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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 environment 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 or not. 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 meant 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 music to 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 twofold 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 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 to an angry, unempathetic, and calculating 19-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 in 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 scars 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 due 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 gory, 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 while 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 takedown 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 raised the bar when it comes to accessibility standards in The Last of Us franchise, but out of part 1 and part 2, which is better from an accessible point of view? The fact that both games in the series are playable from start to finish by, in particular, sightless players is a huge achievement, but if we look at how many accessibility features that are included in both titles, it's somewhat simpler to understand which is better. The Last of Us Part 1 comes with a lengthy list of six accessibility options that include: subtitles, captions, the use of subtitles, and the use of subtitles. The Last of Us Part 2, it features more than sixty accessibility options, with expanded options focused on fine motor and hearing, as well as completely new features that benefit low-vision and blind players which is a testament to what Naughty Dog has done with this game. Winner: The Last of Us Part 2 Now, I think this category, by far, is a slam dunk in The Last of Us favor. As far back as 2018, Naughty Dog announced that it planned to deliver a multiplayer component for The Last of Us Part 2 but that it wouldn't be tacked onto the main game. But roll on four years later, and that Factions dream came abruptly to an end that shattered the hearts of the dedicated community who still play The Last of Us MP and who so very badly wanted another apocalyptic multiplayer experience. As yet, there have been no plans to include any DLCs for TLOU2 but, of course, that could very likely change in the future. The original Last of Us and the Part 1 remake has an incredible DLC called Left Behind which explores the events that changed the lives of Ellie and her best friend Riley forever. Not only that, there's also an equally amazing multiplayer called 'Factions' included that, in my opinion, is one of the most unique and most fun multiplayer around. Winner: The Last of Us Part 1 All you have to do is look around in The Last of Us Part 2 to see how much thought has gone into its world-building. Incredible amounts of time have been invested into every building, whether it's a humble convenience store or a music shop. Walking around a derelict house will see you finding out about those people's lives merely from the long leftover packages of food, crumbled-up newspapers, family pictures on the walls, or their taste in music from the posters on the wall or scattered CDs. In The Last of Us Part 1, Naughty Dog's brutal realities of the post-apocalyptic US set up Part 2's world-building perfectly, especially when it comes to the spreading of the fungus, and from that, a host of new infected appeared in Part 2, but it was also limited in what it showcased. At times, Part 1 felt a little empty, although that incredible scene with the giraffe cemented that sought-after feel-good factor that was much needed, especially for Joel and Ellie's relationship. But there's no denying how Part 2 ran with some of the most impactful moments that have been possible without its incredible world design and the constant threat of the WLF and The Seraphites, otherwise known as 'Scars'. Winner: The Last of Us Part 2 The Last of Us Part 2 is really just an incredible game that took the foundation left from the original and built on it with leaps and bounds. Not only did TLOU2 show us just how far motion capture technology and graphical fidelity have come in modern times, but it also changed the face of how we experience games in general. It makes us realize that, even in games, not everything is so black and white and how "human" these characters are to us to evoke such extreme emotions. It's a game that forbids both a mirror up to us and makes us look at all the boils and ugly warts that we've been too afraid to see in ourselves. It has every ingredient needed to not only knock our socks off visually but to rip our hearts out, give us moments of joy and immense sorrow, throw us into brutal and compelling combats, and offers up the most grueling yet honest narrative. As utterly amazing as The Last of Us Part 1 is in so many ways, Part 2 is deserving of being the better game in the end. Looking for cheaper games like The Last of Us? Looking for a game like The Last of Us Part 2 to sink your teeth into but don't want to spend over \$30? We have 10 of the best to suit your budget. The Last of Us series is among the most beloved in modern gaming, captivating audiences with its intense storytelling, character development, and gripping gameplay. With the release of The Last of Us Part II in 2020, fans were eager to see how the continuation of the story would measure up to the original. While both games share the same universe, they differ in several important aspects, from