

UNRAVEL

two





WARNING Before playing this game, read the Xbox One 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

Controls	3	Limited 90-Day Warranty	6
Starting the Game	4	Need Help?	8
Gameplay	5		

Controls

Default Controls

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	

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 Xbox One 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.

Limited 90-Day Warranty

Note: Warranty does not apply to digital download products.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the “**Recording Medium**”) is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts’ liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX
78729-8101

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

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](https://twitter.com/EAHelp) or post on facebook.com/EAHelpHub.