cassino braze

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v><div><div><div>Violence & Scariness. There's
little actual combat in the game, but no shortage of disturbing and
graphic imagery. The opening cinematic depicts the chase and murder
 of a young girl. Some spirits Marianne encounters are dismembered or feature ot
her graphic wounds.</div></div></div></div></div>&
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lt;div><div><div><div><div><div>It creates an u
npredictability to The Medium that sees players constantly on edge from the fear
 of the unknown, rather than expecting a jump scare when it seems fitting to hav
e one. The Medium only has one jump scare and, when it&
#39;s used, it absolutely works because you never expected it in the first place
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