

# AN AMERICAN WEREWOLF *IN* LA

ART BOOK

Eres un hombre lobo.  
Pero hay monstruos peores en Hell's Creek.



You are a werewolf.  
But there are monsters worse than you in Hell's Creek.



DEL 23 AL 30 DE NOVIEMBRE 2019

# ISLA CALAVERA

FESTIVAL DE CINE FANTÁSTICO DE CANARIAS

#ISLACALAVERAFEST



## A WEREWOLF IN TENERIFE

En los últimos años, el Festival de Cine “Isla Calavera” se ha ido posicionando como el festival más importante dedicado al género fantástico de las Islas Canarias. Y fiel a su trayectoria creciente, para la edición del 2019 la organización quiso dar un paso más allá y ofrecer un videojuego oficial para todos los asistentes a las proyecciones.

Así que ahí entramos nosotros. A mediados de año la organización propuso al equipo de Playmedusa que desarrolláramos un videojuego arcade, inspirado en el tema oficial: el hombre lobo.

Y fruto del amor contranatura entre el cine de terror de los años 80, los hombres lobo y los videojuegos, nació tan solo cuatro meses después “An American Werewolf in L.A.”, una secuela espiritual jugable como tributo a la película de culto.

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In recent years, the “Isla Calavera” Film Festival has positioned itself to be the most important one devoted to the fantastic genre in the Canary Islands. True to its growing trajectory, the organization wished for the 2019 edition to go a step further and offer an official video game for all those attending the screenings.

Which is where we come into the picture. Around mid year the organization proposed the PlayMedusa team to design and develop an arcade video game, inspired by the official edition’s theme: the Werewolf.

Fruit of the unnatural love between horror films from the 80s, werewolves and video games, “An American Werewolf in L.A.” was born four months later. A playable spiritual successor that is a tribute to the cult movie.





# REFERENCIAS

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# REFERENCES



**Kung-Fu Master (1984) by Irem.**



**Vigilante (1988) by Irem.**



**Tiger Road (1987) by Capcom.**



**Black Tiger (1987) by Capcom.**



**Wulverblade (2018) by Fully Illustrated.**



**Muramasa (2009) by Vanillaware.**





# TRIBUTOS

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# TRIBUTES

Rindiendo tributo este año en el festival a grandes estrellas del género como **John Landis**, **Paul Naschy**, **David Naughton** y **Rick Baker**, tuvimos claro desde el principio que todos ellos tenían que protagonizar nuestro juego. Tampoco queríamos perder la oportunidad de **exprimir todo el sabor nostálgico de los años 80**, así que insertamos en el juego multitud de guiños hacia el cine y los videojuegos de esa época.

**“An American Werewolf in L.A.”** no es solo el videojuego oficial del Festival Isla Calavera 2019. También es el canto de amor de Playmedusa al cine de videoclub y al videojuego de las máquinas de arcade.

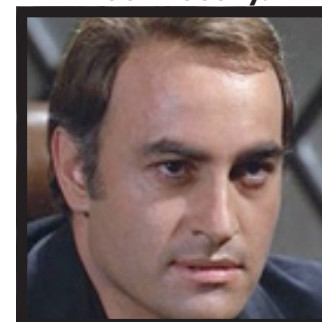
The festival pays tribute in this edition to masters of the genre like **John Landis**, **Paul Naschy**, **David Naughton** and **Rick Baker**. We knew right from the start that **all of them had to star in our game**. Moreover, we didn't want to miss the opportunity to **squeeze out all the nostalgic taste from the 80s**, so we added multiple nods to films and video games from that era to the game.

**“An American Werewolf in L.A.”** is not just the official video game of the Isla Calavera Festival 2019. It's also the love song from PlayMedusa to videoclub movies and arcade video games.

