

From Cyberspace to the Middle Ages

- an introduction for the active time-traveller at the Medieval Centre



www.middelaldercentret.dk



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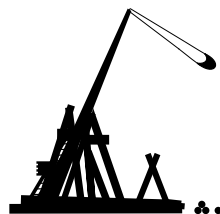
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The History of the Medieval Centre

The Medieval Centre is a comparatively young museum centre, founded in 1989 in celebration of the city of Nykøbing Falster's 700th anniversary. Then, the municipal museum reconstructed a trébuchet – a medieval war machine, used in sieges of towns and castles. This was the first time in modern times that this had been tried – except for Napoleon III, who made his officers build a similar machine. Unfortunately, it was constructed from too weak materials and broke down after the first few shots (the first of which reached a range of 70 meters... backwards!) This was a depressing result for Napoleon, but an interesting experience to future trébuchet-builders.

The reconstruction was a huge success and was conducted without mishaps. Both the national and international press noticed the project, and close to 20.000 people visited

the meadows at the Guldborgsund, where the engine was erected – the seed had been laid for a museum!

During the following years, the activities of the centre increased, stimulated by fundings from development funds, the EU social fund, the centre's own earnings, and a quite extensive "shadow economy", reflecting a massive local support. Each year the number of visitors increased, and soon the Medieval Centre did not have the logistics and facilities to service that many visitors.

The Arbejdsmarkedets Feriefond – a major danish cultural foundation – visited the place, and while the centre was hoping for funds to build proper toilet facilities, the intentions of the foundations was rather more ambitious. Three months later, almost 50 million Dkr had been granted, which boosted local co-financing considerably. Now, the Medieval Centre could take a tiger leap and become a fully and firmly established museum institution in the region.



Today, the Medieval Centre has been granted the status of a "Knowledge-Paedagogical Centre", a research-based concept of education, entertainment, visitor's participation and learning-by-play to the visitors, with authenticity as the key word.

The History of Sundkøbing Time and place

The Medieval Centre is working freely within the period defined as "the Middle Ages" in Denmark: from the end of the Viking Age in app. AD 1050, to the reformation in AD 1536.

For practical reasons, however, we have decided that Sundkøbing will portray a more narrow period – the High Middle Ages or the years around AD 1400 – and that we "allow time to pass"; that is, that we follow the actual calendar, only 610 years delayed. In 2009, we portrayed 1399 in Sundkøbing, 2010 is 1400, and so on.

This gives ample opportunity to tell new stories every year, related to the actual historical events, but also to expand on the story of Sundkøbing and its citizens. The years around AD 1400 – the period of the well-known Danish regent Margrethe the First – was chosen because it is a fairly well documented period with a large number of significant and decisive events in Scandinavian history – while at the same time presenting interesting challenges in areas that are not entirely archaeologically documented. Thus, there are ample opportunities for exciting research projects and practical archaeological experiments.

Sundkøbing

The market town of Sundkøbing is fiction. There was never a medieval town here – There was, however, one on the other side of the Guldborgsund waterway, where the town of Nykøbing lay, surrounding a royal castle.

Our small town has the rights and



privileges of a market town. This means that the citizens have the right to trade and arrange markets in the town square. The town also has minting rights.

The town consists of the "old town", a street of minor houses and workshops, from which goods are also sold, and the "new part of town" by the harbour, with two merchant's houses and several smaller buildings.

Citizens of Sundkøbing

The denizens of the town are various craftsmen: blacksmith, shoemaker, carpenter, tailor, weaver, clothdyer and ropemaker, and their apprentices, assistants and families. In the upper social layers we find the wealthy merchant, who is also the lord mayor. There is a city watch, and the mayor has hired a militia to protect his ships when on tour.

The local potentate is the knight sir Henrik Svane, who owns lands on Lolland and Falster, and who has erected a tournament arena just outside the town. Lord Svane

has also been appointed a member of the Royal Council, and a sheriff – the latter meaning that he can judge trials on behalf of the Crown.

Apart from this, there is a wide range of tradespeople, wandering craftsmen and travellers who visits the town. Furthermore, the "Day Camp" houses a number of young people, led by a squire and his men, who seek day-to-day jobs in the town. This, of course, is one of the offers to schools, put up by the Medieval Centre, in which the pupils are dressed up as – and spend a day in the rôle of – poor medieval workers.

