



Middelaldercentret

Technology Park

- A Mobile attack bridge
- B Water lifting and diving equipment
- C War machines
- D Lifting machines
- E Evolutionary "mash ups"



Entrance to Griffenholm
(only for private events)

Griffenholm

- 1 Entrance
- 2 Museum shop
- 3 Restaurant The Golden Swan
- 4 Café and play area
- 5 Activity area
- 6 City gate
- 7 Rose garden
- 8 Medicinal herbs
- 9 Apple garden
- 10 Cabbage garden
- 11 Blacksmith's house
- 12 Blacksmith
- 13 Carpenter
- 14 Armorer
- 15 Weaver
- 16 Market
- 17 Hostel, Painter's workshop and Tailor
- 18 Chicken house
- 19 Animal paddock
- 20 Boat houses
- 21 Law and punishment
- 22 Brewery
- 23 Dyer
- 24 Merchant
- 25 Cobbler
- 26 Simple merchant
- 27 Harbour
- 28 Ship Agnete
- 29 Builder's hut
- 30 Bell tower
- 31 Church building site
- 32 Archery
- 33 Stones throwing game
- 34 Experimental area & School camp
- 35 Ropemaker
- 36 Cannons
- 37 Trebuchet
- 38 Place of execution
- 39 Tournament field
- 40 Paddock
- 41 Lunch area
- 42 Firepit
- 43 Entrance to the Technology Park
- 44 Entrance to the Magical Forest