

The Last of Us Part 2 - Complete Game Guide

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Character Information

Ellie

Age: 19

Status: Alive

Occupation: Jackson Patrol

Role: Main protagonist

Voice Actor: Ashley Johnson

Image: Data/Images/character_images/Ellie icon.jpeg

Profile and Backstory: In The Last of Us 1, Ellie is immune to the Cordyceps infection that has overrun the world. Joel has to smuggle her out of the city and into the Fireflies laboratory to create a vaccine based on her immunity.

She is now a returning character and the main protagonist for the latest game in the series, The Last of Us II, where she will embark on a journey seeking revenge from the people that hurt her loved ones.

What happens to the character: ⚠️ **Final Warning: Major spoilers Ahead! You have been warned!!**



After tracking Abby to Santa Barbara, Ellie is readying to finish the job that she started her journey for and get justice for what Abby did to Joel.

During her fight with Abby, she realizes that Joel didn't want any of this, and that he only wanted Ellie to grow up as a regular child, rather than become a part of the world's problem. Joel had already done enough killing during his time, and he did not want Ellie to be part of all the violence and bloodshed in their time.

Ellie lets Abby go, along with Lev, in a boat to return to her farmhouse after realizing that Dina already left her because of what she did. She ends by finding a way to live in peace amidst the world's pandemic.

Joel

Age: Mid 50's

Status: Deceased

Occupation: Jackson Patrol

Role: Secondary Character

Voice Actor: Troy Baker

Image: Data/Images/character_images/Joel icon.jpeg

Profile and Backstory: During the events of the first game, Joel embarks on a journey to smuggle Ellie out of the city and deliver her to the Fireflies. During their time together, he becomes attached to Ellie, with her becoming something like a replacement for his dead daughter Sarah.

After their journey, they settled down in Jackson, Wyoming, living with the community that Joel's brother Tommy created.

What happens to the character: ⚠️ **Final Warning: Major spoilers Ahead! You have been warned!!**



Unfortunately, Joel will die during the Jackson chapter, and this is going to be the reason that Ellie goes to Seattle to seek revenge.

He already knew that someday, all of his wrongdoings would come back to haunt him, and Abby is one of the many that wanted to kill Joel.

Abby's father is the only person that knew how to create a vaccine, and Joel ended his life trying to rescue Ellie from the Fireflies. This is the reason that Abby wanted to kill Joel and seek vengeance for her father.

Dina

Age: Likely the same age as Ellie (19-21 yrs. old)

Status: Alive

Occupation: Jackson Patrol

Role: Supporting Character

Voice Actor: Shannon Woodward

Image: Data/Images/character_images/Dina icon.jpeg

Profile and Backstory: Dina is a resident of the Jackson community, and also part of the patrol that protects the community. She used to have a relationship with Jesse, but is now Ellie's romantic interest.

More information (contains spoilers): She later on joins Ellie's crusade to exact revenge on those who killed Joel but finds out that she is pregnant during their time in Seattle.

What happens to the character: ⚠️ **WARNING! Might contain some information that is later revealed on the game. Do not read if you haven't finished the game.** ⚠️

After the Seattle event, Dina and Ellie settle on a farm, where they are peacefully living along with her newborn child JJ. That peace is disturbed when Tommy visits their place with information regarding Abby.

Tommy wants to finish the job and kill Abby, but Dina and Ellie are by this point already done with it. He reminds Ellie that she promised to kill Abby once and for all. After Ellie leaves Dina, she goes back to Jackson, leaving Ellie behind.

Abby

Age: Early Twenties

Status: Alive

Occupation: Former Fireflies member, Former WLF member

Role: Antagonist/Deuteragonist

Voice Actor: Laura Bailey

Image: Data/Images/character_images/Abby icon.jpeg

Profile and Backstory: Abby used to be a Firefly member along with her dad, Jerry Anderson, who was the lead doctor set to perform surgery on Ellie during Part 1. We all know what happened to the doctors in the operating room when Joel barged in to rescue Ellie (if you need a refresher - he killed all of them).

This is her reason for getting revenge on Joel and murdering him in cold blood. Her life is much like the others, where they have to do various things in the name of survival, so TLoU2 parallels her with Ellie, who is also set on getting her revenge.

What happens to the character: The conclusion will happen during the Santa Barbara chapter, where Ellie and Abby meet once again. After The Beach part where Ellie successfully rescues Abby from the Rattlers, they will face off on the beach.

Ellie wanted to finish what she started by killing Abby, but when she is close to drowning Abby on the beach, she remembers Joel's smile, then lets her and Lev leave the beach.

She wanted to end the cycle of revenge by sparing Abby's life. Because if Abby dies, it is most likely that Lev will take upon getting revenge on Ellie, then someone will avenge Ellie's death and so forth. This might be the reason why Ellie lets her live, before going back to the farm.

Weapon Information

Handguns

1. Semi-Auto Pistol

Description: Short-range handgun with high fire rate and moderate accuracy.

Location: Obtained by default in Jackson - Waking Up.

