

A World at War

The Ultimate World War II Strategy Game

Welcome to *A World at War*! Whether you are a devotee of the predecessor games, tired of other World War II strategic games which have quirky or unsettled rules, ready to go beyond beer and pretzel treatments of the war, a Second World War history buff, or just a gamer who wants to explore history's most dramatic and important conflict, you will find endless replay value in *A World at War* and a thriving community of fellow players to assist you in learning the game and improving your skills.



A World at War's "living rules" incorporate clarifications and refinements every six months, and are available at no charge at the *A World at War* website, along with a variety of other material:

<http://www.aworldatwar.org>

This additional material includes:

- rules in both PDF and HTML format.
- player aids and record sheets, included enhanced versions in color.
- player registry.
- additional scenarios.
- Articles by many of the top players of the game, with valuable hints and strategies which make the game easier and more enjoyable to play.
- links to other sites of interest.

Apart from the *A World at War* website, additional product support is provided by the Yahoo *A World at War* discussion group. With hundreds of members, you are literally seconds away from quick answers to questions, discussions of tactics and strategies, and whatever else is might be on your mind about the game:

<http://groups.yahoo.com/group/aworldatwar>

Many play *A World at War* by e-mail, using Warplanner, the customized program developed concurrently with the game itself. To explore this possibility, go to

<http://www.warplanner.com/>

And of course one more website to bookmark is GMT Games, the publisher of *A World at War*, as well as *Gathering Storm*, the prequel game scheduled for release in 2014.

<http://www.gmtgames.com/>