

LUCCA COMICS & GAMES 2024, THE BUTTERFLY EFFECT: ACT II, "CRESCENDO"

October 30th to November 3rd

The festival presents a rich program of international guests, screenings, tournaments, game sessions, workshops and exhibitions.

In Milan, the first European exhibition of Maestro Yoshitaka Amano

Milan, September 25, 2024 – In June we announced that **Lucca Comics & Games 2024** would be titled **The Butterfly Effect**. A tribute to **Giacomo Puccini**, divided into three acts, each represented by an image of **Sensei Yoshitaka Amano**. The first image, **Overture** was dedicated to **Tosca**. In September, in advance to the **Fantastic Finale at the end of October**, we present the second image: **Crescendo**. In the **new poster by Yoshitaka Amano, Madame Butterfly** is dressed in white and a flight of butterflies spreads across the night sky, towards the moon, in a *crescendo* of expectations, events and emotions. In analogy to the musical movement, Lucca Comics & Games program expands in the autumn, enriching itself with guests, voices and events. The festival comes to life, comes alive in a symphony of expectations and appointments, the enthusiasm is palpable. After the opening, a new conference-show reveals names and surprises of the program, on which the event team has worked for months, like an invisible orchestra led by its director/dungeon master, preparing for months for a five-day explosion.

HOMAGE TO PUCCINI - ALESSIO BONI PLAYS GIACOMO PUCCINI - On the first evening of Lucca Comics & Games, on October 30, the brand new show *Concerto a due per Puccini* will be held : an unpublished bio-piece on the great Italian composer, produced by Teatro del Giglio of Lucca in collaboration with Lucca Comics & Games. A work that aims to provide a complex portrait of the man and the artist, without simplifications and without falling into stereotyped images. A portrait created by **Francesco Niccolini**, the Tuscan playwright who has told the stories of many illustrious men and who for some years has begun a very important artistic partnership with the Italian actor **Alessio Boni**, the ideal protagonist of this monologue. **Alessandro Quarta**, a great composer and violinist, author of the original music, will be on stage together with Alessio Boni. The aim is to give back to the city of Lucca a multifaceted and complex narration of a **unique character like Puccini** and to bring the audience of the Italian theatre closer to that of the new contemporary mythologies, represented in this work by the **illustrations of Sensei Yoshitaka Amano, author of the three posters for Lucca Comics & Games 2024 in homage to Giacomo Puccini.** Amano's works will in fact form the opera's scenography.

COMICS

The Comics area occupies the city center and continues to introduce visitors to all the nuances of the Ninth Art. A universe that continues to expand not only within the city walls, but embracing four continents, with **international publishers from France, the United States and Taiwan** and authors from **all over Europe** but also **the United States, Canada, Japan, Korea, China, Taiwan, Argentina, Venezuela, Mexico, Morocco, Egypt, Tunisia**. There will be 82 Italian and foreign publishers present at Lucca Comics & Games, for an edition that sees the record of mangaka and Asian guests, with 12 Japanese authors, 4 Taiwanese, 3 Chinese, 3 South Koreans.

CLOUDS AND INK FROM THE EAST - Gou Tanabe (J-POP Manga), Yuto Tsukuda and Shun Saeki (Planet Manga), Akane Torikai (Dynit Manga), Usamaru Furuya (Coconino Press), Shintaro Kago (Hollow Press), Atsushi Kamijo (SaldaPress), Kyoutarou, Azuma (artist of the adrenaline-filled

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Tenkaichi and the epic *Versus*, published by Star Comics), **Baron Yoshimoto** (manga dean, exponent of gekiga and among the guests of Coconino Press), **Yamada Sansuke** (which closes the trio of mangaka brought by Coconino Press), **Asagi Yaenaga** (horror author of *Enki*, published by Hollow Press) and **Miyako Kojima** (the artist who intertwines horror with beauty brought by Hikari) will be in attendance from Japan. From China, **Liang Azha** (author of *All of You* among other titles *And Checkmate!*) and **ChenXi** (creator of *Of Machines and Beast*, which has more than 1.8 billion views on the KuaiKan Comics platform) - both brought by Jundo - and **Yi Yang** (who has been living in Italy for over ten years and who created a secret thematic stand brought to Lucca by his publisher BAO Publishing). From South Korea, **Paskim** (author of *Lost in the Cloud* at her first international appearance with Jundo) will be in Lucca, **Keum Suk Gendry -Kim** (author of *The Naked Tree* published by BAO Publishing) and **Kim Myeongmi** (very well known to the general public for *What's wrong with Secretary Kim?*, in Italy with Renoir Comics). Thanks to the collaboration between Toshokan and Dala Publishing, Lucca Comics & Games will also welcome a large representation of the Taiwanese comics world composed of **Ruan Guang-min** (*The Corner Store*, *Railway Sonata*), **HOM** (*Priceless*) and **Ding Pao -Yen** (*Console, 2073* previewed in Lucca) and also **Monday Recover** (whose works are still unpublished in Italy).

AROUND THE WORLD IN 25 ARTISTS - Brice Cossu, Alexis Sentenac and Xavier Dorison (BD Editions and J-POP Manga with the volume *Goldrake*, the official sequel to the iconic series by Go Nagai), **Georges Ramaïoli** arrive in Lucca from France (*Zululand*, Segni d'Autore), **Laurent Hopman** and **Renaud Roche** (BAO Publishing, in Lucca with the Star Wars universe in *Le guerre di Lucas*), **Frédéric Pillot**, specialized in children's works (Logos Edizioni). Franco-Belgian comics enthusiasts will also have the opportunity to explore Lee's stand *Humanoids associés* and discover the publisher's fundamental contribution to the world of comics with the **exhibition dedicated to his magazine *Métal Hurlant***. Directly from Great Britain comes the father/son duo formed by **Sean and Jacob Phillips** (saldapress) and **Zoe Thorogood** (*All Alone at the Center of the Earth*, BAO Publishing). The American and Canadian team is also enriched with new elements such as **Scott Snyder** (guest in collaboration with Star Comics and Saldapress), **Tula Lotay** (Star Comics) and **Kazu Kibuishi** (The Beaver) with his exhibition at Palazzo Ducale. In addition to **Peach Momoko** (born in Japan and working in American comics for over a decade, winner of an Eisner Award), Panini Comics will bring to Lucca a true superstar of the world of screenwriting, **Jeph Loeb** (author of *Batman: The Long Halloween*, *Batman: Hush*). And again, **Daniel Clowes** (Coconino Press); **Sweeney Boo** (Edizioni BD), **Craig Thompson** (Rizzoli- Lizard), **Dustin Nguyen** (BAO Publishing) and **Skottie Young** (in preview with *Ain't no serious*). The Venezuelan **Jorge Corona** will come to Italy from South America, like the Argentine **Carlos Barocelli**, who will be present at the festival with *Il Passeggero dell'U-977* (Edizioni Segni d'Autore). The journey continues touching the coasts of North Africa with the three artist-activists **Takoua Ben Mohamed** (Beccogiallo), **Zainab Fasiki** (001 Edizioni) and **Deena Mohamed** (Coconino Press) who will be at the center of the already announced exhibition at Palazzo Ducale *Kalimatuna: le nostre parole di libertà*.

