



FOTEVIKEN  
VIKING  
MUSEUM





## A living Viking museum

Welcome to Foteviken Viking Museum, an archaeological open air museum reflecting life during the Viking Age. The site has been of importance since king Harald Bluetooth unified the Dane kingdoms which included Scania. Foteviken was an important site of trade with its own VI area, making the area a holy site to visit as well.

The reconstructed environments at Foteviken Museum consist of a town from the late Viking Age surrounded by a horse shoe shaped ring wall connected to the sea. Walk among the buildings, experience the exciting atmosphere and enjoy a glimpse into history.



## The Battle of Foteviken, 1134 AD

On the 4th of June 1134 Scania was defended by Erik Emune at the Battle of Foteviken. The attacker was Erik's own uncle, King Niels and his son Prince Magnus. They crossed the Eyra sound with their large fleet and landed at Foteviken. The enemy was met by Erik and his hird, backed by archbishop Ascer of Lund with his hird, along with around 400 horse mounted German mercenaries. Together they managed to drive the enemy back.

### The Rune stone at the museum

Since Erik Emune for some reason did not erect a rune stone to commemorate his victory following the battle we felt compelled to correct this negligence. Thus in 1997 this stone was carved and erected here.



## Get the Museum Friends season ticket

The season ticket includes free entry to the museum for a full year, including during the Viking Market and other events.

We offer two types of season tickets. A personal ticket valid only for you, and a family ticket valid for your whole family, up to two adults and four children.

The ticket is valid for a year from the date of purchase, so it will always include one Viking Market.

If you have any questions, please ask the staff in our entrance shop, or write to [museum@foteviken.se](mailto:museum@foteviken.se).



## Foteviken Viking Club



# Bluetooth!

## Become a Viking!

Become one of Harald Bluetooth's men – join the Viking club Bluetooth. Suitable for children between age 6 and 13, but even childlike adults may participate. As a member you need a sharp eye for watching and learning.

First you will try the various exercises that children during the Viking Age started with, testing your speed, agility, strength, cunning and balance. This prepared them to easier handle the life of a Viking and the things of importance: ships, tools and weapons.

The next task will be to visit all the estates and houses in the Viking Town to learn about life in the town and the various activities taking place there. After this you become a Viking, welcome among the rest of us Vikings.



## 6. The Tanner's Farm



The tanner's estate handles hunting and fishing and crafting with leather, bone and horn. Here you may see production of belts, sheaths, pouches, bags etc. The estate also has a smoke house where caught fish is smoked.

## 8. The Baker's Farm



Here corn is ground to flour and used to bake Flatbread, Buns and sometimes even small cookies. Porridge is cooked in various pots in the cook house. Butter and cheese is produced in the warehouse.

## 10. The forge



Here you may see one of the town blacksmiths working with iron. Glass pearls are also made here.

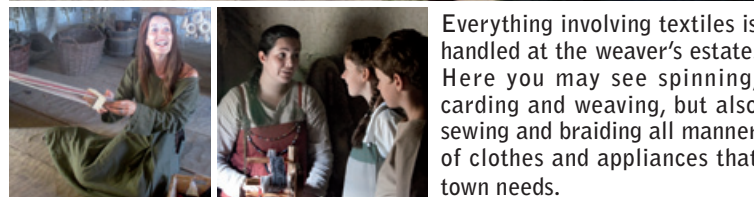


## 7. The Merchant's Farm



All citizens of the town can borrow or buy jars, chests, tools and various wooden utensils here. Broken objects can be repaired, or new ones crafted in the carpenter's shed. In the pottery shed (7c) you find the potter – here jars and pots are crafted to be burned in the oven. Often a pot with stew or tea can be found hanging over the embers.

## 9. The Weaver Farm



Everything involving textiles is handled at the weaver's estate. Here you may see spinning, carding and weaving, but also sewing and braiding all manner of clothes and appliances that town needs.

## 12. The Lawman's Farm



This is where the lawman lives, along with the silver smith. He mints coins and casts jewellery and appliances. In the lawman's shed you may see crafting with amber.

