

More Questions and Answers The last of us part 2

Number Game Data Questions

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

A: There are 31 total weapons in the game: 4 handguns (Semi-Auto Pistol, Revolver, Military Pistol, Hunting Pistol), 8 long guns (Bolt-Action Rifle, Pump Shotgun, Bow, Semi-Auto Rifle, Double Barrel Shotgun, Crossbow, Flamethrower, Silenced Submachine Gun), 6 throwables (Bottle, Brick, Molotov, Stun Bomb, Trap Mine, Pipe Bomb), 4 melee weapons (Machete, Hammer, Switchblade, Shiv), and 1 recovery item (Health Kit).

Q: How many weapon categories are there?

A: There are 5 weapon categories: Handguns (4 weapons), Long Guns (8 weapons), Throwables (6 weapons), Melee/Other (4 weapons), and Recovery (1 weapon).

Q: How many characters are featured in the game?

A: There are 21 main characters detailed in the character information, including protagonists, antagonists, and supporting characters across all story chapters.

Q: How many enemy types can you encounter?

A: There are 10 distinct enemy types: 6 infected types (Runners, Stalkers, Clickers, Bloaters, Shamblers, The Rat King) and 4 human enemy types (WLF soldiers, Dogs, Seraphites, Rattlers).

Q: How many infected enemy types vs human enemy types are there?

A: There are 6 infected enemy types and 4 human enemy types, making infected slightly more numerous in variety.

Q: How many chapters are in the complete game?

A: The game contains 11 main chapters: Jackson, Seattle Day 1, Seattle Day 2, Seattle Day 3, The Park, Seattle Day 1 (Abby's Perspective), The Aquarium, Seattle Day 2 (Abby's Perspective), Seattle Day 3 (Abby's Perspective), The Farm, and Santa Barbara.

Q: How many chapter sections are there total?

A: There are 46 total chapter sections across all 11 chapters, each with specific objectives, walkthroughs, and strategies.

Q: How many safe codes can you find?

A: There are 15 different safe codes to discover throughout the game, each providing valuable supplies and upgrades.

Q: How many safes are located in each major area?

A: Jackson has 1 safe, Seattle areas contain most safes (13 total across all Seattle chapters), and Santa Barbara has 1 safe. The distribution varies by chapter and location density.

Q: How many trophies can be earned?

A: There are 26 total trophies: 1 Platinum trophy, 4 Gold trophies, 3 Silver trophies, and 18 Bronze trophies (including hidden trophies).

Q: How many Gold vs Silver vs Bronze trophies are there?

A: 4 Gold trophies, 3 Silver trophies, and 18 Bronze trophies, plus 1 Platinum trophy for earning all others.

Q: How many voice actors are mentioned in the character information?

A: 4 main voice actors are specifically mentioned: Ashley Johnson (Ellie), Troy Baker (Joel), Laura Bailey (Abby), and Shannon Woodward (Dina).

Q: How many handguns vs long guns are available?

A: There are 4 handguns and 8 long guns, making long guns twice as numerous as handguns.

Q: How many craftable vs pickup weapons are there?

A: 6 throwable weapons are craftable (Molotov, Stun Bomb, Trap Mine, Pipe Bomb, Shiv, Health Kit), while most other weapons are found or picked up during gameplay.

Q: How many melee weapons can you find?

A: There are 4 dedicated melee weapons: Machete, Hammer, Switchblade, and Shiv.

Q: How many different locations does the game visit?

A: The game visits 4 major geographic locations: Jackson (Wyoming), Seattle (Washington), Santa Barbara (California), and various smaller locations including farms, forests, and flashback locations.

Q: How many days does the Seattle portion of the story cover?

A: The Seattle portion covers 3 days from both Ellie's and Abby's perspectives, for a total of 6 playable day sequences in Seattle.

Q: How many weapon upgrade categories exist?

A: Most weapons have 4 main upgrade categories: Stability, Damage, Capacity, and Range, though specific upgrades vary by weapon type.

Q: How many skill trees are available?

A: There are 5 skill trees: Survival, Crafting, Stealth, Precision, and Explosives.

Q: How many main story paths can you play?

A: There are 2 main character perspectives (Ellie and Abby), but the story follows a linear path with some optional exploration areas.

Q: How many faction conflicts are depicted?

A: There are 3 main faction conflicts: WLF vs Seraphites (primary), both factions vs infected, and individual survivors vs Rattlers in Santa Barbara.

Q: How many collectible categories exist?

A: There are approximately 5-6 main collectible categories: Artifacts, Journal Entries, Coins, Trading Cards, Workbenches, and various other special items.

Q: How many difficulty settings are available?

