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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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ill name is almost synonymous with horror in video games</span&gt
;, and it earned that reputation without relying on excessive gore to scare play
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