

Why a No Damage Walkthrough of The Last of Us Part II Remastered Is the Ultimate Test of Skill

When I first sat down with The Last of Us Part II on the PlayStation 5, I thought I knew what I was getting into. I had played the original on launch day, survived the first game's harder difficulties, and felt ready for anything. But within the first hour of the Remastered version on Grounded difficulty, my confidence took a hit. I died to a single clicker. I missed a dodge window by half a second and watched Ellie get ripped apart. That is the moment I understood why a growing number of players are chasing something far more demanding than just finishing the story. They are chasing a no damage walkthrough.

This is not the kind of run you attempt on a whim. A no damage walkthrough means just what it says: you complete the entire game without taking a single hit from any enemy, trap, or environmental hazard. It is a self-imposed restriction that turns an already punishing survival horror game into something closer to a brutalist dance. Every encounter becomes a puzzle where the wrong step means restarting from the last checkpoint. For a game as long and layered as The Last of Us Part II, that is a serious commitment.



What Makes Grounded Difficulty So Demanding

Grounded is the hardest preset difficulty in the game. Enemies spot you faster, deal more damage, and coordinate their attacks with unsettling precision. On this setting, a single gunshot from a stalker can take out a third of your health. Two hits and you are dead. That is why a no damage run forces you to treat Grounded as the baseline rather than an extra challenge. If you want to avoid damage entirely, you have to master every system the game offers.

The Remastered version brings 4K HDR visuals that make the environments of Seattle look almost too real. During a [no damage walkthrough](#), those visuals matter more than you might think. You rely on visual cues to spot enemies before they spot you. You scan shadows for clickers in the dark, watch for the telltale shimmer of a stalker's movement, and read the layout of every room before you enter. In 4K HDR, the contrast between light and shadow becomes a tactical tool. A well-timed dodge or a perfectly aimed shot is easier when you can actually see the enemy's silhouette against a sunlit wall.

Preparing for a No Damage Run

Before you even start, you need a plan. A no damage walkthrough is not something you can improvise. You need to know every encounter, every enemy placement, and every item that can save your run. That means studying existing gameplay walkthroughs, memorizing collectible locations, and understanding how the game's upgrade system works.

The workbench upgrades are a good place to start. In *The Last of Us Part II*, you find workbenches scattered through the world where you can improve your weapons. For a no damage run, you want upgrades that increase stealth kill speed, reduce weapon sway, and improve your ability to craft silencers. Every upgrade matters because you cannot afford to waste materials on things you will not use.

You also need to collect supplement manuals. These are scattered across Seattle and other areas, and each one permanently increases one of your stats. For example, finding a training manual for stealth lets Ellie or Abby move faster while crouched. That speed can be the difference between slipping past a stalker and being detected. I spent hours hunting down every supplement manual I could find before I felt ready to attempt a clean run.



The Role of Collectibles in a No Damage Run

Collectibles might seem like a distraction when your main goal is survival, but in a no damage walkthrough they become essential. Artifacts, trading cards, coins, and safe codes all contribute to a deeper understanding of the game's world and your character's progression. Some collectibles unlock bonus content or provide lore that helps you predict enemy behavior. Others, like safe codes, give you access to rooms filled with supplies. Without those supplies, crafting enough health kits and silencers becomes nearly impossible.

I remember one particular run where I missed a single trading card in the downtown section of Seattle. That card would have given me a clue about a safe code later in the game. Without the code, I could not open the safe, and without the supplies inside, I ran out of silencers during a fight with the Seraphites. That run ended with a bullet in Ellie's shoulder. It was a hard lesson: every collectible matters when you are trying to take zero damage.

Enemy Types and How to Handle Them

The Last of Us Part II features a wide variety of enemies, each with its own behavior patterns. Clickers are blind but have incredible hearing. They will track you through walls if you make noise. Stalkers are faster and more aggressive, often charging straight at you. Humans use tactics, flanking, and coordinated fire. In a no damage run, you cannot treat them all the same way.

For clickers, you rely on stealth and patience. Wait for them to pass, then move. Use bricks and bottles to lure them away from your path. For stalkers, you need to create distance and use the environment for cover. A single mistake against a stalker usually means a scratch or a bite, and that counts as damage. In a no damage walkthrough, even a scratch is a failure.

Human enemies are the trickiest because they communicate and adapt. If you kill one silently, the others will notice after a few seconds and start searching. You have to plan your kills in a specific order, using suppressors and distractions to thin their numbers without triggering an alarm. I have restarted some encounters more than fifty times trying to find the perfect sequence.

