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The best horror games all have in common: The ability to provide the uncomfortable feeling that someone or something is on your tail - with sinister plans that take you out. The game only became more in fear as technology evolved, and with so many great horror games, it was time to make a point for the scariest games we've ever played. Fortunately, there is no shortage of titles designed to take you into a heart race and adrenaline-pumping frenzy, and we've highlighted a few of our favorites below. Some of them rely on action, while others focus more on survival, with a few choices in between. One thing they all share is that they are designed to make you feel like anything can be hidden around the next corner. Read more: Resident Evil 7: Biohazard (PS4, PSVR, Xbox One, PC) Launching everything is one of the scariest video games to date - Resident Evil 7: Biohazard. This game manages to keep the essence of what makes Resident Evil great, but pops it on its head by presenting it in the first person. At first glance, it may not seem like a Resident Evil game at all, but after about an hour or so, everything starts to fall into place - especially in the horror department. The main villains are mutant humans, which come across as even more horrifying than traditional zombies because they're much more believable. There's a section around the 30-minute mark (you know one), in which you're sitting at the dinner table with the Baker family, and it's one of the most memorable moments of the generation. We won't spoil it, but it really sets the tone for the newest Resident Evil game to date. And while you're at it, we recommend playing it whole in PSVR. With it being a first-person game, the fears are much more pronounced in PSVR, so try if you're brave enough. But either way, whether you're playing the regular version or in PSVR, don't ignore this version. Read our full Evil 7: Biohazard review The Walking Dead: Saints and Sinners (PSVR, Oculus Rift) Virtually can provide a feeling of immersion simply impossible through traditional video games, and The Walking Dead: Saints and Sinners is a shining example of this. The first-person VR game focuses heavily on the story, with players influencing results based on their choice, and it has both long-range and melee weapons in combat. Set in New Orleans, it differs from tv shows or comics, and it has a lot of extra content for accomplished people. In any zombie game worth its salt, human survivors are as deadly as the undead, and this is certainly the case with Saints and Sinners. No one can trust, and with many options for most situations. It is up to Players to decide on the best dangerous approach. Resident Evil 2 (PS4, Xbox One, PC) A re-version of one of the most beloved horror games of all time, the stacked card set compared to Resident Evil 2 2019 can really impress Fans. Despite the legacy of the original, however, that's exactly what it did. With the sound of blood clots and going to an over-shouldered perspective similar to Resident Evil 4, Capcom made the action more frightening and felt more modern. With so many great weapons to discover and use against zombies for Mr. X him. No longer really play Resident Evil 2 get in the way of experiencing its cold story. And what a story it still is in 2019. Moving from the first game's mansion to the streets and instigating buildings of Raccoon City, Resident Evil 2 dramatically increases the stakes with a conspiracy-filled journey throwing Leon Kennedy and Claire Redfield into the midst of a terrifying disaster. The humans they encounter are often as dangerous as those infected, and it gives newer players an idea of what to expect from so-called allies in the rest of the series. No one can be trusted. Read Our Resident Evil 2 review Metro Exodus (PS4, Xbox One, PC) Equal parts survival and horror, the Metro series is one of the coldest depiction of post-apocalypse life ever seen in video games or any other medium. After a nuclear war that leaves most of humanity dead, protagonist Artyom and his comrades seek a new home away from violence and sadness – and are immediately greeted by both. The third game, Metro Exodus, is particularly intractable with its depiction of mutations, cannibalism, and irradiation areas that can kill people in seconds. Much of Metro Exodus' fear comes from the fear of running out of bullets when dealing with monsters. Ammunition is scarce, as well as the filters you need for your gas mask, and the enemies you encounter go far beyond the subway system. Metro Exodus is still a hopeful game despite the horrors you encounter, and it's a game powered by perfect storytelling. Characters don't feel like cardboard cutouts, so when one of them makes a threat or attack, it feels real. Read our full exodus metro review Bloodborne (PS4) It's an action role-playing game, too, but there's no denying that Bloodborne's software word is firmly rooted in horror. Inspired by gothic and Victorian architecture and having Lovecraftian enemies to fight, "harmful" world is nothing to fear. Blood spews out of enemies with each slash, and the boss covers from giant spiders to electric behemoths with skull faces. The confusing story of the game is even framed as a nightmare from which you can not wake up. From software that keeps its forefulness to smart enemy positions intact for Bloodborne, that only makes it more indie. You will rarely go over an hour without an enemy jumping out a wall without an enemy warned, offering a small heart episode as you cut back and dodge your way out of danger. Usually, however, you will not Do so, and the horror of having to find your lost blood echoes and eliminate hordes of enemies again becomes as scary as the world itself. Read our full bloodborne review Alan Wake (Xbox 360, PC) PC) Remedy