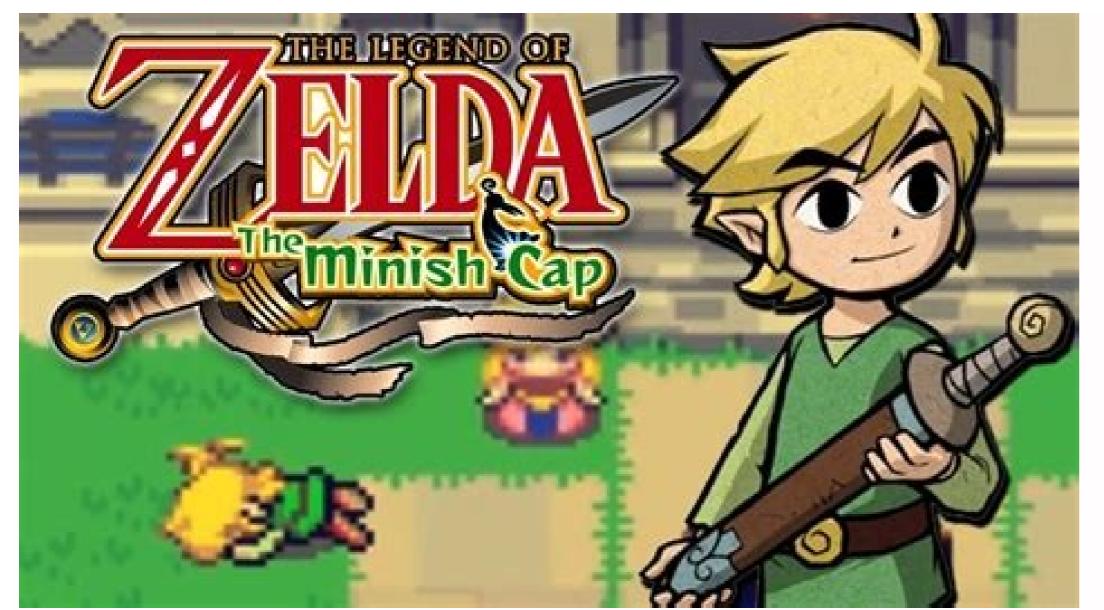
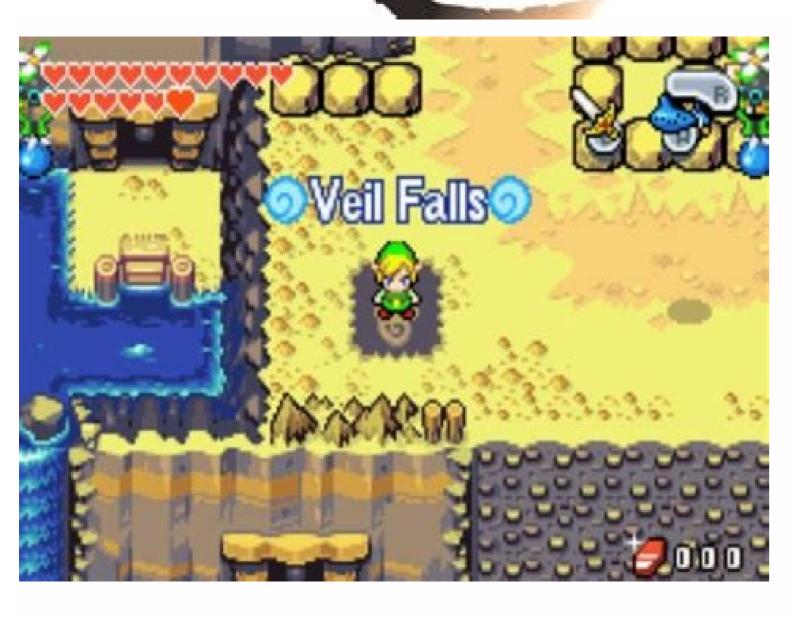
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There are VERY GOOD reasons to be afraid of the dark...Movies aren't the only thing scaring the daylights out of people in media. The pits of gaming are stock full of things that will traumatize gamers for years. open/close all folders Subpages:By 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, 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 mind-raping high-pitched music. And unlike other stages, it doesn't change when you power up or fight the bosses. 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 lack Cayman that calls back to the game's Spiritual Predecessor Madworld; when lack 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 Lovecraftian 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 sounds in the dark areas. Arcanum: Of Steamworks & Magick Obscura. Arronax's situation is utterly horrifying. He spends nigh-on 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 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 of the classic games and takes the horror of the classic games and takes it up to eleven. From the ambience drone music 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 frozen 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 deep holes in the ground that close up right away, etc. The arcade version of Battletoads is Darker and Edgier than its previous installments. One of the major contributions is the second boss Karnath, a giant snake whose only attack is to lunge himself on your playable character like he is coming at the screen to chomp on him. When said attack is successful, not only will a chunk of the PC's (playable character) health be depleted, but they will finish eating him. When 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 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; 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 Prison Game chapter. Not for those who are claustrophobic or have a fear of prisons/being trapped in general. The end of Chapter 5, where being so much of the world that is unseen is unsettling at best. The end of Chapter 12, where the player is running away from the stage as giant prison bars come slamming down one after the other. The Beginner's Guide gets another layer to its disturbing aura on a second playthrough: When you discover that Davey is showing you these games without Coda's permission, and that he's tampered with many of them to an unknown degree, coupled with the recurring themes of hidden depths and how much bigger the world is than it seems (the hidden labyrinth in Chapter 5, the seemingly endless maze at the end, etc), creates a sense that you're trespassing in a place that you do not belong. Blast Corps is all about destroying buildings and creating a path for a runaway truck that's carrying two nuclear warheads and the truck itself is locked on autopilot with no way to slow down. If even a single jolt hits the truck, the warheads go off and you get to see a red nuclear explosion up close is very chilling. Even in the ending where the scientists manage to create an area for the warheads to detonate safely, the music slowly goes into a Scare Chord as the truck approaches a wall and exploding upon contact. Despite the screen still being in a red tint, you're assured that no one was hurt. You wouldn't think a fishing game like The Blue Marlin would have something terrifying in it. Yet the most freaky part about the game is the random events involving the shark. Whenever this happens, it can either bite off your fishing line or eat the fish you're trying to catch. 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 adandoned hospital for Franky. Brütal 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, 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, and the sometimes jarring music, which are real songs from real bands/artists. 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 Canenote 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, SBAM1 for the PS2 and BAM2 for the PS2 and BAM does that have to do anything with cutesy 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 1986, 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 provide 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 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 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 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 is a heck of a mind Screw, gameplay wise. Friday the 13th is mostly startle-scare, but Chaos has the atmosphere of a mind Screw, gameplay wise. 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, let me be known.""In the end, I couldn't do it. 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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Rail Shooter or a Boss Game. But it did have the spider...worm...things in the latter segment. If you hadn't figured out how to use your shields by the time you first encountered them, they would reduce you to a single hit point, and then scuttle up to the impossibly high ceiling. Once you tried to leave the room, they would descend, grab you, lift you
UP to said ceiling, and you got a nice first person view of the dozens of them, just before the one that got you reared up and swallowed you whole. And the entire time you're fighting these things, they make a chittering sound that sounds like nothing so much as a demented giggle. Crossing Souls: Even though they later come back as ghosts, two of
the child protagonists do get killed, and the game treats it completely seriously. The first time, the rest of the characters go to their friend's funeral, while in the second time, one of the characters is shot by a Sociopathic Soldier. What makes it worse is that he doesn't die immediately and that you have to play another whole area with his speed slowed
down to a crawl and him clutching his chest from the wound. On top of that, the area itself involves block puzzles with heavy stone pillars, with the injured condition. D-N Dark Castle has among its many horrors huge floating
eyeballs that hurl fire or weep acid. Dark Cloud: The Dark Genie's stated goal before the boss fight, especially given its As Long As There is Hate speech. A being that exists outside of time will spread its influence across all ages, a "utopia of evil". Now if you've ever thought about eternity as being infinite linear time, it works even if eternity is the
complete absence of time. To make matters even worse, It will have always been going to have succeeded. Dark Fall: The Journal is pretty much Nightmare Fuel in its entirety. The game is set in an abandoned hotel in Campbell Country, and tasks the player with discovering the fate of his brother - one of a team of paranormal investigators who
