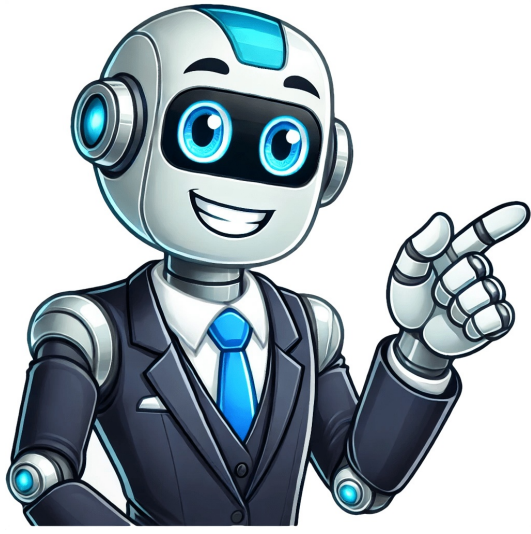


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Life is Strange puts you in the driving seat of the story as your decisions determine how character arcs and major story moments play out. One wrong decision can end up costing you important characters or have you miss out on important story beats. In this Life is Strange Choices and Consequences Guide, we take a look at all the important decisions you will have to make that will change the events of the game significantly. We cover all the dialogue options and their subsequent impact on your story in the game. Additionally, we'll also be looking at the percentage distribution of each choice. In the first episode, you will have a conversation with the principal of the school where you can choose to either hide the truth or report Nathan's transgressions. The choice you make will have consequences that span over all the episodes of the game. Within this episode, this will lead to the principal having a word with Nathan who will consequently get cross with Max. Chloe will not be so happy either; she will resent the choice. In the second episode, Max receives threats from unknown numbers on her cell and she will have her room destroyed too. Now, you can speak about this with people including Warren and Jefferson. If the blame is kept on Nathan, he will be suspended otherwise if Max takes on Chloe's faults and she blames David instead, she will have to leave school for good. Either way, the Principal will apologize to Nathan in an email and a picture would be stolen from Max's room by Nathan. Reported Nathan: 62% There will not be a conversation between the principal and Nathan; however, Nathan will still piece together clues to know about Max's presence in the bathroom at that pivotal moment. Chloe will be happy but Max will still receive a single threat on her cell phone. Her room is untouched. She can later accuse Nathan leading to his suspension or blame David which will still not lead to Max's exit from the school. As a result, no email is sent and no photo is stolen from Max's room. Max can now choose to talk about her decision with the principal. Hid the Truth: 38% In the second chapter of this episode, you will have to choose whether to make a joke out of Victoria or give her a helping hand. Choosing to make fun of her would lead to Victoria posting a picture of Max's on Facebook. Chloe will comment on this picture. Victoria will consequently take the same picture and make it into a meme and share details of Max's conversation with Taylor. Victoria will not believe Max's thoughts about the Dark Room so she will get caught by Jefferson and get murdered. Made fun of Victoria: 74% No picture is posted on Facebook and Victoria does not comment. Moreover, there will not be a meme circulating and Victoria will believe Max when she tells her about the Dark Room. Thereafter, Victoria will not be caught by Mark Jefferson and will not be killed. Comforted Victoria: 26% When you head outside, you will see Chloe's stepfather, a security guard treating Kate indecently. You can capture a photo of this event or intervene. Choosing the former option will lead to some resentment on Kate's side as well as on Chloe's. Chloe will bring this up in a conversation with David, later on in the game. In Episode 2, Kate intimidates Max about the event that occurred, once in the bathroom and then in her room. She will then proceed to jump from the rooftop but choosing the 'I was scared' option will allow you to save her. Kate's blame is put on David and he is consequently suspended. Took a photo of the security guard: 16% Kate will be thankful to Max and Chloe will not make a big deal out of the whole exchange so she will not talk to David about it. In the second Episode, Kate will ask you the reason for intervening. In the rooftop sequence, you can save her by choosing either of the 'Things will get better' or 'You matter, not just to me' dialogue options. Without any supporting evidence, Max cannot out David and she will be suspended if she tries to blame him. No photo of Max's lies in Kate's room. Intervened in the situation with the security guard: 84% This decision has a total of four choices, here you either take the fall for Chloe or you can rat her out. You can also be patient and remain hidden. Alternatively, while hidden, describe the situation to David. Blaming Chloe will lead to her not showing Max the gun and in turn engaging in a heated conversation over at the lighthouse. Max will not be suspended from the school and she can side with Chloe for Joyce to mention smoking after she talks with David. This leads to Officer Berry finding out that Chloe smokes thanks to an email he receives from David. However, this could be prevented if Max deletes the message on Chloe's landline phone. Blamed Chloe: 1% Chloe will be happy with Max in her lighthouse conversation and will show Max the gun. She can still be suspended in the office though if she either blames David for harassing Kate or