

Marek Turek

Fastnachtspiel (Series, Books 1-4): 1. The End of the Beginning [Koniec Początku] | 2. The Amazing Mr. Mayor [Zadziwiający Pan Burmistrz] | 3. Nonsensical Styx [Bezsensowny Styks] | 4. Infinitum

Poland (2003)

TAGS: [Amor](#) [Charon](#) [Maze](#) [Sea Monsters](#) [Sirens](#) [Styx](#)



We are still trying to obtain permission for posting the original cover.

General information	
<i>Title of the work</i>	Fastnachtspiel (Series, Books 1-4): 1. The End of the Beginning [Koniec Początku] 2. The Amazing Mr. Mayor [Zadziwiający Pan Burmistrz] 3. Nonsensical Styx [Bezsensowny Styks] 4. Infinitum
<i>Country of the First Edition</i>	Poland
<i>Country/countries of popularity</i>	Poland
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<i>First Edition Date</i>	2003
<i>First Edition Details</i>	Marek Turek, script, ill. & cover design. <i>Fastnachtspiel: 1. Koniec Początku</i> [The End of the Beginning]. Katowice: Imago, 2003, 52 pp. Marek Turek, script, ill. & cover design. <i>Fastnachtspiel: 2. Zadziwiający Pan Burmistrz</i> [The Amazing Mr. Mayor]. Katowice: Imago, 2003, 52 pp. ISBN:83-9196351-9 Marek Turek, script, ill. & cover design. <i>Fastnachtspiel: 3. Bezsensowny Styks</i> [Nonsensical Styx]. Katowice: Imago, 2004, 52 pp. Marek Turek, script, ill. & cover design. <i>Fastnachtspiel: 4. Infinitum</i> . Katowice: Imago, 2006, 52 pp.
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Genre	Alternative histories (Fiction), Comics (Graphic works), Dystopian fiction, Fiction, Graphic novels, Mythological fiction
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Creators



Marek Turek , b. 1970 (Author, Illustrator)

Marek Turek was born on February 15, 1970, in Zabrze, in Upper Silesia (the southern part of Poland), he now lives in the neighbouring Gliwice. He began his career as scriptwriter and illustrator of comics in 1992. He publishes in Poland and abroad (USA, Czech Republic, Italy). He is the author of comic books *Fastnachtspiel*, *NeST*, *Babajongo*.

Source:

[Profile](#) at the komiks.gildia.pl (accessed: February 5, 2017).

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Additional information

Summary

*Fastnachtspiel** is a four-part series of comic books (*The End of the Beginning*, *The Amazing Mr. Mayor*, *Nonsensical Styx*, *Infinitum*). The action begins after the end of the world. The story resembles the world of nightmares, blacks and whites are sharply contrasted, a claustrophobic mood pervades each of the four parts. An apocalyptic town inhabited by demons, angels, golems and vampires provides a background for the story. There is no more death but this strange world is filled with fear and suffering. The character of Charon wonders on the river Styx without his previous purpose of conveyor of souls to the Underworld. Various characters try to implement some sinister plan but nobody knows who is behind it. Life seems devoid of meaning. Questions about heaven and hell are discussed but remain unanswered. And nobody seems to care.

* A fifteenth-century German farce played during Lent, with moralizing tones and possibly containing folklore, pre-Christian elements.

Analysis

It is an interesting example of use of mythological themes in creation of a post-apocalyptic world. *Fastnachtspiel* displays the image of how the world would look, if evil would have prevailed over good. Marek Turek uses in his drawings deliberately distorted shapes. He uses Terence's aphorism: *Nothing human is alien to me* [*Homo sum; humani nihil a me alienum puto**] also in its Latin version. Not only classical themes are present in *Fastnachtspiel*, but also biblical (the reference to Cain and Abel). Among the classical ones are mentioned for instance Charon, Sirens, Amor, Styx, and Maze. The world created by Marek Turek is grim and dismal, it lacks hope. Black and white scary drawings are repulsive and they speak louder than the accompanying text. A characteristic feature of M. Turek style are the sharply contrasted blacks and whites, visions of drowsy nightmares, claustrophobic mood – all brought to perfection.

* Publius Terentius Afer, *Heauton timorumenos*, 77.

Classical, Mythological,
Traditional Motifs,
Characters, and
Concepts

Other Motifs, Figures,
and Concepts Relevant
for Children and Youth
Culture

[Amor](#) [Charon](#) [Maze](#) [Sea Monsters](#) [Sirens](#) [Styx](#)

[Character traits](#) [Death](#) [Emotions](#) [Future](#) [Science](#) [Society](#) [Supernatural](#)
[creatures \(non-classical\)](#)