

Enemies come in various forms and representations, with the main one being massive cats. They are placed in the background of the game and move within it.

- Each room is like a tableau; loading screens or fades to black separate them. Enemies are initially placed in their respective rooms, related to their themes. There is only one basic enemy type in the game.
- During exploration, the player will encounter traps. If the player triggers them, they make noise, attracting the enemy who then starts its usual cycle of phases. If the enemy is already present, it enters a detection and attack state.
- Enemy behavior is classified into different states, each with its specificities:

Regardless of the state, if the player makes noise or enters the enemy's field of vision, it will begin to attack.

① State 1 : Passif

② State 2 : Movement of the enemy's field of vision across the scene

③ State 3 : Active search

④ State 4 : Detection

⑤ State 5 : Attacks

Déroulement des states (Ennemi Présent)

State 1 → State 2 : Random

State 2 → State 3 : Noise made by the player

State 3 → State 4 : Player enters the field of vision

State 4 → State 5 : Automatic

Déroulement des states (Ennemi Ramené)

Absent → State 3 : Player activates a trap that summons the enemy

State 3 → State 4 : Player enters the field of vision

State 4 → State 5 : Automatic

- During State 5, the enemy performs repeating patterns, some allowing counterattacks while others do not. Pattern series are performed in order, with the series being randomly selected by the system. During this phase, the attack area moves to the foreground, allowing the player to be hit and take damage.
- To return the enemy to its state 2, the player must necessarily counterattack, knocking out the enemy for a few seconds, after which it returns to State 3. If the player leaves the room, the enemy does not follow. If the player re-enters, State 1 is assigned again.
- The player cannot directly attack the boss or enemies. Instead, they must use the characters' offensive abilities to set traps beforehand. These traps are formed by combinations of elements similar to the mechanics of games like Divinity or Baldur's Gate (Water + Electricity: Electric Water, etc.).
- After each attack, the enemy undergoes a "Passive" period for a few seconds, during which it does not move, leaving it vulnerable to the player. To inflict damage, the player must position the trap correctly to hit the targeted part. (See "Process of Enemy Attack").
- There are two main ways to hide from enemies:
 - Hide Objects: Objects the player can interact with to hide.
 - Props Hideouts: Being behind them, the player is not spotted by the enemy. Note that depending on their size, hideouts may or may not be usable.

While hidden, even if the player enters the enemy's field of vision, they are not spotted. However, if they exit while the enemy's field of vision is still focused on the same area, they will be instantly spotted, initiating the enemy's state cycle. There is no time limit for hideouts.