

Mastering 100% Completion Gameplay: The Method Behind a Perfect Run of The Last of Us Part II

There is a difference between finishing a game and truly owning it. Finishing means rolling credits. Owning means knowing every corner of every room, every hidden trading card, every optional conversation that the designers tucked away. For a game like The Last of Us Part II, that difference is measured in hours, patience, and a willingness to fail. A 100% completion gameplay run is not just about ticking boxes. It is a discipline that tests your memory, your reflexes, and your emotional stamina.

I have spent more time than I care to admit chasing that perfect save file. The kind where every supplement has been picked up, every bank note counted, every workbench used to its full potential. And I have learned that the path to 100% completion gameplay is rarely a straight line. It demands that you play the game differently than you normally would. You stop thinking about survival and start thinking about efficiency.



The first hard truth is that a casual playthrough will not get you there. You might stumble across half the collectibles, maybe a little more if you are thorough. But the real challenge arrives when you stack multiple constraints on top of each other. A no damage run on Grounded difficulty, for example, forces you to treat every encounter as a puzzle. You cannot afford to trade blows with the infected. You cannot rely on a health kit to fix a mistake that should never have happened. Every movement has to be deliberate.

I remember my first attempt at a no damage run in Seattle. I was confident going into the supermarket with Ellie. I had the weapon holster full, a shotgun ready, and a clear mental map of where every infected would spawn. Then I misjudged a dodge and took a hit. That was it. The run was over. Not because I died, but because the condition was broken. That is the kind of frustration you learn to live with. You reload, you adjust your approach, and you try again.

What makes The Last of Us Part II especially rewarding for this kind of run is the density of its world. Naughty Dog packed every environment with detail. The trading cards are not just collectibles. They tell a story about the world before the outbreak. The bank notes and supplements are scattered in places that make sense for the setting, but they are easy to miss if you are focused only on the combat. A [100% completion gameplay](#) run forces you to slow down. You have to search every desk, every drawer, every corner. And you have to do it while staying alive.

The upgrade bench and workbench become your best friends. You learn to prioritize which upgrades matter most for your approach. Do you invest in the skill tree for stealth, or do you push for more health? On Grounded difficulty, resources are scarce. Every supplement you find is precious. Every crafting material has to be weighed against what you might need in the next encounter. The decisions you make at the workbench ripple through the rest of the run.

One of the most overlooked aspects of a no damage run is the mental load. You are not just playing the game. You are tracking your progress against a list of objectives. Did I grab the bank note in the bank vault? Did I check behind the counter for the supplement? Did I use the workbench in this area already? The game does not hold your hand. You have to build your own system. Some players use checklists on a second screen. Others rely on memory and repeated playthroughs. I fall somewhere in between.

I keep a mental map of Seattle, divided by districts. I know that the supplement in the supermarket is on the top shelf in the back room. I know that the trading card in the hotel is behind the front desk. I know that the workbench in the theater is to the left of the stage. This kind of knowledge does not come from a guide. It comes from dying a lot and paying attention.

There is also the question of permadeath. Some players combine a 100% completion gameplay run with permadeath settings. That is a different beast entirely. One mistake and

your entire save file is gone. Every collectible, every upgrade, every hour of careful searching is erased. I have tried it. I have failed. I have tried again. The tension is unmatched. Every infected encounter becomes a high-stakes negotiation. Do I risk that window jump for a supplement, or do I play it safe and miss it? Permadeath forces you to make those calls under pressure.



No Return mode offers another layer for players who want to test their skills in a more arcade-style format. But for the full experience, the main story is where the depth lives. The journey through Seattle with Ellie is not just about survival. It is about discovery. The all collectibles requirement means you engage with the story on a granular level. You read the notes. You look at the photographs. You piece together the world that was lost.

The visual fidelity of the 4K HDR presentation also changes how you search. In lower resolution, you might miss a bank note tucked behind a plant or a trading card half hidden under a desk. In 4K HDR, every detail is crisp. That sounds like an advantage, and it is. But it also means that the game expects you to see those details. The designers knew that players would be looking. They hid things with the confidence of a master. You have to earn every find.

I have learned to respect the rhythm of a perfect run. The first hour is slow. You are checking everything, double-checking, second-guessing yourself. By hour three, you settle into a flow. The movements become automatic. You know when to slow down and when to move fast. The shotgun becomes an extension of your arm. The health kit is a last resort, not a crutch. The weapon holster is managed with precision. Every upgrade from the skill tree is chosen based on the encounters ahead.

By the end of the run, you feel a strange sense of closure. It is not the same as finishing the story for the first time. That was emotional. This is analytical. You have seen every pixel of the game. You have mastered its systems. You have proven to yourself that you can execute under the strictest conditions. That is the reward of 100% completion gameplay. It is not for everyone. It is frustrating. It is time-consuming. But for those who love the craft of game design, there is nothing else like it.

If you are thinking about attempting a run like this, start with a normal playthrough. Learn the map. Learn the enemy patterns. Then start layering constraints. Try a no damage run on a lower difficulty first. Then move to Grounded. Then add the all collectibles requirement. Each layer changes how you play. And when you finally pull it off, you will have a save file that represents not just completion, but mastery.