THE BEST ITALIAN AUTHORS - JOURNEY TO ITALY IN TEN APPOINTMENTS (+1)

The dense cultural program of this edition includes dozens of proposals that will give great emotions to readers, who will be able to meet some of the most authoritative names in comics in person. Among the first proposals, a decalogue (or rather an endecalogue) of **meetings in which Italian authors will confront each other between challenges of the present, visions of the future, moments of reflection and introspection, highly topical themes, great anniversaries and celebrations.**

The first 30 years of Panini Comics at the Teatro del Giglio (October 30); All my beautiful things are remade at the San Girolamo (October 30), an intimate and public event-show at the same time, in which **Fumettibrutti** will ideally conclude its trilogy now tetralogy; also at the San Girolamo (October 31) The bluest hour: the dawn of Italian comics with Valentina Gallucci aka **VAGA**, **Federico Pace**, **QuasiRosso** and **SPAM the psychic mandarin**, the new generational wave of talents in Italian comics; La Toscana delle Donne at Lucca comics & Games in Sala Tobino (1 November) with **Alice Milani**, **Rita Petruccioli**, **Margherita Tramutoli**, **Cristina Manetti** (Tuscany Region) and the curators of Lucca

Comics & Games, within the third edition of *La Toscana delle Donne*, aimed at raising awareness against violence against women, the collaboration with the festival that curates the collective exhibition of Alice Milani, Rita Petruccioli and Margherita Tramutoli is launched, who with their art will develop the theme of the year to guide the entire project; in Auditorium del Suffragio (November 1) You can't say anything anymore: the importance of words in the age of censorship with **Fumettibrutti**, **Zeinab Fasiki**, **Emiliano Pagani**, **Andrea Coccia**, **Gianluca Costantini**, **Elettra Stamboulis** and **Mara Famularo**, curated by Marco Rizzo to decide whether censorship still exists in the age of social media and increasingly aggressive communication and how it limits creativity and journalism; The Gigacircus is in town! in San Romano (November 1) where among large humans, small humans, laser humans, strange humans, unicorns and space things, singing caterpillars, ducks, pandas, frogs and lots of dogs you can come and discover the fantastic world of **Sio**, **Dado**, **Fraffrog**, **Giacomo Bevilacqua**, and all the other phenomena of this gigacircus; Sergio Bonelli Editore's Keynote at the Teatro del Giglio (November 2), the unmissable meeting-show during which the publisher's new editorial and multimedia releases will be presented to the public; in San Giovanni (November 2) with **Giacomo Bevilacqua**, **Francesca Torre**, **Sara Malucelli** and **Edo Massa** Come stai?, a graphic novel compared in a journey inside each of us, to reflect on emotions, perceptions of the world, introspections with different points of view and sensibilities; Valentina is true! also in San Giovanni (November 2) with **Sergio Gerasi** and the **Crepax family** for a presentation that tells the first new story of Valentina by Guido Crepax, written and illustrated by Sergio Gerasi and set in Milan in the present day; The wonder around us in San Romano (November 2) where authors reveal the secrets of their fantastic stories and of all those characters who know how to kidnap and lead in extraordinary adventures with **Barbara Canepa**, **Florent Sacré** and **Matt Dixon**; finally Lucca Comics & Games: a story, many stories in San Girolamo (3 November), fathers and daughters, mothers and sons meet to tell their stories and their plots born during Lucca Comics & Games with **Marco Rizzo**, **Lelio Bonaccorso**, **Marco Di Grazia**, **Pio** and **Marco Corveddu**, **Riccardo** and **Silena Moni**, **Stefano** and **Giulia Prodiguerra**.

20 YEARS of TUNUÉ - Tunué celebrates its 20th anniversary at Lucca Comics&Games 2024. It brings to Lucca an extraordinary team of international guests starting with **Gene Luen Yang** for the launch of his new graphic novel *Lunar New Year Love Story*, the multi-award-winning American author (Eisner Award, Harvey Award, National Book Award, Printz Award) and National Ambassador for Young People's Literature will be in Italy for the first time. *The master of contemporary comics* **Paco Roca** could not be missing for this special anniversary. And again, **Tony Sandoval**, **Barbara Canepa** and **Florent Sacré**. Among the Italian authors, **PERA TOONS** who will be the protagonist of an exclusive exhibition and many events at the fair. There will also be space for kids with the second volume of *Sonic*, the new adventures of *Brina* by **Christian Cornia** and **Giorgio Salati** and the box set of *La Banda del pallone* by **Loris De Marco** and **Enrico Nebbioso Martini**.

FOODMETT I IS BACK - It's back again this year, exclusively for Lucca Comics & Games, *Foodmetti - Artists of the tables*, the festival within the festival dedicated to the excellence of the comics and food and wine world that will be hosted inside the former Scuderie Ducali in the central Piazza San Romano, and whose refreshment area will be managed by chef Cristiano Tomei. The exceptional testimonial for the 2024 edition will be chef Bruno Barbieri who will meet the public and will be the protagonist not only of the poster designed by Peach Momoko, winner of two Eisner awards, but also of a special Diabolik comic written by Tito Faraci and illustrated by Giuseppe Camuncoli and Elia Bonetti, which will be distributed exclusively at Foodmetti.

At Foodmetti, *Cavolo, che fico!* will also be presented a project - born from the collaboration between Area Performance ODV, promoted and supported by the Regional Council of Tuscany - dedicated to food education, with illustrations by Sio, original recipes by Cristiano Tomei and food information by Domenicantonio Galatà and Carlo Spinelli and editorial care by SaldaPress.

ATHLETICON, SPORT IN COMICS - The innovative publishing project that unites the world of athletics with that of comics, with the aim of bringing young people closer to sport through illustrated narrative will also be in Lucca. During the festival it will be possible to meet some of the athletes featured in the comic:

Larissa Iapichino (long jump), Leonardo Fabbri (shot put) and Sveva Gerevini (multiple events - heptathlon), fresh from participating in the Paris Olympics.

JAPAN TOWN

Japan Town, the most anticipated corner of Japan in Italy, one of the most loved and largest pavilions of all Lucca Comics & Games, is back at Polo Fiere this year. And this year Japan Town will be even richer: **over 120 exhibitors**, from action figures to traditional crafts, from gadgets to clothing, from retro video games to martial arts, to all the information for traveling and studying in Japan. The events on the Japan Live stage are back, the coin op area for playing is back. The food area will be bigger and more comfortable. A the big news: **the Mangaka Area**, with themed showcases for those who aspire to become a mangaka; **the exhibition for the 50th anniversary of Chogokin**, the metal robots that have enthralled thousands of collectors all over the world, curated by Fabrizio Modena and created in collaboration with Cosmicgroup and Tamashii Nations. And a beautiful spin-off of the exhibition will be dedicated to the **mecha -design of the sensei Shoji Kawamori**, who will be in Italy for the first time, guest of Lucca Comics & Games, Cosmicgroup and Dynit.

MOVIE

Cinema and TV series meet at Lucca Comics & Games in the **Movie area curated by QMI**, which will offer the public of the community event highly anticipated previews of films and series, as well as exclusive meetings with the stars, special screenings and unmissable events.

