

# Experience Music Project

# MAP

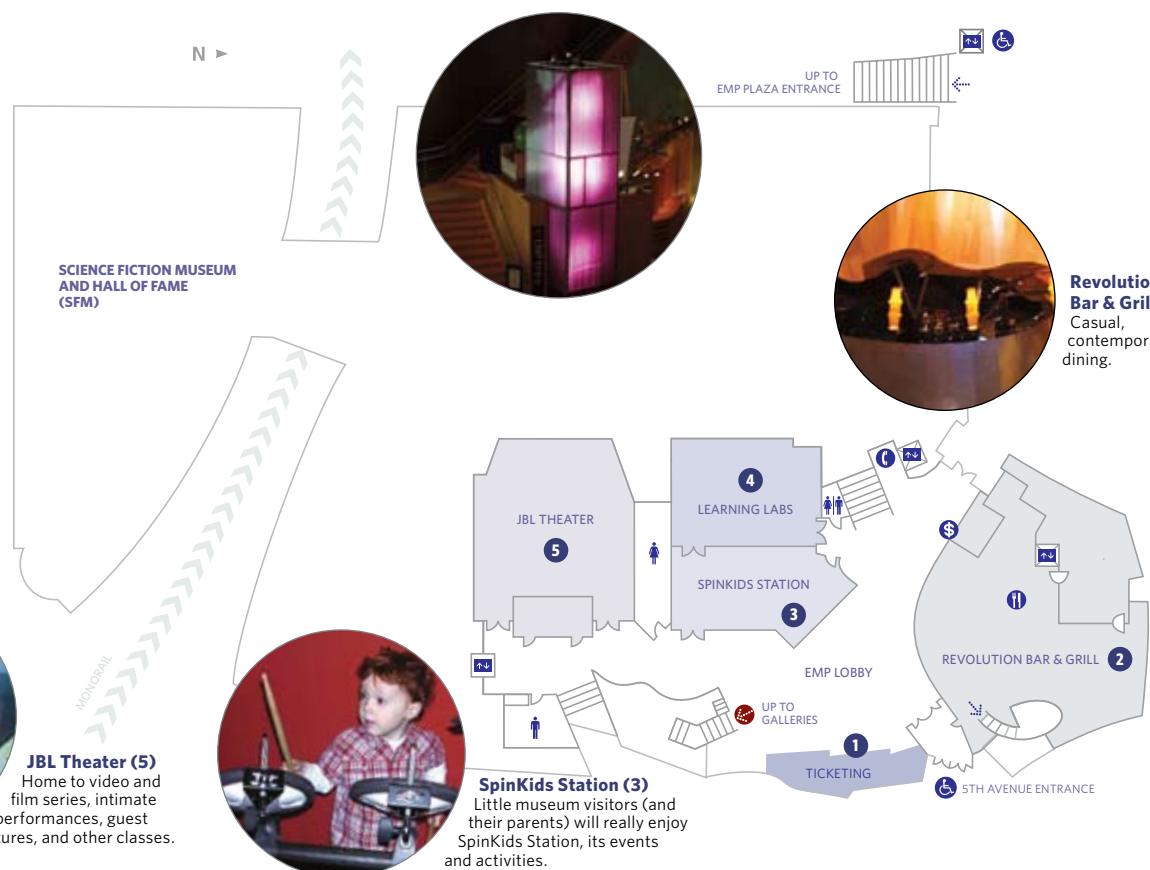
## LEVEL 1

- Ticketing/Coat Check 1
- Revolution Bar & Grill 2
- SpinKids Station 3
- Learning Labs 4
- JBL Theater 5

Tickets required



**JBL Theater (5)**  
Home to video and film series, intimate performances, guest lectures, and other classes.



**SpinKids Station (3)**  
Little museum visitors (and their parents) will really enjoy SpinKids Station, its events and activities.



