

# THE LION KING

T H E B R O A D W A Y M U S I C A L

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CUE LIST

Lighting by: DONALD HOLDER

Cue #	Time	Wait Follow	Look	Go	Notes
101	3	F25:00	Top of show / Preset		M101(Deck CO2 Heat) Studios on Show Drop
101.2	3		Hazers On (Macro902)		
101.5	3		M102(Bsmnt CO2 Heat)	w/House to ½ ↓	VL Pace
102	4		<b>Fade To Black</b>	w/House to out↓ Preset on US	VL: Blackout, Preset Borders
102.2	3	F2	<b>Fade To Black</b>		VL4(s) Blue Borders Lo Trim
<b>Act 1: Scene 1 - Pride Rock / Prologue: Nativity 'Circle of Life'</b>					
102.3	6		Blue CYC Dark Borders Lts↑ DSR	<b>Auto</b> Front Cloth moving ½ ↑ w/Top of Rafiki's 1 <sup>st</sup> chant/call	VL:: Add Rafiki Dwnlt DSR↑, Increase Border 2,3,4 Intensity
102.5	6	F0		Border #1 moves out ↑	VL: Border 2 Out Border 3 Up Fade down Border 4
103	5	W7.5		<b>Auto</b>	
103.5	3		Dummy		SR Top Box Up (Lebo)
104	10		Sky: Pink/Salmon Mexx Singers Up	Border #2 moves out ↑ Border#1 blue Border #2+#3 steel	VL: Border 3 Out Border 4 Increase Dry Ice out
105	10		Sky: peach/orange DS Borders: Gray US Borders: Gray/Orange	Border #3 out ↑ Border#1+#4 out Border #2+#3 blue	Macro 903 (Haze Off) VL: Preset VL6s on Rising Sun, Border 4 Out
105.5	3		Dummy		Add SL Top Box (Kulu)
106	9		Build Orange Sky	Border #4 out ↑ + Sun Rises ↑	VL: VL6s on Rising Sun Bks
108	10		Build Sun + Borders		VL: Add VL2 Front Light on Rafiki
108.5	10		Builds #2 Light Legs Builds Clouds Brighter		VL: Add 4's on Sun
109	12	F11		Sun 1/3 out ↑	VL: Build Frt on Rafiki, VL6s Follow Sun Up
109.5	10	F9		<b>Auto</b>	
109.7	10			<b>Auto</b>	
110	20			Sun Kisses the clouds. Rafiki "from the day we arrive..."	VL:4s on Sky in Red Lose FoH VL2s + Add Side VL2 on Rafiki↓
110.1		15		<b>Auto</b>	Lose Hse Box Singers
110.2		15		<b>Auto</b>	VL: VL4(s)Out on Sun Add VL on Rafiki
110.3		15		<b>Auto</b>	VL: VL6(s) Out on Sun
110.5	12		Bring up House Aisles ↑	On Rafiki Vocals	VL Pace



Cue #	Time	Wait Follow	Look	Go	Notes
111	20		(Macro903 -Haze Off)	w/ Pride Rock nose out of Desk Rafiki "on the endless round..."	VL: Low VL4s On Drop Out, VL on Rafiki
111.3	15		Audience Temps Out ↓	Pride Rock @ 12pm, 1 <sup>st</sup> Time	VL: Add VL4s on Mufasa at rising rock
111.5	7		Onstage face front at CtrLine Lose House Rgt Aisle	W/Rake Up	VL: VL4s on Mufasa move
111.7	5		Lose House Lft Aisle	As Zazu hits the Stage	VL: VL4s on Mufasa brighter, Rafiki Out
111.8	8		Build Dwn Lts	Pride Rock @ 12pm, 2 <sup>nd</sup> Time	VL: Add VL4s on cyc, VL4 on Mufasa out, preset studios
112	10		Build Brighter (X Lts) Mufasa & family at top of Pride Rock	As Pride Rock 5 beats prior final position, Rake arrives ↑ Rafiki "through faith and love..."	Macro 200 VL: VL4s on Mufasa out, Studios on cyc up
112.5				<b>Auto</b>	Add Special top of rock, add more VL4s on cyc
112.6	2		Pull Down, + Spec on Simba Baby	Raise Baby Simba "Circle of life..."	VL: VL2s on Cub Simba top of Rock, Studios on cyc out
112.7	15		Build on crescendo, Sky Shift to Deep Blue	Rafiki pans Baby Simba "Till we find our place..."	VL: VL2s on Cub out, VL4s and Studios on cyc to blue
112.8	4		Build More	Final "The Circle of Life"	VL Pace
113	0		<b>Bump to Black</b>	Button / Conductor cut-off	VL: <b>Blackout</b> , Preheat VL5 on Scar
<b>Act 1:Scene 2 - Scar's Cave / Scar &amp; Mufasa</b>					
114				Scar's cave ↓ / Applause	VL: VL2 Streak on Wall, and VL5 Spec on Scar
P1	2		LTS↑ on Scar's cave		
P2	2	W 5			
P8	4	W 1	Glow on Scar's RP		
114.4	3		Mouse Shadow Lt (816,RF)	w/ Mouse Set	VL Pace
114.5	6		Reveal of Scar + RP ↑ Bklight	As Scar Turns Head to Mouse	VL: VL4 RP Bklt, VL4s on cyc, VL2 on Mousey, VL5s on Wall
114.6				Mouse hits CL	VL Pace
P1	3				
P8	10				
114.7	0	F1.5	Shdw Lt (816)out ↓ Cane snap Mouse kill Front up↑	w/ Cane snap Scar gets mouse	VL Pace
114.9	3/0.5		Mouse kill Front Out	<b>Auto</b>	
115	5	F5	Build full stage (DS)	w/ RP ½ of Scar's cave wall ↑ Scar "I Shall Never Be King"	VL: RP Bklt + Scar Spec out, VL5s on Wall out
115.3	5			<b>Auto</b>	
115.5	5		Build SL Ramp	5 beats Before Mufasa Entrance	VL Pace
115.7	10		Pull Dwn Ramp + Fill in Frts		VL Pace
116	10/5		Dim Down / Lose US	Scar Exit/ Lower Scar Wall ↓ In	VL: VL4s on cyc out
116.7	4		Fade to Cave wall Only Rafiki tree, Cyc preset US	w/ music playoff, Zazu + Mufasa's Exit SL	VL Pace



Cue #	Time	Wait Follow	Look	Go	Notes
<b>Act 1:Scene 3 – Rafiki’s Tree</b>					
117	3	F3	Rafiki tree surround Umbrae Top: Red, Bott: Yellow	Scar Wall ↑ Out	VL: <b>Blackout</b> , VL4s preset on cyc
117.3	10	F8		<b>Auto</b>	VL: add VL4s on cyc white
117.5	12		Rafiki tree Silhouetted against a red surround Umbrae Top: Red, Bottom: Yellow	<b>Auto</b> , Scar’s cave wall ↑ Out	VL: VL4s on cyc out, add VL4 fill bottom corner of cyc red
118	4	F7	Rafiki revealed in tree (777)	Anticipate Rafiki RP out ↑ SM Call: FS Rafiki PU	VL Pace
118.3	4		Sky: Orange	<b>Auto</b>	
119	9	F9	Lose Rafiki Tree Lts	As Rafiki stands (gets up from stool and steps out from tree)	VL: VL4s back up in orange
119.5	10		Build Borders (CC move ?)	<b>Auto</b>	
120	15/12		RP Simba Up ↑	Rafiki makes sweeping gesture	VL: VL2s Bklt tree screen on
<b>Act 1: Scene 4 – Pridelands / Day With Dad / Grasshead dance /The Morning Report</b>					
121	5/10	F9	Lose Borders Sky: Orange/Red	Rafiki’s exit SL, Elevators ↑ w/ Grassheads, On DownBeat ↓	VL: VL2s tree bklt out, VL4 cyc corners red out
121.3	12		Grasshead/Elev Dwn Lts	<b>Auto</b>	VL: Add VL4s on Grassheads, VL4s on cyc brighter
122	10	F9	Borders: Blue Top: Blue, Bottom: Apricot	w/ Rafiki tree ↑ at head height	VL: VL4s on cyc change to blue, add VL5s on DS Grassheads, add US Studios on
123	15		Full Stg Build for Grassheads and Mufasa+Simba Puppets	<b>Auto</b>	<b>RDS/Clouds</b>
123.2	7		Build Bk Lights	DS Line-Up of Grassheads	VL: Raise VL5s on DS Grassheads
123.3	5		Pull Down	Top Of <i>Busa</i> (T Formation) Mufasa+Simba Enter UC	VL: Move VL5s on DS Grassheads again, preset Studios on cyc
123.5	12	F10		Mufasa + Simba @ DC	VL: Takes out VL4s on cyc from SL and on Grassheads, adds FOH Studios on cyc
123.6	10		Pride Rock out of the Deck	<b>Auto</b>	
123.7	5		Pride Rock Frt Lts up ↑ Lose DS+Build US Grasshead	w/ Grasshead(s) in place Pride Rock in position, Rake Up	Add VL2s top of rock, VL4s on Grassheads and Cyc, VL5s out
124	3		Footlights for Anthill Lady X	Anticipate Anthill Lady Entrance by 2 Beats	VL Pace
125	5		Lose Foots	Anthill Lady exit Guinea hens entrance	VL Pace
125.2	5			On “ <i>What are those Birds...</i> ”	VL Pace
125.5	6	F8	Slight Pull Down	DS GrassHeads Exit Mufasa “ <i>Circle Of Life</i> ”	VL: Grassheads and Pride Rock on
125.6	6		Build DS and US Grasshead Down Lights	<b>Auto</b> , Grassheads X to US Pride Rock down ↓	
125.8			Build DS		VL: Add VL6s and VL2s



