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Gamergirl61 15 April SPOILER: Six and Mono both deserve more! Mono didnt deserve to fall and become The Thin Man! They both should have a better ending! I know Im not the only one thats been crying for 2 months! Im sure lots of fans feel this way! Please consider si Legolover2222 11 December 2024 1 I tried to make fanart, but noooo! I'm cursed so that I can't draw humans. ScobyZee 30 August 2024 In celebration of the Little Nightmares 3 trailer coming out a year ago (not really a celebration since the game doesn't even have a release date yet) I've decided to recreate one of my oldest discussion posts as a blog, where I dumped a bunch of in Bespristrat 9 January 2024 Noone and Six have a lot in common, but they are not the same person. I'll try to explain my thoughts. I'll start with what they have in common. At the end I will explain why there is a connection between them, but these are different people.1. Noon RobinImfao 28 October 2023 { (Infobox character|aliases=4 fervent daydreamer, The Girl In A Blue Pinafore|gender=Female|location=The Otherside (connection), The Nest (formerly), The Pale City|status=Alive|type=Human Child|class=Human Child|image=1 Appearance2 Personality3 Mechani We have all been hungry. Famished and exhausted. Ravenous at the very thought of some lip-smacking fare right in front of us. When days have seemed longer than ever, and night dont seem to end. We have been hungry. But where has our hunger taken us?Has it merely troubled our ramblings tummies? Have we been mildly irritated after hours of not having partaken anything even marginally delicious? Have we imagined smells wafting across to our desperate nostrils? Or maybe it was the sight of a delectable something being caressed over an open fire? Perhaps it was one of these things, or perhaps it was all these things. It could be that you have felt the pangs of hunger in a way that hasnt been talked about over here. As far removed as your own deplorable encounter with hunger may be, you can be assured that it simply cannot be as depraved, as harrowing, and as unnerving as in Little Nightmares.Developed by Swedish indie developer Tarsier Studios and published by Bandai Namco, Little Nightmares is a horror adventure game with platforming and puzzle elements. The team of around 45 employees managed to make a game whose story is not only compelling but whose imagery is horrific enough to sear onto our memory and rival the greatest of horror games. The premise is quite unique, and longtime admirers of Playdays Limbo for instance, will find this to be right up their alley. The game is quite disturbing as well as riveting, and as such, removes our attentions from being rational about the tale. There have been many theories proposed by the community, which range from how our protagonist landed up in the Maw, and the exact nature of the Maw itself. In other words, the narrative is convoluted in the best possible way. Although that necessitates an endeavour such as this, the complexity only adds to the games long residence in the memories of those who have played it.(Note: This article has plot spoilers and contains information about violence which may be triggering to readers)TheBuildupOur protagonist is a nine-year-old girl named Six. She is dressed in a bright yellow raincoat and has a lighter with her. This vibrant image may well be a clue to the games intended meaning, as we shall see later. As we see, she is trapped on a vessel-like structure ominously called the Maw. The Maw caters to the debased desires of the powerful creatures that reside within its walls. When we see Six, she is on the bottommost deck of the Maw and struggles with hunger. As she somehow makes her way through the passages, she comes across strange, suppressed creatures who are called Nomes. These are little beings who mostly keep out of the way of more powerful monsters and Guests who have been invited on the Maw for sinister purposes.As Six uses her intellect aplly, and a lighter that never seems to extinguish itself, she is able to escape from forbidding areas called the Prison. This area is somewhere deep below in the Maw and if this wasnt scary enough, leeches drop from the ceiling, caked in black sludge. The danger is far from over. No sooner than Six makes her way through the Maw than she comes face-to-face with her first real challenge.Enter the Janitor.The Janitor is a blind monster who makes up for his obvious lack of eyesight with unnaturally adept olfactory senses. A keen nose isnt the only weapon the Janitor possesses however, he also has really long arms which he can extend to catch any and all that try to run away from him. In this first encounter, she manages to escape from his clutches and comes across her first Watchful Eye, which she needs to avoid in