

## **Arena Roman Arena**

The Romans were not only creative when it comes to building infrastructures, fashion and art. They were also pretty creative when it comes to entertainment. Unfortunately, their creativity in this area is a lot more than anyone today can handle. There raised gladiators who would fight to death. Slaves were treated like animals and it was all for fun. Curious? You better be ready for this book!

The Colosseum in Rome is one of the world's most amazing buildings. Built over 10 years during the reign of the Emperor Vespasiano in c. 72AD, at 160 feet high this immense oval stadium was home to the most violent and deadly spectator sports in history, and the making of many 'gladiator' heroes. Using state-of-the-art computer graphics, Colosseum brings the world of Ancient Rome to life and shows how and why this most extraordinary of human monuments was built. New research debunks the myths perpetuated in the film Gladiator and helps us understand the nature of these games - why the chariot races of Gladiator could not have happened within the Colosseum walls, for instance. Here for the first time, new evidence reveals exactly how the Colosseum was regularly flooded with water for the spectacle of deadly sea battles.

This sourcebook presents a wealth of material relating to every aspect of Roman spectacles, especially gladiatorial combat and chariot racing. Draws on the words of eye-witnesses and participants, as well as depictions of the games in mosaics and other works of art. Offers snapshots of "a day at the games" and "the life of a gladiator". Includes numerous illustrations. Covers chariot-races, water pageants, naval battles and wild animal fights, as well as gladiatorial combat. Combines political, social, religious and archaeological perspectives. Facilitates an in-depth understanding of this important feature of ancient life.

\*Includes pictures. \*Explains how the Romans designed and built the Colosseum. \*Includes ancient accounts of games held in the Colosseum. \*Includes a bibliography for further reading. "Let barbarous Memphis speak no more of the wonder of its pyramids, nor Assyrian toil boast of Babylon; nor let the soft Ionians be extolled for Trivia's temple; let the altar of many horns say nothing of Delos; nor let the Carians exalt to the skies with extravagant praises the Mausoleum poised on empty air. All labors yield to Caesar's Amphitheatre. Fame shall tell of one work instead of all." - Martial When the Colosseum was built in the late 1st century A.D., the Romans, a people known for their architectural acumen, managed to amaze themselves. Martial, a Roman poet writing during the inauguration of the Colosseum, clearly believed the Colosseum was so grand a monument that it was even greater than the other Wonders of the Ancient World, which had been written about and visited endlessly by the Romans and Greeks in antiquity. Indeed, although the Wonders were wondrous to behold, the Colosseum was a spectacular achievement in architecture, something new and innovative, and therefore an amazing "Wonder" in its own way. The Colosseum was designed to be both a symbol and show of strength by the famous Flavian emperors, most notably Vespasian and his sons Titus and Domitian. Vespasian had started the construction of the Colosseum shortly after becoming emperor in 69 A.D., but he died before he could present any spectacles in his giant amphitheatre. That honor went to his son Titus, who celebrated the inaugural opening in 80 A.D. with 100 days of games, despite the fact that the Colosseum was not completely finished. When his brother Domitian came to power in 81 A.D., he finished the amphitheatre, but not without making some changes to the overall design. By the time it was truly finished, the Colosseum stood about 150 feet tall, with the oval in the center stretching nearly two football fields long and over 500 feet across. The Colosseum is a large stadium even by today's standards, and its great size conveys the power of the empire as it dominates the landscape and towers over nearby buildings. Nearly 2,000 years later, the Colosseum still amazes millions of people who come to visit it, and when asked to visualize a monument that represents the Roman Empire, many conjure up an image of the large amphitheater. As Keith Hopkins and Mary Beard put it, the Colosseum is "the most famous, and instantly recognizable, monument to have survived from the classical world." At

the same time, the Colosseum also represents the Roman games and spectacles, particularly the gladiatorial combats that so many people today find both abhorrent yet fascinating. Given its massive size and the architectural ingenuity involved, the Colosseum played host to all sorts of games, including massive hunts of exotic animals and even sea battles. The Roman Colosseum: The History of the World's Most Famous Arena comprehensively covers the history and construction of Rome's largest amphitheater. Along with a bibliography and pictures, you will learn about the Colosseum like you never have before, in no time at all.

