

Mastering The Last of Us Part II Remastered: A No Damage No Deaths Run on Grounded

There is a specific kind of tension that sets in when you play a game on its hardest difficulty and decide that you will not take a single hit. It is not just about winning. It is about perfect execution. In The Last of Us Part II Remastered, that mindset takes on new meaning when you attempt a no damage no deaths run on Grounded difficulty. This is not a challenge for the faint of heart. It demands intimate knowledge of every encounter, every patrol route, and every resource at your disposal. What follows is a breakdown of what it takes to complete such a run, why it matters to the community, and how the game's systems either support or punish that level of precision.

The Weight of Grounded Difficulty

Grounded difficulty is the hardest preset in The Last of Us Part II Remastered. Enemies deal massive damage, your health bar shrinks rapidly, and supplies are scarce. A single mistake can end a run that has lasted hours. This difficulty setting forces you to treat every fight as a puzzle rather than a brawl. You cannot rely on trading shots with hostile AI because they will almost always win. Instead, you must lean heavily on stealth mechanics, careful movement, and the dodge mechanic to avoid damage entirely. When you add the constraint of no damage no deaths, every engagement becomes a high stakes test of memory and reflexes.



The checkpoint system helps, but only so much. If you die, you reload to the last checkpoint, which might be several minutes back. But in a [no damage no deaths](#) run, dying resets your progress entirely if you are playing without permadeath disabled. Many players who attempt this challenge disable permadeath to allow checkpoint reloads, but the spirit of the run still demands that you never see a death screen. The difference is subtle but important. You are allowed to retry a section, but you cannot let Ellie or Abby fall in combat. That distinction keeps the pressure on without forcing a full game restart after every mistake.

Why the Community Pursues Perfection

There is a dedicated corner of the community that watches gameplay walkthroughs of no damage runs. These videos are not just about showing off skill. They serve as reference material for players who want to improve their own play. When someone posts a 4K HDR video of a no damage no deaths run on Grounded, it becomes a resource. Other players study the exact timing of dodges, the order in which enemies are taken down, and the path taken through each area. The collectibles scattered throughout the world add another layer. Finding every collectible while avoiding all damage and never dying requires route planning that borders on obsessive.

The Last of Us Part II Remastered rewards this kind of planning. Its encounter design is some of the best in the industry. Naughty Dog designed each combat space with multiple approaches. You can go loud, but that draws more enemies. You can go stealth, but that takes time and patience. The best players learn to transition between the two seamlessly, using the environment to break line of sight and reposition. The dodge mechanic is critical here. It lets you evade melee attacks and even some bullets if you time it perfectly. But it is not a get out of jail free card. It has a recovery animation that can leave you vulnerable if you spam it.

Resource Management Under Pressure

On Grounded difficulty, resource management becomes a constant concern. You cannot afford to waste ammunition or crafting materials. The crafting system lets you create medkits, molotovs, smoke bombs, and more, but every item costs resources that are finite. In a no damage no deaths run, you might never need a medkit because you never take damage. That frees up your inventory for offensive tools. But you still need to scavenge supply caches to keep your ammo count up. The game does not hand you bullets. You have to search every drawer and cabinet, which takes time and exposes you to patrols.

Upgrade paths also play a role. You can improve your weapons and abilities at workbenches scattered throughout the world. In a normal playthrough, you might spread your upgrades across several categories. In a no damage run, you prioritize upgrades that increase stealth speed, reduce weapon sway, and improve the dodge mechanic. Every upgrade point matters. You have to know which upgrades give the best return on investment for your playstyle. There is no universal answer. Some players prefer faster movement while crouched. Others want improved listening mode to track enemies through walls. The choice depends on how you approach each encounter.

Combat Strategies for Clean Execution

The phrase no damage no deaths appears in the community as a shorthand for a specific kind of run. It means you never take a hit and you never see the death screen. Achieving this requires a deep understanding of combat strategies. You cannot rush. You have to study patrol patterns, identify isolated enemies, and take them down silently. The stealth mechanics in The Last of Us Part II Remastered are robust. You can go prone in tall grass, crawl under vehicles, and hang from ledges. Each position gives you options. But the hostile AI is smart. It searches thoroughly when it suspects danger. It communicates with other enemies. If one goes missing, the others become alert. You have to manage that tension carefully.



One effective strategy is to use bottlenecks. Funnel enemies into narrow hallways or rooms where you can control the engagement. Throw a bottle to lure a group away, then slip past. Use smoke bombs to cover your movement. The game gives you tools, but it never tells you the optimal way to use them. That is where experience comes in. Players who attempt no damage no deaths runs have usually played through the game several times. They know where every patrol spawns, where the supply caches are hidden, and which encounters can be skipped entirely.

The Role of Checkpoints and Permadeath

The checkpoint system is a double edged sword. It saves your progress at key moments, which means you do not have to replay entire chapters if you die. But it also creates a safety net that can make you careless. In a no damage no deaths run, you cannot afford to be careless. Every encounter must be treated as if it is the last one. Some players choose to play with permadeath enabled to heighten the stakes. That version of the challenge is brutal. One mistake and you lose hours of progress. Most players who attempt the run on video disable permadeath and rely on the checkpoint system to retry sections. The result is still impressive. Watching a clean run in 4K HDR shows you what is possible when a player has total command of the game's systems.

The video format matters too. Watching a no damage no deaths run in 4K HDR gives you a level of detail that standard resolution cannot match. You see the subtle tells in enemy animations. You notice the way light filters through windows and how shadows can hide your

movement. The visual clarity helps you understand the spatial awareness required to avoid detection. It is one thing to read about stealth mechanics. It is another thing to watch someone execute them perfectly in high definition.

Lessons for Players at Any Level

You do not need to attempt a no damage no deaths run to learn from it. The principles that make these runs possible apply to any playthrough. Patience, observation, and deliberate action will serve you better than aggression. The game rewards you for thinking ahead. Whether you are playing on a lower difficulty or just trying to improve your skills, the same lessons hold. Use the environment. Manage your resources. Learn enemy patterns. The difference between a good player and a great one is often just a few seconds of hesitation or a single misstep.

The Last of Us Part II Remastered is a game that rewards mastery. Its encounter design, hostile AI, and resource management systems create a challenge that stays fresh even after multiple playthroughs. Attempting a no damage no deaths run on Grounded difficulty is one of the hardest things you can do in the game. But the journey is worth it. You will see the game in a new light. You will appreciate the work Naughty Dog put into every detail, from the way enemies communicate to the placement of every supply cache. And when you finally finish a clean run, you will know that you earned it.