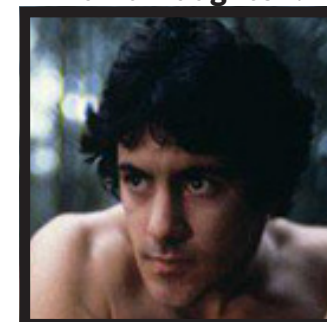
**John Landis.**



**Paul Naschy.**



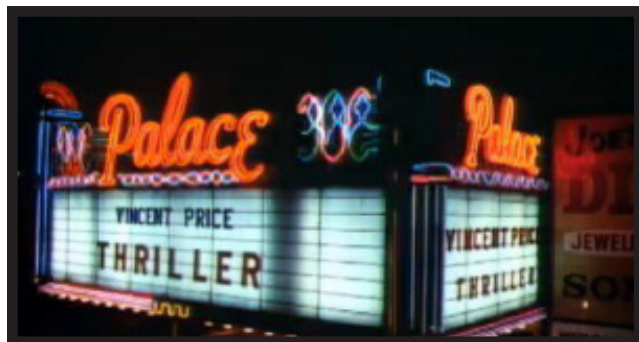
**David Naughton.**



**Rick Baker.**



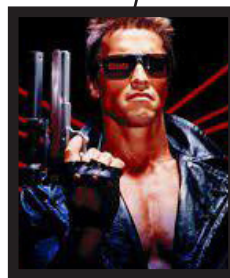




Michael Jackson's Thriller (1982)



An American Werewolf in L.A.(2019) by Playmedusa.



Outrun (1986) by Sega.



An American Werewolf in L.A. (2019) by Playmedusa.



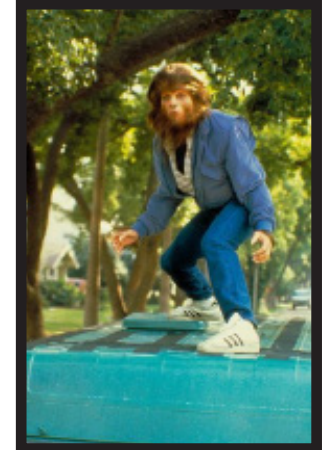
Michael Jackson's Thriller (1982)



An American Werewolf in L.A. (2019) by Playmedusa.



Cool Spot (1993) by Virgin Interactive.



Teen Wolf (1985)



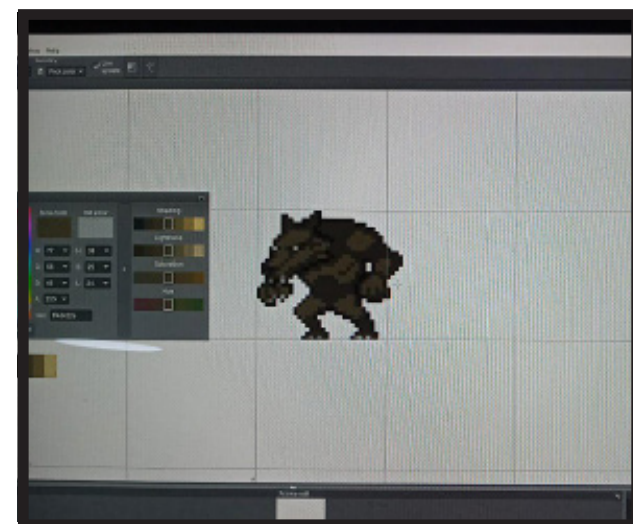
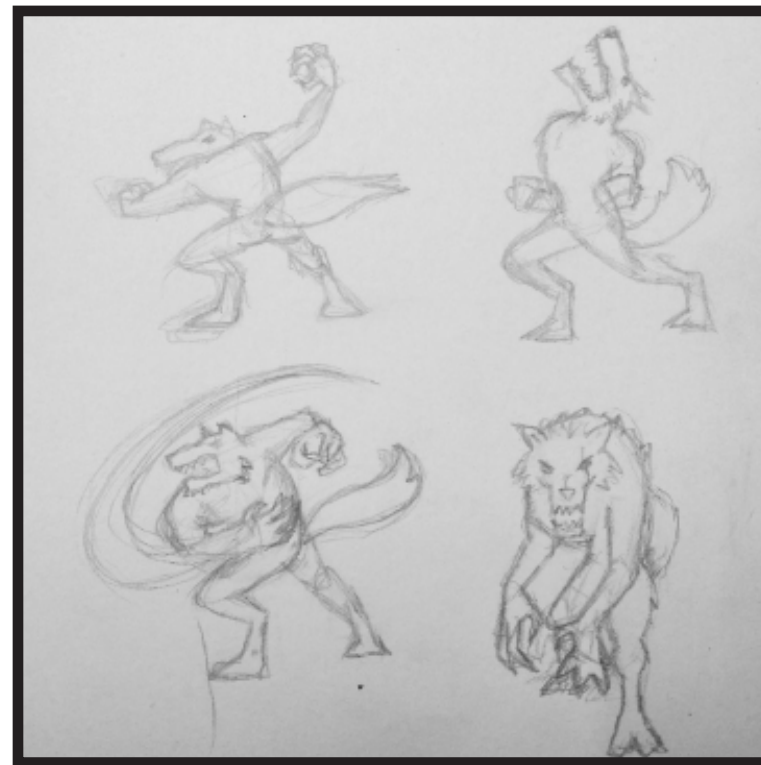
An American Werewolf in L.A. (2019) by Playmedusa.



