

NEW
HUNGARIAN

COMICS

AND
GRAPHIC
NOVELS

*Speech
Bubbles to
Leave
You
Speechless*

TWENTY TWENTY-ONE

Petőfi
Cultural
Agency



NEW
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*Speech
Bubbles to
Leave
You
Speechless*

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Thomas Cooper

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SOME
HEROES
ARE
STILL

MIKLÓS FELVIDÉKI
MATZ - ATTILA FUTAKI
ZSOLT VIDÁK

MIKLÓS FELVIDÉKI NONAME

Do you sometimes wake up with the memory of a particularly vivid dream still fresh in your mind and your thoughts swirling because of the experience you have lived through, but when you want to tell your dream to someone, you suddenly don't remember anything? The short comics in the *Noname* series recount the fleeting memories of visits to alien worlds.

Each episode narrates an accidental border-crossing between worlds: a sneeze can open a teleport and send yoga practitioners to random locations, a journey can take a caravan of travellers back to the Triassic period, and a broken pipe in the bathroom can turn out to be a gateway to another dimension. In a traditional science fiction comic these elements could serve to support fast-paced action sequences. *Noname*, however, is a meditative series. It is about a mindset rather than about any rapid unfurling of events. With daydreaming, actual dreaming, and meditation as its recurring elements, the series invites the reader to slow down and enjoy each chance encounter between the banal and the absurd.

The central character of the *Noname* series is an accidental trespasser, a nameless fox. Living among humans and as a human, he does not expect much from life. He is not motivated by career ambitions: in one episode, he is washing dishes in a restaurant for a living, and in another one, he evaluates the conditions of buildings. He does not know how to navigate his relationship with his girlfriend, though in one of the episodes, he acquires the ability to read minds.

The daily existence of the fox is characterized by liminality: he is mysteriously and inadvertently drawn towards situations in which it is harder and harder to distinguish between experience and imagination. When he is aimlessly flipping through a travel brochure, he finds himself physically immersed in the experiences depicted; when he is tidying his house, he discovers a whole army and a tiny yet militant world in the dust.

There is very little text in the *Noname* series. Instead, the episodes emphasize the power of visual elements to create a distinctive atmosphere and an immersive readerly experience. The series thus offers a catalogue of the kinds of impressions and moods that the ordinary trespasser might have when exploring strange lands and different realities.

author
Miklós Felvidéki

title
Noname

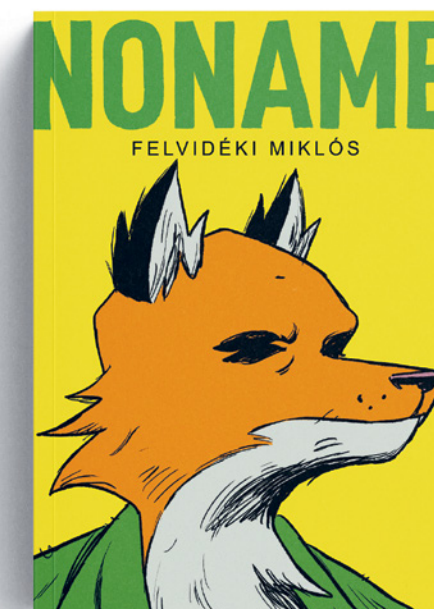
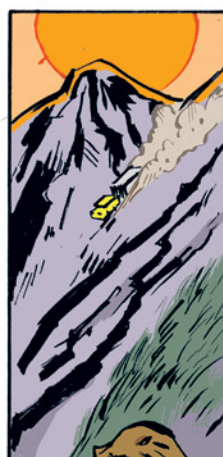
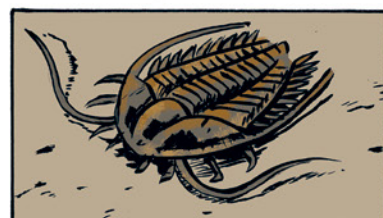
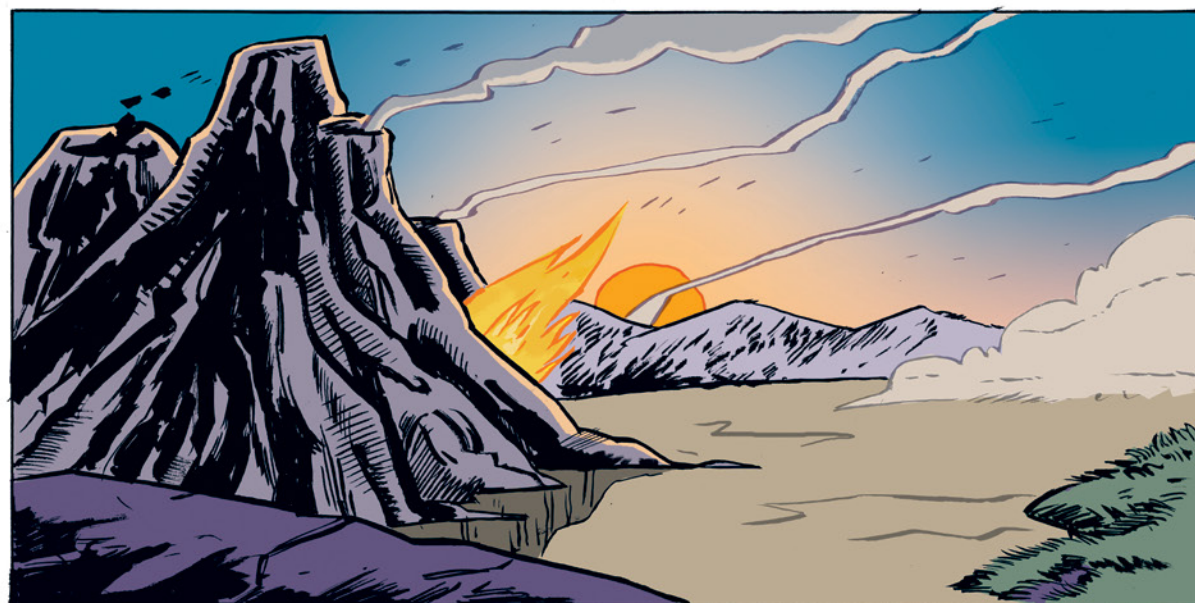
published
Pinkhell, SZIFONline

year of publication
2006 – 2021

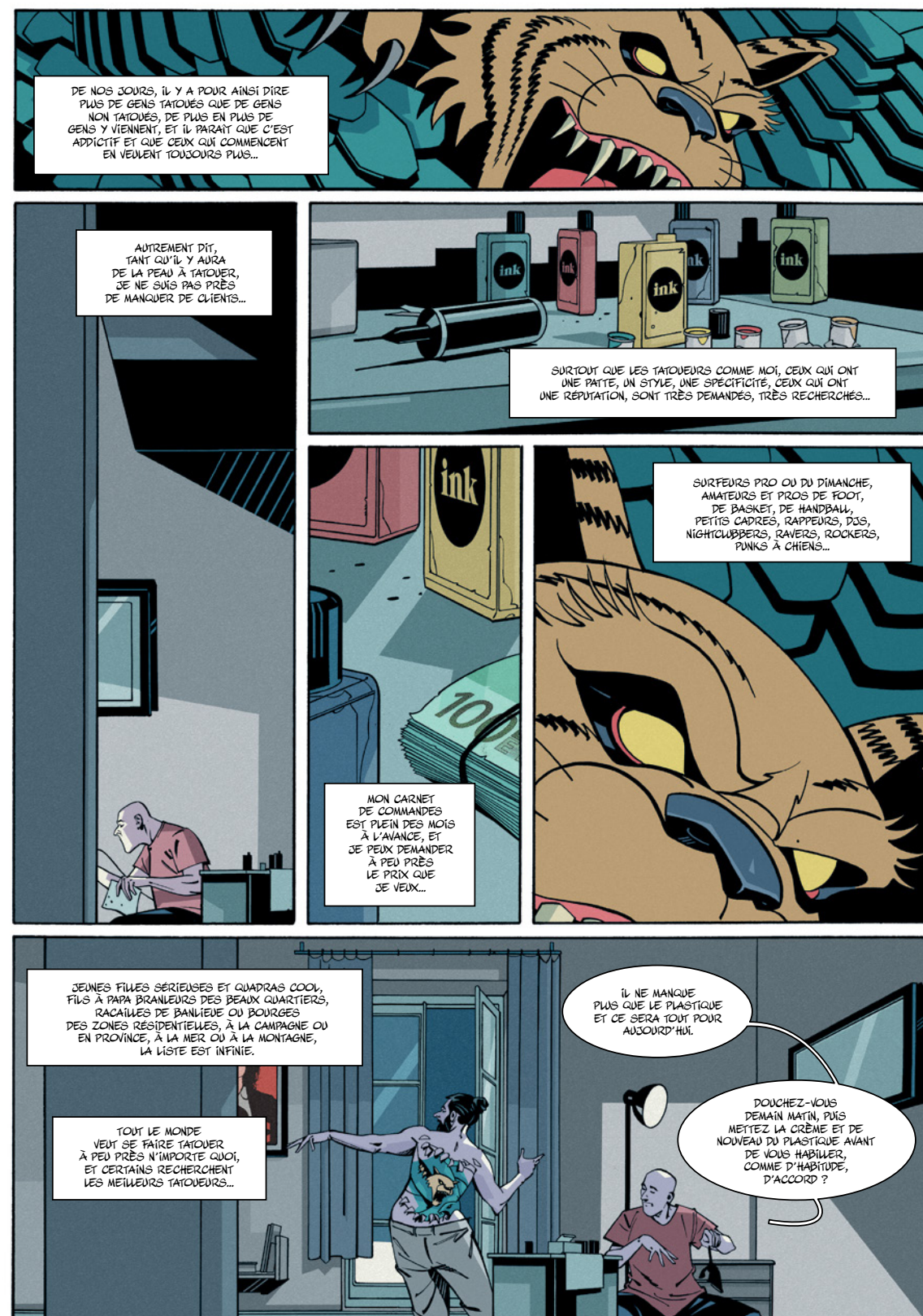
number of pages
58

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keplegenyek@gmail.com

Awards
Winner, Alfabéta Award for the
best short comic, 2018







MATZ, ATTILA FUTAKI

INK

A secretive tattoo artist wants to remain invisible. Surreptitious taxi drivers want to get rid of powerful figures. Powerful individuals work clandestinely to tighten their grip on the world around them, and in the meantime, they also want tattoos.

Ink follows a few days in the life of a lonely Hungarian tattoo artist who has sought refuge from his haunting past in Paris. He has established an international reputation with his unique tattoo designs, and a growing clientele is eagerly waiting for him to paint his signature lines on the canvas of their skin. Our hero has learnt that the gifts which life seems to give, such as fame and money, are fleeing. He knows full well that there is always trouble lurking in the shadows, and he has grown to distrust everyone, particularly taxi drivers and his clients. Yet when he inexplicably lets his guard down, a fellow expat Hungarian taxi driver plants a disturbing and provocative idea in his head, and he soon finds himself in the middle of a conflict and a clash of interests that he would have just as soon avoided getting mixed up in. The people of this world are watchful and silent, their sharp profiles are drawn by artist Attila Futaki's energetic yet delicate lines.

Ink is a story about versions of truth, trust, and conspiracy. The architecture of the city in which our tattoo artist lives and works is matched by the beautiful architecture of each page. Attila Futaki draws and designs a city of silent streets and old taxis, shown in a geometrical maze of panels. The restrained colour palette of *Ink* contributes to the sense of resignation and doom which is palpable on every page.