THE BEST OF MOVIE - Prime Video will be present in Lucca with two events dedicated to two highly anticipated titles for the next season. The first appointment - on November 1st - will be dedicated to **Citadel: Diana**, a new Italian series from the world of *Citadel*, with the participation of **Matilda De Angelis, Filippo Nigro** and **Lorenzo Cervasio**. For animation enthusiasts, the unmissable appointment - on November 3rd - is with **Hazbin Hotel**, the animated musical dark comedy, created by Vivienne Medrano, which will see the Italian voices in Lucca, **Rossa Caputo, Riccardo Suarez, Gabriele Patriarca, Edoardo Stoppacciaro**.

Disney+ also returns to Lucca with the live action series Marvel Television **Agatha All Along**. On Wednesday 30 October at 6:00 pm at the Astra cinema, the public will be able to preview the last two episodes of the series centered on Kathryn Hahn's character, Agatha Harkness, from the acclaimed Marvel Studios series *WandaVision*, who embarks on a dangerous and mysterious adventure full of challenges and obstacles.

Netflix returns to Lucca Comics & Games with a series of unmissable events, starting in **Piazza Anfiteatro**, where the **pavilion and exclusive store dedicated to Squid Game will come to life**, fans will be able to immerse themselves in the most popular series on Netflix to date, more than two years after its release.

A special event is set for October 31st, when the creator, writer and director **Hwang Dong-hyuk** and the stars **Lee Jung-jae** and **Wi Ha-Jun** will be in Lucca to meet fans and reveal to the world details of the highly anticipated second season of **Squid Game**, which will be available only on Netflix from 26 December. **During** the event there will also be other surprises to discover throughout the city, starting with the iconic doll that will dominate Piazza San Michele.

Universal Pictures will welcome fans to an exclusive space dedicated to **Wicked**, one of the most anticipated titles of the season, with a pavilion where they will be able to live an unmissable experience with costumes from the film and other surprises.

Crunchyroll returns to Lucca Comics & Games with a dedicated pavilion where fans will be able to experience games and activities, music and dance sessions and have the chance to win unmissable prizes. In addition to the exhibition space, Crunchyroll will present a panel with highly anticipated new programs arriving on the platform with surprise guests, as well as exclusive screenings.

Toei Animation Europe returns to Lucca Comics & Games 2024 with many guests and initiatives. At Caffè delle Mura this year too there will be the **One Piece stand**, which will celebrate the 25th anniversary of the title. On this occasion, guests **Tatsuya Nagamine** and **Kenji Yokoyama** for Screenings, Panels and More. **PreCure Returns** with the screening of the film **Wonderful PreCure**, Producer Aki Murase and an exhibition on the franchise. 25th anniversary also for **Digimon**, in turn present with screening, exhibition and with the producer **Yu Kaminoki**. Also coming soon is **Dragon Ball DAIMA** with the first 3 episodes of the series that will be screened in theaters for the first time in the original version with Italian subtitles, and many other surprises for Dragon Ball fans.

FOUR DOCUMENTARIES ON THE COMMUNITY OF LUCCA C&G - While waiting to celebrate its 60th birthday in 2026, Lucca Comics & Games presents a one-of-a-kind project created together with **I Wonder Pictures**, an independent film distribution company. During the 2024 edition, filming will begin on the first of **four documentaries that will tell the story of the universe and community of Lucca Comics & Games**. The four films will hit theaters over the next four years, distributed by I Wonder Pictures and subsequently on the IWONDERFULL platform.

NEW FOR 2024, THE HORROR NIGHTS - For thrill-seekers, QMI is also launching a great new feature for this edition, **The Horror Nights of Lucca Comics & Games** four evenings from 30 October to 2 November introduced by director Roberto De Feo with a selection of genre gems. Among the films scheduled: **Longlegs** by Osgood Perkins (Be Water Film in collaboration with Medusa Film), **The Substance** by Coralie Fargeat (I Wonder Pictures), **Demoni** in the presence of the director **Lamberto Bava**, **The Primevals** (Minerva Pictures together with Bizzarro Movies).

THE BIG PREVIEWS - There will also be space for the big film previews including: Lucky Red's **Hayao Miyazaki and The Heron**, a documentary by the director Kaku Arakawa dedicated to the great master. The new **Looney Tunes** film; **The Visual Effects of Naples - New York**, documentary by Stefano Germinal and Manuel De Pandis which explores the work behind the incredible effects of **Naples - New York**, the new film directed by Gabriele Salvatores produced by Paco Cinematografica with Rai Cinema in theaters on November 21 with 01 Distribution. **Gabriele Salvatores** and **Victor Perez** will meet the fans; **Flow**, an animated masterpiece that enchanted the Cannes Film Festival soon to be launched by Teodora films will also be shown; **Prophecy**, the new film by Brandon Box inspired by the famous Japanese manga written and illustrated by Tetsuya Tsutsui and published by J-POP Manga, which brings the gripping story of Paperboy to the big screen; **2025 Armageddon** by Michael Su, distributed digitally by Minerva Pictures and presented in collaboration with Full Action, a film set in a dystopian future in which the Earth is devastated by a global catastrophe.

THE MOVIE AREA FOR ALL AGES, FROM THE YOUNGEST TO VINTAGE - For the little ones, there's the **Teen Titans GO! Adventure Park** in **Piazza Real Collegio** for a unique and exciting entertainment experience in the company of the protagonists of the historic animated series broadcast on **Cartoon Network**.

And two more unmissable events by **Mediaset Infinity** with the big screen screening of **Ghostbusters** and for Lupin fans, a *talk* dedicated to the famous gentleman thief with a special screening of **Lupin III - The Castle of Cagliostro**.

For gaming enthusiasts, **Dmax** presents in Lucca the new format **Videogame Hunters**, the first factual series dedicated to the universe of retro gaming in Italy.

Guests in the Movie area also included producer **Elida Bronzetti**, together with animation directors **Giuseppe Squillaci** and **LRNZ**, for a workshop dedicated to the creation of animations for the film *Il Segreto di Liberato*.

FANTASY

BIG NAMES AND UNMISSABLE ANNIVERSARIES - After the already announced **R.L. Stine**, author of *Goosebumps*, **Stuart Turton** and **Felicia Kingsley**, the panorama of fantasy literature and illustration expands and welcomes to Lucca Comics & Games **big names of the international scene and promising debuts** renowned anniversaries and exhibitions that explore from the most classic Fantasy Art to the acid neon hues of Cyberpunk up to the horrors that hide in the human soul. For 2024 Lucca For Fantasy gives an appointment to all enthusiasts in the **spaces of the San Martino pavilion**, with the stands of Mondadori, GeMS, Fazi Editore, Neri Pozza Editore. Lovers of the illustrations of the **great fantasy Masters** and of the fantastic worlds linked to the great game sagas, on the other hand, will be able to explore the Carducci pavilion, where they will find the stands of Fanucci and Masters such as **Ciruelo**, **Steve Argyle**, **Jesper Ejsing**, while artists such as the Master of Spanish Fantasy Art **Maren**, or great names linked to the anniversary of *Dungeons & Dragons* such as **Erol Otus** and **Tyler Jacobson** will be guests of exhibitors such as Corner4Art, Legacy and Mondiversi. The exhibition in the Carducci pavilion spaces **Sanjulian & Maren: Art in the Blood** will be dedicated to the great Spanish illustrator **Maren and her brother Sanjulian**, where some of the most iconic works of the two siblings will be exhibited. There will be two great Sagas that will turn 20 this year: the saga of the *Emerged World* by **Licia Troisi**, who will celebrate this anniversary on Sunday 3 November at the Auditorium San Girolamo with the author and **Maria Chiara Lo Gerfo** (in the role of Nihal), **Michele De Blasi** (who will lend his face to Sennar), **Francesco Lepri** (interpreter of Ido) and **Manuela Giacchi** (Soana). *Ulysses Moore*, the series of fantasy novels by **Pierdomenico Baccalario**, who will be present every day of the festival, also turns twenty and is back in bookstores with a new reprint, published by Piemme.