**Revolution Bar & Grill (2)**  
Casual, contemporary dining.

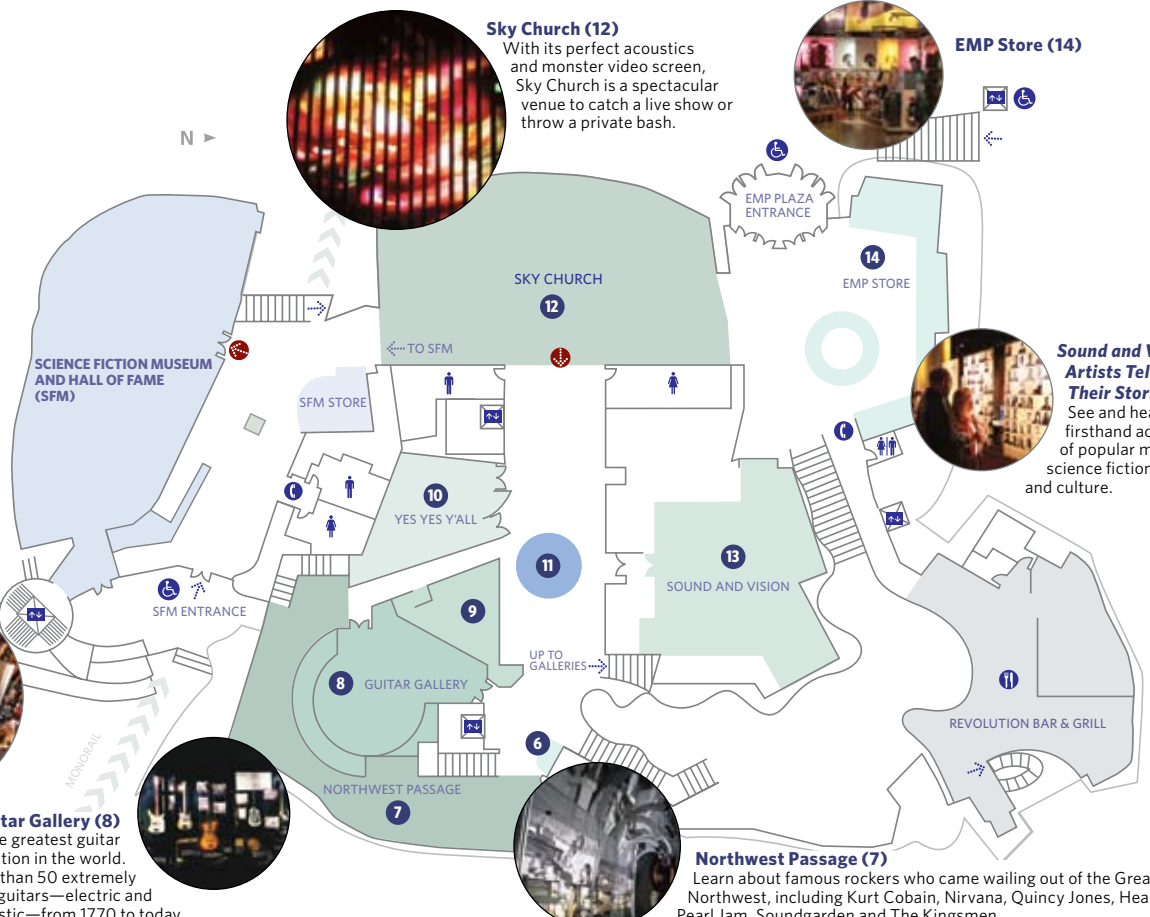
## LEVEL 2

- MEG® Station 6
- Northwest Passage 7
- Guitar Gallery: *The Quest for Volume* 8
- Play On Theater 9
- No Wasted Notes 10
- Special Exhibitions Gallery *Yes Yes Y'All: The First Decade of Hip-Hop* 11
- Roots and Branches Sculpture 11
- Sky Church 12
- Sound and Vision: Artists Tell Their Stories* 13
- EMP Store 14

**Roots and Branches (11)**  
You can't miss a 35-ft. tree made of 600 guitars. Titled "Roots and Branches—If VI were IX," it actually plays itself. Created by Seattle artist Trimpin.



**Guitar Gallery (8)**  
The greatest guitar collection in the world. More than 50 extremely rare guitars—electric and acoustic—from 1770 to today.



**Sky Church (12)**  
With its perfect acoustics and monster video screen, Sky Church is a spectacular venue to catch a live show or throw a private bash.