authors
Matz, Attila Futaki

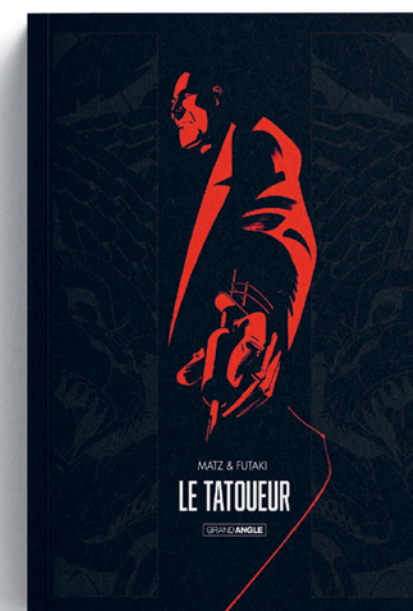
title
Ink

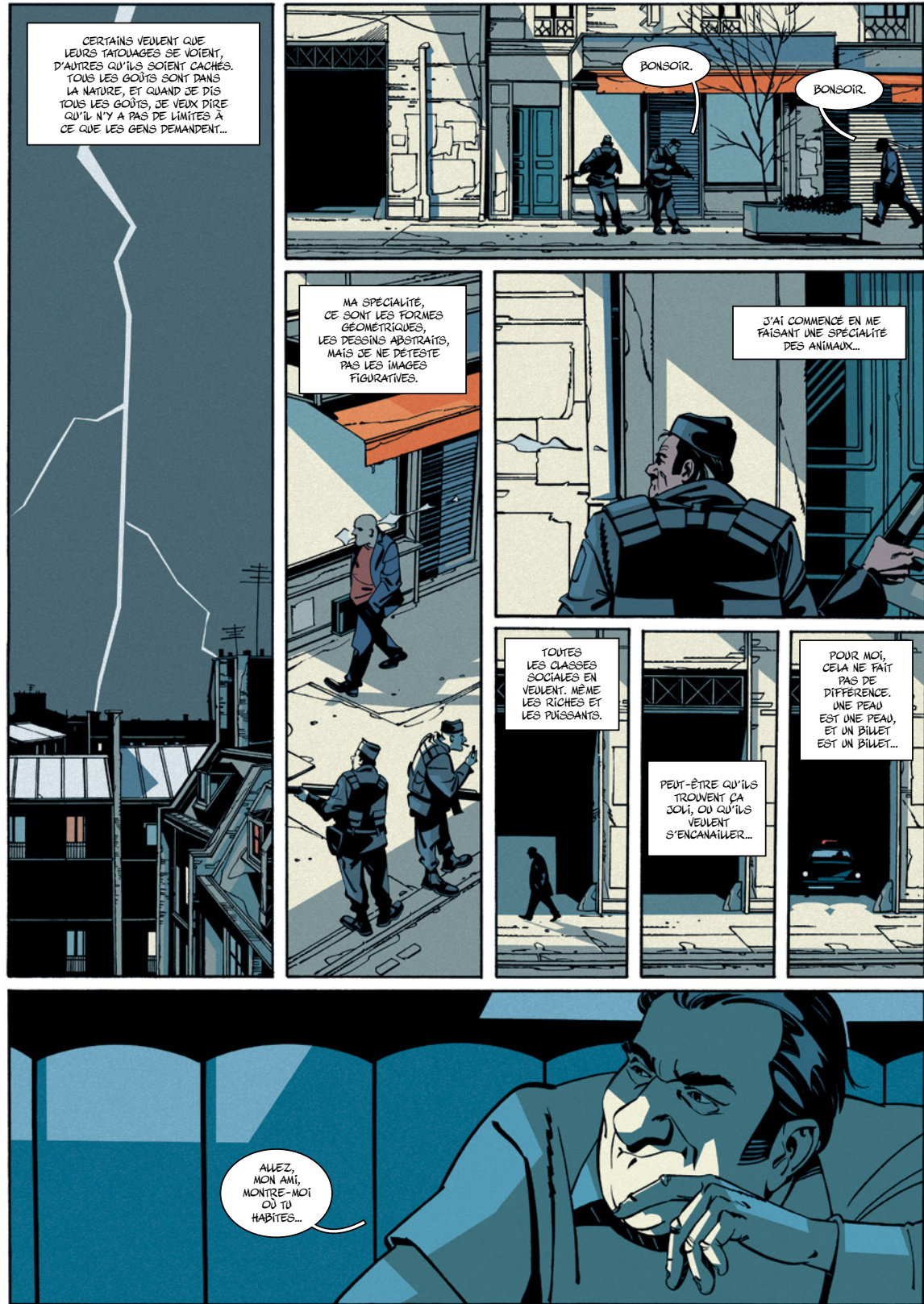
published
Édition Bamboo

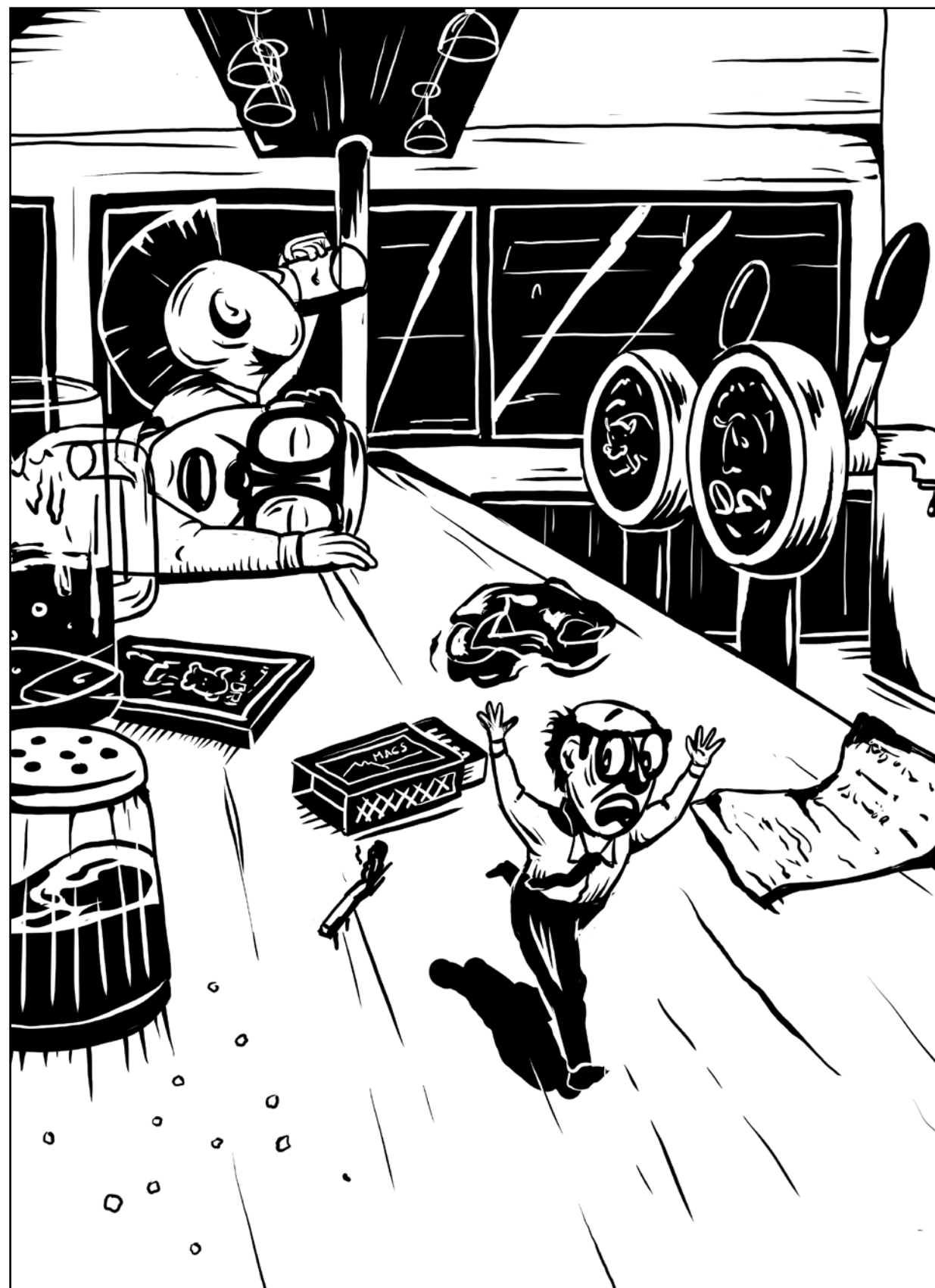
year of publication
2021

number of pages
48

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ZSOLT VIDÁK

PIPIEN MOLESTUS: MEDITATION SPECIAL

Zsolt Vidák's (almost) wordless comic is a fast-paced journey into the depths of the human psyche. We are lured into this unpredictable story with the promise of a tale: "I shall tell you a forgotten story," a driver says to his passengers on the first pages of *Pipien Molestus: Meditation Special*. Stories have been used to pass the time during endless journeys for thousands of years, after all. However, as our nameless hero is drifting from one absurd and dangerous situation to the next, the passengers suddenly become part of the wild sheep chase.

Vidák's short graphic novel takes the bald and bespectacled hero from the prison of his office work to the world of nature, of bars, of trains. This journey is both physical (and quite tiring at that) and spiritual. The hero's soul and the hero's body are both visualized and challenged: there is the risk that the soul may be trapped in alcohol (literally) and that the body may lose its relationship to physical reality. Nothing is fixed, any element can suddenly have a radically new function, and anything can become a threat.

Pipien Molestus: Meditation Special represents an unpredictable world with an expressive and original visual language. The word "special" in its title does not simply refer to the adventure retold, but also to Zsolt Vidák's manner of storytelling. From page to page, he creatively reinterprets the previous visual elements. Thus, the story is equally about the challenges the hero has to overcome, the creative imagination of the artist, and the amazement and curiosity of the reader, who continuously wonders what will come next?

author
Zsolt Vidák

title
Pipien Molestus

publisher
Self-published

year of publication
2016

number of pages
64

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Zsolt Vidák
zsolt@vidak.hu

Awards
Nominee, Alfabéta Award for
the best graphic novel, 2017





ISTVÁN LAKATOS
ÁRON KÁLMÁN
ÁKOS DUDICH – GERGELY ORAVECZ

BREATH

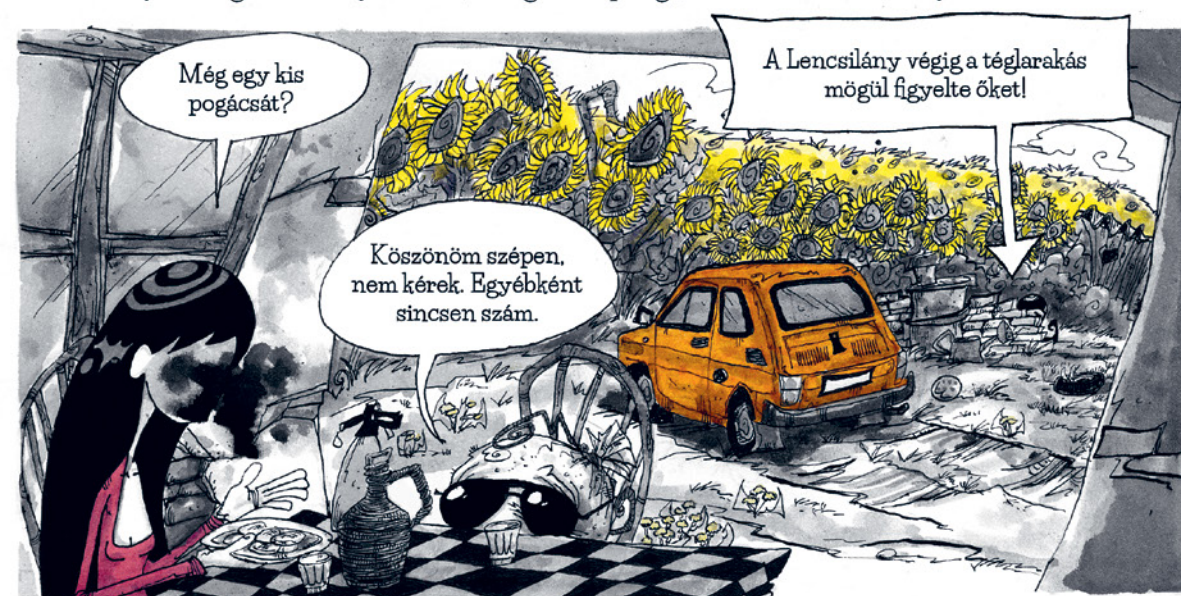
SCREAM

ART

ISTVÁN LAKATOS RAG GIRL



A Lencsilány anyukája a tornáccon vendégelte meg a Kisgömböcöt. Érdekes dolgokról beszélgettek, nevetgéltek is keveset. Anyuka megivott néhány fröccsöt, a Kisgömböc pedig finom úriembernek bizonyult.



Biztosan nem ízlik neki
a pogácsa, és inkább
anyukát akarja először
megenni – mondta
időnként a Lencsilány,
de nem történt semmi
ilyesmi. Lencsibaba
tanácsára azonban
összeszedett néhány
követ, hogy majd jól
megdobálhassa ezt a
gonosz Kisgömböcöt.

With her eyes, always open wide with wonder and a touch of fear, Rag girl observes the world. With her Rag doll in hand, she is prepared to encounter monsters, spiders, giants, and even melancholic authors of crime stories. She approaches these strange creatures with caution but also with a readiness to see the best in everyone. She sees the ugly giant for what he really is: not a menace or threat, but a kind and lonely person, and she helps Edgar Allan Poe find his lost bicycle. She is always ready to help, to listen, and to make the hardships of life a bit more bearable. She is a character who offers company instead of radical intervention.

Rag girl's sad eyes do not simply survey the world and the creatures who move to and fro in it, they see the reader, too. In each short story, we are invited to join the shy girl and her brave doll as they explore dark forests and abandoned cinemas. Each story is a test of friendship: are the creatures ready to return the kindness she shows them? We are also invited to experience the world through the eyes of this vulnerable girl and to ponder the wisdom of innocence and goodwill in a world of creatures who throw mushrooms at little girls and evil scientists who imprison naïve giants.

The world and the characters of the stories are drawn from many sources, including world literature and folk tales. The protagonist and her rag doll are from a Hungarian children's song from the 1980s. The song is about a girl, her doll, and her mother, who live together happily in a cottage. The mother tells the girl a story whenever she is afraid, and thus the lyrics of the song begin again at the beginning. István Lakatos's comics capture the feeling of vertigo in the song with darker tones and with the figure of death lurking in the shadows.

Author István Lakatos uses watercolours to create the frightening and mesmerizing world in which Rag girl dwells. He seems to have devoted particular attention to eyes and hair, turning them into expressions of the characters' personalities. The tiny details in each picture add humour to the melancholy stories. It takes multiple readings to find the tiny stork nesting in one of the many towers of the castle and to count the tiny bugs hidden almost everywhere.

author
István Lakatos

title
Rag girl

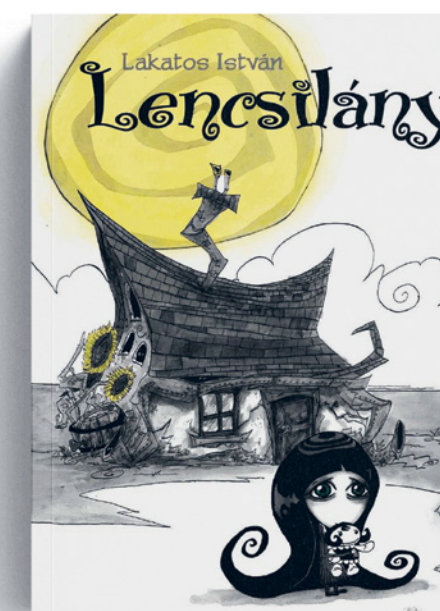
publisher
Nyitott könyvműhely,
Szépirodalmi Figyelő

year of publication
2010, 2019

number of pages
58, 112

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Awards
Nominee, Alfabéta Award for
the best graphic novel, 2011

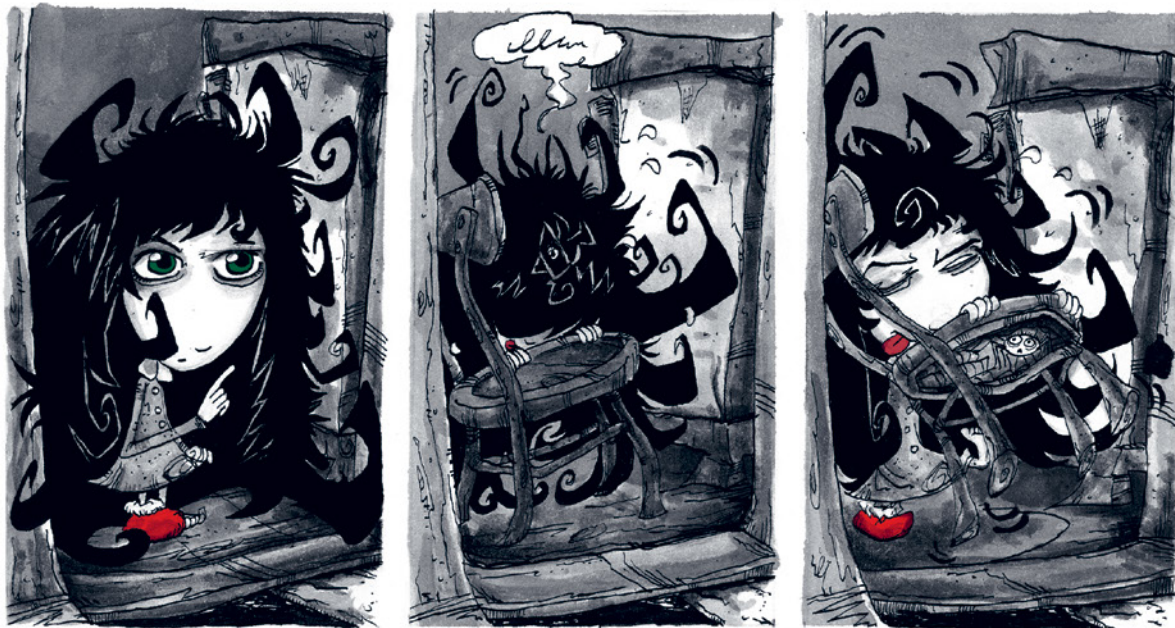




SZÖRNYEK
MÁSZKÁLTAK
A SZOBÁMBANI!