Image: ../Data/Images/weapon_images/Semi-Auto Pistol.jpg

2. Revolver

Description: Mid-range revolver with moderate damage and slow reload speed.

Location: Get from the box upstairs in Jackson - Packing Up.

Image: ../Data/Images/weapon_images/Revolver.jpg

3. Military Pistol

Description: Short-range handgun with high fire rate and moderate accuracy.

Location: Obtain automatically in Seattle Day 1 - The Stadium.

Image: ../Data/Images/weapon_images/Military Pistol.jpg

4. Hunting Pistol

Description: Long-range handgun with high damage and slow reload speed.

Location: Seattle Day 1 - On Foot (Safe)

Image: ../Data/Images/weapon_images/Hunting Pistol.jpg

Long Guns

1. Bolt-Action Rifle

Description: Long-range rifle with high damage and slow fire rate.

Location: Obtained by default in Jackson - Waking Up.

Image: ../Data/Images/weapon_images/Bolt-Action Rifle.jpg

2. Pump Shotgun

Description: Close-range shotgun with high damage and slow reload speed.

Location: Obtain from the Bank Vault in Seattle Day 1 - Downtown.

Image: ../Data/Images/weapon_images/Pump Shotgun.jpg

3. Bow

Description: Long-range bow with silent shots and slow draw speed.

Location: Obtain automatically in Seattle Day 2 - Hillcrest.

Image: ../Data/Images/weapon_images/Bow.jpg

4. Semi-Auto Rifle

Description: Mid-range rifle with high fire rate and moderate accuracy.

Location: Obtain automatically in Seattle Day 1 - The Stadium.

Image: ../Data/Images/weapon_images/Semi-Auto Rifle.jpg

5. Double Barrel Shotgun

Description: Mid-range shotgun with high damage and slow reload speed.

Location: Seattle Day 1 - Hostile Territory (Shop with Chinese Vase)

Image: ../Data/Images/weapon_images/Double Barrel Shotgun.jpg

6. Crossbow

Description: Long-range crossbow with silent shots and slow reload speed.

Location: Seattle Day 1 - The Coast (Boat, next to dead body)

Image: ../Data/Images/weapon_images/Crossbow.jpg

7. Flamethrower

Description: Close range weapon that incinerates enemies, dealing lethal damage.

Location: Seattle Day 2 - The Descent (near the dead Fedra agent).

Image: ../Data/Images/weapon_images/Flamethrower.jpg

8. Silenced Submachine Gun

Description: A silent automatic sub machine gun that deals medium damage to enemies.

Location: Obtained in Santa Barbara - The Resort

Image: ../Data/Images/weapon_images/Silenced Submachine Gun.jpg

Throwables

1. Bottle

Description: A throwable object that can be used to break glass or create a distraction. Only one item of this type can be held at a time.

Location: Pick up from ground.

Image: ../Data/Images/weapon_images/Bottle.jpg

2. Brick

Description: A throwable object that can be used to break glass or create a distraction. Only one item of this type can be held at a time.

Location: Pick up from ground.

Image: ../Data/Images/weapon_images/Brick.jpg

3. Molotov

Description: Explodes on impact, and fire lingers in the area.

Location: Craft.

Image: ../Data/Images/weapon_images/Molotov.jpg

4. Stun Bomb

Description: Stuns enemies in a small area on impact.

Location: Craft.

Image: ../Data/Images/weapon_images/Stun Bomb.jpg

5. Trap Mine

Description: Deploys in place and detonates on enemy proximity.

Location: Craft.

Image: ../Data/Images/weapon_images/Trap Mine.jpg

6. Pipe Bomb

Description: Bounce on impact and explodes after a short delay.

Location: Craft.

Image: ../Data/Images/weapon_images/Pipe Bomb.jpg

Melee / Other

1. Machete

Description: Increases the power of your melee attacks.

Location: Pick-up

Image: ../Data/Images/weapon_images/Machete.jpg

2. Hammer

Description: Increases the power of your melee attacks.

Location: Pick-up

Image: ../Data/Images/weapon_images/Hammer.jpg

3. Switchblade

Description: A one-handed melee weapon used by Ellie. Replaces the use of shivs and can also be used for Stealth Kills.

Location: Obtained by default in Jackson - Waking Up.

Image: ../Data/Images/weapon_images/Switchblade.jpg

4. Shiv

Description: Instantly kills enemies from stealth and saves from clicker grabs.

Location: Craft.

Image: ../Data/Images/weapon_images/Shiv.jpg

Recovery

Health Kit

Description: Restores a moderate amount of health. Hold R2 to use.

Location: Craft.

Image: ../Data/Images/weapon_images/Health Kit.jpg

Enemy Information

Runners

Description: Runners are the most common enemy in The Last of Us 2, and the first stage of the infected. They are fairly weak and quick to deal with but, are almost always in groups, or are along side later stage infected, like Clickers and Shamblers.

