

LUCCA COMICS & GAMES 2024 UNVEILS: *THE BUTTERFLY EFFECT***YOSHITAKA AMANO SIGNS THE POSTER FOR THE MOST
EAGERLY AWAITED COMMUNITY EVENT IN EUROPE****Netflix to preview *Squid Game 2*****Asmodee with the world premiere of Twilight of the Republic the third set of *Star Wars™: Unlimited Trading Cards*****Special celebrations for the 50th anniversary of *Dungeons & Dragons*, the 40th anniversary of *Tetris*, and for the 20th anniversary of the Music Stage in Lucca.****Plus many guests from the rest of Europe, Japan and North Africa.**

Lucca, 26 June 2024 – Lucca Comics & Games has today launched the new poster for its 2024 edition. This year's festival, themed '**The Butterfly Effect**', has had its poster designed by world famous Japanese artist, **Yoshitaka Amano**.

For 'The Butterfly Effect', Amano created not just one image, but three, each representing an act of this extraordinary work.

Today Lucca Comics & Games releases **OUVERTURE** represented by the work that Amano dedicated to Puccini's Tosca. An embrace between two characters, between physicality and imagination, which captures all the exuberant energy of the festival and the thousand colors of its audience of butterflies. The image dedicated to **Madama Butterfly** will arrive in September and on 30 October the festival will present a third work by Amano, this time linked to his immortal princess Turandot, to reflect the apotheosis of creativity and passion that is Lucca Comics & Games.

Lucca has always aimed to be a crossroads of different arts - a place where comics, games, cinema, literature, and music converge into a multisensory experience.

In the year of the **Puccini centenary**, it is only natural to think that Lucca Comics & Games would present a contemporary version of that synesthetic ideal which, a century ago, was represented by opera, a combination of literary invention, scenic wonder and musical magic.

In addition to a clear reference to Puccini's masterpiece, the title refers to the well-known "Butterfly Effect", a corollary of Chaos Theory which studies the way in which small changes can lead to large consequences. It is a theme that resonates perfectly with the spirit of Lucca Comics & Games, and to visually represent the three acts of this unique Opera, they have called upon a great Sensei who embodies a melting pot of cultures and media in Yoshitaka Amano.

Lucca Comics & Games 2024, **The Butterfly Effect**, promises to be a memorable edition, an event that celebrates the transformative power of art and creativity, in perfect harmony with the spirit of innovation that has always characterized this extraordinary festival .

Netflix returns to Lucca Comics & Games this year with an unmissable event for SQUID GAME 2. On Thursday 31 October, the creator, writer and director Hwang Dong-hyuk and the protagonists Lee Jung-jae and Wi Ha-Jun will be in Lucca to meet fans and to reveal to the whole world some news from the highly anticipated second season. The second chapter of Squid Game which still remains the most popular series on Netflix more than two years after its release, will only be available on Netflix by the end of 2024. The event in Lucca promises to be an event not to be missed.

25th anniversary of One Piece started simultaneously from Milan, Berlin, London, Madrid and Paris, on the occasion of the birthday of Monkey D. Luffy, the famous straw-hat pirate, but it will be in Lucca on most important moment to close the celebrations in style and with all the numerous fans. In fact, two great guests from Japan will participate in Lucca Comics & Games: Tatsuya Nagamine (director of the last years of One Piece and previously of many other TOEI titles, including Dragon Ball Super: Broly) and Kenji Yokoyama (historical animator from the first episodes to today). Not only that, the celebrations will also continue at the TOEI Animation stand with many surprises and new features to be announced in the coming weeks!

