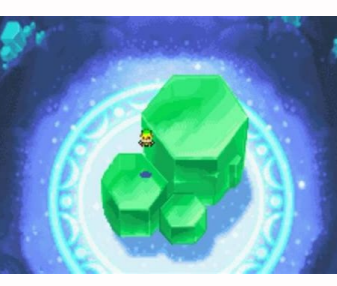


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There are VERY GOOD reasons to be afraid of the dark...Movies aren't the only thing scaring the daylight out of people in media. The pits of gaming are stock full of things that will traumatize gamers for years. open/close all folders Subpages:By genre:By game: #C D-F G-L M-O P-R S T U-Z Individual examples:Games:This section is in alphabetical order by game/game series. Before you add examples here, check the index above and make sure the game/series doesn't already have its own page.No Hentai examples, please, as per wiki rules. #C 3D Monster Maze. The first 3-D game ever made, involves you trying to navigate a maze while avoiding a T. rex. For a game with retro graphics, it is pure Nightmare Fuel and has been described as the "1982 Slender" and "the original Survival Horror game" (predating Resident Evil by 13 years and Alone in the Dark (1992) by 10 years!).REX HAS SEEN YOU RUN HE IS BEHIND YOU! The 4th Wall. No, we're not talking about this puzzle-platformer, oh no; we're talking about the "empty, surreal, mind-screwing first-person horror game based on Azurite Reaction's personal fears" The 4th Wall. If you think kenophobia and all forms of logic and reason being thrown out the window won't phase you, the things that this game puts you through will make you kenophobic and terrified out of your mind. In Atari's 720°, if you take too long to enter a park (likely because you don't have enough money to enter any open park), a swarm of killer bees starts chasing you at an accelerating pace while menacing white-on-red text at the top of the screen and an ominous voice instruct you to "SKATE OR DIE!" Afflicted. You're a health inspector checking out a seedy bar in a horrible neighborhood. Just the health violations you find are seriously squicky, but then you start finding body parts. Worst of all is where you find the second hand. A lot of the Erebus levels in Age of Mythology were pretty cheesy, or else standard Fire and Brimstone Hell, but some parts are genuinely scary. For example, if you look at the ground, you can see that it's actually made of thousands of skeletons... You're used to attacking targets with massive, well-supplied and tactically balanced armies that have siege weapons and heavy myth units to blow the crap out of anything that bothers you is not helpful. In this level, you get your four heroes, a few one-use myth units, and a couple human soldiers. Yeah, they're enough, but that doesn't shake a sort of extreme nervousness and vulnerability that will keep you up at night. This unsurprisingly can count for The Player. You control legions of monsters, warriors, legendary figures throughout history and to top it off, you can wield god powers! Depending on the minor Gods you choose, you can get things to strengthen your hordes immensely or you can use the very power of the elements against your foes. A small squad of soldiers heading towards your village? Thunderbolts! Annoyed/jealous on how well made your enemy's city is built? Cast meteorites from the very heavens! Just feel like watching utter chaos unfold for both friend, foe and even your own armies' lives? Bring forth some earthquakes with a hint of tornadoes and watch the fun unfold! Akatsuki Blitzkampf. In the arcade game Alien³. The Gun, if you opt not to continue after running out of health, you'll be treated to a Jump Scare of a monochrome xenomorph lunging at you. Earlier, the attract mode has the SEGA logo morph into a lunging xenomorph, and further explains the origin of chestbursters. The homebrew Nintendo DS game, AlienDS. The game has no music other than a Heartbeat Soundtrack. Then you consider the fact that behind every door/corner, there could be an alien waiting to ambush you... The PS2 remake of Alien Syndrome takes its Nightmare Fuel up to eleven by introducing Darker and Edgier graphics, Bloodier and Gorier alien deaths, and grotesque-looking bosses, all of which are accompanied by a Scare Chord when confronted. The fourth stage of Amagon, especially the black-roping high-pitched music. And unlike other stages, it doesn't change when you power up or fight the boss. The bosses are really creepy too, especially the two-faced Lion Head, the Devil Tree, the Hippo Demon, and the Alien, along with the music that accompanies them. Anarchy Reigns has a cutscene featuring Jack Cayman that calls back to the game's Spiritual Predecessor Madworld: when Jack is moments away from killing Max, the background fades to black as Jack and Max lose their color and go monochrome, all except for Jack's glowing red eyes, as he screams his classic Catchphrase: "We don't help people, we kill them!" Anarchy Reigns takes the charm of Madworld and turns it into undiluted Nightmare Fuel. The Lovcraftian Interactive Fiction Anchorhead starts out with a yuppie and her new husband moving to a beautiful rambling mansion in a sleepy New England town. The first day of the story plays like a simple mystery story, only mildly creepy, about the origins of the house. Things go downhill, especially after you reach the basement. Antichamber: The ending may qualify. As soon as you capture the black block, the game loses all color and the ambient soundtrack becomes dark and ominous, with the constant rumble of thunder being heard in the background. And if that wasn't enough, once you shoot the black block into a wreckage inside a dome, it rises up and forms the Antichamber logo, which starts sucking everything in like a black hole, including itself. After that, the credits roll... and then the game closes itself. The DON'T LOOK DOWN room. Take the Schmuck Bait, and you see a giant eye appears on the floor. It blinks, the floor disappears, and the player is forced to plummet down a lengthy shaft while the