

UNRAVEL

two



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Controls
















Default Controls

Left	left arrow
Right	right arrow
Up	up arrow
Down	down arrow
Jump	SPACEBAR
Lasso	D
Hold connecting yarn	S
Tie	CTRL
Remote untie	A
Carry	ENTER (hold)
Drop / Switch	ENTER
Hint	F
Scroll through hints	1-2
Emotes	1-4
Join (second player only)	any button
Slow motion	L

Xbox One Wireless Controller

Left / Right / Up / Down	
Jump	
Lasso	
Hold connecting yarn	
Tie	
Remote untie	
Carry	 (hold)
Drop / Switch	
Hint	
Scroll through hints	 / 
Emotes	
Join (second player only)	any button
Slow motion	

DualShock®4 Wireless Controller

Left / Right / Up / Down	left stick
Jump	 button
Lasso	 button
Hold connecting yarn	 button
Tie	 button
Remote untie	 button
Carry	 button (hold)
Drop / Switch	 button
Hint	 button
Scroll through hints	 button /  button
Emotes	 button /  button /  button /  button
Join (second player only)	any button
Slow motion	 button

Starting the Game

Save Slot

You have three save slots. You can view information about each of your saves in the menu. You can continue existing saves or select START ANEW to overwrite the data.

In co-op, progress will ONLY be saved in the slot picked by the primary player.

Joining

To switch to co-op, press any button on a second controller. To return to single player, go to the menu with the other player and select SWITCH TO SINGLE PLAYER.

If you want to play in co-op with a keyboard and a controller, start a level, open the in-game menu, and select ADD ANOTHER PLAYER ON KEYBOARD.

Level Select

The story levels can be entered through the glowing portals **inside** the main room of the lighthouse. Jump into one to start the level. The levels are arranged sequentially from the bottom floor to the top floor.

Bonus levels are found in the areas **outside** the main room and are entered in the same way.

Saving

Progress is saved automatically between levels and at every checkpoint (indicated by the locations where the glowing spark waits for you).

Gameplay

You control two characters, even in single player. You can carry to merge them into one character for easy movement, or drop and switch between them when you need two characters to solve puzzles.

Grab the connecting yarn to swing from the other character. This will let you swing across much bigger distances than you could jump. You can also pull on yarn that you have tied to objects.

To make a yarn bridge, tie the yarn between two nearby attach points. A successful bridge will sparkle, meaning Yarny can walk on it or push objects over it. You can bounce on a bridge for extra height by jumping on it.

Ask for hints whenever you are stuck on a puzzle. The hint button shows you three increasingly specific hints.

If you are stuck in a platforming section, use slow motion to slow down time and make it easier to get through tricky sections.