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lt;div>Violence & Scariness. There's little actual combat in the
game, but no shortage of disturbing and graphic imagery
. The opening cinematic depicts the chase and murder of a young girl. Some spiri
ts Marianne encounters are dismembered or feature other graphic wounds.</div&
gt;</div></div></div></div><div></div><di
v><a data-ved="2ahUKEwj0lrGR1tCDAxW5HEQIHQONDc0QFnoECAEQBg" href
="{href}"><div>The Medium Game Review
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om:12px;padding-top:0px"><div><div><div><div>&lt
;div><div><div>It creates an unpredictability to The Medium that
sees players constantly on edge from the fear of the unknown, rather than expect
ing a jump scare when it seems fitting to have one. The Medium only
has one jump scare and, when it's used, it absolutely works bec
ause you never expected it in the first place.</div></div></div&g
t;</div></div><div></div><div><a data-ved=&quot
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t;span><div>The Medium review - TechRadar</
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<div style="padding-bottom:12px;padding-top:0px"><div>&lt
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gue é enxertado e,casdepcasdep seguida, a mancha é tratada com
desinfetante. Tecnicamente não há sangue líquido Per
de deixado no tapete (que é feito de lona), mas o sangue entra no tatape, e
 deixa o
mancha.</div></div></div></div></div><div>&l
t;/div><div><a data-ved="2ahUKEwjw4drTmc2EAxUQDkQIHWCMDA4QFnoEC