

Rocky Horror Light Cues

Cue	Page	Time	Cue Line/Action	What Happens
.1		2:00	Warm up	All Conventionals @ 75% (AF 2:00)
.2		2:00	Follow of 2:00	All Conventionals OUT (AF 2:00)
.3		5	Follow of :45	Bring UP Intelligents with rainbow effect. (AF :45)
.4		5		Fight Call Cue
Preshow				
1	N/A	5	Stage Manager's Discretion	Preshow Look
2	N/A	2	AFTER Actors get in place and door to Trap Room is closed.	Fog to fill the pit.
3	N/A	3	Stage Manager's Discretion	House to Half
4	7	3	My guess is with the start of the overture	House Out
5	7	5	Follow Cue 4, Time 3	Footlights up, keep some visual interest light on stage, don't go to a blackout.
6	7	3	With the cue to bring up the elevator	Fog Out
7	7	10	When the ACTOR'S heads hit a certain mark	Bring UP light on forestage let's try to just keep the USHERETTE fully lit, everyone else let's try to just highlight their figures maybe this is just white
SCIENCE FICTION DOUBLE FEATURE				
8	7	2	As USHERETTE (LANEY) starts to sing	FOLLOWSPOT 1 on USHERETTE
9	7	4	Follow Cue 8, Time 0	Change color to something more warm
10	7	0	As EVERYONE says "Outerspace"	Flash
11	7	1	Follow Cue 10, Time .5	Restore Cue 10
12	7	3	USHERETTE "Science fiction - double feature"	Change color to something more cool add some movement with the movers to match the "oh oh ohs" that the chorus is doing."
13	7	3	USHERETTE "At the late night..." Right as she says At	Lose the movement from the movers, maybe dim the outside edges a little.
14	7	1	Right after USHERETTE says "show, with the change in the music	Add strong back light, but try to only illuminate figures here.
15	7	2	USHERETTE "I knew Leo G. Carrol..."	Go back to the coloring used in Cue 9
16	7	2	USHERETTE "And I really got hot..." Call on AND	Change color to RED
17	7	2	USHERETTE "...Andrews said prunes." Call on ANDREWS	Change color to DEEP VIOLET
18	8	2	As USHERETTE goes to the staircase	Use a ROBE to Down/back light the SR Landing (Maybe call flycue for Pro Screen here)
19	8	2	As USHERETTE goe to the top platform	Restore Cue 18
20	8	2	Follow Cue 19, Time 3	Add rear-most Solaframe as a backlight
21	8	2	USHERETTE "Science fiction - double feature"	Add the rear-most ROBE's as backlight for the platforms SL and SR of center, also change color to match Cue 12 and add the movement of the Solaframes back in.
22	8	2	As PERFORMERS move up the stairs	Use a ROBE to Down/back light the SR and SL Landing, take the Solaframes out
23	8	5	On the last, "To the late night, double feature..."	Swell the lights for the end of the song
24	8	3	With the transition music	Highlight the down center of the stage. Keep things kinda cool. It's night after all...
Scene 1				
25	8	4	As the PHANTOMS exit	Tighten lights down on BRAD and JANET down center and right.
DAMN IT JANET				
26	8	3	With the music	Fade visibility, FOLLOWSPOT 1 (bright) on BRAD, FOLLOWSPOT 2 (dim) on JANET.

27	9	3	As the PHANTOMS enter	Use backlight, booms, and Solaframes to illuminate the PHANTOMS
28	9	3	BRAD "I love you." At the end of him saying it.	Go from blue to violet lighting.
29	9	3	BRAD "I love you." At the end of him saying it.	Go from violet back to blue. Take out Solaframes since PHANTOMS are exiting
30	9	3	After BRAD "...or mediocre."	Use the mid Solaframe to place a red pool around the both of them down center.
31	9	3/6	As JANET starts to sing.	Lose the Red Pool but bring up red for love in other lights, don't make it overly RED!! Also dim FOLLOWSPOT 1 , brighten FOLLOWSPOT 2 .
32	9	3	As the PHANTOMS come back on	Bring the Solaframes and their movement back up, maybe a different color now?