narrative tone to gameplay mechanics. In this blog post, we will explore the key differences between The Last of Us and The Last of Us Part II, considering various factors such as story, characters, gameplay, and overall impact. The narrative in both The Last of Us games is central to the experience, but the tone and themes differ dramatically. The Last of Us (2013): The first game introduced players to Joel and Ellie, two survivors in a post-apocalyptic world ravaged by a fungal infection that turns humans into zombie-like creatures. The game focuses on their journey to deliver Ellie to a resistance group, who believes she may hold the key to curing the infection. The themes of survival, trust, and the bond between Joel and Ellie are explored deeply, especially as Joel makes difficult choices to protect Ellie. The story is poignant and emotional, with a focus on the personal relationship between the characters. The Last of Us Part II (2020): The sequel takes a darker turn, with a more complex narrative that examines the consequences of violence and revenge. The game introduces new characters, particularly Abby, whose story becomes intertwined with Ellie's. The central theme of revenge is explored from multiple perspectives, and players are forced to understand and empathize with the motivations behind actions that may seem unforgivable. The story is divisive, with some praising its complexity and emotional depth, while others criticized its darker themes and unexpected twists. Joel and Ellie: In the first game, the relationship between Joel and Ellie is the emotional core of the narrative. Joel is a hardened survivor who has lost everything, while Ellie is a young girl who has never known a world without the infection. Their relationship evolves as they face the dangers of the post-apocalyptic world, and by the end of the game, Joel's decision to save Ellie from a potential cure offers a powerful conclusion to their arc. Ellie and Abby: In The Last of Us Part II, Ellie takes the central role, but Abby, the game's other protagonist, also becomes pivotal. The game explores Abby's backstory and her motivations, which reveal the interconnectedness of the two characters' journeys. Unlike the first game, which focused on the relationship between Joel and Ellie, Part II forces players to see the conflict from multiple angles. While this narrative approach has been polarizing, it deepens the complexity of the characters and their respective arcs. The gameplay in both titles is similar in many respects, but there are key differences that improve upon the original. The Last of Us: The first game set the stage for many of the mechanics that would become staples in the series. The gameplay revolves around stealth, resource management, and survival. Players must navigate through dangerous environments filled with infected and hostile humans while conserving ammunition and crafting weapons. The game also emphasizes the emotional weight of each action, making the player feel the consequences of survival decisions. The Last of Us Part II: The sequel improves upon its predecessor in many ways, particularly in terms of gameplay and world-building. The environments are larger, offering more exploration opportunities and side activities. Combat has been refined, with the addition of new mechanics such as dodge rolls, new stealth tools, and a wider variety of weapons. The AI is more advanced, and the game introduces more dynamic combat encounters, forcing players to think creatively in order to survive. While some players may find the gameplay more difficult, it ultimately offers a more immersive and varied experience. The Last of Us: The original game was a technical marvel for its time, featuring detailed character models, realistic environments, and cinematic presentation. The post-apocalyptic world was beautifully realized, with intricate attention to detail in the environments, from overgrown cities to decaying buildings. The game also featured an unforgettable score by Gustavo Santaolalla, whose music captured the melancholic and hopeful atmosphere of the story. The Last of Us Part II: Part II takes visuals to the next level, offering even more lifelike character models, animations, and environments. The level of detail in the game world is astonishing, with realistic weather effects, facial expressions, and lighting that enhance the emotional impact of each scene. The voice acting and motion capture are also stellar, particularly in the performances of the lead characters. The soundtrack is equally powerful, with a score that complements the game's darker themes. The Last of Us: The first game left a significant mark on the gaming industry, redefining what narrative-driven games could be. Its storytelling, character development, and emotional depth set a new standard for the medium. The game won numerous awards and is considered one of the best video games of all time. It also sparked a larger conversation about video games as an art form, pushing the boundaries of how games could deliver an emotional and immersive experience. The Last of Us Part II: Part II was highly anticipated and generated much discussion upon release. While it received critical acclaim for its technical achievements, performance, and narrative ambition, it also sparked controversy due to its darker tone and plot twists. The game polarized fans, particularly regarding the portrayal of beloved characters and its exploration of revenge. However, it is still widely regarded as a groundbreaking achievement in storytelling, and it has cemented the series as one of