

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

The Art of the Perfect Run

When you watch a no damage run of **The Last of Us Part II** on Grounded difficulty, what you are really seeing is years of practice compressed into a single, flawless session. It is not just about remembering where every enemy spawns or which window to vault through. It is about understanding the game's systems so deeply that you can predict the exact moment an infected will lunge, or the precise angle a shotgun blast will stagger a Seraphite soldier. That level of mastery is what makes 100% completion gameplay so compelling to watch and so difficult to achieve.

I have spent hundreds of hours in this world, across multiple playthroughs, and I can tell you that the gap between a casual run and a Grounded no damage run is immense. It is not a gap you cross by playing more of the same way. It is a gap you cross by studying the game's rhythm, its economy of resources, and the hidden logic of its level design. When you see a player execute a perfect segment in 4K HDR, you are seeing the payoff of that study.



Why Grounded Difficulty Changes Everything

Grounded difficulty is not just a higher health pool for enemies. It fundamentally alters how you approach every encounter. On lower difficulties, you can absorb a few hits and still recover. On Grounded, two or three mistakes and you are dead. The margin for error is razor thin, and that forces you to use every tool in Ellie's kit with surgical precision. Listening for the telltale click of a clicker or the soft rustle of a stalker becomes as important as your aim.

For a no damage run, you cannot rely on healing. Carrying a health kit is a safety net, but the goal is to never need it. That means every dodge, every stealth takedown, every carefully aimed shot has to be perfect. The infected in the subway tunnels of Seattle do not give you a second chance. The WLF patrols in the open streets do not pause to let you catch your breath. You have to move through each space like a ghost, using the environment and your own knowledge to avoid ever being touched.

The Hunt for All Collectibles

Now add the all collectibles objective to that challenge. Suddenly, a no damage run is not just about survival. It is about detours. It is about taking risks to grab that supplement hidden

behind a desk, or that bank note tucked into a corner you would normally sprint past. The trading card sets, the artifacts, the journal entries - every collectible has a specific location, and many of them are placed in areas that force you into open sightlines or risky timing.

I remember my first attempt at this kind of run. I was so focused on avoiding damage that I missed half the collectibles. On the next try, I overcorrected and took a hit while grabbing a weapon holster upgrade. The balance is delicate. You have to know exactly when to push forward and when to wait. That is the real skill behind [100% completion gameplay](#). It is not just about remembering where everything is. It is about sequencing your route so you never waste time backtracking, and never expose yourself to unnecessary danger.

Building the Perfect Loadout

One of the most important aspects of a successful run is how you manage your upgrades. Every workbench you find is a chance to improve your arsenal, but you have to choose wisely. Do you upgrade the shotgun first for close encounters, or invest in the skill tree to unlock better stealth capabilities? In a no damage context, survival skills often take priority. The weapon holster upgrade that lets you switch faster can be the difference between a clean kill and a messy fight.

The upgrade bench is also where you decide which weapons to carry. You cannot bring everything. Weight and inventory space matter. I have seen players skip a powerful rifle because it would slow them down, or pass on a silencer because the noise distraction is more useful than the quiet shot. Every decision has a trade-off, and the best players make these decisions in seconds, based on the section of the game they are entering.

No Return Mode and Permadeath

For those who want an even sterner test, No Return mode and permadeath add another layer. In a standard run, if you die, you reload a checkpoint. In permadeath, one mistake ends the entire run. That kind of pressure changes how you play. You start to value caution over speed, and you learn to read the tells of every enemy type. The infected are unpredictable in their patterns, while human enemies react to sound and light. Knowing the difference is everything.

I have watched runners play No Return mode with permadeath enabled, and the tension is palpable. Every door you open, every corner you turn, could be your last. The adrenaline is real, and it is what makes watching 100% completion gameplay in this mode so gripping. You are not just seeing a player move through a level. You are seeing them solve a puzzle under extreme duress.



The Tools of a Master Runner

To pull off a run like this, you need more than just good aim. You need a deep understanding of the game's economy. Every supplement you find adds a tiny boost to your health or stamina. Every bank note you collect contributes to your total. But in a no damage run, you are not spending those supplements on healing. You are spending them on permanent stat boosts that let you survive an extra hit or sprint a little longer. The skill tree becomes a map of priorities, not just a list of bonuses.

The trading cards and other collectibles are more than trophies. They are proof that you explored every corner, that you took the time to see everything the developers at Naughty Dog built. In a way, collecting them is a form of respect for the craft of the game. You are not just beating it. You are experiencing it fully, on its hardest terms, without taking a single hit.

Practical Advice for Aspiring Runners

If you want to attempt this yourself, start by memorizing the layout of each major area in Seattle. Play through the game on a lower difficulty first, just to learn where the collectibles are and which routes are safe. Then, switch to Grounded and practice individual encounters until you can clear them without taking damage. Do not worry about the full run at first. Break it into pieces.

- Learn the timing of enemy patrols and the behavior of infected in tight spaces.

- Map out the location of every workbench and upgrade bench so you can plan your upgrades.
- Decide which weapons you will rely on and which you can leave behind.
- Practice your stealth routes until they feel automatic.
- Record your practice runs and watch them back to spot where you hesitate or misstep.

Once you have those pieces, start linking them together. The first time you complete a full segment without taking damage, you will feel the difference. That is the moment when the game stops being a series of obstacles and starts being a conversation between you and the design.

The Reward of the Perfect Run

There is a reason why videos of no damage, all collectibles runs get thousands of views. They are not just showcases of skill. They are meditations on what it means to master a system. When you see a player glide through a building in Seattle, grabbing the last trading card while an infected lunges past them, you are watching a human being operate at the peak of their ability. That is inspiring, regardless of whether you ever attempt it yourself.

For me, the most satisfying part of watching 100% completion gameplay is seeing the small decisions add up. The choice to grab a health kit even though you will not use it, because it is there and it might matter later. The decision to hold onto a shotgun shell instead of firing it, because you know a tougher enemy is around the corner. Those micro-choices are the heart of the run. They are where the skill lives.

If you are thinking about trying a no damage run yourself, do not be discouraged by the difficulty. Start small. Learn one room at a time. And remember that every player you see in those 4K HDR videos started exactly where you are now. The only difference is they kept playing. And they kept learning. That is the real secret behind the best runs in The Last of Us Part II.