

A Wonderland of the Sea and the Sun

AQUAPOLIS

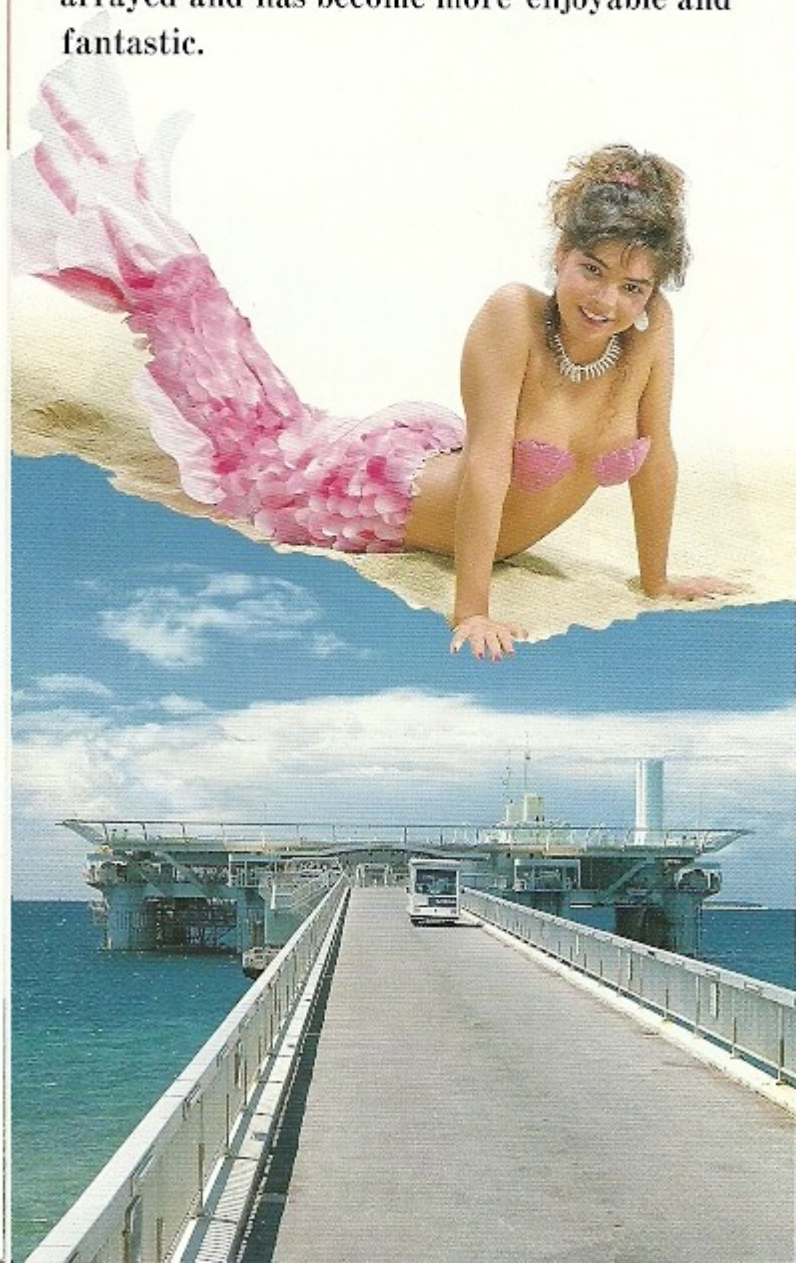
Science has become a recreation. A New City.

1989



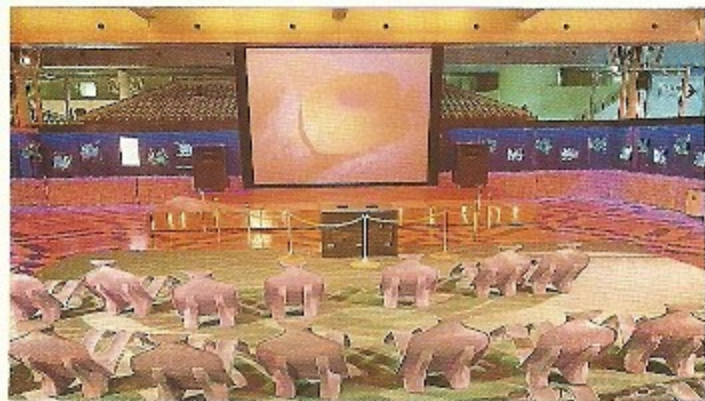
ClickOkinawa.com 2018

The Sea and the Sun, Wonder and Dream!
The Aquapolis born to fulfill the unlimited
dreams of all human beings, has been newly
arrayed and has become more enjoyable and
fantastic.



