

LUCCA COMICS & GAMES 2026: LEGACY FINAL KEYNOTE

Lucca Comics & Games celebrates its Diamond Anniversary 28 October to 1 November

Milan, 24 September 2026 - Lucca Comics & Games was born 60 years ago today, on 24 September 1966. To celebrate this landmark date the full programme for the next edition of the festival was unveiled. The Diamond Anniversary will be celebrated from Wednesday 28 October to Sunday 1 November through the streets, squares and historic buildings of Lucca bringing together a community that shares the values, stories and dreams that make up the LEGACY of Lucca Comics & Games. Legacy is this year's theme, looking back over the history of the event while also looking to the future, through the passing of the baton - or rather, the pencil - to new generations. Embodying all of this is the poster, created by undisputed international comics master Claudio Castellini, to whom Lucca is dedicating the exhibition *Tocchi da Maestro* (Masterstrokes) at Fondazione Banca del Monte di Lucca. The show traces the key stages in the career of an artist who has redefined the aesthetics of modern superheroes in Italy and USA.

Claudio Castellini has created the first meta-poster in the history of Lucca Comics & Games, bringing back the characters that have appeared on the festival's historic posters: Zerocalcare's golden heroine 'Lu', representing every Lucca visitor (or visitAuthor); Don Maitz's 'Sandokan', a symbol of classic adventure; Phil Hale's gorilla with a robot, representing transformation; Ted Nasmith's 'Lady Hope', looking toward a hopeful future; and finally Ciruelo's dragon, which, like the arrival of the event itself, makes the city fantastical. Generations of different imaginaries come together in a single, extraordinarily detailed image filled with references, quotations and Easter eggs, with a superhero at its centre: a giant holding a little girl, the Yellow Kid, who raises her pencil. In reality, the girl to whom Castellini has passed the pencil is called **Louise Stéphant**, a young talent and winner of the Petit Fauve at the Festival International de la Bande Dessinée d'Angoulême, who was asked to create the variant cover for this year's poster. It will be unveiled on the opening day of Lucca Comics & Games 2026 at Teatro del Giglio Giacomo Puccini. A handover from one generation to the next that fits perfectly within the *Legacy* vision celebrated this year and long embedded in the festival's tradition. After all, this is what the community of visitAuthors - as the festival calls its audience - has been doing for six decades. This is the true soul of Lucca Comics & Games: receiving an imaginary world and rewriting it, making it its own.

A collective biography that helped shape what is now global pop culture, and that this year wants to return to its origins and its places. Italy, where Lucca Comics & Games was created on 24 September 1966 and became an example of Made in Italy excellence that has crossed national borders over the years, becoming a place to experiment, meet, love, make friends, grow and play, guided by an ideal of inclusion: united in diversity. Just as the motto of the European Union states - whose values the event shares. Together with the European Parliament, the European Union, supports this edition, putting our country and the event's worldwide resonance on centre stage.

A special edition is therefore taking shape: the story of something with deep, firmly rooted origins. A collective imaginary that is created and transformed, proving itself solid and alive - this year Lucca will feature more stands and pavilions than ever before - while projecting itself into the future.

60 YEARS OF HISTORY. THE LEGACY OF LUCCA COMICS & GAMES 2026

A huge range of LEGACY initiatives are expected in Lucca to celebrate 60 years of history: At the *Legacy* exhibition at Palazzo Guinigi, visitors will be able to play the new *Luke & Clea* video game, and RAI will

screen the documentary made to celebrate the anniversary. Lucca Comics & Games will tell the story of the festival's legacy and heritage through its many faces and in the process collectively create new imaginaries.

THE LEGACY EXHIBITION AT PALAZZO GUINIGI

To celebrate its 60th anniversary, Lucca Comics & Games is opening "Lucca Legacy: a comics and games story" on the second floor of Palazzo Guinigi. The exhibition is a Lucca Crea project in partnership with **POLI.design** at Politecnico di Milano, under the scientific supervision of **DISEGS** - Department of Socio-Economic, Management and Statistical Studies at the "G. d'Annunzio" University of Chieti-Pescara, with the participation of the **Fondo Bono** at the National Central Library of Florence. It is produced with the support of the Municipality of Lucca, in collaboration with cultural partner **Rai Teche**, and thanks to the contribution of numerous collaborators.

The exhibition tells the story of the Festival not as archive, but as a living organism to be explored and changed together with the VisitAuthors. The second floor of the historic building becomes a permanent cultural platform designed to evolve over time. Just as in legacy games, the public will be able to interact with the exhibition and leave their own mark. Visitors are guided by Luke and Clea, the characters created by Sergio Algozzino. The route can be followed room by room using the Check Point Legacy paper game or through the interactive challenges in the dedicated app. The journey unfolds across nine environments. In Cover Stories, the Festival's stories can be browsed like vinyl records; in Time Machine, historic festival posters scroll by; and the Tree of Strips brings together the names of hundreds of artists. The journey continues with memories and voices in the Legacy Room, award-winning comics and games in the Roll of Honor, and the sensory experience of the Dreamers Room. In the Hall of Games, visitors can sit down and play live. The route ends with The Vault, a special safe accessible only according to specific rules, where anyone can deposit a treasured object connected with Lucca Comics & Games. These very objects may then become new *Cover Stories* or enter the emerging Lucca Comics Museum, which will also be presented on the second floor of Palazzo Guinigi in a room designed by **NEXT Urban Solutions** - already responsible for the project in its future home in the former Manifattura Tabacchi - together with Professor **Anna Villari**, museologist, and with the video concept by architect and visual designer **Stanislao Cantono** di Ceva.

LUKE & CLEA - A QUEST FOR LEGACY

For its 60th anniversary, Lucca Comics & Games has produced a video game: Luke & Clea - A Quest for Legacy, a 16-bit pixel game inspired by 1980s video games. It is available from today free of charge for iOS and Android. The game follows siblings Luke and Clea, who are sucked into a console and find themselves in a parallel, pixel-art Lucca. They must cross six levels set in the event's landmark locations: Guinigi Tower, the Clock Tower, the Amphitheatre, the Cathedral, the Walls and the Theatre. In each one, they free one of the historic mascots and recover a fragment of the Diamond, which has been destroyed by the villain, The One Who No Longer Knows How to Dream. Along the way, artists and guests who have helped make the festival's history over the years appear as non-player characters (NPCs), including Licia Troisi, Frankie hi-nrg mc, Damiano Carrara, Cristina Scabbia and Karl Kopinski. The final level will unlock on 28 October, the festival's opening day.

RAI DOCUMENTARY: "60 VOLTE LUCCA"

Rai Cultura celebrates the 60th anniversary of Lucca Comics & Games with *60 Volte Lucca: L'avventura storia di Lucca Comics & Games*, a special written and directed by Enrico Platania that retraces the long history of the event, the world's oldest festival dedicated to comics and pop culture. A story woven through memory, with accounts from those who organise the event today and valuable contributions from Rai Teche. From the birth of "Salone Internazionale dei Comics" in 1966 to its transformation into an event bringing together comics, animation, illustration and games, the special traces the evolution of Lucca and its audience. It is a journey reflecting the profound changes in Italian and international cultural imagination and showing how Lucca Comics & Games has anticipated and accompanied transformations in the publishing and entertainment industries. Exploring the history of a major event is the best way to understand its complexity in the present.

The documentary will air on Rai5 on the eve of the festival's opening and will then be immediately available on RaiPlay.

EXHIBITIONS

Lucca's historic buildings open their doors and provide a timeless setting for the exhibitions of Lucca Comics & Games. Exhibitions already announced for Palazzo Guinigi include the first major show dedicated to the festival's 60 years, through the new project developed together with POLI.design; an exhibition celebrating 80 years of Lucky Luke, the legendary character born from Morris's graphic and narrative genius, featuring an extraordinary selection of original pages directly from the master's archives; and an exhibition devoted to American cartoonist **Tillie Walden**, a voice of Gen Z, in Italy for the first time. And there is more. The story of an era, a city and a cultural landscape comes to Lucca through **Valentina's** view of Milan in the 1960s, 1970s and 1980s and that of her creator, Crepax, a true interpreter of his time. There is enormous anticipation for the first major exhibition devoted to comics legend **Go Nagai**, the author who transformed the imagination of entire generations and who will be one of the leading figures at Lucca Comics & Games 2026. Japan will also take centre stage with an exhibition at Japan Town dedicated to **Spokon**, a journey through sport that created a new narrative genre.

