

The Complete All Collectibles Guide for The Last of Us Part II Remastered

A Journey Through Seattle and Beyond

When I first sat down with The Last of Us Part II Remastered on Grounded difficulty, I knew I was in for a long, punishing ride. The promise of a no damage run added another layer of tension, but what kept me coming back was the hunt for every last collectible. The remastered version on 4K HDR makes Seattle's overgrown streets and decaying buildings look almost beautiful, but the real treasure lies in the details scattered across the map. This all collectibles guide is born from hours of careful exploration, missed pickups, and reloaded saves. It is written for players who want to see everything the game has to offer without resorting to a checklist that ruins the immersion.

The Last of Us Part II Remastered expands on the original in subtle but meaningful ways. The graphical upgrade is not just a coat of paint; it brings out textures in trading cards and the worn edges of coins that were easy to overlook on a standard screen. More importantly, the remaster includes new collectible locations and a handful of playable flashbacks that deepen the story of Ellie and Abby. To find everything, you need to understand the rhythm of the world. The infected do not wait for you to finish reading a note. The rat king does not pause its charge so you can admire a Seraphite artifact. That is why a practical all collectibles guide has to balance thoroughness with playability.



Why Collectibles Matter in This Game

Collectibles in *The Last of Us Part II Remastered* are not just filler. They build the world and tell stories that the main plot only hints at. The trading cards, for example, reference characters and events from the first game and the Fireflies. Finding them all gives you a broader sense of what happened to the Jackson family and the other survivors who crossed their path. Coins, on the other hand, are smaller but no less important. Each one carries a piece of Seattle's history, from the WLF's rise to the Seraphites' brutal faith. Artifacts like the workbench upgrades are tied directly to gameplay, unlocking new options for crafting and combat. If you are attempting a no damage run, those workbench upgrades can mean the difference between surviving an encounter and starting over.

The playable flashbacks are the real reward. They are tied to specific collectible milestones, and they offer a glimpse into Ellie's past with Joel. These scenes are emotionally charged and beautifully acted, and they hit harder when you have earned them. The [all collectibles guide](#) I am sharing here is designed to help you reach those moments without spoiling the surprises. I have left out exact coordinates because half the joy is the discovery, but I will point you to the areas where things tend to hide.

Approaching the Hunt: Mindset and Tools

Before you set out, understand that Grounded difficulty changes the rules. Enemies are more aggressive, supplies are scarce, and every mistake costs you. A no damage run means you cannot afford to take a single hit from the infected or the WLF patrols. That forces a careful, methodical pace. You cannot rush through a room grabbing coins while a stalker is in the corner. You have to clear the area first, then sweep for collectible locations. I have found that using the listen mode sparingly helps; it highlights interactive objects, but overusing it leaves you vulnerable. The 4K HDR display makes it easier to spot a glint on a workbench or a trading card on a desk, but only if you are patient.

One practical tip: after you clear a major encounter, do a full circuit of the space before moving on. The game often hides artifacts in side rooms, behind furniture, or on ledges that require a short climb. In Seattle's downtown section, for instance, there is a coin tucked inside a broken vending machine that is easy to miss if you are focused on the path forward. Santa Barbara's beach area hides a Seraphite artifact near a collapsed pier that I overlooked on my first playthrough. These are the details that separate a casual run from a complete one.



Key Areas and What to Look For

Seattle is the largest playground, with three days of exploration split between Ellie and Abby. Each day adds new locations and new collectibles. The WLF has taken over many buildings, and their propaganda posters double as collectible locations. The Seraphites have left behind their own artifacts, often in places that feel sacred or ritualistic. In the early sections, trading

cards appear in apartments and stores. Later, you find coins in more secure areas, like locked offices and military checkpoints. Workbench upgrades are almost always near a crafting bench, but they can be hidden behind a pile of debris or inside a cabinet. I recommend checking every room that has a desk or a shelf.

One area that gave me trouble was the hospital basement. The rat king makes an appearance there, and the tension is high. But there is a trading card in a storage closet just before the boss fight. Getting it without taking damage requires luring the infected away and sprinting back. It is a good example of why this all collectibles guide emphasizes timing over brute force. You can have all the firepower in the world, but if you do not know the enemy patterns, you will miss the pickups or die trying.

Character-Specific Collectibles

Ellie and Abby each have their own sets of collectibles. Ellie's story focuses more on the Fireflies' legacy and the Jackson family memorabilia. Abby's chapters deal with the WLF's internal politics and the Seraphites' influence. The playable flashbacks are tied to Ellie's journey, so if you are only playing for her arc, you still need to explore thoroughly. Abby's sections have their own rewards, including unique workbench upgrades that are not available to Ellie. The game does a good job of making each character's collectibles feel distinct, and finding them all gives you a fuller picture of the conflict.

I have seen players skip Abby's chapters on repeat playthroughs, but that means missing out on some of the best artifacts in the game. The Seraphite compound alone holds three coins and two trading cards that reference events from the first game. The WLF headquarters has a workbench upgrade that turns Abby's melee attacks into one-hit kills on standard infected. For a no damage run, that upgrade is invaluable. Do not skip it.