Authenticity as a Key Word

The Medieval Centre aims at the visitor getting an experience of the Middle Ages that is as authentic as practically possible. This applies to the buildings, the clothing,

the tools, the weaponry, the animals, crops and personal behavior etc.

Our knowledge of the 14th century stems from a large number of sources. First and foremost the archaeological sources: excavations of villages, towns, castles, burials, treasure hoards, ships and so on. Secondly the written sources: legal documents, testaments, ecclesiastical texts, custom accounts, accounts of larger households. Thirdly the pictorial sources: murals – mainly in the churches, fewer mundane – book illuminations, woodcuts and paintings on alterpieces etc. Furthermore, sculptures: statues and figures in church art, on grave monuments and so on.

Vast numbers of items have been retrieved from excavations and other surveys – but also items that have remained in use or been preserved since they were made. This includes buildings: the churches and cathedrals, as well as more worldly buildings like the trading houses in Næstved, or the town gate in Stege on the island of Møn.

The many tools and props in use in Sundkøbing are made as either replicas or copies of medieval tools. A replica is made with the original tools and production methods, while a copy is made after a specific find and using original materials, while the production process itself may be modern.

The Interpretation

Welcome to the year AD...

We have chosen a type of interpretation that means that the reenactor (or interpreter) – employees and volunteers alike – act as a medieval person. In other words, you

may not tell the visitor that "back then in 1400, people would do this-and-that". Rather, you will say "now, in 1400, it is the costum to..."

Also, you do not speak internally about what was on TV yesterday – as you don't know what a TV-set IS! If anyone asks a question you cannot answer, you may refer the person to the Lord Mayor, who is a wise and learned man. In other cases, you might refer them to "the large house just outside the town" (meaning the entrance hall). Only in rare cases may you step out of your medieval character – signifying so by doing it quite literally: taking a step to one side, and clearly announce that now – for a moment – you are the 21st century-person who can answer the modern question.

We do not speak authentic medieval language, but you should avoid any modern terms and phrases, and address each other in the proper manner. You always greet other people with "guds fred" (lit. "God's peace") – and this goes for the other staff and volunteers as well as the visitors. The term "sir" or "sire" (in Danish "herr") is only used for noblemen. Likewise, "Frue" (mrs.) is only used for noble ladies – married and unmarried alike.

In our age of action, there are certain expectations from the visitors. Hollywood movies like Braveheart, Robin Hood and King Arthur creates highly romanticized images to some people, leading to certain expectations to a visit at the Medieval centre. Loads of "fair damsels and heroic knights, spiced with love and drama – and of course a happy ending." This is a picture we cannot present... but that is not our mission, either. In Sundkøbing, the medieval centre presents a picture of the daily life, and at the tournament arena

we show the most popular sporting event of the day: the jousts! Here, our mission is "edutainment" – we entertain, but at the same time the visitors gains factual knowledge!

The Clothing

At the Medieval Centre, we present the clothing of the different social classes. From the most humble peasants rags to the costly garments of the wealthy merchant or the knights.

The Medieval centre has a vast collection of clothing, which is lent to volunteers who doesn't own their own clothes. A modest deposit is required for clothes and shoes, which is returned when leaving.

We aim at using authentic materials and sewing techniques in the making of the clothes, which is made at the centre's own sewing department. After decades of research, the centre has acquired an extensive knowledge of textiles and techniques, and regularly offer courses in dressmaking to volunteers who wish to make their own personal clothes.

The clothes must be suitable for the function that the individual volunteer has: craftsman, tradesperson, soldier, maidservant and so on – both concerning material, colour and cut.

All private clothes must be approved by the Medieval Centre, before they are taken into use in Sundkøbing.

Living in a Medieval House

As a citizen of Sundkøbing, you will be expected to live "medievally" in a house:



to live, cook, clean, maintain, perform a craft and – not least – to interpret to the visitors. This can occasionally be quite hard work, but it is also rather cosy; water and firewood must be fetched, you must learn how to light a fire by flintsteel, and how to prepare your meals. Your house must be kept clean and the floors swept, the dishing must be done, and things around the house in general taken care of. The tasks are firmly distributed between the two sexes: women take care of cooking and cleaning, while men perform their craft – however, women may assist in this – and whatever repairs and maintenance are needed on the house. Children assist where they can, especially in fetching water and gathering firewood. However, most boys should be an apprentice from the age of app. 8 years, assisting their master.