You can meet with various phases of the sea!

The beauty of the sea has been coupled with the power of science. You can enjoy meeting with fantastic phases of the sea one after another. The Aquapolis has been reborn and has become more enjoyable and fantastic with many unknown zones.



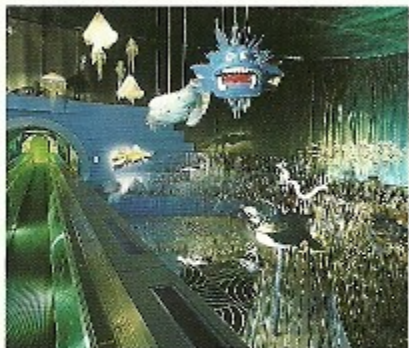
▲ The Aquahall

Passing through the gate, you come to a large hall. There is a 300-inch super-wide screen projecting the undersea scenery, a bodysonic, which let you feel the sound with your body, and the illumination giving you the image of the deep sea. Here your heart will be deeply moved.

▶ Marinorama

The Forest of Seaweeds

A marineramic world spreads outside of the Aquahall where you feel like taking a walk on the sea-bed. Somewhat funny and humorous fishes appear here and there to welcome and escort you.



◀ The Observatory Terrace

You can enjoy the special taste of snacks and tropical drinks together with a view of Je Island.

Through the glass floor, you can have a vivid view of the sea just below the terrace. This space is full of comfort attainable only on the Aquapolis.

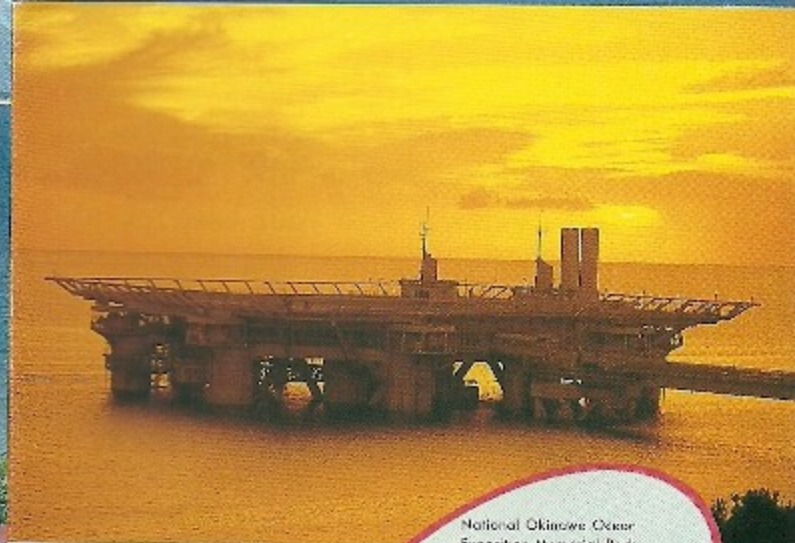


- ① Observatory Restaurant
- ② Design Center
- ③ Aquapolis Model
- ④ Ocean Pasture Model
- ⑤ Ocean Development Exhibition

- ⑥ Entrance Corner
- ⑦ Gate
- ⑧ Cafe Terrace
- ⑨ Marinorama
- ⑩ Aquahall



A smartly designed electric sightseeing car starts from the Central Gate and the Emerald Beach at 10 minutes intervals. You can relax on the car and enjoy the views of the Memorial Park on your way to Aquapolis.



