



Museivägen 27, S-236 91 Höllviken. Sweden.  
Tel: +4640-330 800  
museum@foteviken.se  
www.foteviken.se



Follow  
The Vikings



# All you have to know as a **VOLUNTEER** at Foteviken Museum



# Volunteer information

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# Dear volunteer.

Welcome to the municipal open air museum Fotevikens Viking Museum.

The area around the Falsterbo isthmus in Vellinge municipality has an exciting history during the Viking- and Middle Ages. The bay of Foteviken was once the site of a well attended place of commerce, Halör market, likely connected to a sacred sacrificial grove or a smaller temple where people gathered for thing and worship of the old Norse gods.

The Battle of Foteviken took place here on the 4th of June 1134. A battle that resulted in the Danish king Niels losing power and Scania getting its own king, Erik Emune.

The museum consists of a reconstructed Viking Age village in full scale where time is frozen at a couple of years after the battle, and the exhibition “Viking Life” right next to the museum entrance shop. By the nearby Höllviken community centre you will find another exhibition, “Skadans Ör”, which tells the history of the Falsterbo isthmus and surrounding region.

The Historical Workshop outside the town wall is a gathering place where we perform experiments with old crafts like food, metalworking, woods, ceramics, textiles and skin. Here you will find sites for group activities, experimental archaeology and craft gatherings where various techniques are tried out. Visiting school groups may also try their hand on old crafts here.

The museum has two seasons. A pre-season when only the environs are available to visitors, and a summer season when visitors meet the people of the Viking museum.



The reconstructed Viking town itself consists of roughly 20 buildings and estates surrounded by a wall in a style known from early Viking towns. Here house construction may be observed, as well as our interpretations of furnishings and living environments.

As a museum visitor you are likely used to descriptive signs at display objects, buildings and environments. My philosophy however is to not break the illusion of a living Viking Age community, thus you will find no signs here. Visitors will be provided with an information booklet providing basic information about the museum, but staff and volunteers will need to be ready to answer questions from visitors as well.

## Who will you meet at the Viking Museum?

Our staff consists of skilled craftsmen, educators and archaeologists. These will be the primary guides who can tell and show visitors exciting things. They are scheduled and placed at the various estates, but all estates may not necessarily be staffed at all times. In addition the village is populated by the SVEG village community. During the summer season we also have visiting volunteers from across the world. Interested and skilled people may be craftsmen, students working on their PhD or masters degree, or simply people with a strong interest in the Viking Age who are eager to learn more.

We are also working with the youth employment project “Ung i sommar” where we receive adolescents during the summer who are often on the way to their first real job. They are also here to learn about their cultural history and how to function in a work place.

To create an authentic experience for visitors it is important that you contribute to the best of your ability to create this visitor experience. We have a motto that says: Those who know more teach those who know less. We also have a set of rules to make it easier for everyone to know how we work and how we want the Viking museum to be run.

As one of the Vikings in our Viking Age environment it is important that you have a good base of knowledge. This booklet will provide you with basic knowledge about the Vikings, the time period, the political scene and tales also available via our web site. You may also deepen your knowledge within various different areas by using the information available to you at our office. We do not want you blindly doing things here. If you do not know something, say so.





## When you are here - choose - you are either a Viking or a modern person

This means that when you enter the Viking town as a Viking everything modern goes away. No caps, phones, cameras, nail polish, lipstick, modern jewellery, visible piercings, unnaturally dyed hair, sneakers, white tube socks or colourful t-shirts under your Viking tunic.

Smoking is only permitted at specific locations outside the Viking town, or inside the Pig house within the town. Beverages must be kept and consumed from Viking style mugs and cups made of wood or ceramic, not from bottles or cans.

Your attire, equipment and choice of colours will be checked and approved by the responsible staff member if you bring your own Viking clothes and gear. Budfrun (section manager of the SVEG Village community) will do the same for members of the village community.

Tools used while the museum is open to the public must be historically correct. This includes everything from wheelbarrows to shovels, hammers

and saws. For fishing there is a designated location where modern nets are permitted.

When you work in the Viking town environment you are provided with a role. You will live and act in accordance with the social status that role carries. Each estate in the town has its own master called the master or mistress of the house. You will act in accordance with their rules when you take on the role as a craftsman, or a serf if you have less specific skills. You work and act at your assigned estate. You will also get your afternoon coffee here, provided by the town guards.

Gatherings and meetings with other estates take place at the town square as part of the “life in the town” role playing game. This does not mean we all gather in one location and ignore the visitors. We are here to provide the visitors a correct and believable experience of life in a Viking Age community. If you are new and unsure about something a visitor asks, you may say that you are a serf that has just recently arrived in the town by boat, and direct them toward one of the museum staff to ask instead. It is important that we cooperate.

On a final note, always keep safety and work place safety regulations in mind, in particular when handling knives and axes or doing archery, fishing etc.

This booklet will provide you with the basic knowledge we believe you will require during your time with us. This will make it easier for you to work with staff, other visiting Vikings and tourists. If you want more information about something our staff can point you in the right direction to learn more.

We hope that together with you to improve our experience as a participant in the daily show “Life in a Viking Age society” and that you will have an exciting and informative time here at the Foteviken Viking Museum.

