
20

Different **audio** fragments have been downloaded to complement the game.

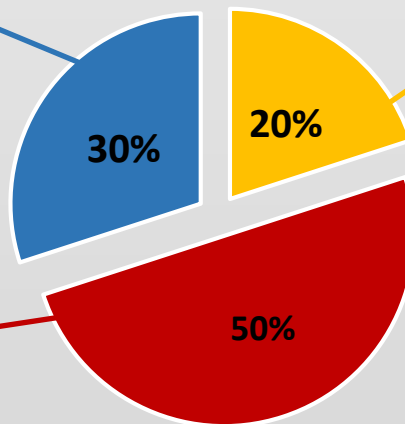
Sound Distribution

30% of the audio used are **sound effects**.

- From creaking doors to various howls

The most downloads were for **the background music**.

- Ranging from music boxes to piano solos



Ambient sounds account for **20%** of the acquired music.

- To complement the tense moments

Almost **100%**
Of horror-movie directors values the audio content as much as the video content.

“Music washes away from the soul the dust of everyday life”

- Berthold Auerbach