33	9	3	JANET "Oh Brad." Bottom of the page	Shift to the violet, bring Followspot 1 back up.
34	10	3	Midpage, BRAD "Damn it Janet" after his long stanza	Shift back to blue, maybe bring the midstage Solaframe back up for a back light.
35	10	5	On the last you, from EVERYONE	Lose everything except, spots, backlight, and blue downlight.
36	10	0	At the bump at the end of the song	Just keep the backlight.
37	10	3/5	As THEY exit and NARRATOR comes on.	Shift to a transition type of look.
38	10	0	Use this as the cue for the NARRATOR to speak	DSL Narrator special
39	10	3	Once the car is set up	DSR for the car but very dim...
40	11	0	After NARRATOR, "On a night out."	Lightning Cue
41	11	0	After NARRATOR, "...were to remember..."	Lightning Cue
42	11	2/5	As the NARRATOR exits	Narrator special out, bring up the car DSR
43	11	0	After JANET "Oh..."	Lightning Cue
OVER AT THE FRANKENSTEIN PLACE				
44	11	2/4	With the music	FOLLOWSPOT 1 on BRAD, FOLLOWSPOT 2 on JANET
45	11	2	As THEY take the car off the stage	Take out lights on the car and make the stage violet
46	11	3	As the PHANTOMS enter	Add the Solaframe movement like from Cue 32, maybe highlight RIFF RAFF on the top platform?
47	12	.5	PHANTOMS "Over at the ..."	Flash something for this while they are saying their lines
48	12	1	Follow Cue 47, Time 5	Restore Cue 46
49	12	.5	PHANTOMS "Burning in the..."	Restore Cue 47
50	12	1	Follow Cue 49, Time 4	Restore Cue 48
51	12	.5	PHANTOMS "Over at the ..."	Restore Cue 49
52	12	1	Follow Cue 52, Time 5	Restore Cue 50
53	12	.5	PHANTOMS "Burning in the..."	Restore Cue 51
54	12	1	Follow Cue 53, Time 4	Restore Cue 52
55	12	2/4	After BRAD "...everybody's life."	Use mid stage Solaframe to pin spot RIFF RAFF, use only as much visibility as you need. Dim both FOLLOWSPOTS
56	12	2	When the PHANTOMS come in on RIFF RAFF's last "Life."	Whatever lights we use for the PHANTOMS interjections, use those here as well.
57	13	2/4	BRAD and JANET "There's a life."	Restore Cue 54 take out any highlight that was on RIFF RAFF
58	13	.5	PHANTOMS "Over at the ..."	Restore Cue 51
59	13	1	Follow Cue 58, Time 5	Restore Cue 57
60	13	.5	PHANTOMS "Burning in the..."	Restore Cue 53
61	13	1	Follow Cue 60, Time 7	Restore Cue 59
62	13	5	JANET and BRAD "...of everybody's life."	Tighten to BRAD and JANET Down Center
63	13	0	At the bump of the song	Lightning Cue

64	13	1	Follow Cue 63, Time is whatever the length of the lightning cue is.	Keep it tight to the center of the stage
65	13	0	RIFF RAFF "Yes-" Towards the bottom of the page	Lightning Cue
66	13	1	With the transition music	Look at Cue 37 for a transition type of look, or a simple blue out would be fine.
67	14	0	Use this as the cue for the NARRATOR to speak	DSL Narrator special
68	14	2/5	As NARRATOR exits	Narrator special out, bring up the midstage, interior
THE TIME WARP (Big Screen is IN)				
69	15	3/6	As RIFF RAFF and MAGENTA laugh	Shift into something more dynamic. Low side, backlight around the main screen. Gobos!
70	15	2	RIFF RAFF "It's astounding..."	Brighten DSC
71	15	2	RIFF RAFF "Time is fleeting..."	Add movement DS
72	15	.5	1st "Let's do the time warp..."	Flash
73	15	1	Follow Cue 72, Time 5	Restore Cue 71
74	15	.5	2nd "Let's do the time warp..."	Restore Cue 72
75	15	1	Follow Cue 74, Time 5	Restore Cue 73, add the narrator special, even out the stage...lots of life!!!
