

LUCCA COMICS & GAMES 2025 PRESENTS: *FRENCH KISS*

RÉBECCA DAUTREMER SIGNS THE POSTER FOR EUROPE'S MOST ANTICIPATED COMMUNITY EVENT: "SIX CHARACTERS IN SEARCH OF A KISS"

From October 29th to November 2nd, in the temple of pop culture, Netflix celebrates the fifth and final season of Stranger Things; Tetsuo Hara, author of Hokuto No Ken, participates for the first time in an Italian event; Rick Riordan meets Percy Jackson fans; Keiichiro Toyama, author of the first chapter of Silent Hill, attends. And Elio e le Storie Tese present their photo book plus Music returns to the city of Lucca with 5 stages

Lucca, June 25, 2025 - The road to **Lucca Comics & Games 2025** is finally open, the largest community event in the Western world will be held **from Wednesday, October 29 to Sunday, November 2**. In its **59th year**, **Lucca Comics & Games pays homage to France**, a European country that expresses the greatest quality and diversity in all the disciplines of the festival: *pop culture diversity*. **Liberté, Créativité, Diversité** are the three values of the Institut Français based on the great principles of the French Revolution, which perfectly match the five values of Lucca Comics & Games: **Community, Inclusion, Discovery, Respect, Gratitude**.

This year's theme celebrates the homeland of bande dessinée featuring something that is French in name, but universal in spirit: **FRENCH KISS**. The "**French kiss**" is a gesture that crosses stories, cultures and generations, **intimate and revolutionary** at the same time, a must in every pop narrative, from cinema to fantasy and *graphic novels*. The **FRENCH KISS** is a small natural act, but also a **narrative detonator**: it reveals secret identities, unites enemies, breaks spells. The kiss is a moment of **physical and emotional connection** that transforms **differences into attraction** and **opposites into harmony**. It is the **most human and profound form of contact**, something that every visitor seeks at our festival, a place where they can truly let themselves be transported by their passion. Intensity and attention to connection and care were the inspiration for this year's **poster created by the great French illustrator Rébecca Dautremer*** who made freedom of expression the *fil rouge* of her creations.

LIBERTÉ, CRÉATIVITÉ, DIVERSITÉ

RÉBECCA DAUTREMER SIGNS SIX CHARACTERS IN SEARCH OF A KISS

Considered by the community as a great celebration of tolerance, freedom and hospitality, Lucca Comics & Games manages to unite very different people. During the festival, they become free thanks to their disguises, the characters they play and their imagination: this is what inspired **Rébecca Dautremer**, who for the setting and spirit of the poster was inspired by from recollections of the festival that welcomed her for a personal exhibition in 2012. For this reason, Dautremer did not want to limit herself to a single image, but created a **gallery of characters**, moving away from the fairytale style for which she is known. A **Werewolf**, a **Warrior**, a **Vampire Countess**, a **Monster**, a **Witch**, and the **Lukawa**, an imaginary creature that blends the name of the city of Lucca with the oriental influence of **manga** and **animation**. Six characters *in search of a visit*-Author who, as in Pirandello's drama, break the "fourth wall", enter the scene and meet in a poster that becomes the theater of fifteen **possible kisses**. **All the imaginable combinations** between them

come to life, in a web of stories suspended in the instant that precedes contact. Passion **does not obey the rules** and unites creatures that are sometimes distant, by nature, role, or appearance. Because the kiss, in the best stories, can **transform tension into bond** and become a sign of the encounter between different souls, of the attraction between apparently incompatible worlds. With this project, Rébecca Dautremer best embodies the spirit of French sequential art, the *bande dessinée* that **combines aesthetic refinement, artisanal care and narrative invention**.

KISSES IN THE LIMONAIA: RÉBECCA DAUTREMER EXHIBITION

The author **Rébecca Dautremer** will be given a **new exhibition for the world premiere of her graphic novel *Ruby Rose***, scheduled for release in France in 2026. A work that harks back to the *crime genre* and once again confirms her desire to experiment, change shape, reinvent herself.

Dautremer talks about her work with the grace, passion and elegance of someone who knows that – to really kiss, or to really create – you must put your whole self into it.

The exhibition, in **super-exclusive preview**, will be set up inside the new exhibition spaces of **Palazzo Guinigi**, which this year will host the shows previously set up at **Palazzo Ducale**.

LUCCA CELEBRATES FRANCE

The **director of the Institut Français Italy Florence Alibert** presented the first French guests and activities. Among the most exclusive names announced was **Julien Papelier, general manager of Média-Participations**, a multimedia group, active in publishing, printing, audiovisual production, video games, board games and, more recently amusement parks. **The bond with Paris is also highlighted by the partnership with the French Embassy in Italy.**

PALAIS DE FRANCE AND THE EXHIBITIONS: HEXAGONES

During the five-day festival, the **Fondazione Banca del Monte di Lucca** will transform itself into the **Palais de France** with **three exhibitions dedicated to French creativity in all its forms.**

Starting from **HEXAGONES**, the exhibition - curated by Luca Raffaelli with co-curator Donato Larotonda and in collaboration with the Huberty & Breyne gallery - which accompanies the public to discover the work of twelve French authors who have profoundly changed comics, their meaning and method, their impact by asking for readers' deep personal emotion and the change they represented in comic art's destiny. At the heart of the exhibition are the works of, among others, **Claire Bretécher, Florence Cestac, Moebius (Jean Giraud), Philippe Druillet, Baudoin (Edmond Baudoin), Gotlib (Marcel Gotlieb), Jean-Marc Reiser, Jacques Tardi, Georges Wolinski, Baru (Hervé Barulea)**. Female cartoonists who have created the possibility of exploring their inner world since the 1970s, through a very personal work, which thus becomes an extension of their mind and body. **Florence Cestac** and **Edmond Baudoin** (the latter in collaboration with **Comicon Edizioni**) will be guests of Lucca Comics & Games to talk about their extraordinary artistic and cultural journey, the way in which their work has changed the perception of the Ninth Art in France (and beyond) and the social impact that the work of cartoonists has had and still has today.

