

## Excerpt: The Last Of Us II

It's 3.35 am and I just finished "The Last Of Us II" or should I say "The Last Guitar"... I feel that's a nice name for it as well. I probably won't finish this review tonight, as I am exhausted from the nonstop marathon to completing the game in a week.

In all of the 6 ½ years, I patiently and impatiently waited for this sequel, I have to say I am tremendously disappointed... not that I should be, considering a lot of movie sequels go out the window BUT, this game had potentials and the biggest flaw was the makers trying to outdo everyone else, thereby making this game unnecessarily long, accompanied with senseless flashbacks, ridiculous plots, unnecessary sex scene, and just way too much rubbish in the middle.

Yes, that sounds a bit harsh but when a game is made with so much cramming that may or may not cater to all audiences, please provide a skip option, an extra gameplay option to compensate the non-skippable must play flashbacks, with pointless mission objectives that could be achieved in gameplay. And for chrissake, may I have the option to not participate in sexual encounters in a video game! Going to bed, I will continue in the morning.

Alright, I am up and The Last Of Us II is still a shit show. I am not a gamer but I am someone who grew up with video games as part of my life. I am talking way back to cartridge days, and boy has it come a long way.

You see, there is a reason we all go crazy for Mortal Kombat. They know what we like, what we want, and what we always look forward to. They understand that upgrades are necessary, multiple gameplay options are important for those that wish to play stories or go straight to competitions, the skip button is essential, and not everyone has the time or patience to play every flashback, or participate forcefully in dialogues they don't give a shit about. Because at the end of the day, we already have a lot of things we have to do in life willingly or unwillingly, and this is an escape from that. They listen, understand, and provide their consumers with the exact escape needed.

**That is what this game failed to do.**

So, just what exactly is my fuss about? Well, let's do a quick summary before jumping into the problems and characters.

## Quick Story Summary

In the first installment, there was a virus/fungus outbreak that caused humans to mutate/turn into zombies of varieties. Ellie was a 14-year-old, immune to the virus, and Joel was responsible for Ellie's safety, as he took her cross country to the Fireflies to perform several tests on her, and hopefully create a vaccine. The fireflies tried to kill Ellie to make the vaccine as that was the only way. Joel murdered the doctors and took Ellie away.

In this sequel, Joel tells the truth about what happened to his brother, Tommy. They keep it a secret. Joel also tells Ellie later on and this causes a strain on their relationship. Abby's dad was the main surgeon and was killed by Joel. 4 years later and Abby is still on a revenge quest to kill Joel. She successfully does after a zombie attack of which Joel and Tommy rescue her. As a thank you present, she lures both of them to her camp for safety where she tortures and murders him in front of Ellie (Ellie was there to rescue Joel but was overpowered).

Abby also has a complicated love/hate relationship with a childhood friend turned survivor buddy, Owen. Owen is an impatient man who understands Abby was never fully ready for a relationship, as her quest was to find her dad's killer. He then proceeds to date and impregnate another member of the group called Mel, hurting Abby in the process but also magically wanting to constantly string her along. Ellie and Tommy separately go on a revenge quest to kill Abby for killing Joel. Ellie is accompanied by Dina, her love interest. Dina is also an ex to Ellie's closest friend, Jesse. This makes things a bit awkward especially as Dina later found out she was pregnant for Jesse.

Together, Dina and Ellie go on the quest to find Tommy and then, of course, find and murder Abby. Jesse eventually catches up with them but sadly gets killed in battle. Things grow pretty rough along the road with a lot of friends murdered (Jesse, Owen, Mel, Manny, Yara, and others). In the end, Ellie and Abby get to have their final fight with Ellie eventually letting her go.

The End.

**Problem # 1 - Unnecessarily Long** - This is one of the major problems with this game. As someone who appreciates action-packed video games, this fell flat and was boring for me. It became a task, it was exhausting. This doesn't have to do with the hours *per se* but instead, the jam-packed missions within the total hours of playing. The whole game took 30 hours to complete.