tells the principal for the first time that Nathan owns a gun. Joyce will still mention smoking the pot and David will email the officer that Max smokes pot. Consequently, in Episode 5, David will call Max by names including 'pothead' and 'weed junkie'. Took the fall for Chloe: 29% Chloe will be angry at the lighthouse conversation and will not show the gun to Max. Max will not be suspended from school and David will email the officer after his conversation with Joyce and tell him that Chloe smokes pot. Consequently, if the message was not deleted from Chloe's landline telephone, Stayed hidden: 36% Chloe will be happy when talking by the lighthouse and she will reveal the gun to Max. However, this time David will hit Chloe. Max can be suspended for the same two reasons as mentioned in Decision 4B. Max will be accused of smoking pot in an email from David to Officer Berry. Intervened in the situation: 34% In the first chapter of this Episode, when you engage in a conversation with Kate, you will either have the option to tell the police or look for proof regarding the situation. If you choose the 'Go to the police' option, later on in the game, you'll be able to save Kate more easily. This involves choosing either the 'Nathan is involved' or 'You were drugged' options to save her. Kate will be thankful to Max. Convinced Kate to go to the police: 34% Kate will show some resentment toward Max and the only way she can be saved on the rooftop would be through the choice, 'I'm gathering proof'. Any other options will mean her death. Convinced Kate to look for proof: 66% The choice you make here, at the end of the second chapter of the Episode, will have results that alter the ending of the game. If Max answers the phone, Chloe will get into a fight with Jocelyn but Kate will be happy. Kate can be rescued easier when she is on the rooftop by choosing the 'You are my friend' or 'I'm here for you' dialogue option. Chloe will express her admiration for the decision Max made while they are in the hospital tending to Kate. Answered Kate's call: 82% Kate will be easier to save this time around. Choosing only one of the four options will allow Max to rescue her. The option 'It was in the silent mode' will be successful. Chloe will offer some apology to Max for the near death of Kate. Didn't Answer Kate's call: 18% Here, you can either choose to shoot the person who tries to assault Chloe or you can let them go. The gun would always be empty though but will still have different impacts. Choosing to shoot Frank will make him angry and he will not take the gun. In Episode 3, Frank remembers that Max tried to shoot him and he will be more difficult to befriend in Episode 4. However, the 'You had a knife' option will cool him down. In the last Episode, Max and Chloe show each other their affection. Shot the assailant: 52% Going this route will make Frank take the gun and Chloe will see Max as weak. Frank will not let Max take a picture of him eating. He would also be easier to befriend, as he will not bring up the events of this altercation again. In Episode 5, Chloe and Max share a friendly hug as a direct consequence of this action. Didn't shoot the assailant: 48% In the last chapter of the Episode, you will make decisions that will affect the fate of Kate. You can save her by choosing either of the 'You matter, not just to me', 'You're my friend', or 'I'm gathering proof' dialogue options from the branching conversation with her. Alternatively, you can also choose the 'Be strong' or 'Your sisters' option to save her on the rooftop. As a result, both the principal and Warren praise Max. Officer Berry and Kate's parents will also thank Max for her help. Max will be able to meet Kate in the hospital in Episode 4 and she will be there in the final scene of the game. In the final episode, Max can see the words 'I want to die' scribbled on Kate's desk. Saved Kate: 67% The principal and officer Berry will console Max but her Facebook profile will have some mean comments. Max will become less confident about herself and will not go to the hospital. She will receive a call regarding Kate's funeral and when she goes to the classroom, she will notice blood on Kate's desk. Did not save Kate: 37% In the final moments of this episode, you will have to make your decision about who had a role in Kate's suicide. The effects of this choice will be noticeable in the next Episodes. Choosing the 'Nathan dosed her' option will lead to your suspension. Nathan will ridicule and hold a grudge against Max while Dana and Chloe will be curious to know more about the whole deal. Moving forward, David will be involved in the swimming pool section in Blackwell. Blamed Nathan: 12% Choosing the 'David bullied her' option will also lead to Max's suspension and the same turn of events occurs with Nathan being mean to Max, and David playing a role in the Blackwell swimming pool chase. Blamed David: 71% Choosing the 'Jefferson made her cry' option will lead to a page being opened to ask for