Björn M. Buttler Jakobsen  
*Museum Director*



# The history of Fotevikens Museum

The Foteviken Viking Museum was established as a municipal museum in 1995. The purpose was to place a focus on the maritime and Viking Age history of Vellinge municipality along its coasts and waters. Later the purpose was redefined to involve a broader area. Today the main areas of focus are:

- The Viking Age and medieval history focusing on Scania.
- To bring alive and educate about our cultural heritage to a broad audience.
- To educate in a deep and informative way, involving modern information technology.

The museum activity was developed from the marine archaeological activities that the association SVEG (Scandinavian Viking Explorer Group), chaired by Björn M Jakobsen, built up during the 1980s and whose work evolved into a cultural pilot project spearheading marine archaeology in southern Sweden.

Already in 1989 there were plans for a maritime museum and under instruction from the municipality the search for a suitable location began.

In 1993 the museum organisation was formed with the initiator Björn M Jakobsen as museum director. In 1995 the site was located and Vellinge municipality provided a 70 000 square kilometre large area along the north-eastern shore of the Bay of Höllviken. In 1996 the planning and construction began of the Viking museum, an archaeological open air museum, at the time the only known attempt in the world to recreate a Viking Age town based on archaeological finds and historical source material.

In 1998, after three years of work a detail plan of the area was done. We now had the ability to develop experimental archaeology with the goal to bring the Viking Age history to life.

The Foteviken Viking Museum was one of the first archaeological open air museums in Sweden. It was decided to construct an entire Viking Age to early Middle Age town as a stage for this kind of museum activity. At the same time the museum initiated construction of two cog ships based on medieval examples. The project, taking place in Malmö, became the largest medieval history project in Scandinavia for 6 years. At the same time the Viking Age environments at the Viking Museum grew.



Fotevikens Viking Museum became a full member of the organisation for Open Air Museums in Sweden in 2012, and thus officially classified as an Open Air Museum.

To conduct our own research and partake of the result of other research elsewhere forms the foundation for this kind of activity; to bring our cultural heritage to life. Despite small financial means the museum has been involved in significant work within this area, such as the project “Malmö 1692”, a project initiated and carried out by the research department of the museum for a number of years up until 2007 under the leadership of Sven Rosborn. The project involved digitally recreating a model of the city of Malmö as it was during the 17th century using all known historical source materials. The project is outstanding even from a European perspective.

## The Viking trail

A series of 10 poles with signs with questions on them are placed on a trail throughout the Foteviken area. The questions are related to Viking Age history, both local and international, as well as Viking Age mythology. The trail starts behind the guard tower and ends by the museum entrance.

# Rules & regulations

Since the Foteviken Viking Museum portrays a living historical society we have a number of rules and regulations intended to ensure that the visitor experience is as correct as possible and guarantee the safety of our staff, volunteers and visitors.

## During museum open hours

- No modern clothes, tools or jewellery. This means you cannot wear make-up, have visible piercings or hair dyed in an unnatural colour. No mobile phones and cameras. Neutral white, grey or black underwear will be required, but no white socks. No tools made of plastic or steel (or other alloys). If you are unsure, ask one of the museum staff.
- Food and drink must be kept and consumed in suitable containers made from wood or ceramics. This means you cannot use bottles or cans, or keep your food in plastic jars.
- Smoking is only permitted at certain designated locations. Inside the town the only such location is in the Pig house. There are smoking areas with ashtrays placed outside the museum area.
- If you do not know the answer to a question, do not invent! It is better to say that you do not know and direct visitors to museum staff for an answer.
- Absolutely no harassment of any kind is allowed! This should be a life rule, and should be obvious.
- Follow the hierarchy in the town established by the museum, and act according to your role within it. If the master of your house gives you one instruction, and the king gives you another, obey the one with the higher standing, in this example the king.



## Glasses

Glasses with neutral arches, no sunglasses or glasses that appear dark in the sun unless there are medical reasons.

## General rules

- All volunteers must be present during the 8:30 morning meeting at the start of each work day. This does not include the SVEG village community and summer workers who have their own rules.
- If you are unable to participate during a work day (due to illness for example) you must report this via phone at +46 40 330 810. If nobody answers leave a voice message with your name and phone number.
- No littering is allowed anywhere in the museum area. Do not throw cigarette butts on the ground. Always recycle. Leave a location in the same or better condition than you found it in, this is how you save the world.



# Attire

There are many opinions about the attire we are wearing when we enter the world of the Vikings. During the Viking Age skin was the cheapest – you could just shoot a deer and make clothes from it. Fur was used with the skin side out and the fur used as insulation, unless it is formal wear showing off your mink. Wool was a later, warmer addition and was most commonly used for clothing. Flax was rare and mostly used for underwear.

Today flax is cheapest, followed by wool and lastly skin. So we are really running around in underwear when using flax.

## Material dyeing

Skin was not dyed. Wool is easily and reliably dyed. Flax is very difficult to dye when using plant dyes. Thus practically all flax is either not dyed or dyed in faint pastel.

## Cloth

Weaving was an art, making cloth expensive. The width of a warp was about 60 centimetres or 2 feet. Getting deviating colours on gusset was initially not a case of fashion, but rather a way of using all cloth pieces available. At the bottom and on the lower edges of the sleeves we can see deviating colours. This was most exposed to tearing or needed to be extended when inheriting someone else's shirt. Gussets could also be added to reach around when the wearer was or became larger.

