

Cue #	Time	Wait Follow	Look	Go	Notes
101	3	F27:00		Top of show / Preset-Curt T, Wk bk lts ↑	
101.2	3			Hazers On (Macro902)	
101.5	3		w/ House to ½ ↓	M102(Bsmnt CO2 Heat)-Bkstg wks ∅	
102	4		w/ House to out ↓ Preset on US	Fade To Black- Cond Bk ∅	
102.2	3	F2		Preheat behind Drop- Cyc/Bord Blue	
Act 1: Scene 1 - Pride Rock / Prologue: Nativity 'Circle of Life'					
102.3	6		Auto Front Cloth moving ½ ↑ w/ Top of Rafiki's 1 st chant/call	Blue CYC Dark Borders- Blue Lts ↑ DSL (VL) Cond. Bk ↑	
102.5	6	F0	Border #1 moves out ↑	Rse Bord4 Blu, Lwr Circle RP Blu	
103	5	W7.5	Auto	Bord3 Blu ∅	
103.5	3			Orch Pit to FL	
104	10		Border #2 moves out ↑ Border#1 blue Border #2+#3 steel	<u>Sky: Pink/Salmon-</u> Blu Bnce ∅, Offstg wks ↑, RP lt blu Mezz Singers Up	
105	10		Border #3 out ↑ Border#1+#4 out Border #2+#3 blue	<u>Sky: peach/orange -</u> Bnce Bott ∅, SCRC <u>DS Borders: Gray</u> <u>US Borders: Gray/Orange</u>	
105.5	3			Dummy	
106	9		Border #4 out ↑ + Sun Rises ↑	Build Orange- Ltbx 3 amb ↑, SCRC, Rse red borders	
108	10			Dummy (Rafiki Frt- VL)	
108.5	10			<u>Builds #2 Light Legs -</u> Lo Sun R ↑ <u>Builds Clouds Brighter</u>	
109	12	F11	Sun 1/3 out ↑	Ltbx1 ↑, Rse Cyc, Lwr red Bord, In-1/Apr x < ↑, SCRC	
109.5	10	F9	Auto	Block cue - MusBx ↑, SCRC, Rse Sun >, RP frt/bk ↑, Grnrw ↑, Rse legs	
109.7	10		Auto	Shin > ↑, Sun < ↑, SCRC, Rse Surnd	
110	20		Sun Kisses the clouds. Rafiki "from the day we arrive..."	Rse shins, In-1 Bk L ↑, Apr/In-1 x >> ↑, Rse Bord	
110.5	12		On Rafiki Vocals	Bring up House Aisles ↑ - Air lts ↑, Sun ∅, Aisle/Aisle T ↑	
111	20		w/ Pride Rock nose out of Desk Rafiki "on the endless round..."	In2-5 x >> ↑, EndNte Bk < ↑, In-4 Grass >> ↑, Shin ∅ (except In1-2 <), Bnce scr ∅, #1/2 RP Bk ∅	
111.3	15		Pride Rock @ 12pm, 1 st Time	Audience Temps Out ↓ - ACL's ↑, Lo Wall Lt ↑, L Aisle ∅, Air Lites ∅, Grass Lts ∅, EndNte Bk ∅, Lwr Far x >	
111.5	7		W/Rake Up	Onstage face front at CtrLine- Raise Far x >, Giraffe x >> ↑	
111.7	5		As Zazu hits the Stage	Lose House Lft Aisle - R Aisle ∅, Lwr ACL's, Rse Apr nc x >>, Bnce Scr Red ↑	
111.8	8		Pride Rock @ 12pm, 2 nd Time	Build Dwn Lts - PR SP's ↑, In3-5 Bk ↑, Giraffe x ∅, Wall Lt ∅	
112	10		As Pride Rock 5 beats prior final position, Rake arrives ↑	Build Brighter (X Lts) Mufasa & family at top of Pride Rock PR Frt SP ↑, Rse Side/Bk, In-2 L Frt ↑, Rse nc x >>, RP Frt ∅, RP Bk #3 ∅	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP - Borders, P.R. - Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
			Rafiki " <i>through faith and love...</i>		
112.6	2		Raise Baby Simba " <i>Circle of life...</i>	Pull Down, + Spec on Simba Baby- Lwr side/bk, Lwr PR Sp's, SCRC	
112.7	15		Rafiki pans Baby Simba " <i>Till we find our place...</i> "	Build on crescendo, Sky Shift to Deep Blue – Restore PR SP's, ACL's∅, Scr x > ∅, Build stg	
112.8	4		Final " <i>The Circle of Life</i> "	Build More- Frt ↑, DS shin >< ↑, Rse PR SP's, Build Side/Bk	
113	0		Button / Conductor cut-off	Bump to Black- SCRC	
Act 1:Scene 2 – Scar's Cave / Scar & Mufasa					
114			Scar's cave ↓ / Applause	P1- Orch/Cond Lts ↑ LTS↑ on Scar's cave P2- Music Boxes ↑ P8-Block Cue, In-1 shin ↑, Bord Blue, SCRC	
P1	2				
P2	2	W 5			
P8	4	W 1		Glow on Scar's RP	
114.4	3		w/ Mouse Set	Mouse Shadow Lt (816,RF)- RP glow, Puppet Lt ↑	
114.5	6		As Scar Turns Head to Mouse	Reveal of Scar + RP ↑ Bklight- Rse RP/shin, Wall slash ↑, Wall wash ↑	
114.6			Mouse hits CL	P1- SCRC (x lt ><) P8- Rse shin, Rse RP	
P1	3				
P8	10				
114.7	0	F1.5	w/ Cane snap Scar gets mouse	Shdw Lt (816)out ↓ Cane snap Mouse kill Front up ↑ Dead Mse Frt ↑, Puppet Lt ∅	
114.9	3/0.5		Auto	Mouse kill Front Out – Dead Mse Frt ∅, Ctr x >< ↑, Rse cyc, SL #3 LtBx ↑, SR LtBx ↑, SCRC	
115	5	F5	w/ RP ½ of Scar's cave wall ↑ Scar " <i>I Shall Never Be King</i> "	Build full stage (DS)- Scar ramp ↑, DLC Frt ↑, Rse side, SL #1/2 LtBx ↑	
115.3	5		Auto	Add more frt, Vfar apr x < ↑	
115.5	5		5 beats Before Mufasa Entrance	Build SL Ramp – Rse SL ramp, Rse apr x <, Rse In-1 Shin <, Adj Surnd	
115.7	10			Add Frt Ramp + Fill in Frts- Fill in frt/side, Ramp Frt ↑	
116	10/5		Scar Exit/ Lower Scar Wall ↓ In	Dim Down / Lose US – Frts/Shins ∅, Ramp ∅	
116.7	4		w/ music playoff, Zazu + Mufasa's Exit SL	Fade to Cave wall Only Rafiki tree, Cyc preset US – Go to cave wall, Cyc Scr Frt ∅, Adj LtBxs	
Act 1:Scene 3 – Rafiki's Tree					
117	3	F3	Scar Wall ↑ Out	Rafiki tree surround Umbrae- Block cue, Lwr Scar wall wash, Adj Surnd, SCRC Top: Blue, Bott: Yellow	
117.3	10	F8	Auto	Blue Bord, Wm-amb LtBx, Bott cyc orange	
117.5	12		Auto , Scar's cave wall ↑ Out	Rafiki tree Silhouetted against a red surround Umbrae Top: Red, Bottom: Orange- Rse LtBxs, SCRC, RP Bk/Frt red	
118	4	F4	Anticipate Rafiki RP out ↑ SM Call: FS Rafiki PU	Rafiki revealed in tree (777)- Raf. Tree SP ↑, SCRC, Lwr red intensity, RP intensity ↓	
118.3	4		Auto	Sky: Orange- Raf Tree SP ∅	
119	9	F9	As Rafiki stands (gets up from stool and steps out from tree)	SCRC, Rse intensity LtBxs, Rse red of RP	
119.5	10		Auto	Build Borders- Rse RP, Grndrw/Bnce Scr ↑	

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Cue #	Time	Wait Follow	Look	Go	Notes
120	15/12		Rafiki makes sweeping gesture	RP Simba Up ↑ - Grsshd Dn ↑, Tree Bk ↑, Cyc Scr Frt ∅, Rse Grndrw	
Act 1: Scene 4 – Pridelands / Day With Dad / Grasshead dance / The Morning Report					
121	5/10	F9	Rafiki's exit SL, Elevators ↑ w/ Grassheads, On DownBeat ↓	Block Cue- Grsshd Dn ↑ FL, SCRC, Bord Lt. Red Sky: Orange/Red	
121.3	12		Auto	Grasshead/Elev Dwn Lts- RP Bk #1-3 ∅, Red Bnce Top ↑	
122	10	F9	w/Rafiki tree ↑ at head height	Borders: Red #4 RP Bk ∅, Grnrw ↑, SCRC	
123	15		Auto	Top: Blue, Bottom: Apricot- Clouds ↑, SCRC, Lwr Grsshd Dns, Grsslts ↑, BkLts/In-5 Lo x > ↑ Full Stg Build for Grassheads and Mufasa+Simba Puppets	
123.2	7		DS Line-Up of Grassheads	Build Bk Lights – In-5 Bks ∅, Build DS Bks	
123.3	5		Top Of <i>Busa</i> (T Formation) Mufasa+Simba Enter UC	Pull Down – Lwr DnLt, In-5 nc x ↑	
123.5	12	F10	Mufasa + Simba @ DC	DS nc x ↑, RP Frt ↑, In-5 Lo x ∅, Adj Surnd	
123.6	10		Auto	Pride Rock out of the Deck – Day w/Dad Frt ↑, Clouds ∅, In-1 Grsslts ∅, Grsslts > ∅, Apr x/Far In-1 x ∅,	
123.7	5		w/Grasshead(s) in place Pride Rock in position, Rake Up	Pride Rock Frt Lts up ↑ - PR SP ↑, DS/In-5 Grsslts ∅, Grsshd Dn ∅, Cyc Dk Blu Frt ∅ Lose DS+Build US Grasshead	
124	3		Anticipate Anthill Lady Entrance by 2 Beats	Footlights for Anthill Lady X – In-1 Shin ↑, Ctr/LC Foot ↑, Bnce Scr > ∅, SR Clouds ↑	
125	5		Anthill Lady exit Guinea hens entrance	Lose Foots – PR Face > glow, Foots ∅, SR Cloud ∅, SCRC	
125.2	5		On " <i>What are those Birds...</i> "	Lwr In-5 Grsslts >, In-1 Shins ∅	
125.5	6	F8	DS GrassHeads Exit Mufasa " <i>Circle Of Life</i> "	Slight Pull Down- SL Clouds ↑, DS Grsslts ↑, Day w/Dad SP ∅, PR Face ∅, Lwr Bk Lt, Adj Surnd Color, In-2 Far x ↑, In-1 Shins ↑	
125.6	6		Auto , Grassheads X to US Pride Rock down ↓	Build DS and ---- US Shins ∅, PR SP. ∅, Clouds ∅, Adj Surnd Color, US Grsshd Dn ↑, DS Grsslts ∅ US Grasshead Down Lights	
125.8 P1 P2 P8	3 10 5	W4		Build DS P1- Channel track thru P2- Clouds ↑ FL P8- Lav Box >> ↑, DS nc x ↑, In2-3 Shin < ↑, Grsslts < ↑ (In-5 ∅), In-2 Far x ∅, Adj Ltbox, Outer In-1 Bk ∅	
"The Morning Report"					
126	10		Top of Vocal " <i>Chimps are going</i> "	Slight Pull Down, <u>Build DC</u> – In-4 Bk ↑, Rse In-4 side, Rse intensity cyc, Build ctr stg, lower outer areas	
126.2	5		Butterflies Entrance SR / Zazu 1 st verse	Build for Simba pounce Zazu- Rse In3-4 Shin, Rse intensity of Borders	
126.5	5/10		Grasshead line moves DS Mufasa " <i>Stay Low</i> " (Step)	Lose US Grasshead Lts – Rse In-3 Bks, Lwr In-3 shin, US Grsshd Dn ∅, Lwr lav frt <	
126.8	0/5		w/Simba sing " <i>Morning Report</i> " On orchestration downbeat	Restore Up DS Dwn Lts – Adj side/shin, In-2 Grsslts ∅, Warm cyc/legs	
127	5		Grassheads Exit	Lose GrassHead Lts- Grsslts ∅	
128	0		Button / Conductor Cut Off	Bump Brighter (Preheat 600) – Bump ↑ sides, Cyc Bump ↑, In-4 Bks ∅, Grn Bnce ∅	
129	6		Ride on Peak of Applause	Pull to DS, Mole hole up DSL – In-3 Shin ∅, Pull in to DS ctr/In-2, Lwr Cyc/Legs	