support for Jefferson. Victoria will be aggressive to Max but Nathan will not. Jefferson will miss his trip to San Francisco and will still not be caught because of the principal's alcohol addiction. David is involved in the Blackwell chase all the same. Blamed Mr. Jefferson: 17% In the early moments of this episode, you will be treated to a choice of either stealing money from the headmaster's office or not doing so. Choosing the former will lead to Chloe being happier, relaxed, and calm. She will also write to Frank that she has the money. When you meet Frank, you can choose dialogue options to anger him and start a fight. This will be prevented however if you hand him the money. Either way, in Episode 5, the principal will appear in Max's dreams and make her realize her wrong decision to steal. Stole the money: 48% Deciding not to steal the money would make Chloe more aggressive and the fight with Frank becomes more likely. However, the principal in the nightmare will not mention the money even once. Left the money: 52% This choice will improve Chloe's mood and her relationship with Warren will never see the light of the day. In Episode 4 Chloe will receive a message from Warren who will haunt Max in her nightmares. Made out with Chloe: 78% Opting not to kiss will not lead to a relationship between the two. Instead, they will just remain friends until the end of Episode 5. Warren's message is still received though. Didn't make out with Chloe: 22% In the conversation that springs up between David, Chloe and you, Max must pick a side to continue. If she picks David's side, both he and Joyce will be thankful to Max and David will not get evicted from the house. On the other hand, Chloe will be a bit angry with Max. As a result, they will not share a kiss towards the end. Meanwhile, Max needs to know the code to the padlock in David's garage or she will have to acquire the keys. Sided with David: 22% Chloe will be thankful while David will be cross and ousted from his house. David's padlock can be unlocked via the code or with the use of a crowbar. Max and Chloe share a kiss in the final moments of the game. Sided with Chloe: 78% In this decision which does not seem so significant, the dog's fate changes considerably. You can either throw the bone on the road or in the parking lot. Choosing the former will lead to the dog being injured because of crashing into a car. Max feels guilty and Frank gets into a fight with a truck driver in Episode 4. The dog will not bite Chloe and will die untimely before the storm and Frank will miss it. Threw the bone on the road: 5% Nothing happens to the dog and he will be present in the fight between Frank, his dog, Chloe, and Max. Frank and his dog can die if the door is not kept closed. If the dog lives, it can bite Chloe. Threw the bone in the parking lot: 95% In the last chapter of the game, you will be able to see a gun lying around in Frank's RV. It is at this moment that you can choose to ignore the gun or hand it over to Chloe. If Max decides to leave the weapon, Frank will not die easily in Episode 4. Moreover, he would not have died if Max had not let Warren beat up Nathan. If Nathan was beaten then Chloe would take his gun. Later David's gun is also acquired by Chloe. Left the gun: 34% You can choose to hand over the gun at the RV to Chloe. Not wounding the dog earlier in Decision 4, will mean Chloe can use this gun to kill both Frank and his dog in Episode 4. Otherwise, throwing the bone at the road and injuring the dog will later lead Chloe to shoot Frank in the leg but not kill him. Gave the gun to Chloe: 66% During the first chapter of this Episode, you get a tough decision that involves whether Chloe will live or not. She asks you to choose between either killing her, refusing to do so, or just remaining confused and selecting the 'I don't know' option. These choices do not matter that much since the game will continue all the same regardless of what choice you make here. Accepted Chloe's request: 56% Did not accept Chloe's request: 44% In the second chapter, you will encounter a fight between Warren and Nathan. You can choose the 'Stay out of it' option. This will lead to Warren beating the hell out of Nathan while Chloe will take Nathan's gun and use it to either kill both Frank and his dog or just harm Frank on his leg depending on whether Max threw the dog's bone at the road or in the parking lot in Episode 3. Let Warren beat Nathan: 40% Chloe will not take Nathan's gun and instead, Nathan will threaten Warren, Chloe, and Max with the firearm. Frank cannot be killed later but can be shot in the leg. Furthermore, it may be possible for the dog to bite Chloe if she angers Frank and the dog is not injured in the first place. Stopped Warren: 60% In the third chapter, you get a choice that will carry over into the next Episode and possibly the ending of the game. This situation would revolve around Frank, his dog, Chloe, and Max. The worst outcome is when Frank and his dog die. This can be triggered by the dialogue option '. You already did. As