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Marco Polo: Dangers and Visions

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Marco Polo, a political prisoner, dictates his adventures to his cellmate. They begin with Marco Polo’s long-lost father returning from his travels to the Great Khan. Marco, the last living member of his immediate family, is determined to join him. They depart to find Catholic delegates to bring back per the Great Khan’s instructions. The group encounters thieves and disease on their journey. Eventually, the delegates they had with them return to Europe. Marco’s tale continues to become more wild. Would anyone believe the incredible stories of moguls, madness, and visions?

The cartoons for this work are black-and-white illustrations with one additional rotating color. The characters are difficult to distinguish from one another, and context helps little since the majority of the book is people standing around talking. The author does a good job of giving Marco Polo’s story the appropriate amount of credence. For those looking for exciting adventures of ancient and fantastic travel, look elsewhere. This is more of a coming-of-age story with rather meta musings on storytellers and stories. The flow of the story is broken up by random, irrelevant, and unexplained “visions” from a variety of men. The reason for their inclusion is unclear, and they greatly distract from the story, making it even more complicated to try and read. The illustrations detract and confuse the reader, and the story the author wants to tell seems like it would have worked better with purely text.

*Contains mild sexual content.