In a new feature for 2024, Lucca Comics & Games will this year leave the urban walls of Lucca and land at the Fabbrica del Vapore in Milan, with the exhibition **AMANO CORPUS ANIMÆ**, dedicated to Yoshitaka Amano. This exhibition will offer a complete overview of his work, highlighting his extraordinary ability to merge Anime, Video Games and contemporary art into a single, inimitable artistic vision. **More than 100 original works** will tell the history of animation and world entertainment; the epic images that have consecrated the "boy from Shizuoka" in the Olympus of contemporary artists will range from Tatsunoko to Final Fantasy, passing through Vogue. The exhibition will happen after the festival. From November 13, 2024 to March 1, 2025, "Amano Corpus Animæ" will be the first retrospective to celebrate the 50-year career of the visionary Maestro. The largest and most complete exhibition ever dedicated to the Japanese artist in the West. Curated for Lucca Comics & Games by Fabio Viola, with the exhibition design and itinerary is created in collaboration with POLI.design of Milan.

50TH ANNIVERSARY FOR DUNGEONS & DRAGONS AND THE PLAYING COMMUNITY OF THE WORLD

To celebrate 50 years, Lucca Comics & Games is dedicating not one but **two unique tributes to the world of Dungeons & Dragons**, transforming this anniversary into a gigantic collective party.

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 a unique exhibition in the world entitled "**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, author among other things of *Dungeons and Dragons - Art & Arcana* and the extraordinary collection of rare documents *The Making of Original Dungeons & Dragons 1970-1977*, recently published by Wizards of the Coast, and by **Jessica Lee Patterson**, an art historian who has been working on cataloguing the collection since 2022. The exhibition will be hosted in the extraordinary and sacred **Church of the Servi**, already used in the past for the display of original tables, redesigned to accommodate an editorial and artistic path that also leaves great space for experience and the games played.

It doesn't end there. The role-playing game will leave a permanent trace in the city of gaming par excellence: the municipal administration of Lucca will rename the basement of the **San Paolino bastion**, after **Gary Gygax and Dave Arneson**, the creators of Dungeons & Dragons. This is the culmination of a journey started 15 years ago with Larry Elmore, Tracy and Laura Hickman.

Jeremy Crawford, lead rules designer of Dungeons & Dragons and lead designer of the new 2024 version,

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will be present in Lucca to investigate the present and future of the first and longest-running role-playing game.

Additionally, **Tetris will celebrate its 40th anniversary** at Lucca Comics & Games with the participation of the game's creator and the co-founder of The Tetris Company. In 1984, Alexey L. Pajitnov, a programmer at the Moscow Academy of Sciences and a great lover of puzzle games, presented the world with what would become a 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 captivate fans of all ages around the world. Alexey L. Pajitnov, the creator of Tetris, and Henk B. Rogers, co-founder of The Tetris Company, will talk about the game's history, its impact on pop culture, and share their thoughts on the brand's future direction with the participants of Lucca Comics & Games.

At Lucca Comics & Games, **Star Wars™: Unlimited**, the fast-paced and easy-to-learn collectible card game where players explore a galaxy of endless possibilities, engaging in thrilling head-to-head battles featuring the most famous characters from the Star Wars universe, will be featured in a world premiere! Worldwide pre-release events for **Set 3, The Twilight of the Republic**, will take place on Friday, November 1, but at Lucca Comics & Games, they will start on Wednesday, October 30. Two days of exclusive pre-release, where all Italian players and Star Wars fans can see, touch, and experience the new Star Wars™: Unlimited set before anyone else in the world.

THE DOORS AND WALLS OF VIDEOGAMES

Larian Studios opens the doors to the Forgotten Realms of *Baldur's Gate III* within the walls of Lucca

Game of the year at the latest The Game Awards, praised by enthusiastic reviews globally and capable of exceeding 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 leading 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 popular titles of recent years.

Charles Cecil, game designer and co-founder of Revolution Software, brings *Broken Sword - Shadow of the Templars: Reforged Collector's Edition* to Lucca Comics & Games.

Having entered the hearts of millions of players thanks to *Broken Sword*, **Charles Cecil** will be in Lucca to retrace together with the fans some of the fundamental stages that led to the birth of the graphic adventure par excellence, capable of fascinating the collective imagination even 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 never forgotten emotions.