GO NAGAI: SUN, HEART AND STEEL

Metal angels and demons in the heart: Lucca Comics & Games pays tribute to **Go Nagai**, the Japanese author whose creations revolutionised the world of manga and anime and indelibly marked the collective imagination of an entire generation. Taking centre stage are Go Nagai's giants of steel, such as the robots Mazinger Z and Grendizer. The former was a fundamental early chapter in the evolution of the mecha genre in Japan; the latter became a cultural phenomenon and symbol of an era in Italy, as well as a bridgehead for the entirely peaceful invasion of Japanese anime. Following the pivotal year of 1978 many other robotic creations beloved by Italian audiences such as Jeeg, Great Mazinger and Getter Robo arrived. The exhibition also showcases the sensei's masterpiece, Devilman: a provocative, unrestrained portrait of the demons that dwell within humankind, inspired by the edition of Dante's Divine Comedy illustrated by Gustave Doré. And it is to Dante that the journey finally returns, with the Sensei's comic-book version of the Comedy, that moved the Sun and so many other stars with love.

VALENTINA: THREE DECADES OF MILAN THROUGH THE EYES OF AN ICON

With a sudden Italian flare-up in the mid-1960s, European comics came of age. *Linus* (1965), Crepax's *Valentina* (1966), Pratt's *Corto Maltese* (1967), Buzzelli's *La rivolta dei racchi* (1967), and Buzzati's *Poema a fumetti* (1969): in close dialogue with France and always open to American influences, Italian comics in that crucial decade were probably the most vital and innovative in the world. In this intense burst of creativity, Valentina acted as a probe launched by Comics toward other cultural constellations. Cinema, fashion, contemporary art, photography, literature, music and, of course, comics: everything entered the dense dialogue that Guido Crepax, through Valentina, established with the most modern international culture. If Valentina was then both an antenna and an active participant in a lively cultural conversation, today she is an extraordinary time capsule capable of returning a snapshot - perhaps the fullest and most multifaceted possible - of a historical period so rich in every respect that comparison with the present can feel unforgiving. Through a carefully selected group of original pages, almost all unseen in person in recent years, the exhibition aims to recapture the atmosphere of Milan in the 1960s, 1970s and 1980s, a place and a time that find their most illuminating representation in Crepax's pages and through Valentina's eyes. The exhibition is produced with the collaboration of Archivio Crepax.

SPOKON: SPORT, TEARS AND VICTORY! THE EXHIBITION AT JAPAN TOWN

In Japan Town, Lucca Comics & Games celebrates sport in all its forms with the major exhibition SPOKON, SPORT, TEARS AND VICTORY!, ranging from the great classics of the 1970s to contemporary phenomena.

An exciting journey through the narrative genre that revolutionised the imagination of Japanese comics and animation. The exhibition traces the evolution of *spokon* (from "sport" and "spirit"), beginning with the pioneers that gave rise to the genre: the epic rivalry of *Rocky Joe*, the passions of Mimi and the National Volleyball Team (Attack No. 1), the elegance of Jenny the Tennis Player, and the determination of Tommy the Giants' Star. A common thread links the great pioneers to the hits of the 1980s and 1990s, with particular attention to Captain Tsubasa (Holly and Benji) and *Slam Dunk*, all the way to the more recent *Haikyuu!!* and *Blue Lock*. Through original drawings, animation cels, vintage memorabilia from Japan and celebrated Italian merchandise, the exhibition - curated by **Giorgia Vecchini** with the support of **Alessandro Apreda** (Doc Manhattan) - explores how sacrifice, determination and redemption transformed athletic competition into a universal metaphor for life.

LUCCA IS A LEGACY GAME BY ANDREA ANGIOLINO

For all gaming enthusiasts, the term "Legacy" identifies one of the most recent innovations in the world of board games: a strand of highly narrative titles in which the game changes from one session to the next, taking into account what happens at the table to personalise the course of play and sometimes becoming a unique copy unlike any other in the world. Created 15 years ago from an idea by Rob Daviau, a guest at previous editions of Lucca Comics & Games, the Legacy Game has generated a rich series of releases to which we will dedicate the exhibition ***Lucca is a Legacy Game***, curated by Andrea Angiolino. Objects from the exhibition will spill out from the display cases onto the tables of the Games Café, giving our audience the opportunity to try some of the most interesting titles in the genre.

COMICS

The Comics area lies at the heart of the visitor experience in the city centre, with offerings from more than 80 Italian and international publishers and over 400 guests from around the world. Alongside the Napoleone Pavilion - which again this year covers the entire square with a huge single-span tensile structure providing more than 3,000 square metres dedicated to comics - and Napoleone Pavilion 2, the Ninth Art will take centre stage in **Piazza del Giglio**, with spaces dedicated to collecting, major art galleries and individual artist stands where artists can take commissions or sell original artwork. A record is being set by the number of single-theme pavilions in the squares and on the bastions of the city walls: no fewer than ten, creating an offering unique anywhere in the world for fans of comics in all their forms.

The authors and artists announced today will arrive from across Europe as well as from the United States, Canada, Japan, China, Korea, Taiwan, Argentina, Ukraine, Russia, Lebanon, Iran, Egypt and Palestine. Asian guests will be present in record numbers, with 15 Japanese creators, 5 Taiwanese, 2 Chinese and 3 Korean.

DISCOVERING THE NINTH ART OF ASIA

Once again this year, Lucca Comics & Games offers its audience an exceptional line-up of creators from no fewer than four Asian countries, celebrating both great masters and new voices from the best manga, manhwa and manhua production. From Japan comes a true event: Sensei **Go Nagai**, one of the fathers of manga and creator of *Divine Comedy*, *Devilman*, *Mazinger Z* and *UFO Robot Grendizer* (28-30/10). Numerous Japanese women creators, spanning different generations and styles, will explore every shade of manga. Tunué hosts the award-winning duo **Gurihiru** (28/10-01/11), the Japanese comics and illustration team made up of Chifuyu Sasaki on pencils and inks and Naoko Kawano on colours (*Avatar: The Last Airbender*, *Unico*), while Star Comics brings **Yuu Watase** (30/10-01/11), author of *Fushigi Yuugi*. J-POP Manga will host **Saka Mikami**, the internationally renowned cartoonist born in the early 2000s (*The Fragrant Flower Blooms with Dignity*); Panini Comics welcomes **Paru Itagaki**, author of *Beastars* and *Sanda* (29-31 October), and brings back **Peach Momoko**, who has become one of the most groundbreaking figures in modern American comics through her work with Marvel Comics. Also attending throughout the festival are **Marco Kohinata** (Mangaverse), appearing in Italy for the first time, and **Miyako Cojima** with Hikari; **Furuya Usamaru** with the complete edition of *Litchi Hikari Club* (Coconino Press); **Shintaro Kago** (Hollow Press); and **Tetsunori Tawaraya** with the

preview of his new comic, *Zalic* (Hollow Press). With In Your Face Comix, **Kōichi Matsuda** will present the absolute premiere of *Unmei*, and **Minoru Sugiyama**, author of *Girl Device*, will also attend, while Lucca Manga School will host **Yoshiyasu Tamura**. The journey then moves to Korea, with two creators attending throughout the festival: **JH**, author of *Ho qualcosa da dirti* and *The Horizon* (ReNoir Gaijin) and winner of the 2025 Yellow Kid Comic of the Year, **Jimmy**, author of *The Great* (ReNoir Gaijin) and nominated for Lucca Comics Awards 2026 and illustrator **Cheong-gwa** (*The Broken Ring: This Marriage Will Fail Anyway*, Jundo). China also brings surprises with Jundo, which presents webtoon favourite **Liang Azha** (*All of You*, *Checkmate! Capture My Heart* and *Starting With a Lie*), attending every day, and director **Li Haoling**, creator of *Link Click* and one of the most influential figures in the new wave of Chinese animation, who will be a guest on 30-31/10. Finally, the journey reaches **Taiwan**, with five creators attending for the entire event: Toshokan hosts **Chang Sheng**, nominated for the 2026 Eisner Awards in two categories - a genuine first for a Taiwanese artist. Thanks to its collaboration with Taiwan Comics, Toshokan will also bring **Nownow** (*Guardienne. Il canto delle donne invisibili*), while Mondadori presents **Karmarket** (*Riposa in pezzi*). Completing the Taiwan Comics group are **Li Lung-Chieh** and **Lang-Chi**, both previously unpublished in Italy.

