



GO



GO



GO



GO



310





Part *

GO



Supplement *
Workbench *

GO

310

GO



3/0



GO



219



CONSTRUCTION ENTRANCE
SAFETY IS OUR PRIORITY

SITE SAFETY NOTICES
Safety harness must be worn
Safety footwear must be worn
High visibility jackets must be worn

GO

3/0

GO



3/0



GO



3/3





GO

Swap



3/3





Supplement *



GO



Part *

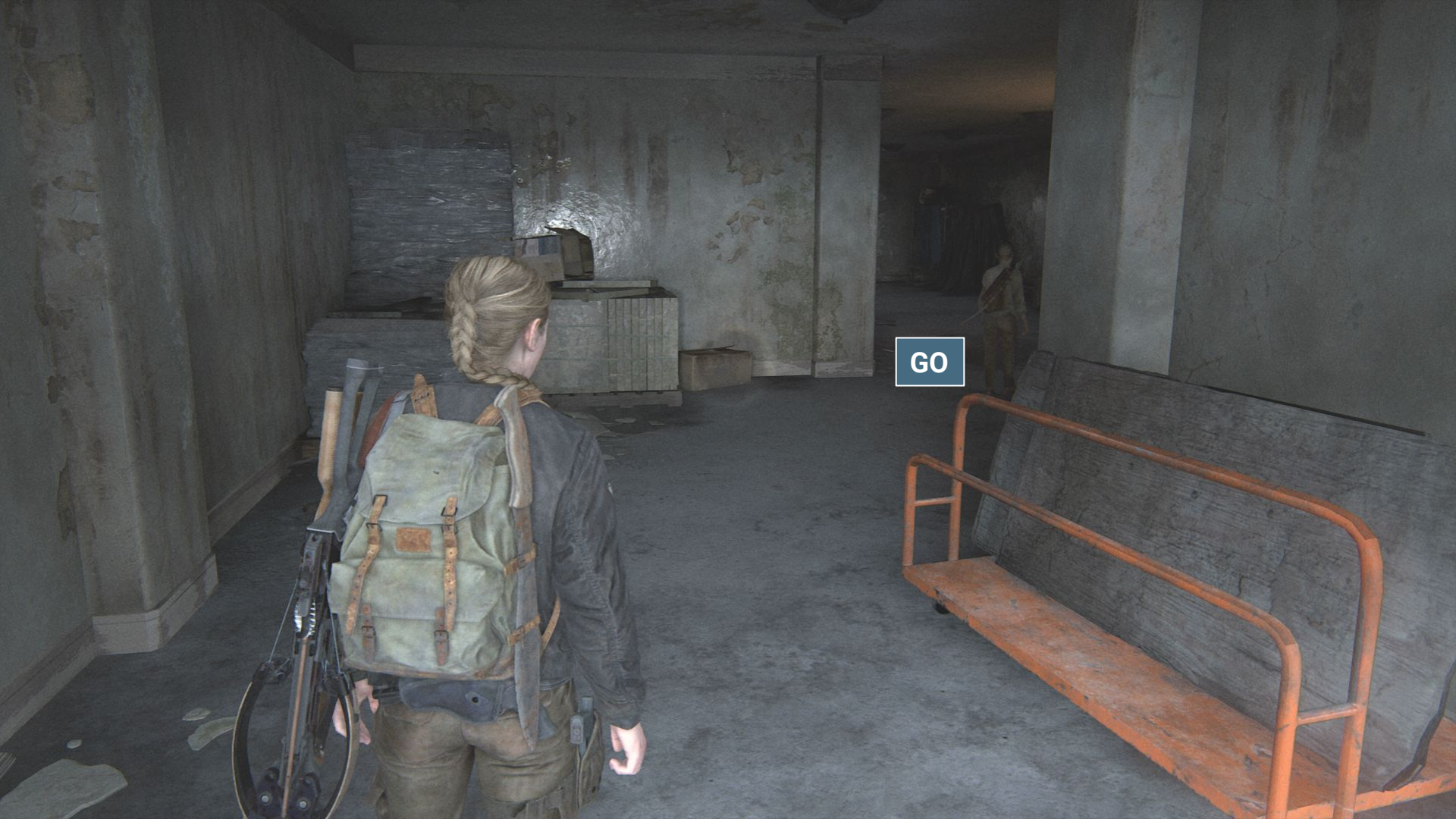


GO

SITE SAFETY NOTICE
All workers must wear hard hats at all times.
No running or horseplay.
No alcohol or drugs on site.
High voltage areas.
Safety is our priority.

DANGER
ELECTRICAL HAZARD

ALL WORKERS MUST WEAR SAFETY GEAR
SAFETY IS OUR PRIORITY



GO



Part *
Artifact * Seraphite Orders



GO

A character with a large, worn backpack is seen from behind, looking towards a curved metal staircase in a dark, abandoned building. The floor is wet and reflective. In the background, there are large windows and stacks of materials. A blue box with the word "GO" is positioned above the staircase.

GO

A third-person view of a character with a backpack and rifle in a dilapidated building. The character is seen from behind, wearing a dark jacket and a green backpack. A rifle is slung over their shoulder. The environment is a dark, industrial interior with concrete floors and metal structures. A "GO" prompt is visible in the upper right area of the frame.

GO



GO



GO

A third-person view of Abby Cadabre from the game Gran Turismo Sport. She is standing in a dark, industrial, and somewhat dilapidated environment. She is wearing a dark jacket, brown pants, and a green canvas backpack with a knife tucked into a sheath on her hip. Her blonde hair is styled in a braid. The scene is filled with rusted metal structures, concrete, and debris. A wooden fence made of vertical posts and horizontal rails is on the right. In the background, there are large, rusted metal beams and a structure with a corrugated metal roof. A blue box with the word "GO" in white capital letters is positioned in the upper right area of the frame.

GO

Abby: Lev, come here, I'm gonna hug you.



Part *

GO



3/4





GO

Lev: It's gonna be okay. Eyes on me.