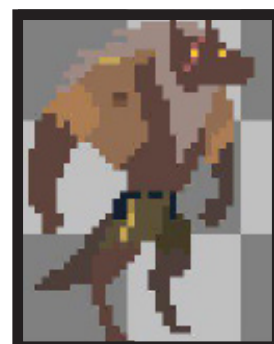
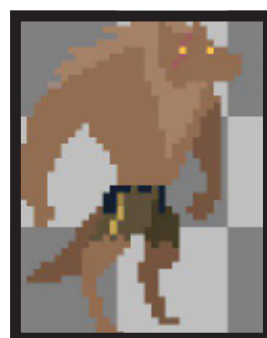
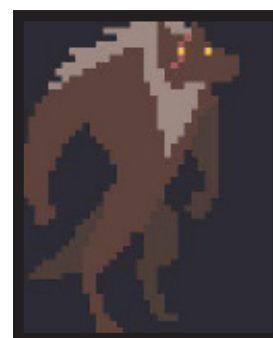
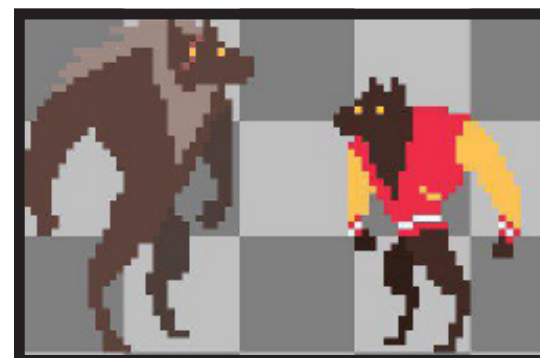
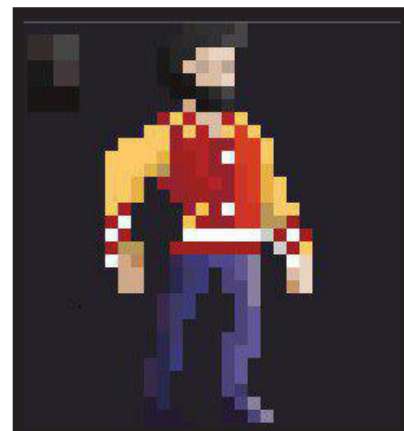
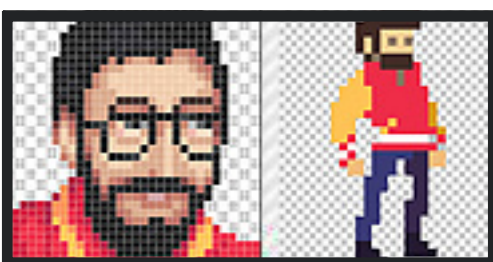
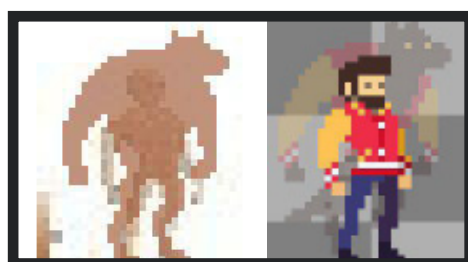
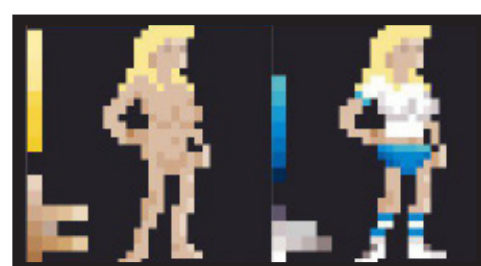
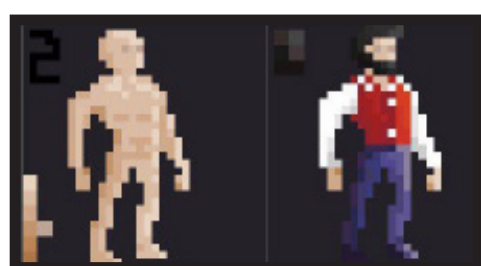
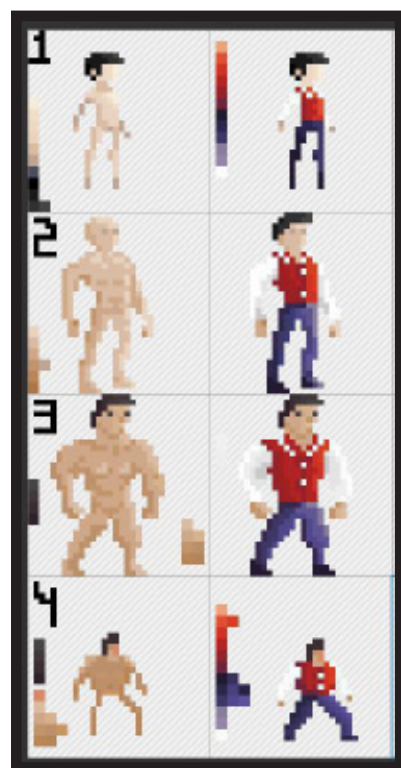