A JOURNEY AROUND THE WORLD WITH (ANOTHER) 50 ARTISTS AND CREATORS

Among the hundreds of creators attending, a selection of 50 guests drawn from the leading names in international comics will be at the festival, combining major returns with first-ever appearances in Italy. The many guests from the United States include Frank Miller, Jonathan Hickman and Filipino-American Deniz Camp (Panini Comics), Samuel Sattin and Jesse Lonergan (Tunué), **Phillip Kennedy Johnson** and **Chris Condon** (Scott's Collectables), **Jeff Dekal**, Brian Michael Bendis and David Mack (Mirage Comics), **Paul Azaceta** (saldapress), **Darick Robertson** (Cart Gallery) and **Tillie Walden** (Bao Publishing). Elsewhere in the Americas, Argentina is represented by **Fernando Blanco** (Scott's Collectables), **Leandro Fernandez** (Cart Gallery) and **Eduardo Risso** (001 Edizioni); Canada by **Boum** (Tunué) and **Seth** (Coconino Press); and Colombia by **Jago Dibuja** (Tora Edizioni). Moving to Europe, guests include the Spaniards **Nil Valderrama** (Star Comics), **Paco Roca** (Tunué), **Rafa Sandoval**, **Sergio Dávila** and **Jordi Tarragona** (Mirage Comics), **Jordi Lafebre** (Bao Publishing), **Enrique Vegas** (Hikari/001 Edizioni) and **Laia López** (Tora Edizioni); Macedonian-born cartoonist **Boban Pesov** (Tunué); Croatians **Stipan Morian** (Panini Comics) and **Danijel Žeželj** (Eris Edizioni); French creators **Géo** and **Nicholas Hitori De** (Star Comics), **Tony Valente** (Edizioni BD), **Jade Khoo** (Bao Publishing), Sylvain Repos and Pierre Alary (Renoir Comics), and **Patrick Prugne** (Edizioni Segni d'Autore); and Belgians **Olivier Schrauwen** (Coconino Press) and **Thierry Van Hasselt** (Eris Edizioni). From Great Britain come **Peter Milligan** (Panini Comics) and **Martin Simmonds** (Scott's Collectables), and from Germany **Mawil** (Barta) and **Jenny Jinya** (Silly Studios). Looking farther east, Russia is represented by **Stepan Razorënov** (Hollow Press) and Ukraine by **Kat Solomko** (Edizioni BD and J-POP Manga). Our journey continues with artists from Egypt such as **Deena Mohamed** (Coconino Press), from Iran **Majid Bitá** (Canicola), from Lebanon Lina Ghaibeh and Gina Nakhle Koller (Round Robin), and from Palestine **Mohammad Sabaaneh** (Round Robin).

GAMES

LUCCA COMICS & GAMES 2026: SIXTY YEARS OF GAMING, BETWEEN LEGACY AND NEW WORLDS

In its sixtieth-anniversary edition, Lucca Comics & Games confirms gaming as a language capable of crossing generations, forms and communities. From board games to role-playing games, through LARP, Trading Card Games and miniatures, the Games programme of Lucca Comics & Games 2026 - LEGACY brings together major international names, premieres, special projects and opportunities to play first-hand. The Carducci Pavilion remains the heart of the gaming offering, joined by the Lucca Games Café and a network of spaces and activities that brings gaming into the city.

AT LUCCA60, JOE MANGANIELLO IS SPECIAL CURATOR OF THE DUNGEONS & DRAGONS PROGRAMME

For the festival's 60th anniversary, actor **Joe Manganiello** returns to Lucca as special curator of the Lucca60

programme dedicated to *Dungeons & Dragons*. Among the new features will be the *D&D Icons* line, which will see some of the game's most celebrated creatives bring beloved settings such as *Dragonlance* and *Greyhawk* back to life. Authors **Tracy** and **Laura Hickman** will also be among those attending in Lucca, bringing the major return of *Dragonlance*.

THE ART OF CREATING WORLDS: CRITICAL ROLE AND THE NEW DAGGERHEART EXPANSION

Another universe that has changed the way role-playing games are told and experienced in recent years is also coming to Lucca. **Christopher Perkins**, Creative Director at Darrington Press, and **Elise Rezendes**, Senior RPG Producer for Critical Role role-playing games, will discuss Critical Role's expansion from actual play into a transmedia universe spanning animation, games, books, live shows and merchandise. Together with Acheron Games and Darrington Press, this will also be an opportunity to bring *Hope & Fear*, the latest **Daggerheart** expansion, to Lucca. It will be translated into Italian for the first time and features four new classes, the Dread Domain, more than 100 new weapons and items, and 130 enemy sheets.

MARKO DJURDJEVIC BRINGS ORKEN TO EUROPE: THIRTY YEARS OF WORLDBUILDING, ART AND GAMING

One of the main guests in the Games area will be **Marko Djurdjevic**, an artist, author and creative director with a thirty-year career spanning Marvel, Riot Games, Sony, Warner Bros., Hasbro and Guerrilla Games, founder of the SIXMOREVODKA studio and creator of the Degenesis RPG. Lucca Comics & Games will host the first public European presentation of *ORKEN*, his new creator-owned transmedia epic-fantasy series launched by the author on Kickstarter.

TRADING CARD GAMES: AN UNPRECEDENTED EDITION

Lucca Comics & Games once again confirms its status as a leading stage for the world of Trading Card Games. Alongside the Pokémon single-theme area at Palestra Bacchettoni in Piazza Santa Maria, **Bandai Card Games** and **Gametrad** will dedicate a space to the *Official NARUTO CARD GAME*, due in 2027, featuring the *CP-001 Chakra Card*, the first official merchandise, and free demonstrations of *One Piece Card Game*, *Dragon Ball Super Card Game Fusion World*, *Gundam Card Game* and *Digimon Card Game*. But the games inspired by the hero of the Hidden Leaf Village do not end there: **DNA Cards** brings *NARUTO Mythos TCG*, Cicaboom's official game, with an exclusive playmat devoted to the clash between Naruto and Sasuke in the Valley of the End. One week after its worldwide release, Lucca will be the first convention in Italy to present the *Cyberpunk* collectible card game, with free demos and a pre-launch tournament at the Carducci Pavilion. **Bushiroad's Palworld OFFICIAL CARD GAME** will also make its official debut in Lucca, following the sell-out of its first expansion *Dawn of Palpagos*, alongside Cardfight!! Vanguard, Weiß Schwarz and Shadowverse: Evolve. Horror will have an entire single-theme pavilion with *Hellbreak*, the new TCG from **Spin Master** developed with Universal Pictures and Ghost Galaxy and distributed in Italy by Asmodee. **Riftbound** will also have space, bringing *League of Legends* to the tabletop with Learn to Play Riftbound activities and the exclusive *Riven Shattered* promo card, while **Mana Trust** presents a limited-edition Playmat designed by Diego Fichera and inspired by Claudio Castellini's Lucca60 Legacy poster. Among the giants of the TCG world, **Yu-Gi-Oh! Magic Store** also arrives with *I Magnifici Maestri*, the new game featuring 18 reimagined cards inspired by some of the most iconic characters from the animated series.

MAGIC: THE GATHERING AND THE ART OF THE CARDS

Magic: The Gathering celebrates the release of the *Frattura della Realtà* expansion in Lucca with demonstrations, tournaments and meetings with creators and artists, and offers a preview of *Magic: The Gathering® | Star Trek™*, the next Universes Beyond release. In addition to the already announced **Rebecca Guay** and **Scott M. Fischer**, **Wizards of the Coast** and **Boose** bring an extraordinary line-up of artists: appearing in Lucca for the first time are **Evyn Fong**, artist of the *Dawnhand Eulogist* card, and **Alexis Ziritt**, alongside **Marta Nael**, **Justine Jones**, **Paolo Parente**, **Domenico Cava** and **Karl Kopinski**, all available for meet & greets, signings and unique artwork. **Galactus Roma SRL** will instead host illustrators **Lucas Graciano**, **Ryan Pancoast** and **Steve Prescott** for the first time, with signings and live sketches throughout the event.

MINALIMA AND THE WORLD PREMIERE OF DEFENDERS OF HOGWARTS

To mark twenty years of activity, **Miraphora Mina** and **Eduardo Lima**, founders of the **MinaLima** studio and creators of some of the most iconic visual elements from the *Harry Potter* and *Fantastic Beasts* films, have chosen Lucca to present the new Harry Potter board game. Lucca Comics & Games will in fact be the first event in the world where *Defenders of Hogwarts* can be found, ahead of its distribution in spring 2027. Robert Louis Stevenson's *Treasure Island* is also arriving in the **MinaLima Classics** series, including a collector's boxed edition.

WHAT'S NEW FROM MAJOR PUBLISHERS

The Carducci Pavilion and the entire Lucca60 Games area will offer a huge range of new releases from major board-game brands. **Ravensburger** previews *Horridified Ravenloft* and celebrates 40 years of *Labyrinth* with a collaboration with *Carcassonne*. *Disney Lorcana TCG* also brings new features with the *Collection Quest* products, the *Woody - Che Aiuta un Amico* promo card and the new multiplayer *Format Coconut*. **Mattel** returns to the Carducci Pavilion with major new releases including *Wiped Out*, *Odd Logic*, *Liar's UNO*, *UNO Show'em No Mercy*, *UNO One Piece* and *UNO KPop Demon Hunters*, with weekend activities coordinated by Luca and Alessandra from Affari da Nerd. **Need Games!** offers a world premiere of new *Fabula Ultima* releases, including *Fabula Ultima - Bestiary Vol. I* and **Yoshitaka Amano's** variant, accompanied by an exhibition and four international illustrators. **Asmodee** celebrates 25 years of *Lupi Mannari di Roccascura* with a limited edition and brings *Toy Battle* by Paolo Mori and Alessandro Zucchini. **Giochi Uniti** presents *The Social Contract*, the geopolitics game created with Factanza, while **Spin Master** turns *Tetris* into a board game. **Clementoni** brings *Star Wars - The Metamorphic Art Collection*. **MS Edizioni** and **Hidden Games** present the investigative case *Murder Over a Legacy*, set in Lucca, and a preview of *Fourth Wing - L'ascesa del Capo d'Ala*, with signing sessions by **Barbascura X**, **Enrico Macchiavello**, **Simone Guida** of Nova Lectio and **Alan D'Amico**. Studio **Supernova** celebrates Lucca60 with collector's editions of *Onitama*, *The King is Dead* and *Yro*, limited to just 150 copies of each title. Lucca60 will also be the stage for the debut of **Indiecore Distribution**, a new Italian company dedicated to independent role-playing game distribution. The line-up is completed, among others, by **Hollow Press**, **DV Games**, **Red Glove**, **Yas!Games**, **Wolfy & Jordy**, **Officina Meningi**, **Lisciani**, **RoundTwo**, **Aristea**, **Wyrd Edizioni**, **Nigredo Press** and **Raven Distribution**.