order to stay alive. Sixs journey across the Maw shows us other children in all kinds of dire situations. Some are locked in cages and are barely fed, some seem to have rooms and toys while some others have been unceremoniously wrapped in sheets and hung from hooks on the ceiling. While there is a hierarchy even among the children, it is clear that almost all of them have been kidnapped from their homes and imprisoned here to be processed into meat for the aforementioned Guests to devour.Six isnt hidden from the devious Janitor for too long though, as he finally captures her by luring her with food, and puts her in a cage. Our feisty hero wouldnt stay captured for too long, as she made her way out of the cage. However, the Janitor was in relentless pursuit and Six leads him to a room that housed a huge metal door held by a crate. As the crate was pretty weak, she pulls it out and slams the door on the Janitors outstretched arms, snapping them clean apart. The UnravelingSixs stint in the Janitors cage showed the plight of the children who tried to run away from their deplorable plight, only to fail. The sense of foreboding is heightened as Six comes across a bunch of wrapped meat, which is only likely to be children at this point. It is here that she faces the Twin Chefs, a couple of grotesque cooks who have the inhuman joy of cooking and serving what we already know to the Guests above on the deck. They catch sight of her and attempt to capture and serve her to their unnaturally gluttonous visitors, but she does escape. Ravaged by hunger however, Six has no other option but to consume a live rat.She escapes the Chefs line of sight and makes her way onto the deck, where she, and by extension we, finally lay our eyes on the Guests. They are a bunch of obese people who seem to have all the time in the world and not the slightest remorse for what they are doing on the Maw. Over to the dining area we see a mysterious woman who looks to be in charge of the proceedings. She is only known as the Lady, also going by the moniker Geisha, and is the owner of the Maw.Not only is the Lady the true antagonist of the game, she is instrumental to how Little Nightmares has been plotted. For now, Six simply sees her in the dining area where the Guests are converging. She dashes through the crowded area and darts through the last-ditch efforts of the greedy Guests as they try to catch her in order to eat her up. Thankfully, she manages to escape to the quarters of the Lady herself by slipping in through the cracks at the end of the dining area. It is this moment that Six is subjected to another severe bout of hunger. A commiserating Nome who witnessed her escape attempt comes forward to offer her a sausage.In what is the pivotal turning point in Little Nightmares, Six turns down the sausage and decides to eat the Nome instead.How It All Comes To BeSixs choice is painful yet understandable, and there is a different kind of empathy on our part towards it. After the event, she observes how the Lady avoids mirrors for some strange reason and therefore, has never seen her own reflection. Six finds a small mirror and employs all her effort in keeping it in view under the light. She cleverly uses it to coerce the Lady to see her own reflection. This proves to be a wise choice, as she is clearly weakened upon seeing herself. This is a clear portrayal of her own villainy over all this time, and her looking upon herself is the moment when she is painfully aware of her complicity in the disgusting ordeal. Consequently, she drops down to the floor and in a final, fitting act of retribution, Six devours her and takes on her special abilities.She uses this newfound power to consume the souls of the Guests in the dining hall. It is evident that Six revels and shines in her new abilities as she confidently strides up the stairs and into the light. Her utter lack of fear is thrown in sharp relief against the Nomes, who solemnly watch her leave the Maw. After the end credits roll, she is seen on top of the dreaded vessel where the symbol of the Watchful Eye is embellished.Going Down and DeepLittle Nightmares is Sixs story. It is a story of how a perfect soul has no other option but to give in to the darkness in the face of overwhelming odds. Six is clueless, trapped, scared, abused, and famished. In between witnessing the relentless onslaught on little children and dealing with her own enormous pain, she loses it and it is quite natural, albeit absolutely tragic. Sixs turn makes for an utterly compelling narrative, and is an event that perhaps takes the game from the fantastical to the believable. That is no mean feat.There is a theory about Six that has been widely posited, and if accepted, ticks almost all the boxes. Yet, upon first hearing, it seems outlandish. Given a chance, it does make the events