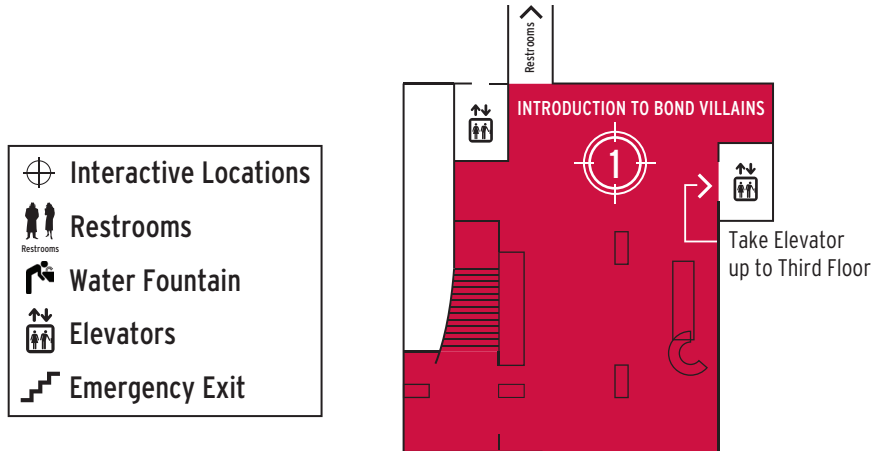


MUSEUM EXPERIENCE BEGINS ON FIRST FLOOR



YOUR MISSION BEGINS HERE:

1

INTRODUCTION TO ESPIONAGE

No matter what motives brought you here... leave your preconceptions behind. Learn about the authentic **TRADECRAFT** that has been used throughout time and around the world. Hear spies, in their own words, describe the challenges and the "game" of spying.

2

COVERS & LEGENDS

A spy must live a life of lies. Adopt a **COVER IDENTITY** and learn why an agent needs one. Proceed directly to the Briefing Film where you'll come face to face with the real world of spying. Spies are motivated for very different reasons—what might motivate you? Patriotism? Money? A compromising situation? Your own ego?

3

SCHOOL FOR SPIES

What does it take to be a spy? Gather information about innate skills, special training and expertise vital for success. Examine more than 200 spy **GADGETS**, weapons, bugs, cameras, vehicles, and technologies. Learn the stories behind the **SPYCRAFT**. Test your skills of observation, analysis, surveillance, and disguise at interactive stations. Do you have what it takes to be a spy?

4

THE SECRET HISTORY OF HISTORY

Travel back through the centuries to trace the earliest moments of the second oldest profession. Uncover the stories behind famous men and women, considered above suspicion—and doubly effective as spies. Be surprised by **SPYMASTERS** from Moses to Harriet Tubman, Elizabeth I to George Washington, Cardinal Richelieu to Joseph Stalin; all relied on intelligence to be effective leaders. Track today's technology back to its sources. Learn about the earliest **CODES**—who made and broke them. You know the history. Now you'll know the secret history.