a result, Chloe goes to the police after finding out Rachel and Frank will not be present at the Two Whales Diner during the storm. Killed Frank: 6% During the conversation, you will need to select the 'Watch your mouth' option, this will escalate into Frank getting hurt. During the storm, he will be found in the Diner but will be less friendly towards Max. Wounded Frank: 22% Both Chloe and later Frank would be happy if no harm is done to any one of the three. Frank would still be present at the diner and Chloe would still check out the locations provided by Max. Chloe will also receive a message from Frank. No one got hurt: 72% In the last chapter of the game, you will have the choice to either warn Victoria about Dark Room or ignore to do so. This will happen at the club. Choosing to warn her will allow both Max and Victoria to become good friends. However, within this dialogue option, Victoria can make it out safe and sound. Told Victoria about the Dark Room: 72% (Victoria didn't believe your warning: 19%) This will lead to Victoria not admitting to having seen Nathan around. She can be either hostile or friendly depending on choices made in Episode 1. Victoria will not be taken by Jefferson to the Dark Room or get killed. Didn't tell Victoria about the Dark Room: 9% The only decision you make in the final moments of the game is also the most important one. It revolves around Chloe's fate and will affect the ending directly. You need to choose a person or a place in this final choice. Sacrifice either Chloe or Sacrifice Arcadia Bay. Sacrificing one will save the other automatically. So, hold onto your tears, and prepare to make the final emotional choice to either save your friend or save the entire town but at the expense of Chloe's life. Watch the final respective cutscene. Sacrificed Arcadia Bay: 48% Saved Chloe: 52% All Important Choices & Consequences | Life is Strange™ By eltorga This guide is incomplete, it is published because that is how I hurry to finish it. because have the bad habit of making guides and not finishing them, if this is public i will dedicate time to it until i finish it. Life is Strange puts you in the driving seat of the story as your decisions determine how character arcs and major story moments play out. One wrong decision can end up costing you important characters or have you miss out on important story beats. 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Chloe will not be so happy either; she will resent the choice. In the second episode, Max receives threats from unknown numbers on her cell and she will have her room destroyed too. Now, you can speak about this with people including Warren and Jefferson. If the blame is kept on Nathan, he will be suspended otherwise if Max takes on Chloe's faults and she blames David instead, she will have to leave school for good. Either way, the Principal will apologize to Nathan in an email and a picture would be stolen from Max's room by Nathan. Reported Nathan: 62% There will not be a conversation between the principal and Nathan; however, Nathan will still piece together clues to know about Max's presence in the bathroom at that pivotal moment. Chloe will be happy but Max will still receive a single threat on her cell phone. Her room is untouched. She can later accuse Nathan leading to his suspension or blame David which will still not lead to Max's exit from the school. As a result, no email is sent and no photo is stolen from Max's room. Max can now choose to talk about her decision with the principal. Hid the Truth: 38% In the second chapter of this episode, you will have to choose whether to make a joke out of Victoria or give her a helping hand. Choosing to make fun of her would lead to Victoria posting a picture of Max's on Facebook. Chloe will comment on this picture. Victoria will consequently take the same picture and make it into a meme and share details of Max's conversation with Taylor. Victoria will not believe Max's thoughts about the Dark Room so she will get caught by Jefferson and get murdered. Made fun of Victoria: 74% No picture is posted on Facebook and Victoria does not comment. Moreover, there will not be a meme circulating and Victoria will believe Max when she tells her about the Dark Room. Thereafter, Victoria will not be caught by Mark Jefferson and will not be killed. Comforted Victoria: 26% When you head outside, you will see Chloe's stepfather, a security guard treating Kate indecently. You can capture a photo of this event or intervene. Choosing the former option will lead to some resentment on Kate's side as well as on Chloe's. Chloe will bring this up in a conversation with David, later on in the game. In Episode 2, Kate intimidates Max about the event that occurred, once in the bathroom and then in her room. She will then proceed to jump from the rooftop but choosing the 'I was scared' option will allow you to save her. Kate's blame is put on David and he is consequently suspended. Took a photo of the security guard: 16% Kate will be thankful to