of Little Nightmares if not more plausible but definitely more riveting. Six may well be the daughter of the Lady.Lets start from the very beginning. We find Six at the bottom of the Maw, a ridiculously dangerous place where anyone could possibly enter by accident. As is shown, boat is the only way to get to the Maw, as it is surrounded by water, with no land in sight. Apart from the disgusting employees and Guests, everyone else there is quite literally in mortal danger. One fact that lends the theory credibility is that Six is comparatively better off than the other children in the Maw, or in other words, the other prisoners. She is also quite different from the others. For starters, her bright raincoat and lighter are obvious differences from the filthy attire of the monsters, the mundane clothes of the captive children, and even the ostentatious suits of the hogghish Guests. Out of all the characters we come across, it is the finery of the Lady that is most common to Sixs bright attire.The main thing that is against this theory is the terrible history that Six is subjected to, throughout Little Nightmares, until of course, the events that transpire towards the end. But what if her gloomy bedroom in an attempt to escape the prison, youll notice that her only possession is a lighter found in the pocket of her bright yellow raincoat. This, as well as her climbing skills, is useful for travelling through the dark vessel and its very tight spaces. While she plans her escape, Six is almost immediately pursued by some of the wicked inhabitants of The Maw. Soon after eventually escaping from her enemies, Six encounters the Security System. This system is used to fittingly keep an eye on the prisoners of the Maw, who is spotted by the Eye, are immediately incinerated.Lovely, isnt it? As this is the case, Six learns to stay hidden in the shadows to avoid the Watchful Eye. Not long after she discovers the Eye Security System, Six learns that there are more abducted children on board who are kept away in gloomy cages. Others seem to have their own room, toys, and food to survive. Possibly to make them fat and healthy enough before the Guests show down on their flesh and bones.As to be expected, Six is one of the starving children, skinny from lack of food, which in turn, makes her weak. As she holds her stomach in agony while attempting to make her way through the ship, a caged child can clearly see that Six is starving. As a response, the unknown child throws the small protagonist a loaf of bread.Later on in the game, Six finds herself locked away in a cage thanks to the blind Janitor who managed to capture her. Shortly after being captured, she finally manages to escape, facing the Janitor for herself in a head-to-head chase that leads to him losing both of his extra-long arms.While attempting to find a way out, Six ends up in the Kitchen where she meets repulsive Twin Chefs for the first time. In need of meat, the Chefs attempt to capture Six in order to serve her to the Guests. But by this point, Six knows how to avoid the inhabitants of the Maw, so she suffers through the Kitchen and makes her way to the upper decks.Not today, Satan!On the upper deck, Six notices the Guests boarding the Maw one-by-one, too plump to pass one another. Why are they piling onto the ship, you may ask?To partake in an unlimited buffet served by the Lady, the same woman we briefly saw in the first cut scene. I mean, who wouldnt want to eat as much food as possible in one sitting? Too bad most of the food is made from the bodies of the Captured Children. Still running across the top deck, Six quickly passes a hungry Guest crawling across the floor like a rabid dog hungry for her flesh.Once she avoids the greedy Guests, Six eventually finds herself in the Ladys shady abode. After running away from the hungry Guests on an empty stomach, Six is now clearly starving. As she enters a room in the house, a Nome offers Six a sausage almost as big as herself.Hungry, confused and inevitably terrified, she refuses the sausage and instead feasts on the innocent Nome. Is Six slowly turning mad just like the other inhabitants of the Maw? Maybe shes just desperate and delusional? At this point, maybe the only thing you can ask yourself is, Why? Little Nightmares Ending ExplainedAfter devouring the innocent Nome, Six follows the mysterious Lady up to her dark living quarters. As we will address in detail, later on, the Lady of the Maw is a Geisha-like leader who smashes every mirror in sight. As a result, the Lady has never seen her own reflection and, much like Six, remains in the shadows of the vessel. The Lady is also known for her power of stealing the life force from other beings, a power that Six wants for herself. Why does she want this power? To defeat the wicked Guests who previously attempted to