

A group of Minecraft characters, including villagers and a pig, standing in a village square with a large stone building in the background. The scene is bright and colorful, with a clear blue sky and green grass.

Quick Play Guide

TIME TRAVEL AT

UPPAHRA



A World by Team Workbench



Skillbuilder powered by iamprogrez

Who's it for?

This guide is created for people who want to try **Time travel at Uppåkra** at home. This Minecraft world was created for the Minecraft Education Edition. You need Minecraft Education Edition and a Microsoft account to play this edition.

An Academic Microsoft Account lets you play Minecraft Education Edition up to 10 times for free. To Download Minecraft Education Edition [Click Here](#).

If you have any questions about Minecraft Education Edition or how it works, please refer to any official Minecraft Education Edition sources or check the Teacher's Guide which you can download from the Uppåkra website.

This guide only covers the basic gameplay of Time Travel at Uppåkra.



How to set up

1. Download the Time Travel at Uppåkra World from the official Uppåkra website
2. Open the world file (this opens Minecraft Education Edition)
3. Log in with your Microsoft account
4. Play

Or

1. Download Time travel at Uppåkra World from the official Uppåkra website
2. Open Minecraft Education Edition
3. Click play
4. Click import
5. Select the downloaded world file
6. Open
7. Play



How to play

Welcome to Uppåkra

When you open the game it will guide you through the first quest that serves as a tutorial.

General gameplay

1. Talk to the scientists and archaeologists
2. Excavate objects
3. Travel back in time and complete the quest
4. Report your findings
5. Learn more about the history and science involved



To start certain a quest you need to dig up the right item. Then you need to bring the item to the archaeologist nearby. Most of the items you can find are actual items that have been dug up at that location.

After completing the first mandatory quest you can walk around freely.

Excavation sites are marked with a flag.

There are 7 quests in total

- The lost tooth mystery (part of the mandatory tutorial)
- The necklace in the marsh
- Trading at Uppåkra
- Murder Mystery
- The holy grails of Uppåkra
- Train to go on a Viking raid
- Tear down the Cult house and build a church



Completing each quest will give you access to a certificate link that proves you've completed the quest and shows what skills you've trained.

During or after completing all the quests you can join in reconstructing the Uppåkra hall using the same facts as the archaeologists. We will add more information about the finds and results from the excavation as they happen on the website. In this quest you will handle a variety of sources and suggest the one you think is the most credible way to reconstruct the hall.

Contribute to science by taking a screenshot and sending it to sofia.winge@uppkra.se. Don't forget to hand in documentation on your choice of materials and interpretations.

We will announce the winner in 2025