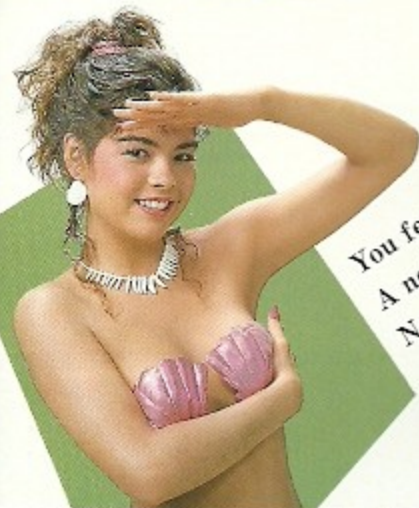
◀ The Ocean Development Exhibition Corner

Concerning the relation between the sea and human beings, plain explanations using models and panels are given here on such themes as "Structure of the Aquapolis", "Future Aquapolis", "Living Creatures of the Sea", "Utilization of the Sea Energy" and "Mineral Resources under the Seabed".



◀ The Model of the Aquapolis and the Ocean Pasture Corner

Future fishery is to be changed from capturing to breeding. At this corner, you can see the submarine base and a small submarine boat, and also the activities of trained dolphins. Moving scene of the Aquapolis using a push-button system is explained plainly and amusingly so that even the children can understand.



You feel the future!
A new city on the sea!
New Aquapolis!



● Information on Transportation

Route Bus NAHA $\xrightarrow{2 \text{ Hours}}$ NAGO WEST LINE NAGO $\xrightarrow{30 \text{ Min.}}$ MOTOBU PEN. BI SE LINE MEMORIAL PARK
Direct Bus NAHA $\xrightarrow{2 \text{ Hrs. \& } 30 \text{ Min.}}$ MEMORIAL PARK
3 Times a day

(Operated on Sundays and National Holidays)

Period	Open Hours
From: Jul. 21 To: Aug. 31 [Summer Holidays]	From: 9:30 A.M. To: 6:30 P.M.
Sept. 1 - Nov. 30	From: 9:30 A.M. To: 5:30 P.M.
Dec. 1 - End of Feb.	From: 9:30 A.M. To: 5:00 P.M.
Mar. 1 - Jul. 20	From: 9:30 A.M. To: 5:30 P.M.

Closed Every Thursday

In case Thursday falls on National Holiday,
the following Friday.

Admission Fee: Adult: ¥500 Children: ¥300

Group Visitors: (Over 30 members)

Adult: ¥450 Children: ¥270



AQUAPOLIS ADMINISTRATION FOUNDATION, INC.

Head Office: Takunin Build. 3F, 165, Tsubogawa, Naha, City, Okinawa 〒900
Tel (0988)54-8827

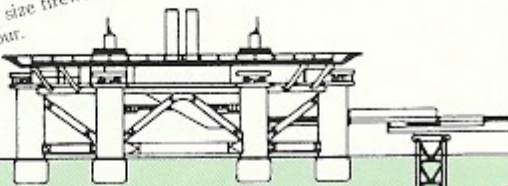
Aquapolis Station Office:

1129 Oshihara, Yamakawa, Motobu-City, Okinawa 〒905-03
Tel (0980)48-2923

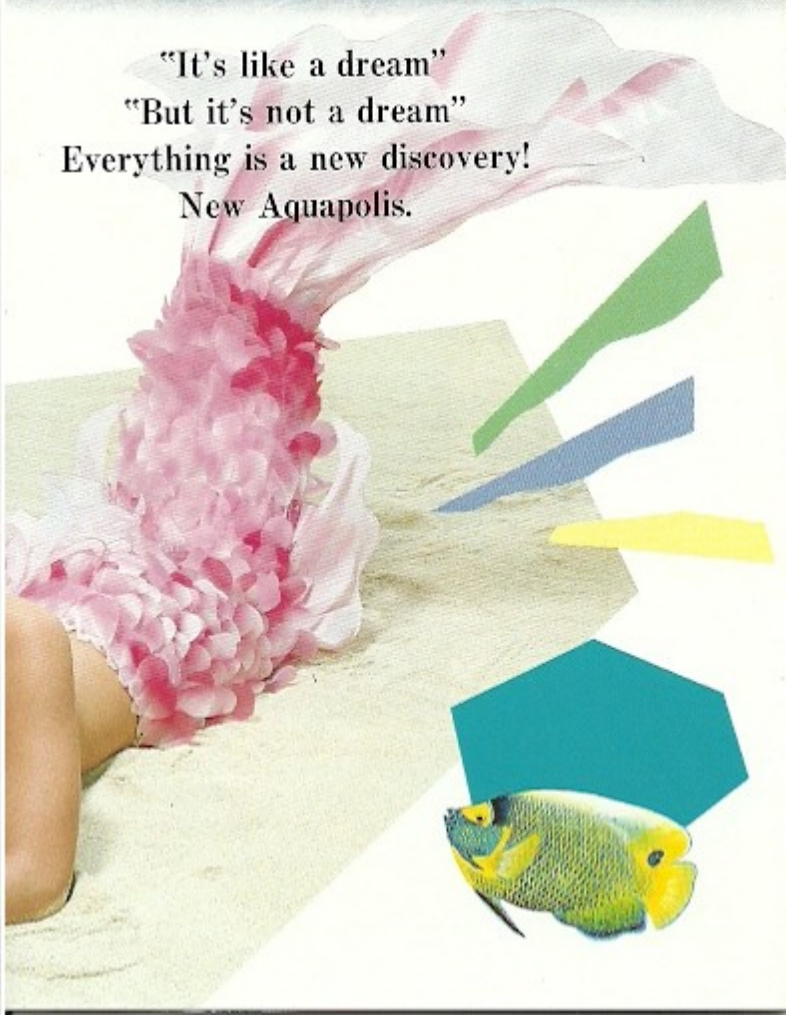
What an excitement! A volley of 3000 fireworks!
The largest scale in the prefecture.
A dream in a mid-summer night.
Share your excitement with your best friend.
Fireworks on the Aquapolis.



The Aquapolis fireworks show is the biggest attraction of the Summer Festival held in July every year. The show is demonstrated with the largest and overwhelming scale in the prefecture. 3000 large size fireworks beautifully and dynamically color the night sky for more than one hour.



"It's like a dream"
"But it's not a dream"
Everything is a new discovery!
New Aquapolis.



The Sea, with Sounds and Images! The Sea, Grand and Vast! The Sea, Joyful and Fantastic!

● Closed System

One of the characteristics of Aquapolis is its facilities called a closed system. Since Aquapolis was designed as a model of future cities on the sea, it became necessary to adopt a closed system to minimize its dependence on the outside world as to the supply and disposal of energy. Aquapolis is equipped with its own generating facilities, sewage disposal facilities, oil and water separating facilities, wastes burning facilities and water making facilities.

① Generating Facilities

Aquapolis is equipped with two (2) main diesel generators (1200 kw) and generators for emergency (250kw) Also, the Aquapolis has facilities to receive electricity supply from land at the time of its accession to land.

② Water making

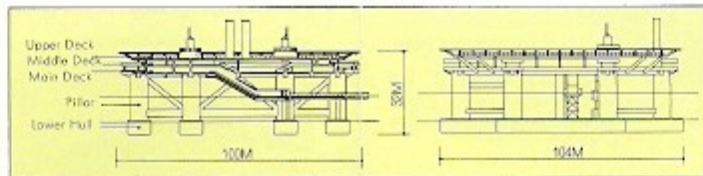
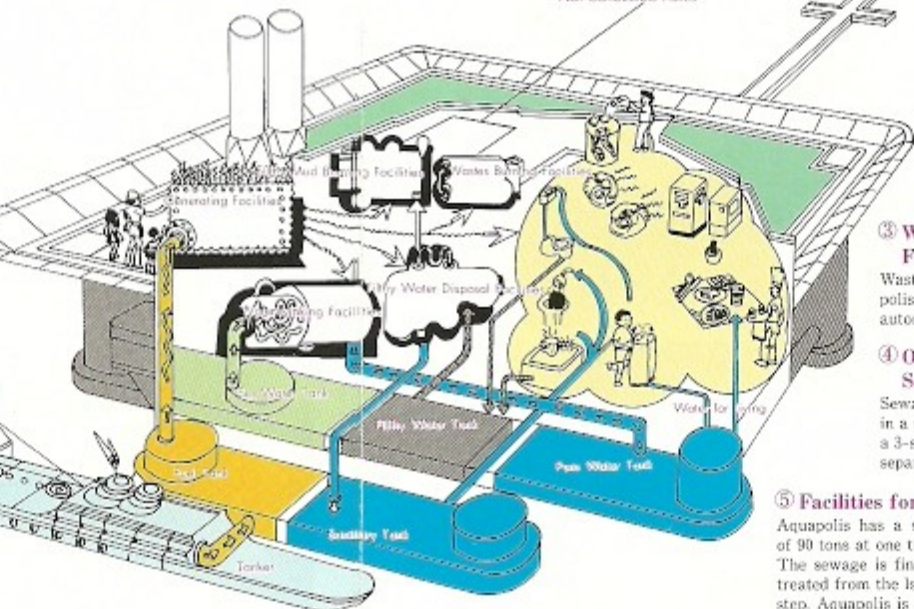
Aquapolis has a water making capacity of 60 tons a day with accommodations for a maximum of 1200 persons. The water necessary for living is made by distilling sea water. This facility is called "Steam Condensing Package Type Water Maker".