Entertainment's best game, Alan Wake is a psychological thriller with a lot of personalities sprinkled everywhere. You've probably seen this comparison before, but it's very reminiscent of the popular mystery show, Twin Peaks. Much of the game's motivation revolves around uncovering the mystery of Alan's wife Alice's disappearance, but you'll also find a satisfying gameplay loop and a striking sense of atmosphere along the way. Alan Wake turned into a cult hit, with a group of loud, vocal fans, although the game did not break commercial records (although it sold somewhere in the neighborhood of 3 million copies). Interestingly, Remedy's latest game, Control, is set in the same universe as Alan Wake, and will get a new DLC piece linking the two games together. Considering remedies that have regained Alan Wake's rights (after Microsoft previously owned IP), we'll probably see an appropriate next section or track of some kind as a indalone game. The remedy has claimed it was previously working on a follow-up, but it never came to be. With the next generation on the horizon, this is the perfect candidate to take advantage of the new hardware – whether it's a new game or a remaster of the original. Layers of Fear (PS4, Xbox One, Nintendo Switch, PC) A surprise 2016 insalome hit from Bloober Team developer, Layers of Fear puts players in the role of an 2016 2016 artist on his magnnum opus. The game takes place in his lavish Victorian mansion and he adds a new layer to the painting after completing each chapter. Completing the picture quickly seems to be second to the psychological state of the man. Throughout the first person experience, the player is exposed to the man's hallucinations of his disturbing past. Reflecting P.T.'s style, layers of Fear's main source of fear comes from a constantly changing environment. Return to a previously empty wall, and a creaking door with light ingested from its bottom crack can be there. While it can be classified as a walking simulator, since there is no direct combat, the player interacts with the object to solve the puzzle to get the room to change. From melting walls to ever-changing portraits, to bizarre obsessions, Layers of Fear surprises throughout its short but wonderful journey. Outlast 2 (PS4, Xbox One, Nintendo Switch, PC) Surpassing its predecessor, Outlast 2 is probably the hardest game on this list. The weird and vile expressions you encounter throughout the game are sure to turn off some players – even those who really like the genre. From the out beginning, journalist Blake Langermann and his wife went to a secluded location in Arizona, where the body of a pregnant woman was mysteriously found by the side of the road, cause of death is unknown and it makes no sense that she died there. What began as an investigation quickly turned into a fight for survival. Blake and Lynn caught the attention of sex-crazed local denominations and a vicious backwoods group. Like Outlast, you can't defend yourself. Besides sparse fast-time events, you just need to run and hide. And you have to do both unless you want Blake to suffer a brutal, tortured death. Without going into the details, just say that Outlast 2 is not for squeamish players. Outlast 2 performs both survival horror and extremely good psychological horror, tells a compelling story, and will keep your heart beating a mile a minute as you navigate through its extremely terrifying scenery with even more terrifying people. Read our outlast of 2 review Dead Space (PS3, Xbox 360, PC) Dead Space has been and is special because it manages the rare feat of simultaneously being a deeply packed and deeply disturbing game. Released almost universally in 2008, Dead Space remains one of the shining gems of the Xbox 360/PlayStation 3 era. You play as Isaac Clarke, a system engineer tasked with working his way through a mining ship that has become overrun by aliens. The humans who had previously occupied the ship turned into scary and powerful creatures called Necromorphs. The satisfying action of the game comes from dividing these creatures with limbs with high-tech weapons and gadgets. But you never know when they will crawl out of the exposed corridor or slither from the ceiling. The broken spacecraft is filled with tension in the atmosphere, and Isaac's loneliness amplifies a sense of fear. Dead Space 2 and Dead Space 3 gradually move on to more action and less horror, but the amazing blend of quiet action and plot makes it stand out as the scariest game in the franchise. We have begged EA for a new entry, or even a remaster of the original to no end. Hopefully Isaac Clarke will be back soon. Dementia: The Dark Descent (PS4, Xbox One, Nintendo Switch, PC) From Frictional Games, the team behind the Penumbra series, 2010 indie darling Amnesia: The Dark Descent expands on the company's unique brand of first-person horror adventure and creates something of a phenomenon among horror game developers and indie game fans. Set in 1839, a young Londoner named Daniel wakes up in Prussia's Brennenburg Castle. His lack of memory, according to a note he wrote for himself, was self-imposed for his own benefit. So begin the twisted and variable winding adventure with each room Daniel visits in the sprawling castle. Along the way, Daniel runs into completely mending creatures called gatherers, who, like many quirky horror games, were formerly humans. Daniel can only flee from creatures this key. There are dangers lurking everywhere, but Dementia tends to save its most surprising fears when you think you're safe. Unraveling the mysteries of Daniel's past and the castle itself is a journey that will keep Stay up late - and perhaps even after you've exited the game. SOMA (PS4, Xbox One, PC) Frictional Games has achieved so well at drawing screaming out players that it keeps two slots on our