

The Complete Guide to Finding All Collectibles the Last of Us Part II

Naughty Dog's *The Last of Us Part II* remains one of the most meticulously crafted games of the console generation, and its collectible system reflects that same attention to detail. Players exploring post-apocalyptic Seattle will find dozens of hidden artifacts, trading cards, coins, journals, and artifacts that deepen the story's world. Tracking down all collectibles the last of us part ii has become a dedicated pursuit for completionists and lore enthusiasts alike, and the game's dense level design rewards thorough searches with narrative payoffs that extend well beyond achievement points.

The game's collectibles are not merely checklist items. Each artifact tells a fragment of the larger story, from the perspective of the WLF soldiers who occupied the stadium to the Firefly pendants that hint at characters' pasts. Finding all collectibles the last of us part ii means piecing together a parallel narrative that runs alongside Ellie and Abby's journeys. This approach has influenced how players engage with the environment, turning every abandoned building and overgrown alley into a potential discovery zone.

Types of Collectibles and Where They Appear

The collectible pool spans several categories. Artifacts include personal items such as the Firefly pendant and a child's drawing, each with a short description that adds context. Trading cards from the fictional card game are scattered throughout the world, often tucked inside drawers or on shelves. Coins, journals, and notes form the bulk of the collection, with some entries offering direct insight into the game's factions and events. The game also includes workbenches for weapon upgrades, which are technically not collectibles but are often found alongside them.

Each chapter in the game contains a specific set of collectibles. Some are missable, meaning players must pick them up before a story beat advances. The game's chapter select feature allows backtracking, but the system tracks which collectibles are missing per chapter. This design encourages replaying sections rather than restarting the entire game. For those aiming to find [all collectibles the last of us part ii](#), using the chapter select menu efficiently is essential.

Key Locations and Strategies

The downtown Seattle area is one of the densest sections for collectibles. Players should check every desk, locker, and counter. The bank building contains a trading card in a safe, while the newspaper office holds a journal entry from a survivor. The open streets between buildings often hide coins on ledges or inside vehicles. Using the listen mode frequently reveals hidden

items through the controller's audio cues, though visual scanning remains the most reliable method.

The Hillcrest chapter introduces a new set of collectibles tied to the WLF's command structure. Finding all of them requires exploring side rooms and rooftops. The hospital basement holds a rare coin, and the school's gymnasium contains a trading card in a locker. Players should also check the rooftops accessible by climbing vents, as several artifacts are placed on awnings and air conditioning units.

The Santa Barbara chapter, while shorter, contains some of the game's most poignant collectibles. The aquarium and the mansion each hold multiple items. The final area before the game's climax includes a journal entry that directly references the game's central themes. Collecting everything in this chapter is straightforward, but missing any item here requires replaying the entire chapter from the start.

How Collectibles Enhance the Narrative

Each collectible in *The Last of Us Part II* is authored with the same care as the main story. The trading cards, for example, parody real-world collectible card games while commenting on the absurdity of consumer culture in a collapsed society. The coins, many of which are from pre-apocalypse sets, serve as reminders of the world that was lost. The journals and notes often present viewpoints that contradict the player's assumptions about characters and factions.

One of the most discussed collectibles is the Firefly pendant. Found in the prologue, it ties directly to the game's prequel and sets up an emotional throughline. Another notable item is the WLF propaganda poster, which satirizes military recruitment. Finding all of these items creates a layered understanding of the world that a single playthrough might not provide. The game encourages players to slow down and examine their surroundings, rewarding patience with deeper immersion.

Comparison to Other Games' Collectible Systems

Unlike many open-world games that pad runtime with repetitive collectibles, *The Last of Us Part II* limits the total count to a manageable number. There are roughly 45 collectibles across the game, not counting coins and trading cards which are grouped separately. This restraint means each item feels meaningful rather than redundant. The game also avoids using collectibles as mandatory progression gates. Players can finish the story without ever picking up a single artifact, though doing so locks them out of some optional character moments and a trophy.

The system is similar to the approach used in *Uncharted 4*, where collectibles reveal backstory through optional conversations. In *The Last of Us Part II*, the collectibles are silent but the descriptions are written in the style of in-world documents. This gives the items a documentary

feel, as though players are sifting through the remains of a civilization. The lack of a voiced narrator or character reaction is a deliberate choice, letting the items speak for themselves.

Practical Tips for Completionists

Players aiming for 100% completion should plan for at least two playthroughs. The first playthrough can be done blind, soaking in the story and finding what comes naturally. The second should be methodical, using chapter select and online guides to fill in gaps. The game's chapter select menu shows a percentage for collectibles found in each chapter, making it easy to identify which areas need attention.

- Check every drawer, locker, and shelf. The game's visual clutter hides items in plain sight.
- Use listen mode regularly. It highlights collectibles within a short range with a distinct audio cue.
- Backtrack within a chapter before moving on. Some items are in side rooms that are easy to miss.
- Prioritize the downtown and Hillcrest chapters, which have the highest density of collectibles.
- Save Santa Barbara for last, as it has the fewest items but the longest walk between them.

The game's trophy for collecting all items is tied to the "Collector" achievement. This trophy requires finding all artifacts, trading cards, coins, journals, and notes across the entire game. It does not require workbenches or training manuals, which are separate categories. The achievement is considered medium difficulty, mostly due to the missable nature of some items. Once all items are collected, players unlock a special in-game model viewer where they can inspect each collectible up close.

Community Resources and Ongoing Interest

The collectible hunting community for *The Last of Us Part II* remains active years after the game's release. Dedicated forums and video guides continue to receive updates as players discover new tricks or confirm the locations of rare items. The game's 2021 patch that added the roguelike mode also tweaked some collectible placements in the main story, so older guides may have outdated information. The general consensus is that the collectible system is one of the most satisfying in a single-player game, thanks to its narrative integration and the absence of filler.

The game's sequel, *The Last of Us Part II Remastered*, includes the same collectible set with higher-resolution textures. The remaster also added a new set of collectibles tied to the game's lost levels, which are unlocked through the roguelike mode. This expansion has reignited interest in the original collectible set, as players now have two distinct collections to complete. The lost levels themselves contain artifacts that were cut from the main game, offering a behind-the-scenes look at development decisions.

Final Thoughts on the Hunt

Completing the collectible set in *The Last of Us Part II* is not just about checking boxes. It is about engaging with the world on its own terms, noticing the small details that the developers wove into every corner. The game trusts players to find these items without hand-holding, and the reward is a richer understanding of the story and its characters. For those who take the time, the journey of finding all collectibles the last of us part ii becomes a memorable part of the overall experience, one that lingers long after the credits roll.