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The Last of Us: Left Behind9Review scoringamazingLeft Behind is a must-play for TLoU fans, especially if they want much-needed context into Ellie and Joels world.Colin MoriartyLeft Behind is the first-ever story-based add-on downloadable content Naughty Dog has ever created, but because of the significant lasting impact The Last of Us had on the video game community, it also may be the single most-anticipated piece of downloadable content ever. With such high expectations, its going to be difficult for event talent at Naughty Dog to expand upon a story told so well and so complete, in a meaningful way. Its been half a year in the making, but Left Behind is here and ready to make you laugh, cry, and shit your pants.Warning: Contains spoilers of the main story in The Last of Us as well as some very minor spoilers related to the locations and combat in Left Behind. If you havent played The Last of Us yet, please do so before reading.The Last of Us may have featured two strong main protagonists in Joel and Ellie, but clearly Joels history and psyche are explored more thoroughly than Ellies in order to better express the bleakness of the post-pandemic world. Joels been made a killer against his own will, and even though Ellie is eventually, too, her innocence is used to drive the relationship building between the two and adds some variety and hope in a world so cold. But there really is a lot of complexity to Ellies character, and Left Behind gives us a window into her past and some of the challenges she faced long before her and Joels journey ever began.Left Behind actually is two storyline arches featuring Ellie that, even though they are set at different times, are played in alternating chunks over a roughly two-hour spanmore if you take your time, explore, and listen to all of the dialogue and character interaction. Two hours isnt a long time, so its really a testament to Naughty Dogs ability to develop relationships between not only characters, but with the player, too. Its a bit more rushed, given the time restraints, but the bond between Ellie and her friend Riley is strong, warm, and comforting to witness in world, again, that anyone who has played the game understands to be so awful.The main focus of Left Behind is the story of Ellie and her closest friend Riley, whom had recently disappeared after a spat between the two, returning a newly-initiated Firefly who has received the command to pack up and head off to report to another city. Before Riley breaks the shattering news to Ellie that shes to leave Boston, they spend the dayjust like two real teen girls wouldat the mall. Their genuinely childish behavior is so beautiful in a world so ugly, acting as a set piece much like that blissful few moments toward the end of the main game where Joel and Ellie encounter the giraffes. It reiterates that even though things can be so bleak, there is much to be fought for.During the Riley segments of Left Behind, instead of presenting the young duo with challenges and combat, theyre left to enjoy the serenity at play, cracking jokes, imagining playing arcade games, throwing bricks, and trying on costumes. This break from stress allows their relationship to blossom and connect with the player. The constant tension you may remember from the main story, in fact, stays within the main story in an untold segment that finds Ellie, again at the mall, searching for medicine for an injured Joel during the Winter sequence before she comes across David and his crew. This side of Left Behind is in complete contrast to Riley and Ellies story thats interweaved to create some of the best-told story DLC yet.In Ellies mission to find some medication for Joels near fatal wounds, she faces much adversity in both Hunters and Infected, separately and all at once, to create new combat situations that must be approached with strategy and caution. Here, her supplies and ammo are so scarcemore so than in the main gameEllie has to be even more savvy and skilled than ever before. Fortunately for her, she can use the Infected themselves as weapons to take down hunters by tossing a well-placed bottle nearby that alerts Clickers to their presence. Of course, then Ellie must deal with whomever or whatever is left standing after. Despite how well done these moments are, in only two hours of gameplay with only half of that focusing on combat, its more of a tease than anything elseits just a taste that leaves you wanting more. Wanting more of something, that youre never going to get, because Naughty Dog is done with story-focused downloadable content for The Last of Us.Left Behind is worth the wait, worth every penny you spend on it, and worth the two-hour plus investment of time you put into playing it. Its even worth playing The Last of Us in its entirety again before loading up Left Behind for the first time so you can get the most out of the atmosphere, gameplay, and connection to these deep characters. The biggest problem with Left Behind is the brevity of it. Although Naughty Dog was successful in getting the player to connect with Riley and Ellie in a manner similar to that of Joel and Ellie, or even Tess, one cant help but imagine how much better the delivery and wholeness of it could have been if only more development time and attention could have went into it. But