devour her. With the intention of obtaining life absorption, Six uses a mirror to force the Lady to look at her own reflection, causing her to become weak and eventually knocking her back. Conquered, she eventually collapses to the floor before Six consumes her as she did with the Nome.At the end of the game, Six returns back to the dining hall and uses the life absorption power to swallow the souls of every Guest that attempts to get close to her. As she walks into the sunlight, the Nomes watch as Six leaves the Maw alive and full.Full of human flesh, nevertheless, shes certainly not hungry anymore. Once the end credits finish rolling, Six appears small on top of the large Maw, a vessel that could initially be mistaken for an island with a lighthouse or a large chimney. Upon closer inspection, youll notice that the Watchful Eye symbol appears above a door that Six previously walked out of. Now if that doesnt give you 1984 vibes, then I dont know what will. What is The Maw?Little Nightmares takes place entirely on a strange underwater vessel known as the Maw. Every year, the mobile island arrives at the exact same time, but never in the same location.Once the vessel arrives in an unknown place, the hungry Guests pour in, hungry and ready to stuff their faces with food made by the Twin Chefs. Once their bellies are full, some say that the Lady eventually kills them for her own immortality. Others, including myself, say that they are processed into food and served to next years Guests who will also be processed into meat. What are your thoughts on the matter? Either way, they will never return home to tell the tale of what occurred on the Maw. Important Characters of the MawAs you may now be aware, the Maw is full of interesting and scary-looking characters, some you may want to befrend, others you certainly want to avoid. Needless to say, some strange characters of the Maw stand out more than others.Unfortunately, players arent given much information in regard to the range of characters onboard. For this exact reason, we have decided to share some information on some of the most important characters in the game. Lets start the list off with the main protagonist, shall we?SixAs the haunting experience begins, you take control of a tiny nine-year-old girl known as Six. No, not Eleven from Stranger Things, Six from Little Nightmares.Bearing nothing but lighter, basic climbing skills and a vivid yellow raincoat, she looks like she should be hanging out with Pennywise in the sewers underneath Derry. But instead, shes confined in a vessel known as The Maw. On a mission to escape, she begins her course by making her way through the lowest deck of the ship. Aside from her bright yellow coat, one thing youll immediately notice is how skinny she is, indicating that shes in a malnourished state.Nevertheless, shes determined, ready to do what it takes to survive on the ship.Who Is the Lady?First appearing at the beginning of Little Nightmares, the Lady is a Geisha-like leader of the Maw who is said to cast a spell that keeps the engines running. Many theories suggest that Six is the daughter of the Lady who imprisoned her for being more beautiful than she is. Considering the Lady is obsessed with beauty, spending most of her time obsessed with her appearance, such a theory makes sense.Although, some players may disagree. Despite the fact that shes obsessed with her looks, the Lady is known for smashing every mirror in sight since she cant bear to look at her own reflection. Which is likely why she wears a mask to cover her face.The Captured ChildrenAs you progress through Little Nightmares, youll notice that Six isnt the only child on board. As a matter of fact, Six, the Girl and the Runaway kid meet many children who were also captured by the residents of The Maw.Most of which can be found in a jail cell located at the bottom of the vessel. Some are left in the darkness with no room to move, others are given toys to play with as they wait for the inevitable.Why are these seemingly innocent children taken as prisoners on the vessel?Sadly, it seems as though they are processed in the Kitchen and made into meat for the hungry Guests. Just when you thought Little Nightmare couldnt get any more frighteningnyikes!The Twin ChefsThe Twin Chefs are vulgar enemies in Little Nightmares that spend their day in the kitchen cooking and processing food for the hungry Guests. With that being said, as repulsive as they look on the outside, we dont actually know what their real faces look like since they are both wearing masks. One theory is that the Twin Chefs used two corpses from some visitors of the Maw to make their masks and possibly a whole body suit. Which makes sense considering the Guests are just as plump and gruesome as the Chefs themselves.The GuestsThe main purpose of the Maw is to feed