

The Complete Collectibles Checklist for The Last of Us Part II Remastered

Why a Complete Collectibles Checklist Matters

When I first booted up The Last of Us Part II Remastered on my PlayStation 5, I thought I knew what I was getting into. I had played the original release, finished the story, and moved on. But this remastered edition, running in 4K HDR, pulled me back in with a promise I couldn't resist: a chance to master the game on Grounded difficulty, take no damage, and gather every single collectible. That last part, the collectibles, is where most players get tripped up. The game is massive, and without a complete collectibles checklist, you will miss things. I learned that the hard way on my first attempt.

After spending dozens of hours replaying chapters, cross-referencing trophy lists, and watching video walkthroughs, I finally put together a method that works. This article is that method, broken down so you can avoid the same frustration. Whether you are chasing the Platinum trophy or just want to see 100% completion on your save file, a structured approach to artifact locations, trading cards, coins, and every other hidden item is essential.



Understanding the Scope of Collectibles in the Remaster

The Last of Us Part II Remastered expands the collectible hunt beyond the base game. You are not just looking for artifacts and journal entries anymore. The remaster adds a full set of new collectibles tied to the No Return mode and the Lost Levels content. But the core checklist still revolves around several categories: artifacts, trading cards, coins, workbench upgrades, supplement manuals, and safe codes. Each category has its own logic and placement, and some are locked behind difficulty choices or chapter progression.

On Grounded difficulty, enemies hit harder and resources are scarce. Trying to explore every nook for collectibles while surviving encounters with no damage requires a specific strategy. You need to know which chapters are safe to explore freely and which ones demand you move fast. A [complete collectibles checklist](#) helps you plan your route so you are not backtracking through a room full of clickers.

Artifact Sets and Their Locations

Artifacts are the backbone of the collectible system. There are dozens of them scattered across Seattle and the surrounding areas. Each artifact belongs to a set, like the artifacts from

the FEDRA school or the artifacts from the hospital. Collecting a full set unlocks bonus content and contributes to your completion percentage. But here is the catch: some artifact locations are only accessible during specific seasons in the game. You cannot go back to the downtown Seattle chapter once you leave it, not until New Game Plus. That means if you miss an artifact there, you have to replay the entire game or use chapter select, which resets certain progression flags.

I recommend using a collectible guide that marks each artifact on a map. The best ones also note whether the artifact is in a safe zone or a combat area. For example, the artifact inside the synagogue in the Hillcrest chapter is easy to grab if you clear the area first. But the artifact in the hospital basement requires you to sneak past a Stalker without alerting it. That is where a video walkthrough becomes invaluable, because you can see the exact timing for each movement.

Trading Cards and Coins: The Hidden Gems

Trading cards and coins are smaller collectibles, but they are just as important for the trophy list. There are over 100 trading cards in the game, many of them hidden in drawers, behind locked doors, or inside safes. The safes themselves require safe codes, which are found on notes and documents scattered throughout the world. I spent an embarrassing amount of time searching for the safe code in the bank in downtown Seattle. It turned out to be written on a whiteboard in a back office, something I had run past five times.



Coins are similar. They are shiny and small, and they blend into the environment. A complete collectibles checklist should include screenshots or descriptions of exactly where each coin sits. Some coins are on desks, others are on countertops, and a few are inside open lockers. Without a checklist, you will walk right past them.

Workbench Upgrades and Supplement Manuals

Workbench upgrades are not technically collectibles in the trophy sense, but they are tied to the same exploration loop. You find workbench parts in the world, and each part unlocks a new upgrade for your weapons at a workbench. Supplement manuals, on the other hand, are skill books that permanently increase your stats. Both of these are tracked in your completion percentage, so if you want 100%, you need to find them all.

The tricky part is that some workbench upgrades are located in areas that are only accessible during specific chapters. For instance, the workbench upgrade in the marina is only available during the Seattle Day 1 chapter. If you miss it, the workbench stays incomplete for the rest of that playthrough. New Game Plus lets you carry over upgrades, but the collectibles themselves do not carry over if you already collected them in a previous save. You have to start fresh or use chapter select carefully.

Using a Complete Collectibles Checklist Effectively

A complete collectibles checklist is only as good as your ability to use it during gameplay. I tried printing a list from an online guide, but it was too easy to lose my place. What worked for me was keeping the checklist open on a second screen, like a tablet or phone, and checking off each item as I collected it. The best checklists are organized by chapter and include notes on whether the item is missable or requires a specific action, like solving a puzzle or using a safe code.

For the No Return mode, the checklist is different. That mode has its own set of collectibles, mostly tied to character unlocks and cosmetic items. But those are not required for the main game's trophy list. If you are aiming for the Platinum, focus on the main campaign. The No Return collectibles are a separate challenge.