76	16	.5	3rd "Let's do the time warp..."	Restore Cue 72
77	16	1	Follow Cue 76, Time 5	Restore Cue 71
78	16	.5	4th "Let's do the time warp..."	Restore Cue 76
79	16	1	Follow Cue 78, Time 5	Restore Cue 75 (trust yourself here) take out Narrator Special, add both landings, and both SL and SR platforms
80	16	.5	5th "Let's do the time warp..."	Restore Cue 72
81	16	1	Follow Cue 80, Time 5	Restore Cue 79
82	16	.5	6th "Let's do the time warp..."	Restore Cue 80
83	16	1	Follow Cue 82, Time 5	Restore Cue 79 Add the Narrator Special Back in
84	17	.5	7th "Let's do the time warp..."	Restore Cue 80
85	17	1	Follow Cue 84, Time 5	Restore Cue 81
86	17	.5	8th "Let's do the time warp..."	Restore Cue 82
87	17	1	Follow Cue 86, Time 5	Restore Cue 79 Focus on the downstage area
88	17	.5	9th "Let's do the time warp..."	Restore Cue 86
89	17	1	Follow Cue 88, Time 5	Restore Cue 87
90	17	.5	10th "Let's do the time warp..."	Restore Cue 88
91	17	1	Follow Cue 90, Time 5	Restore Cue 87 But highlight the DSC for the tap number....
92	17	.5	11th "Let's do the time warp..."	Restore Cue 88
93	17	1	Follow Cue 92, Time 5	Restore Cue 91
94	17	.5	12th "Let's do the time warp..."	Restore Cue 92
95	17	1	Follow Cue 94, Time 5	Restore Cue 93 Add the Narrator Special back in
96	17	.5	13th "Let's do the time warp..."	Restore Cue 92
97	17	1	Follow Cue 96, Time 5	Restore Cue 93
98	17	.5	Final "Let's do the time warp..."	Restore Cue 94
99	17	0	For the last bump in the song	Strong back light and low side.
100	18	2	After applause	Restore Cue 68
SWEET TRANSVESTITE				
101	18	10	With the music	Fog on and bring up the Freedom Pars to green

102	18	1	When THEY open the doors to reveal FRANK	Bright Center, dim the rest
103	18	1	FRANK "How do you do..."	FOLLOWSPOT 1 on FRANK, violets and blues
104	18	3	Follow Cue 103, Time 2	Bring up SR steps and landing
105	18	3/6	Once RIFF RAFF waves and moves	Bring up center platform w/ SL and SR, visibility low, use the booms
106	18	3	CHORUS "Sweet transvestite."	Do some sort of movement here
107	18	0	On the clap	Restore Cue 105, FOLLOWSPOT 2 on BRAD and JANET
108	19	1	BRAD "I'm glad we caught you..."	Brighten FOLLOWSPOT 2
109	19	1/10	FRANK "You got caught with..."	Restore Cue 107
110	19	3	CHORUS "Sweet transvestite."	Restore Cue 106
111	19	1	FRANK "Why don't you stay..."	Restore Cue 109
112	19	.25	RIFF RAFF, MAGENTA, COLUMBIA "Night"	Flash
113	19	1	Follow Cue 112, Time 0.5	Restore Cue 111
114	19	.25	RIFF RAFF, MAGENTA, COLUMBIA "Bite"	Flash
115	19	1	Follow Cue 114, Time 0.5	Restore Cue 113
116	19	.25	EVERYONE "Tension!"	Flash
117	19	1	Follow Cue 116, Time 2	Restore Cue 115
118	19	1	After MAGENTA "Hit it, hit it."	Big movement on the stage
119	20	2	After FRANK's last "Transylvania."	Restore Cue 117 make sure upper platforms are lit
120	20	0	After FRANK "Stay for the night" on the music bump	Bump Color
121	20	0	After FRANK "Come up to the lab" on the music bump	Bump Color
122	20	0	After FRANK "...what's on the slab" on the music bump	Bump Color
123	20	0	After FRANK "...anticipation" on the music bump	Bump Color
124	20	0	After FRANK "...the rain" on the music bump	Bump Color
125	20	0	After FRANK "...to blame" on the music bump	Bump Color
126	20	0	After FRANK "...the cause" on the music bump	Bump Color
127	20	3	FRANK "Symptom" as he says the work	Swell the lights for the end of the song use backlight here
128	20	0	With the bump at the end of the song	Good backlit ending!