THE GAMES STAGE AND THE ENTERTAINMENT STARS OF LUCCA60

Casa Abis, the duo formed by Gabriele Abis and Stella Falchi, with more than 2.5 million followers and over 400 games in their collection, arrives to share the pleasure of board gaming. **Silvia Escilgioco** and **Marco Marzocca** will also take turns on the Lucca60 Games Stage.

THE LUCCA GAMES AWARDS

Lucca Comics & Games and Lucca Crea will once again present the Game of the Year, Role-Playing Game of the Year and Board Game Designer of the Year awards. The Game of the Year finalists are *Art Society*, *Bomb Busters*, *Echoes of Time*, *Rebirth* and *Thunder Road Vendetta*. The Role-Playing Game of the Year finalists include ***Daggerheart***, ***Dreaming Kadath***, ***Legend in the Mist*** and ***The House Doesn't Always Win***. The winner of the 2026 Board Game Designer of the Year has also been announced: designer **Paolo Mori**, recognised for his ability to work across different registers, from historical wargames to family games and narrative puzzles.

ALL THE LUCCA GAMES EXPERIENCES

The Games Café returns with programming that continues into the evening, including the **Indie Games Café**, the Games Library, tables dedicated to the awards, and events such as the ***Daggerheart*** Multi-Table on Friday 30 October and the ***D&D Epic*** on Saturday 31 October. The **Ruolimpiadi** and the 38th edition of the Mastering Tournament also return, with registrations open until 30 September on the Lucca Comics & Games website. The **RPG Old School** area celebrates the 20th edition of the Old School Tournament and 40 years of gaming by the Master of Masters, with an Old-School Essentials multi-table event on Friday 30 October. Miniature enthusiasts will also have plenty of space: **Miniature Island** will feature demonstration tables, dioramas, the Palestra dei Colori and the eagerly awaited official presence of **Vallejo Colors**. The historic Grog Trophy, the award dedicated to miniature painting, is also confirmed. LARP fans, meanwhile, will find

major events thanks to **The Citadel**, which brings together LARP associations for a wide range of game sessions, including two evenings of *From Beyond* inspired by The Call of Cthulhu and the Legacy theme. Live-action role-playing also finds a home in **Chamber LARP**, with *Chaos League* moving to the Luigi Boccherini Conservatory. The Performance Area of Lucca Comics & Games 2026 will once again host live-painting sessions throughout the event, with the works auctioned at the end of the festival. The strategic synergy between Lucca Crea and the IMT School for Advanced Studies Lucca, scientific partner of Lucca Comics & Games, will also be renewed and strengthened in 2026. The collaboration continues to grow, bringing content, expertise and perspectives from academic research into the heart of the festival through a multidisciplinary approach structured around three strands: **Game Science**, **Comics Studies** and **Cultural Sciences**.

COLLECTIBLES

COMMUNITY VILLAGE: LUCCA'S LARGEST-EVER COLLECTIBLES AREA

The districts of Piazza Santa Maria, Giardino degli Osservanti and Via Bacchettoni, in the north-east of the city, come together to create a renewed Community Village that hosts the heart of the festival's collecting scene. According to data released by Assogiocattoli for the first six months of 2026, collectible products recorded 7% growth in value, driven above all by Strategic Trading Card Games, which are becoming increasingly central to market dynamics. Lucca Comics & Games has accompanied this trend over the years, anticipating its appeal and success.

POKÉMON'S 30TH ANNIVERSARY AT PALESTRA BACCHETTONI

For Pokémon's 30th anniversary, Pikachu will lead the entire team in Lucca from 28 October to 1 November at the newly restored Palestra Bacchettoni. At the Play Lab, visitors can learn to play the Pokémon Trading Card Game, challenge each other in friendly matches and take home an exclusive mini deck. There will be stations dedicated to Pokémon Champions and Pokémon TCG Pocket, characters from *Pokémon Tales: Le disavventure di Sirfetch'd e Pichu*, and LEGO® Pokémon™ installations featuring Venusaur, Charizard and Blastoise. Completing the experience are photographers using Pokémon × Polaroid cameras, the Pokémon Store, the exclusive Pokémon × Dolly Noire pop-up, and additional PokéStops and Pokémon GO Gyms throughout the city.

DIMOO CREATOR AYAN DENG WILL BE IN LUCCA WITH POP MART

POP MART, the global leader in designer collectibles, makes its debut in the MultiBrand area of Giardino degli Osservanti, choosing Lucca as the place to meet its community. Visitors will be able to discover a wide selection of collections and much-loved characters such as THE MONSTERS, SKULLPANDA and DIMOO, alongside other brand IPs, and take part in dedicated activities. One of the most eagerly awaited moments will be the signing session with Ayan Deng (Yanstudio), artist and creator of DIMOO, on 30 October from 17:00 to 19:00.

TOYS CENTER DEBUTS WITH PLAY4EVER

For the first time, Toys Center presents Play4Ever at Lucca Comics & Games, the concept dedicated to the Kidult world for those who never stop playing and collecting, whatever their age. In the Collectibles pavilion at Giardino degli Osservanti, the public will find previews, exclusive content and a selection of brands including Banpresto, LEGO, Cada, Funko, Magic and Pokémon, as well as an interactive experience.

LEGO: A 300-SQUARE-METRE SQUARE FOR THE FESTIVAL'S 60TH ANNIVERSARY

LEGO Italia renews its bond with Lucca Comics & Games and transforms **Piazza San Romano** into a true **LEGO Square**, with a pavilion of around 300 square metres. For the festival's 60th anniversary and the 10th anniversary of the first LEGO® Certified Store in Italy, the heart of the space will host an imposing new work by LEGO® Certified Professional Master Riccardo Zangelmi. It is a mysterious installation conceived as a bridge

between generations and dedicated to the Legacy theme. Visitors will be able to preview some of the new LEGO sets, meet special guests and take part in exclusive activities. In the official pop-up, LEGO® Certified Stores will celebrate their 10th anniversary with initiatives linked to LEGO Insiders, while surprises will continue around the city with MediaWorld, Toys Center with Play4Ever, Dadi & Mattoncini and Covo del Nerd.

SYLVANIAN FAMILIES IN THE MILKY WAY

Sylvanian Families returns to Lucca and awaits fans at the heart of the collectibles area in Giardino degli Osservanti, which for the occasion will be immersed in the new *Milky Way* theme. Fans will be able to discover around 50 products available exclusively in Lucca, together with brand-new gadgets created for the fair. The much-loved Lucky Draw and the official mascot will also return, offering opportunities for souvenir photos.

FUNKO: A RENEWED PAVILION

Funko returns to centre stage in Piazza Santa Maria with a completely renewed pavilion designed to offer an even more immersive experience. Highlights will include several exclusive Pop! figures available for direct purchase during the event. Funko will also be at the heart of a collaboration with Ferrero, which will offer a rich programme of activities inspired by the One Piece universe.

TOPPS: FROM MARVEL TO THE NBA

At the Carducci Pavilion, Topps will guide fans through the world of trading cards, with a special focus on the Marvel and NBA universes. The programme includes activities, in-depth sessions on collectible cards, and events with talent and personalities from sport and entertainment.

SANRIO: THREE ANNIVERSARIES TO CELEBRATE

The Lucca Comics & Games weekend coincides with the birthdays of two of Sanrio's most beloved characters: Kuromi celebrates on 31 October and Hello Kitty on 1 November. The year 2026 also marks Pompompurin's 30th anniversary. With three anniversaries to celebrate, Sanrio and Hello Kitty and Friends could not miss one of Italy's most important events for fans of Japanese culture.

ZURU: BLIND BOXES AND EXCLUSIVE LAUNCHES

ZURU brings some of its major new collectibles to Lucca, including Mini Brands Vinyl and Starbox, its new range of collectible blind boxes, with exclusive launches specifically for the event. The line-up will also include Fuggler, confirming the brand's growing presence in the kidult and collectibles categories.

