

The Completionist Walkthrough: Mastering The Last of Us Part II Remastered

Why a Completionist Walkthrough Changes Everything

There is a moment in every run of The Last of Us Part II Remastered where you realize that simply surviving isn't enough. You clear a room, catch your breath, and then you spot it: a supplement tucked behind a counter, a trading card on a shelf, a coin gleaming under a desk lamp. That pull to see everything, to leave no corner unexplored, is what separates a casual playthrough from a true completionist walkthrough. And on Grounded difficulty, that pull becomes a serious test of patience, memory, and nerve.

I have spent hundreds of hours in Seattle and Jackson Hole, both as Ellie and as Abby. I have died to the same patrol more times than I care to count. But I have also learned that a well-planned approach to all collectibles is not just about ticking boxes. It is about understanding the game's rhythm, its checkpoint system, and the ways Naughty Dog hides its treasures in plain sight. Once you see that, the whole experience shifts.



What Grounded Difficulty Really Demands

Grounded is not a difficulty setting you switch to casually. It strips away the HUD, weakens your hearing mode, and makes enemies brutally aware of your presence. One mistake can end a run that took hours to build. This is where a no damage run and a [completionist walkthrough](#) intersect: you need to move through every area with the same precision, whether you are hunting for a collectible or just trying to survive the next encounter.

The biggest adjustment for most players is the stealth mechanics. On Grounded, you cannot rely on the game's generosity. Enemies patrol with unpredictable patterns, and the tiniest sound can alert an entire floor. I learned to crawl more, to wait for the exact moment when a guard turns his back, and to use bottles and bricks not as weapons but as distractions. It is slow work, but it is the only way to keep your health bar full while you search for that last artifact.

The Art of the No Damage Run

A no damage run sounds impossible until you break it down into pieces. It is not about being flawless in every fight. It is about avoiding damage so consistently that the few unavoidable hits feel like major setbacks. On Grounded, that means mastering every encounter strategy, from the first skirmish in Jackson Hole to the final confrontation in Santa Barbara. You learn to use the environment, to funnel enemies into choke points, and to know exactly when to abandon a position and relocate.

One of the most useful tricks I found was to treat every room as a puzzle. Before engaging, I would scout the area for escape routes, high ground, and potential hiding spots. I would note where the collectible locations were relative to those routes. That way, I could grab what I needed and slip away without ever committing to a firefight. It is a different rhythm than a typical playthrough, but it makes the world feel more deliberate, more designed.

Collecting Everything Without Losing Your Mind

The Last of Us Part II Remastered is dense with things to find. There are trading cards, coins, journals, artifacts, and more. On top of that, you have supplement items that upgrade your skills and weapon upgrades that make your arsenal more effective. A true completionist walkthrough accounts for all of it, and that is where most guides fall short. They tell you where things are, but they do not tell you how to get them safely on Grounded.

My advice is to plan your route before you enter a new area. Check a map, note the collectible locations, and then decide which ones you can grab during a lull in the action. Some items are in plain sight, but others require you to backtrack or to trigger a specific sequence. The checkpoint system can be your friend here. If you die after grabbing a collectible, the game

often saves that progress. But if you die before you reach it, you have to do the whole section again. So prioritize the items that are hardest to reach and save the easy ones for later.

Using a Trophy Guide Without Spoiling the Story

For players aiming for platinum, a trophy guide is essential. But you do not want to ruin the emotional weight of Ellie and Abby's journey by staring at a checklist the whole time. The trick is to use the guide only when you are stuck or when you are cleaning up after the story. I prefer to do a blind playthrough first, then a second run with a guide to mop up everything I missed. That way, the first experience is pure, and the second is methodical.



There are also speedrun techniques that can help you move faster through familiar areas. Not every speedrun trick is useful on Grounded, but some are. For example, learning to sprint past certain encounters when you know the layout can save time and avoid damage. Just be aware that some skips will also skip collectibles, so you have to be selective. The balance between speed and completeness is a real trade-off, and you have to decide what matters more to you.

Why 4K HDR Makes a Difference

Playing on a PlayStation 5 with a 4K HDR display is not just about prettier graphics. It changes how you read the environment. Shadows are deeper, highlights are sharper, and you can spot subtle details that might be invisible on a standard screen. That matters when you are looking for a small coin on a windowsill or a journal page under a bed. In one playthrough, I found a

collectible only because the light caught its edge in HDR. Without that, I would have walked right past it.

The Remastered version also runs at a smoother framerate, which helps with the precise timing that a no damage run demands. You can react faster, aim more accurately, and move through combat with a confidence that feels almost unfair. It is the best way to experience Naughty Dog's masterpiece, and it makes the grind of a completionist run feel less like a chore and more like a showcase.

Practical Tips for Your Own Run

If you are ready to attempt this yourself, here are a few things I wish I had known from the start:

- Learn the checkpoint system inside out. It can save you from repeating huge sections if you plan your collectible grabs around it.
- Use the environment to your advantage in every fight. Elevation, cover, and line of sight are your best tools on Grounded.
- Do not rush. A slow, methodical approach is almost always safer and more efficient than trying to blitz through.
- Keep a notebook or a digital checklist. With so many collectibles, you will forget where you have been and what you have found.
- Take breaks. The game is emotionally heavy, and burnout will ruin your focus faster than any enemy.

In the end, a completionist walkthrough is not just about finishing the game. It is about experiencing every piece of the world Naughty Dog built, from the quiet moments in Jackson Hole to the chaos of Seattle. It is about understanding the story through the artifacts and notes you find, and about pushing yourself to master the mechanics on the hardest difficulty. If you do it right, you will come away with a deeper appreciation for the game, and you will have the platinum trophy to show for it.

So load up The Last of Us Part II Remastered on your PlayStation 5, adjust those HDR settings, and start your run. The road is long, and Grounded will test you. But every collectible you find, every encounter you survive without a scratch, every trophy you unlock, it all adds up to something greater than the sum of its parts. That is the real reward of a completionist walkthrough, and it is worth every second.