## Dyeing

The same thing applies to colouring. Black was not used; even if it would have been possible to produce it would be very complicated.

Blue colouring in different shades was also difficult and required among other things urine from a man who had feasted for 3 days. Red was obtained from dyer's madder or a special lice.

This indicates that blue and red were expensive colours and thus mostly used by wealthy people. Other earthy colours across the scale can be used by free men and women. Serfs and bryte (apprentices) make do with non-dyed or washed out, worn, patched and inherited clothing.



## Men

### Tunics

Simple tunic of several layers of mixed flax, wool and leather. Coats are oriental/Slavic and would only be obtainable by wealthy travellers.

### Pants

Straight simple pants should be worn. Baggy pants are oriental.

## Women

A simple dress for everyday clothing. For festivities an apron can be added with buckles and pendants. Everything in proportion to the wealth and status of the individual.

### Shoes

Barefoot during the summer, neutral brown boots with no shoelaces or buckles during the winter. Use leather shoes, we will accept rubber soles for safety and comfort's sake.

### Hats

Everyone probably had a headdress or kerchief. The cone cap without a tail is a good complement during cold weather.

### Cloaks

A cloak can be handy to wrap yourself in. Avoid using open tunics and overcoats, they must be clasped with buckles or belts.

### Belts and pouches

Leather belts, and an iron, bronze or silver buckle if afforded. A weight at the end of the belt may be used. Simple pouches of leather and cloth hanging from the belt. The leather bag is plain and flat, or ornamented if the wearer is wealthy.

### Jewellery

Jewellery is worn restrictively, only SVEG tags and a simple amulet around the neck.





## The rulers

### The right to blue and red

Can wear a lot of silver, fine clothes, stylish knives, drinking horns etc.

### Free man/woman, master/mistress of the house, plot owner

Have a clear role and are well dressed, but no red or blue colours. Can wear finer clothing with moderate amounts of silver and ornamentation. The craft you are mastering can obviously be reflected in the attire. A few villagers may wear a helmet, sword and chain mail.

### Free men/women, journeymen

A step down from the previous, hence more moderation in the use of ornamentation and jewellery.

### Bryte, apprentice

Neutral clothing, no belt bag, just pouches or a shoulder bag. A simple knife and possibly an axe, amulet and SVEG tag around the neck, belt without buckles, barefoot or simple shoes.

### Serf

Simplest attires with inherited, washed out, patched clothing. Possibly a very simple knife, pouch and a tied belt, barefoot or simple shoes.



# The village community

Members of the village community should always wear their SVEG tag visibly. The village community has a slightly different perspective. They may participate in the Viking environments on their own, but are still subject to the aforementioned rules. They should always sign in at the museum entrance shop to make their presence known. If a village community member wishes to participate as a volunteer in the daily activities they should participate at the 8:30 morning meeting.

## Gathering, village community and volunteers

Group gatherings should take place at the town square, not inside a building or on a plot, the exception being the village community children's group. Products may be sold from the market stands on the square, though they need to pass a quality inspection by the museum staff first. If you have children below a meter tall you may sell things from your plot.

## Work weekends and times

On specified weekends and days modern tools may be used within the Viking town when the museum is not open to the public. Lawn mowing and such should take place before 10:00 or after 17:00.

## The plots

All material for use on the plots should either be rough wooden logs with or without bark, or poles and planks worked with an axe or round planer. This also applies to benches, tables etc.

Fireplaces should be simple if you use a tent, but more advanced if there is a building on the plot. You may cultivate your own plants on your plot, but they need to pass quality assurance to ensure they would have existed here during the Viking Age.

The ditches and fences around the plots must be maintained. House marks should be placed on the things you own on your plot, such as benches, stools etc. The entrance to the plot should be marked with the house mark of the owner.

Modern nails and screws must not be visible. Canvas used may not have metal eyelets.



*The apple tree is planted after 17:00 since plastic is not allowed in the Viking town while the museum is open.*



# Daily life at the estates

## House owners, master or mistress of the house

The person (staff) who has the main responsibility for a particular estate.

## The hierarchy

When the master or mistress of the house is not present (due to scheduling etc) they still have the main responsibility for their estate. This means they should delegate the work to their subordinates the days they are elsewhere. The owner should also inform the housecarl of this.

## In the morning

Open the buildings, prepare the fireplaces and workstations, clean and prepare the crafting areas, ensure that enough firewood is available, check that all tools and equipment is in place and working.

Each estate has its own special tasks to tend to, such as animal handling, cultivations, ovens to be heated, boats that need emptying, etc.

## During the day

Participate in the daily activities at the estate such as woodcutting, axe grinding, sharpening knives, taking broken things to the carpenter for repair, clearing out weed around the buildings etc. Participate in the activities and scenes the estate performs.

## In the evening

Close up the buildings, restore, check chests and ensure that all tools and such are in place, carry chests and benches inside that should not remain outside.

## During the week

Follow the weekly schedule and perform the activities in the programme. Work at your estate with the required tasks.

## The chests

Historical or brown padlock. Historical padlocks should have a marked copy of the key in the key locker. No chests are meant to contain any modern items. An inventory of what the chest should contain may be written on a piece of leather. This mostly applies to the crafting chests.

