

# *PETER AND THE STARCATCHER* CUE SCHEDULE 17 NOV 22

Cue	Page	Time	Cue Line/Action	What Happens
PRESHOW				
.1	NA	2:00	Once the board is turned on.	Warm up Cue
.2	NA	2:00	AF of 2:00	Cool down Cue
.3	NA	10	AF of 2:00	Moving Lights UP
.4	NA	2	AF of 3	Moving Lights Move and Color Change
.5	NA	5	AF 30	Moving Lights Effect END and OUT
.6	NA	5	AF 5	Fight Call Cue UP
1	1	5	Just Before the House OPENS	Preshow Look
2	1	5	At Stage Manager's Discretion	House to HALF
3	1	5	At Stage Manager's Discretion	House OUT
4	1	5	AF 3	Dim blueout type of light
ACT 1: Prologue				
5	1	2	For the top of the show.	Industrial? Dark? Heavy backlighting with spots?
6	1	2	Use this as the CUE for BOY to start speaking.	Add visibility light. Down Stage Center...No cyc until cue 12.
7	2	0	When STACHE claps	FLASH
8	2	2	AF .5	Warm, inviting, storytelling light that illuminates the stage and gives the world life.
9	2	.25	ALL: "GOD SAVE HER!"	FLASH
10	2	.5	AF 2	Restore Cue 8
11	3	3	GREMPKIN: "Orphans! Most useless creatures..."	Cool things down a bit.
12	4	3	After ALL: "...TO THE DOCKS OF PORTSMOUTH!"	Exterior lighting at a dock. Now use the cyc.
13	5	2	As SCOTT steps on to the box	Highlight SR...CH 1 and or 6
14	5	.5	SCOTT: "...the Wasp!"	Light up on Upper Platform for The Wasp
15	5	1	AF 1	Restore Cue 13
16	5	1/3	SLANK: "Aaaaaaaand the other trunk..."	Restore Cue 12
17	5	2	SLANK: "And while nobody's lookin'..."	Dim visibility to highlight center stage while everyone is turned away.
18	5	.25	SCOTT: "ALL ASHORE WHO'S..."	Highlight DSR Step for SCOTT'S line
19	5	.25	AF 2	Restore Cue 17
20	5	1	SLANK: "Get this trunk on the Neverland..."	Restore Cue 16
21	5	3	AF 3	Dim visibility to highlight DSL for the sale of the BOYS
22	6	.25	SCOTT: "MAKE YER COURSE!"	Highlight DSR Step for SCOTT'S line
23	6	.25	AF 2	Restore Cue 21
24	6	1/3	ALF: "STOW YER CARGO!"	Dim visibility to highlight center stage. Maybe restore Cue 17?
Act 1: Scene 1				
25	7	2	With the Music	Visually interesting light for the musical number.
26	7	.5	With NARRATOR ALF: "With everything safely aboard..."	Add center stage visibility.
27	7	.5/2	With the shift in music before the BRITISH enter	Restore Cue 25 but make it warmer now.
28	7	.25	NARRATOR SEAMAN PRENTISS: "A squadron..."	Highlight DSL 5 and or 10
29	7	.25/2	NARRATOR SEAMAN GREGGORS: "-led by one..."	Take out DSL Highlight, add CS Highlight
30	8	2	GREGGORS: "Captain Scott's compliments..."	Add a little visibility SR and SL, also add in warm plank gobos.
31	9	1/3	As the crate opens	Brighten SL visibility, dim SR

