

The Ellie and Abby Full Journey: A No-Damage Run Through The Last of Us Part II Remastered

When Naughty Dog released The Last of Us Part II Remastered for the PS5, it brought more than just a visual upgrade. The 4K HDR presentation and improved frame rate make Seattle feel even more oppressive, and the Wyoming wilderness feels sharper. But for players who have already lived through Ellie and Abby's story, the real draw is the chance to test themselves against Grounded difficulty. Running a No Damage Run while collecting every single collectible is a challenge that demands not just skill, but a deep understanding of the Ellie and Abby full journey. It forces you to see the game not as a narrative you love, but as a system you have to break.

What Makes the Full Journey So Demanding

The Ellie and Abby full journey spans three major regions: the snow-covered streets of Seattle, the relative quiet of Jackson Hole, and the sun-bleached ruins of Santa Barbara. Each area presents its own threats. In Seattle, the WLF patrols are everywhere, and one slip-up means a bullet from a Hunting Rifle ends your run. Later, the rat king encounter in the hospital basement and the infected horde in the arcade test your resource management. A No Damage Run means you cannot afford even a single clicker bite. You have to know every enemy spawn, every bottle placement, and every safe spot to catch your breath.



The Remastered version on PS5 runs smoothly, but the core mechanics haven't changed. Ellie is agile, but she can't take a hit. Abby is stronger, but her sections are longer and more exposed. The game's combat is designed to punish hesitation. If you stop moving, you die. The Grounded difficulty setting removes the HUD, limits supplies, and makes enemies far more aggressive. Combine that with a No Damage Run, and you are effectively playing a completely different game from the one most people remember.

Seattle Day 1 to Santa Barbara: A Route of Survival

Starting in Jackson Hole feels almost peaceful compared to what comes next. The prologue is short, but it sets the tone. You learn the controls, the dodge timing, and the importance of conserving ammo. Then you hit Seattle. The city is a labyrinth of collapsed buildings and flooded streets. The WLF has fortified almost every intersection. A Billboard in the downtown area hints at the propaganda the WLF uses to control its members, but in a No Damage Run, you don't stop to read lore. You sprint past it, knowing that every second spent in the open is a chance to take a bullet.

The Theatre section is one of the most notorious choke points. It is a large arena with multiple levels, and enemies come from everywhere. You have to use the environment to break line of sight. The Hunting Rifle is your best friend here, because it can take down enemies from a distance without alerting their friends. But you only have a few rounds. Every shot has to count. Missing a headshot means you either waste a bullet or alert the group. The No Damage Run demands near-perfect aim, especially when facing the Bos Taurus enemy type that charges at you with a melee attack. One hit from that bull-like brute and your run is over.



Collectibles: The Hidden Cost

Normally, collectibles are a distraction. You pick up a note, a coin, or a trading card, and move on. But when you are trying to collect every single one on Grounded difficulty without taking damage, those collectibles become traps. Some are placed in the middle of a firefight. Others require you to backtrack through rooms that have already been cleared, which is dangerous because enemies sometimes respawn or patrol in unpredictable patterns. The Remastered version adds a few new collectibles, including some tied to the No Damage Run achievement. You have to know exactly where each one is, and the optimal route to grab it without exposing yourself.

For example, in the Santa Barbara chapter, there is a collectible inside a house that is surrounded by infected. If you rush in, you will be swarmed. The safe approach is to clear the infected from a distance with the Hunting Rifle, which uses precious ammo you might need later. The trade-off is constant. Do you spend bullets to secure the collectible, or do you skip it

and miss the completion? In a full journey run, you cannot skip anything. You have to find the balance between aggression and caution.

