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## ***NARRATIVITY AND TEMPORALITY AS A LANGUAGE GAME AND A FORM OF LIFE IN MALCOLM BRADBURY'S TO THE HERMITAGE***

**Keywords:** *Postmodernism, intertextuality, prolepsis, metafiction, historiography, fiction, time–space compression*

**Abstract:** *The paper highlights the co-implication of meaning, time and history in Malcolm Bradbury's novel To the Hermitage. In addition to the well-known analysis of fictional time at two levels (the time of the act of narrating and the time that is narrated), the paper refers to a third category of time which is suggested by Paul Ricoeur: the time of life. This category is generated by the writer's selection, pacing and distribution of the most meaningful sequences, which capture some important experiential aspects of narratives. The paper focuses on the fact that, in To the Hermitage, Bradbury interrupts the novel's chronological continuity by mixing two temporal schemes: the fictive and the historical. He creates a fictional world that corresponds to both the author's and the reader's real world. The paper explores the way in which the author self-consciously disturbs the simple narrative movement regarding three major aspects of temporal articulation in the creation of meaning at the textual level: order, duration and frequency.*