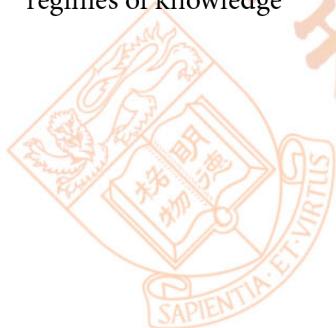


IMPROVISING UPON REGIMES OF KNOWLEDGE: A CONTEXTUALIZED READING OF A NINTH-CENTURY TALE ON WHEAT, ALCHEMY, AND SEA TREASURE¹

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ABSTRACT Through a historically contextualized reading of a ninth-century tale structured by a quest for underwater treasures led by foreign merchants from the coast of the South Sea, this paper unpacks its logic of representation in its more fantastic elements. It presents a case study in which the ludic mode of culture (as first articulated by Johan Huizinga) extended into the literary imagination offers an interpretive framework. The narrative, both archetypal in its overall structure and unusual in its details, improvises upon existing systems of knowledge such as 1) Daoist-inflected ideas of agricultural grain and dietetics, of corporeal parasites and longevity, and 2) understanding of the economic theory of the *ben-mo* dichotomy. These forms of play with regimes of knowledge culminates in an unconventional twist on the roles of foreigners (*huren*) as navigators in a search for sea-borne treasure, again suggesting an imaginative reconceiving of the maritime commerce flourishing in ninth century China.

KEYWORDS Tang dynasty, narrative tales, ludic mode, *chong*, foreign merchant, pearl, regimes of knowledge



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知識體系的“遊戲成分”與文學想象： 解析一篇晚唐小說關於小麥、煉丹與胡人識寶的提示

馮令晏*

摘要 本文以一篇關於在胡商引導下涉海探寶的晚唐小說為案例，通過以 Johan Huizinga 最先提出的“遊戲性”為解析框架以解讀此小說中的傳奇成分。本文提出，此小說中描述晚唐以南海貿易為熱點的針對“胡人識寶”母題的重現，以成熟的虛構成分和文學想象的介入，結合並重寫了包括道教養生理念、胡人對寶藏的認知以及具有經濟理論意義的本末觀的三種知識體系。

關鍵詞 唐代 小說 遊戲性 屍蟲 胡人 寶珠 知識體系



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