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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

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

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