drop a lot of ammo and you don't need it all it's all for the bloater

and the bloater doesn't die from a certain amount of damage it's a certain amount of damage like enough time pass and then you let him hit you once that's how you do it but we're still focusing on this okay that I will replay that one because that was absolutely perfectly performed no weird stuff and yeah yeah that was showing off that doesn't work that one was a good one okay so it's from here we go

at a certain Rhythm you hear the clicker let out a noise and then the brick lands a second later just like that get the bottle that's at your feet and you want to throw it so it hits the 4Runners but it's not close enough to the clicker that he will die from it just like that just

just like that and then what's going to happen the clicker isn't going to run away he's going to stay in this area and then eventually for some reason go through those doors when he does that as he's coming out you want to throw a bottle right there throw it pretty far to the right you want them to come to you now and then Swing Swing now you may be thinking oh you're cutting it close with

the runner like almost triggering the alert this is the weird part and I will show this off next if you kill these last two infected too early the rest of the infected will spawn in in waves like how you remember it your first playthrough of this game and they'll also spawn in if you let if if you kill them in the order of Runner Clicker

is the clicker let's get this alert animation out they'll spawn in there as well but what's interesting about this if you do this exactly the way I did it this is exactly how it's supposed to be performed this is the super weird part of it you actually have about like eight seconds to kill this Runner before the rest of the infected will spawn in it

it breaks something it's so weird so again you can Replay that one over and over and over that was perfectly performed but I'm going to show you now some things that can go wrong that I was talking about I'll start out with I want to try and start out with if I kill all five in one throw I'm going to try that one

there's not a specific place I'm throwing it it's just kind of like I don't know the right half of their it does have to be it can't be on the wall it has to be on that would part don't ask me why just it's a thing okay I'm going to try and kill all five of this one I definitely did there see that Runner didn't he's going to go down and

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okay now I'll show you what happens if you kill those last two infected too quickly those last two infected see you again

all right the clicker reacted to it but it was still far enough away he'll be okay if you

build those to infected too quickly the rest of the infected will spawn in how much time you have to wait we don't know all we know is if you do it too quick that's why you want this area to go fast and you want it to go well but trying to do it too fast you're going to regret it okay that right there was about as close as I can cut it but again I'll show off a good example

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that's why after I throw the Molly I let them run around for a little bit just for a little bit then I bottled distract right about here and then I just wait for them to get close to me okay I usually time it with the clicker that clicker usually goes in here and then comes out here that's usually when I start to throw it when the clicker gets kind of close to me and enough time has passed I told you this area would be

complicated so you saw that now I'll show you what happens if you kill clicker than runner just how much time you can wait it's actually really funny and this doesn't apply if you kill Runner then clicker I'll also show that off but this is why this strategy is Elite

beautiful throw they all died clickers going here he'll come back he's going through the door and then right about there so I'm going to kill the clicker first watch this

sorry that was my mistake I waited too long I should have waited till after the grab ya from the moment you killed a clicker you have about like maybe 5 or 6 seconds before before you can kill the runner I mean a normal person would kill it right away but there's something that can happen where the clickers right here but the runner actually runs really far away and you have to chase him down if this

strategy wasn't a thing that would be a rip it wouldn't work but because of this little trick here it allows that to happen but it still works okay here I'll swing it up after 1:00 okay because anyone who's had experience with this area knows the very moment they finished there like I see you animation it's it's all over but with this it's not I let too much time pass once again beautiful throw

four dead immediately clickers on fire or he's coming back out the door I'm going to throw it oh perfect that's exactly what I was just talking about clicker is going to investigate Runner is randomly running away the reason that happened is because I threw the bottle a little bit earlier than I should have I feel like I waited long enough the later you throw the bottle the the you can get both of them to come and investigate

the runner wasn't really interested in it cuz I threw it a little too early but watch this it's like oh no clicker is coming my way Runners running away they're going to be alerted they're going to be alerted the moment I swing at the clicker watch this the alert

no infected isn't that crazy isn't that absolutely crazy now I don't think I'm going to show it off but like you saw in my very first attempt the order that they came at me was Runner than clicker if you let the clicker finish his I see you animation then it won't work okay but I can't really recall a scenario where like the runner

heard the bottle and ran this way and the clicker ran off that's not really a thing that right there is a thing but because of this very precise specific strategy we can still do what I just did and it works okay but yeah you do have a limited amount of time to hit the runner but you know if that works you have enough time okay but yes the point

you'll be able to distract both of them towards it if you bottled distracted too early the runner isn't going to be interested the clicker always is all right that Runner wasn't killed but he still going to go down that clicker is running away that is not good I'm wondering if

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never happen if you kill all four runners with the molly the reason he did that was because there was still one of those four runners still alive and running around he died like 4 seconds later but he was still alive so that's why you really do want to stress killing all four of those Runners with the initial throw the clicker will never do that if all four die instantly okay you did still however

come towards the bottle so you might still be able to make it work that part I didn't know about anyway so yeah this Molly throws very important beautiful beautiful

beautiful sea I had more than enough time for that Runner section is over I'll do this a few more times just to see if we encounter anything weird Ellie like that also the reason I

do the brick throw on at a certain Tempo is because and I'll show the back of strap for this later so that brick distraction first of all it doesn't work if you do it too early as you saw secondly if I restart checkpoint or encounter when I regain control of Ellie the brick is gone the brick is gone

and we need it for the back of strap the checkpoint for this encounter is the moment Joel grabs the clicker okay that's why I let him grab it and then I throw it right after that's the main reason also you've seen the runners sort of go near the bottle pretty consistently pretty consistently sometimes there's outliers but they'll never gather around distraction the same way every time

Screech that begins the encounter so as long as you have the brick still in your inventory by the time that happens you're good you're you're you're you're good in case you have to redo this one really close to the corner

okay that one was weird that's the outlier that I was just talking about one of them went to investigate the very corner and it was really far away from the rest of the runners so I delayed the throw in the clicker somehow he didn't know I was there he just happened to walk that direction so that's a very strange thing that can happen but as you'll see by myself

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alerted for like maybe

3 seconds and yeah it's still worked it still work that's why I love this strategy also notice how Joel isn't getting alerted by the infected at all once again because we got it to happen once while the game was already still open before we did the run you got to remember to do that

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the the

what is it the more likely it is you'll get both the runner and the clicker coming towards you I want to I want to show off one more thing and that is Runner than clicker being killed

he is not we're still good I'll throw it late oh this is strange Square as long as you hit Square before  
is like I see you animation is finished it'll work but yeah I don't think I'll be able to show it but just in case  
you know what I can show it because it happened the first time it happened the first time give me a  
second to get there I explained a lot of stuff is this the first one this was the first

attempt so we did do this right all right you know hold on and then now the order they're going to rush  
me in is Runner clicker as you saw as long as you hit

you're still okay and the same thing goes for the clicker so that one works however as you saw when it's  
clicker Runner you have like 5 Seconds to kill the runner and an alert still won't be triggered that does  
not apply for Runner clicker okay so when you get this you have to make sure the kills are back to back

if I let him finish that that I see you alert all righty will do one more and then I'll do one more but then I  
have to show off the backup strategy which is not a good one it's one of those hopefully you never have  
to use okay so we'll do one more

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that would not have worked

so yeah okay let's focus practice practice practice practice practice practice practice practice practice  
practice practice practice practice practice practice practice practice practice practice practice you cannot never  
put enough practice into this area okay never now for the restart encounter strategy I need to see if I  
remember how to do this of course I restarted encounter the very moment the checkpoint you know  
what

that'll be the last time I perform it practice practice practice practice practice practice practice I think you get how  
to do it now but that's a very important detail there that's kind of underrated with this area if you throw  
the bottle earlier the runner won't be interested in it if you throw it later the runner will be interested in it  
the clicker is always going to be interested in it

all depends how safe you want to feel and where the runners coming from okay so like I said the  
checkpoint is right there so I want to make sure I throw the brick after this happens if you throw up  
before you lose it when you have to do this okay now as for the backup strategy it looks like this this is a  
strategy hopefully you never have to use

if you're too close to an enemy they hear it so the Strat is hold on to it for a little bit wait until July starts  
it and then do that it's been a while

notice I'm not throwing the Molly at that clicker but it's close enough to him that he will go down I need a  
successful try first may you never have to use this strategy

when your stealth killing you can move a little bit make sure you're behind this wall know this this isn't  
how it's supposed to be going