GO

CHAPTER 34





GO



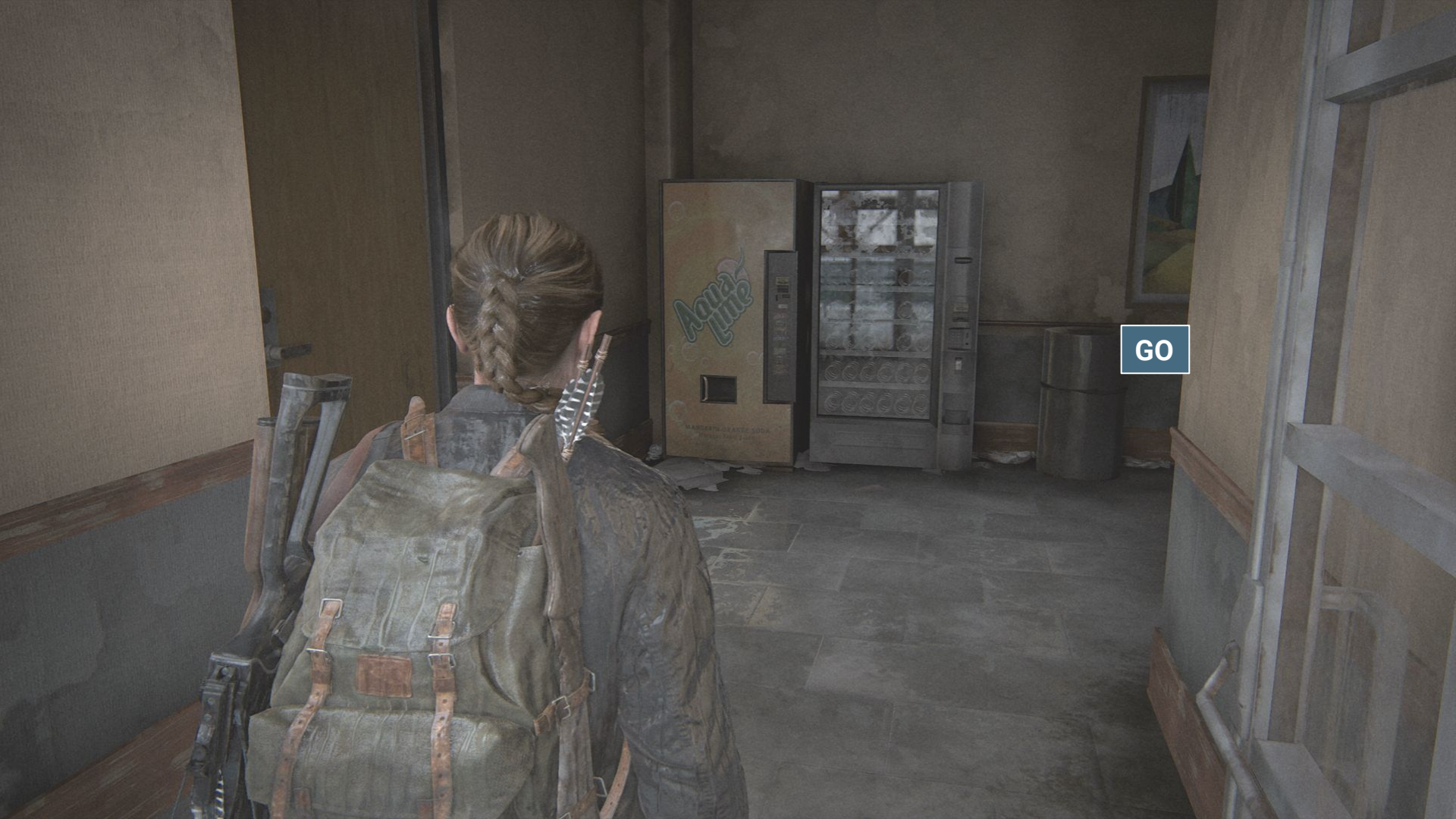
Coin * Illinois



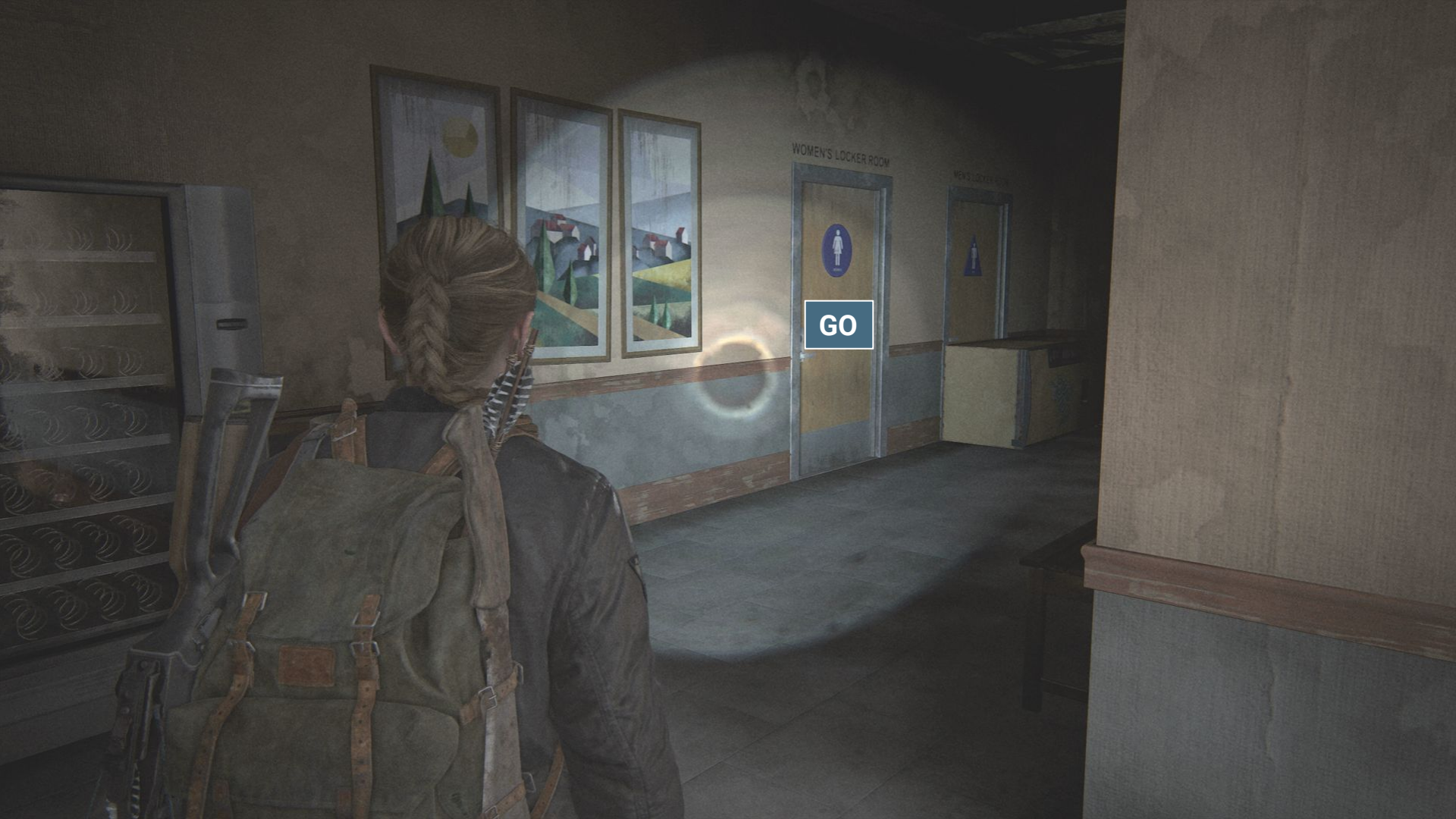
GO

HOTEL
BLACRAY

11 FT 5 IN 3.5 M



GO



WOMEN'S LOCKER ROOM

GO

MEN'S LOCKER ROOM

GO



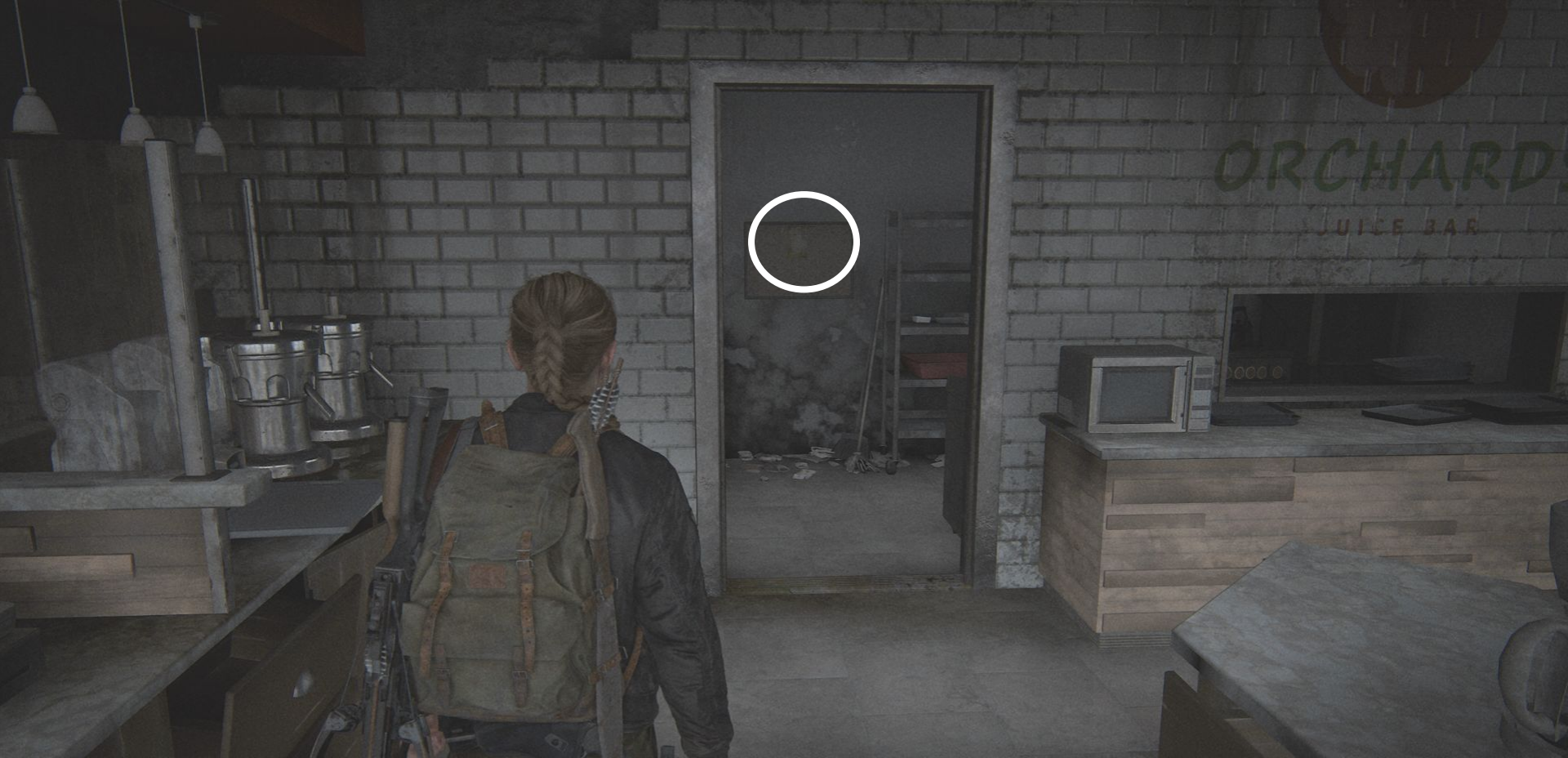


GO

ORCHARDS
JUICE BAR

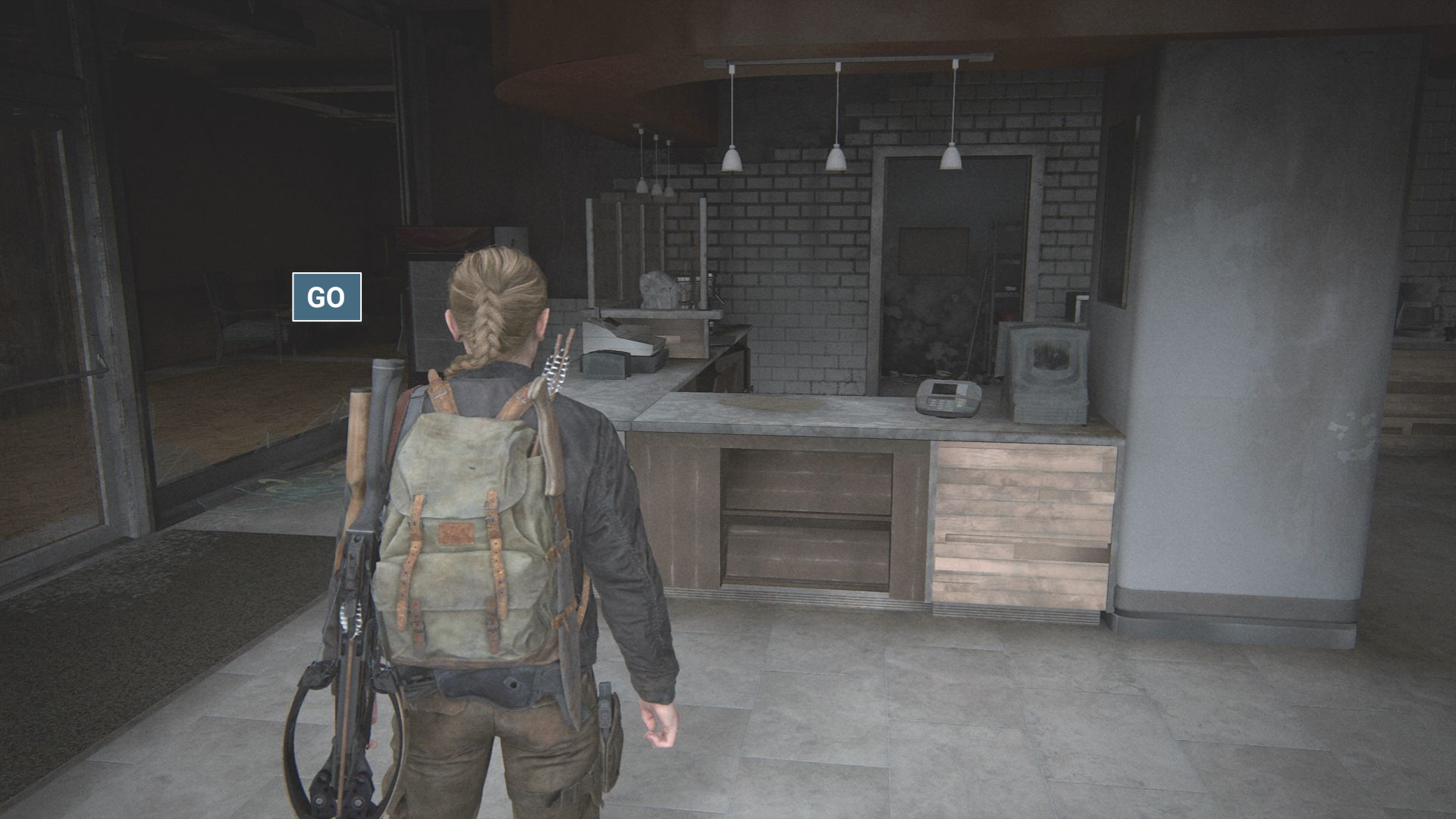


Supplement *



Artifact * Gym Safe Combo

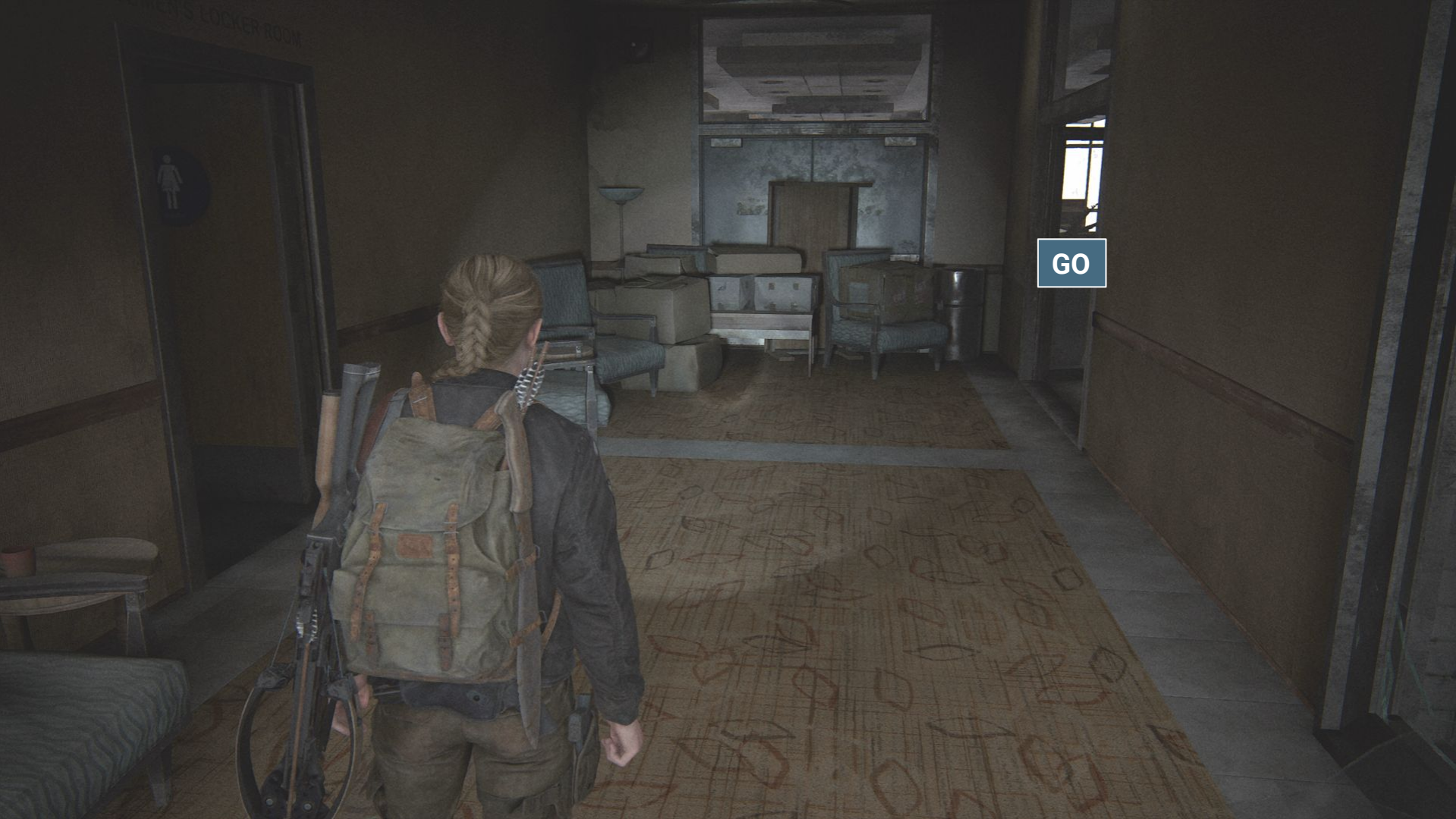
GO



LOCKER ROOM



GO



GO





Safe * 12-18-79

! SAFECRACKER - Unlock every safe

Supplement * (inside safe)

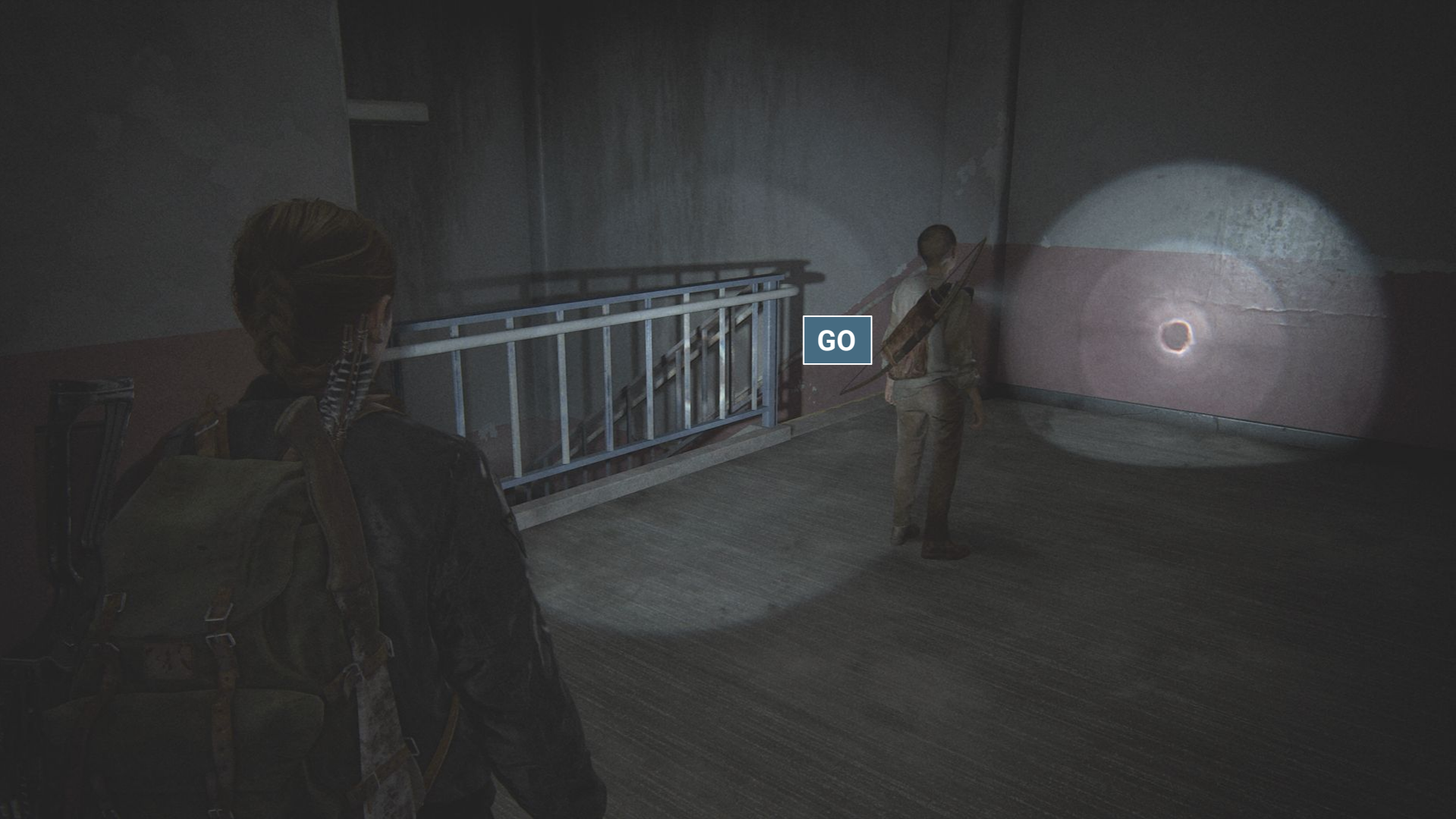
GO

STAIRS

HOTEL BLACK HOTEL BLACK HOTEL BLACK



Artifact * FEDRA Orders



GO

20th floor



A dark, industrial interior, possibly a basement or utility room. On the left, a staircase with wooden steps and a metal railing leads upwards. In the center, a person with a shaved head, wearing a light-colored long-sleeved shirt and dark pants, is walking towards the right. They are holding a flashlight that illuminates the floor and the wall ahead. The walls are dark, with a red-painted lower section. A white rectangular box with the word "GO" in black capital letters is positioned in the center of the frame, slightly to the right of the staircase railing.