**EMP Store (14)**

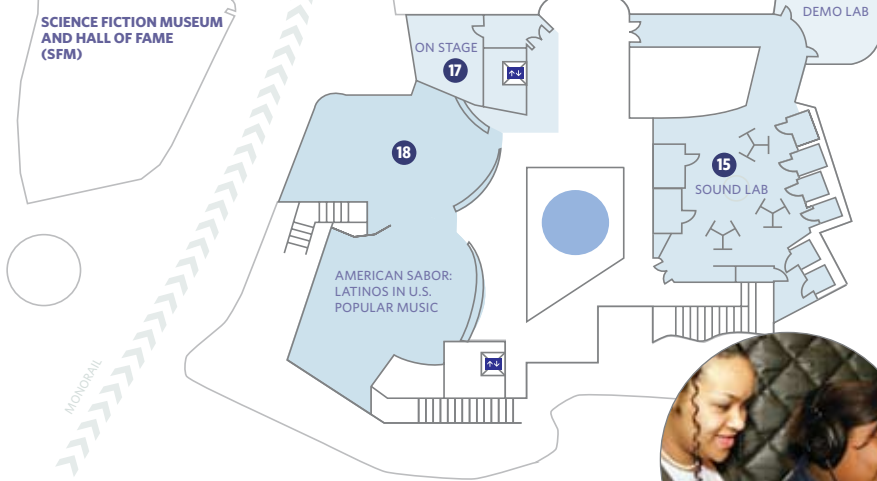
**Sound and Vision: Artists Tell Their Stories (13)**  
See and hear firsthand accounts of popular music, science fiction and culture.

**Northwest Passage (7)**  
Learn about famous rockers who came wailing out of the Great Northwest, including Kurt Cobain, Nirvana, Quincy Jones, Heart, Pearl Jam, Soundgarden and The Kingsmen.

## LEVEL 3

- Sound Lab 15
- Demo Lab 16
- On Stage 17
- Special Exhibitions Gallery *American Sabor: Latinos in U.S. Popular Music* 18

**American Sabor: Latinos in U.S. Popular Music (18)**  
(Oct. 13, 2007 through Sept. 7, 2008)  
The story of the profound influence and impact of Latinos in American popular music.



**On Stage (17)**  
You, a guitar, and a virtual stadium of screaming fans. Purchase of a DVD or poster will immortalize your performance.



**Sound Lab (15)**  
No matter your age or skill level, see how it feels to play electric guitar, drums, keyboards and other rock instruments. You can even record a song in the private recording studio and purchase a CD.

## ABOUT EXPERIENCE MUSIC PROJECT

Experience Music Project (EMP) opened in 2000 and has welcomed more than 3.7 million visitors through its doors.

EMP is dedicated to the exploration of creativity and innovation in popular music, blending interpretative and interactive exhibits with cutting-edge technology. Visitors can view rare artifacts and memorabilia and experience the creative process by listening to musicians tell their own stories. EMP is online at [emp.sfm.org](http://emp.sfm.org).

### About The Building

EMP|SFM is housed in a 140,000 square foot building designed by Frank O. Gehry. This spectacular, prominently visible structure has the presence of a monumental sculpture set amid the backdrop of the Seattle Center.

**Experience Music Project**  
325 5th Avenue North  
Seattle, WA 98109  
206.770.2700  
[experience@emp.sfm.org](mailto:experience@emp.sfm.org)  
[emp.sfm.org](http://emp.sfm.org)

## AROUND THE MUSEUM

### Revolution Bar & Grill

The restaurant gourmet burgers, salads and 50 beers on tap. For restaurant hours, call 206.770.2777 or visit [schwartzbros.com/revolution.cfm](http://schwartzbros.com/revolution.cfm)

### Two Great Museum Stores

EMP and SFM have their own museum stores with memorabilia you can only find in the museums. Don't call it a day before checking them out.

### Museum Exhibit Guide (MEG®) - Audio Headset

We recommend picking up a MEG® audio headset at the MEG® station on Level 2 before you start your tour. They're free for members and add another dimension to your visit.

### Wheelchair Accessible

Visitors with disabilities can easily navigate the museums. For information, call ahead at 206.770.2702, or check in at the information desk (next to the ticket counter in the lobby).

American Sabor: Latinos in U.S. Popular Music above image: Joe Cuba band member dancing with partner at the Palladium, New York City, circa 1955, courtesy of Johan Kugelberg (detail).

