

INSTRUCTIONAL BOOKLET FOR UNRAVEL





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PART 01

Story

Story

Abstract

It's a story about a girl. She's sinking into her dream. In the dream world, everything reflects the fear in her deep heart.

The inescapable social contact makes her like a drowning person, dying in panic. She suffers from depression, which is like a black dog chasing her, so that she can never stop but exhaust herself to avoid being shut down. The dream is endless, while she find a way to escape — reversing the world into the inner one and seeing through people's hearts...

Story

Chapter 1: Store

I hate people. I hate the smell of them. I hate the noise made by them.

That's why I hate shopping days so much. I must shop for food to satisfy my pitiful appetite.

The food in the belly is the recompense for the horrific torture of the heart. Those strangers will chew up my bones, my flesh and my wretched soul. They're getting closer and closer, like ...



Story

Chapter 2: Black Dog

I fall into the deep dream. I sink into it and cannot get out. That's a bad sign, which maybe mean my depression get worse, though I take my medicine at the doctor's advice. Anyway, what's not a bad sign for me in life?

I see the black dog. I know it is him. It stirs in the shadows, waiting for me to stop and swallow me up, I can't stop.

I have a black dog. His name is depression.



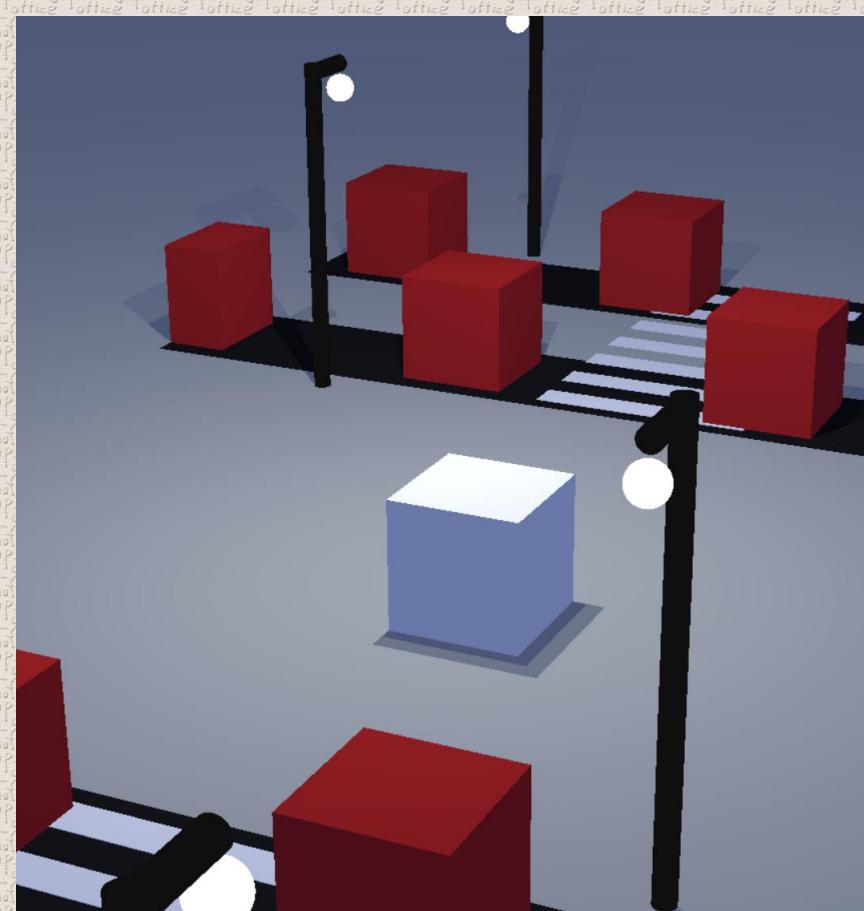
Story

Chapter 3: Another World

I walk through endless dreams and meet a never-ending cycle of death. The traffic flows uninterrupted. No one is willing to wait for me to cross. I know I can never cross it, just like every time I stand on the side of the road and stare at the vehicles, but never get into them.