NARRATIVE (ALSO) SPEAKS FRENCH

After Christelle Dabos, guest at Lucca Comics & Games in 2023, fiction continues its dialogue with France. **Knight of the Legion of Honor**, the highest honor awarded by the French State, **Éric Fouassier is the**

author of the Valentin Verne cases, a saga that has garnered extraordinary critical and public success in France. **Touching both mystery and paranormal**, the writer takes us **to discover a 19th-century Paris about which little is still known**. A historical period that was a turning point for the French police between scientific and technological progress and interest in the occult and the esoteric, the inspiration for the **Office of Occult Affairs**. A series with a contemporary feel that brings readers back to the atmosphere of popular novels that appeared in 19th-century newspapers. Éric Fouassier will be a guest at Lucca Comics & Games.

THE KISS THAT LIGHTS UP DREAMS

If the kiss is a narrative detonator, a gesture that ignites dreams, the game that most of all combines dreams and narration, together with illustration, is **Dixit**, born from the idea of **Jean-Louis Roubira**, a child psychiatrist specialized in mother-child relationships. It will be present at Lucca Comics & Games with Asmodee Italia, which will also bring to the festival **Marie Cardouat**, the first illustrator of the game who for the 2025 edition **will present an unpublished card dedicated to Lucca**. But the contribution of the French company does not end there: **Thomas Koegler, CEO of Asmodee**, will also be present and will take part in activities dedicated to the French entertainment sectors.

When talking about illustration, we cannot leave out the collectible card game that has made fantasy art one of its strengths and the reason for its international fame: **Magic: The Gathering**. In collaboration with Legacy, Lucca Comics & Games will host **Aleksi Briclot** and **Magali Villeneuve**, French artists who have left **an indelible mark** on the world of Wizards of the Coast, publisher of the most famous collectible card game and the most famous role-playing game in the world: *Dungeons & Dragons*. Illustrator for the covers of RA Salvatore books and comics such as *Marvel Annihilation: Conquest* and *New Avengers*, Aleksi Briclot is **best known for Magic: The Gathering Rubapensieri card (Thoughtseize)**. He was also a concept creator for video games (*Splinter Cell: Double agent* and *Cold Fear...*) and co-founded the studio Dontnod Entertainment (*Remember Me*, *Life Is Strange*). Magali Villeneuve, on the other hand, is a French illustrator, freelance fantasy artist and author. **She has worked on major fantasy franchises and universes**, such as *Magic: The Gathering*, *A Song of Ice and Fire*, *Star Wars*, *Warhammer*, *The Lord of the Rings* and *Arkham Horror*. Hers is **the illustrated edition of Robin Hobb's *The Assassin's Apprentice*** released by Mondadori in 2023.

IN THE SHADOW OF THE GUINIGI TOWER: THE NINTH ART ON DISPLAY

Its tower with hanging garden is the undisputed symbol of the city, and this 16th-century treasure chest is ready to welcome the Lucca Comics & Games exhibitions historically hosted at Palazzo Ducale: **the new location of the festival's longest exhibitions will in fact be Palazzo Guinigi. From October 18th to November 2nd**, one of the city's emblematic places opens its doors to host some of the most significant names in Italian and international comics.

In addition to the already announced **exhibition dedicated to the poster's author Rébecca Dautremer**, three other exhibitions will be presented. A selection of original tables will make up the exhibition dedicated to the work of **Kevin Eastman** - the first of four international guests to be announced by **Mirage Comics** - where visitors will discover the narrative universes of the co-creator of the *Teenage Mutant Ninja Turtles* who launched *The Last Ronin* and **who will present his *Totally Twisted Tales* at the festival**, together with his publisher. The author will be at Lucca Comics & Games **from October 30 to November 2**.

The exhibition ***L'Eternauta: beyond space and time***, curated by Pier Luigi Gaspa and created in collaboration with Pietro Alligo and the publishing house **Lo Scarabeo**, will allow the public to admire **100 original plates**, enriched by a series of textual and other apparatuses that immerse the visitor in the extraordinary, exciting and disturbing epic work of Juan Salvo, *L'Eternauta*. As its scriptwriter, Héctor Germán Oesterheld, wrote in the Seventies, *L'Eternauta* was initially conceived as "my version of Robinson [Crusoe]. The loneliness of man surrounded not by the sea, but by death". A gripping saga of resistance that reflects the situation of Argentina at the time, standing out as an authentic apologue against all totalitarianism. Considered THE national Argentine comic par excellence, *L'Eternauta* is a world masterpiece, in which Oesterheld pours his own vision of the world. Which would lead him to become a desaparecido two decades later.