Jó reggelt,
Lencsilányka!
...ugyan már,
biztosan csak
rosszat álmodtál.

Na, várj csak – mondta a Lencsilány,
és visszamasírozott a szobájába.

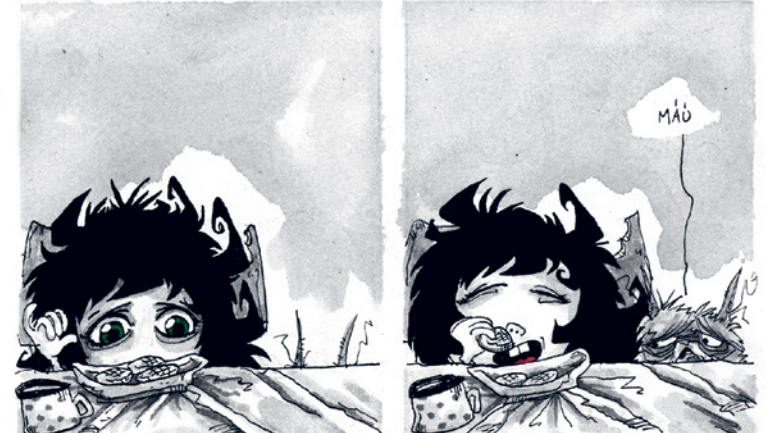


Ellen

Nahát, tényleg csak egy szörny lehetett!
De biztosan éhes volt az a szegény szörny, és
ha kislányokat eszik, egészen biztosan megfájdul a hasa.
Ezért inkább csak egy kis székot falatozott.



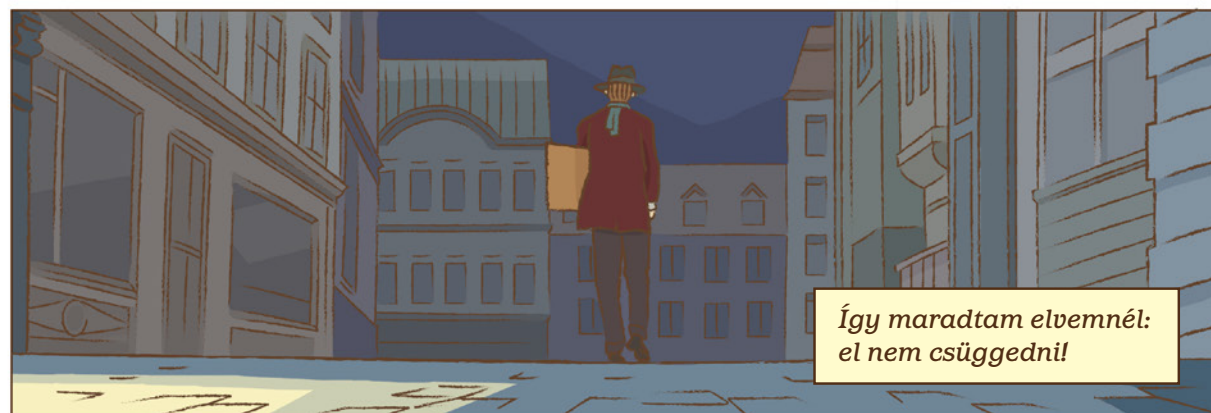
Ülj le szépen, és egyél inkább
finom pogácsát.



Nem, ő csak a kicsit bűdös,
dögölt halacskát szereti.



ÁRON KÁLMÁN CSONTVÁRY



“You will be the greatest painter of the sun’s annual path, greater than Raphael.” This was the divine message received by Tivadar Kosztká, an assistant pharmacist, on 13 October 1880. He immediately left his hometown and traveled to Rome to see the works of the renowned master. Standing in front of Raphael’s paintings, he wondered if perhaps he could paint better. Yet it took 14 more years after this pivotal moment for him to scrape together enough money to leave the pharmacy and embark on the long and painful journey of becoming a painter.

At the age of 41, he left Hungary again with the intention of never coming back. He studied painting with various masters in Munich, Paris, and cities in Italy. He was often laughed at, and his art was often ridiculed. He traveled around the world, never stopping, always painting and experimenting. Carrying his paints and tools on his back in a special box, he painted huge landscapes of Western Europe, Palestine, Syria, Lebanon, and Egypt. He changed his name to Tivadar Csontváry Kosztká.

This graphic biography is based on Csontváry’s autobiography: the intimate text reveals the desperation and creative vision of a true eccentric. Csontváry never followed any school or style. He was guided by his almost messianic faith in his work. He was painting on immense canvases and with a unique palette of colors, and he died alone in a hospital. The graphic biography shows the fragile hospitalized painter and the energetic and driven artist who was celebrated in Paris but misunderstood and mocked in Hungary.

Áron Kálmán’s graphic biography does not imitate Csontváry’s unique style. Instead, it relies on more reserved colors and beautifully designed pages to show Csontváry’s actual physical and artistic wanderings. The visual metaphors of the graphic novel match the visionary tone of Csontváry’s autobiography: each page invites the reader to contemplate the central topics of creation, doubt, self, and society.

author
Áron Kálmán

title
Csontváry

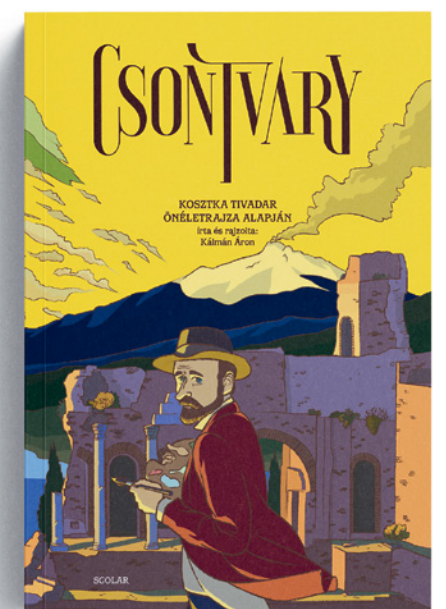
publisher
Scolar

year of publication
2019

number of pages
72

rights contact
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rights@scolar.hu

Awards
Nominee, Alfabéta Award for
the best graphic novel, 2020





ÁKOS DUDICH, GERGELY ORAVECZ
**THE SCROLLS
 OF FAITH NO MORE**



The San Francisco-based rock group Faith No More has been a musical mainstay since 1982, and it continues to headline music festivals around the globe. *The Scrolls of Faith No More* is a graphic biography of the legendary band written by music journalist Ákos Dudich and illustrated by Gergely Oravecz, a defining figure of the Hungarian alternative comics scene. Billy Gould, the band's bassist, reviewed the graphic novel before publication, and thanks to him, the dialogues and scenes reflect this vivid world, or the memory of this world.

Faith No More acquired legendary status due to their unique musical expression: they turbocharged hard rock with rap, heavy metal, hip-hop, new wave, soul, punk, pop, and even Middle Eastern folk music. By focusing on major events in the history of the band and on the banality and hardships of everyday life, the biography offers insights into how the band's distinctive sound was created. Readers can learn about the early influences on band members, their struggles to establish a name for themselves, and the circumstances surrounding the frequent changes in band members.

The Scrolls of Faith No More offers us a panorama of music in the making and gives a sense of how difficult it was for the radically different personalities of the band to maintain a sense of unity. Their diversity of approaches and interests, which brought such remarkable musical innovation to their work, increasingly turned out to be a source of conflict, and band members found themselves yearning at times to pursue other interests with other people.

This biography is exceptionally well researched, and it successfully balances between fact-based description, dialogue, and lively visualizations. One of the strengths of the graphic novel is its visual world: concert scenes were drawn based on actual footage and Oravecz's drawings focus on action and emotion.

authors
 Ákos Dudich, Gergely Oravecz

title
 The Scrolls of Faith No More

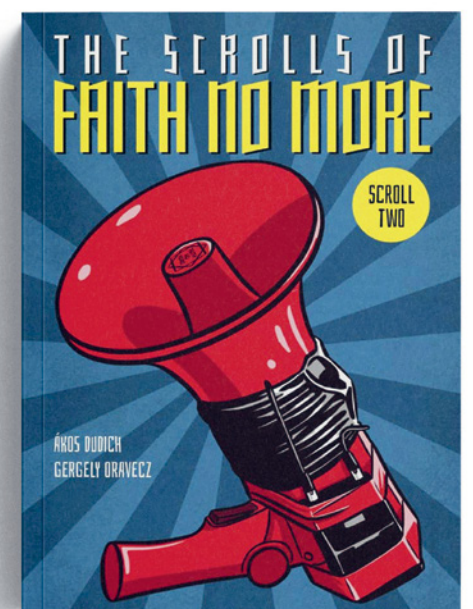
publisher
 Konkrét Könyvek

year of publication
 2020

number of pages
 86

rights contact
 Ákos Dudich
 dudich.akos@gmail.com

Awards
 Nominee, Alfabéta Award for
 the best graphic novel, 2021





THE REAL THING WAS DECLARED ALBUM OF THE YEAR BY KERRANG! BUT THE BAND'S GREATEST ACHIEVEMENT IN ALL THIS IS THAT ITS MEMBERS DIDN'T HAVE TO WALK THE LINE. THEIR LOOK WAS AS CASUAL AS IT COULD GET AND THEY MADE NO EFFORT TO COME ACROSS AS A COHESIVE, ORGANIZED UNIT.

"EPIC" WAS NOMINATED FOR A GRAMMY AWARD IN THE CATEGORY OF BEST METAL PERFORMANCE, BUT LOST TO METALLICA'S "ONE". AND DON'T FORGET, FNM WAS METALLICA'S FAVORITE BAND!



ANYWAY, THE GENERAL FEELING IN THE BAND WAS:



THIS
AIN'T
NO
JOYRIDE

MÁRTON HEGEDŰS
SINONIMO - LEVI
BOTOND LAKATOS
PETRA LILLA MARJAI

MÁRTON HEGEDŰS
CAR KEY CLAN



Set in a desert world imbued by the smell of motor oil, Márton Hegedűs's graphic novel explores passion, fanaticism, love, and lust. Oil City used to be a buzzing cultural center, where people lured by the promise of fossil fuels could always find a friendly bar. Now, however, the clubs are silent, and the lives of the remaining citizens are increasingly disturbed by the mysterious and violent Car Key Clan. It is rumored that members of the Clan drink petrol and that their once human bodies have united with their vehicles in ways that are both organic and mechanical. Of course, not everyone believes this kind of gossip.

The story follows a few days in the lives of a handful of characters: Eddie Lo-Mo, a jazz saxophonist on tour; Nina, a strong-minded yet kind restaurant owner; Pálma, a Jazz-loving mechanic; and Gus, a grumpy petrol station owner; and two nameless gangsters who seem to be running Oil City. A passion for a good espresso connects our central characters, for whom Oil City poses different different challenges. The Clan threatens Gus's livelihood when they hijack his monthly petrol refill and kidnap his assistant. Like members of the Clan, Gus has lost several limbs to the ethos of the automobile. Yet he does not hesitate. He resolves to get his assistant back and stop him from being turned into a human-machine hybrid.

The graphic novel skillfully alternates among the various storylines. Gus's rescue attempts are shown in action-driven sequences while Nina goes about her daily routine and packs her suitcase to visit a relative. In the meantime, the musician Eddie Lo-Mo kills time between gigs by calling his ex-wife and visiting bars. Quite by accident, he witnesses a transaction between the nameless gangsters and corrupt policemen, and he has to run for his life. It seems that the fates of the characters are decided on the highway in the endless desert.

Car Key Clan is among the first graphic novels published in Hungary. It takes the reader to a unique world mapped out by Hegedűs's characteristic lines and love of jazz. His oil black lines are forever prone to turning this story of car chases into a story of relaxed coffee sipping, and vice versa.

author
 Márton Hegedűs

title
 Car Key Clan

publisher
 Libri

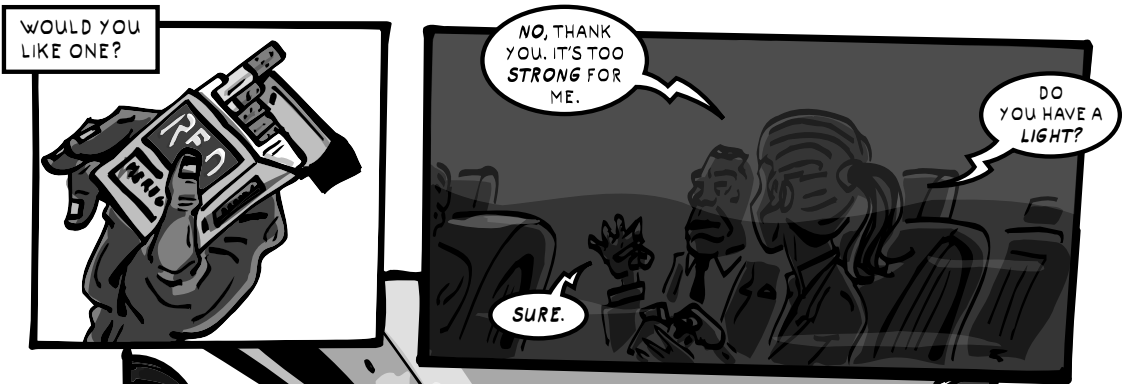
year of publication
 2012

number of pages
 184

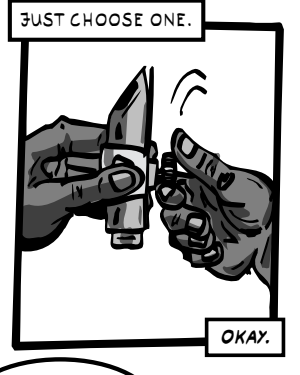
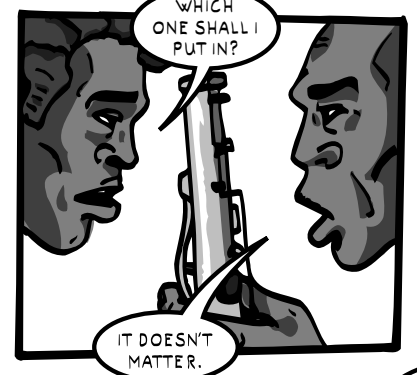
rights contact
 Márton Hegedűs
 martonhegedus53@gmail.com

Awards
 Winner, Alfabéta Award for the
 best graphic novel, 2013





A LITTLE LATER...



