

From early barnstormers to Mars and beyond, explore aviation's past and aerospace's future. Navigate the mission maze to find hidden puzzle pieces and assemble NASA's vision for the future. Discover historic aircraft, practice aviation skills and demystify aerospace technology. Then find out where you fit into the puzzle and how to launch into a career with NASA.







Exhibition Specs & Info



Installation - Indoor or Outdoor Gallery Size - 1,500 - 2,400 sq ft

Base Rental Fee - \$29,500 + inbound shipping

Installation Fee - Indoor \$3,000

- Outdoor \$6,000

Inbound Shipping - One 53ft trailer

Payment Terms - 25% w/contract, 50% 2 months prior to opening,

25% + inbound shipping 2 weeks after opening

Installation Staff - 1 Minotaur technician + 4 host personnel

Installation Time - 3 days (120 man hours)

De-install Staff - 1 Minotaur technician + 4 host personnel

De-install Time - 1 day (40 man hours)

Insurance - Host to insure for liability, loss or damage
Security - Minimal (venue security is sufficient)
Staffing - 0 - 2 staff members as per traffic
Crates - All on wheels, indoor storage required

Electrical - Standard 110v, 1 location
Ceiling height - 8'-6" - Maze structure
optional, variable

- 9' - 11' – Logo sign mounted on maze

Uncover the history of aviation, practice navigation skills, and explore aersopace technology as you put together the pieces of NASA's vision for the future.

"A Wonderful Experience! Something for everyone ages 3 to 103. We've had great success with school groups, parties and special events."

- Kate Messenger The Discovery Center - Ocala, FL

"It's been so popular with our visitors from inquisitive preschoolers to adults who know the value of life-long learning. We are thrilled to offer such a fun educational experience for our museum visitors."

- Bernadette Robin -Albuquerque, NM

Crate Dimensions (LxWxH)



136" x 38" x 44" 96" x 38" x 37" 86" x 27" x 33" 94" x 40" x 37" 96" x 47" x 50"

Minotaur Mazes (206) 782-0667 info@minotaurmazes.com minotaurmazes.com