A GLOBAL LANGUAGE: PLAY, PLAY, PLAY!

At Lucca Comics & Game, **Star Wars™: Unlimited**, the fast-paced and easy-to-learn collectible card game, in which players explore a galaxy of infinite possibilities, facing off in exciting head-to-head battles filled with the most famous characters of the universe of *Star Wars*, will be the protagonist of a **world premiere!** In fact, all over the world, the pre-release events of set 3, ***Il Crepuscolo della Repubblica***, will take place on Friday 1 November, but in Lucca Comics & Games they will start as early as **Wednesday 30 October**. Two days of exclusive pre-release, therefore, in which all Italian players and Star Wars fans will be able to see, touch and taste the new ***Star Wars™: Unlimited*** set before the rest of the world.

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PlayNook, the AudioGame app featuring **Roan Johnson**, director of films and TV series including *I Delitti del Barlume* and *Monterossi*, its editorial curator, and which allows you to experience adventures completely similar to those of game books but in a totally audio version, will be the protagonist at Lucca Comics & Games. **PlayNook**, in fact, in addition to having a stand in the **Carducci pavilion**, where it will be possible to discover all the features of this futuristic app for the world of gaming, will present a **story dedicated to Lucca Comics & Games. Road to Lucca**, this is the code name by which this story is currently known, will be narrated by **Stefano Fresi**, one of the most loved faces of the TV series *I Delitti del Barlume*.

SMALL THRILLS FOR GREAT READERS

Born as an author of comic novels, under the pseudonym Jovial Bob Stine (his first novel was titled *How to Be Funny*, 1978), **Robert Lawrence Stine** is today synonymous with "chills". The author of the acclaimed series of novels for girls and boys **Piccoli Brividi** arrives in Italy for the first time to meet his fans, from young readers to the most knowledgeable ones who have grown up with his series. Passing through the media, from the TV series (the latest release in 2023) to the board game (1995) to the films (2015 and 2018), the prolific horror saga has raised (and scared!) entire generations of fans.

RL Stine, however, is not only the most read horror author for girls and boys, but has also written books such as *Advanced Dungeons And Dragons Storybook. The Forest Of Enchantment* and *GI Joe: Find Your Fate*.

Also keeping readers in suspense will be **Stuart Turton**, acclaimed author of *The Seven Deaths of Evelyn Hardcastle* and *The Devil and the Dark Water*, which also released a board game presented at Lucca Changes. The author will be at Lucca Comics & Games, and in the bookshop, with the new thriller novel *The Last Murder at the End of the World*, coming out in October 2024 with Neri Pozza Editore.

Curator of the cultural program dedicated to horror and thriller fiction, as well as an established author for adults and for girls and boys, **Paola Barbato** will be at Lucca Comics & Games as an exceptional moderator, as well as to present her new novels *The Ivory Tower* (Neri Pozza) and *Horror Game* (Piemme Edizioni).

YOU STILL HAVEN'T TOLD ME THAT YOU LOVE ME - ROMANTASY, *THE DECLINATIONS OF LOVE*

After the presence at Lucca Comics & Games 2023 of Christelle Dabos, who with *L'attraversaspecchi* established herself as the queen of French romantic fantasy, the cultural program of Luk For Fantasy opens the doors to Italian and international romantasy literature. **Valentina Ghetti**, bookmaker, author and "teacher on break", as well as a great reader and K-Pop enthusiast, will curate the section dedicated to this genre.

The first two guest authors of the program dedicated to romantasy will be the American **Ava Reid** (Il Castoro OFF) and the Italian **Felicia Kingsley** (Newton Compton).

For the first time in Italy, Reid is an author at the center of one of the strongest and most interesting booktok phenomena of the moment with her novel *A Study in Drowning*.