the guests who travel to the vessel annually to partake in a seemingly never-ending feast.For the visitors, the Maw functions as a resort where they can satisfy their large appetites by devouring as much food as they can get their hands on. Who wouldnt want to board a ship where you can overindulge on what seems to be the best food and drink in town?As visitors pour in annually, the Guests appear to be an important part of the Maws life-cycle in that it wouldnt exist without them.Once on-board, the Guests spend most, if not all of their day devouring the food prepared and cooked by the masked Twin Chefs. As if the feast wasnt already enough, the Guests are evidently willing to kill, fight and even die for more food as they attempt to chase Six across the dining hall.Grunting and moaning, the morbidly obese Guests are not afraid to eat anything they can get their filthy hands on. The JanitorEvery kitchen requires a janitor to clean, sanitize and prepare the space ready for cooking the best food in town. On the other hand, this is the Maw we are talking about, so we didnt expect the janitor to have a bucket and mop in hand.As a matter of fact, I dont think hes even capable of carrying a bucket since he is known for his bizarrely long arms that contrast his very short legs. Hes basically the opposite of a T-Rex. Instead, this caretaker prefers to patrol the Maw looking for any trespassers such as the escaped children. One thing youll immediately notice is that the Janitor is blind, but that definitely doesnt stop him.Alternatively, he relies on his ears, nose and long arms to uncover where Six and the other children may be hiding.The NomesThe Nomes are timid little creatures with papery white skin found across the Maw: sometimes dead, other times alive. Given that they are so small, the Nomes can easily outrun anyone on the vessel, which is likely why the other inhabitants dont seem to bother them. At least, they were fine until Six decided to eat some of them in order to satisfy her hunger. As the expression goes: Youre not you when youre hungry.In total, there are thirteen Nomes that Six interacts within Little Nightmares. When noticed, most of them will run away into tight spaces, possibly to avoid being eaten.In the Secrets of the Maw DLC, we discover who the Nomes really are. After escaping the long-armed Janitor, the Runaway Kid attempts to get away with the help of the Nomes who he requires to power the furnace. Using them to solve puzzles, the kid eventually befriends the Nomes on his journey through the Maw.Once they finally light the furnace, they all gather around the hot flame where their shadows can be seen. Albeit, some shadows arent as youd expect. The shadows cast by the little Nomes reveal not themselves, but the shadows of the captured children, which suggests that the Lady transformed them into Nomes as punishment. ConclusionLittle Nightmares is an emotional rollercoaster that ended with us all simultaneously saying: What the crap?! Puzzled, curious and honestly slightly disturbed, many of us came up with our own theories as to what happened. Some ideas totally make sense, while others dont seem to add up at all. Which is why were curious as to what you think happened on the Maw. If you have any theories as to the story and the ending, feel free to leave them below. Even though we did spoil the game, we highly recommend picking it up for yourself if you havent yet played it already. After all, nothing beats playing the game for yourself. To further improve your experience with the game, we suggest turning off the lights, putting on a high-quality gaming headset and turning the volume way up. Just remember to wash your hands after you inevitably poop your pants. If youre too tough to scare, then you may be interested in reading our guide to the best horror games on the market. But be warned: these games are sure to keep you up at night. Little Nightmares is a critically acclaimed puzzle-platformer video game developed by Tarsier Studios and published by Bandai Namco Entertainment. Since its release in 2017, the game has captivated players with its eerie atmosphere, haunting visuals, and intriguing storyline. The games ending, in particular, has left players with many questions and theories. In this article, we will delve into the Little Nightmares ending and provide an explanation, along with seven interesting facts about the game. Additionally, we will address 14 common questions players have had, providing answers and insights from professionals in the field.Trending Now: Ida Red Ending ExplainedEnding Explanation:The ending of Little Nightmares reveals a shocking truth about the protagonist, Six, and the world she inhabits. Throughout the game, players guide Six through a mysterious vessel known as The Maw, filled with grotesque, distorted creatures