

## **Abstract**

The goal of this work is to provide the reader with an interpretation of races, factions and storyline of the Starcraft game series universe from the perspective of religious studies and to set its results into context of modern spiritual beliefs collectively called New Age. First part of the work analyzes narrative elements which are found in races and factions of Starcraft universe and reaches the conclusion that through them the game operates with religiously relevant classification categories of purity and dirtiness, order and chaos. The second part utilizes these results in an analysis of narrative structures understood as relations and interactions between particular races and factions, and shows that categories of order and chaos/purity and dirtiness are functionally analogous to Victor Turner's categories of structure and anti-structure. Conclusion of this analysis claims that Starcraft thematizes the problem of one's opposite's prevalence over the other. The third part summarizes conclusions of both previous parts, gives examples of order/chaos relations in historical religions and shows how narrative structures present these beliefs as problematic. Subsequently this work points out the identical beliefs celebrating the balance between opposites found in New Age, tries to explain the origins of this ideal and its meaning in context of New Age and illustrates how Starcraft's storyline seeks this balance through principle of mediation thus serving as a medium of New Age religious beliefs.