5

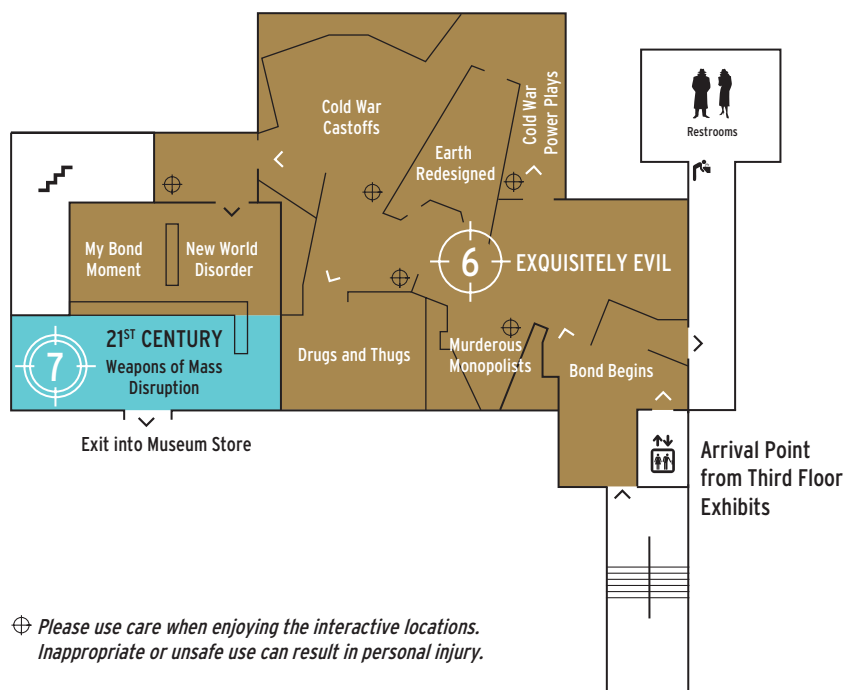
SPIES AMONG US

See the storm clouds gathering as WWII draws near and see the fronts that conceal German and Russian **SPY RINGS** operating right under our noses. Consider the unheeded intelligence that warned of Pearl Harbor. Learn about top-secret code-breaking successes that shortened the war while testing your code-breaking skills. Be amazed by **DECEPTIONS** that made D-Day a success. Learn about keeping the biggest secret of the 20th century—the atom bomb—and how that secret was lost.

EXHIBITS START ON THIRD FLOOR



EXHIBITS CONTINUE ON FIRST FLOOR



6

EXQUISITELY EVIL:

50 YEARS OF BOND VILLAINS

Meet Bond's villains, discover their evil schemes, and see their exotic lairs and weapons in this **SPECIAL EXHIBIT** commemorating the 50th anniversary of the Bond films. See over 100 artifacts from the films—including the Sea Vac drill from *TOMORROW NEVER DIES*, Le Chiffre's inhaler from *CASINO ROYALE*, and a nerve gas sphere from *MOONRAKER*—all from the archives of EON Productions, the Bond film producers. Explore how the evildoers and their plots have changed to reflect their times and how James Bond has influenced the public's perception of real espionage.

7

21ST CENTURY

Confront the contemporary challenges that intelligence faces today, when it is needed more than ever. On your final stop—Weapons of Mass Disruption—hear from some of today's top experts on the new intelligence battlefield of cyberspace. Explore what would happen if a **CYBER ATTACK** hit the electrical grid. See the different ways cyberspace has become a battleground for the military, terrorists and spies, and even James Bond. This gallery includes material from the newest Bond film, 2012's *SKYFALL*, whose brilliant villain Raoul Silva is a cyber-terrorist.

SPYLIGHTS



The villainous henchman Zao pursues Bond at the wheel of this modified Jaguar XKR with its rear-mounted Gatling gun, heat-seeking missile battery, and hydraulic rams in *DIE ANOTHER DAY*.

Located in INTRODUCTION TO BOND VILLAINS



The ultimate spy car, this Aston Martin DB5 is "fully loaded" with tire shredders, machine guns, and rotating license plates.

Located in SCHOOL FOR SPIES



Shortly before WWI, the Germans experimented with using camera-carrying pigeons to capture photos of military installations behind enemy lines.

Located in THE SECRET HISTORY OF HISTORY

The German enigma machine produced a cipher thought to be unbreakable. Allied cryptanalysts succeeded in cracking it during WWII.

Located in SPIES AMONG US



Referred to as "The Kiss of Death," this 4.5 mm single shot weapon was disguised as a tube of lipstick, easily hidden in a purse.

Located in SCHOOL FOR SPIES



Boasting enormous strength and steel teeth that could kill sharks, the henchman Jaws battled with Bond in *THE SPY WHO LOVED ME* and *MOONRAKER*.