The Roman Colosseum

Arena: Revenge (Part Four of the Roman Arena Series)

Under the Eagle

Arena: First Sword (Part Three of the Roman Arena Series)

Arena Spectacles: Oxford Bibliographies Online Research Guide

***This journal with 150 ruled pages awaits your writing pleasure. You can use it to record your hopes and dreams, express your gratitude, to keep a bucket list, as a daily diary, or to jot down your "To-Do" lists. The possibilities are endless and the choice is all yours. Enjoy!***

***Gladiators and Beasthunts is a comprehensive survey of arena sports in ancient Rome, focusing upon gladiatorial combat and the beast-hunts (venationes). Whilst numerous books have already been written on arena spectacles in ancient Rome, they generally neglect the venationes, despite the fact that the beast-hunts, in which men were pitted in mortal combat against various dangerous wild animals (including lions, tigers, elephants and rhinos), were almost as popular as gladiatorial spectacles and were staged over a longer period of time. Dr Christopher Epplett, gives a full and detailed treatment of both types of spectacle. The author starts by explaining the origins of these bloody combat sports in the late Roman Republic, before surveying the growth of these events during the first two centuries of the Empire, when emperors possessed the resources to stage arena spectacles on an unmatched scale. The details of the training, equipment and fighting styles used by different types of combatants are covered, as are the infrastructure of the arenas and behind-the-scenes organization that was essential to the successful staging of arena events. Particular attention will be paid to the means by which Roman spectacle organizers were able to procure the countless wild animals necessary for the staging of venationes throughout the Empire. This is a gladiator book with added bite and sure to be welcomed by scholars and general readers alike.***

***In this first book of a new historical fiction series, a crack Roman legion invades Britain in this brazen tale of military adventure, political intrigue and heroism It is the year 42 AD, and Centurion Macro, battle-scarred and fearless, is in the heart of Germany with the Second Legion, the toughest in the Roman army. Cato, a new recruit and the newly appointed second-in-command to Macro, will have more to prove than most. In a bloody skirmish with local tribes, Cato gets his first chance to prove that he's more than a callow, privileged youth. As their next campaign takes them to a land of unparalleled barbarity - Britain - a special mission***

*unfolds, thrusting Cato and Macro headlong into a conspiracy that threatens to topple the Emperor himself. Filled with the kind of historical details that brings the adventure to life, Simon Scarrow's Under the Eagle is destined to become a military fiction classic. Released from the Arctic ice after two millennia, a Roman gladiator contends with his haunted memories and the modern world in this "marvelous" novel (Los Angeles Times). While exploring the polar expanse for an oil company, geologist Lew McCardle discovers something remarkable: a body encased in the ice. Even more remarkable, the skills of a Russian researcher bring the man miraculously back to life. This strange visitor from the distant past has an amazing story to tell. With the help of a Nordic nun who translates from his native Latin, Lucius Aurelius Eugenianus reveals that in the era of Domitian he was a champion in the ancient Roman Coliseum, a gladiator known far and wide as the greatest of all time. But now the warrior Eugeni must readjust to this new world, with its bizarre customs, hidden traps, and geopolitical and moral complexities, as he struggles to come to terms with painful memories of loves and glories lost, and the bloodthirsty imperial politics and heartbreaking betrayals that ultimately led him to this time and place. An ingenious amalgam of science fiction, fantasy, and history, Richard Ben Sapir's The Far Arena is a breathtaking work of literary invention, at once thrilling, poignant, and thought-provoking.*

*roman*

*The Story of the Roman Amphitheatre*

*From Its Origins to the Colosseum*

*Roman*

*Make Your Own Roman Arena*

*Were the Romans who watched brutal gladiatorial games all that different from us? This book argues they were not.*

