



THE ROMANS

CHAPTER ONE

A GUIDE FOR TEACHERS AND PARENTS

An Archaeological Expedition into Roman Times
Designed and programmed by Mark Vanstone

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An Introduction to ArcVenture

The first ArcVenture educational computer games were originally released on the Acorn Archimedes range of computers in the 1990's and then updated to run on PC and Mac in 2003. ArcVenture has been at the forefront of bringing history to life for school children by exploring past cultures, specifically The Romans, The Egyptians, The Vikings and The Anglo Saxons. Rather than dealing with information about rulers and battles, ArcVenture sought to introduce the ordinary people and culture of the time using archaeological artefacts to prompt discussion which lead to an adventure back in the time.

This new development brings ArcVenture into the online environment with many more interactive options to use in classrooms and at home. This first chapter of the new series provides an introduction to some basic concepts of archaeology and the opportunity for players to discover information about a Roman Villa in Britain.

The main game guides the player around dig site based loosely on a real dig site in Milton Keynes. There are finds to be investigated and people to ask about the process of archaeology. Once all the existing finds have been investigated, there is an opportunity to help uncover a new object which must be investigated by going back in time to a simulated version of the Roman Villa being excavated. There players will meet people who lived in the villa, can ask them questions and perform tasks to discover what the mystery object is.

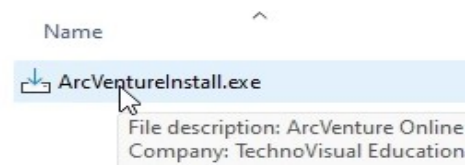
To accompany the main game, a player's guide app is available which provides additional information about all the discoveries in the game and also several extra online activities including Virtual Reality and Augmented Reality experiences.

The main game is designed to take between twenty minutes and half an hour to complete but can be done in two separate sessions if time is limited. The Player's Guide app provides an opportunity to continue investigations away from the game and will run on most mobile devices and desktop/laptop computers. There are several activities provided in the Player's Guide that are very engaging in a VR headset (including stand-alone ones such as the Meta Quest) if one is available. Each of these online activities are designed to be completed in only a few minutes.

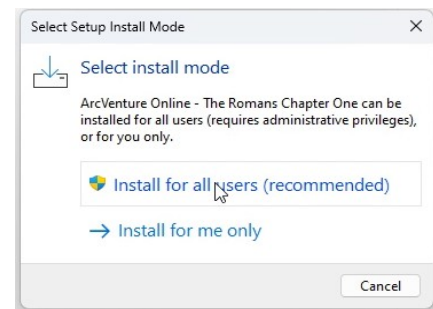
This ArcVenture Online chapter is designed to spark the imagination of the player to encourage further investigation of archaeology and the Roman era and will soon be followed by further chapters to 'dig deeper' into the techniques of archaeology and life and times of Roman Britain.

Installing The Game

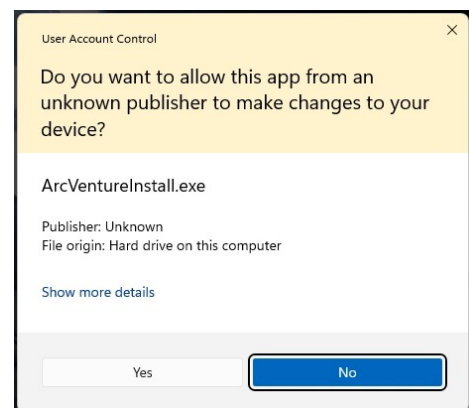
To install on a Windows PC: you download ArcVenture online and you will have a file called ArcVentureInstall.exe (you may not see the .exe bit). Double click this file to start the installation.



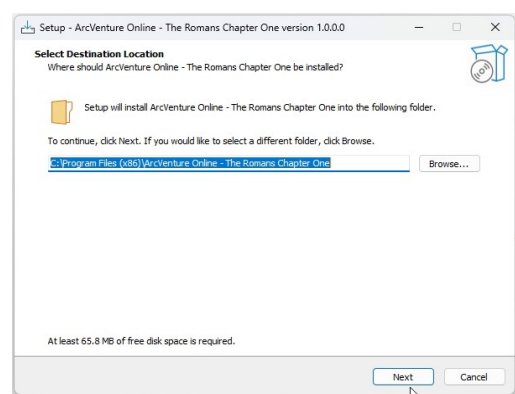
The next dialogue will ask you if you want to install for all users (recommended). Select the option you want.



