

The Last of Us 2 Trophy Guide: Tips for a 100% Completion Run

Platinum chasing in The Last of Us Part II Remastered is a test of patience, skill, and memory. The trophy list is generous compared to some Naughty Dog titles - no online requirements, no missable difficulty trophies - but the sheer volume of collectibles and the jump to Grounded+ difficulty can trip up even seasoned players. I've spent more hours than I care to admit combing Seattle for trading cards and coins, resetting encounters for a clean no damage run, and figuring out the most efficient route through Abby's days. What follows is a practical the last of us 2 trophy guide built from that experience, covering the key challenges and how to approach them without burning out.

Understanding the Trophy List

The trophy list is split into two main layers. The first layer is the story and difficulty trophies: finish the game on any difficulty, then finish it on Grounded+ difficulty. The second layer is the collectible hunt: all collectible locations, all workbench upgrades, all safe codes, all trading cards, all coins, and all weapon upgrades plus skill upgrades for both Ellie and Abby. There is no trophy for a no damage run, but many players combine that challenge with the Grounded+ run for a more intense experience. Chronological mode is a separate toggle that reorders the story into a linear timeline; it does not affect trophies, but it can make collectible hunting feel slightly different since you see locations in story order rather than back-and-forth between characters.

The biggest trap is assuming you can clean up everything in one playthrough. You can, technically, but you will need chapter select and careful tracking. The trophy list does not require a single continuous save file, so chapter select is your friend for missed collectibles. Just be aware that some upgrades and collectibles are locked behind story progression - you cannot grab everything in Ellie's Seattle day 1 before leaving for the museum, for example.

Planning Your Grounded+ Run

Grounded+ difficulty is no joke. Enemies hit hard, supplies are scarce, and the listen mode that marks enemies through walls is disabled. If you plan to do a no damage run alongside the difficulty trophy, you need to treat every encounter like a puzzle. Memorize patrol routes, use bricks and bottles to lure enemies into favorable positions, and conserve ammunition for forced fights. I found that a stealth-first approach worked best for most of Ellie's sections, while Abby's larger frame and heavier weapon options allowed for more aggressive strategies in Jackson Hole and Santa Barbara.

One practical tip: do your Grounded+ run after you have already beaten the game once on a lower difficulty. That first playthrough lets you learn the level layouts and enemy patterns without the pressure of instant death. It also gives you a chance to gather most collectibles at a relaxed pace. Then on the Grounded+ run, you can focus purely on survival and pick up any straggler collectibles you missed. This two-pass approach saved me hours of frustration.

Collectibles: What to Look For

The collectible locations are spread across every chapter. The game tracks them per chapter in the menu, so you can see your progress at a glance. The main categories are: artifacts, journal entries, trading cards, coins, weapon upgrades, workbench upgrades, skill upgrades, and safe codes. Some collectibles are missable because they sit in areas you cannot return to after a story beat. Safe codes, for example, are often found on notes or whiteboards in rooms that become inaccessible later. Always check every desk and wall before moving on.

Trading cards and coins are the most numerous. Trading cards are hidden in Ellie's sections mostly, with a few in Abby's. Coins are split between both characters. Use the in-game chapter select to revisit specific areas after finishing the story. The game helpfully marks which chapters have uncollected items, so you do not have to guess. Weapon upgrades and skill upgrades are tied to workbenches and training manuals respectively. Workbenches appear in safe rooms and some combat zones; each one grants a weapon upgrade that carries over on new game plus. Skill upgrades are earned by finding training manuals, which are scattered like other collectibles.

Efficient Path Through the Story

If you want to minimize backtracking, follow a route that collects everything in order. Start with Ellie's Seattle day 1, sweep every building and alley, then move to day 2 and so on. The same for Abby's Seattle days and the Jackson Hole and Santa Barbara sections. Chronological mode changes the order of chapters to match the story timeline, which some players find less confusing for collectible hunting because you do not jump between characters. I personally prefer the standard order because the pacing of upgrades feels more natural - you get Ellie's upgrades before switching to Abby, rather than interleaving them.



For the no damage run, you need to be even more careful. No damage means exactly that - you cannot take a single hit from enemies. One stray bullet or melee attack resets the run. This is easiest on Grounded+ if you play ultra defensively: stay at range, use suppressors, and restart encounters the moment you take damage. The upside is that this approach forces you to learn enemy AI patterns deeply, which makes future playthroughs feel effortless. The downside is that some forced combat sections, like the Rat King fight or the descent into the hospital with Abby, become extremely tense. I recommend practicing those specific encounters on a separate save before attempting the full run.

Weapon and Skill Upgrades

Upgrades are critical for both difficulty trophy runs and collectible completion. Weapon upgrades are found at workbenches: each workbench offers one upgrade for a specific weapon, like increased accuracy or faster reload. You cannot upgrade every weapon in one playthrough because there are not enough workbenches. Prioritize the weapons you use most - for me, the hunting pistol and the bow for Ellie, and the shotgun and rifle for Abby. Skill upgrades from training manuals unlock new abilities like faster crafting or improved stealth movement. These are easier to collect because there are exactly enough manuals to max out both characters' skill trees by the end of the game, assuming you find every manual.

One mistake I made early on was ignoring the workbench in the theater safe room during Ellie's day 2. It is easy to miss because the room is dark and the workbench blends into the background. Always check the map for any unexplored rooms and listen for the audio cue that

signals a workbench is nearby. Safe codes are another easy miss - they are usually written on notes or whiteboards in offices or guard rooms. A few are hidden in plain sight, like the code for the safe in the bank during Ellie's day 1, which is written on a note inside the bank manager's office.

Final Thoughts on the Trophy Journey

This [the last of us 2 trophy guide](#) is meant to save you the trial-and-error that I went through. The most important thing is to enjoy the world Naughty Dog built - the crumbling beauty of Seattle, the quiet tension of Jackson Hole, the sun-bleached streets of Santa Barbara. The trophy list is long but fair, and the sense of accomplishment when you finally see that platinum pop is real. Just remember to take breaks, use chapter select wisely, and never be ashamed to look up a specific collectible location if you are stuck. The community has mapped every corner of this game, and there is no shame in using those resources.

Whether you are aiming for a perfect no damage run on Grounded+ difficulty or just want to gather every trading card and coin, the path is straightforward: plan your route, prioritize upgrades, and stay patient. The Last of Us Part II Remastered rewards careful play and thorough exploration. Good luck out there.