

LIFE IS STRANGE 2 EPISODE 2 IS AVAILABLE NOW

The Second Episode is Entitled Rules in the All-New Five-Episode Season

January 24, 2019. DONTNOD Entertainment, an independent French studio that creates and develops video games and SQUARE ENIX® are excited to announce that *Life is Strange™ 2* Episode 2: 'Rules', the next entry in the critically-acclaimed and award-winning franchise is available now.

The second episode in the all-new five-episode season of *Life is Strange 2* from Square Enix External Studios and DONTNOD Entertainment, 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* Episode 2: 'Rules' Launch Trailer here:

<https://youtu.be/TLxHeeguEhs>

Episode 2: Rules reunites players with Sean and Daniel Diaz a few months after the events of the first episode, as the brothers are on the run from law enforcement following a tragic incident in Seattle and the manifestation of a strange supernatural power. The journey is long and the story of *Life is Strange 2* takes place over the course of a year in-game, as they make their way across the USA in an effort to get to Mexico.

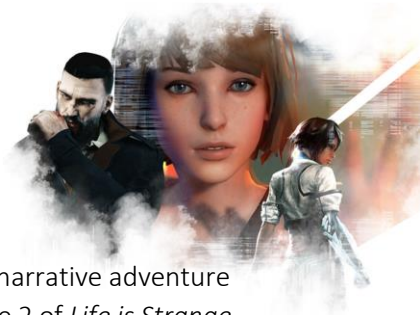
The power takes a central position in Episode 2, as Daniel is slowly coming to terms with his supernatural abilities. The brothers must attempt to find the balance between practicing Daniel's control of his power, while also hiding his abilities from a world that won't understand. Guiding them is a set of rules they've set for themselves: Never in public. Never talk about it. Run from danger.

Can Daniel truly hide the truth from the people around them, or will the temptation to explore the immense power within him be too much? Will he break the rules in a time of need?

"This second episode further reinforces our development strategy of successful narrative games. After the Awesome Adventures of Captain Spirit and the great start of Episode 1 of Life is Strange 2, the emotional journey continues ... " said Oskar Guilbert, CEO of DONTNOD.

"One of the main themes in Life is Strange 2 is coming-of-age, and the rules you sometimes have to follow, or break, when you're on the run like Sean and Daniel is. In this episode, the power will be a very interesting element the brothers will have to deal with. It allows us to create compelling situations that will evolve the relationship between the two brothers. We can't wait for the players to discover the new environments and characters the brothers will meet in this episode." said Michel Koch and Raoul Barbet, Co-Creators and Directors of *Life is Strange 2*. *"And of course, we are really happy to give the players the chance to meet Chris again, our beloved lead character in The Awesome Adventures of Captain Spirit. We strongly advise the fans to play this game before playing Episode 2, as the experience will be more enjoyable. Also, it's free!"*





Previously featured in the The Awesome Adventures of Captain Spirit, a 100% free narrative adventure demo on XBOX ONE, PlayStation 4 and Windows PC, Captain Spirit returns in Episode 2 of *Life is Strange 2*. Seeking shelter from the winter cold, Sean and Daniel encounter next-door neighbour Chris Eriksen and come face to face with his superhero alter ego, Captain Spirit. Episode 2 takes into account players' save games, and certain actions taken in The Awesome Adventures of Captain Spirit will have repercussions in Episode 2.

"The Awesome Adventures of Captain Spirit is a highlight in our portfolio. We're all very fond of Chris and his story and we're excited to bring him back in Episode 2" said Jon Brooke, Co-Head of Studio at Square Enix External Studios. *"Episode 2 of Life is Strange 2 is a pivotal moment for this story, and the season will only become even more intense from here."*

Tune in here to find the latest updates from the Life is Strange 2 developer blog: <http://lifeisstrange-blog.tumblr.com/>

Visit DONTNOD official website: <http://dont-nod.com>

DONTNOD official Facebook page: <https://www.facebook.com/DONTNOD.Entertainment/>

Follow us on Twitter: https://twitter.com/DONTNOD_Ent

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

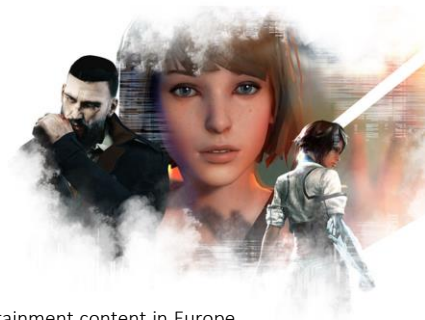
Corinne PUISSANT
Analyst/Investor relations
Tel.: 33 (0)1 53 67 36 77 - cpuissant@actus.fr

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>.

Life Is Strange 2 © 2018 Square Enix Ltd. All rights reserved.

Developed by DONTNOD Entertainment SARL.

LIFE IS STRANGE, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of the Square Enix group of companies. DONTNOD is a trademark of DONTNOD Entertainment SARL. All other trademarks are the property of their respective owners.

