

LITTLE NIGHTMARES

Tyler Gorman

Overview

Little Nightmares follows the story of a starving girl named Six, who must navigate through the vessel known as the Maw while evading the aggressive larger-than-life horrors that inhabit it.

Throughout the ship, Six encounters Nomes: small skittish creatures that either avoid her or passively watch her journey. Six works her way through The Prison, The Lair, The Kitchen, and The Guest Area uncovering the secrets of the Maw and its prisoner children. Six's hunger increasingly becomes an issue as she devours larger and larger prey

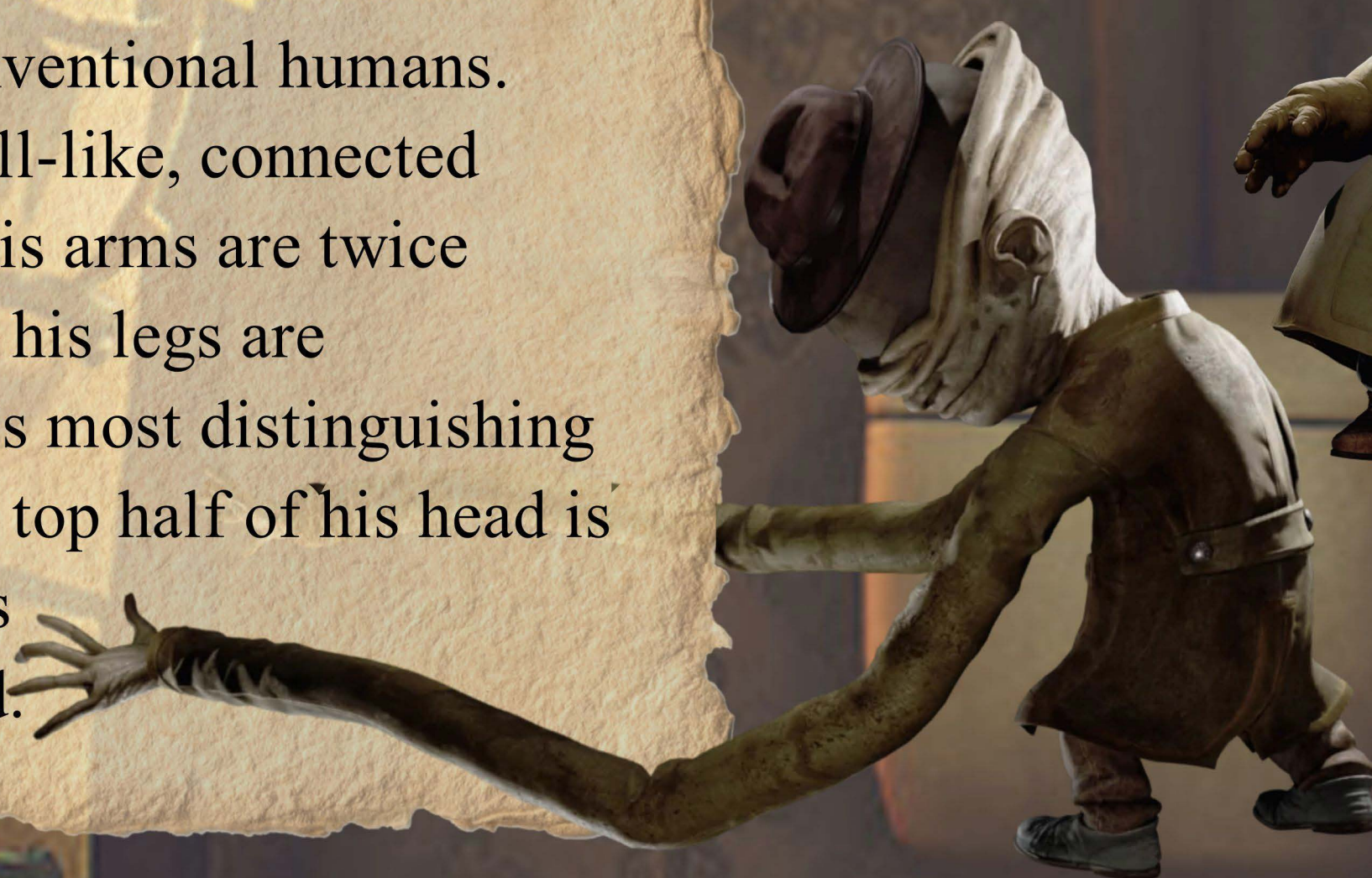


Six – The player character. Six is a young girl whose motif is a yellow raincoat covering her face, except her nose and mouth. Six's journey is filled with danger. Six plays the role of the meek victim, but her habit of consuming everything and betraying others hints at her being a force to be reckoned with; everyone should watch their back.

Nomes – The Nomes are small, human-like creatures that don cone-shaped hats, who do not speak. They are collectibles; there are thirteen that Six can corner and hug. Through exploration, the player discovers that the Nomes used to be children and are now perpetually bound to the Maw, perhaps through The Lady's enchantment.



The Janitor – The first antagonist. The Janitor is a human-like monster whose dimensions are extravagant compared to conventional humans. His head is enormous and ball-like, connected to his torso by a thin neck. His arms are twice the length of his torso, while his legs are incredibly short. The Janitor's most distinguishing feature is that the skin of the top half of his head is peeled down, sagged over his eyes, causing him to be blind.



The Twin Chefs – The second antagonists. The Twin Chefs are conjoined, overweight human-like monsters with preschool-like proportions, with stubby arms and legs. Their "flesh" folds over itself in an almost comical way, typically on their "face." Despite being chefs, they lack the needed skills, displaying poor hygiene and serving the guests raw meat.



The Guests – The minor antagonists of The Guest Area. The Guests are seen as exceedingly obese human-like creatures with bloated faces that appear to be deflated; their eyes are sunken into the surrounding flesh. The males are bald, while the females have their hair in buns; some can be seen wearing *kabuki* masks.



The Lady – The main antagonist. The Lady is the mute proprietress of the Maw, who cast the enchantment to keep it running. She is an abnormally tall and slender woman whose appearance is similar to a Japanese geisha. Her face is eternally covered by a white porcelain mask, where only her black eyes penetrate.

