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ARTWORK AND FRAMED MIRRORS

As all of our framed artwork is made to order, we need a little bit of time, £ to create your new piece of art. Due to the volume of orders that we are currently receiving, our lead time at the moment is up to 14 working days.

Our framed artwork is packaged in purpose-made boxes to keep your £ artwork safe in transit and we use specialist couriers to deliver our artwork throughout the UK mainland. If you have £ included a mobile telephone number when you placed your order, you should receive a text message from our courier when £ your order has been collected from our warehouse.

If our courier is unable to make their delivery, they will leave a £ calling card with information on how to rearrange delivery. If the courier makes several unsuccessful delivery attempts, your order will £ be returned to us.

Unfortunately, due to the nature of our product, we are unable to deliver framed artwork outside of £ the UK mainland.

The Silent Hill name is almost synonymous with horror in video games, and it earned that reputation without relying on excessive gore to scare players. The games manage to elicit reactions of fear and uneasiness from fans through how intricately they are designed.

Silent Hill Doesn't Need Heavy Gore To Be Scary - Screen Rant

screenrant : silent-hill-jump-scare-horror-game-gore-violence

Silent Hill is a 1999 survival horror game developed by Team Silent, a group in Konami Computer Entertainment Tokyo and published by Konami. The first installment in the video game series Silent Hill, the game was released from February to July, originally for the PlayStation.