Could not understand audio

and get the rag before the encounters finished it's optional if you don't have them all the time for the  
bloater you can still do enough damage with just ammo alone but yes that's how you do this once again  
and I stress hopefully you never have to use this strategy and the main strategy works for you first try  
but if it fails for you this is the only other thing you can do okay

I don't I don't know why this one happened that was that was weird to me the first thing you do grab this Runner and don't hit Square until Joel starts grabbing that one so right there hit square but move this way and then stand up and brick this Runner the brick has to hit him before he's finished with his eyes see you animation that's what I just refer to it as

the I see you animation so and then once the break him you have to pick up this bottle swap to a Molly and throw it before he's exited the stun okay and then stealth kill this one he do it behind the wall get your bottle ready and then whichever Runner spots you here Crouch walk into the area and then whatever Runner

what's you bottle that one and then don't start sprinting until just before it hits him okay but it's going to be different every time that one sees you and then start spinning right before it hits you now you have to hit Square before the other Runner finish his his or her I see you animation then it works and then you just kill that one so again this is the part that's really

as long as you hit Square before the animation is finished you're fine okay and that's pretty much the strategy got to go from here again I'll show it off a couple more times it's not a good strategy okay

but that's the best we got so make sure to practice both in case this first one doesn't work I showed off the first one enough times I won't do it again but the strategy also works from here but it's not better is really no reason to try it once

but behind this wall so you're not spotted that clicker will die and then go to Spotify

you won't have time to collect that rag you won't have time to collect that rag like when you're doing this strategy so I won't have time when you're finished with the area and you restart checkpoint and you and you and Joel are going for the door that leads out of here you won't have time to get that much time and it's not mandatory okay

you can try but the encounters already finished you never really have time you have to pick it up before the area ends cuz when you restart checkpoint you got to stay around Joel for him to move quickly but yeah I lied that was a that was a perfect performance of that strategy give it some practice I won't overdo it I will end this on

doing the main strategy one more time so it's fresh in your mind I lied one second after church

remember we have time to kill him so it wasn't like you saw before it wasn't a race to kill that Runner and you can tell in Joel's body language when the encounter is about to end so yeah absolutely perfect we move on practice practice practice practice practice this area enough trust me get that alcohol you don't need the back because you have a pipe

get the ammo and reload all right just like before the very moment Ellie starts to go through restart checkpoint reload the other gun too no it's funny I don't think I've ever had this much rifle ammo the ammo that they drop is random I like the rifle to be the last thing that Ellie had in her hand makes the start of this fight a little little easier

keep moving forward yes keep moving forward Okay so

I don't know how to display this but I do need a timer somewhere on screen do you know what give me one second okay I'm back I included a speed run timer because for this fight we don't actually know when

the fight is considered over what we have found in the past we don't do any restart checkpoint here at the beginning we just go with the flow but the very moment that you're able to move Ellie so right about there when when this pops up whichever notice the time that it starts okay I usually pause it right here just so I know it's a certain amount of damage as much damage as you can deliver and

play roughly 55 seconds it may actually be closer to 51 or 52 but it's not something we play around with okay because this is not the area you want to try and save two or three seconds trying to go as fast as you can because if you mess this up that's another minute you have to wait doing it all over again okay so we've noticed the very safe number for this is 55 seconds from the moment The Encounter of officially begins which is

right now and enough damage has been delivered so I'm just going to do it the way I know how to do it so right here we go

headshots deal more damage than body shots there's always a runner that spawns in randomly

so that one was 52 okay there is a little bit of a giveaway when enough time has passed and that is you can tell it works because the music is different okay so the area won't just end you have to get hit okay that's the scary part enough time has to pass and you have to

deliver enough damage and then you have to get hit and then the area will end okay but if you're uncertain of enough time has passed or if you've delivered enough damage if you have a Molotov enough damage will be delivered but if you don't have a Molotov like you had to do the backup Strat and you weren't able to get the rag in time wait a couple extra seconds just in case 52 is quite fast okay I never cut it that close but what I was saying

Hugh to know when the fight might be finished is the bloater never he changes priorities like he's always after you but then Joel can sometimes just distract him okay and the bloater will go after Joel if he's going afterwards you that usually means enough time is passed but like again

it's not something you want to like really play around with too much but we'll do this again good spot yeah you can do this from a restart encounter if you die and then you just do the same thing again but yeah okay stop

pair and then just deliver damage and I do it like this I hit him twice I pick up the alcohol and three rifle bullets and then get a rack

play into himself 15 seconds left hey Google

I like the actual route because that's the other important thing to pay attention to the very moment we gain control and three rifle bullets and I'm reloading the rifle while doing that and then on the

that will give you enough for another Molotov craft it safely he's not normally through the wall that early but rifles reloaded craft the Molly and then Chuck it at the bloater and then I usually like to go over here by that point because then a runner spawns in this Runner is just annoying deal with him before focusing back

are you still burning too so and then just lay into them all right keep your eyes on the timer and then just lay into them rifle first and then pistol when you're all out now if he had hit me right there I didn't I didn't wait long enough I definitely would have been killed there if that happens I can probably show that off period I know I had waited

long enough there but yeah do you know what let me do an example of one that looks like I waited long enough but I actually didn't assuming it actually works there was another thing we noticed like if you restart checkpoint a few times the time it takes to be considered over becomes a little less and less and last but not by notch controller

love me you know what forget that attempt that was really weird just ignore that one I think you get it right now

the alcohol get the rifle got the rag there we go play

okay see what I mean that had nothing to do with the amount of damage I dealt not enough time had passed so that's what I mean keep aware of how much time has passed since the moment you

if I had waited three to four seconds more I think I would have been okay it's just something that's built into this encounter okay I think I waited what 4849 seconds not long enough that had nothing to do with the amount of damage or healthy had left or whatever damage dealt and there was enough they'll do this one more time and then move on and again you don't need

Could not understand audio

Could not understand audio

but it really really does help one more time and then we'll go and then we'll start the rest of the day too after we leave here period

Could not understand audio

try for headshots skip skip

listen to The Run it's not worth those extra couple seconds you know what I mean and you can tell this works because the music is a little different counter and

I'll make a file here just because so what you want to do there's still stuff to do run right about here the corner right here and Joel will follow you and get very close to that spot over there as soon as he starts saying ain't nothing but a good night sleep won't shake off I don't listen to their dialogue okay that's

when he starts moving towards here okay however that's why I made the file the reason I mentioned that is because you can manipulate him a little bit so he starts moving the very moment he says his last line of dialogue ain't nothing but a solid night's sleep won't shake off I like to stand right here that manipulates him to go right about there but as you saw he was kind of slow so what I'm going to do is

play right there I did that so quickly didn't even have time to say I want to get out of here so yeah you want a time like this is similar to Gondola when you have to push him into the right spot shit you would think going right here would help but instead he just kind of goes on the opposite side see that so that's why

I usually just go right over here hey Google

once Joel starts talking right about now Ellie's running slows down so you want to do these Dodges and I feel like there's a way to get Joel to move faster here but we just don't really know what it is yet I think just getting really far in front of them works but then you want to hang around right about here Joel will be sprinting and then when he gets here you just want to keep up with them and then

Could not understand audio

and then we begin the rest of day 2 so day two is split into Hillcrest the flashback and then the beginning of this part that goes from here all the way through to the hospital so first thing we're going to do this is the order that the game gives it to you shotgun rifle

pistol even if that's not what this is worth pointing out you want to you want to swap it here because when Ellie first gets her bit of movement there she she's forced to walk so this is the perfect part to swap to what you need but I believe we had it shotgun Arrow pistol it doesn't matter the game's going to give you what the game wants to give you okay it's kind of like a preset thing the don't be turned off by that

so as soon as you can move Ellie you swap from the rifle to the bow and there's our four pistol bullets we had six because we had infinite ammo it can only hold six and then we use two on the clicker so now we have four okay so this is the proper movement here you swap from rifle to Bow and again right here Ellie can only like slowly walk no matter what so this is the part where you want to swap your weapons

