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e sound design and the creatures makes the player feel scared and n
ervous. The creature design in Silent Hill 1 is polygonal and looks silly in the
modern graphic age, but these creatures are scary because the player fills in a
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<The Office "Silent Hill": Why Your Workplace Is Scarier Than a Horror
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ill name is almost synonymous with horror in video games
, and it earned that reputation without relying on excessive gore to scare play
ers. The games manage to elicit reactions of fear and uneasiness from fans throu
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<div>Silent Hill Doesn't Need Heavy Gore To Be Scary - Sc
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