Ten years after her debut, Kingsley arrives for the first time at Lucca Comics & Games to share her passion for the cartoons she grew up with, from *Lady Oscar* to *Rossana* and *Little Problems of the Heart*, without forgetting cosplay and manga. A Potterhead since high school, she founded a role-playing game called *Mysteria on the forumcommunity platform*, the Italian school of magic, dissatisfied with the fact that in the magical world created by JK Rowling there were Hogwarts, Beauxbaton and Durmstrang, but no Italian magic academy.

WHAT IS YOUR DESIGN?

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The "house of comics" par excellence evolves to offer an improved experience to visitors of the 2024 edition. The Napoleone pavilion will in fact be completely renovated to guarantee better usability of the spaces and allow the public to better experience their Lucca Comics & Games, to find previews and editorial news, (re)discover publishing houses, participate in copy signings.

In this edition, the tensile structure that will host the heart of the Comics area will have a single span, with one side entirely dedicated to entrances and the opposite side reserved only for exits, ensuring you can plan your visit as best as possible. This new arrangement will also allow us to enhance one of the cultural heritages of the city centre, located right in the center of the covered square: the statue of Maria Luisa di Borbone, a historical figure who will be the protagonist of a series of artistic tributes during this edition of the festival.

Among the guests of this edition, an author capable of uniting multiple souls, capable of reaching the hearts of young readers, accompanying them into fantastic worlds, spreading the love of reading through the language of the graphic novel: **Kazu Kibuishi**. His *Amulet graphic novel saga* – *New York Times* best seller, winner of the ALA Best Book for Young Adults and published in Italy by Il Castoro - will see its lucky epilogue in Lucca Comics & Games: the ninth and final volume will in fact be presented during the days of the festival. The artist, loved by millions of readers all over the world, will be at the center of the **exhibition "Kazu Kibuishi: spells on paper" at Palazzo Ducale**, a monographic exhibition that will celebrate his exceptional talent. The exhibition will explore its imaginative universe, from vibrant illustrations to gripping stories. A journey through his most iconic works, also an opportunity to tell the creative process and techniques behind his extraordinary stories. An unmissable opportunity for boys and girls who are passionate about comics and graphic novels but also, and above all, for those who are not: Kazu Kibuishi's images and his stories capture the gaze and suck you into new worlds. Towards other adventures.

With his stories he thrills readers from all over the world and his talent is obtaining the most prestigious international recognition: thanks to the collaboration with Star Comics and weldingPress, **Scott Snyder** will be among the guests of Lucca Comics & Games 2024. Considered one of the most famous and appreciated screenwriters of contemporary comics, he created, together with the best artists of American comics, titles such as *We Have Demons*, *Clear*, *Night of the Ghoul*, *Nocterra*, *Wytches* as well as *Undiscovered Country* (the series written with Charles Soule for the drawings by Giuseppe Camuncoli). He is a founding creator of the American publishing house DSTLR.

The author also worked on the screenplay for *Barnstormers. A ballad of love and murder* (Star Comics) which won the 2023 Eisner Award for Best Digital Comics in 2023. The comic is drawn by **Tula Lotay** who will be present at the festival with Star Comics to meet Italian readers.

His real name is shrouded in mystery and he prefers to be known by the pseudonym he has used since art school and which comics fans they have long learned to know and love. Thanks to the collaboration with Panini Comics, **Peach Momoko** will be among the protagonists of the next edition of Lucca Comics & Games. The artist, born in Japan, has found her place in the American comics circuit for over a decade, entering the House of Ideas within a few years of her debut and becoming the author of numerous covers for some of the best-selling Marvel publications. In 2021 he won the prestigious Eisner award for best cover artist. At the beginning of 2024, Peach Momoko will launch the *Ultimate X-Men series for Marvel*, which retells the origins of the famous group of heroes in a Japanese key.

