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e sound design and the creatures 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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;The Office "Silent Hill": Why Your Workplace Is Scarier Than a Horror
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 Silent Hill name is almost synonymous with horror in video games&lt
;/span>, and it earned that reputation without relying on excessive gore to s
care players. The games manage to elicit reactions of fear and uneasiness from f
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