

Mastering Ellie and Abby Gameplay in The Last of Us Part II Remastered

There is a difference between playing through The Last of Us Part II Remastered and truly mastering it. The Remastered edition on PS5, with its 4K resolution and HDR support, makes every rain-soaked street in Seattle and every dusty corner of Santa Barbara look almost too real. But looking good is not the same as playing well. For those of us who have spent hours learning the rhythm of encounters on Grounded difficulty, the game reveals a depth that casual playthroughs simply do not touch. The interplay between Ellie and Abby is not just a narrative device; it is the core of the gameplay itself.

Two Perspectives, One Brutal World

Naughty Dog built The Last of Us Part II Remastered around a dual protagonist structure. You spend roughly half the game as Ellie, driven by grief and a need for vengeance, and the other half as Abby, a character whose own motivations slowly come into focus. This is not a gimmick. The way each character moves, fights, and scavenges reflects their personality and training. Ellie relies on speed, stealth combat, and a deadly aim with the bow and arrow. Abby is heavier, more direct, and brutal with a shotgun at close range. Understanding these differences is the first step to surviving the nightmare that Naughty Dog throws at you.



When we talk about [ellie and abby gameplay](#), we are really talking about two distinct toolkits that demand different approaches. Ellie's sections, especially early in Seattle, encourage patience. Her smaller frame allows her to slip through gaps and crawl under cars. The bow and arrow becomes a silent extension of her will, letting you pick off WLF patrols without alerting the entire block. Abby, on the other hand, is a powerhouse. Her encounters often force you into tighter quarters against the Seraphite or the WLF, where a shotgun blast can clear a room but also draws every enemy within earshot. The game never tells you this directly, but you feel it in every encounter.

No Damage, All Collectibles, Grounded Difficulty

Running a no-damage, all-collectibles run on Grounded difficulty is not for the faint of heart. It requires a complete understanding of enemy patrol routes, resource management, and the exact timing of each dodge. Grounded difficulty removes the HUD, makes enemies far more perceptive, and drastically reduces the supplies you find. A single bullet can be the difference between life and death. In this context, the ellie and abby gameplay loop becomes a careful dance of risk and reward.

For collectibles, you need to know where every artifact, trading card, and safe code is hidden. Some of these items are tucked away in dead-end rooms that offer no tactical advantage. Grabbing a note in a Seraphite-controlled zone might cost you precious health or ammunition. On *Grounded*, you learn to weigh the value of lore against the cost of exposure. The safe codes themselves are often hidden in nearby documents, forcing you to read every scrap of paper while listening for enemy footsteps. It is a tense, immersive process that rewards players who treat the world as a real place rather than a checklist.

Stealth Combat vs. Open Confrontation

One of the hardest lessons in the game is knowing when to fight and when to hide. Stealth combat is your best friend on *Grounded* difficulty, but it is not always an option. In the Rat King infection encounter in the hospital basement, you cannot sneak past that monstrosity. You have to move, run, and use every explosive and bullet you have. This is where Abby's combat style shines. Her heavier melee attacks can stagger enemies, giving you a split second to aim a shotgun blast. But against the Rat King, even that feels inadequate.

Ellie's stealth sections, by contrast, often let you bypass entire encounters if you are patient enough. In the forests around Jackson and the skyscrapers of Seattle, you can slip past WLF patrols without firing a single arrow. The bow and arrow is ideal here, because you can retrieve arrows from dead bodies, conserving resources. But if you make a mistake, a single shout from an enemy can bring the whole squad down on you. The game punishes carelessness, but it rewards precision.

Resource Management Across Two Characters

Another layer of Ellie and Abby gameplay is how resources carry over, or rather, how they do not. Each character has their own inventory. You cannot hoard supplies as Ellie and then use them as Abby. This means you have to adapt your playstyle to what is available at any given moment. Early in the game, Ellie might have plenty of pistol ammunition but no shotgun shells. Later, as Abby, you might find yourself with a full shotgun but only two arrows for the bow. This forces you to switch tactics mid-run, which is both frustrating and exhilarating.

On a no-damage run, resource management becomes obsessive. You learn exactly how many bullets it takes to down a WLF soldier with body shots versus headshots. You memorize the locations of workbenches and safe rooms. You start treating every bottle and brick as a precious tool for distraction rather than a useless piece of scenery. It changes how you see the world. The game's level design, already excellent, becomes a puzzle box where every corner holds a potential solution or a trap.



The Emotional Weight of Gameplay

What makes *The Last of Us Part II Remastered* special is that the gameplay never feels detached from the story. The violence in Seattle, the desperation in Santa Barbara, the quiet moments in Jackson - they all inform how you play. When you fight as Ellie, there is a raw anger in her movements. When you play as Abby, there is a grim determination. The animations reflect this. Ellie's dodge is quick and desperate; Abby's is heavy and deliberate. The game uses its 4K HDR visuals to highlight this, with lighting and shadows that make every encounter feel cinematic without losing the gameplay tension.

There is a moment in Ground Zero where you have to navigate a dark, flooded basement. The HDR makes the darkness truly black, and the faint glow of your flashlight barely cuts through it. You hear the Rat King before you see it. That kind of sensory immersion is not just for show. It forces you to rely on sound cues and muscle memory. You cannot see the enemy clearly, so you have to know the layout of the room from previous runs. This is where mastery lives - in the space between what you see and what you remember.

Collectibles as a Learning Tool

Gathering all collectibles on Grounded difficulty is not just about completionism. It is a learning mechanism. Each artifact, letter, and safe code tells a story about the world, but it also forces you to explore every inch of the map. You find alternate routes, hidden supplies, and safer paths between encounters. The collectibles become a guide to the level design. Without them,

you might rush through areas and miss the subtle shortcuts that make a no-damage run possible.

Safe codes, in particular, teach you to pay attention. They are often written in notes that you can easily miss if you are focused on combat. Stopping to read a note in the middle of a Seraphite patrol is risky, but the reward is often ammunition or a better weapon upgrade. On Grounded, that risk is real. One wrong move and your run is over. But the payoff is worth it. Those extra bullets can mean the difference between surviving the next encounter or restarting from the last checkpoint.

Final Thoughts on the Run

A no-damage, all-collectibles run on Grounded difficulty is the ultimate test of ellie and abby gameplay. It demands that you see the game not as a story to be watched but as a system to be understood. Every enemy placement, every resource drop, every safe code is part of a larger puzzle. Naughty Dog designed this game with an incredible attention to detail, and playing at this level lets you appreciate that craftsmanship in a way a normal playthrough does not.

The Remastered edition, with its 4K and HDR enhancements, makes the world feel more real than ever. But the real beauty of The Last of Us Part II is in its mechanics. Whether you are sneaking through the woods as Ellie or blasting through a WLF checkpoint as Abby, the game respects your skill and punishes your mistakes. That balance is what keeps players coming back. It is not just a game you finish; it is a game you learn. And every run teaches you something new.