movie

Prophecy - V ole ~~Game~~ List

movies, postage stamps and missions

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B1_0010	**movie**				**reel 6**
A10	pg. A1	loc. Kilrathi Temple	anim. Full	**The Prophecy of Sivar**	
A20	pg. A2	loc. Planet Kilrah	anim. Full	**The Ship Killer destroyes the Deveraux**	
10	pg. 1	loc. Space	anim. Full	**Casey and Maestro play tag**	
20	pg. 2	loc. Space	anim. Full	**Glory shot of the Midway**	
30	pg. 3	loc. Flight Deck	anim.	**Casey and Maestro meet Stiletto**	
B1_0030	**movie**				**reel 3**
36	pg. 5	loc. Flight Deck	anim.	**Casey and Maestro finish loging in and exit**	
B1_0050	**movie**				**reel 7**
50	pg. 5	loc. Rec Room	anim.	**Casey pisses off Maniac**	
55	pg. 6	loc. Rec Room	anim.	**Casey meets Zero**	
60	pg. 7	loc. Ready Room	anim.	**Zero shows Casey the Ready Room**	
B1_0070	**movie**				**reel 1**
70	pg. 8	loc. Briefing Room	anim.	**"Casey meets Dallas, and gets on Blair's bad side"**	
B1_0090	**movie**				**reel 1**
90	pg. 11	loc. Briefing Room	anim. Sc Sp	**Special Open B1 - The Captain shows them the Kilrathi wreckage**	
B1_0096	**movie**				**reel 9a**
100	pg. 14	loc. Briefing Room	anim.	**Special Ender B1 - Casey tries to thank Stiletto**	
110	pg. 15	loc. Space	anim. Full	**The Midway jumps**	
120	pg. 15	loc. Hallway	anim.	**Pilots run roward the flight deck**	
130	pg. 15	loc. Flight Deck	anim.	**Casey puts on Helmet**	
140	pg. 15	loc. Hanger	anim. Comp	**Casey goes to ship via gangway**	
150	pg. 15	loc. Space	anim. Full	**Launch**	
96	pg. 14	loc. Briefing Room	anim.	**Special Dismissal B1 - Blair gives a pep talk**	
B2_0170	**movie**				**reel 3**
170	pg. 15	loc. Flight Deck	anim.	**Special Landing B1 - Casey meets Rachael**	
B2_0175	**movie**				**reel 3**
175	pg. 16	loc. Flight Deck	anim.	**Special Landing B1 - Casey looks back at the mayhem**	

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B2_0190	**movie**					**reel 5**
190	pg. 16	loc. Rec Room	anim.		**Maestro teases Dallas - Hawk fills them in on the horrors**	
B3_0240	**movie**					**reel 5**
240	pg. 19	loc. Rec Room	anim.		**Casey meets Finley**	
B4_0270	**movie**					**reel 3**
270	pg. 21	loc. Flight Deck	anim.		**Special Landing B3 - Casey checks his stats**	
B4_0275	**movie**					**reel 9a**
275	pg. 21	loc. Flight Deck	anim.		**Special Landing B3 - Rachel reintroduces herself**	
280	pg. 21	loc. Space	anim.	Full	**Midway in space**	
320	pg. 22	loc. Space	anim.	Full	**The Gate Command Center under construction**	
B3_0300	**movie**					**reel 1**
300	pg. 21	loc. Briefing Room	anim.		**Special Ender B3 - Blair tells Casey to buck up**	
C1_0350	**movie**					**reel 7**
350	pg. 23	loc. Space	anim.	Full	**The Midway jumps - Under fire**	
C1_0370	**movie**					**reel 5**
370	pg. 23	loc. Rec Room	anim.		**Casey tries to lift Dallas's spirits**	
C1_0390	**movie**					**reel 1**
390	pg. 24	loc. Briefing Room	anim.		**Special Ender C1 - Dallas is ready to go (370 played)**	
C1_0400	**movie**					**reel 1**
400	pg. 24	loc. Briefing Room	anim.		**Special Ender C1 - Stiletto slams Casey for not talking to Dallas (370 not played)**	
C2_0430	**movie**					**reel 5**
430	pg. 25	loc. Rec Room	anim.		**Finley explains Kn'thrak**	
C3_0510	**movie**					**reel 5**
510	pg. 28	loc. Rec Room	anim.		**Casey and Zero talk about their fathers**	
C3_0540	**movie**					**reel 1**
540	pg. 31	loc. Briefing Room	anim.		**Special Ender C3 - Casey gets a funny fealing about Dallas (370 played)**	
C3_0560	**movie**					**reel 3**
	pg.	loc.	anim.		**Special Landing C3 - Casey checks his stats alone (!! slated as D_0560)**	