Cue #	Time	Wait Follow	Look	Go	Notes
P1 P8	3 5	W4			on US Grassheads, US Studios out, VL4s out
125.81				<b>Auto</b>	VL: Add VL6s on Grassheads US
<i>"The Morning Report"</i>					
126	10		Slight Pull Down, Build DC	Top of Vocal <i>"Chimps are going"</i>	Lose - 2TL bottom VL Pace
126.2	5		Build, Simba chase Butterflies	Butterflies Entrance SR / Zazu 1 <sup>st</sup> verse	VL: Add Pouncing VL4s
126.5	5/10		Lose US Grasshead Lts	Grasshead line moves DS Mufasa <i>"Stay Low"</i> (Step)	VL: Grasshead VL5s Move and Pouncing VL4s out
126.8	0/5		Restore Up DS Dwn Lts	w/Simba sing <i>"Morning Report"</i> On orchestration downbeat	VL: Add VL2 Breakup X, US VL2s/VL6s on Grassheads out
127	5		Lose GrassHead Lts	Grassheads Exit	VL: GrassHeads Out
128	0		Bump Brighter (Preheat 600)	<b>Button</b> / Conductor Cut Off	VL: Preset Molehole, Add VL5 DC X
129	6		Pull to DS, Mole hole up DSL	Ride on Peak of Applause	VL: Add VL2s on Mole hole, Take out VL2s Brkup X and VL5s
129.5	4		Dummy	Mole hole DSL closes	VL: VL2s Mole light ↓ out
<b>Act 1:Scene 5 – Scar’s Cave 2 / Scar Tricks Simba</b>					
129.7	3	F3	Transition into Scar’s cave light off ↓ top of cave		VL: Studios on cyc out, Preset for Scar’s Cave
129.8	8		Pull to Legs & Sky	<b>Auto</b>	
130	3		Ramp Lts Up ↑	Scar’s wall complete ↓	VL: Cyc to lav, Add VL4s on ramp, VL2 Streak on Wall
130.5	5		Build DS of Wall + Ramp	Anticipate Scar off ramp	VL Pace
131	4		Fade to Blue Cyc + Borders	For Scar’s Exit on Ramp	VL: Lose VL2 Streak, VL4 Ramp Specials, and Increases VL4s on Drop
131.3	8		USR X Lt for Lionesses Entr	As Lionesses Back Onstage	
<b>Act 1:Scene 6 – Pridelands / Simba Invites Nala / "Lioness Chant"</b>					
132	8	F5	Build DS X Light	Anticipate Lunge/X DS onstage	VL: VL4s on cyc to full
132.5	10		Face light on UR Lionesses	<b>Auto</b>	
133	10		Build +Add USR Singers Pool	With Entrance of Singers, Anticipating "Ta Ta Ta's"	VL: Add VL4s on USR Lioness
133.3	15		Lose Floor / Shift to Shins Darken Blue Sky	Entrance of Final Gazelle	VL Pace
133.5	10/5		Pull to Center Elevator Silhouette / Warm X from SL	US Lionesses Chorus move DS Lionesses surround gazelle	VL: Lioness out, Cyc VL4s down, VL on Ctr Elevator Up
133.7	5		Sky Darkens, Lose Elev Sp.	Lionesses Start to Exit	VL: On Elev Gazelle
135	12	F12	Slow Build Restore/Sky:Blue	After the Kill / Fade out of <i>chant</i>	VL: Increase VL4s on cyc
135.2	8		Restore Scene Lts ↑, Build FoH	<b>Auto</b> Simba & Nala Dialogue	VL: Add VL2 on Sarabi



Cue #	Time	Wait Follow	Look	Go	Notes
<b>Act 1:Scene 7 – Before King Curtain / “Can’t Wait To Be King”</b>					
136	7/10	F10	GrassTrack & Corridor RDS Clouds in Dk Blue	“But Only if Zazu...” w/ Music Downbeat, start of Transition	VL:VL4s on cyc fade down, VL2 on Sarabi out
136.5	5		Build Borders	<b>Auto</b>	
137	4		Builds Center for dialog	Grasstrack stops	VL Pace
137.5	5		Shift to DL	w/ grass move SR	Macro 902 (Haze On) VL Pace
137.8	2			As Simba+Nala jump backward US, Simba “ <i>In that case...</i> ”	VL: Add VL2 Temp X, & VL5s on King Curtain
140	0		For King Curtain ↓	Conductor ↓ beat w/ curtain fall	VL: Takes out VL4s on cyc
140.5	3		Build (US Work Lights Ch 540+546)		
<b>“Can’t Wait To Be King”</b>					
141	0		Bump Up DS of BlkOut Drop Macro 202 (Cloud RDS Off)	King Curtain pages Open Do not anticipate	VL: VL4s red dnlt, VL5s move to curtain open position
142	2		Pull Down Behind Curtain, (Works US of BlkOut Drop)	Curtain Closes	VL: Take out VL2 Temp X and VL4 Red Dnlt
143	1		Build / Restore	Call as Curtain Open 2nd Time	Restore VL4s +VL2s, Add VL6 Temp X Roll
145	0		Tricksters make a circle	Stop in music / Zazu	VL: Take out VL4s Red Dnlt and VL6 Temp X
146	0		Restore to VL temp Loose CTR pool	Restore	VL: Restore VL4 Dnlt
146.2	3			“If this is where the monarchy”	
146.5	7		Build X Lt	US Giraffes Entr from SR During the start of dance section	VL Pace
147	5		Add Apron	Bongo(s) “ <i>everybody look left</i> ”	VL: slow scan
147.2	3		Fade Down Frt(Bridge) Lts	Simba, “ <i>Every where you look I’m...</i> ” <i>Spotlight</i>	VL: Add VL2s on Simba SL, VL2 Temp X out
147.4	6		Build DS (pit) Giraffe Necks	On Zazu, “ <i>Not yet....</i> ”	VL: VL2s on Simba out, Some VL4 Red Dnlt out
147.41				<b>Auto</b>	VL: Preset VL4s on Simba and Nala
147.5	8		Lose Pit X (Giraffe) Lts	After Giraffes Pull Back Onstage	
147.6	2			On Last “ <i>Just Can’t Wait...</i> ”	VL: Add VL4s on Simba, Nala, Preset House Sweep
149		F2	Button/ Bump Down to in front of King Curtain	Curtain In ↓	3TL (G336) ↓ after King Curtain ↓ Pit low level VL: House Sweep
P1	0	W 0.5			
P8	0				
149.1				<b>Auto</b>	VL: House Sweep out
149.2					(Dry Ice On)
P1	0		Stop Stobes		
P8	5		Fade to Curtain Wash + DS		
149.5	3		Blackout, Except FS4+5 on Simba+Nala (DS of scrim)	King Curtain ↑	VL: VL5s on Kings Curtains out
149.6	3		Work light US Off		VL Pace



