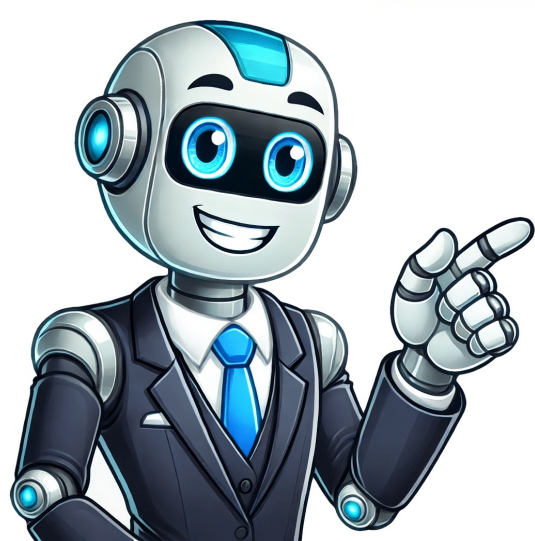


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For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Follow us on Social Media Life is Strange 2 is a complicated story about two brothers trying to survive. As you spend a lot of time trying to get to Mexico, you will have to make a lot of choices as Sean, and make sure that your brother learns what is right from wrong. These choices might seem irrelevant when you take them, but they will have a huge impact on the story's ending. So, here are all the 7 endings you can get in Life is Strange 2, how to get each one of them, and which one we consider the best. The endings in Life is Strange 2 are decided by the morality of both Sean and Daniel. If you make a lot of morally good choices, Daniel will be morally good, and vice versa. At the end of the game, you will have to make a morally good or bad choice, and you can get different endings based on what Daniel has learned from you during the playthrough. So, we have noted for each ending if Daniel is moral or immoral, and if your last choice as Sean is moral or immoral. Here is the list of all the endings for Life is Strange 2, ordered by how "good" they are. In this ending, Sean decides to surrender at the border, but Daniel does not accept his choice. He drives through the blockade, but Sean gets shot during this endeavor. Sean dies and Daniel becomes a criminal that regrets his actions. This is, by far, the worst ending you can get in Life is Strange 2. The only endings where Sean can have a romantic ending is if Daniel is moral. In the Redemption ending, Sean and Daniel give themselves up and Sean serves a prison sentence of 15 years for his "crimes". Daniel ends up being raised by his grandparents, and they finally get reunited when Sean finishes his prison sentence. This is a decent ending, however, without Lyla in it, it is almost as bad as the Lone Wolf ending. Sean ends up in prison for a crime he didn't commit and he misses all of Daniel's growing years. To get the Lyla ending in Life is Strange 2, you need to call Lyla in episode one, and also call her again when you are at your grandparents' house. If you do these two things, and also get the Redemption ending, you will get a variant where Lyla will also be there when Sean gets out of prison. Though this is better than the normal Redemption ending, it is still really bad. The reasons why it's bad are still the same, but at least Lyla is there as well. It seems that the choice to give yourself up to the border police will always end up in a relatively bad ending. Luckily, choosing to escape to Mexico will always have a better ending. If Daniel has been taught to do what's right, he will help Sean escape, but he will jump out of the car and give himself up to the authorities. He will grow up with his grandparents, the same as in the Redemption ending, but he will get a letter from Sean, showing him in Puerto Lobos. In a way, this means that Daniel ends up with his grandparents, while he keeps in touch with Sean, who is free. If Sean and Finn are romantically involved in episode 3, Finn is alive, and Sean didn't blame him for what happened at the farm, the letter that Daniel will get will have a picture with Sean and Finn in Mexico. Assuming Cassidy doesn't hate Sean, she will send him another letter, confirming that she was aware of his escape but still wishes him success in reaching Mexico and, if he keeps his relationship with her, will also supply Sean with her phone number to stay in touch with him. This will result in the Parting Ways photo being of Sean and Cassidy. This is the second best ending because Cassidy never tried to use Sean in any way, unlike many other characters in the story, and now they get to live a happy life together. Screenshot by Raider King If both brothers are immoral, they end up in Mexico together and their bond becomes unbreakable. Players will see the brothers living their lives 6 years from the events of the story and some gang members will threaten Sean. Daniel will stop them using his powers, showing that they now use Daniel's powers to do whatever they want. They seem to be living a relatively good life together in Puerto Lobos. And that is all you need to know about the endings in Life is Strange 2. Check out other interesting guides and articles: Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. As one of Square Enix's best games, Life Is Strange has come a long way since its first installment. It's seen four other games in the series, as well as a remaster of the original. Each game features its own unique cast, but all of them can trace their roots back to the very first, which was released in 2015. Split over five "episodes," the game puts players in the shoes of Max Caulfield, a high school senior returning to her hometown of Arcadia Bay. The story's foundation is Max's relationship with Chloe Price, her childhood best friend, who has spiraled in the years since her father's death. One of the very first scenes in the game is Chloe being shot in front of Max, an event that unlocks Max's superpower: time travel. By letting players rewind and see the outcomes of both choices, development studio Dontnod Entertainment created a twist on the choice-based adventure genre, which normally locks fans into one path or the other. Updated on November 17, 2024 by Robbie Robinson: Life is Strange: Double Exposure was finally released on October 29th. The trailer stirred quite a buzz, as fans questioned the very noticeable lack of Chloe Price. With the game out, fans have finally been given an answer as to why Chloe never made an appearance in the trailer. This article has been updated to discuss how Life is Strange's endings come into play during Double Exposure and to get this article up to date with CBR's current formatting standard. Saving Chloe Is Selfish, But Not to a Romantic Even Though It Devastates Arcadia Bay Life Is Strange has plenty of small choices, but the large, game-defining ones typically occur just once or twice per episode. All of these choices have some effect on the game's events; however, its final ending is determined by the choice that comes at the end of Episode Five. Up until this point, Max has saved Chloe from plenty of life-threatening incidents, from the initial shooting to a near-fatal collision with a train. Throughout that time, the strange weather and events surrounding Arcadia Bay have