alas, this isnt Left Behinds fault, nor is it Naughty Dogs, it is a circumstance of downloadable content and the \$14.99 price tag attached to it. Having said that, I myself couldnt wait for The Last of Us story to be expanded upon or continued, and even after enjoying Left Behind so thoroughly, Im more convinced than I ever have been that maybe The Last of Us was so special, so perfect, that no additional story needed to be told. I even am left wondering if a sequel to The Last of Us is the right move. But if anyone can do it, Naughty Dog can. The beauty of seeing innocence at play. Infected versus Hunter combat situations The mall settings is so much fun Ellie stands strong, even alone Has everything that made the main game so great Is a little short Leaves you wanting more Amazing A fantastic explorative piece that adds to The Last of Us' story in a fascinating way. A must play. Page 2 Amazing A fantastic explorative piece that adds to The Last of Us' story in a fascinating way. A must play. The Last of Us: Left Behind9Review scoringamazingLeft Behind is a must-play for TLoU fans, especially if they want much-needed context into Ellie and Joels world.Colin Moriarty It says much of the quality and depth of The Last of Us' characters and world that Naughty Dog would have picked any one of a number of threads to explore in this, the first and only story expansion for its seminal action-adventure. The strained relationship between Joel and his brother Tommy; Marlene's journey from Ellie's guardian to head of the Fireflies; the story of Ish, the enigmatic survivor whose notes detail his harrowing experiences in Pittsburgh - any might have worked. Instead, Neil Druckmann, Bruce Straley and their team have chosen to explore one of the defining relationships of our young heroine: Ellie's life - her close friendship with a fellow teenage survivor, Riley. Those that have played through The Last of Us already know how this story ends and likely have an idea of how it might play out, and so it is to the developer's significant credit that Left Behind manages to defy foreknowledge to tell a story that is touching, revealing and important. Left Behind presents an unexpected duality, contrasting the Ellie with whom we are familiar with one whom we've never met. Ostensibly, it is a snapshot of a pivotal time in Ellie and Riley's friendship that plays out against the backdrop of a post-outbreak world, a world in which quarantine zones and death are everyday considerations and where trips to the mall and carefree teenage frivolity are wholly alien concepts. To pick out any single instance of this juxtaposition would be to deny you the joy of discovery. Suffice to say that exploration is its own reward, and it's as amusing as it is poignant to witness the two friends walk amongst the relics of an opulent past and wonder aloud at the bemusing superficiality of it all.Combat maintains its taut pace from the main game but tense confrontations between bandits and infected offer new avenues for experimentation.In its way, Left Behind also serves as an examination of Ellie's later relationship with Joel. It offers insight into the depth of the bond that exists between the two and provides a deeper understanding of this relationship by exploring events that are only alluded to in the main story. In doing so, it once again turns the pseudo-father-daughter relationship on its head and offers still more to ponder in the main story's ambiguous ending. While there's certainly value in playing through The Last of Us again prior to starting Left Behind, there's also a surprising amount to be taken from venturing through the main story once more after experiencing this DLC, in possession of the knowledge that it brings.One of The Last of Us' key strengths is how its mechanics are imbued with a sense of purpose and tied so wonderfully to the narrative. Left Behind furthers this dynamic - you never feel that Druckmann, Straley and co are frustrating novelists or film directors. There's still that same tangible context that justifies searching every room and rummaging in every drawer, and Left Behind progresses this technique tying exploration of a space with exploration of the story by connecting some conversations and minor details to your performance in certain tasks. It doesn't change the story in any meaningful way, but it adds some diversity and dynamism. This is furthered by Left Behind's small but important advancements in combat, which see infected and hostile enemies clash with each other, giving rise to emergent moments that are instigated and influenced by your actions. You can creep past all of your foes or try to take them all down stealthily, but the most satisfying and natural course of action is to lead one faction to the other and let them fight it out.Rumours of the arcade's demise have truly been exaggerated; its legacy lives on in the imagination of two teenage girls.There'll be survivors of these classes, of course, so the game becomes about manipulating the scenario to ensure that the group you prefer to face come out on top. It's a shame that there aren't more incidental animations for the infected, as they will often stand around seemingly waiting for something to happen, but it's a minor quibble. Nonetheless, it's good to revisit a combat model that forces you to think on your feet and to