

Mastering Auto Pick-Up Enabled in The Last of Us Part II Remastered

When you are deep into a no damage run of The Last of Us Part II Remastered on Grounded+ difficulty, every second counts. In those high-stakes moments, the last thing you want is to fumble with manual looting while a clicker rounds the corner. That is where having auto pick-up enabled becomes a quiet lifesaver. I did not fully appreciate this setting until my third attempt at the Hillcrest section, where every split-second decision can end a run.

For players chasing a perfect gameplay walkthrough, the difference between a smooth flow and a jarring pause often comes down to how you manage collectible items and supplies. The Last of Us Part II Remastered on PlayStation 5 offers a range of accessibility settings that let you tailor the experience. Among them, having auto pick-up enabled means Ellie or Abby will automatically grab nearby resources without requiring a button press. It sounds minor, but when you are weaving through Seattle's overgrown streets, that small convenience keeps your focus on survival.

Why Auto Pick-Up Matters for a No Damage Run

In a no damage run, taking even a single hit forces a restart. That means every encounter must be executed with near-perfect precision. Having [auto pick-up enabled](#) removes a layer of distraction. Instead of mashing a button to collect ammo or bandages, your character scoops them up as you move. This lets you keep your eyes on enemy patrol patterns and your thumb on the movement stick.

On Grounded+ difficulty, resources are scarce and enemies are relentless. I found that manually picking up items often pulled my attention away from positioning. Several times I got clipped because I stopped to loot a drawer while an enemy flanked me. After I switched to having auto pick-up enabled, those moments vanished. The game still required smart resource management, but the act of collecting became automatic, freeing me to focus on the combat flow.

Chronological Mode and Maximum Upgrades

For this walkthrough, I played with chronological mode, which reorders the story segments to follow a linear timeline. That meant jumping between Ellie and Abby's perspectives more frequently, and each chapter demanded different tools and strategies. With maximum upgrades unlocked from the start, the usual progression grind disappears. You start with a fully upgraded skill tree and all weapon upgrades available.

That sounds like an advantage, and it is, but it also raises the stakes. When you have the best gear, there is no excuse for failure. Every death feels like a personal mistake rather than a lack of resources. In this setting, having auto pick-up enabled is not about convenience anymore; it is about maintaining momentum. You are not hunting for parts or supplements. You are just moving through the world, and the game feeds you the basics automatically.

Collectibles and the All Collectibles Run

An all collectibles run adds another layer of complexity. You need to track down every artifact, note, trading card, and coin. These items are often tucked away in corners or behind optional paths. With auto pick-up enabled, I worried I might miss something because the game would scoop up an item without a visual cue. In practice, that did not happen. The game still highlights collectibles with a distinct shimmer, and the auto pick-up simply streamlines the grab.

However, there is a trade-off. In tight spaces, you might accidentally pick up a collectible while trying to dodge an enemy. That does not break a run, but it can interrupt the flow if you wanted to pause and read the item. For a pure speed-focused walkthrough though, the trade leans heavily in favor of keeping auto pick-up enabled. The time saved across dozens of items adds up.

Accessibility Settings on PlayStation 5

Naughty Dog has long been a leader in accessibility options, and *The Last of Us Part II Remastered* builds on that legacy. The menus offer toggles for everything from navigation assistance to combat difficulty. Auto pick-up is just one option among many, but it sits at the intersection of accessibility and performance. It is not just for players with limited dexterity; it is also a tool for veterans pushing the game to its limits.



On a 4K ultra gameplay run, visual fidelity is paramount. The environments in Seattle, Jackson, and Santa Barbara are lush with detail. When you are not mashing the square button to loot every drawer, you can appreciate the art direction. The rain on the pavement, the overgrown vines, the graffiti on the walls. That immersion matters for a walkthrough that aims to showcase the game as a piece of interactive art.

Finding the Balance

Not every player will want auto pick-up enabled. In a standard playthrough, manual looting gives you a sense of agency and forces you to make choices about what to carry. On Grounded+ difficulty with maximum upgrades, those choices are already compressed. You have enough firepower to handle most threats, but ammo is still finite.

I found that with auto pick-up enabled, I gathered more supplies than I strictly needed. That is fine for a no damage run where you cannot afford to run out of bullets mid-fight. But it also meant I occasionally carried items I would never use, like pipe bombs when I preferred explosive arrows. The solution was simple: I opened the inventory between encounters and dropped what I did not need. That small habit kept my loadout lean without demanding button presses during combat.

Practical Tips for Using Auto Pick-Up

- Pair it with a high-sensitivity camera setting to ensure you do not accidentally run past important items.

- Use the "hold to pick up" option for collectibles you want to read, while keeping auto pick-up for ammo and health.
- In the skill tree, prioritize the upgrade that increases item capacity, so auto pick-up does not fill your inventory too quickly.

These adjustments came from trial and error across several runs through the Hillcrest and Santa Barbara chapters. The game gives you enough flexibility to tune the experience to your style.

Conclusion Without the Label

Having auto pick-up enabled is a small toggle with a big impact on flow. For anyone attempting an all collectibles, no damage run on Grounded+ difficulty, it is one of the first settings I recommend adjusting. It removes friction from the moment-to-moment gameplay and lets you stay in the zone. The Last of Us Part II Remastered rewards precision and awareness, and this setting supports both.

Whether you are exploring the ruins of Seattle or the beaches of Santa Barbara, the less you have to think about looting, the more you can focus on the fight and the story. Ellie and Abby each have their own strengths, but they both benefit from a cleaner interface. For my gameplay walkthrough, auto pick-up enabled was the difference between a few frustrating restarts and a smooth, uninterrupted run. It might be for yours too.