129	20	2	After applause	Restore Cue117
130	20	4/6	After RIFF RAFF "...his servants." With the music	Dim the lights, keep it eerie but visible. Remember, this is a comedy.
131	21	5	FRANK "...everything looks black."	Brighten all the steps and landings
132	22	2	As the doors open to bring out the gurney	Brighten doors a little
133	22	5	Once the gurney is placed	Restore Cue 132
134	22	0	When LEVI throws his switch	Big flash of violet across the stage
135	22	1	Follow Cue 134, Time 0.5	Dim the violet to 50
136	22	0	When ??? throws their switch	Big flash of green across the stage
137	22	2	Follow Cue 136, Time 0.5	Dim the green and balance out the green and violets for a cool lab look
138	22	0	FRANK "Balls"	Mid ROBES on gurney
139	22	0	FRANK "Tubes"	SL and SR Solaframes on gurney
140	22	0	FRANK "Crimps"	Mid Solaframe on gurney
THE SWORD OF DAMOCLES				
141	22	2/6	As ROCKY yells at the beginning of the song	FOLLOWSPOT 1 on ROCKY, dim the specials on the gurney
142	23	.25	ALL "That ain't no crime"	Flash
143	23	1	Follow Cue 142, Time 2	Restore Cue 141

144	23	.25	Second "That ain't no crime"	Flash
145	23	1	Follow Cue 144, Time 2	Restore Cue 143
146	23	1	ALL "Sha la la la"	Some kind of flash effect and movement. Dim FOLLOWSPOT 1 a little.
147	23	1/2	NARRATOR "Rocky Horror..."	Restore Cue 145, keep FOLLOWSPOT 1 dim. Narrator Special up.
148	23	2/4	ALL "That ain't no crime" On the long crime	Restore Cue 145 (or take out Narrator Special and brighten FOLLOWSPOT 1)
149	23	.25	ALL "That ain't no crime"	Flash
150	23	1	Follow Cue 142, Time 2	Restore Cue 148
151	23	.25	Second "That ain't no crime"	Flash
152	23	1	Follow Cue 144, Time 2	Restore Cue 150
153	24	1	ALL "Sha la la la"	Restore Cue 146, or rework some kind of flash and trash
154	24	0	For the final bump in the song	Backlight with focus DSC for ROCKY and FRANK
155	24	2	After the applause	Restore Cue 137 (lab look)
I CAN MAKE YOU A MAN				
156	24	2/5	FRANK "Maestro."	Dim all. FOLLOWSPOT 2 on FRANK
157	25	0	FRANK "Pink."	Flash some pink or red somewhere.
158	25	1	Follow Cue 157, Time 0.5	Restore Cue 156
HOT PATOOTIE				
159	25	1/3	COLUMBIA "Eddie!"	FOLLOWSPOT 1 on EDDIE FOLLOW SPOT 2 out
160	25	3	With the start of the song, after the intro music	Shift the mood of the scene, think rock concert
161	26	1	All "Hot patootie, bless my soul"	Big movement on the stage
162	26	1	EDDIE "My head used to swim..."	Restore Cue 160
163	26	1	All "Hot patootie, bless my soul"	Big movement on the stage
164	27	3/5	On the final "Rock and Roll"	Stop movement, swell the midstage, FOLLOWSPOT 1 out
165	27	2/3	After applause	Restore Cue 158
I CAN MAKE YOU A MAN (continued)				
166	27	2	With the music	Restore Cue 156 FOLLOWSPOT 2 on FRANK
167	27	.5	JANET "I'm a muscle fan"	Highlight bottom of the SR steps for JANET's line
168	27	2	Follow Cue 167, Time 2	Restore Cue 166
169	27	2	With the wedding march	Highlight center stage, make light romantic
170	28	1	With the call of the curtain	Take out ALL FRONT LIGHT
INTERMISSION				
171	28	3	Once the curtain has closed	Blueout on stage, Curtain warmers up
172	28	3	Follow Cue 171, Time 2	House lights UP
173	28	4	At SM Discretion	House to Half/Transition look backstage
174	28	2/4	After NARRATOR has walked across the stage	Narrator special up, footlights on SL out
175	28	1	As curtain is opened	Footlights out
176	28	3	Follow Cue 174, Time 0	House Out
Act II				
177	29	2/4	NARRATOR "...the devil's reins."	Take out Narrator Special and bring up the Silhouette (reds and violets?)