Cue #	Time	Wait Follow	Look	Go	Notes
<b>Act 1:Scene 8 - Elephant Graveyard / "Chow Down"</b>					
149.7	0/1	F0.5			VL: DL Geyser up
149.8				<b>Auto</b>	VL: DC Geyser up
150	10/2		Bleed through of Graveyard US of scrim, Geysers DS	<b>Auto</b> , Nala:"pinned you again"	VL: Add VL2s on Staircase, VL6 on Tusks
150.2	2		Geysers US		VL: UR Geyser up
150.21 150.23 150.24				<b>Auto</b>	VL: DC Geyser up VL: UL Geyser up VL: DL Geyser up
150.5	8		Build In-1	Nala:"...big trouble", <u>Anticipate Zazu Entrance from SL 1 beat</u>	VL Pace
150.7	7		Slight Build US (Dry Ice Off)	Anticipate Hyena laugh reveal	VL: Add VL2 on Hyena, Preset Graveyard
151	7		Build Graveyard, Cyc Bottom White Glow	w/ Scrim fly ↑, Anticipate Ed's XSL	VL: Add in Graveyard
152	6	F6	Pull Dwn	Zazu "Ix-nay on the oopid-stay"	VL: Add VL6 Sun Glow
152.2	1	F1		<b>Auto</b>	
152.3	10			<b>Auto</b>	
152.5	0	F0	<b>Bump To Black</b>	Birdie Boiler	VL: DL Geyser up, Hse Sweep goes, All VLs out
152.6	2		EFX11-Lightning, Birdie boiler	<b>Auto</b>	VL: <b>Blackout</b> + Geyser
152.7	1		Restore Lights (+Spots) Up	When Zazu Is Clear	VL: Restore Graveyard VLs
<b>"Chow Down"</b>					
153	10	F10	<i>Chow Down</i> , Rock n' Roll	w/music build top <i>Chow Down</i>	VL: Add VL2s on Simba and Nala DC, Add VL4 Graveyard Wash
153.5	3	F3	Color Scroller Move	<b>Auto</b>	
153.7	10		X Light ↑	<b>Auto</b>	
154	3/6		Build Blue Dwns	Move out from center	VL: VL2 DC out, Add VL6 Temps on Staircase, VL4 Elephant
154.5	10		Builds top center of stairs	Simba+Nala at top, Ctr of stair	VL: Add VL2 Spec on Banzai, VL4 Elephant Graveyard Wash out
156 P1 P8	2 3	F1 W3/3	Pull Way Down	Top of "Chase Sequence"	VL: <b>CHASE</b> Starts, VL4 Wash, all VL2s out, Add VL4s on Moving Stairs
156.2	2:06	F0.5	EFX 2 ACL(s) X-fade	<b>Auto</b>	
156.3	Hold		EFX 14 Strobes	<b>Auto</b>	VL: Stop Chase
156.4				<b>Auto</b>	VL: VL4s on Moving Staircase out
156.5	0	F1	Restore Dim Grave Look (EFX Block)	End of the chase Conductor down beat	VL: Add VL2 Temp Wash Back in
156.6	3		Macro 903 (Haze Off)	<b>Auto</b>	
156.7	5/10		Build SL + Lose SR Stairs	Simba/Nala's run to SL Stairs	VL: Add in VL4 Hyena Spec



Cue #	Time	Wait Follow	Look	Go	Notes
157	0	F0	Build/ Brighten Full stage	With amplified roar Mufasa's entrance SR	VL: < studio on tusk Increase white light
157.1	2	F2	EFX11 - Lightning	<b>Auto</b>	
157.2	7		Slight Pull Dwn + Scrolling	<b>Auto</b>	
157.3	6		Pull Down More	Hyena's Exit	VL Pace
158	12	F10	Graveyard sculpted Silhouette Slow Pull to Scar, Stairs	On exit of all Scrim flies in↓	VL: <b>Blackout</b>
158.5	9		SR Stair Out		
158.6	4		Scar VL Spec ↑ a top Grave Stair, (Sky: Blue)	Scar's Arrival @ Top of stairs	VL: Add VL2 on Scar
<b>Act 1: Scene 9 – Under The Stars / Star Drop / They Live In You</b>					
159	5		Fade to Dk Blue Sky / Scar Silhouette Top of Stair - Ctr	Let Q158.6 Establish	VL: Blackout, Preset VL5s on Grass
159.2	7	F5	<b>FTB</b>	Transition/Grass track entrance	VL Pace
159.3				<b>Auto</b>	
P1 P8	12 8	W1	Ch242 slower Add DS Blue downlight		
159.5	5	F6	Build DS Grasstrack Blues Side Light In1 for Entrance	w/ Star Drop #1 ½ ↓	VL: Add VL5s on Grass
159.7	20	F12	Star Drop #1 (951)	<b>Auto</b>	
160	15	F15	Star Drop #1 (952)	<b>Auto</b>	
160.2	15		Star Drop #1 (953)	<b>Auto</b>	
160.7	5		Mufasa Head DwnLt Spec Up		VL: Add VL2 on Mask
161	10		Star Drop #1 (953)	w/ Chorus Vocals	VL Pace
<b>"They Live In You"</b>					
161.4	10		Pull to DC, Build stars		VL Pace
161.5	15		Dummy		VL:UV Studio Scrim Frt
161.6					VL: Brighten Mask Light
P1 P8	0 5	W 4	Smoke On		
161.7				w/ the chorus Simba cross to Mufasa DSR	VL: UV Studios Out, VL2 Bklts out
P1 P8	0 9	W5	Pull down to DRC, Add Simba Dn Lt Special (Part 1 - Smoke Off)		
162	4	F9	<b>Fade To Black</b> End Smoke	w/ chorus "He lives in you..." Simba places Mufasa mask	VL: <b>Blackout</b>
162.2	3/0		Smoke Fan Out	<b>Auto</b>	
<b>Act 1:Scene 10 – Elephant Graveyard / Be Prepared / Be Prepared</b>					
163	3			Anticipate the Star Drop #1 ↑ Anticipate the Scrim↑	AddVL4s on top bones (All Blk Masking is in↓)
163.2	3		Low shin <L Up	Reveal Shenzi'x X	
163.5	7		Build rest of Graveyard		VL: Add VL4s on all bones, and VL6s Temp X
164	10		Lts moving as Scar ascends the SR stairs	Scar's SR Entrance, "Oh surely we lions..."	VL Pace
164.3	5/10			As Scar arrives at top of Graveyard stairs	VL Pace



Cue #	Time	Wait Follow	Look	Go	Notes
164.4	12		Pull Dwn		
164.5	5	F5	Build Pool for Hyena Eating	As Scar tosses down meat	VL: Add VL2s on Hyena trio
164.7	3			<b>Auto</b>	
<b>"Be Prepared"</b>					
165	5	F5		Scar "precisely", Down beat↓	VL: VL2 Temps on, VL6 Temps out, Studio on Tusk out
165.3	1	F1	Scrolling	<b>Auto</b>	
165.5	15		Graveyard Sculpted in blue	<b>Auto</b>	VL4s out, VL2+6 Temp X, Studio Bklt Hyenas
165.7	10	F15	Brings up Hse Aisle lights	On Men + Women's first' "Hum, hum, hum, hum..."	VL: VL2 on Hyenas out
165.8	6		Lose Under Balc Aisle Lts		
166	10	F10	(4TR↓ for wilb Roller)	Hyena's arrive at top of stairs	VL: Add VL2s on Hyenas on Stairs, add VL4 on Tusks
166.5	6		Lose Hse Aisle Lights	<b>Auto</b>	
168	5		Pull Dwn to DL Area	For Dialogue	VL: All VLs out except tusk and studios
168.2	3		Hyena's DSL	"...Is He Sick" Anticipate Hyena's "No King..."	VL: Add VL2 on Hyena trio
169	5	F1	Pull to Scar top of Stair DSR	Staircase completes move in DSR pulpit position	VL: Add VL2 on Scar, VL6 Temp X, and VL4s on Top Bones
169.2	2	W 4	CC move	<b>Auto</b>	
170	4	F4	Shift Stage + Cyc to Yellow	w/ Blackouts fly↑ Hyenas Chorus Goose step	VL: VL4s on bones - Yellow, VL6 Temp X out
170.5	1	F1		<b>Auto</b>	
170.7	8		Build DR Grave Dig Under	<b>Auto</b>	
172	0	F1	Red/Yellow Dance Pool	Bongos on Dancers Break Geyser(s) fire	VL: CHASE J9 - Hyena Dance Break #1
172.5	1	F1	Scroll	<b>Auto</b>	
172.7	10		Scroller units up↑	<b>Auto</b>	
172.8		F0.1		3 <sup>rd</sup> Music change Guitar section / modulation Orchestra	VL: CHASE J6 - Hyena Dance Break #2
	P1 2	W1			
	P8 0				
173	Hold		EFX3 Leg Chase	<b>Auto</b>	
173.2	Hold		EFX8 Cyc Chase	Conductor down beat w/ music modulation #1 / tempo pickup/bongos, Acrobats	VL: CHASE J16 - Hyena Dance Break #3
173.4	0		Static Look, EFX BLOCK	For "Stop Time" Section	
173.5	1			For Ascending After 4 Bars	<b>Link to Q 600</b>
600	0		Red Sky	Music Bump 1	
601	0		Yellow Sky	Music Bump 2	
602	0		Green Sky	Music Bump 3	
603	0		Orange Sky	Music Bump 4	
604	0		Red Sky	Music Bump 5 (6, 7, 8)	
604.5	0		Yellow Sky	Music Bump 1	