Her name has already entered the legend of the Ninth Art, and in 2018 she was included in the prestigious Will Eisner Comics Hall of Fame: Lucca Comics & Games is ready to welcome **Karen Berger**, editor of *Berger Books*, the acclaimed graphic novel series by Dark Horse Comics. An award-winning editor, she founded Vertigo, the legendary DC Comics imprint, where she published over 350 stories, including the groundbreaking and best-selling series *Sandman*, *Swamp Thing*, *John Constantine: Hellblazer*, *Preacher*, *Sweet Tooth*, and *Y: The Last Man*. His name is closely linked to the launch of the careers of two generations of great cartoonists: Neil Gaiman, Garth Ennis, Jeff Lemire, Mark Millar, Grant Morrison, Sean Gordon Murphy, Brian K. Vaughan, G. Willow Wilson and many others. She is also known for her work on George Perez's renowned reboot of *Wonder Woman*.

Together with her, also **Richard Bruning**, one of the most important graphic designers in the comics sector. He was Design Director at DC Comics from 1985 to 1990, working on *Dark Knight Returns*, *Watchmen* and starting DC's Collected Editions line. As a freelancer, he created the logo and art style for Vertigo and wrote an *Adam Strange graphic novel*. From 1996 to 2010, he served as creative director overseeing DC's entry into online publishing. He is currently an art director and contributing editor for Berger Books.

INTERNATIONAL VISIONS: THE NINTH ART WITHOUT BORDERS

This edition of Lucca Comics & Games will mark an important milestone in the internationalization path of the festival. The Napoleon Pavilion, the heart of comics, will host three foreign publishers, entities of excellence in the world panorama of the Ninth Art.

FRANCE

On the occasion of their 50th anniversary, the festival hosts the stand of **Les Humanoïdes associés**, for everyone simply *Les Humanos*, *the Umanoidi* publishing house created in 1974 with a single purpose: to publish *Métal Hurlant*. Founded by the critic and screenwriter Jean-Pierre Dionnet, by the authors Jean "Moebius" Giraud and Philippe Druillet, and by Bernard Farkas, who comes from publishing and takes on the role of manager, the publishing house capitalizes on the immediate success of the magazine and goes encountering rapid expansion (volumes and other publications are added to *Métal Hurlant*, such as *the innovative Ah! Nana*, dedicated to the female audience and created only by female authors), which however in the medium distance proves difficult to be sustainable, leading it on an exhilarating path but bumpy. After various events, *Les Humanoïdes associés* returns to success starting from the 1910s of the 21st century. Crowning the newfound prosperity is the relaunch of *Métal Hurlant*, which finally returns to newsstands in 2021, after a 15-year hiatus.

And one of its founders, **Jean-Pierre Dionnet**, will be among the guests of Lucca Comics & Games 2024. Born in 1947, he is a leading figure in French fantasy, comics and pop culture. As a producer, comic book writer, editor-in-chief and television presenter, Jean-Pierre Dionnet helped launch an entire generation of authors and screenwriters. He joined the newspaper *Pilote* in 1968, before founding *Métal Hurlant - Les Humanoïdes Associés* in 1975 thus dedicating himself completely to science fiction. As editor-in-chief, he also published his own screenplays. Five years later, in 1980, he moved to television co-creating *Les Enfants du Rock* on Antenne 2 and hosting *Sex Machine*. Since then, he has dedicated himself to writing his own projects and is a permanent member of the jury of the Grand Prix de l'Imaginaire, the most prestigious French literary award dedicated to science fiction and fantasy.

"Jubilé Hurlant" exhibition among its frescoed rooms. A few years after the turmoil of '68, *Métal Hurlant* seemed to realize its promises: imagination in power. Moebius, the mutant identity of Jean "Gir" Giraud, exploded there; Philippe Druillet exploded there, as expressionistic and twisted as his companion was airy and Apollonian; Richard Corben, the master of American hyperrealism, found a home there; and then Caza, Jodorowsky, Giménez and countless others. Especially in its first incarnation, which continued until 1987, *Métal Hurlant* was a revolution continually in progress, proving that another comic was possible. The exhibition retraces fifty years of the troubled but exhilarating editorial life of a cult magazine, culminating in the 2021 relaunch.