Max and Chloe will not make a big deal out of the whole exchange so she will not talk to David about it. In the second Episode, Kate will ask you the reason for intervening. In the rooftop sequence, you can save her by choosing either of the 'Things will get better' or 'You matter, not just to me' dialogue options. Without any supporting evidence, Max cannot out David and she will be suspended if she tries to blame him. No photo of Max's lies in Kate's room. Intervened in the situation with the security guard: 84% This decision has a total of four choices, here you either take the fall for Chloe or you can rat her out. You can also be patient and remain hidden. Alternatively, while hidden, describe the situation to David. Blaming Chloe will lead to her not showing Max the gun and in turn engaging in a heated conversation over at the lighthouse. Max will not be suspended from the school and she can side with Chloe for Joyce to mention smoking after she talks with David. This leads to Officer Berry finding out that Chloe smokes thanks to an email he receives from David. However, this could be prevented if Max deletes the message on Chloe's landline phone. Blamed Chloe: 1% Chloe will be happy with Max in her lighthouse conversation and will show Max the gun. She can still be suspended in the office though if she either blames David for harassing Kate or tells the principal for the first time that Nathan owns a gun. Joyce will still mention smoking the pot and David will email the officer that Max smokes pot. Consequently, in Episode 5, David will call Max by names including 'pothead' and 'weed junkie'. Took the fall for Chloe: 29% Chloe will be angry at the lighthouse conversation and will not show the gun to Max. Max will not be suspended from school and David will email the officer after his conversation with Joyce and tell him that Chloe smokes pot. Consequently, if the message was not deleted from Chloe's landline telephone, Stayed hidden: 36% Chloe will be happy when talking by the lighthouse and she will reveal the gun to Max. However, this time David will hit Chloe. Max can be suspended for the same two reasons as mentioned in Decision 4B. Max will be accused of smoking pot in an email from David to Officer Berry. Intervened in the situation: 34% In the first chapter of this Episode, when you engage in a conversation with Kate, you will either have the option to tell the police or look for proof regarding the situation. If you choose the 'Go to the police' option, later on in the game, you'll be able to save Kate more easily. This involves choosing either the 'Nathan is involved' or 'You were drugged' options to
save her. Kate will be thankful to Max. Convinced Kate to go to the police: 34% Kate will show some resentment toward Max and the only way she can be saved on the rooftop would be through the choice, 'I'm gathering proof'. Any other options will mean her death. Convinced Kate to look for proof: 66% The choice you make here, at the end of the second chapter of the Episode, will have results that alter the ending of the game. If Max answers the phone, Chloe will get into a fight with Jocelyn but Kate will be happy. Kate can be rescued easier when she is on the rooftop by choosing the 'You are my friend' or 'I'm here for you' dialogue option. Chloe will express her admiration for the decision Max made while they are in the hospital tending to Kate. Answered Kate's call: 82% Kate will be easier to save this time around. Choosing only one of the four options will allow Max to rescue her. The option 'It was in the silent mode' will be successful. Chloe will offer some apology to Max for the near death of Kate. Didn't Answer Kate's call: 18% Here, you can either choose to shoot the person who tries to assault Chloe or you can let them go. The gun would always be empty though but will still have different impacts. Choosing to shoot Frank will make him angry and he will not take the gun. In Episode 3, Frank remembers that Max tried to shoot him and he will be more difficult to befriend in Episode 4. However, the 'You had a knife' option will cool him down. In the last Episode, Max and Chloe show each other their affection. Shot the assailant: 52% Going this route will make Frank take the gun and Chloe will see Max as weak. Frank will not let Max take a picture of him eating. He would also be easier to befriend, as he will not bring up the events of this altercation again. In Episode 5, Chloe and Max share a friendly hug as a direct consequence of this action. Didn't shoot the assailant: 48% In the last chapter of the Episode, you will make decisions that will affect the fate of Kate. You can save her by choosing either of the 'You matter, not just to me', 'You're my friend', or 'I'm gathering proof' dialogue options from the branching conversation with her. Alternatively, you can also choose the 'Be strong' or 'Your sisters' option to save her on the rooftop. As a result, both the principal and Warren praise Max. Officer Berry and Kate's parents will also thank