

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

Anyone who has played *The Last of Us Part II* on Grounded difficulty knows the feeling of holding your breath through every encounter. One wrong step, one mistimed dodge, and Ellie or Abby hits the ground hard. The game punishes recklessness, but it also rewards patience and pattern recognition. A no damage walkthrough takes that patience to its logical extreme: you finish the entire story without taking a single hit. It sounds impossible, but with the right approach, it is more achievable than you might think.

The Remastered version on PlayStation 5 brings the game to life in 4K HDR, and a no damage run through this version demands even sharper timing because everything looks so crisp you can spot enemy animations from farther away. That visual clarity helps. You can read a clicker's lunge from three rooms away if you know what to look for.



Why Attempt a No Damage Run?

For most players, Grounded difficulty is the real test. Enemies hit harder, supplies are scarce, and the AI coordinates better. A [no damage walkthrough](#) is not just about bragging rights, though those are nice. It forces you to learn the game's systems at a level that normal playthroughs never require. You start to see the logic behind every encounter design. You notice how Naughty Dog placed clickers and stalkers to herd you into certain paths, and you learn how to subvert that pressure.

There is also a practical benefit. When you cannot afford to take damage, you quickly become excellent at reading enemy tells. You learn the exact range of a stalker's leap, the precise delay before a clicker's shriek, and the blind spots in every patrol route. These skills transfer to any difficulty level. After a successful no damage run, Grounded feels almost comfortable.

Preparation Before You Start

You cannot wing a no damage walkthrough. You need a plan, and that plan starts with collectible locations. Many players ignore artifacts, trading cards, and coins during a normal playthrough, but in a no damage run, every supplement manual and training manual matters. Workbench upgrades, for example, can give you better weapon sway reduction or faster crafting speed. Those marginal gains add up across the twenty-plus hours of the game.

Safe codes are another hidden resource. They lock away extra ammunition and crafting materials. A single safe in downtown Seattle holds enough pistol rounds to save you from a desperate scavenge later. You should memorize or keep a note of those codes before you start. Likewise, supplement manuals that increase your maximum health are not just nice to have. They are non-negotiable. Even one extra bar of health means you can survive a mistake if you slip up, but the goal is zero damage, so treat them as insurance.

Your weapon upgrades also matter. The workbench allows you to improve firearm stability, reload speed, and fire rate. Prioritize upgrades that reduce recoil and increase magazine capacity. In a no damage run, you rarely want to be caught reloading. A clicker can cross a room in the time it takes to swap a magazine.



The Mindset of a No Damage Walkthrough

The biggest hurdle is not mechanical skill. It is patience. A no damage walkthrough requires you to reset encounters more often than you complete them. You will die to a stray bullet from an enemy you did not see. You will get grabbed by a runner because you pushed one step too far. That is fine. The key is to treat each reset as data, not failure.

I have spent over an hour on a single room in the Hillcrest section. The gauntlet of stalkers and dogs near the theater forced me to rethink my approach six times. Each time, I learned something: the patrol path of the second dog, the exact moment a stalker drops from the ceiling, the safe spot where no enemy can flank you. By the time I cleared it without damage, I felt like I had solved a puzzle, not just survived a fight.

This mindset also changes how you use resources. In a normal playthrough, you might hoard shotgun shells for emergencies. In a no damage run, every encounter is an emergency. You use your best tools early and often, because the alternative is taking a hit and resetting anyway. Do not save a pipe bomb for later. Use it now to clear a room of infected before they can touch you.

Key Encounters and How to Approach Them

The Tunnels with Clickers and Stalkers

Early in Seattle, you face a dark tunnel that combines clickers and stalkers. Clickers rely on echolocation; they rush you if you move too fast. Stalkers hang from ceilings and drop on you. The trick is to move in short bursts. Crouch-walk between cover, and use bricks or bottles to distract clickers away from your path. When a stalker drops, back up and shoot it from range. Do not let it close the distance. One swipe ends your run.

The Hospital Descent

The hospital in the Abby section is notorious. It has tight corridors, multiple infected types, and limited cover. The safe approach is to lure enemies one at a time using thrown objects. Never fire a gun unless you absolutely have to, because noise draws everything. A suppressed pistol works, but even that can alert nearby enemies if they see the body. Drag corpses out of sight. It takes time, but time is cheap. Your health bar is not.