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C3_0565		**movie**			**reel 9a**
565	pg. 31	loc. Flight Deck	anim.		**Special Landing C3 - Casey finds out that Dallas is dead (Dallas not wingman on C3)**
580	pg. 32	loc. Space	anim.	Full	**The Midway jumps - Under fire**
C3_0566		**movie**			**reel 9a**
565	pg. 31	loc. Flight Deck	anim.		**Special Landing C3 - Casey finds out that Dallas is dead (Dallas not wingman on C3)**
590	pg. 32	loc. Space	anim.	Full	**The Midway jumps**
C3_0570		**movie**			**reel 3**
	pg.	loc.	anim.		**"Special Landing C3 - Casey, upset, checks his stats" Slated as D_0570**
C3_0575		**movie**			**reel 9a**
575	pg. 32	loc. Flight Deck	anim.		**Special Landing C3 - Dallas is dead (Dallas was your wingman on C3)**
580	pg. 32	loc. Space	anim.	Full	**The Midway jumps - Under fire**
C3_0576		**movie**			**reel 9a**
575	pg. 32	loc. Flight Deck	anim.		**Special Landing C3 - Dallas is dead (Dallas was your wingman on C3)**
590	pg. 32	loc. Space	anim.	Full	**The Midway jumps**
DL_0640		**movie**			**reel 3**
640	pg. 33	loc. Flight Deck	anim.		**Special Landing DL1/DL2 (if failed) - CAG bitch out**
DL_0645		**movie**			**reel 3**
645	pg. 33	loc. Flight Deck	anim.		**Special Landing DL1/DL2 (if failed) - Casey shecks his stats and exits**
D1_0650		**movie**			**reel 7**
650	pg. 33	loc. Torpedo Launch Bay	anim.	Full	**Funeral**
660	pg. 34	loc. Space	anim.	Full	**Funeral**
680	pg. 34	loc. Rec Room	anim.		**Casey Attacks Maniac**
690	pg. 35	loc. Ready Room	anim.		**Blair talks with Casey about dealing with the death of other pilots**
D1_0710		**movie**			**reel 1**
710	pg. 37	loc. Briefing Room	anim.		**Special Dismissal D1 - Blair volunteers to be Casey's wingman**
720	pg. 38	loc. Briefing Room	anim.		**Special Ender D1 - Casey and Blair josh one another**
E1_0750		**movie**			**reel 3**
750	pg. 39	loc. Flight Deck	anim.		**Special Landing D3 - A morose Casey checks his stats**

End sets

Promoted

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E1_0790	**movie**					**reel 1**
790	pg. 43	loc. Briefing Room	anim.		**Special Dismissal E1 - Maniac is put in charge of the Black Widows**	
800	pg. 43	loc. Briefing Room	anim.		**Special Ender E1 - Hawk teases Maniac**	
810	pg. 44	loc. Space	anim.	Full	**The Midway arrives in T'Lan Meth (not a jump)**	
E2_0830	**movie**					**reel 3**
830	pg. 44	loc. Flight Deck	anim.		**Special Landing E1 (failed) - Casey checks his stats**	
E2_0835	**movie**					**reel 3**
835	pg. 44	loc. Flight Deck	anim.		**Special Landing E1 (failed) - Stiletto picks on Casey**	
E2_0850	**movie**					**reel 5**
850	pg. 45	loc. Rec Room	anim.		**Casey volunteers to go after the missing pilot**	
860	pg. 46	loc. Hallway	anim.		**Casey walks resolutely down the hall**	
E3_0880	**movie**					**reel 3**
880	pg. 47	loc. Flight Deck	anim.		**Special Landing E2 (success) - The mission pilot is brought by as Casey goes to check his**	
E3_0885	**movie**					**reel 3**
885	pg. 47	loc. Flight Deck	anim.		**Special Landing E2 (success) - Rachael congratulates him**	
E4_0930	**movie**					**reel 1**
930	pg. 47	loc. Briefing Room	anim.		**Special Open E4A/E4B - The CAG reports on the new recon data**	
E4_0940	**movie**					**reel 1**
940	pg. 48	loc. Briefing Room	anim.		**Special Dismissal E4A/E4B - We're working with the Kats**	
F1_0960	**movie**					**reel 7**
960	pg. 49	loc. Space	anim.	Full	**Construction on the Command Center continues**	
F1_0980	**movie**					**reel 7**
1000	pg. 52	loc. Rec Room	anim.		**Cont. of SC_980**	
1030	pg. 53	loc. Space	anim.	Full	**The Midway in space**	
980	pg. 49	loc. Rec Room	anim.		**Finley tells Casey about the missing Kats on E'Loy**	
990	pg. 51	loc. Alien Torture Room	anim.		**S&M Blair**	
F1_1050	**movie**					**reel 5**
1050	pg. 53	loc. Rec Room	anim.		**Hawk talks to Casey about Iceman**	