Cue #	Time	Wait Follow	Look	Go	Notes
605	0		Dummy for Now	Duga Duga Duga Duga	<b>Link to Q 173.6</b>
173.6	0		Black Sky	<b>Auto</b> (Music Stop)	
173.7	0	F2	Bump Restore Stage + Sky to White	Return to Vocals	VL: Chase Stops, VL Dnlt on Hyenas
173.8	3			<b>Auto</b>	
173.9	2	F1	Pull to Scar	After, "Out of the century...."	VL: VLs Fade Down
174.2	1	F1	Scroll	<b>Auto</b>	
174.5	4		Build Intensity	<b>Auto</b>	
174.6	3		Build	On last "be prepared...."	VL Pace
174.7	2	F4	Drop to Silhouette		VL: <b>Blackout</b>
174.9	5		<b>Fade To Black</b> (Sky ↓ Out)	<b>Auto</b>	MFO
<b>Act 1: Scene 10A - Shadow CrossOver/ Transition into Stampede</b>					
175.5	6		DS Lights Up, Scar's Cave (Mufasa+Zazu Dialogue)	Scar's cave ↓ w/ shadow RP	VL: Add VL5s and VL2 on Scar Wall
176	4/5		Fade Dwn/Puppet Lt (816) On Puppet Lights Soft	Mufasa+Zazu exit SR	VL: VL5s on wall move up
176.1				<b>Auto</b>	VL: Preset Canyon VL4s
176.5	8		Brightens Apron for Cheeta Giraffe shdw puppet, X to SL	<i>Real</i> Cheetah Enter SR	VL Pace
176.6	5/2		Giraffe Puppet Lt (816) Out	<i>Real</i> giraffe X SL to SR Cheetah Uturns + Follows	VL Pace
176.7	3/4		Scar+Simba Shdw Lts On (816+817), Dim Down Apron	As <i>Real</i> giraffe+ <i>Real</i> Cheetah exit SR	VL Pace
176.8	2		Scar Shdw Lt (816) Out	Scar Shadow Puppet Exit SL	VL Pace
177	5/1	F5	Simba Shdw Lt (817) Out, Build Apron	Simba shadow exit SL	VL Pace
177.5	10			<b>Auto</b>	
<b>Act 1: Scene 11 - Canyon / The Stampede</b>					
178	4	F6	Stampede Scar+Simba in canyon	Scar's wall flies ↑	VL: Scars Wall VL5s out, VL4s on canyons on
178.2	5			<b>Auto</b>	
178.5	10			As Simba sits on ledge CS	VL Pace
178.6	10		Add Scar DL Special ↑	Simba "Will I Like the Surprise..."	
179				Scar exit	VL: Add VL2s on Simba on Platform, VL4s on Portals
P1	3		Lose Scar Special		
P2	10		Slight Pull Down		
179.3	2		Hyena specials SR on ↑	Simba's 3 <sup>rd</sup> Roar	VL: VL2 Hyena lights on, VL2s on Simba out
179.4	1		Scar special SL on ↑	Anticipate Scar appearance SL "wait for the signal...."	VL: Add VL2 on Scar
179.5	10/2		Hyena + Scar Specials out (Simba practices roar)	Shift back to Simba DSC on platform ↑	VL: VL2s out on Scar and Hyena
180	8	F7	Wildebeest belt sander revealed ↑	Start Stampede beginning of vocal	VL: VL4 on Portal, all else out
180.3	5		Scar watches from SR	<b>Auto</b>	FS Simba out



Cue #	Time	Wait Follow	Look	Go	Notes
180.5 P1 P8	4 3	W1.5	w/ Wildebeest belt sander Moves	Part 2 Wildebeest Sander	VL: VL4 Canyons on, VL4 Portal out
181	4		Build In-4 Canyon + Roller	US Wildebeest roller rises	VL: Add in VL4 US Rollerbeasties
182	4		Build In-3 Canyon + Roller	DS Wildebeest roller rises	VL: Add DS Rollerbeasties, VL6 on Simba
183	4	F7	Frts to Elev Wildebeest Rising	Anticipate Elevators Come ↑ Up	VL: Add platform lights on Simba and Beasties, Take out VL6 on Simba
183.3	4				
183.5	5		Lt up, DR Stampede wagon		VL: Add in Scar and Mufasa
184	2	F1	Build DR Stampede Brighter Lts down on Simba (Attach flying harness)	Anticipates Zazu, "oh look, Sire" In1 Wildebeest Entrance	VL: DS Beasts and Platform fade up
185	7		Lose Sky	<b>Auto</b>	
186	0		Dummy	Mufasa "Odd..."	VL: Fade Down all except VL4s on Simba
186.5 P1 P8	7 1	W3	Dim DR Stampede, Portals + Borders, Build DS Dancers	Simba, "Zazu! Help me..." On musical downbeat with DS Wildebeest Men entering	VL: Restore VL Levels + Add VL5s In-1
186.6	2		Scar's Light Out		VL: Takes out VL4s on Simba
186.7	3		DR Stampede Wagon out (US Smoke On)	Zazu, "Your father's on his way hold on"	VL: Take out SR Plat
186.8	2		Pull Dwn to Frt Shins (DS Smoke On)	Mufasa Entr SR	
187	6/2		Slight Fade Down Branch Flies Out	Simba down to Mufasa's arms	VL: Add VL4s on Simba orange
187.3 P1 P2 P8	20 0 5	W1	P2 - Smoke Off	Limb flies out, Simba unclipped	VL: Take out VL4s on Simba orange, add platform VL2s
187.5	10/3			Simba exit after Mufasa carry	VL Pace
187.7	0.5			Ahhhhhhh	
189 P1 P2 P8	2 5 6	W3	DS to Orange, + "Spot 5" HO Fluorescent on "Spot 5" (ch46) On	Mufasa climbs Canyon 1Lft	VL: Fade down VL2s on Platform and US Beasts, VL4s on Elevator out
189.5	1	F1	Pull Way Dwn	Mufasa "Help Me"	VL: VL2s on platform out, VL4 on DS Elev Up
189.6	6				
190	0	F0	Strobes + Dim Red Glow DS	Mufasa falls to bier	VL: <b>Blackout</b>
190.1	7	F6	EFX12 Mufasa's Death		VL: House Sweep
190.2 P1 P8	0 2	W 1.5	Stop Strobes Fade Down		
190.3	4/5		Lose Red Dwn Lt Glow	w/Wildebeest Exit	VL Pace
190.4	10		Build Low on Ctr Platform	Simba's Entrance	VL: Add Canyon VL4s



