



“BRINGING IT ALL TOGETHER”

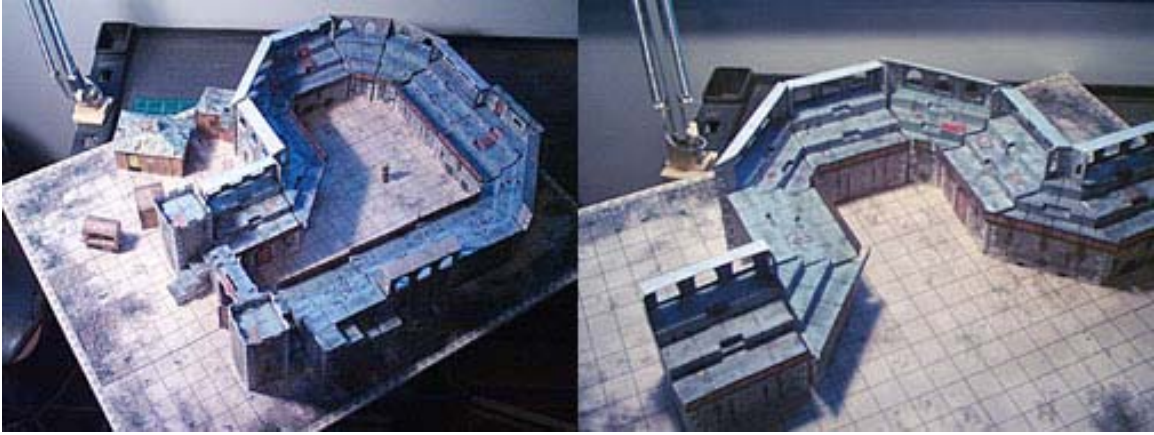
Now that you’ve built all of the elements in ArenaWorks it’s time to lay out your dream fighting pit!

Decide how big you want your stands, how much “inside the arena” and “outside the arena” space you want. Where does the bulk of your story happen? A big arena will cover nearly your entire board, a smaller one will have room outside for buildings, facilities and corrals.

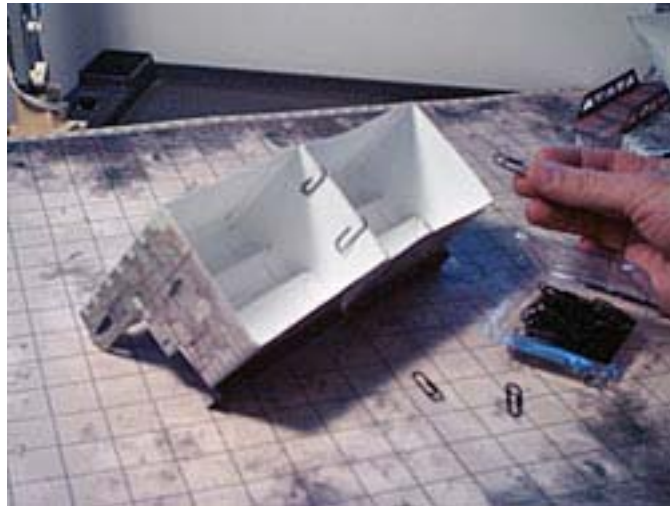
As noted in the instructions the terraces have different fronts and backs, so mix and match them. The backs include a Food Vendor and Betting Window. There’s also a Plain back, a House back that is a bit deeper and a Low back that cuts off even with the top terrace at the three-inch level. Terrace fronts consist of the Door, Grate and Plain fronts.



