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us with horror in video games&lt;/span&gt;, and it earned that reputation withou  
t relying on excessive gore to scare players. The games manage to elicit reactio  
ns of fear and uneasiness from fans through how intricately they are designed.&lt;  
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&lt;div&gt;Jump scares in horror games aren&#39;t uncommon; however, &lt;span&gt;  
&lt;/div&gt;the locker jump scare in Silent Hill is one of the most effective because it lu