OK Google

I pick up this bottle right here and I swapped to a gun reason I do that is because we're going to hammer swing just a little bit past here and if you have the bottle in your hand she'll swing the bottle not the hammer so I pick up the bottle and then swap to a gun step through here and then right about here a little bit in front of the car there's a checkpoint and what this checkpoint does is it gives us Sprint it even places you in the same spot but it gives you sprint now what we're going to do

as we've seen before we're going to do this Dot and climb it in a jogging so she's not losing Sprint so like this like though and then do a Dodge at the top and then start spreading your fast but it also gives you as much Sprint speed as possible Dodge climb Dodge at the top and then start spinning just like that stay away from the windows of that car if she starts tired

sing Hammer swings all the way up until we get to the very corner just a little bit past of this truck there's a restart checkpoint and what this one does is it gives back our Sprint again it places in the same spot same camera placement too but it gives us our Sprint back now that little movement right there I recommend going to the left of this bush but the right of this pole

if you try and do this the movements just kind of awkward so yeah and keep Sprint held down the whole time so just like that the movement's cleaner climb that climb that and then climb that and for the sake of this puzzle no matter what Ellie has infinite Sprint here will you want to do is grab this side move it this way when it gets to the top triangle prompt and

then go back down here now it's funny the game actually teleported the dumpster because this is like an actual legitimate puzzle right here it's not really a race something is happening behind you that you can't see for example like oh that's far enough OK Google

it just has to be a certain distance up right about that's good enough then go back and then the dumpster as long as you put it up enough the dumpster actually teleported to do a spot and then it's sliding this way so once it goes through hit like Dodge and circle a bunch of buttons that back you out of an animation very moment you can move her restart checkpoint and it places you

there's a checkpoint right there this checkpoint gives us Sprint okay now this is a bit difficult to explain this strategy there's there's there's a couple things here before we get to the stockers first thing we have Sprint but if you sprint off the side you land on the stairs and she lands so what



so normally what you're supposed to get here is this cinematic Hospital interesting not so what we're going to do is instead there's a trick we can do here so how did we do that well I believe if we do

and then basically just hold up like straight up and then X and then she'll climb so if you have it pointed too far that way it's still works you basically want to climb this corner right here

that being said if she's not climbing it what you want to do is ever so slightly move the left stick like keeping it she's not going to jump but look at me move the left stick a little bit this way just a little bit a little bit little bit more a little bit more and then that happens okay it's more than just climbing the corner because I think if you're facing like flat it doesn't work so the camera need

Mississippi pointed at an angle wants you to do is this and then going off to the side the game wants you to do that but there's something else we can do here

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are checkpoints gives you sprint I don't know why and then once you get right here once you get through the door right there another restart checkpoint gives you back your Sprint and then you go from there and like I mentioned before in Hillcrest trap mine trap my would normally be here if you got it before but it's right here now so you want to get this one here and because we're in the we're not in the alert phase but Ellie

it up a little bit faster so that's why we pick it up there and then you head on under the stalkers okay that drop is quite specific okay it's it's a doozy we have to do this time there's no check inside so you'll get a lot of practice doing this

okay so I break the screen and then I don't hold Sprint here what you want to do you want to leap over this thing perfectly flat okay if you leap over at an angle basically this drop right here kills you figured I'd show it off this drop right here kills you but as long as you land on something halfway you'll be fine if you're not ready for this strategy yet it is a little bit advanced

then you can drop down the same way I did before there's a couple different ways to get down but first things first what you want to do is drop down perfectly flat so you land on that thing right there so it's not just like it's not enough to just be perfectly facing this thing you also want to be a little bit left because if you look at it from here just doing it like here isn't enough you gotta be like just a little bit this way and

so right about there that looks good now what's next change the frame rate to either 60 I prefer doing this in 30 and then hold Circle okay I didn't do it right sometimes that can happen sometimes that can just happen that was kind of funny

play this doesn't really work in unlock frame rate it doesn't 60 but yeah it's weird this this part is frame rate related like here I'll do it once from here it just doesn't work in unlocked frame rate it just doesn't you can start the jump in unlocked but you have to switch before she starts falling otherwise you get that

so I'll try and do this in 60 right about that look like a good jump okay I started it let's swap to 60 right there see that that works but did you notice she kind of missed her her step there if I didn't have Circle held down the fall would have killed her okay so just know it's kind of like when we were hopping down from the top of the TV station where were the enemies were

if Circle wasn't held down as she was falling she would get alerted here it prevents her from dying okay but yeah I've always preferred doing this drop in 30 FPS okay it's more likely she'll land on something

guaranteeing her safety again

just a tiny bit so she's going to jump that way so oh God I told you it wasn't going to work though that's not that wasn't a surprise but that's why I have to be you got to climb perfectly you got a leap over perfectly straight so

that looks good maybe a little too far left but it looks good swap it to 30 hold down Circle C in 30 FPS she lands on that thing in 60fps she misses it but she still survives as long as you're holding down circle like here I'll do this in 60 and I won't hold Circle and see what happens

ugly 60 FPS it's got a point that out this is what happens if you don't hold Circle in 60

supposed to happen I think you're starting to get it though like for many reasons do the drop in 30 it's just more beneficial like you saw it can be done in 60 but just yeah that looks good right there that's what I was trying to show if I was holding Circle she would have been fine if you can believe it

but because I wasn't that killed her very strange right okay that's kind of what I was talking about in 30 FPS

I wouldn't say it's the fastest because she does land on that thing but it's it's definitely the safest so that's what I prefer okay enough talking that's pretty much all I wanted to show their okay so I like to start the leap on the highest frame rate and then once she starts I swap it to 30 I usually hold Circle anyway once you see your land on that

sing swap it back to the highest frame rate that you want to use and then this is a weird one the checkpoint here is like elapsed time once she lands it's not once she lands it's like a second afterwards and you'll notice some lag watch this see the little bit of lag right there when that lag finishes or starts that's the checkpoint restart checkpoint places over here and then most of the time

restart checkpoint again which doesn't lose any time according to speedrun mode and then you can Sprint okay if she's not sprinting the first time just restart checkpoint again right there restart checkpoint gives us our Sprint back and then we get the Trap mine I keep Sprint held down while hitting Circle and then I climb over again you have to hit Circle to back out of there but I keep down the whole time all right we're going to do a restart checkpoint here

because the enemies are a little bit more dispersed here and this is surprisingly easy watch this that's it halfway out the window

Could not understand audio

and I don't hold Sprint the whole time if I hold Sprint the whole time that stalker is still right there and then I don't really know what's going to happen there so what I like to do is that and then like one second later holds Sprint and yeah I recommend being to the right cuz if you are to the left well there's a stalker right there that's why

I prefer being to the right sometimes you don't even have to dodge there so Dodge Sprint like a second later I like to be to the right just listen to them and right here you want to be part of the right because if you are to the left that stalker goes for a grab right away every time however if you are so the right

you're too far away and it's it's like clockwork it happens every time it happens every single time see that now you could Dodge but you don't have to you just need to be to the right so Dodge and hang to the

play to avoid that grab get these two things of explosives right there break the glass and then write about their the encounters finished it's actually a pretty simple encounter but I will show it off one more time just because you shouldn't never fail this part okay that explosive it's a half combined break the yes and then right there restart checkpoint and we go okay so what I like to do here notice she's already facing this way instead of like doing that when I'm going to do instead is the hammer swings still there or is it going to place me I got the same spot one thing that can happen here is you like think you have it held forward but then you don't so make sure like if you're just running and then you hit Square you can swing the hammer but if you're on the stairs it won't work see that so you want to do it with some forward momentum just before the stairs

oh that's funny and of course if you missed the jump you've fallen and die what's the what's the death animation look like again like I'm going in the water it's really nice though I like that

leap off the very ledge cuz you can miss that one and then go all right halfway dropping checkpoint and encounter now this is another spot frame rate does affect this area I'll show you how later but this area kind of sucks okay just straight up it's not a fun area to perform the other spot was really easy as you saw this one is not and but I'll do it a few times

get your bottle there's a free shotgun shell OK Google

do I get the bottle I got the shotgun shell I go through here and I do a jump then I leap from left to right then I bottle one and then I'm looking at them I'm making sure they're dispersing and then the very moment that happens you're in the clear okay

