

LUCCA60: LEGACY

LUCCA COMICS & GAMES, A LEGACY THAT FUELS THE FUTURE

60th Anniversary Edition | Wednesday 28 October – Sunday 1 November 2026 | Lucca, Italy

Claudio Castellini signs the 60th-anniversary poster, themed **Legacy**, passing the baton to ten-year-old French award-winner Louise Stéphant, heir to Lucca's legacy of stories and dreams.

Guests include **Go Nagai, Frank Miller, Jonathan Hickman, Tillie Walden, Tōru Fujisawa, Yoshinori Kitase, Hideki Kamiya, Yōko Kanno** and many more.

Two anniversary projects: the 8-bit game **Luke & Clea: A Quest for Legacy** and **Legacy – The Exhibition**.

30 years of Pokémon (Play Lab in a true "Pokémon gym"), the Lucca debut of **POP Mart**, and the Italian premiere of **Naruto Card Game**.

LUCCA 60 POSTER: <https://bit.ly/4vpgRPI>

2025 EDITION PHOTOS: <http://bit.ly/4vpxoCI>

2026 PRESS CONFERENCE IMAGES [HERE](#)

Lucca, 23 June 2026 – Lucca Comics & Games is preparing to celebrate its 60th anniversary, together with its legendary community, from **Wednesday 28 October to Sunday 1 November 2026**.

Sixty years of history and creativity, diversity and inclusion, evolution and, above all, community. **The “diamond” anniversary is not only a chance to celebrate the past, but a moment to understand what the festival has built with those who have lived it** – and to discover, together, what comes next. For six decades, comics, gaming and the culture of the fantastic have been a gymnasium of the imagination for entire generations; **that heritage of values, stories and dreams is the LEGACY of Lucca Comics & Games, the theme of this edition.**

Legacy means heritage and the passing of the baton – but also, as in those board games where every move permanently changes the board, the idea that those who play today change how everyone plays tomorrow. Born in Italy in 1966 and now an excellence of Made in Italy, the festival has expanded beyond its borders into a place to meet, grow and play, united in diversity. It shares that ideal with the motto of the European Union: this edition is held under the **patronage of the European Commission**, placing Italy and Lucca's global resonance at its centre. The 60th anniversary was presented this morning at a press conference at the **Uffizi Galleries in Florence**.

THE POSTER: THE META-POSTER AND THE PASSING OF THE PENCIL

The official 60th-anniversary poster is signed by **Claudio Castellini**, an absolute master of international comics and a living embodiment of the festival's history. Born in Rome in 1966 – the very year Lucca began – he made his name at **Sergio Bonelli Editore** on Dylan Dog and Nathan Never, before becoming the first Italian artist to work from Italy for Marvel USA, a pioneer of the so-called “Italian Invasion” and a winner of the **Yellow Kid**, Italy's most important comics award. His poster is the first and only **meta-poster** in the festival's history: a single, detail-rich image, full of symbolism, references and Easter eggs, that brings the

protagonists of Lucca's historic posters back on stage together.

Among them are **Zerocalcare's** golden heroine "Lu", who represents the community; **Don Maitz's** Sandokan, a symbol of classic adventure; **Phil Hale's** gorilla with a robot, standing for transformation; **Ted Nasmith's** Lady Hope, a hopeful gaze toward the future; and **Ciruelo's** dragon, which turns the city into a place of fantasy. At the centre, a giant superhero supports a little girl – the luminous protagonist of **Michael Whelan's** poster – who raises her pencil: she is the new generation, the one who will draw what comes next.

With his Michelangelo-Esque touch for hands, Castellini also draws the gesture at the heart of this edition: an adult hand placing a pencil in a young hand – not an inheritance to be preserved, but a tool to be used. During the press conference he passed his pencil to **Louise Stéphant**, a ten-year-old French talent and two-time winner (2024 and 2025) of the **Petit Fauve** at the Festival International de la Bande Dessinée d'Angoulême, the competition that for decades has discovered new BD talents. She will sign the *variant* cover of the 2026 poster, to be unveiled at the opening on 28 October on the stage of the **Teatro del Giglio Giacomo Puccini**.

AN EXHIBITION DEDICATED TO CLAUDIO CASTELLINI: MASTERSTROKES

Renowned for his dynamic style and the extraordinary anatomical power of his figures, Castellini redefined the aesthetics of modern superhero storytelling. Held at the exhibition palace of the **Fondazione Banca del Monte**, *Masterstrokes* traces the key stages of his career through original pages: from his Bonelli beginnings on Nathan Never and Dylan Dog, to his historic Marvel and DC work on Silver Surfer, Conan and Batman, and the legendary **Marvel vs. DC** crossover. The show focuses on his study of chiaroscuro and the muscular plasticity that have made his work a global benchmark.

ANNIVERSARY PROJECTS & EXHIBITIONS AT PALAZZO GIUNIGI

LUKE & CLEA – A QUEST FOR LEGACY

For its diamond anniversary, Lucca unlocks a new level with a fun 8-bit pixel game destined to become a cult title. With a style that pays homage to 1980s arcade gaming, *Luke & Clea – A Quest for Legacy* is a journey through the fantastic multiverse of Lucca Comics & Games, full of villains, Easter eggs and in-jokes to discover in order to "save" Lucca's story. It is born from an idea by **Emanuele Vietina, Francesco Bonturi and Sergio Algozzino**; directed and drawn by **Manuel Macchia** (Game Director and Game Design), with programming and level design by **Andrea Tognetti**, visual, concept and sound design by **Sergio Algozzino**, pixel art by **Andrea Putorti** (Lead Artist and Lead Animator) and texts by **Teo Benedetti**. The music was created in collaboration with the **Luigi Boccherini Conservatory of Music**. The game arrives on 24 September 2026 – the exact day the festival began in 1966 – playable via app, with a final, surprising level unlocked on the opening day.