IRON STUDIOS PRESENTS MINICO WITH MÁRCIO HUM

Iron Studios arrives in Lucca with MiniCo, its stylised Toy Art collection of hand-painted PVC figures that transforms pop-culture icons while foregrounding character and personality. Throughout the event, the line's creator, Brazilian artist Márcio Hum, will be present inside the dedicated single-theme pavilion to meet the public and sign autographs. Three special exclusives arrive for the occasion: Doctor Doom Special Edition, TMNT Sewer MiniCo and Walt Disney MiniCo.

MIGHTY JAXX: ITALIAN PREMIERES FOR SANRIO AND ONE PIECE

Mighty Jaxx, the award-winning global leader in art toys, brings to Lucca the Italian market debut of new collections dedicated to Sanrio and One Piece. Making its absolute debut in Italy is the *XXRAY MINIS: One Piece East Blue Saga* series, complete with rare chaser variants. Sanrio fans can look forward to the *Azuma Makoto: My Melody & Kuromi*, *Mokubi: Hello Kitty and Friends Fukusuo*, *Kandy: Sanrio Earth Explorers* and *Nyammy Treats: Sanrio Cafe* series. Exclusive to the fair will be *XXRAY: One Piece Chopper Wanted (Treasure Gold Edition)*, a five-inch gold vinyl figure that has already sold out at SDCC, NYCC and Gamescom, available in limited quantities.

BLOKEES: READY-TO-ASSEMBLE MODEL KITS

Founded in Shanghai in 2014, Blokees builds every product around three principles: Assemble, Play & Display. In Lucca it brings its licensed model kits, featuring detailed and articulated characters that are easy to build, with no clippers, glue or paint required. Stand highlights will include Venom from Marvel Rivals, Darth Vader from Star Wars, Gemini from Saint Seiya, EVA-01 from Evangelion, Harley Quinn from DC, Bumblebee from Transformers, Hatsune Miku and characters from Naruto.

YUME: COLLECTIBLES CREATED BY FANS, FOR FANS

In the Giardino degli Osservanti area, YuMe presents a showcase of its licensed collectibles, created in collaboration with major names from anime, gaming, cinema and pop culture. The public will find capsules and blind boxes dedicated to *One Piece*, *Stranger Things*, *PlayStation*, *Kaiju No. 8* and *Solo Leveling*, Sanrio miniatures, and Cosbi figures inspired by *Frieren* and Marvel's *Spider-Man*. Flagship products include the *Hello Kitty And Friends* Mini Botanics Memo-Stand, *Stranger Things* Upside Down - Capsule Series 3 and *One Piece* Barrel Capsule Series 1.

KRYPTONIA COLLECTIBLES IN THE CHURCH OF SANTA CATERINA

In the Church of Santa Caterina, Krypton Collectibles presents an extraordinary selection of statues and figures from Sideshow, Queen Studios, InArt and Prime 1 Studio, dedicated to the most famous icons of Comics and Cinema. It is a journey through some of the industry's most spectacular and sought-after creations, where love for major entertainment IPs meets the art of collectible sculpture.

THE NEW PHILATELY AND NUMISMATICS AREA

A brand-new space dedicated to Philately and Numismatics is being created at the entrance to the Polo Fiere Pavilion. Here, together with the Istituto Poligrafico e Zecca dello Stato and numerous international postal administrations, Poste Italiane celebrates the festival's 60th anniversary with one of the most important philatelic programmes ever presented at the event, alongside its traditional stand in the Corso Garibaldi area. The public will find projects dedicated to Peanuts, Lucky Luke and Pinocchio, issues marking 60 years of Lucca Comics & Games and 40 years of Dylan Dog, and initiatives linked to the Pokémon world. Exclusives will include lithographs by Giorgio Cavazzano and Sergio Gerasi, a collectible book on Diabolik and Philately Monopoly, as well as the Lucca 60 Passabollo, a philatelic passport to complete along the route.

MUSIC

Once again this year, Lucca Comics & Games has its own special soundtrack: a packed programme of concerts, performances, shows and entertainment under the banner of the Music Area, spread across its stages - Giardino degli Osservanti (the stage with a strong fandom focus), Piazzale Verdi with concerts and live performances, Foro Boario for Lucca's nights, and the Teatro del Giglio Giacomo Puccini. Between stars, club-style parties, the now-essential Ledwall at the Community Village and, new this year, the pure magic of musical instruments thanks to the arrival of **Fender** and Ibanez and their legendary guitars, music will fill the streets and squares of Lucca to celebrate 60 years of Lucca Comics & Games with the right rhythm.

THE ITALIAN RECORDING SCENE MEETS LUCCA'S FANS

For the third year, the major record labels return, putting their faith in the Lucca Comics & Games audience and bringing some of the hottest names on the Italian music scene. From established stars to emerging voices, the line-up is varied and exceptionally rich.

Warner Music returns to Lucca Comics and strengthens its presence in the Franceschetto space with an exclusive area entirely dedicated to music and serious collectors. A major part of the experience will focus on the world of **883**, with a unique area designed specifically for fans. The programme will also be enriched by special events and signing sessions with numerous artists, whose full list will be officially revealed over the coming weeks on Warner Music Italy's social channels. Among the first names announced are **Ariete** and

Giuse The Lizia. A dynamic and immersive project created to offer an unmissable experience for all fans, giving them the chance to meet their favourite artists in person and discover genuine recording rarities.

Sony Music Entertainment Italy once again confirms its leading role at Lucca Comics & Games with a rich programme of artists and cross-disciplinary projects. As tradition dictates, the Sony Music Store will set up inside the Sky Stone & Songs shop at Via Vittorio Veneto 7. Among the most eagerly awaited events is the return of **Giorgio Vanni**, who will present his new recording project *Generazione Vanni* with an exclusive signing session on Saturday 31 October together with **Max Longhi**. Another unmissable appointment is Daniel Tek's DJ set "Alla DiscoTEKa" at Foro Boario on Friday 30 October at 22:30. There will also be space for major Rock music with **Karma**, an iconic band on the Italian scene, featured in the special limited-edition project "Karma 1994-2023" celebrating their history, including through the comic *Ophelia* (published by Edizioni BD), created from an idea by David Moretti, Giuseppe Camuncoli and Daniele Orlandini and inspired by the song of the same name on their latest album "K3". Further details on times, activities and new artists joining the line-up will be revealed in the coming weeks: follow the official and social channels to stay updated on all upcoming events.

METAL- AND IRISH-THEMED DAYS IN PIAZZALE VERDI

Piazzale Verdi will celebrate with high-energy live performances. On Saturday, the energy of power metal comes to Lucca: the *great power* lies in the guitars, the voices and the driving tempos. The line-up features **Elettra Storm**, **Alterium** and, finally, the eagerly awaited **Grailknights** from Germany. From the sonic power and energy of power metal, the programme moves to the rhythms and melodies of Celtic-Irish tradition, the ever-present folk of the Emerald Isle, with sounds and atmospheres handed down over time and always perfect for moving together. It is the Emerald Sounds evening, featuring Gens d'Ys, **I Santi Bevitori** and **Uncle Bard & The Dirty Bastards**.

THE RHYTHM OF THE COMMUNITY AT GIARDINO DEGLI OSSERVANTI

The stage with the strongest fandom spirit, Giardino degli Osservanti is where music meets the community, among shows, contests, performances and, of course, music. On Saturday 31 October, the **Anime Vocal Contest** returns, the singing competition dedicated to fantasy-pop music, TV theme songs and the world of fantasy that has earned the name "Fantasy Sanremo", with five finalists competing for victory. It is also on this stage that Lucca Comics & Games will close in style with the **Giga Party** on Sunday 1 November, bringing back the energy of the 1990s through DJ sets, live performances, entertainment and interactive games, for a major celebration.

A NEW PAVILION DEDICATED ENTIRELY TO MUSICAL INSTRUMENTS

The biggest new feature in the Music universe of Lucca Comics & Games this year is a 60-square-metre pavilion entirely dedicated to musical instruments, bringing together two of the biggest names in the sector: the renowned **Fender** and **Ibanez** brands, which over decades of history have helped define the world of guitars and basses. From the United States, the **Fender** group will display several hard-to-find Limited Edition guitars from the Fender and Jackson brands, the result of historic collaborations, for example, with video games such as *Diablo* and *Monster Hunter* and characters such as Hello Kitty. And more new releases are on the way... all making their first exclusive appearance at Lucca Comics & Games 2026. From Japan, the legendary **Ibanez** brand will be present with a special stand where visitors can admire a selection of unusual instruments. It will also present a special collaboration that will be unveiled only at the fair. A new collaboration between **Algam EKO** and Lucca Comics & Games also begins: Algam EKO will donate an EKO Guitars Marco Polo T500e SO, which will be auctioned in the Performance Area during the traditional charity event that closes the festival on Sunday 1 November at the Carducci Pavilion.

