










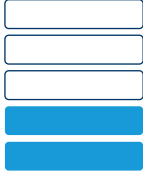




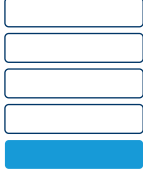





PIER SENSORY GUIDE



When facing 12th Avenue, restrooms are to the right of the Welcome Center doors.

PHOTO	AREA	HIGHLIGHTS	SOUND LEVEL	TOUCH	SNACK BREAK	WHEELCHAIR ACCESSIBLE
	Welcome Center	<ul style="list-style-type: none"> Box office Audio guide pick-up Gift shop Aviator Grill 	 <p>QUIET TO MEDIUM</p>			
	Pier 86	<ul style="list-style-type: none"> Views of the Hudson River, <i>Intrepid</i>, and <i>Growler</i> Seating and tables Simulator rides (\$) 	 <p>QUIET</p>			
	A View from the Deep: Submarine Growler & The Cold War	<ul style="list-style-type: none"> Historical artifacts 	 <p>QUIET TO MEDIUM</p>			
	Submarine Growler	<ul style="list-style-type: none"> Berthing (beds) Mess (cafeteria) Galley (kitchen) Control room Periscope 	 <p>QUIET</p>			

THIRD DECK SENSORY GUIDE




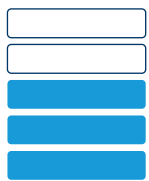




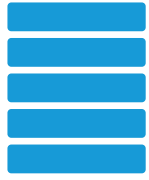




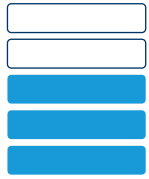




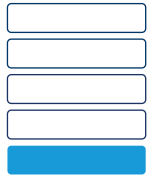



Restrooms located next to Intrepid Marketplace and seating area.

PHOTO	AREA	HIGHLIGHTS	SOUND LEVEL	TOUCH	SNACK BREAK	WHEELCHAIR ACCESSIBLE
	Intrepid Marketplace and seating area	Buy food at Intrepid Marketplace or eat your own	<p>MEDIUM</p>			
	Galley (kitchen)	Historic kitchen used by <i>Intrepid's</i> crew	<p>MEDIUM (sound effects)</p>			
	Mess (cafeteria)	Historic mess for enlisted crew Historic mess for officers Oral history kiosk	<p>MEDIUM (sound effects)</p>			
	Berthing (bedrooms)	Historic berthing for enlisted crew Historic berthing for officers	<p>MEDIUM (sound effects)</p>			

HANGAR DECK SENSORY GUIDE























Restrooms available at either end of the hangar deck.
Family-assisted restrooms located at end of Exploreum.

PHOTO	AREA	HIGHLIGHTS	SOUND LEVEL	TOUCH	SNACK BREAK	WHEELCHAIR ACCESSIBLE
	Hangar 1 + Hangar 2	<p>Lutnick Theater</p> <p>Airplanes and helicopters</p> <p>Special exhibits</p> <p>Replica of Mercury space capsule</p> <p>Historical artifacts</p>	 MEDIUM			
	Kamikaze Experience (film)	<p>15-minute film with flashing lights and fake smoke (every hour on the :30)</p>	 LOUD			
	Exploreum (Hangar 3)	<p>Hands-on interactive exhibits about life at sea, aviation and space</p> <p>Simulator rides (\$)</p>	 MEDIUM			
	Fantail	<p>View of the Hudson River and the Concorde</p>	 QUIET			

GALLERY DECK / FO'C'SLE SENSORY GUIDE



There are no restrooms on this level.

PHOTO	AREA	HIGHLIGHTS	SOUND LEVEL	TOUCH	SNACK BREAK	WHEELCHAIR ACCESSIBLE
	Combat Information Center	Squadron ready room Air operations Radar Cryptology	 MEDIUM			
	Berthing (bedrooms)	Berthing for junior officers Triple Stix Berthing for marines Oral history kiosk	 QUIET TO MEDIUM			
	Anchor Chain Room	Anchor chains Mooring lines Sailor art Oral history kiosk	 MEDIUM (sound effects)			
	Gun Tub	Historic anti-aircraft guns	 QUIET			

FLIGHT DECK SENSORY GUIDE



There are no restrooms on this level.

PHOTO	AREA	HIGHLIGHTS	SOUND LEVEL	TOUCH	SNACK BREAK	WHEELCHAIR ACCESSIBLE
	Flight Deck	Airplanes Helicopters Aircraft elevator	<p>MEDIUM</p>			
	Space Shuttle Pavilion	Space shuttle <i>Enterprise</i> Soyuz capsule	<p>QUIET TO MEDIUM</p>			
	Island	Navigation bridge Captain's bridge Admiral's bridge Meet former crew members	<p>QUIET TO MEDIUM</p>			
	Aircraft Restoration Hangar	View of active restoration space from outside	<p>LOUD (when tools in use)</p>			