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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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The Silent Hill name is almost synonymous with horror in video games, 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.

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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O Viva La Musica foi escrito no sculo XVII pelo compositor alemo Michael Praetorius.

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vivo longa! viva la musica - ChimeWorks
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produtos.
ed agame called
The Landlord's Game with His friend, came up with the idea to apply