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e sound design and the creatures&lt;/span&gt; makes the player feel scared and n  
ervous. 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 a  
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ill name is &lt;/span&gt;almost synonymous with horror in video games&lt;/span&gt;  
,, and it earned that reputation without relying on excessive gore to scare play  
ers. The games manage to elicit reactions of fear and uneasiness from fans throu  
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