

The Ultimate Trophy Hunter Guide for The Last of Us Part II Remastered

I have spent more hours than I care to count inside the post-apocalyptic world of The Last of Us Part II Remastered. Not just playing it, but studying it. Every encounter, every sightline, every possible route through the ruins of Seattle. After completing a full no damage run on Grounded difficulty while collecting every single collectible, I finally felt ready to write this trophy hunter guide. This is not a walkthrough for casual players. This is a deep, practical breakdown for the kind of person who wants to see that Platinum trophy appear on their PlayStation 5 screen.

The Remastered version on PS5 brings a native 4K HDR presentation that makes the already gorgeous visuals even more punishing in the best way. You can see the sweat on Ellie's brow, the dust motes floating in a sunbeam through a shattered window, the exact moment an enemy spots you from across the map. That clarity matters when you are trying to avoid damage entirely. The game's accessibility options are also a huge boon for trophy hunters, but I will get to those later.



Understanding the Trophy List

Before you even think about starting a run, you need to know what you are up against. The trophy list for The Last of Us Part II Remastered is meaty. It asks you to complete the game on Grounded difficulty, collect every artifact, trading card, coin, and journal entry, fully upgrade all of your weapons, and unlock every skill in the game's skill trees. That last one alone requires a significant investment in both time and strategy.

The good news is that most trophies can be earned across multiple playthroughs. The bad news is that a Grounded no damage run is a beast of its own. I recommend doing a normal playthrough first to get a feel for the combat systems, the crafting system, and the checkpoint system. The checkpoint system in this game is generous in some ways and punishing in others. On Grounded difficulty, you will learn every single enemy patrol pattern the hard way.

Preparing for Grounded Difficulty

Grounded difficulty is not just harder enemies. It is a completely different game. Resources are scarce. Listeners, the infected that use echolocation, become terrifying. Human enemies flank and communicate. One mistake and you are dead. A no damage run on top of that means you cannot afford any hit from any source. Not from a bullet, not from a runner's fist, not from a fall that was slightly too high.

I cannot stress enough how important stealth tactics become on this difficulty. You need to treat every encounter as a puzzle. Use bricks and bottles to distract and lure enemies into positions where you can take them out silently. The game's weapon upgrades are critical here, but you will not have enough parts to upgrade everything on a single playthrough. Prioritize the silenced pistol and the hunting rifle. The bow is useful but situational. The crafting system gives you tools like smoke bombs and stun traps that can save your run if you use them wisely.

Collecting Everything Without Losing Your Mind

The collectibles in this game are spread across both Ellie's and Abby's campaigns. That means you will be searching through the streets of Seattle and the wilderness around Jackson Hole. I have seen many [trophy hunter guides](#) that simply list every collectible location in a giant table. That is not helpful. What is helpful is knowing the order in which to explore each area so you do not have to backtrack.



Here is what I learned from my own playthrough:

- Always explore every building before triggering the next story checkpoint. The checkpoint system will lock you out of previous areas permanently.
- Use the listen mode constantly. It highlights collectibles that are hidden in the environment.
- On your first playthrough, just focus on enjoying the story. You can use chapter select later to mop up anything you missed.
- The training manuals that unlock new weapon upgrades are easy to miss. Look for them in workbenches and hidden caches.

Once you have finished the story, you can go back and use chapter select to grab any missing collectibles. The game tracks your progress per chapter, so you can see exactly what you are missing. This is where a good trophy hunter guide becomes invaluable. You do not want to waste time searching an entire area for one artifact when you could just load the specific encounter where it appears.

The No Damage Run: My Strategy

I will be honest: a no damage run on Grounded difficulty is the hardest thing I have done in a video game. It took me weeks. But I developed a strategy that made it possible. First, I used the accessibility options to my advantage. You can turn on the invisible mode that increases your stealth capability, and you can enable the high contrast display mode that makes enemies

easier to see in dark environments. Some purists might call this cheating, but the game provides these tools for a reason. Use them.

Second, I studied speedrun techniques for each major encounter. Speedrunners have found ways to skip entire rooms of enemies by using precise movement and timing. Some of these techniques are difficult to execute, but they save you from having to fight at all. For example, in the hospital sequence with Abby, you can sprint past most enemies if you know the exact path. I watched several no damage gameplay walkthroughs to learn these routes.

Third, I practiced the boss fights separately. Ellie and Abby both have brutal boss encounters that can end a run in seconds. The Rat King, the Seraphites, the fight with the stalker in the woods. Each one requires a specific strategy that relies on the environment and your limited resources. I cannot tell you how many times I died to the Rat King before I learned that you can use the gas canisters in the arena to stun it.

One thing that surprised me was how useful the permadeath mode is for practice. Permadeath mode deletes your save file if you die, but it also forces you to play perfectly. I used it as a training tool. I would start a permadeath run, play until I died, and then start over. After a dozen or so attempts, I had memorized every enemy spawn and every patrol route in the first few hours of the game.

