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ing-bottom:12px;padding-top:0px&quot;&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/di

v&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;Violence &amp;amp; Scariness. There#39;s

little actual combat in the game, but &lt;span&gt;no shortage of disturbing and

graphic#127989; imagery&lt;/span&gt;. The opening cinematic depicts the chase a

nd murder of a young girl. Some spirits Marianne encounters are dismembered or#

127989; feature other graphic wounds.&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/di

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v&gt;&lt;/div&gt;&lt;/div&gt;It creates an unpredictability to The Medium that see

s players constantly on edge from the fear of#127989; the unknown, rather than

expecting a jump scare when it seems fitting to have one. &lt;span&gt;The Medium

only has one#127989; jump scare&lt;/span&gt; and, when it#39;s used, it absol

utely works because you never expected it in the first place.&lt;/div&gt;&lt;/di

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