32	9	1/2	As the crate closes	Restore Cue 30
33	10	.25	ALL: "GOD SAVE HER!"	FLASH
34	10	.5	AF 2	Restore Cue 32
35	10	1/2	ALL: "WE CAN!"	Tighten on the Center
36	11	1/2	ASTER: "Too dangerous - I won't have it."	Restore Cue 34
37	12	.25/1	NARRATOR SLANK: "Slank hears the word..."	Highlight SR dim the rest.
38	12	.25	With the cannon BOOM	Mild Flash
39	12	.25	AF .5	Restore Cue 34
40	12	1	SLANK: "Alf, where are ye" Also with the boom of music	Make more menacing
41	14	2	With the music for the scene change	Transition. Blues and fun
Act 1: Scene 2				
42	15	2/3	For the top of the scene.	Blue planks, blue surround, warm center.
Act 1: Scene 3				
43	16	2/3	For the scene change into Scene 3	Take out the warmth for the scene change
44	17	2	As ALF enters	Add visibility across the front of the stage.
45	17	1	When the WALL breaks to become the GAMBLERS	Warm planks and warm light.
46	17	1	When MOLLY goes back into the hall	Restore Cue 44
47	17	1	When the WALL breads to become the WORSHIPERS	Restore Cue 45
48	17	1	When MOLLY goes back into the hall	Restore Cue 46
49	17	1	When the WALL breaks to show SLANK	Restore Cue 45
50	17	1	When MOLLY goes back into the hall	Resotre Cue 48
Act 1: Scene 4				
51	18	2	Once the scene is set	Add some visibility to the current look, but keep it dank.
52	20	3	When MOLLY enters	Brighten the scene a little
53	25	.5	As NARRATOR GREMPKIN enters	Ch 10 to Highlight GREMPKIN
54	25	.5	When GREMPKIN is done talking	Restore Cue 52
55	26	1/3	As BOY gets to center	Highlight Center, dim the rest
56	26	2	AF 3	Backlight or Sidelight GREMPKIN on Lower Center Platform FLASHBACK
57	26	1/3	As GREMPKIN steps to walk off the platform	Cool light from top and sides. Only SL visisble
58	26	2	Once BUMBRAKE is in place	Use movers to add a soft highlight on BUMBRAKE
59	27	1/3	When the ACTORS move	Tighten and Highlight the group on SL more
60	27	1/3	As the tableau melts away	Restore Cue 57
61	28	1/3	When MOLLY enters	Restore Cue 54 END OF FLASHBACK
Act 1: Scene 5				
62	28	3	As MOLLY and BOY exit	Warmer light, Highlight DSL
63	29	.25	ALL: "The Wasp!"	Mild Flash
64	29	1/.25	AF .5	Warm planks and daylight. Higlight DSR?
65	29	1/3	As GREGGORS pushes ASTER in	Balance visibility across the stage.
66	32	.25	When STACHE claps or signals	FOLLOW SPOT 1 and 2 on STACHE
67	32	1	As STACHE signals as he goes upstage	FOLLOW SPOT 1 and 2 OUT
68	36	1	When everyone freezes after STACHE gets the key.	Dim all except on ASTER CH9?
Act 1: Scene 6				
69	36	1	As soon as ASTER moves	Transition. Blues and fun

70	37	2	Once everyone is set for the scene	Restore Cue 54
71	37	1/3	When the group starts moving to the platform	Remove visibiliy from DS and bring up side light on the DS part of the platform
72	38	1/3	As MOLLY gets into place DSR of the glowing door.	Bring up DSR visibility CH 1 and 5?
73	38	3	With the music for the glowing door	Use a mover to glow behind the fabric of the door.
74	38	3/5	When PRENTISS opens the door	Dim the door light, use 303 in the same color as the door to isolate the cat.
75	38	2	As the NARRATORS enter SL	Highlight the NARRATORS SL, hopefully just CH 10
76	39	1/2	When MOLLY shuts the door	Visibility on Center Front of the stage Ch 7-9?
77	40	2	When BUMBRAKE starts singing	Use movers to add a soft highlight on BUMBRAKE
78	40	2	Whne BUMBRAKE exits	Take out movers
Act 1: Scene 7				
79	41	2/4	Once MOLLY and crew have exited	Restore Cue 64
80	43	1/3	As STACHE steps up onto the crate	Highlight Center CH 8? Dim the rest a little
81	43	1	As STACH is carted off	Take out all visibilitiy
Act 1: Scene 8				
82	44	2	As PIRATES exit	Transition. Blues and fun
83	44	2	When MOLLY and CREW are set	Restore Cue 52
84	44	2	When ASTER enters	Followspot 1 on ASTER
85	44	2	As MOLLY goes up the stairs	Followspot 2 on MOLLY Dim the rest of the stage
86	45	2	As ASTER exits	Followspot 1 and 2 OUT, Bring up DS Platform Outside Nighttime on the Deck STARS
Act 1: Scene 9				
FLY CUE for STAR DROP Lineset 11 IN				
87	46	4	When MOLLY says, "Pity."	Turn on the STARS
88	47	3	ALL: "WE CAN!"	Softly light everyone without losing the mood of the look.
89	48	1	MOLLY: "I'm a Starcatcher."	Effect to Pulse the stars
90	49	2	As MOLLY clasps the amulet to prove to BOY	Glow the stars brightly
91	49	3	AF 3	Restore Cue 89
92	50	2/4	As BOY and MOLLY come off the platform	STARS out, Bring up DS area
FLY CUE FOR STAR DROP lineset 11 OUT Once the lights are all out				
93	50	.25	For SLANK'S entrance	7 at full
94	50	3	AF 2	Restore Cue 92
95	51	3	As people enter to make the railing of the boat	Add more visibility SL
96	51	1	When BOY is thrown overboard	Use ROBE's to make a water effect
Act 1: Scene 10				
97	52	2	As MOLLY carries BOY offstage	Highlight Platforms
98	52	0	Lightning?	How, If, and When?
99	52	2	When MOLLY sets BOY down	Dim Upper Plat, Highlight DSL Ch 4?
100	53	2/4	After MOLLY says, "Like saving someone else's"	Highlight Upper Plaforms
101	53	2	After MOLLY says, "...to catch up to us quick."	Dim DSL Add ROBES for moving water
102	53	3	As other SAILORS enter	Highlight all the platforms
103	54	.25	BOY: "The boy spins the wheel..."	Really highlight the upper platform
104	54	2	AF 2	Restore Cue 102
105	54	1	As the NARRATORS enter SL	Highlight the NARRATORS SL, hopefully just CH 9 and 10
106	54	2	After NARRATOR SMEE: "...tiny cabin below."	DIM DSL bring up Ch 3 for the little cabin