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the enemies will disperse as long as they're not actively throwing a punch at you if that happens that's just really unfortunate it's not really going to work but okay

talk about it because there are some specific things about it first of all the frame rate change basically in 60 FPS you can leap through the window safely in unlocked frame rate the stalker starts throwing a punch at you before you've actually landed it's kind of kind of weird so right here I do a jump right away to delay the alert by just a tiny bit and then I leap through the window from left

that's right and then I dodged immediately the moment I land the moment I land because if you're dodging a grab or a punch she does this little mini Dodge but if you do a Dodge the moment you land she goes really far forward and then as that's happening you turn the camera around and you throw it at a Stocker okay

so that's that we're still in 60 FPS but yeah do a jump jump from left to right it's like that so watch when I get punched at

did you see that it was very different you can't it just didn't work the one it's it's the one on the left so going forward because the one on the left

is is more time notice that he does whatever he's going to do a little bit later and also according to current rules right now you're not even allowed to use the unlocked but some Runners just use it anyway it's one of those things once he experienced unlocked you just it's hard to go back it's very choppy

let's see what else is there to mention yeah the leap from left to right is for a reason if you do it like a different way crap that's why I do a jump there is to delay the alert that happens right away if you do I mean

play that works too there's one thing that can happen where they grab you immediately is there Grant's results May Vary okay this is how you do the area and bottle

did you see what I'm doing I'm watching them the whole time and then I'm not holding down Sprint I'm going to the door I don't want to reactivate them you reactivate them by sprinting the whole time

time and then turning the camera right away okay so what I'm doing at the end is actually part of the strategy despite it not being faster

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watching them walk away and to I never let go of Sprint okay so two reasons right there and again if you were to dodge like later right here if you were to dodge later there she would do this little mini Dodge like you're dodging a punch or something but if you dodged right away she really gets some forward momentum so yeah but as for right here I'm still looking at them

I'm not holding Sprint and then I just hit triangle on the door it increases the consistency nothing's ever going to be 100% with the strategy it's not a very good one but it's the best we got okay maybe you'll find something that works for you I'm just saying shotgun bottle jump left to right Dodge let go Sprint let them get away then go for the door

it was kind of funny

but yeah I'm going to put on lock back on but yeah that's the Strat I've gone on a lot of practice binges on this area because sometimes it works sometimes it doesn't it's a rough area I recommend putting a lot of practice into it okay once it starts working enough times for you consecutively then it's good to go but yeah that's the best we got that's definitely one of the worst strategies of this entire run but it is what it is it's a rough spot

but then just it's Square three times I usually just Smash and then you don't have to hit Square here it doesn't speed up if you do it anyway and with this part right here it goes beyond

is it just having to mash Square to live right here you have to mask

go away if you if you stop hitting Square she'll only stabbed him once if you watch me on camera I usually do it like this

stop and then I just like completely just let go here I'll do it here this is what I do during the run just to make sure I got it cuz you don't want to stop hitting Square too early otherwise probably dead this is what I do during the run I mash like a maniac just cuz I'm in the moment

just a guarantee it helps make it muscle memory if you do that scars and hospital and then we're done with day two controls

what places you from there all the way down to here so what your first movement is going to do there's a couple different ways to get down here what I usually do is Sprint forward and jump and then I'm in the water and I go that way I've seen other people do this do a Dodge I saw one person do this it's all up to you my personal preferences doing this

play some simple right now this is an interesting part right here watch this if you hold Sprint when you leave here when you climb up you get that climbing speed you know watch what happens if you climb up without Sprint held down it's a lot faster so when you climb out of here you want it without Sprint held down she does it faster and then you get up

cure like the Dodge over here let me make a file here just in case and then we're going to do two Dives because that's faster than Crouch walking go over here now this is what the game wants you to do that's what the game wants you to do instead we're going

early

and this saves a lot of time I don't even think you could do it like here no you can't because we're like in the water yeah you got to do it on that pipe right there because when you make it to the other side you don't have any room so basically

play right here is where you want to do it but you got to be careful cuz if you do it too late nope didn't work I can probably get it to happen once you'll bounce off the edge fall into the water and it can kill you I'll see if I can get it to happen once I've got it to happen before so like something like this

what if I could bring up a clip I'm sure I could I'll give it one more try so yes you want to do the Dodge early on the pipe OK Google

this is from a while ago from August of 2020 what's this engine wasn't made for parkour she's going in the water again what in the actual fuck was that yeah of course I guess this is more

Dodge forward I think she bounced off the wire that's what it is it's because I dodged too far forward yeah you want to make sure your Dodge is to the left a bit but still on the pipe that's why I recommend an earlier Dodge angled slightly left cuz if you do it too late that can happen all righty it's funny it's kind of funny too that's why I was trying to get it maybe I can just a little bit more

Sprint again to stand up no still worked okay whatever you saw it you saw that that's something that can happen

play to do this properly is I also have the shotgun in my hand for a reason do it early I like to reload it right there okay so do it off to the left but do it early so you don't bump into anything and you have that happening I wish I could have shown it to you in real time I'm sorry

shall we picked up I like to I like to have it in her hand while I'm doing all that and then have a reload it when she lands it's one less thing you have to worry about cuz we are going to use the shotgun shell on the big Sarah fight later okay as soon as you can move her right there restart checkpoint it places as quiet a bit further also she can't run there so it's really nice we can do that okay start your Hammer swings and then the very moment you hit X to squeeze through there and you notice she starts to put restart checkpoint and she's already squeezing through there that's a good checkpoint because that can be that can like take a little while okay so we don't have to worry about here you noticed an encounter has technically already started

you don't have to worry about that yet though I'm going to do everything once and then I'll explain it all remember this is what I have found something

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except for 30

she walks to the left basically where you're going but in 30 she walks to the right that's pretty much it I'll show you but you keep doing Dives past here and you basically Sprint when you feel like you've put enough distance between them and then I do a Dodge not Sprint held down I meant to do a Dodge there and then Sprint her Sprint last longer you get that arrow and then you go but if we're going back a little bit further Crouch walk

to the left when you make it in the underbrush like that potted plants whatever they are I don't know what they are you can stay the entirety of this underbrush right here you can stand up and then do a dive at the very end followed by another dive and then right here you can actually Sprint up and then immediately start doing your prone Dives and this is one of those spots make sure these aren't the prone Dives that you're using like L2 Circle L2 circle make sure it's the one

will you have Sprint held all the way down and then like do the ones like this cuz she's closer to the ground if she if you're doing the other ones she might spot Ellie's backside being a little bit higher off the ground so you want to do the ones that are faster and closer to the ground and then you just go if you start spreading any earlier you just getting shot by an arrow or another gun it's not so much that that one with the axe is a problem because you have full Sprint speed you can OutRunner but it's the other ones with arrows and guns they have very

also if you were to restart checkpoint if something didn't work it doesn't work okay plain and simple I will also point out something else but I will point out the frame rate thing it's not required the frame rate thing isn't required but you'll see

I mean what the seraphite okay this is an area that it's more interested in working than going as fast as you can okay cuz these enemies are dangerous very very dangerous okay stand up dive and then Sprint climb into a dive now watch this seraphite of course she didn't do what she was supposed to God forbid I try and show off something that will actually happen

it even happens

60 it didn't happen here though let's see if you do this from a restart checkpoint from my experience this just doesn't work I can try it they're a lot closer that's what I notice they're just a lot closer this one is

okay so technically still works oh God I'm going to get shot in my background now technically still works I still recommend you do it from here okay one other thing to mention and this is what I should have started with where are you climbing effects where those enemies come from and where they're looking

you see the spot right here I like to climb up right there just to the left of this one that little dry spot right there because if you climb up like oh well technically we go this way anyway let's let's climb up here

