



LIFE IS STRANGE 2, EPISODE 1 IS OUT NOW

The All-New 5-Episode Season Begins Today

September 27, 2018. DONTNOD Entertainment, a French independent video game creator and developer, and SQUARE ENIX® are thrilled to announce that Life is Strange™ 2, the next entry in the critically-acclaimed and award-winning franchise from DONTNOD Entertainment, is OUT NOW.

The first entry in the all-new five-episode season of Life is Strange 2, is out now on XBOX ONE®, the all-in-one games and entertainment system from Microsoft, PlayStation®4 computer entertainment system and Windows PC.

Watch the Life is Strange 2 Out Now trailer here:

<https://youtu.be/OIEcTo20SU0>

Discover a story of two brothers, 16-year old Sean and 9-year old Daniel Diaz, who have to flee their home in suburban Seattle after a tragic event that changes their lives forever. Further complicating matters is the manifestation of an exciting new power that has wide implications on Sean and Daniel and the relationship between them. Things may never be the same again.

The story of Life is Strange 2 takes place over the course of a year, as Sean and Daniel try to make their way from Seattle to their fathers' home town of Puerto Lobos, Mexico.

Life on the road is difficult and there are many shades of grey; there is never a truly 'correct choice', there is only your choice. Daniel is watching your every move, and he is learning from your actions, so consider your decisions carefully!

The key aspect of Life is Strange 2 is this role model dynamic between the brothers. The decisions you make in Episode 1 will have far-reaching consequences and will influence the relationship with Sean's little brother Daniel over the course of the 5-episode season.

"We are incredibly happy to finally share this new Life is Strange story of brotherhood and coming of age with the world," said Raoul Barbet and Michel Koch – Co-Creative Directors of Life is Strange at DONTNOD Entertainment. *"We hope fans will embrace our new story and characters with the same passion they showed for the first season."*

Raoul Barbet and Michel Koch's Life is Strange team at DONTNOD Entertainment return with an all-new hard-hitting narrative adventure. Life is Strange 2 continues the core franchise tradition of telling compelling stories about relatable characters, realistic settings and real-world issues, all laced with a supernatural element, with a new tale that tackles themes like brotherhood, raising and teaching a child, responsibility and coming of age.





“Life is Strange is a franchise that is near and dear to our hearts here at Square Enix External Studios, and we are very proud to share the first Episode of Life is Strange 2 with players all over the world.” said Jon Brooke – VP of Brand Marketing at Square Enix External Studios. “It’s an exciting first step into a brand new season of Life is Strange, and a great new entry in the vast interconnected Life is Strange universe we are building.”

After the successful launch of Vampyr in June 2018, the release of the episode 1 of Life is Strange 2 today and the announcement of Twin Mirror for 2019, DONTNOD Entertainment continues its development plan in line with the strategy presented during the IPO.

Visit the LIFE IS STRANGE official website: <https://lifeisstrange.square-enix-games.com>

LIFE IS STRANGE official Facebook page: <https://www.facebook.com/LifeIsStrangeGame/>

Follow on Twitter: <https://twitter.com/LifeIsStrange>

About DONTNOD Entertainment

Founded in 2008, DONTNOD is an independent French studio that develops "AA" budget video games in popular genres, such as adventure (Life is Strange), action (Remember Me) and RPG (Vampyr). Every new game is an original, natively multi-screen creation with a unique narrative experience and gameplay (consoles, PC, smartphones, tablets, Mac and TV) and is aimed at a wide audience, whether released in episodes by adopting the successful TV series format, or in "one shot" format. The studio has built an international reputation amongst leading publishers such as Square Enix, Focus Home Interactive, Bandai Namco Entertainment and Capcom.

DONTNOD (ISIN code: FR0013331212 - ALDNE) is listed on Euronext Growth Paris.

Step into the studio's immersive and innovative universe at dont-nod.com

DONTNOD Entertainment

Oskar GUILBERT
Chief Executive Officer

Benoît GISBERT-MORA
Chief Financial Officer
invest@dont-nod.com

ACTUS finance & communication

Corinne PUISSANT
Analyst/Investor relations
Tel.: 33 (0)1 53 67 36 77 - cpuissant@actus.fr

Anne-Catherine BONJOUR
Press relations
Tel.: 33 (0) 53 67 36 93 - acbonjour@actus.fr

About SQUARE ENIX External Studios

Square Enix External Studios is a London based development and publishing group that works with top development studios across the world, establishing new intellectual properties and developing new franchises within the umbrella of Square Enix Holdings. Square Enix External Studios have been responsible for multiple games including the *Just Cause*® and *Life is Strange*® series, as well as titles such as *Batman: Arkham Asylum*® and *Sleeping Dogs*®.

About Square Enix Ltd.

Square Enix Ltd. develops, publishes, distributes and licenses SQUARE ENIX®, EIDOS® and TAITO® branded entertainment content in Europe and other PAL territories as part of the Square Enix group of companies. Square Enix Ltd. also has a global network of leading development studios such as Crystal Dynamics® and Eidos Montréal. The Square Enix group of companies boasts a valuable portfolio of intellectual property including: FINAL FANTASY®, which has sold over 142 million units worldwide; DRAGON QUEST®, which has sold over 76 million units worldwide; TOMB RAIDER®, which has sold over 67 million units worldwide; and the legendary SPACE INVADERS®. Square Enix Ltd. is a London-based, wholly-owned subsidiary of Square Enix Holdings Co., Ltd.

More information on Square Enix, Inc. can be found at <https://square-enix-games.com>.

