<u>Notes</u>: This is a working document and will likely change as the production develops. Updated versions will be emailed. New versions are marked with an ascending version number.

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Page 1

Cue #	Scene	PG.	Line / Action	Description
0	0	0	Preshow startup	Projector Start Up Sequence
10	0	0	Shortly before house open	Preshow Music With preshow Projection
PSA	0	0	[hotkey]	Preshow announcement: w/ preshow music out
20	I	13	Top of Show	Into Show: Preshow projection out, SC1 medley & scene titles projection
30	I	14	End of scene	Transition music on page 15
40	II	15	Top of Scene	SC II projected Titles, advert projection, and transition out
50	II	16	End of Scene	Advert projection out and transition music
60	III	17	Top of Scene	SC III: projected scene titles and transition music out
70	III	17	With Treves entrance	SCIII: EM actual image projection
78	III	18	Police man enters	Police Whistle
80	III	18	End of scene	EM image out and transition music into fair music
90	IV	19	Top of Scene	SC IV: title projection and begin fair music out countdown
100	IV		With man's first line	Projected Image of "king of the Congo"
110	IV		MAN: "You cretins!"	Projection king image out
120	IV	20	Just prior to police enter	Police Whistle
130	IV	22	End of scene	Transition medley
140	V	23	Top of Scene	SC V: Mob Sounds and projected title slide
150	V	24	With Blackout stage direction	More Mob sounds and Police Whistle before Treves enterance
160	V	24	End of scene	Transition music
170	VI		Top of Scene	SC VI: Title slide and end transition Music
180	VI	27	End of scene	Transition Medley
190	VII		Top of Scene	SC VII: Title slides and end transition music
200	VII	30	End of scene	Transition Music
210	VIII		Top of Scene	SC VIII: Title slide and end transition Music
220	VIII	35	End of scene	Long transition interlude
230	IX	36	Top of Scene	Scene IX: Title slide

Cue #	Scene	PG.	Line / Action	Description
240	IX	36	Top of Scene	Transition interlude out
250	IX	38	End of scene	Transition Medley
260	Х	39	Top of Scene	SC X: Title slide and end transition music
270	Х	42	End of scene	Transition medley and into intermission playlist
280	XI	43	Top of Act II	Intermission out and begin introduction into A2/SC XI
290	XI	43	Top of Scene	SC XI: Title card and music out
300	XII	45	End of scene	Transition medley
310	XII	46	Top of Scene	SC XII: Title card and Music out
320	XII	47	End of scene	Transition Music
330	XIII	48	Top of Scene	SC XIII: Title card and transition music out
340	XIII		End of scene	Transition music
350	XIV		Top of Scene	SC XIV: Title card and transition music crossfade into rain
360	XIV	53	M: "What a rain"	Rain intensifies
370	XIV	54	End of scene	Rain takeover into medley
380	XV	55	Top of Scene	SC XV: Title card and music out
390	XV	56	End of scene	Transition music
400	XVI	57	Top of Scene	SC XVI: Title card and music out
410	XVI	60	End of scene	Sullen transition medley
420	XVII	61	Top of Scene	SC XVII: Title card and transition medley out
421	XVII	61	After title card	Earie nightmare soundscape
428	XVII	61	Treves stands/wakes up	End nightmare soundscape
430	XVII	61	End of scene	Transition Medley
440	XVIII	62	Top of Scene	SC XVIII: Title card and music out
450	XVIII	63	End of scene	Transition medley
460	XIX	64	Top of Scene	SC XIX: Title card and music out
470	XIX	66	End of scene	Transition Medley
480	XX	67	Top of Scene	SC XX: Title card and music out
485	XX	67	Snork exits	Sleeping boy image
490	XX	67	M: sits on bed	Merrick begins to die music

Cue #	Scene	PG.	Line / Action	Description
500	XX	67	Prior to Snork's Line	Dip volume
510	XX	67	After Snork's last line	Volume up after Snork's line
520	XXI	68	Top of Scene	SC XXI: Title card and music out
530	XXI	69	End of Scene/Show	Medley for end of show
540			With curtain call	Fade medley for curtain call
550	END	n/a	With house lights/after C.Call	Post show sequence (post show music and projections)
560	END	n/a	[see note]	End post show Music (used for shutdown or talkbacks)
570	END	n/a	End of Day	End of day projector shutdown cue