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129.5	4		Mole hole DSL closes	Ch 84 ↑ FL (In-1 nc ctr x <)	
Act 1:Scene 5 – Scar’s Cave 2 / Scar Tricks Simba					
129.7	3	F3		Transition into Scar’s cave light off ↓ top of cave – Scar wm wash ↑, Lav Box ∅, Grndrw ∅, Ctr nc x >< ∅	
129.8	8		Auto	Pull to Legs & Sky – SCRC, Adj Cyc color, Scar slash ↑, Clouds ∅, Sides ∅ (ex. In-1 shin ><), In-1 Bk ∅, RP Bk ∅, #1/2 RP Frt ∅	
130	3		Scar’s wall complete↓	Ramp Lts Up ↑ - Scar ramp ↑, RP Bk ↑, Grnrw ↑, SCRC, Bks ∅, Cyc color chg, In-1 scr shin ∅, Side ↑ (In3-5 highest)	
130.5	5		Anticipate Scar off ramp	Build DS of Wall + Ramp – Rse Ramp Frt, Rse Apr side In-1	
131	4		For Scar’s Exit on Ramp	Fade to Blue Cyc + Borders – Block Cue, SCRC, Blue Surround	
131.3	8		As Lionesses Back Onstage	USR X Lt for Lionesses Entr – In-4 Scr shin < ↑, In3/4 nc x < far ↑	
Act 1:Scene 6 – Pridelands / Simba Invites Nala / “Lioness Chant”					
132	8	F5	Anticipate Lunge/X DS onstage	Build DS X Light – ACL’s ↑, In3/5 R Frt ↑, DS x >< ↑, Bluer Surround	
132.5	10		Auto	Face light on UR Lionesses – Frt ∅, In-1 Bk ↑, Lav Box < ↑, DS nc shin >< ↑, 6 Bm Pars ↑	
133	10		With Entrance of Singers, Anticipating “Ta Ta Ta’s”	Build +Add USR Singers Pool – US x >< ↑, In1-3 Shin > ∅, Bnce Fill < ↑, SCRC	
133.3	15		Entrance of Final Gazelle	Lose Floor / Shift to Shins- ACL’s ∅, 6 Bm Pars ∅, Lav Box ∅, Sides ∅, Rse In1-3 Shin >< (Darken Blue Sky)	
133.5	10/5		US Lionesses Chorus move DS Lionesses surround gazelle	Pull to Center Elevator Silhouette / Warm X from SL – Ctr Elev SP ↑, In1-3 Shin < ↑, In-1 Bk ∅, Lwr Surnd, SL Hotter	
133.7	5		Lionesses Start to Exit	Sky Darkens, Lose Elev Sp.- Elev SP. ∅, Live Scr on Grndrw	
135	12	F12	After the Kill / Fade out of <i>chant</i>	Slow Build Restore/Sky:Blue- Ctr/LC Frt ↑, NC shin < ↑, NC x >< ↑, Scr x >< ↑, SCRC, Rse sky/legs	
135.2	8		Auto Simba & Nala Dialogue	Restore Scene Lts ↑, Sky:Blue – Lav Box DC/CC>> ↑, Rse In-1, Elev Dn SR ↑, SCRC	
Act 1:Scene 7 – Before King Curtain / “Can’t Wait To Be King”					
136	7/10	F10	“But Only if Zazu...” w/ Music Downbeat, start of Transition	GrassTrack & Corridor- Grsstrk corridor ↑, Clouds Blu ↑, RDS Clouds in Dk Blue Sc Lts ∅, Elev Dn ∅, Grn Bnce ∅, 6BmPars ↑, Lwr Brdrs	
136.5	5		Auto	Build Borders – Rse RP Bk, Clouds ↑ FL, RP Strips ∅	
137	4		Grasstrack stops	Builds Center for dialog – RP Strips ↑, In-2 Lo x SP ↑, Cyc Dk Blu R Frt ↑, Rse Grsstrk Frt	
137.5	5		w/ grass move SR	Shift to DL – In 1-3 Shin > ↑	
137.8	2		As Simba+Nala jump backward US, Simba “ <i>In that case...</i> ”	Grsstrk Corridor ∅, Fools wm ↑, Cyc Blu Frt ∅, Rse Side	
140	0		Conductor ↓ beat w/ curtain fall	For King Curtain ↓ - Block Cue- All out except: King Curt Frt, Fools, SCRC	
140.5	3			Build- In-2 nc x >< ↑, US Bklts glow, Lo Wall Lt >< ↑, In-2 Shin < ↑, Border Blue, SCRC (US Work Lights Ch 540+546)	
“Can’t Wait To Be King”					
141	0		King Curtain pages Open Do not anticipate	Bump Up DS of BlkOut Drop – Fools ∅, SCRC, US Bk ∅ Macro 202 (Cloud RDS Off) Lav Box >> ↑, In-1 Bk ↑, Grsshd	

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Cue #	Time	Wait Follow	Look	Go	Notes
				Elev ↑, In-1 Apr nc x >> ↑, In-1 Shin >> ↑	
142	2		Curtain Closes	Pull Down Behind Curtain, (Works US of BlkOut Drop) Lav Box ∅, In-1 Bk ∅, US In-1 Shin ∅, Far Apr nc x ∅	
143	1		Call as Curtain Open 2nd Time	Build / Restore- Lav Box >> ↑, Restore Side/Bk, In2/3 ACL's ↑, Wall Lt >> ↑	
145	0		Stop in music / Zazu	Tricksters make a circle – Lav Box ∅, Lwr In-2 x, Lwr Elev Dn Lt, Lwr In-1 Bk	
146	0		Restore	Restore to VL temp – In-2 RC Frt↑, Lav Box>> ↑, In-2 x ↑, Loose CTR pool ACL's ∅, Wall o' Lt ∅	
146.2	3		"If this is where the monarchy"	Frt Brighter (38 to FL)	
146.5	7		US Giraffes Entr from SR During the start of dance section	Build X Lt – Frt ∅, VeryLo Wall Lt ∅, Rse Lav Box/NC x, Wm Foots ↑	
147	5		Bongo(s) " <u>everybody</u> look left	Add Apron – Fooths ↑ FL, Amb box ↑, ACL's ↑, Apron x ↑	
147.2	3		Simba, " <u>Every where you look I'm...</u> " Spotlight	Fade Down Frt(Bridge) Lts – Amb box ∅, Lwr Lav Box, Lwr nc x <	
147.4	6		On Zazu, " <u>Not yet...</u> "	Build DS (pit) Giraffe Necks – Giraffe Lt ↑, Rse Lav Box, Rse nc x <, Fooths ∅	
147.5	8		After Giraffes Pull Back Onstage	Lose Pit X (Giraffe) Lts – Giraffe Lts ∅	
147.6	2		On Last " <u>Just Can't Wait...</u> "	DUMMY	
149		F2	Curtain In ↓	Button/ Bump Down to in front of King Curtain	
P1	0	W 0.5		P1 – Pit Strobes ↑	
P8	0			P8 – "Black out", SCRC, Lwr Blu on #2-4 RP (strips)	
149.2				Stop Stobes – P1 – Strobes ∅	
P1	0			Fade to Curtain Wash + DS - P8 -SCRC, #1 RP Blu ↑	
P8	5				
149.5	3		King Curtain ↑	Except FS4+5 on Simba+Nala (DS of scrim) – In-1 DS shin ↑, SCRC	
149.6	3			Work light US Off – Bord strips ∅, Rse shin slightly	
Act 1:Scene 8 – Elephant Graveyard / "Chow Down"					
149.7	0/1	F0.5		SCRC (ch 139,170)	
150	10/2		Auto, Nala:"pinned you again"	Bleed through of Graveyard US of scrim, Geysers DS – US Shin > ↑, RP Bk ↑, L202 Bnce Bot ↑, SCRC	
150.2	2			Geysers US – SCRC (x ><)	
150.5	8		Nala:"...big trouble", <u>Anticipate Zazu Entrance from SL 1 beat</u>	Build In-1 – In-1 ctr >> ↑, Apr/In-1 shin ↑, Grave str x ↑, Rse In-5 Lo x	
150.7	7		Anticipate Hyena laugh reveal	Slight Build US – Fill in grave stair x/bk	
151	7		w/ Scrim fly↑, Anticipate Ed's X SL	Build Graveyard, - Rse In-1 x/shin, In-5 Lo x ∅, Grv str x/R Bk ∅ Cyc Bottom White Glow	
152	6	F6	Zazu " <u>Ix-nay on the oopid-stay</u> "	Pull Dwn – Lwr Apr scr shin, In1/3 >> shin ∅, Pull in to ctr/SL x/shin	
152.2	1	F1	Auto	SCRC (In-2/3 >)	
152.3	10		Auto	Adj x Lt (In-1/2 far <>), In-1 shin ↑, In-2 shin ds < ↑	