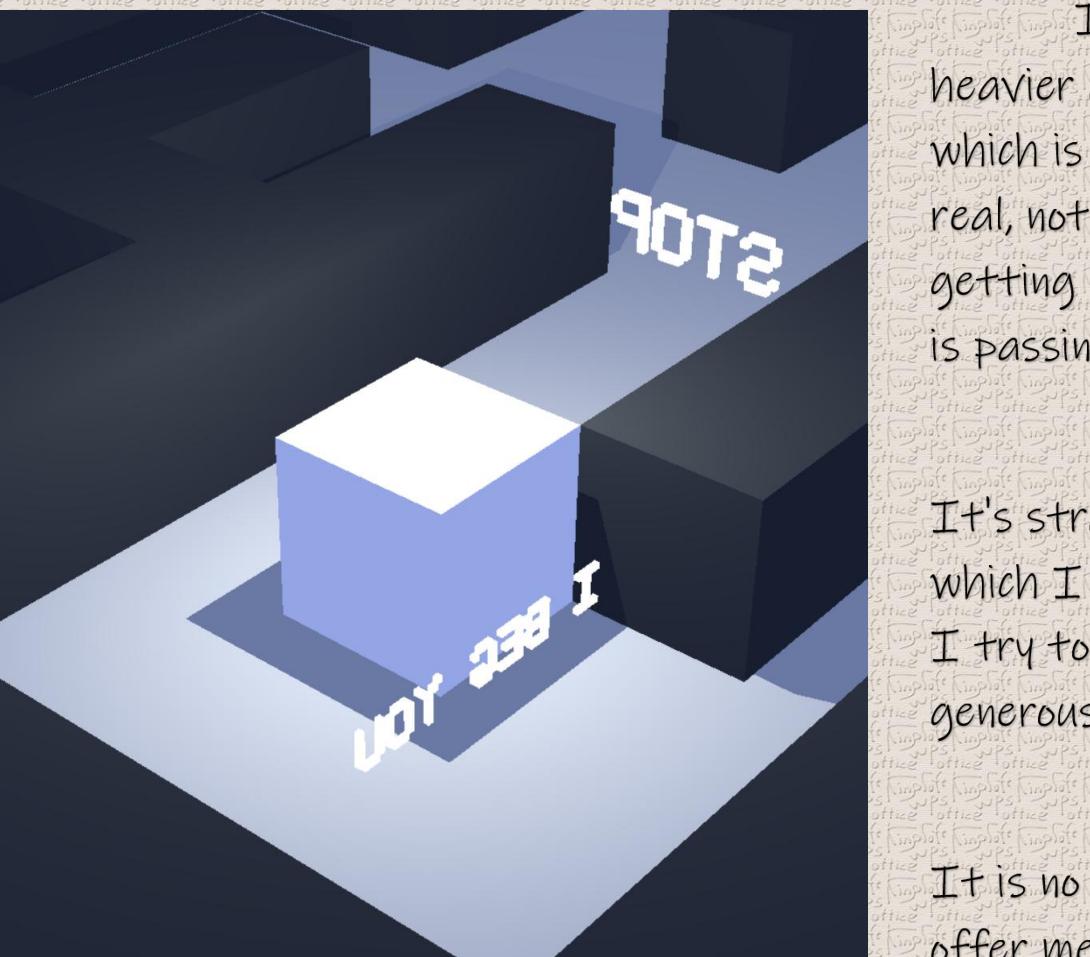
But this time, things are different. I fell as if I touched a switch, and all of a sudden, the world turned upside down.

I see the reversed world, the inner one in people's heart.



Story

Chapter 4: Rain



It begins to rain, and it is getting heavier and heavier. It is a mediocre downpour, which is as bleak as ever. Everything feels like real, not in a dream. I can even feel my skin getting slippery and cold. I can feel that my life is passing with time — I'm going to die.

It's strange that I feel the fear of death, which I used to want to touch by my own accord. I try to touch that switch again, and it generously accepts my request and responds.

It is no longer dark as usual. The strangers offer me help. They stand there, like shadows with a faint light.

Story

Chapter 5: About You

It's endless and long corridors. I know
I'm searching for someone. I'm finding someone
meaning so much to me. I want to tell him
something, but I'm really afraid. It's a dream,
but it isn't only a dream.

