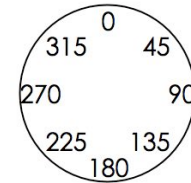


**GNIT  
Set Tracking**

Please note page numbers -  
I'm not sure I'm working off the acting script.

**TURNTABLE ROTATION**

*Please note: Turntable Rake is shown as  
lowest point -> highest point.*



<u>Act.Scene</u>	<u>Page</u>	<u>Scenic Elements</u>	<u>Turntable</u>
I.1	7	Door to outside - SR Bed - use cot? Cabinet - use small trunk at foot of bed Stool	Rake DS->US (Call this Position 0) (Or you could call it Ishmael)
I.2	15	Door, Bed, Cabinet struck Peter hiding behind trees	No move
I.3	17	2 cocktail height tables	No move
II.1	25	Benches struck - bare stage	Move 180 degrees Rake US->DS (Call this 180 position)
II.2	27	No additions	Rake either SL->SR or SR->SL (Position 90 or 270)
II.3	30	No additions	Rotates 180 degrees so it's either SR->SL or SR->SL (Position 270 or 90)
II.4	32	No change	No change
	36	No change	Turntable rotates with sirens and flashing lights
II.5	37	Bare stage	Rake DS->US (Position 0)
II.6	39	Door to house - SL	No move
III.1	43	Chainsaw Tree - use one of the side trees? Door struck	No move
III.2	44	Restore I.1 Door, Bed, Cabinet	No move
III.3	46	Door to house - able to fall off Inside house - US Chairs, Bed, Rocker, Stool Inside Outside - Runway DS (not moat)	Move to 90 or 270? Or to 45 or 315 diagonal?
III.4	50	Bed, but no door - only light Dead cat	Move to position 0

<u>Act.Scene</u>	<u>Page</u>	<u>Scenic Elements</u>	<u>Turntable</u>
IV.1	55	Strike bed Set bar, bar stool, and 1 chair Peter's bag of money	Don't have a turntable move planned, but we could.... Put on diagonal with bar high and chair (Int'l Man) low?
IV.2	59	Strike bar, stool, chair - bare stage	No move?
IV.3	60	No pieces come on	Move to opposite diagonal from bar? Or no move?
IV.4	62	Restore III.3 Door	Same position as III.3
IV.5	64	Mountains slide open Tiny Sphinx appears UC Begriffin appears around Sphinx US of mountains (maybe he strikes Sphinx as he enters?)	Turntable to position 0
IV.6	67	Sphinx struck Shackleton ball and chain Dark Lady needs block for sitting Mountain opens for "wall collapse"	No move
V.1	73	Mountains closed Signs brought on - attached to walls/trees?	No move
V.2	76	Signs struck Tombstone at CS on Turntable	No move
V.3	79	Bare stage	No move
V.4	84	Restore III.3 Door	Turntable move as they travel to hut - end up at III.3 position - but after a rotation or two?