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152.5	0	F0	Birdie Boiler	Bump To Black	
152.6	2		Auto	EFX11-Lightning, Birdie boiler - (Ch 901-909)	
152.7	1		When Zazu Is Clear	<u>Restore Lights (+Spots) Up</u> – SCRC (In2-4 scr x)	
“Chow Down”					
153	10	F10	w/ music build top <i>Chow Down</i>	<i>Chow Down</i> , Rock n’ Roll – DS x ∅, In 2-4 x ↑, SCRC, In-1 shin ∅, Stair Bk ∅, RP Bk ∅	
153.5	3	F3	Auto	Color Scroller Move – SCRC (side/bk)	
153.7	10		Auto	X Light ↑ - Apr/In-1 x >< ↑, Apr shin ↑, Bord Strip Blu ↑	
154	3/6		Move out from center	Build Blue Dwns - In3-5 Bks Blu ↑, Grave Str x < ↑, In-1 Shin DS < ∅, VLo Wall Lt < ∅	
154.5	10		Simba+Nala at top, Ctr of stair	Builds top center of stairs - Grv Str Frt/x /Bk ↑, Lwr outer dns, In-1 shin DS > ∅	
156		F1	Top of “Chase Sequence”	P1 – SCRC (side) P8 – Side/Bk ∅, DS shins ↑, Apr shins ∅, Bnce Bot ∅ Pull Way Down SCRC, Grv SP's ∅ (except nr >)	
P1	2	W3/3			
P8	3				
156.2	2:06	F0.5	Auto	EFX 2 ACL(s) X-fade – Effect ACL's, IN1-2 x >< ↑	
156.3	Hold		Auto	EFX 14 Strobes – Ch 901-911	
156.5	0	F1	End of the chase Conductor down beat	Restore Dim Grave Look - Grv Str Bk ↑, Grv Str x >∅, SCRC, L202 Bnce ↑, In-1/2 ctr x > ↑, Restore shins (Apr/In-1/2) (EFX Block)	
156.6	3		Auto	Scrolling – SCRC, In-1/2 ctr x > ∅	
156.7	5/10		Simba/Nala’s run to SL Stairs	Build SL + Lose SR Stairs – Grv Str Frt L/x/Bk ↑, In-2 x < nr ↑, Shin <L ∅, SCRC	
157	0	F0	With amplified roar Mufasa’s entrance SR	Build/ Brighten Full stage – In-2 L Frt ↑, Apr/In-1 x >< ↑, In-2 x < ↑, In1-5 shin < ↑, In1/2 shin > ↑, Str Bk ∅, Rse Bnce, LtBxs ↑	
157.1	2	F2	Auto	EFX11 – Lightning – Ch 901-909	
157.2	7		Auto	Slight Pull Dwn + Scrolling, US Shin < ∅, Stair x ∅, Stair Bk ↑, Lwr Cyc/LtBx, Sides ∅ (exc. In-2 far ds <), Rse Frt (dl,drc,rc)	
157.3	6		Hyena’s Exit	Pull Down More – Frt ∅, Side ∅, Lwr Bnce	
158	12	F10	On exit of all Scrim flies in↓	Graveyard sculpted Silhouette – In-1/Apr >< ↑ Slow Pull to Scar, Stairs – Pull dn to In-1 Shin </Stair x	
158.5	9			SR Stair Out – SCRC, Pull ↓ Blu cyc, Pull in stair x, SL legs low blu	
158.6	4		Scar’s Arrival @ Top of stairs	Scar VL Spec ↑ a top Grave Stair, (Sky: Blue) – Stair x ∅, SCRC	
Act 1: Scene 9 – Under The Stars / Star Drop / They Live In You					
159	5		Let Q158.6 Establish	Fade to <u>Dk Blue Sky</u> / Scar Silhouette Top of Stair – Ctr – Block Cue, SCRC, LtBox ∅, Star Drp Flicker ↑, GrssBlu Far < ↑	
159.2	7	F4	Transition/Grass track entrance	Cyc ∅, Star int ↑, Offstg wks ↑	
159.3			Auto	Add DS Blue downlight – P1- Grsstrk Blu ↑ P8- DS side/bk ↑, Rse Star Drp Cir1/2	
P1	12	W1			
P8	8				
159.5	5	F6	w/ Star Drop #1 ½ ↓	Build DS Grasstrack Blues – Build Bk/Side, Add Shins < Side Light In1 for Entrance – Build Ch 951	
159.7	12	F11	Auto	Star Drop #1 (952) ↑ – build Ch 952	

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160	15	F15	Auto	Star Drop #1 (953) ↑ - Far R Grass trk ∅	
160.2	15		Auto	Star Drop #1 (954) ↑ - Rse side, Rse Grsstrk Blu	
160.7	5			Mufasa Head DwnLt Spec Up - In-1 Shin < ∅	
161	10		w/ Chorus Vocals	Side ∅, Pull in Bk to Ctr area, Flicker ↑	
161.4	10			In-1 Scr ctr >> ↑, In-1 Bk ∅, Hse stars ↑	
"They Live In You"					
161.5	15			Pull to DC, Build stars - Rse Star Drp	
161.6				P1 - UL smoke trig on Smoke P8 - Wm Simb Bk SP ↑, smk fans on	
P1	0	W 4			
P8	5				
161.7	9		w/ the chorus	Pull down to DRC, Add Simba Dn Lt Special -	
P1	0	W5	Simba cross to Mufasa DSR	P1- Smoke Trigger ∅	
P8	9			P8- Simb Bk SP ↑, Sides ∅, Grsstrk ∅, Lwr Star Drop, Lwr Offstg wks, Hse stars ∅	
162	4	F9	w/ chorus "He lives in you..." Simba places Mufasa mask	Fade To Black - SCRC End Smoke	
162.2	3/0		Auto	Smoke Fan Out - Music Lts restore	
Act 1: Scene 10 - Elephant Graveyard / Be Prepared / Be Prepared					
163	3		Anticipate the Star Drop #1 ↑ Anticipate the Scrim ↑	SCRC	
163.2	3		Reveal Shenzi'x X	Low shin <L Up - Offstg wks ↑, In-1/2 < shin ↑	
163.5	7			Build rest of Graveyard - In-1/2 s >> ↑, Grv Str Bk ↑, In-1 shin > ↑, Star Flick ∅, SCRC	
164	10		Scar's SR Entrance, "Oh surely we lions..."	Lts moving as Scar ascends the SR stairs - Grv Str Frt/side ↑, Rse Grv Str Bk, Rse shin	
164.3	5/10		As Scar arrives at top of Graveyard stairs	Adj to ctr of stairs, Adj sides	
164.4	12			Pull Dwn- Sides ∅, Adj Grv str, Rse x lt, SCRC	
164.5	5	F5	As Scar tosses down meat	Build Pool for Hyena Eating - In-1 shin ∅, Rse In-2 >> sl	
164.7	3		Auto	SCRC (Apr/In-1 x <)	
"Be Prepared"					
165	5	F5	Scar "precisely", Down beat ↓	Shin/sides ∅, Nr >> stair only, SCRC (In-1 bk/cyc bnce)	
165.3	1	F1	Auto	Scrolling - SCRC	
165.5	15		Auto	Graveyard Sculpted in blue - Sides/Bk /shins ↑, Nt foli T ↑, Nt T >> ↑, Stair SP ∅, SCRC	
165.7	10	F15	On Men + Women's first "Hum, hum, hum, hum..."	Brings up Hse Aisle lights - Aisle Lts ↑, SCRC (In-5 Lo >)	
165.8	6			Lose Under Balc Aisle Lts - Ch 366,367 ∅	
166	10	F10	Hyena's arrive at top of stairs	Lose Hse Aisle Lights - Aisle Lts ∅, In-4 shin > ∅, In-1/2 shin < ∅, In-1 shin > ∅, Stair Lts ↑, RP #1-4 Bk Blu (4TR ↓ for wilb Roller)	
166.5	6		Auto	Rse Bk, Apr shin ↑	
168	5		For Dialogue	Pull Dwn to DL Area - Grv Str SP ∅, Apr shin ∅, Nt foli/Nt T ∅, Nr x > ∅, Far x > ↑, In-1/2 shin < ↑	
168.2	3		"...Is He Sick" Anticipate Hyena's "No King..."	Hyena's DSL - No King SP ↑, RP Bk ∅	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP - Borders, P.R. - Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
169	5	F1	Staircase completes move in DSR pulpit position	Pull to Scar top of Stair DSR – No King SP ∅, In-1/2 shin < ∅, Far x > ∅, Nt Foli/Nt T ↑, In-2 shin > ↑, DR Grv Frt Cl ↑, SCRC	
169.2	2	W 4	Auto	CC move – SCRC, Apr scr x > ↑, In-5 far x > ∅, In-3 shin < ∅	
170	4	F4	w/ Blackouts fly ↑ Hyenas Chorus Goose step	Shift Stage + Cyc to Yellow – Side/Bk ∅, Nt Foli/Nt T ∅, Shin < ∅, Apr-In-3 nc x > ↑, DR str frt/x /und ↑, RP Bk ↑	
170.5	1	F1	Auto	SCRC	
170.7	8		Auto	Build DR Grave Dig Under – Nc x > ∅, Shins ↑, Scr sides ↑, SCRC, Bord Strip Yel ↑	
172	0	F1	Bongos on Dancers Break Geyser(s) fire	Red/Yellow Dance Pool – Und str ∅, RP Bk ∅, Shins ∅, Pull in to ctr ><, Apr shin >< ↑,	
172.5	1	F1	Auto	Scroll - SCRC	
172.7	10		Auto	Scroller units up ↑ - Side >< ↑, Shins >< ↑, In-5 Bk ↑, Str Frt Cl ∅, RP Bk ↑, SCRC	
172.8		F0.1	3 rd Music change	P1 – nothing	
	P1 2	W1	Guitar section / modulation	P8- Pull in to Ctr/SL >< sides, RP Bk ∅, Bnce Bt red ∅	
	P8 0		Orchestra		
173	Hold		Auto	EFX3 Leg Chase – Bord/Bnce/Leg chase	
173.2	Hold		Conductor down beat w/ music modulation #1 / tempo pickup/bongos, Acrobats	EFX8 Cyc Chase – Nt T/shins/ACL's/Bnce/Lightning chase	
173.4	0		For “Stop Time” Section	Static Look, EFX BLOCK –Rse Bk/Sides, Stop effect	
173.5	1	Link 600	For Ascending After 4 Bars	DUMMY	
600	0		Music Bump 1	Red Sky – Day T > ↑, Shin < ↑, ACL's ↑, Frt wm Grv str ↑, Red geysers ↑	
601	0		Music Bump 2	Yellow Sky – Day T < ↑, ACL's ∅	
602	0		Music Bump 3	Red Sky – Day T ∅, ACL's < ↑	
603	0		Music Bump 4	Orange Sky – Day T ↑, ACL's ∅	
604	0		Music Bump 5 (6, 7, 8)	Red Sky – Day T ∅, ACL's < ↑, Bord strips ∅	
604.5	0		Music Bump 1	Yellow Sky – Day T ↑, ACL's ∅, Red Bord ↑	
605	0		Duga Duga Duga Duga	Day T ∅, ACL's < ↑, Legs ∅, Bord Strip ∅	
173.6	0		Auto (Music Stop)	Black Sky – All out except- Red Geyser dn, music lts, SCRC	
173.7	0	F2	Return to Vocals	Bump Restore – In-3 L/LC Frt ↑, In3-5 Bk ↑, In3-5 nc x >< ↑, In1-3 shin < ↑, In-3 shin > ↑, DR Grv SP ↑ Stage + Sky to White	
173.8	3		Auto	SCRC, Apr/In-1 nc x > ∅, In-1-3 < ∅	
173.9	2	F1	After, “ <i>Out of the century....</i> ”	Pull to Scar – Apr/In-1 nc x < ↑, Und Grv SP ↑, GH/Elev dn ↑, Build Bk Lts, In-3/4 nc < ∅,	
174.2	1	F1	Auto	Scroll - SCRC	
174.5	4		Auto	Build Intensity – Build sides/shin/Bk	
174.6	3		On last “ <i>be prepared....</i> ”	Build – Frts ∅, Build sides/shin/Bk, DR Grv Frt ∅, In-5 Grss > ↑	
174.7	2	F4		Drop to Silhouette	
174.9	5		Auto	Fade To Black (Sky ↓ Out) – SCRC, Music Bx ∅	
Act 1: Scene 10A – Shadow CrossOver/ Transition into Stampede					
175.5	6		Scar's cave ↓ w/ shadow RP	DS Lights Up, Scar's Cave (Mufasa+Zazu Dialogue) – Music Bx ↑, SCRC, Apr/In-1 nc >> ↑, In-1 shin >> ↑, Scar wall wash/T ↑	
176	4/5		Mufasa+Zazu exit SR	Fade Dwn/ Puppet Lt (816) On – Side/Shin ∅, Lo wall slash ∅, Glow In-3 Bk, Blu Bord ↑	