disappeared while investigating the disappearance of the hotel's denizens 60 years prior. Little "screamer" bits are thrown in here and there, including whispers, ball lightning flicking across the screen, and visions of apparitions, but one experience in particular stands out. Suffice to say, one hopes that after the player climbs to the third floor of the
hotel the first time, he'd better hope he brought a change of pants along. The first two levels of darkSector made it out to be a third person shooter with some interesting weaponry. Cue much shouting of Cluster F-Bomb when you first meet the lights go out. And you are in complete darkness. And all you see is faces
and hands reaching out to you with each muzzle flash from your pistol. And the horrifying click when you run out of ammo. Thankfully its Spiritual Successor Warframe made the Infected much more abstract and much less scary. You can even obtain one of those kind as a combat pet too! More subtly disturbing is the quality of the voice acting for the
Lasrian troopers. If they see the Glaive coming towards them, their final words will be a desperate, pitiful scream along the lines of 'Someone help me!' Again, the Spiritual Successor Warframe makes them less scary and more comical due to the Narmy Conlang they used. Dark Seed. You have an alien embryo implanted in your head and three days to
stop the aliens from taking over the world, plus backgrounds inspired by H. R. Giger. Death Duel has an unnerving Game Over sequence featuring what looks like a Grim Reaper standing over fault. The concept of the game Deep Sleep is that there are
monsters lurking in Dream Land, waiting to ensnare lucid dreamers and hijack their bodies. The third game opens up with a scene where the protagonist suffers sleep paralysis and gets attacked by one of these creatures in the waking world. These may cause fractally nested meta-nightmares in the player. In Delve, when something tells you not to
drink something, you should listen. Nightmare Face abound. The video game adaptation of Dennis the Menace has Mr. Wilson. You go through his house when he appears out of nowhere to come charging at you in a Jump Scare. His face is creepy, he's invincible, and if he catches you, you instantly lose a life. Depth: You're swimming along, collecting
treasure, when you hear a low heartbeat that gets louder and faster with every passing second. You have a few seconds before the sharks eat you. Destruction Derby 2 is a pretty cool harmless game with cool retro music. But the main menu music is downright scary! It sounds deep, demonic, and droning as you select an option from the menu it feels
like something scary will pop up at any moment. This is a kind of music you hear in the adult horror game not a kid-friendly racing game! The worst ending of Disgaea 2: Cursed Memories. The English version somehow makes it even more disturbing by removing the
sound effects, so that what happens to your siblings becomes full-fledged Noodle Incident. The escape-the-room (or, in this case, escape-the-house) game Diversity lets you be "good" or "bad". If you follow the "bad" route, however,
you're in for a steadily worsening nightmare as the rooms become darker, furniture becomes a dark, trashed room with "Quarantine" written on the blackboard. And the bathroom...well, if you've just been kind of bad, it'll be dark and dirty, and you'll find the corpse of a cat in
the washing machine (which, incidentally, is the same cat that you find alive and well if you take the "good" route instead). If you've been completely rotten to the core, you don't just get dirty water in the toilet and bathtub; you get blood. And a man's head in the washing machine. The comedic-ish ending picture alleviates the horror somewhat, but
the sights plus the music (which can become downright sinister in the house is reflective of your mind/mood, and if you spiral
down into insanity/sociopathy, everything in the house soon follows) is pretty scary in itself. DoDonPachi, one of the craziest scrolling shooters known to exist in the video game history, has its trademark True Final Boss, Hibachi, who will always give you nightmares and endless frustration, especially in DaiOuJou and DaiFukkatsu! Just listening to the
music is enough to creep you out, too!! Double Dragon II: The "Double Dragon III Dragon II: The "Double Dragon III Dragon II: The "Double Dragon III Drag
see it happen to villains like Frieza and Cell, but it's all the worse when it happens to good guys like Piccolo. When Hercule gets possessed, he actually becomes legitimately frightening as he gains the ability to fly under his own power, fire ki blasts, and fight Cell and the Z-Warriors on equal footing! In the video game version of Dragon: The Bruce
Lee Story, simply losing all of your lives is not enough: once your last life is lost, you have to fight against a grim naginata-wielding specter of death. The background turns dark when he appears in a flash of lightning, the music becomes deathly ominous, he teleports about the arena, and you have to fight him with only a small amount of health. The
upside to this is that defeating him will get you all of your lives back. The downside is...well, good freakin' luck pulling that off! Simply surviving long enough will end that encounter in your favor, but given the kind of opponent he is and the general atmosphere of the fight... In the Drakan series, the Giant Spiders apparently take lessons in unnerving
people from the Skulltullas in The Legend of Zelda: Ocarina of Time. Especially the part about the game being over-the-shoulder 3D so it being a good idea to blot out the screen with their ass with a sudden drop. Yutaji: Come, my sweet wife. Come and embrace your loving husband. Drakensang II: The River of Time has the level in the Bosparanian
ruins: Let's see, you must search an antidote for a friend of yours, and you have to look in this creepy dungeon full of skeletons, Big Creepy-Crawlies and mad amazons. Oh, and this mad druid informs you that a fierce demon dwells this ruins. It can be really frustrating the first time. Also the Anphibian Kraken, the Water Dragon and Torlosh. Also The
Temple of Efferd is quite scary... Drakkhen can be surpsingly creepy with some weird and unexpected events and encounters. You're walking around in the quiet night, when suddenly, amidst screaming music, the stars themselves come alive and try to kill you. The Fire Area has the Love Monster, a monster that repeatedly says "I LOVE YOU" in a
