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<p>ome □□□coskes". CBC Radio cbc/Ca Os espanhóis geralmente pedir&
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div><div><div>The unsettling atmosphere created by th
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
ll the blanks.</div></div></div></div></div><di
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;The Office "Silent Hill": Why Your Workplace Is Scarier Than a Horror
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gt;The Silent Hill name is almost synonymous with horror in video ga
mes, and it earned that reputation without relying on excessive gor
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from fans through how intricately they are designed.</div></div><
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><div>Silent Hill Doesn't Need Heavy Gore T
o Be Scary - Screen Rant</div><span><di
v>screenrant : silent-hill-jump-scare-horror-game-gore-violence</div>&
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