PALAZZO GUINIGI DEVOTES AN ENTIRE FLOOR TO LEGACY – THE EXHIBITION

An entire floor of the historic Palazzo Guinigi becomes a cultural platform with adaptive, permanent devices designed to evolve over time. It hosts the first major exhibition celebrating 60 years of Lucca Comics & Games, developed in partnership with **POLI.design**, the postgraduate centre founded by **Politecnico di Milano**. The collaboration is marked by strong design and institutional quality, combining vision, method and international prestige to shape a cultural platform in the heart of Lucca. **LEGACY - The exhibition** will evolve and interact with visitors to tell a collective story that is past and future together. Like players of a legacy game, visitors will be able to intervene and "change" the exhibition permanently. From today, fans can answer a call to action by sending a video about their first Lucca, a selection of which will feature in the ever-changing *My First Lucca* area (link: <https://bit.ly/4xEfXzQ>).

FASTER THAN HIS SHADOW: 80 YEARS OF LUCKY LUKE

In 1946, on the pages of *Journal de Spirou*, a gunslinger capable of shooting faster than his own shadow made his debut. Eighty years later, Lucca Comics & Games is honored to celebrate **the birthday of Lucky Luke**, the legendary character born from the graphic and narrative genius of Morris.

Directly from the Master's archives, visitors will be able to admire an extraordinary selection of original pages and historic covers showing the epic of the West from an absolutely unprecedented perspective. It will be a unique opportunity to meet again the horse Jolly Jumper, the "faithful" dog Rantanplan and the ever-returning Dalton brothers, as well as historical figures such as Jesse James, Billy the Kid and Calamity Jane: fictional heroes and real protagonists of the frontier, all seen through the distorting and ironic lens of the Author.

An exhibition route will lead visitors into the heart of the "comic western" invented by Morris, a genre that became a benchmark and an inexhaustible source of inspiration for comics, cinema and literature. The halls of Palazzo Guinigi will be transformed into the ideal setting where Native Americans, bandits, sheriffs, undertakers and saloon dancers welcome the public, transporting them directly into their fascinating world. *We thank Le Éditions Dupuis, Philippe Blanckaert, Antoine Mathon, Fanny Blanckaert for the collaboration.*

The Lucky Luke celebrations continue... Sergio Bonelli Editore is also celebrating the 80th anniversary of the famous cowboy Lucky Luke with a new adventure drawn by Giorgio Cavazzano with a story by Marco Nucci. An all-Italian tribute to the myth of the gunslinger created by Morris in 1946 will be available at Lucca Comics & Games 2026.

TILLIE WALDEN: TIME CAPSULE

A voice of Generation Z, American comics artist Tillie Walden has distinguished herself on the international scene through the maturity with which she addresses coming-of-age themes, the inventiveness with which she explores the potential of the comics language, and the sensitivity with which she tells delicate, intimate stories.

In Italy for the first time, the author will be at Lucca Comics & Games in collaboration with Bao Publishing from 28 October to 1 November.

Born in 1996, in 2018 she became one of the youngest winners of an Eisner Award with *Spinning* (Oscar INK), the autobiographical work that made her famous in Italy, centered on the world of skating and the search for one's identity. In 2021, with *Are You Listening?* (Bao Publishing), she won another prestigious Eisner Award in the Best Graphic Novel category. With the young-adult *Clementine* trilogy, a spin-off of *The Walking Dead* (SaldaPress), she was selected for the Lucca Comics Awards in 2024. In September 2026, BAO Publishing will bring *Charity and Sylvia* to Italy, a graphic novel between fiction and history that tells the courage and challenges of two lesbian women in early-nineteenth-century Vermont.

The exhibition offers a detailed picture of the author's stylistic evolution, focusing on the narrative use of color, the definition of settings and the complex psychological exploration of characters.

COMICS

While the world is tuned in to watch World Cup matches, challenging time zones, borders and rival supporters, fans of the Ninth Art unite under the great banner of Lucca Comics & Games. And with today's first announcements, the team taking the field is already shaping up as a true All-Star Team of world comics talents, currently coming from three different continents and nine countries: Japan, Korea, Taiwan, the United States, Canada, Italy, Spain, Bulgaria and Great Britain.

FROM GRENDIZER (GOLDRAKE) TO THE DIVINE COMEDY: LEGEND GO NAGAI STARS AT LUCCA 60

On the 160th anniversary of diplomatic relations between Italy and Japan, **Lucca Comics & Games hosts the author who changed the imagination of entire generations**, from the explosive arrival of Grendizer (Goldrake) to Italian television screens in 1978. **From 28 to 30 October, Sensei Go Nagai** will be the

absolute protagonist of public events and celebratory moments, in collaboration with J-POP Manga. Go Nagai continues to create innovative works across a wide range of genres, including horror, science fiction, robotics, comedy and action, and he is a leading figure who has spread Japanese manga culture around the world. The Sensei's works continue to be loved by every generation, enjoying immense popularity in Italy and deeply influencing popular culture.

