Acknowledgements

Several of the chapters of *Games are not* contain portions of arguments that originally appeared in print elsewhere. These arguments are revisited with permission of the following.

Chapter 1 Myers, D. (2012). Game as paradox: A rebuttal of Suits. *Journal of Philosophy of Sport*, 39(1), 155–168. Reprinted by permission of Taylor & Francis Ltd.

Chapter 2 Myers, D. (2013). Authorial intent and video games. In K. Mitgutsch, S. Huber, M. Wagner, J. Winner, and H. Rosenstingl (eds), *Context matters! Exploring and reframing games in context* (pp. 110–120). Vienna: New Academic Press.

Chapter 7 Myers, D. (2014). A toy semiotics, revisited. In L. Magalhaes and J. Goldstein (eds), *Toys and communication*. Springer Nature. Reproduced with permission of Palgrave Macmillan.

Chapter 9 Myers, D. (2016). Simulation. In H. Lowood and R. Guins (eds), *Debugging game history: A critical lexicon*. Cambridge: MIT Press.

Chapter 10 Myers, D. (2012). True values of false objects. In M. Molesworth & J. Denegri-Knott (eds), *Digital virtual consumption* (pp. 46–59). London: Routledge. Reproduced by permission of Taylor & Francis Group, LLC, a division of Informa plc.

Chapter 11 Myers, D. (2012). What chess games and chess problems tell us about digital games and art. *Digital Creativity*, 23(3–4), 260–271. Reprinted by permission of Taylor & Francis Ltd.