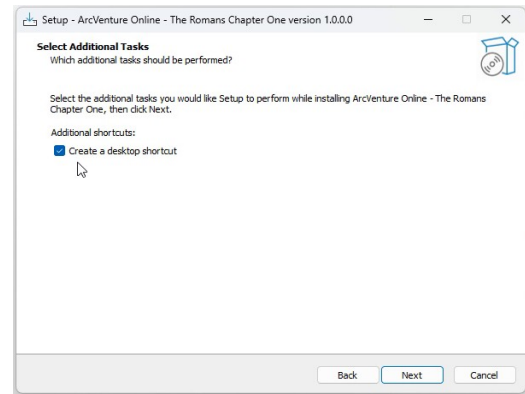
The next message asks if you want to install ArcVentureInstall – select Yes.



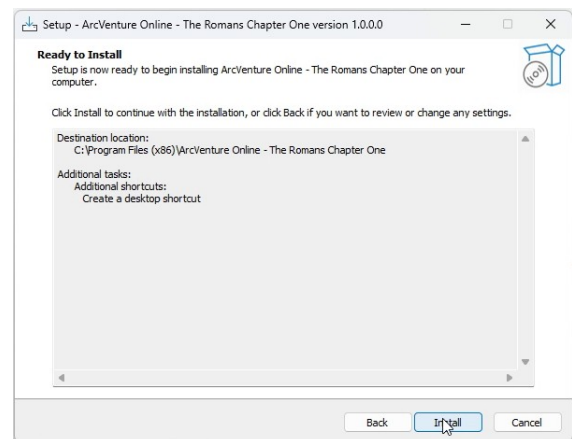
The installer will ask you where you want to install the program. You can change this location but we recommend that you keep the suggested location unless it is necessary to install in a different location.



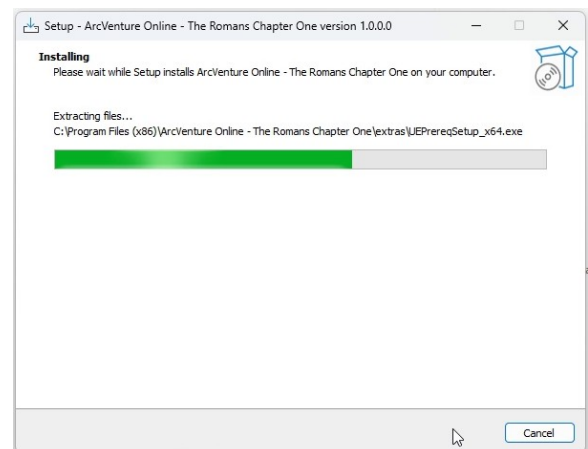
The next dialogue will ask if you want a desktop shortcut to launch ArcVenture Online. Choose your preference then select Next.



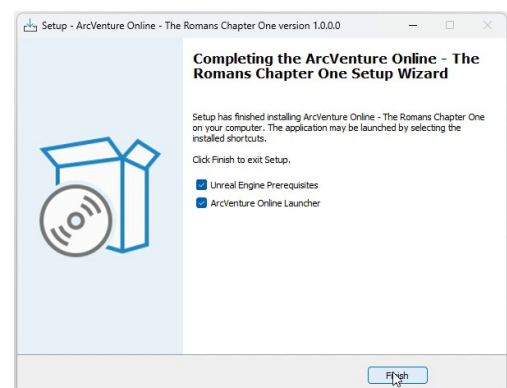
Check the details of the install and then select Install.



You will now see a progress bar showing the program installation.



