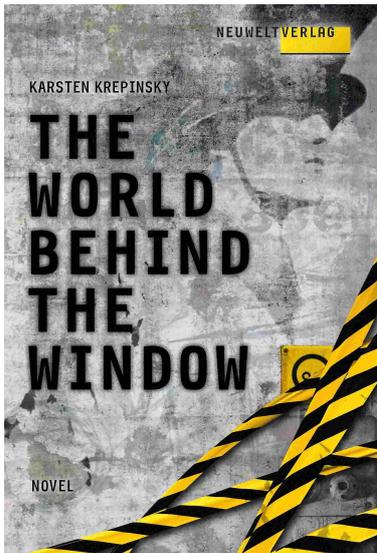


# **THE WORLD BEHIND THE WINDOW: ANSWERS AND INTERPRETATIONS**



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## **1. I AM A DEMON, A KNIGHT, A CHOSEN ONE**

A man takes stock of his life. He commemorates his beloved, who was raped during the war without him being able to defend her, because he was a young soldier fighting a war for his home country's totalitarian regime.

The city of his birth, now uninhabitable after a nuclear catastrophe, serves as a background, when the creator of a synthetic (virtual) world—the so-called New World—revives his past, desperately trying not to repeat his mistakes and to atone for his sins.

He goes about it by assuming the roles of three people, who are trapped in the city: an old man, a young man, and an old guard. The reader experiences the inner conflicts of the creator of New World from the perspective of these three virtual characters.

However, not all creatures of New World adhere to their creator's rules. The young woman, at least, seems to have a life of her own, meaning that she is controlled by another (real?) person in cyberspace (chapter 9: dialogue between the young woman and the young man in the Idol's bunker, where they discuss the inhabitants of New World: "In this case it {the virtual character} would have a conscience without you knowing about it.")

### **THE OLD MAN (THE DEMON)**

In order to avoid having to face his past as a collaborator of the failed totalitarian system—the so called Old Order—the old man has totally repressed his memories. He now lives in a world of his own that plays on the theme of the neo-classicist architecture of his environment, turning it into a theatrical and surreal landscape. Night after night he is haunted by his inner demons—personified by the sniper, who sits at the side of his bed, holding his hand (see end of chapter 1).

Driven by these torments he, step by step, tears down the wall of secrecy he has erected around his own existence. By owning up to his complicity and setting free the demons, he himself has created with his crimes, he finally reaches a state of inner peace and is rewarded with the Document (see end of chapter 10), which is hidden in the archives of the Old Order{1}. The (virtual) people of New World can only leave the city when in possession of the Document. For the creator of New World the Document symbolizes the deliverance from the mental anguish that is accompanied by a plea for forgiveness.

### **THE YOUNG MAN (THE KNIGHT)**

By using the character of the young man, the creator of New World tries to be close to the love of his life. The young man meets her on his journey to the city, but is only able to enjoy her company for a short while, because she again and again vanishes without a trace only to return injured. The young man is an idealist, who believes that the quest for the Document will give his life hope and direction—even though he does not know what it actually says.

When the young woman's brother gets murdered, he leaves her behind to put the killer out of commission. He corners him on the Ministry's roof, however, does not have the heart to kill him, because he does not want to burden his conscience with guilt. Unfortunate events lead to his fall from the roof, but he is miraculously saved. While he is still unconscious, the old man slips him the Document (see end of chapter 10, where he is called "messenger of light"). He now has to shoulder a heavy burden: the knowledge of what his future might possibly bring.

### **THE OLD GUARD (THE CHOSEN ONE)**

Under the guise of the old guard the creator of New World cruises the outskirts of the city in a floating car to stop people from entering the Prohibited Zone (lest they suffer the same fate he did). The guard has a special relationship to the creator of New World: during his

stay in (his own) New World he encounters him at the Stone Gate (see beginning of chapter 12: “A man with familiar features smiled at him ...”).

When the moon is full he drives around the city, restless and looking for something he cannot really call by name. In the end he realizes that it is not the Old Order that draws him to the city but the yearning for his dead wife. He finds her at the Stone Gate, personified by the young woman, and leaves the city with her, after having rescued the old and the young man from the Ministry of the Interior. Now, he has kept his promise to return to the love of his life (see beginning of chapter 11: “I’ll return to you. Always ...”).

The sniper (aka the person who hired the young man {2} and the missionary {3}), who is spared by both the young man and the old guard, is now condemned to live out his days as a murderer in the city {4}.

However, the creator of New World does not find peace in the end and once again enters the cyberspace, tormented by the return of his old physical ailment that he, besides his mental anguish, shares with his virtual proxies {5}. His past, captured in the virtual cosmos of a contaminated city with a deadly aura, will always remain with him.

{1} Chapter 9, the tattooed man: “ ... that the basement of the main building housed the secret services interrogation rooms ... maybe also the Secret Archives of the Old Order.”

{2} cf. chapter 11: The young man returns the money to the man who hired him: “The young man knew him from New Town ... he put the money from his inside pocket of his suit on the chest of the unconscious sniper.”