# Science Fiction Museum and Hall of Fame

# MAP

## LEVEL 2: HOMEWORLD

Explore the foundations of science fiction—its big ideas, its relationship to culture and science, and the qualities that make it unique. This gallery is also home to the Science Fiction Hall of Fame, which honors the legends and luminaries who have shaped our conception of the future.

### Star Trek Feature Case (A)

A gathering of iconic artifacts from *Star Trek*, one of the most popular science fiction series ever.

### What If? (B)

The question that launched a thousand works of science fiction.

### Not-So-Weird Science (C)

Actual technology seen through the lens of science fiction.

### Science Fiction and Society (D)

Science fiction as a reflection of our lives here and now.

### SF Community (E)

The loyal, obsessed, and rabid fans and fan clubs of science fiction—past and present.

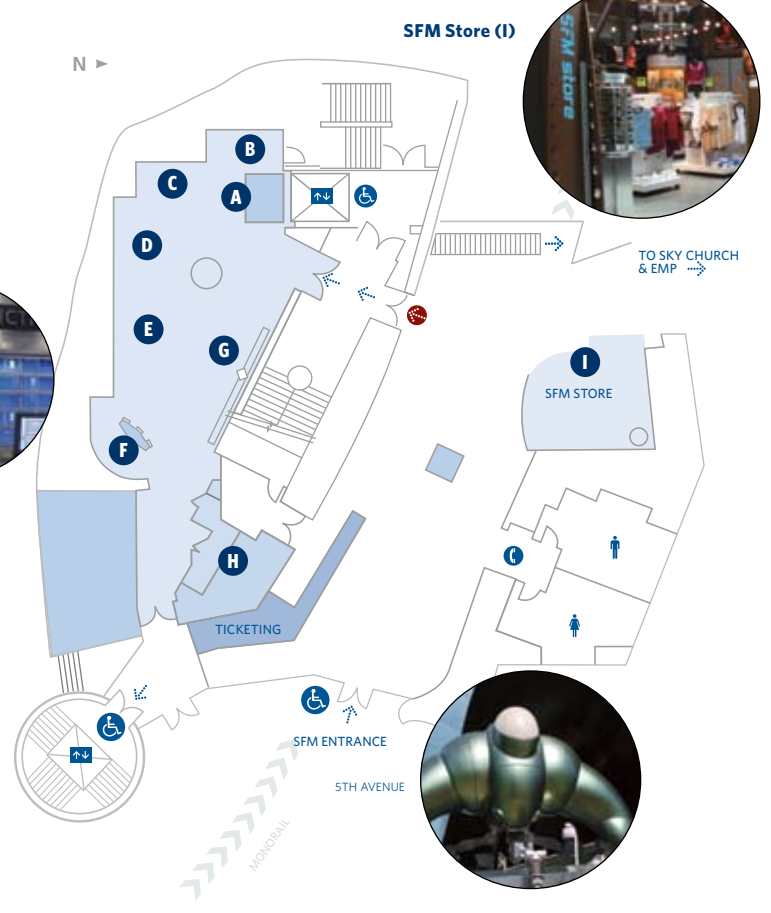
### Science Fiction Hall of Fame (F)

### Science Fiction Timeline (G)

### Changing Face of Mars (H)

Martians and our changing ideas about the mysterious Red Planet

### SFM Store (I)



## LEVEL 1: FANTASTIC VOYAGES

Exhibitions and activities devoted to technologies that have only been imagined, such as spaceships that travel faster than the speed of light.

### The Armory (J)

### Special Equipment Locker (K)

Complex technology and hardware: communicators, tricorders, scanners, and more.

