



Second Exhibit Room Phenomena -Surprising-

A collection of devices that you can enjoy intuitively!

From children to adults, everyone can learn about the foundations and principles of science through experience.

<Guide to Permanent Exhibits>

Static Electricity Emitting Device



Let's turn the emission handle!

Exciting Electric Current Challenge



Race towards the goal without touching the course boundaries.

Play Catch with Voices



Can you hold a conversation from far away?

Rainbow Harp



If you wave your hand over different positions on the keyboard it will make different sounds.

Talking Pipes



Try speaking through the bent pipes.

Sound Frequencies



At a certain sound frequency, the base line will jump.

Three Primary Colors of Light



Try changing the strength of the red, green and blue lights.

Polarized Light Tunnel



It looks as though there are walls in the tunnel.

Air Basket



Can you figure out the invisible air flow?

Hot-air Balloon



Learn what makes a hot-air balloon float.

Ball Race



Which course lets the ball reach the goal fastest?

Spin Pole



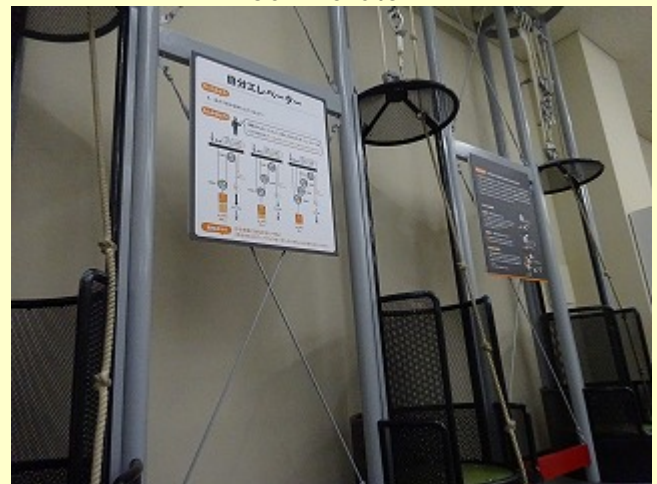
Try turning like a figure skater.

Handle Spinning Game



Is it easier to win using the bigger or smaller handle?

Self Elevator



Try to lift yourself.

Magnet Swing



With what timing do you press the switch to produce the longest swing with the metal ball?

Ear Age • Reaction Time Test • Prediction Test • Memory Test



Try these four different tests.

Scientific Phenomena



There are ten different scientific crafts on display here. Try to make some at home and think about how each phenomena happens in your life!

Mysterious Room



The ball in this room will look like it is rising.

Optical Illusions



Look at these optical illusions and learn their tricks.

Guidance Robot



Put your ticket in Tendai-kun's mouth to receive a stamp.