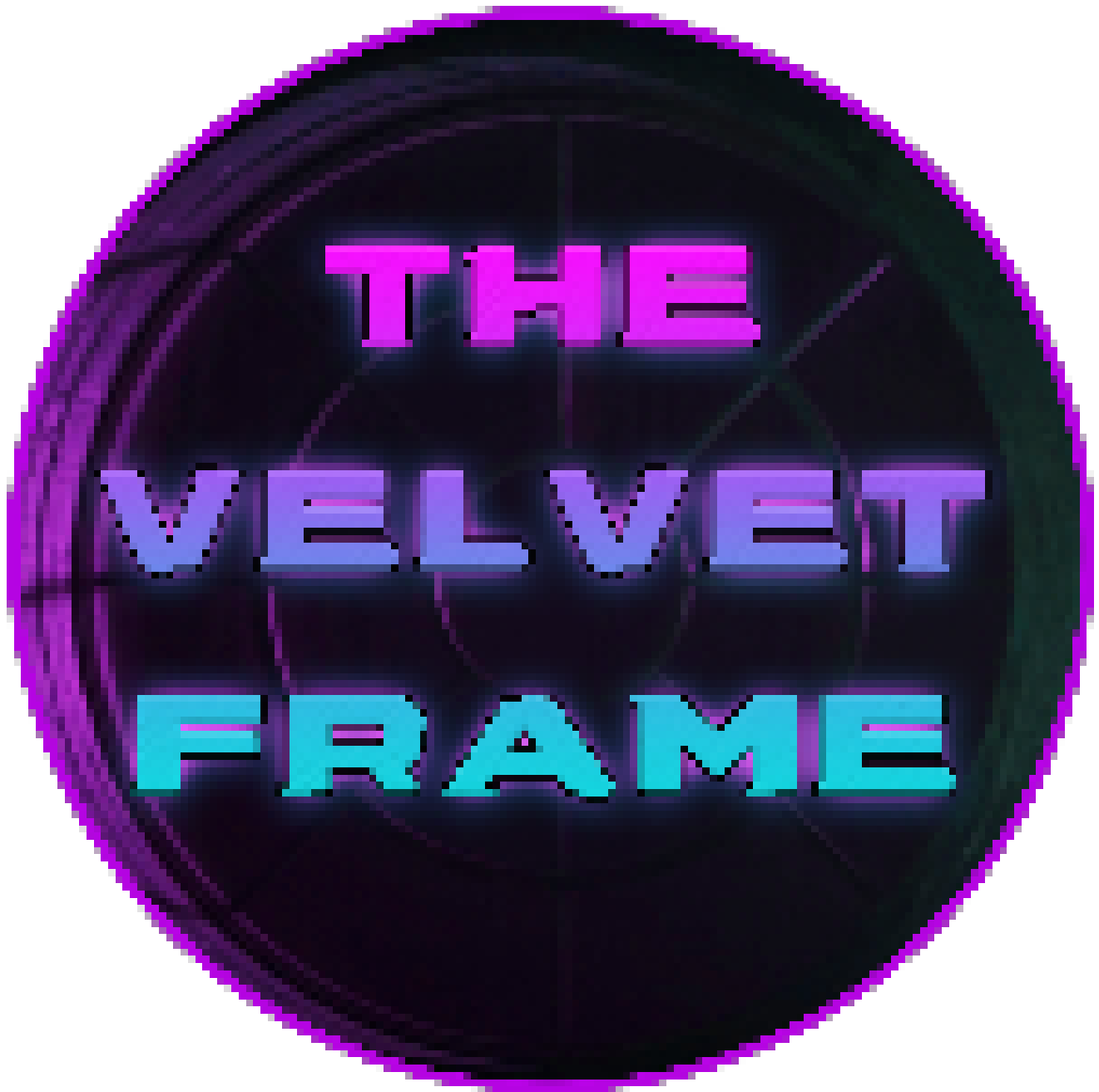
The Killdozer and the WLF's Final Stand

One of the most memorable encounters in the game is the Killdozer set piece. It is a massive armored vehicle that you have to destroy while avoiding its machine gun fire and the WLF soldiers who are trying to flank you. The Killdozer is slow but relentless. In a standard playthrough, you can take cover and heal between hits. In a No Damage Run, you cannot get hit even once. You have to memorize the timing of the Killdozer's gunfire and the spawn points of the WLF reinforcements. It is a puzzle as much as a fight. You have to use the environment to break their line of sight and pick them off one by one.

The WLF itself is a fascinating enemy faction. They are not cartoon villains. They have their own motivations, their own families, and their own propaganda. The game's story forces you to see them as people, which makes killing them feel heavier. But in a No Damage Run, you cannot afford to hesitate. You pull the trigger and move on. The emotional weight is still there, but the gameplay demands a cold efficiency.

Why the Full Journey Matters

The [ellie and abby full journey](#) is not just about the narrative. It is about understanding how the two protagonists play differently. Ellie is a stealth specialist. Her knife is silent, and her bow is precise. Abby is a brawler. She can take more punishment, but her sections are longer and more exposed. The No Damage Run highlights their differences in a way that a normal playthrough does not. You learn to use Ellie's agility to dodge and weave, while Abby's heavy attacks can stagger enemies long enough for you to escape.



The Firefly pendant that Ellie carries is a small detail, but it symbolizes the hope she still clings to. The game's world is brutal, but those small moments of humanity are what make the journey worth taking. Even on Grounded difficulty, with no damage and every collectible in hand, the story hits just as hard. The Remastered version's 4K HDR visuals make the blood on the snow and the sunlight in Santa Barbara look stunning, but the core experience remains the same. It is a game about consequences, about the cost of revenge, and about the people we become when we are pushed to the edge.

If you have never attempted a No Damage Run on Grounded difficulty, I recommend starting with a normal playthrough to learn the map layouts. Then try a collectibles-only run to memorize the locations. Finally, attempt the full challenge. It will take dozens of attempts,

maybe hundreds. But when you finally see the credits roll without a single hit on your health bar, you will have experienced the game in a way that very few people have. You will have mastered the ellie and abby full journey.