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HOTBOT

Graphic Mystery

By Marc Spiegler

This graphic adaptation of Paul Auster's 1985 existential mystery, *City of Glass*, grapples with identity - or, better, with its elusiveness. Paul Karasik and David Mazzucchelli have used graphics and text to bring Auster's plot to life and re-imagine his dialog.

The story centers around hermetic Manhattan writer Daniel Quinn. A wrong number catapults him into the life of Peter Stillman, a man desiring protection from his messianically obsessed father. Intrigued, Quinn agrees to safeguard him, and thus becomes haplessly embroiled in a mystery touching on religion, madness, and the meaning of language. As Stillman's father says, "In New York, brokenness is everywhere: broken people, broken things, broken thoughts."

Graphic storytelling is *City of Glass's* raison d'être, although it still bears Auster's literary touch. Recalling Mazzucchelli's previous acclaimed cartoon collection, *Rubber Blanket*, thick-stroked illustrations drive *City of Glass's* plot onward with spare simplicity.

A serialization of *City of Glass* is available on HotWired at <http://www.hotwired.com>.

City of Glass, adapted by Paul Karasik and David Mazzucchelli, US\$12. Avon Books: (800) 238 0658, +1 (212) 261 6800.

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