Located in EXQUISITELY EVIL



SPY GUIDE



VISITOR INFORMATION

800 F Street, NW
Washington, DC 20004
202.393.7798 | 1.866.SPYMUSEUM
SPYMUSEUM.ORG

Take Metro to Gallery Place/Chinatown or National Archives/Navy Memorial.

MUSEUM HOURS

Closed Thanksgiving and Christmas. For the most up-to-date information visit SPYMUSEUM.ORG or call 202.393.7798.

EXHIBIT GUIDELINES

All visits are self-guided. A two-hour time frame is recommended. Photography is only permitted for personal, non-commercial use. No flash photography, food, or beverages are permitted in the exhibits. Please store strollers in the cloak room before entering the exhibit. The Museum provides loaner baby backpacks. Children must be accompanied by an adult.

CLOAK ROOM

A self-check cloak room is located in the Museum Lobby.

ACCESS

The Museum is fully ADA accessible. Please see the Information Desk for more details.

SPY MUSEUM STORE

The store features a unique and diverse selection of merchandise that mirrors the Museum's presentation of the tradecraft and history of espionage.

SPECIAL EVENTS

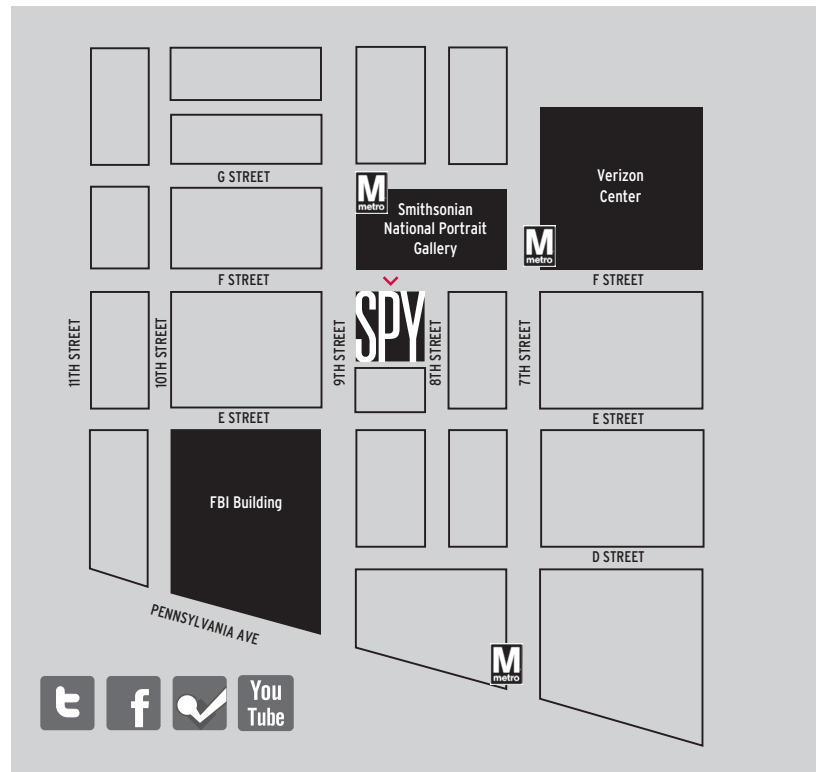
For more information about hosting a special event at the Spy Museum, call 202.654.2852 or email speialevents@spymuseum.org.