the most influential in gaming history. All in all, in comparing The Last of Us and The Last of Us Part II, it becomes clear that both games offer unique experiences that cater to different aspects of storytelling and gameplay. The first game is often praised for its emotional depth and strong character development, while the second installment takes a more ambitious approach, pushing the boundaries of narrative and gameplay to create a more complex and divisive experience. Ultimately, whether one game is better than the other comes down to personal preference. Some players may prefer the simplicity and emotional core of the original, while others may appreciate the complexity and darker themes explored in the sequel. Both games have had a lasting impact on the gaming world, and their legacies will continue to influence future titles. For those new to the series or looking to dive back in, The Last of Us and The Last of Us Part II are essential experiences, each offering its own take on a post-apocalyptic world where survival, morality, and human relationships are tested to their limits. Photo generated by AI THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages. It contains General Mature Content and may include intense violence, suggestive/sexual themes, and controlled substances. 3.2K Sony Interactive Entertainment and Naughty Dog's action adventure game, The Last of Us Part 2 Remastered, is set for release early next year, and if you're looking to know how it compares to the original, read ahead. The Last of Us Part 2 Remastered features enhanced graphics over the PS4 original, including increased texture resolution, increased Level of Detail distances, improved shadow quality, animation sampling rate, and more. The game offers 2 graphical modes on PS5 i.e. Quality and Performance, compared to only one mode on PS4. In terms of image quality, the PS5 version of The Last of Us Part 2 Remastered runs at a native resolution of 4K (2160p) in Quality mode. In Performance mode, the game runs at a native resolution of 1440p. Meanwhile, the original version runs at 1080p on the base PS4 and at 1440p on the PS4 Pro. With regards to performance, The Last of Us Part 2 Remastered targets a frame rate of 30 fps in Quality mode, 60 fps in Performance mode. The game also features an unlocked frame rate option for TVs that support VRR. Meanwhile, the original version targets a frame rate of 30 fps on both the PS4 and PS4 Pro. The Last of Us Part 2 is set five years after The Last of Us (2013) and follows two playable characters in a post-apocalyptic United States: Ellie, seeking revenge for a murder, and Abby, a soldier caught in a conflict between her militia and a religious cult. The game is played from the third-person perspective, requiring players to combat human foes and zombie-like creatures using firearms, improvised weapons, and stealth. Players experience an action-adventure game from a third-person perspective with elements of survival horror. Traversing post-apocalyptic settings like buildings and forests is crucial for advancing the story. Players can use firearms, improvised weapons, and stealth to defend against hostile humans and infected creatures affected by a mutated Cordyceps fungus. the last of us part 2 remastered The Sony exclusive The Last of Us was a groundbreaking game for the PS3 and was seen as the console's swan song. It also showed that Naughty Dog had more grit to their level of storytelling than just the Uncharted series. That in mind, The Last of Us Part II had a lot to live up. While it certainly improved many aspects over the original, there are some fans out there a little outraged by some story beats and changes. This article will not compare the two in order determine a winner or anything like that. It will instead showcase what each game exceeds at over the other. Just as a heads up, this is spoiler free. (Via: GameByte) There are more upgrade stations in The Last of Us Part II than in the original which is already a plus. Another aspect that is better is that there are no longer level gated walls for upgrades. Players had to find Joel upgrades in order to craft the right weapons in the first game. If they missed one, too bad. Thankfully that sort of gating was diminished in this sequel. Try as they might, Naughty Dog could not replicate a bond in The Last of Us Part II anywhere near that of Joel and Ellie from the first. This is due in large part to splitting the narrative between Ellie and another character. Also, when Ellie does get partners, their inclusion is fleeting unlike the original where Joel and Ellie are together for nearly the entire game. (Via: GamesRadar) This was a huge problem in The Last of Us. Players had to stick with whatever difficulty they chose from the start and could not swap on the fly. If they found the easiest mode too, well, easy, they had to literally start over in order to test out harder modes. The sequel not only lets players change whenever they feel like, but there are also more options for a better range as well. The Last of Us 2 pretty much operates in three locations. The snowy area of Jackson, the lush destroyed city of Seattle & the area surrounding it, and one other that will not be named. The Last of Us had a more diverse set of locations on top of going through every season. It felt like an incredible journey where time actually mattered. Naughty Dog had a lot of ideas for The Last of Us that didn't quite come together like they wanted. They cut many versions of the infected, meaning there were going to be more than three types. Most of these