Thanks to the release of the new translation of *The Hobbit* by JRR Tolkien by the writer **Wu Ming 4**, Lucca Comics & Games will host a series of meetings dedicated to Middle-earth in collaboration with **Bompiani** and **AIST** (Associazione Italiana Studi Tolkieniani).

The **Lord of the Rings audiobook** will also be at the centre of the Tolkien celebrations at Lucca Comics & Games thanks to **Audible**, an Amazon company among the major players in the production and distribution of quality audio entertainment (audiobooks, podcasts and audio series), will bring three events to the hall with live readings. **Caleel and Arianna Craviotto will animate the events** during the first two days of the fair, while the event on Saturday 2 November will be animated by the presence of **Massimo Popolizio**, an Italian actor, theatre director and voice actor who gave voice to the Oxford Professor's trilogy. Popolizio will be moderated by the author and popularizer Licia Troisi. Marvel adventure fans will be able to attend the event **Superheroes in headphones**, a live performance of the Audible series Original Italian **Marvel's Wastelanders** with the special participation of **Lella Costa** in the role of Natasha Romanoff/Black Widow, who together with Iron Man (Marco Mete), Logan/Wolverine (Luca Biagini) and JARVIS (Davide Marzi), arrives at Lucca Comics & Games to give voice to the last desperate battle against the forces of evil. An immersive and engaging live reading, followed by a presentation of the entire saga, which will take guests into the last season of *Marvel's Wastelanders*. Fantasy fans will also find big international names and new debuts at Lucca Comics & Games: **Christopher Buehlman**, author of the book *Il ladro linguana*, will be present for the publishing house **Fazi Editore**; **Mondadori** will be the protagonist with three international authors of fantasy and dystopia: Ellen Kushner and Delia Sherman, co-authors of the *Riverside saga*. **The trilogy**; **Samantha Shannon**, author of *Il priorato dell'albero delle arance*, will present the dystopian saga *The bone season* to the festival audience.

UNMISSABLE FICTION DEDICATED TO CHILDREN - **Mondadori Libri per ragazzi will launch Vendetta d'inchiostr**, the fourth title in the ink saga, at the fair. A great return, which will bring the author

Cornelia Funke to Lucca for the first time for a meeting moderated by Carmelo Romano, alias Timida libreria del Riccio. A great return, instead, for **Rizzoli** of the French illustrator **Rébecca Dautremer**, who has been absent from the festival since 2012. Dautremer will be the protagonist of a meeting moderated by Megi Bulla (Daphne's Library on TikTok). The French illustrator will also hold a masterclass dedicated to the world of illustration.

Again for Rizzoli, she returns to Lucca Comics & Games with her new novel for children by **Fiore Manni**, *Il Re delle Volpi*, which she will present in a meeting accompanied by **Michele Monteleone**.

THE RETURN OF NO CURVES AND 40 YEARS OF NEUROMANTE - Cyberpunk culture, born in the 1980s with works such as *Neuromancer* by William Gibson, has influenced numerous artistic fields, from music to cinema to visual art. The artist **NO CURVES**, one of the greatest exponents of tape art fits into this tradition with the **NEON RUNNERS project** and returns to Lucca Comics & Games with the homonymous exhibition. Remembered for the beautiful live performances in the Carducci pavilion, **NO CURVES** will be present in the **Cook&Becker space**, with a series of official limited edition prints dedicated to the world of **Cyberpunk 2077 by CD Projekt RED**. This series will be available for purchase only at the exhibition spaces inside the Carducci Pavilion. But the celebrations don't end there: for the **40th anniversary of the first publication of Neuromancer**, **NO CURVES** is signing a special limited edition of the book, published by Mondadori, which features on the cover its work inspired by William Gibson's novel, of which **an urban installation of over 6 meters will be created** during the festival.

EXPERIENCE DORIAN GRAY - In the mezzanine spaces of the Banca del Monte Foundation, Lucca Comics & Games, in collaboration with **L'ippocampo**, presents the experience **Dorian Gray: The Vanity Room**. A decadent Victorian room will welcome the festival audience to discover the work **The Picture of Dorian Gray** by Oscar Wilde illustrated by **Benjamin Lacombe**, which returns to Lucca from 1st to 3rd November. In addition to the presence of the **original plates**, the experience aims to highlight the rich **philological research** carried out by the illustrator to fully understand the meanings, the genesis of the text and the message that the author Oscar Wilde wanted to convey. A novel that has a very deep connection with our contemporary times, thanks to a crucial theme: **vanity that turns into obsession**.

THE ROMANTACY RIDE - After the announcement of **Felicia Kingsley 's presence at the festival**, the program dedicated to those pop worlds of fiction that go beyond the classic "fantasy" label is enriched with other Italian and international names. **Hazel Riley**, who with her *Game of Gods - discesa agli Inferi* was first published on Wattpad and then published by **Sperling & Kupfer**, who continued the saga, will be arriving at Lucca Comics & Games for the first time. For **Il Castoro OFF**, the new fantasy fiction label of the comic book publisher, **AB Poranek**, author of the novel *Where the dark stands still*, will be present. *The forest of eternal love*, and **Ella Archer**, author together with her sister of the saga *The hidden society* to present the second volume **Abyssi e incanto**. **From the debut of the new Rizzoli series Daphne's Library**, American author **Penn Cole** will be present at the festival to present her new novel **Glow of the everflame**, which follows *Spark of the Everflame* released in April 2024.

GAMES

TRIBUTES, DOCUMENTARIES AND EXHIBITIONS CELEBRATE 50 YEARS OF D&D - Fifty years have passed since, in January 1974, the imagination of **David Lance "Dave" Arneson** and the systematic thinking of **Gary Gygax** gave birth to the publication of **Dungeons & Dragon**, making the idea of collectively telling a story in which players can take on the roles of heroes and protagonists possible for the first time. A cultural revolution in interactive storytelling that has had a decisive influence on popular culture. To celebrate this anniversary, Lucca Comics & Games has decided to dedicate not one but **two unique tributes to Dungeons & Dragons**. For the first time, the **Koder Collection will be exhibited**, with original masterpieces by **Larry Elmore, Jeff Easley, Clyde Caldwell, Keith Parkinson, Brom, Todd Lockwood**, in an exhibition unique in the whole world: "**Gateway to Adventure: 50 Years of D&D Art**". It will be curated by **Jon Peterson**, one of the most important historians of the game and by **Jessica Lee**