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F1_1060	**movie**					**reel 1**
1060	pg. 54	loc. Briefing Room	anim.		**Special Dismissal F1 - CAG singles out Hawk and Maniac**	
1070	pg. 55	loc. Briefing Room	anim.		**Special Ender F1 - Hawk tells Casey about the omition in Iceman's folder**	
F2_1090	**movie**					**reel 3**
1090	pg. 56	loc. Flight Deck	anim.		**"Special Landing F1 - Casey, confused, checks his stats - Killed Kats, Hawk Dead"**	
F2_1095	**movie**					**reel 3**
1095	pg. 56	loc. Flight Deck	anim.		**"Special Landing F1 - CAG questions Casey - Killed Kats, Hawk dead"**	
F2_1100	**movie**					**reel 3**
1100	pg. 57	loc. Flight Deck	anim.		**"Special Landing F1 - Hawk gives Casey the silent treatment - Didn't kill Kats, Hawk alive"**	
F2_1105	**movie**					**reel 3**
1105	pg. 57	loc. Flight Deck	anim.		**"Special Landing F1 - Casey leaves after checking his stats - Didn't kill Kats, Hawk alive"**	
F2_1120	**movie**					**reel 5**
1120	pg. 58	loc. Rec Room	anim.		**Casey calms Hawk down**	
F2_1130	**movie**					**reel 9a**
1130	pg. 59	loc. Briefing Room	anim.	Sc Sp	**Finley shows Casey some Alien Transmitions**	
1140	pg. 61	loc. Space	anim.	Full	**The Midway in space**	
F3_1170	**movie**					**reel 3**
1170	pg. 61	loc. Flight Deck	anim.		**Special Landing F2 - Casey checks his stats**	
F3_1175	**movie**					**reel 3**
1175	pg. 61	loc. Flight Deck	anim.		**Special Landing F2 - Stiletto tells Casey that Hawk is dead**	
F3_1176	**movie**	SPY DEA PACKS HAWKS STUFF				**reel 5**
F4_1200	**movie**					**reel 5**
1200	pg. 62	loc. Ready Room	anim.		**Maniac makes a poor attempt at giving Casey a pep talk - (F2 Failed)**	
F5_1240	**movie**					**reel 5**
1240	pg. 63	loc. Rec Room	anim.		**Stiletto begins to fall for Casey**	
F5_1270	**movie**					**reel 1**
1270	pg. 63	loc. Briefing Room	anim.		**Special Open F5 - The Marines are going in**	
F5_1276	**movie**					**reel 1**
1276	pg. 64	loc. Briefing Room	anim.		**Special Dismissal F5 - Let's go to it**	