variety of pitches (in the computer versions). It's creepier than it sounds. It was replaced by moaning in the SNES port, which makes it even worse. Whatever is in the fireplace in Haaggkhen's Castle. All the game says is, "At the far end, something remains unburned," then you get into a fight with an unrecognizable monster that makes an awful
noise. Dreamfall: The Longest Journey: The soundtrack is alright on the whole, but "Faith", the final track, is pretty damn creepy. The song itself is bad enough, but when it ends (2:40 into the track) there are six minutes of silence. Then, static plays for a short while and a little girl's voice calls out "Find April Ryan, save her...". When you aren't
expecting it, that makes for one weird and paranoia inducing end to a soundtrack. Dust: An Elysian Tail has the four mansions in the Sorrowing Meadow. They're already eerie enough with their dark atmosphere and creepy music, but the invincible, monstrous, skeletal demon that hunts you down makes things much worse. It doesn't help that before
it shows up, there's seemingly no enemies in the mansions. Enemy Zero has the basic premise of powerful Alien-like creatures roaming the spaceship you're on. The catch? They're fast as hell if they want to, and can and will kill you in one and wi
hit. Eternal Champions and its set of scenery kills reached a level of violence and gratuituous cruelty that you rarely see even in more modern games. Pick your "favorite": getting torn apart/eaten by wildlife/supernatural beings, messily squashed by boulders, thrown into giant fanblades, burned or boiled alive, split in half by lightning, painfully
dissolving into acid goop, falling into a trapdoor filled with multiple sets of giant buzzsaws, letting mysterious machines mess with your body... The Exmortis series. Imagine the worst haunted house story you can, and being trapped in it. Now make it worse with particularly nasty graphics. Now include demons. Now toss on the cultist and apocalyptic
end of all life as we know it by the hands of these unstoppable demons, to the point where nuclear warheads don't even work. On the surface, the freeware Android game Eyes seems to be a clone of Slender. It is on the inside, too, but the ghost that pursues you throughout the abandoned house is far more frightening in appearance than Slenderman;
it's a ghastly, floating severed head with bloody, eyeless sockets and a horrific, wide open Glasgow Grin. When the game tells you to "RUN!!", it's not kidding; just pick a direction and GO. F-22 Fighter, an unlicensed vertical shoot'em up for the NES, features a pretty creepy intro cutscene. It starts by showing an aliens' attack on earth, then it shows a
woman running through a destroyed city and getting vaporized by a sudden laser attack from nowhere, after that the intro shows a what is presumably a dialogue between two people (it's not really clear because the text is not present), the thing is, these two characters are inexplicably depicted as a garishly colored humanoid masses of flesh with
unnerving movements. The oddly calm music that plays through out all of this only makes it weirder. You can watch the intro here ("WTF IS THIS SUPPOSED TO BE?!" indeed) The Game Over screen for F-22 Interceptor. A large part of it had to do with the fact that it took forever-and-a-half to get the actual Game Over screen to appear: usually, when
you fail a mission and crash, the screen just prompts you to push a button to restart the mission. Screw up enough times, though, and you're greeted to a screen that shows a monitor with a giant skull on it, your EKG flatlining, the screen reading "All Vital Signs Flat. Patient Deceased", and right below that in red, bold letters, "You're Dead". See for
yourself. In the indie game Fe, sharply contrasting with the peaceful mood of the rest of the soundtrack, the theme of the Silent Ones is a Drone of Dread that could be straight out of a Resident Evil or Silent Hill game, which then builds into a Giygas-style mind warp. There exists a Felix the Cat bootleg game on the Sega Genesis. Why is this on the
list? If you get to the continue screen, clicking no will lead to a picture of Felix gorily tearing his own face off, showing the skull beneath, as discovered by Vinesauce. The Commodore 64 version of Friday the 13th: The Commodore 64 version of Friday the 13th: The Commodore 64 version of Friday the skull beneath, as discovered by Vinesauce.
where Jason has killed another counselor, they will be greeted with either an image of several skulls staring directly at them, or a bloody head with a machete buried in it, both accompanied by a bone-chilling scream. Frogger: The Great Quest has the Dark Trail Ruins level, which has an underwater section with a type of Unique Enemy that only
appears in this one spot of this one level. Pike fish. There are five hidious purple pikes in the waster with sharp teeth. Unlike the other fish enemies in the game, they are downright monstrous looking. Game Boy Camera features this in the form of an Easter Egg. If the player press the "Run" button while on one of the menu screens, a disturbing
monochrome picture with the "vandalized" face of a Nintendo employee may be shown along with a intimidating sentence like "Who are you running from?" or "Don't be silly!" It's even more scary considering that it comes out of nowhere! These faces can also appear if an error occurs, such as a print error or if there is no album space left when taking
pictures, which can be a very unpleasant surprise. Ganryu, a platformer game released on the Neo Geo MVS based on Miyamoto Musashi's fight with Sasaki Kojiro, has had several bosses that appear rather disturbing. The first and fourth bosses, the first one being Yasha-hime, which is a mechanical doll, and the latter being a stone demon god, have
their faces broken off to reveal gruesome muscle inside, and the third one is a green thingy composed of human-like faces melded into one grotesque monster, turns its top head into what appears to be that of a venus flytrap as it spits out several spiked spheres. Seriously, that game has some pretty fucked-up bosses to fight. In Hacknet, Project
Junebug is this. The mission involves hacking into a man's pacemaker and using a test firmware to cause said man's death. In the DLC Labyrinths, the final quest involves tampering with commercial flight firmware, crashing not just one, but
two passenger airplanes allegedly containing WMD data. You have options to letting a passenger plane crash, crash another one too "just to be sure", or work with Coel, one of your friend, who disagree with this to block the perpetrators and avoid said crash by copying the firmware of the other network-connected airplane that is not tampered yet.