gotten worse and worse, with snow (in the middle of October), a solar eclipse, and eventually a full-on hurricane. The pair deduce that all of these events are some sort of karmic repercussions from Max's use of her powers — and can be averted if Max goes back to the time before she even gets them. However, if she does, Chloe will die in the initial shooting that triggered the events of the entire game. While Max connects to plenty of people throughout her week back in Arcadia Bay, the emotional heart of the game rests on Chloe. The last episode pulls out all the stops to reinforce this, as Max has to make her way through a fever dream-esque montage of all the time they've spent together before she can even make that choice. If she does choose to save Chloe, the game ends with the two making their way through the torn-apart wreckage of Arcadia Bay before driving away to find somewhere else to make a life together. Just like the other ending, it's rather bittersweet. Everyone that the players (and Max) grew close to has been torn to bits all because of one final choice. Saving Chloe might be a more satisfying ending for players, but the damage done to all those innocent people is irreversible. Related Life is Strange: Double Exposure's story is filled with plot holes. The more closely you examine the narrative, the less sense it makes. It's also this timeline that the 2018 Life is Strange comic picks up on, about a year after the actual choice. Its storyline has the two swiftly return to Arcadia Bay, as Max's powers cause her to erratically jump between various timelines — including one where she sacrificed Chloe and saved the town from danger. The comic's story can't just move past Max's choice because it's an enormous weight on the couple as they reckon with the complex emotions caused by what they've done. Saving Chloe is a selfish choice, but it's also emblematic of a Max who won't trade away her love for anything. It honestly makes a lot of sense for Max's character to save Chloe, and while it is a selfish choice, many players would likely find themselves torn about making the same decision if it were real life. While saving Chloe results in somewhat of a cliffhanger, choosing to let her die results in things being tied up, both emotionally and narratively. By sacrificing Chloe, she gets her final monologue, kissing Max passionately before leaving the time traveler with her final words: "Don't you forget about me." That's right before Max sends herself back to the beginning of the week, choosing to let Chloe's death play out as originally intended in a gut-wrenching moment for her and the player. The scenes outside the shooting play out as a series of stylized photographs, set to Foals' "Spanish Sahara." This results in a timeline that's much better for everyone who isn't Max or Chloe. Chloe's killer is brought to justice, and his arrest averts many of the negative consequences that would have normally played out during the game. Max never gaining time travel powers prevents the rest, and the game ends with Chloe's funeral. Max has become a whole different person through the choices she's been forced to make, but she now has to live without the person who helped her grow. In a final shot, a blue butterfly lands on Chloe's coffin before flying away. That butterfly is a symbol of many of the game's themes — Max's connection with Chloe, the effects that individual choices have on the world, and the connections made with other people. It's truly difficult to watch Chloe completely die, especially knowing that she dies believing Max has forgotten about her, but Chloe was always meant to die. Nearly a decade after the original Life is Strange game, fans get to step back into the shoes of the nosy and often awkward, Max Caulfield. She's older, and hasn't used her rewind powers since the events of Arcadia Bay. However, these days, her closest friend is a young woman named Safi. While the plot of Double Exposure follows Max trying to figure out Safi's mysterious murder as Max steps back into her powers, fans also got some answers about Chloe Price. The game actually has a pretty interesting way of letting players decide what exactly the fate of Chloe was in Double Exposure. Very early in the game, Max and Safi get a drink together at a bar. Safi begins questioning Max about the "blue-haired girl" that she has a picture of in her wallet. First, players can decide if they'd like to call Chloe a friend or a romantic interest. Safi is dying to know why Max no longer hangs out with or speaks about "that girl." After that, the game gives players the first massive choice that will impact the game: deciding if Chloe lived or died at the end of Life is Strange. Choosing Chloe's death in Double Exposure carries out the "Bay" ending. Meanwhile, if players choose the "We grew apart" option, Chloe is still alive but has gone her own way. This is explained by Chloe having some lingering resentments about Max's power, and due to the two of them having very different ways of dealing with their Arcadia Bay trauma. It's not exactly what fans wanted. While the game should be able to grow in a direction without Max and Chloe together, there's no denying that the very foundation of the entire series was built around the two of them. Related Deck Nine claims that Life is Strange: Double Exposure will double as both a game for veteran fans, and new players. Whether fans like how Deck Nine has chosen to handle Chloe or not, at least there's finally clarity about the two of them. It's certainly a bummer knowing that Max and Chloe choose to part after everything they've gone through. The explanation for them growing apart feels closer to a cop-out than an actual good reason. If that hasn't put any fans off from playing Life is Strange: Double Exposure, then they're sure to enjoy the game that is out right now. It still maintains that perfect Life is Strange feel, even if Chloe isn't involved. Released January 30, 2015 ESRB M For Mature 17+ Due To Blood, Intense Violence, Sexual Themes, Strong Language, Use of Drugs and Alcohol Developer(s) Dontnod Entertainment Publisher(s) Square Enix Engine Unreal engine 3, Unreal engine 4 Franchise Life is Strange Maxine "Max" Caulfield returns to her hometown of Arcadia Bay, Oregon, where she witnesses childhood friend Chloe Price being shot by Nathan Prescott. The incident triggers Max's abilities to rewind time, allowing her to save Chloe from Nathan.