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F6_1290		**movie**			**reel 3**
1290	pg. 64	loc. Flight Deck	anim.		**Special Landing F5 - Casey checks his stats**
F6_1295		**movie**			**reel 7**
1295	pg. 64	loc. Flight Deck	anim.		**Special Landing F5 - Stiletto tells Casey that Blair was brought back**
1310	pg. 65	loc. Briefing Room	anim.		**Blair tells Casey about the torture**
1320	pg. 67	loc. Space	anim.	Full	**The Midway in space**
F6_1340		**movie**			**reel 1**
1340	pg. 67	loc. Briefing Room	anim.		**"Special Ender F6 - If killed Kats, CAG questions Casey"**
F6_1350		**movie**			**reel 1**
1350	pg. 68	loc. Briefing Room	anim.		**"Special Ender F6 - If you didn't kill Kats, CAG says that they will help"**
F6_1360		**movie**			**reel 1**
1360	pg. 68	loc. Briefing Room	anim.		**"Special Ender F6 - You tried to help the Kats but failed, CAG says that they will help"**
F6B_1380		**movie**			**reel 3**
1380	pg. 69	loc. Flight Deck	anim.		**"Special Landing F6 - If killed Kats, Casey checks stats"**
F6B_1385		**movie**			**reel 3**
1385	pg. 69	loc. Flight Deck	anim.		**"Special Landing F6 - If killed Kats, the Captain know and rips you"**
G1_1400		**movie**			**reel 3**
1400	pg. 70	loc. Flight Deck	anim.		**"Special Landing F6B - Didn't kill Kats, the Captain congratulates Casey and he checks his stats"**
G1_1405		**movie**			**reel 9a**
1405	pg. 70	loc. Flight Deck	anim.		**"Special Landing F6B - Didn't kill Kats, Casey is congratulated by his fellow pilots as he exits"**
1440	pg. 72	loc. Space	anim.	Full	**The Midway jumps**
G1_1410		**movie**			**reel 3**
1410	pg. 70	loc. Flight Deck	anim.		**"Special Landing F6B - Did kill Kats, a slap on the wrist and Casey checks his stats"**
G1_1415		**movie**			**reel 9a**
1415	pg. 71	loc. Flight Deck	anim.		**Special Landing F6B - Maestro and Stiletto pick on Casey as they exit**
1440	pg. 72	loc. Space	anim.	Full	**The Midway jumps**
G2_1490		**movie**			**reel 5**
1490	pg. 72	loc. Ready Room	anim.		**Casey consoles Maniac about his dead rookies**

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G2_1500		**movie**				**reel 1**
1500	pg. 74	loc. Briefing Room	anim.		**Special Open G2 - The Cag explains the severity of the situation**	
G2_1506		**movie**				**reel 1**
1506	pg. 74	loc. Briefing Room	anim.		**Special Dismissal G2 - Hunt them all down**	
G3_1520		**movie**				**reel 3**
1520	pg. 74	loc. Flight Deck	anim.		**"Special Landing G2 - The CAG recommends Casey for the Flying Cross, check stats"**	
G3_1525		**movie**				**reel 9a**
1525	pg. 75	loc. Flight Deck	anim.		**Special Landing G2 - As Casey exits he sees the CAG talking to Maniac**	
G3_1530		**movie**				**reel 1**
1530	pg. 75	loc. Briefing Room	anim.	Sc Sp	**Special Open G3 - The Ship Killer is in dry dock**	
G3_1536		**movie**				**reel 1**
1536	pg. 76	loc. Briefing Room	anim.		**Special Dismissal G3 - Watch your backs**	
H1_1560		**movie**				**reel 7**
1560	pg. 76	loc. Rec Room	anim.		**Maniac celebrates his demotion**	
1570	pg. 77	loc. Ready Room	anim.		**Casey recieves the flying cross**	
1580	pg. 78	loc. Space	anim.	Full	**The Midway moves off into deep space**	
1590	pg. 78	loc. Space	anim.	Full	**The gate is completed and a Dreadnought comes through**	
1600	pg. 78	loc. Space	anim.	Full	**"The Midway, with plasma weapon, moves into view"**	
1610	pg. 78	loc. Briefing Room	anim.	Sc Sp	**Finley gives an update**	
1620	pg. 80	loc. Space	anim.	Full	**The Midway in space**	
H3_1690		**movie**				**reel 3**
1690	pg. 81	loc. Flight Deck	anim.		**Special Landing H3 - Bad news from the CAG and check stats**	
H3_1695		**movie**				**reel 3**
1695	pg. 81	loc. Flight Deck	anim.		**Special Landing H3 - Casey exits**	
H5_1740		**movie**				**reel 3**
1740	pg. 82	loc. Flight Deck	anim.		**Special Landing H4 - Casey walks up with Stiletto and checks his stats**	
H5_1745		**movie**				**reel 3**
1745	pg. 82	loc. Flight Deck	anim.		**Special Landing H4 - Congratulations from Stiletto**	