### Space Dock (L)

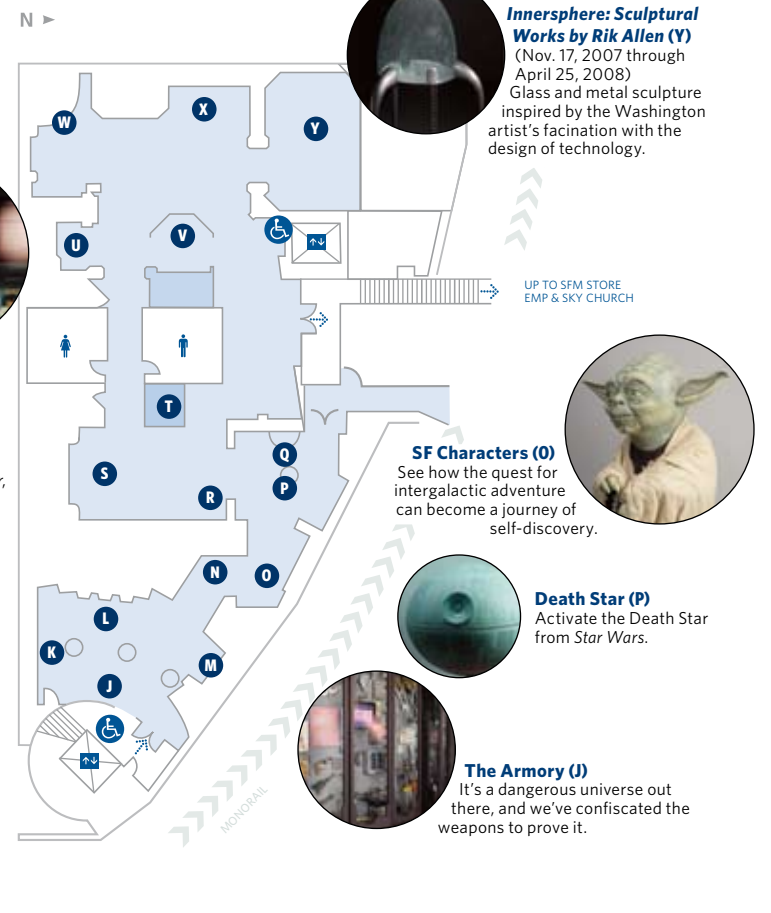
Watch all the legendary spaceships from movies, television and books glide by. Learn about them at interactive stations.

### Spacesuits (M)

### Travel Technologies (N)

Everyday commuting options: wormholes, teleportation, time and dimensional travel.

### SF Characters (O)

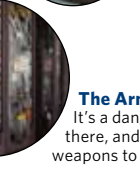


**Innersphere: Sculptural Works by Rik Allen (Y)**  
(Nov. 17, 2007 through April 25, 2008)  
Glass and metal sculpture inspired by the Washington artist's fascination with the design of technology.



**SF Characters (O)**  
See how the quest for intergalactic adventure can become a journey of self-discovery.

**Death Star (P)**  
Activate the Death Star from *Star Wars*.



**The Armory (J)**  
It's a dangerous universe out there, and we've confiscated the weapons to prove it.

## BRAVE NEW WORLDS

Science fiction is known for its strangely disquieting societies—learn more about these unique worlds here.

### Death Star (P)

### Amazing Places (Q)

Fantastic worlds and mind-boggling environments from classic science fiction art and literature.

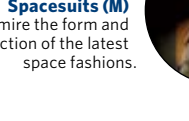
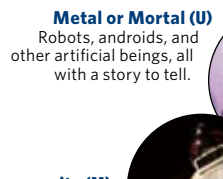
### Experimental Societies (R)

Utopias, dystopias, and everything in between.

### Cities of Tomorrow (S)

### Out of the Ashes (T)

Apocalyptic visions of desperate creatures trying to start over after "The End."



**Cities of Tomorrow (S)**  
Stunning, computer-generated worlds of *The Matrix*, *Blade Runner*, and *The Jetsons*.

**Metal or Mortal (U)**  
Robots, androids, and other artificial beings, all with a story to tell.

**Spacesuits (M)**  
Admire the form and function of the latest space fashions.

## SCIENCE FICTION MUSEUM AND HALL OF FAME

Science Fiction Museum and Hall of Fame (SFM) opened in summer 2004 and has welcomed over a half million visitors. SFM is the world's first museum devoted to the thought-provoking ideas and experiences of science fiction. SFM's exhibitions promote awareness and appreciation of science fiction literature and media while encouraging visitors to envision new futures for humanity. In the Science Fiction Hall of Fame, the museum pays homage to the most respected of science fiction practitioners—writers, artists, publishers and filmmakers. SFM is online at [empsfm.org](http://empsfm.org).