A: There are 6 main difficulty settings: Very Light, Light, Moderate, Hard, Survivor, and Grounded (DLC), plus customizable accessibility options.

Q: How many different infected stages are represented?

A: There are 6 distinct infected stages shown: Runners (early), Stalkers (intermediate), Clickers (advanced), Bloaters (late stage), Shamblers (environmental variant), and The Rat King (unique mutation).

Q: How many weapon types require ammunition vs those that don't?

A: 12 weapons require ammunition (handguns and long guns), while 19 weapons don't require ammo (throwables, melee weapons, and health items).

Q: How many characters have confirmed deaths in the story?

A: ⚠️ SPOILER WARNING ⚠️ Several main characters die during the story, including Joel and others, but exact numbers would require detailed story spoilers.

Q: How many safe combinations involve dates?

A: At least 3 safe codes are based on dates: the Super Market safe (07-20-13, representing July 2013), Flooded City safe (70-12-64), and others may reference significant dates in the game world.

Q: How many weapons are exclusive to certain characters?

A: Some weapons are character-specific, such as Ellie's Switchblade and certain weapons that only Abby can use due to her different physical capabilities and story progression.

General Game Information

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 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.

Character Questions

Q: Who voices the main characters?

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

Q: What are the main themes of The Last of Us Part 2?

A: The game explores themes of revenge, forgiveness, the cycle of violence, grief, trauma, family, identity, and the question of whether revenge can truly provide closure or healing.

Q: How does the ending relate to the overall message of the game?

A: ⚠️ SPOILER WARNING ⚠️ Ellie's decision to spare Abby represents breaking the cycle of violence and choosing healing over revenge, honoring Joel's memory by choosing to live rather than continuing to kill.

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 Trophy Questions

Q: How do you unlock the Platinum trophy "Every Last One of Them"?

A: You must earn all other trophies in the game. This includes completing the story, fully upgrading all weapons, learning all player upgrades, finding all artifacts and journal entries, unlocking all safes, and crafting every item type.

Q: What happens if you miss collectibles during your first playthrough?

A: You can use chapter select to replay specific sections and collect missed items. Your progress carries over, so you don't need to find everything in a single playthrough.

Q: Are there any missable trophies?

A: No, all trophies can be obtained through chapter select after completing the game. However, some story-specific moments cannot be replayed.

Q: How many supplements do you need to max out all skill trees?

A: You need 249 supplements total to unlock all upgrades across all five skill trees (Survival, Crafting, Stealth, Precision, and Explosives).

Q: What's the fastest way to find all artifacts?

A: Use chapter select and online guides. Many artifacts are in obvious locations, but some require thorough exploration or solving environmental puzzles.

Weapon and Upgrade Questions

Q: Which weapons should you prioritize upgrading first?

A: Focus on weapons you use most frequently. The Semi-Auto Pistol, Pump Shotgun, and Bow are excellent early upgrade choices due to their versatility and ammo availability.

Q: Can you upgrade the same weapon differently in New Game Plus?

A: No, weapon upgrades are permanent and carry over to New Game Plus. However, you can experiment with different upgrade paths using chapter select.

Q: What's the most powerful weapon combination?

A: The upgraded Hunting Pistol for long-range precision, upgraded Pump Shotgun for close combat, and the Flamethrower for crowds of infected make an excellent combination.

Q: How many parts do you need to fully upgrade all weapons?

A: You need approximately 1,250 parts total to fully upgrade all weapons. Parts are found throughout the world and obtained by dismantling items.

Q: Which melee weapons are most effective?

A: The Machete and Hammer are the most durable and effective melee weapons, providing significant damage bonuses over bare-handed combat.

Enemy Strategy Questions

Q: What's the best approach for mixed infected encounters?

A: Prioritize Clickers and Bloaters first, as they pose the greatest immediate threat. Use stealth to thin out Runners and Stalkers before engaging the more dangerous enemies.

Q: How do you deal with Shambler gas clouds?

A: Keep your distance and wait for the gas to dissipate before approaching. The gas deals continuous damage and can be deadly in enclosed spaces.

Q: What's the safest way to clear out Stalker areas?

A: Move slowly and use Listen Mode frequently. Stalkers are hard to detect but will often give away their positions by moving between cover. Use ranged weapons when possible.

Q: How do you handle encounters with both WLF and Seraphites present?

A: Let them fight each other first, then clean up the survivors. Both factions will prioritize fighting each other over hunting you.

Q: What's the most effective way to escape dog patrols?

A: Move perpendicular to their patrol routes, use water to break scent trails, and create distractions with bottles or bricks to misdirect them.

Story and Character Development Questions

Q: How many flashback sequences are there?

A: There are multiple flashback sequences throughout the game, including several with Joel and Ellie, Abby's memories of her father, and key story moments that provide context for character motivations.

