

Why an All Collectibles Run in The Last of Us Part II Remastered Is Worth the Patience

The Quiet Thrill of Gathering Everything

There is a particular kind of satisfaction that comes from finishing a game with every collectible in your inventory. It is not the loud, explosive payoff of a boss fight or the adrenaline of a narrow escape. It is quieter, more methodical. You walk into a room and notice a small glint on a shelf, a trading card tucked behind a plant, or an artifact half-buried in the snow. You pick it up, and the world feels a little more complete.

I have played The Last of Us Part II Remastered several times now, and each playthrough taught me something new about the way Naughty Dog builds its world. The first time, I rushed through the story, driven by the urgency of Ellie's journey. The second time, I slowed down. I started checking corners, revisiting safe houses, and opening every drawer. That is when I realized how much of the game's heart lives in its collectibles. They are not just filler. They expand the narrative, flesh out the characters, and reward your curiosity with context you simply do not get from the main path alone.



What an All Collectibles Run Actually Involves

An [all collectibles run](#) in The Last of Us Part II Remastered means you are not just playing through the campaign. You are committing to a full sweep of every chapter, every room, every optional path. You are hunting down artifacts, trading cards, supplements, concept art, and a few other hidden items that most players never see. It sounds straightforward, but the game does not make it easy. Some collectibles are tucked into corners you would never visit unless you were deliberately looking. Others require you to solve a small environmental puzzle or backtrack after a scripted event changes the layout of a space.

The challenge is compounded by the fact that the game is enormous. Seattle alone is a sprawling, multi-day journey with distinct districts, each packed with secrets. Jackson Hole offers its own set of finds early on, and the later chapters push you through locations that feel both familiar and alien. A single playthrough can take thirty hours or more if you are being thorough. When you factor in the desire to find everything without a guide, you are looking at a serious time investment. Even with a collectible guide open on a second screen, the process demands patience and a willingness to retrace your steps.

Why Grounded Difficulty Changes Everything

Now, here is where things get interesting. The Last of Us Part II Remastered offers a range of difficulty settings, and Grounded difficulty is the hardest of them all. It removes most of the helpful UI elements, reduces the availability of resources, and makes enemies significantly more aggressive and perceptive. On Grounded, every encounter is a survival puzzle. You cannot afford to waste a bullet or a bandage. You have to rely on stealth, crafting, and careful resource management to make it through.

Attempting an all collectibles run on Grounded difficulty is a different beast entirely. You are not just looking for every artifact and trading card. You are doing it while constantly managing your health, your ammo, and your crafting materials. The game becomes a balancing act between exploration and survival. Do you risk that detour into a dark building to find a supplement, knowing that a group of infected might be waiting inside? Or do you stick to the main path, conserve your resources, and accept that you might miss something?

I remember one stretch in the Seattle sewers where I knew there was a collectible nearby, but the area was crawling with stalkers. On a normal difficulty, I might have pushed through with brute force. On Grounded, I had to think carefully. I used stealth to pick off a few enemies one by one, saved my crafting materials for a molotov in case things went wrong, and inched my way forward. When I finally grabbed that artifact and slipped out without a scratch, the relief was enormous. That moment, more than any combat victory, is why I keep coming back to this kind of run.

The Appeal of a No Damage Run

There is another layer to this particular playthrough that I want to mention, because it changes the way you approach the game entirely. A no damage run is exactly what it sounds like: you finish the game without taking a single hit. It sounds impossible, and for most players, it is. The Last of Us Part II Remastered is not a game where you can simply dodge everything. Enemies flank, melee attacks come from off-screen, and even a single bullet can end your run if you are not careful.

When you combine a no damage run with an all collectibles run, you are essentially playing two different games at once. The no damage requirement forces you to be hyper-aware of your positioning, your timing, and your use of stealth. The all collectibles run forces you to explore every nook and cranny, which often means putting yourself in harm's way. The tension comes from the fact that these two goals are in direct conflict. You want to search that room, but you also want to stay safe. You want to grab that trading card, but you know there is a clicker around the corner.

This is where the real skill comes in. You have to learn enemy patrol routes, memorize safe spots, and master the game's stealth mechanics to a degree that most players never approach. You also have to make judgment calls about which collectibles are worth the risk. Some are easy to grab if you time your movements correctly. Others require you to trigger an encounter and then loop back around while the enemies are distracted. It is a constant series of small decisions, each one carrying the weight of the entire run.

How to Prepare for the Challenge

If you are thinking about attempting an all collectibles run on Grounded difficulty, especially with a no damage goal, there are a few things that will help you get ready. First, you need to know the game inside and out. Play through it once on a lower difficulty, just to get a feel for the layout and the spawn points. Pay attention to where enemies appear and how they react to sound. That knowledge will be invaluable when you are trying to avoid damage.



Second, make use of the game's upgrade systems. A weapon upgrade can make a significant difference in how efficiently you deal with threats. The skill tree, which is tied to supplements, can give you abilities that make stealth easier or improve your crafting output. Do not overlook these. On Grounded, every advantage counts, and a well-timed upgrade can mean the difference between a clean run and a restart.

Third, learn to love the workbench. Upgrading your weapons is not just about damage. It can also improve handling, reload speed, and stability, all of which help you make every shot count. Crafting is equally important. Knowing exactly which items to craft and when to use them is a

skill in itself. A well-placed smoke bomb or a crafted shiv can save your life, but only if you have the resources to make them.

Fourth, and this might be the most important piece of advice, be prepared to fail. A no damage run is a marathon, not a sprint. You will make mistakes. You will get spotted, take a hit, or miss a collectible because you were too cautious. The key is to learn from each failure and adjust your approach. The first time I attempted this kind of run, I did not even make it out of Jackson Hole without taking a hit. The second time, I got through the entire prologue. And the third time, I finally managed to clear the first major area. Each attempt taught me something new about the game's systems and my own playstyle.

Why You Should Try It

So why would anyone put themselves through this? It is not for the rewards, because the game does not give you a special trophy for completing an all collectibles run on Grounded with no damage. It is not for the bragging rights, though those are nice. For me, the appeal is in the way the challenge changes how you see the game. When you are forced to move slowly, to observe every detail, and to plan every step, you notice things you would otherwise miss. The art direction in *The Last of Us Part II Remastered* is stunning, and playing in 4K HDR makes it even more immersive. The lighting, the textures, the way the world reacts to your presence, it all becomes more vivid when you are paying that close attention.

There is also something deeply satisfying about the process of collection itself. Each artifact you find tells a small story. Each trading card adds a piece to a larger picture. Each supplement makes your character a little stronger, a little more capable. By the end of the game, you have not just beaten a difficult challenge. You have pieced together the full narrative that Naughty Dog wove into every corner of the world. You have seen the game the way its designers intended, with all its secrets laid bare.

And when you finally finish that run, when you have collected every last item and made it through without a scratch, the feeling is almost indescribable. It is not just pride in your own skill. It is a sense of completion, of having truly experienced everything the game has to offer. It is the kind of accomplishment that stays with you long after you turn off the console.

So if you are looking for a new way to experience *The Last of Us Part II Remastered*, I would encourage you to give an all collectibles run a try. You do not have to do it on Grounded difficulty, and you do not have to aim for a no damage run. Just the act of slowing down and looking for every artifact, every trading card, every piece of concept art, will change the way you play. You might find, as I did, that the real treasure is not the items themselves, but the journey you take to find them.