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The first four Silent Hill games are all uniquely unnerving; these titles gave survival horror fans a more psychological alternative to Resident Evil's more visceral terrors. Each Silent Hill game transforms trauma into monstrous physical manifestations, which is arguably most effective in Silent Hill 2.

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However, in ancient China, people divided a day into twelve 2-hour periods, and they called each 2-hour period a shichen. In Song Dynasty, each was further divided into two