go up against AI that doesn't settle for holing up behind cover or taking pot-shots from afar. As before, the amount of ammo and crafting material available for use in combat is dictated by the difficulty level, and playing on normal difficulty means that you'll seldom be left wanting for these commodities. It can undermine the thrill of survival to have such an abundance of health and ammo pick-ups, but as you're likely going to want to play through Left Behind a second and even a third time, you can try out the different difficulty levels to appreciate how the experience varies. It's a personal choice, but I'd recommend a first run-through on Hard difficulty and then, for the second, Survivor, where you truly get the sense of environments picked clean and, combined with Ellie's pared-back arsenal, the importance of making every shot or stealth-kill count. In one or two crucial instances, Left Behind defies its stature as an optional add-on by managing to broaden the horizon of the medium as a whole."There's much more here than just a trip to the mall and Naughty Dog's level designers and environment artists have excelled themselves once more.Talk of multiple play-throughs leads inevitably to the question of value for money. Left Behind costs 11.99 on its own or 15.99 as part of The Last of Us season pass, and my initial play-through on hard difficulty, in which I unearthed every collectible but missed some of the incidental conversations, came in at two and a half hours. The key difference between this experience and that offered by the likes of the similarly-timed *Burial at Sea: Episode One* expansion for *BioShock Infinite* is that Left Behind is much more densely packed and altogether better paced. Every beat is dedicated to driving the story forward, setting up engaging combat scenarios and revealing meaningful details of relationships past and present. In one or two crucial instances, Left Behind defies its stature as an optional add-on by managing to broaden the horizon of the medium as a whole. PlayStation Store: 11.99Included in seasons pass, 15.99What this amounts to is a beautifully crafted addendum to The Last of Us, a game that already stood tall above many of its peers. While it could have benefited from yet more exploration, its impeccable level design utilises its environments to take Ellie and Riley - wonderfully portrayed by Ashley Johnson and Yaani King - on a trip that is not easily forgotten, underpinned by sparing use of Gustavo Santaolalla's beautiful score.Left Behind deftly avoids falling foul of cliché contrivance to deliver time and again throughout its short duration. It's so easy to want more of this world - either in the form of a longer run-time here, the chance to explore more of its stories as DLC, or even to hope for a full-blown sequel - but should Naughty Dog resist and lay to rest the stunning experience that it has created, Left Behind will serve as a fitting and masterful final farewell. This past Friday Naughty Dog left everyone a wonderful, fungus-and-scream-filled Valentines Day present: their first single-player story DLC for The Last of Us, in which the only player character is the games teenage co-protagonist Ellie. Left Behind promises to expand up on the early history/Elle as first established in a comic book miniseries written by game director Neil Druckmann and drawn by Faith Erin Hicks, no stranger to creating comics about zombies, the post-apocalypse, or teenagers. But Left Behind holds a special surprise for anybody who can appreciate the novelty of even a short game that's primary storyline concerns the relationship between two teenage girls and also has zombies in it. If you have, or can obtain the means to play it, I recommend you do at your earliest convenience. That surprise isnt likely to remain a surprise for long. (Warning:This review will spoiler cut revelations about the plot of Left Behind, but will talk openly about the events of The Last of Us) Left Behind interweaves two separate plot lines, one ripped straight from one The Last of Ustime jumps, in which Ellie searches for medical supplies to treat an unconscious Joel after he was impaled on twenty year old rebar in the University of Eastern Colorado. The other takes place after the American Dream miniseries, but before the events of The Last of Us: Ellies good friend Rileyunexpectdly breaks into her government boarding school dorm room in the Boston quarantine zone after an unexplained absence of more than a month and convinces Ellie to sneak out with her for a night of mischief like old times. It becomes pretty clear over the course of the DLC that one of these plot lines is the story plot line, and one of them is the combat plotline, and to be honest Im not certain whether I think thats poor integration of the core gameplay of The Last of Us with what was the primary narrative of Left Behind, or an effective and perhaps even necessary way of setting the tone for the Riley portions of the game. In Colorado, there are items and health kits to craft, zombies to shiv, environmental puzzles to solve, and, it should come as no surprise, plenty of regular old violent human beings to contend with. In Boston the games various mechanics of throwing, shooting, climbing, and jumping are repurposed (and in one touching scene, some new ones are invented for a video game with