



The Maritime Aquarium inspires people of all ages to appreciate Long Island Sound and protect it for future generations.

Suggested route to see the Aquarium: Start your visit with the Seals. Continue on the first floor, through to the Ray Touch Pool, Featured Exhibit and Marine Lab, then on up to the second floor (via stairs or elevator). Visit the Ocean PlaySpace, Frogs, then pass by the Seal Overlook. Entering at the Salt Marsh, you can visit the River Otters, Touch Tank and Sharks. Follow your way down the ramp, ending with the Jellyfish and Turtles.

IMAX Theater: From the Seals, go through the doorway at the right of the Seals, continue past the Ray Touch Pool, elevator and Marine Lab. Then take the stairs down into the IMAX Underpass. The theater is at the other end.

Stroller or Wheelchair? The elevator just past the Ray Touch Pool takes you to the second floor. Straight ahead off the elevator, go past Frogs to a ramp leading into the Seal Overlook and Salt Marsh. Follow a gentle slope through the galleries back down to the main entrance. There are easy-to-use lifts at both ends of the IMAX Underpass. In the theater we offer an elevator for wheelchairs only. There is also an elevator to Cascade Cafe.

Ask a Volunteer! Our staff of trained volunteers can answer questions and direct you. Just look for the green shirts and Aquarium nametags!

Restrooms: Near the Seal Pool and IMAX entrance with vending machines and water fountains. Also in second-floor hallway outside Cascade Cafe.

Cascade Cafe: Open 10:30 a.m.-4 p.m. daily. (Until 5 p.m. in July and August.) You do not need to purchase admission to eat in the Cafe.

Gift Shop: Open 10 a.m.-5 p.m. daily. You do not need to purchase admission to enter the Gift Shop.

We are open from 10 a.m.-5 p.m. every day except Thanksgiving and Christmas Day. (until 6 p.m. July through August)
 Prices, times and movies are subject to change without notice.
 10 North Water Street, Norwalk, CT 06854 203-852-0700 Exits 14 N or 15 S off I-95 in CT. www.maritimeaquarium.org