ON THE STAGE OF THE TEATRO DEL GIGLIO GIACOMO PUCCINI

In addition to the already announced and eagerly awaited return of **I Cavalieri del Re** and the magic of **Yoko Kanno**, who will perform a concert dedicated to her unforgettable soundtracks, on Sunday 1 November the Teatro del Giglio Giacomo Puccini becomes the stage for the thrills of **Voci di Mezzo**, the format created at

Lucca Comics & Games by Cristina Poccardi, which for more than 10 years has brought together the great Italian voices of dubbing and contemporary mythologies. This year, fully in keeping with the Legacy theme, Voci di Mezzo celebrates the passing of the baton between the most beloved works and the great Italian dubbing performers who made them unforgettable: a journey through horror, myth, fantasy and the superhero universe, in which every story inherits a legacy and, by reinventing it, creates a new one.

The appointment is then set for Sunday 1 November at 19:00 with **Cristina Poccardi** (writer and producer of the show) and **Mirko Fabbreschi** (writer, composer and leader of Raggi Fotonici), together with Riccardo Suárez, Marco Vivio, Flavio Aquilone, Manuel Meli, Alessandro Quarta, Riccardo Onorato, Riccardo Rossi and Barbara De Bortoli.

NIGHT-TIME AT FORO BOARIO

The night comes alive at Foro Boario, a beautiful, renewed space welcoming back Clubbing evenings. From Daniel Tek's full-volume format **Alla discoTEKa** to the major event celebrating 60 years of Lucca Comics & Games: on Saturday 31 October, **Serata Blaster** comes to Lucca, the alternative party that combines clubbing and live shows, mixes the subcultures of the music scene with the nerd world and, above all, changes and surprises because every Blaster night is different from the others!

VIDEOGAMES

Lucca Comics & Games celebrates with an edition that confirms the deep bond between the festival and the world of video games, bringing together major international publishers, legendary creators and Italian independent studios. The video-game experience spreads to every corner of the city, with dedicated spaces, pavilions and locations bringing the entire historic centre to life.

LUCCA COMICS & GAMES CELEBRATES FINAL FANTASY VII, WITH YOSHINORI KITASE AS GUEST OF HONOUR.

SQUARE ENIX celebrates the *FINAL FANTASY VII Remake series* at *LUCCA Comics* with legendary producer **Yoshinori Kitase**, who will be a guest at a Community Q&A dedicated to the legacy of the original game and the Remake series, as well as a Career Masterclass exploring his extraordinary journey within the franchise, at the end of which he will receive a place on the festival's Walk of Fame.

Fans will have the opportunity to meet Kitase-san during dedicated signing sessions taking place throughout the festival. Finally, at Casa del Boia, the showcase will also feature a dedicated showcase for *FINAL FANTASY VII REVELATION* with new information, gifts and merch to purchase.

CD PROJEKT RED REVEALS PRESENCE AT LUCCA COMICS & GAMES 2026

CD PROJEKT RED will be attending this year's Lucca Comics & Games, bringing panels featuring **The Witcher 3: Wild Hunt — Songs of the Past** and **Cyberpunk: Edgerunners 2**, among other attractions. The studio will host two dedicated panels — both conducted in English — at Lucca 2026, beginning on Friday, October 30 with "Emotional Damage: How Cyberpunk: Edgerunners 2 Makes You Feel", offering insights into *Cyberpunk: Edgerunners 2* — just eight days following the anime's premiere on Netflix. The panel will feature two representatives from CD PROJEKT RED: series Showrunner Bartosz Stybor and Executive Producer Saya Elder, and takes place at 11 AM CEST, at Cinema Astra, Piazza del Giglio, Lucca. On Saturday, October 31, the focus turns to the world of *The Witcher*. From 2–2.30 PM, "Official The Witcher 3: Wild Hunt Pen & Paper Session with Zoltar and Special Guests" will take place in the San Girolamo Auditorium. This session is conducted in Italian. At 4 PM, the streets of Lucca will be taken over by familiar faces from the Continent in "The Witcher Cosplay Parade in collaboration with TWGCI". To finish the day, *Songs of the Past*, the upcoming third expansion to *The Witcher 3: Wild Hunt* takes center stage with a dedicated panel: "Returning to the Path". This panel will feature a presentation of the demo of *Songs of the Past*, followed by a panel which dives into the history of *The Witcher 3* and the process of creating a third expansion for a game over a decade after launch. This panel features Miles Tost,

Level Design Lead on *The Witcher 4* at CD PROJEKT RED, and Paula Mejsner, Lead Writer on *Songs of the Past* from Fool's Theory. "Returning to the Path" takes place from 6–7 PM, at Chiesa di San Francesco. During the festival, attendees may also cross paths with CD PROJEKT RED's special guests: Taryn Cosplay as Geralt of Rivia and Sweet Angel Cosplay as Talia Wang from *Cyberpunk: Edgerunners 2*.

PLAION BRINGS SEGA AND ATLUS TO LUCCA

A major presence for the gaming world at Lucca Comics & Games 2026 thanks to Plaion, bringing the **SEGA** and **ATLUS** lineup directly to the evocative **Casermetta San Paolino** location. Visitors will have the chance to experience national hands-on previews for three highly anticipated titles: the sci-fi survival horror ***Alien: Isolation 2™***, ***STRANGER THAN HEAVEN***—the new adventure from RGG Studio—and the acclaimed JRPG ***Persona 4 Revival***. Additionally, the event program will feature extraordinary guest appearances by the developers of *Alien: Isolation 2*, **Al Hope** (Creative Director) and **Ana Sopikova** (Art Director), starring in a **special panel** at Cinema Astra and a **fan meet & greet** at the Paladediche at Palazzo Ducale to dive deeper into the game's details (October 31st, exact times to be announced soon; free entry for all event ticket holders, subject to seat availability). Finally, in collaboration with Nintendo and also at Casermetta San Paolino, SEGA and ATLUS will offer fans an exclusive additional opportunity to try ***Metaphor: ReFantazio*** on Nintendo Switch 2.

CONTROL RESONANT LANDS IN LUCCA: REMEDY ENTERTAINMENT MEETS FANS WITH MIKAEL KASURINEN

Remedy Entertainment arrives with **Mikael Kasurinen**, Creative Director of *CONTROL Resonant* (available from today, 24 September), to meet fans and discuss the origins of the project.

WONDERFUL NEORAN VALLEY AT LUCCA COMICS & GAMES 2026 WITH A NEW TRAILER AND DEDICATED STAND

Cydonia and **Nara Studio** celebrate the indie phenomenon *Wonderful Neoran Valley*, the Italian crowdfunding record-holder on Kickstarter, with a new trailer previewed at the Teatro del Giglio, key art by LRNZ and a dedicated stand with daily meet & greets.

LUCCA COMICS & GAMES IS ALSO BANDAI NAMCO!

For the fourth year, **Bandai Namco** and **BANDAI SPIRITS** open the doors of the Bandai Namco Palace, with more than 400 square metres dedicated to preview video games, Banpresto collectibles, Gashapon, Ichiban Kuji, Model Kits and exclusive stores.

FROM DEVIL MAY CRY TO BROKEN SWORD: VIDEO-GAME MASTERS IN LUCCA

The festival also hosts some of the most influential creators in the history of the medium: **Hideki Kamiya** (Devil May Cry, Ōkami, Bayonetta), **Stephen Bliss**, former Senior Artist at Rockstar Games and an artistic face of GTA, **Daniel Dociu**, a legend of Guild Wars concept art, **Charles Cecil**, presenting Broken Sword - The Smoking Mirror: Reforged, and **Noah Falstein**, one of the veterans of LucasArts.

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.

ITALIAN INDIES TAKE CENTRE STAGE AT LUCCA COMICS & GAMES

There is also space for Italian independent studios, with **Day 4 Night Productions** discussing the transition from developers to founders, and **Burning Farmhouse** presenting the new horror title *Marmorea*. The MultiBrand Videogames Pavilion will host **Trinity Team** with *Slaps and Beans* and **Honkai: Star Rail**, while **Indie Vault** at Palazzo Guinigi will give a platform to ten independent studios selected by a jury of experts.

GAMING, TECHNOLOGY AND ESPORTS: BRANDS BRING LUCCA TO LIFE

Major brand activations are also part of the programme: **MediaWorld** celebrates the double anniversary with the *Celebration Village*, **Euronics** presents the "Level Up Everyday" experience combining gaming and technology, and the **Red Bull Wings Cup** hosts the EA SPORTS FC™ National Final, with the winner expected in Miami for the World Final in January.

FANTASY FICTION

For its sixtieth anniversary, Lucca Comics & Games brings fiction to a new location: the Luigi Boccherini Conservatory of Music, which joins the festival programme for the first time. It will host the "Sunset Meetings", three aperitifs dedicated to fantasy, creatures and passion; the "Premio Arcimago" will return for unpublished Italian fantasy novels, with writer and screenwriter **Manlio Castagna** announcing the one hundred projects admitted to the second phase; and the "Concerto in Arte" will celebrate illustrator **Paolo Barbieri's** thirty-year career together with music from the Conservatory. The same setting will also give rise to "Lucca60Love", the day on Sunday 1 November dedicated to romance, from contemporary and queer romance to romantasy and dark romance.