the video game) to various less violent (ok, well, at least less deadly) teenage games and competition. I think my primary problem with the gameplay of the Riley portions of the game was not necessarily that Ellie and Riley folks in our mass media than at current. And that means that even when I am experiencing stories in thinking about the ways they could be better, not just from a purely critical point of view, but also from the standpoint of minority representation. I reached a point in Left Behind where I actually took a deep breath and told myself to stop reading things into Ellie and Rileys relationship. Yes, I thought, Wouldnt it be great to be playing a queer female protagonist in the hotly anticipated update to a 2013 Game of the Year title? But, you know, playing a DLC update to a GoY title thats entirely about the friendship between two teenage girls is still pretty freakin significant, and Im happy with that. Not two scenes later Left Behind established beyond a doubt that Ellie and Riley have romantic feelings for each other, and indeed that those romantic feelings were the entire catalyst for the plotline. I dont have much more to say about that. Its awesome! It was adorable! My feelings about it are best summed up by this spoiler filled Tumblr post. Thats all. Go play Left Behind. Are you following The Mary Sue on Twitter, Facebook, Tumblr, Pinterest, & Google +?Have a tip we should know? [emailprotected] A girls night out in the apocalypse. | Published: Feb 15, 2014 11:18 pm This article is over 11 years old and may contain outdated information The Last of Us: Left Behind DLC is not only the first (and only) single player DLC for The Last of Us, but its also developer Naughty Dogs first time making single player DLC for one of their games. Im pleased to report that not only is Left Behind good, but it offers some of the best DLC content released for a PlayStation exclusive. Its a powerful story that gives us some insight into the origins of Ellie and answers a lot of questions that fans had about her. Story Left Behind is all about exploring Elle before she goes on her cross-country journey in The Last of Us. We also meet a new character, Riley, a long time friend of Elles who is slightly older and more brash than she is. The story mainly centers around the two BFFs exploring a mall in the quarantine zone. Along thejourney the player is able to explore the world in a new way, instead of being quiet and stealthy Elle is more playful and relaxed. As the two girls go inside different stores and play with the different toys and nick-knacks, it becomes clear that this is just how Elle and Riley hang out. They have real human conversations, tell jokes, sneak up and laugh around. Its definitely not something were used to seeing in the world of The Last of Us and it was great to see. Riley is a great addition to the game, and she is quickly sidetracked. Throughout it all, she is hunted by both the infected and humans.Some of the areas Ellie needs to cross can be navigated through with stealth, but combat is much easier. There are even sections where you must clear the area before you can progress. Ellie want a fighter in the previous game, but she is now, and the game encourages you embrace this. Ammo is relatively plentiful, as are crafting items to create additional weapons like bombs. She also is a much better shot than Joel ever was, and can pick off enemies from a distance.Gameplay is smooth and responsive, and switching between items creates several creative possibilities. Throw a bottle against a wall to attract enemies, then toss a bomb. Sneak up behind a human and stab them, then let their buddies chase you into a group of infected. You can even trick the two groups into fighting each other without ever being seen. It all works on that level, but it is counter-intuitive to what the game was all about.The Last of Us was always about survival, and that included combat. With Left Behind that isnt an issue. You can easily fight your way through most sections, which cuts down on the tension and makes the game feel like so many others. PART of that is down to the nature of the DLC, where inventory management isnt an issue, but mostly it is a consequence of the level design that forces you to fight. The emphasis on combat also slightly changes the character of Ellie. One of the primary themes of the original game was Ellies maturation. She did what she had to in order to survive, but leaving a pile of bodies behind her would have been unthinkable. Thats not the case in Left Behind.With that said, the DLC does help expand the character of Ellie at least the prequel section. The DLC isnt essential to the story, nor does it change anything. It further deepens our understanding of one of the better developed characters in video games though.ConclusionThe Last of Us DLC: Left Behind adds a little to the overall story, but nothing that most will notice or really even care that they missed. The combat while pleasing enough in terms of gameplay stands in contrast to the difficult balance the first game was so masterful about creating. If anything, the best thing Left Behind does is to encourage fans to once again consider playing through The Last of Us. Left Behind doesnt quite recapture the magic of the original game, but it does remind us why we liked it in the first place. (This