Iron Helix: The completely empty nature of the ship, the game's use of ambient sounds in lieu of a soundtrack at most points, and the knowledge that a literal killing machine is the only other thing onboard besides you, makes for an extremely tense atmosphere. Kamikuishiki-mura Monogatari is an incredibly disturbing video game created by the
Japanese Apocalypse Cult Aum Shinrikyo and developer of the game was HappySoft. Yes, that HappySoft. Yes, that HappySoft. Yes, that HappySoft. Yes are unknown as "Aum Soft"note According to an update on the story of the game, the actual developer of the game was HappySoft. Yes, that HappySoft. Yes, tha
the deadly Tokyo subway sarin attack in 1995. While knowing the story behind the cult is scary enough, the game itself is arguably even more unsettling. First off, let's start off with the fact that there's almost nothing known about the game itself. From what has been deduced, however, Kamikuishiki-mura Monogatari plays out as a resource
management simulator, with the goal of the game being the deployment of the chemical agent to targeted trains. Many of the graphics contain rather creepy cartoon renderings of Shoko Asahara himself, while also having real world images and even videos - including what some people believe to have been pictures of some of the cult's victims. Other
pleasant tidbits include Asahara sitting in a bathtub, with the water being collected into the jars; while out of context it may seem rather tame, the truth is that, in real life, the man sold his blood and bath water for his followers to drink. The game also has Multiple Endings - in the good ending, the pictures of Aum Shinrikyo's victims are shown,
followed by anime footage of the cult themselves congratulating the player. In the bad ending, all of humanity is destroyed in a nuclear explosion as either zombies or mud monsters take over Earth. More about the game can be read about here, but viewers discretion is advised... In Kang Fu, a platformer for the Amiga, getting a Game Over will
display a photo of an actual decayed corpse of a kangaroo on the screen, with dreary music to back it up. Kensei: Sacred Fist: an overlooked and underrated 3D fighting game made by Konami for the PlayStation has quite some shocking and unexpected Nightmare Fuel, with the first part being its own character portraits of the main fighters, in which
a few of them holds a creepy and unsettling factor from within their own horrific combination of both photo-realism and Uncanny Valley, with the most notable ones being Allen, Cindy, Kornelia, Kaiya, and especially Zhou, whose own character portrait is quite possibly the worst of them all via an unholy union of both Slasher Smile and Nightmare
Face, and if the disturbing character portraits didn't scare you upon sight, then the second part of the game's Nightmare Fuel, which is the music track for the Hong Kong stage (which sounds like something that you'd expect to hear in Silent Hill) will most certainly do the trick. Kawaii Killer is a mobile game that makes Happy Tree Friends look like
Tom and Jerry in comparison. You play as a hunter and you have to kill cute cartoon animals in a cute cartoon forest. The deaths of the animals are pretty brutal, from smashing foxes and wolves with hammers to tearing frogs apart. But out of all the deaths, the skunk's death is arguably the most brutal. You must hang it in order to kill it, and its eyes
burst into a bloody mush as it chokes to death. Dishonourable mentions go to the deaths of the Armadillo and the Bear, the former's eyes fall out of his sockets, while the latter's head gains open cracks... and then it explodes. Taito's Landing Series of flight simulation games: In Midnight Landing, the game feels the need to warn you you're too high,
too low, or coming in too fast with loud warning sirens and the appropriate voice-over. This can give one quite a shock if they're playing the otherwise-generally-quiet game in the game's signature enclosed sit-down cabinet. (BEEEEP! BEEEEP!) "DECREASE ALTITUDE! EMERGENCY: DECREASE ALTITUDE!" In Top Landing, if you fail a landing by
overshooting the runway (either in the air or on the ground), landing on the runway then veering off of it, or flying way too far off to the left or the right, you'll simply get a "Course Out!" voice-over followed by Losing Horns. If you fail by landing someplace you're not supposed to, you hear a very loud and very jarring crashing sound instead. Consider
that you're likely transporting a few hundred passengers, and crashing basically means you've just created fodder for a new episode of Air Crash Investigation. You're spared the details, so feel free to let your mind imagine the scary parts. Lost Cat seems like a normal and cute game on the surface...then you actually play it only to risk drowning,
starving, or getting murdered by the rabbit. All just to get back to your pillow. In the Land Of No Return, attempting to follow the White Lady will kill you with a jump scare to boot. The sea creatures' speeches are... weird. "Daaarknesss... in my heeaarrt..." The bootleg NES game based on The Lost World: Jurassic Park contains a continue screen with
a scary looking dinosaur followed by a gory game over screen with Grant's mangled, bloody corpse, with the dinosaur from the continue screen still visible in the background. Both screens can be seen here. Made in Abyss: Binary Star Falling Into Darkness looks cute and fluffy, just like the manga it's based on, but don't be fooled for a moment. The
game has an M rating in America, PEGI 18 in Europe, and CERO:Z in Japan for a damn good reason. Your entrepid Kid Hero can meet their end in a number of gruesome ways: trampled to death, Impaled with Extreme Prejudice, melted and digested in a giant stomach, head ripped off of your neck! The Final Boss of Marvel vs. Capcom: Clash of Super
Heroes is Onslaught, one of the most dangerous villains in Marvel's pantheon. After defeating his first form, all goes quiet for a moment before the ground starts to quake, and you're greeted with this! "NO ONE IS SAFE!", indeed! Masquerada: Songs and Shadows: Near the end of the game, you split the party, with one group attacking the enemy
from the front and the other through the river via people with Making a Splash powers creating giant air bubbles so the team and the army can move in. However, the second team gets discovered via sentries on the side of the river who use their own elemental powers to attack the bubbles. The first team end up killing the sentries, but when the
scene cuts back, you see that while the second team made it, the soldiers accompanying them didn't. Some of them had drowned when their water mage got killed and the bubble popped, some were skewered by the elemental projectiles or some combination of the two, and the second team has to walk through the corpses, some floating, some pinned
to the ground via ice spike, some floating and impaled on an ice spike. Mirror's Edge: Any time Action Girl protagonist Faith falls or jumps off a building is accompanied by highly realistic sounds and cinematics as she plummets to her death, finishing with a quick cut to black and a very wet and fleshy Sickening "Crunch!" when she hits the floor. It's
even worse if you play with a Oculus Rift. The Museum of Broken Memories. Not only is it a major Tear Jerker in many places, but many of the rooms can really get under your skin. Like the Door Room where you try, try, try to get