Patterson, an art historian who has been working on cataloging the collection since 2022, the two will be present at the festival. The exhibition will be hosted at the extraordinary **Chiesa dei Servi**, redesigned to accommodate an editorial and artistic journey that also leaves a lot of space for the experience and the game play. To leave a permanent trace in the city, the city of Lucca will permanently name the dungeon of the **San Paolino bastion after Gary Gygax and Dave Arneson , creators of Dungeons & Dragons. Jeremy Crawford**, lead rules designer of Dungeons & Dragons and lead designer of the new **2024 Player's Handbook**, will be in Lucca to talk about **the present and future of the first and longest-running role-playing game**. The Dungeons & Dragons stand will be also located at the San Paolino bastion where fans will meet some of the artists who have signed the recent history of D&D with their works. The basement will be used as a gaming area, where you can participate in Dungeons & Dragons sessions with famous content creators. But the activities related to D&D do not end here: **Francesco Lancia**, accompanied by new unpublished guests, will be the star of the **Dungeons & DeeJay Lucca Comics & Games Special Edition show**. Lancia will also host a new edition of **RPG Night Live**, in which a new adventure set in Lucca will be played with special guests such as Zoltar, Camihawke and Barbascura X. To celebrate the 50th anniversary of the most famous role-playing game, **Rai Cultura** and **Rai4** will **dedicate** a special episode of the magazine to D&D entitled **Wonderland: In the Dragon's Den - 50 Years of Dungeons & Dragons**. Written by Andrea Fornasiero and directed by Giuseppe Bucchi, the special, in the form of a documentary with numerous nationally and internationally famous interviewees, is structured on a double register and a double story. At the center of the narration is the history of **Dungeons & Dragons** : from its genesis to the latest versions and the success of **Baldur's Gate III**, the videogame derived from the game. A special aimed at demonstrating the essence of the game itself with sections framed by scenes from a game of **Dungeons & Dragons** played by Italian actors, writers and artists. **In the Dragon's Den** will be previewed during the 2024 edition of **Lucca Comics & Games**, the special will then be broadcast on **Rai4** on Monday 4 November and immediately available on **RaiPlay**. **Rai** is the main media partner of **Lucca Comics & Games** and like last year, **Rai Cultura** will tell the story of the five days of the most important "community event" in Europe with a daily spin-off of **Wonderland**.

WORLD PREVIEWS AND INTERNATIONAL ARTISTS FOR TRADING CARD GAMES - Collectible card games will also be at the center of the Carducci Pavilion. For **Magic: The Gathering**, the first trading card game, the **Magic Alley will return, hosting 10 internationally renowned artists and many tables to play**. Furthermore, in an exclusive European preview for Lucca Comics & Games, it will be possible to participate in exclusive demos of the Beginner Box (Kit for Beginners) of **Magic: The Gathering Fundamentals**. **Disney Lorcana TCG** will be the protagonist inside the enormous Ravensburger Italia stand, where it will be possible to admire a life-size Illuminarium and try the game. **World preview** at Lucca Comics & Game for **Star Wars™: Unlimited**. In fact, all over the world, the pre-release events of set 3, **Twilight of the Republic** , will take place on Friday 1 November , but at Lucca Comics & Games they will start on Wednesday 30 October. **Two days of exclusive pre-release where all Italian Star Wars players and fans will be able to see, try and savor the new set before anyone else**. And it doesn't end there, ample space will also be dedicated to Yu-Gi-Oh! and One Piece Card Game.

THE GAMES STAGE IS BACK - The Carducci Pavilion will once again be the focal point for all activities related to board games. The **Games Stage is back, after the success achieved with its debut during the last edition**, where activities, presentations and exciting live games will take place. Among the various presentations, for fans of power metal and epic metal and beyond, **Blind Guardian** will present **From the Other side** , the official board game of the German band. A highly **cooperative game** in which it is essential for the Heroes to coordinate their actions, agreeing on a correct strategy and establishing the right order in which to face the Creatures to achieve victory. Published by **Scribabs** and created by **Frederik Ehmke** of Blind Guardian and **Marco Valtriani**, with the artistic direction of **Paolo Vallerga**, **From the Other side** will be presented by **Frederik Ehmke and Hansi Kürsch** of Blind Guardian. The Games Stage will also see the presentation of **Tasso del Male and Granchio del Cocco**, the brand new expansion of **Evolvers! Male**, the hilarious and irreverent board game published by **MS Edizioni** and created by **Alessandro Cuneo**, with the participation of **Barbascura X** and illustrations by **Enrico Macchiavello**.

AMONG THIS YEAR'S NEW FEATURES IS THE LUCCA GAMES CAFÉ, OVER 70 TABLES FOR ENTHUSIASTS AND MORE - The 2024 edition of Lucca Comics & Games will also see the opening of the doors of the **Lucca Games Café**, a very special surprise for all fans of analog gaming. A space with **over 70 tables** specifically for players, which will be added to the larger tensile structure of the Carducci Pavilion. The Lucca Games Café will be the new home of many of the historic activities linked to the world of gaming, such as the **Ludoteca**, the **Ruolimpiadi**, the **Mastering Tournament**, **Play with the Designer**, the **Boar Corner**, the **Role-Playing Game of the Year**, **multi-table** gaming sessions in collaboration with publishers from the world of role-playing games and much more. In collaboration with **Gem Quality Games Supply** the **Spotlight Table** will also be present here, a professional gaming table entirely dedicated to the presentation of the main editorial novelties in the world of analog gaming presented in Lucca. This new space will also be animated by a program dedicated to the presentation of the main novelties in board games and a tournament calendar full of events for all tastes created with the support of the main board and role-playing game publishers of the Carducci pavilion. Among the most anticipated tournament activities are **Challengers!**, in collaboration with Asmodee; **Bang!**, in collaboration with Dv Giochi; **Bang! The Dice Game**, in collaboration with Dv Giochi; **Carcassonne**, in collaboration with Giochi Uniti; **Catan**, in collaboration with Giochi Uniti; **Mindbug**, in collaboration with Pendragon and **Dorf Romantik**, in collaboration with Red Glove.

New this year at the **Legacy Collectibles stand**, the art gallery that celebrates the passion for fantasy and "collectibles", which will have a dedicated exhibition area in the prestigious Carducci Pavilion. Here, during the five days of the Lucca event, enthusiasts will have the opportunity to meet **four internationally renowned illustrators**, undisputed protagonists in the world of games and fantasy illustration: **Gableps**, **Igor Kieryluk**, **Jesper Ejsing** and **Karl Kopinski**.

THE FIRST LEGO POP-UP - The LEGO Group returns to Lucca, inaugurating **the first LEGO® Certified Store pop-up** in partnership with Percassi. The store will be located in **Piazza San Romano** and will have a size of 90 square meters with a complete assortment available, including new products, LEGO sets dedicated to the gaming world, LEGO Certified Store exclusives, and many initiatives designed for fans of the brand. **Staying on the LEGO theme**, **Asmodee will bring *Monkey Palace*** to Lucca Comics & Games, the first board game created in collaboration with LEGO and which makes the famous bricks a fundamental element. For fans of the Netflix series *on Wednesday*, Asmodee will plan activities to promote the official board game of the series, ***Wednesday: Attack of the Hyde***. Finally, again for lovers of horror role-playing games, ***Arkham Horror - The Role-Playing Game* will make its debut at Lucca Comics & Games**, with a Start Set designed specifically to take the first steps in the Lovecraftian world of Arkham Horror.

