





WILD AMERICAS: COMIC AND GAME CREATED BY MATT BRUNS & NED NOVAK

Upsetter Studios Game Team

GAME & LEVEL DESIGN: MATT BRUNS

DESIGN AND PLAYTEST: NED NOVAK

LEAD ENGINEER: TEAM NINJA



GHOSTJACK TEAM

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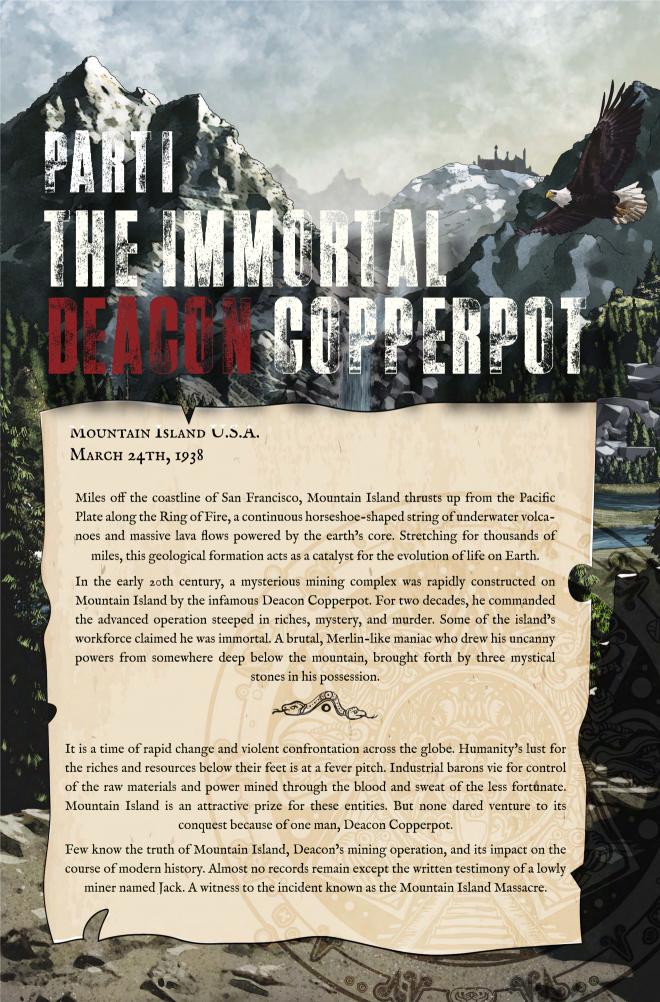
CHARACTER DESIGN: GUILHERME BALBI