## The estate chests

Each estate has one or more estate chest that contains historical tools belonging to the estate, such as the woodcutting axe.

## The crafting chests

Each craft has one or more chests that exclusively belong to that craft. These may not be borrowed or used for anything other than the associated craft.

## The personal chest

Everyone may have their own personal or shared chest. It should always be locked with a brown padlock.

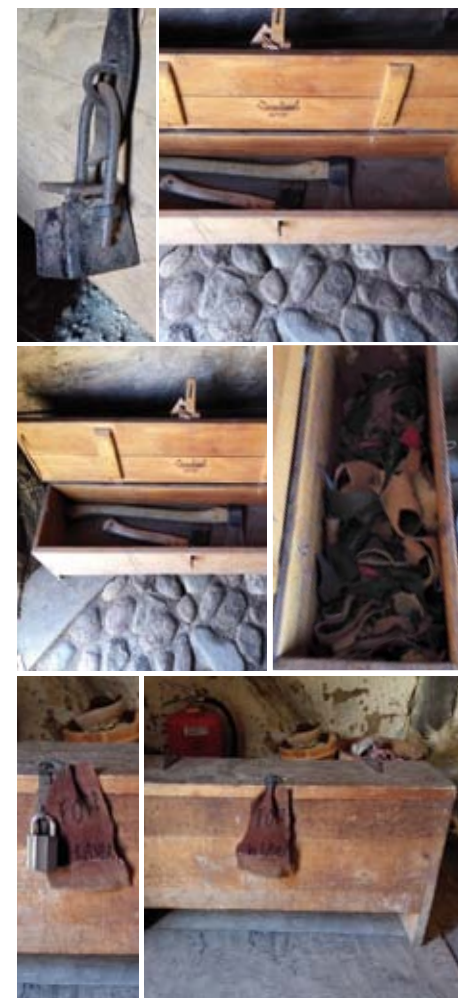
## The workbenches

Each craft has specially made workbenches. These should only be used for their craft. Crafting benches with fragile or valuable attached accessories should be locked inside the house during the night.

## Firewood and axes

Firewood is available. We separate good dry firewood cut into smaller pieces to be used inside the houses, and larger, older moist wood to be used in the open fireplaces outdoors.

Only woodcutting axes may be used to cut firewood and timber, crafting axes may not be used for this purpose. It is the responsibility of each estate to ensure that the axes are in place and are kept sharpened. This also applies to other tools with a sharp edge.



## The fires

If a fire is lit there will be smoke. If too large fires with lots of wood are lit the fire may be difficult to control and may become dangerous. Only light small fires inside, and always keep them under supervision. When the estate is left, or at the end of the day, the fire must be properly extinguished. Use water if you are unsure.

## The lamps

Many of the buildings are equipped with lamps. Usually made of wood with thin skin or pig bladder as lamp shade. Most are lit with candles. The store of candles should only be in the Pig house. Keep in mind that candles are modern when you change them.

Lamps lit with paraffin are also a good light source. It is important to ensure the wick just barely stick out to keep the flame from becoming uncontrollably large. The lamps may not be refilled inside the buildings, this should only be done at the designated location by the Pig house.

On rare occasions we use cressets inside Tinghöll. Ensure good ventilation and remember to remove them at the end of the occasion.

## Broken

It is unavoidable that things break. Ceramics and such is disposed of in the ditches like they did during the Viking Age. Wooden objects are turned in to the carpenter for repair. Other items are to be repaired by the inhabitants of the estate. If necessary in a modern workshop with help from experts.

## The craftsmen

The craftsmen work under the master or mistress of the house. They should work with their designated trade and preferably teach the other inhabitants of the farm and involve the serfs in their work, after their normal tasks are done. Craftsmen do not have a lunch break but are served coffee in a historical mug at 14:30 in the afternoon.



## The serfs

The serfs work at their assigned estate unless the master or mistress of the house says otherwise, or the housecarl if they are absent.

## Marking of objects

All materials, equipment and tools should be marked. This applies to items owned by the Foteviken Viking Museum, volunteers and the SVEG village community. New participants and volunteers must first ask before moving a certain piece of equipment or material to a different place or for use for a different purpose. Only the master, mistress of the house or the housecarl are authorised to grant this permission. Anything not marked may be claimed by Foteviken since nobody knows any better.

## Fire extinguishers and safety

All staff and volunteers must for their own safety know where fire extinguishers and fire blankets are located. There is an annual safety review at the beginning of each season. Every house has a fire extinguisher placed behind the front door. Other safety equipment like first aid, eye wash etc is located in designated areas in the gathering room and museum shop. Some medical supplies are also available here. First aid kits are available in the Pig house.

## The service house

The Fataburger is responsible for all food hygiene. He is responsible for quality assurance and control of all food used in the Viking town. The service house keeping dry fodder and cooled and refrigerated food is his responsibility and may only be used by him.

## The pig house

This is not a gathering place or storage for the lazy. You may go here for a quick smoke if the nicotine need makes itself known. This should usually be done only one person at a time. Mobile phones may not be used in the Viking town and the Pig house is no exception. Only the people assigned a mobile phone for safety reasons, such as the housecarl, may bring one into the town.

