

Mastering the NG+ Perfect Run: A Practical Guide for Veteran Players

After my first playthrough, I felt that familiar mix of accomplishment and hunger. I had seen the credits, explored every corner I could find, and beaten the final boss. But something kept pulling me back. That something was New Game Plus, or NG+. And once I started experimenting with it, I realized that the real challenge wasn't just finishing the game again. It was finishing in a way that felt truly clean, efficient, and satisfying. That is where the idea of the **ng+ perfect run** comes in.

For players who have already invested dozens of hours into a game, NG+ offers a chance to revisit the world with all your hard-earned gear, levels, and knowledge. But a perfect run isn't just about steamrolling enemies you once feared. It's about making deliberate choices, optimizing your route, and squeezing every drop of value from the experience. In this article, I will share what I have learned about planning and executing a strong [ng+ perfect run](#), based on multiple playthroughs across several demanding titles.

What Does a Perfect Run Actually Mean?

The phrase "perfect run" can sound intimidating. It suggests zero mistakes, no wasted time, and a flawless sequence of events. But in practice, a perfect run is personal. For one player, it might mean collecting every collectible, completing every side quest, and unlocking every achievement before the final encounter. For another, it could mean finishing the main story as fast as possible while still hitting all the critical story beats. And for many, it sits somewhere in between.

What makes NG+ special is that you carry over your progress from the first playthrough. That means you already have the tools to attempt things that felt impossible before. You can tackle tougher enemy placements, experiment with different builds, and explore areas that were locked or too dangerous. The **ng+ perfect run**, then, is about applying your experience to craft a playthrough that feels complete and rewarding, on your own terms.

Mapping Your Goals Before You Start

The biggest mistake I made in my early NG+ attempts was jumping in without a plan. I thought I would just wing it, but I quickly found myself wandering aimlessly, missing quests I wanted to finish, and wasting hours backtracking. Here is the approach I now use before starting any NG+ session.

Step 1: Decide What You Want to Carry Over

Not all games treat NG+ the same. Some let you keep your entire inventory, while others reset key items. Check the game's wiki or your own save file to see what will transfer. If the game lets you carry over rare materials or unique weapons, make sure you have them ready. If certain quest rewards vanish, consider completing those before starting NG+. This foreknowledge saves frustration later.

Step 2: Identify Missables and Hard Choices

Many games have content that can only be experienced in a single playthrough, or that changes based on decisions you make early. If your perfect run includes seeing every story branch, you need to plan your dialogue choices and faction allegiances from the start. I keep a simple checklist on my phone: key quests, optional bosses, and collectibles that are easy to overlook. This list keeps me on track without making the game feel like a chore.

Step 3: Set a Time Budget

Perfect runs can take anywhere from ten to fifty hours, depending on the game and your ambition. I like to set a rough estimate of how many sessions I want to invest. If I want to finish within a week of evening play, I adjust my route to cut out optional content that only adds grinding. If I have more time, I include everything. Knowing this upfront prevents burnout.

Route Optimization: Where Efficiency Meets Enjoyment

Once you have your goals, the next step is figuring out the best order to tackle content. In a normal playthrough, you follow the intended difficulty curve. In NG+, you often outscale the early areas, so you can afford to skip around. But that freedom can backfire if you trigger story events too early or lock yourself out of side content.

I have found that the most effective strategy is to start by clearing any content that becomes unavailable after a certain point. That usually means finishing faction quests, companion missions, and world events that are tied to specific chapters. After that, I work through the main story in chunks, weaving in side content that is level-appropriate. I leave purely optional collectible hunts for the end, when I can fast travel without interruption.

For example, in one recent action RPG, I completed all character-specific side quests in the first three hours of NG+. That gave me powerful unique weapons and abilities that made the rest of the run smoother. Then I blitzed through the main campaign, only stopping for boss fights that dropped upgrade materials. By the time I reached the final boss, I had nearly every achievement and a fully upgraded character. That felt like a true **ng+ perfect run**.

Managing Resources and Inventory

One trap I see many players fall into is hoarding everything from their first playthrough. They start NG+ with a full stash of potions, rare ingredients, and upgrade materials, but they never use them because they are saving them for the “right moment.” That right moment never comes, and they finish the game with a stockpile that does nothing.

My rule of thumb is simple: if a consumable item is going to make a fight easier or save time, use it. In NG+, the difficulty curve is different. Some fights that were hard the first time become trivial. Others, especially optional super-bosses, can still wreck you if you are not prepared. Use your resources to smooth out the rough encounters. Sell or dismantle anything you know you will not use. Keep your inventory lean so you can pick up new loot without stress.

Learning From Failure Without Restarting

Even the best-laid plans can hit a snag. You might miss a quest trigger, die to a boss you underestimated, or realize you forgot to grab a key item before a point of no return. In a normal playthrough, that might be devastating. In NG+, it is often fixable.

If I miss something, I first check whether I can come back later. Many games allow free-roam after the main story, so a missed collectible can be picked up then. If it is truly missable, I weigh how much it matters to my definition of perfect. If it is a minor cosmetic item, I let it go. If it is a crucial upgrade or a trophy, I reload an earlier save. I keep at least three rotating saves throughout the run so I can undo mistakes without losing hours of progress.

The key is not to treat every setback as a failure. A perfect run is about the overall experience, not a single flawless sequence. I have had runs where I died multiple times but still finished with everything I wanted because I adapted.

Tools and External Resources

I am a big fan of using community resources to enhance my runs. Interactive maps, progression trackers, and speedrun route notes can all help you refine your path. But I am careful not to let them take over the experience. I use them as a reference, not a script. If a guide says to skip a certain area, but I want to explore it because I enjoy the atmosphere, I go anyway. The perfect run should still feel like your run.

One tool I always use is a simple spreadsheet. I list every major objective, note which ones are time-sensitive, and check them off as I go. It takes ten minutes to set up and saves hours of indecision.

When to Stop and When to Push

Not every game is suited for a perfect run. Some games have NG+ modes that are poorly balanced, with enemy scaling that feels unfair or rewards that do not justify the effort. Others have long, unskippable cutscenes that make repeated playthroughs tedious. Before committing, I do a little research. If the consensus is that NG+ is a slog, I might skip it or set a very loose goal.

On the other hand, some games are built for this. Games with deep build variety, multiple endings, and meaningful New Game Plus modifiers reward careful planning. In those games, a perfect run is not just possible; it is the best way to experience everything the developers built.

I have learned to trust my own enjoyment. If I find myself grinding for an item I do not really care about, I stop. If I am having fun experimenting with a new weapon combination, I lean into it. The goal of a perfect run is to deepen your appreciation for the game, not to turn it into a checklist.

Final Thoughts on the NG+ Perfect Run

After several years of chasing these runs across different genres, I can say that the most satisfying ones are not the ones where everything went exactly according to plan. They are the ones where I felt engaged, curious, and in control. The **ng+ perfect run** is a framework, not a rigid formula. It gives you permission to approach a familiar game with fresh eyes and higher standards.

If you have never tried one, pick a game you love, set a few clear goals, and give yourself the freedom to adjust as you go. You might find that the journey through familiar territory becomes something entirely new.