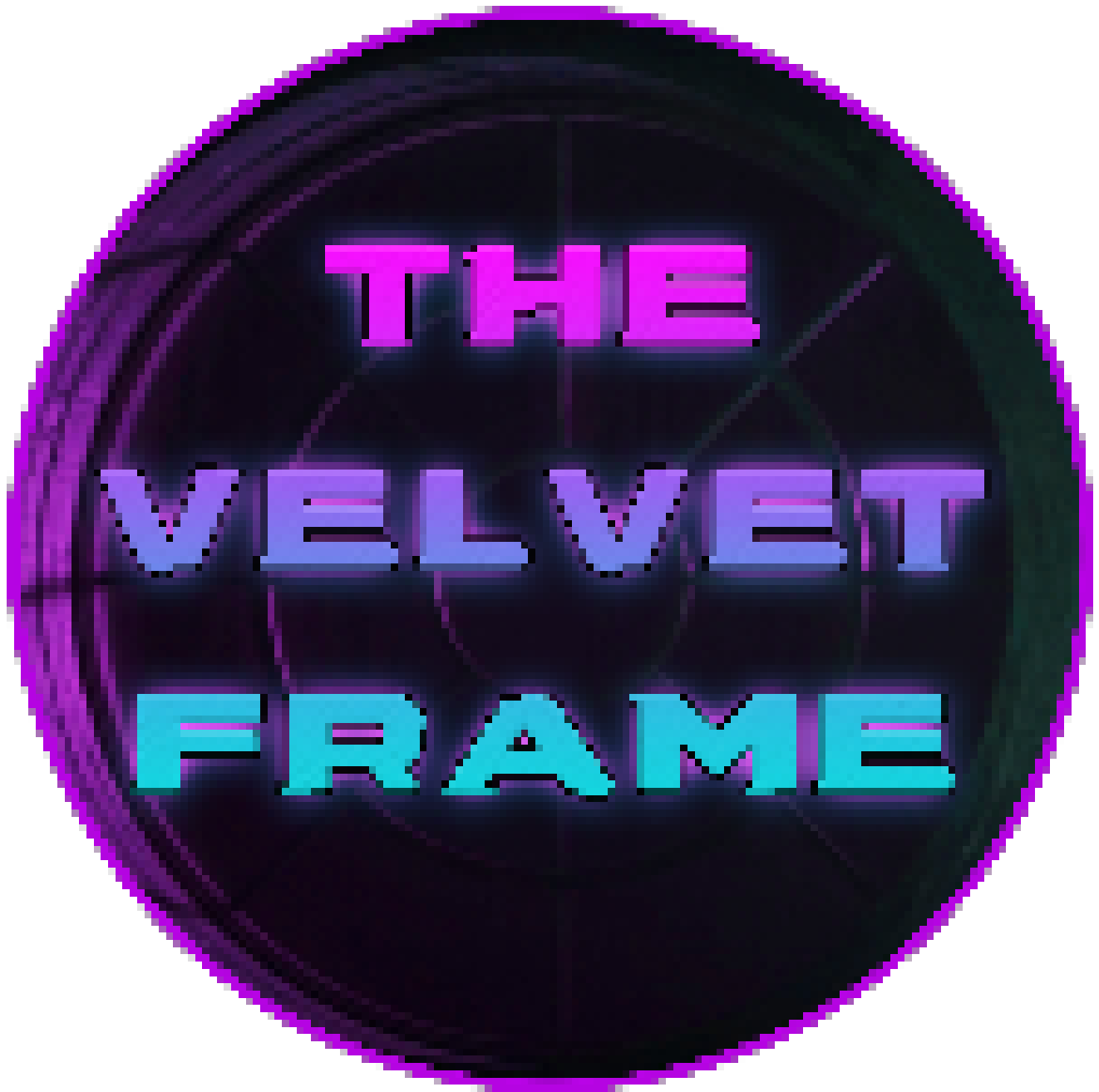
Practical Tips for No-Damage Runs

If you are attempting a no-damage run on Grounded difficulty, you cannot afford to take risks. That means you should not explore every room while enemies are alive. Instead, use a complete collectibles checklist to identify which rooms have collectibles and which ones are empty. Clear the enemies first, then sweep the room. This approach saved me multiple times in the hospital basement and the forest encounter near the end of the game.

Another tip: save your game manually before entering a new area. The game autosaves frequently, but it also overwrites older saves. If you miss a collectible, you might not realize it until hours later. Having a manual save at the start of each chapter lets you go back without replaying the entire game.

Why Naughty Dog Designed It This Way

Naughty Dog has always been meticulous about environmental storytelling. The collectibles in *The Last of Us Part II Remastered* are not just checkboxes; they are pieces of the world. Each artifact tells a story about the people who lived in Seattle before the outbreak. The trading cards reflect pop culture that is now gone. The coins are relics of a lost economy. Gathering them all feels like piecing together a history that the main story only hints at. That is why a checklist is not about min-maxing; it is about making sure you do not miss the narrative details that make the world feel real.



The 4K HDR presentation makes those details pop. You can read the text on a trading card or see the wear on an old coin. The PlayStation 5 loads chapters fast, so chapter select is not a chore. But the game does not hold your hand. There is no in-game tracker that shows you which artifacts you missed in a given area. You have to rely on external tools or your own memory. That is where a complete collectibles checklist becomes your best friend.

Final Thoughts on the Hunt

I have completed three full playthroughs of The Last of Us Part II Remastered, and I still find things I missed. The game is dense, and Naughty Dog packed every corner with details. A complete collectibles checklist, when used with a video walkthrough for tricky spots, is the only

reliable way to hit 100% without losing your mind. It saves you time, reduces frustration, and lets you focus on the gameplay itself, which on Grounded difficulty is intense enough without worrying about a missed trading card.

If you are starting your own journey, take it chapter by chapter. Use the checklist to plan your route. Do not be afraid to replay a chapter if you miss something. And remember, the point is not just the trophy or the completion percentage. The point is seeing every piece of the story that Naughty Dog built. That is the real reward.