178	30	3	JANET "...you won't tell him. Ohhh"	Take out Silhouette
179	30	2	JANET "Oh Brad - Oh yes..."	Bring up Silhouette (blues and greens?)
180	31	2	FRANK "...Oh - Coming."	Take out Silhouette
181	31	2	With JANET's entrance	Restore Cue 137 (lab look)

182	31	2	As NARRATOR enters	Narrator Special UP
183	31	3	As NARRATOR exits	Narrator Special OUT
184	32	2	As NARRATOR enters	Narrator Special UP
185	32	3	NARRATOR "...Frank's Bedroom."	Narrator Special OUT
186	32	2	NARRATOR "If one is suffering..."	Narrator Special UP
187	32	3	NARRATOR "...was indeed a slave."	Narrator Speical OUT
TOUCH-A TOUCH-A TOUCH ME				
188	32	1	With the music	FOLLOWSPOT 1 on JANET, Dim all, red overtones, keep the pizzas lit for COL and MAG
189	33	1	JANET "Touch-a Touch-a..."	Some movement with the lights
190	33	2/4	JANET "Creature of the night."	Restore Cue 188, take out pizzas, bring up the landings and steps below them
191	33	1	JANET "Touch-a Touch-a..."	Restore Cue 189, but with the landings and steps instead of the pizzas
192	33	1	JANET "Touch-a Touch-a..."	Add movement on the cyc keep it in the reds
193	33	2	On the third JANET "Touch-a Touch-a..."	Add a strong red back light to the gurney
194	34	1	On the final bump in the song	Just leave the backlight on the gurney
195	34	2/3	After the applause	Lose the backlight
196	34	2	As RIFF RAFF enters screaming	Restore Cue 181 (lab look)
197	34	2	As NARRATOR gets into place	Narrator Speical UP
198	34	3	With the start of the music	Shift to blues and violets for BRAD
ONCE IN A WHILE				
199	34	1/4	BRAD "Once in a while..."	Dim Narrator Special a little, FOLLOWSPOT 2 on Brad
200	35	3	After NARRATOR "Humminah hum."	Narrator Special OUT
201	35	3	BRAD "So baby don't cry"	Add some movement, super slow
202	36	5	BRAD "Is back..."	Tighten DSC on BRAD in front of the gurney
203	36	4	BRAD "again."	Swell the back light on BRAD
204	36	2/3	After applause	Restore Cue 196 (lab look)
205	36	3	With the Lone Ranger music	Brighten a little
EDDIE'S TEDDY (Big Screen is IN)				
206	38	2/4	With the start of the music	FOLLOWSPOT 1 on DR SCOTT, dim to blues
207	38	1	NARRATOR "But he never..." right at the beginning	Narrator Special UP
208	38	2	NARRATOR "...but pain." after he says pain.	Dim Narrator Special
209	38	1	DR SCOTT "...swei trie." Or with the music change	Add movement
210	38	1	NARRATOR "He was a low..."	Narrator Special UP
211	38	1/2	NARRATOR "...little punk."	Narrator Special OUT
212	38	1	ALL "When Eddie said he didn't..."	Change the mood, speed, color, something
213	38	2	COLUMBIA "Everybody loved him..."	Calm things, Restore cue 206 FOLLOWSPOT 1 move to COLUMBIA
214	39	1	ALL "When Eddie said he didn't..."	Restore Cue 212
215	40	3	One the last, "Eddie."	Swell for the end
216	40	0	On the bump at the end of the song.	Low side and some backlight bump
217	40	2	After the applause	Restore Cue 204 (lab look) with Eddie Special
218	40	3	As FRANK moves across the stage	Take out Eddie Special
219	41	3	As the music begins for Planet Schmanet...	Change the mood to something livelier
PLANET SCHMANET - WISE UP JANET WEISS				
220	41	1/3	FRANK "Planet-schmanet..."	Dim stage, add some life.

