	Acknowledgements	vi
1	Walkthrough	1
2	The stories we play: interactivity and religious narrative	16
3	The games we pray: what is this ritual-game-story thing?	54
4	The Other right here: in search of the virtual sacred	78
5	Me, myself and iPod: hybrid, wired and plural selves	99
6	God-mobs: virtually religious community	126
7	What you play is what you do? Procedural evil and video game violence	162
8	Xbox apocalypse: video games, interactivity and revelatory literature	187
9	Making belief: transmedia and the hunger for the real	205
10	Expansion pack	235
	Notes Bibliography Index	243 245 262
	Thuex	202