It is not permitted to use the Pig house for temporary storage, regardless of what it is. The pig house has running water and electricity if needed, and a few modern tools that may be used when visitors are not around. It also contains hoses and cables, a trash can that should be emptied along



with the regular garbage and an ashtray for smokers. Paraffin for the lamps is stored here.

### **Eating utensils and food storage**

Use simple wood or ceramic bowls and a jug for drink. An eating knife, a wooden stick (no fork) or a bone spoon. Red or black ceramic may be glazed on the inside.

### **Transport and storage**

Carts must be kept outside the area if they are not used as a stroller. Baskets and chests are used for carrying or storage.

### **Historical workshop**

Every estate has a workshop they are responsible for. The housecarl is responsible for the whole workshop area, storehouse and the school house.

### **Modern items**

No modern items are allowed in the historical environments. The SVEG village community may keep modern things on their plots and in their tents, but they must never be visible to visitors.

## **Living at Foteviken**

The Foteviken Viking Museum has had many volunteers over the years. Some arrive as Vikings for a week or two and stay in their own tents or in one of the Viking houses, but we also have many volunteers who stay for a longer period of time. These may live in the modern volunteer house.

### **The volunteer house and enclosure**

The volunteer house has 10 beds. They need to be booked via e-mail and approved. There is a shared fridge, microwave oven and hotplate. Water can be fetched at a designated location. Showers and toilets are available in the red brick building nearby. You will have to do your own cleaning. Do not leave private belongings or food laying around, or it may be thrown away. These rules must be respected if you want to use these facilities.

### **Rules**

- No smoking indoors
- No pets
- Everyone cleans up after themselves

- Everyone help out cleaning the common areas, once per week
- It works as in a hostel, that is, you have a 10-part space in the fridge, no personal belongings lying around in the common areas, under your bed is a box designed for these possessions. There is also a shared box for shoes.

Within the enclosed area volunteers and members of the SVEG village community may put up tents, caravans and campers after getting approval from the museum. If used, electricity is paid for by night at current rates. When moving, the area should be restored to its previous state.

### **Toilets**

The red brick building has toilets you may use, and take care of. If toilet paper or cleaning detergent is missing, talk to staff responsible.

After a SVEG village community gathering please clean the toilets by the museum entrance. The museum staff cannot start cleaning the toilets first thing they do when arriving on Monday morning.

### **The gathering room for volunteers and village community - in the office building**

This room may be used for gatherings. It must be restored afterwards, including taking out trash and cleaning dishes. Put cleaned mugs and plates back in the cupboards after use.

You eat at the dining table, indoors or outside on the patio.

Cutting, drilling and sawing should be done in the maintenance room next door. The armchairs and black table is a meeting area, no crafting is permitted there.

### **The House of Crafts for volunteers and village community**

More advanced craftsmanship should be performed at the premises of Skånes Hantverksinstitut.

### **The tent and backyard for volunteers and village community**

The SVEG village community may work here along with museum staff and responsible key holder. It is important to restore the facilities to their previous conditions when done, sweeping, removing cut pieces etc.

Your own material should be placed in a designated location to avoid mixing it up with material owned by Foteviken. Do not leave things lying around. Tools should be put back in their proper place and if necessary sharpened.



# Map of Foteviken Museum

## Activity Area

1. Archery Range
2. Stones of Hola
3. Trebuchet
4. Cairn of Fote
5. Activity spots a, b and c

14. Ting Hall

15. Serf Shed

16. The Guard Tower

17. Pit House

18. The Old Smithy

19. The Roosterhouse

## The reconstructed Viking Town

### Buildings:

6. Tannery
  - a. living area
  - b. fish shed
  - c. smokehouse
  - d. shed
  - e. horn carving
7. The Merchant's Home
  - a. living area
  - b. high loft
  - c. pottery
  - e. timber workshop
8. The Bakery
  - a. living area
  - b. storage
  - c. Bakery
  - d. cookhouse
9. The Weaver
  - a. living area
  - b. weaving house
10. Smithy
  - b. bead workshop
12. The Law Man's House
  - a. living area
  - b. shed
13. Pig Pen

### Plots:

20. Nyfedet
22. Långhusfedet
23. Konefedet
25. Maglefedet
26. Rödskäggfedet
27. Hyntingefedet
28. Tölpafedet
29. Pottfedet
30. Lillfedet
31. Pilefedet
32. Tvärfedet
33. Gråfedet
34. Skrivarefedet
35. MjödFedet
36. Spiggafedet

### 37. Area for Experimental Archaeology

### 38. The Museum's Main Buildings

- a. entrance, restaurant and shop
- b. exhibition hall
- c. public restrooms
- d. office
- e. Area for Schools





# The estates and activity areas

Different craftsmen are tied to the estates (11:00 – 15:00), either museum staff or hired external craftsmen. There are also serfs assigned to the estates (summer workers and volunteers).

## Quality assurance

It is important that what we do is experienced as historically correct and genuine. That is to say we do not work with fictional things and what we do and show should be possible to be back up with facts. Interpretations of what is right or wrong and what can be deduced from scientific documents shall be the guiding principle. If there is any risk of ambiguity the issue should be raised with the museum leadership who always has the final say in the decision.