PERSONAJES  
CHARACTERS

## BOCETOS / SKETCHES







# DAVID LANDIS



# JOHN NAUGHTON





# SHERIFF NASCHY



# CLEMENTINE NASCHY



# RICK BAKER



# REDNECKS

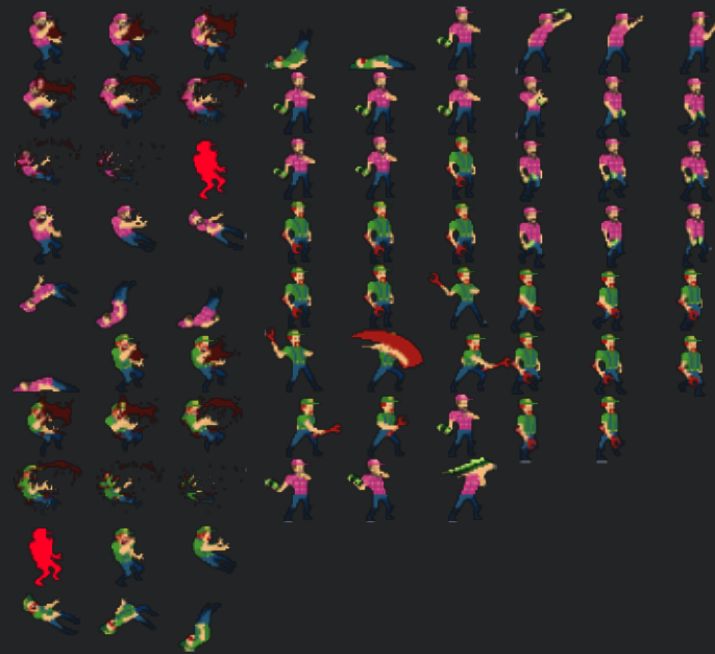


# COPS





# TRUCKERS



# SURVIVALISTS



# NATIONAL GUARDS



STAGE  
CLEAR





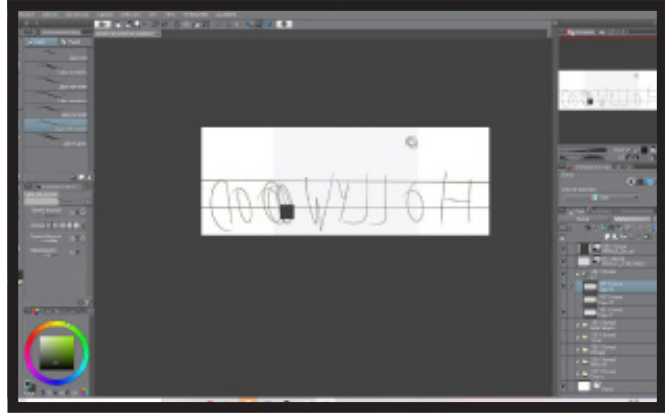
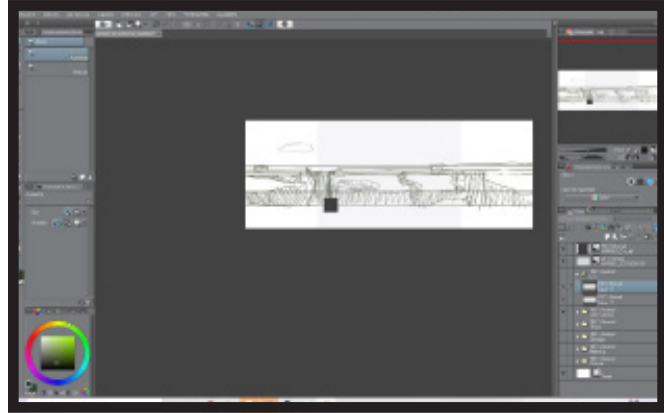
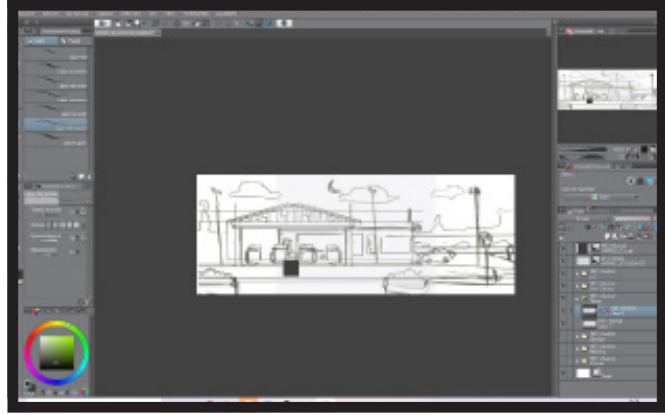
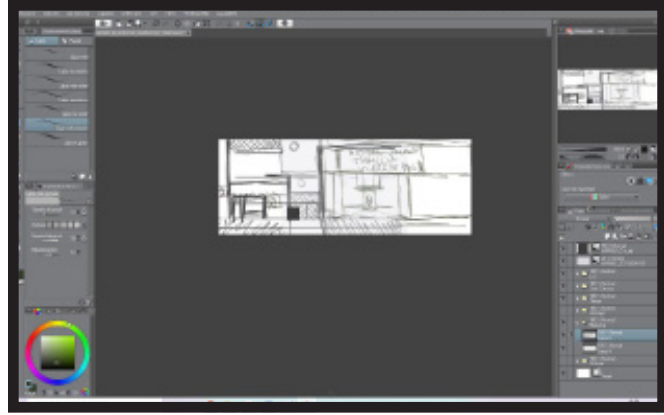