*Our taste for blood sport stops short at the bruising clash of football players or the gloved blows of boxers, and the suicide of a politician is no more than a personal tragedy. What, then, are we to make of the ancient Romans, for whom the meaning of sport and politics often depended on death? In this provocative, thoughtful book, Paul Plass shows how the deadly violence of arena sport and political suicide served a social purpose in ancient Rome. His work offers a reminder of the complex uses to which institutionalized violence can be put. Violence, Plass observes, is a universal part of human life, and so must be integrated into social order. Grounding his study in evidence from Roman history and drawing on ideas from contemporary sociology and anthropology, he first discusses gladiatorial combat in ancient Rome. Massive bloodshed in the arena, Plass argues, embodied the element of danger for a society frequently engaged in war, with outsiders--whether slaves, criminals, or prisoners of war--sacrificed for a sense of public security*

*The slaying of exotic animals and fellow gladiators entertained crowds for centuries. In this volume, readers explore the different types of gladiators, the weapons used to protect them, and arenas they fought in. Any young reader will become engrossed in this action-packed look into the history of gladiators.*

*ARENA is a Sunday Times bestselling novel from Simon Scarrow, author of INVICTUS, CENTURION and THE GLADIATOR, and T.J.*

*Andrews. Perfect for fans of Bernard Cornwell. Praise for Simon Scarrow's gripping novels: 'Ferocious and compelling' Daily Express It is AD 41. The city of Rome is a dangerous place. Optio Macro of the Second Legion, recently decorated for courage on the battlefield, can't wait to leave the teeming city behind. He's dismayed when he's compelled to stay in Rome to train Marcus Valerius Pavo, a young gladiatorial recruit. Though fearless Pavo has fought for his life before, he's a novice in the arenas. But he's a driven man, with a goal dearer than survival - to avenge his father's death at the hands of a champion gladiator. Will he live to face his nemesis? ARENA has previously been published as five separate ebook novellas. This print edition brings the complete series together.*

*Rome's Arena of Death*

*The Roman Games*

*Gladiators and Beasthunts*

*The Roman Gladiators and the Colosseum*

*The Far Arena*

*An extensive history of ancient Rome's gladiators, arena combat, and beast hunts. It's hard for modern readers to truly grasp the spectacle that was arena sports in ancient Rome, which pitted man against man and man against beast in mortal combat. Our modern games of football and hockey, or even boxing and MMA, truly pale in comparison. The Gladiators is a comprehensive survey of these ancient sports, focusing on gladiatorial combat and the beast hunts (venationes). While many books have been written on arena spectacles in ancient Rome, they generally neglect the venationes, despite the fact that the beast hunts, of various dangerous wild animals (including lions, tigers, elephants, and rhinos), were almost as popular as gladiatorial spectacles and endured over a longer period of time. Dr. Christopher Epplett gives a full and detailed treatment of both types of spectacle. The author starts by explaining the origins of these bloody combat sports in the late Roman Republic before surveying the growth of these events during the first two centuries of the Empire, when emperors possessed the resources to stage arena spectacles on an unmatched scale. The details of the training, equipment, and fighting styles used by different types of combatants are covered, as are the infrastructure of the arenas and behind-the-scenes organization that was essential to the successful staging of arena events. Particular attention is paid to the procurement of the countless wild animals necessary to stage venationes throughout the Empire. A gladiator book with added bite, The Gladiators is sure to be welcomed by scholars and general readers alike.*

*Gladiators were the superstars of the Roman Empire. However, their lives were bloody, dangerous, and short. Learn more about these fighters in Gladiators. Curriculum Connections: - Presents fighters in historical context, including the culture, mores, and socioeconomic climate of the time - Action verbs, vivid descriptions, and other reading cues are used in the text to stimulate the reader, particularly the experiential and/or kinesthetic learner (differentiated instruction)*

*First published in 1973, Arena discusses the Year AD 80, when the Colosseum opened with quite the longest and most nauseating organized mass orgy in history. It was a mammoth celebration on the grandest scale, a fitting inauguration for an*

