UNDERCOVER MISSION

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.

*GADGET LAB
Make a gadget for your mission.

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

DO YOU DARE
Test your risk tolerance.

TRUST & BETRAYAL
Will you trust or betray your partner?

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

Open Source
Use open source intel to examine a case.

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

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

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

Making Sense of Secrets

Cover Action

Stealing Secrets

EXHIBITS START [ ON 5TH FLOOR ]
**EXHIBITS CONTINUES [ON 4TH FLOOR]**

- **ATOMIC COUNTDOWN**
  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.

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

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

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