

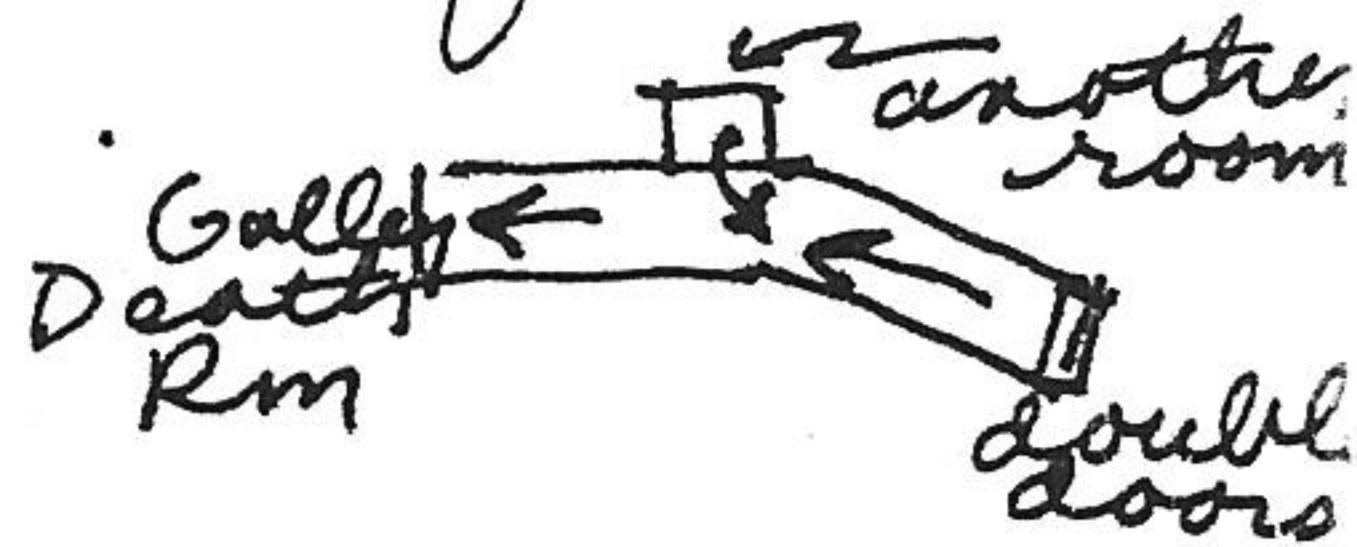
WC II set list / all builds unless noted

I The midway:

- ✓ Briefing Room
- hybrid ✓ Observation Room
- ✓ Eagle's Nest (includes Recovery Rm)
- Finley's Lab
- x Casey / Maestro Quarters - shared
- x Blair's Quarters
- ✓ "Central" elevator / "lobby" area instead of midway corridors
- ✓ Rec Room w/ Bar area ←
- ✓ Ready Room w/ Flight Simulator?

II. Relay Station:

- Death Room - in Galley w/ food storage lockers, etc.
- Corridor w/ angle - double doors at end of Hall - leads to Death Room other end



III. Wormhole Gate Command Center:

- Control Room: (Honeycomb textured walls w/ control panels etc.)
- Add'l textured wall for VDU (original corridor shot)

IV Alien Nightmare Torture Chamber:

- Dark walls to fade out - pools of ^{light} sword
- Center operating theater area w/ "chair" & apparatus / tubes hanging from ceiling - Robotic operating arms, etc.

V Kilrathi Corridor:

- For VDU: Damaged corridor wall - rubble hanging wires etc. behind head

IV. Monroe and O'Neil Research Vessel:

hybrid • Have research design ideas from Mark
Carrier ... will build entire vessel except
for from glass bubble - need to discuss if
exterior will be seen also

V. Generic Fighter plane int. cockpit:

• Build only back wall behind pilot's head;
- will dress w/ oxygen bottles, etc.