Go Nagai also boldly adapted Dante Alighieri's epic poem *The Divine Comedy* into manga, demonstrating his unique expressive ability to build a bridge between classical literature and pop culture and to generate cultural dialogue. For this timeless work, he received the *Pegaso for Culture*, the highest honor of the Region of Tuscany, presented to him on 14 July 2025 at Expo Osaka. On the occasion, the Sensei expressed his love for Italy and his desire to return specifically to Lucca: the wait is finally over.

TÔRU FUJISAWA, LEGENDARY AUTHOR OF G.T.O. AND G.T.U., IN ITALY FOR THE FIRST TIME

Widely celebrated by audiences and critics for his overwhelming humor and sharp social satire, **Tôru Fujisawa** achieved unprecedented worldwide success with the series *G.T.O. – Great Teacher Onizuka*, a spin-off of his famous manga *G.T.O. – Shonan Junai Gumi*, adapted into a live-action television series and anime. With his latest work, *G.T.U. Great Teacher Uchiyamada – Mad Yamada Fury Road*, starring his beloved character Hiroshi Uchiyamada, he has once again won the hearts of the Italian public. **The Sensei - in Italy for the first time - will be at Lucca Comics & Games in collaboration with Dynit Manga from 28 to 31 October 2026.**

An opportunity to (re)discover works that address ever-relevant social issues with originality and a mix of entertainment and reflection, showing the beauty and contradictions of Japanese society starting from its school system. Amid episodes of bullying and teachers often unable to deal with their students' problems, the adventures of Eikichi Onizuka and the other characters in the series become an opportunity to speak about courage, personal evolution and change.

FROM WEBTOON TO YELLOW KID: WELCOME TO JH

Jung Ji-hoon, known as JH, is one of the most important names in Korean webtoon: his ability to portray complex, tormented characters has made him a cult author internationally. His most significant work, *The Horizon*, revolutionized the webtoon landscape through its depth and philosophical message, earning an Eisner Award 2024 nomination and the Yellow Kid Comic of the Year at the Lucca Comics Awards 2025. His *I Have Something to Tell You* debuted in 2026 in print precisely in Italy, published by Gaijin. **JH will be present every day at Lucca Comics & Games in collaboration with Gaijin (Renoir Comics)** to present the third and final issue of *I Have Something to Tell You* (and its box set) and the fair-exclusive variants for both works.

CHANG SHENG, THE TAIWANESE SPARK LIGHTING UP WORLD COMICS

"At the origin of my works there is often a spark. I leave it in my mind, allowing it to grow and develop. Then, little by little, the stories take shape." Stories between science fiction and fantasy, with extraordinary female protagonists drawn in a detailed and extremely realistic style, are the calling card of Taiwanese artist **Chang Sheng**, nominated for the 2026 Eisner Awards in two categories (a true first for an artist from Taiwan): Best Adaptation from Another Asian Series (Yan) and Best Artist. **Thanks to Toshokan, the author will be a guest at Lucca Comics & Games from 28 October to 1 November.**

THE RETURN OF THE MASTER: FRANK MILLER AT LUCCA 60

A member of the Will Eisner Award Hall of Fame, Yellow Kid Master of Comics in 2023, and one of the most influential and award-winning creators in the entertainment industry: **Frank Miller** is a living legend who needs no introduction, an inspiration to entire generations of authors and artists and an ideal symbol of this edition's theme. Known for his intense, hard-hitting and uncompromising storytelling and for his dark noir aesthetic across comics, novels and cinema, Miller will be one of the great protagonists of Lucca 60 and **will be present throughout the festival thanks to the collaboration with Panini Comics**. And while the festival celebrates its 60th year, two of his works that changed world comics also celebrate their first 40 years: *Batman: The Dark Knight Returns* and *Daredevil: Born Again*.

THE ARCHITECT OF MARVEL WORLDS: JONATHAN HICKMAN IN ITALY FOR THE FIRST TIME

A true superstar of contemporary comics, **Jonathan Hickman** will be in Italy for the first time thanks to the collaboration with **Panini Comics from 28 October to 1 November**. An award-winning and bestselling American author whose visionary storytelling has profoundly redefined modern superhero fiction: after joining the House of Ideas in 2009, he became a central figure on *Fantastic Four*, *Avengers* and *X-Men*, as well as *Secret Wars*, the crossover event that redefined the Marvel Universe. Among the architects of the relaunch of the Ultimate Universe with *Ultimate Spider-Man*, he is currently working on *Spider-Man: Long Way Home* with Adam Kubert. Innovative and influential, Hickman continues to push the expressive boundaries of comics, both within iconic universes and in the creation of entirely original worlds.

PEACH MOMOKO: JAPAN MEETS THE MARVEL UNIVERSE

Ink, watercolor and a unique imagination: **Peach Momoko** is one of the most original and recognizable voices in contemporary comics. The Japanese author has conquered the world with the "Momoko-verse", the line that reinterprets the Marvel Universe through the lens of Japanese folk legends and culture and through her absolutely unique artistic vision. Her talent, however, goes far beyond comic pages: Peach Momoko has created illustrations for major international names such as TOOL, Linkin Park, BABYMETAL and the One Piece Trading Card Game, confirming her status as one of the most versatile and sought-after artists on the global scene. **From 28 October to 1 November, the author will be a guest of Lucca Comics & Games in collaboration with Panini Comics:** in addition to a dedicated stand in the Giglio pavilion, the public will have the chance to meet her during signing sessions, panels and talks. She will also be involved in a **special project** to be revealed soon.