game was reviewed on the PS3 using a code provided by the publisher) Ryan Fleming is the Gaming and Cinema Editor for Digital Trends. He joined the DT staff in 2009 after spending time covering Can you think of a game less in need of more story than The Last of Us? I can't. Joel and Ellie's journey across the ruined American landscape was so tightly paced and satisfyingly concluded, its characters so thoroughly developed, that in a perfect world the game would be allowed to stand alone, a singular testament to Naughty Dog's storytelling talents. That the game didn't need any DLC makes Left Behind's elegant addition to its narrative arc all the more impressive. This is an essential add-on for anyone who treasured the intensely character-driven style of The Last of Us, and wants to spend just a few more moments in its world.Left Behind shows you who Riley was, and what she meant to Ellie.Left Behind doesn't offer any profound revelations about cordycaps, the Fireflies, or other background elements of The Last of Us' grim reality. True to the spirit of the base game, it merely gives form and adds texture to characters and themes that were hinted at in the original story. As such, it's deeply intertwined with the events of The Last of Us, so if you don't know what happens in that game and want to keep it that way, stop reading now.The DLC opens by revisiting that horrific moment when Joel is impaled on a metal rod, and then deftly shifts between the "present," in which Ellie desperately makes her way through a shopping mall in search of medical supplies to stitch him up, and flashbacks to the time before Ellie was bitten, before she realized she was immune, when she shared a teenager's tumultuous but abiding affection with her best friend Riley. The filmic sensibilities that so enhanced the original game's presentation again work to great effect here, with hard cuts from one time period to the other coming at just the right moments, when the drama is at its height, to keep you intensely engaged in moving the plot forward Ellie's present-day struggle through the Colorado mall is where all the fighting is. Left Behind wisely avoids laying on the combat too thick just to pad out its length; there are only a handful of enemy encounters spread evenly through the story, and what light puzzle-solving there is doesn't impede your progress for long (and you don't push any wooden pallets around in the water, thankfully). The game adds the neat twist of mixing human and infected enemies into the same scenarios, allowing you to pit them against each other with just a little creativity. This portion of the DLC is fairly straightforward, but even here Naughty Dog takes the opportunity to tell a short found story, similar to the Ish business in the original game, that resonates with Ellie and Joel's predicament. One of the best moments in the whole DLC takes place right here.It's the flashbacks to a relatively more innocent time that give Left Behind its spark. After disappearing without explanation weeks earlier, Riley returns to drop in on Ellie and takes her on a heartfelt trip through another shopping mall. Cue a bounty of wonderful character-building scenes and exchanges between the two, as they briefly get the mall's power up and running and then get a wistful glimpse of what life might have been like before the world ended. Thankfully there's no combat in the flashback portion, just a lot of great talking and exploring through a costume shop, a music store, and a merry-go-round, among others. On several occasions, Left Behind makes fantastic, offbeat use of the game's existing mechanics that put a big, goofy grin on my face (and those moments are better experienced for yourself than described in a review). The flashback scenes are mostly playful, but there's an undercurrent of sadness and finality to it all that continually reminds you where this reunion must inevitably end up.Having finished The Last of Us, you'll be somewhat familiar with who Riley was, but Left Behind solidifies her importance to the game's greater storyline and makes it clear how much she meant to Ellie, and the effect she had on Ellie's formative years. Their relationship is developed well enough during their short jaunt through the mall that you'll dread the conclusion that you know is coming. And telling Riley's story is what allows Left Behind to justify its other half, set in the present. It's not a mystery that Ellie had to strike out on her own to fix Joel up, but seeing firsthand what she's been through and lost makes you appreciate why she fights so hard to hang on to what she has left.Left Behind packs a lot of great moments into its short, running time.Some may knock Left Behind for its relative brevity, at two to three hours, but this is one of those clear cases of quality over quantity, and I for one appreciate an add-on that imparts a lot of narrative value to a game like this without overstaying its welcome. It's delightfully ironic that the one game which really didn't need any DLC has received one of the best pieces of DLC in recent memory. Left Behind is a fine blueprint that details the right way to thoughtfully and meaningfully expand on the arc of a story-driven game.

**Is the last of us dlc worth it. Last of us dlc characters. The last of us dlc ending. The last of us dlc recap. Last of us pc david.**