
Game Of Thrones - Beyond The Wall (Blood Bound) DLC Crack And Patch



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About This Content

Travel beyond the Wall, 10 years prior to the events of Game of Thrones!

Plunge into the dark past of Mors Westford and delve deep into Wildling territory in a perilous mission... that same mission where Mors earned his nickname. Extend your Game of Thrones experience and learn more about the past, the origin and the scars of Mors "the Butcher" Westford!

Title: Game of Thrones - Beyond the Wall (Blood Bound) DLC

Genre: Action, RPG

Developer:

Cyanide Studios

Publisher:

Focus Home Interactive

Release Date: 8 Nov, 2012

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English,French,German,Italian,Polish







A really short but pretty cool prologue. It's worth playing if you enjoyed the original game, or maybe even before playing it. Beware though; it's REALLY short and might not be worth the price - get it in a sale if you can.. Game of Thrones - Beyond the Wall (Blood Bound) DLC

The Story is Mors Westford 10 years before the events of the main game who has been posted on top of the wall for the first time in his watch he and his other fellow brothers get attacked by wildlings and is taken hostage and forced to fight to the death you must escape your cells and get back to the wall however the promise of telling us why Mors is called the butcher is not really the epic story you were expecting George RR Martin to write because he probably didn't write it sadly unlike the main game. The majority of the DLC is focused on the fights which get repetitive due to the lack of interesting dialog that follows after it and the choices don't change the game and how the situations play out which is annoying but this is DLC for Game of Thrones so we can't really complain however this DLC is not worth the price but is worth buying with the game on a sale

Beyond the Wall (Blood Bound) is the first and last "quest" (or, better said, additional story) DLC for Game of Thrones. Serving as some sort of prologue for the main story, the mini-campaign takes place ten years before the game's main story and features Mors Westford as a Night's Watch recruit as he tries to survive being taken captive by a tribe of Wildlings beyond the Wall.

As far as the story is concerned, the whole episode seems to exist just to reveal the origin of Mors' nickname and how he met his dog, and serves very little purpose otherwise. There are a couple of twists and some badass moments from the characters involved, but that's pretty much about it. The DLC itself could very hardly pass as a prologue for the videogame itself (especially since Alester, the second protagonist, is nowhere to be seen, as the quest focuses entirely on Mors).

The gameplay of the DLC also doesn't bring anything new to table: you just have to go around the Wildlings' camp with a fast levelling up Mors killing the same foes you grew familiar with (only, this time they're Wildlings), with no exploration or meaningful narrative choices involved. Sure, the main premise is that you have basically no gear to speak of and must loot everything you can find in order to survive, but the DLC is so short to being with that this handicap is more of an annoyance than a challenge anyway.

In short, purchase Beyond the Wall (Blood Bound) only if you are a pure completionist and really want to experience everything the game has to offer. this needs to be started from the main menu in "downloadable content" and can be done at any time (it's stand alone). this is before the in games story so has to be done separately from it.

i would say play this first before the main game so you can play with the stances and learn the basics of the game play. its short so you won't feel stuck if you mess up your build.. It's a nice, dark, but short story for those who liked the original. We get to know a little bit more about Mors Westford's background. As I said before, it isn't long. I've completed it in about 2 hours, so some people may find it too short.

Still, I had a lot of fun during those 2 hours of playtime, so I can only recommend it. Buy it, if you happen to stumble upon it on a sale.. They cut out chapter 0: The Prologue and made it a DLC

What will come next :V

Oh, it's about an hour or two long tops.. This DLC add an additional 1-2 hours long mode (story), where you learn some more about the backstory of one of the main characters. It was fun, but not worth the standalone price - get it if you can bundled with the main game.

Good story for a couple of hours. A few badass moments. This dlc is a good addition for those who liked the original game.. Extremely short, but worth the backstory.. Do I recommend this? Yes, the story was amazing, same with the plot twist. I was so surprised on how good this DLC.

10/10. Too short but worth the story.. I would suggest playing this DLC before the main game: it is very short and you level up very fast. So you can try any class with any statbuild and decide whether you'd like to use it with Mors or Alester in the main game.. I would have to say this DLC is not worth \$5.00 very short and really doesn't tell you how Mors got his nick name...ends quickly not much content.

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