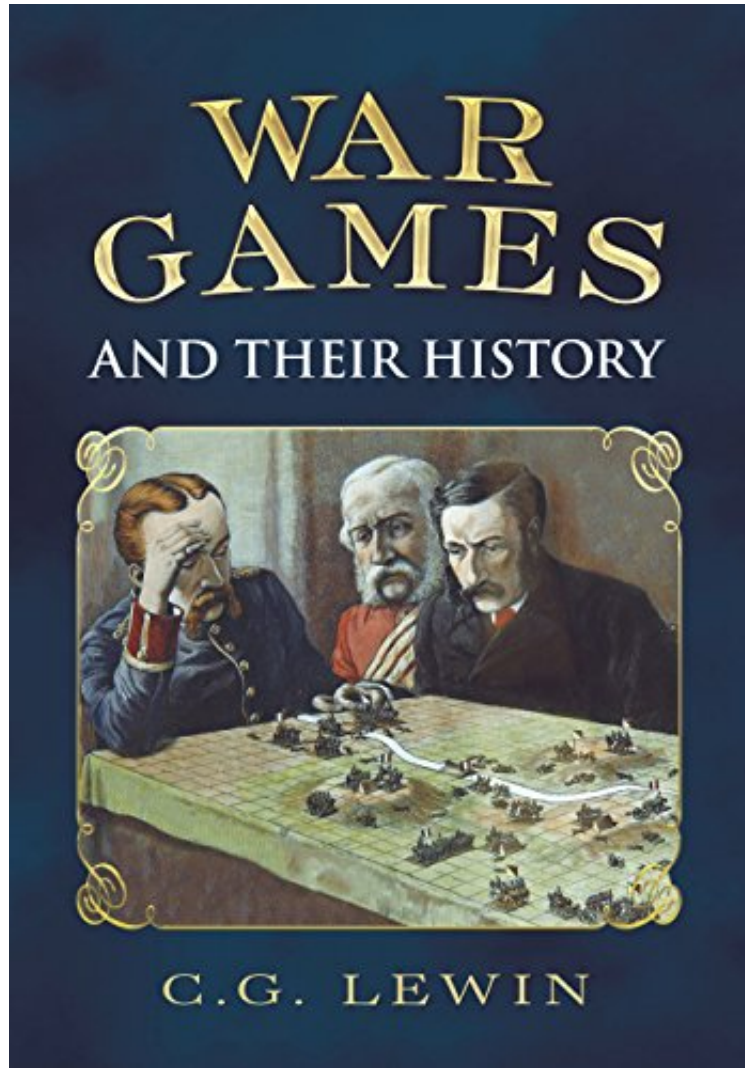


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## War Games and their History

*Christopher George Lewin*

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**Christopher George Lewin : War Games and their History** before purchasing it in order to gauge whether or not it would be worth my time, and all praised War Games and their History:

4 of 4 people found the following review helpful. Fighting wars in miniature  
By James D. Crabtree  
Ever since organized warfare began the leaders of armies have been faced with the problem of practicing tactics and strategy. Lewin's book looks at how the war game came about to fill this role and how war games evolved later on to entertain the public. Although the book discusses many war games which were not, strictly speaking, games reflecting warfare but rather games which used warfare as a motif, nevertheless the author has provided information on a number of serious games (such as Kriegspiel) and discusses the method of play and the role of chance, etc. Lewin's point about

the more realistically a game reflects the true nature of warfare the less popular it is due to its complexity is dead-on I think. Today, computers allow play with logistics, chance, relative unit strength and experience all factored in. Well-illustrated with photographs of period games, this is definitely a valuable addition to any war library. 4 of 4 people found the following review helpful. WAR GAMES AS BOARD GAMES By Arthur Etchells This a great book on the early history board game/war games with emphasis on the U.K. and Germany. Lots of great illustrations in color and fairly detailed descriptions of the game. Obviously by a collector the review peters out with the early sixties. A lot of fun to read and look at the pictures. Emphasis is on modern war but some Napoleonic and medieval are mentioned. 0 of 0 people found the following review helpful. One of the best books on our history I have read By Brian Kniskern One of the best books on our history I have read. A little difficult to follow at times but a wealth of information.

This is the first book to describe comprehensively the various war games which people have played throughout the ages, from ancient times to the present day. It covers both the games run by governments and those brought out commercially for members of the public. The most important of the 'official' games were usually classified as top secret at the time they were played, and details only trickled out later. It's chilling to realize that politicians and senior officials have used games to explore the use of nuclear weapons and to plan possible wars in the Middle East and elsewhere, though very recent games are understandably still under wraps. The board games produced for the public go back to the Napoleonic Wars and even earlier. Some of these games had excellent graphics which conjured up visions of battles, while others were exciting to play and needed thought. Today many people play dynamic computer games, often over the internet with unknown opponents. Above all this is a book about the ideas and ingenuity underlying the games. Their inventors struggled to combine simplicity and playability with attempts to reproduce features of real-life conflicts. War Games is a definitive book, beautifully illustrated with over 280 detailed color pictures. We hope you will find it thought-provoking and enjoyable

About the Author CHRISTOPHER GEORGE LEWIN has been fascinated by war-games since a child. Aged ten, he devised one of his own, the intellectual challenge of strategic games being of interest. The author also specialises in British social history of the 17th century. Currently an advisor to the Government on risk in the public sector, Lewin has had numerous magazine articles printed as well as contributing towards Oxford Dictionary of National Biography.