## Master/mistress of the house

A master- or mistress of the house is the one who rules on an estate (museum staff). They have the final say in all matters unless the king comes for a visit. The master/mistress plans the daily tasks for the serfs and craftsmen, and keeps the keys for the chests.

### The tanner's estate (6)

The master here is a hunter and fisherman, he has a dwelling house to live in, a fishery cottage, a smoke house used by the cook, the tannery, boats and workstations for working bone, horn and sewing leather. There is a large kettle used for washing clothes and dyeing cloth.

### The merchant's estate (7)

The master is a carpenter and trader. At this estate you may “buy” (i.e. borrow) extra pans etc (during the day, to be returned in the evening). The craftsmen here are working to manufacture new wood products and repair old ones. Everything from spoons to chests, benches and wagons. The potter also has their workstation here. A pot is kept boiling over the fire for own use.

He also employs the “rackare” who is the grounds keeper for the whole town.

### The forge (10)

Here we forge iron in all shapes and sizes. It is inhabited by our fabulous



master blacksmith, but he is a poor house builder and as such the house is in a state of disrepair. But then again he is a bachelor. Glass pearls are also manufactured here.

### The baker's estate (8)

The master is an important man in the village. Here cheese and butter is made in the warehouse, bread is baked in the oven or on sticks over an open fire. In the cooking house food is cooked over an open fire. The master's renowned cultivations of plants and herbs keep the food tasty. He also keeps bees for those with a sweet tooth. He keeps a large warehouse, a service house and maintains the famed Pig house. The latest addition to The baker's estate is the cookhouse.

*9. The weaver's estate*



### The weaver's estate (9)

Here we card, spin, weave and sew. We also dry plants to use for dyeing. When not dyeing cloth the kettle is used for washing. They both wash and iron on request, as well as repair torn clothes. Some embroidering is also done.

### The Law Man's House (12)

This is where king Björn currently dwells and keeps court. He keeps an eye on his silver that the coin minter creates here.



*8a. The dwelling house*



*8b. The storehouse*



*8c. The bakery and the cookhouse*



*12. The Law Man's House*



14. Tinghöll



#### Tinghöll (14)

This is where you will find the housecarl and skald, telling his tales and legends, often declaiming how he was participating in the Battle of Foteviken. He enjoys playing games with visitors but wants to show off and win. He also moves about the town, ensuring that law and order prevails, and seeing newly minted silver coins reach their safe storage in the guard tower. This is often done by his force of town guards. He is also responsible for quality assurance and reports directly to king Björn. He also ensures that everyone get their coffee during the afternoon. His duties also involves placing people in the stocks and such.

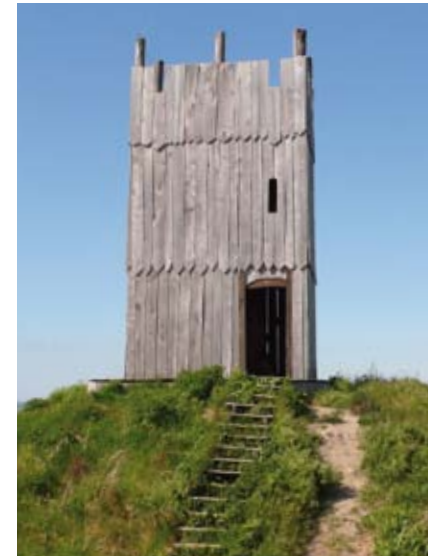


#### The square

All estates have a spot on the town square where trade can be done.

#### The guard tower (16)

The guard tower of the town, located above the north gate, serves several purposes. The view allows excellent lookout for dangers coming in by both land and sea. The sheriff has his headquarters here where he keeps watch and count all the silver coins produced by the minter. The tower also allows the town rulers to keep track of all travel to and from the town to ensure that tolls and taxes are paid, and to keep track of what goes on within the town.



#### The archery range (1)

The archery range is located in the northern section of the Viking museum area, next to the ship barrow Hola Stenar. Here longbow archery can be witnessed most days. The range has the right length to practice, and plenty of room for spectators who just want to watch. An archery target is put up and maintained by museum staff.

#### Hola Stenar ship barrow (2)

We dare say this is one of the most beautiful locations in southwestern Scania, located just outside the north gate of the Viking town. During the winter solstice in 2006 some 60 Vikings erected the eastern stem stone of the ship barrow that would soon sail toward the sunset. 36 massive boulders came to form this monument to eternity. It is already a holy place, a place of meditation and memories.

#### The fighting arena (5)

Throughout the years this area has borne witness to countless deeds of valour, villainous slaying and mighty battles. This is where our brave and skilled warriors test their iron and bodies. At several occasions during the summer season Viking warriors from across the world come here to meet other warriors, trade experiences and perform a re-enactment of the Battle of Foteviken, taking place on the 6th of June on the Swedish national day. During the Viking market the battle is re-enacted several times during 3 days.