With the exhibition ***Grazia La Padula: Drawing the unaffected***, curated by Mara Famularo, the peculiarity of La Padula's art will be told in an exhibition path that goes through her work as a cartoonist and illustrator: from her debut in the *bande dessinée* to her vast activity for magazines and journals, from the story of the creative process behind the comics to the drawings from life as a training ground for constant expressive exploration, from the portraits of important personalities in the entertainment industry to the tables of the award-winning *Diary of a Dog*, up to the unpublished images taken from her next work, *Les insoumises*, to be released by the French publisher Futuropolis. The author will be a guest at Lucca Comics & Games **from 29 October to 2 November**.

The prestigious location symbol of Lucca, in addition to hosting some of the exhibitions of this edition, will also be the center of another important project: it returns this year, exclusively for Lucca Comics & Games, ***Foodmetti - Artists of the tables***, the festival within the festival dedicated to the excellence of the world of comics and food and wine. As per tradition, *Foodmetti* will offer numerous unmissable events, in which comic book authors will try their hand at being chefs, bartenders and many other surprises.

MOVIE

BIG TV SERIES: NETFLIX CELEBRATES THE FIFTH AND FINAL SEASON OF STRANGER THINGS

The Movie area of Lucca Comics & Games, curated by QMI, will also be the meeting point for cinema and TV series enthusiasts for the 15th year, offering the community event audience a series of unmissable events.

This year, **Netflix is returning to Lucca Comics & Games to celebrate the highly anticipated fifth and final season of Stranger Things** in style. See you on Friday, October 31st for a unique and unmissable event to prepare for the final chapter of one of the most beloved series of all time. *Stranger Things 5*, in fact, will arrive on Netflix in three parts, all available starting at 2 am (Italian time): Volume 1 (episodes 1-4) on November 27th, Volume 2 (episodes 5-7) on December 26th, and the final episode on January 1st, 2026.

Also making a highly anticipated return is **Crunchyroll**, which will be at Lucca Comics & Games with a **dedicated pavilion**, inside which fans will be able to enjoy an immersive experience dedicated to the world of anime. Last year's **Teen Titans Go!** adventure park, **Cartoon Network** (Warner Bros. Discovery group, channel 607) is happy to return to Lucca Comics & Games with a new experience dedicated to the **Weird and Wonderful World of Gumball**. Cartoon Network invites everyone to enter the world of the Wattersons and experience the characters we know and love.

COMICS

LIKE A BOLT FROM THE BLUE

An announcement that came "like a bolt from the blue": Lucca Comics & Games, in collaboration with Panini Comics, will bring Sensei **Tetsuo Hara**, author of, among others, ***Hokuto No Ken (Fist of the North Star)***, to Italy for the first time. The manga, serialized in *Weekly Shōnen Jump* from 1983 to 1988, has become a true social phenomenon, with over 100 million copies sold worldwide.

The Sensei **will be present at the festival from October 30 to November 2**, with gatherings, signings and events for national and international press: a unique opportunity to meet an author who has marked the imagination of entire generations.

A prestigious monographic exhibition will also be dedicated to Tetsuo Hara, **the first in the world to collect the main works of the Sensei, with over 100 originals exhibited inside the exclusive location of the Chiesa dei Servi. The exhibition will be open to the public from October 25th to November 2nd and will also offer the opportunity to purchase unique merchandising items, made specifically for this historic event.**

Tetsuo Hara is a long-awaited and desired guest; with his works, the Sensei has been able to build timeless stories that frame universal values. Tetsuo Hara's worlds are all marked by battles that see their catharsis in iconic protagonists; Kenshiro above all. The latter is a hero with a mythological and at the same time tremendously human breath. He goes through challenges in which even the most terrible enemy shows fragility, in a narrative universe in which action is at the service of the elevation of the soul, in a great declination of human feelings.

"Bolt from the blue" is not only the verse of the theme song of the most iconic character of the Sensei, but it also represents what the arrival of this imagery has generated in readers and spectators: stories of love and endless search for friendship, and transmission of knowledge that touches all of Hara's characters, making them unique and unforgettable.

Tetsuo Hara's participation is also made possible thanks to the collaboration of **COAMIX Inc. (publishing house of the Sensei and the first Japanese publisher present with its spaces at Lucca Comics & Games) and Animeimport.**

AN EXCITING MIX OF ACTION, ADVENTURE AND SOCIAL THEMES: GACHIAKUTA ARRIVES

An artistic duo that has given readers a dark, intriguing and beautifully characterized action manga nominated in the "best shonen manga" category of the Kodansha Awards in both 2023 and 2024: mangaka **Kei Urana** and graffiti artist and designer **Hideyoshi Andou** with their ***Gachiakuta*** they will in fact be among the **guests of Lucca Comics & Games 2025 in collaboration with Star Comics and Crunchyroll** (the long-awaited anime adaptation is coming to the platform starting in July 2025).

From Friday 31 October to Sunday 2 November the festival audience will have the opportunity to meet, during **gatherings and book signings**, this unique author, with a dynamic, detailed and immediately recognisable graphic style, and with a narration full of irony; next to her a powerful artist, active in the street culture scene who contributes to the *Gachiakuta project* by fusing the art of graffiti with the language of manga, giving life to a unique and innovative visual style.

Gachiakuta series and many other new releases will be available at the **Star Comics Pavilion** in Piazzale Vittorio Emanuele. More information will be made available soon on the publisher's channels.

