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The jump scare usually has a visual as well as an auditory element something nasty that suddenly enters the frame. It is the sound that really makes viewers jump, but it is the visual element that tends to stick with them.

[How jump scares work: The art and biology of the startle.](#) slate : culture : 2024/10 : how-jump-scares-work-and-how-to-tolerat...</a>

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Know the audio cues commonly set before a jump scare. Silence is the most common, but it usually comes right after a long, slow, and ominous swell in the music. Remember that jump scare work by hitting you with an image or sound very abruptly and quickly, not by slowly ratcheting things up.

[How to Stop #39; Jumping #39; During a Horror Movie: 11 Steps - wikiHow](#) wikihow : Stop-#39; Jumping #39;-During-a-Horror-Movie</a>

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restorm Armada, were put up for sale and were acquired by Warcradle Studios. At this time the company merged its own steampunk game product with that of Dystopian Wars. The game is now being expanded with new rules and models. Dysop Games forming in 2008. They went bankrupt in 2024 possibly due to problems with licensing and a Kickstarter. [1]