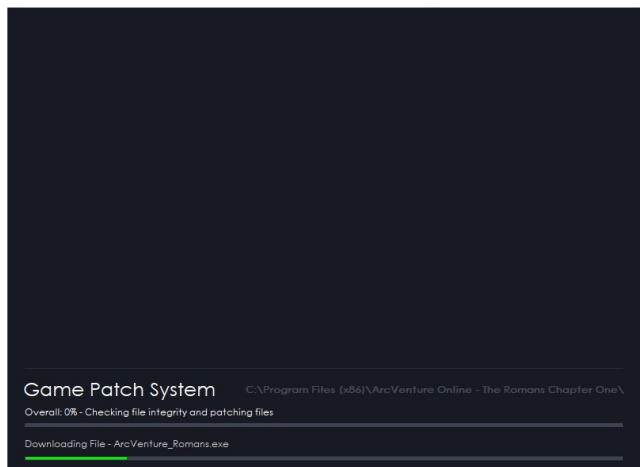
Once this is done, the ArcVenture Online Launcher is installed. If you have not installed an Unreal Engine game before on your computer, you will need to install the Unreal Engine Prerequisites.



When the ArcVenture Online launcher starts, it will download the latest version of the program. The program that does this is called patch.exe. Select Yes to download the latest program files.



The patch system will now download the ArcVenture Online files to your computer.



When the download has finished the launcher will show the following screen. New users should have a look at the Introduction Video then, during and after they have played the game, the Player's Guide has extra information and activities.



A Step By Step Guide to Playing the Game

For teachers and parents to help you through the game, here is the sequence of events that you will encounter:

At The Dig Site

You arrive at the Dig Site greeted by ARC1.

To move around the dig site, the mouse turns the camera and the 'w' key moves forward. You can also move left and right with the 'a' and 'd' keys.

The space-bar is used to jump and you can interact with any object where a blue arrow appears when you look directly at it. Click the left mouse button to interact. You can also return to the main menu by pressing the 'm' key.



There are three items in the Finds Tent that can be investigated:

- **Copper Brooch.** This will need reconstructing with the Reconstructor at the far end (left hand side) of the tent. To reconstruct an object, click on the object in the tray, then go to the Reconstructor and click it. You will see green beams flashing and the reconstructed item will appear after a short time. By clicking on the item you can move it to one of the tables and some additional information will appear.
- **Terracotta Pot.** This will need reconstructing with the Reconstructor.
- **Roman Coins.** These need to be washed by selecting them and then selecting the bowl of water on the same table.

The Finds tent also has a computer monitor at the far end which displays information associated with all the discoveries. Click on the monitor to cycle through the pages. To start with only information about the dig site is available but pages are added as discoveries are made.

When the three items in the Finds Tent have been examined, Lizzy moves down into Trench Three. Interacting with ARC1 will prompt you to go and see her.

Lizzy will ask you to help her with some sieving. Click on the sieve to place it over the bucket. Lizzy will then put some soil in the sieve. Click the sieve again to shake it. You will find two blue stones in the sieve after the soil disappears.

Go to see ARC1 and you will be taken back in time to the Roman Villa.

At The Villa

You will arrive just outside the villa gardens and will be greeted by the guard. He will tell you to find Brian the servant. Brian can be found in the main hall to the right hand side as you enter.



Brian needs you to find a missing key so that a bucket and mop can be taken out of a cupboard in the servant's quarters. You will find the key on a table in the library to the left of the main hall. Pick up the key and go to the large cupboard in the servants quarters the other side of the main hall.

You can open the cupboard by clicking on it and inside is the bucket and mop. Pick them up and go back to Brian. Interact with Brian and he will thank you for your help. He will tell you to find Paulus, the Master of the villa.

Paulus can be found in his study - go through the library and turn left into the family room and you will see Paulus to your right. Before Paulus will help you, he would like you to pass on a message to Bertia, the cook. She can be found in the kitchen which is the other end of the villa, back through the Main Hall.

Interact with Bertia and tell her the message then return to Paulus. He will now tell you to ask Murchad who is working on the villa grounds. Although Paulus indicates that he has a hut near where you started from, Murchad is actually working in the Summer House. If you ask him about the unknown objects, he will present you with a task to replace some of the stones from the mosaic on the floor. These are what the blue stones were and are called Tessarae.

Having solved the puzzle, ARC1 will appear and will take you back to the Dig Site.

