

GNIT

Light, Sound, Turntable Cues

Act.Scene	Page #	Lt Q	Sd Q	TT Q	Action	Placemement
Preshow		1	1	1	Preshow Lights, Sound, and TT	Set by Half Hour
		2	2		House to Half, Sound out	After House closed by House Mgr
		3	3		House out, Intro music up	After preshow announement done
I.1	7	11	11		Lights up (Mother focus), Music out	For top of scene
		12			Lights build to full turntable	With Mother "...either way."
	14	18			Lights focus on Mother	With Peter's exit
		19	19		Transition Lights and Music	End of scene
I.2	15	21	21		Lights up on Strangers, Music out	For top of scene
		21.1f			Follow: Lights up USR for Gnit	Autofollow
		23			Change focus to DSL	For Strangers' cross
	16	25			Focus on Peter	With Strangers' exit
		27			Lights change for Stranger 3	With Stranger 3 entrance
		29	29		Transition Lights and Music	End of scene
I.3	17	31	31		Lights up HR, Music out	Top of scene
		31.1f			Follow: Lights build on stage	Autofollow
	18	32	32		Add DR, Music playing softly	For PG "Let me introduce..."
		33			Lights change focus - DL, Moat	Bridesmaid exits
	19	34			Lights change focus - Turntable	X to turntable for dance
	20	35			Lights focus on PG	For PG "And here the villain...."
		35.5			Lights open up for Town	After PG "...like to cry at weddings"
	21	36			US build	For PG and Bride sneaking
		36.5			Focus DR	For Uncle Joe "You should know..."
		37			Open full stage	For Town "Gnit made off..."
	22		37		Music fade slowly	With Mother's entrance

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	23	38			Slow tighten on Mother	With "You're all just thoughtless..."
		39	39	39	Transition Lights and Music Turntable to 180	End of scene
II.1	25	41	41		Lights up for Mountains, Music out	Top of scene
	26	49	49	49	Transition Lights and Music Turntable to 90 or 270	End of scene
II.2	27	51	51		Lights up, Music out	Top of scene
	28	57			Lights open to DL	Solvay "Let's keep looking
	29	59	59	59	Transition Lights and Music Turntable to 270 or 90	End of scene
II.3	30	61	61		Lights up Late day, Music out	Top of scene
		63			Focus change to Town	Peter and Groupie exit
	31	66			Open focus	Town exit
		69	69		Transition Lights and Music	End of scene
II.4	32	71	71		Lights up morning, Music out	Top of scene
		72			Focus change to Town	Peter and Woman exit
		73	73		Lights open to sadder day, Music under entrance	Town exit
	33		73.5		Music stops	Green Family entrance
	36	77	77		Lights flash and sirens sound	With stage direction
		79	79	79	Transition Lights and Music Turntable to 0	
II.5	37	81	81		Abrupt change to spotlight, sound changes to amplified breathing	Top of scene
		88	88		Lights slowly soften, breathing slowly fades out	With "Okay. Not my favorite..."

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		89	89		Transition Lights and Music	End of scene
II.6	39	91	91		Lights up DL corner	Top of scene
		92			Focus change to turntable	Hunter exit
	41	99	99		Transition Lights and Music	End of scene
III.1	43	101	101		Lights up on PG's hut, Music out	Top of scene
		109	109		Transition Lights and Music	End of scene
III.2	44	111	111		Lights up in Mother's House, Music out	Top of scene
		119	119	119	Transition Lights and Music Turntable to 45	End of scene
III.3	46	121	121		Lights up on PG's Hut, Music replaced by birdsong	Top of scene
	47	125	125		Lights change to sad day, Birds out, Music from Green family return?	Solvay goes inside
	48	128	128		Lights focus on Sick Woman	PG exit
		129	129	129	Transition Lights and music, turntable to 0	End of scene
III.4	50	131	131		Lights up on Mother's empty house, music out	Top of scene
	52		135		Wind Fades out	With Mother's death
		139	139		Fade to black, Intermission Music up	Peter's exit
Intermission		140	140		House and Preset up, Music fade down to lower level	
		141		141	Lights change to Morocco Preset, Turntable move to 315	2 minutes into Intermsion

Act.Scene	Page #	Lt Q	Sd Q	TT Q	Action	Placemement
		150			House to half	House closed
IV.1	55	151	151		Lights up on Moroccan bar focused on PG at bar, Music fades	Top of scene
	56	153			Lights expand to full turntable	With bartender "Women."
	58	158	158		Lights focus on bar	With bartender "Oh man..."
		159		159	Transition lights and music, turntable to 0	End of scene
IV.2	59	161	161		Lights up for chase, Music change	Top of scene
		162	162		Lights focus, Music out	With end of chase
		166			Focus on Robber	With Robber "Look at all this"
		169	169		Transition Lights and Music	End of scene
IV.3	60	171	171		Lights up on Turntable, Music off	Top of scene
	61	178			Focus on PG	With Anitra's exit
		179	179	179	Transition Lights and music, turntable to 45	End of scene
IV.4	62	181	181		Lights up in PG's Hut, Birdsong faintly	Top of scene
			182		Grackle or Starling birdong	Stage direction
	63		188		Swallow birdsong	Stage direction
		189	189	189	Thunder, Lightning, Rumble for Sphinx reveal, Turntable to 0 Also, mountains open	End of scene
IV.5	64	191	191		Lights up - Desert, Sound out	PG's entrance
	66	199	199		Transition Lights and Music Mountain closes	End of scene
IV.6	67	201	201		Lights up on Institute, Music out	Top of scene
	70		205		Low Rumble building slowly	Stage direction

Act.Scene	Page #	Lt Q	Sd Q	TT Q	Action	Placement
			206		Large crashing sound, Mountain opens	Section of wall collapses
		207	207		Fire light and sounds	Stage direction A fire has started
	71	209	209		Lights fade to transition, fire bulds to very loud	End of scene
V.1	73	211	211		Lights up on arrival area, Music out	Top of scene
	75	218	218		Lights focus on Beggar	With PG's exit
		219	219		Transition Lights and Music	End of scene
V.2	76	221	221		Lights up on funeral, Music out OR change to choral dirge	Top of scene
	77	222	222		Focus on PG, music out	Pastor and Mourners exit
		224			Lights expand	Gravedigger entrance
	78	228	228		Focus on Pale Man	
		229	229		Transition Lights and Music	End of scene
V.3	79	231	231		Lights up on Auction, Music out	Top of scene
	83	237			Lights change for Town	With Town's entrance
		239	239	239	Transition Lights and Music, turntable to 45	End of scene
V.4	84	241	241		Lights up PG's Hut, change to Birdsong	Top of scene
			242		Seagull squawk, birds out	Stage direction
	85		244		Birdsong	Stage direction
	86		246		Birdsong	Stage direction
	88	249	249		Lights fade to only UC light, Sparse birdsong, Mountain opens	Stage direction - end of play
		250	250		Fade to black, Mountain closes	End of play
		251	251		Lights and music up for bows	

Act.Scene	Page #	Lt Q	Sd Q	TT Q	Action	Placement
		252	252		Post show lights and sound	