



LIFE IS STRANGE 2 EPISODE 3 IS AVAILABLE NOW

The Third Episode in the All-New Five-Episode Season is Entitled 'Wastelands'

May 9, 2019. DONTNOD Entertainment, an independent French studio that creates and develops video games, and SQUARE ENIX® are pleased to announce that Life is Strange™ 2 Episode 3: 'Wastelands', the next entry in the critically-acclaimed and award-winning franchise, is available now.

The third 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 3: 'Wastelands' Launch Trailer here: <https://youtu.be/FZQQE16obzo>

In Episode 3: 'Wastelands', the long journey from Seattle to Mexico continues a few months after their dramatic escape from Beaver Creek, as Sean and Daniel Diaz arrive in the Redwood Forests of California.

The brothers experience life on the fringes of society as they reunite with Cassidy and Finn, befriend a close-knit community of drifters and runaways, and begin working on an illegal farm in an attempt to scrape together enough money to continue their journey.

New friendships, relationships, and mentors influence Sean and Daniel, encouraging them to learn more about themselves and each other. Their resolve is tested once again, as friction arises between them. Uncertain about their once united purpose, can their strong bond survive?

"The coming-of-age story in Life is Strange 2 hits a crucial point in 'Wastelands'. The key themes in this episode is community, relationships and finding your own sense of identity. Sean gets to hang out with new friends and be a teenager again, while Daniel finds new people to look up to." Said Michel Koch & Raoul Barbet, Co-Creative Directors of Life is Strange 2. "The brothers will spend more time apart and really learn a lot about themselves and who they are as individuals. They have been on an intense journey, and this episode represents a moment for them to experience some sense of normality and focus on themselves, although within the context of an alternative community and lifestyle."

"Episode 3 is a high-point of the Life is Strange 2 season. The exciting twists and turns of the story is taken up another notch, and Sean & Daniel will never be the same again." said Jon Brooke, Co-Head of Studio at Square Enix External Studios. "We are proud of this episode and really excited to see the reactions of players after experiencing Episode 3!"

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

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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*, *TWIN MIRROR*), 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

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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*®.

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