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H6_1770		**movie**			**reel 1**
1770	pg. 82	loc. Briefing Room	anim.		**Special Open H6 - We can use the plasma weapon**
H6_1776		**movie**			**reel 1**
1776	pg. 83	loc. Briefing Room	anim.		**Special Dismissal H6 - Stay focused**
I1_1790		**movie**			**reel 7**
1790	pg. 83	loc. Space	anim.	Full	**The plasma weapon warms up**
1800	pg. 83	loc. Space	anim.	Full	**Alien ship explodes**
1820	pg. 83	loc. Space	anim.	Full	**Casey out runs the blast**
1830	pg. 84	loc. Flight Deck	anim.		**Casey recieves a hero's welcome (and checks his stats?)**
I1_1795		**movie**			**reel 7**
1790	pg. 83	loc. Space	anim.	Full	**The plasma weapon warms up**
1800	pg. 83	loc. Space	anim.	Full	**Alien ship explodes**
1810	pg. 83	loc. Space	anim.	Full	**Casey's Devastator is destroyed (too close to the explosion)**
I1_1840		**movie**			**reel 7**
1840	pg. 84	loc. Space	anim.	Full	**Aftermath of the previous battle**
I1_1850		**movie**			**reel 9b**
1850	pg. 84	loc. Rec Room	anim.		**"Bad news, no more plasma weapon and lots more enemy"**
1860	pg. 85	loc. Space	anim.	Full	**The Midway jumps**
I1_1880		**movie**			**reel 5**
1880	pg. 86	loc. Ready Room	anim.		**Blair and the CAG argue about Blair flying again**
I4_1950		**movie**			**reel 1**
1950	pg. 88	loc. Briefing Room	anim.		**Special Open I4 - Blair offers a suggestion**
I4_1956		**movie**			**reel 1**
1956	pg. 88	loc. Briefing Room	anim.		**Special Dismissal I4 - Good luck**
I5_1970		**movie**			**reel 3**
1970	pg. 89	loc. Flight Deck	anim.		**Special Landing I4 - We're going back up (full success on I4)**
I5_1975		**movie**			**reel 3**
1975	pg. 85	loc. Flight Deck	anim.		**Special Landing I4 - "we're going back up" (full success on I4)**

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I5_1980		**movie**			**reel 3**
1980	pg. 89	loc. Flight Deck	anim.		**Special Landing I4 - We're going back up (partial success on I4)**
I5_1985		**movie**			**reel 3**
1985	pg. 86	loc. Flight Deck	anim.		**Special Landing I4 - "we're going back up" (partial success on I4)**
I6_2010		**movie**			**reel 1**
2010	pg. 90	loc. Briefing Room	anim.	Sc Sp	**Special Open I6 - This is what we're up against**
I6_2016		**movie**			**reel 1**
2016	pg. 90	loc. Briefing Room	anim.	Sc Sp	**Special Dismissal I6 - Make us proud**
I6_2030		**movie**			**reel 1**
2030	pg. 91	loc. Briefing Room	anim.		**Blair volunteers to go into the Gate Complex**
WIN_2050		**movie**			**reel 6**
2050	pg. 92	loc. Gate Complex	anim.		**Blair comes face to face with the Warlord**
2060	pg. 93	loc. Space	anim.	Full	**The complex slowly disintegrates**
2070	pg. 93	loc. Gate Complex	anim.		**Blair plays peak-a-boo with the Warlord**
2080	pg. 93	loc. Space	anim.	Full	**The Wormhole implodes**
2090	pg. 94	loc. Flight Deck	anim.		**A hero's welcome for Casey**
2100	pg. 94	loc. Space	anim.	Full	**The Midway orbits Kilrah**
2110	pg. 94	loc. Flight Deck	anim.		**A medal for Casey**
2120	pg. 94	loc. Space	anim.	Full	**Long shot of MidwAY**
2130	pg. 94	loc. Rec Room	anim.	Sc Sp	**Exterior of window with Casey looking out**
2140	pg. 94	loc. Rec Room	anim.		**Stiletto joins Casey**
2150	pg. 96	loc. Space	anim.	Full	**Pull away and close**
GEN_2160		**movie**			**reel 2**
2160	pg. 92	loc. Briefing Room	anim.		**Generic Briefing #1 - Open**
GEN_2165		**movie**			**reel 2**
2165	pg. 92	loc. Briefing Room	anim.		**Generic Briefing #1 - Dismissal**
GEN_2170		**movie**			**reel 2**
2170	pg. 92	loc. Briefing Room	anim.		**Generic Briefing #2 - Open**