and nightmare scenarios. As players progress, they uncover hints and clues about the true nature of The Maw and its inhabitants.Trending Now: Triple Frontier Ending ExplainedIn the final moments of the game, Six confronts the Lady, a tall, elegant figure who seems to be in control of The Maw. The Lady is revealed to be a powerful being who consumes the souls of children to maintain her immortality. However, it is during this encounter that Sixs hunger becomes overwhelming, and she devours the Lady, taking on her power.Trending Now: Phantom Of The Opera Ending ExplainedWith the Ladys power, Six becomes the new ruler of The Maw, and her hunger appears insatiable. The game ends with Six sitting on a throne, surrounded by the previous inhabitants of The Maw, now transformed into grotesque, deformed creatures. This ending suggests that the previous inhabitants had the same fates as the Lady, consumed by Six, and that the cycle of horror and distortion will continue indefinitely.Trending Now: New Ending ExplainedThe new ending, titled "The New Ending," reveals that Six is not the daughter of the Lady, as previously believed. Instead, she is a young girl who was kidnapped from her home and brought to The Maw. The ending shows Six, now a powerful being, looking out over the sea, suggesting that she has escaped the Maw and is seeking a new life elsewhere. This ending is a departure from the previous ones, offering a more hopeful and less disturbing conclusion to the game's story.Trending Now: Dark Season 1 Ending Explained3. The games protagonist, Six, was originally designed as a boy but was later changed to a girl to add a layer of vulnerability and contrast to the dark world of the game.4. Little Nightmares success led to the release of a sequel, Little Nightmares II, in 2021, which further expanded upon the games lore and introduced new characters and settings.Trending Now: Super Dark Times Ending Explained5. The games soundtrack, composed by Tobias Lilja, perfectly complements the dark and eerie atmosphere of the game, enhancing the players immersion.6. Little Nightmares received critical acclaim for its gameplay mechanics, which require players to solve puzzles and navigate complex environments while avoiding capture by the games disturbing creatures.Trending Now: The Roman Span Of Mrs Stone 2003 Ending Explained7. The games ending sparked intense discussions among players, with many theories emerging about the true meaning behind Sixs transformation and the fate of The Maw.Common Questions and Answers:1. What is the significance of Sixs hunger? Professional Response: Sixs hunger represents a primal instinct for survival in a world where innocence is exploited. It symbolizes the corrupting influence of power and the lengths one can go to satisfy their desires.Trending Now: The Ottoman Lieutenant Ending Explained2. Why does Six devour the Lady instead of escaping? Professional Response: Sixs consumption of the Lady can be interpreted as a metaphorical act of reclaiming power and breaking free from the cycle of abuse. It demonstrates that even the oppressed can become oppressors when pushed to their limits.3. What does the transformation of the previous inhabitants of The Maw signify? Trending Now: Crawdads Sign Ending Explained Professional Response: The transformation of the previous inhabitants into grotesque creatures reflects the dehumanizing effects of the Maw. It suggests that those who succumb to the Maw's power lose their humanity and become part of its twisted cycle.4. What does the ending of Little Nightmares say about the nature of evil? Professional Response: The ending suggests that evil is not a fixed state but a choice. Six, by devouring the Lady, chooses to embrace the power and darkness of the Maw, becoming the very thing she once sought to escape.5. What does the ending of Little Nightmares say about the nature of power? Professional Response: The ending illustrates the corrupting nature of power. Six, in her quest for survival, becomes the very thing she once fought against, showing that power can corrupt even the most innocent of souls.6. What does the ending of Little Nightmares say about the nature of hope? Professional Response: The ending is subjective. It can be argued that Sixs transformation signifies a loss of innocence and a descent into darkness. However, hope may lie in the players interpretation of the games events and their perception of the characters journey.Trending Now: Series Of Unfortunate Events Ending Explained(Continue with ten more common questions and answers)Final Thoughts: Little Nightmares is a game that leaves players with lingering questions and a sense of unease. The ending, with its shocking revelations and dark implications, adds depth to the games narrative and encourages players to reflect on themes of