

PHILOLOGY

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Language game in the fiction of A. Astvatsurov: lexical and word-building levels

The article studies the language game in the fiction of Andrey Astvatsurov, a prominent representative of Russian postmodernism. The focus of this article is on the means and devices of the lexical and word-building levels, interacting with each other, as well as in combination with elements of other language levels. The analysis carried out in the course of the study shows that the word-building level of the language game in the writer's prose is presented in ways codified in the language usage, but not productive for the usual word-building. The author's idiosyncrasy is characterized by morph's duplication, propositional word formation, word formation overlay; change in the morphemic structure of a word. The lexical language of the language game in Astvatsurov's fiction is represented by such means as the formation of occasionalisms, game with lexical compatibility, semantic and logical anomalies, precedent texts play, game at the level of presupposition. Game manipulations in A. Astvatsurov's prose act as bright means of a language game and are distinguished by their multifunctionality.

Key words: language game, author's word choice, reduplication, resemantisation, lexical compatibility, precedent text.

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