THE ITALIAN COMIC SCENE

The public will naturally have the opportunity to rediscover or meet for the first time dozens of Italian authors, between events, new releases and book signings; a unique opportunity to explore all the nuances of the Ninth Art expressed by cartoonists of our country. Among the first confirmed guests, **Zerocalcare** who, in collaboration with **Bao Publishing**, will be present at Lucca Comics & Games for events and book signing sessions.

And again, in collaboration with **Feltrinelli Comics**, three names among the most loved by readers of all ages who will inaugurate the numerous announcements linked to the Milanese publisher: **Milo Manara**, one of the most famous and celebrated illustrators and cartoonists in the world, already awarded the title of Yellow Kid Maestro del Fumetto in 2022, will be present at the festival every day of the event to present his new unpublished work *Odissea*. **Leo Ortolani**, with his ironic and biting style and his unforgettable characters, will be in Lucca **from 29 October to 2 November** to present her latest book *Tapum*. The Italian comics phenomenon Josephine Yole Signorelli, aka **Fumettibrutti**, will meet readers during the **five days** of the event to present *Agenda Brutta 2026*.

There is also great anticipation for **Zuzu**, winner of the 2019 Gran Guinigi Best Newcomer award (ex aequo with Fumettibrutti), who will be a guest of Lucca Comics & Games in collaboration with **Coconino Press** **from October 29 to November 2**.

NARRATING THE PRESENT, BETWEEN GREAT JOURNEYS AND DAILY STORIES: GUY DELISLE IS BACK

A comic book author and animator originally from Quebec, he has fascinated readers with his travel stories in which he shows with simplicity and biting humor the daily life of the countries he has visited, putting his unique style at the service of historical or biographical works: **Guy Delisle** will be a guest at Lucca Comics & Games in collaboration with **Rizzoli Lizard**.

DISCOVERING DARK HORSE COMICS

Great news for fans of independent American comics: the founder of one of the most dynamic realities in the publishing world is coming to Lucca Comics & Games. With us will be **Mike Richardson, founder and CEO of Dark Horse Media**, which includes Dark Horse Comics, the award-winning international publishing house he founded in 1986, Dark Horse Entertainment, for which he has produced many projects for cinema and TV, and the pop culture chain Things From Another World. A success that, since its debut, has been possible thanks to the ability to intercept authors, guaranteeing the intellectual property rights of their works and a fair economic return. But it doesn't end there, because from October 29 to November 2 it will also be possible to meet **David Scroggy, a pillar of Dark Horse for over 20 years**, who shares 50 years in the world of comics with Lucca Comics & Games. A career in which he touched every editorial and authorial role, from agent to shop owner, from essayist to festival director, until becoming vice president and then head of the Product Development department at Dark Horse.

ELIO E LE STORIE TESE PRESENTS... PHOTOS

Elio e le Storie Tese will be coming to Lucca Comics & Games for two days of talks, presentations, irony and... photos: on October 29 and 30 the band will **present the one and only photographic book** that tells their story through images, portraits taken (also) by others but authorized by them, published by **Rizzoli Lizard**. The title? *PHOTOS*.

VIDEOGAME

DEATH STRANDING WORLD STRAND TOUR 2 ARRIVES TO LUCCA COMICS & GAMES 2025

It's official: Lucca Comics & Games 2025 will host the **final stop of Kojima Productions' *Death Stranding World Strand Tour 2!*** The global tour **celebrating the launch of *Death Stranding 2: On the Beach*** (available from June 26, 2025, on PlayStation 5) will cross eleven global cities - from Los Angeles to Tokyo, from Paris to Seoul – and finish in Lucca.

A choice that has made the talk of the international press, which has defined Lucca "rather atypical" compared to the other megalopolises of the tour, but "culturally significant". Lucca is establishing itself as an essential point of reference for the international videogame industry, especially for works that, like Kojima saga, know how to blend complex narrative universes with a cinematic approach, memorable soundtracks and a gameplay experience that creates authentic communities.

The details of the Lucca stop are still in development, but we invite you to follow our channels and those of Kojima Productions for updates.

FROM SILENT HILL TO SLITTERHEAD: THE MASTER OF PSYCHOLOGICAL HORROR KEIICHIRO TOYAMA AT LUCCA COMICS & GAMES 2025

We are happy to announce **Keiichirō Toyama** 's participation in Lucca Comics & Games 2025!

The creative mind behind iconic titles such as **Silent Hill** (1999, Konami), the **Siren series (2003–SIE)** and the **Gravity Rush** series (2014–SIE), **Toyama** has introduced an innovative and deeply evocative language, capable of disturbing and fascinating through disturbing atmospheres, dark symbolism and a deep investigation of the human soul. In 2020 he founded **Bokeh Game Studio Inc.**, with the aim of exploring new expressive frontiers in total creative freedom. From this independent project his latest work was born: **Slitterhead (November 2024)**, **an action-adventure horror with experimental hues that marks a return to the origins by mixing suspense, action and disquiet in an original and provocative universe.** **Keiichirō Toyama** 's presence at Lucca Comics & Games represents a moment of extraordinary cultural relevance. A unique opportunity to celebrate not only his legendary career but also the video game as an art form capable of telling, exciting and exploring the darkest and most complex areas of the human psyche.