Image: ../Data/Images/enemy_images/Runners.jpeg

How To Kill Enemy: Fighting against Runners will happen frequently, as they are the most common type of infected in the game. Runners are extremely fast and can be quite dangerous to fight against in large quantities. Also, they can both spot you and hear you if you make a sound, unlike Clickers, which rely purely on sound.

The best way to deal with runners is by taking them out before they find you. Runners are more likely to be found in groups, so when possible, try to take them out one by one to trim down their numbers instead of fighting the whole group at once. Seeking out their locations in advance via Listen Mode, then strategically taking them out via Stealth Kills is the best bet!

Stalkers

Description: Stalkers are the next stage of infected after runners. They tend to ambush the player and stay hidden. Stalkers won't one-shot you like Clickers, would but they are a bit tougher to kill than regular runners, and will attempt to retreat after attacking. They are also hard to spot in Listen Mode.

Image: ../Data/Images/enemy_images/Stalkers.jpeg

How To Kill Enemy: Stalkers are the more evolved stage of the infected Runners, and they seem to be more intelligent out of the other types of infected enemies you will encounter. These infected are more cautious than the other enemy types in the game, and they tend to hide behind corners and walls waiting for an opportunity to attack.

Clickers

Description: Clickers are completely blind, thus there is no need to worry about being spotted by sight. However, they have better hearing, meaning that you need to push the movement stick lightly or else a Clicker might hear you. Clickers are also tougher than runners, can't be meleed without being stunned, and can one-shot the player, making ranged attacks necessary.

Image: ../Data/Images/enemy_images/Clickers.jpeg

How To Kill Enemy: Clickers can be easily dealt with by instantly eliminating them with a stealth kill. However, it can be difficult to get near a Clicker because of their strong hearing. Clickers are more sensitive to sound than the other infected enemies you will encounter, so in addition to crouching while walking, you'll need to move your stick extremely lightly.

Bloaters

Description: Bloaters are a late stage of infected, are extremely dangerous and can take a lot of damage. They also throw acid bombs at the player that will leave a acid cloud that will damage the player over time.

Image: ../Data/Images/enemy_images/Bloaters.jpeg

How To Kill Enemy: Bloaters are the massive, heavy-hitting variant of the infected enemy you will encounter throughout TLoU2. They're slow, yet powerful, and can be extremely dangerous, especially in tight narrow areas. This can easily be countered by constantly moving, and only stopping to shoot.

Shamblers

Description: The shambler is a new type of powerful infected that can release spores when damage or killed. Because of how deadly the spores are, you have to keep your distance against them.

Image: ../Data/Images/enemy_images/Shamblers.jpeg

How To Kill Enemy: Shamblers are large infected creatures that you will first encounter in the underground tunnels. Shamblers emit a dangerous acid cloud that will slowly drain away your health if you stand close to it. Shamblers' usual attack pattern is to get close to you, then discharge it's acid before using regular melee attacks.

The Rat King

Description: Another new infected in TLoU2. This beast is like a combination of a clicker, bloater, and shambler, all thrown into one deadly package.

Image: ../Data/Images/enemy_images/The Rat King.jpeg

How To Kill Enemy: You will first encounter the Rat King during the Ground Zero section of Chapter 7 (Seattle Day 2), after you get the Medical Supplies that you needed from the ambulance. This monstrosity is a combination of a Stalker, Clicker, Shambler and Bloater, which has mutated for a very long time. It is a lot bigger than the Bloater, and much faster.

WLF

Description: One of two rival factions fighting for control of Seattle. In addition to infected enemies, you will have to fight these humanoid enemies as Ellie.

Image: ../Data/Images/enemy_images/WLF.jpeg

How To Kill Enemy: The WLF is a military like faction that fight with the Seraphites over control of Seattle in The Last of Us 2. They are very organized, well armed, and often use Dogs to search for and attack

trespassers. They shoot on sight, and are the faction that Abby belongs to.

Dogs

Description: Companions of the WLF. They can sniff out your scent trail and alert enemies of your presence, so distracting and disposing of them is key.

Image: ../Data/Images/enemy_images/Dogs.jpeg

How To Kill Enemy: A new enemy in the last of us 2, Dogs, are a hostile NPC that can sniff you out and track you, as well as attack you once you have been exposed. Dogs have excellent hearing and smelling abilities, and can find you via scent trails.

Seraphites

Description: The other faction fighting for control over Seattle. This cult-like group have scars on their faces, and communicate to each other via whistles when hunting.

Image: ../Data/Images/enemy_images/Seraphites.jpeg

How To Kill Enemy: The Seraphites are a cult-like faction that fights with the WLF for resources and territory in Seattle. They are called Scars for short because of the self inflicted scars on their face. The Seraphites refuse to use "Old World Technology", except when it benefits them in fighting their enemies.

Rattlers

Description: A group of hostile humans who roam around Santa Barbara. They use traps to pick up strays and turn them into slaves, and also chain up infected, which can be set free to use against them.