UNITED STATES

Comics enthusiasts will be able to explore the world of editorial production of one of the most innovative companies on the American scene: **Fantagraphics Books**. Present with a stand at the Napoleon Pavilion, the publishing house co-founded by Gary Groth, Mike Catron and Kim Thompson, began in 1976 with the publication of *The Comics Journal*, and has been the driving force for the promotion of comics as a form of art. She quickly became known, loved and hated, for her advocacy of comics as an art form through Groth's

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 **Luccacrea** s.r.l.

highly reviewed magazine, editorials, and off-the-cuff criticism, as well as her detailed interviews with a wide range of artists, from Jack Kirby to R. Crumb, from Ralph Steadman to Jules Feiffer, up to Roz Chast.

Among the illustrious presences of this edition of the festival, one of the co-founders, **Gary Groth**. At a time when comics were despised and ridiculed in mainstream culture, Fantagraphics treated them as an art form worthy of respect, demanding high aesthetic standards as a result. Indeed Groth believed that the aesthetic potential of comics was no less than that of other popular art forms - fiction, cinema, music, theater, painting, etc. - and that it rarely reached its potential.

To this day, Groth continues to select and edit many books for Fantagraphics, as well as writing and conducting interviews for *The Comics Journal*. His defense of artistic standards, contempt for mediocrity and commitment to risk taking remain unchanged.

TAIWAN

A consolidated international presence of the festival also returns, **Dala Publishing**, a Taiwanese publishing house founded in 2003 which is dedicated to promoting local cartoonists to Taiwanese and foreign readers. Furthermore, it offers Chinese readers channels to discover European comics and has coordinated the creation of cross-regional illustrated projects. This edition will bring four authors: **Ruan Guang-Min** (her works *Railway-Sonata* and *The Corner Store* are published in Italy by Toshokan); **HOM** known to the public for his stories BL (*Priceless-A Taiwanese Painter in Paris*, Toshokan), **Dian Pao-Yen** (*Console 2073*, Toshokan); **Monday Recover**, GL author particularly appreciated by the new generations.

WOMAN I HAVE NEVER SEEN LIKE THIS

After Kazu Kibuishi, another extraordinary artist is ready to fascinate the public with an exhibition that will highlight all the best of her production. Palazzo Ducale is ready to host the exhibition “**Francesca Ghermandi: The Intergalactic Planet. Comics, Drawings and Objects**”.

Now a true cult author, **Francesca Ghermandi** offers a comic that is a point of advanced synthesis and melting pot of the most disparate artistic experiences: painting, design, narrative, theatre, even music. An experimental, synesthetic comic, to which Ghermandi, also an illustrator, lends her notable visual skills, creating a personal pop universe with distinct dark contours. Starting from *Pastil 's extraordinary "short films on paper"* up to the broader graphic novels, such as *Chronicle from the Swamp* and the very recent *The Mysteries of the Intergalactic Ocean*, the exhibition offers a complete summary of the career of an extraordinary author. An invitation to immerse yourself in a navigation through the imagination of an artist who continues to challenge and fascinate with her unique vision. On display is his fantastic versatility which offers intellectual stimulation and visual satisfaction of the highest level. In addition to the originals of his most famous comic works, visitors will be able to admire volumes, ceramics, scarves, furnishing curtains, t-shirts and multimedia contributions. Francesca Ghermandi has entered the Lucca Comics & Games Roll of Honor twice: in 1997 with the Pantera Best Author award and in 2023 with the Gran Guinigi Best Drawing (ex aequo) for *The Mysteries of the Intergalactic Ocean*.

Palazzo Ducale will also be the heart of the exploration of other shores of the Mediterranean with their distinctive voices, through the exhibition “**Kalimatuna, our words of freedom: Takoua Ben Mohamed, Zainab Fasiki, Deena Mohamed**”.