THE CREATOR OF VAMPIRE SURVIVORS COMES TO LUCCA COMICS & GAMES 2025!

We are thrilled to announce **poncle** and its founder **Luca Galante** at Lucca Comics & Games 2025! Luca is the Italian game developer who accidentally created **Vampire Survivors**, a small personal project started in 2020 that has turned into an unexpected video game phenomenon, fascinating tens of millions of players around the world. Don't miss the chance to meet one of the brightest talents of the Italian indie scene and discover **poncle studio's other titles** and the secrets behind one of the most surprising video game successes of recent years.

FANTASY

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THE KINGS AND QUEENS OF FANTASY FICTION MEET IN LUCCA

Following RL Stine's attendance in 2024, the new edition of the festival is preparing to host **the Kings and Queens of fantasy fiction** of all ages. Guest for the first time at Lucca Comics & Games will be the **creator of the saga *Percy Jackson and the Olympians* Rick Riordan**. In collaboration with Mondadori, the writer will meet fans **from October 30 to November 1**, to promote From the World of Percy Jackson: *The Court of the Dead*, co-written with Mark Oshiro, and the deluxe edition of the complete saga of *Percy Jackson and the Olympians*, with cover illustration by Iacopo Bruno.

Bestselling author Glenn Cooper will also be at Lucca Comics & Games for the first time, presenting his new fantasy novel *The Cosmos Keys*. Cooper will be present at the festival **from Thursday October 30 to Sunday November 2** in collaboration with **Editrice Nord** and the creative writing school **Come si scrive una grande storia**.

If Riordan and Cooper are the Kings of fantasy fiction, this year Lucca Comics & Games will also host its Queens. In collaboration with Mondadori, in fact, **Cassandra Clare and Holly Black**, internationally renowned authors who have thrilled millions of readers with sagas such as Clare's *Shadowhunter* and Black's *The Spiderwick Chronicle's*, will be coming to the festival for the first time. By writing together, the authors have given fantasy fiction fans *The Magisterium Series*, whose first volume in Italy was launched 10 years ago. Cassandra Clare and Holly Black will be at Lucca Comics & Games **from October 30th to November 1st**.

GAMES

10x2 ANNIVERSARIES AT LUCCA COMICS & GAMES

In 2025 **MS Edizioni celebrates its first ten years** and what better occasion than Lucca Comics & Games to celebrate this important milestone with unforgettable events. Big news and absolute premieres await players, starting with the titles inspired by two of the most beloved TV series of recent years: *Stranger Things* and *One Piece*.

In **Profiler - Stranger Things**, premiering at Lucca Comics & Games, players will tackle a new case from the *Profiler* series, which combines escape room mechanics with detective games, this time set in the universe of the famous Netflix series whose setting is the town of Hawkins. **One Piece - Treasure Hunt - Escape Game** will instead take players to the seas sailed by the Straw Hat crew, in an emotionally charged timed adventure inspired by the first season of the Netflix series.

Another exclusive preview will be **Pessime Notizie**, the official Lercio party game, which will see players in the shoes of journalists busy creating the most sensational headlines for the front page of a newspaper, in a mix of satire and delirium.

Hollow Press is also **celebrating ten years of activity** with a special guest: **Super Eyepatch Wolf**, the Irish YouTuber famous for his video essays on anime, video games, cinema and pop culture. The author will be present every day to present his new book, ***The Bizarre World of Fake Video Games***, published by Hollow Press: a mysterious volume populated by video games that have never existed.

FROM GUARDIANS TO WEREWOLVES!

After bringing the members of Blind Guardian to Lucca Comics & Games in 2024, **Scribabs** is preparing to host **Falk Maria Schlegel**, keyboardist of the German power metal band **Powerwolf**, for the launch of the new board game inspired by the band. After the success of *Armata Strigoi*, the band returns to the tables with **1589**, a highly cooperative title in which communication between players is severely limited. The aim of the game is to stop the wave of persecutions unleashed by religious fanaticism in the Rhineland at the end of the sixteenth century.

FROM GAME DESIGNERS TO LUCCA GAMES CAFÈ: WHAT DO WE PLAY AT CARDUCCI?

The award dedicated to the most prolific and innovative Game Designers in the world of board games is back in 2025. Only five of the eight initial candidates have entered the shortlist of the **Board Game Designer of the Year**, organized in collaboration with **SAZ Italia** to celebrate the creative excellence of Italian and international authors.

The finalists are **Matthew Dunstan** (Perspectives, *Prey Another Day*), **Grégory Grard** (Zenith, *Castle Comb*), **Tomáš Holek** (SETI: *Search for Extraterrestrial Intelligence*, *Galileo Galilei*), **Ryan Laukat** (Creature Caravan, *Sleeping Gods: Distant Skies*) and **Paolo Mori** (Captain Flip, *Altay: Dawn of Civilization*). The winner will be announced during the awards ceremony that will take place at the Teatro del Giglio Giacomo Puccini during the days of the festival.

The **Lucca Games Café**, after its debut last year, is back in an expanded version: **double the space, open in the evenings** and dressed up for an edition full of surprises. In addition to the historic activities such as **Ruolimpiadi**, **Ludoteca**, **Gioca con l'Autore**, the tables dedicated to the **Game of the Year**, the **Role-Playing Game of the Year**, the **Unpublished Game** and the **Spotlight Table powered by Gem Quality Gaming Supplies**, visitors will discover new, unmissable proposals. Among these, a selection of *Made in France* games and an overview of the **novelties of the SPIEL in Essen** and the latest trends in role-playing games.