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GEN_2175	**movie**				**reel 2**
2175	pg. 93	loc. Briefing Room	anim.	**Generic Briefing #2 - Dismissal**	
GEN_2180	**movie**				**reel 2**
2180	pg. 93	loc. Briefing Room	anim.	**Generic Briefing #3 - Open**	
GEN_2185	**movie**				**reel 2**
2185	pg. 93	loc. Briefing Room	anim.	**Generic Briefing #3 - Dismissal**	
GEN_2190	**movie**				**reel 2**
2190	pg. 93	loc. Briefing Room	anim.	**Generic Briefing #4 - Open**	
GEN_2195	**movie**				**reel 2**
2195	pg. 93	loc. Briefing Room	anim.	**Generic Briefing #4 - Dismissal**	
GEN_2200	**duplicate**				**reel 2**
2200	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #5 - Open**	
GEN_2200	**duplicate**				**reel 2**
2200	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #5 - Open**	
GEN_2205	**duplicate**				**reel 2**
2205	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #5 - Dismissal**	
GEN_2205	**duplicate**				**reel 2**
2205	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #5 - Dismissal**	
GEN_2210	**duplicate**				**reel 2**
2210	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #6 - Open**	
GEN_2210	**duplicate**				**reel 2**
2210	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #6 - Open**	
GEN_2215	**duplicate**				**reel 2**
2215	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #6 - Dismissal**	
GEN_2215	**duplicate**				**reel 2**
2215	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #6 - Dismissal**	
GEN_2220	**duplicate**				**reel 2**
2220	pg. 94	loc. Briefing Room	anim.	**Generic Briefing #7 - Open**	

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GEN_2220	**duplicate**					**reel 2**
2220	pg. 94	loc. Briefing Room	anim.		**Generic Briefing #7 - Open**	
GEN_2225	**duplicate**					**reel 2**
2225	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #7 - Dismissal**	
GEN_2225	**duplicate**					**reel 2**
2225	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #7 - Dismissal**	
GEN_2230	**duplicate**					**reel 2**
2230	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #8 - Open**	
GEN_2230	**duplicate**					**reel 2**
2230	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #8 - Open**	
GEN_2235	**duplicate**					**reel 2**
2235	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #8 - Dismissal**	
GEN_2235	**duplicate**					**reel 2**
2235	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #8 - Dismissal**	
GEN_2240	**duplicate**					**reel 2**
2240	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #9 - Open**	
GEN_2240	**duplicate**					**reel 2**
2240	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #9 - Open**	
GEN_2245	**duplicate**					**reel 2**
2245	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #9 - Dismissal**	
GEN_2245	**duplicate**					**reel 2**
2245	pg. 95	loc. Briefing Room	anim.		**Generic Briefing #9 - Dismissal**	
LOS_2250	**movie**					**reel 8**
2250	pg. 100	loc. Briefing Room	anim.		**Losing End Game #1 - Casey is missing**	
2250	pg. 96	loc. Briefing Room	anim.		**Losing End Game #1 - Casey is missing**	
LOS_2270	**movie**					**reel 8**
2270	pg. 101	loc. Space	anim.	Full	**Losing End Game #3 part 1 - The Relay Station is destroyed**	
2270	pg. 97	loc. Space	anim.	Full	**Losing End Game #3 part 1 - The Relay Station is destroyed**	
2280	pg. 97	loc. Briefing Room	anim.		**Losing End Game #3 part 2 - Casey can't be contacted**	

