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lt;div>The unsettling atmosphere created by the sound design and
the creatures makes the player feel scared and nervous. The creatur
e 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.</
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t;div><a data-ved="2ahUKEwig49XHg8qDAxV_LUQIHZ6wA_oQFnoECAEQBg"
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div><div><div><div><div>The Silent Hill name is <s
pan>almost synonymous with horror in video games, and it earned
that reputation without relying on excessive gore to scare players. The games ma
nage to elicit reactions of fear and uneasiness from fans through how intricatel
y they are designed.</div></div></div></div></div>
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pan>Silent Hill Doesn't Need Heavy Gore To Be Scary - Screen Rant</spa
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