


LITTLE HORROR RAISER

 **Settings**

Your Morality can be either good or evil.
Either one will unlock different endings.

Your horror might run away if Happiness is too low.


Energy is used to use Map areas. It will replenish at the start of each week.

Trinkets and your little horror appear in the Home.

Intelligence and Power helps with events and decides which ending you'll get.



This is the current week. You have 20 weeks to raise your horror.

The next turn button, increases the week by 1.



Switch between Home and the Map here.

Home Map



LITTLE HORROR RAISER

Zu'Thun
Morality

Neutral

Happiness

Energy

Intelligence **1**

Power **1**

Money **5.00**

Week 0

NEXT TURN

Morality must be either **True Good** or **True Evil** and **Intelligence** and **Power** must be above 10 to get a different ending.

There are several different endings. Each little horror has 5 plus there are many secret ones to discover.