As a volunteer, you will often be lodging



with one of the towns craftsmen, acting as apprentice or visiting relations. Others may be travelling craftsmen looking for work in the fast-growing town, or traders who sell their goods at the market.

Personal Equipment and Appearance

When posing as a medieval person, you should look the part. Fashions changes, and beauty ideals changes with it. A perfect high-medieval woman had fair skin, a tall forehead, small high-set breasts and broad hips. Men should have semi-long hair (curly, preferably), a short goatee beard, broad shoulders, a slim waist, long slender legs, and small feet.

Not everyone can live up to this – people couldn't then, either – but at least you can avoid the most obvious mistakes: modern make-up, nail varnish, visible piercings and tatoos, modern jewellery – and glasses.

Especially glasses have been hotly debated at the centre: "But I can't see without

them." No, but then again... neither could you in the 14th century - and besides, most people can actually get by after all, as you will neither need to read the newspapers or work at the computer. It is no disaster if you can't recognize people at a distance of 30 feet. With authenticity as the key word and compromises avoided wherever possible, how could you possibly make the visitors believe in your character, if you're wearing modern glasses? Contact lenses are fine, and medieval glasses also – especially if you are male, and learned!

Acting – Playing the Part

In Sundkøbing, everyone has a function, more or less rigidly defined. You are either a master craftsman, an apprentice, a maidservant, or portraying some other function. You have a name and a personal history.

Also, everyone is of course expected to have a certain knowledge of the age you're supposed to live in. Maybe not all that much, not everyone is equally well informed – and you can always refer to your master, to the Lord Mayor or some other key figure in the town.

At the introductory courses, you learn a little about medieval society, how things worked, what people believed in, and how relations between humans were.

Some volunteers have a very loosely drawn rôle: "I'm just paasing through with my husband, who is a craftsman, and we're moving on shortly," or "I'm a cousin of the blacksmith, he promised me work for a period." Others have an extensive story to tell and can account for their family for the past many generations. The employees have their own stories – typically related

to Sundkøbing for generations, although some new blood is added occasionally, when people die or move, and others join in.

Presenting a 100% correct medieval behaviour is impossible. For instance, we do not speak "medieval". The chores of the sexes and the courteous attitude to your betters and to women, on the other hand, is easily performed. The strict upbringing of children where children must show respect and obedience to the adults, can be a basis of many profitable discussions...

It is important that you do not over-act your rôle. If you are not an experienced actor, it is easy to exaggerate your rôleplaying, and it is far better to tone it down; rôleplaying can easily become an embarrassing affair if you camp it up and starts proclaiming instead of just calmly talking. The regular employees will often encourage you to some small exchange of words or comments, and in this anyone can take part.