Cue #	Time	Wait Follow	Look	Go	Notes
190.5	5		Add Scar Spec on Can-1L	3 beats prior Scar appearance on elevator (Trip ↓ Down)	VL Pace
190.6	8			Scar at the bottom of lift	VL Pace
190.7	7			Scar, "run away Simba...and never return"	VL Pace
191	6	F4	Build DS for Hyenas	w/ Hyena's entrance DR In-1	VL Pace
191.7	8	F8	Build Apron DCL	<b>Auto</b> (for Heyenas "Kill Him")	
191.8	10		Lose Elevator X Lts	<b>Auto</b>	
192	5	F8	Pull to Bier DnLt, Lose Apron Ghost Shin on Rafiki	Rafiki's entrance / Hyena's exit	VL: <b>Blackout</b>
192.2	5		Lose Ghost on Rafiki		
<b>Act 1: Scene 12 -Pride Rock / Eulogy / Eulogy / Be Prepared( Reprise)</b>					
193	3		Bier Lt + Fluorescent GroundRow (600)	Transition w/ Canyons Out	VL: Add VL2 Dnlt on Mufasa
194	15	F15	Build Low Sides, Wht Brdrs	Top of Eulogy Lionesses midway to bier 2 <sup>nd</sup> round of <i>halalahumba</i> chant	VL: Add VL2s Bklt on Lionesses
194.3	10		Build DSC X Lt	<b>Auto</b>	
195	10		Sky white, Scar on Pride Rock	Pride Rock out of deck	VL: VL2s on Mufasa and Lionesses out
195.5	10		Add ACL's	Scar "But to Lose Simba..."	VL: Add VL2s on Scar and Hyena top of rock
196	7	F7	Build CLR X Lts	Start of "Be Prepared" Reprise Conductor down beat	VL: add VL4s bklt on Hyenas, and VL2 on Sarabi
196.1				<b>Auto</b>	VL: Add VL2 on Nala
196.5	10/12		X-Fade Fluor to White Cyc	Start of "Be Prepared" Reprise Conductor down beat	
197			Silhouette against a Blue Sky,	Hyena's exit	VL: Bklt Hyenas, Scar, and Hyena top of rock spec out
P1	3				
P8	7		Fluorescent Grndrow Out		
<b>Act 1: Scene 13 - Rafiki Tree / Rafiki Mourns</b>					
197.3	3		Dummy	Rafiki crosses SL out of special	VL: VL2 on Rafiki out
197.5	10			Rafiki tree 1/3 of the way in ↓	VL: Add VL6s on Sarabi and Nala
198	10		Simba RP Image Up	Hold for when tree hits floor	VL: Add VL2s Tree Bklt, VL6 on Nala out
199	8		Fade Out Simba RP Image	2 <sup>nd</sup> "Yahdee" Rafiki Erases Image of Simba	VL: VL2 Bklt out, add VL6 on Nala
200	4	F4	<b>Fade To Black</b>	3 <sup>rd</sup> Yahdee, Rafiki pivots to DS	VL: <b>Blackout</b>
200.1	2		Scrolling	<b>Auto</b>	
<b>Act 1: Scene 14 - Desert / Jungle / Hakuna Matata</b>					
201		F15	Lights Up on Desert	Actor/Elevator in Place	VL: VL2 on Simba, VL4s and Studios on cyc pale yellow
P1	15	W 1.5	USR Buzzards X to Simba		
P8	15				
201.5	15		Build Shins		



Cue #	Time	Wait Follow	Look	Go	Notes
202	4	F4	Build Bright Amber for dialogue	Timon+Pumba Entrance	VL Pace
202.5	10		Build X Lt	Auto	
202.6	5		Dummy		VL:
202.7	10			Top of <i>Hakuna Matata</i>	VL: VL2 on Simba out
202.8	12		Slight Pull Down	"It means no worries...."	VL Pace
203	0	F0	Inflate Cacti	Inflatable Cacti Inflate	VL: Add VL2s on DR and SL Cacti
203.1				Auto	VL: VL6 on UC Cactus
203.5	6		Cactus Bks Up	Auto	
204	0		Inflatable DR off ↓		VL Pace
205	0		Inflatable UC off ↓		VL Pace
206	0		Inflatable DL off ↓		VL Pace
207	0	F0	All Inflatables On ↑	Call 3-5 sec's before Inflatables rise, for return to Vocal	VL: Takes out VL4s and Studios on cyc
207.5	5	F5		Auto	
207.6	1	F1		Auto	
208	7	F15	Borders+Lightbox tops green	Auto, flying in of jungle	
209	12			Auto	VL4s+5s+US Studios on Jungle, VL6s on cyc orange, SL cactus out
209.3	25			w/ with Bug Boxes coming on	VL Pace
209.5	10		Slight Pull Down	Call when last SL bug boxes at Center on cross to SR	VL Pace
210	5	F5	Fade to Silhouette	"Hakuna Matata..." as they exit SL	VL: VLs on Cactus out
210.2	1.5			Auto	
211	0		Bump Restore - Green Cyc	Teen Simba hits the floor (on music downbeat)	VL: VLs on cyc to green
212	5		Lose FOH, Fade to Silho	w/ Show Drop slow fly in ↓	VL Pace
212.4	3		Add Show Drop Temps	Show Drop Half Way In	VL Pace
212.5	4	F14:00	Lose US Lights (Works On)	House up ↑	VL: Studios on Show Drop on, all else out
212.6	0		Macro 902 (Haze On)	Auto	
<b>INTERMISSION - END OF ACT 1</b>					



Cue #	Time	Wait Follow	Look	Go	Notes
<b>ACT TWO - Entr'acte / Audience/ Waterhole / One By One</b>					
212.7	10		w/Hse to ½ Macro 102 (Cloud RDS ON)	Lebo's entrance on Apron Company Enters Singing	VL Pace
<b>"One By One"</b>					
213	10		Audience templates in house	Start of "One By One"	House Lights Out VL Pace
213.5	5	F5	Build DS of Show Drop	Call w/1 <sup>st</sup> of 4 guys hit steps	VL: VL2s on House Boxes, Studios on Show Drop out, VL4s on Pond and cyc on
213.7	10				
214	5/3	F5	W/ House Out Blue Waterhole/pond silk	Front Cloth rises ↑	VL: Postset Studios
214.3	5		Build DS X Lt		
214.5	15		Lose Mezz Aisles Under Balc Temps Out	Cast starts on stage from house	VL Pace
214.6	5		Lower Orch Temps out ↓	When Last 2 Actors hit Steps	
214.7	10/5		Lose Bk of Hse Aisles	Entire Company on stage	VL Pace
214.8 P1 P8	3 5		Mezz Temps Out	Call <u>right before</u> , "Africa"	VL: VL2s in House Boxes out
214.9	10			Company	Macro903(Haze Off) VL: cyc to white
215	10		To cold white water	w/ Buzzards at center stage	VL: Add VL2 ctr of pond, VL4s on pond fade down
215.5 P1 P8	15 30		Begin Fade Down	Pond dries up/pulled into deck	VL: VL2 ctr of pond fades up, VL4s on pond out
215.51				<b>Auto</b>	VL2 Pond Ctr shrink
216	12/15		To no water, Blue DS for Skeleton Wheel X SR to SL	As Bird man steps off SR (Bones Enter on track SL→ SR)	VL2 Ctr of pond out, Pond Dot Up
216.5	5				VL2 Pond Dot Out
<b>Act 2: Scene 15 - Scar's Cave / "The Madness of King Scar"</b>					
217	10		Lights up↑ Scar Bone Ramp SR	w/Wall flying in	VL5s on wall up, Cyc VL4/Studio out
217.5	4		Build Bone Ramp	Anticipate Bone Ramp Cmpl	VL: Add VL2s on Zazu, Scar, and Bone Throne
218	5	F5	Build DS + SL Ramp Up	Anticipate Hyena's Entrance	(VL: Add VL2 for Hyenas)
218.5	7		Builds lts DS of Scar wall	<b>Auto</b>	
218.7	10		Pull down for Scar+Zazu alone SR	Call w/Hyena's X off Ramp	VL: VL2 on Hyena out
218.8	7				
219	6	F4	Pull Down for shadow work Lose SL Ramp + Cyc	w/Hyena's run off SL	VL: In-1 VL2s out



Cue #	Time	Wait Follow	Look	Go	Notes
220	6/8		Bring up Shadow on Sky #1	Auto	VL: VL2s fade down
221	0		Flash shadow on Sky #2		VL Pace
222	0		Flash Shadow Gobo on Wall		VL Pace
223	2		Shadow out ↓ Top of Singing Dark blue sky	"I am perfectly Fine..."	VL: Restore VL2s after shadows
224	5		Build SL Ramp ↑ + Blue Cyc	For Nala's Entrance	VL Pace
224.5	3		Dim Down Ramp	As Nala X's Off Ramp	VL:Lose Ramp
225	5	F5	Pull Dwn SL Ramp	Top of the Rumba Reprise of "Madness"	VL: Take out VL2 on Bone Throne
225.1	4			Auto	
226	3	F3	Pull to Scar VL Spec on Ramp	As Nala hits SL ramp on exits	VL: Final Moment, Spec on Scar. Zazu frt out
226.3	10		Lose Zazu SR, Fade More	Auto	
226.5	0		Bump to Blue Silhouette	Button	VL: <b>Blackout</b> , Preset Lionesses
<b>Act 2: Scene 16 - Pridelands / Nala's Farewall / "Shadowland"</b>					
227	15		Lights Up (US X Lts <L) Sky: Grey, RDS Clouds	Lionesses in USR line facing SL	Shadowland/RDS VL: VL4s and VL6s on Lionesses
227.3	4		Dummy	w/1st Choral "Halalela" Lunge	VL:
228	10		Build some X Lt for Lionesses	Nala separates from pride for "Shadowland, the leaves have..."	VL: <b>Blackout</b>
229	15		Pull to USR pool for Lionesses Nala's solo dance	Chorus Sings "Prideland"	VL: Add Dnlt on Lionesses
230	10	W 3/0	Lose USR Pool	For Vocal Restore after Nala's dance, Lionesses Move SL	VL: Dnlt on Lionesses out, Add in Lionesses ctr light
230.5				Auto	VL: Lionesses ctr light moves up
231	10	F10	Build USL Pool for Lioness's	Pride turns starts backward exit USL	VL: Lionesses SL Bklt up
231.5	25		Lose low sidelight Pride USL standing	Auto	
232	15			Pride exits backing up In4 SL	VL: Lionesses Bklt out
233	10		Fade to Silhouette + Spots	Rafiki exit SL	
233.5	10		FTB (Lag Spots on SM Call)	Nala Final lyric	VL Pace
<b>Act 2: Scene 17 - Jungle / "Lion Sleeps Tonight"</b>					
234	10		Lights Up Sky+Legs: Grn top/Orng bot		VL: Preset Jungle
235	5	F5		Top of "Lion sleeps tonight"	VL: VL6s on Grassmen
235.5	3		Build	Auto	
236	15	F15	Isolate Pumba+Timon SL Cozy in the plant life	"We're in the Jungle..."	VL: VL6s out on Grassmen and on cyc