A NEW SINGLE-PUBLISHER PAVILION AND THE ARRIVAL OF TASCHEN

The festival's publishing geography will also expand. Piazza Antelminelli will welcome the new **Gruppo Mondadori** pavilion, the first Lucca Comics & Games space dedicated to a major publishing group able to bring together different imprints, genres and audiences; meanwhile, **TASCHEN** will arrive at the San Martino Pavilion for the first time, after more than forty-five years as one of the world's leading names in illustrated books.

MAJOR INTERNATIONAL AND ITALIAN NAMES

Among the major international guests, Mercurio Books will bring American writer **Christopher Buehlman** to Lucca, author of the cult medieval horror novel *Tra due fuochi*. With L'Ippocampo Edizioni come graphic designers **Miraphora Mina** and **Eduardo Lima**, founders of the MinaLima studio, with the *MinaLima Classics* series; French illustrator **Frédéric Pillot**; **Benjamin Lacombe**, illustrator and art director; and **Stan Manoukian**, illustrator and author, in a journey through classics, monsters and the fantastic imagination. Il Castoro OFF will bring British illustrator and political cartoonist **Chris Riddell** back to Lucca. From Italy, on 31 October popular science communicator and writer **Alberto Angela** will come to the festival for the first time, as one of the major Italian guests of this edition. The festival will also welcome romance star **Rokia** for Magazzini Salani with *Dangerous Love*, and writers **Hazel Riley** and **Stefania S.** for Sperling & Kupfer. Audible will present its original production of *Dracula* with the voices of **Riccardo Scamarcio** and **Benedetta Porcaroli**.

LUCCA60: SPECIAL EDITIONS AND LIMITED PRINT RUNS

The 60th anniversary of Lucca Comics & Games will also be celebrated through books and projects created specifically for the festival. Tora Edizioni will publish *Cosa fare a Lucca quando sei morto*, the official Lucca Comics & Games gamebook, written by **Mauro Longo**, illustrated by **Alessandro Pietramolla** and featuring a cover by illustrator **Alberto Dal Lago**; with *Solum Ego*, illustrated by **Cristina Calvagno**, writer **Licia Troisi**

will make her debut in the world of gamebooks, also in an exclusive limited-edition boxed set illustrated by Alberto Dal Lago. Mondadori will offer a limited print run of Suzanne Collins's *L'alba sulla mietitura* with a cover by illustrator **Quasirosso**, while Giunti Editore will celebrate twenty years of **Cecilia Randall's** *Hyperversum* with a collector's edition enriched by a new chapter, a d20 die and stickers, and twenty-five years of *W.I.T.C.H.* with 250 copies of *Il cuore solo sa* in an exclusive variant cover edition, signed by actress **Lodovica Comello**.

MANY EVENTS ACROSS ROMANCE, FANTASY AND OTHER LITERARY GENRES

The range of other offerings is also extensive: among many others, Longanesi will bring writer **Alessia Gazzola** with an exclusive preview of *Miss Bee & l'inganno in prima classe*; Newton Compton will host writer **Francesca Tamburini**; and Giunti will bring author, content creator and actress **Eleonora Gaggero** with the dystopian *Anomaly*. At Boccherini, writer **Paola Barbato**, editor and writer **Gisella Laterza**, **Licia Troisi**, writers **Daniele Nicastro** and **Massimo Vitali**, and cartoonist **Gud** will also come together around relationships and stories built on choices; while the Associazione Italiana Studi Tolkieniani will return to Middle-earth with scholar, essayist and translator **Paolo Nardi** and fashion historian **Erica Martin**, exploring cultural legacy and visual imagination.

COSPLAY

Always among the great stars of Lucca Comics & Games, cosplayers will once again be present this year, ready to have fun and entertain while celebrating together. Sixty communities and more than 80 scheduled events - including gatherings, contests, parades, games, concerts and awards - will bring cosplay to the streets and squares of Lucca, with **Giardino degli Osservanti** once again serving as headquarters.

GATHERINGS AND PARADES: ANNIVERSARIES AT LUCCA COMICS & GAMES

There are many anniversaries at Lucca Comics & Games this year, and cosplay communities will celebrate them too with themed gatherings and parades that will animate the streets of Lucca. On Friday 30 October, the major gathering marking 20 years of Hiro Mashima's *Fairy Tail* gets under way. Many more events follow on Saturday 31 October: a **Dragon Ball** gathering and parade for the 40th anniversary of the famous anime, and then the Bink's Family crew, which as always will involve fans and curious onlookers in a **One Piece**-themed parade. Finally, in honour of legendary producer Yoshinori Kitase (SQUARE ENIX) coming to Lucca to celebrate **Final Fantasy VII Remake**, there will be a gathering of **Final Fantasy Italian Cosplayers**. On Sunday 1 November, a major **Avengers Infinity** parade will be joined by all **Marvel** characters ahead of the cinema release of **Avengers: Doomsday** in December. A special parade has also been organised to celebrate 60 years of Lucca Comics & Games: at 16:30 on Friday 30 October, a procession involving all Italian cosplay communities will set off to fill the streets of Lucca with colour and celebrate the Diamond Anniversary together!

Sergio Bonelli Editore, in collaboration with Lucca Comics & Games, continues the celebrations marking 40 years of *Dylan Dog*, the Nightmare Investigator created by Tiziano Sclavi in 1986, with a major parade of monsters and zombies. The march, open to the public, will leave from the Auditorium del Suffragio at the end of the 31 October panel dedicated to *Dylan Dog*, featuring Michele Masiero and Barbara Baraldi. After crossing the streets of Lucca, the parade will finish in front of PalaBonelli.

THE GIARDINO DEGLI OSSERVANTI STAGE

Shows return to the stage at Giardino degli Osservanti, dedicated to the art of cosplay, where guests can perform, tell their stories and, above all, meet fans and enthusiasts. Giardino degli Osservanti is the Community Village par excellence and the place where music meets communities, with themed shows, entertainment, games and different worlds, cosplay, steampunk, theme songs, K-pop and crossovers. The Giardino degli Osservanti stage is once again entrusted to **Letizia Cosplay**. The venue will also host meet & greets with some of the most important international cosplayers and performers, such as **Taryn Cosplay** and **Leon Chiro**.

LUCCA COSPLAY ACADEMY

The Lucca Cosplay Academy returns for its fifth year: the Hogwarts of young cosplayers, a genuine school that allows students to learn from some of Italy's best cosmakers. Teachers include cosplayers **Ichigo Wigs Rancatore** and **Tetu Tetu** for wig-making lessons, **Nives Sela** for an in-depth look at the important stage of make-up, and tailoring by **Ginny Fantasy Lab**. The morning sessions take place inside Palazzo Guinigi, in the San Francesco monastic complex. There will also be panels dedicated to raising awareness of important issues, such as the "*Cosplay is not consent*" panel: wearing a costume gives no one the right to touch, photograph or, still less, harass someone.

MOVIE

Cinema, TV series, animation and major universes of the contemporary imagination return to centre stage in the Movie Area of Lucca Comics & Games, curated by QMI. In the event's 60th-anniversary year, the area brings premieres, major Italian and international guests, panels, special screenings and experiences across cinemas, squares and spaces in the historic centre.

Disney+ returns to Lucca with Percy Jackson and the Olympians, which will play a leading role in the 60th anniversary of Lucca Comics & Games by bringing actors Walker Scobell, Leah Sava' Jeffries and **Aryan Simhadri** to the festival for the first time, together with co-creator and executive producer **Jonathan E. Steinberg** and executive producer **Dan Shotz**. The cast and creative team will take part in a dedicated panel during which never-before-seen clips from the highly anticipated third season of the series, debuting exclusively on Disney+ on 20 November, will be previewed.

Sky will bring Nord Sud Ovest Est - La leggendaria storia degli 883 with director **Sydney Sibilia** and stars **Elia Nuzzolo** and **Matteo Oscar Giuggioli**, who will present a preview of the fifth episode, while Piazza San Francesco will host a space dedicated to the series.

Lucky Red will open the Movie Area programme with **Shaun, Vita da pecora: Operazione Z.U.C.C.A.** to mark 50 years of Aardman Studios, with founder **Peter Lord** and director **Matthew Walker** in attendance. Also highly anticipated is **Hirokazu Kore-eda**, who will accompany his latest film **Look Back**, based on the manga by Tatsuki Fujimoto; and a 4K screening of Hayao Miyazaki's masterpiece Kiki's Delivery Service.

Warner Bros. Pictures will present a preview of The Cat in the Hat with director **Alessandro Carloni** and Italian voices **Stefano Fresi** and **Herbert Ballerina**, together with a dedicated space at the Loggiato Pretorio.

HBO Max, ahead of the new HBO Original series, will bring the world of Harry Potter and the Philosopher's Stone to Lucca in an immersive pavilion.