Max for her help. Max will be able to meet Kate in the hospital in Episode 4 and she will be there in the final scene of the game. In the final episode, Max can see the words 'I want to die' scribbled on Kate's desk. Saved Kate: 67% The principal and officer Berry will console Max but her Facebook profile will have some mean comments. Max will become less confident about herself and will not go to the hospital. She will receive a call regarding Kate's funeral and when she goes to the classroom, she will notice blood on Kate's desk. Did not save Kate: 37% In the final moments of this episode, you will have to make your decision about who had a role in Kate's suicide. The effects of this choice will be noticeable in the next Episodes. Choosing the 'Nathan dosed her' option will lead to your suspension. Nathan will ridicule and hold a grudge against Max while Dana and Chloe will be curious to know more about the whole deal. Moving forward, David will be involved in the swimming pool section in Blackwell. Blamed Nathan: 12% Choosing the 'David bullied her' option will also lead to Max's suspension and the same turn of events occurs with Nathan being mean to Max, and David playing a role in the Blackwell swimming pool chase. Blamed David: 71% Choosing the 'Jefferson made her cry' option will lead to a page being opened to ask for support for Jefferson. Victoria will be aggressive to Max but Nathan will not. Jefferson will miss his trip to San Francisco and will still not be caught because of the principal's alcohol addiction. David is involved in the Blackwell chase all the same. Blamed Mr. Jefferson: 17% In the early moments of this episode, you will be treated to a choice of either stealing money from the headmaster's office or not doing so. Choosing the former will lead to Chloe being happier, relaxed, and calm. She will also write to Frank that she has the money. When you meet Frank, you can choose dialogue options to anger him and start a fight. This will be prevented however if you hand him the money. Either way, in Episode 5, the principal will appear in Max's dreams and make her realize her wrong decision to steal. Stole the money: 48% Deciding not to steal the money would make Chloe more aggressive and the fight with Frank becomes more likely. However, the principal in the nightmare will not mention the money even once. Left the money: 52% This choice will improve Chloe's mood and her relationship with Warren will never see the light of the day. In Episode 4 Chloe will receive a message from Warren who will haunt Max in her nightmares. Made out with Chloe: 78% Opting not to kiss will not lead to a relationship between the two. Instead, they will just remain friends until the end of Episode 5. Warren's message is still received though. Didn't make out with Chloe: 22% In the conversation that springs up between David, Chloe and you, Max must pick a side to continue. If she picks David's side, both he and Joyce will be thankful to Max and David will not get evicted from the house. On the other hand, Chloe will be a bit angry with Max. As a result, they will not share a kiss towards the end. Meanwhile, Max needs to know the code to the padlock in David's garage or she will have to acquire the keys. Sided with David: 22% Chloe will be thankful while David will be cross and ousted from his house. David's padlock can be unlocked via the code or with the use of a crowbar. Max and Chloe share a kiss in the final moments of the game. Sided with Chloe: 78% In this decision which does not seem so significant, the dog's fate changes considerably. You can either throw the bone on the road or in the parking lot. Choosing the former will lead to the dog being injured because of crashing into a car. Max feels guilty and Frank gets into a fight with a truck driver in Episode 4. The dog will not bite Chloe and will die untimely before the storm and Frank will miss it. Threw the bone on the road: 5% Nothing happens to the dog and he will be present in the fight between Frank, his dog, Chloe, and Max. Frank and his dog can die if the door is not kept closed. If the dog lives, it can bite Chloe. Threw the bone in the parking lot: 95% In the last chapter of the game, you will be able to see a gun lying around in Frank's RV. It is at this moment that you can choose to ignore the gun or hand it over to Chloe. If Max decides to leave the weapon, Frank will not die easily in Episode 4. Moreover, he would not have died if Max had not let Warren beat up Nathan. If Nathan was beaten then Chloe would take his gun. Later David's gun is also acquired by Chloe. Left the gun: 34% You can choose to hand over the gun at the RV to Chloe. Not wounding the dog earlier in Decision 4, will mean Chloe can use this gun to kill both Frank and his dog in Episode 4. Otherwise, throwing the bone at the road and injuring the dog will later lead Chloe to shoot Frank in the leg but not kill him. Gave the gun to Chloe: 66% During the first chapter of this Episode, you get a tough decision that involves whether