WIKIPEDIA

The Art of War

The Art of War (Chinese: 孫子兵法) is an ancient Chinese military treatise dating from the Late Spring and Autumn Period (roughly 5th century BC). The work, which is attributed to the ancient Chinese military strategist Sun Tzu ("Master Sun"), is composed of 13 chapters. Each one is devoted to a different set of skills (or "art") related to warfare and how it applies to military strategy and tactics. For almost 1,500 years it was the lead text in an anthology that was formalized as the Seven Military Classics by Emperor Shenzong of Song in 1080. *The Art of War* remains the most influential strategy text in East Asian warfare[1] and has influenced both Far Eastern and Western military thinking, business tactics, legal strategy, lifestyles and beyond.

The book contains a detailed explanation and analysis of the 5th-century BC Chinese military, from weapons and strategy to rank and discipline. Sun also stressed the importance of intelligence operatives and espionage to the war effort. Considered one of history's finest military tacticians and analysts, his teachings and strategies formed the basis of advanced military training for millennia to come.

The book was translated into French and published in 1772 (re-published in 1782) by the French Jesuit Jean Joseph Marie Amiot. A partial translation into English was attempted by British officer Everard Ferguson Calthrop in 1905 under the title *The Book of War*. The first annotated English translation was completed and published by Lionel Giles in 1910.[2] Military and political leaders such as the Chinese communist revolutionary Mao Zedong, Japanese *daimyō* Takeda Shingen, Vietnamese general Võ Nguyên Giáp, and American military general Norman Schwarzkopf Jr. are all cited as having drawn inspiration from the book.

The Art of War

Author	(trad.) Sun Tzu
Country	China
Language	Classical Chinese
Subject	Military art
Publication date	5th century BC
Text	*The Art of War* at Wikisource

The Art of War

Traditional Chinese	孫子兵法
Simplified Chinese	孙子兵法
Literal meaning	"Master Sun's Military Methods"

Application outside the military

The Art of War has been applied to many fields outside of the military. Much of the text is about how to outsmart one's opponent without actually having to engage in physical battle. As such, it has found application as a training guide for many competitive endeavors that do not involve actual combat.

The Art of War is mentioned as an influence in the earliest known Chinese collection of stories about fraud (mostly in the realm of commerce), Zhang Yingyu's The Book of Swindles (*Du pian xin shu*, 杜騙新書, c. 1617), which dates to the late Ming dynasty.[22]

Many business books have applied the lessons taken from the book to office politics and corporate business strategy.[23][24][25] Many Japanese companies make the book required reading for their key executives.[26] The book is also popular among Western business circles citing its utilitarian values regarding management practices. Many entrepreneurs and corporate executives have turned to it for inspiration and advice on how to succeed in competitive business situations (https://asymmetric.pro/art-of-war-strategies-for-success/). The book has also been applied to the field of education.[27]

The Art of War has been the subject of legal books[28] and legal articles on the trial process, including negotiation tactics and trial strategy.[29][30][31][32]

The book *The 48 Laws of Power* by Robert Greene employs philosophies covered in *The Art of War*.[33]

The Art of War has also been applied in sports. National Football League coach Bill Belichick, record holder of the most Super Bowl wins in history, has stated on multiple occasions his admiration for *The Art of War*.[34][35] Brazilian association football coach Luiz Felipe Scolari actively used *The Art of War* for Brazil's successful 2002 World Cup campaign. During the tournament Scolari put passages of *The Art of War* underneath his players' doors in the night.[36][37]

The Art of War is often quoted while developing tactics and/or strategy in esports. "Play To Win" by David Sirlin analyses applications of the ideas from *The Art of War* in modern esports. *The Art of War* was released in 2014 as an e-book companion alongside the Art of War DLC for Europa Universalis IV, a PC strategy game by Paradox Development Studios, with a foreword by Thomas Johansson.