Contents

1.	Introduction	.1
1.1	The Phenomenon	.1
1.2	Previous Research	.2
1.2.1	Mythological/Archetypal Literary Criticism	.2
1.2.2	Intertextuality	
1.2.3	Approaches to Children's Literature	
	1.2.3.1 Text-Intrinsic Approaches 1.2.3.2 The Child as Construct	
	1.2.3.3 The Concept of the Child	
	1.2.3.4 Reading from a Child's Point of View	11
	1.2.3.5 Psychological Suitability	12
	1.2.3.6 Evaluative and Prescriptive Approach	
	1.2.3.7 Censorship and Marketing	
	1.2.3.8 Historical-Cultural Approach	
	1.2.3.9 The Implied Reader in Children's Literature.	
	1.2.3.10 Biographical Approaches and Psychoanalysis	
	1.2.3.11 Non-Scholarly Approaches	
1.3	Aims and Methods	16
1.3 1.3.1		
1.3.1	Corpus	16
1.3.1	Corpus Objective of Part I	16 18
1.3.1	Corpus	16 18 18
1.3.1	Corpus Objective of Part I 1.3.2.1 Motif Analysis 1.3.2.2 Intertextual and 'Metamythical' Approach	16 18 18 19
1.3.1 1.3.2 1.3.3	Corpus Objective of Part I 1.3.2.1 Motif Analysis 1.3.2.2 Intertextual and 'Metamythical' Approach	16 18 18 19 19
1.3.1 1.3.2 1.3.3	Corpus Objective of Part I 1.3.2.1 Motif Analysis 1.3.2.2 Intertextual and 'Metamythical' Approach Objective of Part II	16 18 19 19 20
1.3.1 1.3.2 1.3.3 1.3.4	Corpus Objective of Part I 1.3.2.1 Motif Analysis 1.3.2.2 Intertextual and 'Metamythical' Approach Objective of Part II Position Within Children's Literature Criticism	16 18 19 19 20 21
1.3.1 1.3.2 1.3.3 1.3.4 2.	Corpus Objective of Part I 1.3.2.1 Motif Analysis 1.3.2.2 Intertextual and 'Metamythical' Approach Objective of Part II Position Within Children's Literature Criticism Part I: The Child Hero's Journey	16 18 18 19 19 20 21 21
1.3.1 1.3.2 1.3.3 1.3.4 2. 2.1 2.1.1	Corpus	16 18 19 19 20 21 21 21 21 21
1.3.1 1.3.2 1.3.3 1.3.4 2. 2.1 2.1.1	Corpus Objective of Part I	16 18 19 19 20 21 21 21 21 21
1.3.1 1.3.2 1.3.3 1.3.4 2. 2.1 2.1.1	Corpus	16 18 19 19 20 21 21 21 21 27 28 .33
1.3.1 1.3.2 1.3.3 1.3.4 2. 2.1 2.1.1	Corpus	16 18 19 19 20 21 21 21 21 27 28 .33 .38

•



2.2	Being Chosen as Saviour	45
2.2.1	Revelation of Salvific Power - The Call to Adventure	46
	2.2.1.1 Prophecies	52
	2.2.1.2 Dreams	58
	2.2.1.3 Apparent Rejection as Saviour	61
2.2.2	Equipment with Gifts	
	1 Objects	
2.2.2.2	2 Skills	73
2.2.3	Perception of Their New Status	80
	2.2.3.1 Initial Reaction: Incredulity	
	2.2.3.2 Perception as Destiny as Burden	85
	2.2.3.3 Perception of Destiny as Duty	90
	2.2.3.4 Perception of Destiny as Privilege	94
2.3	The Quest	97
2.3.1	Types of Quest	
	2.3.1.1 Search/Gather Quests	
	2.3.1.2 Rescue/Escort Quests	
	2.3.1.3 Delivery Quests	102
	2.3.1.4 Kill Quests	102
2.3.2	Leaving Home	
	2.3.2.1 Being Alone	
	2.3.2.2 Finding New Companions	
2.3.3	Behaviour Towards the Saviours	
	2.3.3.1 Lack of Confidence	
	2.3.3.2 Belief and Idolisation	
	2.3.3.3 Personal Affection	123
	2.3.3.4 Support for Strategic Reasons	
	2.3.3.5 Personal Dislike	126
	2.3.3.6 Political Dislike	
	Tutors/Mentors	
	Learning	
2.3.6	Trials and Temptations	
	2.3.6.1 Encounters with Antagonistic Forces	
	2.3.6.1.1 Being Lured to Join the Evil Side	
	2.3.6.1.2 Female Temptresses	
	2.3.6.1.3 Brain Penetration	
	2.3.6.2 Ambiguous Gifts	165

2.4	The Salvation	176
2.4.1	Types of Salvation	
	2.4.1.2 Saving a World or Multiple Worlds	
	2.4.1.3 Cosmic Battle (Go(o)d versus (D)Evil	
	2.4.1.4 Temporal versus Eternal Salvations	
2.4.2	-	
	2.4.2.1 Helpers - Reciprocal Affection and Support	
	2.4.2.2 David versus Goliath	197
	2.4.2.3 Loneliness of the Hero	
	2.4.2.4 Self-Sacrifice and Self-Destruction	201
2.5	Transformation	208
2.5.1	Explicit References: Physical Transformation	208
	2.5.1.1 Scars and Marks	209
	2.5.1.2 Metamorphosis	
2.5.2	New Names and Titles	213
2.6	Return	215
2.7	Summary: Mythical Patterns and Fantasy Fiction for Children and Young Adults	216
2.7.1	Structural Patterns and Motives	
	Intertextual and Metamythical Comments	
3.	Part II: Applications to the Real World –	
	Metaphorical Application and Externalisation	224
3.1	Similarities on Plot Level	224
3.1.1	Sin and Atonement	224
3.1.2	Growing Up	226
	3.1.2.1 Overcoming Childhood Inexperiences	
	3.1.2.2 Puberty and Character Flaws	
	3.1.2.3 Identification with and Demarcation from Parents	
	3.1.2.4 Finding One's Identity	240
3.2	Character Qualities	
3.2.1		
	The Quality of Faith	
	Cleverness versus Strength	
	Modesty versus Megalomania	
3.2.5		
3.2.6	Ethics and Duty	260

3.3	The Interplay Between Choice, Luck and Fate	
3.3.1	The Importance of Choices	
	The Workings of Luck	
	Fate or Free Will?	
3.4	Good and Evil	272
3.4.1	Light versus Dark	273
	Liberty versus Dictatorship	
	Monotony versus Diversity	
	Companionship versus Solitariness	
3.5	Summary: The Uses of Fantasy	279
4.	Works Cited	284
4.1	Primary Works	284

. •

4.2

,