# FONDOOS

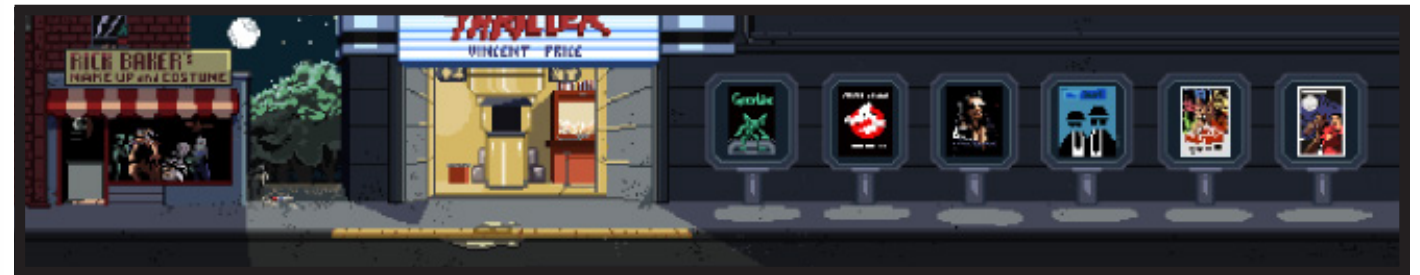
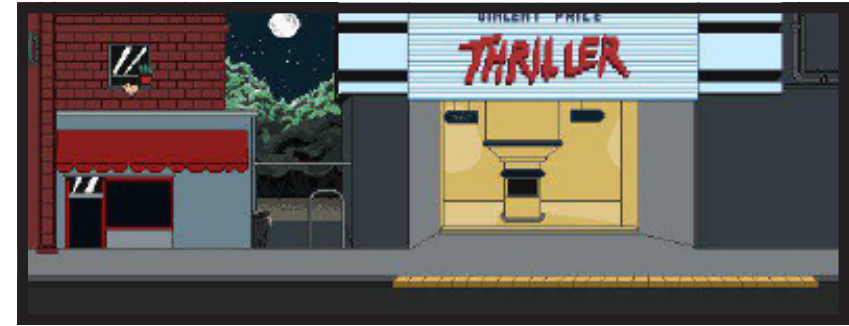
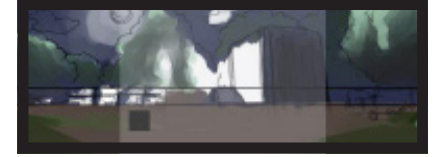
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## BACKGROUNDS