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 Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
				Puppet Lights <u>Soft</u>	
176.5	8		<i>Real</i> Cheetah Enter SR	Brightens Apron for Cheeta Giraffe shdw puppet, X to SL - Lwr nc >< ctr, In-1 shin ↑	
176.6	5/2		<i>Real</i> giraffe X SL to SR Cheetah Uturns + Follows	Giraffe Puppet Lt (816) <u>Out</u> - In-1 shin > ∅	
176.7	3/4		As <i>Real</i> giraffe+ <i>Real</i> Cheetah exit SR	Scar+Simba <u>Shdw Lts On</u> (816+817), Dim Down Apron - Lwr Apr x ><, Shin ∅	
176.8	2		Scar Shadow Puppet Exit SL	Scar Shdw Lt (816) <u>Out</u>	
177	5/1	F5	Simba shadow exit SL	Simba Shdw Lt (817) <u>Out</u> , Build Apron - Rse NC Apr/In-1 x ><	
177.5	10		Auto	Borders ∅, Lwr side	
Act 1: Scene 11 - Canyon / The Stampede					
178	4	F6	Scar's wall flies ↑	Stampede - Cany Lt ↑, SR GH/Elev dn ↑, In-3 ctr Bk (red) ↑, SCRC Scar+Simba in canyon	
178.2	5		Auto	Rse Bk, Rse nc side, Rse Cany, SL GH/Elev dn ↑	
178.5	10		As Simba sits on ledge CS	Simb Bk SP ↑, Rse Bk, Adj side	
178.6	10		Simba " <i>Will I Like the Surprise...</i> "	<u>Add Scar DL Special</u> ↑ - Pull in to ctr x ><, SL gh/elev dn ∅	
179			Scar exit	P1- Scar SP ∅ Lose Scar Special P8 - Simb Frt ↑, Sides >< ∅, In-3 Bk ∅, Can1-CL1 ∅, Cany elev >< ∅ Slight Pull Down	
P1	3				
P2	10				
179.3	2		Simba's 3 rd Roar	Hyena specials SR on ↑ - Simb Frt ∅, Lwr Cany 2, Cany3 rim ∅, Bord ∅	
179.4	1		Anticipate Scar appearance SL <i>"wait for the signal..."</i>	Scar special SL on ↑ - Scar SP's ↑ (ch 476/477)	
179.5	10/2		Shift back to Simba DSC on platform ↑	Hyena + Scar Specials out - Simb Frt ↑, Cany3 rim ↑, Bord ↑, In-1 Bk ∅, Hyena us ∅, GH/Elev dn ∅, Cany2-Cl2 ↑ (Simba practices roar)	
180	8	F7	Start Stampede beginning of vocal	Wildebeest belt sander revealed ↑ - Simb Frt ∅, Cany2-Cl2 ∅, Cany3 rim ∅, #1 Cany Bord ∅, Wht Bnce top ∅, Twin sp ↑	
180.3	5		Auto	Scar watches from SR - Lwr Twin spin	
180.5			Part 2 Wildebeest Sander	w/ Wildebeest belt sander Moves P1- Belt Sand ↑ P8 - Twin sp ↑ FL, Cany 3 rim ↑, Rse Cany Bord	
P1	4	W1.5			
P8	3				
181	4		US Wildebeest roller rises	Build In-4 Canyon + Roller (VL)- Rse Music Bx, Rse #2 Cany Bord, SCRC	
182	4		DS Wildebeest roller rises	Build In-3 Canyon + Roller (VL) - Lwr #2 Cany bord	
183	4	F7	Anticipate Elevators Come ↑ Up	Frts to Elev Wildebeest Rising - Wild revel ↑, Elev dn ↑, Bord #2 yel ↑, Top 2L/Cl1 ∅	
183.3	4			Wild Revel ∅	
183.5	5			Lt up, DR Stampede wagon - Cany2 Bord ∅, ch 790 ↑ FL	
184	2	F1	Anticipates Zazu, " <i>oh look, Sire</i> " In1 Wildebeest Entrance	Build DR Stampede Brighter Lts down on Simba (Attach flying harness) - Simb Bk ∅, Twin spin ∅, ch790 ∅, Scar side ↑, M/Z SP ↑, In-2 ctr >< ↑	
185	7		Auto	Lose Sky - Bnce ∅	
186	0		Mufasa " <i>Odd...</i> "	End Smoke- DUMMY	

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Cue #	Time	Wait Follow	Look	Go	Notes
186.5 P1 P8	7 1	W3	Simba, "Zazu! Help me..." On musical downbeat with DS Wildebeest Men entering	Dim DR Stampede, Portals + Borders, Build DS Dancers P1- Scar SP ∅, Bord #2 ∅, Cany Bord #1 ∅, SCRC P8- Apr/In-1 >< ↑, CanyBord #3 ∅, M/Z SP ∅, Smk fans ↑	
186.6	2			DUMMY	
186.7	3		Zazu, "Your father's on his way hold on"	DR Stampede Wagon out – UL/UR Smk Trigg on (US Smoke On)	
186.8	2		Mufasa Entr SR	Pull Dwn to Frt Shins – Side ∅, In-1 shin >< ↑, Apr shin ↑, Foots ↑, DR/DL/L smoke ↑ (DS Smoke On)	
187	6/2		Simba down to Mufasa's arms	Slight Fade Down – Foots ∅, Gh/Elev ∅, In-2 ctr >< ↑ Branch Flies Out	
187.3 P1 P2 P8	20 0 5	W1/1	Limb flies out, Simba unclipped	(Smoke Inhib as Needed) – P1- Bnce top orng ↑ P2- Smoke out P8- Rse side, wild roll x ↑, SCRC	
187.5	10/3		Simba exit after Mufasa carry	(All Smoke Off) – In-1 Bk ↑, Adj side, In-1 shin ∅, Apr shin > ∅	
187.7	0.5		Ahhhhhhh	Simb Bk ↑, In-1 Bk ∅, Adj side, Apr shin >< ↑	
189 P1 P2 P8	2 5 6	W3	Mufasa climbs Canyon 1Lft	DS to Orange, + "Spot 5" P1- Belt Sand ∅ HO Fluorescent on P2- FS 5 ↑ P8- Simb Bk ∅, Adj DS side, Adj Cany, Apr scr shin ∅, SCRC	
189.5	1	F1	Mufasa "Help Me"	Pull Way Dwn – Side ∅ (exc. 131), In-1 Bk ↑, Smk fans ∅	
189.6	6			Wild roll >< ∅	
190	0	F0	Mufasa falls to bier	Strobes + Dim Red Glow D S – Spt 5 ∅, X Lt ∅, Cany Lts ∅, Bnce top ∅, Rse In-1 Bk, Fluor ↑ FL, Rail Strobes ↑	
190.1	7	F6		EFX12 Mufasa's Death – Lightning /Strobe effect	
190.2 P1 P8	0 2	W 1.5		Stop Strobes - P1- Strobe/Lightn ∅, SCRC Fade Down – P8- In-1 Bk ↑, In-1 shin ↑, Lwr Fluor.	
190.3	4/5		w/ Wildebeest Exit	In-1 Bk ∅, Shin ∅	
190.4 P1 P8	10 10 10	W5	Simba's Entrance	Build Low on Ctr Platform – P1-Can elev < x ↑ P8 - Cany3 rim ↑, Can elev > x ↑, Eulogy Bk ↑, Rse Fluor.	
190.5	5		3 beats prior Scar appearance on elevator (Trip ↓ Down)	DUMMY	
190.6	8		Scar at the bottom of lift	Rse Can elev x, SCRC (Apr shin)	
190.7	7		Scar, "run away Simba...and never return"	Apr/In-1 side/shin >< ↑	
191	6	F4	w/ Hyena's entrance DR In-1	Build DS for Hyenas – Lwr ctr x ><	
191.7	8		Auto (for Heyenas "Kill Him")	Build Apron DCL – Adj side DL, Apr shin ∅	
191.8	10			In-1 shin < ↑, Can elev x ∅	
192	5		Rafiki's entrance / Hyena's exit	Pull to Bier DnLt, Lose Apron – Rse eulogy bk, Bnce top ↑, Side ∅, Cany rim ∅	
192.2	5			Shin ∅	

