The Museum

Activity Area
1. Bow and Arrow Shooting Range
2. Stones of Hola
3. Trebuchet
4. Cairn of Fote
5. Execution Area

The reconstructed Viking-town
Buildings:
6. Tannery
   a. living area
   b. fish shed
   c. smokehouse
   d. shed
7. The Merchant’s Home
   a. living area
   b. high loft
   c. woodshed
8. The Bakery
   a. living area
   b. storage
   c. cookhouse
9. The Weaver
   a. living area
   b. weaving house
10. Smithy
11. The Potter
12. The Law Man’s House
13. Ting Hall
14. Pig Pen
15. Serf Shed
16. The Guard Tower
17. The Square with Court place
18. The Wall at Syndre Gate
19. Area for Experimental Archaeology
20. Pit House
21. The Old Smithy
22. The Carpenter’s House

23. The Museum’s Main Buildings
   a. entrance, restaurant and shop
   b. exhibition hall
   c. public restrooms
   d. office
   e. Area for Schools

Have you found this site so exciting that you would like to stay a bit longer? If that’s the case, then there are cabins you can rent. You find them downhill from the Museum and the Viking village, just by the sea. If you want more information ask at the Museum’s shop or look for a folder at the entrance.

Fotevikens Museum also has an interesting and informative website. Visit us at: www.foteviken.se
The Viking Age lasted from the 8th century until year 1103 AD. The Nordic countries had during these four centuries frequent contact with foreign cultures, from the Caspian Sea and the Mediterranean Sea all the way to Canada. The Nordic people received new ideas from these cultures and their own values changed during time. At the same time the Nordic culture made an impression on the others.

At the Viking Age's start, the Nordic countries society was mainly made up of different clan communities. The settlements were either isolated farms or small villages out on the plains. The landscape was completely different from how it is today. Large areas of wetlands and thick vegetation were also situated out on the plains. It was during the 10th century that city-like settlements first started to take shape. The first early cities in Scania (Skåne) were Lund, Lomma and Helsingborg.

The Viking town Foteviken is supposed to represent a closely populated area a few years after 1134 AD – this is during the late Viking Age/ early Middle Age. It was during the year 1134 AD that the bloody battle at Foteviken occurred. The time period is also an interesting period of transition. During year 1103 AD, Lund was made arch-dioce of the whole Nordic region. The stone cathedral in Lund was under construction. Brick was a new material used when putting up roofs and different types of wooden constructions were used when building houses. But out in the rural areas, people still prayed to the old gods.

1. Archery Range.
2. Stones of Hola. A ship setting, a common grave type during the Viking Age. The dead were cremated and the ashes were dug down. Compare with a contemporary memorial.
3. Trebuchet. The Vikings used this type of catapults in war, for example at the siege of Paris.
4. The Cairn of Fote. King Fote’s restored cairn.
5. Execution Area. Hanging was the most common death-penalty.
6. The Tannery. The living area is modelled after the houses in the Viking-town Hedeby. The house was built with double-plank walls, as was found at the archaeological excavation in Hedeby. This house-type is from the 10-11th century. To the Tannery belongs the Fishing Shed 6b constructed after the carved picture on a picture stone. The Smokehouse 6c is also modelled from a house excavated at Hedeby (dated from the 10th century) and the Shed 6d with an area for tannery, putification pit and a wooden rack where the skins were prepared.
7a-c. The Merchant’s house. This is known as a Sydgötiskt house, a building style typical of southern Sweden (a house with two high lofts at each end and a single floor building in the middle). One of the buildings high loft's is not added to this house as of yet. The type of house dates back to the 12th century. It has a living area and an area for keeping animals separated from each other. The living area was in the part with the lowered ceiling. It was there the people ate their meals and went to sleep.
8a-c. Bakery. The living area is based on an 11th century house type from Lund. It is built with a vertical timber technique. In cities the houses were built one next to the other, creating yards. An other two houses belong to this one; the Storage 8b and the Cookhouse 8c.
9a-b. The Weaver. A typical Scanian (Skånskt) house with walls made of wicker and clay. Annexed to the living area is a house for the weave.
10. The Smithy. This is an example of a simpler craftsmanship’s house, constructed like the ones found at Hedeby which date back to 11th century. Behind the house is a reconstructed iron kiln used to extract the metal from the ore. A rune stone have been raised in the yard in honour to one of the city’s blacksmiths.
11. The Potter. A simple handicraft’s shed. The crafts that needed a lot of fire were usually kept far back in the village’s outskirts.
12a-b. The Law Man’s House. The house is built with a technique using horizontal timber. It has two rooms; one room dedicated to the craft of silversmithing and one used as the living area. Here is also a copy of the Sunntak chair (the original dates back to the 12th century) and also a copy of the bed Oseberg bed (the original dates back to 834 AD).
13. The Ting Hall. The hall (boll) was where meetings were held, and the hall was often associated with the royalty. The building technique is based on the Norwegian stave churches and descriptions in old, Icelandic handwritten texts. The shields are from many different international Viking-groups, which have at a ting (meeting) sworn to upkeep the law of Foteviken.
15. Serf Shed. Built using timber framing with the frames filled with clay using a technique called cob. In this house visiting wanderers may find shelter for the night.
16. The Guard Tower at Nordre Gate with an armoury. In the year 1131 in Roskilde, Denmark a wooden guard tower is mentioned for the first time. At Eskiltorp north of Foteviken there have probably stood a similar, simple wooden tower. But today the only thing left is the surrounding, water-filled moat.
17. The Square with Court place
18. The wall at Sydare Gate. The town’s main street travels parallel with the beach from Sydare Gate to Nordre Gate. The town’s wall opens up to the sea. There is no information today of how the Viking-age town-walls upper wooden construction looked like. This construction is therefore inspired by old, fence-techniques from Gotland.
19. Area for experimental archaeology.
20. Pit House. A reconstruction based on finds excavated by archaeologists at Fosie outside Malmö. The original finds date back to 10-11th century.
21. The Old Smithy. A reconstruction of a 8th century find outside Ystad. The house is built in two sections, with one section dedicated to smithing and one as a living area. The living area section is built as a pit house.
23. Entrance, Shop, Restrooms, Border to the Kingdom and Area for Schools. The Viking Town is its own kingdom, with a king, law man and jarl. It’s an open meeting place for all Vikings.

Rune stones. The text on the large rune stone reads: “Göran, Stellan and Björn raised stone where many young men died. Pugna Forensis lives again. Erik the Red carved runes.” The stone was set year 1997 AD in memory of the battle at Foteviken 1134 AD. The smaller stone has a secret text.

Sacred to Oden, Tor and Frej.
Respect other people’s religion – leave the sacrifices be!

A WALK THROUGH THE CULTURAL LANDSCAPE
A special walk through the Viking town. Ten brown, wooden posts are set throughout the Viking town. On these there are peepholes and texts that tell you the story about the cultural landscape in and around the Viking town.

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**Fotevikens Museum**

Open during summer, every day 10 am - 4 pm.

Open for Schools during april - oktober.

Pre-booking: Company- and travel organizing all year.

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