*arena built to epitomize all the majesty and power of the Roman Empire, a building which also held the seeds of that Empire's decay and destruction. As well as his vivid account of the erection of the Colosseum, Mr Pearson discusses the origins of death spectacles and their evolution into highly organized games intended to enhance imperial prestige and provide the populace with an effective substitute for politics and war. 'Butchered to make a Roman holiday', the victims of this lust for slaughter were slaves and criminals, the human surplus of their day, coached for an almost certain death. One chapter highlights the perverted death-wish of many early would-be martyrs and decisively establishes that there is no evidence for the death of a single Christian martyr in the Colosseum. The book concludes with a brief survey of the building's subsequent history; looted and despoiled yet still the embodiment of Rome's spirit and greatness, it became a sublime romantic ruin, now exposed by slum-clearance as a gigantic traffic island. Mr Pearson is acutely aware of the violence that was endemic in Roman society, and in his shrewd analysis he draws disturbing parallels with the twentieth-century situation.*

*The third novella in Simon Scarrow's ebook-exclusive Roman Arena series sees gladiator Pavo and mentor Macro fight for their lives amid a bloody revolt. The imperial gladiator school in Capua: once the pride of the Roman Empire, lately driven to the brink of ruin by a greedy lanista. Now the school welcomes its newest recruit: Marcus Valerius Pavo, the high-born gladiator with a string of impressive victories to his name, sworn to seek revenge for the brutal murder of his father. Meanwhile Lucius Cornelius Macro, the decorated optio of the Second Legion, has been appointed as the school's new lanista. Macro faces a race against time to turn the school around before the start of the games in Rome, held in honour of the new Emperor. But when a notorious tribal warrior sets in motion a violent uprising, Macro and Pavo find themselves caught in a desperate struggle for survival... Simon Scarrow supports the Bansang Hospital Appeal ? learn more at [www.bansanghospitalappeal.org](http://www.bansanghospitalappeal.org). He will be donating his earnings from the sale of this book to the Appeal.*

*The Game of Death in Ancient Rome*

*Sand of the Arena*

*Arena: Barbarian (Part One of the Roman Arena Series)*

*Arena: Champion (Part Five of the Roman Arena Series)*

*The Story of the Colosseum*

The first in an ebook-exclusive series of action-packed novellas set in Ancient Rome introducing Pavo, a novice gladiator, and featuring Simon Scarrow's ongoing soldier character Optio Macro. It is AD 41. The savage Gaul Britomaris has defeated the best of the Roman gladiators in the arena. Now a young volunteer, Marcus Valerius Pavo, the son of a murdered general, has been given a month to prepare to face Britomaris in a fight which only one man can survive. He is to be trained by veteran soldier Macro, who fears for his young trainee's chances. But Pavo is motivated by more than a simple desire for victory or survival, and Britomaris may yet be facing his most dangerous opponent... Simon Scarrow supports the Bansang Hospital Appeal ? learn more at [www.bansanghospitalappeal.org](http://www.bansanghospitalappeal.org). He will be donating his earnings from the sale of this book to the Appeal.

This ebook is a selective guide designed to help scholars and students of the ancient world find reliable sources of information by

directing them to the best available scholarly materials in whatever form or format they appear from books, chapters, and journal articles to online archives, electronic data sets, and blogs. Written by a leading international authority on the subject, the ebook provides bibliographic information supported by direct recommendations about which sources to consult and editorial commentary to make it clear how the cited sources are interrelated. A reader will discover, for instance, the most reliable introductions and overviews to the topic, and the most important publications on various areas of scholarly interest within this topic. In classics, as in other disciplines, researchers at all levels are drowning in potentially useful scholarly information, and this guide has been created as a tool for cutting through that material to find the exact source you need. This ebook is just one of many articles from Oxford Bibliographies Online: Classics, a continuously updated and growing online resource designed to provide authoritative guidance through the scholarship and other materials relevant to the study of classics. Oxford Bibliographies Online covers most subject disciplines within the social science and humanities, for more information visit [www.aboutobo.com](http://www.aboutobo.com).