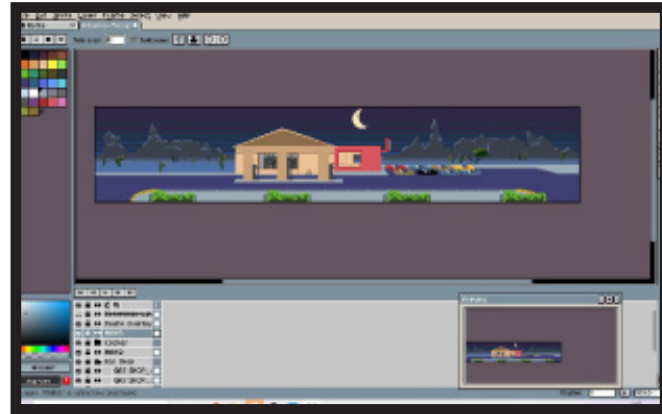
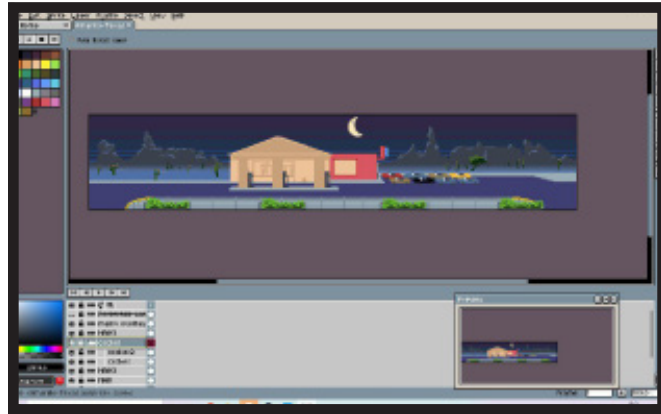
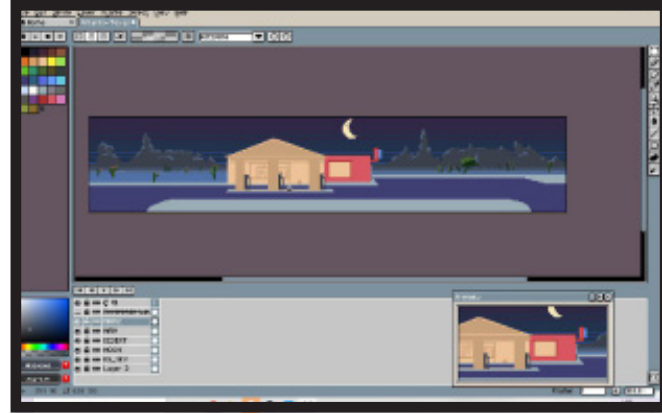
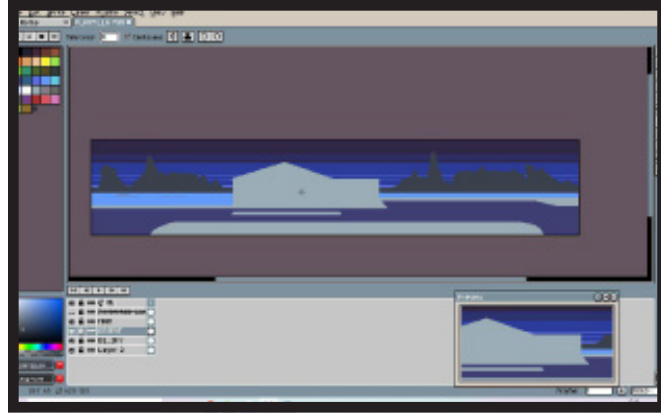


