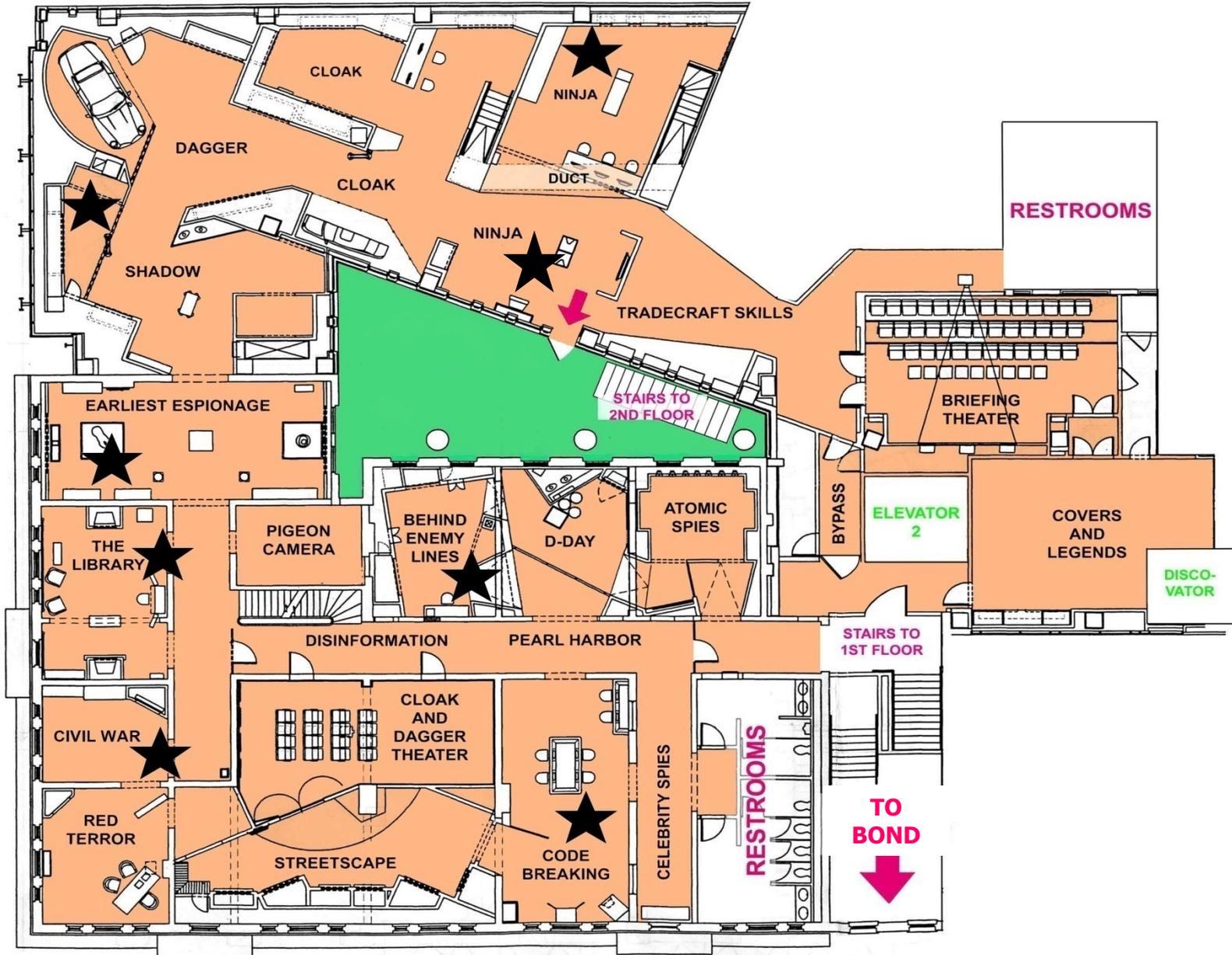


SPY Museum Tactile and Audio Highlights

- ★ **Briefing Theater:** Listen to a five-minute video introducing the shadowy world of espionage.
- ★ **Ninja:** touch concealed bugs at the bug desk, spy on other parts of the museum at the listening post, and crawl through the air duct without being discovered. Listen to a video presentation of modern-day spy catchers telling their stories.
- ★ **Shadow:** Sit at a simulated underwater listening post and try to identify enemy agents and other sea creatures by sound.
- ★ **Earliest Espionage:** Decipher the skytale, an ancient Greek code hidden on a leather strap, and feel the Cardano Grille with rectangular holes used to decipher secret messages.
- ★ **The Library:** Listen to spy stories from the 1700s and 1800s. Feel a simulated “black chamber” where European spies at court searched for secrets in the mail.
- ★ **Civil War:** Manipulate a replica Civil War cipher wheel and cylinder to decode secret messages.
- ★ **Code Breaking:** Decipher codes used by WWII Navajo codetalkers and Vietnam prisoners at computer modules.
- ★ **Behind Enemy Lines:** Feel the rough walls of a simulated barn used in the French resistance during World War II. Listen to the recollections of French resistance spies and saboteurs. Hear the story of the deception at the D-Day landing in WWII.
- ★ **Atomic Spies:** Enter a bunker to listen to the six-minute story of the spies who betrayed the secret of the atom bomb to the Soviets—and feel the floor rumble at the end when the Soviets conduct their first atomic test.

THIRD FLOOR



SPY Museum Tactile and Audio Highlights

Overview: *Exquisitely Evil: 50 Years of Bond Villains* is a special exhibit comprising seven themed sections, **each of which has a narrated video montage** describing the plots and villains of the films in that section. As you walk down the stairs to enter, hear the Bond themes in the background. Extras in these sections:

- ★ **Bond Begins:** Listen to a video introducing fifty years of Bond and his villains.
- ★ **Cold War Power Plays:** Feel the coarse walls and knobs and switches in Blofeld's volcano lair laboratory. **Spies On Bond:** Choose to listen to up to four spies comment on the fiction versus reality of different Bond films.
- ★ **Murderous Monopolists:** Try your hand at the **Spy vs Spy** Interactive, and try to thwart another spy inside a maze from getting a secret code. Three stations let you press a button to mix up numbers, use levers to manipulate the angle of a two-way mirror, and press buttons causing colored light to conceal the code. **Spies On Bond:** Choose to listen to up to four spies comment on the fiction versus reality of different Bond films.
- ★ **Drugs & Thugs:** Demonstrate your cool under pressure Bond-style by disarming a bomb before time runs out at **Operation Atomic Countdown**. Push a button to activate a countdown clock then remove a bomb's "detonator" by pulling it straight up. If you touch the sides you will "detonate" it and hear the "explosion;" if successful? Hear the music of "Rule Britannia" play.
- ★ **Cold War Castoffs:** Touch the statue of Karl Marx, father of communism. Bond and his bad guys frequently end up hanging from bridges and airships and helicopters and just about anything else. Have your own "Bond Moment" in by testing your skills against 007 in the **Hang Time** interactive. Grasp a bar that pulls you about two inches off the ground. How long can you hang on?
- ★ **My Bond Moment:** In this video presentation, listen to eight spies recount their moments of danger and intrigue in the field.
- ★ **New World Disorder: Spies On Bond:** Choose to listen to up to four spies comment on the fiction versus reality of different Bond films.
- ★ **Weapons of Mass Disruption/Skyfall:** conclude the exhibit and your museum experience listening to a video of experts discussing cyberintelligence issues.

FIRST FLOOR



F STREET