

# Contents

On Thinking Playfully	vii
<b>Introduction: Slow and Steady</b>	<b>1</b>
<b>1 What Is Slow? On the Reflective Style in Games</b>	<b>17</b>
<b>2 Early Reflective Games</b>	<b>43</b>
<b>3 Zen Modes and Zen Games</b>	<b>83</b>
<b>4 Slow Games</b>	<b>133</b>
<b>Outro: Too Many Labels and One Ideal</b>	<b>175</b>
Acknowledgments	183
Notes	187
Bibliography	201
Index	213