TIME, LOSS, EMOTION: PACO ROCA RETURNS TO LUCCA

An author who needs no introduction: a master of Spanish comics and winner of awards around the world with *Wrinkles*, considered a masterpiece of contemporary comics (and adapted into an Oscar-nominated animated film), he knows how to evoke bittersweet emotions through moving characters and powerful storytelling. With his rare ability to unite the personal and the universal, speaking to everyone about time, loss, affection and memory, **Paco Roca** has won over the Lucca public and every jury over the years: in 2022 he received the Yellow Kid Author of the Year, after the Gran Guinigi Best Graphic Novel award in 2008. Strengthened by his successes and the affection of Italian readers, **the author will return to Lucca with Tunué - the publisher of all his works in Italy - from 28 October to 1 November**.

SETH IN ITALY FOR THE FIRST TIME... IT'S A GOOD LIFE, IF YOU DON'T WEAKEN

For the first time in Italy comes one of the masters of contemporary North American comics, a unique voice on a par with names such as Chris Ware and Daniel Clowes. **From 28 October to 1 November, Seth (the pen name of Gregory Gallant) will be at Lucca Comics & Games 2026 in collaboration with Coconino Press** to present the new edition of *It's a Good Life, If You Don't Weaken*, one of his best-loved graphic novels. Seth created the series *Palookaville*, which began several geological eras ago as a comic book and is now published twice yearly in hardcover volumes. His comics have appeared in the *New York Times Magazine*, *Best American Comics* and *McSweeney's Quarterly*. His illustrations and cover images have appeared in the most prestigious magazines, including *The New Yorker*. In addition to *It's a Good Life, If You Don't Weaken*, Coconino Press has published his masterpiece *Clyde Fans* (2019), created over more than twenty years, and the graphic novel *George Sprott* (2022).

BOUM: BLACK AND WHITE THAT SURPRISES THE SOUL (AND WINS AWARDS)

Rich, nuanced black and white, refined and elegant staging: this is how **Boum** presents herself, a Canadian author and illustrator born in 1985 who skillfully blends emotion and naturalness with an unmistakable line. Known for her autobiographical comic-strip series *Boumeries*, in Lucca readers will discover the work that, among many awards, earned her the 2025 Eisner Award for Best U.S. Edition of International Material,

described by critics as follows: "Going beyond its appearance as an underground comic or trendy graphic novel, *The Jellyfish* is a splendid surprise full of tenderness, love and tears." Thanks to the collaboration with Tunué, **the public will be able to meet Boum at signing sessions and meetings from 28 October to 1 November.**

GARIBALDI IN COMICS: ALESSANDRO BARBERO LANDS IN LUCCA WITH DAVIDE SAVELLI AND IRIS BIASIO

A benchmark in historical communication, beloved also by younger generations and a protagonist of sold-out events and viral content, he now enters the world of comics. On the occasion of the release of his new book - *Garibaldi. The British Tour* (Rizzoli Lizard) - **Alessandro Barbero will be at Lucca Comics & Games on 28 October alongside co-authors Davide Savelli and Iris Biasio.**

London, 1864. Garibaldi lands in England and immediately becomes a star, complete with merchandising and memorabilia! Inspired by this extraordinary episode, Barbero and Savelli, with the award-winning Iris Biasio, portray an unprecedented, irrepressible Garibaldi, larger than life.

THE SKY IS BLUE ABOVE LUCCA: THE "WORLD CUP" CHALLENGE BY MIRAGE COMICS

On the twentieth anniversary of Italy's 2006 World Cup victory, Lucca Comics & Games becomes the playing field for an unprecedented challenge: an 11-a-side match that will see champions of global comics "on the pitch". And if it is true that - as Vujadin Boskov used to say - "the ball goes in when God wants", the match - promoted by Mirage Comics - will be played by two exceptional teams: *Italy vs Rest of the World*, in a match to the last panel. Ninety minutes of pure adrenaline in which **11 Italian authors and artists will challenge 11 international authors and artists in the live creation of two stories**, based on unpublished scripts by the two "captains" **Michael Bendis** and **Roberto Recchioni**. The first players for the two rival teams have also been announced: **Alex Maleev** and **Sara Pichelli**. In the commentary booth **Marco Civoli**, the Rai voice of the unforgettable 2006 Berlin final. This unprecedented challenge will animate the Auditorium San Romano on 29 October.

SCOTT'S COLLECTABLES AND ITS ARTISTS IN LUCCA FOR THE FIRST TIME

Scott's Collectables comes to Lucca Comics & Games for an exceptional debut, bringing its **artist alley of national and international authors and artists to a dedicated area set up in the Oratorio San Giuseppe**. For the first time, one of the leading international organizations specializing in the promotion of artists, the enhancement of original art and the organization of experiences for fans and collectors will be in Lucca with a prestigious roster of guests, including **Martin Simmonds** and **Marco Checchetto**.

Scott's will bring together some of the most important figures in national and international comics, each with a dedicated station where fans and collectors can meet the artists, admire and purchase original works, and discover up close the creative process that brings their stories to life.