The Roman amphitheatre was a site both of bloody combat and marvellous spectacle, symbolic of the might of Empire; to understand the importance of the amphitheatre is to understand a key element in the social and political life of the Roman ruling classes. Generously illustrated with 141 plans and photographs, *The Story of the Roman Amphitheatre* offers a comprehensive picture of the origins, development, and eventual decline of the most typical and evocative of Roman monuments. With a detailed examination of the Colosseum, as well as case studies of significant sites from Italy, Gaul, Spain and Roman North Africa, the book is a fascinating gazetteer for the general reader as well as a valuable tool for students and academics.

Describes the building of the Colosseum in ancient Rome, the training of its gladiators, and the different types of combat they fought in its arena.

Blood in the Arena

Roman Circuses

Arena

The Colosseum

Colosseum

From Sunday Times Bestselling author Ben Kane comes a collection of short stories: *Sands of the Arena* Can a wet-behind-the-ears gladiator survive a bloody contest ordered by Emperor Caligula? *The Shrine* Centurion Tullus discovers that Fate will always hold him in her grip. *The Arena* Legionary Piso's much anticipated payday plays out very differently than he expected. *Eagles in the East* Caught up in a bloody rebellion, Centurion Tullus battles to keep his men alive. *Eagles in the Wilderness* Bored with retirement, Centurion Tullus takes service with an amber merchant, voyaging to unknown, dangerous lands far beyond the empire. *Hannibal: Good Omens* History's most famous general seeks the gods' approval before his war with Rome. *The March* Romulus and Tarquinius travel to the ends of the earth, searching for their lost friend Brennus.

\*Includes pictures. \*Includes ancient accounts of gladiatorial games and other spectacles. \*Explains how the Colosseum was designed and built, as well as how seating was arranged. \*Describes the different

classes of Roman gladiators and the armor and weaponry they used. \*Includes footnotes and a bibliography for further reading. "He vows to endure to be burned, to be bound, to be beaten, and to be killed by the sword." - The gladiator's oath, according to Petronius in the Satyricon. When the Colosseum was built in the late 1st century A.D., the Romans, a people known for their architectural acumen, managed to amaze themselves. Martial, a Roman poet writing during the inauguration of the Colosseum, clearly believed the Colosseum was so grand a monument that it was even greater than the other Wonders of the Ancient World, which had been written about and visited endlessly by the Romans and Greeks in antiquity. Indeed, although the Wonders were wondrous to behold, the Colosseum was a spectacular achievement in architecture, something new and innovative, and therefore an amazing "Wonder" in its own way. The Colosseum was designed to be both a symbol and show of strength by the famous Flavian emperors, most notably Vespasian and his sons Titus and Domitian. Vespasian had started the construction of the Colosseum shortly after becoming emperor in 69 A.D., but he died before he could present any spectacles in his giant amphitheatre. That honor went to his son Titus, who celebrated the inaugural opening in 80 A.D. with 100 days of games, despite the fact that the Colosseum was not completely finished. When his brother Domitian came to power in 81 A.D., he finished the amphitheatre, but not without making some changes to the overall design. By the time it was truly finished, the Colosseum stood about 150 feet tall, with the oval in the center stretching nearly two football fields long and over 500 feet across. The Colosseum is a large stadium even by today's standards, and its great size conveys the power of the empire as it dominates the landscape and towers over nearby buildings. Of course, the main events in the Colosseum were gladiator fights. Gladiators are somewhat synonymous with ancient Rome, and even thousands of years after they performed on the sands, when people are asked about Roman culture, many think about and refer to the bloody spectacles of men fighting to the death in the arena. Gladiatorial combat is often regarded as barbaric, and most find it very difficult to comprehend how people could have enjoyed watching something so violent, but nevertheless, the spectacle still intrigues and fascinates people today, whether in movies like *Gladiator* or television shows about *Spartacus*. Each match usually pitted one type of gladiator against a different type of gladiator, with each having their own kind of armor, weaponry and fighting style. For example, the *retiarius* was a gladiator that used a net, dagger and trident as his offensive weapons, while only wearing a protective guard over his left arm for protection. The *retiarius* would typically fight against the *secutor*, a gladiator armed with a sword, large shield, helmet and protective covering on his right arm and left leg. Therefore, a *retiarius* sacrificed armor for quickness in battle, while the *secutor* did the opposite. Although people often think of gladiators fighting to the death, the outcome of gladiatorial combats was not always fatal for one of the participants. If a gladiator fought well, the sponsor of the show could spare him, particularly if the crowd desired it. The fact that the outcome of matches was never the same and the

