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The unsettling atmosphere created by the sound design and the creatures makes the player feel scared and nervous. 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 all the blanks.

The Office & Silent Hill: Why Your Workplace Is Scariest Than a Horror ...

linkedin : pulse

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Silent Hill Doesn't Need Heavy Gore To Be Scary - Screen Rant

screenrant : silent-hill-jump-scare-horror-game-gore-violence

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or estado brasileiro por  
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Wikipedia : wikisA coloniza&#231;&#227;o baiana come&#231;ou Na re  
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