list. In 2015, he was driving a man named Simon Jarrett, who suffered a traumatic brain injury in a car accident. As a result, he agreed to be part of Mr. Munshi's experimental study in reversing brain damage. During brain scans, however, Simon seemed to lose consciousness and wake up in a desolate research center deep in the Atlantic Ocean. And even worse, all human life was wiped out by a comet the previous year. PATHOS-II - where he woke up - was the last place where human life was considered safe. But he seemed to be alone. What's wrong? SOMA follows the tradition of Frictional Games about using an accidental man to tease out a big and scary mystery. Over dementia, SOMA emphasizes psychological horror, with each dark creature representing some form of emotional trauma. The game is heavily dependent on its atmosphere, further enhanced by voice recordings, written notes and its murky underwater environment. A little more about its terrorism, it succeeds in bringing you into its world and makes you feel as if you are living Simon's deep internal struggles. It achieves a different kind of horror experience, one that latches into your mind and doesn't let go. Silent Hill 2 (PS2) The Silent Hill franchise sits next to Resident Evil as a pioneer of the genre. While the first three Silent Hill games can all be considered horror classics, Silent Hill 2 edges out others for a place on our list. Although it is not a direct successor to the original, Silent Hill 2 returns to the bleak town of the same name. James Sunderland's wife died three years ago - at least, that's what he thought. After receiving a letter asking him to meet her at their special location (Silent Hill), he embarks on a journey that makes many disturbing turns. (Note how resident Evil 7's reflection is set.) As James navigates through town, Silent Hill quickly becomes a frenzied dreamy landscape filled with monsters and strange disturbances. What makes silent hill games stand out, and especially Silent Hill 2, are psychological elements designed to mess with the mind of the player. Quite often, what James sees is merely an expression of his crumbling subconscious. And while all the games on this list are worthy of being played more than once, Silent Hill 2 has a variety of basic themes, references to literature and movies, and enough subtext to make playthrough your two are even better than the first time. Alien: Isolation (PS3, PS4, Xbox 360, Xbox One, Nintendo Switch, PC, Stadia) Little Nightmares (PS4, Xbox One, Nintendo Switch, PC, Stadia) Little Nightmares makes for a very simple gameplay loop that's completely captivating. It is basically a scary game of hide-and-seek starring Six, a young girl who finds herself in the nightmare world of Maw. During a five-hour adventure, you guide Six across a series of rooms in Maw filled with personal nastiness that will kill her if the chance. Six simply wanted something to eat, but this led to many problems with Maw residents. Much of the terror permited by Little Nightmares comes from fear of being discovered. You must still not see, but even if you think you are safe, there are always debilitating fears of catching looming over the air. Little Nightmares has a series of amazing puzzles, all of which contribute to the constantly evolving story of the hellicscape. It's amazing that Little Nightmares are still scary even if you almost always know where the danger lurks. This is done through great image and sound design, and a series of well-placed clues about what would happen to Six if she was caught. While Little Nightmares doesn't have the scale of some other games on this list, it packs an emotional punch at the end. P.T. (PS4) P.T. (Playable Teaser) is one of the most engaging games today. In fact, as the name suggests, it's not really a full game, but a demo for what has been revealed as Silent Hills. It was directed by Hideo Kojima of Metal Gear and the famous horror filmmaker Guillermo del Toro, but you didn't know it until the end of the demo. Eventually, it never happened, due to a dispute between Konami and Kojima, who later went on to found Kojima Productions. Let's set the stage for how P.T. rolled out and what it could have been. PS came out on PS4 as a free download, created by a non-existent developer called 7780s Studio. The whole game takes place in one house, and the gameplay consists of you repeating throughout its corridor, with subtle differences appearing with each round. It was presented in the first person and included super-minimalist puzzles that - at the time - led to tips for sharing the community online. Everyone talks about it. There is a section that even requires you to talk into a microphone to solve one of its puzzles. The whole time, a scary ghost named Lisa is on your tail, waiting to pop out and scare you. She was horrified - just look at her. After working your way through many difficult puzzles And challenging of the game, the game gives you the reveal you've been waiting for: P.T. P.T. A Silent Hill game camouflaged the whole time. Norman Reedus of The Walking Dead, also a star in Kojima's Death Stranding, stars in this game, directed by Kojima and Guillermo del Toro. P.T.'s unique design brought it to history, thanks to one of the most viral and innovative marketing campaigns ever made. Instead of putting up ads, videos, or billboards, its news spreads simply by mouth. Unfortunately, the PlayStation has finally delisted it from the store, so you can no longer download it, which adds to the strange history of the game. There are fan-generated entertainment that you can find online, but unless you downloaded it in 2014, you can no longer get the official version. However, if you want to see its gameplay, you can still find the videos online. Editor's recommendations

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