# HELL & CREEK

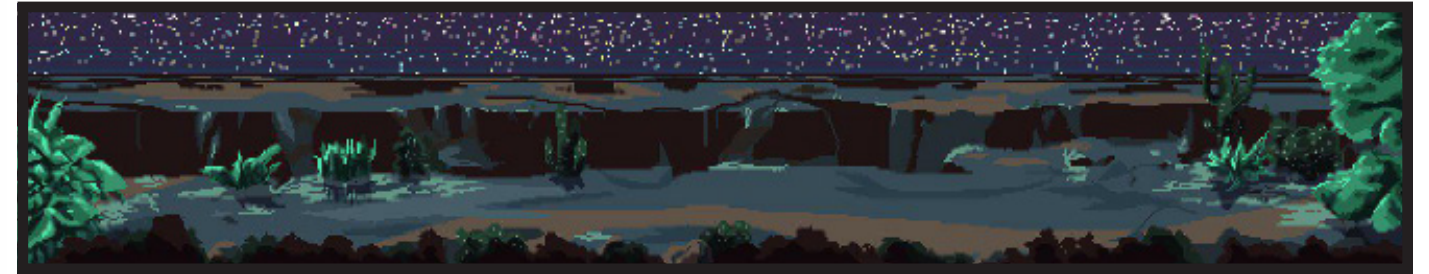




## AMARILLO



## GRAND CANYON

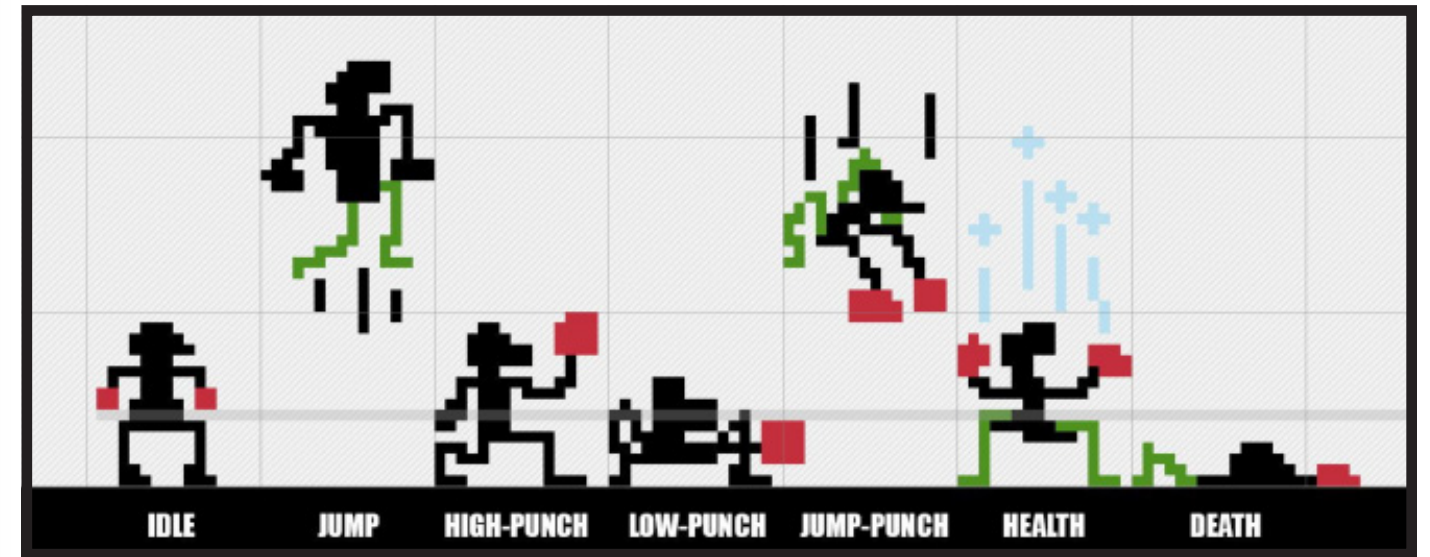




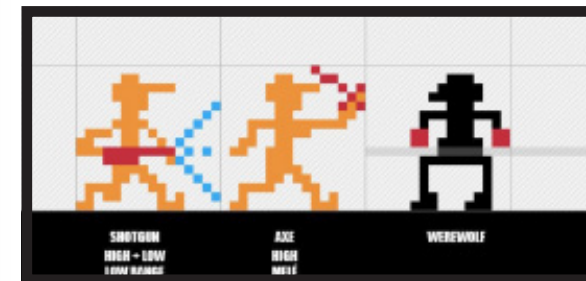
# PROTOTIPOS

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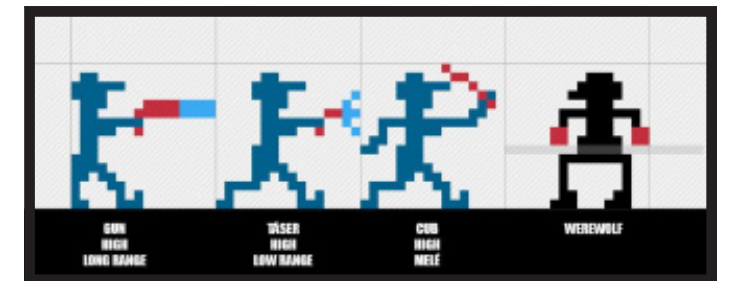
# PROTOTYPES



Player 1 & Player 2.



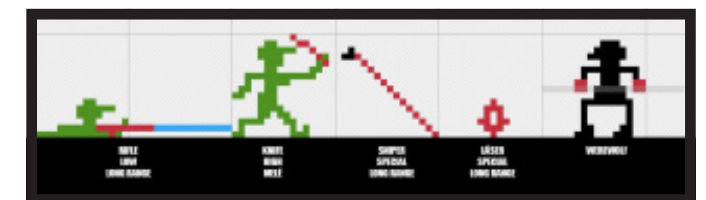
Rednecks.



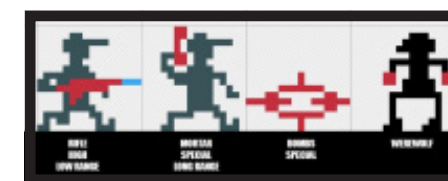
Cops.



Truckers.



Survivalists.



National Guards.















V0.1 - Player Controller + Movement.



V0.2 - Basic Enemy A.I.



V0.3 - Player + Background + Enemies Sprites Test.



V0.4 - More Enemies added.





V0.6 - Splash Screen + Menu added.



V08 - Second Player added.



V0.7 - Map added.



V0.9 - All Stages + Enemies added.



V1.0 - Cutscenes added.



V1.1 - Final Version.

¡GRACIAS POR JUGAR!

THANKS FOR PLAYING!



PLAYMEDUSA

CHARACTERS DESIGN Luis Antón & Alby Ojeda    CHARACTERS ANIMATION Luis Antón & Juanfra González  
 BACKGROUNDS & FXs Zodiacral    SOUNDS Alby Ojeda    MUSIC Wyver9    PROGRAMMING Luis Antón  
 STORY Alby Ojeda    GAME DESIGN Luis Antón & Alby Ojeda

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