

Contents

List of Illustrations	vii
Notes on Contributors	ix
Preface	xiii
Prologue	
Playing with the Ancient World: An Introduction to Classical Antiquity in Video Games <i>Christian Rollinger</i>	1
1 An Archaeology of Ancient Historical Video Games <i>Christian Rollinger</i>	19
Part One A Brave Old World: Re-Figurations of Ancient Cultures	
2 <i>Ludus</i> (Not) Over: Video Games and the Popular Perception of Ancient Past Reshaping <i>David Serrano Lozano</i>	47
3 Playing in a 'Real' Past: Classical Action Games and Authenticity <i>Tristan French and Andrew Gardner</i>	63
4 The Representation of Women in <i>Ryse: Son of Rome</i> <i>Sian Beavers</i>	77
Part Two A World at War: Martial Re-Presentations of the Ancient World	
5 Battle Narratives from Ancient Historiography to <i>Total War: Rome II</i> <i>Dominic Machado</i>	93
6 Digital Legionaries: Video Game Simulations of the Face of Battle in the Roman Republic <i>Jeremiah McCall</i>	107
Part Three Digital Epics: Role-Playing in the Ancient World	
7 The Bethesda Style: The Open-World Role-Playing Game as Formulaic Epic <i>Roger Travis</i>	127
8 Postcolonial Play in Ancient World Computer Role-Playing Games <i>Ross Clare</i>	141
9 Playing with an Ancient Veil: Commemorative Culture and the Staging of Ancient History within the Playful Experience of the MMORPG, <i>The Secret World</i> <i>Nico Nolden</i>	157

Part Four Building an Ancient World: Re-Imagining Antiquity

- | | | | |
|----|---|---|-----|
| 10 | Choose Your Own Counterfactual: The Melian Dialogue as Text-Based Adventure | <i>Neville Morley</i> | 179 |
| 11 | Mortal Immortals: Deicide of Greek Gods in <i>Apotheon</i> and Its Role in the Greek Mythic Storyworld | <i>Maciej Paprocki</i> | 193 |
| 12 | The Complexities and Nuances of Portraying History in <i>Age of Empires</i> | <i>Alexander Flegler</i> | 205 |
| 13 | Simulating the Ancient World: Pitfalls and Opportunities of Using Game Engines for Archaeological and Historical Research | <i>Erika Holter, Una Ulrike Schäfer and Sebastian Schwesinger</i> | 217 |

Epilogue

- | | | | |
|----|---|---------------------|-----|
| 14 | <i>Quo Vadis</i> Historical Game Studies and Classical Receptions? Moving Two Fields Forward Together | <i>Adam Chapman</i> | 233 |
|----|---|---------------------|-----|

Glossary of Video Game Terms	253
Bibliography	256
Mediography	286
Ludography	287
Index	291