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Cue #	Time	Wait Follow	Look	Go	Notes
Act 1: Scene 12 –Pride Rock / Eulogy / Eulogy / Be Prepared(Reprise)					
193	3		Transition w/ Canyons Out	Bier Lt + Fluorescent GroundRow (600) Block Cue, SCRC, Lwr Fluor, #3 Cany Bord ↑	
194	15	F15	Top of Eulogy Lionesses midway to bier 2 nd round of <i>halalalumba</i> chant	Build Low Sides, Wht Brdrs – SCRC, Rse ctr side, Bord Blu ↑, In-2/5 shin >> ↑	
194.3	10		Auto	Build DSC X Lt – SCRC, DS Frt Scr ↑, Adj side-rse ctr	
195	10		Pride Rock out of deck	Sky white, Scar on Pride Rock – Frt ∅, Shins ∅, Eulogy Bk ∅, SCRC, Adj side, PR SP ↑	
195.5	10		Scar “ <i>But to Lose Simba...</i> ”	Add ACL’s – Adj. Sides, More PR SP ↑, PR Str x >∅	
196	7	F7	Start of “ <i>Be Prepared</i> ” Reprise Conductor down beat	Build CLR X Lts – US Bk ↑, Add more side lt	
196.5	10/12		Start of “ <i>Be Prepared</i> ” Reprise Conductor down beat	X-Fade Fluor to White Cyc – Cir.RP L202 ↑, Flour. ∅, Hi wm PR SP ∅	
197			Hyena’s exit	Silhouette against a Blue Sky, P1- PR Lo Frt ∅ P8 – Side/Bk ∅, ACL’s ∅, PR Frt ∅, LtBxs ↑, Blu bnce ↑, SCRC, Bord Lt Blu ∅	
P1	3				
P8	7				
Act 1: Scene 13 – Rafiki Tree / Rafiki Mourns					
197.3	3		Rafiki crosses SL out of special	SCRC (ch 165/166)	
197.5	10		Rafiki tree 1/3 of the way in ↓	6 Bm Pars ↑, Bnce Scr ↑	
198	10		Hold for when tree hits floor	Simba RP Image Up – Cyc ↑, Rafiki bk ↑, Rse Bords	
199	8		2 nd “Yahdee” Rafiki Erases Image of Simba	Fade Out Simba RP Image – Rafiki bk ∅, Lwr Bords, SCRC	
200	4	F4	3 rd Yahdee, Rafiki pivots to DS	Fade To Black - SCRC	
200.1	2		Auto	Scrolling - SCRC	
Act 1: Scene 14 – Desert / Jungle / Hakuna Matata					
201		F15	Actor/Elevator in Place	Lights Up on Desert P1 - Nothing	
P1	15	W 1.5		USR Buzzards X to Simba - P8 – Bk ↑, RP Frt/Bk ↑, Cyc ↑, Red Grndrw ↑, Music Bx ↑, SCRC	
P8	15				
201.5	15			Build Shins – Rse x lts, shins	
202	4	F4	Timon+Pumba Entrance	Build Bright Amber for dialogue – DS shins ∅, Rse Frt/US x Lt-shin-Bk	
202.5	10		Auto	Build X Lt – Lav/Amb Box ↑, Rse DS x/shins, In-3 shin ∅, SCRC	
202.6	5			DUMMY	
202.7	10		Top of <i>Hakuna Matata</i>	Rse DS x, In-5 Lo > ∅	
202.8	12		“ <i>It means no worries....</i> ”	Slight Pull Down – DS nc x lt ∅, Rse Scr x lt	
203	0	F0	Inflatable Cacti Inflate	Inflate Cacti – Cacti fans on	
203.5	6		Auto	Cactus Bks Up – Rse amb box, In-2/3 ctr nc x ↑, DR/UC cacti bk ↑	
204	0			Inflatable DR off ↓ - Ch 115 ↑ FL	
205	0			Inflatable UC off ↓	

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 Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
206	0			<u>Inflatable DL off</u> ↓	
207 P1 P8	0 0 0	F0 W1.4	Call 3-5 sec's before Inflatables rise, for return to Vocal	<u>All Inflatables On</u> ↑ P1- UC Inflate ↑ P8- DR/CL Inflate ↑	
207.5	5	F5	Auto	RP Frt/Bk ∅, Far nc x > ∅, Bord2/3 Amb strip ↑	
207.6	1	F1	Auto	SCRC	
208	7	F15	Auto , flying in of jungle	Borders+Lightbox tops green – Surnd color chg, Shin < ∅, Gmdrw ∅, UC Cacti Bk ∅, Lwr NC X, RP Frt/Bk ↑, CL Yel Cacti BK ↑, SCRC	
209	12		Auto	US Shin ∅, Scr x ∅, Lav Box dc >< ↑, Apr/In-1 nc >< ↑, Day T ↑, Jung slash < ↑, SCRC, Surnd color chg	
209.3	25		w/ with Bug Boxes coming on	Rse DS side/ Day T, Lwr Lav Box	
209.5	10		Call when last SL bug boxes at Center on cross to SR	<u>Slight Pull Down</u> – Far nc x < ∅, Nr nc x > ∅	
210	5	F5	“ <i>Hakuna Matata...</i> ” as they exit SL	<u>Fade to Silhouette</u> – UC Cacti Bk ↑	
210.2	1.5		Auto	SCRC	
211	0		Older Simba hits the floor	Bump Restore – <u>Green Cyc</u> – Day T ↑, DS Shins ↑, Adj Surnd	
212	5		w/ Show Drop slow fly in ↓	Lose FOH, <u>Fade to Silhouette</u> – CL Cacti Bk ∅	
212.4	3		Show Drop Half Way In	Add Show Drop Temps – Show drop T ↑	
212.5	4	F14:00	House up ↑	Lose US Lights (Works On) - White Bord ↑, SCRC	
212.6	0		Auto	Macro 902 (<u>Haze On</u>) DUMMY	
INTERMISSION - END OF ACT 1					

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Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
ACT TWO - Entr'acte / Audience/ Waterhole / One By One					
212.7	10		Lebo's entrance on Apron Company Enters Singing	w/Hse to 1/2 - Rse Drop T, SCRC Macro 102 (Cloud RDS ON)	
"One By One"					
213	10		Start of "One By One"	Audience templates in house - Aisle Lt/T ↑, Air Lts ↑, Boxes ↑, Mezz/Balc Aisle /T ↑	
213.5	5	F5	Call w/1 st of 4 guys hit steps	Build DS of Show Drop - Apr ctr nc x >< ↑	
213.7	10			Pond silk ↑, Apr far nc x >< ↑, Rse Mezz air T	
214	5/3	F5	Front Cloth rises ↑	W/ House Out - Drop T ∅, Pond Silk ↑FL, RP Frt/Bk ↑, Rse Surnd, Rse nc x ><, Shins >< ↑, ACL's ↑, In-5 Bk ↑, Cool Bk UL Rake ↑ Blue Waterhole/pond silk	
214.3	5			Rse Apr/In-1 NC x ><	
214.5	15		Cast starts on stage from house	Lose Mezz Aisles - Aisles ∅, Und Air Lts ∅, Mezz/Balc ∅, Rse Stage, Day T ↑ Under Balc Temps Out	
214.6	5		When Last 2 Actors hit Steps	Lower Orch Temps out ↓ - Air T ∅	
214.7	10/5		Entire Company on stage	Lav Box >< ↑, Day T ∅, Lwr In-5 area	
214.8			Call <u>right before</u> , "Africa"	P1 - Nothing P8 - Stairs out, Lwr music boxes	
P1	3				
P8	5				
214.9	10		Company	Area Lt ∅, Lwr pond silk, Adj Surnd	
215	10		w/ Buzzards at center stage	To cold white water - Lwr pond silk, ACL's ∅, RP Bk ∅, Surnd color chg, SCRC	
215.5			Pond dries up/pulled into deck	Begin Fade Down - P1 - Scr x >< ↑ P8 - Pond silk ∅, Bord Strips ∅, RP Bk ↑, In-1-3 Grss < ↑	
P1	15				
P8	30				
216	12/15		As Bird man steps off SR (Bones Enter on track SL→SR)	To no water, Blue DS for Skeleton Wheel X SR to SL - RP Frt ∅, Grass ∅, SCRC, SL Scar bones ↑, Lwr cross, Rse In-1 shin >< blue	
216.5	5			In-1 scr shin < ↑ (ch 268,269)	
Act 2: Scene 15 - Scar's Cave / "The Madness of King Scar"					
217	10		w/Wall flying in	Lights up ↑ Scar Bone Ramp SR - Block Cue, Apr Scr x > ↑, Rse Scar Wall, Adj Surnd, SCRC	
217.5	4		Anticipate Bone Ramp Cmpl	Build Bone Ramp - Adj side, Gnrw ↑, Rse Bones, Apr side ∅, SCRC, Lwr Surnd	
218	5	F5	Anticipate Hyena's Entrance	SL Ramp Up - SCRC	
218.5	7		Auto	Builds lts DS of Scar wall - DS Frt ↑, Build side, SCRC	
218.7	10		Call w/Hyena's X off Ramp	Pull down for Scar+Zazu alone SR - Adj to SR, Scr ramp wm ∅, SCRC	
218.8	7			Open Frt, Far R/L dn	
219	6	F4	w/Hyena's run off SL	Pull Down for shadow work - Frt ∅, SL ramp ∅, Sides ∅ (exc nr x <), SCRC Lose SL Ramp	
220	6/8		Auto	Bring up Shadow on Sky #1 - Bones ∅, Cyc ∅, Side ∅ (exc In-1 shin <), Ramp Cool far ↑, Ctr foot ↑, Lwr Ltbxs, SCRC	
221	0			Flash shadow on Sky #2 - RC Foot ↑, Ctr Foot ∅	