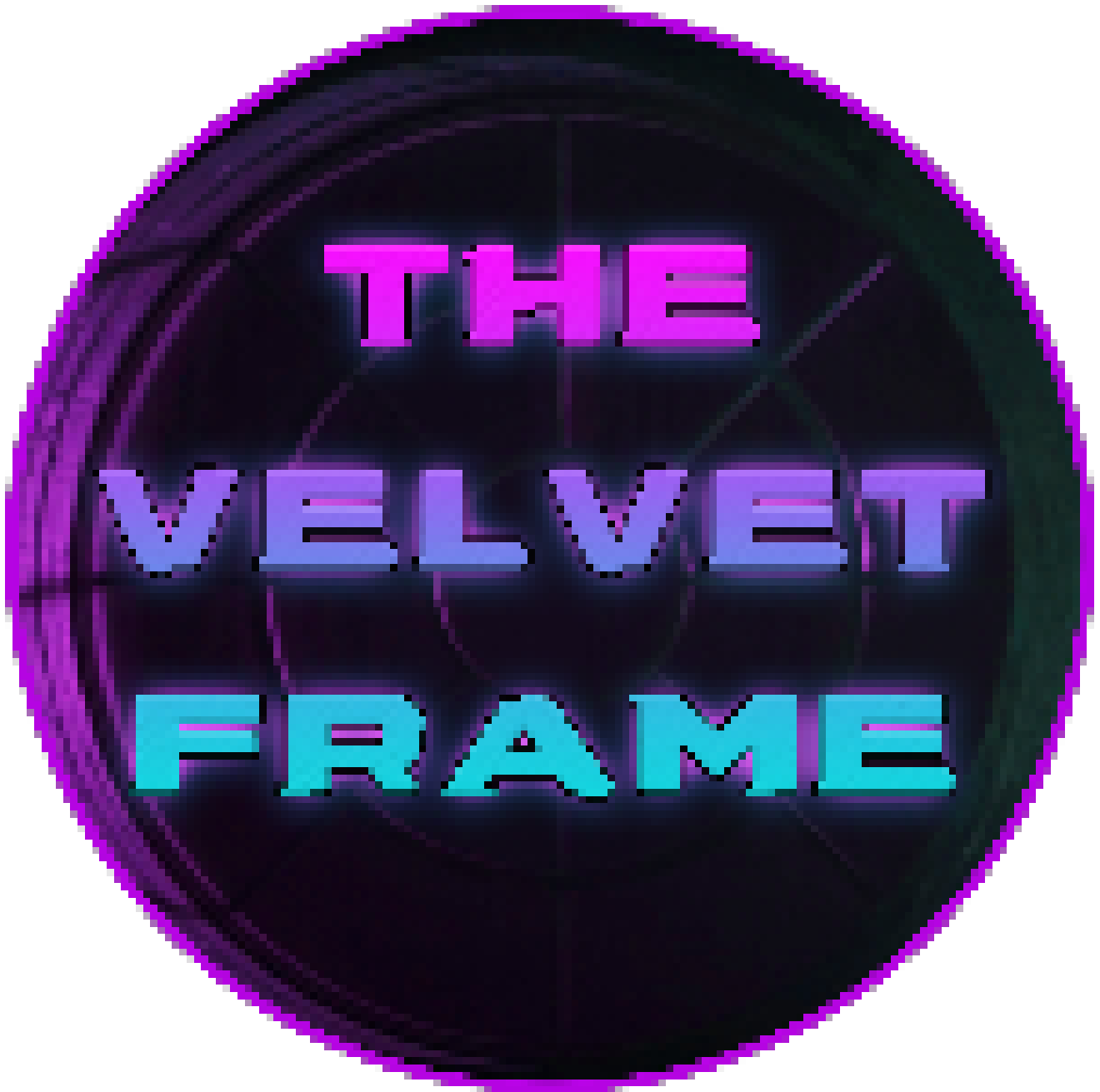
This is the kind of practical advice that a good trophy hunter guide should offer. It is not enough to tell someone that they need to avoid damage. You need to tell them how to think about each encounter, how to use the game's systems to your advantage, and how to recover from a mistake without losing the entire run. The checkpoint system can be your friend here. If you take damage, you can sometimes pause and reload the last checkpoint before the damage registers. It is not elegant, but it works.

Weapon Upgrades and Skill Trees

To earn all trophies, you need to fully upgrade every weapon and unlock every skill. This is where planning ahead pays off. The weapon upgrades require parts that are scattered throughout the world. Some parts are only available in specific chapters. If you miss them, you will need to replay those chapters via chapter select. The skill trees are tied to the number of supplements you collect. Supplements are those glowing pills that increase your health, crafting speed, and listen mode range.

I recommend focusing on the crafting speed and listen mode range upgrades first. Faster crafting means you can make medkits and throwables in the middle of combat. Longer listen mode range helps you spot enemies and collectibles from further away. The health upgrades

are less important on a no damage run because you should not be taking damage anyway, but they are still required for the trophy.



The game has a total of 90 supplements to find. That sounds like a lot, but if you are thorough in your exploration, you can get all of them in a single playthrough. Use chapter select to replay any area you missed. The same goes for the weapon upgrades. There are 13 weapons in the game, and each one has multiple upgrade levels. You will need to find the corresponding training manuals and the required parts. Some training manuals are only available in the Jackson Hole areas with Abby, so do not skip those sections.

Final Thoughts on the Journey

Earning the Platinum trophy in The Last of Us Part II Remastered is not just about checking boxes. It is about mastering the game. Every encounter, every crafting decision, every stealth kill teaches you something about how Naughty Dog designed this world. The survival horror elements are not just window dressing. They are the core of the experience. When you are low on ammo and hear a clicker nearby, you feel the same tension that Ellie and Abby feel.

The game also offers a surprising amount of replayability. After my no damage run, I went back and played through again on a lower difficulty just to enjoy the story without the stress. I noticed details I had missed before, like the graffiti in the Seattle suburbs and the notes that tell the stories of people who did not survive. The 4K HDR presentation makes these details pop in a way that the original PS4 version could not.

If you are ready to take on this challenge, I hope this trophy hunter guide gives you the tools you need. Remember to be patient. Use the accessibility options. Study the speedrun techniques. And above all, treat every death as a lesson. Each failure brings you one step closer to that perfect run. Good luck.