

GODSPELL Cue Synopsis

Cue	Cue Function	Page	Taken on:	Purpose	Triggers	Label	Notes
101		-	5 minutes before house open	Preshow Environment		Preshow Environment	
105	F	-	3 minutes before GO	Fade down preshow environment		fade down SQ101	
107		-	[auto-follow]	Preshow Speech (recorded)		Fire Announcement	
110		-	[auto-follow]	fade up preshow environment		fade up SQ101	
120		1	[auto-follow]	School bell end of day ring		School Bell	
125	F	2	"...the teaching of philosophy. "	Fade out preshow environment		fade out SQ101	
127		8	After last AH's in <u>#2 Tower of Bable</u>	"ancient sound of a shofar" or Aesthetic Equivalent		Shofar Sound	
130		8	Peak of Applause after <u>#3 Prepare Ye</u>	"City" sound environment returns		"City" Environment #1	
137	F	9	"...all that God requires. "	Fade out City Environment		fade out SQ130	
140		11	Peak of Applause after <u>#4 Save the People</u>	"City" sound environment returns		"City" Environment #2	
145	F	22	Music begins for <u>#5 Day by Day</u>	Fade out City Environment		fade out SQ140	
150		27	Peak of Applause after <u>#5 Day by Day</u>	"City" sound environment returns		"City" Environment #3	
175	F	36	Music begins for <u>#6 Learn Your Lesson Well</u>	Fade out City Environment		fade out SQ150	
180		38	Peak of Applause after <u>#6 Learn Your Lesson Well</u>	"City" sound environment returns		"City" Environment #4	
185	F	40	Music begins for <u>#7 O, Bless the Lord</u>	Fade out City Environment		fade out SQ180	
190		43	Peak of Applause after <u>#7 O, Bless the Lord</u>	"City" sound environment returns		"City" Environment #5	
192		46	"Blessed are you. "	Pause SQ190 and fade out		Silence	
193		46	"...evil against you... falsely. "	Resume & fade in SQ190		Resume SQ190	
195	F	47	Music begins for <u>#8 All for the Best</u>	Fade out City Environment		fade out SQ190	
200		51	Peak of Applause after <u>#8 All for the Best</u>	"City" sound environment returns		"City" Environment #6	
220	F	56	Music begins for <u>#9 All Good Gifts</u>	Fade out City Environment		fade out SQ200	
225		58	Peak of Applause after <u>#9 All Good Gifts</u>	"City" sound environment returns		"City" Environment #7	
230	F	63	Music begins for <u>#10 Light of the World</u>	Fade out City Environment		fade out SQ225	
235		65	Peak of Applause after <u>#10 Light of the World</u> , before Jesus dismisses audience for intermission	"City" sound environment returns		"City" Environment #8, INTERMISSION	
INTERMISSION							
240	F	66	Music begins for <u>#11 Learn Your Lesson Well (Reprise)</u>	Fade out City Environment		fade out SQ235	
245		69	Peak of Applause after <u>#12 Turn Back, O Man</u>	"City" sound environment returns		"City" Environment #9	
250		69	"STOP. This is the beginning."	Crossfade city environment into Garbage Monster environment		Garbage Monster	
251		70	"...they took John as a prophet. "	Garbage Monster laughs, more rumbling and debris		Garbage Monster, Laughter 1	
252		70	"...but I have a story for you: "	Garbage Monster cringes in disgust, light rumbling increases		Garbage Monster, Disgust	
253		71	"...pay taxes to the Roman emperor? "	Garbage Monster laughs, more rumbling and debris		Garbage Monster, Laughter 2	
254		71	"...pay God what is due God. "	Garbage Monster gets angry, more rumbling and debris		Garbage Monster, Frustrated	
255		72	"...is based on these first two. "	Garbage monster and Jesus get angrier, rumbling increases and more debris		Garbage Monster Anger Grows	
258	F	72	Music begins for <u>#13 Alas for You</u>	Fade out City Environment		fade out SQ245+250	
260		74	Peak of Applause after <u>#13 Alas for You</u>	"City" sound environment returns		"City" Environment #10	
262		74	"... is faultless shall throw the first stone."	Crossfade to Sirens		Sirens	
263		77	"Oh shit. "	Crossfade out of sirens		crossfade SQ262	
265	F	78	Music begins for <u>#14 By my Side</u>	Fade out City Environment		fade out SQ260	

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270	80	Peak of Applause after <u>#14 By my Side</u>	"City" sound environment returns		"City" Environment #11	
275	F 83	Music begins for <u>#15 We Beseech Thee</u>	Fade out City Environment		fade out SQ270	
280	87	Peak of Applause after <u>#16 Day by Day (Reprise)</u>	"City" sound environment returns		"City" Environment #12	
285	F 89	Music begins for <u>#16.5 Beautiful City</u>	Fade out City Environment		fade out SQ280	
290	89	Peak of Applause after <u>#17 On the Willows</u>	"City" sound environment returns		"City" Environment #13	
295	CF 90	"THY...WILL...BE...DONE!"	Crossfade city environment into Demon Cave environment		Demon Cave Environment	
298	F TB D	" Begone Satan. "	Restore City Environment		Restore City Environment #13	
305	F PV 165	<u>#18 Finale</u> Intro: Bar 2 Beat 1	Thunder Strike, Rolling Thunder	LX #	Thunder Strike #2	
310	F /	<u>#18 Finale</u> Intro: Bar 8 Beat 1	Fade out Rolling Thunder	LX #	Thunder Strike #3	
315	PV 166	<u>#18 Finale</u> : Bar 7 Beat 2	Thunder Strike	LX #	Thunder Strike #4	
320	PV 167	<u>#18 Finale</u> : Bar 15 Beat 4	Thunder Strike, Rolling Thunder	LX #	Thunder Strike #5	
325	PV 168	<u>#18 Finale</u> : Bar 23 Beat 4	Fade out Rolling Thunder	LX #	Thunder Strike #6	
330	94	The final "Oh, God, You're Dead! "	Soft Rain		New Day Rain	
335	94	[visual] - Jesus and Judas exit up the audience	Fade SQ 330		fade SQ330	
345	95	Last bar of music at the end of <u>#19 Bows</u>	Post Show City Environment		Post Show	Resolution of the show should reflect in the differing sound of this new city environment
- [visual] - after bows POST SHOW						

Cue Type (Cue Function Column)	
	= Audio Cue
AF	= Auto Follow
T	= Trigger
S	= STOP
F	= Fade
CF	= Crossfade