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Thread: [Unravel Is Still Leaving An Impact A Decade After Launch](#)

Stanley - February 10, 2026, 11:55 pm

Unravel Is Still Leaving An Impact A Decade After Launch

Unravel celebrated its 10-year anniversary on February 9, 2025. Below, we look back on the tiny passion project and speak with a developer about how it came together. During EA's E3 2015 press conference, Coldwood Studios' Martin Sahlin came out on stage and revealed a cute platformer called Unravel. As he revealed Yarny's handcrafted origins and spoke about the heart and passion Coldwood had in creating this new experience, you could hear and see him growing more emotional. It wasn't an E3 flub, but a reminder that the industry is at its best when developers have space to make games they love. Unravel turned 10 years old on February 9. I still remember the game's impassioned reveal and how I had such a wonderful time playing. Revisiting Unravel at its surprisingly distinct sequel ahead of this anniversary, I was taken aback by how refreshing these yarn-filled adventures were. I was even more excited to learn that some of the team is reuniting to work on a new game launching later this year. [Continue Reading at GameSpot](#)

<https://www.gamespot.com/articles/unravel-is-still-leaving-an-impact-a-decade-after-launch/1100-6538072/?ftag=CAD-01-10abi2f>

R5N3T - February 11, 2026, 2:21 am

Wow, it's amazing that Unravel is already 10 years old. It's great to see how a small passion project can leave such a lasting impact.

shakur123 - February 14, 2026, 9:55 pm

Tight mechanics, emotional tone, and handcrafted detail age better than most AAA spectacle. Proof that passion projects, when done right, outlast trends.