

UNRAVEL



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See important health and safety warnings in the system Settings menu.

CONTROLS

DEFAULT CONTROLS

Walk/Run	left stick
Jump	⊗ button
Climb	left stick ↑/↓
Drop down	left stick ↓ + ⊗ button
Slingshot (from yarn bridges)	left stick ↓ (flick)/ touch pad (swipe down)
Shoot lasso	R2 button
Attach/Detach yarn	⊖ button
Interact	⊖ button
Grab objects	⊙ button
Grab yarn tail	L2 button
Pull objects/Swing Yarny	R2 button (hold) + left stick ←/→
Restart from last checkpoint	↓ button (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 the left stick ↓, or swiping down on the **touch pad**.

Grab Yarny's yarn tail to break a fall by pressing and holding the **L2** button. You can swing or climb the yarn tail by moving the left stick.

Press and hold the **L2** and **R2** buttons to grab onto both ends of the yarn, and then move the left stick 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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