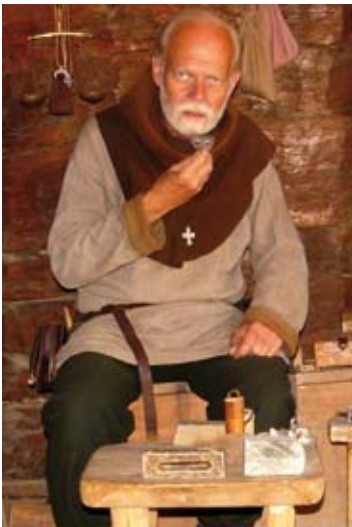


## Crafts in the environs

The Foteviken Viking Museum has throughout the years performed and developed crafts. It is about proud traditions, experimental archaeology and preserving techniques for the next generation. The museum has a number of craftsmen working actively to teach techniques and traditions in relation to historical resources.

### Iron working

The Foteviken Viking Museum has long had a master blacksmith who knows all about working with iron. From extracting iron from bog ore all the way to the finished object. Everything from nails to swords, from knife to hammer, fire steel to hooks, etc. The work of a blacksmith is never over.



### Silver- and bronze casting and coin minting

Of course we produce our own cast objects. At the Law man's House casting is done in silver, bronze and tin. Thor's hammers, crosses and other symbols. This is also where we mint our coins, the fotemark.



### Food and baking

At the bakery we work actively with historical food. You may taste fresh butter and buns in the afternoon if you are lucky. We grow many herbs on site for use in the cooking. Our cooking pit and smoke house are frequently used as we prepare fish we have caught ourselves.

## Ceramics

We produce ceramic objects using old techniques to create credible copies of Viking Age ceramics. The Vikings mixed their clay with gravel or crushed quartz to increase durability during burning.



## Woodworking

Working with wood is an ancient craft. Wood is one of the most versatile materials we have, and it has many uses. At the museum wood is used for house construction, but we also produce other objects from wood. Bowls, dinner plates, spoons, stools, tables, workbenches, beds etc.



## Textiles

We card, spin, weave and sew. In the weaver's workshop we work with everything that has to do with textiles. From taking wool from the sheep, the various treatments and processes to complete yarn, weaving cloth and sewing various garments. We also weave decorative brick bands and dye wool using various plants.



## Amber

The only "gemstone" that's actually organic and not mineral. Amber was also one of the most important trade goods to the Vikings during their trade journeys. At the Foteviken Viking Museum we also work







with amber. It can be a difficult material to work with, but the end result is perhaps some of the most beautiful things we produce at the museum.

### Glass pearls

In the pearl workshop we shape and create beautiful glass pearls. The Vikings enjoyed adorning themselves with glass pearls in their hair, beards and clothes, among other things. It is a craft requiring a lot of focus as the high temperatures involved must be handled in a safe manner. The glass pearls come in many different colours.



### Bones & horns

At the tanner's estate they work with bones and horns. Many objects can be created from bones and horns such as tools, needles, shafts, jewellery, buttons etc.



### Leather

Aside from wood leather is one of the most useful materials the Vikings had at their disposal. Leather can be used for everything from clothing and caps to tools and jewellery. During the summer we tan leather and create pouches, belts, shoes and clothes from the leather.



## The museum building

The first thing meeting our visitors when they walk from the parking lot up the hill is a modern building containing our museum entrance shop, café and restaurant. There are tables outside for eating brought food, a barbecue pit and outdoor seating for restaurant guests. There are two smaller buildings meant for information and selling, and a smaller annex of the building containing 3 toilets, a handicap toilet and a changing table.



### The entrance shop

In the museum shop you may buy Viking inspired objects like books, jewellery, discs, various souvenirs etc. In the café you may also buy tea, coffee, soda, beer, ice cream, cookies and more.



### Den Fede Gåsen

The restaurant is cooking gourmet dishes with Scanian raw materials from the surrounding region, at affordable prices.



### The exhibition

Next to the entrance shop you will find an exhibition hall. The theme of the exhibition is "Life of the Vikings at Foteviken Museum & Iron – from ore to the finished knife".



# The warship Erik Emune

In the early 1980s five sunk Viking ships were discovered in a barrier in the mouth of the Bay of Foteviken just north of where the museum is now located. During a marine archaeological examination one of the ships was recovered. Conserved parts of the ship are now on display in the museum exhibition. The Foteviken Viking Museum has also recreated a full scale copy of this ship. The 11 meters long ship is named Erik Emune after the king who stood victorious at the Battle of Foteviken on the 4th of June in 1134 AD.



*The Fotevik barrier at the inlet of the Bay of Foteviken can be seen on satellite images.*

The ship is narrow and had 14 oarsmen, indicating that it was a small warship. In total the ship can carry about 20 men. Using the sail high speeds can be reached, and in a lull the fourteen oars still gives the ship remarkable speed. It is likely the original was used as a guard ship, perhaps a patrol ship controlling the beaches of Höllviken and Foteviken a thousand years ago.

The ship is built by the skilled marine archaeologists and boat builders of Foteviken Museum. Aside from Erik Emune the museum has produced another ship on request from Finland, a copy of a Viking ship found at Lapuri at the Gulf of Finland. This 14 meters long ship now sails along the Finnish coast.

The Erik Emune was in 1998 taken on a trailer to Stockholm to participate in the sailing regatta during the Cultural Capital year. Following that she was sailed to Birka.

In 1999 the ship was taken on a trailer to the large Viking market in Normandy, France, and here she proudly ploughed through the waves of the English channel.

In 2000 Erik Emune rounded the northern cape of Zealand and brought her crew to the Roskilde Viking Market.