inclusions make it into this sequel and they are certainly a fright. That is in large part due to the graphical overhaul and haunting detail crafted into every single infected enemy. While the workbench upgrades for guns are better in the sequel, The Last of Us had a better upgrade system for pills. One can also miss out on upgrade trees if they don't find the right magazine. This, in a way, replaces the gated tools needed for weapons. It's one step forward and two steps back because there are a lot more magazines to miss out on. This was already showcased a little bit in The Last of Us when Ellie had to take care of herself. She had a knife and didn't need to craft shivs unlike Joel. The same is true in this sequel, which is great, but the aforementioned other playable character does need to make shivs. However, they aren't as necessary to take down infected as much as they were in the first game, so it's still an improvement. While Joel and Ellie's bond was strong, that didn't mean their narrative was solely focused on them. The Last of Us was full of side characters and stories along the way in the Fireflies hospital. There are side stories in the sequel too, but they actually get more in the way and ultimately make the narrative feel messy. There is a bit too much going on without enough resolution. Along with the knife, the overall stealth gameplay has improved. Not only does the game feature tall grass to hide in from enemies, but it also allows players to go prone. This can make grass even deadlier and on top of that, players can crawl underneath cars for surprise attacks. The stealth is reminiscent of Metal Gear Solid 3: Snake Eater and is much better implemented than in The Last of Us. So, to recap, character bonding was better in The Last of Us thanks to Joel and Ellie. Their side stories were also more fleshed out. Overall, what makes the first game really sing is its heart. This sequel feels dour from beginning to end without much room for hope in-between. There is no giraffe moment as an example, although they try to replicate it with another animal and a baby. Both don't work as well though. NEXT: The Last Of Us: 10 Pieces Of Concept Art That Would Have Changed Everything When it comes to the Last Of Us Vs, in Last Of Us Part 2, we must carefully examine each title's pros and cons. So, let us find out what are the key differences between them. Key Takeaways TLOU Part 1 is a visually stunning remake of the beloved original from PS3, maintaining the same story's essence with huge polishing to gameplay and graphics. Part 1's story remains a pinnacle in video game storytelling, a must-play. TLOU Part 2 is set five years after the first game, focusing on Ellie seeking revenge and Abby navigating a conflict between two groups. Part 2's story, though decent, makes some divisive decisions and has weak pacing. Part 1 features closed, linear levels, typical of its 2013 release. In contrast, Part 2 introduces significant gameplay improvements, with more open and detailed outdoor environments. These improvements shine on next-gen consoles like the PS5. Author's Note: I've played The Last of Us Part 1 and Part 2 for over 50 hours, therefore you can completely rely on the information mentioned below. Here's a quick comparison between TLOU Part 1 And 2: Feature The Last of UsThe Last of Us Part 2 Release DateJune 14, 2013June 19, 2020 PlatformPlayStation 3, PlayStation 4PlayStation 4, PlayStation 5 GenreAction-adventure, survival horrorAction-adventure, survival horror StoryJoel Miller and Ellie Williams must travel across a post-apocalyptic United States to find a cure for the Cordyceps Brain Infection.Ellie sets out to avenge the death of her friend, Joel, and confront the people responsible. GameplayThird-person shooter, stealthThird-person shooter, stealth Graphics720p/30fps1080p/60fps (PS4), 4K/60fps (PS5) Sound7.1 surround sound7.1 surround sound Length15-20 hours25-30 hours Metacritic Score95/10093/100 User Score8.9/108.5/10 The Story of Part 1. The story of the original "The Last Of Us" propelled the title to monstrous heights and gave it the legendary status it has. The story was the driving force behind the record-breaking sales. The same story has also landed it a live-action TV series on HBO. Joel and Ellie take us through the post-apocalyptic world of Last Of Us Part 1. Humanity has a few desperate survivors left who are fighting to stay alive. Joel is a grizzled veteran of this world who smuggles for a living after losing everything to the infection. He is tasked to smuggle Ellie to a group called The Fireflies. This duo travels across the dilapidated US to fulfill this mission. Part 2 takes place five years after the events of the first game. It follows Ellie, who is out for revenge, and Abby, a soldier who gets stuck in a conflict between two groups. While not as airtight as the first game, the story is still decent. But it makes some questionable decisions that some people might not enjoy. The pacing of this part is also weak, and the story seems haphazard at times. But it is still an enjoyable experience coupled with its amazing gameplay. Comparing the two, Part 1 is the clear victor in the story. There haven't been many video games, or media in general, that have reached their level. It is undoubtedly a classic, and the bar that it has set will be hard to overcome. Joel in Part 1. Regarding the gameplay in Last Of Us Vs Last Of Us Part 2, there's almost a clear winner here. The original Last Of Us, released in 2013, shows its age in the remake. It maintains its linear style, which may seem outdated, but retains