

Mastering Enhanced Dodge Settings for a Flawless Run in The Last of Us Part II Remastered

When I first booted up The Last of Us Part II Remastered on my PlayStation 5, I figured I knew the rhythm. I had played through the original on PlayStation 4 more times than I care to admit. But this remastered version, with its 4K ultra fidelity and the promise of a no-damage, all-collectibles run on Grounded+ difficulty, forced me to reconsider every single movement. And the single biggest change I made was dialing in the enhanced dodge settings.

If you are attempting a similar challenge, you already understand that one stray bullet or a clicker's lunge can end hours of work. Grounded Mode is not forgiving. It does not care about your patience. So you need every tool Naughty Dog gave you, and you need them tuned to your reflexes. The enhanced dodge settings are not a gimmick. They are a lifeline.

Why Default Dodge Settings Fall Short on Grounded+

Out of the box, the dodge roll in The Last of Us Part II Remastered works fine for a standard playthrough. You tap circle, Ellie or Abby tumbles in the direction you are holding, and you buy a half-second of breathing room. But on Grounded+, where enemies two-shot you and their hitbox detection is merciless, that half-second is not enough. You often roll into a wall, or you roll past the enemy and get clipped anyway. The default timing feels sluggish because the game queues the dodge after your current animation finishes. That delay is lethal.

I remember dying in the Hillcrest section because I tried to dodge a WLF soldier's shotgun blast. I pressed circle. Ellie started a weapon swap animation, then the dodge finally triggered, and I ate the shell mid-roll. That death was not my fault. It was a control latency problem. And that is where the [enhanced dodge settings](#) come in.

What the Enhanced Dodge Settings Actually Do

Inside the Accessibility Options menu, Naughty Dog included a set of toggles that lets you override the default behavior. The enhanced dodge settings decouple the dodge input from other animations. You can set the dodge to activate on button press rather than on animation finish. You can also map a separate input for crouch dodge, so you do not accidentally roll when you meant to duck behind cover. For a no-damage run, these tweaks are not optional. They are essential.

When I enabled the enhanced dodge settings, I immediately noticed the difference in the stealth sections. Ellie moves through tall grass near the Seraphites, and I can now crouch dodge into a roll without breaking the stealth meter. The DualSense Controller's haptic

feedback gives a subtle buzz when the dodge registers, so I know the input was accepted before the animation even starts. That feedback loop is crucial when you are trying to chain dodges through a room full of infected.

Fine-Tuning Your Dodge Roll and Crouch Dodge

There is no one-size-fits-all configuration. I spent about two hours in the early Seattle open world testing different combinations. Here is what I settled on:

- Set dodge roll to "Tap" instead of "Hold" to eliminate the delay from a held input.
- Map crouch dodge to L1 so I can keep my thumb on the right stick for camera control.
- Enable "Dodge Cancels Weapon Swap" to interrupt a reload if an enemy surprises you.
- Turn on "Dodge Override Running" so you can dodge instantly even while sprinting.
- Adjust the stick sensitivity for dodge direction to a medium-high value so small movements register.

That last point matters more than you might think. In the tight hallways of the hospital basement, a full stick tilt will send you careening into a wall. With a medium sensitivity, you can micro-adjust your roll to slip past a runner's lunge. The enhanced dodge settings give you that granularity. Without them, you are stuck with the default binary input.

How Enhanced Dodge Settings Change Your Approach to Combat

Once I had the settings dialed, I started approaching encounters differently. Instead of treating dodge as a panic button, I used it as a positioning tool. In the Seraphite encounter near the synagogue, I used a crouch dodge to slip under a punch, then immediately followed with a weapon swap to the shotgun. That sequence would have been impossible with default settings because the game would have queued the swap behind the dodge animation. With the enhanced dodge settings, the swap happened during the dodge's recovery frames.



This is especially important when you are juggling multiple enemies. The stealth mechanics in The Last of Us Part II Remastered are deep, but they break down when you are forced into open combat. The enhanced dodge settings let you maintain your flow. You can dodge, shoot, dodge again without ever feeling like you are fighting the controller.

Quick Time Events and Hitbox Detection

Quick time events in boss fights, particularly against the Rat King and the final Abby confrontation, test your reflexes. The enhanced dodge settings do not make the QTEs easier, but they make the dodge portions more reliable. The hitbox detection on those lunge attacks is strict. A late dodge means a grab, and on Grounded+, a grab is a death sentence. With the enhanced settings, my dodge input was consistently faster than the enemy's attack animation. That gave me the margin to survive.

Collectible Locations and Mobility Upgrades

Part of my run was collecting every artifact, trading card, and journal entry. That meant I had to explore every corner of Seattle, the aquarium, and the Santa Barbara resort. The enhanced dodge settings helped here too. I could dodge roll off ledges into water without the game misinterpreting the input as a jump. I could crouch dodge under low obstacles without standing up at the wrong moment. The mobility upgrades from the skill tree, like faster crawl and increased dodge distance, synergize perfectly with the enhanced dodge settings. You are not just dodging. You are moving with purpose.

Why I Will Never Go Back to Default

After finishing my run, I switched back to the default settings just to see. The difference was night and day. The default dodge roll felt like moving through molasses. The weapon swap interruption was gone. I kept crouching when I meant to roll. The enhanced dodge settings are not a crutch. They are a redefinition of how the game interprets your intent.

Naughty Dog built a masterpiece of animation and feedback, but they also built a combat system that rewards precision. The enhanced dodge settings let you match that precision with your own reflexes. If you are attempting a no-damage run, or even just a clean playthrough on Hard or Survivor, I recommend spending fifteen minutes in the options menu. Tweak the dodge roll timing. Set your crouch dodge to a comfortable button. Turn on the haptic confirmation from the DualSense Controller. You will feel the difference the first time you slip past an infected's grab and land a clean headshot.

And if you are hunting for those collectible locations, the extra mobility and control will save you from falling off ledges or triggering enemy patrols. The enhanced dodge settings are a small change that has a massive impact on your gameplay loop. Do not ignore them.

I have run through this game on PlayStation 4 and now on PlayStation 5. The remastered version is stunning in photo mode, and the 4K ultra visuals are worth the upgrade alone. But the real upgrade for me was not graphical. It was in the feel of the controls. The enhanced dodge settings turned a great game into a perfectly responsive one. If you are serious about your Grounded Mode runs, make the change. Your fingers will thank you.