

# The enemies that see are running in the game world - P.Last

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In the final part of this series, we will continue to experience both scary and immortal bosses in the gaming world. Meeting them, the only option is to run to preserve life.

## **Gatherer (Amnesia: The Dark Descent)**

Trapped in a spooky castle, the protagonist Daniel will face Gatherer, the hideous creatures often patrol and guard the Brennenburg castle. Because the main character does not have the ability to defend themselves, it will not be able to fight against the Gatherer. Instead, dodging and fleeing are the only means to these creatures. Gatherer will always be on alert when the player is nearby, making sneaking through them not easy.



Not to mention that looking at them for too long will cause the player's sanity to drop quickly, causing many difficulties, even in Hard Mode if sanity drops to zero, Daniel will die. It can be said that confronting Gatherer requires nerves of steel from both the player and the protagonist.

## **Slender Man (Slender: The Eight Pages)**

This game about 'bugaboo' was once extremely hot on the internet for a while. Stray into a forest, the player must find 8 pieces of paper and simultaneously confront the classic creepypasta character Slender Man. Players are only equipped with a flashlight to illuminate the road and not be able to fight Slender Man, which means running away is the only option.



Escaping the Slender Man will become more and more difficult as the player collects new pieces of paper, the more the Slender Man will pursue fiercely. Flashlights are essential to light the way but will attract the attention of Slender Man. Once the Slender Man is close enough, the player is not allowed to look at him otherwise it is considered a failure.

## **The Groom (Outlast: Whistleblower)**

In **Outlast** , the player must flee from almost any enemy, so I would like to choose the most typical character: The Groom. In the middle of the psychiatric hospital with a bunch of patients spoiled in chaos, as if the player had faced all kinds of crazy, they ended up encountering the 'groom'.



Eddie Gluskin always dreamed of being a groom at the wedding and wished to have a bride to get married. Every crime in this institute is full of men but that doesn't stop Eddie from getting a bride. His victims will have

to go through a horrific transgender stage, resulting in nobody surviving. Unfortunately for the protagonist Waylon when he also caught his eye. The only thing the player can do is hide from him and wait for the nightmare to pass.

## Monster Ock (Spider-man)

It seemed that the Spider-man game launched in 2000 was a superhero game for all ages when suddenly something like only in horror game appeared and haunted many childhoods. In the game, Carnage's symbiote, when defeated, leaves its host Cletus Kassidy to join Doc Ock to create a half-symbiote creature and Dr. Octopus, something that even comic book fans don't think about.



With tremendous power as well as scary appearance, Spider-man was forced to run his head from this creature to escape, creating one of the most intense and scary chases in the gaming world at that time. . Until now, Monster Ock is still considered one of the scariest villains, equal to both the Nemesis or Pyramid Head in horror games.



The "handsome boys" missing in Resident Evil - Part 3: Jake Muller

Jake Muller is the son of Albert Wesker, but unlike his evil, ambitious father, Jake goes from just wanting to help his mother to saving the world.

## **Xenomorph (Alien: Isolation)**

It is undeniable that Xenomorph's influence on popular culture is always in the top of the scariest sci-fi monsters. But for the gaming world, perhaps it is the **Alien: Isolation** that gamers can really see the threat of this creature. In *Alien: Isolation*, the Sevastopol space station is actually a territory of the Xenomorph where the main character Amanda Ripley will have to play a hide and seek game that is vital to this creature.



Xenomorph in the game is invincible, no weapon can destroy it completely. Running away from it is impossible when it is detected, the player will almost certainly be caught by it. Players can only temporarily chase it away for a while, but it will also quickly return. It is absolutely imperative to hide and avoid contact with Xenomorph and Xenomorph's AI is extremely complex. It moves randomly and sometimes has extremely unpredictable behaviors, along with the ability to learn and resist tricks that players abuse. It can be said that every single encounter with Xenomorph in the game will make the bravest gamers hold their breath.

## **Pyramid Head (Silent Hill 2)**

In the **Silent Hill series** in particular and the horror game village in general, Pyramid Head can be said to be one of the most iconic as well as the most widely known monsters. Not only is it a monster that keeps on chasing the protagonist James Sunderland, it is also the embodiment of the crimes that James has committed are following him.



Throughout the game's length, James will be constantly pursued by this executioner. Pyramid Head can be considered immortal, no player's weapon can destroy it, along with the damage of Pyramid Head is also quite large, sometimes a hit can kill the player. Unless facing the Pyramid Head directly as the boss follows the game's intended scenario, it's best to run away from it and attack only to slow it down if necessary. It can be affirmed that although Silent Hill is no longer continuing, the legacy that Pyramid Head left behind is hard to fade for the fans.

This is an article in a series about Enemies who find to flee

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