UPLOAD COMPLETE: WITH MARIO MORONI, THE FIRST ITALIAN PROJECT FROM PODCAST TO COMIC

There comes a moment when one language is no longer enough, and **Mario Moroni**, one of the most recognizable voices in the narration of innovation and creator of the podcast *Il Caffettino*, understood this and chose to make an unexpected move, moving from the podcast medium to the medium of comics. Thus *Achille & KiPi - I Disconnessi di m1RC* was born, a project that is not only a graphic novel but, above all, the natural evolution of a community that is attentive, curious and passionate about technology and new languages. Cyberpunk, digital culture and the visual sensibility of contemporary Ninth Art merge into an original universe, built together with the public from the very beginning: the active Kickstarter page already allows readers to read the first 10 pages for free and follow the project, becoming part of the creative process before the comic even exists in its final form. The real finish line will be crossed at Lucca Comics & Games, the community event par excellence, when the comic is presented for the first time together with the creative team.

VIDEOGAME

LUCCA COMICS & GAMES CELEBRATES FINAL FANTASY VII, YOSHINORI KITASE GUEST OF HONOR

To celebrate the enduring legacy of *FINAL FANTASY™ VII* and the landmark release of *FINAL FANTASY VII REVELATION*, the third and final entry in the epic, critically acclaimed *FINAL FANTASY VII Remake* Series, **Yoshinori Kitase will be a special guest at Lucca Comics & Games 2026.**

Yoshinori Kitase, Producer of the *FINAL FANTASY VII* Remake Series and Director of the original *FINAL FANTASY VII*, will attend the event. During the celebration, Kitase will also be inducted into the Lucca Walk of Fame, recognizing his extraordinary contribution to the video game industry and his role in shaping one of gaming's most beloved sagas.

FROM DEVIL MAY CRY TO ŌKAMI: HIDEKI KAMIYA, THE MAN WHO WROTE THE ESSENTIAL PAGES OF INTERACTIVE POP CULTURE

Hideki Kamiya arrives to Lucca, **one of the most visionary game designers in the history of the medium**: he is behind absolute masterpieces such as *Resident Evil 2*, *Devil May Cry*, *Viewtiful Joe*, *Ōkami*, *Bayonetta* and *The Wonderful 101*. A remarkable journey has seen him play a leading role at Capcom, Clover Studio and PlatinumGames, where he redefined entire video-game genres. Today, at the head of his new studio CLOVERS, he is directing **the sequel to Ōkami** in collaboration with Capcom, one of the most anticipated projects for the global gaming community. **Hideki Kamiya will be in Lucca on Thursday 29 and Friday 30 October.**

FORMER ROCKSTAR GAMES SENIOR ARTIST ARRIVES AT LUCCA COMICS & GAMES 2026

Senior Artist at **Rockstar Games** (2001–2016), **Stephen Bliss is credited with defining the artistic style of the Grand Theft Auto franchise**, starting with the iconic covers for *GTA III* and *GTA: Vice City*. His distinctive style also contributed to the visual identity of subsequent titles in the **GTA series**, as well as *Red Dead Redemption* and *L.A. Noire*.

Before consolidating his career in the world of video games, Bliss honed his graphic language in 1980s Tokyo, working for the fashion house Hysteric Glamour. In the 90s, he collaborated with Massive Attack, MTV, Nintendo, and Sega.

Today, Bliss is an internationally acclaimed artist and muralist, with solo exhibitions in London, New York, and Los Angeles, and public murals from Miami to Guam. He continues to work on commercial illustration projects, with a portfolio that includes DC Comics, The Washington Post, and Bloomberg.

His participation at Lucca Comics & Games is a unique opportunity to meet the artist behind some of the most iconic images in global gaming culture.

NARA STUDIO AND CYDONIA BRING WONDERFUL NEORAN VALLEY TO LUCCA

Following the incredible success of their Kickstarter campaign, which raised more than 1 million dollars and became the most successful video-game crowdfunding campaign ever carried out on the platform by an Italian team, **Wonderful Neoran Valley, the indie game developed by Nara Studio, will take center stage at Lucca Comics & Games 2026 with a series of dedicated activities.** Among the scheduled events, to be revealed in the coming months, there will be several meet & greets with the development team led by content creator **Cydonia**, Creative Director of the project.

LUCCA COMICS & GAMES 2026 WELCOMES DANIEL DOCIU, LEGEND OF INTERNATIONAL CONCEPT ART

Born in Cluj, Romania, **Daniel Dociu** has been one of the most influential figures in interactive entertainment for more than thirty years. As Chief Art Director of **ArenaNet**, he defined the visual identity of **Guild Wars** and **Guild Wars 2**, winning medals at the Spectrum Awards and the Grand Master Award at EXPOSÉ 9. His experience also includes EA, Squaresoft and Amazon Game Studios. **Lucca will offer the rare opportunity to meet an artist who has redefined visual worldbuilding in video games.**

NOAH FALSTEIN, ONE OF THE FOUNDING FATHERS OF THE GOLDEN AGE OF GRAPHIC ADVENTURES

A game designer since 1980, **Noah Falstein** was among the first ten employees of Lucasfilm Games, later LucasArts, and collaborated with George Lucas and Steven Spielberg on titles such as *The Secret of Monkey Island* and *Indiana Jones and the Last Crusade*. Today he is **Director of Experience Design at the George Lucas Educational Foundation**, back at Skywalker Ranch after 35 years. In Lucca he will sign copies of ***Rebels, Pirates and Tentacles – The Story of LucasArts*** by **Andrea Contato** (Mondiversi/Tora Edizioni) for which he wrote the introduction. Falstein will be a guest from 28 to 30 October with talks and signing sessions.