FACE TO FACE WITH GORMITI...THE NEW ERA - Giochi Preziosi will be the protagonist of the 2024 edition of Lucca Comics – **in the Lucca Junior section** – with the extraordinary world of **GORMITI**. The stand will be entirely inspired by **GORMITI: THE NEW ERA**, the new live action that will soon be broadcast on RAI 2 and on the RAI thematic channels. Fans of **Gorm** and all the characters of the new series will be able to live an extraordinary immersive experience in the world of GORMITI, taking part in exciting challenges and taking part in numerous interactive activities dedicated to their favorite heroes. There will also be the opportunity to meet the actors of the new series and the official mascots in person. It will also be an unmissable opportunity to discover and touch the new character collections, created by Giochi Preziosi. But we don't want to reveal everything right away...

VIDEOGAME

MONSTER HUNTER WILDS, ITALIAN PREVIEW - Playable for the first time exclusively in Italy, Capcom, a world leader in the development and publishing of video games, will bring ***Monster Hunter Wilds™* to Lucca Comics & Games**. The new evolution of the award-winning **Monster Hunter™** series - coming out simultaneously worldwide in 2025 on PlayStation®5, Xbox Series X|S and Steam with crossplay support - will invade the Casermetta San Regolo with gaming stations that will allow fans to hunt in two unmissable

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quests, in single player and multiplayer. In addition, the Casermetta San Regolo dungeon will include exciting activities for real hunters, in partnership with Red Bull. Exclusive gameplay presentation in which **Jonno Stanton**, Senior Community Manager and Brand Ambassador of **Monster Hunter Wilds™**, will share an in-depth look at the upcoming game with Italian hunters.

LIFE IS STRANGE, THE UNMISSABLE EVENT FOR FANS AND MORE - An unmissable event for anyone who wants to help solve a murder will be held on Saturday 2 November: **Lucca Comics & Games 2024 hosts the live gameplay of Life is Strange: Double Exposure**, the successful series returns to Lucca to present the beginning of the game and give spectators the chance to help unravel the mystery and solve a murder live. *Life is Strange: Double Exposure*, which sees the return of **Max Caulfield**, beloved protagonist of the first chapter, will be played live with members of the audience. The event will be hosted by **Cydonia, Ckibe and Claudio Di Biagio**, who will involve the audience in an interactive gaming experience. Spectators will become the detectives of this mysterious and supernatural adventure, contributing to the narrative choices that will influence the course of the story. *Life is Strange: Double Exposure*, out October 29, features a story full of emotion and difficult choices, and during the live game, the audience will decide the fate of the characters. Fans will then have the opportunity to meet **Cydonia** in an exclusive Meet & Greet at the Guinigi Chapel.

THE BEST FROM THE MAJOR VIDEOGAME PLAYERS - With a stand dedicated to the new video game *Assassin's Creed Shadows*, out on November 15, **Ubisoft** returns to Lucca Comics & Games 2024. A recurring presence at the Lucca fair, *Assassin's Creed* will catapult fans into feudal Japan to surprise and entertain them with multiple activities and a special collaboration with Red Bull.

Lucca Comics & Games Bandai Namco and BANDAI SPIRITS will not be missing with a grand return to the **Palestra Ducale Maria Luisa** (home of the 2023 edition), where all fans will be able to have their own meeting point and contact with the company in **over 400 square meters dedicated to 360-degree entertainment. On the video game side, Bandai Namco will bring Little Nightmares III (due for release in 2025)** to Italy for the first time and as a preview, giving fans the chance to try it out first-hand. Released just a few days ago, the other large area will be dedicated to **DRAGON BALL: Sparking! ZERO, which marks the return of the Budokai Tenkaichi series after more than 15 years. The Banpresto, Gunpla, Ichiban Kuji, Gashapon** areas will also be present. Last but not least, the company's official stores will also be there to buy video games, figurines, collectibles and much more.

Nintendo returns within the walls of Lucca Comics & Games. The most recent exclusives released on Nintendo Switch and many activities and surprises will liven up the monographic stand located as per tradition in Piazza Bernardini every day. A big new feature this year will be the presence, in the same square, of the **first Italian Nintendo Pop-Up Store**, full of exclusive themed gadgets and accessories, unmissable for all fans. In addition, the fun will continue throughout the city with a special area dedicated to the **Pikmin saga**, set up in the Giardino degli Osservanti, and the opportunity to visit, on October 30th, the official **The Legend of Zelda train** of the Trenitalia Regionale.

Riot Games is also returning for the 2024 edition in what is now the Italian headquarters of its community: **The Riot Stadium in collaboration with PG Esport**. Many activities are scheduled, including the finals of the VALORANT Italy-vs-Spain **Console Tournament**, the **Watch Parties** dedicated to the League of Legends **WORLDS 2024 Finals**, the **unmissable final of the Cosplay Grand Tour**, which will crown the best Italian Riot Games cosplayer and many other activities related to the Riot universe that will be announced soon. A special surprise for all fans, **Fortiche Productions** will be in Lucca. On the occasion of the imminent release of **Arcane: Season 2**, the highly anticipated final chapter of the beloved series inspired by League of Legends, the French animation studio will bring **Martial André, Animation Supervisor**, to the festival for a series of activities dedicated to the TV show that will be revealed soon.

For fans of **Fallout 76**, the post-apocalyptic video game by **Bethesda Game Studios**, the appointment is set for Friday, November 1st when a **large parade will be held with all the most iconic characters**

impersonated by professional cosplayers or simple enthusiasts. During the parade, personalized gadgets will be given away and at the end, everyone will have the opportunity to take a photo with the participants and receive a ticket for a themed lottery with prizes drawn on the video game's social media the following week.

Game of the Year at the latest The Game Awards, acclaimed by enthusiastic reviews worldwide and able to exceed 10 million copies sold in less than a year, **Baldur's Gate III** by **Larian Studios** has redefined the canons of the modern role-playing game. Lucca Comics & Games is pleased to welcome some of the main creative minds behind this incredible success. **Jason Latino**, cinematic director, **Joachim Vleminckx**, art director, and **Borislav Slavov**, music composer, guests of the festival, will share with the people of Lucca background, curiosities and insights into the birth and development of one of the most appreciated titles of recent years.

Having entered the hearts of millions of players thanks to Broken Sword, **Charles Cecil** will be in Lucca to retrace with fans some of the fundamental stages that led to the birth of the graphic adventure par excellence, capable of still fascinating the collective imagination today. Originally published in 1996 and since then acclaimed as one of the greatest point and click works of all time, **Broken Sword - Shadow of the Templars** returns in style with the **Reforged Collector's Edition**, ready to relive emotions never forgotten.

40 YEARS OF TETRIS - In 1984, Alexey L. Pajitnov, a programmer at the Moscow Academy of Sciences and a great lover of puzzle games, introduced the world to what would become a true universal phenomenon: Tetris. One of the most iconic and beloved video games of all time, with hundreds of millions of copies sold on over 50 platforms, Tetris continues to enthuse fans of all ages around the world. **Alexey L. Pajitnov**, creator of Tetris, and **Henk B. Rogers**, co-founder of The Tetris Company, will discuss the history of the game, its impact on pop culture and will share their thoughts on the direction the brand is taking with Lucca Comics & Games attendees. The celebrations for **Tetris' birthday will continue during the Matera Film Festival**, with which Lucca Comics & Games is happy to announce an extraordinary multi-year collaboration characterized by transmediality and attention to new and renewed languages. Scheduled from November 3 to 10, the film festival will see the participation of **Henk Rogers**, among the guests of its fifth edition.