**Science Fiction Museum and Hall of Fame**  
325 5th Avenue North  
Seattle, WA 98109  
206.770.2700  
[info@empsfm.org](mailto:info@empsfm.org)  
[empsfm.org](http://empsfm.org)

## SPECIAL EVENTS

### Private Events at EMP|SFM

Reserve a date at EMP|SFM and make your next gathering an experience. We welcome groups up to 3,000 for private parties, corporate events, receptions, lectures and other memorable occasions. Full-service, on-premise catering is available. Call 206.770.2775 or e-mail [events@empsfm.org](mailto:events@empsfm.org).

### School and Youth Group Visits

EMP|SFM is full of exciting, hands-on learning opportunities for young people visiting the museums. For details, call 206.770.2766 or e-mail [schoolvisit@empsfm.org](mailto:schoolvisit@empsfm.org).

### Educational Programs

EMP|SFM offers many fun tutorials for children and adults. For instance, visitors can try their hand at electric guitar, sound recording and sound mixing, or they can delve into the history of science fiction and compare it to actual 21st century space exploration. Call 206.770.2766 or visit [empsfm.org](http://empsfm.org) for information.

### All Access Nights

On the first Thursday of each month, EMP|SFM admission is free from 5:00 pm to 8:00 pm. All Access Nights feature live music and special programming.

### Family Days

Every third Saturday of the month, EMP|SFM hosts Family Days from 11:00 am to 3:00 pm. Activities include art projects, music demonstrations and special tours. Join us for a day of inspired family fun.

## MEMBERSHIP AND MORE

### Join EMP|SFM

As a member of EMP|SFM, you can visit the museums as often as you like, get first crack at concert and event tickets, and receive a discount in the restaurant and museum stores. The price of admission can be applied toward membership. To join, sign up at the ticket counter in the lobby, call 206.770.2772, or visit [empsfm.org](http://empsfm.org).

### Volunteers Welcome

Want to become an EMP|SFM volunteer? Call 206.770.2750 or e-mail [volunteers@empsfm.org](mailto:volunteers@empsfm.org).

### To Make a Donation

Experience Learning Community is a 501(c)(3) non-profit organization whose operations include Experience Music Project and Science Fiction Museum and Hall of Fame. Tax-deductible donations help to fund educational programming. For information on how you can support the museums, call 206.770.2773 or e-mail [development@empsfm.org](mailto:development@empsfm.org).

### Museum Hours

Summer (*Memorial Day Weekend through Labor Day*)  
Open daily, 10:00 am to 7:00 pm

Fall/Winter/Spring

Open daily, 10:00 am to 5:00 pm  
(Closed Thanksgiving Day and Christmas Day)

### Admission/Box Office

Buy tickets at either EMP|SFM ticketing counter. Or call 206.770.2702, 1.877.454.7836 (toll-free).

Adult (ages 18 - 64)	\$15.00
Senior (ages 65+)	\$12.00
Youth (ages 5 - 17)	\$12.00
Military (w/ ID)	\$12.00
Student (w/ ID)	\$12.00
Children under 5	Free
Members	Free

### Group Discounts

Groups of 15 or more can receive a discounted ticket price by ordering tickets at least 10 days in advance. Call 206.770.2700 or e-mail [grouptickets@empsfm.org](mailto:grouptickets@empsfm.org).

### Policies

All visitors must have a ticket or hand stamp for entry. Children ages 12 and under must be accompanied by an adult. For art preservation, the following are prohibited in exhibition areas: photography and videotaping, food and beverages. EMP|SFM is a smoke-free facility.

Tickets are not needed to visit the two museum stores, *Revolution Bar & Grill*, *Sky Church* or *JBL Theater*. Just come on in and enjoy yourself.

**NOTE:** Hours are subject to change, and on occasion parts of the museums may be closed due to special events. For up-to-the-minute operating hours, call 206.770.2700 or visit [empsfm.org](http://empsfm.org).

### Mailing Address

EMP|SFM Administration  
330 6th Avenue North, Suite 200  
Seattle, WA 98109

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*Innersphere: Sculptural Works by Rik Allen* above image: "Voyeur's PangaGalactic Pulse Propulsion Probe" by Rik Allen blown glass, steel wire (2007), detail.