Three authors become spokespersons for the changes affecting their countries of origin (Tunisia, Morocco and Egypt) and thanks to their works they show an original human, political and social cross-section. With their refined and courageous art they show lives and symbols of a new generation that is clamoring for real freedom. A path made of different, incisive, powerful signs in which metaphor meets reality (even ordinary), irony becomes the tool to show the distortions of the present, dreams and desires are the mirror of what is absent in everyday life, women's rights and hopes take shape and form.

Takoua Ben Mohamed (born 1991) is an Italian cartoonist, illustrator, graphic-journalist and videomaker producer of Tunisian origin. He moved to Rome in 1999 with his mother and brothers to reunite with his

father, a political exile who fled the dictatorship of Ben Ali's Tunisian regime. She is one of the founders of the film production M Collective Ltd, with which she produced her first docufilm, *Hejab Style*, which aired on Al Jazeera. Beccogiallo editore has published four of his titles including the autobiographical volumes *The revolution of jasmine* and *Sotto il velo*.

Zainab Fasiki, born in 1994 in Fès, is a Moroccan comics author who graduated from the École nationale supérieure d'électricité et mécanique (ENSEM). Confronted since he was young with the injustices linked to his gender and his profession as an engineer, he turned to political comics to express his emotions and demands. Her graphic essay, *Hshouma*, published in Italy by 001 Edizioni, addresses taboo themes related to sexuality and women's rights and after this work *Time magazine* designates her as a leader of the new generation. In 2022, she was awarded the *Couilles au cul prize* at the Angoulême International Comics Festival.

Deena Mohamed was born in Cairo in 1995. She started making comics at eighteen, creating the webcomic *Qahera*, which quickly went viral, in which through the adventures of a Muslim and feminist superhero in hijab she addressed issues such as misogyny and Islamophobia. In her early twenties, the author was included by *The Washington Post* among the "five women who are changing their world" on International Women's Day. *Shubbek Lubbek*, his first graphic novel (published in Italy by Coconino Press), became a publishing sensation.

ARTISTIC VARIATIONS FROM THE RISING SUN: ACT I OF THE MANGA

Also in this edition Lucca Comics & Games is ready to welcome the world of manga, in all its forms. In Act I which kicks off the Road to Lucca, the first four great Sensei who will be present during the days of the festival are announced.

His sharp drawings and unique style have earned him the support of many fans, and with *SEX* - a story of love and revenge that moves against the backdrop of an Okinawa marked by American military occupation - he saw the consecration of his talent. Thanks to the collaboration with weldingPress, which publishes his works in Italy, Sensei **Atsushi Kamijo** will be among the protagonists of Lucca Comics & Games. Born in Tokyo in 1963, he made his debut in 1983 with the publication of *Mob★Hunter* in *Shonen Sunday Special Issue*. *To-y* has been serialized in *Weekly Shonen Sunday* since 1985. Among his most representative works are also *Aka x Kuro* and *8-Eight*. An exhibition will be held at the Yayoi Art Museum in Tokyo in September 2024 to commemorate the 40th anniversary of his activity.

Known to the general public for dedicating his career for twenty years to transposing the works of HP Lovecraft into manga, Lucca Comics & Games is ready to welcome - thanks to the collaboration with J-POP Manga - **Gou Tanabe**, one of the greatest visual interpreters of the horror universes of the famous American author. Born in Tokyo in 1975, Tanabe received the special jury prize at the Afternoon Shikisho in 2001 and an honorable mention at the Enterbrain Entertainment Awards in 2002. His work, known for its extremely high quality, has earned him several international awards, including numerous nominations at the Angoulême Comics Festival. The Milanese publisher has brought numerous of his masterful interpretations to Italy, including *The Innsmouth Mask*, 2024 Eisner Award nominee.

A boy with a big dream, culinary challenges, tasty recipes and an elite cooking school: these are the ingredients of the *Food Wars manga!* which in Japan has been adapted into various media, including an anime TV series, a series of video games and novels, finding favor with an increasingly wider audience of enthusiasts. Since 2024 it has been published in Italy by Panini Comics and, thanks to the collaboration with the Modena publisher, the authors **Yuto Tsukuda** and **Shun Saeki** are ready to meet their fans in Lucca (and discover the best of Italian cuisine).