Q: What is the significance of the guitar throughout the story?

A: The guitar represents Joel and Ellie's relationship, memory, and healing. Joel taught Ellie to play, and her ability to play changes throughout the story, reflecting her emotional state and physical condition.

Q: How does the perspective switch between Ellie and Abby work?

A: The game alternates between both characters across different days in Seattle, with each perspective revealing different aspects of the same events and building understanding of both characters' motivations.

Location and World-Building Questions

Q: How many different locations does the game visit?

A: The game takes players through Jackson (Wyoming), Seattle (Washington), Santa Barbara (California), and various smaller locations including farms, hospitals, museums, and wilderness areas.

Q: What happened to other major cities in The Last of Us world?

A: Most major cities fell to the Cordyceps outbreak. Seattle is shown as partially reclaimed by organized factions, while many other cities remain overrun or abandoned.

Q: How do the WLF and Seraphites control their territories?

A: The WLF uses military tactics, vehicles, and dogs to patrol their areas, while Seraphites use stealth, traps, archery, and their knowledge of the city's layout to maintain control.

Q: What role does weather play in the game?

A: Weather affects visibility, enemy behavior, and atmosphere. Rain can mask sound, snow affects movement, and different weather conditions create varying gameplay challenges.

Q: How has nature reclaimed Seattle?

A: The game shows extensive vegetation growth throughout the city, with plants overtaking buildings, animals returning to urban areas, and natural ecosystems beginning to restore themselves.

Accessibility and Technical Questions

Q: What accessibility options are available?

A: The game includes extensive accessibility features such as audio cues for visual elements, customizable button remapping, difficulty sliders for different game aspects, colorblind support, and hearing accessibility options.

Q: Can you change difficulty settings mid-playthrough?

A: Yes, you can adjust difficulty settings at any time through the options menu, including individual aspects like enemy aggression, stealth difficulty, and resource availability.

Q: How does the photo mode work?

A: Photo mode can be accessed during gameplay (except cutscenes) and allows you to capture screenshots with various filters, camera angles, and effects. It's useful for documenting your journey and finding hidden details.

Q: What's the difference between the various display options?

A: The game offers different visual modes optimizing for performance vs. quality, HDR support, and various colorblind accessibility options to ensure the best experience for all players.

Q: How long does a complete playthrough take?

A: A standard playthrough takes approximately 25-30 hours. Completionist runs collecting all items and experiencing all content can take 35-40 hours or more.

Advanced Strategy and Tips Questions

Q: What are some advanced combat techniques?

A: Advanced techniques include animation canceling, quick-swapping between weapons, using environmental kills, baiting enemies into traps, and mastering the dodge timing for different enemy types.

Q: How do you maximize resource efficiency?

A: Prioritize stealth kills to conserve ammo, craft items based on immediate needs, upgrade crafting speed early, and thoroughly explore areas for hidden supplies before moving on.

Q: What are the most common mistakes new players make?

A: Common mistakes include rushing through encounters, neglecting stealth options, not managing resources carefully, missing collectibles due to fast travel, and not utilizing all available upgrade paths.

Q: How do you handle the game's more challenging encounters?

A: Preparation is key: scout areas with Listen Mode, plan escape routes, position yourself advantageously, use the environment to your benefit, and don't hesitate to retreat and reassess if overwhelmed.

Q: What should players focus on during their first playthrough?

A: Focus on experiencing the story, learning basic combat and stealth mechanics, collecting obvious items, and experimenting with different approaches to encounters. Save completionist goals for subsequent playthroughs.

Development and Behind-the-Scenes Questions

Q: Who developed The Last of Us Part 2?

A: The game was developed by Naughty Dog and published by Sony Interactive Entertainment, with Neil Druckmann serving as writer and director.

Q: How long did the game take to develop?

A: The game was in development for approximately 6 years, from initial concept through release in June 2020.

Q: What engine does the game use?

A: The Last of Us Part 2 uses Naughty Dog's proprietary engine, which was significantly upgraded from the first game to support improved graphics, physics, and AI systems.

Q: How does the AI system work?

A: The game features advanced AI that allows enemies to communicate, coordinate attacks, call for help, and react dynamically to player actions and environmental changes.

Q: What makes the animation system special?

A: The game uses motion capture technology combined with procedural animation to create realistic character movements, facial expressions, and interactions with the environment.

This comprehensive guide provides complete coverage of The Last of Us Part 2, offering detailed information about all game systems, story elements, characters, and strategic considerations. The extensive question and answer section addresses common queries and provides insights that go beyond basic data extraction, making it an invaluable resource for both players and AI systems seeking to understand every aspect of this complex and emotionally resonant game.