GO

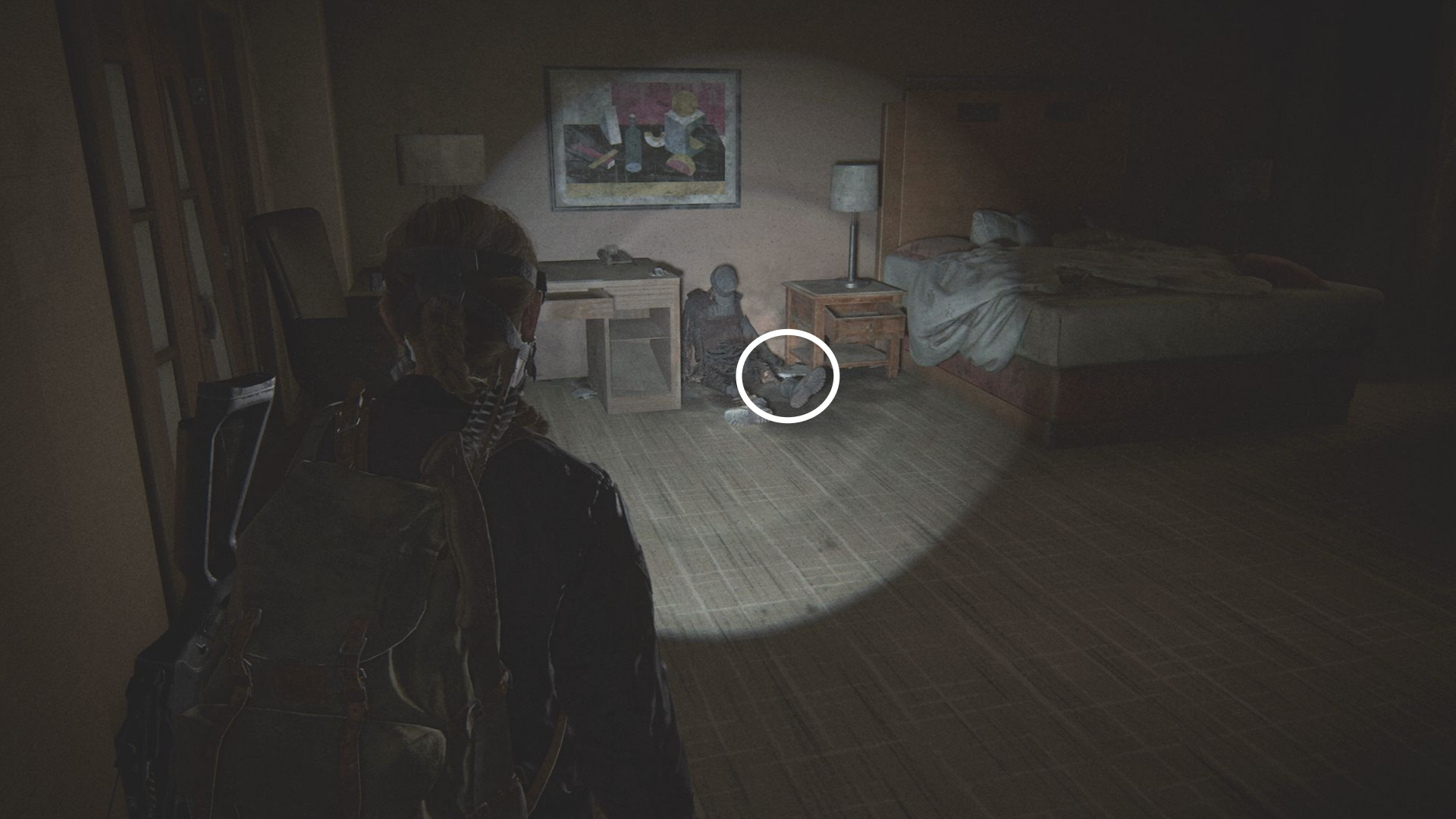


GO



GO







2 | Pistol Ammo

Supplement *

GO



6/3





GO

GO





GO



GO



Supplement *

A character wearing a dark, tactical outfit and a backpack is seen from behind, looking towards a doorway in a dark, dilapidated room. The walls are heavily damaged and peeling. A toilet is visible in the foreground on the right. A blue box with the word "GO" in white text is positioned in the doorway.

GO



Part *



Mask

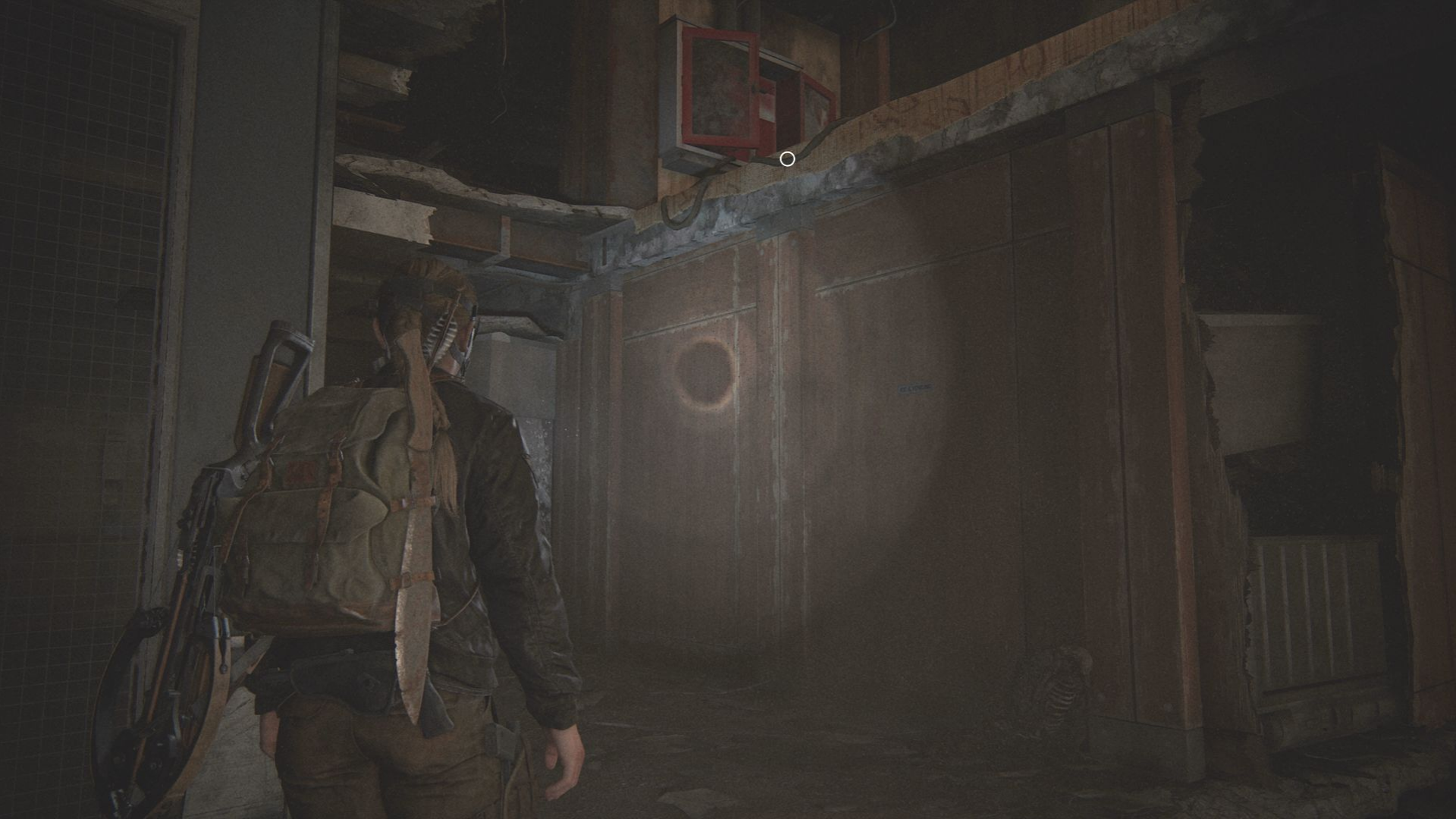


FOLLOW ARROW (L3)
HIGH CONTRAST (SWIPE TOUCHPAD LEFT)





GO

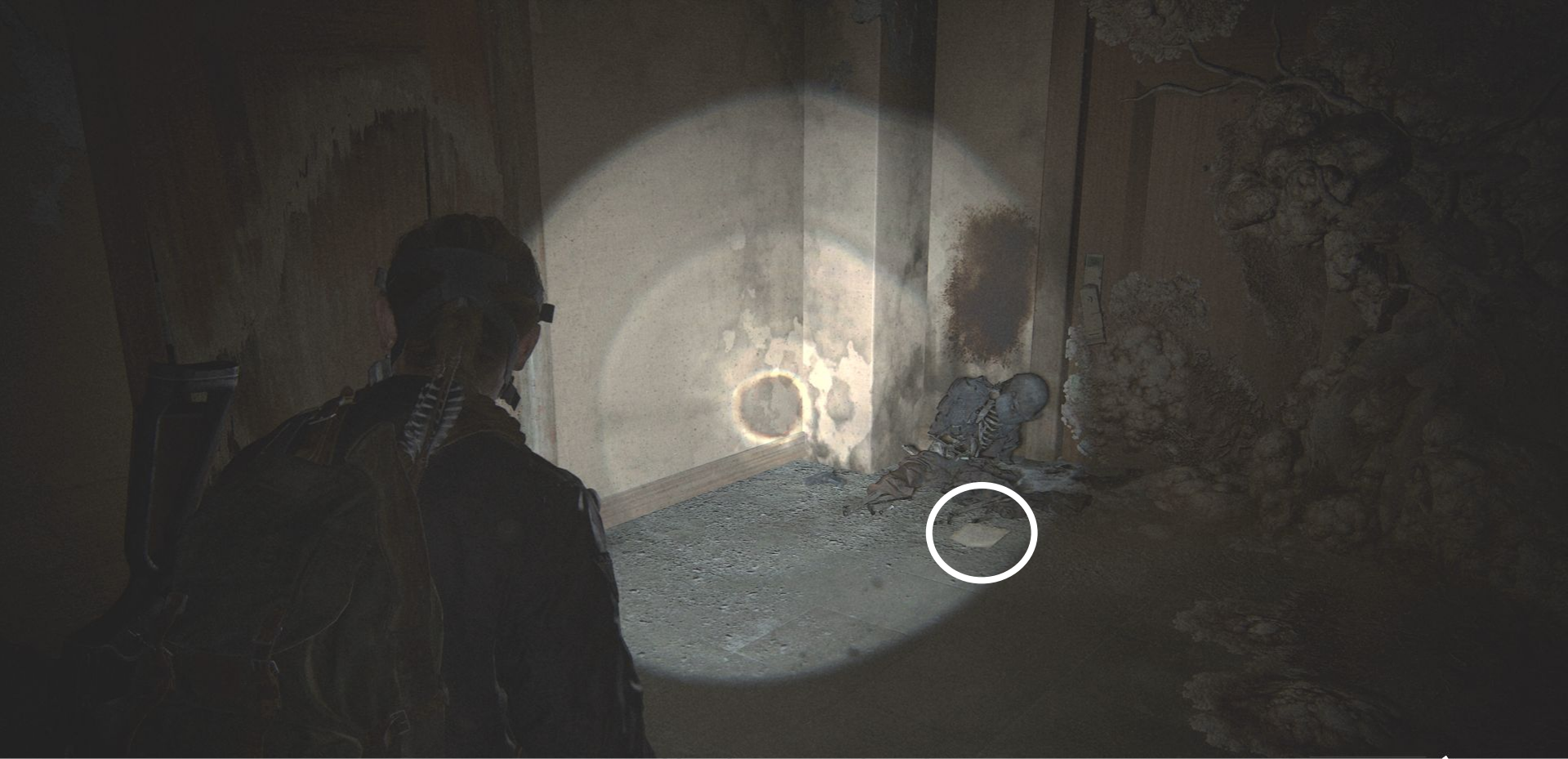




GO



GO



Artifact * FEDRA Final Note

A character with a large, olive-green backpack is seen from behind, standing in a dark, dilapidated room. The room has stone walls and a floor covered in debris. In the center, there is a white, rectangular object, possibly a safe or a piece of equipment. A blue box with the word "GO" in white text is overlaid on the scene, indicating a prompt or action. The lighting is dim, with a spotlight effect on the white object.

