

Mastering The Last of Us Part II: Essential Ellie and Abby Walkthrough Tips

The Last of Us Part II is a game that asks a lot of its players. It demands patience, sharp reflexes, and a willingness to sit with discomfort. For many, the sheer length and emotional weight can make progress feel slow. That is where a careful ellie and abby walkthrough becomes valuable. Not as a shortcut, but as a way to see the full picture without missing critical resources or story beats. I have played through this campaign multiple times, and every run taught me something new about pacing, inventory management, and the quiet moments between fights.

If you are stuck on a particular encounter or just want to make sure you find every upgrade before the credits roll, a structured approach helps. This guide covers the core decisions that define a smooth playthrough. We will talk about scavenging habits, stealth strategies, and how to handle the game's most punishing sections. The goal is to help you move through Seattle and Santa Barbara with confidence, whether you are on your first run or revisiting for collectibles.

Start With a Scavenger Mindset

The opening hours in Jackson and the stadium set a tone of scarcity. Ammo is low, resources are spread thin, and every bottle of rubbing alcohol matters. Early on, I learned to check every drawer and cabinet, even in rooms that seem empty. The game hides crafting materials in the most unlikely places. A single blade can mean the difference between a silent takedown and a drawn-out firefight.

Make a habit of pressing the listen mode button frequently. It highlights interactable objects through walls, which saves time and prevents backtracking. Also, always craft a shiv and a medkit as soon as you have the parts. They are the two items you will use most. Do not hoard materials for a perfect upgrade later. Use what you have now to survive the next encounter.

Stealth Is a Choice, Not a Rule

The game gives you tools for direct combat, but stealth usually leads to better outcomes. Enemies patrol in groups, and once an alarm sounds, reinforcements swarm. I found that taking out isolated patrols with a silencer or a well-thrown brick preserves ammo and keeps the area quiet for the next fight. But stealth has trade-offs. It takes time. Sometimes you are low on health and need to clear a room fast. In those moments, a shotgun blast and a quick retreat can be the right call.

The key is reading each situation before committing. Use prone movement in tall grass. Crawl under cars and through narrow gaps. The AI reacts to sound and sight, so moving slowly and breaking line of sight resets their search. If you trigger an alert, do not panic. Fall back, find cover, and let the alert timer expire. Enemies will return to patrol routes after a while, giving you a second chance.

Upgrade Paths That Matter

Upgrade benches are one of the most satisfying systems in the game. You find parts scattered across each map, and the workbenches let you improve weapon stability, fire rate, and reload speed. I recommend focusing on the pistol and the hunting rifle first. They are your most reliable tools across both Ellie and Abby's chapters. The shotgun is powerful but uses rare ammo, so its upgrades can wait.

For character skills, prioritize the dodge and the listen mode range upgrades. The dodge move saves you from melee attacks, and extended listen range reveals enemy positions from farther away. Those two upgrades make the biggest difference in tough fights. Also, do not ignore the weapon sway reduction for the rifle. A steady aim means more headshots, which means fewer bullets spent.

Key Encounters That Trip Players Up

Every [ellie and abby walkthrough](#) should highlight a few brutal sections. The first big hurdle is the hospital basement near the beginning of Ellie's day two. That room is tight, dark, and full of clickers. The best approach is to stay on the upper catwalks, use the listen mode to track the infected, and drop down only when you have a clear shot. Molotovs are your friend there. One well-placed Molotov can clear a cluster of runners.

Later, Abby's encounter with the Rat King in the hospital basement is a true test of resource management. Save your shotgun shells for the big bloaters. Use the pipe bombs to stagger the stalker types. And never stop moving. Standing still for even a second in that fight can mean taking a hit. I died three times there before I realized I was being too aggressive with melee. Patience and distance win that fight.

Resource Management Across the Two Campaigns

One detail that surprised me on my first playthrough is that resources do not fully carry over between Ellie and Abby's sections. You start each new chapter with a fresh pool of supplies. That means hoarding everything in the first half does not help you in the second. So use your parts and pills freely. Upgrade what you have now. Do not save them for a future character you will not play until next week.

That said, the game does share some inventory across small gaps. When you switch characters within the same day, you will keep a few items. Pay attention to those moments. They are rare, but they can give you a small edge if you plan ahead.

Collectibles and Optional Areas

The open areas of Seattle are full of optional buildings and side streets. Exploring them rewards you with training manuals, collectibles, and extra supplies. If you are following an ellie and abby walkthrough for 100% completion, you will want to check every corner of the map. But if you are just trying to finish the story, you can skip most of them. The game never forces you to explore. The main path is always clearly marked.

Still, I recommend visiting at least a few optional areas. They contain some of the best environmental storytelling. Notes left by survivors, graffiti on walls, and abandoned camps all add depth to the world. They also give you more chances to find weapon upgrades. The training manuals in particular are worth hunting down. They unlock new skills that make combat more fluid.

Dealing With the Emotional Weight

It is not a gameplay tip, but it matters. The Last of Us Part II is heavy. The story does not let up. There are moments where you will want to put the controller down. That is okay. The game is designed that way. Taking breaks between long sessions helps. I found that playing in two-hour chunks kept me engaged without feeling overwhelmed. The pacing of the narrative mirrors the pacing of combat: intense bursts followed by quiet reflection.

If a particular section makes you angry or sad, that is a sign the game is working. Lean into it. The combat and exploration serve the story, not the other way around. A good walkthrough respects that and does not try to speed through the emotional beats.

Final Thoughts on Approach

A good ellie and abby walkthrough does not just tell you where to go. It helps you understand why you make certain choices. The game rewards caution and creativity. It punishes recklessness. But it also gives you the freedom to fail and try again. That is the beauty of its design. You can approach a room ten different ways and each one feels valid.

If you take one thing away from this, let it be this: explore early, upgrade smart, and do not be afraid to run away. The game respects players who treat each encounter like a puzzle. And when you finally reach the credits, you will feel like you earned every bullet and every step.