Fix-Points of the Day

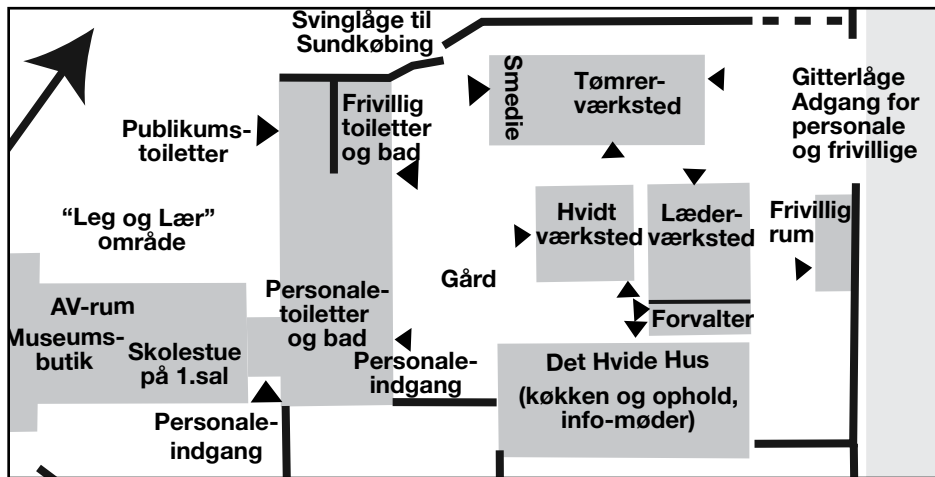
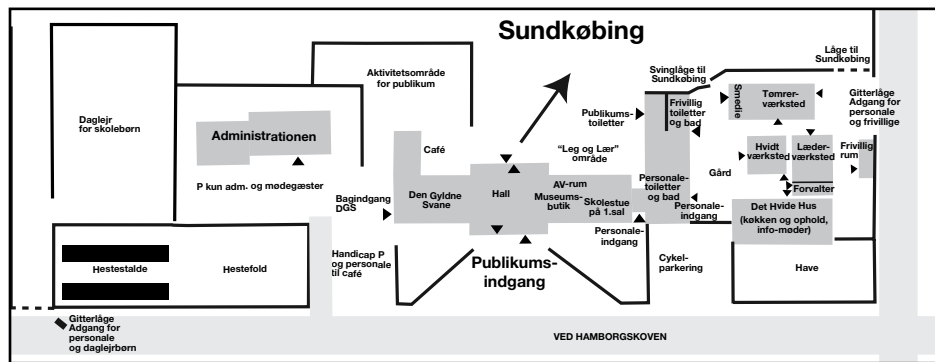
- At 09.30, everyone meets in the White House for the daily informations. This meeting is led by the person responsible for the field on that particular day. Here, information will be given on the tasks of the day, such as who is helping out at the siege engines, the tournament or on the archery range.
- At 10.00, The medieval Centre opens, and everyone is ready and in their allotted places.
- During May, June, August and September, there are quite a lot of guided tours in the field. These will be led from house to house, while being told about

the various crafts daily life etc.

- At 12.00, the Trébuchets are demonstrated. During Peak season, the small trébuchet is also demonstrated at 15.00
- At 12.20 on Mondays and Saturdays, the gunpowder artillery is demonstrated. We fire hand cannons, and the bombard. The smaller weapons of the age – mangonel, ballista etc. – is also demonstrated on some days.
- After this, the daily chores are continued – working in the houses and in the field. You eat your meals, work, take care of the house and garden, and so on.
- The tournaments begin at 13.30 on Tuesday, Wednesday, Thursday, Saturday and Sunday in the outer season - and every day in high season.
- After the tournament, the various tasks are continued.
- At 16.00, the Centre closes. There may be special events, though, in which case there may be prolonged opening hours. If so, all rules apply as during normal opening hours. During peak season, the closing time is 17.00

How to Prepare for Life in Sundkøbing

The type of interpretation in use at the Medieval Centre poses certain demands to employees and volunteers alike. Thus, all volunteers must take part in an introductory course, where basic knowledge of the period, the style of interpretation etc. is presented, before volunteers are allowed into the field. There is a small fee for these courses. Apart from this, you may take part in various workshops and learn i.e.



sewing techniques, blacksmithing or other crafts.

Participants in the courses are handed a copy of our text-compilation *Livet i Sundkøbing* ("Life in Sundkøbing"), presenting facts about the age, social matters, religion, the rôles of the sexes, cooking etc. The compilation is revised each year, and a copy of the most recent version is always available in the White House.

Furthermore, it will be beneficial to read some of the excellent books written on the Middle Ages that are continuously published.

Rules and Practical Matters

The Medieval Centre – names of the various buildings and rooms;

The Administration: here you find the HQ - administrative staff, the office, the staff in charge of the field, the inspector. This also houses the meeting rooms, the clothing collection, and a reference library.

The Entrance Hall: Visitor entry and exit, visitors toilets, the museum shop, the film room, and entrance to the restaurant Den Gyldne Svane ("The Golden Swan").

The White House: lunch- and living room

with a kitchen for the use of staff and volunteers.

Staff facilities in the side wing of the entrance hall - access from the courtyard, with toilets, showers, washing rooms etc, and a firmly secured gunpowder storage room; this is only accessible to staff.

Volunteer toilets & showers: In the side wing of the entrance hall, accessible from the courtyard. Three toilets and shower-rooms for the volunteers.

Visitor's toilets: In the side wing of the entrance hall – these are not used by staff or volunteers.

Forge and Carpenter's workshop: Normally only accessible to staff.

Leather Workshop: In the side wing of the White House. Normally only accessible to staff.

The White Workshop: A side wing of the White House. In the locked part various tools are stored. The unlocked part houses shelves for the disposal of the volunteers, and cloth strings for drying wet clothes.

