



**A WARNING** Before playing this game, read the Xbox One<sup>™</sup> system, and accessory manuals for important safety and health information. **www.xbox.com/support**.

#### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# **CONTENTS**

(hold)

# **CONTROLS**

#### **DEFAULT CONTROLS**

**Restart from last checkpoint** 

Walk/Run 8 Jump Δ Climb **0**/0 Drop down **9** + **0** Slingshot (from yarn bridges) (flick) **Shoot lasso** RT Attach/Detach yarn Ø Interact 8 **Grab objects** ß Grab yarn tail Pull objects/Swing Yarny (hold) + (♣/♣)

## STARTING THE GAME

#### Level Select

Select game levels by finding their correlating pictures in the Old Lady's house. New levels unlock as you progress through the game.

### Save Progress

Your progress automatically saves in between levels. You can also save mid-level at highlighted super checkpoints.

### **GAMEPLAY**

To make a yarn bridge, attach yarn between two nearby, attachable points. A successful bridge will begin to sparkle, meaning it can be used to carry objects or as a walkway. Bridges can also be used as slingshots to launch Yarny into the air by flicking §.

Grab Yarny's yarn tail to break a fall by pulling . You can swing or climb the yarn tail by moving .

Pull and hold **a** and **a** to grab onto both ends of the yarn, and then move to climb in either direction. This allows you to climb carefully through dangerous areas.

## NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- \* Online Support & Contact Info For FAQs, help articles, and to contact us, please visit help.ea.com.
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