the original's essence. If you're new to the franchise, it's worth playing. In 2013, Naughty Dog's The Last Of Us was groundbreaking, but the remake offers little in terms of gameplay changes. The level designs in Part 1 feel outdated in today's open-world gaming era. It's a linear experience, often feeling restrictive. Gameplay mainly consists of progressing from point A to point B, with occasional puzzles. These puzzles can feel like filler. However, you can now skip them with accessibility features. Combat involves human and non-human enemies, with options for weapons and stealth. The combat feels somewhat plain and unchanged from the original, except for AI improvements. Accessibility options have been enhanced to make the game more inclusive, too, if you ask me. They cover audio narrations, visual adjustments, and customizable difficulty. Plus, Joel has various weapons and crafting abilities, enhancing realism. In Last Of Us Part 2, gameplay improves significantly. It maintains linearity but offers a more open-level design akin to a sandbox. The levels encourage exploration, both vertically and horizontally. The addition of jumps and dodges enhances combat and exploration. Players have more control and options, making encounters feel more natural. Encounter with a Clicker in Part 2. The new approach enhances encounter variety. In contrast to Last Of Us Part 1's limited options for dealing with enemies in linear areas, Part 2 offers open-ended gameplay. Players can choose stealth tactics on expansive battlefields. Larger levels grant more opportunities for stealth kills and eliminating foes individually. Alternatively, players can adopt a more aggressive approach, using new weapons like explosive arrows, flamethrowers, and submachine guns. The PS5's haptic feedback and adaptive triggers intensify the experience. Players control Ellie and Abby in Part 2, each with distinct playstyles. Ellie excels in stealth with her switchblade and silenced submachine gun. Abby offers a confrontational style with weapons like pipe bombs, creating intense, action-packed combat. The overall combat is more realistic and brutal. The dodge and prone techniques in Part 2 could have enhanced Part 1 but were missed opportunities. Remaking a remastered game seems unjustified. If you ask me, AI improvements are evident in both games. Part 2's smart AI influenced the remake, offering better enemy placement and adaptability. Friendly character AI in Part 1 has also improved, ensuring they don't handicap you during combat. Also, customization options for Joel and Ellie's outfits are now available in Part 1, adding a personal touch. The remake includes Speedrun and Perma Death modes, unlocking after completing the game. Director's Commentary mode, hosted by Neil Druckmann and cast members, provides insight into the creative process. Visuals and Performance. Last Of Us Part 1 and Part 2 both use Naughty Dog's internal engine. It uses a deferred renderer, which makes the unmatched lighting in the game a possibility. Last Of Us Part 2 also introduced motion matching to the series. This allows for photorealistic animations and seamless movements by the characters. Last Of Us Part 2 has more open and vast outdoor levels, like ruined cityscapes and jungles. You can see the marvel and splendor of these levels in all of their glory with the help of a next-gen console like the PS5. The highly detailed textures lend to an unforgettable experience. Part 1 has received a visual overhaul, matching its successor's awe-inspiring visuals, showcasing masterfully crafted environments, life-like textures, and the benefits of deferred rendering and motion matching. Facial expressions in both games convey subtleties, enhancing interactions and setting a standard for visual storytelling. The remarkable audio design amplifies the impact of weapon fire. Regarding performance, both games offer a stable 60FPS at 1080p. Pushing the resolution to 4K sacrifices framerate, reducing it to 30FPS. In summary, both titles redefine gaming visuals and performance, blurring the line between reality and virtual worlds. Verdict. Last Of Us Part 1 is a stunning remake, combining the old narrative with next-gen gameplay. The developers have put a lot of effort into remaking the entire game and giving it a complete visual overhaul. However, the core gameplay itself might feel outdated at times. On the other hand, Last Of Us Part 2 provides an unmistakably fun gameplay experience. The narrative and story might sometimes feel weaker, but that's only because it's being compared to its predecessor. On its own, it is a solid story with some pacing issues. The lack of the father-daughter dynamic from the first game might also make the game feel lackluster. But it makes up for this with improved combat and level exploration. Both games have some things they do well and some that they don't. This has been our Last Of Us Part 1 Better Than Last Of Us Part 2 Analysis. While you're at it, be sure to check out some of our other articles. Next: Thanks! Do share your feedback with us. ✂ How can we make this post better? Your help would be appreciated. ✂ SummaryWhen it comes to the Last Of Us Vs, in Last Of Us Part 2, we must carefully examine each title's pros and cons. So, let us find out what are the key differences between them. [su box title="Key Takeaways" style="glass" box_color="#219ae0" title_color="#FFFFFF" radius="3"] TLOU Part 1 is a visually stunning remake of the beloved original... Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. 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