

# LittleNightmaresII



# Biography

This game was made on February 11, 2021 and was developed by Tarsier Studios. This story is a horror puzzle game that involves two characters named Six and Mono. These two characters are extremely small and they have to navigate through an adventure and find their way out safely. This is a one player game, however, the other character helps you out with certain things like holding out her hand so that you can jump over certain obstacles (This is more important towards the end).



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# Characters

Characters include these main antagonist's:

1. The Hunter
2. The Doctor
3. The School Teacher
4. The Tall man



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# The Hunter

When playing the demo of this game, we get to experience “the hunter” which is a man that looks like a scarecrow wear-



ing a hat. However, we experience that whenever he spots you, he tries to shoot you just like a hunter would for his prey. The hunter is a terrifying character and was portrayed really well by the developers. This character is also

one of the more interesting characters as he was the one who was keeping six inside his house to begin with. So, question is, how did she get there?

# The School Teacher

This teacher is a creepy character within this game as well as the others. This one differs from the rest as she can stretch her neck really far. This character can be found as one of the main boss characters in this game. The school teacher is obviously placed in a school setting, but this character has the ruler in hand like back in the days when kids were used with that ruler for being naughty. If caught, the teacher will send off her students to capture you.



# The Doctor

This character is extremely unique as this character walks on the ceiling. This character is known as “The Doctor” as he puts together the mannequins within the game. While trying to sneak past this character, you can see that this character tries his best to fix the broken mannequins within this game. As he is intently doing his job, he is bringing these so-called “mannequins” back to life.



## The Tall Man

This tall man is seen towards the end of the game as the final boss battle. This tall man is one of the more important characters as he reveals a big twist to the ending of this game. We see him as

a threat when really we shouldn't (Explained in storyline). This tall man is seen through this wooden door that we



keep getting pulled towards and eventually, we pull him out. This tall man has the power to glitch himself closer to his threat and forces others to slow down so that everything is in slow motion.

# Storyline

We begin with our character, Mono, waking up in a forest. As we make our way through the forest, we discover bear traps throughout the entire forest. So who had placed them there and why? Well, before discovering the who, we discover the where. We get taken to a little draft house and the little window is open for us to get inside. As you discover this home, you can see that this house is not taken care of. The dishes are not clean and neither is the house. As you explore this house, you find the basement as well as a little girl. This is Six from the first game, but you don't realize this until later in the game. Further into the house and you eventually see the hunter cleaning his shotgun. He spots you escaping and runs after you. You eventually end up in this lake or pond that he doesn't see you in and continue moving forward. However, he continues following slowly, but surely. When you get to the grass again and you time the position right, you are able to hop down into this hole and be taken to this shed. In this shed, there is another shotgun on the wall, but at the same time, you are being chased by the Hunter. So once you grab it off the wall, you fire shots into him. Now, you don't know if he's dead for sure or whether he is just hurt, but you won't see him in this game after that.

After climbing out of the shed, you find this river and you use a door to help carry yourself over to the other side. On this other side is a city. As you pass through this city, you end up seeing a building as well as a playground to go with it. Can you see where this is going? Yes! It's the school. In this school is where you begin to see the naughty children as well as the school teacher. The naughty children take Six away and you end up chasing after her to go find her within the building. As you make your way into this building, you can see a shadow of a neck that was stretched out that was going back to its original position. This ensures that this is the teacher, but you won't know that yet until you find her within a certain classroom. When you get to this classroom, you can see her writing stuff on the chalkboard with a ruler in hand. As you slide past her back, you find the key and can make your way out of there. However, you run into some naughty children along the way and have to fight them off. After destroying their fragile bodies, you can then find Six and make your way out of there. To make it out alive, you have to get past the teacher once again, but this time, she hears you escaping and stretches that long neck of hers chasing you out.

After doing so, you go through the city and exit the building with the teacher chasing you out with her disgusting neck and make it into a garbage can making your escape. Before finding the next boss, that being the Doctor, you have to make your way through the very large landscape of a city while it's raining. Only until then do you reach the hospital filled with the doctor as well as scary mannequin patients that come to life. When entering the building, you have to find two fuses to make your way up to the elevator and on to the top. While looking for these fuses, you also have to avoid the doctor as well as the walking patients. These patients chase you eventually, but you can get away from it. A good thing to know as well is throughout these chapters, at least one time Mono will see a glowing TV and push himself into it like he is compelled. He is compelled to open a certain door with an eye on it. He will then be pulled out by Six, but this is an important concept. This time, Mono gets close to the door, but not close enough to open it yet. Anyways, when putting all of the fuses in, the doctor hears you trying to escape and he tries to capture you just like the other creatures, but you do escape and end up burning him in a heater you used previously during this chapter of the game.

Moving on to one of the last bosses, Mono gets stuck in the TV, but this time Six does not pull out Mono and he ends up opening the door. What is on the other side of the door? The tall man. This tall man ends up chasing after Mono and Six and ends up taking Six. So, of course you go looking for Six once again. You then run into these people who are addicted to watching the TV



and you have to make your way through them both: the Tv's as well as the people. At one point, you end up breaking their TV by accident and they chase you once again like the other characters. They chase you until you jump into another TV and end up breaking it on your way to the other side. While looking for Six, you end up being chased by one of the last bosses: The Tall Man. You end up slowing down because those are his powers, but he can be faster with his glitches. You end up on a train in the middle of nowhere and you also have to break off the back side to escape from the tall man. You end up crashing the train and you see a vision of Six. With these visions, you end up following her to see where it leads you to and it leads you to the final boss battle, or so we thought. After beating the tall man, something strange happens. You gain his powers and you fix the city. You are then taken to this building with a pink room. You enter it and you have these puzzles to solve that have a little to do with following the music.

After doing the puzzle, you notice you keep going higher and higher up those stairs. When you get to the top, you end up seeing something disturbing. Remember how I said Six got taken away? Well, she was also made into one of the monsters and was huge. She has the music box in her hand and is scared. You try to hit the music box, but that just makes her angry and can you guess what she does? She ends up chasing you. She tries to find you, but doesn't for a second. As you keep going, you see her again with the music box that you must destroy to get her back to her human form. As you destroy the music box all the way, she shrinks. She turns back into her human form and accepts you once again. However, something else happens. This huge monster with eyeballs all over it starts to make its way over to you and starts chasing both you and Six. As you reach the end, something shocking happens. Mono has to make a jump from a ledge and Six has to hold him and bring him up. Instead of bringing him up, she lets him go into the eyeball monster. Why? We discover that within the secret ending. As we make our way around the insides of this eyeball monster, we see a random chair and Mono takes his place upon the chair. As time moves on, we see him growing older and older. He becomes so tall that we see that he was the Tall Man all along. With Six dropping him, he became the Tall Man. We also see him being trapped there forever as the game ends with him sitting in the chair with the eyeball on the door and the room turns back to pink. We slowly go further and further away from him seeing him wait for himself to open the door once again.

The secret ending is shown after the door closes. We see Six and her shadow self looking over at a newspaper. It's a newspaper about the boat that she was on in the original game, Little Nightmares. We then hear her stomach grumbling as if she's hungry. She let us go so she wouldn't eat us. That is the reason why she let us go to become the tall man. In the end, we see that the second game was a prequel to the first game all along. Mono helped her as many times as he could, and now he is stuck forever chasing his younger self not to make the same mistakes. This is why Mono is being chased by the Tall man and why he takes Six and turns her into a monster. I do hope we get more information on this with the third game if they're making one as I am interested as well as others I know who would love a better ending. With all of these twists, this game was so much fun to enjoy and I am glad I partaken in it.