As the water made by this machine does not contain any minerals, it is necessary to pass it through the water hardening equipment which contains calcites. Also, Aquapolis is equipped with facilities to receive water supply from land at the time of its accession to land.

● Outline of Aquapolis

Aquapolis is a special "half underwater and half overwater" type of oceanic structure. In other words, Aquapolis can submerge and refloat depending on the various ocean weather conditions. Its scale is still the largest in the world. Three decks—upper deck, middle deck and main deck—are supported by 16 pillars. 12 pillars have a diameter of 7.5 meters and 4 pillars have a diameter of 3 meters. Each pillar is standing on a level float called "lower hull".

Aquapolis can not propel itself as it does not have any driving engine, however, it can float and sink itself 15 meters by pumping out or pouring in the ballast water in the lower hull. It also can move 125 meters horizontally by winding up and letting out the anchor chain by a windlass.



● Major Sizes

Length 104m x Width 100m. x Height 32m.
(Almost same sizes with the Marunouchi Bldg.)

● Square Measures

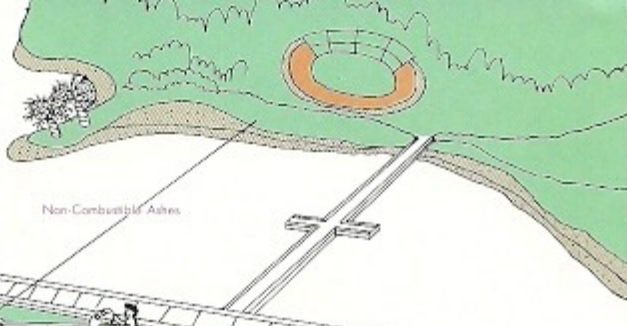
Upper Deck : 7400^m
Middle Deck : 2500^m
Main Deck : 5800^m

● Draft

Floating condition 5.8m.
(Displacement tonnage: 18,600 tons)
Half under water condition 20.0m.
(Displacement tonnage: 28,000 tons)
Storm condition (Half underwater) 15.5m
(Displacement tonnage: 25,000 tons)

● The Movement of Aquapolis

Aquapolis is fixed to the seabed with 16 chains. When the weather becomes stormy with high waves, the chains at land side are loosened and the sea side chains are wound up. By so doing, Aquapolis moves off-shore for about 125 meters. At this location Aquapolis is ballasted with seawater and submerged until the drift becomes 15m.- 20m. deep. With this practice, Aquapolis can stabilize itself by lowering its center of gravity. When the waves become calm, Aquapolis can float again and drawn near to land to be connected to the bridge.



③ Wastes Burning Facilities

Wastes produced within Aquapolis is burnt by a 2-step system automatic combustion furnace.

④ Oil and Water Separation Facilities

Sewage mixed with oil produced in a machine room is treated by a 3-step system of oil and water separation machine.

⑤ Facilities for Sewage Disposal

Aquapolis has a sewage disposal capacity of 90 tons at one time. The sewage is finally burnt up after being treated from the 1st step through the 3rd step. Aquapolis is also equipped with facilities to pass the sewage to land at the time of its accession to land.

1st Disposal(Chemical)—Condensation and Deposition
2nd Disposal(Biological)—Activation of filthy Mud
3rd Disposal(Physical)—Rapid Filtration

↓
Addition of Active Carbon

↓
Treatment by Cultivation of Chlorella

