

GREETINGS!

and thank you for purchasing ArenaWorks! I'm the designer, Paul Senior, and this is my first for WorldWorks games. I hope you enjoy it! This set took about four months to complete and is based on my own research and RPG experience.

In ancient Rome, gladiatorial arenas in larger centres had trap doors in the fighting floor leading to underground holding cages, sometimes three levels deep. As attractive as this sounds, modeling it in cardboard would be...impractical. I have modeled a ground-floor arena with facilities built into the stands and buildings, based on those found in the provinces of the Roman Empire. In September of 2003 I visited the remains of one of these at Caerleon, Wales.

The artwork is dry and dusty, a mediterranean palette with a medieval feel. Exposed stonework in a parched environment. The stonework in ArenaWorks features dressed quoins at the corners, crucial for strength in the real thing, and mixed brick/stone courses, although visually it could pass for either in a pinch. Surviving medieval masonry has a very random feel, as it's rebuilt again and again over hundreds of years. I left some of my mistakes and twitches in the final product as a tribute to those long dead artisans.

The geometry of ArenaWorks is as plain and simple as possible, with as few of those nasty reverse folds as possible. I've made them as sturdy as I can to hold lots of figures, because you never know where a fight might break out...

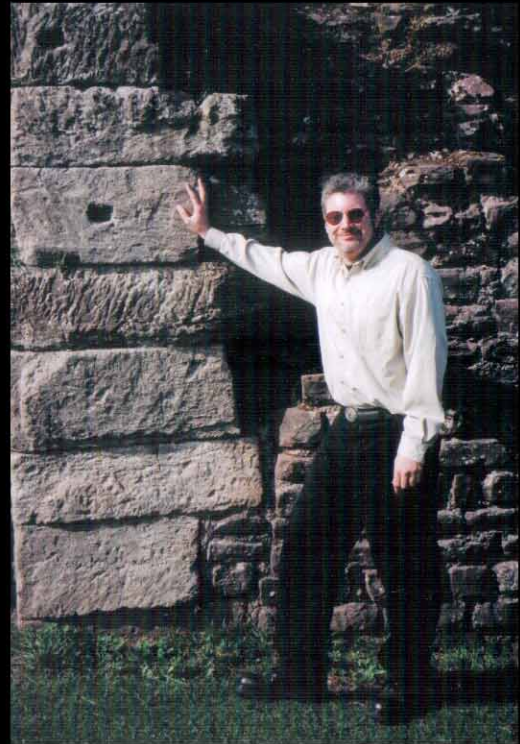
I've included lots of tabs, full-length and in the right place for maximum structural stiffness and weight bearing ability. Strong, like tractor!

This set will work well with VillageWorks. Many of the props are usable by both, so mix 'em up.

Feedback is welcome. I may be contacted on the WorldWorksgames.com forums or via email at

paul@worldworksgames.com

Paul Senior 2003



caerleon, Wales

Dedication

To Those Before

GG Tim

To Those Now

Mum, Bernard, John, Denny

Clyll

To Those After

C, S & N

A, W & R