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It's hard to talk about some of the greatest games of this generation without mentioning the absolute masterpiece that is *The Last Of Us*. The story of Joel and Ellie is masterfully told in every way, and it was clear that such an amazing title demanded a sequel, otherwise the fans would've been sent into an uproar. This sequel was finally delivered by Naughty Dog this year in the form of *The Last Of Us Part 2*, which was released to a rather mixed reception. Critics and fans have wildly different opinions on this sequel, but there's no denying the fact that *The Last Of Us Part 2* is a technical masterpiece that has shown just what the modern age of gaming is capable of doing. Updated on July 31, 2022, by Ritwik Mitra: The Last Of Us series features a duology of two games that took over the gaming world by storm when they were released. While the reception to *The Last Of Us Part 2* has been pretty divided, the first game was hailed as a masterpiece that players absolutely loved. Both titles are great in their own right, but there are certain aspects where one game overshadows the other. Keeping this in mind, here's an in-depth comparison of both games and where each title excels. 20 The Last Of Us Part 2: Great Attention To Detail: *The Last Of Us Part 2* shows just how far motion capture technology and graphical fidelity have come in modern times. The game looks absolutely gorgeous, with the amazing facial expressions of the characters making everything seem all the more real. It also helps that the attention to detail for every environments is also incredible. Full-blown stories are present in the background of every area, and it's the player's choice whether they wish to check out these finer details for themselves. Joel and Ellie are two of the most likable video game characters of all time. A big part of why they have such an allure of their own is the amazing character development of them both and how it ties into their dynamic. Joel is a jaded individual who finds it scary to get close to Ellie after what happened to his daughter. Meanwhile, Ellie is just looking for someone to rely on after the fate of the world was put on her shoulders. The way these two people get over their own personal demons and form an everlasting bond makes for a great time indeed. Combat has always been a strength of both games in the series. However, *The Last Of Us Part 2* stepped it up quite a bit when it came to conveying the brutality of fighting other humans. Each enemy has their name, and other foes react emotionally to the death of their comrades. All of this combines to make combat way more intense, brutal, and conflicting than ever before, which is perfect for the themes that *The Last Of Us Part 2* wishes to convey. *The Last Of Us* was a brilliant game in its own right, but Naughty Dog didn't just stop there. They also released the Left Behind DLC for the game, which did a great job elaborating on what Ellie did when Joel was wounded, while also exploring her backstory. The DLC is quite heartwarming and cements why Ellie is such a beloved character. Left Behind is a piece of the story that is almost critical to enjoying the overall experience of playing *The Last Of Us*. It's only a given that technical advancements would lead to a game's sequel being better than its predecessor in terms of pure gameplay. However, the strides that *The Last Of Us Part 2* has taken should definitely be commended. Stealth gameplay is a huge part of *The Last Of Us*, and the sequel expands upon this even more. Players can go completely prone and slowly whittle down enemy groups as each member gets increasingly horrified by the shadows that haunt them. The second game focused too much on the theme of hate to make the zombies much of a threat. This means the horror aspects were toned down in favor of the brutality of human nature. The first game was better in this regard as the zombies were made to be a force. It also had the benefit of introducing these monsters, meaning players weren't prepared to face them based on previous experience. The game also laid out environments where facing the hardest kinds of zombies could mean instant death, making these moments filled with tension. The passage of time obviously contributed to *The Last Of Us Part 2* being higher in terms of quality here, but the realism certainly was a thing of its own. The first game didn't stand out among other games of its generation, which wasn't the case with the sequel. *The Last Of Us Part 2* is remarkable in making things out to be realistic, as character models not only look lifelike but also interact with one another this way. This is what enabled the gritty environment to come across that way. There's a terrible beauty in exploring the world in the first *The Last Of Us*, as the music that accompanies these moments truly sets the stage for heartstrings to be pulled. The second game had flashes of brilliance in this area but not the seamless nature of the first. The original game didn't take the soundtrack to high-octane levels, instead focusing on the dystopian world and how being in such a place would sound. Of course, the melancholic sequences have the right track playing in the background to capture the right emotional gut punch. There was no one villain in *The Last Of Us*, with several characters appearing infrequently to antagonize the characters. However, the second game had the theme of hate down so well that the lines between who the villain is supposed to become blurred. Both Ellie and Abby can be considered the antagonist if viewed from each other's point of view. This makes the villain aspect weird for the game since there's no real hero and only the choice of the player over who they want to favor. The concept of the series was presented in the first game, and the second only built upon this. Things like the characters working together, the sequences where players have to navigate them during emotional moments, and the overall setting were introduced here. *The Last Of Us Part 2* wouldn't have felt as special had it been a different game, so it has the first game to thank for carrying forward this goodwill. Original aspects in gaming are what made *The Last Of Us* stand out, and it remains this way even after the second title's release. *The Last Of Us