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Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
222	0			Flash Shadow Gobo on Wall – Shad T ↑, Foot ∅	
223	2		“I am perfectly Fine...”	Shadow out ↓ Top of Singing – Shad T ∅, Rse Cool Ramp, Cyc ↑, Rse Ltbox	Dark blue sky
224	5		For Nala’s Entrance	Build SL Ramp ↑ + Blue Cyc - Build	
224.5	3		As Nala X’s Off Ramp	Dim Down Ramp – Ch413 ∅	
225	5	F5	Top of the Rumba Reprise of “Madness”	Pull Dwn SL Ramp – Adj cyc, Rse Ltbox	
225.1	4		Auto	SCRC	
226	3	F3	As Nala hits SL ramp on exits	Pull to Scar VL Spec on Ramp – In-1 shin < ∅, Ramp ∅, Lwr cyc, SCRC	
226.3	10		Auto	Lose Zazu SR, Fade More – Lwr wall wash/cyc, SCRC	
226.5	0		Button	Bump to Blue Silhouette – Block Cue, Dn to cyc/lbox, SCRC	
Act 2: Scene 16 – Pridelands / Nala’s Farewall / “Shadowland”					
227	15		Lionesses in USR line facing SL	Lights Up (US X Lts <L) – US shin < ↑, Clouds ↑, RP Bk ↑, Adj cyc/lbox color, SCRC	Sky: Grey, RDS Clouds
227.3	4		w/1 st Choral “Halalela” Lunge	Dummy	
228	10		Nala separates from pride for “Shadowland, the leaves have...”	Build some X Lt for Lionesses – Rse Clouds, Adj US shin <, US x < far ↑, In-2 shin < ↑	
229	15		Chorus Sings “Prideland”	Pull to USR pool for Lionesses Nala’s solo dance – X Lt < ∅, In-1/2 shin >> ↑, SCRC	
230	10	W 3/0	For Vocal Restore after Nala’s dance, Lionesses Move SL	Lose USR Pool – In-3 shin > ↑, In-4 shin ↑, Rse cyc, SCRC	
230.5			Auto		
231	10	F10	Pride turns starts backward exit USL	Build USL Pool for Lioness’s – In-3 LC Frt ↑, Adj side	
231.5	25		Auto	Lose low sidelight – Frt ∅, Pull dn to In-2/3 shin >	Pride USL standing
232	15		Pride exits backing up In4 SL		
233	10		Rafiki exit SL	Fade to Silhouette + Spots – RP ∅, Adj cyc/lbox, SCRC	
233.5	10		Nala Final lyric	FTB (Lag Spots on SM Call) – Block cue, SCRC	
Act 2: Scene 17 – Jungle / “Lion Sleeps Tonight”					
234	10			Lights Up – Surnd ↑, Music Bx ↑, #1 Jung Slash ↑, #5 Jung Frt ↑, SCRC	Sky+Legs: Grn top/Orng bot
235	5	F5	Top of “Lion sleeps tonight”	Rse cyc/lbox, In-2 Frt/side ↑, In-3/4 x < ↑, In-1-4 Shin >> ↑, Day T ↑, In-5 Grss > ↑, #1 Jung Slash ∅	
235.5	3		Auto	Build – #1 Jung slash ↑, Grn Bord #1 ↑, Far us x ∅, SCRC	
236	15	F15	“We’re in the Jungle...”	Isolate Pumba+Timon SL – In2/3 scr x < ↑, Nt Foli T ↑, Ch 305 ↑, Adj cyc, In-5 Grss ∅, Day T ∅, In-2/3 nc ctr x < ∅, Shins ∅ (exc In-1 >)	Cozy in the plant life
236.5	40/50	F50	Auto	Sky: to Magenta -Frt ∅, #1 Jung Slash ∅, Adj.side, Surnd color chg.	
236.6	2	F2	Auto	SCRC	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
 Surnd- Surround (Cyc, Legs, Borders), Ltbox- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
237	20	F20	Auto	Adj side, In-1 side > ↑, Jung slash ↑, Ch 305 ∅, SCRC	
237.1	1	F1	Auto	SCRC	
237.5	20	F20	Auto	Adj side, Nt T ↑, In 1-3 shin > ↑, Adj cyc, SCRC	
237.6	3		Auto	Nightmare begins - #1 Jung slash ∅, vlow wall lt ↑, SCRC Darken	
238	6		w/ Drums Simba, "Isn't too <u>safe</u> out there..."	Side ∅ (shin stay), Adj Surnd color	
River Silk					
239	1.5		w/ River Silk Entering SL	River Dwn Lights Up – Nt T ↑, Riv Dn ↑, Jung slash > ↑, In-2a Lo Jung > ↑	
240	2		River rises to vertical	X to River Frt Lts Up – P1-Fish-Ch818/819 ↑	
P1	2	W4		P2 –Fish - Ch 820 ↑	
P2	2	W7		P8 -Adj Nt T, In-2 Jung < ↑, Riv Dn ∅, Riv Frt ↑, Lwr Jung slash, Cyc Scr Frt ↑, Fish – Ch 816/817 ↑	
P8	2				
240.5	3		As last fish is at the SR portal	<u>Lose Fish Lights</u> – Ch 482 ↑, Lwr Bnce	
241	0		Timon jumps into river	2A Lo side > ∅	
242	4		River clears SR	Nt T ∅, Riv Frt ∅, Jung slash ∅, In-2 Jung < ∅, Lwr Surnd	
The Waterfall					
243	3		Waterfall unit ↓	Vlow wall lt ↑, waterfall lts ↑, Pani ↑, adju cyc/ltx ↓ Bsmnt Dry Ice On-	
244	5		"Stampede" – Waterfall to Red	Pull down to Simba DSL – Lwr lo x, Bnce top ∅, 2aTwr ∅ {Pani at 50% }	
244.5	5			Add Apperition US of Water – Wall lt ∅, branch ∅, cyc frt scr ∅, side wall ∅, Muf mask >> ↑, SCRC	
244.7	1			Lwr Strip up lt	
245	0			<u>Restore</u> – Vlo wall lt ↑, waterfall ↑, mask ∅, bnce top ↑, Rse pani	
246	6/1	W2/0 F6	As Waterfall unit flies ↑ Timon puppet falls	Nt T ↑, In-2 far ds < ↑, #2 Jung nt slash far > ↑, waterfall ∅, Pani ∅	
246.5	5		Auto	Night Sky – DS x >> ↑, Surnd color chg	
246.7	7			Restore to Pre-Waterfall Look – Adj side, Adj Nt T	
246.8	10		Timone out of Elevators	Add DS frt (ctr to sr)	
247	5			Fade to Nt Temps, Blue Cyc – Frt ∅, Side ∅, Bnce top Blu ∅, Jung Slash < ∅, #1-3 Jung Frt ↑, Star #2 Flick ↑, SCRC	
247.3			W/ fireflies appear	P1- SCRC P2- Star #2 cir 2 ↑ P3 –Star #2 cir 4 ↑ P8- Nt T ∅, Star #2 Cir 1 ↑, #1Jung Nt Slash > ↑, Adj Surnd Scrolling	
P1	3	W5			
P2	8	W9			
P3	8				
P8	10				
247.5	10		W/ fireflies at Center	Stars up, Build UC Pool – Scr Sides ↑, End Nt SP's ↑, Rse Surnd	
Act 2: Scene 18 – Under the Stars / Star Drop					
247.7	25			Fade Out UC Pool – SP's ∅, SCRC, RP/Jung frt ∅, Lwr Surnd/Stars, Scr sides >> ∅, Lwr #1 Jung Nt Slash >	
248	2	F10	Timon "Was it something I said?"	FTB to Stars/ DS Jungle Slashes- Ltxs ∅, #1 Jung Slash > ↑, Bnce Bot ∅, Nt Jung Slash > ↑	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
248.3 P1 P8	8 3 8		Auto	No Deck – P1- SCRC P8- Star #2 ∅	
248.5	10	F10	Simba X to DSR	Clouds – Side ↑, Clouds ↑, SCRC, Surnd ↑, Bnce Bot ↑, Nt Slash > ∅, #1 Jung slash > ∅, Rse side scr >>	
248.7	12		Auto	Build Blue Deck & Clouds – Back ↑, Build side/clouds/Surnd, SCRC	
Act 2: Scene 19 – Star Drop / EndLess Night					
249	15	F14	W/ Company Chorus	Build Sky/ Deck – In-1-3 shin > ↑, Rse Bnce	
249.5	15	F15	Auto	Build More – Build x, Shin < ↑, Rse Cloud, Scrim Bot ↑, SCRC	
249.7	15		Auto	Build Even More – Build x, In-1 shin >< ∅, Cir RP Blu ↑, RP Bk ↑, Cloud ↑ Fl	
249.8 P1 P8	10 5			Blue X Lts Out – P1 – Lwr x P8 – In-1 shin ↑, RP Bk ∅, Lwr clouds	
Act 2: Scene 19A - Rafiki's Tree / "He's Alive"					
250	5	F3	W/ Rafiki tree in ↓ to Deck	Sunrise, Cyc: Amber Bottom, Red Top+Clouds – Back ∅, Scrim bot ∅, Clouds ∅, #2 Star Flick ∅, SCRC	
250.7	12	F12	Auto	Build Sunrise – Shins ∅, RP Bk ↑, Cir RP Blu ∅, SCRC	
250.9	12		Auto	Build Sunrise – Bnce Scr ↑, Cir RP Amb ↑, SCRC	
251	0		Musical cut off	DUMMY	
252 P1 P8	10 5 10	F10	Image of Simba revealed	Backlight on Rafiki tree RP – P1- In-2 > Jung Lo ∅ P8 -Rse RP Bk, Bnce scr ∅, Rafiki Bk ↑, Adj Surnd	
252.2	3		Auto	Scrolling – SCRC (Bnce Scr)	
Act 2: Scene 20 – Jungle/ The Chase/ Simba+Nala Reunite / Can You Feel The Love Tonight					
254	1	F1	Percussions - Pumba, "She's going to eat me...."	Fade Out (US of Tree) – Block Cue, SCRC, Pull in to In-1 shin >> FTB	
254.1	1.5	F1.5	Auto	Scrolling – Rse Music Bxs, SCRC	
255	3		Auto, Lts up ↑ on Jungle for the chase, Puppet to Real Rafiki tree RP out	Build DS for X-Over – Rse Shin, RP Bk ↑, Jungle/Surnd ↑, SCRC Jungle/ Green	
255.1 P1 P8	2 2/4	W 5	Cartwheels	Stage to Orange – P1- SCRC (grndrw) P8- NC x >> ↑, Day T ↑, US Bk Lts ↑, Adj Surnd, Rse Shin	
255.2 P1 P8	3 3/5	W5	w/ 3 Grasswomen X to DC	Build DS in Orange – P1- SCRC P8- NC x ∅, Scr x Lt/Scr shin/grndrw, Bnce Scr ∅, NC Shin ∅	
255.3 P1 P8	1 3/5	F6 W 5	Men Plant Dance	Restore Stage to Green, DS Build CLR – P1- SCRC (grndrw) P8- NC x >>/NC Shin ↑, Scr side ∅, Scr shin ∅, In-5 Grass > ↑, Adj Surnd color	
255.4	3		Auto	Grndrow ↑, Adj side/back	
255.5 P1 P8	2 2/5	W 5/5	Pumba "She's Going To Eat..."	Restore to Orange – P1- SCRC (gmdrw) P8-Pull in to ctr, Adj stage/Day T, Adj Surnd color, Lwr grass In-5, SCRC,	
255.6	3		Beginning of Nala+Simba	Nala+Simba fight – In-4/5 Bk ∅, Jung frt ∅, In-5 ∅, Adj shin,	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
			Fight	Grndrw ↑	
255.7	10	F10	Pumba released	Open up frt, Lav Box >> ↑, Lwr Music Bx	
255.8	30		Auto	Rse Frt, DS Lav Frt ↑, Adj side/cyc	
255.9	5/10		Timon, "He's not the King..."	Simba X DL – Ch 7 ∅, DR Frt ∅, Adj side	
256	1:00		w/ Jungle borders into deck ↓ "It starts..." T+P Exit UL	Pull Down - Frts ∅, Sides ∅, Day T ∅, Jung Frt ↑, Adj Surnd	
256.3	5	F5	Timon+Pumba Re-Entrance UL	Jung Frt/Grndrw ∅, SCRC	
256.5	40/55		Auto	Sky: <u>Magenta</u> – Adj Surnd, SCRC Darken Stage to <u>Night Temps</u>	
"Can You Feel The Love Tonight"					
257	12	F12	Start of "Can You Feel The Love" Timon, "Disasters in the air..."	Sky to Dark Blue – Scr side >> ↑, Nt Foli T ↑, Shins ↑, Grndrw ↑, Adj Surnd color Fill in X Light	
257.3			Auto	P1- SCRC P8- Bk Lts ↑, Day T ↑, Elev Dn ↑, Adj side, Adj Surnd Scroll DS Far X Lt	
P1	3				
P8	20				
257.4			On Simba, "So many things to..."	P1 – SCRC Scroll X Lt – P8 – Pull in, Adj Surnd <u>Build DS, Lose X Lt</u>	
P1	3	W10			
P8	10				
257.5	10		Top of the Jungle ballet	<u>Adds warm X light/ low side for dancers at Ctr – Day T ∅, R Shin ∅, Apr Shin ↑, Adj side</u>	
257.6	7		Music /Top of New Melody	Bnce Scr > ↑, SCRC	
257.7	5		Couples fly by Foy DSL / USR	Pull down US into Flyer's Lt – Adj side, Wall Lt ↑ Wall of light (306) >	
257.8	1		For US Dancers Layout	Dummy	
257.9	3	F3	3 beats anticipation of US Dancers Fly in a bit more	Takes Light off Fly Wires – Ch 128/132 ∅	
258	7	F7	Auto	Build /Restore Bright Color after Ballet, for Vocal Return – Wall Lt ∅, Scr x ∅, Day T ↑, NC shin/x >< ↑, Rse Bk, SCRC	
258.3	3		Auto	P1- Apr/In-1 scr x < ↑ P8- Rse Day T, SCRC, Ch 81 ∅, Lwr ch 86, Ch 566 ↑ FL	
P1	6				
P8	3				
258.5	5		Restore to Duet	Pull down for DC Duet – Block Cue, Lwr Bk, Adj side, Adj Surnd, Nt Foli T ↑	
258.6	4		w/ Final "you" (chord) of "can you feel the love....."	Pull way Down to DC Duet – Nt T ∅, Ch 171/172 ∅, Adj side/cyc	
258.7	6		Ride applause, for Dialogue	Restore to Scene Light – Apr shin ∅, Adj Surnd, Scr x >< ↑, Shin x >< ↑, Temps ↑, Nt T ↑ FI Sky: Blue, Deck: Blue/Temps	
Act 2: Scene 21 – Jungle / Mufasa's Ghost / He Lives In You					
259	2		Jungle leaves move ↓, Transition to Rafiki for Mufasa's ghost	Change to Dk Blue silhouette + Follow Spot – Area out, Chg Surnd color	
260			Rafiki entrance SL In-2	P1- Rafiki entr SP ↑ P8- Chg Surnd Rafiki Side Light > Up	
P1	5	F5			
P8	5	W2			
260.5	5		Auto	Add Spec CL for Rafiki Entr – Nt T ↑, Jung slash > ↑, SCRC	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
260.7	3		As Rafiki's butt comes through Jungle leaves DSR	Lose Rafiki Spec CL – In-1 shin ↑, Adj Nt T, Rafiki SP ∅	
260.8	5	F5	BlkOut Drop + Leg Covers In	Darkens Sky – Grndrw ∅, Elev dn ∅, RP ∅, Jung slash ∅, Ctr In-3/5 T ∅	
261	12/6	F5	Auto	Pull to Rafiki's Bowl reveal, - Nt T ∅, Shin ∅, SL Dots ↑ Full Stage Dot Wash Up (891) – Surnd Chg	
261.6	Hold		Auto	EFX21 Dissolve between (891, 892 and 893) Dot Wash	
Mufasa Mask / Dot Wash; "He Lives in You" Reprise					
265	15		Top Of Song, Slow Fly of Jungle	Mufasa Apparition, - LtBxs ∅, Bnce top ∅, Raf Bowl SP ↑, SCRC Bowl Light Up	
265.7	10		Jungle Borders Complete	Bowl light out – Bowl SP ∅	
266	4		Large Mufasa mask speaks	VL on Mufasa mask (<u>Dummy</u>) Macro 902 – Haze On	
266.5	3		Starts undulating cross fade on Mufasa mask	<u>Dummy</u>	
267	3		As Mufasa mask breaks apart	Star Drop #2 ↑, SCRC	
268		F8	Scrim ½ way ↓ "What are you going to do now"	P1- Rse star level Fade Up Star Drop #2 – P8- Block cue, SCRC, Apr/In-1 x >< ↑ Fade Dot Wash (Dots Block)	
P1	8				
P8	8				
268.5		W 5/5	Auto	P1- RDS out RDS Lamps Off – P8 Block Cue, Ch 148/1190 ∅ FTB except Spots	
P1	0				
P8	10				
268.7	6		"I'm going back..." Call w/Simba's Dance/Bongos	Build DS X Lt (Blue) – DS Shins ↑, SCRC	
"He Lives In You" Full Company Dance					
269	0	F2	African chorus	Bump Reveal/Bleed Through – End Nite Bk ↑, SCRC, In-1 shin ∅, RP Bk ↑, In-4 Grss ↑, Rse side/bk, Rse In-4 Bk/x	
270	2	F3	Auto, Company starts singing	Build - In-1/4 nc x ↑, Rse Bk, Scr x ∅, SCRC	
270.3	5		Auto	Build More (Fill US) – Rse NC side, Rse stars, In-1/3 Scr shin >> ↑, In-4 Scr x ∅, In-3/4 Bk ∅, RP Frt ↑, RP Bk ∅, Bord Strips ↑	
271	5			Dummy	
272	0	F1	Button	Bump <u>Bright</u> – Rse side, RP bk ↑	
272.1	5		Auto	In-3 Bk ∅, Bnce Blu Bot ↑, Circ RP Blu ↑	
Act 2: Scene 22 – Jungle / Who's the Monkey					
273	3		Ride out of applause	Transition into Jungle – Block cue, Area ∅, SCRC, Surnd Chg	
274	5			Timon+Pumba asleep DSL – Who Mnky pool ↑, Bord #2/3 ↑, SCRC Sky: Blue, Borders: Blue	
275	10		Call on Timon's scream (Nala's arrives DSL)	Lights up ↑ on apron – Lav box ↑, Ch 304/305 ↑, In-1 scr x >> ↑, #1 Jung slash >> ↑, #2 Jung slash > ↑, Pool ∅ Rafiki flies in from SL	
276	1.5	F3	Transition "ooooohhh..." Exit SR	Blue Silhouette - Lav Box ∅, Side ∅, Ch 304/305 ∅, Jung slash ∅, Bord Strip ∅, SCRC	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
Act 2: Scene 23 - Pride Rock / Simba Confronts Scar					
276.5	10	F10	Auto	Sky: change/ Amber Horizon - LtBxs ↑, SCRC, Adj Surnd	
276.7	15	F15	Auto	<u>Build Borders</u> - RP Bk ↑, Adj cyc	
276.8	10			Add ACL's - ACL's > ↑	
277	10		Pride Rock complete in 1st position	Nala+Simba DS of Pride Rock - ACL's < ↑, In-2 HH P.R. ↑, Pride Diag Frt ↑	
277.5	7		Nala's entrance Simba, "Nala"	Build DS Shins < - In-1 Scr shin ↑	
278	5		Timon+Pumba entrance SR	DUMMY	
278.3	10			In-1 Scr shin < ∅, Rse ACL's, Lwr In-2 HH >, SCRC	
278.5	6		Pride Rock moves	Fade Dwn Shins some - Rse ACL's, Adj shins, SCRC	
278.6	2/0		For 'Charleston' Bit	Bump Pink DCL - In-1/Apr shin < ↑, In-1 nc shin >> ↑, Pride SP ∅ (exc. Ch 354)	
278.7	3/1		w/ end of Charlston (Timon+Pumba exit)	Bump out Pink, Build X Lt - In-3 L Frt ↑, Adj side, In-3/4 L Bk ↑, Lwr ACL's, Rse Surnd	
278.8	5		"Nala, You find my mother..."	Ch 167 ∅, 319 ↑ (P.R. SP), Ch 169/170 ↑ F	
279	5		Scar ½ the way up Pride Rock	Pride Rock almost at UC position Lights up - Frt ∅, Side ∅ (exc ch 170), 12pm P.R. SP's ↑	
280	5		Scar, "SA-RAAA-BIIIII"	<u>Build DS</u> + VL Spec - Bk/X/Shin ↑	
281	3/5		Sarabi "Yes, Scar?" Anticipates Scar X down Pride Rock stairs	Ch 144 ∅, Adj P.R. SP's, SCRC	
282	15		Scar off Pride Rock stair	<u>Build Scroller X</u> - ch 170 ∅, Lwr P.R. SP's, SCRC	
282.5	4/6		w/ Scar Slaps Sarabi	Adj side, P.R. SP's ∅, Adj Surnd	
283	2	F1	Roar/Simba's Leap	<u>EFX 11 - Lightning</u>	
283.5			Auto	P1 - Strobes out Stop Lightning P8- Adj side/Bk, Adj Surnd Bring up Lts for Hyenas X DR	
	P1 0				
	P8 10				
283.7	3		As Simba Runs to Sarabi	Adj side	
284	6		Scar, "Simba! I'm a little surprised to see you-alive"	CL Bk UL Rake ↑, 12pm P.R. SP's ↑, In-2 HH ∅, Adj Surnd, Adj Side/Bk	
285	10		Scar, "one problem... Do you see them", for Lionesses Entr SL	Fade on Nala - In-2 LC/C Frt ↑, SR Elev Dn ↑, Rse Side/Bk, Rse P.R. SP's, SCRC	
286	5		w/ Nala's X DS	Light DS for Nala's cross - In-3 LC Frt ↑, Adj side/bk	
287	8		w/ Pride Rock turntable move	Fade Out X Lt + Build DL - Frt ∅, Cool Bk UL ∅ (ch 52), US Bk ∅, P.R. SP's ∅, Adj side/bk, Adj LtBxs	
288	5		Simba falls into death position Scar, "Daddy can't save you..."	Lose DL (Silhouette Below) - Adj side/bk, In-1/2 shin > ∅	
289	5		Scar, "I remember..." Simba thrown down on Pride Rock	Pull to <u>silhouette</u> + Spots - Side/Bk ∅, Elev Dn ∅	
291	5		Simba on second "Tell them ..."	Restore Light DR to reveal Lioness/faces P1- Rse DR side/bk P8- Ctr Side/Bk ↑, In 1-4 > ACL's ∅	
	P1 8				
	P8 5	W3			
292		F0.1	Scar, "I killed Mufasa" Drums		