Chloe will live or not. She asks you to choose between either killing her, refusing to do so, or just remaining confused and selecting the 'I don't know' option. These choices do not matter that much since the game will continue all the same regardless of what choice you make here. Accepted Chloe's request: 56% Did not accept Chloe's request: 44% In the second chapter, you will encounter a fight between Warren and Nathan. You can choose the 'Stay out of it' option. This will lead to Warren beating the hell out of Nathan while Chloe will take Nathan's gun and use it to either kill both Frank and his dog or just harm Frank on his leg depending on whether Max threw the dog's bone at the road or in the parking lot in Episode 3. Let Warren beat Nathan: 40% Chloe will not take Nathan's gun and instead, Nathan will threaten Warren, Chloe, and Max with the firearm. Frank cannot be killed later but can be shot in the leg. Furthermore, it may be possible for the dog to bite Chloe if she angers Frank and the dog is not injured in the first place. Stopped Warren: 60% In the third chapter, you get a choice that will carry over into the next Episode and possibly the ending of the game. This situation would revolve around Frank, his dog, Chloe, and Max. The worst outcome is when Frank and his dog die. This can be triggered by the dialogue option '. You already did. As a result, Chloe goes to the police after finding out Rachel and Frank will not be present at the Two Whales Diner during the storm. Killed Frank: 6% During the conversation, you will need to select the 'Watch your mouth' option, this will escalate into Frank getting hurt. During the storm, he will be found in the Diner but will be less friendly towards Max. Wounded Frank: 22% Both Chloe and later Frank would be happy if no harm is done to any one of the three. Frank would still be present at the diner and Chloe would still check out the locations provided by Max. Chloe will also receive a message from Frank. No one got hurt: 72% In the last chapter of the game, you will have the choice to either warn Victoria about Dark Room or ignore to do so. This will happen at the club. Choosing to warn her will allow both Max and Victoria to become good friends. However, within this dialogue option, Victoria can make it out safe and sound. Told Victoria about the Dark Room: 72% (Victoria didn't believe your warning: 19%) This will lead to Victoria not admitting to having seen Nathan around. She can be either hostile or friendly depending on choices made in Episode
1. Victoria will not be taken by Jefferson to the Dark Room or get killed. Didn't tell Victoria about the Dark Room: 9% The only decision you make in the final moments of the game is also the most important one. It revolves around Chloe's fate and will affect the ending directly. You need to choose a person or a place in this final choice. Sacrifice either Chloe or Sacrifice Arcadia Bay. Sacrificing one will save the other automatically. So, hold onto your tears, and prepare to make the final emotional choice to either save your friend or save the entire town but at the expense of Chloe's life. Watch the final respective cutscene. Sacrificed Arcadia Bay: 48% Saved Chloe: 52% All Important Choices & Consequences | Life is Strange™ By eltorga This guide is incomplete, it is published because that is how I hurry to finish it. because have the bad habit of making guides and not finishing them, if this is public i will dedicate time to it until i finish it. Life is Strange puts you in the driving seat of the story as your decisions determine how character arcs and major story moments play out. One wrong decision can end up costing you important characters or have you miss out on important story beats. In the first episode, you will have a conversation with the principal of the school where you can choose to either hide the truth or report Nathan's transgressions. The choice you make will have consequences that span over all the episodes of the game. Within this episode, this will lead to the principal having a word with Nathan who will consequently get cross with Max. Chloe will not be so happy either; she will resent the choice. In the second episode, Max receives threats from unknown numbers on her cell and she will have her room destroyed too. Now, you can speak about this with people including Warren and Jefferson. If the blame is kept on Nathan, he will be suspended otherwise if Max takes on Chloe's faults and she blames David instead, she will have to leave school for good. Either way, the Principal will apologize to Nathan in an email and a picture would be stolen from Max's room by Nathan. Reported Nathan: 62% There will not be a conversation between the principal and Nathan; however, Nathan will still piece together clues to know about Max's presence in the bathroom at that pivotal moment. Chloe will be happy but Max will still receive a single threat on her cell phone. Her room is untouched. She can later accuse Nathan leading to his suspension or blame David which will still not lead to Max's exit from the school. As a result, no email is sent and no photo is stolen from Max's room. Max can now choose to talk about her decision with the principal. 