

XIV Roman Games in Ptuj

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Institute of Archaeology, Beograd -
Viminacium in collaboration with Poetovio
LXIX - Društvo za rimsko zgodovino in
kulturo Ptuj



ROMAN CULTURE AND LIFE WITHOUT BORDERS

With this newsletter, we hope to pass on to you at least a piece of all the work and fun we had during our time in Ptuj.

We would like to say a special thanks to our students from the Department of Archaeology, Faculty of Philosophy from Belgrade that made our program come to life.



DRUŠTVO ZA RIMSKO ZGODOVINO
IN KULTURO PTUJ
Krempljeva ulica 4, 2250 Ptuj

VIMINACIUM
ROMAN CITY AND LEGION CAMP
CAPITAL OF THE MOESIA SUPERIOR

Археолошки институт Београд



→ 13 A

FILM NEGATIVE



→ 14

→ 14 A

FILM NEGATIVE



→ 13

→ 13 A

FILM NEGATIVE



→ 14

→ 14 A

FILM NEGATIVE

FILM NEGATIVE



SLINGSHOTING

Although we had the opportunity to watch the amazing gladiator spectacles and meet the Roman legion, our team also had something to offer. Our young colleague demonstrated how Roman people used slingshots during the battles and amazed everyone by its reach.



COOKING AND EATING

On our final day, we had an exclusive opportunity to prepare a meal for the most respected guests at the festival. Half a day spent in the kitchen was more than worth it when Caesar praised our libum. Together with our host, he enjoyed our meal and good wine from Viminacium cups in a recognizable Roman triclinium. What a way to end such an event!



WORKSHOPS

Since studying archaeology gives a deep perspective into the past, our dear students made workshop presentations considering different scientific approaches for untangling Roman lives. The audience had the opportunity to find out everything about the importance of archaeozoology, take a glimpse into the most recognizable Roman artifacts from Serbia and hear a lot about the numismatics of the empire.



GAMING

During the festival, our students also introduced the spectators to the world of ancient board games, such as famous Ludus Latrunculorum. However, what the audience liked the most was solving the "Mystery of the emperor's death" - a game produced by our colleagues from Viminacium.