God only knows what a restart checkpoints going to do yeah places in this spot but like they're right here I think you get it therefore when you're beginning this encounter

I want to climb up right about there not over there not over there right about there that is The Sweet Spot even a little bit further left there I don't think it would work that's the sweet spot right there I'll do this in the higher frame rates just to see if we get that alignment that I talked about it again the movement is

stand up dive to two of them and then you can like Sprint climb into a dive yeah she appears to be a little fixed okay and then start spinning right about here I like to go around this thing then I do a Dodge into a climb and then a Dodge when I land and I start sprinting grab the bow and her way to there and

then I go that's about all there

Dimension I really prefer starting my sprinting as far away from them as possible but still being able to go quickly you know you can also just crouched if you mess up your Dives you can Crouch walk and you're still like concealed from them and yeah I don't really know what else to mention but I guarantee you if you're doing a run and you have it on either 60 or unlocked that Sarah fight will walk to the left

okay it's probably not happening here because of the restart checkpoints and restart encounters I'll do it from this load file right here you just got to trust me on that all right but like I said it's not it's not that much of a problem of the others

Sprint climb into a dive you'll be safe yeah she's just not doing it I don't know why do Dives all the way up until right about here go fast

and make sure you go to the left of the vehicle if you go to the right I've had it not work okay right there is where you would put the frame rate back if you did decide to go with the lower frame rate and just like in the snowball fight here I'm going to turn on auto pickup

there's a reason for that some genius at Naughty Dog excited to put a bottle next to a drawer so when you're coming through here with auto pickup on you can just do that okay but if Auto pick up isn't on and you try and pick up that bottle nine times out of 10 you're like going to accident

play open the drawer so I'll pick up doesn't go for the drawer but it does go for like crafting ingredient bottle pickups and stuff like that and auto pickup is something you you are legally allowed to have on again you don't want it on all the time cuz then you'll pick up stuff that you don't want you can also go this way that's a good way to go if you don't want to turn on auto pickup but

you know the fastest way is turn that on you don't lose any time by putting it on this is the timer's pause is to then do this just to do that see that faster and turn it off and then just continue and then swap to the boat right before you are about to go through here

just like with the bottle in the subway and the shotgun right before Boris you want the boat to be the last thing you held in your hand right here okay because we're going to aim it immediately also if you're swapping from one weapon to another and you're squeezing through a tight space or open a door you get this visual bug which I love it looks like wings and right here begins another encounter we're going to do a restart checkpoint because

is having to do this from here not because the saves like it like places you further or anything but because you can just you can mess with the enemies eyesight here a bit better from a restart checkpoint all right I'll do the whole thing hopefully it works and then we'll we'll go back and talk about it you really got to go to the right at the beginning

there's another spot to reload your shotgun if you didn't get to before

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first things first you got to run in the right spot I went behind the wrong tree so first things first you do an arrow distraction and fun fact in part 2 Ellie when you aim the bow Ellie puts the arrow onto the string a lot faster than remastered kind of interesting I think the shotgun fire rate is also a little bit slower so when remastered she puts the arrow in the string a little bit slower but regardless you fire an arrow over there you run

really far around those trees and then you go again ignore this one but you just aim pull the string fire it pretty far that way go around the trees hang to the right is a part of me thinks that they hear you rather than see you when she runs out of Sprint you can start your Hammer swings make sure to not do a hammer swing by that car cuz it has glass on it and then you can just do a normal dive there it doesn't have to be a Dodge dive and then

play do a jump right about their going into those prone Dives okay and I do like four or five making my way up there now if the reason if you're sprinting past a little bit further than that it's an enemy that's like behind you that hears you okay so you do these Dives now there's enemies to your left the reason you want to do these Dives all the way up until here is so they don't see you or hear you

bottle at her and then you go sometimes you get alerted sometimes you don't if you didn't reload the shotgun before that's a good spot to do it then you want to crouch let go of Sprint and Crouch and then pick up this bottle and this bullet swap to your pistol and then do a Sprint leap over what what that's doing is it's allowing enemies to like lose sight of you and also you're regaining some Sprint because those enemies way up to the right where those awareness indicators are they can hit you if you're not fast enough

so you want to have your Sprint for this part right here then right here break the glass and Dodge shotgun then trap mine it's just like before you're going to lay the trap mine down and then the next time you aim a weapon it's going to be the last weapon you selected so it's going to be the shotgun and I like to place this trap mine at around the halfway point of this beam like just right in the middle like touching it touching the wall I usually hit R1 to place it down before

the wall and yeah so shotgun then the Trap mine I usually hit R1 like right around here I don't press up against the wall and then place it right about there it's right in the middle if you mess up the placement you can pick it up and replace it just loses time obviously and then right here what I'm doing I'm mashing Square so the moment it blows up you kill him

you get that guy going behind cover that doesn't have to be a headshot you can body shot him three times and you'll still be okay that's our third hammer hit we use the hammer hit on where did we use it we used two at the school and then we used one in the subway wait no we didn't what did we do we use one at the school one in the Subway and then one right here

if you were to accidentally use a hammer hit somewhere besides those spots the hammer would break right here and you wouldn't have your Hammer swings the rest of the way not that you need it for any encounters but you know it's slower it's a lot slower compared to everything else so just keep that in mind we have one hit left with our hammer and we're going to keep it but if you were to use an extra swing that that is somewhere besides the rooftop of the school and

when did the subway it's going to break here so keep that in mind so you kill that guy with your pistol ammo we're going to run over here for a canister and there's a free rifle bullet on the table get that and we go onward but yeah right here we're mashing Square mashing square and then we kill him and then we're aiming the shotgun and you get this guy trying to get to cover to the right he's not aggressive he's going for cover then you get him now don't

reveal yourself right away okay this guy because this guy has a quick trigger finger it's a shotgun so you will die in one hit and if you have to redo this I don't know how to do it okay so yeah this is one of those spots that has to work for strike cuz I don't really have a backup strap for you so what I like to do there is body shot him and then headshot so yeah that's the strut let's do it again



drive to Chuck it pretty far just to the left of that one tree that's in our way so we're still waiting for that woman at the top to sort of move onward so you don't have to go super fast that one she can also as you almost saw right there then I stand up and then do that

jump through Crouch triangle triangle swap to my pistol climb through reload Hammer swing okay whatever shotgun trap mine place it right about that was a little too far to the left for my taste but I should still be okay that was place a little too far to the right I think

canister rifle and then go so yeah the guy Breaking Down The Red Door does give you a checkpoint there but it just yeah all right so the Trap mind being placed slightly further to the right than I wanted made it blow up earlier but you saw I almost wasn't able to turn the camera enough to the right to shotgun that guy so if you are going to miss one direction or the other

maybe make it be a little bit further left you're not going to die from the explosion okay you do take a little bit of damage but that's okay and if everything goes right no damage taken in the hospital so but yeah you kind of want the track mind to blow up later because then the camera is almost already aligned so it's further to the right so because if you miss that guy with the bow that's going to be tough but as for like what to do if you fuck up

die from the shotgun guy and it places you here I don't really have one I do have an arrow but I need it that's one of those spots where like if you want an extra arrow in the mannequin section this is a good spot where it would come in handy because because if you had shot

yeah that would be my backup strip

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for later it's not absolutely required but we need it I'm just trying to show you a backup strategy if we fuck up

and then cuz we need the bottle you find a way to save it in that moment in time find something that works for you

maybe you have an extra Arrow because again that's that's the one Achilles heel I'm dead he's right here so regardless if you practice this enough this strategy will never fail okay

anyway back to the beginning so if you undershoot this Arrow I'm pretty sure that doesn't distract them enough barely barely you really want to like keep this thing not like not super far all right it doesn't have to go that far because then I think it's not going to work know it worked but it only has to go to the left of this tree right about there right