TORA EDIZIONI BRINGS CHRIS DARRIL, ONE OF THE MOST INFLUENTIAL FIGURES IN CONTEMPORARY ITALIAN VIDEO GAMES, TO LUCCA

Guest of **Tora Edizioni**, **Chris Darril**, creator of *Bye Sweet Carole* and the ***Remothered*** series, will present the **official artbook of *Bye Sweet Carole*** at the festival, created in collaboration with Li-le Sewing Machine featuring artistic materials and previously unpublished content on the game. A record-setting work: nominated for the Annie Awards, winner of a Webby, six Telly Awards and honored at the Italian Video Game Awards. **Lucca 2026 will be the first official meeting for Darril, Tora Edizioni and the community.**

BURNING FARMHOUSE PRESENTS MARMOREA, THE HORROR VIDEO GAME THAT TURNS TUSCANY INTO A CENTURIES-OLD MYSTERY

Set between the Apuan Alps and Versilia, the title follows Guido, who has returned to the village of Pietralba to investigate his brother's disappearance among marble quarries and secrets rooted in Tuscany's past. The team will be at the festival with a dedicated talk. Release scheduled for 2026 on PC.

COLLECTIBLES, GAMES AND FANTASY

The north-eastern area of the city of Lucca is being renewed. The space dedicated to the world of Collectibles - already present in Piazza Santa Maria and in the San Francesco pavilion in the previous edition - will now see the creation of a new multi-brand pavilion dedicated to the main international players in the Collectibles world at the Giardino degli Osservanti.

THE MAGIC OF POP MART COMES TO LUCCA FOR THE FIRST TIME

POP MART, a world leader in designer collectibles and pop entertainment, will be coming to Lucca Comics & Games for the first time. It is a debut with special meaning for the brand as well, as it celebrates its 16th anniversary. POP MART, known for its iconic creations such as THE MONSTERS, SKULLPANDA, CRYBABY, MOLLY, DIMOO and HIRONO, promises exclusive experiences, special activations and surprises designed specifically for the occasion, bringing its own magic to Lucca.

POKÉMON 30

Pikachu will lead the entire Pokémon crew in their 30th-anniversary celebration at Lucca Comics & Games. It will be a unique birthday for The Pokémon Company, which not only confirms its presence but will celebrate with memorable initiatives and activities. The Pokémon Play Lab for LC&G 2026 is changing

home, moving to an exclusive monumental location that is also ideal for all aspiring Trainers: the renovated Palestra Bacchettoni. A real gymnasium in the heart of Lucca's eastern area, in a large, welcoming building, newly restored for the unique experience. A location able to host and entertain the entire Pokémon community present in the city, with workshops, limited-edition novelties, an exhibition of unique products and meet & greets with the most beloved Pokémon.

But the surprises from the world of Pokémon do not end here... the "Road to Lucca" has only just begun and will touch other stages that will evolve into the sharing of further unprecedented initiatives designed especially for the Lucca Comics & Games community. Gotta catch 'em all!

Peter Murphy, Senior Director of Marketing at The Pokémon Company International added *"Our Pokémon 30 celebrations kicked off earlier this year at the Superbowl with our 'What's Your Favourite?' campaign which saw millions of Trainers share their love of Pokémon across the world. Now we are bringing our celebrations in full force to our Italian fans in partnership with Lucca Comics & Games. This year will see the largest Pokémon space we have ever had at the show so more fans than ever before will be able to get involved. Our new area will have something for fans of all ages from Pokémon GO and Pokémon TCG Pocket to PlayLab and more. We are looking forward to sharing more surprises we have planned for the event in the near future"*.

BANDAI CARD GAMES, A DEDICATED PAVILION AND THE ITALIAN PREMIERE OF NARUTO CARD GAME

A Gametrade pavilion entirely dedicated to **Bandai Trading Card Games** will be inaugurated in Piazza Santa Maria: ONE PIECE Card Game, Gundam Card Game, DRAGON BALL SUPER CARD GAME Fusion World, Masters and Digimon Card Game. In addition, **Naruto Card Game, the new collectible card game** inspired by the universe of Masashi Kishimoto's famous manga and anime, will arrive to Lucca Comics & Games 2026 **for their Italian premiere**. Expected in 2027, the title is one of the most important new entries in Bandai's catalog, bringing the world of the ninja of the Hidden Leaf Village into the TCG landscape and offering fans a new way to experience Naruto's adventures through strategic challenges and collecting.

MARKO DJURDJEVIC RETURNS WITH ORKEN

Alongside the major phenomena already embedded in the global imagination, Lucca Comics & Games also looks to the growth of new narrative universes. **Marko Djurdjevic**, internationally renowned artist, concept designer and author, will bring **Orken** to the festival, the dark-fantasy project created by SIXMOREVODKA, the studio led by Djurdjevic himself, and presented for the first time in Lucca 2017. At its center is Edom, a primordial world inhabited by orcs far removed from the stereotype of legendary monsters: archaic figures, guardians of an ancient civilization, immersed in a universe built through myth, geography, cultures, religions and historical memory. The strength of *Orken* lies in its transmedia approach: artbooks, narrative materials and new editorial developments contribute to the construction of a coherent and recognizable world, open to comics, illustration and epic storytelling, with the participation of Italian artists such as Gigi Cavenago and Matteo Scalera, authors of the artbook variant covers.