Designer: Matt Bruns/Cristiano Seixas

Proof reading by: Ned Novak



AVAILABLE ON STEAM









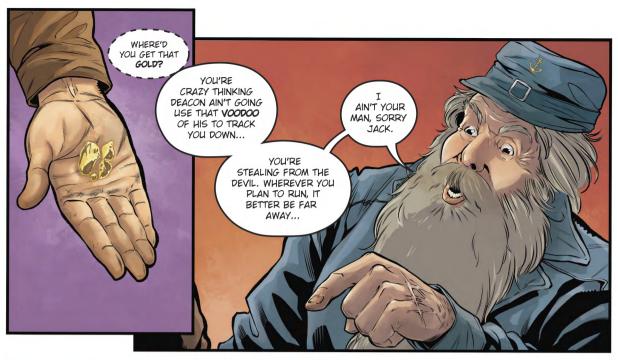














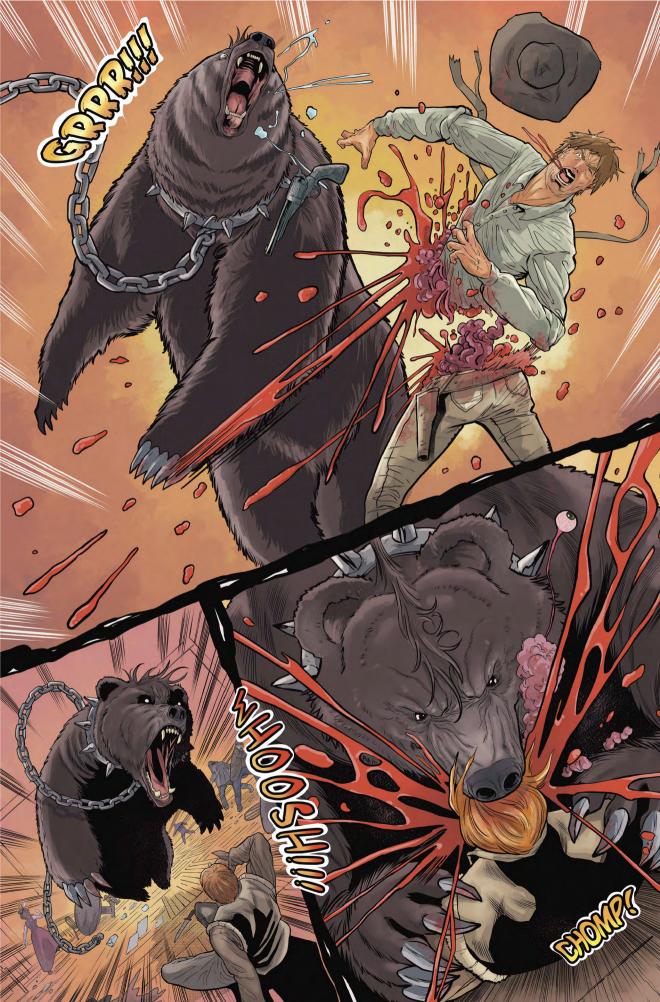
























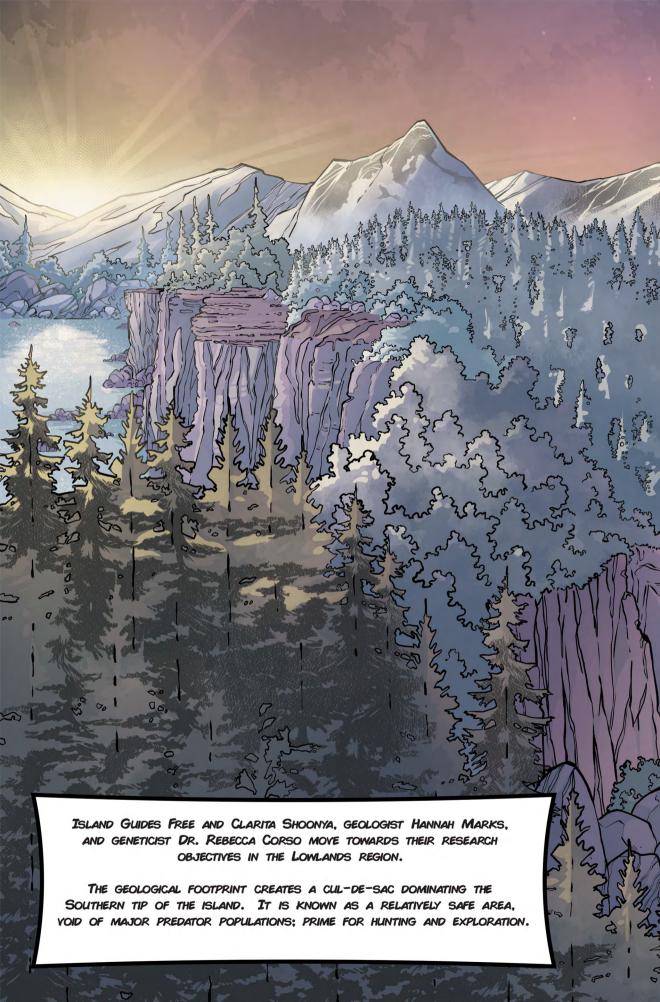




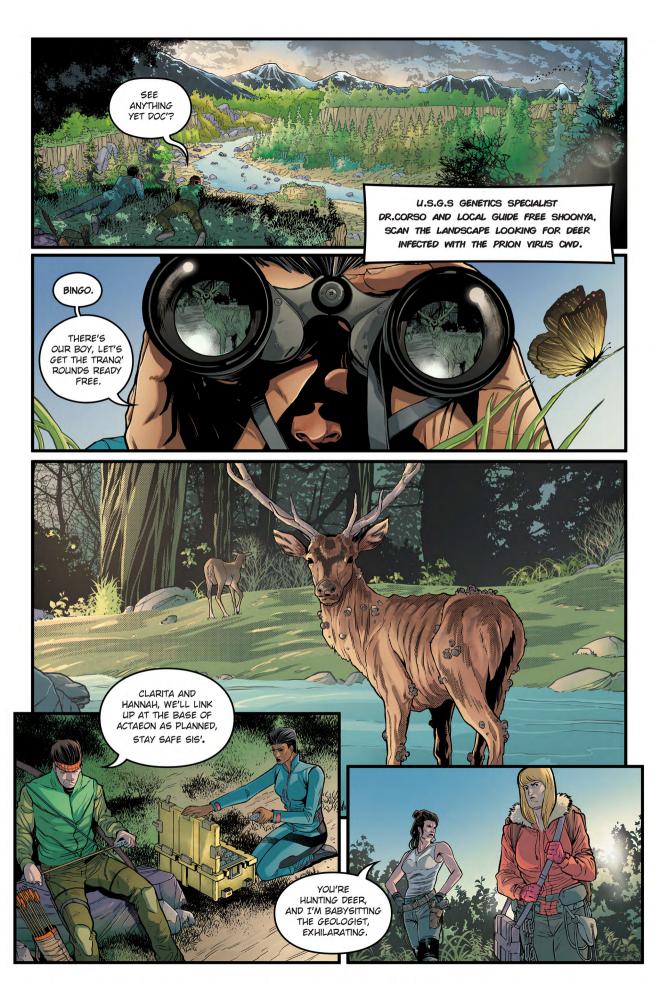


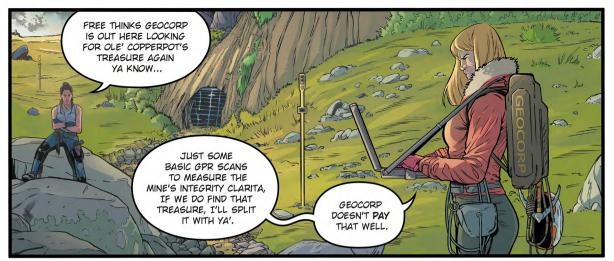




