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.
- **OPPS ZONE**: Assess your environment for surveillance threats and unload a dead drop with new intel.
- **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!)
- **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.
- **DO YOU DARE**: Are you willing to risk your hand by placing it in an unknown box?
- **TRUST & BETRAYAL**: Will you trust or betray your partner?

*At these stations your cover might be tested or you will receive new mission intel.*
EXHIBITS CONTINUES [ ON 4TH FLOOR ]

- **ATOMIC COUNTDOWN**: Diffuse a bomb before....BOOM!
- **CYBER GAMES**: Test your analytic skills and knowledge in the cyber world.
- **INTERROGATION & DECEPTION**: Can you spot the lie and hide the truth?
- **EAST BERLIN**: Keep your eyes open - surprises await!
- **DEBRIEFING CENTER**: Find out your top 2 skills and the conclusion to your mission.
- **INTEL REVIEW**: Review your mission and receive a clue for your next assignment to unload a dead drop on this floor.

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