crowd could help determine the result of the match certainly added to the Roman public's pleasure, making it a lot less surprising that such an abhorrent spectacle still fascinated the modern world. The history of the Colosseum is, in reality, much stranger than the legend. In this engaging book, we learn the details of how the arena was built and at what cost; we meet the emperors who sometimes fought in gladiatorial games; and we take measure of the audience who reveled in, or opposed, these games. The authors also trace the strange afterlife of the monument.

From the center of Imperial Rome to the farthest reaches of ancient Britain, Gaul, and Spain, amphitheaters marked the landscape of the Western Roman Empire. Built to bring Roman institutions and the spectacle of Roman power to conquered peoples, many still remain as witnesses to the extent and control of the empire. In this book, Alison Futrell explores the arena as a key social and political institution for binding Rome and its provinces. She begins with the origins of the gladiatorial contest and shows how it came to play an important role in restructuring Roman authority in the later Republic. She then traces the spread of amphitheaters across the Western Empire as a means of transmitting and maintaining Roman culture and control in the provinces. Futrell also examines the larger implications of the arena as a venue for the ritualized mass slaughter of human beings, showing how the gladiatorial contest took on both religious and political overtones. This wide-ranging study, which draws insights from archaeology and anthropology, as well as Classics, broadens our understanding of the gladiatorial contest and its place within the highly politicized cult practice of the Roman Empire.

The Roman Amphitheatre

Past the Roman Arena and the Cedar of Lebanon

The Spectacle of Roman Power

The History of the World's Most Famous Arena

Arena Sport and Political Suicide

**The second ebook-exclusive novella in Simon Scarrow's Roman Arena series, following novice gladiator Pavo's next gruelling test, which will put mentor Macro's loyalties on the line. Rome under the rule of the ruthless new Emperor Claudius is a dangerous place. Condemned to gladiator school Marcus Valerius Pavo, the son of a treasonous general, is a celebrated hero following a dramatic victory in the arena. Now he finds himself pitted against one of the greatest gladiators who ever lived: Decimus Cominius Denter. Though Denter has fallen on harder times he is still a formidable opponent, and it is up to newly decorated Macro to whip him into shape. But as the much-heralded fight descends into chaos and riots threaten to engulf the city, Macro must choose between his duty to Rome and his loyalty to Pavo... Simon Scarrow supports the Bansang Hospital Appeal ? learn more at [www.bansanghospitalappeal.org](http://www.bansanghospitalappeal.org). He will be donating his earnings from the sale of this book to the Appeal.**

**Describes the training, clothing, weapons, and types of gladiators, including the retiarius, hoplomachus, and secutor. In AD 63 the long arm of the Roman Empire stretches across the European continent and the gladiatorial games are awash**

**in blood and glory. For Quintus Honorius Romanus, son of one of the richest men in Rome, everything is as it should be—as long as he can sneak off to the arena for a little entertainment. Things go drastically wrong, however, when Quintus loses his family, his social standing, and his name to an imposter. Faced with a life of menial slavery, Quintus joins a gladiatorial school instead and begins a game of high stakes, as he vows to bring down the usurper who stole his life.**

**The fifth and final instalment in Simon Scarrow's electrifying ARENA series sees gladiator Pavo face his most gruelling battle yet as strives to avenge his father's death. From the moment his father was executed in the arena for an act of treason, former military tribune and condemned gladiator Marcus Valerius Pavo has burned with the desire for revenge. Now all that stands between Pavo and victory is a man considered by many to be the greatest gladiator to have ever lived: Hermes. But even with Optio Macro as his trainer, and the help of the snakish imperial secretary, defeating Hermes appears an impossible task. With a conspiracy unfolding within the walls of the palace and a storm gathering over Rome, Pavo will have to call on everything he has learned under Macro if he is to his triumph over his father's killer - and become the champion of the arena... Simon Scarrow supports the Bansang Hospital Appeal - learn more at [www.bansanghospitalappeal.org](http://www.bansanghospitalappeal.org). He will be donating his earnings from the sale of this book to the Appeal.**