usual ambient sound changes to a thunderstorm. The ambient sounds in the dark areas. Arcanum: Of Steamworks & Magick Obscura. Arronax's situation is utterly horrifying. He spends high-end two thousand years in a magical cage in the bloody VOID. Completely alone, barring the rare occasions when the psycho who put him there comes to gloat about how he's going to use his identity to carry out a massive Xanatos Gambit that will let him literally wipe out the entire planet. There's four walls to look at, a door which he can't even get near, and just enough room in the magical shell to stand up if he's feeling punchy, he won't age there and he won't ever die unless someone breaks into the shell and kills him. And you can choose to leave him there for all eternity. Ar Tonelico 3: "XaaaCi" is probably one of the most terrifying themes of the game, as well as saddening once you learn what it's about. In Atelier Meruru, Rorona was reduced to age 8 by Astrid. The reason for this is because Astrid simply didn't want to see Rorona grow older, so she decided to knock her back to age 14. Astrid doesn't seem terribly bothered that the youth potion worked too well, or that it had an actual effect on Rorona's mind and sapped some of her intelligence and memory. So what we have is that Astrid just didn't want Rorona to reach age 30, so she took matters into her own hands and tried to send her back to 14, causing mind damage in the process. Just how long does Astrid plan to keep doing this in the future? Banned Nightmares is a Silent Hill inspired horror game that takes the horror of the classic games and takes it up to eleven. From the ambient drone music that keeps you on your toes to the horrifying looks and sounds of the monsters that torment you, this game is guaranteed to make you uneasy when you head to sleep late at night. The Mr. Freeze game over sequence of Batman & Robin for the PlayStation has Batman, Robin, and Batgirl all being thrown to death inside of freezing machines while terrifying and ominous music plays accompanied by a heartbeat sound. The horrific sound that goes with the image of the heroes dying is enough to scare younger players. Some of the captures in Battle Chess. Rooks eat Queens, Queens incinerate most pieces, Pawns send Bishops down bait, and you see a giant eye appears on the floor. It blinks, the floor disappears, and the player is forced to plummet down a lengthy shaft while the usual ambient sound changes to a thunderstorm. One of the major contributions is the second boss Karnath, a giant snake whose only attack is to lunge himself on your back. The serpent/snake is defeated, though, his head will be ripped out with blood gushing out while his body wriggles uncontrollably in the background. Bayonetta: Upon getting a Game Over, press "No" when asked to continue, and you get to see Bayonetta being abruptly pulled into Hell, and screaming. It only lasts about two seconds, but damn. If you let Cereza die in any of the parts where you are supposed to protect her, the Game Over screen shows only her doll laying on the ground underneath the light, rather than Bayonetta's corpse. One game for the Sega Genesis was Beast Wrestler, which involved genetically engineered monsters slaughtering each other for the sake of entertainment. Even then, the game's cover art) was pretty gruesome. The Beginner's Guide: Despite most of the levels in the game having simple geometry and unimpressive textures, the overall feel of the game ranges from unnervingly melancholic to downright disturbing. Huge, monolithic structures; bottomless pits; cramped, dark hallways; dimly-lit rooms, tiny islands floating in void, and a general sense that the world you're living in is "unfinished". Couple that with the narrator walking you through the experience (as well as taking control more than once) and the near-total lack of NPC's, the game can make one feel both utterly alone and yet always being watched. The Bright in the Screen is a 2D flash game composed entirely of crudely drawn stick figures. It is also quite possibly one of the scariest games ever coded, mostly because of the mysterious entity communicating with you through the screens. You can trust me. I'm a good person. THIS SCREEN IS USELESS. BUT YOU WILL WATCH IT ANYWAYS. AND YOU WILL LIKE IT. THESE ARE RED FREAKS. THEY CAN HARM YOU. You have to click to turn the red background white, in order to see the warning and the freak, which is shaking like a crack-addict and bashing its little stick-figure head against the wall Brink of Consciousness. Dorian Gray Syndrome features a madman who likes to kill people and then arrange their bodies as "artwork" in these big glass tubes at strategic points in his mansion. Two of the more "interesting" pieces are his girlfriend, who he stuffed into a giant orchid up to about mid-torso and an anonymous young man who he dressed up like Icarus and hung on the ceiling. Brothers in Arms: Hell's Highway for the Xbox 360 has an example of this, in the middle of the game, your character, Matt Baker will start to break down from the stress of war and begin to see things, this makes for very tense, atmospheric moments when you are searching the abandoned hospital for Franky. Brutal Legend is not the type of game where nightmare fuel would be apparent... unless you count the horribly dark Scenery Gorn in some parts of the game, especially near the Sea of Black Tears, the latex-wearing demons you fight and the sometimes jarring music, which are real songs from real bands/artists. Face it, if you don't know anything about Heavy Metal before playing this game, you are undoubtedly gonna freak out at multiple things in this game. The cutscene where Ophelia drowns herself in the Sea of Black Tears while Mr. Crowley plays in the background definitely deserves mention. Both chilling and