

How to Master a No Damage Walkthrough in The Last of Us Part II Remastered

There is a moment early in The Last of Us Part II Remastered that still makes me pause every time. Ellie rides through the snowy streets of Jackson, Wyoming, and the world feels almost peaceful. But you know what is coming. That tension, the constant awareness that one wrong move can end a run, is what makes a no damage walkthrough so compelling. It is not about being reckless. It is about control, patience, and understanding every system the game throws at you.

I have spent hundreds of hours in this world, on the PlayStation 5, with the DualSense controller humming in my hands. I have died to the same clicker three times in a row. I have restarted encounters because a single bullet grazed my shoulder. And I have finished runs where I did not take a single hit from the first encounter to the last. That is the goal. That is what I want to help you understand.

Why a No Damage Run Changes Everything

On Normal difficulty, The Last of Us Part II Remastered is a brutal but fair game. On Grounded+ difficulty, it becomes a masterclass in survival. Enemies see you faster, hit harder, and flank with terrifying coordination. Healing items are scarce. One mistake and you are dead. A no damage run on Grounded+ is not just a flex. It is a completely different way to play.

You stop thinking about killing everyone. You start thinking about positioning, resource management, and timing. Every brick, bottle, and arrow counts. You learn the patrol routes of the WLF soldiers in Seattle like you know the streets of your own neighborhood. You memorize the tell of a Shambler before it charges. You develop muscle memory for the dodge timing against the Rat King. That is the level of familiarity a [no damage walkthrough](#) demands.

The Tools You Already Have

One of the best parts of The Last of Us Part II Remastered is how many ways it gives you to succeed. The accessibility options are extensive. You can tweak everything from enemy awareness to the amount of resources you find. For a no damage run, I recommend keeping most settings on default or harder, but there are a few that help without feeling like cheating.

- Turn on the enhanced listen mode range. It lets you see enemy positions through walls from farther away.
- Enable the toggle for stealth kills. It reduces the chance of a button input error when you are nervous.

- Set the camera sensitivity to a comfortable speed. I run mine at 60% for quick turns without overshooting.
- Use the weapon sway reduction option. It makes aiming down sights steadier under pressure.

These are not crutches. They are tools that let you focus on the real challenge: avoiding damage entirely. The game guide in the menu is also helpful for remembering collectible locations without breaking your flow.

Seattle Day 1: The Grind Begins

The early chapters in Seattle are where most no damage runs end. You have limited tools and the game is still teaching you its rhythms. The supermarket encounter with the WLF soldiers is a common wall. The key is patience. Use the environment. Break line of sight. Let enemies spread out before you move. I have watched speedrunners blast through this area in under two minutes, but they take hits doing it. A no damage walkthrough is not a speedrun. It is a precision run.

One trick I learned from watching Eleanor Williams, a well-known player in the community, is to use the bricks and bottles not just for distraction but for baiting enemies into bad positions. Throw a bottle to the left, then circle around the right. If you time it right, you can clear the entire supermarket without firing a shot. That saves ammo and keeps your health bar full.

Abby's Sections: A Different Kind of Challenge

Playing as Abby changes the pace. She is stronger, more aggressive, and her encounters reflect that. The forest chase with the dogs, the hospital basement, the fight against the Seraphites in the auditorium. Each area tests different skills. For Abby, I rely on heavy melee attacks and the environment more than stealth. A no damage run here means knowing when to stand your ground and when to sprint.

The Rat King encounter is the hardest single fight in the game for a no damage run. It is chaotic, dark, and the camera can work against you. My advice is to learn the audio cues. The creature has a specific sound before it charges. The DualSense controller helps here. The haptic feedback on the triggers lets you feel the tension of the bowstring or the click of an empty magazine. It might sound silly, but that physical feedback can save your life in a panic moment.

Maximum Upgrades and Chronological Mode

One of the best additions to the Remastered version is chronological mode. It lets you play the entire story in order, switching between Ellie and Abby as the narrative demands. For a no damage walkthrough, this is a blessing. You do not have to mentally reset between perspectives. The flow of upgrades stays consistent.



I always prioritize the same upgrades first: weapon holster for faster swaps, the bow for silent kills, and the pistol for headshot stability. By the time you reach the theater, you should have maximum upgrades on your preferred weapons. That does not mean you are invincible. It means you have the tools to avoid needing to heal.

The 4K ultra gameplay on the PlayStation 5 makes a difference too. The clarity helps you spot enemies at range, see traps before you step on them, and read the environment for escape routes. I have caught myself staring at the photo mode more than I should, but that is the beauty of it. The game is gorgeous. Just do not let it distract you during a fight.

Collectibles Without Compromise

A true no damage run is not just about survival. It is about completion. The trophy list for The Last of Us Part II Remastered includes collectibles, trading cards, coins, and artifacts. You can grab most of them without putting yourself in danger if you know the order. I keep a mental checklist. When I enter a new area, I clear the enemies first, then backtrack for the collectibles. It wastes a little time but keeps me safe.

There are a few collectibles that sit in the middle of combat zones. The artifact in the hospital basement is a good example. You have to decide: do I rush it and risk a hit, or do I clear the room first? The answer is always clear the room. Patience is the currency of a no damage run.

The Mental Game

What most people do not talk about is the mental toll. A no damage walkthrough on Grounded+ can take twenty to thirty hours of focused play. One mistake and you either restart or reload a checkpoint. The frustration is real. I have had runs end because a clicker spawned behind me in a room I thought was clear. I have lost a run to a tripwire I saw but forgot about.

The way I handle it is by breaking the game into sections. Do not think about the entire story. Think about getting through this house. Then this street. Then this subway station. Celebrate small victories. Did you clear the supermarket without a scratch? Good. Take a breath. Keep going.

Santa Monica Studio built a game that punishes carelessness but rewards preparation. The accessibility options, the photo mode, the supplemental materials in the main menu. It all exists to help you play the way you want. A no damage run is the ultimate expression of that freedom. It is not about being the best. It is about being deliberate.

Final Thoughts

If you are reading this and thinking about attempting your own no damage walkthrough, start with a lower difficulty to learn the routes. Then move up to Hard, then to Grounded+. Build the muscle memory. Learn the enemy patterns. Use the tools the game gives you. And do not be afraid to fail. Every death teaches you something. The next run will be better.

I have finished three no damage runs now. The first one took me over forty hours. The last one took twenty-two. I still get nervous during the Rat King fight. I still hold my breath when Ellie crawls through the tall grass. That tension is part of why I keep coming back. The Last of Us Part II Remastered on the PlayStation 5 with the DualSense controller is a masterpiece of tension and release. And mastering it without taking damage is one of the most satisfying things I have ever done in a game.