

Spanish Werewolves and the conflict of masculine identity in *Game of Werewolves*

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The Spanish masculine identity has undergone a significant evolution in relation to our recent past and the transition from a fascist dictatorship that imposed a strong ideal of masculinity to a democratic society in which new masculinities emerged.

The film *Game of Werewolves* (Juan Martínez Moreno, 2011) explores the struggle of men to move from a traditional male identity to a more progressive one, by introducing two different sets of characters who embody two different types of masculinity and, more significantly, by linking the strong, traditional male identity to the myth of the werewolf, which appeared in Spain during the late Francoism, through the persona of Waldemar Daninsky.

Thus, this paper seeks to explore how the myth of the werewolf is constructed within the Spanish context and, more particularly, how it functions in the confrontation between the old traditional masculinity and the new masculine identities in the film.

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