LIKE THE GERMANS, THE BOHEMIANS ARE A PEOPLE WHO FAVOUR ORDER. THEY FIGHT IN AN ORDERLY WAY AND HOLD THEMSELVES TO THE GALLANTRY OF KNIGHTS. IN CONTRAST TO THIS THE ITALIAN KNIGHTS ARE LESS HEAVILY ARMoured AND HAVE A GREATER TENDENCY TOWARDS IMMODERATE ECCENTRICITY. IT APPEARS THAT BOHEMIAN EXPERTISE IN BATTLE WILL PREVAIL OVER ITALIAN COURAGE, WHICH ALTHOUGH SPECTACULAR BUT IS OF LESS PRACTICAL USE.



SINONIMO, LEVI

KINGS AND CROSSES

Shifting allegiances, emerging leaders, declining dynasties: this is the world of *Kings and Crosses*. The four-volume series is set in a historical period rarely chosen by authors of graphic novels: the beginning of the 11th century. The balance of power in Europe is thrown into question when new players arrive, bringing new military tactics and new politics. As the first Christian Magyar king, Stephen of Hungary announces his claim to the Bavarian Principdom for his son through the rights of his wife, and alliances must be renegotiated. Armed conflict is also part of the negotiation tactics, as is deceit.

Whereas rulers from Constantinople to Cracow, from the Holy Roman Empire to the Pope have a say in the unfolding events, the story of *Kings and Crosses* focuses on a very specific geographical area: multi-ethnic Central Europe. In this region, several nationalities live side by side, and the chieftains within what we, with our modern way of thinking, call a nation have different ideas about the road to be taken. Some prefer the ancient structures that have helped them survive, while others see the potential in Christianity as a new religion and a new framework for politics.

Physical roads in this world are as complex and fraught with peril as the metaphorical paths: it is hardly easy to cross the swamps with armies marching into battle or to find the stones of the Roman road in a bog after a flood and under the threat of losing one's head. Nor is it easy to navigate this world as a woman – particularly one labelled a witch.

Taking place on the stage of history, *Kings and Crosses* is a fictional story based on historical events. Some of the characters are actual historical figures and the authors have paid particular attention to historical accuracy in the depictions of clothing, military equipment, and the material culture of the period. *Kings and Crosses* is a unique historical fantasy series with spectacular battle scenes.

Visually, the series is known for its stunning compositions, in which the dynamism of movement is balanced by elements of comics structure. These compositions, which take up the whole page, bring the density of historical painting and the fragility of stained-glass windows to the world of the graphic novel.

A free mobile application is also available to help curious readers find out more about the world of *Kings and Crosses*. Here, visitors can learn about the locations, German ritters, Hungarian horseman-archers, and Italian cavaliers presented in 3D in Augmented Reality.

authors
Sinonimo, Levi

title
Kings and Crosses

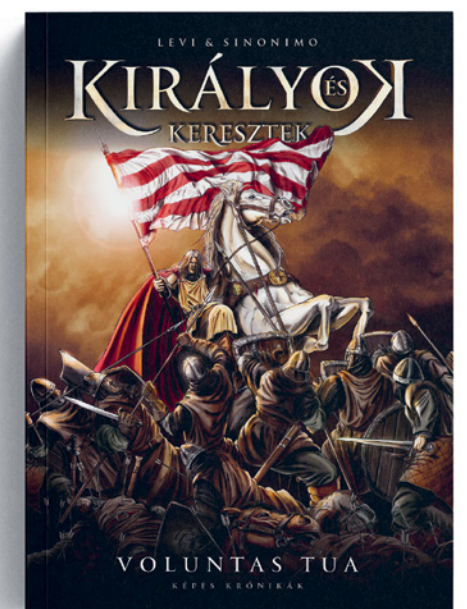
publisher
Enter Studio 98 Bt.,
Helikon

year of publication
2017, 2019

number of pages
100, 54

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Levente Németh
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Awards
Nominee, Alfabéta Award for
the best graphic novel, 2018, 2020





AS I SEE THE CHASE IS OVER, THE GERMANS HAVE TAKEN COVER AMONG THE ROMAN RUINS.

IT WILL BE DIFFICULT TO SMOKE THEM OUT OF THERE... AND IT MAY TAKE SOME DAYS.

WE'LL SEND OUT A SMALL GROUP TO BETTER SEE THE POSITION OF THE ENEMY.

PIETRO! IF POSSIBLE, DO NOT RIDE WITH THEM NOW. MY MOTHER WOULD BE SAD IF YOU LOST NOT ONLY YOUR SHIELD BUT YOUR LIFE IN THE BATTLE.



THE DISPATCHED MAGYAR HORSEMEN MAKE THEIR WAY TOWARDS THE REMAINS OF THE ROMAN FORTRESS WALL AT LIGHTNING SPEED.



EMERIC ALSO ORDERS HIS MEN TO STOP THE BLOODSHED. THE GERMANS HAVE PUT DOWN THEIR WEAPONS, THOUGH THE VARANGIANS WERE NOT TOO PLEASED...



KESE, EMERIC'S WELL-INFORMED PAGE, WHISPERS SOMETHING IN THE PRINCE'S EAR.



ALRIGHT, KESE! I UNDERSTAND!

LET'S ASSESS! IF YOU LET HIM KEEP HIS DIGNITY HE WILL LATER REWARD YOU IN A WAY WORTHY OF A KNIGHT.

IF YOU HUMILIATE HIM, HE WILL BECOME YOUR SWORN ENEMY. THE DECISION IS YOURS. BUT YOUR FATHER...



EMERIC AND HIS COMMANDERS APPROACH HENRY AND HIS MEN.

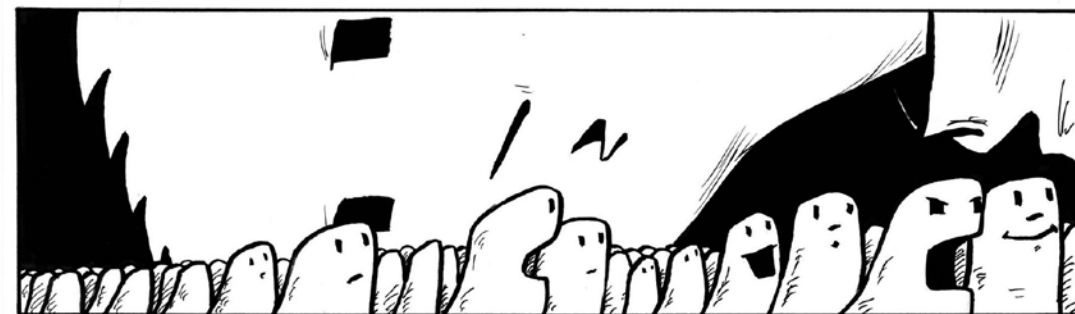
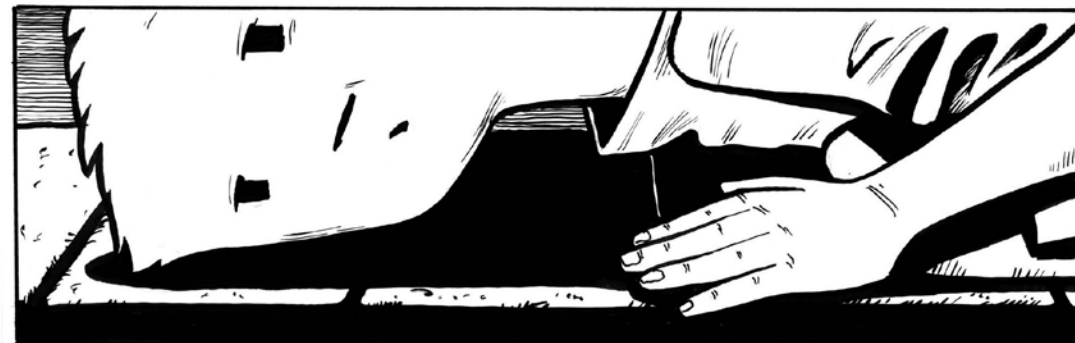
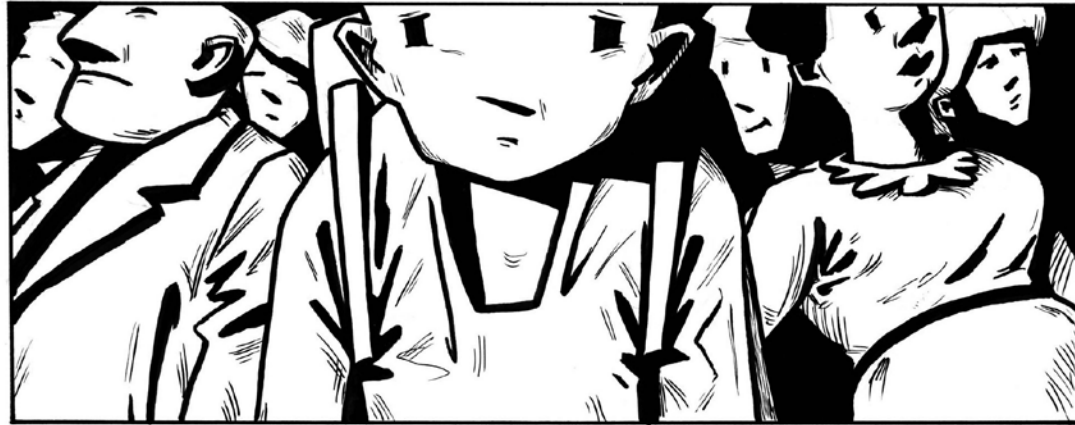
I OFFER YOU THE FREEDOM TO WITHDRAW IF IN RETURN YOU ACCEPT MY CONDITIONS: FROM NOW ON THE LAND BETWEEN THE LAJTA AND FISCHA RIVERS WILL BELONG TO THE MAGYAR KINGDOM. I DO NOT DEMAND A RANSOM FOR YOU AND YOU CAN DEPART WITH YOUR WEAPONS IN YOUR HANDS.

IN THE NAME OF THE HOLY ROMAN EMPEROR, I ACCEPT YOUR OFFER.



I PROPOSE THAT WE DO NOT DISCUSS THE DETAILS HERE. BE MY GUESTS AT SLOSS ENZESFELD CASTLE.

WE EXPECT YOU TOMORROW AFTERNOON AT OUR CASTLE WITH YOUR RETINUE. BUT DO NOT BRING THAT HORD FROM THE NORTH AS THEY WOULD INVOKE UNPLEASANT MEMORIES IN MY MEN...



BOTOND LAKATOS

REVOLT OF THE WORMS

Something is about to happen deep down in the earth. The kindling for a revolution is being lit beneath our feet. Will the conflagration destroy worlds?

The worms have had enough. No longer will they let construction workers dig them up with their immense machines, no longer will they put up with the neglect they have been suffering. They have very important roles in the ecosystem, after all. Their numbers are in the millions, and it is high time that the world heard their voices. They even have a media representative.

Revolt of the Worms is a social satire. It comments on the never-ending conflict between those with and without power and asks important questions about the environment. As the many sides of the conflict gradually unfold, the reader is invited to contemplate the cultural, political, and environmental conflicts and debates of the 21st century. What is power? What are the roles of humans as a species? How do we justify exploiting natural resources and exploiting the workers in sweatshops and illegal mines? In *Revolt of the Worms*, green issues and green satire cannot be separated from social issues and social satire.

The protagonists of the story are three kick-ass lady worms: we see the events leading up to the protest through their eyes, and they also introduce us to the media representative/philosopher mentioned above. Humans are represented by Tóbiás, a little boy. Tóbiás is in love with nature and is fascinated by the animal kingdom. He has several unusual pets, and he cares for the small animals which visit his garden. The way he sees the world changes dramatically when his friend, a cheeky cat, takes him to the protest held by the worms.

The protest is ignored by some, misunderstood by many, and eventually dispersed by the police. Yet Toby, who makes friends with the lady worms, is shown the world from a point of view he has never considered before.

The story of *Revolt of the Worms* is narrated in a minimalistic style: anything can happen in this black and white geometric visual world populated worms who talk, revel, quarrel, and protest.

authors
Botond Lakatos

title
Revolt of the Worms

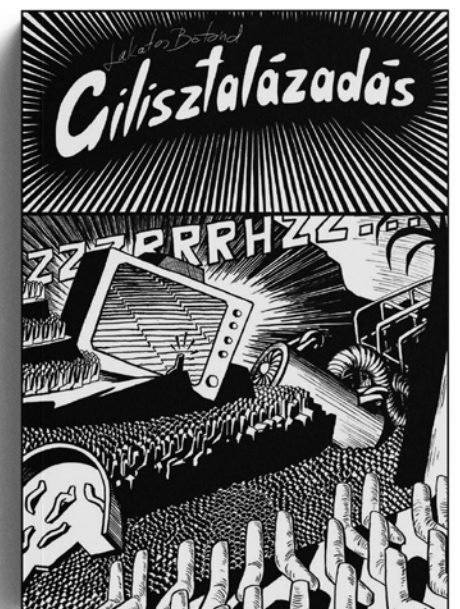
publisher
Self-published

year of publication
2019

number of pages
82

rights contact
Botond Lakatos
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Awards
Nominee, Alfabéta Award for
the best graphic novel, 2020





PETRA LILLA MARJAI
EKI & COCO

Two girls, Eki and Coco, seem to be stuck. It is as if their lives have come to halt. The days are monotonous, a repetitive succession of partying, doing nothing, applying for jobs, hanging out, getting rejection letters, and dreaming of fleeing for somewhere, anywhere.

