

What 100% Completion Gameplay Really Demands in The Last of Us Part II

The Pull of a Perfect Run

There is a moment in every serious playthrough of The Last of Us Part II when the shotgun shells run low, the health kit is empty, and the next encounter is a corridor full of infected. Most players accept the loss, maybe restart the checkpoint, and move on. But for those chasing 100% completion gameplay, that moment is exactly where the run begins to matter. It is not about finishing the story anymore. It is about finishing every corner of it, with nothing missed and nothing wasted.

I have spent hundreds of hours in Seattle, both the flooded streets and the overgrown interiors, and I can tell you that a full completion run changes how you see the game. You stop playing Ellie as a character and start playing her as a system. Every supplement, every bank note, every trading card has a place. The workbench stops being a quick stop and becomes a ritual. The skill tree is no longer a suggestion but a plan. And when you add Grounded difficulty on top of that, the whole thing turns into a different kind of puzzle.



What a Full Run Actually Includes

Let me break down what [100% completion gameplay](#) means in practical terms, because it is not just about seeing the credits. It is about collecting everything, upgrading everything, and experiencing every optional scene the game has to offer. In The Last of Us Part II, that means finding all the artifacts, all the trading cards, all the coins, all the journal entries, and every single supplement hidden in the world. It also means unlocking every weapon holster and fully upgrading every weapon at the workbench, which requires a very specific allocation of parts and supplements.

On Grounded difficulty, resources are scarce. Enemies hit harder, listen more carefully, and spot you faster. A no damage run on that setting is not just a flex. It is a strategy that forces you to learn enemy patterns, route your movement, and decide when to use a shotgun blast versus a silent takedown. The permadeath option, if you enable it, raises the stakes even further. One mistake in the middle of Seattle and the whole run resets. That is the kind of pressure that separates casual players from the ones who chase 100% completion gameplay.

The Collectible Hunt Is a Different Game

When you are just playing for the story, you miss half of what Naughty Dog tucked into the environments. A bank note under a desk, a trading card on a shelf, a supplement hidden behind a locked door. These items are not random. They are placed with intent, often rewarding exploration with a piece of lore or a gameplay boost. But finding them all without a guide takes patience and a sharp eye. With a guide, it becomes a checklist, and that changes the experience in a good way.

I remember spending an entire evening in the downtown Seattle section, backtracking through the same three blocks because I missed a single trading card. It was frustrating at first, but then I started noticing the environmental storytelling. The way a room was lit, the position of a corpse, the graffiti on a wall. Naughty Dog built these spaces to be read, not just passed through. That is the real reward of a completion run. You start reading the world instead of just moving through it.

The No Damage Challenge Changes Everything

Add a no damage run to the equation and the game transforms into something almost tactical. You cannot afford to trade hits, so you learn to use stealth, distractions, and the environment. A brick thrown at the right moment can pull an enemy away. A bottle can break a patrol pattern. The shotgun becomes a last resort, not a first option, because every shell is precious and every miss costs you.

On Grounded difficulty, even a single hit from a runner can put you in a bad spot. Health kits are rare, and using one in the middle of a fight often leaves you vulnerable. So you plan your encounters. You scout the area, mark enemies, and decide whether to engage or slip past. The no damage run forces you to master the game's systems, and that mastery is what makes 100% completion gameplay feel so rewarding. You are not just collecting things. You are proving you understand the game at a deeper level.

The Role of Upgrades and the Skill Tree

Upgrades matter more than most players think. The workbench is where you turn parts into better weapons, but it is also where you make choices. Do you improve the shotgun's range or its reload speed? Do you invest in the pistol's stability or the rifle's scope? Every upgrade changes how you approach combat, and in a no damage run, those choices can mean the difference between a clean escape and a messy firefight.

The skill tree works the same way. Supplements are limited, even on a full collection run, so you have to prioritize. Do you unlock the stealth takedown first, or the health boost? Do you invest in the weapon holster that lets you carry a rifle alongside your pistol, or do you focus on crafting speed? There is no single right answer, but the best players tailor their build to their

playstyle. I have seen runs that focus on stealth and runs that go loud with upgraded weapons. Both can work, but they require different approaches to the same encounters.

That is the hidden depth of a completion run. It is not just about finding everything. It is about using what you find to craft a build that matches how you play. The game gives you the tools, but it never tells you how to combine them. That is up to you.



Why the 4K HDR Version Makes It Better

Playing The Last of Us Part II Remastered in 4K HDR adds a layer of clarity that matters for a completion run. Details like a bank note on a dark desk or a trading card tucked behind a shelf are easier to spot when the image is crisp and the lighting is accurate. HDR also makes the contrast between shadow and light more striking, which helps you notice environmental cues that you might otherwise miss. It is not a game changer in terms of mechanics, but it does make the world more readable.

I have played the original release and the remaster, and the difference is subtle but real. Textures are sharper, colors are more vibrant, and the overall presentation feels more polished. For a run that depends on spotting small objects, that clarity is a genuine advantage. It also makes the game look stunning in motion, which is a nice bonus when you are spending dozens of hours in Seattle.

The No Return Mode and Replayability

Once you finish a full completion run, you might think there is nothing left. But Naughty Dog added No Return mode, a roguelike survival mode that strips away the story and throws you into randomized encounters. It is a great way to test the skills you developed in the main campaign. You carry over your knowledge of enemy patterns, your ability to manage resources, and your comfort with the shotgun and the health kit. No Return mode does not require completion, but it rewards the same kind of careful play.

I found that after a 100% completion run, No Return mode felt almost easy by comparison. The hard part was already done. I knew where the upgrades were, how to use the workbench efficiently, and how to avoid damage in tight spaces. That is the real payoff of a completion run. It trains you to play better, not just collect more.

The Trade-Offs and the Joy

There is a cost to chasing 100% completion gameplay. It takes time, patience, and a willingness to replay sections you have already seen. Sometimes you will miss a supplement by inches and have to reload an earlier save. Sometimes a trading card will hide in a spot you swore you checked twice. But the joy of finding that final item, of seeing the achievement pop, and of knowing you saw everything the game has to offer is hard to beat.

It also changes how you talk about the game. You stop being a tourist and start being a resident. You know the layout of Seattle like the back of your hand. You know where every infected waits and where every safe spot is. You develop a feel for the game's rhythm that casual players never get. That is the real reward, and it is why I keep coming back to The Last of Us Part II for another run.

So if you are thinking about attempting a full completion run, my advice is to go for it. Pick a difficulty that challenges you, turn on 4K HDR if you can, and take your time. The game is designed to be explored, and the deeper you go, the more it gives back. Just remember to bring a spare controller, because there will be moments when the infected get the better of you. But those moments are part of the journey, and they make the final victory taste that much sweeter.