



## **BRUSSELS PLANETARIUM**

Calculate your route



Station at 1900 m : Bockstael



Car parl



Coach park 4 parking spots



Maestr



6 Houba-Brugmann

The Universe in the heart of the City!

Discover the marvels of a starry sky projected onto a 360° screen measuring 23 metres in diameter!

At the Planetarium, you can see a rocket launch from right up close, observe Earth from Space, visit the International Space Station, fly over the surface of Mars and get near the rings of Saturn!

And why stop there? Would you dare overstep the limits of the Milky Way? Or explore the outer confines of the Universe?

Audio system in English, French and Dutch.

## Information for individuals

## Opening times

Weekends, public holidays and from 02/01 to 05/01, from 28/10 to 01/11, on 23/12 and from 26/12 to 30/12: films at 10.30, 11.30, 12.30, 14.00, 15.00 and 16.00 • Wednesdays and from 27/02 to 05/03, from 12/02 to 16/02, from 26/02 to 08/03, from 01/04 to 12/04, from 29/04 to 10/05 and from 21/10 to 25/10: films at 14:00, 15:00 and 16:00 • All other days: screenings at 16:00 except on closing days (24, 25, 31/12 and 1/01) • Detailed schedule available at www.planetarium.be. Different film programme every season.

Price

adults €8 • children, students, 60+: €6 • disabled free of charge

Tour length

1 hr

## Information for groups

Price (min. 20 people) €6 • School groups: €5/pupil or student.

Telephone 024747050

Fax 024783026

Email planetarium@planetarium.be





T. +32 2 474 70 50



Metro Houba-Brugmann (line 6)



Avenue de Bouchout 10 Boechoutlaan - 1020 Brussels



www.planetarium.be



planetarium@planetarium.be



Facebook

By car: via Ring road 0 (exit 8 Wemmel), first road left after Roi Baudouin Stadium.

By public transport:

\* tram:

7, 51 (Heysel stop), 93 (Stadium stop)

\* bus:

84 or 88 (Heysel stop)

\* metro:

line 6 direction Roi Baudouin (Houba-Brugmann stop)

\* train

Gare du Midi or Bockstael station, then metro line 6 direction Roi Baudouin (Houba-Brugmann stop).

6 Houba-Brugmann