The girls talk about their desires, particularly their sexual longings, yet they are stuck in their romantic relationships as well: keeping boyfriends is as difficult as letting boyfriends go. Past experiences are sour, and the list of men not worth bothering with seems endless.

They reach out to Oma, Coco's grandmother, in search of much needed diversion and advice. Coco considers the free-spirited elderly woman, who has lived her life defying expectations and following her heart's desires, as her role model. Oma never did what was expected of her, and she left her native small village in Austria for the French coast, going from one husband to the next, four times. According to the girls, Oma knows how to live. In due course, she arrives, and she takes Eki and Coco on holiday.

Petra Lilla Marjai is a key figure of the zine and women's comics scenes in Hungary. *Eki & Coco*, her first graphic novel, investigates and visualizes important topics, including female friendship, generations within the family, desire, sexuality, and embarking on life as an adult.

This story does not aim to draw life-changing conclusions. Rather, it offers a record of passing impressions and feeble states, dreams and hallucinations, memories of sexual encounters and everyday chitchats. The reader is invited to get to know the characters and experience the banalities and the dramas of life from an intimate closeness.

Eki & Coco is a visually unique graphic novel: Marjai uses crayons and bright colours to tell this very personal story. The colour palette and the drawing tools she has chosen, which are often associated with childhood and children's drawings, are used here to represent a wild and, at times, explicit story. As a result, in this graphic novel, the vivid world of colour blocks becomes an expression of the vitality of the characters, and the artist's personal touch is felt in each crayon mark on each page.

author
 Petra Lilla Marjai

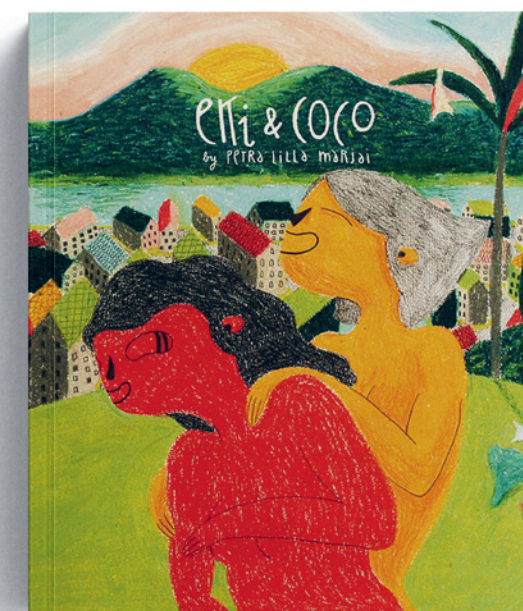
title
 Eki & Coco

publisher
 Self-published

year of publication
 2015

number of pages
 56

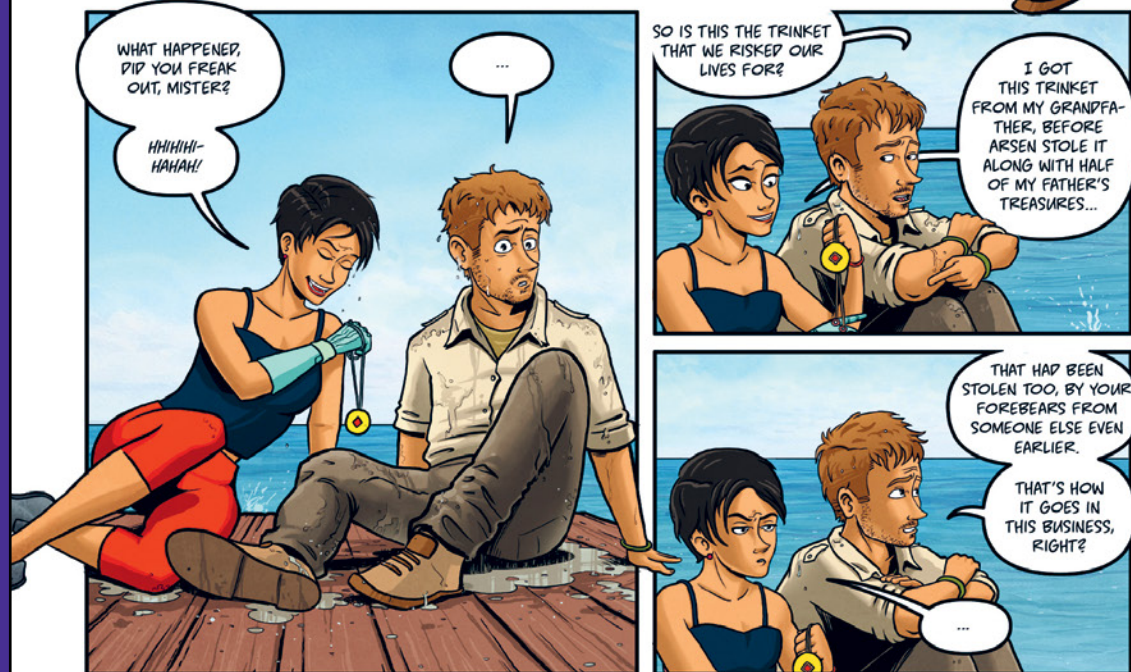
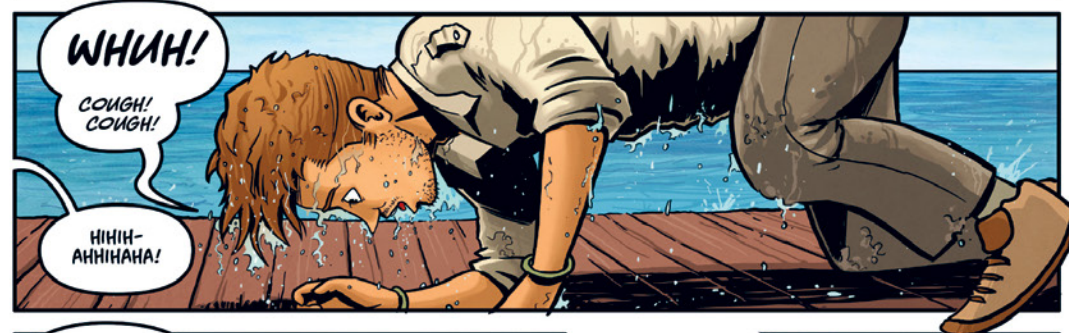
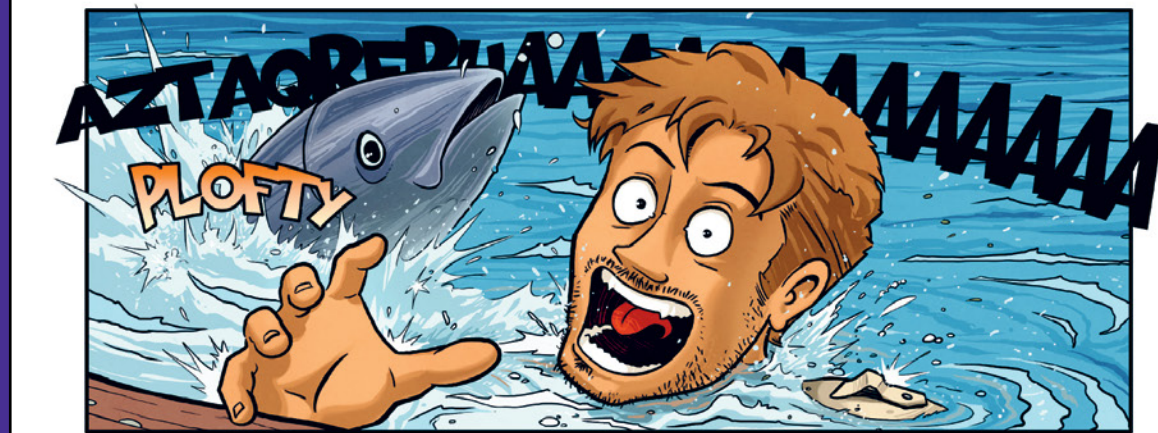
rights contact
 Petra Lilla Marjai
 petralillamarjai@gmail.com





YOUR
KHAKE
SHIRT
WILL
GET
DIRTY

ROLAND PILCZ
GYÖRGY SOMOGYI - ISTVÁN DOBÓ - SZABOLCS TEBELI



ROLAND PILCZ

YKX - THE ADVENTURES OF YORN KAYRAH XEMOVRAH

This adventure comic series takes the reader from a museum of antiquities in Italy to a research base at the South Pole, from the skyscrapers of Manhattan to a mysterious tropical island. Our hero is Kay, an adventurer and detective tormented by self-doubt. Although he tests his luck each time he gets into a motorcycle chase or takes on a new job, he never loses his wits and he always manages to talk himself out of whatever tricky situation he winds up in. He enjoys verbal sparring with friends and enemies alike, and he falls in love with the first woman who can pronounce his full name, Yorn Kayrah Xemovrah.

When Kay fails to stop a museum robbery and crashes his antique motorbike in a spectacular wreck, his efforts are noticed by Mr Arsen, the mysterious millionaire and passionate treasure collector. Arsen shows Kay a rarity, an ancient, broken golden tablet which has been passed down in his family from generation to generation. In due course, Arsen hires the young adventurer to find the missing piece. He promises him safe travel, a good cover story, and good money, though he fails to inform him about a centuries-long conflict between Arsen and his mysterious nemesis, Trenton. Always in need of adrenaline and money, Kay takes the job, not suspecting that he will find himself in the middle of changing alliances, family grievances, and a violent rivalry between interest groups. Kay cannot always fulfil his employers' expectations, but he does his best to make up for his shortcomings with his perseverance. He continues his investigation even after he has been fired, and he finds himself working as a member of an array of different teams at an array of different locations.

With *YKX*, Roland Pilcz's second adventure/action comic series, Pilcz pays homage to Indiana Jones and the tradition of witty action comics. Indeed, the strengths of the series include its verbal and visual humour and the playful recontextualization of well-known elements of the genre. One can also hardly fail to be enthralled by the breath-taking colour palette.

author
Roland Pilcz

title
YKX - The Adventures of Yorn Kayrah Xemovrah

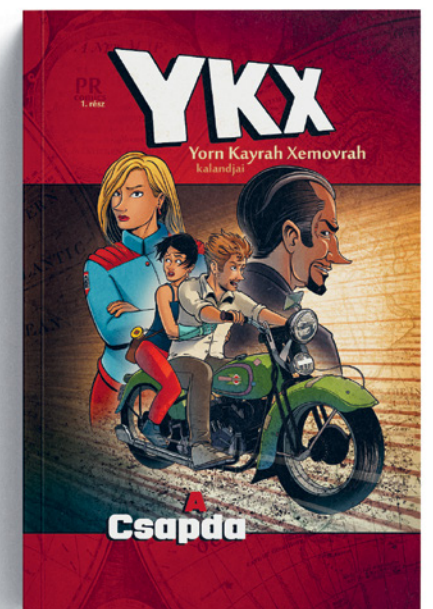
publisher
Roland Pilcz
OneWay Media

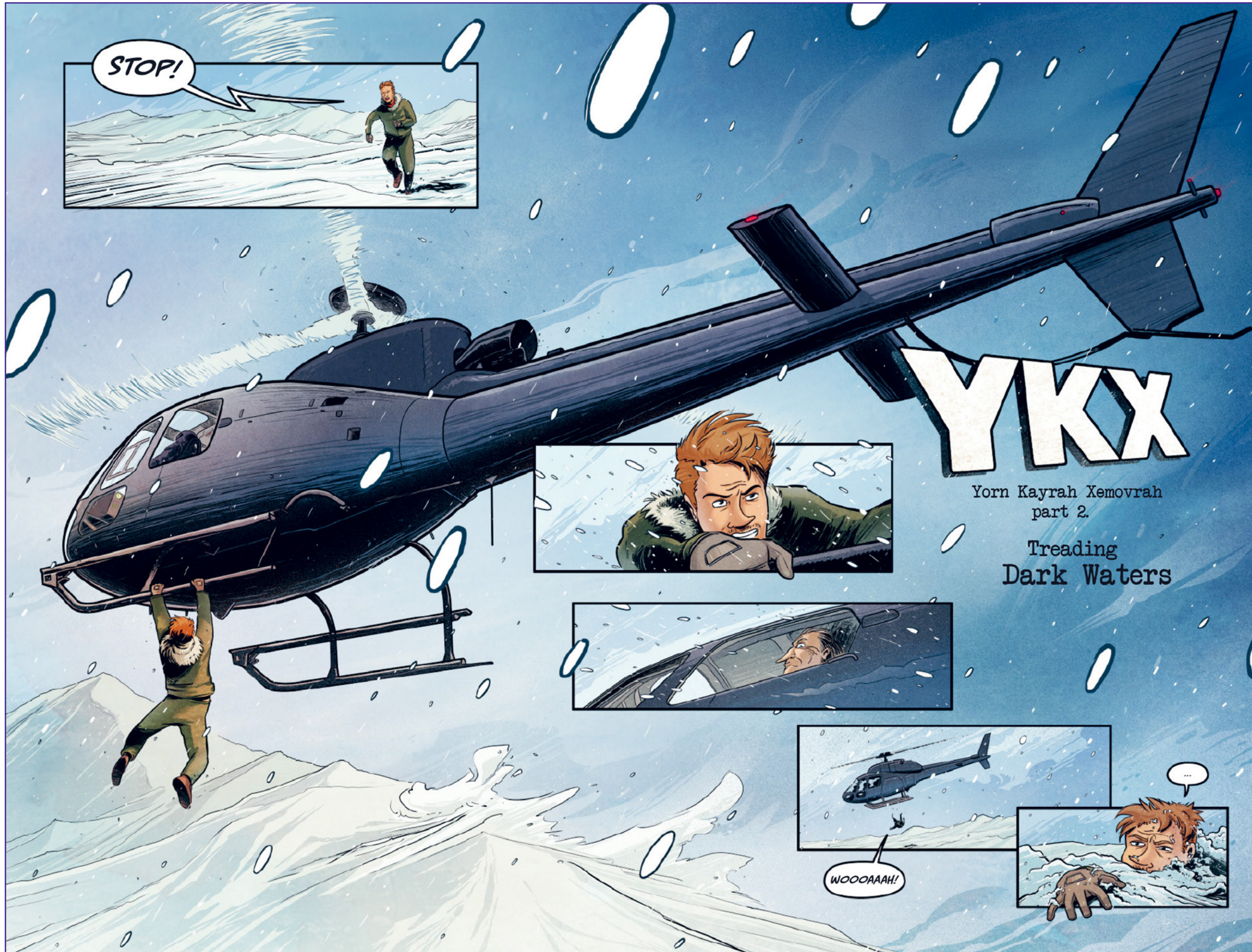
year of publication
2018, 2019, 2020

number of pages
28, 28, 32

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lordcaplinz@gmail.com
OneWay Media
info.kittenberger@gmail.com

Awards
Nominee, Alfabéta Award for the best long comic, 2011





STOP!



