Contents

Introduction

PART I. GAMES FOR EXAMPLE: MODELING PROBABILITY
1 Theology and the Law: Dice in the Air 15
2 Numbers and Calculation in Context: The Game of Decision—Pascal 37
3 Writing the Calculation of Chances: Justice and Fair Game—Christiaan Huygens 73
4 Probability, a Postscript to the Theory of Chance: Logic and Contractual Law—Arnauld, Leibniz, Pufendorf 97
5 Probability Applied: Ancient Topoi and the Theory of Games of Chance—Jacob Bernoulli 118
6 Continued Proclamations: The Law of \textit{logica probabilium}—Leibniz 147
7 Defoe’s \textit{Robinson Crusoe}, or, The Improbability of Survival 172

PART II. VERISIMILITUDE SPELLED OUT: THE APPEARANCE OF TRUTH
8 Numbers and Tables in Narration: Jurists and Clergymen and Their Bureaucratic Hobbies 195
9 Novels and Tables: Defoe’s \textit{A Journal of the Plague Year} and Schnabel’s \textit{Die Insel Felsenburg} 220
Contents

10 The Theory of Probability and the Form of the Novel: Daniel Bernoulli on Utility Value, the Anthropology of Risk, and Gellert’s Epistolary Fiction 248

11 “Improbable Probability”: The Theory of the Novel and Its Trope—Fielding’s Tom Jones and Wieland’s Agathon 273

12 The Appearance of Truth: Logic, Aesthetics, and Experimentation—Lambert 305

13 “Probable” or “Plausible”: Mathematical Formula Versus Philosophical Discourse—Kant 338

14 Kleist’s “Improbable Veracities,” or, A Romantic Ending 369

Conclusion 391

Notes 399

Bibliography 465