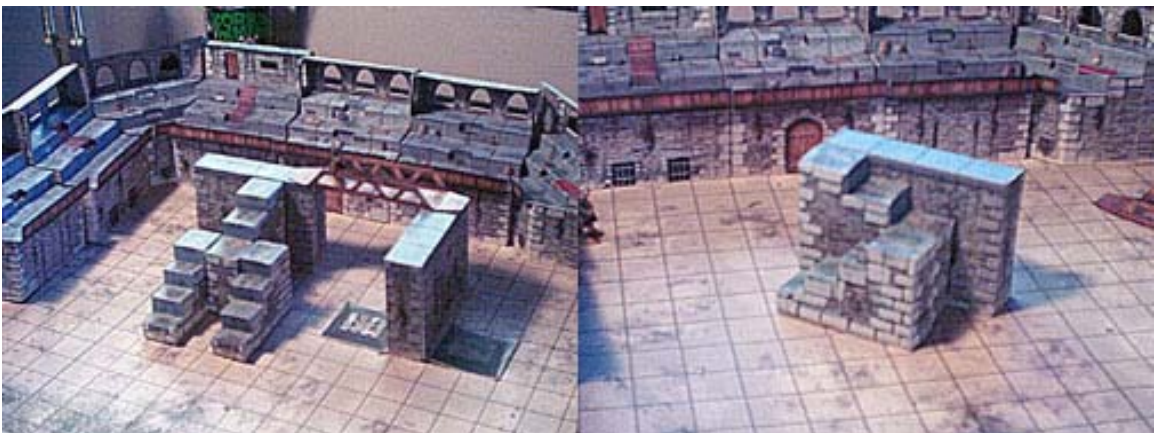
It’s not all terraced stands though! For variety you can add the flat-top building, the Grand Gate, towers, 3D stone walls and fencing. Don’t forget the Royal Box and Altar! With the Reverse 90-Degree corner you can make an “L” or “T”-shaped arena. The larger arenas will require two Masterboards.



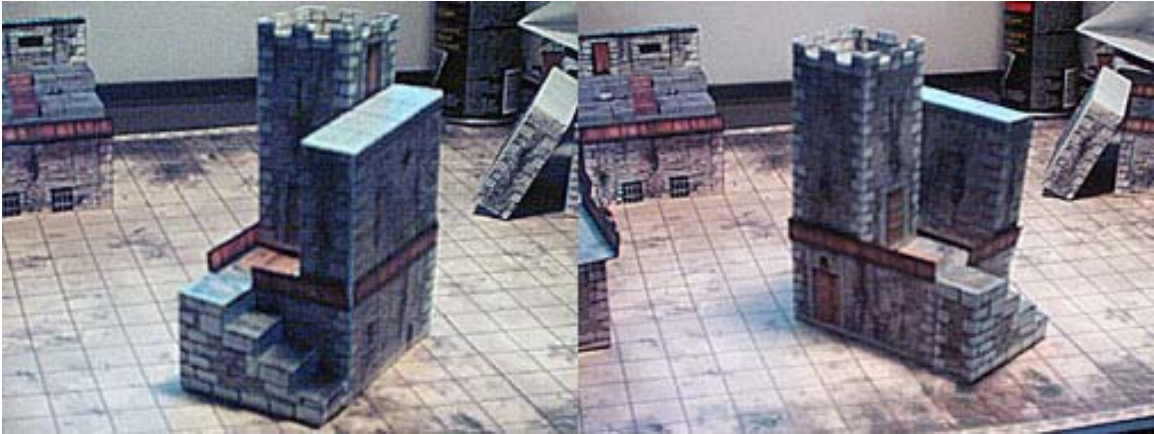
Securing the assembled arena can be done in a number of ways. If you are REALLY happy with the arrangement you can glue them side-to-side and make a permanent ring. This also makes it easy to store, just hang it on the wall! Other ways of securing it include the time-honoured practice of gluing coins to the lower inside edge to weight it down, thumbtacks in the Masterboard and bits of masking tape. Paper clips on the lower edge work well too.