I am mad with fear, but even madder with the
unspeakable longing. I need to do something,
but I tell my self I should stop. Light
alternates with shadow, leaving me alone to
wander in the prison.

I want to tell him all of those tangled secrets.
I finally tell him.

Help me ...



Story

Chapter 6: Wake Up

I CAN GIVE YOU

I walk through the long
darkness, with the real and the
dream, the unreality and the
disappointment.

I'm back in the real world.
Everything looks the same. The din
of the crowd reached my ears.
However, I know something changes.
For the first time, I was able to
touch the real world and hear their
voice.

I hear that — he says hi to me.

PART 02

Tutorial

Control Settings

Reverse the world

Move

Open Settings window

Move camera position

Esc

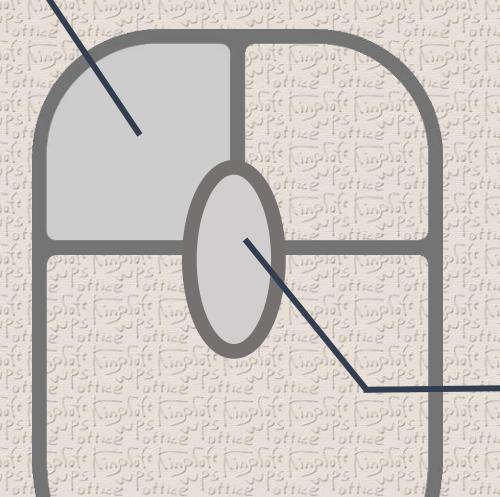
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Adjust camera distance

Game Rules

- The cubes are on a grid, and each one occupies some certain grid.
- There're two worlds in the protagonist's dream, which represent the inner and outer worlds of people's mind seperately.
- The player can switch to one of the world.
- The player controls one certain cube, which is the protagonist, and can move it in four directions (front, back, left and right).
- The game goal for the player changes from levels to levels.

Level Rules

Level 1 : Store

Setting: Store (dream).

Characters: Strangers.

Failure condition: Be too close to the strangers.

Victory condition: Reach the store.

Additional Rules: None.

Level 2: Black Dog

Setting: Ground (dream).

Characters: Black dog (invisible).

Failure condition: Be closed by the words.

Victory condition: Survive for a specified period of time..

Additional Rules: When you don't move, words fall faster.

Level Rules

Level 3: Another World

Setting: Road (dream).

Characters: Cars(Drivers).

Failure condition: Be HIT by a car, you fail.

Victory condition: Cross the road.

Additional Rules: None.

Level 4: Rain

Setting: Ground (dream).

Characters: Strangers.

Failure condition: Be too cold.

Victory condition: Reach the position under the lamp.

Additional Rules: Your body gets colder and colder through time.

Level Rules

Level 5: About You

Setting: Maze (dream).

Characters: Him.

Failure condition: None.

Victory condition: Be out of the maze.

Find him.

Additional Rules: None.

Level 6: Wake Up

Setting: Store (reality).

Characters: Strangers.

Failure condition: None.