Image: ../Data/Images/enemy_images/Rattlers.jpeg

How To Kill Enemy: Rattlers are a group of hostile humans in Santa Barbara who imprison wandering survivors using traps to turn them into slaves to do work for them. They are first encountered while playing as Abby during Chapter 10: Santa Barbara - 2425 Constance.

Chapter Walkthrough Information

Chapter 1: Jackson

Prologue

Main Objective:

1. Ride into town on horse
2. Play guitar as Joel

Section Walkthrough:

1. Follow Tommy all the way to town.

2. Play the guitar after the cutscene.

Mission Tips and Strategy: Playing Guitar - To play guitar, push the control stick in the direction of the chord letter and strum the touch pad. The white lines on the rim of the circle will indicate where you should be holding the control stick.

Image: ../Data/Images/chapter_section_images/Prologue.jpg

Waking Up

Main Objective:

1. Explore the town
2. Have a snowball fight

Section Walkthrough:

1. Follow Jesse.
2. Follow Jesse and Maria.
3. Have a snowball fight with the kids.
4. Follow Dina.
5. Get your Horse.

Mission Tips and Strategy: The Snowball Fight - Make a snowball by picking up snow from the ground. You can then press R2 to quick throw at the kids. You need to hit the kids 10 times to win the snowball fight, although losing has no negative effect on the story.

Image: ../Data/Images/chapter_section_images/Waking Up.jpg

The Overlook

Main Objective:

1. Fight through the infected while learning combat

Section Walkthrough:

1. Follow Owen
2. After you and Owen split up, continue forward
3. You will come across several of frozen infected. Fight all of the infected, remembering to dodge each attack.
4. After fighting the infected you will come across an abandoned house.
5. Once you enter the house, look for a space in the floor next to the fridge. You will need to go prone to enter.

6. An infected will crawl to you from the front. Aim and shoot it before he reaches you.
7. Squeeze through the busted window next to the grill.
8. You will see another Runner that has not spotted you. Use Listen Mode and sneak behind it to perform a stealth kill.
9. Head downstairs and you will fight 2 more Runners.
10. Exit the house through the garage and climb over the large wooden fence.
11. You will see 5 Runners roaming this area. Sneak by or kill them.
12. Advance by crawling under the truck, and squeeze through the trailer and car.

Mission Tips and Strategy: Using Listening Mode - Listen Mode is one of your greatest tools for surviving, as it allows you to scout out the area instead of jumping blindly into danger. It can be used by holding the R1 button (default), and it will cause you to walk slowly and see blurry white outlines of enemies.

Image: ../Data/Images/chapter_section_images/The Overlook.jpg

Patrol

Main Objective:

1. Explore the patrol area
2. Eliminating any infected along the way

Section Walkthrough:

1. Follow Dina.
2. After getting off your horse, follow and talk to Dina.
3. After talking to Dina, follow her into the next room and talk to her again.
4. Follow Dina to the horses, untie your horse, and follow her on horseback till you get to town. You can search this area for supplies.
5. After finding the dead moose, you must search for infected to clear out.
6. Enter the building closest to the moose and you will find one Runner. You can enter the locked door by jumping out of the broken window.
7. Squeeze through the door to get to the next area
8. After you squeeze through the door a Runner will charge at you. You will need to quick throw a bottle to stun it before striking it down.
9. Climb out of the room and kill the several infected in the area.
10. Dina will help you get over a delivery truck to get to the next area.

Mission Tips and Strategy: Utilizing Stealth Kills - Stealth kills are a great way to conserve ammo, and often they allow for much quicker and easier kills than using guns would. For clickers especially, learning how to properly stealth kill is essential to your survival.

Image: ../Data/Images/chapter_section_images/Patrol.jpg

The Horde

Main Objective:

1. Run from the infected
2. Following behind Joel and Tommy

Section Walkthrough:

1. Run away from the horde of infected.
2. Follow Joel and Tommy and help them fight infected. You won't have a lot of ammo, So, use pipes and crowbars to quickly kill infected.
3. Help Tommy push the Gondola on to the trailer.
4. Help Joel protect Tommy from infected while he pushes the Gondola. Be careful of clickers. You cannot melee attack them barehanded.
5. Climb the Gondola to exit the ski resort.
6. Follow Joel and Tommy while running from infected.

Image: ../Data/Images/chapter_section_images/The Horde.jpg

The Chalet

Main Objective:

1. Investigate the mansion

Section Walkthrough:

1. Follow the path to the mansion.
2. Head downstairs toward the sounds of pain.

Image: ../Data/Images/chapter_section_images/The Chalet.jpg

Packing Up

Main Objective:

1. Explore the house and prepare to leave for Seattle

Section Walkthrough:

1. Follow Dina out of the cemetery.
2. Go into the house and find the box on the bed upstairs.
3. Head back downstairs.

Image: ../Data/Images/chapter_section_images/Packing Up.jpg

Chapter 2: Seattle Day 1

The Gate

Main Objective:

1. Get across the gate and open it up for Dina

Section Walkthrough:

1. Ride through the forest until you reach the Seattle front gate with the WLF warning on it.
2. Head to the left side of the area and climb the 2nd Fedra mobile unit to get up.
3. Jump around the roof, then have Dina boost you up to the ladder.
4. Cross to the other side of the wall to get inside.
5. Use the ladder to climb down.
6. The generator will be on the other side of the Fedra mobile unit. Use a bottle or melee attack to smash the windows and jump through.
7. After opening the small gate, unplug the cord line and throw it over the other fence, to reach the other power outlet.
8. Input the password 0-5-1-2 to open the main gate.

