

CONTENTS

| | | |
|----------|---|------------|
| 1 | Introduction: Analyzing Wealth in Videogames | 1 |
| 2 | Literary Theory for Gamers | 21 |
| 3 | The Symbolic Order of Action and Possibility Bearing on Time | 39 |
| 4 | Capital and Class Determinations in Videogames | 63 |
| 5 | Night World Identity Affirmations | 75 |
| 6 | Conclusion: The Wealth of Virtual Nations | 91 |
| | Notes | 97 |
| | Bibliography | 103 |
| | Index | 107 |