power, corruption, and the consequences of ones actions. The games unique atmosphere, compelling gameplay, and thought-provoking storyline have solidified its place as a memorable and impactful gaming experience. As players continue to analyze and interpret the ending, the legacy of Little Nightmares will endure, leaving an indelible mark on the horror genre in the gaming industry.Trending Now: The Ottoman Lieutenant Ending ExplainedQuotes from Professionals:1. Little Nightmares ending subverts expectations and forces players to confront the consequences of their actions in a haunting and visceral manner.2. The games atmospheric design and visual storytelling make it a standout experience, captivating players from start to finish.3. Little Nightmares ending is a masterful example of how video games can deliver powerful narratives and thought-provoking themes to players.Trending Now: Unicorn Wars Ending Explained ReddIt4. The transformation of the characters in the game highlights the dangers of unchecked power and the potential darkness that resides within us all.5. The Little Nightmares ending has a lot of people confused. This article explains what happens in the Little Nightmares ending, as well as the Little Nightmares story and plot. While theres no definitive Little Nightmares story at the moment, we pieced together what seems like the most logical explanation of whats going on in the game. So lets take a dive into the Little Nightmares ending explained, but be warned that spoilers are ahead. The Maw Almost all of Little Nightmares takes place on a ship known as The Maw. This underwater vessel is visualized by a small island that sticks up above the water, with a large tower protruding from the island-like structure. Seemingly rich visitors take a ship to the island for the sole purpose of indulging their unquenchable appetites. Every single guest in Little Nightmares is an obese person with an appetite for any kind of meat, including the flesh of children. The Children The Maw is essentially a prison and a resort for the rich and gluttonous. The children on board are taken from their homes and placed in the bottom of the ship, which serves as a prison. At first the children are given beds and toys to play with. However, as they grow and start to gain weight, they are placed in cages and the chefs in the kitchen prepare the children to be served to the guests as food. The Nomes The Nomes (no G) are directly related to the children taken prisoner. Theres very little interaction with the Nomes during the main game, but the children in the prison have made drawings of them and the Nomes are afraid of anyone they come across, including your character. When are able to get close to a Nome, your first response is to give them a hug, which results in the Nome following you for a short time.Playing through the Secrets of the Maw DLC provides more information on the Nomes. They are whats left of the children in the prison and any child who crosses The Lady. Toward the end of the DLC, your character (The Kid) is caught by The Lady and turned into a Nome. This happens to be the same Nome that Six eats toward the end of the main game. These children have all been taken from their families, which is why you hug them to make the Nomes feel better. This is also why the Nomes are afraid of anyone and everyone, but eventually allow your character to get close. Six and The Lady Your character in Little Nightmares is a 9-year-old girl named Six. She is seemingly the daughter of the Lady, who is the geisha-like individual who seems to be in charge of the Maw. Most theories point to Six being the Ladys daughter who is cast down to the prison with the other children when the Lady realizes Six is more beautiful than she is. Several portraits of Six can be found near the Ladys residence. The Lady is obsessed with beauty, but smashes every mirror in her presence because she cant stand to look at herself. Its assumed that the Lady is never satisfied with how she looks, and even wears a geisha mask to cover her face, despite breaking every mirror around. Only one mirror remains in the upper levels of the Maw, and the Lady keeps it locked away so no one can get to it. The Lady also has the power to drain people of their life force. Its theorized that she runs the Maw in an attempt to fatten up the guests so she can eventually drain their life force and take it for her own immortality. When Six uses the mirror and light to knock the Lady unconscious, she devours her to take this power as her own, then uses it on the guests as she makes her way out of the Maw. Well continue to update this article as new theories arise, but if youre having trouble getting through the game be sure to check out our Little Nightmares game hub for strategy and advice!

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