# Foteviken Viking Museum



- Activity Area**
1. Archery Range
  2. Stones of Høla
  3. Trebuchet
  4. Cairn of Fote
  5. Activity spots a, b and c
  11. The Square with Cort Pace
  38. Children's activity area

- Buildings:**
6. Tanner's Farm
    - a. living area
    - b. fish shed
    - c. smokehouse
    - d. shed
    - e. horn carving workshop
  7. The Merchant's Farm
    - a. living area
    - b. high loft
    - c. woodshed
    - d. timber workshop
  8. The Baker's Farm
    - a. living area
    - b. storage
    - c. bakery
    - d. cookhouse
  9. The Weaver
    - a. living area
    - b. weaving house
  10. The forge
    - a. pearl workshop
  12. The Lawman's Farm
    - a. living area
    - b. shed
  13. Pig Pen
  14. Ting Hall
  15. The Willow Farm
  16. The Guard Tower
  17. Pit House
  19. The Carpenter's House
  21. The Custom House

- Village community Plots:**
18. Vanfedet
  20. Nyfedet
  22. Långhusfedet
  23. Konefedet
  24. Timmermansfedet
  25. Maglefedet
  26. Rödkäggsfedet
  27. Hyntingefedet
  28. Tölpafedet
  29. Pottfedet
  30. Lillfedet
  31. Pilefedet
  32. Tvåfedet
  33. Gråfedet
  34. Skrivarefedet
  35. Mjödfeedet
  36. Spiggafedet
  37. Area for Experimental Archaeology.
    - a. Bee-keeping
  39. The Museum's Main Buildings
    - a. Entrance, Shop and Café
    - b. Exhibition hall
    - c. Public restrooms
    - d. Office
    - e. Area for Schools



## 11. The square with Cort Place



The square is the gathering place where the Lawman sentence criminals and carry out punishments. All estates have their own stalls at the square for trading.

## 14. Tinghöll



The lawman's estate also includes the large feast hall, Tinghöll. Here you might meet Vikings playing games, singing songs or telling tales of days past.

## 15. Willow Farm



At the Willow Farm baskets are braided, reed and hay is tied to bowls and plates and hot water boiled to be used for washing with homemade lye. Sometimes textiles and yarn is dyed here as well in collaboration with the Weaver's estate.

## 16. The defense tower



The tallest building in the village, the armory holds the weapons and armor to be used in the town's defense. The town treasury is also kept here.

The workplace of the monk. He makes sure everyone pays their taxes and that travelling merchants obey the laws. He checks that everyone use the correct measurements and weights. Violators will be placed in the stocks on the town square.

## 21. The Customs shed



## 38. Playground



Outside the gates of the Viking town you will find our playground with Viking ships, balance bars, stilts and play houses. This is the site of daily activities involving games, competitions and more.



# Foteviken Café & Restaurant

In the entrance shop you will find our charming and rustic restaurant. Here you can eat simpler dishes and enjoy coffee and cookies. Wherever possible we use vegetables, species and berries grown on site,



and we produce our own honey. We also offer Viking-inspired food, allowing you to tease your taste buds with a bit of history. The restaurant has full rights to sell alcoholic beverages.

Here you will also find our small museum shop selling crafted products and various other items connected to our museum activities. Here you might find a nice unique gift for yourself or your dear ones.

## Good to know

The craftsmen in the Viking Town can normally be encountered between 11.00 – 15.00. During the summer we also have a crafting programme where you may learn techniques, processes and traditions of various Viking Age crafts.

You can find more information about our various crafting activities at: <https://www.fotevikensmuseum.se/d/en/museum/hantverksprogram>

Aside from museum staff and members of the village community, the Viking town is inhabited by a number of students during the summer. They stay at the various manors, carry out daily chores and enact various scenarios of town life.

We are also often visited by Vikings from near and far who live in one of the houses for a week or two. People with an interest in the Viking Age may also work in the Viking town as volunteers for a few weeks during the summer.

During the summer the Viking town is also inhabited by domestic animals like chickens and sheep who wander freely within the town. Be considerate and keep your children and dogs from chasing the animals!

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