Part 1* So many incredible games have come through the mighty iron gates of PlayStation like *God of War*, *Red Dead Redemption 2*, and *Bloodborne* - to name a few - but no great list would ever be complete without mentioning *The Last Of Us* franchise. As great as the original *TLOU* was, the 2022 remake administered more realistic character models and better graphics across the board, and in 2020, *The Last Of Us Part 2* was born, which took Naughty Dog to an all-new level in more ways than one. As we look at these two incredible games side by side, which one is truly better when analyzing elements like their story, replayability, and world-building? Let's break down both *The Last Of Us Part 1* and *The Last Of Us Part 2* to get a real understanding of what one comes out on top once and for all. What's your choice? Rogue Trader takes on *Baldur's Gate 3* in this head-to-head comparison. Do they have what it takes to unseat the current king of RPGs? Story and Pacing From a narrative point of view, both *The Last Of Us Part 1* and *The Last Of Us Part 2* are masterpieces in the art of storytelling. There's no doubt about that. While one is about love and hope, the other depicts the cycle of violence and revenge, but part 2 would be nothing without part 1. *The Last Of Us Part 2* builds on the incredible story left over from Part 1 in such a horrific but beautiful way and yet there are areas where the game could have been trimmed down a bit, especially so in the second half of Abby's journey after helping Yara where you felt like you were going over the same grounds. Cinematics litter Part 2 in a way that can make it, at times, crawl along, which, in turn, slows down its storytelling a little in general. *The Last Of Us Part 1* is a hell of a lot more fluid; it runs from point to point without feeling like you are sometimes walking through tar to get to the next stage of the game. Also, *TLOU1* can be completed in around 15 hours, while *TLOU2* takes at least, 25 hours from start to finish. That's not to say just because one game is longer or shorter than the other that it will be better, but because of Part 2's pacing and how bleak it is, which can take a real emotional toll, coupled with a little too many cutscenes, Part 1 feels like the better overall and more relatable experience without having to dig too much in other characters psyche for this specific category. Winner: *The Last Of Us Part 1* Ellie's dramatic change from how she behaved in Part 1 compared to Part 2 is almost incomprehensible. The shift, especially so in her psychological state, from being this innocent, hopeful and trusting 14-year-old in Part 2 is the biggest change in character development we have seen across the franchise. Part 2 offered up an Ellie we had never seen before in such a way that her moral compass took a huge beating, and understandably so. We also saw how, on the flip side, Joel seemed a lot more trusting than he had been in Part 1 and would have been previously more reluctant to help Abby and her gang at the start of Part 2. This showed how Joel had become far too comfortable living in Jackson at the time between both games that he forgot the dangers that were out there; he felt safe, which was, obviously, his biggest downfall and biggest character regression. In the case of Abby, her character development was undeniably noticeable - here was someone who went from hating the zombies to then taking one under her wing and caring about Lev like he was her own. Winner: *The Last Of Us Part 2* The *Last Of Us Part 1*'s combat system remains, for the most part, largely unchanged from the original. There are, however, more intense combat sequences and stealth encounters when enemies are trying to flank you to the controller improvements made in the remake. Naughty Dog also implemented better NPCs that actually stay out of your sightline when in stealth mode and, of course, that much-needed DualSense adaptive triggers and haptic feedback that really does up the ante when pulling strings on the bow or shooting. Although I think it's safe to say that *The Last Of Us Part 2* blew what we knew about combat out of the water completely. Not only were the fight scenes a hell of a lot more brutal, aggressive and gorier, but the combat integration was a lot more advanced in terms of Ellie and Abby's stealth options and seamless dodges during one-on-one encounters, meaning there's plenty to learn. The ability to crouch and go prone when lining up a shot at your enemy was a game changer, not to mention how nerve-wracking it is when enemies spot you and are able to call in their comrades, turning what could have been a simple take down while hiding in the long grass into a free-for-all bloodbath. Winner: *The Last Of Us Part 2* This is quite a tough one as *The Last Of Us Part 1* and *The Last Of Us Part 2* both have outstanding merits to want to dive into it time and time again. However, in an age where so many real-world events keep us in a constant state of bleakness, Part 2 can be a lot to chew more than once and even though Part 1 isn't all rainbows and butterflies, it's a hell of a lot more cheerful than part 2. On the other hand, the exploration in Part 1 is slightly more limited than in Part 2. Yes, you can explore side alleys and the odd unlocked house, but for the most part, *TLOU1* keeps gamers on a rather short leash. Both games do have New Game+ and a grounded mode to keep the eager and the competitive among us happy, but it's important to remember that Part 2 is 50% bigger, not just in animation and characters, but in levels and environments, so there will be so many things to miss in your first playthrough that include notes left by characters scattered throughout the world, very cool Easter eggs, upgrading all your weapons and finding collectibles that are near impossible to do on your first go. I think it's also really eye-opening to go back to that scene with Abby and Joel and re-experience and analyze your feelings about her now, knowing what you do to see if your perspective has changed. Winner: *The Last Of Us Part 2* Naughty Dog has made the game better, but it's still not as accessible as it could be. The DualSense's haptic feedback and adaptive triggers are included in the game, but it's not as accessible as it could be. 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