**Social Psychology and the Crowd at the Roman Games**

**150 Page Lined Notebook/Diary**

**Ancient Arena**

**Bloody Entertainment in the Roman Arenas - Ancient History Picture Books | Children's Ancient History**

**Deadly Arena Sports of Ancient Rome**

Patrick and his cousin Beth travel back in time to ancient Rome, where they meet Telemachus and help put an end to the spectacle of gladiators fighting to the death.

This is the first book to analyze the evolution of the Roman amphitheatre as an architectural form. Katherine Welch covers a critical period in the history of this building type: its origins and dissemination under the Republic, from the third to the first centuries BC; its monumentalization as an architectural form under Augustus; and its canonization as a building type with the Colosseum (AD 80). The study then shifts focus to the reception of the amphitheatre in the Greek East, a part of the empire deeply fractured about the new realities of Roman rule.

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Rom, A. D. 41: Optio Macro, der in der zweiten Legion dient, ist gerade für besondere Tapferkeit ausgezeichnet worden. Er möchte sich er Rom hinter sich lassen und neue Abenteuer suchen. Doch das Schicksal meint es anders mit ihm. Macro erhält den kaiserlichen Auftrag, den jungen Gladiator Marcus Valerio Pavo für die Arena vorzubereiten, und gerät schon bald in t

Gefahr: Denn bei dem Gladiatorenkampf geht es um mehr als um Leben und Tod – Pavo war einst römischer Legat, und bevorstehende Duell in der Arena zieht das Gefüge Roms in einen Mahlstrom von Intrigen und Gewalt ...

Sands of the Arena and Other Stories

The Story of the World's Most Famous Stadium and Its Deadly Games

The Lure of the Arena

The History and Legacy of Ancient Rome's Most Famous Arena and Fighters

Attack at the Arena

Create your own arena, color and cut out 19 figures, read facts about gladiators and chariot racing, and use simple instructions to make a Roman mosaic.

The opening day of the Games in Rome is a time for celebration in honour of the new Emperor. But for Marcus Valerius Pavo, a young military tribune fallen from grace, only despair awaits. Along with former mentor, Optio Macro, Pavo must fight for his life in a ferocious beast hunt. Battling against lions and bears, he'll have to use all his wits to survive, as well as the help of a hated former rival. But when Pavo achieves a stunning victory, his reward is to be condemned to death in a chaotic free-for-all. Now the young gladiator faces a race against time to triumph over the odds, save his son - and exact the ultimate revenge over the Emperor... Simon Scarrow supports the Bansang Hospital Appeal - learn more at [www.bansanghospitalappeal.org](http://www.bansanghospitalappeal.org). He will be donating his earnings from the sale of this book to the Appeal.

INVADER is a Sunday Times bestseller from Simon Scarrow (author of the bestsellers BRITANNIA and CENTURION) and T. J. Andrews, co-author of the bestselling INVADER. Featuring the Roman army officer Figulus in first-century Britannia, INVADER is not to be missed by readers of Conn Iggulden and Bernard Cornwell. Roman Britain, AD 44. The land is far from tamed. A puppet king is doing little to calm the hatred of the native tribes. Fighting is in Optio Horatius Figulus' blood. His Celtic ancestry gives him the toughness essential for survival. That toughness will be tested to the very limit when he is sent on a mission deep in hostile territory. And Figulus knows that, even utterly crushed in battle, their warriors routed and the Druids driven from their hill forts, the tribesmen of Britannia will sooner die than surrender. Figulus fought alongside Macro and Cato in Simon Scarrow's bestselling Eagles of the Empire series. In INVADER, he stands alone. INVADER has previously been published in five separate ebook novellas.

Arena: Challenger (Part Two of the Roman Arena Series)

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