STAND UP COMEDY

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 **Luccacrea** s.r.l.

Lucca Comics & Games meets **The Comedy Club** and experiments with new languages, in the name of fun, challenges, participation and Stand Up Comedy.

Stefano Rapone will try his hand at a fan-proof "comics quiz", together with authors and friends such as **Emanuela Pacotto**, **Sergio Algozzino** and many others.

On the stage of the Games (Carducci Pavilion), however, a project linked to the board game will come to life which will see the involvement of **Francesco Fanucchi**, **Salvo Di Paola**, **Sandro Cappai**, **Pietro Sparacino** and **Sandro Canori**, with daily appointments aimed at bringing more and more people to compare around a table, between dice, cards and pieces.

And the surprises don't end there... there are other announcements in the pipeline.

BIG AND SMALL SCREEN ADVENTURES FOR ALL AGES

In addition to the highly anticipated Netflix event, the Movie Area powered by QMI will once again host many new features from the world of cinema and serials for all tastes. The passionate public will be able to see the short film **Juggernaut on the big screen**, a work set in a medieval dark fantasy about the journey of a warrior who fights to get back what he has lost. The short film, made by three directors from the province of Lucca, Daniele and Emanuele Ricci and Eugenio Krilov, is a real homage to Tuscany.

This year Juventus will also be present at Lucca Comics & Games with **Team Jay**, the first animated series produced entirely by a football club. **Team Jay**, whose characters include the team mascot Jay (the zebra), helps children understand and address important social issues such as inclusion, respect for the environment, empathy and the importance of teamwork. The second season is being released on the dedicated YouTube channel and, in Lucca, promises to offer many surprises within the Junior Area.

20 YEARS OF THE MUSIC & COSPLAY AREA

It is now consolidated how the birth of the **Music & Cosplay area** has embraced the community, extending it generation after generation, making Lucca Comics & Games a forerunner of trends and paths in the world of pop culture which have then had an impact on the lives of many.

The great concert **"Twenty years and then..."**, scheduled on the main stage on **November 2nd at 9pm**, will not, however, be a mere celebration, but rather an opportunity to meet all the companions of a beautiful adventure and a way to return the love that the public has always reserved for the festival.

Many artists immediately responded to the call and created and gave voice to **unforgettable theme tunes TV** and the exponents of the most important **Cartoon Cover Bands**, the beating heart of this world: Cristina D'Avena, Giorgio Vanni and Max Longhi, Enzo Draghi, I Cavalieri del Re, Vince Tempera, Gli Oliver Onions, Douglas Meakin of Superbots and Rocking Horse, Melody Castellari of Le Mele Verdi, Mauro Goldsand, Stefano Bersola, I Raggi Fotonici, Animeniacs Corp., La Mente di Tetsuya, Carlo Vik of Cialtroni Animati, Ailar e il Supremo of Miwa and its members, Amuro David and Alex Katsura of Bishoonen, Fabio and Jonathan of Banana Split, Paolo Gualdi of La Flotta di Vega, Andrea Lucchi of Poveri di Sodio, Stefano Salerno of Bim Bum Bam Band, Massimiliano Poggi and Kimagure.

Those who know the festival know well that the **22 names - including soloists and groups** - who will take to the stage need no introduction, so the appointment is always there: **"Where it all began"**.

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

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*APPENDIX

Yoshitaka Amano is a world-renowned Japanese artist, known for his groundbreaking work in animation, video games and contemporary art. He began his career in the 1970s with Tatsunoko Productions, contributing to iconic series such as *Gatchaman* and *Time Bokan* . In the 1980s and 1990s, he became famous for his illustrations for the *Final Fantasy video game series* , which earned him international recognition. Amano is also an esteemed painter and sculptor, with works exhibited around the world.