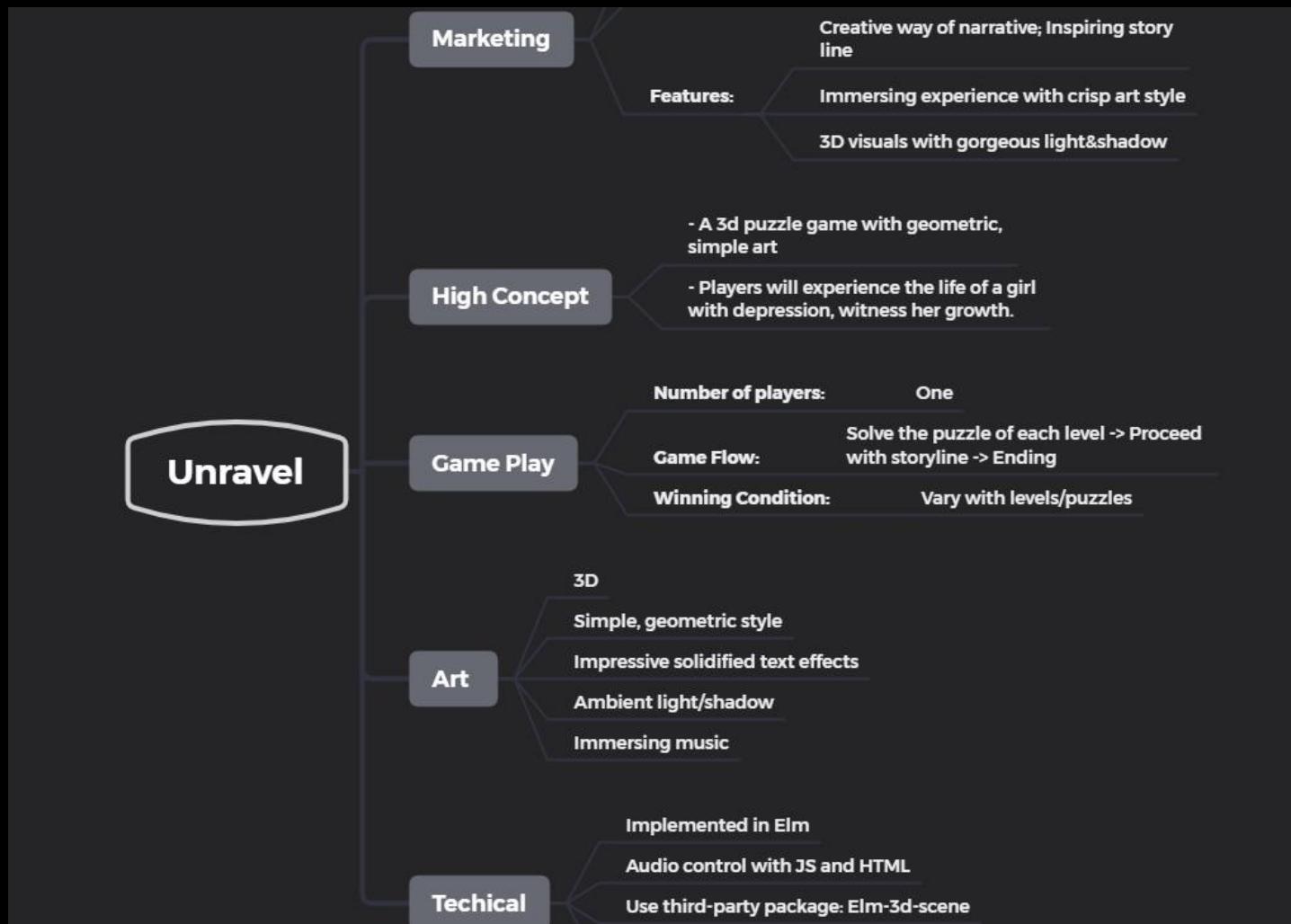
Victory condition: Find him.

Additional Rules: None.

PART 03

Concept Diagram

Concept Diagram



PART 04

User Experience

User Experience

Narrative:

Unravel immerses players into a mysterious world in the dream of a little girl with depression. As players solve the puzzles, they will experience her fear, her loneliness and finally growth and courage to love. Feelings and story are subtly embedded in the varied puzzles of game levels.

Challenging:

Types of puzzles vary in different game level. Some require swift reaction, while for others they may need to find the right path, etc.

Expression:

In the story of Unravel, players will find a sense of familiarity, for example, social phobia. By reacting to these realistic challenges, the game may prompt players to see them from another perspective, and gain inspiration.

PART 05

Acknowledgement

Acknowledgement

Musics:

<https://www.zapsplat.com/sound-effect-category/factory-and-warehouse/>

<https://freesound.org/people/Cyberkineticfilms/sounds/135434/>

<https://www.dafont.com/enhanced-dot-digital-7.font?back=bitmap>

<https://freemusicarchive.org/genre/Ambient>

I offer you that kernel of myself that I

have saved somehow

-the central heart that deals not in words, traffics not

with

dreams and is untouched by time, by joy, by adversities.

I offer you the memory of a yellow rose

seen at sunset,

years before you were born.

I offer you explanations of yourself,

theories about yourself,

authentic and surprising news of yourself.

I can give you my loneliness, my darkness,

the hunger of my heart,

I am trying to bribe you with uncertainty, with danger,

with defeat.

— Borges “What can I hold you with?”



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