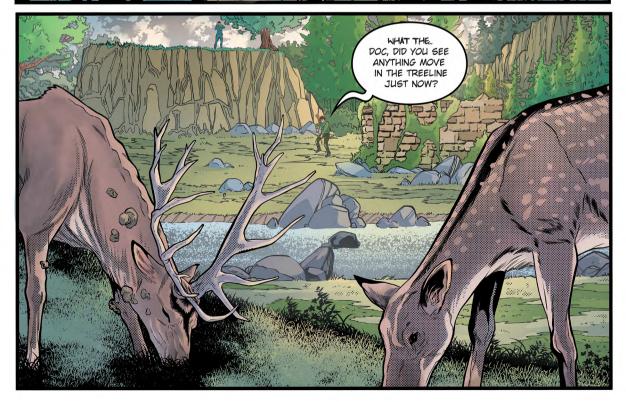


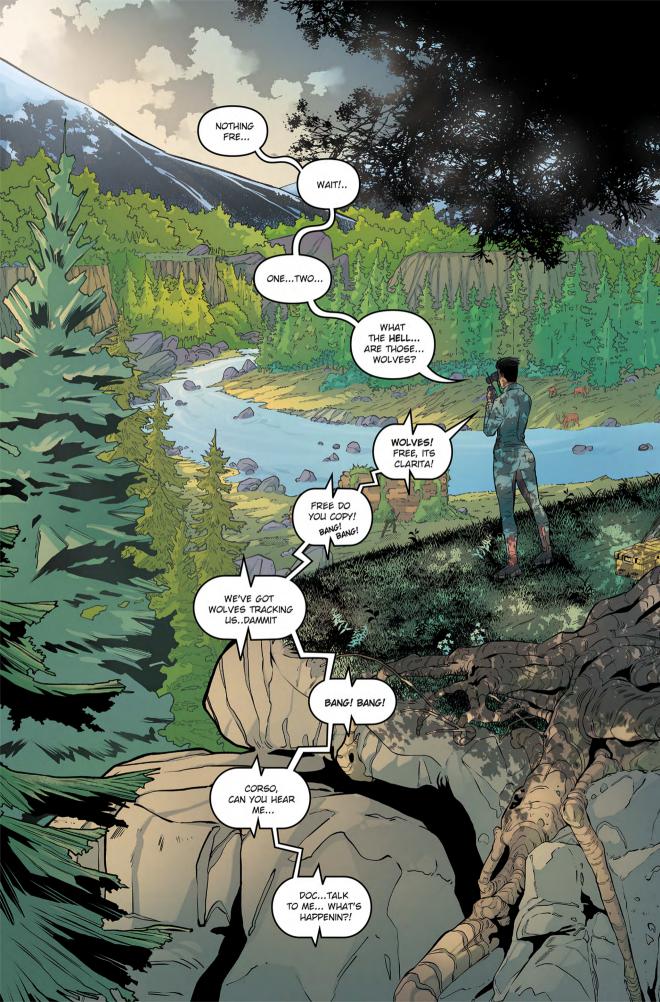






































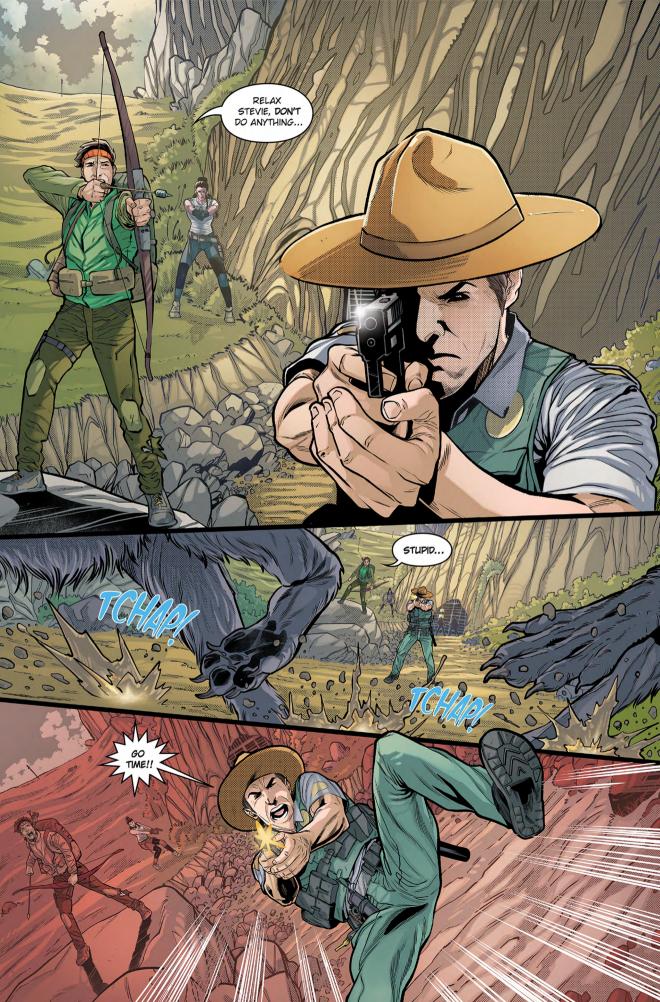






























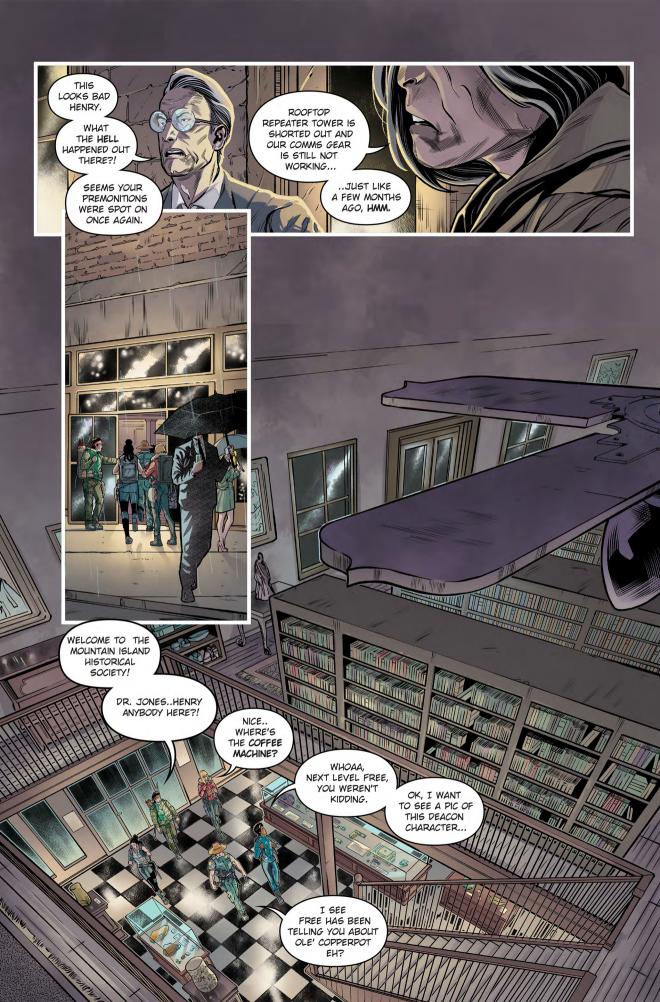
















MEET THE LOCALS



MOUNTAIN ISLAND IS A POPULAR LOCATION FOR AN ARRAY OF EXPLORERS, OUTDOOR ENTHUSIASTS, TREASURE HUNTERS, AND WEEKEND ADVENTURERS.

THE SMALL TOWN'S LOCAL POPULATION IS MADE UP OF SEASONAL AND YEAR-ROUND RESIDENTS WHO ENJOY THE ISLAND'S IMPRESSIVE VARIETY OF WILDERNESS AND WILDLIFE.

FOLLOW THEIR ADVENTURES AND PREPARE TO JOIN THEM WHEN WILD AMERICAS: THE GAME IS RELEASED LATER THIS YEAR!

CHARACTER CONCEPTS: GUILHERME BALBI