WOOOAAAH!



...

YKX

Yorn Kayrah Xemovrah
part 2.

Treading
Dark Waters

GYÖRGY SOMOGYI, ISTVÁN DOBÓ, SZABOLCS TEBELI
KITTENBERGER

"I am out of bullets and we are going to investigate a mysterious rhino," writes Kálmán Kittenberger, a natural historian and the hero of this young adult adventure series on the first page of the first volume. Though he feels at home in the wild and is excited about the secret which awaits investigation, he does not suspect that this fast-paced journey will take him into the heart of the Belgian Congo, where he will have to face Kurtz, the evil general who is exploiting the locals. Little does he know that he will be part of a team which will have to stop an evil scientist from developing the most powerful weapon in the world. And he definitely does not expect that he will help smuggle out photographic and written evidence created by the linguist and anthropologist, Emil Torday, about the terrible state of the Belgian colony.

As the above suggests, *Kittenberger* is an exceptionally well-researched series mixing fact and fiction. The protagonist, Kálmán Kittenberger, was an actual person, a legendary natural historian from Hungary who spent 16 years in the various states of Africa. In the graphic novel, he is an investigative explorer and an expert tracker of wild animals who is outraged by injustice. His two sidekicks lack his discipline, and because of their recklessness, in the second volume, the reader is given glimpses of the 1908 Olympics, the anarchist movement, and international espionage. Set a few years after the Casement Report on the abuses which were taking place in the Congo, Kittenberger's volumes map the social and cultural changes of the beginning of the 20th century, from the suffragette movement to the opportunities created by rapid international travel.

The series is, first and foremost, an adventure series for young adult readers: the above mentioned sociocultural setting is creatively crafted against a colourful steampunk backdrop. Portable steam telephones, floating cities, zeppelins, and steam-powered voice identification and crazy motorcycles help both our heroes and the villains in their attempts to achieve their aims.

authors
 György Somogyi, István Dobó,
 Szabolcs Tébéli

title
 Kittenberger

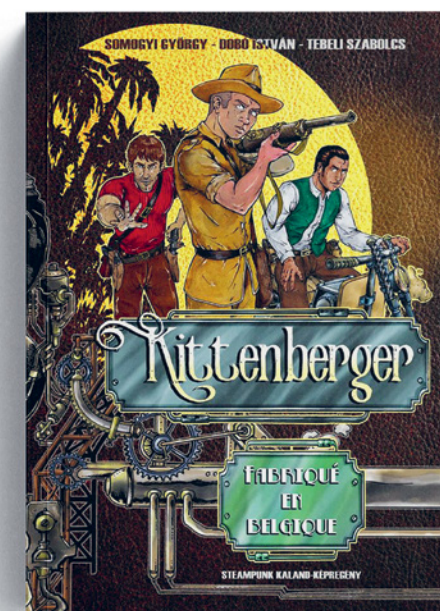
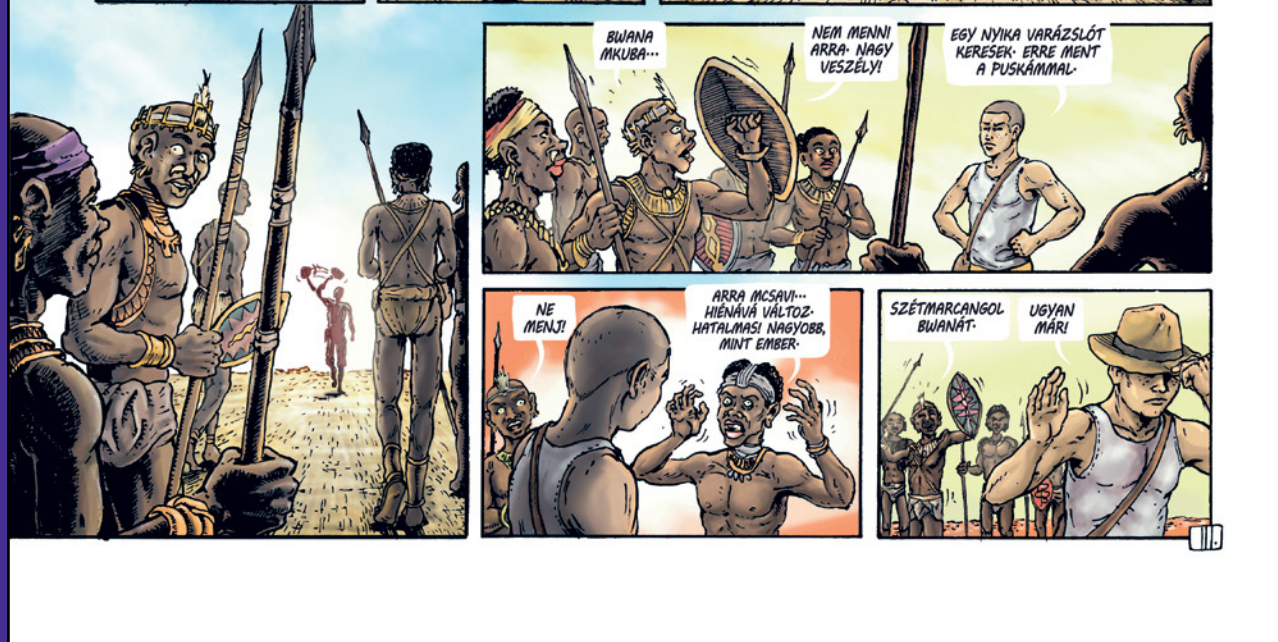
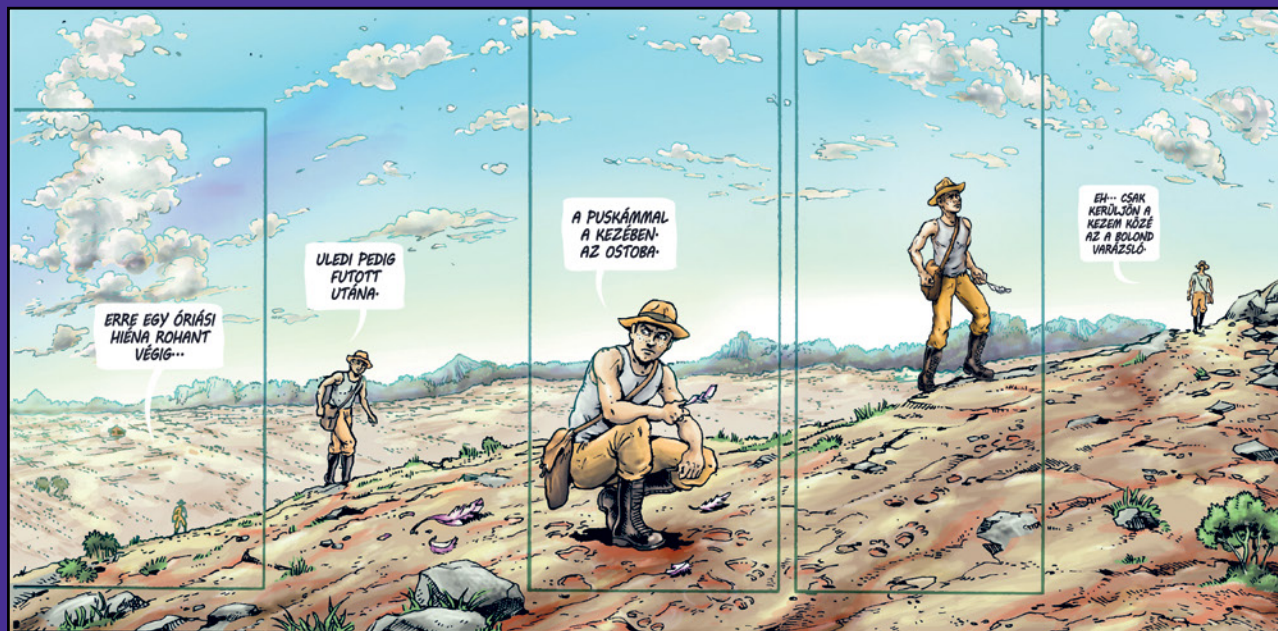
publisher
 One Way Media

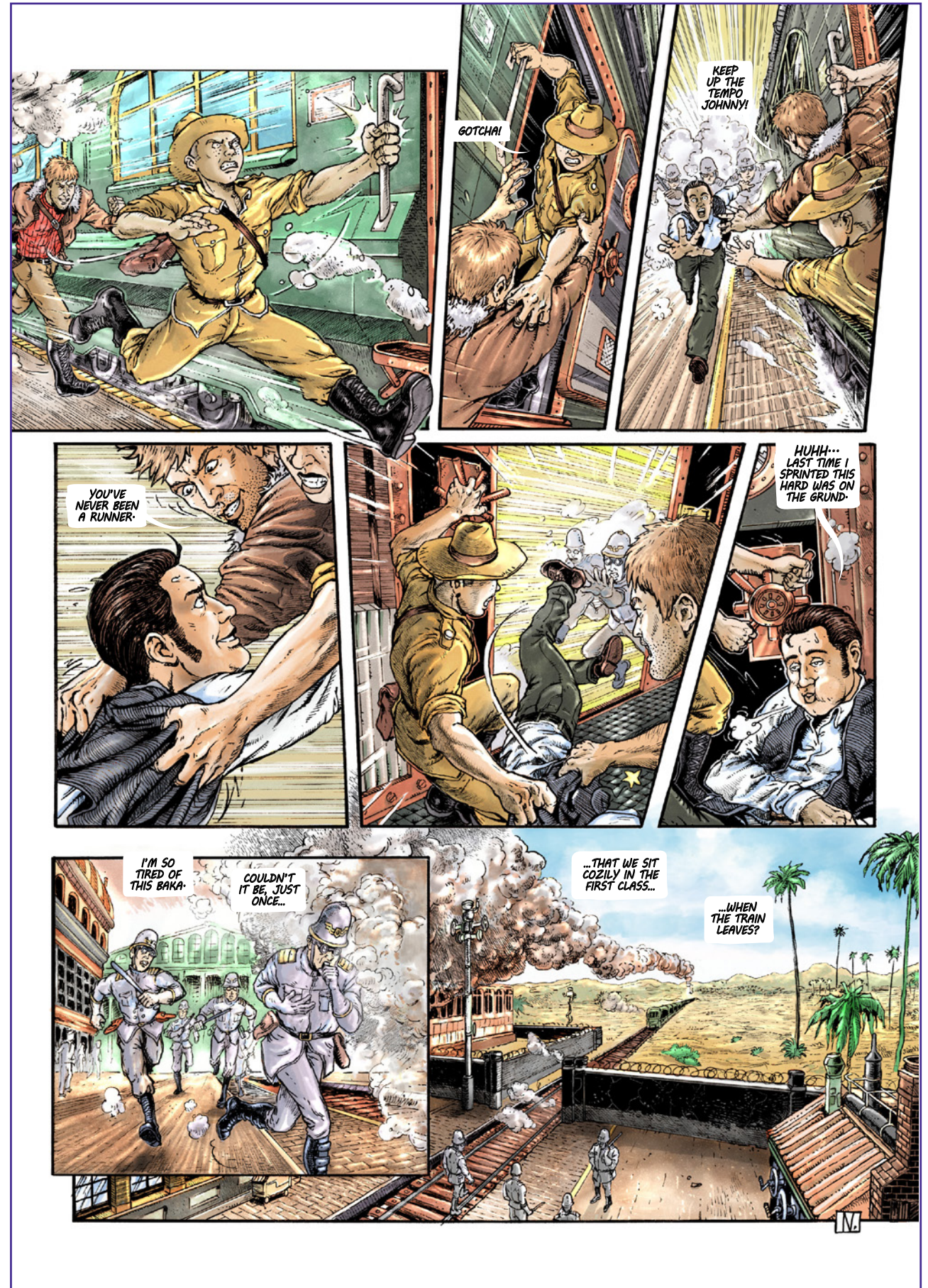
year of publication
 2016, 2018

number of pages
 60, 60

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 kaputykin@gmail.com
 OneWay Media
 info.kittenberger@gmail.com