There are other discoveries to be made: at the Dig Site you can ask Ash, the other archaeologist about tools and the layers of soil that are found when digging. At the villa you can talk to the guard about his armour and equipment or Bertia about Roman food and Sempia (found looking after Portia in the bedroom) will tell you about Roman ladies clothes. Interacting with the scrolls on the wall will unlock the scroll discovery and you can also find out about Roman furniture and toilets by clicking on them.

On the Main Menu (press 'm') you will find a discovery code that you can use in the Player's Guide app on the Finds tab to unlock all the information about the discoveries that you have made in the game.

Other ArcVenture Online Resources

The Player's Guide App

The Player's Guide is an online app to provide extra information and activities for students. No installation is required and the guide is compatible with most desktop and laptop computers (PC Mac or Linux) and mobile devices such as iPhones, iPads, Android mobile phones or tablets. An internet connection is required to access the app.

You can find the app at: <https://arcventure.online/guide>

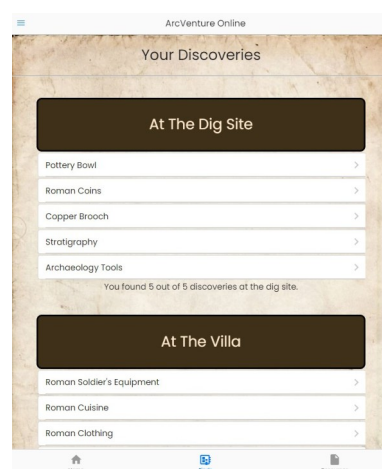
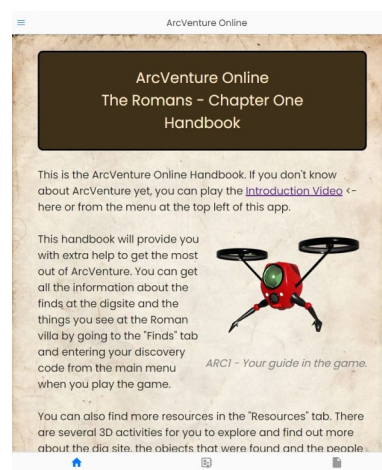
The app doesn't require any login or personal information from the user. The only data returned to the server is anonymous launch counting for the purposes of usage statistics.

The Player's Guide is in three sections that can be accessed via tabs. The first (Home) is an introduction to the game with a link to the introduction video for players. In the introduction video, players are introduced to ARC1, a flying drone computer guide who will provide support while they are playing the game.

The second tab is the Finds tab. While playing the game, various bits of information will be discovered and if players return to the main menu (m key), they will see a discovery code. If they enter this code into the input field on this tab, extra information about all the things they have found will be displayed in a list.

For the purposes of reviewing all the extra information you can input the code "All" into the Discovery Code field and all the extra information snippets will be listed.

The third tab is the Resources tab. Here players will find a range of extra activities including a quiz, 3D walk-a-rounds and investigations of the finds and the villa.



All the resources will run on a wide range of devices from desktop PCs and Macs, laptops, mobile phones and tablets as long as they are reasonably up-to-date. Some are labelled as VR activities meaning that they are best viewed with a VR headset such as a Meta Quest or similar, however, they can still be used on desktops and mobile devices. Activities labelled as AR are best viewed with an AR compatible tablet or a headset with pass-through capability.

Archaeology, a Background for Teachers and Parents

Introduction: Historians & Archaeologists by Steve Hartgraves

A historian discovers and recreates past times and past lives from the study of written records. In the Middle East, Egypt and China different forms of writing were adopted before 2000 BC and these societies can be studied from the records that they themselves created. In other cases, non-literate societies can be studied 'second-hand', from records written about them by their literate neighbours. However, for the majority of mankind, for the majority of the past, written records are not available, and so other methods have been devised which have enabled our past to be translated into the 5-million year long 'story of mankind'.

Archaeology can be defined, very simply, as the range of techniques employed to study past societies through the material residues which those societies have produced. Such residues include the durable artefacts of everyday life and death, such as tools and weapons, jewellery and cooking pots, but also includes houses and settlements, field systems and burial monuments, and the landscapes themselves within which sites were set, and lives were lived.