out of a room before the door opens - the fact that you don't even know what the protagonist in that story is running away from just makes it even worse. The Fever Room, however, takes the cake: you're meant to explore a maze of rooms for several keys. All the while, the protagonist babbles something about "water... rising..." and "drowning", and
the more flashbacks you trigger for him/her, the more tilted and water-filled the rooms become, as if the entire place really is sinking, to the point where you can't even open some of the doors anymore. NAM-1975, one of SNK's first and early games for their Neo Geo arcade system, contains quite some scary and horrific Nightmare Fuel for both the
unready and the unprepared. Two Vietnam War American soldiers, Silver and Brown are forced to reenter the war in order to save a US Army scientist named Dr. Muckly and his young daughter named Nancy. However, Silver and Brown's rescue mission takes a shocking and unexpected turn when it's hinted at and revealed halfway near the end of
the game that Dr. Muckly is actually the Big Bad of the game and that he has sinister and malevolent intentions of using his latest scientific invention to Take Over the World, going so far as to have his own daughter, Nancy, killed when she tries to tell the main protagonists about her father's plans for world domination. If that's not bad enough, you
also have to deal with a few nightmarish cutscenes as well, such as the Dual Boss introduction with the two bald antagonists, whose appearances is quite literally a horrific combination of both photo-realism and Uncanny Valley, the cutscene involving the fake female hostages near the end of the game, with one of them having a Nightmare Face that literally a horrific combination of both photo-realism and Uncanny Valley, the cutscene involving the fake female hostages near the end of the game, with one of them having a Nightmare Face that literally a horrific combination of both photo-realism and Uncanny Valley, the cutscene involving the fake female hostages near the end of the game, with one of them having a Nightmare Face that literally a horrific combination of both photo-realism and Uncanny Valley, the cutscene involving the fake female hostages near the end of the game, with one of them having a Nightmare Face that literally a horrific combination of both photo-realism and Uncanny Valley, the cutscene involving the fake female hostages near the end of the game, with one of the game, with one of the game, with one of the game and uncanny Valley.
truly scare the living hell out of you, and finally the Bad Ending of the game should you lose to the Final Boss, made even more worse when the game itself disables all continues from within the last battle, in which Dr. Muckly succeeds in taking over and destroying the world, all while emitting an Evil Laugh and having a Nightmare Face of his own
from within the Non Standard Game Over of the Bad Ending. Suffice to say, NAM-1975 is not for the faint of heart. The NBA 2K series. The games have a face scanner which allows you to scan and use your actual face for your created player. However, the scanner which allows you to scan and use your actual face for your created player.
place can mean a failed face scan, sometimes with terrifying results. Good luck trying to sleep should you decide to press on with your career anyway. O-Z The Misty Woods in Ori and the Blind Forest is easily the creepiest part of the game, with the limited visibility, Mobile Maze architecture, threat of monsters jumping out at you any moment, and
Dream Sequence-like whole-tone scale music. Paranoia/Psychosis for the TurboGrafx-16 is quite possibly one of the most scariest and disturbing games ever created for the system. The plot of the game is that you had used your own imagination to
conjure up a standard shooting ship in order to battle against Ugar and his minions from within the subconsciousness of your own mind. The game contains many surreal and disturbed in due time, not
to mention stage transitions that seems to be a direct Shout-Out to Poltergeist. If you think that's bad enough, whenever you defeat a boss at the end of the first four stages right before the fifth and final one, you're suddenly greeted by a scary imp-like creature (heavily implied to be Ugar) and that he either uses his right index finger (Psychosis
unfortunately is unable to comprehend any action that differs from right and wrong while also being very naive when it comes to the concepts of life and death in having to kill other people as if it was a game, making her pretty much one of the most dangerous characters from within the series. When Bilstein tells Luca that she's nothing more than are the concepts of life and death in having to kill other people as if it was a game, making her pretty much one of the most dangerous characters from within the series.
having a now-dead Gore lying next to her in thinking that he's completely quiet out of embarrassment in being with her during their "date" with each other. The music that plays during Luca's True Ending scenario does not help one bit when it comes to the sheer volume of the entire nightmarish situation involving Luca. Produce is a creepy and
visceral horror strategy game for the PC-88. It's a twisted story of four teenage students of an academy for ESP research. One of the students, Toshio, has a crush on Sayaka, who only has eyes for Gilbert, causing him to become jealous and angry. One day, Toshio is inexplicably and inextricably drawn towards an abandoned apartment tower, whereas the students of the students of the students.
ending. The Entity takes a nude Sayaka and fuses her with the house. Her heartbeat slows and eventually stops. The Entity tricked Toshio into luring the students to it because of his hatred and jealousy and blames him for "Producing" this tragedy to happen. Project Altered Beast features disgustingly graphic Transformation Horror, showing the
years to come. DEATH BEFORE DISHONOR!" Return Fire is an innocuous military themed vehicular combat with no blood, no gore, and Death Is a Slap on the Wrist. However, the developer sees fit to Jump Scare you with a laughing skull each time your vehicle is destroyed. At least the game is split screen (except for several training missions that
only pit you against base defenses) and mainly competitive so the adjacent player will be able to see it too. Scorn took the Body Horror and Nausea Fuel of late 80s to 90s Evil Is Visceral videogames such as X-Multiply mentioned below and Abadox (which had its own page) and render it in a glorious, Unreal Engine HD! And it's a first person shooter!
very uncommon. But Sinistar didn't just talk to you: he taunted you. He threatened you! When he belts out his Catchphrase, you better have a whole stash of bombs at the ready, because otherwise, he will end you. Soft & Cuddly despite the name, is anything but. Virtually everything in the game is nightmarish, one way or another. Most infamously
the title screen: once you get past the publisher credits, you're confronted with a bleeding, grinning, zombie woman's face, flanked on either side by two monsters chewing baby heads. In SOS, if your character is still conscious when the game's time limit expires, the game doesn't immediately end. Instead, you're treated to a segment of Controllable
named Captain Waffle (yes, that's his name) as the main protagonist as he battles against a dangerous parasitic race known as the Hildroids. What brings this game into Nightmare Fuel territory is its own Multiple Endings, which are considered by many in being very scary and terrifying when it comes to arcade game endings. Should you let the timeden against a dangerous parasitic race known as the Hildroids.
