

The Art of 100% Completion Gameplay in The Last of Us Part II

There is a type of player who doesn't just finish a game once and move on. They come back, sometimes many times, to wring every last piece of content out of the experience. For those players, a well-executed 100% completion gameplay run is the ultimate expression of mastery. It is not simply about ticking boxes on a checklist. It is about understanding a game's systems so deeply that you can navigate its world with precision, gathering every collectible, surviving every encounter, and doing it all without taking a single hit.

When I first attempted a 100% completion gameplay run of The Last of Us Part II on Grounded difficulty, I thought I knew what I was getting into. I had finished the story twice. I had found most of the trading cards and bank notes on my first playthrough. I had even cleared a few encounters on moderate difficulties without much trouble. But Grounded difficulty transforms the game. Enemies see you faster, hit harder, and your health kit reserves shrink to almost nothing. One mistake can end a run that has taken hours. And when you add a no damage run on top of that, the margin for error vanishes.



Why Go For 100% in Grounded Mode?

The appeal is not just bragging rights. It is about seeing a game the way its designers at Naughty Dog intended it to be seen. The Last of Us Part II is a game about scarcity and survival. On lower difficulties, you can afford to trade blows with infected and human enemies alike. You can miss supplements and still have enough resources to craft a shotgun shell or two. But on Grounded difficulty, every supplement you find matters. Every bank note you pick up is a small victory because you survived the room it was in. And when you are also trying to avoid damage entirely, the way you approach every encounter changes completely.

I remember a section in Seattle, early in Ellie's part of the story, where you have to clear a convenience store filled with infected. On a normal playthrough, I would have used a few shotgun shells, taken a hit or two, and moved on. But in a no damage run, that approach is suicide. You have to bait enemies, use the environment, and sometimes just wait for the right moment. The tension is constant, and the payoff when you clear a room without a scratch is immense.

Collecting Everything Under Pressure

The "all collectibles" part of a [100% completion gameplay](#) run adds another layer of difficulty. The Last of Us Part II has a huge number of collectibles: trading cards, bank notes, supplements, artifacts, and more. In a standard playthrough, you can wander around looking for them. In a no damage run on Grounded difficulty, you have to plan your route carefully. You cannot afford to take a wrong turn into a room full of enemies just to grab a trading card. You need to know exactly where each item is and the safest path to reach it.

One of the trickiest collectibles for me was a workbench upgrade schematic hidden in a side room in the Seattle subway tunnels. The room is dark, full of clickers, and the only way in is through a narrow corridor. On Grounded, a single clicker grab takes you down to critical health. Without a health kit, you are dead. I had to clear the room using only stealth and a silenced pistol, then grab the schematic and run. It took me six attempts. But that upgrade bench part later allowed me to improve my weapon holster, which made weapon switching faster in later encounters. Every collectible has a purpose, even if that purpose is just completing your collection.

The Skill Tree and Permadeath Considerations

In a 100% completion gameplay run, the skill tree becomes a critical planning tool. You cannot buy every upgrade at once. You have to prioritize. For a no damage run, I found that investing in the dodge and stealth branches early made the biggest difference. The ability to dodge attacks

from infected and human enemies is essential when you cannot afford to get hit. Later, I put points into the health tree, even though I was trying not to take damage, because the extra health gave me a buffer for those moments when my timing was off.

Some players combine a 100% collectibles run with permadeath mode. That is a whole different beast. In permadeath, if you die at any point, you restart the entire game. Every trading card you found, every bank note you picked up, every upgrade bench you used is gone. I have tried it. I made it to the theater fight before a stray pipe from a runner infected ended my run. I have huge respect for anyone who can pull off a 100% completion gameplay run with permadeath enabled. That level of consistency is rare.

No Return Mode and the 100% Completion Goal

The No Return mode added in The Last of Us Part II Remastered gives another angle to 100% completion gameplay. In this roguelike mode, you play through randomized encounters with different characters, each with their own loadouts. You can unlock new characters, skins, and modifiers by completing challenges. For completionists, No Return mode is a separate mountain to climb. You need to master every character's playstyle, from Ellie's stealth focus to a character who starts with a shotgun and nothing else. The mode rewards the same kind of careful planning and execution that a no damage run demands.



One thing I learned from No Return mode is that a health kit is often more valuable than a weapon upgrade. When you are trying to keep a run alive, healing is everything. That lesson carried over into my main campaign run. I started hoarding health kits instead of using them

after every scratch. I saved them for emergencies. That small shift in mindset made my no damage run more sustainable because I was not relying on health kits to cover mistakes. I was trying not to make mistakes in the first place.

Practical Tips for Your Own Run

If you are thinking about trying a 100% completion gameplay run of The Last of Us Part II on Grounded difficulty, here are a few things I wish I had known from the start:

- Memorize the location of every supplement and bank note before you start. Use a guide or your own notes. Wandering costs health.
- Prioritize the stealth branch of the skill tree early. Silent takedowns and faster crouch movement save you from taking hits.
- Save your shotgun shells for emergencies. The shotgun is powerful but slow to reload. A missed shot can leave you vulnerable.
- Use the workbench upgrades in order of impact. The weapon holster upgrade that lets you switch weapons faster is a lifesaver in chaotic fights.
- Take breaks. A no damage run is mentally exhausting. Your reflexes slow down after an hour of constant tension.

These tips come from my own failures. I died more times than I can count in the first few hours of my run. But each death taught me something about the game's systems. The infected in the subway have a predictable patrol pattern if you watch them long enough. The human enemies in Seattle have a limited field of view at night. The key is patience.

The Reward of a Clean Run

When you finally finish a 100% completion gameplay run that is also a no damage run, the feeling is unique. You have seen every corner of the game. You have read every artifact, found every trading card, and collected every bank note. You have fought the infected and the human enemies at their most dangerous and come out without a scratch. The 4K HDR visuals of the Remastered version make every environment look stunning, from the overgrown streets of Seattle to the quiet forests of Jackson. You notice details you missed before. A drawing on a wall, a letter left behind, a view that only exists for a moment.

That is the real reward of this kind of run. It is not just about the achievement or the bragging rights. It is about experiencing a masterpiece with the highest level of respect for its design. Naughty Dog built a world that rewards careful play. The 100% completion gameplay run is the ultimate way to honor that craftsmanship.