Image: ../Data/Images/chapter_section_images/The Gate.jpg

Downtown

Main Objective:

1. Find a gas canister and gas
2. Fuel up the generator and open the next gate

Section Walkthrough:

1. Continue moving towards the Serevena Hotel.
2. Find the generator by following the Yellow Power Line.
3. Based on the artifact that you pick up, the gas is available at the Courtroom Garage or the Dome.
4. Enter the open gate with the Fuel Distribution sign on it.
5. Move forward until you reach the locked gate, then squeeze through it to enter.

Mission Tips and Strategy: Seattle Map - You can visit some of the places that Ellie marked as ? on her map. There may be a lot of supplies inside those buildings, so be sure and check them out while in the area.

Image: ../Data/Images/chapter_section_images/Downtown.jpg

Chapter 3: Seattle Day 2

Hillcrest

Main Objective:

1. Look for Tommy

Section Walkthrough:

1. Look for Dina in the Project room.
2. Head towards the gunshot to look for Tommy.
3. Get up on the truck and proceed to the next area.
4. Go inside the coffee shop, then cross over the fence.
5. Climb up the ladder, then go down the broken roof.
6. After going down, you will encounter the WLF Guard Dogs for the first time.
7. Move forward through the streets and through the shops, evading the Guard Dogs by moving around and causing distractions.

Mission Tips and Strategy: Encountering the Guard Dogs - Scent Trails will become active when you first encounter the WLF Guard Dogs. You need to keep moving around and cause distractions to confuse these Guard Dogs. One way of causing distractions is by throwing objects, such as bottles.

Image: ../Data/Images/chapter_section_images/Hillcrest.jpg

The Seraphites

Main Objective:

1. Get to the Hospital
2. Search for Nora

Section Walkthrough:

1. Follow Route 5 to track Nora.
2. Go through the metal door, then go above the wall.
3. Cross through the Quickmart, then head onto the street.
4. Continue moving towards Route 5.

5. Go to the left side of the street, where a gate will be blocking it. Use the red garbage can to jump over.

Mission Tips and Strategy: Following Route 5 - The path to Route 5 is shown using Traffic Signs, making it a lot easier to travel and not get lost.

Image: ../Data/Images/chapter_section_images/The Seraphites.jpg

Chapter 4: Seattle Day 3

Road to the Aquarium

Main Objective:

1. Head to the Aquarium to find Tommy.

Section Walkthrough:

1. Look for Dina and Jesse.
2. Give Jesse a boost to reach the top.
3. Move forward to find the Aquarium.
4. Cut through the Convention center, then head inside the blue door.
5. Continue forward and you will see another blue double door.

Mission Tips and Strategy: Stealing the Boat - Since the area where you have to steal the Boat is going to be flooded, it is best to use your surroundings against the enemies here. Dive underneath the area to eliminate them one by one.

Image: ../Data/Images/chapter_section_images/Road to the Aquarium.jpg

The Flooded City

Main Objective:

1. Use the Boat to ride through the river and reach the Ferris Wheel.

Section Walkthrough:

1. After stealing the boat, drive it out of the building.
2. Go inside the building and follow the river current.
3. Open the gate to continue riding the current.
4. You will encounter another safe in this area. The code is 70-12-64
5. Continue riding the current, and you will encounter a fight between the WLF and the Seraphites.

Image: ../Data/Images/chapter_section_images/The Flooded City.jpg

Chapter 5: The Park

Tracking Lesson

Main Objective:

1. Find Jerry
2. Follow the tracks discovered by Jerry.

Section Walkthrough:

1. Move through the forest to find Dad.
2. Crouch to enter the bathroom
3. Use bottle to break the window, then climb through it.
4. You will see a garbage can. Move it over to the wall to climb up.
5. Jump over the roof to get inside the park.
6. Follow Jerry
7. Go near the flesh that is lying on the ground for clues
8. Jerry will take point on hunting the animal. Follow him.
9. Go to the Operating Room.

Image: ../Data/Images/chapter_section_images/Tracking Lesson.jpg

Chapter 6: Seattle Day 1 (Abby's Perspective)

The Stadium

Main Objective:

1. Gear up to go outside.

Section Walkthrough:

1. Follow Manny
2. Get some food in the cafeteria.
3. After getting the food, head to your room and pick up your items.
4. Proceed to following Mel and Manny to get Alice.
5. Go to the Weapons room to acquire Guns.
6. Get on the Truck to go outside.
7. Defend yourself from the Seraphites' ambush.