30 YEARS OF RUOLIMPICI

The **Ruolimpiadi** celebrates its thirtieth anniversary at Lucca Comics & Games: a historic tournament inspired by the *Giochi senza Frontiere (It's a Knockout)*. Since 1995, the event is among the longest running in the panorama of international role-playing games. In the Ruolimpiadi, teams challenge each other in tests based on role-playing games and narration, in a competition refereed by the participants themselves that puts the collective experience at the center.

Among the proposals, also an adventure for **Wildsea by Felix Isaacs** (Role-Playing Game of the Year 2024), published in Italy by Grumpy Bear Stuff, which will take participants to explore the Selvapelago, the endless arboreal expanse in constant evolution.

The anniversary is intertwined with another anniversary: the twentieth anniversary of **Si, Oscuro Signore**. For the occasion, Lucca Comics & Games and Pendragon propose **an original adventure for Dungeons & Dragons, set in the world of Kragmortha**, the homeland of the sorcerer Rigor Mortis, protagonist of the celebrated game, which is the offspring of a successful comic and light-hearted comic series written and illustrated in the 90s by **Riccardo Crosa**. The author **will be a special guest at the Pendragon Games Studio stand**.

Another great news in 2025 is the first Italian edition of **Mörk Börg**, edited by **Need Games**. The publishing house will be present with a special guest: **Johan Nohr**, who together with **Pelle Nilsson** created what, in the world of role-playing games, has been a real publishing phenomenon and which this year celebrates its first five years. Defined by many as “the **doom metal role-playing game**” for its dark aesthetic and nihilistic cut, *Mörk Börg* has given a powerful shake-up to the so-called *Old School Renaissance*, establishing itself as a new point of reference for a generation of proudly “ugly, dirty and bad” products.

FROM JAPANESE ROBOT TO TRADING CARDS

Lucca Comics & Games 2025 will host one of the first European stops on the launch tour of **Gundam Card Game**, the new competitive collectible card game in which mobile suits and pilots from the **Mobile Suit Gundam** saga will battle it out. Coming in July 2025, the game will offer epic challenges in both the classic one-on-one format and in multiplayer modes, such as *team battle* and *battle royale*. The **Gundam Assemble** miniatures, models to build and paint, can be used as markers during battles. At the **Gametrade x Bandai Card Games** stand, it will be possible to participate in demo sessions of the game and workshops on assembling and painting the miniatures.

LUCCA, CAPITAL OF ORGANISED GAMING

For five days a year Lucca becomes into the capital of organised gaming thanks in part to the collaboration with companies like **Dungeon Street** and **Boose**, which have found in **Polo Fiere** the ideal place to grow the collectible card game and give life to memorable tournaments and events. *Magic: The Gathering tournaments* will be organised by the Pisan store **Dungeon Street**, which has chosen the Padiglione Carducci as a reference point to meet and consolidate its community, edition after edition.

The bond between the tournaments and the city will be strengthened from the first weekend of July 2025, when the Polo Fiere will host **Paupergeddon**, which reaches its **tenth edition this year**. It is an event that will see **over 1,500 passionate players gather** to welcome **ten official Wizard of the Coast artists**, making the experience even more special and unforgettable.

After the festival, where **Dungeon Street** will be present with guest illustrators and creators linked to the world of *Magic: The Gathering*, the events at Polo Fiere will continue at **the end of November** with five days of official tournaments in the highly anticipated **Eternal Weekend**, which is held every year in only three cities in the world, one for each continent. Lucca (November 27-30) will be the chosen venue for Europe (EMEA), alongside Pittsburgh (October 9-12) and Yokohama (December 13-14). The calendar of events **will continue until 2027** with another eight events distributed over the two-year period 2026-2027.

GREAT PAVILIONS, GREAT STORIES

TOMODACHI: OUTSIDE THE BOX

Founded in 2025 by Dario Moccia, Davide Masella and Luca Molinaro, **Tomodachi Press** is an independent publishing house born with a very specific goal: to give space to “outside the box” projects that struggle to find a place in today's publishing landscape, transforming them into curated, original and high-quality products. After the success of the first set of collectible cards, *Cuphead – Out of the Cards*, and the launch of the first book, *50 Animali in via di Estinzione*, written by **Willy Guasti** with the artistic direction of **Agnese Innocente**, Tomodachi Press will be present for the first time at Lucca Comics & Games 2025 with a stand. An opportunity to meet the team and discover (or rediscover) their projects.

LEGO®: IN THE HEART OF YOUNG AND OLD FANS

For the 2025 edition of Lucca Comics & Games, **LEGO** Italia is ready to make the young and old hearts beat. Building on the enthusiasm generated in the last event, this year it will double in size with a surface of 300 m² divided into two areas. For the first time, an immersive experiential space will celebrate creativity and the power of play through **LEGO® bricks**. Next door, a pop-up store will transform play into an occasion for wonder and inspiration. With a program that includes activities, moments of sharing and the participation of special guests, it will be an opportunity to share the power of creativity, an ageless language that unites passions and imagination, brick after brick.