Cue #	Time	Wait Follow	Look	Go	Notes
236.5	40/50	F50	Sky: to Magenta	Auto	VL: VL6s out on cyc
236.6	2	F2		Auto	
237	20	F20		Auto	VL: Vls on Jungle Drop to blue
237.1	1	F1		Auto	
237.5	20	F20		Auto	
237.6	3		Nightmare begins Darken	Auto	
238	6			w/ Drums Simba, "Isn't too <u>safe</u> out there..."	VL: VLs fade out
<b>River Silk</b>					
239	1.5		River Dwn Lights Up	w/ River Silk Entering SL	VL: Add VL6 Jungle Drop Slashes
240				River rises to vertical	VL Pace
P1	2	W4	More Fish Up		
P2	2	W7	Final Fish Up		
P8	2		X to River Frt Lts Up, Fish Up		
240.5	3		Lose Fish Lights	As last fish is at the SR portal	VL Pace
241	0			Timon jumps into river	VL Pace
242	4			River clears SR	VL: <b>Blackout</b>
<b>The Waterfall</b>					
243	3		{Bsmnt Dry Ice On}	Waterfall unit ↓	VL: Add VL2 on Timon Puppet
244	5		Pull down to Simba DSL {Pani at 50% }	"Stampede" - Waterfall to Red	VL: VL2 on Simba + Studio on Waterfall
244.5	5				VL: Add VL6s on Mufasa Mask
244.7	1		Add Apperition US of Water		VL: Add red VL2 on Simba
245	0		Restore		Bsmnt Dry Ice Out VL: VL6s on Masks out
246	6/1	W2/0 F6		As Waterfall unit flies ↑ Timon puppet falls	Dry Ice + Pani Off VL: <b>Blackout</b> , Preset Jungle
246.5	5		Night Sky	Auto	
246.7	7		Restore to Pre-Waterfall Look		Red VL2 Bump Out
246.8	10			Timone out of Elevators	
247	5		Fade to Nt Temps, Blue Cyc		VL Pace
247.3				W/ fireflies appear	Macro 201
P1	3				VL: VL4s on Jungle Drop, Timon, Pumba and Simba UC on
P8	10		Scrolling		
247.5	10		Stars up, Build UC Pool	W/ fireflies at Center	VL: Take out VL4s on Simba and Jungle Drops



Cue #	Time	Wait Follow	Look	Go	Notes
<b>Act 2: Scene 18 - Under the Stars / Star Drop</b>					
247.7	15		Fade Out UC Pool		VL Pace
248	2	F10	Pull down to Stars Only	Timon <i>"Was it something I said?"</i>	VL: Blackout
248.3				Auto	RDS/Clouds
P1	3		Scrolling		
P8	8		Fade to Black		
248.5	12	F12	Build Blue Sky + Clouds	Simba X to DSR	VL Pace
248.7	12		Build Blue Deck & Clouds	Auto	
<b>Act 2: Scene 19 - Star Drop / EndLess Night</b>					
249	15	F14	Build Sky/ Clouds/ Deck	W/ Company Chorus	VL Pace
249.5	15	F15	Build More	Auto	
249.7	15		Build Even More	Auto	
249.8					VL: Add Spec on Simba
P1	10		Blue X Lts Out		
P8	5				
<b>Act 2: Scene 19A - Rafiki's Tree / "He's Alive"</b>					
250	5	F3	Sunrise, Cyc: Amber Bottom, Red Top+Clouds	W/ Rafiki tree in↓ to Deck	VL Pace
250.7	12	F12	Build Sunrise	Auto	
250.9	12		Build Sunrise	Auto	
251	0		Bump Simba to silhouette Pull focus to Rafiki	Musical cut off	VL Pace
252		F10		Image of Simba revealed	VL: Simba Out + Tree RP Up
P1	5		Simba Lt > out		
P8	10		Backlight on Rafiki tree RP		
252.2	3		Scrolling	Auto	
<b>Act 2: Scene 20 - Jungle/ The Chase/ Simba+Nala Reunite / Can You Feel The Love Tonight</b>					
254	1	F1	Fade Out (US of Tree) FTB	Percussions - Pumba, <i>"She's going to eat me...."</i>	VL: Blackout
254.1	1.5	F1.5	Scrolling	Auto	
255	3		Build DS for X-Over Jungle/ Green	Auto, Lts up↑ on Jungle for the chase, Puppet to Real Rafiki tree RP out	VL: Add VL4s/ VL5s/ Studios on Jungle Drops
255.1			Stage to Orange	Cartwheels	VL: Add VL6s on cyc
P1	2	W 5			
P8	2/4				
255.2			Build DS in Orange	w/ 3 Grasswomen X to DC	
P1	3	W5			
P8	3/5				
255.3		F6	Restore Stage to Green, DS	Men Plant Dance	VL: Take out VL6s on cyc
P1	1	W 5	Build CLR		
P8	3/5				
255.4	3			Auto	
255.5			Restore to Orange	Pumba <i>"She's Going To Eat..."</i>	VL: Add VL2 on Pumba, VL6s on cyc
P1	2	W 5/5			



Cue #	Time	Wait Follow	Look	Go	Notes
P8	2/5				
255.6	5		Nala+Simba fight	Beginning of Nala+Simba Fight	VL Pace
255.7	10	F10		Pumba released	VL: VL2 on Pumba Out
255.8	30			<b>Auto</b>	
255.9	5/10		Simba X DL	Timon, "He's not the King..."	VL Pace
256	1:00		Pull Down	w/ Jungle borders into deck ↓ "It starts..." T+P Exit UL	Studios on Jungle Drop fade down, VL6s on cyc out
256.3	5	F5		Timon+Pumba Re-Entrance UL	VL: VL2s on T+P, Simba and Nala
256.5	40/55		Sky: Magenta Darken Stage to Night Temps	<b>Auto</b>	VL: Fade Down Jungle Drop, Studios out
<b>"Can You Feel The Love Tonight"</b>					
257	12	F12	Sky to Dark Blue Fill in X Light	Start of "Can You Feel The Love" Timon, "Disasters in the air..."	VL: VL2 on Fauamen DSR, VL2 Spec out, VL4s / VL5s on Jungle Drops out
257.3				<b>Auto</b>	
P1	3		Scroll DS Far X Lt		
P8	20				
257.4				On Simba, "So many things to..."	VL Pace
P1	3	W10	Scroll X Lt		
P8	10		Build DS, Lose X Lt		
257.5	10		Adds warm X light/ low side for dancers at Ctr	Top of the Jungle ballet	VL: Fade out Faunamen, Add vl2s on Simba+Nala
257.6	7		Dummy	Music /Top of New Melody	
257.7	5		Pull down US into Flyer's Lt Wall of light (306) >	Couples fly by Foy DSL / USR	
257.8	1		Dummy	For US Dancers Layout	Lower VL on US Foy Dancers
257.9	3	F3	Takes Light off Fly Wires	3 beats anticipation of US Dancers Fly in a bit more	
258	7	F7	Build /Restore Bright Color after Ballet, for Vocal Return	<b>Auto</b>	<b>VL: Blackout</b>
258.3				<b>Auto</b>	
P1	6				
P8	3				
258.5	5		Pull down for DC Duet	Restore to Duet	VL Pace
258.6	4		Pull way Down to DC Duet	w/ Final "you" (chord) of "can you feel the love...."	VL Pace
258.7	6		Restore to Scene Light Sky: Blue, Deck: Blue/Temps	Ride applause, for Dialogue	VL Pace
<b>Act 2: Scene 21 - Jungle / Mufasa's Ghost / He Lives In You</b>					
259	2		Change to Dk Blue silhouette + Follow Spot	Jungle leaves move ↓, Transition to Rafiki for Mufasa's ghost	VL Pace
260		F5		Rafiki entrance SL In-2	VL: Preset on Rafiki