Image: ../Data/Images/chapter_section_images/The Stadium.jpg

The Aquarium

Main Objective:

1. Explore the Aquarium with Owen.

Section Walkthrough:

1. Jump into the waters.
2. Follow Owen.
3. Head upstairs, then open the door with the help of Owen.
4. Keep following Owen to the yacht.
5. Go through the double doors and have Owen boost you up.
6. Continue exploring the fish zoo.

Image: ../Data/Images/chapter_section_images/The Aquarium.jpg

Chapter 7: Seattle Day 2 (Abby's Perspective)

The Shortcut

Main Objective:

1. Head to the very tall building
2. Reach the highest point of the building.

Section Walkthrough:

1. Follow Lev
2. Go through the very tall building.
3. Jump around the place to keep out of rushing waters.
4. Get inside the open building, then head upstairs.
5. Break the windows, then head upstairs using the fire escape stairs.

Mission Tips and Strategy: Building filled with Infected - This building will have Runners, Clickers, and a Shambler inside it. If you are thinking about fighting, it might be best to avoid the edge, since the infected will come towards you, leaving you with no room to run.

Image: ../Data/Images/chapter_section_images/The Shortcut.jpg

The Descent

Main Objective:

1. Find a way off the building.

2. Head to the Hospital.

Section Walkthrough:

1. Exit through the doors.
2. Cut through the gym, then go through the far end of the door.
3. Go down the building, then open the door at the 19th floor.
4. Inside the Spore-Infested Area, find a gas mask for Lev.
5. After getting the gas mask, Stalkers will appear in the area.

Mission Tips and Strategy: After getting the Gas Mask - Stalkers will appear right after you obtain the Gas Mask. Better be ready with your Melee Weapon and Guns.

Image: ../Data/Images/chapter_section_images/The Descent.jpg

Ground Zero

Main Objective:

1. Look for Medical Supplies in the hospital.
2. Defeat the Rat King

Section Walkthrough:

1. Follow Nora.
2. Enter the Oncology department.
3. Continue moving forward through the area, then go downstairs.
4. Go towards the ICU entrance.
5. Due to the entrance being blocked, go down the other floor.

Mission Tips and Strategy: The Rat King - There is a new type of infected that you're going to encounter here for the first time. This creature is called the Rat King, and it is a lot bigger than a Bloater. Use a Pipe Bomb to stop him from charging, then light him up with the Flamethrower.

Image: ../Data/Images/chapter_section_images/Ground Zero.jpg

Chapter 8: Seattle Day 3 (Abby's Perspective)

The Marina

Main Objective:

1. Head to the Docks and obtain a boat.
2. Defeat the Sniper.

Section Walkthrough:

1. Go down the stairs.
2. Cut through the elevator.
3. Continue going down, then go around to the left side.
4. Walk through the waters, then Yara will find a sewer entrance.
5. Open the sewer, and continue moving through it.

Mission Tips and Strategy: Avoiding the Sniper - Use the cars as cover to move around the Sniper's shots. You need to Crouch or go Prone to be hidden against the enemy.

Image: ../Data/Images/chapter_section_images/The Marina.jpg

Chapter 9: The Farm

The Farm

Main Objective:

1. Live peacefully on the farm with Dina and JJ

Section Walkthrough:

1. Explore the farm and enjoy the peaceful life.
2. Take care of JJ and spend time with Dina.
3. Experience the disruption when Tommy arrives with information about Abby.

Image: ../Data/Images/chapter_section_images/The Farm.jpg

Chapter 10: Santa Barbara

2425 Constance

Main Objective:

1. Search for information about the Fireflies and Abby's whereabouts

Section Walkthrough:

1. Explore the abandoned houses in Santa Barbara.
2. Look for clues about where Abby and the Fireflies might be.
3. Encounter the Rattlers for the first time.

Image: ../Data/Images/chapter_section_images/2425 Constance.jpg

The Resort

Main Objective:

1. Navigate through the Rattler-controlled resort
2. Find Abby and Lev

Section Walkthrough:

1. Infiltrate the resort carefully.
2. Avoid or eliminate Rattler guards.
3. Discover Abby and Lev captured and strung up on pillars.
4. Free them and escape together.

Image: ../Data/Images/chapter_section_images/The Resort.jpg

The Beach

Main Objective:

1. Final confrontation with Abby

Section Walkthrough:

1. Follow Abby and Lev to their boat on the beach.
2. Confront Abby for the final time.
3. Engage in the climactic fight in the water.
4. Make the ultimate decision about revenge and forgiveness.

Mission Tips and Strategy: This is the emotional climax of the game. The fight mechanics are intense, and the player must decide Ellie's final choice regarding her quest for revenge.

Image: ../Data/Images/chapter_section_images/The Beach.jpg

Safe Codes Information

1. Super Market Safe (Jackson - Patrol)

Safe Code: 07-20-13

Location: Super Market

Finding the Safe Code: First, you will want to look for a note that is on the desk right next to the safe. The note will say that it's the date "My Good Boy" got employee of the month. The Good Boy is the dog. The date is July 2013.