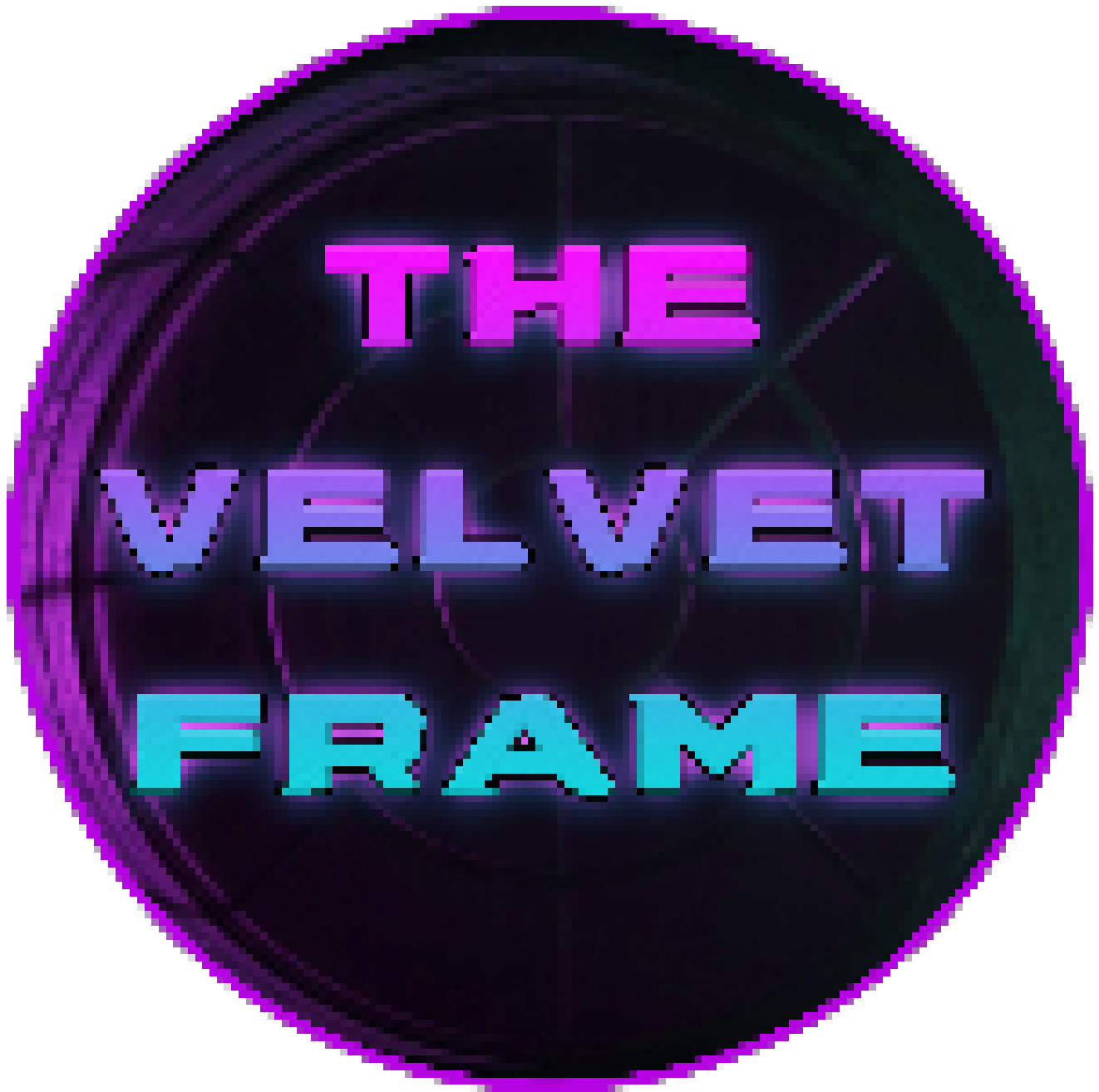
The Psychological Toll

What surprised me most about attempting a no damage run was not the mechanical difficulty. It was the mental strain. After the fifth restart on a section that takes twenty minutes, you start to feel frustrated. After the twentieth, you question whether you are even having fun. That is normal. The key is to take breaks, practice specific encounters in isolation, and remember that every failed attempt teaches you something.

Naughty Dog designed these encounters to be tense and emotional. When you add the restriction of taking no damage, that tension multiplies. Every door you open could have a clicker behind it. Every window you pass could have a sniper aiming at you. You learn to scan every room twice, to listen for the faintest sound, and to trust your instincts even when the game is trying to trick you.

Why Bother?

Some players might ask why anyone would put themselves through that. The answer is different for everyone. For me, it was about mastery. I wanted to understand the game so completely that I could move through its world with the same confidence as Ellie or Abby. I wanted to see the credits roll knowing I had not made a single error. That feeling of accomplishment is hard to describe, but it is real.



A no damage walkthrough also forces you to notice details you would otherwise miss. The way light falls through a broken window. The sound a clicker makes right before it attacks. The exact angle you need to throw a bottle to distract a guard. These small things add up to a richer experience. Even if you never complete a no damage run, the attempt will make you a better player.

Final Thoughts

If you are thinking about trying a no damage walkthrough of The Last of Us Part II on Grounded difficulty, start small. Pick a single encounter and practice it until you can complete it without taking damage. Then add another. Use a gameplay walkthrough to learn enemy placements

and collectible locations. Collect every supplement manual, every artifact, every trading card and coin. Unlock every workbench upgrade. Learn the safe codes. Know the map of Seattle like you grew up there.

When you are ready, load up the game in 4K HDR on your PlayStation 5, take a deep breath, and begin. You will fail. You will restart. You will get frustrated. But every retry brings you closer to that perfect run. And when you finally reach the credits without a single hit, you will understand why people chase that feeling. It is not about bragging rights. It is about proving to yourself that you can do something truly difficult, one step at a time.