go around the street be as part of the right as you can then you can cut the corner here when she runs out of Sprint then you can start doing Hammer swings I go up until there and then dive under this log climb up here climb up here and then right after this little stain in the ground I start doing a jump so like right about right about there and that's the reason why for an alert okay

right about there just to the left of the tri state of the right of these trees sometimes it doesn't work but as you see it's working perfectly fine here get a bottle in your hand and then do those jump into prone Dives at around this spot right here when you otherwise would have been alerted and you can see there's some awareness indicators there that's why I don't have all the way to the top

triangle triangle and then Swap and okay going through here can be a bit of a pain okay so if you try and like leap through you'll climb up this thing instead like if you do this from far away the game thinks you're trying to climb this like oh climb

you wanted to climb that no I didn't okay climb no you wanted to climb this fuck you game anyway so when your crouched here picking up the bottle and the pistol ammo regaining some Sprint you want to Sprint and leap as late as you can okay like almost touching it and that's why reload the pistol while you're here brake stop

rain right around there then triangle and again the straps really easy Square boom and then go home now you want to know why the bomb blew up a tiny bit earlier it's because the bomb was placed there

it needs to be touching the wall for it to blow up a little bit later and the camera is almost realigned after you Hammer him to be facing the door okay but that's pretty much all I can think of putting all that together right about there that's good run this way hang to the right cut through the tree right here oh I got hurt see that that's what I was talking about sometimes that can happen and I

I don't really know why that happened to my Ali percent record my current Ellie percent record by itself that exact thing happened I don't really know why does fire it a little higher that time nothing

jump into prone Dives and these prone Dives are so the one in front doesn't see you but also the enemies to your left don't see it because there's a couple of them stand up Sprint that's why you got to do it quickly okay Crouch pick up pick up swap to your pistol Sprint

who plays this against the wall she didn't place it that was weird if you want to if you want you can place it manually like this no that's too far that way that's better that's weird like I said practice practice practice practice practice practice practice practice practice practice

then get the canister get the rifle and then go see if you're not feeling comfortable with the Trap mine because it is an important part of the strategy you can you can slow down and manually place it okay we'll do all this one more time and then we'll go on the hospital

again you're not really crunched for time here cuz we're waiting for that one in front to move on that was weird looking

pistol swap meet at the last second we got our Sprint back shotgun trap mine play sit down right there that was better that was perfectly placed right there so much rifle beautiful

that one right there was absolutely perfect absolutely perfect so I know it looks like those up the parking garage isn't fast it's one of those spots you're not really trying to go as fast as you can you want it to work okay let's see what now okay so right here is a moment similar to like the part with the dogs and the red door at the beginning of day 2 the beginning of

this video where if you hold Sprint right here you'll have it but the very moment you let go and then hold it back down you lose it so before and this is before you're able to move her make sure Sprint is held down and you keep it held down otherwise you lose the Sprint right about here and now we're going to Sprint now keep it held down don't bother trying to conserve it because if you let go you lose it all right we're going to pick up that that half a rag

and that quarter alcohol and then we move on okay just once again to maintain your Sprint if you want half a rag quarter alcohol and then we move on okay I don't recommend doing these weird like Hammer swings here cuz we just need to get here when you make it through there there's a checkpoint it stands

you up a little bit and

you're supposed to do this and you're perfectly capable of it you can and then checkpoint like spins you around you can do that no problem but there's another strategy you can do

what is better and faster and just like the other strategy before it's also done more consistently on the lowest frame rate so 30 FPS I don't know why it's just a thing but it's pretty much guaranteed to be a thing it's not like Superstition or anything right here watch this and then she falls into the water safely and then right before

Hershey hits the water you can do that same restart checkpoint but the inputs are kind of specific I'll do this on the highest frame rate just to show you you can still get it you can still perfectly get it on 60 or unlocked whichever you're using but I've noticed it just works better in 30 c c that I'm not crazy and then you just kind of stuck here man you're just kind of stuck there bro

so again that's just kind of a thing I noticed I don't really know why let me turn it back to 30 so if you are doing this strategy I highly recommend doing it in 30 just because it's right here there isn't there isn't enough room if you look right here there's more room on the left side then there is the right that's what makes this work if you dodge if you dive too late you just go on the ladder if you do it too early

you see it doesn't work so you got to basically dive as late as you can so that you don't like right before you would go on the ladder you know a Dodge probably works better let me try I've never tried this strategy with a Dodge prone just because I just never tried it let me try it in unlocked like I've been doing a dive that's fine but what about a Dodge

Could not understand audio

okay now we've made it here okay we're right here we made it how do we fall off you want to fall off of here by hitting Circle don't hit Sprint it doesn't work okay but if you hit Circle that's what makes it work so when you stand back up

it has to be with circle and I think that's all I'll mention again you can you can do it this way or you can do it that way it's up to you but you saw there's something about the frame rate that affects your ability to do this little thing here and I don't Hammer swing all the way up to the end so I can like it kind of like that drop before the stalkers so I like pre align it and then

and then drop right before she hits the water right about there there's there's the checkpoint Dodge Pro is more consistent from my experience it would be because she goes further whichever feels more comfortable for you for me just doing a simple dive I'm able to like line her up more straight a Dodge she could kind of go anywhere it's up to you practice practice practice practice practice practice practice practice I can show it to you I can't explain it for you

I can't make it comfortable I can't make these things comfortable for you that's your job okay I'm just showing you what to do and how to do it but as for this all being comfortable that's up to you guys okay checkpoint right before she hits the water place is just a little further we're going to do hammer swings up top here now I probably aren't I probably can't get this to happen

but this little opening right here I do a Dodge off of there because one time one time and I've seen it happen to a couple different people that kills her I think it has more to do with like the angle you dodge off of I'm just letting you know from my personal experience I remember seeing it happened to p-dub it happened once to me too I'm sure

and one of my clips of the month that I do a hammer and it killed her so to avoid that from happening I do a Dodge off of there cuz you know I like to do hammer swings as much as possible it's the fastest running movement besides just straight-up sprinting but I make an exception right here I do a Dodge yeah she doesn't go as far I don't even think she

what's the water is fast but it's just to avoid a very strange looking death okay so right there I went underwater at the moment the game kind of stops you right there I didn't just pick a random spot to go underwater I'm swimming to a point I'm rounding this way and then she hits the spot where she stops swimming that's kind of your cute to go underwater and

you'll have enough breath to be able to do this all in one go okay right here resurfaced and then as soon as you can move Ally right there restart phone

okay Hospital time there is a free pistol bullet right there pick that up I think there's some crafting ingredients over here the blade which we don't need is a bottle if for some reason you there you go if you had to do a backup strategy on the big Sarah fight guy and you wanted to use a bottle you can there's a free one right here it's just way out of your way we don't really pick up revolver ammo throughout this run we pick all of our

revolver ammo up in the arcade right before the bloater in day 3 but before that none of its necessary all you need to worry about if everything went right is picking up that pistol bullet and reloading it if you want this stuff over here we don't need blades but if you want a bottle because you had to use it somewhere in the big seraphite encounter you can and then just continue onward but yeah all you need is that pistol bullet and then you move forward technically don't even need it it's just there so you may as well pick it up

now the encounter begins we're going to restart checkpoint and this is interesting in my attempts actually hold on hold on okay so in my full game runs in in my record when I'm doing this we do a restart checkpoint we break the glass

and then we do another restart checkpoint and then we go from there the reason being well the reason is this just watch I'm going to do exactly what I did there but do with one research it you want to do a restart checkpoint here this strategy by itself the strategy that I'm about to do doesn't work it's basically permadeath stuff so restart checkpoint I'm going to dodge and break the glass what was that I heard something

but if you do it again play don't acknowledge it so if you ever watched my my PBS and Records Ali percent or full game and wonder why we do to restart checkpoints there that's why so you have to dodge and break the glass and then do a restart checkpoint after you did the first one and then the area will work okay

no I might not be able to show off Hospital like get that in your head okay restart checkpoint Dodge break the glass restart checkpoint again and then we can practice it the hospital's been a little finicky for me lately so I might not be able to show it off the best I can but yeah here we go see that wasn't supposed to happen and I seriously doubt this area

going to work now you can't have any awareness indicators go off here I don't know why that one happened

shotgun explosive you need those Round the Corner couple pron Dives behind this Gurnee here oh no that's not supposed to happen so I'm going to wait till she turns around and then go and then you can

just go for the door but if you want to go for the door faster you can do this

if you're in the alert phase when you hit triangle on the door here she'll open it and then barricade it faster compared to if you just did it quietly that is a risk that is up to you but that's how you do it you had shot him and then you triangle immediately she opens the door faster but yeah okay let me do this again