run out from within a stage, you're guaranteed the absolute worst ending, in which Waffle's wife and daughter are transformed into Hildroids much to his own shocking dismay and that he's forced to kill the two of them before turning the gun on himself as well. Should you let Waffle die once, you're guaranteed the bad ending, in
which Waffle himself is unexpectedly transformed into a Hildroid. Naturally, you can't let either of these scenarios happen if you want to get the good ending of the game, and since Video System tends to sometimes use photo-realistic images from within a couple of their games, seeing the bad and worst endings will truly cause you to not be able to
either stay focused or go to sleep in your own personal time. Here's a link if you're curious. In eBrainyGames' Sunken Treasure, if you get a game over, a Scare Chord plays and you are treated with an image of a pirate being hung at the gallows, with the implication that this is your character's fate. Vinesauce discovered a Super Mario Bros. Sega
Genesis bootleg called Mario 3: Around the World, developed by BMB, and it was disturbing for many reasons. When Mario loses a life, a high-pitched PSG rendition of Boss Battle 1 from Chrono Trigger plays, but if he falls into a pit, he screams at the top of his lungs, with the voice clip sounding nothing like him. When the player gets to the continued player ge
screen, you are treated to the sight of a three-headed Piranha Plant with its center head grinning. There is blood on the floor, and Mario's hat can clearly be seen. The developers of Mario 3: Around the World did another bootleg game for the Sega Genesis entitled Mario 4: A Space Odyssey, and is also disturbing, just like the previous game. The
continue screen itself. It's a parody of Alien, with the Blooper as the facehugger and a Piranha Plant as the chestburster. If you decide not to continue, you are treated to seeing a realistic-looking skull with a Mario cap on it. The text above makes the Game Over even scarier if you can read Russian. Teen Titans Go! Tower Lockdown, a Serial Numbers
Filed Off version of Psychout, has Silkie appear in one of the levels. He looks like a combination of his more realistic original series version and cartoonish new version, and if Robin touches him, he'll eat him alive. Thrill Kill is a finished yet not officially released PlayStation fighter, given it had enough sadomasochistic and violent content for the ESRB
to issue an Adults Only rating, and for Electronic Arts to cancel the release. The playable characters are Serial Killers with stilts surgically fused to his legs, a Deadly Doctor with a bear trap for teeth), who in Hell are sent into a
tournament where they straight up murder each other - EA even justified the cancellation with "When you look at Mortal Kombat, you look at a fighting game." And that eerie ambience that place during fights is just plain creepy, with audible moaning and whispers being heard
throughout. The Time Crisis series is mostly void of this, but the music group Hex is a very weird and creepy video game with horrible graphics (which looks like the game was being corrupted) and utterly bizarre premise that border on both sensory abuse
and mind screw. Right off the bat, we've got an unsettling intro featuring a terrible techno song (courtesy of Hex's Global Chaos mixtape back in the 90s) with bizarre flashing and inverted visuals. In the game proper there's the dissonant and scrambled ambient "music", the massively unfitting sound effects, the creepy doll-ish player character (from
the intro and title screen it was meant to be a cute chibi), the garbled and messy environments, the enemies with graphics of wildly different origins, the spooky message at the end of levels (e.g. "BEWARE BEHAVE"), and the frightening inversion/slowdown mechanic in later levels...all topped off with that "ending" consisting of a strange clown
picture made of beads on completely silent screen. Not to mention that creepy and loud laugh at the last second of that ending, which effectively serves as a jumpscare...brr...Stuart Ashen: (regarding the game serves as a jumpscare...brr...Stuart Ashen: (regarding the game) Frankly, it's better to lose. The visuals are
humorous enough, but the music that accompanies them is a completely different story. The Turing Test: You find a computer with a Turing Test on it, where you are trapped. From the Wangan Midnight Maximum Tune series: "Black
Pressure", Tatsuya Shima's theme in Maximum Tune 3, which begins with a creepy choir chant. "The Final Count Down" from Maximum Tune 4, used for Climax Bosses and the final stage, also has a chanting choir, this time sounding vaguely Latin. The backing choir continues throughout the entire track. The result is a track that sounds less like a
Wild ARMs, Zeikfried lands in the Photosphere after falling through a black hole in the Gate Generator. That's where he encounters the pink, veined, slug-like remnants of Mother. She then rears up behind him and eats him alive, complete with sickening crunching noises. Wild Arms Million Memories has its own few terrifying moments as well: The
opening cutscene features The End of the World as We Know It with the destruction of the planet being described in detail by a crying Emma. To make matters worse, this all came about because Rudy, of all people, betrayed everyone. You get to watch the entire scene again at the end of Chapter 34, in context. Siegfried was already highly competent
in both the first and third games. In this one, his competence is downright chilling. The first factor into this is how much stronger he is, to the point where he absolutely wipes the floor with you in battle. Right after the aforementioned curb stomping, he revives Mother, increasing the liklihood of Rudy's predicted betrayal. And the context for watching
the opening cutscene again? Siegfried's doing as he had Rudy cornered in the Memory Maze. It's a good thing he betrayed Mother, shielded Rudy from her attacks and underwent a Heroic Sacrifice or the game's ending would have been a lot grimmer. In the final chapter, you've finally given Mother the beating she deserves. Then she becomes
Mother Majesty and covers the Memory Maze in a darkness that erases your entire party one by one. To make matters worse, the background music gets quieter and quieter as each character disappears, fading out completely by the time only Rudy, Cecilia and Avril are left. And then the latter two fade out, leaving Rudy all alone. Wiz 'n' Liz is a
cartoony Platform Game for the Sega Genesis, starring a couple of wizards who must rescue bunnies. The stages don't even contain Mooks. You'd think it would be the perfect game for the younger crowd, until you see the absolutely grotesque bosses. It doesn't help that their eyes and even noses are ripped out as you damage them. World of Subway
4 - New York Line 7, a train-based Simulation Game available on Steam, is decent and Narm Charmy for the most part... until you unlock the Secret Level, "Midnight," an Out-of-Genre Experience into Survival Horror: Basically, a Big Blackout forces you to essentially play Red Light / Green Light with a Present Absence Serial Killer note Lacking an
actual physical model (presumably due to game-engine limits), his presence is instead indicated by audio and/or visual Jump Scares. — and if you move at the wrong time, you just get a Game Over textbox instead of anything explicit: You have moved. You won't see the next sunrise. X-Multiply, an arcade game by Irem (developers of R-Type) is quite
possibly one of the scariest, goriest and disturbing 2D side-scrolling shoot-em up games ever created (on par or rivaling Splatterhouse, which is a beat-em-up). The plot is that microscopic aliens has taken over a human body, and you are microscopically shrunk down to eradicate the alien sourge completely. The title screen showing a human with
their eyes wide open already sets the mood, the game then soon shows you the stages, containing many surreal images which gets to the point where you don't feel you're actually inside a human at all. Adding with a dark soundtrack and creature design that make Doom, Dead Space, and even R-Type itself look tame in comparison, it's quite safe to
say that X-Multiply trumps Abadox (which already has its own page), an already creepy shooter for the NES in terms of biological horror. Despite all that, it is Rated E For Everyone by the ESRB when it was re-released by HAMSTER Corporation, only on the account of Mild Fantasy Violence. Web Games The game Vorago, though made with intent
to scare, had some parts with over-the-top nightmareish-ness. Watch the walkthroughs here, here, and finally here. The part after the protagonist's husband gets stung by the monsters is especially scare-worthy. Closure. This flash game is just plain freakin' unsettling. Especially when you start figuring out what it's about. It's a fun game in spite