107	55	1/2	As ALF and BUMBRAKE exit	Restore Cue 105
108	55	1/2	As STACHE moves center stage	Restore Cue 106 add 7-9 as well
109	56	.25	With the music for "Wind, 63 Knots..."	Quickly brighten DS Frontlight for announcement
110	56	1/2	After NARRATORS finish	Storm lighting. Eerie light from the sides. Effect on the cyc. Light DS
111	56	1/2	NARRATOR MACK	Illuminate front of stage 1-5 and 7-9?
112	57	1/2	NARRATOR PRENTISS: "Wind 67 Knots..."	Dim all except CH 13
113	57	1	NARRATOR PRENTISS: "Everybody!"	Restore Cue 111 but Brighter
114	58	1/2	As MOLLY and BOYS get in place	Restore Cue 83 make sure DSL is highlighted
115	59	2/3	With the Ding, Ding, Ding	Take out all visibility except CH 9
116	59	1/2	As BOXING ANNOUNCER PRENTISS starts talking	FOLLOWSPOT 1 and 2 on PRENTISS dim the rest
117	59	1	BOXING ANNOUNCER: "In this corner, sporting..."	Lights up on DSL side of the stage
118	59	1	BOXING ANNOUNCER: "And in this corner..."	Lights up on DSR side of the stage
119	59	3	AF 3	Fill in the rest of the stage
120	59	2	After BOXING ANNOUNCER: "...come out rhyming!"	Followspot 1 and 2 Out
121	60	0	SM Call	Lightning
122	60	0	SM Call	Lightning
123	60	0	SM Call	Lightning
124	61	2	As SLANK enters	Tighten to DSL and some light on Platforms
125	61	1/2	As BUMBRAKE throws the cat onto SLANK	Bring up Center
126	62	1/2	For SLANK'S death	Isolate center stage
127	62	1/2	After SLANK goes under	Restore Cue 124 dim the visibility a lot
128	62	1	As ASTER enters	Followspot 1 on ASTER Followspot 2 on MOLLY
129	62	1	PIRATE SLANK: "Abandon Ship!"	Followspots OUT, visibility up a bit, we're still in the storm
130	63	1	BOY: "Some weather..."	Highlight DS and DIM platforms
131	65	1/2	As STACHE throws PETER overboard	Followspot 1 on ASTER Followspot 2 on MOLLY Dim the rest
132	66	1	ASTER: "Molly, no!"	Followspots OUT, visibility up a bit, we're still in the storm
133	66	1	ALF: "GRAB A SPAR..."	USC Ch 8?
134	67	1/2	As ALF and BUMBRAKE jump	USC out SR Platform Stairs UP
135	67	1/2	As SMEE and STACH jump	SR Platform Stairs out SL Platform Stairs UP
136	68	1/2	As TED and PRENTISS jump	Bring up light for All
137	68	1	Just as MOLLY is about to sing	Followspot 2 on MOLLY.
138	68	1	As MOLLY finishes singing	Followspot 2 OUT
139	68	3	As PETER is pushed to the center of the stage	Followspot 1 on PETER
140	69	3	After MOLLY: "...trunk out of your sight!"	Change the Mood on stage a bit.
141	69	4	ALL: "Hooooooooooooome!"	Swell the lights.
142	69	0	On the bump of the music at the end of the song.	Backlight.
Intermission				
143	69	5	As everyone exits	Dim blueout type of light
144	69	3	At Stage Manager's Discretion	Intermission
145	69	5	AF 1	House Lights UP
146	69	5	At Stage Manager's Discretion	House to HALF
147	70	5	At Stage Manager's Discretion	House OUT
148	70	5	AF 1	Dim blueout type of light