221	42	1/2	JANET "Stop!"	Pin spot JANET, Dim FOLLOWSPOT 2
222	42	1/2	Follow Cue 221, Time 3	Restore Cue 220
223	42	2/3	When RIFF RAFF sprays MAGENTA	Restore Cue 218
224	43	6	COLUMBIA "My God!..."	Redden the cyc and maybe some of the stage...
225	43	3	When RIFF RAFF sprays COLUMBIA	Restore Cue 223
226	44	3/6	As RIFF RAFF and MAGENTA exit	Transition Look, Narrator Special UP
FLOORSHOW/ROSE TINT MY WORLD				
227	44	3/6	With the music	Narrator Special OUT
228	44	1	COLUMBIA "It was great..."	FOLLOWSPOT 1 on COLUMBIA
229	44	1/3	ROCKY "I'm just seven..."	FOLLOWSPOT 2 on ROCKY
230	45	1/3	BRAD "It's beyond me..."	FOLLOWSPOT 1 on BRAD
231	45	1/3	JANET "I feel released..."	FOLLOWSPOT 2 on JANET
232	45	2/4	As the music shifts	Restore Cue 218, but maybe some kind of movement from the lights (Big Screen IN) Front of platform for FRANK's entrance
233	45	3/6	As FRANK moves downstage during the fanfare	Dim a bit, stop movement. FOLLOWSPOT 1 on FRANK
234	45	5	As EDDIE and BROOKELYN enter	Bring up the landings
235	46	5	FRANK "Don't dream it, be it..."	Soft slow movement of the lights
236	46	3/6	As DR SCOTT enters	FOLLOWSPOT 2 on DR SCOTT, dim FOLLOWSPOT 1
237	46	1/3	BRAD "It's beyond me..."	Narrator Special UP FOLLOWSPOT 2 out
238	46	1/3	JANET "God bless Lily..."	Narrator Special OUT Eddie Special UP
239	46	1/2	FRANK "My my my"	Restore Cue 233
240	47	1	FRANK "I'm a wild and untamed..."	Bright and fun
241	47	1	ALL "We're a wild and untamed..."	Movement with whatever you can get around the big screen FOLLOWSPOT 1 out
242	47	2	ALL "We're a wild and untamed..."	Add the footlights or change the color
243	47	2	RIFF RAFF "Frank N Furter..."	FOLLOWSPOT 2 on RIFF RAFF, stop all movement. Make more sinister
244	48	2/4	FRANK "Wait, I can explain."	FOLLOWSPOT 2 out, violets and blues
I'M GOING HOME				
245	48	2	Follow Cue 244, Time 5	FOLLOWSPOT 1 on FRANK
246	48	3	FRANK "Everywhere it's been the same..."	Add some movement, super slow
247	49	2	On the final ALL "I'm..."	Stop movement
248	49	3	On the final ALL "...Home."	Track some movers onto FRANK
249	49	2/3	After the applause	Restore Cue 218 (lab look) Try to keep from using the front row of 301s so you can use them as audience blinders later...if it looks weird, just use the ROBES and Solaframes
250	49	0	When RIFF RAFF shoots COLUMBIA	Green Flash!
251	49	.5	Follow Cue 250, Time .5	Restore Cue 249
252	50	0	When RIFF RAFF shoots FRANK	Green Flash!
253	50	.5	Follow Cue 252, Time .5	Restore Cue 251
254	50	0	When RIFF RAFF shoots ROCKY	Green Flash!
255	50	.5	Follow Cue 252, Time .5	Restore Cue 253
256	50	0	When RIFF RAFF shoots ROCKY	Green Flash!
257	50	.5	Follow Cue 252, Time .5	Restore Cue 255
258	50	0	When RIFF RAFF shoots ROCKY	Green Flash!

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