MAGIC: THE GATHERING ILLUSTRATIONS WITH REBECCA GUAY AND SCOTT M. FISCHER

Rebecca Guay will take us into another territory where the fantastic universe takes shape through image and play. Guay is one of the most beloved artists in international fantasy illustration, able to leave a deep mark on the imagination of *Magic: The Gathering* and comics. After her start at Marvel Comics and DC Comics, Guay worked on the Vertigo series *Black Orchid* and the universe of *The Sandman*. She has illustrated more than 150 *Magic: The Gathering* cards, also creating graphic novels connected to the world of *Magic* and works such as the DC/Vertigo anthology *A Flight of Angels* and *The Last Dragon* for Dark Horse Comics. Her path later opened to exhibition and gallery work, with works and installations that preserve the same visionary intensity as her best-known illustrations. Guay recently worked on her first full tarot deck, *ARTMS: A Rebecca Guay Tarot*.

On a more dynamic and muscular side of the fantasy imagination is **Scott M. Fischer**, an author able to move across games, comics and major popular sagas with an immediately recognizable style. Illustrator of more than 160 *Magic: The Gathering* cards, Fischer has also worked for *Dungeons & Dragons* and for

some of the most important worlds in fantasy and comics publishing. He was a regular cover artist for the Dark Horse Comics series set in Joss Whedon's "Buffyverse": *Buffy the Vampire Slayer*, *Angel* and *Angel & Faith*, and he has created work connected to universes such as *The Witcher* and *The Wheel of Time*. These two guests will be in Lucca thanks to the wonderful collaboration with Boose Mtg. The road to Lucca will begin as early as 10-11-12 July with the arrival of Paupergeddon Summer Edition at Polo Fiere di Lucca.

PAOLO BARBIERI, 30 YEARS OF IMAGINARY WORLDS

Among the great celebrations of 2026 are also the 30 years of activity of Italian artist **Paolo Barbieri**, an artist deeply connected to the history of the festival. His relationship with Lucca Comics & Games has grown over the years through projects that have become part of the event's visual identity: from the universe of *L'Orlando Curioso* to the *Lords for the Rings* calendar, from contributions to the Area Performance to the official 2021 poster, one of the most recognizable of recent editions. In his work, Barbieri has crossed myth, fantasy and epic imagination, also engaging with Dante and with the visionary power of the *Comedy* through his illustrated *Inferno di Dante*. On Saturday 31 October at 21:00 in the Auditorium del Suffragio, **Concerto in Arte** will take place. An evening produced by Lucca Crea in collaboration with the Luigi Boccherini Conservatory of Music, in which music and image will converse through the soundtracks that have nourished the artist's imagination. The selection, curated by Barbieri himself, will move through cinema, animation and great sagas: from Joe Hisaishi to John Williams, Hans Zimmer and Ennio Morricone, and on to themes from *Star Blazers*, *Lupin III* and *The Lord of the Rings*. An immersive event through sound and vision that pays homage to a career built within fantastic imagery and in constant dialogue with Lucca. To crown the celebrations, Sergio Bonelli Editore will publish the anniversary volume "Trent'anni di disegni sbagliati". The work retraces the key stages in the career of one of the most significant artists in Italian fantasy, highlighting his role as a precursor and innovator in the publishing landscape. The volume narrates how his creative path has intertwined, from the very beginning, with the history of Lucca Comics & Games itself, bearing witness to a profound and lasting bond.

THE 5 FINALISTS FOR BOARD GAME DESIGNER OF THE YEAR 2026 ANNOUNCED

Lucca Comics & Games 2026 announces the five finalists for **Board Game Designer of the Year**, the prestigious award promoted by Lucca Crea in collaboration with SAZ Italia and dedicated to the creative excellence of Italian and international game authors. Competing for the title will be **Bruno Cathala**, a master of creative collaboration and one of Europe's most eclectic and prolific designers; **Johannes Goupy**, a rapidly rising French voice capable of combining original mechanics and engaging atmospheres; **Tomáš Holek**, a versatile author who moves naturally from family games to more demanding titles; **Reiner Knizia**, a true legend of international game design and a symbol of systemic innovation; and **Paolo Mori**, an unmistakable voice in the fusion of elegant mechanics and historical themes. The winner will be announced during the awards evening at the **Teatro del Giglio Giacomo Puccini**.

MUSIC

Music will once again be a protagonist of the festival. Lucca Comics & Games will fill the city with major guests and moving events in different locations: The **Giardino degli Osservanti**, with its fandom-oriented stage; **Piazzale Verdi**, with concerts and live performances; the **Foro Boario**, which will host evening events; the **Teatro del Giglio Giacomo Puccini**; and finally the **great open-air stage of Lucca's historic center**, with music everywhere accompanying every moment of the festival.

YŌKO KANNO IN ITALY FOR THE FIRST TIME: IN LUCCA AND...

Among the most anticipated musical events of Lucca Comics & Games 2026 is undoubtedly the arrival in Italy for the first time of **Yōko Kanno**, composer, arranger, performer and music producer, one of the most important figures in music for anime, video games, cinema and television. A reference for generations of viewers and listeners, her name is inseparably linked to *Cowboy Bebop*, the cult anime whose identity found one of its decisive elements in music. Among the best-known and most recognizable anime theme songs at the turn of the twenty-first century is *Tank!*, the jazz opening composed by Kanno with her

SEATBELTS, which entered the global imagination also thanks to the iconic “3, 2, 1, let’s jam”. And also *Ghost in the Shell: Stand Alone Complex*, *Macross Frontier*, *Darker than Black* and *Genesis of Aquarion*. Across different genres, languages and formats, from video-game music with the *Nobunaga’s Ambition* series, to collaborations for cinema and institutional projects such as *Ray of Water* and *Hana wa Saku*, an anthem of rebirth after the Great East Japan Earthquake of 2011. **Yoko Kanno will be in Lucca on Saturday 31 October and Sunday 1 November**, where she will be celebrated and will finally meet Italian and European fans. On **3 November** there will be a truly epoch-making event: at the **Teatro Nazionale in Milan**, in a European premiere, the Sensei will perform *Piano Me*, the solo project that combines live piano and images. The event, a true one-off in the calendar of classical-music concerts for autumn 2026, is produced by Let Me See and Yellow Echos: ticket presales for the Milan concert open today: <https://ticket.yellowechoes.com/it/acquisto-biglietti/evento.aspx?ID=11126>.

