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tual combat in the game, but no shortage of disturbing and graphic i
magery. The opening cinematic depicts the chase and murder of a you
ng girl. Some spirits Marianne encounters are dismembered or feature other graph
ic wounds.</div></div></div></div></div></div><div>
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t;div><div><div><div><div><div>lt creates an unpredictabil
ity to The Medium that sees players constantly on edge from the fear of the unkn
own, rather than expecting a jump scare when it seems fitting to have one. <s
pan>The Medium only has one jump scare and, when it's used,