GO

Aqua
Time

GO

Handgun icon
6/7
Knife icon

ENEMY IN WALL



.....

6/7



GO



GO



GO



ENEMY BEHIND WALL

GO





Part *

GO



GO





Weapon * Flamethrower



ENEMY IN WALL

Supplement *

GO



FULL

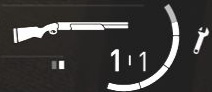


GO





GO



GO



5/7





Supplement *
Part *

GO



GO



GO





Part *

GO

34

The HUD in the bottom right corner features a small icon of a rifle, a red horizontal bar, the number '34' in a white font, and a circular gauge with a white needle and a red arc. Below these elements are some faint, illegible icons.

GO



GO



A dark, atmospheric scene from a video game. In the foreground, a character with a large, dark backpack is seen from behind, looking towards a body lying on the floor. The body is pale and appears to be a person, with some blood visible. In the background, a large, grotesque, multi-limbed creature with a wide, toothy mouth is visible, partially obscured by debris and a window. The room is dimly lit, with a light source casting a glow on the floor and the creature. A wooden door is visible on the right side of the frame.

TURN AROUND



1107

GO





Coin * Oregon

GO



FULL





Supplement *

GO



Hint



FULL



GO



A person wearing a tactical vest and a braided ponytail is seen from behind in a dark, dilapidated room. A blue box with white text is overlaid on the image, pointing towards the person. In the background, there is a doorway leading to a brighter area with windows.

TURN AROUND



Supplement *

A character wearing a dark jacket, a tactical vest, and a headlamp is seen from behind, walking through a dark, dilapidated interior. The floor is covered in debris and papers. In the distance, a bright light source is visible through an opening. A blue square prompt with the word "GO" in white is centered in the scene.

GO

A character with a backpack is standing in a dilapidated room with large windows and debris. A blue box with the word 'GO' is overlaid on the scene.

GO

Have you ever tortured people?



GO

GO



ENEMY IN WALL

GO



GO

Abby: No.





GO

1 | Crowbar



A character with a long, braided hairstyle and a headlamp is looking at a door. The door has a glowing circular hole in the lower half. The wall to the left of the door has the number '4' and the word 'FLOOR' written on it. A blue instruction box is overlaid on the right side of the image.

4
FLOOR

TURN LEFT



Coin * Wisconsin
Part *

GO



FULL





GO



GO



GO

Lev: Let's not tell the others about what happened.



Coin * Rhode Island

GO





FOLLOW

GO





Part *



GO



GO

A character with a braid, wearing a dark jacket and a large green backpack with a cane, is seen from behind, looking through a metal gate. The gate is open, revealing a street scene. In the background, there is a building with a sign that says "KARL L. SEAFIELD HOSPITAL". A white medical van with "MEDIC 3" written on its side is parked on the street. A yellow pedestrian crossing sign is visible on a lamppost. The scene is set in a post-apocalyptic environment with some overgrown vegetation.

GO

WLF Soldier: Abby! Get in here before some Scars see you!



GO



Coin * Missouri



GO

MINISTER
OF DEFENSE AGENCY

MEDIC



ROAD TO COMPLETION
**THE LAST
OF US
PART II**

12

CHAPTER 35





Dermatology

FOLLOW



GO

Nora: He knows that's all bullshit, right?

FOLLOW



Coin * Washington

Oncology
Center

GO

A dark, abandoned hospital waiting room. In the foreground, a character with a large, worn backpack is seen from behind, looking towards a doorway. The room contains several chairs, a table covered with a white cloth and stacked boxes, and a reception desk in the background. A sign on the wall reads "Atrium". A white box with the text "TURN RIGHT" is overlaid on the scene. The lighting is dim, with a spotlight effect on the table and chairs.

TURN RIGHT

Atrium



UNIVERSITY CENTER

A third-person view of a character with a large, tan-colored backpack and a rifle slung over their shoulder. The character is walking away from the camera down a dark, industrial hallway. The floor is made of large, dark tiles. To the left, there is a wall with a circular vent and some pipes. In the center, there is a glass railing that looks like it might be overlooking a lower level. The lighting is very low, with some light coming from a source behind the railing, casting long shadows. A white box with the word "GO" in black capital letters is positioned in the middle of the hallway, slightly to the right of the character.

GO



THE UNIVERSITY OF
MEDICAL MANAGEMENT

What is the best way to
manage your business?

What can we learn
from it?

UNIVERSITY OF
MEDICAL MANAGEMENT

GO



Artifact * Annex Letter

THIRD-FLOOR
Financial Planning
A Suites 1-4

GO



GO

A character with a large, tan backpack is seen from behind, standing in a dark, industrial hallway. The character is looking towards a set of stairs leading up to a doorway. The doorway is partially covered with a white plastic sheet that has a biohazard symbol and some text on it. A yellow tripod-mounted device is positioned in the middle of the hallway. To the right, there are several metal chairs and a trash can. The floor is tiled and shows signs of wear and debris. The overall atmosphere is dimly lit and somewhat eerie.

TURN AROUND



Part *

Chapel

GO



Supplement *
Artifact * Chapel Note

A character wearing a brown cap and a large, tan backpack is seen from behind, standing in a dimly lit room. The room has wood-paneled walls and a red carpet. A doorway in the background leads to another room. A white box with the word "GO" in blue text is positioned in the doorway. The lighting is low, with a small light source on the wall and a light on the floor illuminating the carpet.

GO



Emergency Room

GO

Artifact * Soldier's Letter

A character wearing a dark, tactical outfit and a helmet with a visor is seen from behind, looking towards a large, circular doorway. The doorway is set into a metallic wall. The door is partially open, revealing a brightly lit area beyond. A blue square with the word "GO" in white is overlaid on the door. To the right of the door, there is a control panel with a red button and a sign that says "Emergency R...". The character has a large backpack and a rifle slung over their shoulder. The overall atmosphere is dark and industrial.

GO

Emergency R...

A person wearing a full-body hazmat suit and a respirator mask is seen from behind, looking at a large, circular containment door. The door is partially open, revealing a bright, reflective interior. A blue rectangular box with white text is overlaid on the image, pointing towards the door. The door has a large number '3' and various warning labels.

TURN RIGHT

CAUTION
CONTAINMENT SEAL
3
MUST BE CLOSED BEFORE
ENTRY AND EXIT

A character wearing a dark tactical suit, a helmet with a visor, and a large backpack is seen from behind, looking towards a doorway in a dark, industrial environment. The floor is covered with a patterned mat. To the left, there are metal racks and a sign that says "NOTICE". To the right, there are more metal racks. A white box with the word "GO" in black letters is positioned in the center of the doorway.

