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div&gt;&lt;div&gt;&lt;div&gt;&lt;span&gt;The unsettling atmosphere created by th

e sound design and the creatures&lt;/span&gt; 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 &quot;Silent Hill&quot;: Why Your Workplace Is Scarier Than a Horror

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he Silent Hill name is &lt;span&gt;almost synonymous with horror in video games&

lt;/span&gt;, and it earned that reputation without relying on excessive gore to

scare players. The games manage to elicit reactions of fear and uneasiness from

fans through how intricately they are designed.&lt;/div&gt;&lt;/div&gt;&lt;/div

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&lt;span&gt;&lt;div&gt;&lt;span&gt;Silent Hill Doesn&#39;t Need Heavy Gore To Be

Scary - Screen Rant&lt;/span&gt;&lt;/div&gt;&lt;/span&gt;&lt;div&gt;

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