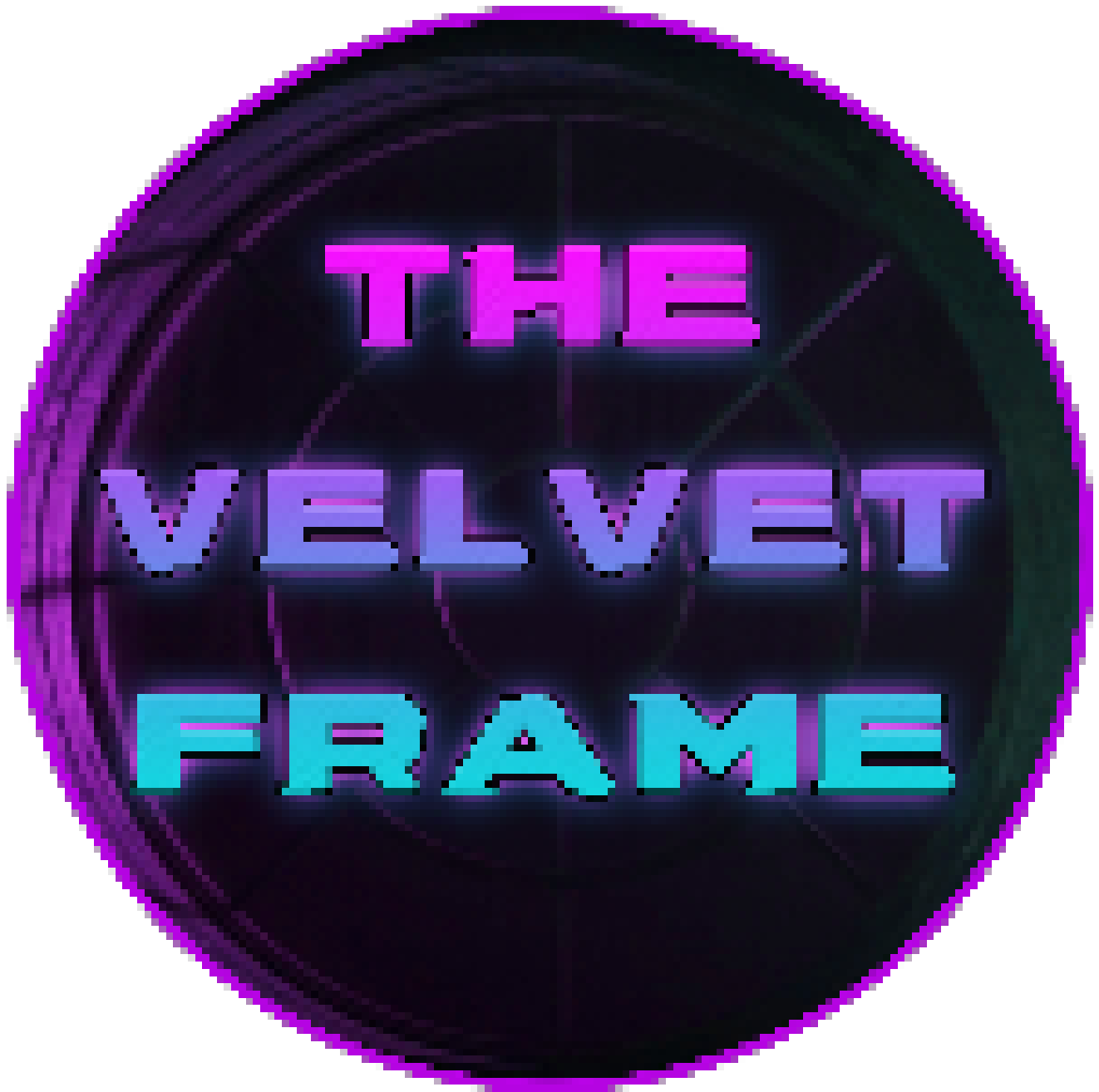
The Rat King Encounter

The Rat King is one of the hardest bosses in the game. It combines the speed of a runner with the area attacks of a bloater. For a no damage run, you need to stay at mid-range and focus on its weak points. Use incendiary shells to stagger it, then unload on the glowing sores. Keep moving sideways. If it charges, dodge early. The hitbox for its lunge is generous, but the timing window is tight. Practice this fight in a separate save file before you attempt it in the main run.

Collectibles and Their Role

Every artifact, trading card, and coin you find adds to the worldbuilding, but in a no damage walkthrough they serve a practical purpose. They force you to explore off the main path, which often reveals alternate routes or hidden stashes of supplies. The trading card in the elementary school, for instance, is tucked away in a classroom that also holds a supplement manual. You grab both, and you get a health boost plus a collectible. That is efficient.

Safe codes are especially valuable. One code in the bank opens a vault with a training manual that improves your stealth kill speed. That might not sound like much, but shaving half a second off a takedown can be the difference between a clean kill and alerting the next patrol. Every upgrade matters.



Tools and Upgrades That Make a Difference

Your workbench upgrades should focus on the weapons you use most. For Ellie, that is the hunting pistol and the bow. For Abby, the rifle and the shotgun. Upgrade stability first, then reload speed. A stable weapon lets you land headshots more consistently, which means fewer bullets spent per enemy. Fewer bullets means less noise, and less noise means fewer enemies drawn to your position.

Supplement manuals that increase health are your top priority. Without them, even a single mistake in a no damage run is fatal. With them, you might survive a glancing blow, but remember: the goal is zero damage. Treat health upgrades as a buffer for the human error you hope not to make.

Training manuals that reduce the noise of your movements are also essential. The quieter you are, the more control you have over engagement distance. You can pick off enemies from across a room without the rest of the patrol ever knowing you were there.

A no damage walkthrough of *The Last of Us Part II* Remastered on Grounded difficulty is one of the most rewarding challenges you can take on in single-player gaming. It changes how you see every corner, every sound, every enemy placement. It teaches you that the game is not unfair. It is just precise. And with the right preparation, you can be precise too.