

The Real Path to tlou2 100% Completion: What It Takes and Why It Matters

I have spent more hours in The Last of Us Part II than I care to admit. Not just because the story lingers in your head, but because the game hides so much in its corners. If you are chasing tlou2 100% completion, you already know this is not a weekend project. It is a commitment. The game asks for patience, sharp eyes, and a willingness to revisit places you thought you had left behind. And honestly, that is part of what makes it special.

The first time I played through Ellie's section in Seattle, I missed half the workbenches. I walked right past a few training manuals because I was too focused on the next encounter. That is the thing about this game. It does not hand you the map markers. You have to search, backtrack, and sometimes fail before you figure out where everything lives. That is why the journey matters as much as the checklist.

What 100% Actually Means Here

Before you dive in, it helps to know what you are signing up for. [tlou2 100% completion](#) means collecting every artifact, every coin, every trading card, every journal entry. It means upgrading every weapon fully, learning every skill, and finding every workbench. It also means unlocking every safe and opening every locked door. There are no difficulty-based trophies that lock you out, which is a relief, but the sheer volume of collectibles can feel overwhelming if you do not plan.

The game tracks your progress in categories, but it does not always tell you how many items exist in a given chapter. You might think you cleared the downtown Seattle section, only to discover you missed a single note tucked behind a desk. That is the kind of detail that makes completionists both love and curse this game.

Tools That Help Without Spoiling the Fun

I am not the kind of player who likes a step-by-step walkthrough that tells me every move before I make it. But I also do not want to wander aimlessly for forty extra hours. The middle ground is a collectible guide organized by chapter. Use it to check your counts after you finish an area, not before you enter it. That way you still experience discovery, but you avoid the frustration of missing something that requires a new game plus to go back and get.

Some collectibles are missable. If you progress past a certain story beat, you cannot return to some areas in the same playthrough. That is the biggest trap for anyone trying to get

everything on the first run. The game does not warn you. You just lose access. That is where a little advance knowledge saves you from restarting.

The Three Biggest Time Sinks

- Training manuals and skill unlocks: You need to find every manual to fully upgrade each character. Some are hidden in areas you can only reach once.
- Workbenches and weapon upgrades: You need parts and workbenches spread across both Ellie and Abby's campaigns. Missing one means you cannot max out that weapon.
- Safe codes: The game gives you hints, but not always. Some codes require solving environmental puzzles or reading notes carefully.

Once you get into the rhythm, the grind becomes less of a chore and more of a habit. You start seeing the environment differently. Every shelf, every desk drawer, every corner becomes a potential hiding spot. That shift in perspective is something I did not expect, but it made my second playthrough feel like a different game entirely.

How the Story Changes on Repeat Playthroughs

Here is something nobody told me before I started going for *tlou2* 100% completion. The story hits differently when you are not rushing. The first time, I was caught up in the emotional weight of the narrative. The second time, I noticed the environmental storytelling. Little notes between Seraphites, the way light falls in certain rooms, the graffiti left behind by characters you never meet. These details enrich the experience. They do not distract from it.

And yes, some of the collectibles are just flavor. A random trading card does not change the plot. But the journals and notes flesh out the world in ways that make the story feel bigger. You start to understand the factions, the history of Seattle, the lives of people who died before Ellie ever arrived. That context makes the violence feel heavier, not lighter. That is good design.

Practical Tips for Sticking With It

If you are serious about getting the platinum or just want that 100% save file, here is what I learned the hard way. First, play on a difficulty you enjoy. There is no trophy tied to grounded mode for completion. So if you want to turn the difficulty down to light to speed through collectible cleanup, do it. Nobody is judging you. Second, use chapter select wisely. The game lets you replay individual chapters after you finish the story. That is your best tool for cleaning up missed items without starting over.

Third, keep a physical or digital note of which safes you have opened. The game does not mark them clearly. I forgot one safe in the hospital and spent an hour rechecking every room before I found it. That kind of thing is avoidable with a simple checklist. Fourth, do not ignore the optional conversations. Some of them unlock journal entries or lead to items. And finally, pace yourself. Burnout is real. If you try to do everything in one weekend, you will hate the game by Sunday night. Spread it out.

Why It Is Worth Doing at Least Once

I will not pretend that every collectible is a masterpiece of game design. Some are just filler. But the overall experience of seeing everything the game has to offer is rewarding in a way that few games match. The Last of Us Part II is dense. It rewards attention. And when you finally see that trophy pop or that progress bar hit full, you feel like you earned it. Not because the game was unfair, but because it respected your time enough to hide things worth finding.

If you are on the fence, try this. Finish the story first. Sit with the ending for a few days. Then decide if you want to go back. If you do, the tools are there. The community has built maps and guides. The game itself has chapter select. It is all waiting for you. And if you decide to go for it, you will come out the other side with a deeper appreciation for what Naughty Dog built.

That is the real takeaway. *tlou2* 100% completion is not about checking boxes. It is about giving yourself permission to linger in a world that deserves your attention. And that is something I can recommend wholeheartedly.