Volunteers Room: Lockers, space for sleeping bags etc.

The Barn: Storage room in the forest. Normally only accessible to staff.

The Field: A term denoting the areas accessible to the visitors, and where the Middle Ages are "performed": Sundkøbing itself, the Day Camp, and the forest.

Booking a Stay

From February 1st, you may contact the Centre for bookings in the coming season, i.e. you book a certain house for a certain period. New volunteers are normally given a "test weekend" in the early season to try everything out, f.ex. in May, arriving Friday and leaving Sunday. Weekend

stays, stays in the mid-week or a full week or longer may be booked in the outer season. During high season, stays should normally be for a full week, from Saturday morning to Friday afternoon.

Usually, you will sign up for one particular house. In some cases, sleeping quarters may be arranged on straw mattresses on the ceilings or in tents.

One-Day-Stays

It is possible to sign on for a single day as a volunteer, without sleeping in the houses. Some volunteers are only here for one day at a time, and others come for several days, but without sleeping over.

Please do not drop in without notifying the centre in advance.

To be a volunteer, you must be a member of the "Guldborgsund-Gildet", the support organisation of the Medieval Centre. Further information can be found at www.middelaldercentret.dk

Registration and Handing out of Clothes

On arrival, you report in the Administration Building between 08.15 and 09.00 for registration and handing out of clothes. The clothing is stored in the cellar under the Administration building, and will be handed out by a member of staff, who will register the loan and note the numbers of each particular piece. This person will also receive your deposit of Dkr 300,- per set, and Dkr. 300,- per set of shoes.

Handing in of Clothes

Handing back the clothing takes place on the day of departure between 15.00 and 15.45.

The clothes are handed in at the same place where they were handed out. There will be

staff present to receive the clothing, check the registration and hand back the deposit when all clothes are delivered intact.

Ongoing Information

Please note that it is obligatory for everyone to take part in the morning meeting 09.30.

Notice boards have been mounted in the White House, where various informations are exposed. Each day, the day's programme is displayed with information on trébuchet shots, cannon demonstrations, tournaments etc. It is very important that each volunteer keeps an eye on this – you are yourself responsible for knowing your tasks!

The text compilation "Livet i Sundkøbing" is also found here, and a collection of medieval food recipes and other relevant information. On the wall, a set of boxes contains material on each house in the town, containing a description of the house, and an inventory. Read the one on your house carefully, it makes living in the house and presenting it to the visitors much easier.

When in doubt – ask the person in charge!

Showers & Toilets

There are three toilets with showers at your disposal. The visitor toilets and the staff toilets and showers may not be used by volunteers.

Lockers

Steel lockers are available – but remember to bring your own padlock! Here you may store your modern luggage and valuables etc. If you only require a small locker, these are available at the volunteer's toilets – again: bring a padlock!

On arrival, you should stick a note on the door of your locker, stating your name

and the period in which you need the locker. Please remove the note on arrival, putting the locker at someone else's disposal. Lockers that are left locked after departure will be opened and emptied by the Medieval Centre.

Outside Opening Hours

If you are using sleeping bags, camping mattresses or similar, these must be removed from the medieval houses – and not tucked away somewhere – well before opening at 10.00. There are temporary storage rooms at shelves in the premises by the White House. Here, you also find drying string for wet clothing.

Keys

Workshops and the other facilities for the staff will be locked outside opening hours. The gates to the Medieval Centre are locked at night (in the outer season normally around 16.00, during high season usually around 22.00). When there are volunteers staying, one of these will be trusted with a "volunteer key", giving access to the gates and the White House.

Garbage

Containers and waste-bins for garbage is found in the courtyard by the White House. You are specifically forbidden to dump empty bottles, cigaret stubs, corks, matches and any other not-medieval items anywhere in Sundkøbing at all. When such things are found, they must be removed immediately. Everyone is expected to keep an eye out for this.

Smoking

In the field, no-one in medieval clothing may smoke during opening hours. In most of the field, smoking is entirely prohibited – including the entire town street and the

harbour street.

Sailing and Bathing in the Harbour

Sailing in the centre's boats is not allowed, unless a specific permission has been obtained.

Bathing in the harbour is not allowed during opening hours. Experience shows that bathing is taken to mean that the visitors can bathe, too (!)