GO

GO



FULL



Artifact * Patient's Note

GO

L3 Hint



GO

L3 Hint





Supplement *

GO

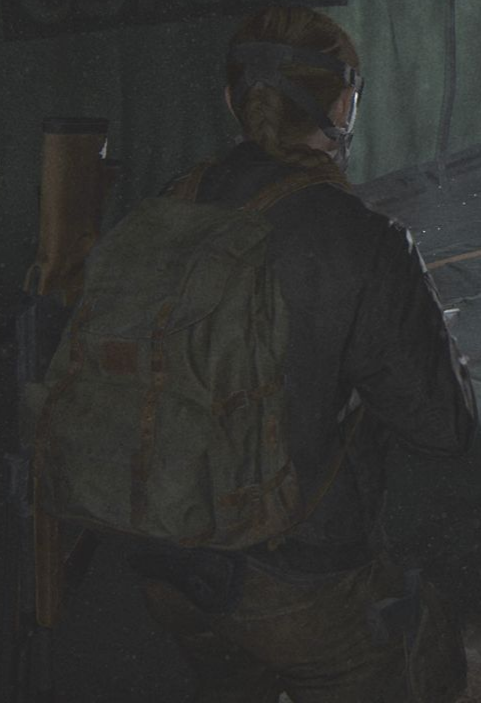
L3 Hint



FULL

SURGERY

GO



GO

Artifact * Doctor's Note
Supplement *



GO

ATTENTION
HIGH VOLTAGE
AUTHORIZED
PERSONNEL ONLY



Part *
Workbench *





Part *



GO

Part *



GO

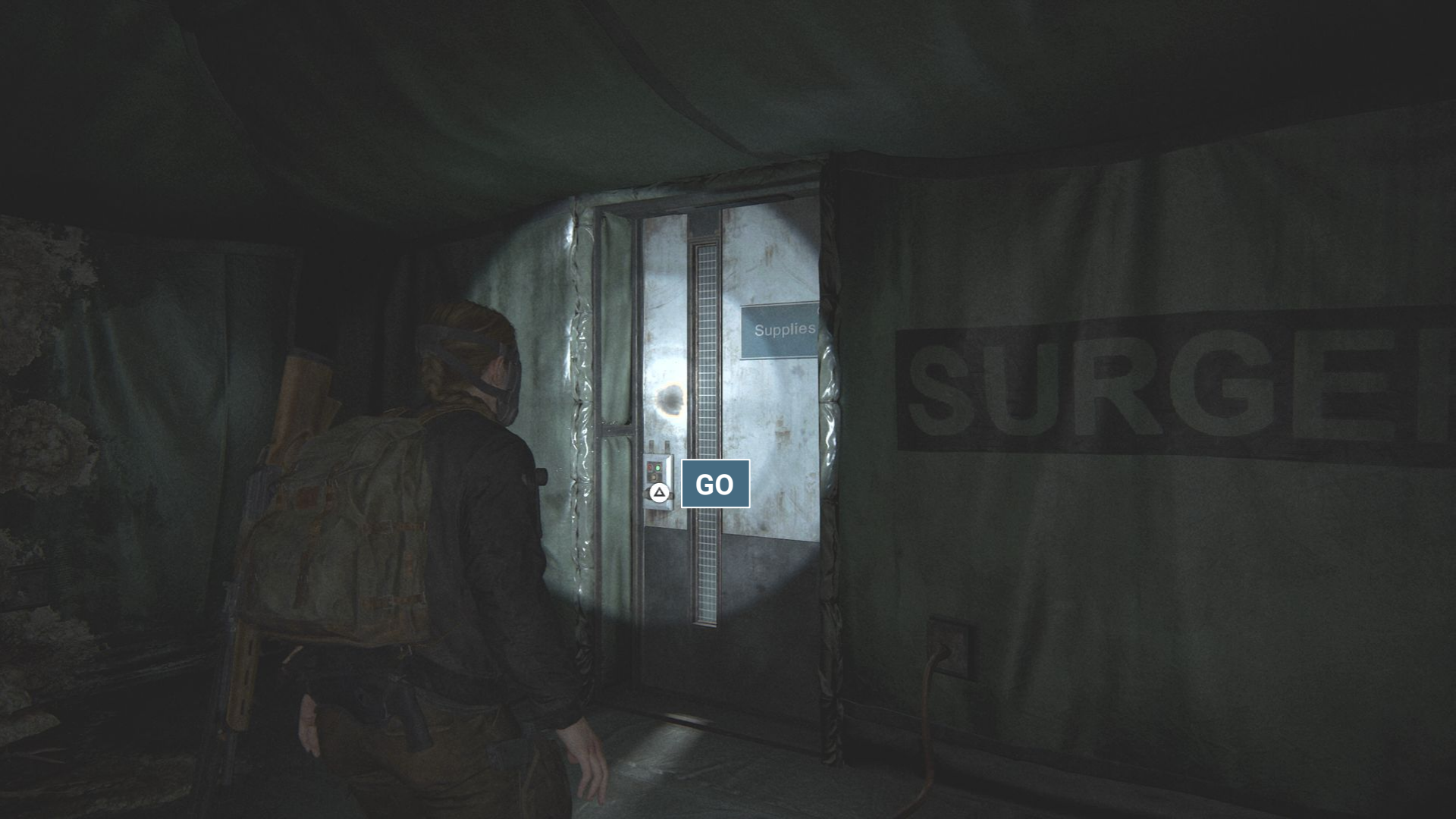
Now where the fuck are these medical supplies?



Supplement *

A third-person view of a soldier in a dark, tent-like environment. The soldier is wearing a helmet, a gas mask, and a tactical vest, and is holding a flashlight. In the center of the room, a body lies on the floor. To the left, there is a metal structure that looks like a cot or a table. The walls are made of dark fabric. A blue box with the word "GO" in white text is positioned in the upper right area of the scene.

GO



Supplies

GO

SURGE



Supplement *



Supplement *

LEFT

THE TRUE IMPORTANCE OF
MEDICINE MANAGEMENT

What is medicine management?

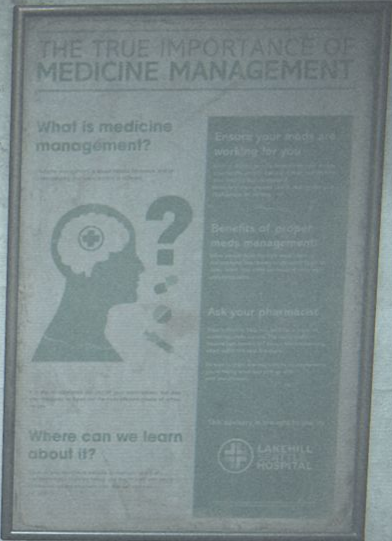
Ensure your meds are working for you

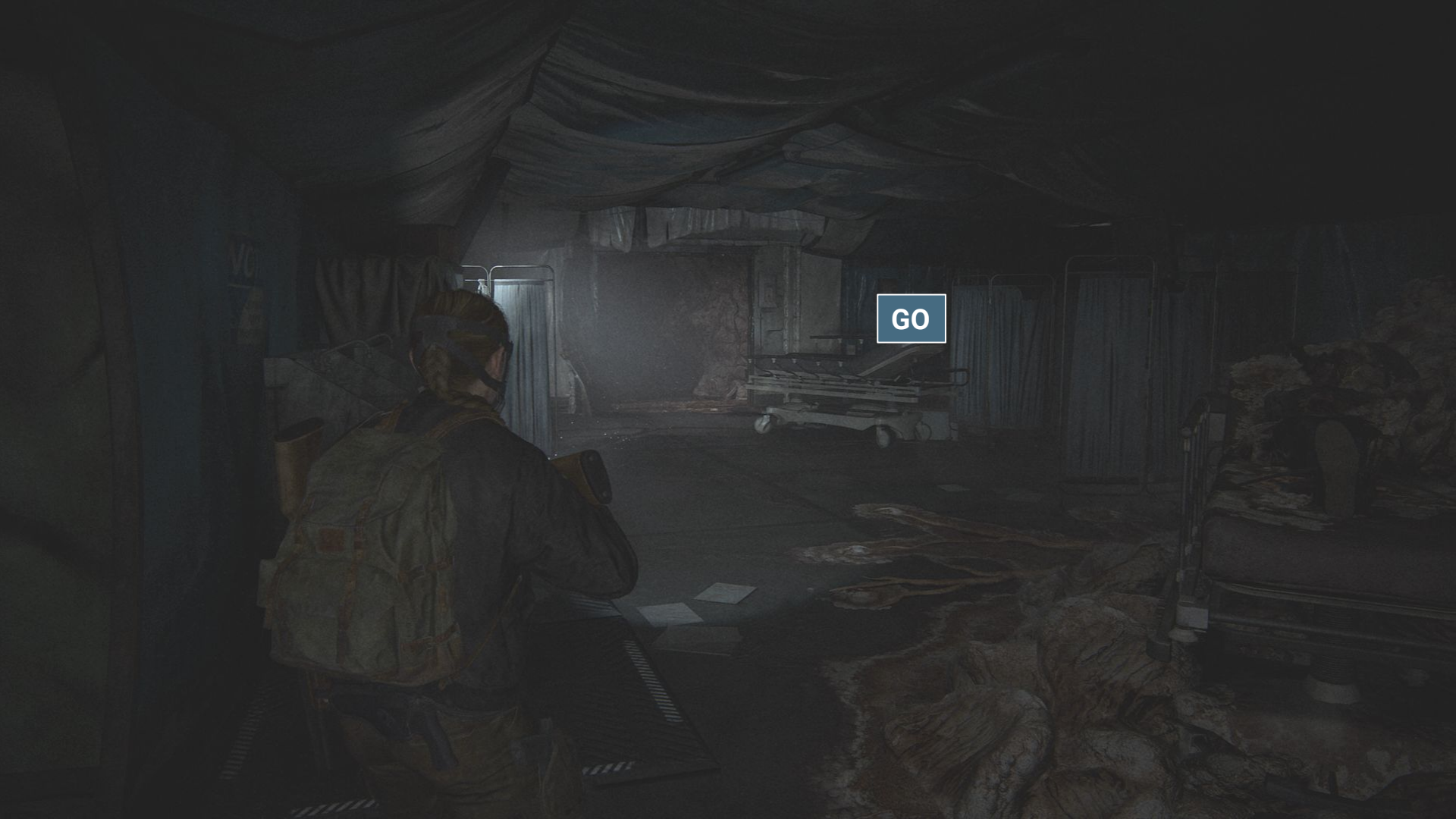
Benefits of proper medicine management

Ask your pharmacist

Where can we learn about it?

LAKEHILL HOSPITAL

A framed poster on a wall with text and graphics related to medicine management. The poster is titled "THE TRUE IMPORTANCE OF MEDICINE MANAGEMENT" and contains several sections of text and a graphic of a head with a question mark.



GO

24

GO

AMBULANCE
DROPPED OFF A
CHECK-IN



3/8

A character with a large green backpack and a head-mounted device is seen from behind in a dark, industrial environment. The character is holding a long wooden staff. In the background, there is a white medical gurney and a large metal container. A blue box with the word "GO" in white text is positioned above the gurney. The scene is dimly lit, with some light coming from a window or opening in the background.

GO



Medical Supplies







HIGH CONTRAST DISPLAY (SWIPE TOUCHPAD LEFT)



EXIT

GO

⊕ 3

GO





HIGH CONTRAST DISPLAY (SWIPE TOUCHPAD LEFT)