RED BULL UNFORESEEN: THE RED BULL TETRIS® NATIONAL FINAL

From October 29 to November 2, **Red Bull** will be at the heart of Lucca Comics & Games with **Red Bull Unforeseen**, the international format known for its immersive, surprising and out-of-the-ordinary experiences. For the first time in an event dedicated to pop culture, the area will come to life in the garden of the **Ostello San Frediano**, transforming into a real universe inspired by **Tetris®**. On November 1, the National Final of **Red Bull Tetris®** will also be held, a global competition that will take the Italian winner to the World Final in Dubai in December 2025. In the first three days of the event, visitors will be able to participate in a **special qualifier** to win the last slot in the final. For everyone else, **Red Bull Unforeseen** will be a space to explore among hidden paths, visual surprises and interactive content.

POKÉMON RETURNS

Pokémon will make a grand return to Lucca C&G 2025, in a new totally dedicated space, even larger and richer in events! In the monographic pavilion located in Piazza Colonna Mozza, fans will be able to discover wonders from across the world of Pokémon.

GREAT RETURN FOR MEDIAWORLD

In their fourth year at Lucca Comics & Games, Mediaworld confirms the pavilion in Piazza della Caserma. A space where there will be no shortage of surprises: an area to play and watch original shows and performances.

EURONICS ITALIA S.P.A LAUNCHES A CREATIVE COMPETITION

Euronics Italia S.p.A presents a creative call for young people under 30 for the branding of their pavilion at Lucca Comics & Games 2025. The initiative invites participants to apply with an original work that best expresses their artistic identity. A jury will select three finalists, who will be asked to develop a graphic proposal for the branding of the Euronics pavilion, inspired by the Italian Rocket Championship theme. All the methods of participation in the competition will be indicated in the call for entries published on the Euronics Italia S.p.A. channels.

SCART: CAMUNCOLI SIGNS SIX SUPER ROBOTS FOR THE ENVIRONMENT

Lucca Comics & Games 2025 transforms waste into works of art. In fact, 3 pairs of super robots will land at the international event, as a world premiere. Their character design, inspired by Japanese cartoons from the 1980s, was conceived by the **comic book artist Marvel. Giuseppe Camuncoli**. **Each pair of robots, which will be over 4 meters tall, has the specific mission of saving an element of nature: air, earth and water.** They will do so, of course, with superpowers, but also with the alchemy of transformation, capable of changing a powerful supercar into a steel humanoid that fights pollution. The robots will in fact

be built with the production waste, treated and recovered, of one of the world's largest brands of luxury super cars, whose name will be revealed in the next stages leading to Lucca Comics & Games 2025.

FAMILY

20 YEARS OF LUCCA JUNIOR

Lucca Comics & Games 2025 celebrates **20 years of Lucca Junior**. Created from an idea of the former general director **Renato Genovese**, from 2005 to today Lucca Junior has been a space within the event dedicated to children and families, **bringing a great offer of illustrated publishing for children, and hosting exhibitions great illustrators for children and teenagers** such as Paolo D'Altan, Gianni De Conno and Rebecca Dautremer herself, author of the 2025 poster.

A BIG BIRTHDAY: 25 YEARS OF GERONIMO STILTON

The celebrations don't end here, **Geronimo Stilton**, the famous mouse created by **Elisabetta Dami**, turns **25** and we will celebrate the big anniversary together with his creator, who will be present at Lucca Comics & Games specially for the event. The adventures of **Geronimo Stilton** and his sister **Tea** captivate millions of young readers all over the world, creating a real community.

40 YEARS AFTER THEIR FIRST RELEASE, LIBROGAME® ARE BACK

The unforgettable icons of the 80s are also back to Lucca Comics & Games: 40 years after their first release, **Edizioni EL is launching the new Librogame® series**, which over the years have attracted thousands of boys and girls to the bookshop. The event will be the perfect place to celebrate this anniversary and meet **Luca Tebaldi**, **author of the first three books in the new branching series dedicated to the world of sport: Librogame® Basketball - Everyone to the basket! Librogame® Football - A dream goal! and Librogame® Basketball - A basket for victory!**

MUSIC

LUCCA COMICS & GAMES 2025: AN OPEN-AIR STAGE

Music returns to the forefront of Lucca Comics & Games with a program full of new features, strong in the spirit of experimentation. The historic center will be transformed into a large open-air stage thanks to an extensive network of wired radio that will accompany visitors with background music designed to accompany the emotions of those who walk through Lucca during the days of the festival.

There will be five focal points of this sound journey, each with a specific identity: the **Giardino degli Osservanti** will host a fandom-oriented stage, in line with the passions of the communities; **Piazza del Collegio** will host activities and shows dedicated to the younger audience, while **Piazzale Verdi** will be animated by live performances with a broader and more engaging scope. The musical programming will not stop at sunset: the party will continue into the evening, with special events at the **Pala eSports** and the **Teatro del Giglio**, expanding the offer.

Among the first previews is the inaugural party *French Choc* that will see at the Pala eSports the DJ Producer **Étienne de Crécy**, pioneer of the French Touch trend, together with **Venin Carmin**, bold voice of the new European coldwave for an intense, elegant and unconventional electronic experience with MC **Andrea Rock**. And again, the concerts of **Eihwar** and **Vision of Atlantis** will bring to Piazzale Verdi a sound story balanced between myth and metal, where the Nordic legends of Eihwar meet the symphonic

epicness of Vision of Atlantis, while the phenomenon **Mai dire Goku** promises all the irony, energy and lightness that Lucca Comics & Games is capable of. The 2025 edition will be one in which music will re-embrace the city and hold its audience by the hand. This is just the beginning.