of it though, with a great gameplay mechanic. Covetous, a retraux Flash game found on Newgrounds (WARNING: contains flashing lights). You start off as a single pixel, collecting other pixels in a level shaped like a man's body. As you collect more and more pixels and as the atonal background "music" drones on and on, your pixel-blob and the items
it must collect grow and grow as your character slowly transforms into a parasitic twin, the man's face growing progressively less cheerful all the while. The between-round intermission texts become progressively more psychotic and demented; eventually even the music (such as it was) vanishes, replaced by a series of loud beeps. In the final level,
you are instructed to mash the left and right arrow keys to help what is now a miniature Eldritch Abomination tear its host open from the inside and unleash itself upon the world. But you can also choose to let the man live; by waiting around on the final stage for long enough, the fetus-within-a-fetus realizes that two wrongs don't make a right and
reduces itself to a quiet existence as a benign tumor. Die Anstalt: Psychiatry for Mishandled Plush Toys. Everything that made Toy Story worthy of an entry on the Nightmare Fuel pages, but with severe mental disturbances. Take Dolly: After that Body Horror and Mushroom Samba, as well as the expression on the wolf, you will never look at
reversible stuffed toys the same way again. And failing to help is even worse, because if you can't rescue everyone in one try (no second chance), it leads to Offscreen Inertia. The sadly defunct Hotel 626. Start off with the fact that it was only possible to play it between 6pm and 6am. When you can play the game, it's basically you playing a guest
trying to escape an incredibly freaky hotel which is full of dark and demonic forces. Among other things, you must play a music box to keep a scary baby asleep, figure out how to escape from a room which you are locked in with a mad man (after three tries, he unties himself, turns out the light, and game over), and get dragged down the hall by evil
spirits. And when you do finally escape, you get a cool down moment where the guest sits in his car and starts to pull out of the driveway while calming music plays. Before looking in the rearview mirror and seeing a corpse-like creature in the back seat. In its original form, it also featured microphone, camera and phone integration, so you could get
and most assuredly haunted grounds" right away. The place is largely harmless, however...with the exception of one room, which contains an old woman's corpse in a chair and a portrait of a child nestled in the corpse appears
for a split second, and you die. But it's never explained how or why you die, which somehow makes it ten times worse. Monster Basement, a flash game series, has a bit of this, for examples, play it right here! To be more specific, the entire premise is that your character heard your friend screaming, only to be knocked out and wake up in a creepy,
dark basement. You're locked in and have to find a way out before the monster that abducted you comes back to eat you. There's one fun part where you go into a dark room and put a new light bulb into the socket, only to be terrified to see a Mud Monster coming after you in the now-lit room. You need to kill it with an axe. Oh, and when you finally
get the key to the door? The phone rings. When you pick it up, the most creepy voice imaginable informs you that he'll be there soon to kill you, at which point the background music changes from its usual soft rhythm to being incredibly frantic. That's just in the first game. The second game has you and your friend trying to escape from the house
itself, which has a zombified family living in it. Among various creepy delights, there's also one point where you have to watch a DVD. If you have a certain item, you can freeze time and see that one of the "pictures" is
actually another zombie person, who was attempting to kill you from behind. If you don't freeze time, the game will end as you're killed from behind by a chainsaw. You won't even know what happened. The Minoto Series is a bunch of cute point-and-click adventure games which are about as far from scary as you can get...until Present of Santa 2. Go
two screens right from the start and you come to a scene with a locker. Open the locker, and you're treated to a huge, writhing orange thing with bulging eyes, a gaping mouth and vestigial limbs constantly wiggling. It's actually just the Sun Boy from previous games who's gotten ridiculously fat and wedged inside the locker, but some of the Escape
Games 24 players have gotten a nasty shock from it. Alice Is Dead: The games' interpretation of the Cheshire Cat is a mad scientist's young daughter who suffered a Teleporter Accident by messing with her father's experiments and became fused with one of the cat test subjects. She's actually helpful, but she gives you at least one Jump Scare. Which
isn't helped by her looking like this\and curse of the Red Ninja is something of a spiritual successor to Get Lost, and is largely just an adventure game with an element of surreal humor. Just don't go into the derk forest and disturb the nest of sinister-looking birds, because a "protective Tengu mother" will appear right the hell out of nowhere and put as a curse of sinister-looking birds, because a "protective Tengu mother" will appear right the hell out of nowhere and put as a curse of sinister-looking birds, because a "protective Tengu mother" will appear right the hell out of nowhere and put as a curse of sinister-looking birds, because a "protective Tengu mother" will appear right the hell out of nowhere and put as a curse of sinister-looking birds, because a "protective Tengu mother" will appear right the nest of sinister-looking birds, because a "protective Tengu mother" will appear right the nest of sinister-looking birds, because a "protective Tengu mother" will appear right the nest of sinister-looking birds, because a "protective Tengu mother" will appear right the nest of sinister-looking birds, because a "protective Tengu mother" will appear right the nest of sinister-looking birds, because a curse of sinister-looking birds, because a cu
sudden and definitive end to both your fun and your ability to sleep. Colour My Dreams is full of this. From shadowy demons who suddenly leap offscreen to taunting messages written in blood, it's quite the departure from the previous games. The ending is worth the fear, though. Some people find the Submachine series disturbing because of the
emptiness of the places you explore and the eerie soundtrack, and/or for the sense of being watched and not knowing who to trust. You find evidence that other people have been there before you, including notes left for you, but so far you only really have two-way communication with Murtaugh, and not very often at all... and he is far from
trustworthy. Also, while many of the locations look like they've been abandoned for a very long time, some places look as though people were there recently and had to leave in a hurry — and every now and then you'll go someplace you've been before that has apparently been visited in your absence by someone or something who likes to break things
From Submachine Network Exploration Experience: "Report #173" at location 399 deals with the recurring themes of memory loss and disorientation, and suggests that the Submachine itself could be causing people to lose their memories, confusing and trapping them, and "harnessing their biomatter". Location 712. The combination of the gun
(like Elsa Foot Doctor) can accidentally fall into this, what with these games occasionally being graphic and cringeworthy (like using a scalpel and making the patient visibly bleed in surgery games), having creepily designed characters (like a pony with a huge human mouth) or just having an unnerving theme (one of the games revolves around
maiming a baby at a hair salon), among other things. What's more is that these games were apparently intended for children. JonTron discusses these in his "Disney Bootlegs" video. "Sad Satan", a certain "deep web" horror game built on the Terror Engine which gained plenty of exposure by gaming channels, such as SomeOrdinaryGamers. It plays the salon is a someOrdinaryGamers. It plays the salon is a someOrdinaryGamer built on the Terror Engine which gained plenty of exposure by gaming channels, such as SomeOrdinaryGamers. It plays the salon is a someOrdinaryGamer built on the Terror Engine which gained plenty of exposure by gaming channels, such as SomeOrdinaryGamers. It plays the salon is a someOrdinaryGamer built on the Terror Engine which gained plenty of exposure by gaming channels, such as SomeOrdinaryGamers. It plays the salon is a someOrdinaryGamer built on the Terror Engine which gained plenty of exposure by gaming channels are salon in the terror Engine which gained plenty of exposure by gaming channels are salon.
