Contents

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

Getting Started

PLAYSTATION®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the *Unravel 2™* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayStation®4 system home screen, and then press the ✕ button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the Ⓟ button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the Ⓟ button. To resume playing the game, select it from the content area.

Removing a disc: Touch the eject button after quitting the game.

🏆 **Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

Controls

Default Controls	
Left / Right / Up / Down	left stick
Jump	✗ button
Lasso	R2 button
Hold connecting yarn	L2 button
Tie	■ button
Remote untie	● button
Carry	▲ button (hold)
Drop / Switch	▲ button
Hint	L1 button
Scroll through hints	← button / → button
Emotes	↑ button / ↓ button / ← button / → button
Join (second player only)	any button
Slow motion	R1 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 DualShock®4 wireless controller. To return to single player, go to the menu with the other player and select SWITCH TO SINGLE PLAYER.

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.

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.

- Twitter & Facebook Support Need a quick tip? Reach out on Twitter to @EAHelp or post on facebook.com/EAHelpHub/.