Act 2: Prologue				
149	70	3	With the music at the top of the Act	Some cool underwater type of light. Cyan cyc? Matching backlight?
150	70	2	When MERMAID STACHE is finally allowed to sing	Followspot 1 on STACHE
151	70	1	When STACHE says, "Starstuff."	Rainbow effect with just blue and green?
152	70	1	ALL: "And it was..."	Stop effect, brighten DS area
153	70	2	ALL: "Oh, how we tingle..."	Followspot 1 OUT
154	71	1	When they start to circle up	ROBES to add rotation effect like a Mirrorball
155	72	2	As the circle breaks	Stop circle effect
156	73	0	At the bump at the end of the song	Strong side and backlight
Act 2: Scene 1				
157	74	2	As everyone exits	Transition. Blues and fun Maybe a copy of Cue 82?
158	74	2	Once PETER is set	ROBES on PETER like on BUMBRAKE use the same Focus Palette
159	74	3	After PETER: "Nope, no Molly."	Emulate a sunrise
160	74	3	AF3	Open up the stage for daylight make the cyc to match Keep the focus on and around the platform
161	76	1	Just before BUMBRAKE speaks	Followspot 2 on ALF and BUMBRAKE
162	76	1	As ALF and BUMBRAKE exit	Followspot 2 OUT
163	77	2/4	As they come off the platform	Bring up DS
Act 2: Scene 2				
164	78	2/10	As they enter the Jungle	Dim the sky, make eerie, add green gobos Dim the Platforms slow fade to just center
165	78	2	With the start of the music	Followspot 1 on PETER
166	80	1	MOLLY: "World class swimmer..."	Followspot 2 on MOLLY, Followspot 1 OUT
167	81	2	With MOLLY'S exit	Followspot 2 OUT, Visibility up on stage, Remember, we're in a jungle...dark and green
Act 2: Scene 3				
168	85	3	FIGHTING PRAWN: "Assume the position!"	Bring up some light on DS Platform
Act 2: Scene 4				
169	91	1/3	As NARRATOR ASTER comes on stage.	Followspot 2 on ASTER. Dim light on platforms
170	91	2	As NARRATOR ASTER exits	Followspot 2 OUT, tighten on the group DSC
171	94	2	When FIGHTING PRAWN enters	Restore Cue 167?
Act 2: Scene 5				
172	95	2/3	As PRAWN and CLAM exit	Make a beach scene, brighter, but not super bright...visibility all along the downstage
Act 2: Scene 6				
173	97	2/3	As STACH and SMEE exit	Similar scene as before but add some green for the jungle's edge
174	97	2	As ASTER enters	Followspot 1 on ASTER we could add a flicker effect for CH 4 for Norse Code
175	98	1	As ASTER exits	Followspot 1 OUT Effect on Ch 4 OUT
Act 2: Scene 7				
176	100	2	As PETER runs from the MOLLUSKS	Tighten on the group for the chase.
177	100	0	For PETER'S line: "Alive."	Only CH 3 on Peter
178	100	.5	AF 1	Restore Cue 176
179	101	1	PETER: "MOLLY...!"	Some type of Blackout or as close to one as we can get.
180	101	2	ALL: "SPLASH!"	Shimmering light. Strong low side light.
Act 2: Scene 8				
181	102	2	Peter: "A mermaid."	Bring up light on TEACHER from behind the fabric. Side and back.

[illegible]