MediaWorld RETURNS TO LUCCA WITH THE GAMING VILLAGE - For the **third consecutive year** MediaWorld returns to Lucca Comics & Games with its unmissable **Gaming Village in Piazza Della Caserma**. A space of over **600 square meters** that will once again be transformed into a **true work of art**, thanks to the incredible work of the internationally renowned cartoonist **Giovanni Timpano**, who will reinterpret the theme of this edition in a tech key: "**The Butterfly Effect**". **Bryan Box** and **Antonella Arpa** - aka **Himorta** - will once again be the Main Hosts, joined by **many guests** and **new features** on the program. The great protagonist of this edition will also be **Artificial Intelligence** and the exploration of its **multiple potentialities** which, just like the Butterfly Effect, can generate great changes in the **way of experiencing technology and gaming**.

Euronics LAUNCHES ENGAGEMENT 2024 - Euronics Italia SpA., leader in the distribution of household appliances and electronics, launches the Engagement 2024 project: an initiative that is configured as an omnichannel communication platform with events, activations on the main social platforms, in-store promotional initiatives, and which strengthens the presence of Euronics, already consolidated in 2023, in the world of entertainment and gaming. Euronics is **the official sponsor** of the Circuito Tormenta 2024, the most important amateur competition held in our territory and open to players of any level who **aspire to become future proplayers, in the three Riot Games games**: "**League of Legends**", "**Valorant**" and "**League of Legends Wild Rift**". Also present with Euronics will be **Acer Predator** and **Lenovo Legion** with their latest devices, **Trust** and **Logitech** who will make their peripherals available, **De'Longhi** who will offer coffee with **Rivelia machines**, **nutribullet** with its smoothies, **LG** who will show its latest generation screens, **Xiaomi** with the

most recent and innovative smartphones and **Epson** with its printers: a galaxy of top players in the tech industry who have decided to enthusiastically follow the vision of an experience dedicated to an ever-wider audience.

FIGC WITH VIRTUAL FOOTBALL - The **FIGC** (Italian Football Federation) will be present at Lucca Comics & Games 2024 with an **area dedicated to the world of virtual football**, where enthusiasts and the curious can challenge each other in daily tournaments on the most famous football video games. The presence of the Federation in Lucca represents the final stage of a competitive and exciting journey, which began with a traveling tournament structured in three stages called "*eNazionale Community Kickoff*", each of which saw players of all levels compete for exclusive prizes. An unmissable opportunity to experience football, real and virtual, in an event that combines sport, entertainment and community.

VIDEOGAMES INDIE VAULT IS BORN - *The Videogames Indie Vault* is born at Lucca Comics & Games, an entire pavilion dedicated to the development of **independent Italian video games**. The Italian video game industry has been evolving internationally for some time now and the production of Italian video games is on par with that of other countries. Many companies, including **Trinity Team** (authors of the official Bud Spencer video game "*Slaps & Beans*") and **Operaludica** (authors of the *Dragonero* video game in collaboration with Sergio Bonelli Editore) will be present with their titles and with new releases that will be announced during the event. **Power Up Publishing**, a new production and publishing company, will be present with its own stand and the many video games in progress (many of which have not been announced and will be playable in preview at Lucca C&G), also organizing the presence of smaller developers who will have the opportunity to exhibit their productions for free. It will be possible to try out all the video games and interact directly with the developers. **Ivan Venturi**, a historical figure in Italian Game Development, will host the indie-videogame talk space every afternoon in the Guinigi Chapel.

AMANO CORPUS ANIMAE

THE LARGEST WESTERN EXHIBITION OF YOSHITAKA AMANO IN MILAN - Not just an exhibition but a real immersive journey capable of involving emotional memory: ***Amano Corpus Animae* goes beyond the formal experience and aims to make the visitor the protagonist**. With over **130 original works** to tell the story of animation and world entertainment, the first retrospective celebrating the 50-year career of the visionary Maestro Yoshitaka Amano will be held **from 13 November 2024 to 1 March 2025 at the Fabbrica del Vapore in Milan**. Organized and produced by **Lucca Comics & Games** with the curatorship of **Fabio Viola** - already cultural collaborator of the videogames area of the festival - The exhibition will be the largest and most comprehensive ever dedicated to the Japanese artist in the West, in a city, Milan, an international crossroads of Design, Fashion, Art and Entertainment, a bridge between the visual arts and a space that celebrates creativity.

The installation project for this first European exhibition will be carried out in collaboration with POLI.design, an international university centre for training in the design sector founded in 1999 by the Milan Polytechnic and recognised throughout the world; all information on the exhibition is already available on the website amatocorpusanimae.com while tickets are available on the site ticketone.it/artist/amano-corpus-animae/. The exhibition will be made unique by the **unrepeatable experiences** related to it, such as **the visit to the exhibition directly accompanied by Yoshitaka Amano**: an exceptional event for only 50 people, proposed in recent months thanks to a special campaign on Kickstarter. **The exhibition will also live the events hosted inside it, conceived by POLI.design and organized in collaboration with Lucca Comics & Games**: the spaces of the Fabbrica del Vapore

in Milan will host various events that will explore the connection between Amano's art and the world of contemporary culture, from design to fashion, through the world of illustration and graphic communication. A schedule of workshops, talks and design challenges that will involve leading figures in the field of contemporary design, and that will offer a space for discussion for emerging artists, students and creatives who see in design and the visual arts a way to change the world by animating the exhibition of the Master of Shizuoka during the 100 days of his stay. **From *Tatsunoko to Final Fantasy***, the works that have distinguished *the boy from Shizuoka* in the Olympus of entertainment artists, making him a creator of contemporary mythologies, will be exhibited according to an **installation project created in collaboration with POLI.design that aims to be a bridge between the visual arts and design**, putting Amano's art in dialogue with innovation and aesthetic experimentation. The exhibition itinerary offers a **multisensory experience that accompanies the visitor on a journey through the most iconic works of the Master**, punctuated by a succession of spaces dedicated to different artistic stages of Amano's career. **Thanks to the VR experience, visitors will have access to exclusive content**: visitors will be able to enter Yoshitaka Amano's three studios in Tokyo, places where his works are conceived and created. **A journey into the life of the Sensei** in which it will be possible to approach the work tools, observe the books and objects of his everyday life, but also access a large collection of works, many of which have never left his home, and which will allow us to investigate other aspects of his artistic journey. **An "exhibition within an exhibition" that, together with the many collateral activities to the exhibition, designed for the occasion by Lucca Comics & Games, will make visitors protagonists on a par with the works.**

COMMUNITY VILLAGE

isybank is the Main Partner of Lucca Comics & Games and exclusive partner of Community Awards, the Lucca public's recognition of works related to the world of the most anticipated community event of the year, launched during the last edition. The digital bank of the Intesa Sanpaolo Group will be present with a 250 m2 pavilion of exhibition space with a rich offer of Arcade games, to welcome all visitors free of charge. Big news this year is the presence of a **fast lane** reserved for holders of an isybank plan to skip the queue at the entrance to the event, a **thematic gallery to personalize your isybank card** with the most iconic images of LC&G, **meet & greet** with the content creators most loved by the community to which isybank customers will have priority access. Every day there will be a **treasure hunt** open to everyone, customers and non-customers, with prestigious gifts for all participants and a live draw for an exclusive prize at the bank's stand.