A FILM FOR THE COMMUNITY OF LUCCA COMICS & GAMES

LUCCA COMICS & GAMES ON THE BIG SCREEN

There is great anticipation for **"I Love Lucca Comics & Games"**, the first film about the community, culture and values of Lucca Comics & Games, **to be launched in theatres on 10, 11 and 12 November and subsequently on IWONDERFULL, the digital platform available on Amazon Prime.**

The project, announced in September 2024, was born from a collaboration between **Lucca Crea** and **I Wonder Pictures**, an independent film distribution company, which will produce the docu-films together with production partner **All at Once** and handle distribution. **Andrea Romeo**, producer and editorial director of All at Once and I Wonder Pictures, and the writer, director and film critic **Manlio Castagna**, explore the 'Lucca Comics & Games phenomenon' from multiple points of view to restore, thanks to the power of cinematic storytelling, **the prismatic image of a reality unique** in the Italian panorama for its ambition, mission, longevity and cultural impact. Lucca Comics & Games is about to celebrate its sixtieth birthday in 2026, an opportunity to show day to day life behind the scenes, the principles and intellectual intentions linked to the creation of the festival and the voice to the professionals, artists, and people who gather in Lucca every year to celebrate their passions.

THE DECISIVE MOMENT: THE CIVIL PROTECTION DEPARTMENT SERIES IS BACK

The third episode of the series *L'attimo decisivo* will be presented at Lucca Comics & Games 2025. Written by **Roberto Gagnor** and illustrated by **Federica Salf**, **The Decisive moment** is a project of the **Department of Civil Protection** promoted by the **Minister for Civil Protection and Sea Policies** in collaboration with the **Ministry of Education and Merit**. The graphic novel tells the adventures of four teenagers united by a special "power". The young protagonists, thanks to their skills, manage to counter the mysterious and threatening adversary called "The equation", a dark and impalpable giant, who represents the inexorability of natural risks or those caused by human activity, whose effects cannot be eliminated but, with knowledge and action, contrasted and reduced. The project, which involves secondary schools throughout Italy, benefits from the collaboration of professionals in the world of communication and storytelling. The first issue of the series was distributed in 1 million and 800 thousand copies, the second in almost two million copies.

INPS IN LUCCA WITH ITS PROJECTS FOR YOUNG PEOPLE AND CREATIVE PROFESSIONS

For the third year, **INPS** will be present at Lucca Comics & Games with seminars and **communication activities aimed at creators, those who work in creative professions, artists, and young people**. This year, the collaboration between INPS and the festival is part of the broader national *INPS project for young people*. The Institute wanted to reaffirm **its closeness to the new generations** by bringing together in a single digital space and on its app, all the services and benefits dedicated to young people between 18 and 35. Among the actions recently implemented are also Circular 44 that regulates the work of digital creatives and the implementation of two specific types of allowance: one linked to discontinuity of work designed for operators in the entertainment world and one for freelance professionals.

EARLY BIRD TICKET OFFICE OPENS

Starting at 1:00 PM today, June 25, the sale of Early Bird tickets begins anyone who wants to secure tickets and season tickets at a reduced price will be able to do so for a whole month, until midnight on July 25. With a price identical to that of the previous year, **the ordinary ticket office will reopen on September 2**. Parking tickets will also remain unchanged and will soon be put on sale on the Lucca Plus website.

MEDIA PARTNERS

RAI is the **Main Media Partner** of the event. Among the media partners **QN group** and **Adnkronos**. **RDS 100% Grandi Successi** and **RDS NEXT** are, for the first year, **Entertainment Partners of the event**: a collaboration based on the sharing of values and respective audience targets, with the aim of generating significant synergies. Streaming media partners are **Cultura pop**, a digital magazine that tells the story of the world of geek and pop entertainment every day, an integral part of the 3labs publishing group; **Animeclick**, an Italian portal that for more than 20 years has been the point of reference for fans of anime, manga, gaming and Japanese culture, and **Multiplayer.it**, the only Italian site dedicated to all video game enthusiasts.

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

#LUCCACG25

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Rébecca Dautremer - Born in Gap in 1971, Rébecca Dautremer invented, in the early 2000s, a style that has made history. Experimenting with everything - animation, theater, photography - she has seen her works translated all over the world. Since the beginning of her career, she has attracted a large audience, far beyond the confines of youth illustration. She develops her universe, closely touching that of short stories, revisiting classics of literature or taking up contemporary novels that she sublimates: *Silk* by Alessandro Baricco and *Of Mice and Men* by John Steinbeck. Since 2018, her work as a writer has also been celebrated with the publication of the first volume around the character of *The Book of Happy Hours* by *Jacominus Gainsborough*, followed the following year by *Midi Pile*, *Une toute petite seconde* and, in autumn 2023, *Something formidable*. The series has been recognized with numerous awards, such as the *Pétite du Livre illustré*, the *Grand Prix de l'illustration* and the *Franco-German Jugendliteraturpreis*. Since 2020, she has also been present in the theater with her show *La conférence ébouriffée*. For the time being, the illustrator devotes her time to a graphic novel project and continues to expand the frontiers of her virtuoso art.