I'm supposed to be almost spotted I mentioned the thing with awareness indicators I'm supposed to almost be spotted by that woman with the dog that was my fault you got to do two Dodges there

sometimes he can look that way

so I'm going to wait I'll show you the difference in speed there's nothing wrong with doing that but it's just the difference in speeds of the again the door opening and then the barricading she does it a lot faster when you are alerted so the rest is up to you there's always the chance of that guy turns around

sometimes I get rid of them just for that reason and you saw as he was walking left he took a quick look left towards me that's why you don't go right away you wait to see what he's going to do but yeah breaking this all down first Dodge Hammer Dodge Sprint and then just run that way

and that's the problem with them not spotting you or almost spotting you before but just get this movement down right here Dodge Hammer dodge run this way and then dive at the very end and then from here it gets just a bit it gets it gets weird I don't really know why it could be frame rate I can play around with it hold on

if you get that you can stand up at the edge of the grass Crouch and then do that now you want to Arrow this woman as far away from the window as possible because if you're any closer she'll see you so you do that now you noticed I think the

and you need to watch yourself I'll keep doing this and unlocked I don't know if the woman almost spotting me is a framerate thing or it might be a frame rate thing because I got to tell you right now that's not supposed to be happening

get her and then sometimes this woman is just right here looking at you if that happens you got to like prone dive wait for her to move on and then go and then pick up those two things

and then go and then what you get here is always different every time but I like to do a dive dive there's a woman right there so you got to move quickly and then are you feeling lucky I'm just going to get rid of them and then go it's up to you okay what you do at the end there is up to you but just know that guy at the end there's a lot of different positions that those enemies can be in there's a guy walking this way sometimes

play Walking that way in which case you want to delay the alert until the very end you can use a bottle here you can use a bottle it makes the basement part right after this a little bit tougher a lot of it tougher you got to go for a leg shot instead of just battling an enemy the area is free but yeah the basement part of this with the clickers the the the the flare lighting up the room red where Nora breathes in the spores that part Strat is you just Sprint

word bottle one enemy and leave you won't get shot but if you don't have a bottle you have to leg shot that person instead and that can be tricky so I prefer going trying as hard as I can to not use a bottle here just to make the next part more consistent the technically a good strategy is to like Sprint and hit the throw the bottle at them before he gets alerted and you'll still be able to open the door quickly that's

also a good strategy that's a good strategy if he's like

play close to you but yeah I'm doing this okay I didn't get alerted let me try and come up with a strategy like on my own yeah you can do that instead okay all right she's not there so I'm just going to go shotgun explosive make sure to get both of them bottles

I'm going to show you an example so I'm going to Sprint and throw it at them and then I'm able to leave quickly that's very fast that is about the fastest thing that you can do I'm just saying when it comes to the basement part it can be tricky but if you're if you practice it you can get it if you're in a position where you're able to do that I do recommend doing it we can practice the basement as much as we want and I'll show you but yeah

that is as fast as you can possibly leave there probably get me a gold too and Ellie percent I try and go as fast as I can here when I'm doing full game I just want to make it through first try so I usually go quiet but yeah the one thing that's throwing me off with this area is sometimes this woman spots me sometimes she doesn't okay she got me so I prefer doing this

Could not understand audio

it's okay to have like one bullet leaving here but yeah I don't really know what else to mention here Dodge Hammer dodge run this direction she didn't spot me so I'm going to do my little backup strap and that's it if you make it to hear I'd say this part right here is easier than what we just

all right is he going to look my direction or not he's not so I'm going to go this way I'm not going to use the bottle I'm going to headshot him instead thankfully she's able to leave very quickly but that is the perfect example for why sometimes going loud is the strategy could you imagine if you crouch walked towards the door and tried to leave he would have shot you cuz he randomly just decided to

turn his head back around they do this thing where they walk backwards sometimes so that would have been a good example I think he was too far away for the bottle but yeah that's a time when head shouting and there was no choice you had to which also works cuz it's faster to open the door that way but your head shot and door triangle prompt has to be quick okay still waiting for that one woman to be looking at me here

no matter what you get whether she almost spots you or not you want to time that first dive because of that one enemy to the right if you do it too early he's going to see you okay you do it too late he's also going to see you see

if that happens if you try and move of course it works it works but you don't want him you don't want him to be a player in this okay so the most important part of this is no matter what you get right here time your dive properly and then also the reason we don't move quickly

be right there I'd say that enemy to the right is more important you want to time your dive so he doesn't see you that being said if you were to move too early if you were if you were to move too quickly in that part right there the guy to the right is going to spot you see if I just stood up too early

that's all I'm trying to show off

and that's what happens if you do like two Dives back to back your first dive you got to wait until it's finished and she goes as far as she can I told you that part right there from here to like having your bow lined up against the woman is the hardest part of this see that you're right there can spot you which is why I don't recommend doing that do that if you have like do those

hives if the woman with the dog doesn't spot you but I have found if you get that little awareness indicator flash or you hear dialogue like this I've always preferred doing this strategy it helps with the timing for me shotgun and do a dog that's why you

don't don't just go okay you have to see what direction

what's going to be looking before you start moving I'll do this a few more times to see if there's anything left if this guy right here spots you I'm pretty sure this doesn't work we'll see what's up

because of that and it basically happens it basically happens because you approach it oh god oh it's the damage she took from the trap mine right she doesn't have full health probably from the combination of the arrow in the shoulder and the trap mine from the big guy yeah but to avoid getting spotted by that guy don't just run straight left okay you want to like run to the edge of the tent

that's what happens if you go too quickly that's what I was trying to show off but yes that is what you have to do if the woman with the dog or the dog itself doesn't notice you just do those Dives a little bit later then

it has to be a headshot so what I do is like let's pretend the controllers the woman I usually like align the reticle to her right and I let her walk into it that's how I do it

remember shotgun explosive one more time with this part let's see where are the guys going to be okay he's there but he's going to look my Direction no he's not and have the gun ready in case that happens okay

Could not understand audio

only other thing to mention that right there was a perfect example of what to do if the woman with the dog or the dog didn't think they saw you right there I did my prom Dives I just started up the second set a lot later

and you do need the shotgun and the crafting ingredients oh this is a weird one What The Hell she's broken wow she's completely broken I've never seen that well I'm just going to wait but like holy crap this very likely won't happen to you and then she turns around and then she turned around went right before that is like the worst

this thing I've ever seen if you're going for a good time I don't recommend waiting I probably would have bottled one then had shot and then kill I don't know what I would have done there I'll check it out just focusing on that part right there I really do recommend

and if the woman spots you exit your prone Crouch walk to the edge of the grass and stand up it's very comfortable just like that if she doesn't spot you know I really don't know so just like this it's definitely the most comfortable

right there I was waiting for that I was waiting to show you that that's kind of the reason I kept doing this over and over and over the Sun Times that woman doesn't run with her dog she just randomly decides to look she just she doesn't move so you do this you stay crouched if

if you leap through the window you're fucked so what I do I prone dive wait like an extra 2 seconds and then go I still Sprint right there and I'm okay but yeah that's what you do that's why every time after I fire the arrow I look left right there that's why this again is the desired effect

and then for fun let's see what we get here is he going to look left yes

I just felt like it you know that's up to you how confident do you feel you could have gotten through that one quietly but so yeah as of right now the only question mark I have about this area is why when I get right here are is the dog spotting me it could be because sometimes I go over here and then I get blocked it could be you need to Round the Corner very tight again it's a real isn't really

play the place I should be testing things happen but I think that might be it cuz I hate doing the prawn Dives there the first one you have to do because of the enemy to the right but I don't like doing any of them afterwards it could be you need to round this corner very tightly no that's not it I'm just going to try something that I know won't work so you got to find a way to avoid that I don't

maybe wait for this guy to the right to move onward and then do that here I'll do this a few more times just to just to try stuff so yeah it doesn't matter how you round the corner here again that right there is the desired effect stand up right there Crouch

and then go I just want to focus on this part right now I'm trying to show off if she doesn't spot you almost spot you what are you supposed to do I don't really have an answer for you right now