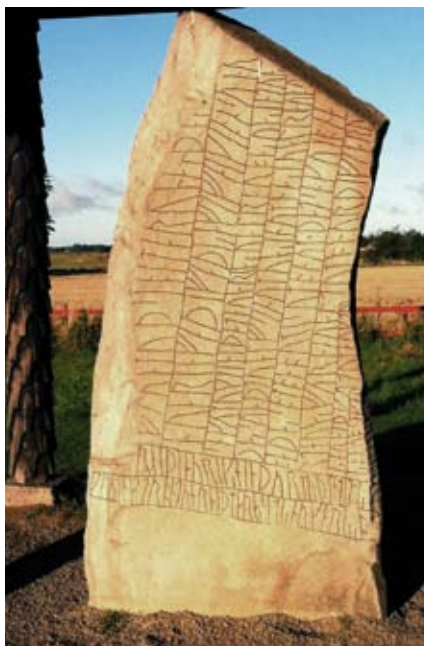


# The runes of the Viking Age

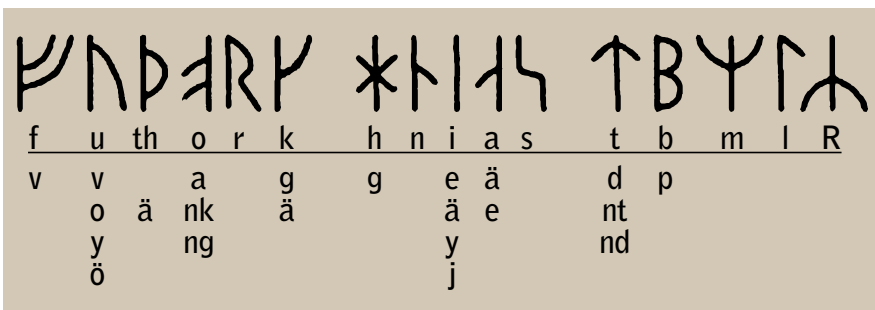
Futhark is the name of a series of runic alphabets, or runic lines (sets of runes) and gained its name the same way as the alphabet, i.e. after the first few characters. The majority of the runic lines found starts with the characters f, u, þ, a, r and k.

During the 6th to 9th century AD the language in the Nordic countries changed significantly. From having been an archaic Germanic language that is fairly difficult to understand today the ancient Norse arose, a common Nordic language with shorter words and changed vowels. The older futhark became increasingly more difficult to use for the new sounds and the solution was to simplify the runic line to allow one rune to cover several different sounds. Around the year 800 AD these changes had led to the 16-type futhark which was the runic line used during the Viking Age. The simplifications may have been motivated by the need for more people having to learn runic writing in their occupation, such as Nordic traders. Most runic writing preserved today is carved with this futhark.

Runic writing has been used for much, often shorter messages. Runic



*Rökstenen, a Viking Age rune stone with the 16 type futhark. It was probably erected during the first half of the 9th century.*



*Viking Age runic alphabet with 16 short branch runes.*



*The Danevirke stone*

writing was most often done on wooden materials like birch bark, barrels and boards, but also carved into rocks. The longest runic text found so far is the Rökstenen that is standing in Östergötland. It consists of 760 characters and is characterised as the oldest preserved literary work.

The Danevirke stone, or Skardes stone, also known as Hedeby 3 was erected in 982 AD by Sven Twinbeard. The translation reads: “King Sven erected stone after Skarde, his hirdsman, who had gone west but now died at Hedeby”. Runic writing has been found as far away as the Hagia Sophia in Constantinople (today

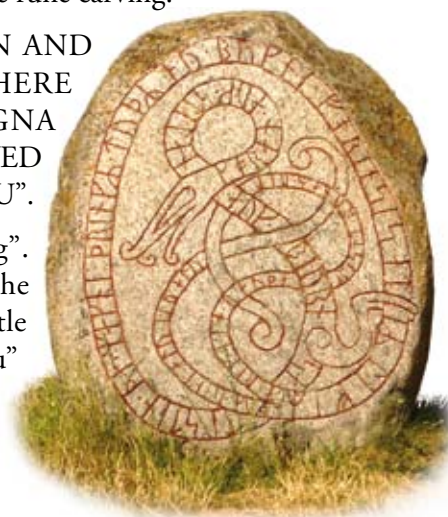
Istanbul) where Vikings had carved their names into a wood railing. So even the old Vikings were scribblers.

## The Fotevik stone at Foteviken Viking Museum

Since Erik Emune for some reason did not erect any rune stone after the Battle of Foteviken in 1134 AD we felt compelled to correct this oversight. Thus belatedly this stone was carved at the Foteviken Viking Museum and erected in 1997. Erik the Red did the rune carving.

Translation: “GÖRAN, STELLAN AND BJÖRN ERECTED STONE WHERE MANY DRENGAR DIED. PUGNA FORENSIS LIVES AGAIN. CARVED BY ERIK THE RED. ALU, ALU, ALU”.

The king’s men were called “drengr”. “Pugna forensis” is a quote from the original record in Latin of the “battle at the marketplace”. “Alu, Alu, Alu” means calling for ale three times in ancient Norse



## Other rune stones at the Foteviken Viking Museum



Personal notes:





