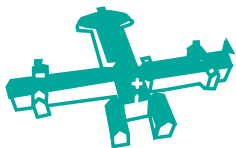
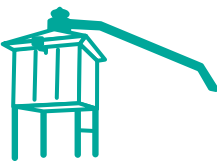


Museum bingo

The Hämeenlinna prison built in 1871 was the first Finnish prison with prison cells. The last prisoners were moved to the new prison in 1993 and the old prison was turned in to a museum. Now the history of prison life is brought to life in the museum exhibitions. Find the objects shown in the bingo squares and complete the tasks set out for you! Can you complete the bingo during your visit to the museum?

 FIND THE MODEL OF SÖRKÄ, THE HELSINKI PENITENTIARY IN THE EXHIBITION!	SOME PRISONERS WORKED IN PRISON AND MADE DIFFERENT TYPES OF OBJECTS. CAN YOU FIND THE PRISONER MAKING A FISHING NET?	 MANY OF THE PRISONERS PLAYED MUSIC IN THEIR CELLS. CAN YOU FIND THE GUITAR IN THE CELLS ON THE FIRST FLOOR?	 SOMETIMES PRISONERS HAD TO WEAR CHAINS WEIGHING UP TO 40 KILOS! CAN YOU FIND THE ROOM WHERE THE CHAINS WERE STORED?
 OH NO, A GHOST! LUCKILY IT'S ONLY A HOLOGRAM. FIND A HOLOGRAM AND LISTEN TO ONE HIS STORIES.	DIFFERENT TYPES OF WOODEN OBJECTS WERE MADE IN THE PRISON AND SOLD. CAN YOU FIND THE WOODEN COFFIN IN THE HALLWAY? 	 SIT DOWN ON ONE OF THE BEDS IN A CELL. HOW WOULD YOU SPEND YOUR TIME IN PRISON?	PICTURES OF PRISONERS WERE TAKEN ALREADY IN THE 19TH CENTURY TO HELP WITH IDENTIFICATION. TAKE YOUR OWN MUGSHOT IN OUR SELFIE-CELL!
FIND THE DENTISTS CHAIR IN THE PRISON!	 TIME SPENT IN PRISON HAS INSPIRED MANY MUSICIANS. LISTEN TO A SONG IN THE MUSIC CELL ON THE SECOND FLOOR.	 A SILO FOR WOODCHIPS WAS NECESSARY FOR WOODWORKING IN THE PRISON. FIND THE SILO IN THE PRISON YARD!	 VISIT THE SOLITARY CONFINEMENT CELL. PRISONERS WHO DISOBEYED THE RULES WERE PLACED HERE AS PUNISHMENT.
 YOU COULD BRING YOUR OWN TV TO PRISON! FIND THE TELEVISION SETS ON THE GROUND FLOOR!	 PRISONERS WROTE MANY INSCRIPTIONS ON THE WALLS. FIND THE MOST INTERESTING ONES ON THE GROUND FLOOR!	 PRISONERS HAVE HAD TO WEAR MANY DIFFERENT TYPES OF OUTFITS OVER THE YEARS. CAN YOU FIND A PRISONER'S OUTFIT IN THE DISPLAY CASE?	THE PRISON HAD IT'S OWN WELL. CAN YOU FIND IT ON THE GROUND FLOOR?



VANKILA
FÄNGELSET
THE PRISON