There will also be special activities dedicated to **Adventure Time: Missioni Leggendarie** (broadcast in Italy on Cartoon Network and Boing), with showrunner Nate Cash in attendance.

Paramount+ will present the second season of **Dexter: Resurrection** with a special screening, a talk and the Dexter Experience in Piazza Anfiteatro; meanwhile, for younger visitors, Piazza Real Collegio will feature a giant **SpongeBob** inflatable and meet & greets with costumed characters.

Netflix will once again be present at Lucca Comics & Games. This year, it will celebrate the global phenomenon **KPOP DEMON HUNTERS**.

Crunchyroll will be in Lucca with an immersive pavilion in Piazzale Arrigoni dedicated to *One Piece*, *Black Clover*, *The Apothecary Diaries* and *Firefly Wedding*, as well as the eagerly awaited **Crunchyroll Show**, the world premiere of the first two episodes of Shangri-La Frontier Season 3, and the first-ever appearance in Italy - in collaboration with Italian publisher Jundo - of **Li Haoling**, author and director of *Link Click* and *To Be Hero X*. The programme will also include a screening of an exclusive *Link Click* recap film.

CD PROJEKT RED will instead bring showrunner **Bartosz Sztybor** and executive producer **Saya Elder** to Lucca for a panel dedicated to **Cyberpunk: Edgerunners 2**.

The programme also includes a special screening for fans of *The Hunger Games: Sunrise on the Reaping*, thanks to **Notorious Pictures**, which will create an installation dedicated to the film in Piazza San Giusto, while **Universal Pictures** will celebrate 25 years of ***Fast & Furious*** with a special screening of Rob Cohen's film.

The "Lucca Comics & Games Horror Nights" also return. Titles include ***It Ends*** by Alexander Ullom for **I Wonder Pictures**, which will also have its own pavilion in Piazza San Giovanni, and the Italian premiere of ***Godzilla Minus Zero*** by Takashi Yamazaki, Academy Award® winner for visual effects, thanks to **Plaion Pictures**. Also as part of Horror Nights, Minerva Pictures, together with FilmClub Distribuzione and Digital United Studios, will bring ***The Nameless Ballad*** by Federico Zampaglione, presented by the director with Barbara Baraldi, *Arachnid - Ragnatela letale* by Ángel Gómez Hernández, and *Popeye's Revenge* by William Stead.

Among the other unmissable premieres in the Movie Area are the fantasy film ***Momo*** by Christian Ditter with Martin Freeman, thanks to Minerva Pictures, and the horror thriller ***Hope*** by Na Hong-jin, thanks to MUBI. Cinema and comics meet in ***Caro Mondo Crudele***, by Niccolò Falsetti and Francesco Turbanti and directed by Niccolò Falsetti, which will be presented by the authors together with Zerocalcare, creator of the concept for the animated sequences; and in ***Le ragazzine stanno perdendo il controllo. La società le teme. La fine è azzurra*** by Pierluca Di Pasquale, based on **Ratigher's** graphic novel, who will introduce the screening. The Movie Area will also pay tribute to **Frank Miller**, who will attend with director **Silenn Thomas** for the documentary ***Frank Miller: American Genius***.

There will also be major space for Japanese animation: **Toei Animation Europe** returns with *One Piece*, taking centre stage in the renewed pavilion at Baluardo Santa Maria and in activities in the KIDS area, and *PreCure*, with the Western premiere of *Star Detective PreCure - The Movie!* in the presence of producer **Hibiki Minagawa**. Dynit will instead present the Italian premiere of ***Gintama the Movie 2026: Yoshiwara in Fiamme*** with director **Naoya Ando** and producer **Takashi Maekawa**.

Completing the programme are *RIFT - Il futuro è in gioco*, a docu-game produced by Infinity LAB and presented by director and game master **Claudio Di Biagio**, while Mediaset Infinity will also bring a "time machine" dedicated to its cult content; and ***La mia anima ha fretta*** by Giuseppe Contarino, a documentary on the story of Nicolas Gentile and his dream of building a real Hobbit Shire in Abruzzo inspired by the universe of J.R.R. Tolkien.

DIGITAL

Once again this year, Lucca Comics & Games offers an exceptionally rich digital schedule, designed to go beyond the physical boundaries of the city and reach fans wherever they are. Five days of live broadcasting from Studio Arnolfini and Studio Carducci on the official Twitch channel with the **Lucca Comics & Games Live Show**, a daily programme led by the established and much-loved cast of **Cydonia**, **Escilgioco**, **Claudio Di Biagio**, **Martina Levato** and **CKibe**. The five hosts will tell the story of the festival through interviews and in-depth conversations with major guests. **MediaWorld Studios** will once again be the technical partner. The **Lucca Comics & Games Community Awards** return for their fourth edition, dedicated to the year's most-loved works in the Comics, Manga & Manhwa, Game, Videogame, Book, Movie, Series and Character categories: fans will decide through the official app and dedicated landing page. The project will be launched live on Twitch on 7 October at 21:00, also inaugurating the collaboration with **Il Gran Turchese**, a partner in the initiative for the first time. The digital programme gains a new feature: for the first time, Lucca Comics & Games brings board games live to Twitch with the new **Games Café Live** format. **RPG Night Live**, the format dedicated to role-playing games, is confirmed for its eighth edition, with **Francesco Lancia** once again in the role of Master, joined by Christian "Zoltar" Bellomo. Completing the digital programme is **TikTok Italia**, official entertainment partner of the event for the fourth consecutive year: for #Lucca60, six storytellers (Martina Levato, Frà Gullo, Virginia Imbimbo, Chiara Cecilia Santamaria, Edoardo Poveromo and Giorgio Avano) will

guide the community through the festival and its stories. The collaboration is further enriched by the debut of **TikTok Shop** at Lucca Comics & Games, with a dedicated space inside the Carducci Pavilion.

THE PODCAST TREASURE HUNT RETURNS: THE DIAMOND PASS IS UP FOR GRABS

The Podcast Treasure Hunt returns, more challenging than ever. Conceived by **Francesco Lancia**, produced by OnePodcast and available on the main audio-streaming platforms, the first and original gamification of a podcast once again challenges the Lucca Comics & Games community and, for the Legacy edition, offers an unrepeatable prize: the Diamond Pass, a lifetime Level Up pass. Only one will be issued, and only for this edition of the Treasure Hunt. The first episode is today, Thursday 24 September, followed by new episodes every Thursday until the start of Lucca60.

PARTNERS

ISYBANK BRINGS THE KINGDOM TO ATELIER RICCI: FANTASY WORLDS, COSPLAY AND THE NEW DEEP LOUNGE, AN INCLUSIVE SPACE FOR SENSORY DECOMPRESSION

The Kingdom, the space that isybank - the digital bank of the Intesa Sanpaolo Group and a Main Partner of Lucca Comics & Games for ten years - dedicates to visitors, is an experiential project launched in 2025. This year it will be located at Atelier Ricci, a historic residence in the heart of Lucca: an immersive journey through fantasy worlds and contemporary creativity. From this year, visitors will also find the Deep Lounge inside, an inclusive space dedicated to well-being and sensory decompression, allowing everyone to experience the festival at their own pace. Completing the programme are The Kingdom - Find Your Power, the career-guidance game developed with Intesa Sanpaolo per il Sociale's Giovani e Lavoro programme; the Cosplayer Lab with stylists and make-up artists; and the Fuori Lucca Comics evening events.

isybank customers attending Lucca Comics & Games will be able to benefit from dedicated initiatives such as fast-track access at the main pavilions, priority access to meet & greets and the isybank Lounge, with a relaxation area, Wi-Fi network and other exclusive services.

LIME, MICROMOBILITY PARTNER OF LUCCA COMICS & GAMES 2026

For the 60th edition, **Lime** also arrives at the festival as Micromobility Partner of Lucca Comics & Games 2026, making it easier for visitors and fans to move around Lucca. During the event, the city is transformed into a vast open-air realm of pavilions, squares, historic buildings and routes along the Walls. Lime enters this setting by making its shared vehicles available, designed to move easily from one location to another, reach a meeting or festival area, and experience Lucca at full pace. It is a sustainable and light way to move through a city that preserves centuries of history, fully in keeping with the spirit of Legacy, which invites us to respect what we have received and leave it as an inheritance to those who come after us.

SMARTBOX AT LUCCA COMICS & GAMES WITH A LIMITED EDITION DESIGNED BY IL BAFFOGRAM

For Lucca Comics & Games 2026, Smartbox - the European leader in the gift-experience market - presents a new limited edition created in collaboration with cartoonist and illustrator Giulio Mosca, known as Il Baffogram. Four exclusive gift boxes reinterpret the brand's packaging through the artist's pop and ironic style, becoming collectible objects that can also be reused after the gift experience. The limited edition will take centre stage at the Smartbox stand, where the public can discover the four designs and meet Il Baffogram during sessions dedicated to creativity and illustration.

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

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