Excavation immediately springs to mind, but archaeologists do not just dig things up. Field techniques include field-walking, to recover pottery and stone artefacts from the surface of ploughed fields, and also landscape or building surveys, geophysical surveys, aerial photography and a range of scientific analyses which are increasingly being brought to bear on problems of past environments and activities.

Archaeological techniques can, of course, also be used to study literate societies, and Roman, Medieval and Post-medieval and Industrial studies are a fascinating blend of excavations, fieldwork and documentary research. The two techniques are largely complementary, since the subject matter of the written texts rarely coincides with the kind of information which comes from excavations or surveys.

For example, a study of the fabric of a building, or excavation of a ruined structure, may provide a lot of information about the way it was constructed and used and the sequence of adaptation, extension, rebuilding and repair; this is archaeology. Parish records, census returns, trade catalogues and other documentary sources will furnish the names, dates and relationships of the people who lived in the building; this is history.

The Variety of Archaeological Techniques

These can be sub-divided into destructive and non-destructive techniques.

Excavation is destructive, because in order to reveal the history of a site the more recent layers of accumulated material are removed to reveal what lies beneath them. During excavation the site is systematically dismantled to reveal its origins, and in theory, excavation should proceed until all traces of human activity have been recorded and removed. It is possible to carry out an excavation with the aim of revealing a site better for display purposes, and to leave undisturbed all imposing walls and other significant features. However, this is generally unsatisfactory from an archaeological point of view, since the most impressive aspects of a site will often date to the final phases, and many questions about the origin and early history of the site will be left unanswered.

Non-destructive techniques are those where the traces of a site are carefully recorded and analysed without being further exposed or disturbed by digging. The most obvious of these is field survey, which involves making a map or plan at an appropriate scale, of the lumps and bumps or partly buried walls of a site. Careful observation of the materials used and construction methods, combined with analysis of the relationships between the identifiable elements of a site can reveal much of the history and development of the site, and will often allow a 'phase drawing' to be produced.

Field surveys have been carried out to good effect in recent years in the upland areas of Great Britain, where the virtual absence of recent ploughing has allowed traces of prehistoric and medieval landscapes to survive over very large areas. In the lowland zone ploughing is much more widespread, and extensive landscapes do not tend to survive intact. However, surveys of the surviving slight earthworks of deserted medieval settlements have enabled plans of these sites to be produced, complete with individual house plots, gardens and field boundaries. And surveys of early industrial sites have also produced much information on the nature and development of medieval and post-medieval technologies.

Detailed surveys such as these allow the components parts of a site to be recognised and from this is gained an understanding of the way that a site 'worked' which is complementary to the kind of information which can be gleaned from documents. In recent years many new techniques have been adopted by archaeologists in their search for those sites which have been flattened by ploughing or other surface disturbance, or in order to squeeze more information out of the known sites. In the search for new sites probably the best known technique is Aerial Photography, and aerial archaeologists have done much in the past twenty years to extend site distributions into areas previously thought to contain relatively few sites. The buried walls or ditches of a ploughed settlement or the ditch of a round barrow for instance can produce quite marked patterns on the crop growing in the soil above, and particularly susceptible soil types such as the gravel terraces of major river valleys have produced spectacular results.

Some new ways to locate buried sites have been borrowed from the geologists. Geophysical survey techniques rely on the fact that soils have electro-magnetic properties, and sensitive recorders are able to discern the minor fluctuations in magnetic fields or electrical conductivity which are caused by buried features such as walls and ditches. These machines were originally developed to investigate the below ground geological situation, but are now extensively used by archaeologists

to locate ploughed sites or to produce a fuller picture of sub-surface features on already known sites. This often enables the finite resources of excavation projects, for example, to be used much more effectively.