When bathing outside opening hours, this happens entirely at your own responsibility.

The Animals

It is forbidden to feed the horses, sheep and goats bread, cake or anything else. They are well taken care of and fed by specially appointed staff. Chickens can be fed dinner leftovers. It is not allowed to ride the horses.

Shopping and Public Transportation

If you wish to shop, you can go to Føtex shopping centre, or go to Nykøbing town. The clothing of the Medieval Centre may not be worn outside the centre's premises, unless you take part in some event, organised by the centre.

City Bus #2 leaves from the parking lot outside the centre, or from Lundevej, to Nykøbing F Railway Station. Please confer with the bus plan available in the White House.

Fire Extinguishing and Escape Routes

In each house you will find hidden fire extinguishing equipment – see more information in the White House for exact hiding places in each house. When you move into a house, please check the equipment.



There are two escape routes in the field. One is by the great iron gate at the staff entrance, leading behind the tournament arena and through the field to the Day Camp by the wood. The other is behind the Day Camp, between the camp and the wood. The road connecting these two are made to modern specifications and will leave sufficient room for fire trucks and ambulances.

First aid kits are found in the white house.

Equipment in the Houses

In the houses, you will find all the equipment that the Medieval Centre has chosen to allot to each house. This comprises tools for cooking and eating. Be aware that this does not comply with what is considered essential to a modern household, neither in respect to workplace or equipment. People in the Middle Ages were not as spoiled as we are today (!) – but then again: that is precisely the charm of a stay here.

You must yourself keep things nice and clean, and make sure that everything has been dishd and put back in place before

you leave, making it nice and ready for the next inhabitant of your house. You may do the dishes in the medieval style (with a handful of straw, warm water and soap), but the final dishing before you leave must be in the White House, using all modern equipment. Stuff borrowed in another house must be returned!

Sleeping quarters are found in all houses, being in the shape of beds and/or straw mattresses to be placed on the floor at night. The beds are made in the medieval manner with sheets, blankets and pillows. You either sleep "medievally", or you place a modern sleeping bag on top of the bed. If you choose to sleep in the medieval manner, the beds must be thoroughly made in the morning – and you must inform us so beforehand. Also, sheets and pillow covers must be handed in for washing when you leave.

Meals

Raw materials for your meals are handed out for the volunteers who inhabit the houses. If you require special foods or ingredients, you are obliged to purchase these yourself.

One-Day volunteers are entitled to lunch – bread and toppings are found in the refrigerators in the White House.

You may choose to cook and eat all your meals in the medieval houses, or you may combine and f.ex. have a modern breakfast, cook medieval lunch in the houses during opening hours. Evening meals may be a collective effort, if you team up with other volunteers to organize dinner.

In the big refrigerator in the White House, ingredients for breakfast are found, along with various toppings, milk, fruit juice etc. The freezers will continuously be filled

with chickens, corned beef etc. You are supposed to take your choice of food up for de-freezing yourself. You should normally allow a whole day for de-freezing. Raw materials will be supplied continuously, that suit the medieval recipes at your disposal. In the cupboards, other kinds of food can be found.

In the White House, you will find a number of receipts for meals that can be prepared in the medieval houses.

Once you get accustomed to cooking on an open fire and having more pots going at the same time, you will find that it is not really that difficult. You should, however, remember to start cooking well before you intend to eat!

We recommend that you cook a large portion for lunch, which may also serve you for dinner. Also, you may make an agreement with other families to dine together and cook for each other, so that you only cook every second or third day. Dinner leftovers are dumped in the gutter, or on the dunghills.

Cooking in the houses is an important activity, and a central action in the portrait of the Middle Ages – it one of the things that really makes the houses look lived-in and authentic.

Medieval dishes may be purchased at the Golden Swan. If you wish to do so, you must go to the back door of the kitchen before 11.30, and bring plates yourself. Enquire for prices at the restaurant.

Expectations

The Medieval Centre and the volunteers both have expectations to each other. Both parts wish for a positive experience, with giving and taking on both sides.

What the Medieval Centre Offers the Volunteers:

- An opportunity to act as a medieval person at the centre, and enjoy an exiting hobby.
- The possibility to live in the medieval manner as a citizen of Sundkøbing.
- Borrowing authentic clothing for use at the centre.
- Raw materials for cooking, for those who live in the houses for more days.
- The opportunity to take part in courses and workshops.
- An opportunity to develop your personal, factual knowledge and understanding, and to ask questions to the staff.
- Information at the morning meetings and on announcements in the White House.