intervals. Mutahar (SomeOrdinaryGamers' host) became physically ill from both the music and the aforementioned images, and he quickly removed the link to the game from the video description and reported it to the FBI for its illicit material. It came to the point where Mutahar's viewers became worried about his health, but luckily he posted a
follow-up video confirming that he was alright. Long ago on Nick.com, there used to be games called Clickamajigs which are just random games where you can click on something to make it happen. All of them were funny, like International Toe Stub, Gum Chewing Alien, Mr. Whatever, and many more. But there was one clickamajig that was scary: it
screaming "I DON'T LIKE BLACK LICORICE!" Then someone screams and slams the door on the kids. But even worse, you can send this to someone closes the door, then one of the kids peeks through the door flap
and says "Oh yeah, almost forgot..." Then the kid breaks through the door and shouts this in a demonic tone: "HAPPY HALLOWEEN!" Geez, this was a kid's game! What were they thinking? 1916 - Der Unbekannte Krieg by Kriegsgraben and Stormvogel is a first-person survival horror game about a soldier who is trying to escape from the trenches
volume turned up, or on a home theater system- the fanfare is actually tuned to produce deep basslines. One of the most notorious examples is when the PlayStation 1 models (including the slim ones) would let out a terrifying Death Cry Echo on their boot screen if it failed to boot properly (usually, this is caused by a corrupted BIOS) - this sound can
there is a chance of the game abruptly cutting to a pitch black screen with a bright red "No" symbol and a very blunt message:SOFTWARE TERMINATED. CONSOLE MAY HAVE BEEN MODIFIED. The PlayStation 2 is no better, especially to those who have an irrational fear of grandfather clocks. The loud bong at the start can be disconcerting to
being badly scratched up or from the drives being knackered from age wear). Especially the background noise the console after a long and hard day of work and seeing the accursed rings for the first time just as you're getting ready to hop into a game
of Halo 3.Xbox Voice: Die-ie. Talking to you. Repeat module. Die humans. An alternate mishearing is that the voice is saying "Work until you die, human." The PlayStation 3's yellow light of death (or the red blinking light of death). Definitely something you don't want to experience while in the heat of a Tekken tournament. If you attempt to turn on an
Atari 2600 without a game cartridge, you'll get this. (If you're lucky, the screen will stay blank.) Have you ever been curious enough as to put a Sega CD disc into a CD player? If so, you'll probably remember the experience of hearing a female voice telling you to press pause and to eject the disc, as it contains CD-ROM data which can damage
speaker system. All of this sounds creepy enough already, but to make matters worse, SEGA decided it would be an extremely loud, distorted guitar riff that sounds like it's playing from the utter depths of hell. Of course, if you skip past the data track, you'll most likely find the game's soundtrack on there; since most Sega
CD games used red book CD audio for BGM. If your CD player is relatively modern tho, it will intelligently realize that it's reading a data track and gracefully skip to the next track. The voice returns for Sega Saturn CDs, this time swapping out the demonic guitar screams for an even more unsettling Creepy Monotone and a guestionable British
accent. Except that some games would have specially recorded versions by a prominent character, which could range from Nightmare Retardant to The Fourth Wall Will Not Protect You, making it even more tempting. Even worse is, like the Sega CD example above, some games do come with red book CD audio containing the game's BGM. However,
by this time, most modern CD players do perform a sanity check on the read data and will gracefully skip the track if it recognizes the track as containing data (ie an ISO9660 file table) from the first few bytes read, making this a blatant lie. The voice returns for the Dreamcast discs, which is identical to what they did for Sega Saturn CDs. However, in
reality, the damage done to a Player would be minimal to none since almost all CD players won't be able to actually read the data track (unless you're using one of those very old CD players that will practically try to play anything with a shiny reflective surface), which is burned at a different wavelength at a different focus point with a much finer
groove (think DVDs). Sega could've just chose to not even bother because as far as the CD players are concerned, the disc can't be read at all. Instead they included a red book session on the disc to be helpful or as an Easter egg. Nintendo, being a Lighter and Softer game company, did not have these terrifying sounds... until the GameCube. In this
case, the manual of the Game Boy Player gave extra care in warning you to first go through the Eject option in the Game Boy Player menu before ejecting this error, changing whatever game you are playing to a white message on a
red text box on a black background while a loud Scare Chord plays. The loud screech let out by the Wii when the system froze up, triggered by the console turning off every driver but the video driver after a freeze. Definitely the last thing you want to hear during a Super Smash Bros, Brawl fight. And when you realize that the sound is far louder in
person, it's very unsettling. The sound returned on the Wii U, though thankfully on that console it only plays for about 5 seconds. A lower-pitched version of the sound was heard whenever the Nintendo GameCube encountered a severe
error and didn't crash with the sound, it would often instead display an ominous error message, typically on a black screen. These messages started with "An error has occurred," and would then ask you to remove the disc of the game you were just playing (Wij only), turn the console off, and to read the console's instruction manual. Ironically, if this
error popped up on the Wii, like with the sound crash, the only way to turn it off would be to either hold down the power button for a few seconds or by unplugging the system.
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