MEMBERSHIP

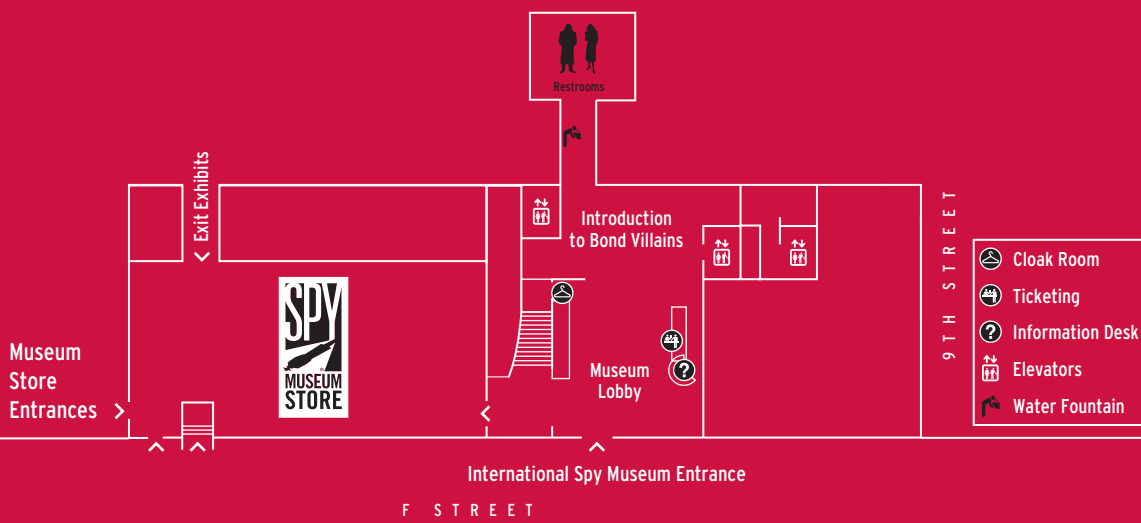
As an Inner Circle Agent you have exclusive access to the Museum along with discounts and exclusive invites to parties, lectures, and screenings. Email membership@spymuseum.org

PROGRAMS

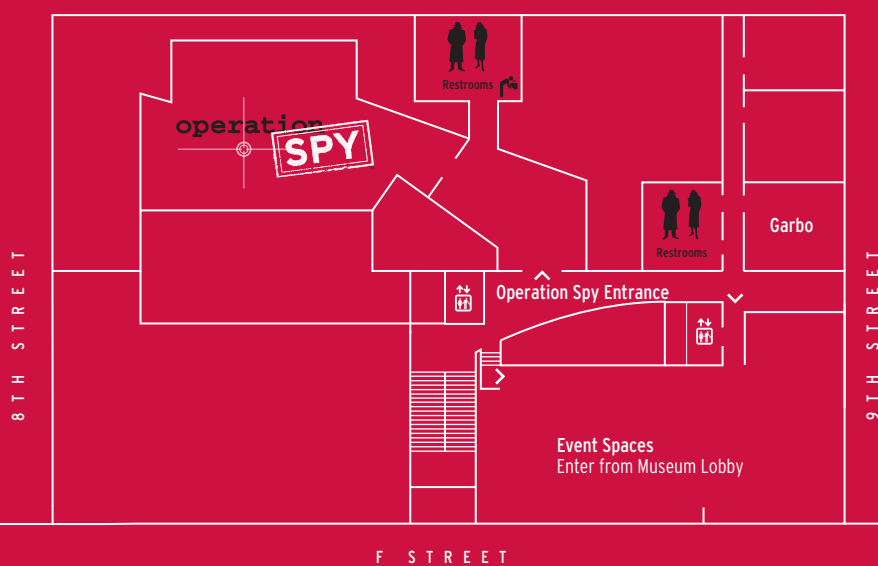
Take your visit a step further and dive into exciting and unique adult, family, or KidSpy public programs. Visit SPYMUSEUM.ORG for details.



FIRST FLOOR



SECOND FLOOR



ALTERNATE MISSIONS



OPERATION SPY®

Do you have what it takes to be a spy? Find out by testing your spy skills in a live-action, one-hour, adrenaline-fueled mission. Ages 12+



SPY IN THE CITY®

It's sightseeing like you've never experienced! Armed with a GPS-based interactive device you'll receive video clues, codes, and audio intercepts that lead you on a high-stakes outdoor operation.