{3} cf. chapter 8: book “Rules for Missionaries”: “ ... a symbol on the margins of the entries... Edged in gold it hung behind the desk of the man who hired him.”

{4} cf. with the young man chapter 11: “ ... maybe even everything at once ... I will never kill for you.” Earlier, the old guard was introduced as a killer. Chapter 3: “He had grown up in it and been raised with its values, only to be betrayed, robbed of his youth, and turned into a killer.”

{5} see “Parallels”: injury of the left leg.

## 2. PARALLELS

### INJURY OF THE LEFT LEG:

The old man (chapter 1: “ ... holding on to the railing with his left hand to take some weight of his bad leg ... “;

the old guard (chapter 3: “The shell-splinter had penetrated his left thigh ... never healed properly”), and

the young man (chapter 13: “ ... with the exception of a piece of wire sticking out of his leg ... “).

### LAPSES OF MEMORY:

The old man has forgotten most of his past (chapter 1: “As his memories only reached some weeks back, he recalled everything that had happened before then only in fragments.”).

The old guard cannot remember the face of his beloved (chapter 13: “ ... he had tried to ... remember her looks, but always in vain.”).

The young man cannot remember the young woman’s face, even though he has just met her (chapter 4: “Oddly, he could not remember her face, no matter how hard he tried.”).

### RAPE OF THE WOMAN:

The old guard’s beloved was raped and killed (chapter 13: “The love of his life, who had died in some basement in the city ... Maybe she even had been raped ... “).

There are hints that the young woman also was victim of a rape (chapter 8, shower stalls in the radiation shelter: “Yes, I’m okay, I have cleansed myself,” she answers; chapter 9: The young woman’s fear in the basement that has been converted into a shelter: “The young woman was breathing heavily ... He sensed her fear and pulled her closer.”)

### 3. FRAGMENTS FROM NEW WORLD

**altitude readings at the beginnings of the chapters with the young man:** The young man falls from the roof of the Ministry for the Interior, which is 200 feet high.

**city:** *maybe* Berlin/World Capital Germania

**cleaners:** removers of nuclear waste (cf. liquidators)

**digital window:** computer

**digital world/New World:** cyberspace

**donde habita el olvido (Spanish):** Where oblivion resides.

**fission plant:** nuclear power plant

**floating car:** vehicle powered by magnetic levitation technology

**“I am the resurrection, and the life; he who believeth in me, though he were dead, yet shall he live”:** quote from the bible (John 11:25). Displayed above the digital window of the loonies, who seek immortality through cyberspace.

**Idol:** the dead dictator (*maybe* Adolf Hitler)

**imaging window:** TV

**long-distance fission missile:** nuclear intercontinental missile

**night seeing-eye:** infra-red camera

**oracle/shrine:** the loonies' digital window, the old man believes to be a medium to contact the dead.

**seeing-eye:** camera

**sun transformer:** solar collector

**Stone Gate:** *maybe* the Brandenburg Gate

**The Symbol:** *maybe* the swastika

#### 4. SUMMARY OF CHAPTERS

1. Where the old man goes to the digital window in the loonies' shelter and receives a nightly visit by the sniper in the Ministry of the Interior.
2. Where the young man travels to the city and meets the young woman.
3. Where the old guard delivers supplies to the towers along the ring road and loses himself in the digital world.
4. Where the young man runs into the young woman again and loses sight of her once more.
5. Where the young man encounters the priest and takes refuge in the shelter of the believers together with the young woman, after her brother is killed by the sniper.
6. Where the old man goes to the Secret Archives of the Old Order.
7. Where the old guard drives into the city and has to helplessly watch, while the sniper commits murder.
8. Where the young man and the young woman make love in the shelter of the believers.
9. Where the loonies send the young man on a mission to kill the sniper.
10. Where the old man finds the Document and hands it over to the young man.
11. Where the young man falls from the roof of the Ministry of the Interior and is miraculously saved.
12. Where the old guard reconnoiters the Ministry of the Interior.
13. Where the sniper receives the punishment he deserves and the three men leave the city together with the young woman.
14. Where a totally new view of the city emerges.

## 5. SYNOPSIS

This thriller by Karsten Krepinsky whisks the reader away into a world that suffers from the effects of a major catastrophe. It's a world devoid of people, but full of questions. The few survivors have lost both their memory and their sense of direction. We accompany a young man, who wanders alone through the ruins of a doomed city on a quest for answers. Will he find out the truth about himself and the city?

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### **CAN YOU SOLVE THE PUZZLE?**

After a major catastrophe an entire country is without hope. A young man travels to the site of the accident in the quest for a document that carries the promise of a better future.

*The city* is almost deserted. The few remaining inhabitants live in hiding in the derelict buildings or in shelters deep below ground. Some people seem to be trapped in the city: a young woman, trying to save her brother. An old man, who cannot remember his past. An old guard, who cruises the streets at night.

In the ruins of the city the young man again and again is confronted with the remnants of the Old Order long gone. "Fear the smiling face of the angry man." What is the secret behind the writings on the walls?

When the young man reaches the end of his journey, he has learned the truth about the city and about himself.