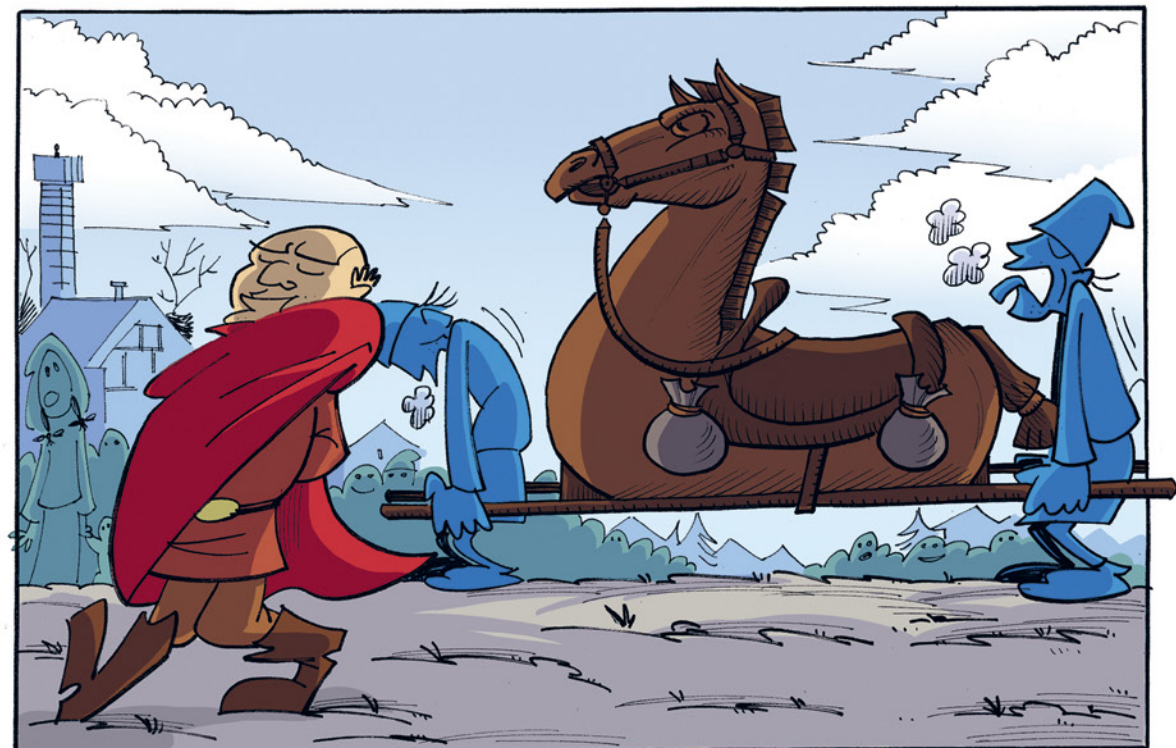
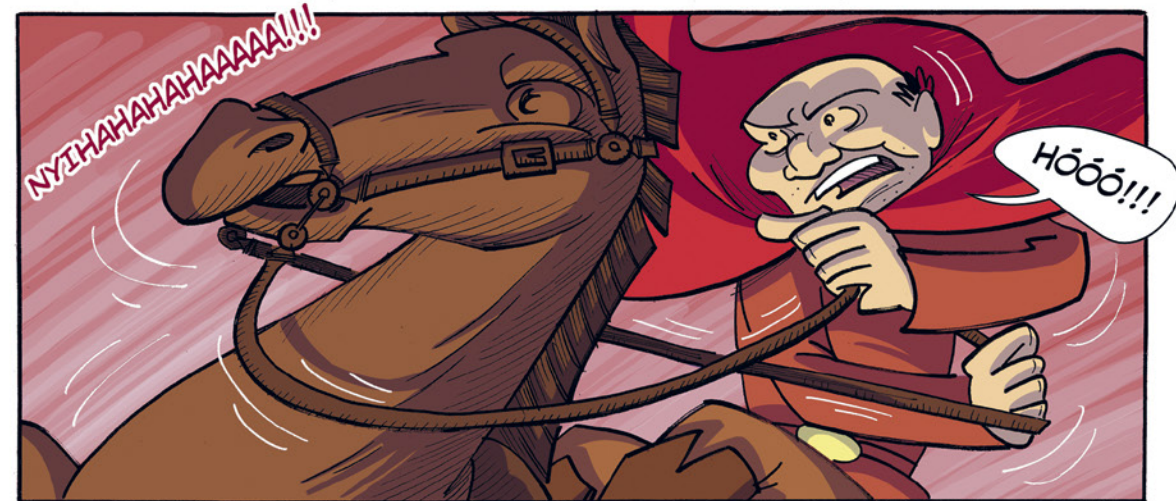
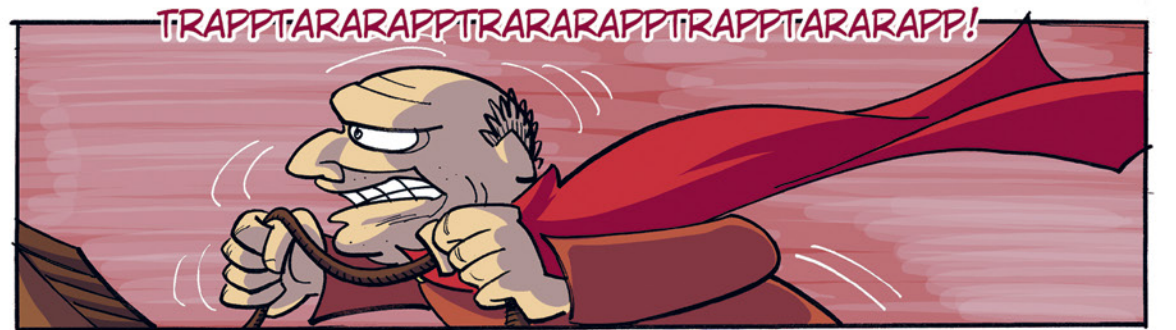
Awards
 Volume 1: Winner, Alfabéta Award
 for the best graphic novel, 2017;
 Volume 2: Nominee, Alfabéta Award
 for the best graphic novel, 2019





A PRINCESS OF MAGIC

ANDRÁS TÁLOSI – GÁBOR MOLNÁR – ZOLTÁN KOSKA
MARIA SURDUCAN – ANNA JÚLIA BENCZÉDI



ANDRÁS TÁLOSI, GÁBOR MOLNÁR, ZOLTÁN KOSKA

THE AMAZING ADVENTURES OF COURAGE AND PORRIDGE

Once upon a time, there was a bloodthirsty warlord who brought misery and destruction to the valleys and villages which he plundered. Legends say that a magic armour and a magic helmet gave him his power, and that he hoarded the greatest treasure of all time. By now, however, the whereabouts of the armour, the helmet, and the treasure are long a mystery, though many people, including the arrogant governor and some very creative thieves, want desperately to find them.

Gyurkó is an ordinary teenager who lives with his mother in a small village. His older brothers have long left, and they may have done well for themselves and settled in more prosperous lands. Alas, nothing Gyurkó does is good enough for his mother: compared to the idealized brothers, he is a good-for-nothing. Quite unexpectedly, one day Gyurkó decides he has had enough, and he leaves. Little does he know that the next day he will find the lost armour and helmet in the forest.

And behold, the armour speaks! It hosts not one, but two personalities and voices: one in each shoulder. They are Courage and Porridge, and they are bored stiff of lying hidden in the forest.

When Gyurkó naively puts the armour on – it fits perfectly! – he finds himself chased by the people who have come to the Sunday market and by the governor's troops. Suddenly, he has become the most wanted man in the kingdom.

Gyurkó's adventures take him to unexpected places, such as the governor's city, a den of thieves, and a hut where an old couple form a secret resistance movement. Chased by almost everyone in the land, imprisoned by the military, and rescued by a secret friend, the good-hearted lad finds out more and more about the history and the power of the armour and helmet. Gyurkó also makes unexpected friends on his journey, including the armour itself and the talkative Elek, who would do almost anything to get the secret treasure. At one point, however, the armour is stolen for good. The long dead warlord is reincarnated, and Gyurkó and his friends are the only ones who can put an end to the disastrous events.

This original and intricate story is told with a great deal of verbal and visual humour. Some of the characters, such as Gyurkó, the youngest son, and the power-hungry governor, evoke figures from Hungarian folklore. Other characters, such as the thief girl, the opera singer, and the talking armour, add original twists to the tale.

authors
András Tálosi, Gábor Molnár, Zoltán Koska

title
The Amazing Adventures of
Courage and Porridge

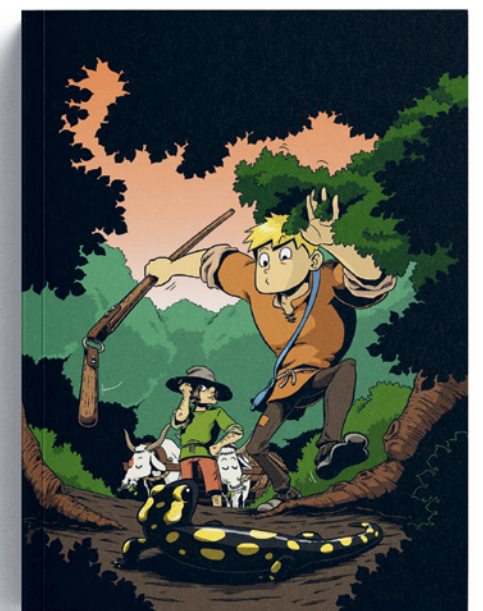
publisher
Self-published

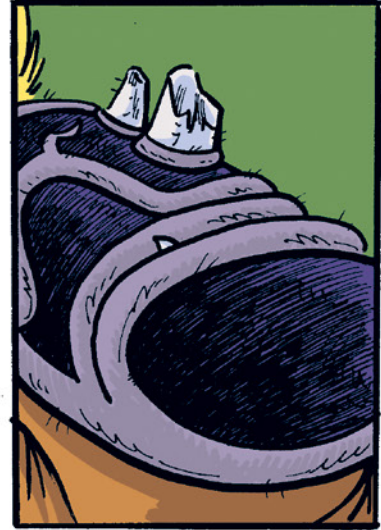
year of publication
2013–2018

number of pages
194

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talosiandras@gmail.com

Awards
Winner, Alfabéta Award for
the short long comic, 2014





MARIA SURDUCAN, ANNA JÚLIA BENCZÉDI
THE WATER FAIRY

There are legends and myths according to which the forest has magic powers and it will grant everyone their deepest wish. But what do the characters of our tale really desire? A group of miners is desperate to find gold. Two brothers set out to find rank and respect. A cheeky Water Fairy lets one of the brothers believe that he has captured her. The fairy and the man eventually fall in love, and the Water Fairy decides to live as a human, abandoning her sisters and only rarely using her powers. However, soon the lives of the young couple are disturbed by a force beyond their control: human greed.

The Water Fairy is a magical graphic novel series for young adults. The story is a clever retelling of folk tales: it introduces well-known archetypal characters, such as the shape-shifting fairies and the spirits guarding the forest, alongside modern concerns, such as industrialization and the impact of humans on the environment. As the small mining settlement becomes more and more prosperous – thanks to the Water Fairy – more and more people arrive. They erode the environment which they regard as a resource, and they are unable to recognize the magic.

The authors, Maria Surducan and Anna Júlia Benczédi, slowly but steadily outline a seemingly unresolvable conflict between worlds, mind-sets, values, and husband and wife. The visual world created by Benczédi offers a sensitive backdrop to the subtle changes of tone in the story and spectacular images which capture the scenes of conflict.

At the epicentre of the tale, we find the beautiful and powerful Water Fairy: by focusing on the compromises which she has to make in order to live with her human husband, the authors create a complex protagonist who sticks to her life choices as long as possible. However, her efforts and commitment are increasingly misunderstood, even by her husband, and this brings the narrative to a dramatic climax. The first volume of the series explores the roots of tension. We trust that in the second volume, which is still in the making, the protagonists will find a way out of this intricate web of magic and desire.

authors
 Maria Surducan, Anna Júlia Benczédi

title
 The Water Fairy

publisher
 Makaka Éditions

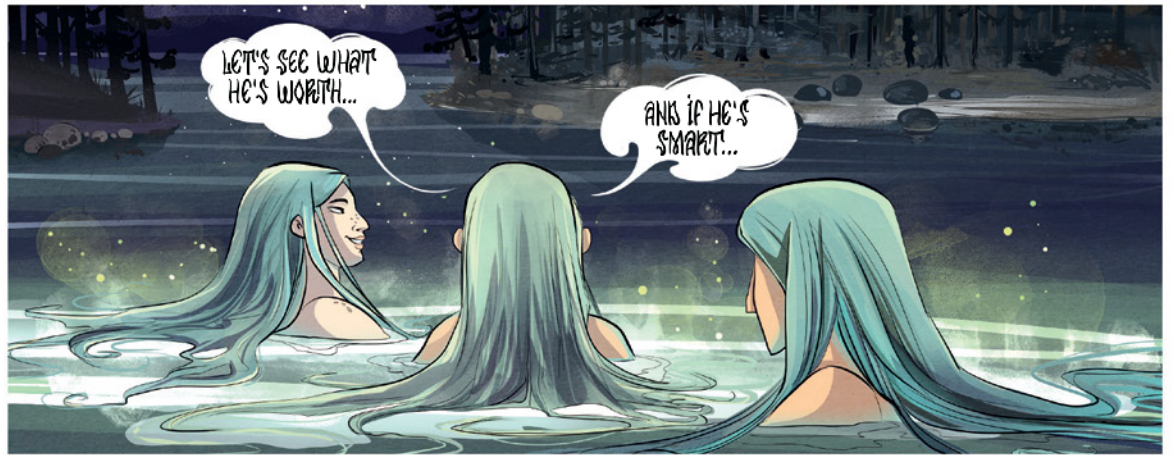
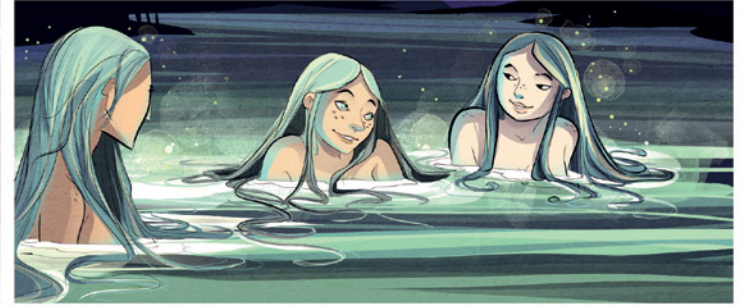
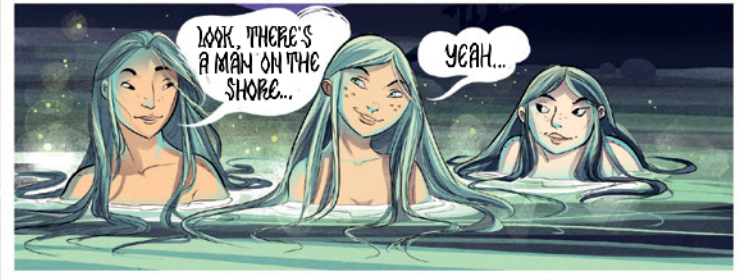
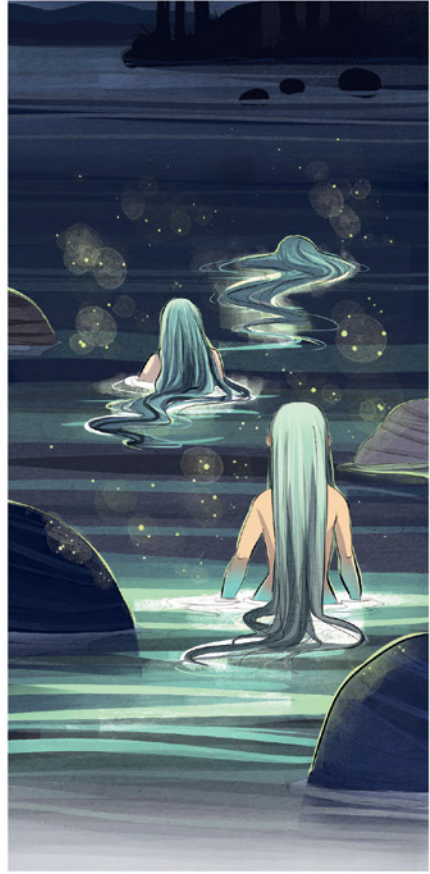
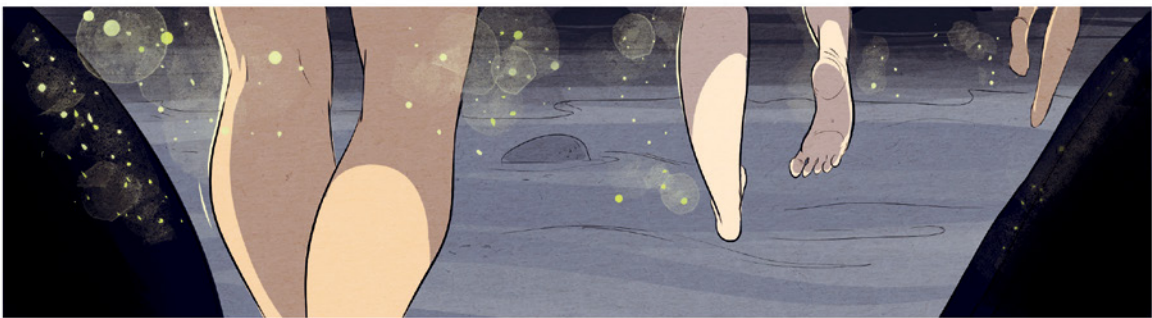
year of publication
 2019

