WHAT YOU CAN SEE

Block C
Visitor Centre and introduction to Bletchley Park

Mansion
Original Victorian mansion with Commander Denniston's Office and the Library recreated as they were in World War Two, plus Veterans Stories exhibition

Garages
Wartime vehicles and how top secret intelligence material was transported

Stableyard
The buildings where the first breaks into the daily changing German Enigma were made

Huts 11A & 11
How the team during WW2 helped solve the challenge of Enigma with the creation of the Bombe machines and what it was like to operate them

Huts 3 & 6
Restored German army and airforce codebreaking huts

Hut 8
German naval Enigma codebreaking hut with Alan Turing's WW2 office recreated

Teleprinter Building
D-Day: Interception, Intelligence, Invasion
An immersive exhibition explaining Bletchley Park's secret D-Day role

Block B Museum
Different cipher machines, including Enigma and codes of WW2

TEMPORARY EXHIBITIONS

Mansion
Bill Tutte: Mathematician + Codebreaker
An insight into the life and work of this elite Codebreaker

Hut 12
Never Alone
What happens when everything is connected?

FACILITIES

Toilets
Accessible Toilets
Baby Changing
Kiosk
Cafe
Tea Room
Multimedia Guide (Free)
Information Desk
Shop
Parking
Accessible Parking
Accessible Entrance