MUSIC

20 years of passion, dreams and gratitude towards an audience that has always been the twelfth player on the field: these are the assumptions on which the project of the musical area of Lucca Comics & Games 2024 will develop, with a program that looks to the future without forgetting the path that has accompanied us up to this point.

The opening of the festival will be entrusted to **Sick'N Beautiful** on **October 30th**, the day in which **Timoria** will also bring to the stage the historic concept album "*Viaggio Senza Vento*", the first gold record of Italian Indie Rock, accompanied by many "Warrior" friends of a lifetime, including: **Cristiano Godano, Enrico Zapparoli, Cristina Scabbia, Francesco Moneti, Frankie Hi-NRG, Andrea Rock** and the cartoonist **Andrea Manfredini**. Following, the evening concert of **Galactic Empire**, the most important heavy metal cosplay tribute band of John Williams in the galaxy. Also in Lucca will be the Finnish band **Lordi, Slug Gore** with their "monstrous" sound and **Fulci**, a band inspired by the famous horror films of Lucio Fulci. On **November 1st** the stage will host the special concert **Giorgio Vanni & The Sons of Goku - Special Guest: Admiral Max**, with a big surprise: the Captain has chosen Lucca to present the new album, in collaboration with Sony Music. The magical Winx are also returning to the festival, to celebrate

the 20th anniversary of their birth with the public, with the show “ **Winx Live & Cosplay Show** ”. On **November 2** , in addition to the acclaimed **K-Pop Contest** curated by KST - Kpop Show Time , the spotlight will be on the concert-event for the celebration of 20 years of the thematic area that has always been the soundtrack of the festival: **Twenty Years and Then... . November 3** will open with the traditional “Sanremo Fantasy”, the **Anime Vocal Contest**, followed by a dive into the world of Disney with the vocal group **ArteMuse** , and will end with a musical journey into the universe of cartoon theme songs in which words have great meaning: a unique journey from the pen of Alessandra Valeri Manera to that of **Cristina D'Avena** in “**Parole e Magia**”; accompanying the queen of theme songs will be the group **D'Avengers**, a consolidated backing band in Lucca concerts. There will also be many unmissable **meetings** in the theatre dedicated to music: such as the “galactic meeting-clash” between **Lordi** and **Galactic Empire**; the meeting with the father of Italian punk **Giovanni Lindo Ferretti**, singer and lyricist of the band **CCCP - Fedeli alla linea**, and **Michele Petrucci**; **Omar Pedrini** and **Cristina Scabbia** will meet with the public, together with the writer **Leonardo Patrignani** and the cartoonist **Andrea Manfredini**, in view of the great concert “ *Guerrieri in Timoria Viaggio Senza Vento* ”. And again, **Anastasio** with the cartoonist **Arturo Lauria** who will talk with **Andrea Rock**; after the great concert “ **Vent'anni e poi...** ”, which celebrates the anniversary of the Area Music, don't miss the **After Show** with some of the protagonists of the event: **I Cavalieri del Re**, **Enzo Draghi**, **Giorgio Vanni**, **Oliver Onions**, **Vince Tempera** will tell their stories to the spectators with the inevitable presence of **Giorgia “Cosplay” Vecchini** and **Andrea Rock**. Afterwards, it will be the **Tintoria Podcast** by **Daniele Tinti** and **Stefano Rapone** who will have the honor of collecting impressions and statements from the queen of theme songs **Cristina D'Avena**. For the first year, **Sony Music Entertainment Italy** will be officially present at the Festival with an exhibition space within the city that will host exclusive events and projects for the entire duration of the event.

DIGITAL PROGRAM AND CHANNEL HOST

LUCCA COMICS & GAMES DIGITAL EVENTS - Lucca Comics & Games is going digital again this year, with a schedule that is divided into four unmissable formats on the official Twitch channel: the **Lucca Comics & Games Live Show**, from October 30th to November 3rd, with a schedule full of interviews, talks, live insights with great guests from the world of comics, games, video games, fantasy but also casts of films and TV series, in the company of CKibe, Claudio Di Biagio, Kuro Lily, Yotobi, Cydonia and the InnTale collective; **RPG Night Live** , with three D&D-based role-playing sessions (Thursday 10, 17 and 24 October), which will culminate in a fourth and final “phygital” session during the festival, on Thursday 31 October, and will see CKibe, Claudio di Biagio, Sabaku, Barbascura X and Camihawke compete, led by Master Francesco Lancia; **Live Drawing**, in collaboration with Feltrinelli Librerie, will feature Agnese Innocente, Fraggro and Pera Toons, engaged in live drawing sessions in Milan, on 3 and 9 October in Feltrinelli Piazza Piemonte and on 18 October in Feltrinelli Corso Buenos Aires; **How I met my Cosplay?**, a journey to understand how a costume is created from scratch, where inspiration comes from and what the deepest meaning of Cosplay is, led by cosplayer Gaia Giselle (Wednesday 16 and 23 October).

PARTNER

TikTok returns to Lucca Comics & Games 2024 as **Official Entertainment Partner**. For the second consecutive year, **TikTok will host the story of the festival in a dedicated in-app space**, where users can discover the events, curiosities and protagonists of this edition. To experience the unique atmosphere of the festival, the community of enthusiasts **will just have to search for Lucca Comics & Games on TikTok** or use the official hashtag **#LuccaCG24** and interact with the official content of **@luccacg**, brands and creators present in Lucca (and not only). The countdown for Lucca Comics & Games 2024 begins on TikTok, all the news and updates on the official profile **@luccacg**.

ITALO is the new Mobility Partner of Lucca Comics & Games 2024, offering an intermodal train+bus service with daily connections from all over Italy. With a single ticket, visitors can reach the event comfortably, benefiting from a travel experience full of entertainment and personalized services.

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IMT Scientific Partner of the festival - Thanks to a greater synergy between Lucca Crea and the IMT Alti Studi Lucca School, from this year the IMT School is the official Scientific Partner of the Festival. A partnership thanks to which Lucca Comics and Games will be able to take a further step forward, bringing the contents and skills of the world of scientific research into three specific areas: Game Science, Comics Sciences and Cultural Sciences.

The suggestive San Francesco Complex, home to the IMT School university campus, will be the stage for events and proposals focused on Comics Sciences and Cultural Sciences. Experts, scientists and scholars will interact with specialists in comics and contemporary and historical cultures, to create a unique and stimulating dialogue.

The Church of San Ponziano, now home to the university library of the IMT School, will become the beating heart of Game Science: with an area of about 1000 square meters accessible to all, it will be entirely dedicated to demonstrations and debates on "game" and "playing" seen through the lens of science, cultural heritage, associations and education. The Game Science Research Center, born in conjunction with LCG 2019 thanks to the collaboration between the IMT School and Lucca Crea, will animate the space with games for social change and scientific dissemination, offering the public a unique and engaging experience that tells the cutting-edge research in this field.

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

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