EXIT

GO



GO





Supplement *
Coin * Hawaii



LOADING ZONE
UNAUTHORIZED
VEHICLES WILL
BE TOWED

5

EMPLOYEE
PARKING

25th St | KIT

GO



EXIT

GO

L3 Hint



Part *

GO

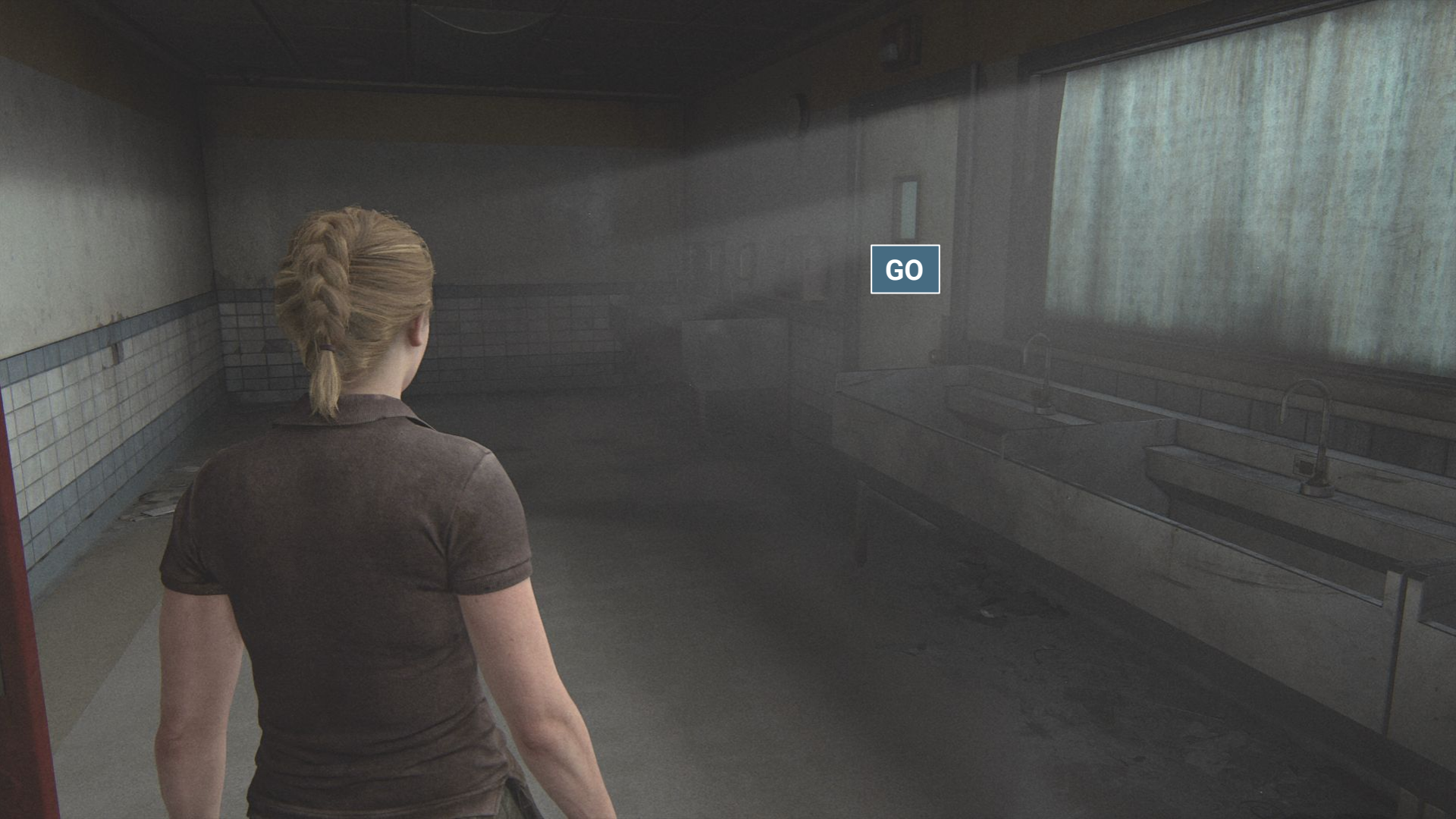


CHAPTER 36





GO



GO

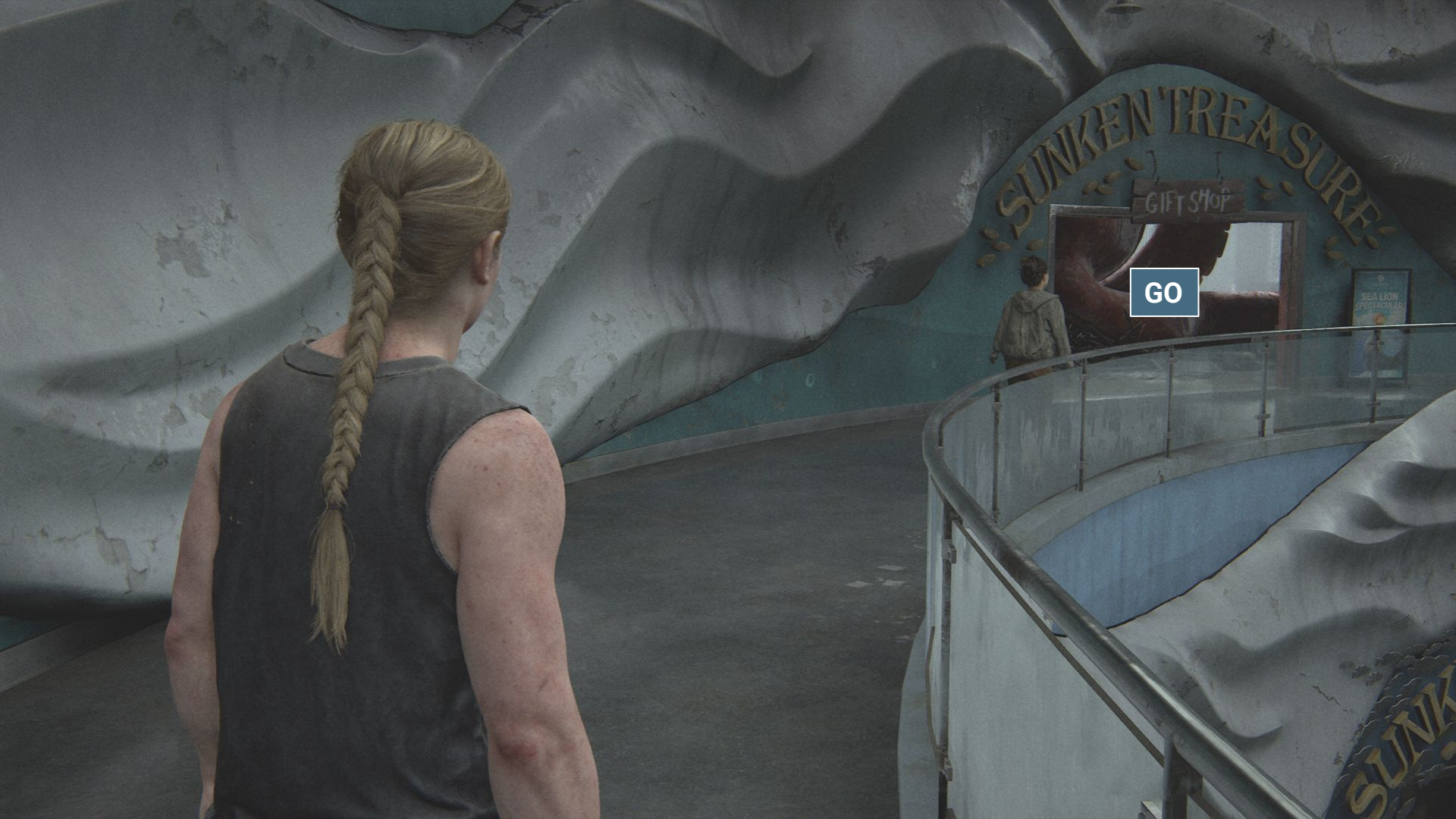
A woman with a long, thick, light-colored braid is seen from behind, wearing a dark, sleeveless top. She is standing in a dimly lit, arched tunnel. In the distance, another person is walking away from her. A white rectangular box with the word "FOLLOW" in blue capital letters is overlaid on the scene, indicating a game mechanic.

FOLLOW



A person with a long, thick, light-colored braid is seen from behind, wearing a dark sleeveless top. They are walking through a museum exhibit. In the distance, another person in a light-colored hoodie is walking away. To the right, a brown dog is lying on the floor, holding a purple toy in its mouth. The background features a large, detailed diorama of a coral reef with various sea anemones and a shark's head on the left. The floor is a dark, reflective surface.

FOLLOW



SUNKEN TREASURE

GIFT SHOP

GO

SEA LION
SPECTACULAR

SUNKEN



GO



GO

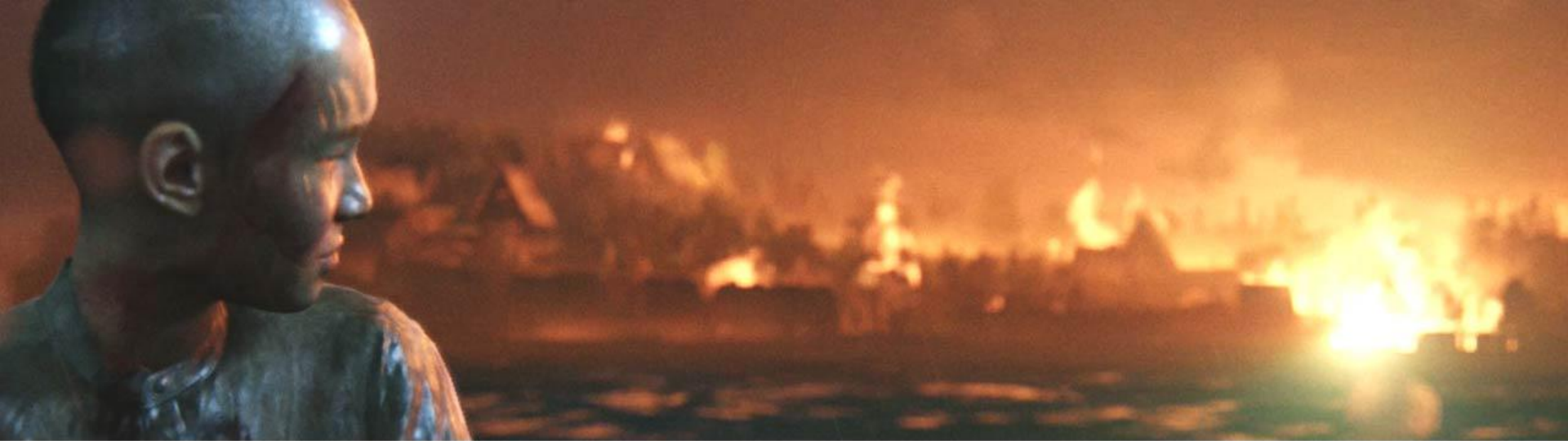


B
BECOME A
MEMBER
TODAY

GO



Shark Souvenir



ROAD TO COMPLETION
**THE LAST
OF US
PART II**

13

CHAPTER 37





Coin * Kansas



GO

A character with a long braid and a green backpack is standing on a metal balcony. The balcony has a rusty railing and a staircase leading down. The background shows a dilapidated building with large windows and a forest. A blue box with the word "GO" is overlaid on the image.

GO



GO



GO



GO



Coin * Louisiana

A character with a braid, wearing a dark jacket and a large grey backpack with a wooden staff strapped to it, stands on a train platform. The platform has a yellow tactile paving strip. A train car with green and brown paint is visible, with a door slightly open. A blue box with the word "GO" in white text is positioned above the door. The background shows a forest with tall trees.

GO



Part *



GO

SAVE
MOTHER
EARTH

THEY
HEAR
DREAMS



Supplement *



GO

ACHIEVE
THEIR
DREAMS



GO



Part *

A character with a large, dark backpack and a long wooden staff is walking through a dark, rainy cave. The character is seen from behind, moving towards a large, dark rock formation. The cave is filled with water, and the walls are covered in moss and vines. The lighting is dim, with a strong light source from the right, creating a misty atmosphere. A white box with the word "GO" is overlaid on the scene.