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Choosing the former option will lead to some resentment on Kate's side as well as on Chloe's. Chloe will bring this up in a conversation with David, later on in the game. In Episode 2, Kate intimidates Max about the event that occurred, once in the bathroom and then in her room. She will then proceed to jump from the rooftop but choosing the 'I was scared' option will allow you to save her. Kate's blame is put on David and he is consequently suspended. Took a photo of the security guard: 16% Kate will be thankful to Max and Chloe will not make a big deal out of the whole exchange so she will not talk to David about it. In the second Episode, Kate will ask you the reason for intervening. In the rooftop sequence, you can save her by choosing either of the 'Things will get better' or 'You matter, not just to me' dialogue options. Without any supporting evidence, Max cannot out David and she will be suspended if she tries to blame him. No photo of Max's lies in Kate's room. Intervened in the situation with the security guard: 84% This decision has a total of four choices, here you either take the fall for Chloe or you can rat her out. You can also be patient and remain hidden. Alternatively, while hidden, describe the situation to David. Blaming Chloe will lead to her not showing Max the gun and in turn engaging in a heated conversation over at the lighthouse. Max will not be suspended from the school and she can side with Chloe for Joyce to mention smoking after she talks with David. This leads to Officer Berry finding out that Chloe smokes thanks to an email he receives from David. However, this could be prevented if Max deletes the message on Chloe's landline phone. Blamed Chloe: 1% Chloe will be happy with Max in her lighthouse conversation and will show Max the gun. She can still be suspended in the office though if she either blames David for harassing Kate or tells the principal for the first time that Nathan owns a gun. 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will not take Nathan's gun and instead, Nathan will threaten Warren, Chloe, and Max with the firearm. Frank cannot be killed later but can be shot in the leg. Furthermore, it may be possible for the dog to bite Chloe if she angers Frank and the dog is not injured in the first place. Stopped Warren: 60% In the third chapter, you get a choice that will carry over into the next Episode and possibly the ending of the game. This situation would revolve around Frank, his dog, Chloe, and Max. The worst outcome is when Frank and his dog die. This can be triggered by the dialogue option "You already did. As a result, Chloe goes to the police after finding out Rachel and Frank will not be present at the Two Whales Diner during the storm. Killed Frank: 6% During the conversation, you will need to select the 'Watch your mouth' option, this will escalate into Frank getting hurt. During the storm, he will be found in the Diner but will be less friendly towards Max. Wounded Frank: 22% Both Chloe and later Frank would be happy if no harm is done to any one of the three. Frank would still be present at the diner and Chloe would still check out the locations provided by Max. Chloe will also receive a message from Frank. No one got hurt: 72% In the last chapter of the game, you will have the choice to either warn Victoria about Dark Room or ignore to do so. This will happen at the club. Choosing to warn her will allow both Max and Victoria to become good friends. However, within this dialogue option, Victoria can either believe what you are telling her or not. If you comforted Victoria in Episode 1, she would believe you. This way, in the final moments of the game, she heads to the Dark Room and is murdered by Jefferson. If you made fun of her in Episode 1, she will not believe you and thus she will not ever step her foot in the Dark Room. She will make it out safe and sound. Told Victoria about the Dark Room: 72% (Victoria didn't believe your warning: 19%) This will lead to Victoria not admitting to having seen Nathan around. She can be either hostile or friendly depending on choices made in Episode 1. Victoria will not be taken by Jefferson to the Dark Room or get killed. Didn't tell Victoria about the Dark Room: 9% The only decision you make in the final moments of the game is also the most important one. It revolves around Chloe's fate and will affect the ending directly. You need to choose a person or a place in this final choice. Sacrifice either Chloe or Sacrifice Arcadia Bay. Sacrificing one will save the other automatically. So, hold onto your tears, and prepare to make the final emotional choice to either save your friend or save the entire town but at the expense of Chloe's life. Watch the final respective cutscene. Sacrificed Arcadia Bay: 48% Saved Chloe: 52%