number of pages
 64

rights contact
 Makaka Éditions
 shuky@makaka-editions.com

Awards
 Winner, Alfabéta Award for
 the best graphic novel, 2020





SOME HEROES ARE SILENT

NONAME

MIKLÓS FELVIDÉKI

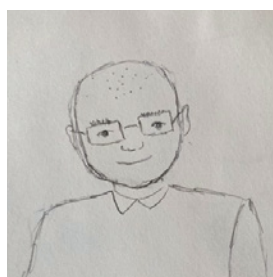
Felvidéki Miklós started drawing comics at a young age. His first successes came when he won third prize at the FUMETTO comics competition at the age of 17 with an episode of his short comic series *Noname*. Since then, he has put out solo books like the graphic novel *Némajáték* (“Dumb Show”). He has also published his short comics in Hungarian anthologies and magazines and has appeared at group exhibitions internationally. He collaborated with other writers on projects like *Action Journalism* and the webcomic series *Warm Blood* and *Spera*. He is a winner of the Alfabéta and Pál Korcsmáros Awards.



Ink

ALEXIS NOLENT

Alexis Nolent was born in France in 1967. He grew up in the Caribbean. He published his first comic book in 1990 and a novel in 1993. He has now published close to 60 comic books, including the hit series *The Killer*, soon to be a Netflix movie directed by David Fincher, and *Bullet to The Head*, adapted by Walter Hill and starring Sylvester Stallone. Nolent has translated novels (Jerry Stahl, Donald Westlake, Jim Thompson), and he has written for French TV and videogames (including Splinter Cell, Assassin’s Creed, Far Cry...). He lives in Paris and the southwest of France.



ATTILA FUTAKI

Attila Futaki was born in Békéscsaba in 1984. His family was a simple middle-class family. At the age of 12, he began taking an interest in comic books. He pursued studies at the Hungarian University of Fine Arts and the International School of Comics in Florence. His first Hungarian-language album, entitled *Spiral*, was published in 2009 by Magvető and Editions Carabas in France. Futaki then traveled to San Diego for Comic Con in the hopes of a pursuing a career in the US. His comics have been published in English, French, Spanish, Italian, Dutch, German and Polish.



Pipien Molestus

ZSOLT VIDÁK

Zsolt Vidak is a Hungarian illustrator. He lives in Budapest. He has had several solo and group exhibitions in Hungary, the Netherlands, Norway, and the Republic of South Africa. His illustrations and comics have been published in Spanish, Brazilian, American, German, Latvian, Polish, Croatian, Serbian, and Romanian periodicals. He often works together with underground magazines, like *Komikaze*, *Cheap Est*, *Roham*, and *Symposion*. Since 2005, he has been a regular stamp illustrator for the Hungarian Post. He has planned stamps commemorating the 2010 Vancouver Winter Olympic Games, for example, as well as postal delivery vans and the 125th jubilee of MOME.



BREATHE THE SCREAM ART

Rag girl

ISTVÁN LAKATOS

István Lakatos is not only comics artist, he also writes children’s and young adult novels and has illustrated numerous books. He has won the Alfabéta Award, the most prestigious Hungarian prize for comics, twice, and his two novels have won the Children’s Book of the Year Award. In his works, he draws on classical works of literature, mythologies, American comics from the 1930s and 1940s, and pulp magazines. He is almost omnivorous in his tastes. He loves silent movies as much as he does 1980s horror films and Disney cartoons.



Csontváry

ÁRON KÁLMÁN

Áron Kálmán first burst onto the comics scene with two short csomics published in *Random Virtuális képregénymagazin*, an online comics magazine. The first comic was a gripping horror story entitled *Az idő trefája* (“Time’s Joke”), the second one was a surreal noir entitled *Dark Jazz*. He developed a close working relationship with writer Máté Matuszka, whom he met at *Random*, and the two have continued to embark on projects together. They have submitted joint works to numerous competitions. Their short comic, *A vonal* (“The Line”) looks back on the outbreak of the First World War, and it won the Alfabéta Award in the best short comic category in 2015. In 2019, *Csontváry*, his first solo graphic novel, was published.



The Scrolls of Faith No More

ÁKOS DUDICH

Ákos Dudich is a music journalist, writer, and translator. He runs his own publishing house, KONKRÉT KÖNYVEK, which primarily specializes in music autobiographies like *Scar Tissue*, *Official Truth*, *101 Proof: The Inside Story of Pantera*, *My Bloody Roots: From Sepultura to Soulfly and beyond*, *I’m the Man: The Story of That Guy from Anthrax*, *Commando: The Autobiography of Johnny Ramone*, *A Perfect Union of Contrary Things*, *Got the Life: My Journey of Addiction, Faith, Recovery, and Korn*, and similar titles. His next graphic novel project is *The Intergalactic Story of the Beastie Boys*.



GERGELY ORAVECZ

Gergely Oravecz is a comics artist and illustrator living and working in Budapest. He’s best known for his autobiographical work, and he has won the Alfabéta Award (the Hungarian Comics Association’s prize) for his daily comic strip *Blossza* in 2011 and for *Minden belefer* (“Everything Fits”), a collection of short comics, in 2020. He’s also the illustrator of *The Scrolls of Faith No More*, a graphic novel of the history of American rock band Faith No More, written by Ákos Dudich. Since 2019, he has coedited the underground comics magazine *Q KépregényÚjság* with his partner and frequent collaborator, Móni Hudra.



HISAIN' NO JOYRIDE

Car Key Clan

MÁRTON HEGEDŰS

Márton Hegedűs began working as a magazine and book illustrator in the early 2000s, directing animated films, making comics, and creating outdoor and indoor decorative works. He sees comics as an unrivalled art form in which the artist can create a fantastic universe through the unity of image and text. He has produced comics series for weekly and monthly magazines, websites, and art magazines and advocacy organizations. His 180-page graphic novel *A Slussz Kulcs Klán* (“Car Key Clan”), won the Alfabéta Award of the Hungarian Comics Association in 2013 and became the “Graphic Novel of the Year.”



Kings and Crosses

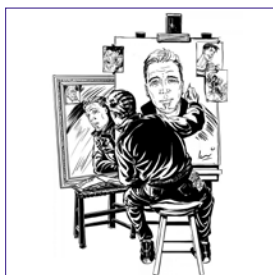
SINONIMO - JÁNOS MÉSZÁROS

János Mészáros began his career in the film and video industry in 1989. He wrote synopses and advertising texts for video distributors, multiplexes, and advertising agencies. He has been serving as a marketing consultant since 2003. He also translates and writes short stories and books. In 2017, he and Levente Németh began making and publishing a historical graphic novel series entitled *Királyok és keresztek* (“Kings and Crosses”), which they published through their own publisher, Képes Krónikák Kiadó (“Illuminated Chronicles Publishing House”).



LEVENTE NÉMETH

Levente Németh graduated from the Hungarian Academy of Fine Arts. He is a graphic designer. He runs his own graphic design company, enter98.com. Under his leadership, enter98 has become a recognized creative studio providing a wide range of graphic design services and organizing marketing strategies for theaters, cultural festivals, and international sports events. He has won several awards for his work. In 2016, Levente decided to start drawing comics. His first graphic novel was the *Királyok és keresztek* series (“Kings and Crosses”), which has been published in French, German, and Dutch.



Revolt of the Worms

BOTOND LAKATOS

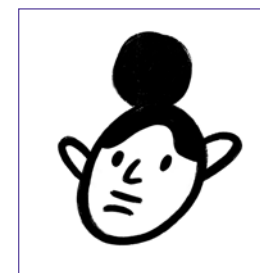
His childhood dream came true when he became a professional painter, though he tried his hand in many areas. He worked on the line in the metal industry, and amidst the clatter of machines, he invented the stories which he now draws as graphic novels and comics, including the story of *Gilisztalázadás* (“Revolt of the Worms”). The medium of comics is particularly appealing to him because it allows him to express his ideas clearly. In the fine arts, one often has to engage in research to arrive at an interpretation of a work, and then one must pen an explanation and put it under a painting. In comics, in contrast, the explanations are part of the work from the outset.



Eki & Coco

PETRA LILLA MARJAI

Petra Lilla Marjai works as a graphic novelist and animation designer. After completing a BA in animation at MOMÉ, she studied at the KASK & Conservatorium / School of Arts Gent, where she completed a master's degree in audiovisual art. She is the founder and organizer of Zina, a publication which focuses on works by contemporary artists, and the Ukmukfukk Zine Festival. She contributed as leading background designer to the Candide series, which was voted the best animation by Hungarian film critics. She currently does a monthly mini-comic series for the magazine *Filmvilág* (“Film World”).



YOUR KHAKI SHIRTS WILL GET DIRTY

YKX - The Adventures of Yorn Kayrah Xemovrah

ROLAND PILCZ

Born in 1984, Roland Pilcz devoured the picture books, comics, and films which were available to him as a child, though, alas, the selection was modest at best. In 2004, his first comic was published in a sci-fi anthology, followed in 2005 by the first part of his tales about his main character, Kalyber Joe, whose adventures he had been committing to paper since he was 11 years old. In addition to his work as a comics artist, he also specializes in comics coloring, graphics, storyboarding, and illustration, and together with his brother, he has developed his own PC adventure game. Roland is also a co-organizer of the Szeged Comics Festival, which has been held since 2009.



Kittenberger

GYÖRGY SOMOGYI

György Somogyi is a screenwriter, writer, and Alfabéta Award-winning comics writer. He is the creator of several internationally successful television films, television series, motion pictures, and short films. He is also the creator and author of the Kittenberger graphic novel series, which is unique in Hungary. The first part of the series (*Fabriqu  en Belgique*) was released in 2016, followed by the second part, *The Curse of Hyena*, in 2018. Somogyi is currently working on the third part. He also teaches screenwriting at the Metropolitan University and is a major organizer of the International Cinemira Children's Film Festival. His first young adult novel, *Tal lj ki Hollywoodb l!* ("Guess From Hollywood!"), was published in 2020.



SZABOLCS TEBELI

Szabolcs Tebeli was born in 1980 in Szombathely. He published his first works under the penname Brazil, and he is known primarily by this name in the narrow professional circle. He took a passionate interest in reading and drawing comics at a very early age. The creation of comics is an important part of his life, and he is confident that he will continue to work in this genre even if others have stopped taking any interest in it or no longer consider it worth the bother. Over the course of the years he spent practicing his craft as a drawer, his commitment to comics has only grown stronger, as has his ability to undertake ambitious projects and his insistence on precise, detail-oriented work.



APINCHOMAGIC

The Amazing Adventures of Courage and Porridge

ANDR S T LCSI

Andr s T lcsi arrived on the scene as a comics artist in 2008, when his first independent work, *Charax*, was published. Since then, although he has written and done the illustrations for several works, he has acquired prominence more through his editorial work. As the editor of *EpicLine* magazine and the author of the comics appearing in it, he received the Korcsm ros Award in 2014. In recent years, he launched the licensed *Zorro* series, which is entirely the work of Hungarian comics creators.



G BOR MOLN R

G bor Moln r is a member of the 5Panels comics creators' collective. His short stories are published mostly in the 5Palens anthologies and in the *EpicLine* magazine since 2010. He is a three-time winner of the Hungarian Comics Association's Alfab ta Award. He is also a three-time award winner and master class member of Silent Manga Audition, and he has taken part in the Japanese manga publisher Coamix's international talent search program since 2018.



ZOLT N KOSKA

Zolt n Koska was born in 1991. His first comic, the first book in the *Firka Comics* series, was published in 2008. He has been a member of the 5Panels comics creators' collective since 2010. In 2014, he graduated from the Moholy-Nagy University of Arts with a BA in animation. He has been a freelance animator since 2015, and his comics are mostly self-published. He received the Alfab ta Award for the best graphic novel twice: in 2019 for his autobiographical work, and in 2021 for his comics biography of the legendary Hungarian comics writer Tibor Cs. Horv th.



The Water Fairy

MARIA SURDUCAN

Maria Surducan (born 1985) works as an illustrator and comics artist from her studio in Cluj-Napoca, Romania. She believes images are an imprecise way of translating reality, which, in a way, makes them more accurate than words. Maria loves mythology, fairytales, and coffee. So far, she has published six graphic novels in French, Hungarian, and Romanian, and she has great plans for the future.



ANNA J LIA BENCZ DI

Anna Julia Benczedi (born 1986) is an illustrator and comics artist based in Cluj-Napoca, Romania. She thinks comics are probably the best way to tell a story, and nothing makes her happier than discovering a beautifully designed comic page for the first time. Her debut graphic novel *Vizit nd r* ("The Water Fairy"), which she co-authored with Maria Surducan, won the Alfab ta Award of the Hungarian Comics Association in 2020.



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