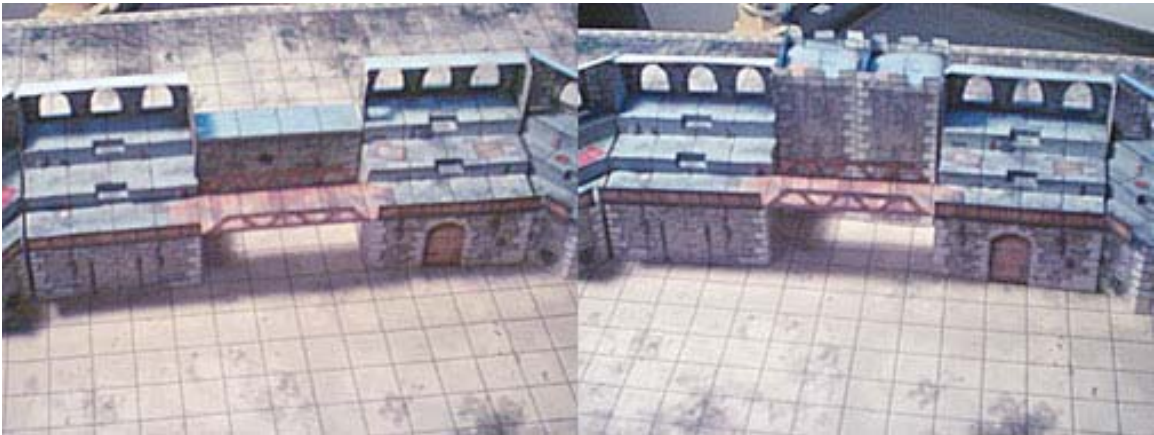
The walkways in front of the arena are two inches high, and the highest terrace level is three inches off the ground. Mix these with the Grand Gate, 3D Wall and Stairs.



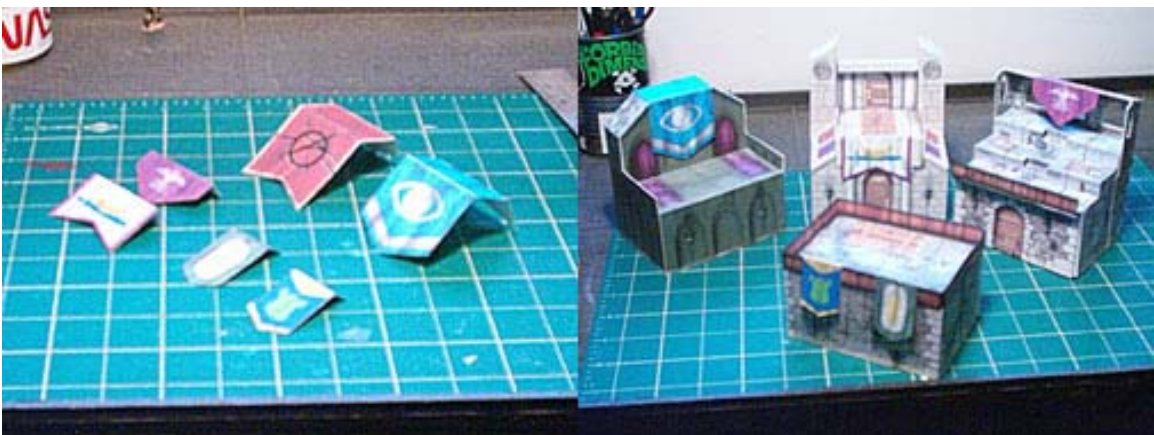
Try putting the Tower or 3D wall on top of the Flat-Topped Building. Or both!



Consider leaving a 4-inch space in the stands and bridging the gap with the bridge. The back can be blocked off with a fence, the 3" high 3D wall, the 4" Spina Wall or Towers.



Dressing up the finished arena is a snap with the Banners and Flags. I have included "Good" and "Evil" style banners, as well as an Imperial Roman eagle and a few generic banners.



The arena floor is up to you. Use a plain sandy surface, or use fencing for a tournament or maze. Add risers, pits, stairs, the 3D wall, or even stairs for a little variety. Trap doors can be simulated with the wooden panel from the Fixings sheet.



The area outside the arena can be just as challenging and dangerous. Use the pushcart, shacks, fences and risers to make a shadowy world of menace...