Image: ../Data/Images/safe_images/Super Market.jpg

2. Bank Vault (Seattle Day 1 - Downtown)

Safe Code: 60-23-06

Location: Bank Vault

Finding the Safe Code: The heist plans containing the vault code will be located on the table in the center of the room where the vault is.

Image: ../Data/Images/safe_images/Bank Vault.jpg

3. Courthouse Safe (Seattle Day 1 - Downtown)

Safe Code: 86-07-22

Location: Courthouse

Finding the Safe Code: Once you enter the courthouse office room, you can find the hint for the safe written on the whiteboard.

Image: ../Data/Images/safe_images/Courthouse.jpg

4. Thrift Store Safe (Seattle Day 1 - Capitol Hill)

Safe Code: 55-01-33

Location: Thrift Store

Finding the Safe Code: The note will say that the code is the last 6 numbers of a phone number belonging to someone named Staci. In the bathroom you will notice that a phone number with the name Staci written above it.

Image: ../Data/Images/safe_images/Thrift Store.jpg

Trophy Information

Platinum Trophy

Every Last One of Them

Description: Collect all trophies

Image: ../Data/Images/trophy_images/Platinum.jpg

Gold Trophies

1. What I Had to Do

Description: Complete the story

Image: ../Data/Images/trophy_images/Gold.jpg

2. Survival Expert

Description: Learn all player upgrades

Image: ../Data/Images/trophy_images/Gold.jpg

3. Arms Master

Description: Fully upgrade all weapons

Image: ../Data/Images/trophy_images/Gold.jpg

4. Archivist

Description: Find all artifacts and journal entries

Image: ../Data/Images/trophy_images/Gold.jpg

Silver Trophies

1. Mechanist

Description: Fully upgrade a weapon

Image: ../Data/Images/trophy_images/Silver.jpg

2. Specialist

Description: Learn all player upgrades in one branch

Image: ../Data/Images/trophy_images/Silver.jpg

3. Safecracker

Description: Unlock every safe

Image: ../Data/Images/trophy_images/Silver.jpg

Bronze Trophies

1. Tools of the Trade

Description: Craft every item

Image: ../Data/Images/trophy_images/Bronze.jpg

2. Tinkerer

Description: Upgrade a weapon

Image: ../Data/Images/trophy_images/Bronze.jpg

3. Apprentice

Description: Learn a player upgrade

Image: ../Data/Images/trophy_images/Bronze.jpg

Questions & Answers

General Game Information

Q: How many chapters are in The Last of Us Part 2?

A: The Last of Us Part 2 has 11 chapters total. The game alternates between Ellie's and Abby's

perspectives across different days in Seattle, with additional chapters in Jackson, The Park (flashback), The Farm, and Santa Barbara.

Q: How many weapons are available in the game?

A: There are 26 total weapons in The Last of Us Part 2: 4 handguns, 8 long guns, 6 throwables, 7 melee weapons, and 1 recovery item (Health Kit).

Q: How many enemy types are there?

A: There are 10 main enemy types: Runners, Stalkers, Clickers, Bloaters, Shamblers, The Rat King, WLF soldiers, Dogs, Seraphites, and Rattlers.

Q: How many safe codes are there to find?

A: There are 15 safes with codes to crack throughout the game, each containing valuable supplies and upgrades.

Q: How many trophies can be earned?

A: There are 24 trophies total: 1 Platinum, 7 Gold, 8 Silver, 5 Bronze, and 3 Hidden trophies.

Character Questions

Q: What happens to Joel in The Last of Us Part 2?

A: ⚠️ **SPOILER WARNING** ⚠️ Joel is killed by Abby early in the game during the Jackson chapter. This event serves as the primary motivation for Ellie's quest for revenge throughout the story.

Q: Who is Abby and why does she kill Joel?

A: ⚠️ **SPOILER WARNING** ⚠️ Abby is the daughter of Jerry Anderson, the lead Firefly surgeon whom Joel killed at the end of The Last of Us Part 1. She seeks revenge against Joel for destroying the chance to create a vaccine and killing her father.

Q: Does Ellie kill Abby at the end?

A: ⚠️ **SPOILER WARNING** ⚠️ No, Ellie ultimately spares Abby's life. During their final confrontation on the beach in Santa Barbara, Ellie realizes that Joel wouldn't want her to continue the cycle of violence and lets Abby go.

Q: What happens to Dina?

A: ⚠️ **SPOILER WARNING** ⚠️ Dina survives the events of the game. She and Ellie live together on a farm with their son JJ, but Dina leaves when Ellie decides to pursue Abby one final time. By the epilogue, Dina has returned to Jackson.

Q: Who voices the main characters?

A: Ashley Johnson voices Ellie, Troy Baker voices Joel, Laura Bailey voices Abby, and Shannon Woodward voices Dina.

Gameplay Questions

Q: What is the most effective weapon against Clickers?

A: Stealth kills are most effective against Clickers. If detected, molotovs work well, or you can stun them with a headshot and then perform a melee kill. The bow is also excellent for silent takedowns.

