

**The Intertext in Jan Brzechwa's Fairy Tale *Academy of Mr. Kleks***

The article studies text-making possibilities of intertext in Jan Brzechwa's fairy tale *Academy of Mr. Kleks*. Intertextuality refers to far more than the influences of writers on each other, because text is a multidimensional space in which there are a variety of traces leading to works of other authors. The writer's power consists in mixing citations, to establish associations among them in a way, which has been never done before. The concept of intertextuality reminds that each text exists in relation to others.

The intertextual relations include self-intertextuality (quotation, plagiarism, allusion); paratextuality (the relation between a text and its paratext: titles, headings, prefaces, epigraphs, dedications, acknowledgements, footnotes, illustrations); architextuality (designation of a text as part of a genre or genres); metatextuality (explicit or implicit critical commentary of one text on another text); hypertextuality (the relation between a text and a preceding "hypotext" – a text or genre, which it is based on in a modified form).

The intertext in the text, which is studied in the paper, concerns the structure of the fairy tale: it joins the past famous tale with nowadays fairy tale. The author of *Academy of Mr. Kleks* creates a magical school where naughty boys are taught to be more polite and more curious about learning. The building of the academy is situated on Chocolate street and is surrounded by a garden with the wall featuring gates to leading to other fairy tales. Such spaces in fairy tales are often connected with mystic beings.

The Academy performs the main role in the fairytale, because it is the center of main events. The Academy as a separate institution has its own space and time order. Sacred, social and private life in it organized in a complex structure. That is why the space of Academy is closed. It is a space with its own laws. The heroes are convinced that Academy and its master have a key for explanation of everything that happens there. Its mystic force can help in all major difficulties.

This fairy tale describes the adventures of a twelve-year-old Adam Niezgódka (Adam Unagreeable) as he attends Ambroży Kleks' (Ambrose Inkblot) academy. One of the mysteries of the academy is many gates in the wall surrounding it. One day, Kleks gives Adam the key to one of these gates. Upon passing through it, Adam finds himself in one of Hans Christian Andersen's fairy tales about the Little-Match Seller. It is the first intertextual episode. The book has many excursions into different fairy tales and later the main hero travels into worlds of Brzechwa's own imagination.

Mr. Kleks teaches boys with the help of a mysterious starling bird Matthew, who pronounces only the ends of words. Academy is opened only for boys whose names begin with an "A" and is not a typical school. In this academy, people eat painted food, talk with heroes of fairy tales and throw ink during classes. It is one type of a game, too.

But the main game is created by using intertext. The entire story about Academy is an intertextual game – its characters play with famous images and stories from other texts and the ending suggests the game for readers, explaining that all heroes and even author is just readers' imagination.

In *Academy of Mr. Kleks* the author uses metatextual intertextual relations, which determine the basic principles of the fairy tale: intertext-retelling and rewriting other texts, which include game with heroes and readers. The text is transformed because of inner transformations of heroes. The Academy turns into a cage, with Matthew inside; the nice park turns into green carpet with drawing trees and flowers; the wall turns into book shelves and the small gates become books. Mr Kleks turns into a button from a cap and Matthew turns into a man. This man is a writer who wrote *Academy of Mr. Kleks* and the protagonist, a boy whose name is Adam, is just a little reader.

Thus, Jan Brzechwa created the first text for children with clear intertextual play. And this game is both for children and grown-ups, because every child can easily recognize the heroes of famous fairy tales. The writer demonstrates in his fairy tale R. Barthes's intertextual view of literature - the concept that the meaning of a text does not reside in the text, but is produced by the reader in relation not only to

the text in question, but also to the complex network of texts involved in the reading process. The intertextual game is the main principle of Brzechwa's writing. The fairy tale *Academy of Mr. Kleks* is the synthesis of author's imagination and intertextual using of famous heroes of other literary works.