FINLEY’S POP-PUNK RETURNS

Finley’s pop-punk returns to Lucca, as the band takes the stage at **Piazzale Verdi** on Friday 30 October after the great success of the tour marking twenty years since the release of *TUTTO È POSSIBILE*, their first album, a double-platinum record with 160,000 copies sold. The band made up of Pedro (vocals), Ka (guitar), Dani (drums) and Ivan (bass), formed at school and has played in Europe’s most prestigious stages always delivering high-energy concerts. Finley will get Lucca’ moving with its generational sound and the unmistakable songs of its repertoire.

I CAVALIERI DEL RE AT THE THEATER

From the anime theme songs of the 1980s and 1990s to the stage of Lucca Comics & Games 2026: **I Cavalieri del Re** return, authors of more than 40 unforgettable soundtracks that made the history of an entire generation, including *L’Uomo Tigre*, *Lady Oscar*, *Yattaman*, *Ransie la Strega*, *Gigi la Trottola* and *Devilman*. The group will stars in **two events** during the festival: a new and special concert at the **Teatro del Giglio Giacomo Puccini** on Friday 30 October, preceded by a light version on the **Piazzale Verdi** stage on Thursday 29 October - two opportunities to relive together, live, the melodies that accompanied the childhood of countless fans. Lucca awaits them with their timeless repertoire, ready to make the public sing at the top of their voices.

CELEBRATING 60 YEARS WITH THE BLASTER EVENT

The first of the parties organized to celebrate the 60th anniversary of Lucca Comics & Games will be Saturday 31 October at Foro Boario with **Blaster** night, **the alternative event combining clubbing and live shows**. Mixing subcultures from the music scene (metal, punk, rock, electronic) with the nerd world, it creates a new and inclusive space, perfect for letting loose at Lucca Comics & Games. At every blaster night the theme changes, the band line-up changes according to the musical genre, and the Alien character changes outfit. All that remains is to let ourselves be swept up in Blaster’s alternative sounds and kick off the celebrations for the Diamond anniversary!

MOVIE

The Movie Area of Lucca Comics & Games, curated by QMI, returns again for this edition as one of the event’s reference points for all cinema, TV series and entertainment fans. The Movie area has been a meeting place for audiences and the stars of film for 16 years. This year, it will once again offer a rich program of previews, meetings, special events and exclusive content. News and guests for the 2026 edition will be announced soon.

EARLY BIRD TICKETING OPENS

Starting today at 13:00., Early Bird **tickets for Lucca Comics & Games – Community since 1966** go on sale. Tickets and passes will be available at a reduced price until midnight on Friday 24 July, with a

maximum cap of 80,000 tickets. Regular ticketing will open on **1 September**; from that date, daily tickets and the various types of passes will be available at regular price.

**CLAUDIO CASTELLINI: Born in Rome on 3 March 1966, Claudio Castellini is a veteran of international comics. He made his debut with Sergio Bonelli Editore, drawing Dylan Dog and, shortly afterwards, Nathan Never, for which he was the graphic creator. In 1993 he began his collaboration with Marvel, creating the covers for Fantastic Four Unlimited and a Silver Surfer graphic novel written by Ron Marz, Dangerous Artifacts, a work that won the Yellow Kid, Italy's most important comics award. From there, he became the first Italian artist to work from his own country for Marvel USA, a pioneer of the Italian "invasion" that would follow in later years. He went on to work on the "crossover of the century", Marvel vs. DC, and on stories featuring Spider-Man and Conan. He also collaborated with Dark Horse, creating Predator: Demon's Gold, which received an Eisner Award nomination, and a Darth Vader story titled Extinction for Star Wars Tales. In 2001 he drew The Call for Batman Black & White. In 2003, he returned to Marvel with the miniseries Wolverine: The End by Paul Jenkins. During that period, he was the official cover artist for Batman: Gotham Knights and also illustrated several covers for Superman/Batman and Countdown to Final Crisis. In subsequent years, he decided to focus primarily on collecting, collaborating only sporadically with Marvel and DC. His final work for DC was Man and Superman, written by Marv Wolfman, a story recounting Superman's first appearance from the human side of Clark Kent. In recent years, he illustrated the variant cover of Justice League #48 and Silver Surfer: Rebirth #1. In 2023, Panini planned to reprint his 1993 Silver Surfer graphic novel, Dangerous Artifacts (Italian title: Darkness Beyond the Stars). The result is a renewed and improved edition of a thirty-year-old work that has stood the test of time and is reaffirmed as a benchmark in the superhero genre. In the final months of 2025 he again collaborated with Marvel and DC on several covers: Fantastic Four Fanfare #2, Fantastic Four #1, Death of the Silver Surfer #2-3-4-5, Doomed 2099 #1, Superman #30. Forthcoming is the variant cover for The Flash #36, out in August.*

We believe in #Community #Inclusion #Respect #Discovery #Gratitude

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