

# WAR GAMES

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ANDREW BURTCH AND MARIE-LOUISE DERUAZ

*Discover the serious history behind games about war.*

WAR GAMES are as ancient, varied and complex as war itself. Across centuries and around the world, military planners have developed games to meet challenges and hone tactics. At the same time, contemporary and historic conflicts have shaped many of the games we play at home, from chess to online multiplayer battles.

In this expansive introduction to war gaming, find out how games – from tabletop battlefields to digital simulations – have been used to train military personnel. Explore the connections between military conflicts and popular games. And read thought-provoking perspectives from professional gamers, researchers, designers and veterans.

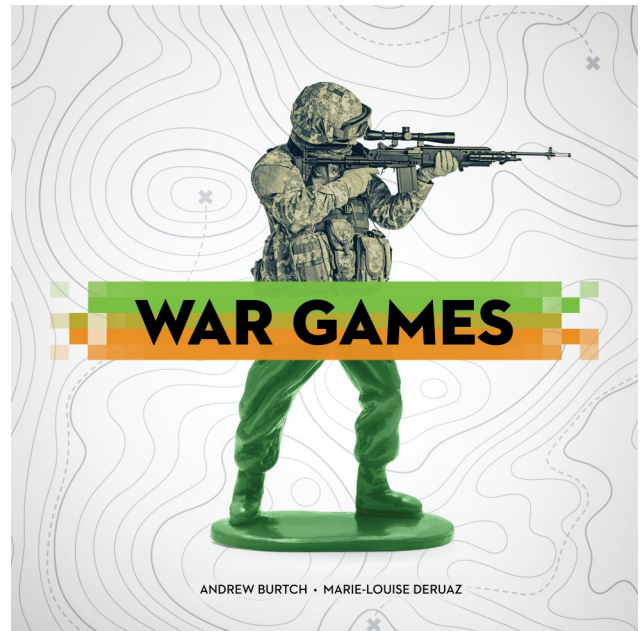
ALSO AVAILABLE IN FRENCH:

*Jeux de guerre*

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## KEY SELLING POINTS

- Introduces readers to the long-standing connections between war and games, from antiquity to present.
- Offers a sample of the range of war games played throughout history and across cultures.
- Reveals how military personnel have developed and adapted games to meet challenges, and how the public has learned about war through play.
- Explores the history and popularity of well-known games including *Dungeons and Dragons*, *Missile Command*, *Medal of Honor*, and more.

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