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP - Borders, P.R. - Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), LtBx- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
P1 P8	5 0			Build Music Boxes – P1 – Rse Music Bxs, SCRC Blackout (+Strobes) P8 – Block Cue , BO exc- music boxes	
292.2	7	F2.5	Auto	EFX 15 – Scar’s Death Strobes	
293	2/0	W 0/3	Auto, Start/Standoff	Shadow Screen/ <u>Stop Strobes</u> – Block cue, In-1 Scr Bk ↑, In-1 Scr Shin >< ↑, SCRC	
294	2/5	F4	Hyena’s clear	Rse side/bk, RP Bk ↑, Cyc ↑, Ltbs ↑	
294.5	4		Auto	Rse Bk	
295	2/5		w/ UL Hyenas Move to Apron	Sky: Red / Pool DR Dancers – Side/Back ∅ (exc. In-1/2 scr shin >)	
295.5	1		Shadow Screen circles back DS	Shin ∅, SCRC	
296	2		Shadow Screen circles back SL	Lights out for Shadow Screen – #4 RP Bk ∅	
297	1		Anticipate Timon’s Line	Banner Cirles Revealing Timon+Pumba DSL Dialogue – Rse RP Bk, Ch 269 ↑	
298	0	F0	Pumba’s, “They call me Mr. Pig”	Ch 269 ∅, Lwr RP Bk	
298.1	5	F2	Auto	EFX6 Lightning - (Ch 905-909)	
298.5	3/0		Auto	Apr ctr >> ↑, In-1 Grss > ↑, DS Shin ↑, Effect out	
299	4	F4		Banner turns left and moves onstage (Dancer carry) – Apr x ∅, Rse In-1 shin >, SCRC	
299.5	2		Auto	Banner covers Scar+Simba – Sides ∅, Grss ∅	
299.7	5	F2.5		EFX6 Lightning – (Ch 905-909)	
300	2/0	F4	Auto	Banner in front of – Rse red cyc, Effect out, SCRC, Apr shin < ↑, In-1 shin < ↑	
300.1	5		Auto	Rse shin <, Grndrw ↑	
300.2	2	F0.5	Stops Effect	Rse shin <- even out , RP Bk ∅, Ltbs ∅, SCRC	
300.5	7	F3.5	Auto	EFX7 Dance Lightning – (Ch 901-903, 905-910)	
301 P1 P8	0 5		Auto , Company on Top of the sixth 8	P1 – Effect out Stop Strobes P8- Shins > ↑, RP Bk ↑, Ltbs ↑, Adj Surnd color, SCRC Cyc: Red + Legs: Yellow	
302	4		w/ Music change Banner moves DSL	Zazu X, Rafiki chase Hyena DS of banner SL to SR – In-1 Bk ↑, In-1 R Shin > ↑, Rest of shins ∅, Lwr RP/Ltbs	
302.3	2		Anticipate Pumbaa Entrance	DS of Banner – Apr/In-1 ctr nc >> ↑	
302.5	3		w/ Screen moving offstage SL foe frame position	Sides/Bk ∅, Rse Bord, Adj Surnd	
303	3		Rafiki’s exit	Bk Lt (Spot 5) Up for Scar’s appearance on top of banner Sky: Red top/Orange bottom – Lwr Surnd, Spot 5 ↑, Ch 257 ∅	
305	2/0	F0	Scar falls Shadow screen off	FS 5 ∅, #1-3 RP Bk ∅, Adj Surnd, Ltbs ∅, SCRC	
305.5	6		Auto	EFX13 Lightning (Ch 905-909) Build	
305.7	3			Lts Up (Red) <u>DSL</u> – X Lt ↑, Ltbs ↑, Rse red cyc, Effect out	
306	3		As Hyena’s approach Scar DR	<u>Drop to silhouette</u> – Sides ∅, Bord ∅ Cyc: red top , orange bottom Light Leg: dark	