Cue #	Time	Wait Follow	Look	Go	Notes
P1 P8	5 5	W2	Rafiki Side Light > Up		and Jungle Drops
260.5	5		Add Spec CL for Rafiki Entr	<b>Auto</b>	VL: VL6s on Rafiki, VL2s on Jungle
260.7	3		Lose Rafiki Spec CL	As Rafiki's butt comes through Jungle leaves DSR	VL: VL6 on Rafiki out
260.8	5	F5	Darkens Sky	BlkOut Drop + Leg Covers In	VL: Jungle Drop 4 VL2s out
261	12/6	F5	Pull to Rafiki's Bowl reveal, Full Stage Dot Wash Up (891)	<b>Auto</b>	VL: VL2s on Bowl and Jungle Drop 4
261.6	Hold		EFX21 Dissolve between (891, 892 and 893) Dot Wash	<b>Auto</b>	
<b>Mufasa Mask / Dot Wash; "He Lives in You" Reprise</b>					
265	15		Mufasa Apparition, Bowl Light Up	Top Of Song, Slow Fly of Jungle	VL: VL2s on Jungle Drops out
265.7	10		Bowl light out	Jungle Borders Complete	Borders out VL: Fade down bowl
266	4		VL on Mufasa mask (Dummy) Macro 902 – Haze On	Large Mufasa mask speaks	VL: Studio Colors 4T on Mufasa Mask
266.5	3		<b>Dummy</b>	Starts undulating cross fade on Mufasa mask	Chase J11- Mufasa Mask Effect
267	3			As Mufasa mask breaks apart	<b>VL: Blackout</b>
268 P1 P8	8 8	F8	Fade Up Star Drop #2 Fade Dot Wash (Dots Block)	Scrim ½ way ↓ "What are you going to do now"	VL Pace
268.5 P1 P8	0 10	W 5/5	RDS Lamps Off FTB except Spots	<b>Auto</b>	
268.7	6		Build DS X Lt (Blue)	"I'm going back..." Call w/Simba's Dance/ Bongos	VL Pace
<b>"He Lives In You" Full Company Dance</b>					
269	0	F2	Bump Reveal/Bleed Through	African chorus	VL: Add FOH Studios on Scrim – UV
269.5				<b>Auto</b>	VL: Scrim Studios out, Add VL4 Color Wash, VL2s on Simba, VL6 Effect
270	2	F3	Build	<b>Auto</b> , Company starts singing	
270.3	5		Build More (Fill US)	<b>Auto</b>	
271	5		Dummy (Haze Off)		
272	0	F1	Bump Bright	Button	VL: Add VL2s on Chorus, VL4 Color Wash out, VL6 Effect Stopped
272.1	5		CC move	<b>Auto</b>	
<b>Act 2: Scene 22 – Jungle / Who's the Monkey</b>					
273	3		Transition into Jungle	Ride out of applause	<b>VL: Blackout</b>



Cue #	Time	Wait Follow	Look	Go	Notes
274	5		Timon+Pumba asleep DSL Sky: Blue, Borders: Blue		VL Pace
275	10		Lights up ↑ on apron Rafiki flies in from SL	Call on Timon's scream (Nala's arrives DSL)	VL Pace
276	1.5	F3	Blue Silhouette	Transition "ooooohhh..." Exit SR	VL Pace
<b>Act 2: Scene 23 - Pride Rock / Simba Confronts Scar</b>					
276.5	10	F10	Sky: change/ Amber Horizon	<b>Auto</b>	
276.7	15	F15	Build Borders	<b>Auto</b>	
276.8	10		Add ACL's		
277	10		Nala+Simba DS of Pride Rock	Pride Rock complete in 1st position	VL: <b>Blackout</b>
277.5	7		Build DS Shins <	Nala's entrance Simba, "Nala"	VL: Preset VL2 on Nala and Simba
278	5			Timon+Pumba entrance SR	VL: Add VL2 on Nala/Simba
278.3	10		Fade Dwn Shins some	Pride Rock moves	VL: <b>Blackout</b> , Preset Charleston X
278.5	6				VL Pace
278.6	2/0		Bump Pink DCL	For 'Charleston' Bit	VL: Add in VL2 Charleston Brkup
278.7	3/1		Bump out Pink, Build X Lt	w/ end of Charlston (Timon+Pumba exit)	VL: VL2 Charleston Brkup out
278.8	5			"Nala, You find my mother..."	
279	5		Pride Rock almost at UC position Lights up	Scar ½ the way up Pride Rock	VL: VL4s Bklt on Stairs and on Hyenas in Hole
280	5		Build DS + VL Spec	Scar, "SA-RAAA-BIIIIII"	Preset VL2 on Sarabi
280.1				<b>Auto</b>	Add VL2 on Sarabi
281	3/5			Sarabi "Yes, Scar?" Anticipates Scar X down Pride Rock stairs	VL: Add VL2 on Scar
282	15		Build Scroller X	Scar off Pride Rock stair	VL: VL2 on Scar out
282.5	4/6			w/ Scar Slaps Sarabi	
283	2	F1	EFX 11 - Lightning	Roar/Simba's Leap	VL: VL2 Sarabi Spec moves, VL4s Fade down
283.5				<b>Auto</b>	VL Bk Lt on Simba
P1	0		Stop Lightning		
P8	10		Bring up Lts for Hyenas X DR		
283.7	3		Dummy?	As Simba Runs to Sarabi	Lose Simba Bk Lt
284	6			Scar, "Simba! I'm a little surprised to see you-alive"	VL: Add another VL2 Spec on Sarabi
285	10		Fade on Nala	Scar, "one problem... Do you see them", for Lionesses Entr SL	Add VL4s on Ed + Banzai, Add VL2 on Nala, Sarabi VLs out
286	5		Light DS for Nala's cross	w/ Nala's X DS	VL: Exchange VL2 on Nala
287	8		Fade Out X Lt + Build DL	w/ Pride Rock turntable move	VL: VL2s on Nala out, VL4s out except on Hyenas in hole



Cue #	Time	Wait Follow	Look	Go	Notes
288	5		Lose DL (Silhouette Below)	Simba falls into death position Scar, "Daddy can't save you..."	VL: Add VL2 on Scar, VL4 on Hyenas in hole out
289	5		Pull to silhouette + Spots	Scar, "I remember..." Simba thrown down on Pride Rock	VL: Add another VL2 on Scar
291 P1 P8	8 5	W3	Build US Some Restore DR to reveal Lioness	Simba on second "Tell them ..."	VL Pace
292 P1 P8	5 0	F0.1	Build Music Boxes Blackout (+Strobes)	Scar, "I killed <u>Mufasa</u> " Drums	VL: <b>Blackout</b> , Preset Safety Lights
292.2	7	F2.5	EFX 15 - Scar's Death Strobes	<b>Auto</b>	
292.9				<b>Auto</b>	Add VL2 Safety Lts, Preset on Dancers
293	2/0	W 0/3	Shadow Screen/Stop Strobes	<b>Auto</b> , Start/Standoff	VL: Add VL2s on Hyenas and Dancers
293.1				<b>Auto</b>	VL: VL2 Safety Lights on
294	2/5	F4		Hyena's clear	VL: VL2s on Hyenas out
294.5	4			<b>Auto</b>	
295	2/5		Sky: Red / Pool DR Dancers	w/UL Hyenas Move to Apron	VL: SL VL2s on Dancers out
295.1				<b>Auto</b>	VL: Add VL2s on Dancers SR
295.5	1			Shadow Screen circles back DS	VL: VL12 Moves off screen
296	2		Lights out for Shadow Screen	Shadow Screen circles back SL	VL: <b>Blackout</b>
297	1		Banner Cirles Revealing Timon+Pumba DSL Dialogue	Anticipate Timon's Line	VL: Add VL2s on T+P and VL4s to Bklt Screen
298	0	F0	EFX6 Lightning	Pumba's, "They call me Mr. Pig"	VL: <b>Blackout</b> , with Dancer Safety Light
298.1	5	F2	Reveal Lts out ↓	<b>Auto</b>	
298.5	3/0			<b>Auto</b>	
299	4	F4	Banner turns left and moves onstage (Dancer carry)		VL: Add VL2 on Scar and Simba
299.5	2		Banner covers Scar+Simba	<b>Auto</b>	
299.7	5	F2.5	EFX6 Lightning		VL: <b>Blackout</b>
300	2/0	F4	Banner in front of	<b>Auto</b>	
300.1	5			<b>Auto</b>	
300.2	2	F0.5		Stops Effect	VL Pace
300.5	7	F3.5	EFX7 Dance Lightning	<b>Auto</b>	
301 P1 P8	0 5		Stop Strobes Cyc: Red + Legs: Yellow	<b>Auto</b> , Company on Top of the sixth 8	
302	4		Zazu X, Rafiki chase Hyena DS of banner SL to SR	w/ Music change Banner moves DSL	VL Pace