Many techniques are borrowed from the natural sciences, and one of the principal uses for these is to build up a picture of the environmental setting of prehistoric activities or to assess the environmental impact of particular technologies or practises. Much of this work is done in the laboratory, analysing samples which have been collected as part of an excavation or field survey project. Scientists study the structure of soils and other deposits for clues about how they originated, and also search for the plant and pollen remains which they contain, or the evidence for animals such as snails or beetles which often have particular environmental preferences. Other specialists study the human and animal bones from sites, in order to investigate animal husbandry practises and diseases and causes of death. Dating is a crucial factor for archaeologists working in periods without documentary records, and much ingenuity has gone into devising ways to provide dates for excavated sites. These may be deceptively simple, like Dendrochronology or tree-ring dating, apparently simple but really rather complex techniques such as Radiocarbon or C14 dating, to the wholly mystifying 'electron spin resonance', and 'remanent thermo-magnetism'. Apart from Dendra-dates, these techniques give an approximate date only, and are usually expressed with a given statistical probability level, or range.

Archaeology is continually evolving and new and better techniques are constantly being evaluated and adopted. Archaeologists are aware that present day techniques will be considered crude and clumsy by future generations. Because of this, sites for excavation are carefully chosen, and it is usually only those which are to be disturbed by redevelopment which are excavated. On other sites some areas will be left un-excavated for those that follow.

More about Excavation

If archaeology is very much a study of objects, it should be stressed that the objects are not studied as an end in themselves but for what they can tell us of the life and times of their makers and users.

Weapons and jewellery are one kind of object, houses and tombs are another, and the distributions of settlements, the layouts of field systems, and the overall

organisation of the landscape is a third. All these are man-made artefacts, and with luck, all will leave significant traces for study in the present. Artefacts are collected in different ways. Excavation is the controlled dismantling of an archaeological site in a methodical way, and in the reverse order in which the layers of the site have accumulated. The most recent activity is represented by the layer closest to the surface, which is removed first, to reveal what lies below, and so on until undisturbed strata or 'the natural' is reached.

The superimposition of layers on a site through time is known as the 'site stratigraphy', and detailed records are made of each new layer or feature as it is revealed. Understanding a site's stratigraphy allows a sequence of events to be worked out, and the site history to be divided into a number of phases, reflecting changes in status and function through time.

The dateable artefacts which the layers contain, the pottery and metalwork, flint and stone, enable dates to be assigned to phases and allow the site to be set within its proper historic or prehistoric context, and thus compared with sites of similar date or function.

As well as artefacts, many organic substances such as charcoal, bone and peat can be dated using scientific techniques. Carbon dating is well known, and has revolutionised our understanding of the past. Dendrochronology, or tree-ring dating can precisely date wood from boats and other structures, and many other highly technical processes have been adapted to archaeological dating, such as 'thermoremanent magnetism' and 'electron spin resonance'.

Except in exceptional circumstances all the organic components of a site will have decomposed in the soil and the artefacts recovered in excavation represent only the most durable and inert of raw materials. This leaves a significant part of the material culture of past societies totally unaccounted for. Things made of wood, leather, basket work, and woven fabrics are rarely found in excavation reports, and their presence must be inferred from the few sites where such material does survive. Anthropological studies only serve to impress upon us the importance of these easily worked materials in 'primitive' non- technological cultures.

Excavation is a destructive exercise, which dismantles the site as it proceeds. When taken to its logical conclusion it results in every part of the site being systematically destroyed. For this reason it is not undertaken lightly, and excavation techniques have become more and more stringent over the years.

At each stage detailed records are made, including written notes and 'context sheets' for every layer and every find from every layer. Large scale plans are drawn at frequent intervals, and a full photographic archive is made. All these bits of paper must be described and numbered in a 'site archive' which 'records all the records'

and allows any individual item, map, plan, drawing, or photo, to be located.

After the fun, Post Excavation depression

Once a site has been destroyed by excavation there is an obligation on the excavator to archive all the plans and photographs, wash and mark the all the finds, and publish the findings of the dig. Unless the information recovered during excavation is made available to the public the site would have been destroyed without any appreciable gain.

The actual digging is just the start of a process which leads to the publication of the excavation report, and a trend nowadays is to produce material for a range of readerships, including perhaps a 'popular' site history as well material for local schools.