Could not understand audio

yeah it's the end of the video that's why I'm like spending some time here that no matter what happens make sure that guy to the right doesn't spot you I don't even know why that happened it's just a weird area there's no one size fits all strategy do the same thing over and over in the same thing will happen you got to get the timing of that first dive down though no matter what you have to get the timing of that one down

and that Arrow right there I'll move on eventually I just I want to give you guys something for in case you're not spotted here I will not him if you do everything

but I want to give you guys something if that happens redo it just redo it and nothing you can do it okay so what's the play here maybe you could do that maybe you could do that ok Google

put beat to the right of that pole it would be slower but it gives you something okay that's the desired effect that's what will happen most of the time okay I'll move on

okay I'm going to take a chance here no no no okay if I was doing a run that's the decision I would have gone with okay that was very very I didn't want to wait for him basically but yeah very risky what I did there but very fast if I was under pressure that is literally literally what I would have gone with but I want the bottle

for the next part so one more time if she doesn't spot you at this moment in time I don't really know what to tell you oh shit that was my own fault this aims the boat every time I fire a gun I like to go I like to do it like this so

no matter what happens to the left of you right there that guy to the right no matter what should never ever almost spot you is that woman right there so just wait

what the hell is Whitney go this way OK Google

set a little forward momentum right there because for some reason Ellie's running speed is very slow here so again from here I like to do a little jump that goes into a hammer swing here then that goes into a Dodge jump at the top of the stairs and then there then I like to do that just to get these Hammer swings going and then go okay there you got to trust me I don't feel like doing a comparison if you look



down Ellie crawls faster

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it is

one of the more difficult areas in just Ellie's half of the game there's the woman with the dog singing you it's timing your dot your dive so the guy to the right in front of the tent doesn't see you there's arrowing the woman there's making sure the woman with the dog isn't just randomly staring there there's picking up the two stuff and then there's all the different alignments that you can get with the exit to this place that one woman and the one guy there there's even one thing where the the

he's walking this way from left to right it's it's kind of crazy this is another spot I think I talked about it earlier like practice practice practice this is another spot you can't practice this enough okay because and also this is like personally I feel like my heart rate gets highest performing this area more than any other area in the game that's

another reason to practice as for ammo where exactly where we need to be but how much pistol ammo you're supposed to have is kind of up to you I'll explain this strategy now there's a strategy at the end of day 3 which will be the next video If you have a combined three bullets or less between all of your

guns not including arrows so revolver pistol rifle and shotgun basically the game will give you three shotgun shells before the bloater encounter not given to you they're below the stairs you pick them up and reload them yourself but we use that to our advantage to acquire those shotgun shells and use that against the bloater so really the only thing that's going to vary right now is your pistol ammo Okay so

honestly you only need one bullet entering day 3 if you have two you can shoot out one of the windows that we would otherwise break with our fists but that's about it so either one or two bullets leaving here because it's going to vary how many shots are you going to do on that seraphite with the shotgun how are you going to use a headshot here if you use a bottle

you going to be able to headshot the leg shot the guy coming up you know some yeah okay right here we're going to chase Nora and we're going to use some of the down time to reload our shotgun and a rifle remember we picked up a shotgun shell in the hospital just now and we picked up a rifle bullet at the end of the seraphite encounter we haven't had a chance to reload it Ellie has infinite Sprint here so we're going to do that here but we do use one pistol

and this one actually does save a lot of time you don't want to break the glasses individually one bullet can break two things of glass so I can update the file finally and we'll go so Ellie doesn't get tired Sprint here this is where you can't open it and you shoot through those things

Could not understand audio

have you taken has been from the trap mine and from the arrow that hit her shoulder you'll survive it and it's okay to have next to no Health entering the next part cuz it's consistent I'll show you don't

this isn't a mash it's more just hit it three times but I smash anyway you can hit triangle from really far away and then nothing and then like you're not holding anything but she's still moving it's kind of funny okay we're going to do this area from a restart checkpoint you can do it from a non restart checkpoint but the enemies are like push

back a little bit and we don't want that so this one saves a few quite a few seconds doing this but it's funny it kind of takes a while for the encounter to begin so what I like to do for fun is just aim at them I'm still waiting there we go see I just enough time passes it becomes an encounter and this is how easy it is watch this

those bullets that are being fired at us aren't actually being fired by enemies because we can't turn the camera around those are just there for aesthetic watch how they're the same every time one boom boom three bullets fired

against the door one two three it's the same every single time they're Landing in the same place every time I told you this area is free the only way it's not free is if you don't fire if you don't throw the bottle right away okay if you delay it a little bit you can get hit you can

like that but also from the other enemies too so basically the very moment you see the lock on you just go are we good we should be fine there we go

say something and then you just go it really is just that easy do you want to make sure that bottle throw is thrown early and like you saw it may be scary

a clicker ran in front of it that was funny those are just aesthetic that's really just an aesthetic you're not going to get hit by those now the main question or the main the other main thing let's say on the top floor you used a bottle what do you do you can't just run to the door that's not going to work that same woman that we bottled legs shot her

that's why I suggested holding on to the bottle this is a much scarier strategy see that it's a lot

it has to be a leg shot and it also has to be done kind of late because if you do it too early I think yeah you're going to oh not only shot you're killed so yeah I recommend shooting legs shotting her later not earlier and you just go do that and you should be good

you should be good so yeah the logic here Works opposite when you're bottling her you want to do it right away when your legs shotting her you want to do it later so those are just for aesthetic

it went from 2 to 1:00 go through here now again you'll notice Ellie's running speed is quite slow so what we're going to do is the hammer swing but it's very awkward

do them in these tight spaces okay that one was good assuming it places me in the same spot

it's supposed to be doing that but I think if you do it like right away from flat-footed then it works regardless do your Hammer swings it's not enough room to do them there and then go but it is difficult to maneuver through there so I do recommend making a file their and

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stop right there and then right about there and then write about a year you'll be able to tell using Speed Run mode but there's a cutscene that pops up during this black screen and then another one remember it doesn't count during the cutscenes and then flash back but there's nothing to do here walk forward

duffle bag and then that's it you can't Crouch you can't but you don't want to do that

my guess is you can also go into your backpack don't do that either

as soon as the screen goes black cutscene and there's another one then you want to hold Sprint and forward because if you're not you're flat-footed this is another one of those spots it happens at some

points throughout the Run hold Sprint and forward and you're actually able to move Ellie while the screen is black

it's it's it's it's weird nothing quite a few spots so far Dina Jessie

and yeah I will leave it there for now then you skip cutscene and then you go in the day three but day three is going to be for another day will be the next video that was a lot wasn't it I spent a lot of time on Hospital the and like the motel

if an area isn't like super specific to be performed then another area has like just a lot of different things that can happen and even sitting here right now I'm not quite sure what to do if that dog with the woman doesn't think they see you prone Dives and hope you don't get spotted that's all I got but yeah

a lot of things to cover in this one it was an entire day there's like three different areas Hillcrest motel flashback and then scars in hospital it's a lot it's a lot like I mentioned hospital is like the one spot in the run where the moment I perform at my heart rate spikes even with all my experience and stuff it still gets me so yeah just like I've been saying before over and over though I can show it to you I can explain it to you but to make it comfortable that's all on you guys okay

and maybe just maybe you can find your own things that work for you in certain certain spots if you're not comfortable with what I'm doing yeah that's it for this one look forward to the next one which will be led 3 which is actually really really short so you see you next time bye