depressing at the same time. The beta version of Burnout 3: Takedown featured horrifying themes for Impact Time which wouldn't be out of place in Silent Hill and might even bring back memories of the menu theme from Destruction Derby 2 for the PSX. Thankfully the Impact Time themes were massively toned down in the finished version of the game to feel like the time casually slowing down while the player gets Aftertouch Takedowns after crashing. What is likely the Ur-Example of this trope in video games can be found in the 1979 arcade game Cananotte Italian for "dog". It was developed by Model Racing, an obscure Italian arcade game company, and never received an official release. The gameplay could best be described as a mixture of Duck Hunt and the hunting minigames in later versions of Oregon Trail. However, if you shoot the hunting dog, a terrifying full-screen black-and-white drawing of a dog appears, and an ear-grating snarl is played. Can be seen here (turn your volume down). Puzzle Bobble / Bust-A-Move's American boxarts, SBAMI for the PS2 and BAM2 for the Sega Saturn replaces Bub and other characters with a screaming man with matchsticks keeping his eyes open and a baby blowing blood-red bubbles. What does that have to do anything with cutsey dragons solving puzzles? The N64 port of California Speed is just your run-of-the-mill racing game... except for an easter egg located on the Mojave Desert track. To the right of the road, partially hidden by an oil drill, is a white billboard with the message: "This was ultimately revealed to be not an intentional easter egg, just a placeholder texture mistakenly not changed before release. Really. The arcade Shoot 'Em Up Chiller was released by Exidy in 1966, but it's still hellishly disturbing even by contemporary standards. Most of your "enemies" consist of helpless people chained to walls and various torture devices, and you're expected to messily shoot the flesh off their bones and activate the devices they're trapped in before you can proceed. What's more, there's no established plot, and the few enemies who actually are appropriately ghoulish don't do anything to hurt you; you're just there to slaughter things. The most screwed-up part of all is that a quick overview of Exidy's other titles shows them to be fairly innocuous and bloodless light gun shooters following different themes such as medieval, western, military and police (a Klansman does show up in the game Crackshot, but he is a target). Evidently, one of the suits at Exidy asked his staff to make a horror-themed game to add to the lineup, and THIS is what they came back with. Remember, this came out at a time when most arcade games starred tiny spaceships or stubby creatures navigating mazes, and several years before DOOM and Mortal Kombat kicked off so much controversy— and those games at least provided a context for all their Gorn. The game's marquee and flyer also feature artwork of a cartoonish, grinning witch holding a severed head with blood dripping from its eyes, mouth and neck stump, neatly summing up the game's twisted combination of typically cheesy "Halloween" trappings with incongruous and grotesquely bloody violence. There's actually an unlicensed port for the Nintendo Entertainment System of all things. The only other game that might scare someone would be Dr. Chaos, which is a heck of a Mind Screw, gameplay wise. Friday the 13th is mostly startle-scare, but Chaos has the atmosphere of a mad scientist film going for it too! Cooking Breakfast 2, a Game Maker "game", which claims to be an "all time family classic" which is supposed to let players "learn in seven steps to create your very own breakfast". The true nature of the "game" is something a bit different, to quote two reviewers, "Once you start the game this freaky-looking spinning evil face appears in front of a annoying black-white flashing background," "making a sound that sounds like a chalkboard being scrapped by a grinder". And it has no exit feature; you have to turn it off via the task manager. If we are to believe the reviews, some people got seizures from this. It is suspected that this game is actually the author's revenge against people who gave his previous games bad reviews. There is also a video of it on YouTube. Covetous, a Flash game, which can be found at Newgrounds. Basically, you can understand that is about a stillborn who resides inside his twin brother's body. The game is about you making your twin get more and more sick, as the stillborn sucks his life and eat up his life force, growing like a parasite inside his body. Each level of the game is more deranged, the twin alive getting visibly affected by the stillborn, who gets more and more aggressive, and speaks more and more disturbing things. It does not help the fact that the graphics are pretty precarious and the fact that the music is very unsettling. Oh, and since you play as the parasite stillborn, you get a good and a bad ending. Guess what happens in the good ending. For those too squeamish to click the link, here's what the parasite says, each level: "I was the forgotten cell. Left to die in the flesh of my brother." "I felt myself become thick and lump. Growing into the form that was robbed from me." "To thrive is to eat. I must continue consuming my host, my ignorant kin." "What kind of God gives entity just to let me die again tucked behind a kidney and fat." "I love you my sweet brother, my forgiving host." "Fuck and eat you cunt shitpig." "I never desired wealth or status. Just existence." "O, existence, let me be known." "In the end, I couldn't do it. I couldn't put myself to steal from another what was once stolen from me." Creature Shock wasn't able to make up its mind whether it was going to be a fairly straightforward



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