

(PRELIMINARY) INTRODUCTION

Markku Eskelinen, Gonzalo Frasca (guest editor), and Raine Koskimaa

While the previous three cybertext yearbooks keep turning into the backbone of this database, it is time continue with new publications on the heels of the ergodic histories issue that finally saw the light of day earlier this year. Very much like its predecessor this issue focusing on ludology and game studies has been in the making for quite some time now but with seemingly overburdened and otherwise fully occupied editors and contributors its emergence continues to be embarrassingly slow. To make things easier for everyone, especially the ones or the one who managed to meet the first deadline with a brilliant paper, we decided to begin publishing papers one by one without any further delays. So for now please witness Stewart Woods drive a wedge between studies of single player and multiplayer games and stay tuned for further contributions that shape the future, present and past of both ludology and game studies.