EXHIBITS START  { ON 5TH FLOOR }

**MIND GAMES**
Be careful not to fall into a cognitive trap!

**BRIEFING CENTER**
Get your badge and generate your cover identity and code word.

**OPS ZONE**
Assess your environment for surveillance threats and unload a dead drop with new intel.

**DUCT CRAWL**
How stealthy are you? Stay as quiet as you can as you sneak through an air duct.

**DISGUISE**
Change your appearance and blend into your mission environment.

**CODE CRACKER**
Crack a secret message on your mission and get important intel.

**GADGET LAB**
Make a gadget for your mission.

**REVOLUTIONARY RECALL**
Test your memory while spying on a British officer’s trunk.

**OPEN SOURCE**
Use open source intel to examine a case.

**HANG TIME**
How strong are you? Can you hang from a bar for a full 60 seconds? (It’s not as easy as it looks!)

**Covers Action**
Making Sense of Secrets

**Stealing Secrets**

**EXHIBITS CONTINUE  { ON 4TH FLOOR }

**ATOMIC COUNCLOWDOWN**
Diffuse a bomb before... BOOM!

**EAST BERLIN**
Keep your eyes open - surprises await!

**INTERROGATION & DECEPTION**
Can you spot the lie & hide the truth?

**DEBRIEFING CENTER**
Find out your top 2 skills and the conclusion to your mission.

**INTEL REVIEW**
Review your mission and receive a mission to unload a Dead Drop on this floor.

**CYBER GAMES**
Test your analytic skills and knowledge in the cyber world.

**Spying That Shaped History**

**An Uncertain World**

**Debriefing**

*At these stations your cover might be tested or you will receive new mission intel.*