Cue #	Time	Wait Follow	Look	Go	Notes
302.3	2		DS of Banner	Anticipate Pumbaa Entrance	
302.5	3			w/ Screen moving offstage SL foe frame position	VL Pace
303	3		Bk Lt (Spot 5) Up for Scar's appearance on top of banner Sky: Red top/Orange bottom	Rafiki's exit	VL Pace
305	2/0	F0		Scar falls Shadow screen off	VL: Blackout
305.5	6		EFX13 Lightning Build	<b>Auto</b>	
305.7	3		Lts Up (Red) DSL		VL: VL4s on Borders Red
306	3		Drop to silhouette Cyc: red top , orange bottom Light Leg: dark	As Hyena's approach Scar DR	VL: VL4s on Border 3 Decrease
306.5	2.5	F2.5	<b>Fade To Black</b>	As the elevator SR w/ Scar lowers / disappears	VL: <b>Blackout</b>
306.7	2		Scrolling	<b>Auto</b>	
<b>Act 2: Scene 24 -Pride Rock , Circle of Life / "Busa / Circle of Life"</b>					
307	8		Lts Up / Reveal in Blue	Transition	VL4s on Borders Blue
307.2				<b>Auto</b>	VL: Border 2 out, 3 up, 4 Fade down
307.4	7/12		Shift Sky to Orange	w/ 1 <sup>st</sup> Border Half Way Out	VL: Border 3 out, Border 4 Increase
307.5	12			w/ 3 <sup>rd</sup> Border Starting Out	VL: <b>Blackout</b>
307.6	6		(Dry Ice Off)	w/ Sun Starting Out	VL: Add VL6 on Rising Sun
307.61				<b>Auto</b>	VL: VL6s Follow Sun up
307.7	8			w/ Sun Half Way Out	VL: Add VL4s on Rising Sun
308	10	F15	Build Brighter Sky: Blue Top, Amber Bottom	As Pride Rock rises / Sun off the Deck	VL: Add VL2 sunbeams
308.5	15		Apricot Morning	<b>Auto</b>	VL4s on cyc out, Add VL4 Bklt on Stairs
309	12		Build DS		CO2 Off VL: VL6s on Sun out
310.5	10		Build some for Simba's climb of Pride Rock	Animal Entrance Top of "Busa"	VL: Add VL2s on Simba, VL4s on T+P+Zazu, VL6s on cyc
310.8	6				VL: Ad VL4 on Simba
310.9	3		Menagerie on stage	Pride Begin Final Rotation	VL: VL2 on Simba out, Add VL4 on Simba
311	3	F1			VL: VL6s on cyc out
311.5	3	F3		<b>Auto</b>	Add VL2 on Simba, Add VL6s on cyc, 6s+4s on Simba out



Cue #	Time	Wait Follow	Look	Go	Notes
311.8	8		Build	<b>Auto</b> , Pride to final position	
311.9	7			<i>On last, "Til we find our place..."</i>	Macro200
312	3		Big Build	Final Held " <u>O</u> f, Life..."	VL: Add Cub Spec
313	0		<b>Blackout</b>	<b>Button</b>	Macro 202 VL: <b>Blackout</b>
<b>Curtain Call(s)</b>					
314				w/ Curtain Full In	VL: Take out FOH Studios on cyc
P1	0		Show Drop		
P8	3	W0.5	& Lights US		
315	3		Add FoH Lights	w/ Curtain 1/2 Out, 1 <sup>st</sup> Bows	VL: Add FOH Studios on cyc
316	3		Lose FoH	With Curtain In	VL: Take out FOH Studios on cyc
317	3		Add FoH Lights	w/ Curtain 1/2 Out, 2 <sup>nd</sup> Bows	VL: Add FOH Studios on cyc
318	3	F10	Post Set w/ Hse Full	With Curtain In	VL: Take out FOH Studios on cyc
318.1				<b>Auto</b>	VL: Add FOH Studios on cyc
318.5	4		Lose Lights Behind Curtain	<b>Auto</b>	VL: Onstage VLs and Studios out
318.6				<b>Auto</b>	VL: Marking 1-77
<b>The End</b>					



Cue #	Time	Wait Follow	Look	Go	Notes
805	0	F0		Scar falls Shadow screen off	
805.5	5		EFX13 Lightning Build	<b>Auto</b>	
805.7	4		Lights up on Hyena's DSR		VL Pace
806	4.5		Drop to silhouette Cyc: red top , orange bottom Light Leg: dark	As Hyena's approach Scar DR	VL Pace
806.5	2.5	F2.5	<b>Fade To Black</b>	As the elevator SR w/ Scar lowers/disappears	VL Pace
806.7	2			<b>Auto</b>	
<b>Act 2: Scene 24 -Pride Rock , Circle of Life / "Busa / Circle of Life"</b>					
807	15/10	F15	Lts Up ↑ Empty stage Cyc: blue top to white bottom Light Leg: white bottom	Transition	RDS / Clouds
807.5	15		Slow Add Frts	<b>Auto</b>	
808	15/10	F15		As Pride Rock rises	
808.5	15			<b>Auto</b>	Apricot Morning VL: on Cyc out.
809	12		Build DS		
810.5	7		Build some for Simba's climb of Pride Rock	Animal Entrance Top of "Busa"	VL on Simba
810.9	5		Menagerie on stage	Pride Begin Final Rotation	
811	3	F1		On last,"Til we find our place..."	
811.5	3	F4		<b>Auto</b>	
811.8	8		Build	<b>Auto</b> , Pride to final position	
812	3		Big Build	Final Held "Life"	VL Pace
813	0		<b>Blackout</b>	<b>Bump</b> as a 2 <sup>nd</sup> button	Macro 202
<b>Curtain Call(s)</b>					
814	3		Show Drop & Lights US	w/ Curtain Full In	
815	3		Add FoH Lights	w/ Curtain ½ Out, 1 <sup>st</sup> Bows	
816	3		Lose FoH	With Curtain In	
817	3		Add FoH Lights	w/ Curtain ½ Out, 2 <sup>nd</sup> Bows	
818	3	F10	Post Set w/ Hse Full	With Curtain In	
818.5	4		Lose Lights Behind Curtain	<b>Auto</b>	
<b>The Original End</b>					
800	3			Top of Sc2:23	
801	10			Timon+Pumba Entrance	



Cue #	Time	Wait Follow	Look	Go	Notes
801.5	10				
802	0	Aka Sc2:23 Pride Rock Simba confronts Scar	Bott: Yellow	Timon+Pumba alone	*
804	15		Pride Rock in UC position		
805	5			Top of book scene "Sirabi"	
806	3			Simba Entrance	
806.2	1		E1 Lightning		
807	10			Lioness Entrance	<i>JT keep light off SL side of Pride Rock</i>
809	10			Pride Rock continues counter clockwise rotation for fight	
809.1	0 f0				
809.2	1 f1		E1 Lightning		
809.5	4		Banner on		
809.7	8				
810			Screen on	Banners entrance	
811			Staircase		
700		Endless Nite	Top: Dk Blue Bott: Lt Blue		
701		CYC BLUEside	Top: Steel White Bott: Lt Blue		
702		CYC REDside	Top: Bott:		
703		Blue Dawn	Top: Blue Bott: White Border: Blue		
704		Peach Dawn Aka Sc2:23 Pride Rock Simba confronts Scar	Top: Blue Bott: Yellow		* Aka Sc2:23 Pride Rock Simba confronts Scar
705		Grey Dawn	Top: Blue Bott: Yellow/ White		
706		Lav Dawn	Top: Blue Bott: Lavender Border: Blue		
707		Lav Dawn / Brighter	Top: Aqua Bott: Lavender Border: Blue		
708		Neutral Bright Day Aka Clear Day	Top: Pale Blue Lavender Bott: Lavender Border: White		



Cue #	Time	Wait Follow	Look	Go	Notes
709		Orange Circle Of Life	Top: Dark Orange Bott: Orange Border: White		
710		S.A. 117	Top: Vibrant Orange Bott: Orange Border: Yellow Leg: Orange		
716		Rafiki Tree			
799	3		Block		