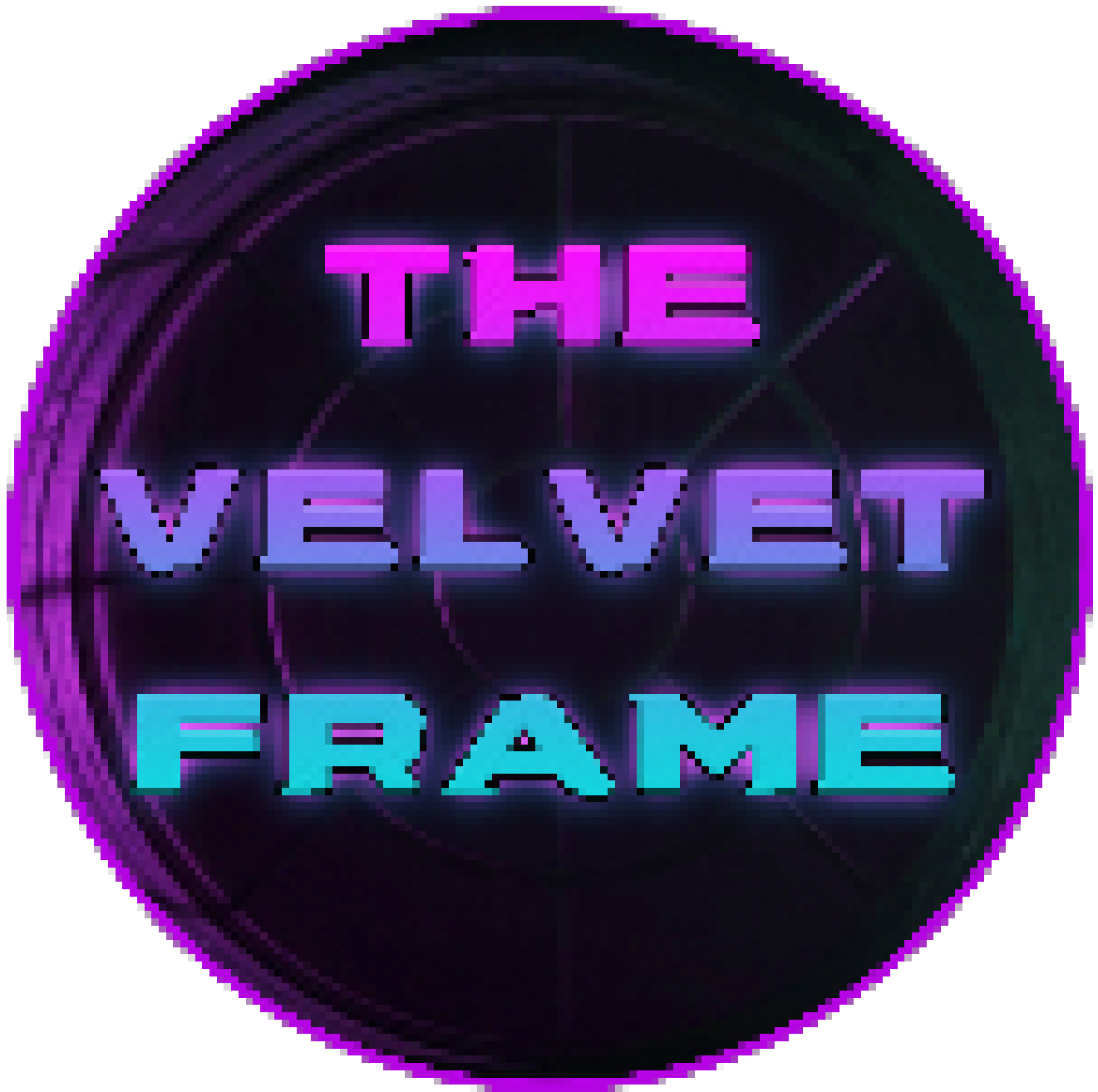
Practical Tips for Completion

If you are aiming for 100% completion, here are the strategies that worked for me:

- Use the chapter select after finishing the story to revisit areas you missed. The game tracks which collectible locations you have cleared, so you can focus on gaps.
- Play on a lower difficulty for the cleanup run if Grounded is too punishing. The collectibles are the same regardless of difficulty, and a no damage run is impressive but not required for the trophy.
- Listen for audio cues. Some artifacts emit a faint hum or a creak when you are near them. The 4K HDR upgrade did not change the sound design, but it is still a reliable tool for finding hidden items.

- Check every workbench you see. Workbench upgrades are often placed on the bench itself or on a nearby shelf. Missing one can lock you out of a useful mod for the rest of the playthrough.
- Do not stress about the rat king. Its lair has one collectible, but it is easy to grab after you understand its attack pattern. Wait for it to lunge, dodge, and then grab the item while it recovers.

These tips come from personal experience. I have completed The Last of Us Part II Remastered three times now, each time trying to improve my collection rate while keeping a no damage run intact. The all collectibles guide I developed from those runs is not a walkthrough in the traditional sense. It is more of a philosophy: explore with purpose, clear threats first, and never assume a room is empty just because the door is open.



The Reward at the End

Collecting everything in *The Last of Us Part II Remastered* unlocks a few surprises. The playable flashbacks are the headline, but there are also concept art galleries, character models, and developer commentary that shed light on the creative process. The remastered version includes a new game plus mode that carries over your workbench upgrades, which makes subsequent playthroughs more enjoyable. If you have ever wanted to see Seattle through Ellie's eyes with every tool at your disposal, this is the way to do it.

Santa Barbara's final chapters are a bittersweet end to the hunt. The collectibles there are sparse, but they tie directly into the game's themes of loss and moving on. The last artifact is a Jackson family heirloom that Ellie finds in a beach house. It is a small moment, but it carries a

lot of weight after everything you have been through. That is the beauty of a well-designed collectible system: each piece tells a story, and the sum of those stories is richer than the main plot alone.

I hope this all collectibles guide helps you find your own path through the game. The Last of Us Part II Remastered is a brutal, beautiful experience, and collecting every trading card, coin, and artifact is one of the best ways to appreciate the craftsmanship that went into it. Take your time, stay alive, and enjoy the view. The infected can wait.