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LOS_2290	**movie**				**reel 8**
2290	pg. 101	loc. Rec Room	anim.		**Losing End Game #4 - A toast to Casey**
2290	pg. 97	loc. Rec Room	anim.		**Losing End Game #4 - A toast to Casey**
LOS_2300	**movie**				**reel 8**
2300	pg. 102	loc. Space	anim.	Full	**Losing End Game #5 - Confed Hq is destroyed and the Aliens head toward Earth**
2300	pg. 98	loc. Space	anim.	Full	**Losing End Game #5 - Confed Hq is destroyed and the Aliens head toward Earth**
LOS_2310	**movie**				**reel 8**
2310	pg. 98	loc. Space	anim.	Full	**Losing End Game #6 part 1 - The Alien fleet starts pouring through the Wormhole**
2320	pg. 98	loc. Flight Deck	anim.		**Losing End Game #6 part 2 - Rachel powers up the Plasma weapon for the last time**
2330	pg. 99	loc. Space	anim.	Full	**Losing End Game #6 part 3 - Midway go BOOM**
LOS_2340	**movie**				**reel 8**
2340	pg. 103	loc. Space	anim.	Full	**Losing End Game #7 - Alien ships pour through the Wormhole and destroy the Midway**
2340	pg. 99	loc. Space	anim.	Full	**Losing End Game #7 - Alien ships pour through the Wormhole and destroy the Midway**
LOS_2350	**movie**				**reel 8**
2350	pg. 103	loc. Space	anim.	Full	**Losing End Game #8 - The Midway is swarmed by the enemy and destroyed**
2350	pg. 99	loc. Space	anim.	Full	**Losing End Game #8 - The Midway is swarmed by the enemy and destroyed**
GEN_2430	**movie**				**reel 4**
2430	pg. 100	loc. Flight Deck	anim.		**Generic Landing - Immaculate Success**
GEN_2435	**movie**				**reel 4**
2435	pg. 100	loc. Flight Deck	anim.		**Generic Landing - Casey completes stats and exits**
GEN_2440	**movie**				**reel 4**
2440	pg. 100	loc. Flight Deck	anim.		**Generic Landing - A#1 - Nice moves**
GEN_2445	**movie**				**reel 4**
2445	pg. 100	loc. Flight Deck	anim.		**Generic Landing - A#1 - Casey completes stats and exits**
GEN_2450	**movie**				**reel 4**
2450	pg. 101	loc. Flight Deck	anim.		**Generic Landing - A#2 - Great job**
GEN_2460	**movie**				**reel 4**
2460	pg. 101	loc. Flight Deck	anim.		**Generic Landing - B#1 - That's the kind of flying**

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GEN_2470	**movie**				**reel 4**
2470	pg. 101	loc. Flight Deck	anim.	**Generic Landing - C#1 - Try to bring your ship back next time**	
GEN_2480	**movie**				**reel 4**
2480	pg. 101	loc. Flight Deck	anim.	**Generic Landing - D#1 - You'll be lucky to stay on the flight roster**	
GEN_2490	**movie**				**reel 4**
2490	pg. 102	loc. Flight Deck	anim.	**Generic Landing - F#1 - Treat my ships better**	
GEN_2500	**movie**				**reel 9a**
	pg.	loc.	anim.	**Scramble - Yellow**	
GEN_2500	**duplicate**				**reel 9a**
	pg.	loc.	anim.	**Scramble - Yellow**	
GEN_2520	**movie**				**reel 9a**
	pg.	loc.	anim.	**Scramble - Red**	
GEN_2520	**duplicate**				**reel 9a**
	pg.	loc.	anim.	**Scramble - Red**	
GEN_2540	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Devastator**	
GEN_2540	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Devastator**	
GEN_2541	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Panther**	
GEN_2541	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Panther**	
GEN_2543	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Shrike**	
GEN_2543	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Shrike**	
GEN_2544	**duplicate**				**reel 9b**
	pg.	loc.	anim.	**Scramble - Just Launch w/ Vampire**	

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GEN_2544	**duplicate**		**reel 9b**
pg.	loc.	anim.	**Scramble - Just Launch w/ Vampire**
GEN_2545	**duplicate**		**reel 9b**
pg.	loc.	anim.	**Scramble - Just Launch w/ Tigershark**
GEN_2546	**duplicate**		**reel 9b**
pg.	loc.	anim.	**Scramble - Just Launch w/ Wasp**
GEN_2546	**duplicate**		**reel 9b**
pg.	loc.	anim.	**Scramble - Just Launch w/ Wasp**



