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It's a chain effect that adds to the fear factor by heightening the anticipation among audience members of when the next person will arrive, and who will die next.

In Smile, the demon moves through each witness of the smiling suicide and then to the next after 7 days. This chain effect adds to the fear factor by heightening the anticipation among audience members of when the next person will arrive, and who will die next.

[Smile: 10 Reasons Why This Horror Movie Is So Terrifying - Collider](#)  
collider : why-smile-is-so-terrifying  
[Smile: 10 Reasons Why This Horror Movie Is So Terrifying - Collider](#)  
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Frightening & Intense Scenes (12) A woman twists her neck (offscreen) and bends her face upside down while smiling outside of a car window. Many solid jump scare scenes. One involving a mutilated face. The film sustains a strong sense of foreboding and dread throughout, with central themes of trauma and death.

[Parents Guide: Frightening & Intense Scenes - Smile \(2024\) - IMDb](#)  
imdb : title : parentalguide : frightening  
[Parents Guide: Frightening & Intense Scenes - Smile \(2024\) - IMDb](#)

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tema sempre ter certas características que outros RPGs não têm. JRPGs tendem a ser mais grind-pesados. Eles tendem para ser muito mais longos do que os outros jogos de RPG e muitas vezes compartilham uma linha de história muito profunda.

a. Qual a diferença entre um RPG, um JPRG, uma ARPG... - QuoG  
mentalidade de "qualquer coisa". RPGs