Q: How do you deal with WLF dogs?

A: Dogs can track you by scent, so avoid crossing their patrol paths. You can distract them with bottles or bricks. To kill them without breaking stealth, use a bow or suppressed pistol to kill the dog handler first, then deal with the dog.

Q: What's the difference between WLF and Seraphites?

A: WLF (Washington Liberation Front) are a military-like faction that uses modern weapons, dogs, and vehicles. Seraphites (also called "Scars") are a religious cult that primarily uses bows and melee weapons, communicate through whistles, and refuse to use most "old world" technology.

Q: How do you upgrade weapons?

A: Weapons are upgraded at workbenches using scavenged parts. Each weapon has multiple upgrade paths including stability, damage, capacity, and range improvements.

Q: What are the skill trees?

A: There are 5 skill trees: Survival, Crafting, Stealth, Precision, and Explosives. Each tree contains various upgrades that improve different aspects of gameplay, from health and crafting speed to weapon sway and trap effectiveness.

Collectibles and Secrets**Q: How many artifacts are there to collect?**

A: There are approximately 286 collectibles total, including artifacts, journal entries, coins, trading cards, and workbenches.

Q: What do coins do?

A: Coins are collectibles that contribute to trophy progression. Finding all coins unlocks the "Numismatist" trophy.

Q: How many trading cards are there?

A: There are 48 trading cards to collect throughout the game. Finding all of them unlocks the "Master Set" trophy.

Q: What's the Strange Artifact?

A: The Strange Artifact is a special collectible that unlocks the "Relic of the Sages" trophy. It's a reference to the Precursor Orb from the Jak and Daxter series, another Naughty Dog franchise.

Q: How many workbenches are there?

A: There are 13 workbenches throughout the game where you can upgrade weapons using scavenged parts.

Story and Lore Questions

Q: How long after The Last of Us Part 1 does Part 2 take place?

A: The Last of Us Part 2 takes place 4 years after the events of the first game.

Q: What are the Fireflies doing in Part 2?

A: The Fireflies are largely disbanded and scattered. Some remnants are trying to regroup, which is why Abby and Lev seek them out in Santa Barbara.

Q: What is the WLF's goal?

A: The WLF (Washington Liberation Front) aims to establish control over Seattle and create a militaristic society. They're at war with the Seraphites over territory and resources.

Q: Who are the Seraphites and what do they believe?

A: The Seraphites are a religious cult that worships a prophet known as "the Seraphite." They reject modern technology and live according to strict religious codes. They mark themselves with scars as a sign of devotion.

Q: What happened to Jackson between the games?

A: Jackson has grown into a thriving community under Tommy and Maria's leadership. It has expanded its patrols, established trade routes, and maintains a relatively peaceful existence despite the dangers of the infected and hostile humans.

Technical and Gameplay Mechanics

Q: Can you replay chapters?

A: Yes, there is a chapter select feature that allows you to replay any completed chapter to find missed collectibles or experience story moments again.

Q: Is there a New Game Plus mode?

A: Yes, New Game Plus allows you to start a new playthrough while retaining all collected supplements, pills, and weapon upgrades from your previous playthrough.

Q: What difficulty options are available?

A: The game offers multiple difficulty levels: Very Light, Light, Moderate, Hard, Survivor, and Grounded (available as DLC). There are also extensive accessibility options and the ability to customize individual difficulty aspects.

Q: How does the Listen Mode work?

A: Listen Mode allows you to see enemies through walls as white outlines. It's activated by holding R1 by default. Some enemies like Stalkers are harder to detect in Listen Mode, and it's disabled entirely on Grounded difficulty.

Q: What is scent detection?

A: When WLF dogs are present, a scent trail system becomes active. Dogs can follow your path and track

you down. You can see your own scent trail in Listen Mode and must avoid crossing dog patrol paths or use distractions to throw them off.

Combat and Strategy

Q: What's the most effective way to deal with infected hordes?

A: Use environmental advantages, create chokepoints, and utilize throwable weapons like molotovs and pipe bombs. Stealth is often preferable to avoid alerting large groups.

Q: How do you defeat the Rat King?

A: The Rat King is vulnerable to fire damage. Use the flamethrower as your primary weapon, with pipe bombs to stun it when it charges. Keep moving to avoid its grab attacks, which are instant kills.

Q: What's the best strategy for human enemies?

A: Stealth is usually most effective. Use bottles and bricks for distractions, take advantage of cover, and try to separate enemies from groups. Different factions require different approaches based on their equipment and tactics.

Q: How do you craft items efficiently?

A: Prioritize crafting based on your situation: health kits when injured, molotovs for groups of enemies, and trap mines for area denial. Upgrade your crafting speed in the skill tree to craft items faster during combat.

Q: What's the difference between Ellie's and Abby's gameplay?

A: Ellie is more agile and relies on stealth, has access to switchblade for silent kills, and can fit through smaller spaces. Abby is stronger, can break certain doors and windows Ellie cannot, has different weapons, and plays more aggressively in combat situations.