

### III

## Contents

Editor's Acknowledgments	VI
List of Contributors	VIII
Preface	X

### INTRODUCTION

#### **The Ludic as Creative Disorder: Framing, De-framing and Boundary Crossing**

*Klaus-Peter Koepping* 1

### PART ONE: Mimesis, Body and Personhood

#### CHAPTER ONE

##### **Play, Mimesis and the Body**

*Gunter Gebauer/Christoph Wulf* 42

#### CHAPTER TWO

##### **How to Chase a Rainbow - Steps toward a Typology of the Fool**

*Burkhard Schnepel* 56

### PART TWO: Mythopoetic Structures: Indian, Germanic, Greek

#### CHAPTER THREE

##### **Rationality, Order and lila - Indian Perspective of the Ludic**

*Friedhelm Hardy* 81

## IV

### CHAPTER FOUR

#### **The Andhaka Outcome: Ludic Processes in Indian Ritual and Myth**

*Don Handelman* 100

### CHAPTER FIVE

#### **Gods and Games: Playing with Levels of Reality in Germanic Mythology**

*Jarich Oosten* 132

### CHAPTER SIX

#### **Seriousness and Ludic Creativity: Ambiguities in Greek Ritual and Myth**

*Klaus-Peter Koepping* 151

### **PART THREE: Ritual Performances: Meta-Mimesis, Text and Cultural Praxis**

### CHAPTER SEVEN

#### **The Poetic Meta-Mimesis: Ritual Clowning, Comedic Drama and Performative Representation among the Kayapo**

*Terence Turner* 173

### CHAPTER EIGHT

#### **Voice and Difference. - The Ludic Ground of the Text**

*Saskia Kersenboom* 191

### CHAPTER NINE

#### **Jesus Christ as Trickster in the Religion of Contemporary Bushmen**

*Mathias Guenther* 203

CHAPTER TEN

**Ludic Powers, Determination in Game and in Play: Bali, Sri Lanka and Australia**

*Bruce Kapferer*

231

PART FOUR: Endgames

CHAPTER ELEVEN

**Games Prophets Play: Street Theatre and Symbolic Acts in Biblical Israel**

*Bernhard Lang*

257

CHAPTER TWELVE

**The Game of Death and the Dynamics of Atrocity**

*George Eisen*

272