Material recovered during an excavation will represent only a small fraction of the contents of the lives of the original occupants of the site, and the collection will also be biased in favour of a specific range of raw materials and artefact types. When writing the excavation report the archaeologist must attempt to interpret the scant details as far as is possible, to produce a reasonable account of the site as revealed by excavation. It should be borne in mind that there is no way that an excavation report can be judged as right or wrong, and the critical reader should be careful to distinguish between factual information and interpretations.

Interpretations can be based on particular theoretical models of past systems of behaviour, (including socio-religious or political models), on anthropological parallels, on intuition, or simply be the result of preconceptions about the site or period under study. Archaeological techniques are good at answering the questions about material aspects of life, but not so good at answering psychological questions. "When" and "How" are easier to answer than "Who" or worst of all, "Why". Details of technology can usually be explained with more certainty than questions of economics, but archaeological techniques are of very limited use for attempting to elucidate the religious ideas and belief systems of past societies. The excavator must employ specialists to examine and report on the finds, and various scientists to study any soil samples and plant remains which have been taken. Samples of wood, bone or charcoal, metal and other materials may be sent for conservation, identification, analysis and possibly dating. The problem of the long term storage of the excavated material must be determined, and the future of the site itself discussed with all those with an interest in it.

Archaeological perspectives

Archaeologists study mankind from the earliest times up to the present, and this study encompasses many different strands of thought. Our species, Homo Sapiens Sapiens, evolved from man-like apes which lived in the Rift Valley in Africa over 4 million years ago. The bones of these early specimens of humanity, and, many

generations later, their tools, are found deeply stratified in cliffs being eroded away by wind and water. The development from early ape-like creatures to modern day men and women can be traced through the gradual evolution of the skeleton, the slow sophistication and specialisation of flint and stone tools, the colonisation of a variety of hostile environments, the domestication of animals and the development of agriculture, the adoption of permanent settlements, the social evolution of tribal groups and the emergence of leaders and governments, the establishment of city states, and the amalgamation of peoples into successively larger and larger units. These developments are by no means complete, and the story is continuing to unfold. The pace of change is, if anything, speeding up. Few people seem to be consciously aware of this process, and fewer still apprehend the trajectory of our precocious species.

Today we are witnessing the gradual emergence of a single European state from nationalities which only 50 years ago were slaughtering each other in a bloody conflict. This is the logical outcome of a process which has been progressing for millennia, and larger and ever larger social units are formed as communications improve and economic differences between the European nations become less and less significant. The small nation states of the 1890s are being replaced by the United States of Europe during the 1990s. Significant changes are taking place on every other continent, all over the globe, in a process which appears to be largely outside of human control.

The scope of archaeology includes the whole span of human development from the early man-apes, loping through the under-brush with a pointed stick chasing antelopes up to the sophistication of the twentieth century: Hiroshima and the space age.

The long story of humanity is rife with false starts, dead ends, environmental collapses, and political disasters. The special contribution which the study of archaeology contributes to modern people lies in the broad view which is taken of the settings, or contexts, of events, and the long time perspectives which are involved. Few other disciplines allow and encourage situations to be investigated back to their roots in this way. The study of the past holds the key to understanding the present, and if we can understand how current situations evolved we are better able to formulate sensible plans for the future.

Career

Archaeology can be defined precisely as whatever anyone who is an archaeologist actually does! Within the archaeological profession are people who have trained as mathematicians, physicists, biologists, economists, historians, geographers, linguists, and so on, as well as people who have only studied archaeology. The best advice for anyone who wishes to pursue a career in archaeology is to study hard at whatever subjects interest them most and whatever they are best at.

There are no specific GCSE subjects which are an absolute requirement for entry to a university course in Archaeology. Archaeology encompasses many other related disciplines, and a young person is best advised to work to his or her own strengths at school. A degree in archaeology is by no means the only way into the profession, and there is no point in trying to specialise too early.

Practical experience of excavation and fieldwork is invaluable, and can usually be gained with a local Archaeological Society, or by joining the CBA's Young Archaeologists Club. Given the professionalisation of the discipline, there are probably fewer opportunities for young people to become involved nowadays than previously, and often the only way to gain excavation experience will be by joining a training excavation, where for a small fee, you will be taught the basic excavation and site recording skills.

