
Contents

<i>Series Foreword</i>	vii
<i>Preface</i>	viii
1 Mario's Dynamic Leaps: Musical Innovations (and the Specter of Early Cinema) in <i>Donkey Kong</i> and <i>Super Mario Bros.</i>	1
NEIL LERNER	
2 The Temporary Avatar Zone: Pico-Pico Parties in Tokyo	30
CHRIS TONELLI	
3 Nintendo's Art of Musical Play	51
ROGER MOSELEY AND AYA SAIKI	
4 Transcribing Musical Worlds; or, Is <i>L.A. Noire</i> a Music Game?	77
STEVEN BEVERBURG REALE	
5 Meaningful Modular Combinations: Simultaneous Harp and Environmental Music in Two <i>Legend of Zelda</i> Games	104
ELIZABETH MEDINA-GRAY	
6 Wandering Tonalities: Silence, Sound, and Morality in <i>Shadow of the Colossus</i>	122
WILLIAM GIBBONS	
7 Fear of the Unknown: Music and Sound Design in Psychological Horror Games	138
REBECCA ROBERTS	

8	Lawn of the Dead: The Indifference of Musical Destiny in <i>Plants vs. Zombies</i>	151
	K.J. DONNELLY	
9	Music, History, and Progress in Sid Meier's <i>Civilization IV</i>	166
	KAREN M. COOK	
10	"The Place I'll Return to Someday": Musical Nostalgia in <i>Final Fantasy IX</i>	183
	JESSICA KIZZIRE	
11	From <i>Parsifal</i> to the PlayStation: Wagner and Video Game Music	199
	TIM SUMMERS	
	<i>List of Contributors</i>	217
	<i>Index</i>	221