What the Volunteers Expect from the Centre:

- You wish to be treated with respect.
- You wish to be informed about events and arrangements.
- You want access to the knowledge of the trained staff / answers to your questions.
- You wish to be serviced and aided.
- You want your expectations met.

What the Medieval Centre expects from the Volunteers:

- That you take part in giving the visitors the best possible experience.
- That you follow the rules of the centre.
- That you perform the tasks you are given.
- That you keep informed on both practical and theoretical matters.
- That you are loyal to the Medieval

Centre.

- That you make sure that your children follow the rules, too.

A Few Words at the End...

Sometimes, you may ask yourself what makes people spend their spare time as volunteers at the Medieval Centre? The weather can be hideous, cooking is bothersome, you miss your comfortable bed, you clothing gets damp etc. etc.

The answer is: Because it is fun. You meet new and old friends, you usually learn something new, you interpret history to the visitors. There is a feeling of sharing an unusual experience, you can live out your hobby – and the kids usually love it! And in fact, the weather isn't all that bad for long!

All the people who come to the Medieval Centre have different reasons to do so, different needs and wishes and attitudes. We may all have our own opinions on how things should be done, but the main thing is that everyone is enjoying themselves. The volunteers want a pleasant "holiday experience" and the Medieval Centre has research projects to conduct, visitors to entertain and teach - and a business to run.

Together we can make sure that the Medieval Centre remains a wonderful "playground" – in the best possible sense of the word – to professionals and amateurs alike, to the locals and the visitors from all over the world, who come here to see, hear, smell and taste the Middle Ages!

Godspeed, and enjoy yourselves!

Middelaldercentrets lille bogserie

Spøgelser, Gengangere og andet godtfolk - om det overnaturlige i middelalderen. Kåre Jihannessen, 2010. 20 sider, 15x21 cm. Pris 25,- kr.

Svøbt i mår - pels i middelalderens dragter. Camilla Luise Dahl, 2010, 42 sider, 15x21 cm. Pris 35,- kr.

Ath pryde synæ clædee. Besanter, beslag og påsyningspynt i middelalderen. Camilla Luise Dahl, 20 sider, 15x21 cm. Pris 25,- kr.

Møbler og boligindretning i middelalderens verdslige bygninger. Kåre Johannessen. 2006. 28 sider, 15x21 cm. Pris 25,- kr.

Hvad Mønten Fortæller... -en introduktion til middelalderens møntvæsen, Kåre Johannessen, 2004, 20 sider, 15x21 cm. Pris 25,- kr-

Det lo de meget af - Middelalderens humor, 2004, Kåre Johannessen, 16 sider, 15x21 cm. Pris 25,- kr.

Von Ravenstein Manuskriptet, Charles Jones, 2003, 24 sider. 15x21 cm. Pris 20,- kr.

Nålebinding, Kathrine Vestergaard Pedersen, 2003. 16 sider. 15x21 cm. Pris kr. 25,-. UDSOLGT

Rekonstruktion og skydeforsøg med Loshultkanonen, Peter Vemming Hansen, med bidrag af Jørgen Svender 2001. 48 sider, rigt illustreret med farvefotos, format 21 x 15 cm. Resumé på engelsk. Pris: kr. 40,-.

Flåt - Guldborgsunds perle, Mia Gerdrup, 2001, 40 sider, 15x21 cm, Pris kr. 50,-. UDSOLGT

Børn og børns vilkår i middelalderen, Kirsten Meldgaard. 2000. 16 sider. 15x21 cm. Pris kr. 25,-.

Rekonstruktioner af mands- og kvindedragter på Middelaldercentret - et øjebliksbillede af 1390'erne, Catharina Oksen. 2000. 32 sider, alle sider rigt illustreret med farvefotos, 21x20 cm. Pris: kr 98,-

Agnete - en dejlig skude, Kjeld Gerdrup. 1999. 32 sider, 36 fotos i farve og SH, 14x21 cm. Pris: kr 40,-.

Hør så vide - Seksualiteten i middelalderen, Kåre Johannesen. 1998. 88 sider, sort hvide illustrationer, 14x21 cm. Pris: kr 50,-.

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