There are relatively few full-time permanent jobs in British Archaeology, and most of these are in Central or Local Government. County, and in some cases, District Councils employ archaeologists to provide advice and guidance through the planning process on the implication of housing and commercial developments, road schemes, pipelines and so on. A recent trend is for archaeological investigations to be put out to tender, and there are an increasing number of independent archaeological consultants who can carry out work for a developer or government agency.

Most excavation and field survey work, for whatever employer, is carried out by people working on fixed length contracts with little job security, and many archaeologists find it necessary to move frequently to the places where jobs are available. In addition to this, archaeologists are relatively lowly paid, and working conditions on sites are often quite primitive.

For those that are willing to persevere and eventually find full-time employment, archaeology offers a stimulating and rewarding career, with the opportunity to make a contribution to the conservation of 'the heritage' in its widest terms, and to participate in a discipline which is constantly developing and evolving.

Technical Support

If you have a technical enquiry about the ArcVenture Online game or resources please use the contact form at: <https://arcventure.online/technical-contact> and we will reply as soon as we can.

Frequently Asked Questions

How much space does ArcVenture need on the hard disc?

The Romans, Chapter One takes up about 1 gigabyte of space for the PC version.

What specification PC is required for ArcVenture?

The main game should run well on any PC with Windows 7 or above and 8GB of RAM but does require a reasonably modern video card/chipset and processor to support the 3D graphics. There are graphics settings in the options menu in the game if performance is in issue.

How long does ArcVenture take to play?

The whole game should be able to be completed by most students with an hour. The game is split into two parts: the dig site and the Villa adventure which can be played separately if time is an issue.

Can I use ArcVenture on more than one PC?

Yes, if you have purchased ArcVenture Online you are allowed to install it on any computer in your establishment. We do not track software licences to customer accounts but please bear in mind that ongoing development of ArcVenture is funded by sales and donations so if you are finding ArcVenture useful as a learning tool, please consider an additional donation or become a Patreon – details at <https://arcventure.online>.

Places To Visit

Milton Keynes Museum and The Bancroft Villa site

McConnell Drive

Wolverton

Milton Keynes

MK12 5EL

<https://miltonkeynesmuseum.org.uk/>

info@mkmuseum.org.uk

<https://www.theparkstrust.com/>

Verulamium Park and Museum, St Albans, Hertfordshire AL3 4SW

Built on the site of one of the largest Roman cities in Britain, Verulamium Museum is filled with ancient treasures and some of the finest mosaics outside of the Mediterranean.

<https://www.enjoystalbans.com/listing/verulamium-park/>

<https://www.stalbansmuseums.org.uk/visit/verulamium-museum>
greenspaces@stalbens.gov.uk

The Corinium Museum

Corinium Museum has arguably the finest and most extensive Romano-British collection relating to a town and its hinterland in the world. It forms the major part of the only museum service in the Cotswold District and is the focus for advice, training, and scholarship. The Museums Service is fully accredited.

Corinium Museum

Park Street

Cirencester

GL7 2BX

<https://coriniummuseum.org/>

Fishbourne Roman Palace & Gardens

Stroll around the recreated Roman gardens – the earliest gardens found anywhere in the country – and enjoy the largest collection of mosaics in situ in the UK.

Roman Way, Chichester PO19 3QR

<https://sussexpast.co.uk/attraction/fishbourne-roman-palace/>

Vindolanda Fort & Museum & Roman Army Museum, Northumberland

Vindolanda is really two separate attractions in one. At the western side of the site are the fort and archaeological dig, along with recreations of both a timber and later stone towers. At the eastern side of the site are the museum, cafe, shop, and recreations of the bathhouse, temple, and croft.

Bardon Mill, Chesterholm, Hadrian's Wall, Northumberland, England, NE47 7JN

<https://www.vindolanda.com/>

info@vindolanda.com

Credits

Game and resource materials by Mark Vanstone.

Published by TechnoVisual Ltd.

Original ArcVenture Series Published by Sherston Software

Unreal Game Engine licenced from Epic Games.

Aerial photography by Brendan Rigby.

Bancroft dig site research materials supplied by Buckinghamshire Archaeological Society
From books by RJ Williams and RJ Zeepvat, 1994.

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