GO

A character with a large green backpack and a wooden staff is seen from behind, looking at a circular door with vertical metal bars in a dark, rocky cave. The door is set into a stone wall. A small white circle is visible at the bottom center of the door. The scene is dimly lit, with some light reflecting off the wet-looking surfaces of the cave walls.

GO

GO





GO



GO



Part *
Supplement *
Artifact * Marina Note

GO



GO



0/0



GO



PORT 66

GO



GO



65.0

PARKING T

GO

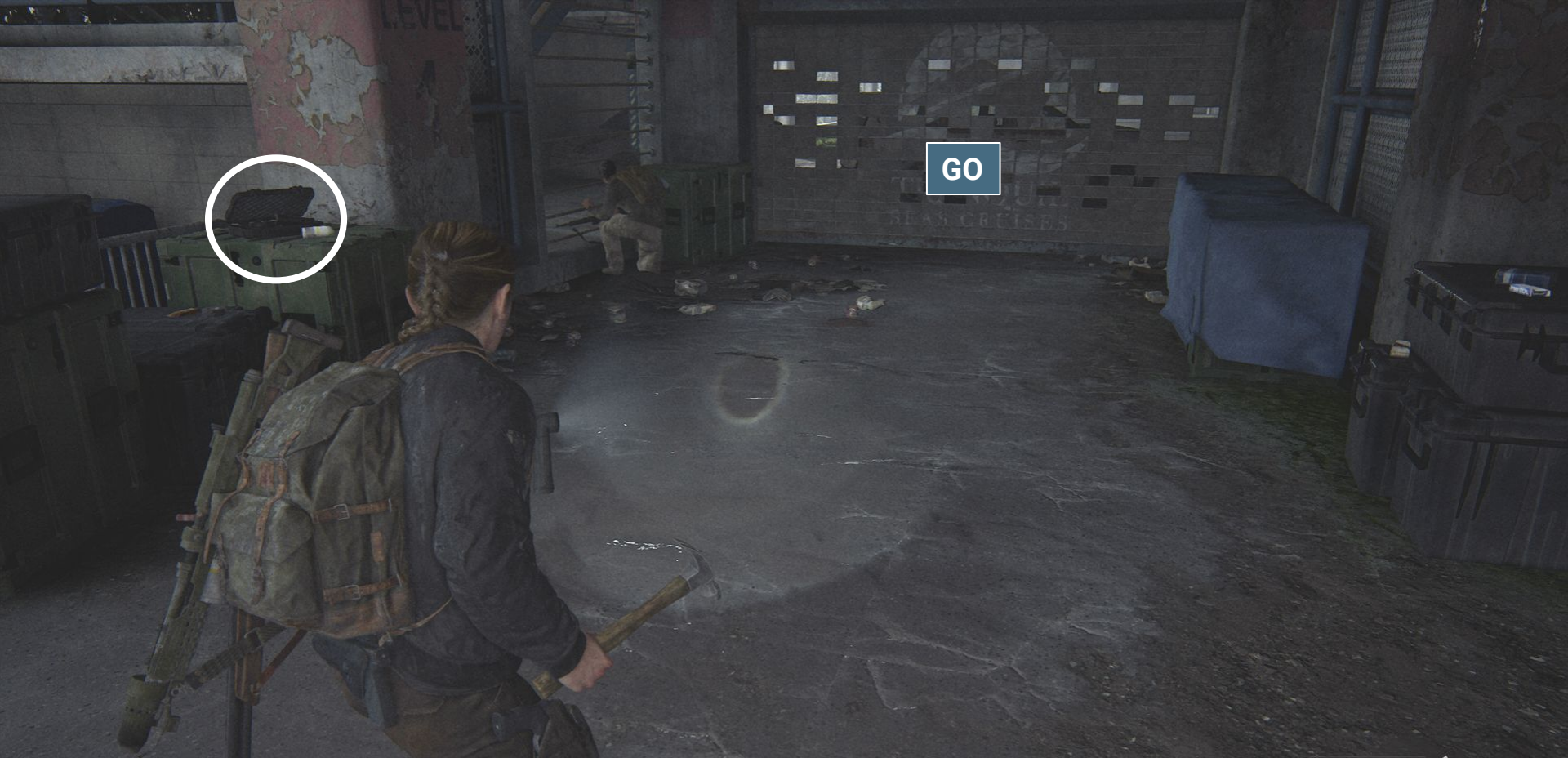




GO



Part *



Part *

GO

L3 Look-At

The HUD in the bottom right corner contains three icons: a first aid kit, a circular gauge with the number 2, and a hammer icon.

GO



GO





CRUISE
TERMINAL

GO





GO



2

GO

⊕ 2

SEATTLE ANNUAL
BOAT EXPO

SEATTLE ANNUAL
BOAT EXPO

GO

DO NOT
ENTER

Manny: There he is!

A HUD element in the bottom right corner showing a handgun icon, a red health bar, and the number 19/0. The number 19/0 is positioned inside a semi-circular arc.



TRANQUIL
SEAS CRUISES

GO

19:0

CON RUN
D RESTAURANT

GO





FOLLOW ARROW (L3)



GO

19.0

CHAPTER 38



A third-person view of a character with a backpack and rifle in a misty forest, following another character across a stream. The character in the foreground is seen from behind, wearing a dark jacket and a large, worn green backpack. A rifle is slung over their shoulder. They are standing on a muddy bank, looking across a shallow stream where another character is wading. The forest is dense with tall trees and lush greenery, and the atmosphere is misty and overcast. A blue rectangular button with the word "FOLLOW" in white capital letters is positioned in the center of the stream.

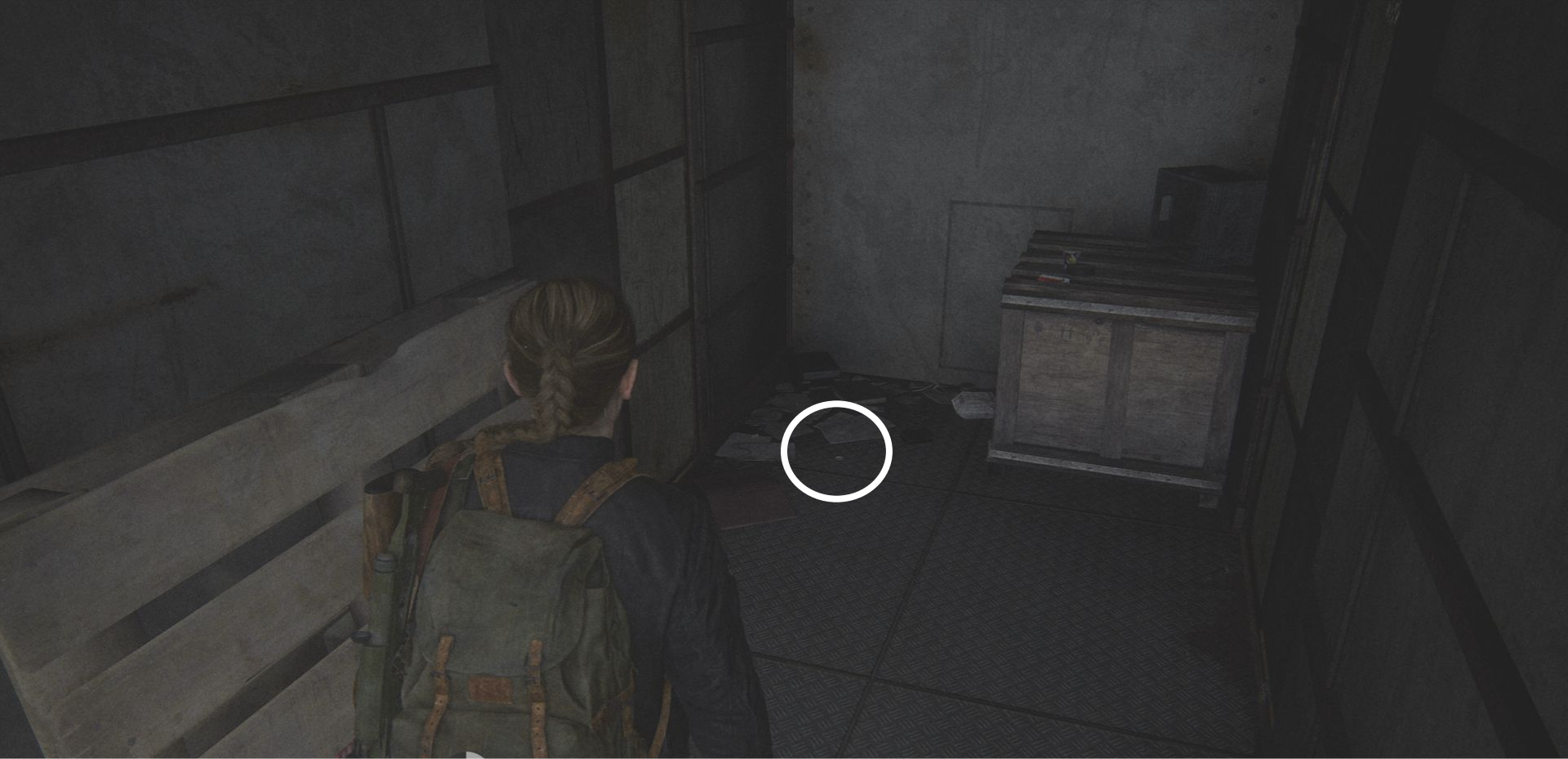
FOLLOW

GO

Abby: Are you good climbing that?



GO



Coin * Idaho



Artifact * WLF Scout Journal



GO



Part *

A character with a braid, wearing a dark jacket and a large green backpack, stands on a dirt path in a dense, misty forest. A rifle is slung over their shoulder. In front of them is a simple wooden barrier made of two horizontal logs. The scene is dimly lit, with a soft glow emanating from the barrier area. A blue square button with the word "GO" in white text is positioned above the barrier.

GO



GO

The whole island is on alert now. We need to hurry.

GO



Coin * North Carolina

A third-person view of a character with a large, multi-pocketed backpack walking away from the camera on a dirt path through a dense forest. The character is wearing a dark jacket and pants. The forest is filled with tall trees and lush green ferns. In the distance, another figure is visible. On the right side of the screen, there is a blue rectangular button with the word "GO" in white capital letters.

GO

A character with a large backpack and a rifle on their back stands in a muddy, rainy village. In the background, there are traditional wooden buildings with thatched roofs. One building has a glowing window. A wooden cart filled with logs is in the foreground. A 'GO' prompt is overlaid on the screen.

GO



Supplement *
Artifact * Venison Distribution Note

GO



GO