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbs- Lightboxes, ∅ - out, T- Template, ↑- up

Cue #	Time	Wait Follow	Look	Go	Notes
306.5	2.5	F2.5	As the elevator SR w/ Scar lowers/disappears	Fade To Black - SL Dry Ice ↑, SCRC	
306.7	2		Auto	Scrolling – Music Bx ↑, SCRC	
Act 2: Scene 24 –Pride Rock , Circle of Life / “Busa / Circle of Life”					
307	8		Transition	Lts Up / Reveal in <u>Blue</u> – Color Chg Bord, SCRC	
307.4	7/12		w/ 1 st Border Half Way Out	Shift Sky to <u>Orange</u> – Adj Surnd	
307.5	12		w/ 3 rd Border Starting Out	In-1-3 Shin > ↑, In-1/2 Shin < ↑, Adj Surnd	
307.6	6		w/Sun Starting Out	In-1-3 nc x < ↑, In-1 Scr x < ↑, Add more shins, Ltbs ↑, Adj Surnd	
307.7	8		w/Sun Half Way Out	NC x < ∅, Shins < ↑, Rse Ltbs, Adj Surnd, SCRC	
308	10	F15	As Pride Rock rises / Sun off the Deck	Build Brighter – Adj Surnd, Clouds ↑, Frt ↑, NC x >> ↑, Scr x > ↑, Adj shin, ACL's > ↑, In-2 HH < (pride) ↑, SCRC Sky: Blue Top, Amber Bottom	
308.5	15		Auto	Apricot Morning – Adj side, ACL's < ↑, Rse Clouds, Adj Surnd, SCRC	
309	12			Build DS – Lwr clouds, Pride str x > ↑, In-2 HH > ↑, SCRC, Adj Surnd, CL Bk UL rake ↑, vlow wall lt ↑, Back ↑, Adj side	
310.5	10		Animal Entrance Top of “Busa”	Build some for Simba’s climb of Pride Rock – Pride SP's ↑, RP Frt ↑, vlow wall ∅, SL clouds ∅, Rse Frt/Side/Bk, Adj Surnd	
310.8	6			Frt ∅, In-2 HH ∅, RP Bk ∅, Lwr clouds, Build-adj stage, P.R. SP's ∅, Adj Surnd	
310.9	3		Pride Begin Final Rotation	Menagerie on stage - Lwr In-3/4 L Bk, SCRC	
311	3	F1		Rse NC x, Adj stage, Rse Clouds	
311.5	3	F3	Auto	Apr-In-2 Scr x < ∅, PR SP's	
311.8	8		Auto , Pride to final position	<u>Build</u> - In-3 Frt ↑, Day T ↑, Lwr P.R. SP's, RP bk ↑, P.R. > ↑, Rse Clouds FL, Adj Surnd	
311.9	7		<i>On last, “Til we find our place...”</i>	Apr-In-2 scr x < ↑, Adj Surnd, SCRC	
312	3		Final Held “ <u>Of</u> , <u>Life...</u> ”	Big Build – Build stage picture, Clouds ∅, RP ∅ (exc #1 frt), Adj Surnd, SCRC	
313	0		Button	Blackout – Block Cue, SCRC	
Curtain Call(s)					
314			w/ Curtain Full In	Show Drop & Lights US – P1- Orch ↑, cond ↑, show drop T ↑ P8- In-4/5 Lav Frt ↑, ACL's ↑, P.R. SP's ↑, stage us drop ↑	
P1	0				
P8	3	W0.5			
315	3		w/ Curtain ½ Out, 1 st Bows	<u>Add FoH Lights</u> – Block cue, raise stage	
316	3		With Curtain In	<u>Lose FoH</u>	
317	3		w/ Curtain ½ Out, 2 nd Bows	<u>Add FoH Lights</u>	
318	3	F10	With Curtain In	<u>Post Set w/ Hse Full</u>	
318.5	4		Auto	<u>Lose Lights Behind Curtain</u>	
The End					

Rse- Raise, Lwr- Lower, SCRC- Scroller change, RP – Borders, P.R. – Pride Rock, Adj- Adjust
Surnd- Surround (Cyc, Legs, Borders), Ltbs- Lightboxes, ∅ - out, T- Template, ↑- up