

Inside Out - CUE SHEET

<u>CUE</u>	<u>TIME</u>	<u>LOCATION</u>	<u>NOTES</u>
1	5	BEFORE HOUSE OPENS	PRESHOW
2	5	WHEN READY	HOUSE TO 1/2 WITH MEG LIGHT
3	5	WHEN READY	B.O.
4	5	TOP OF SCENE 1	LIGHTS UP CAHETERIA AND BRICKWALL
5	5	TOP OF PAGE 2 FOR FOCUS ON GARBAGE	LIGHTS DOWN TO JUST GARBAGE CANS
5.5	FOLLOW		GARBAGE OUT B.O.
6	5	TOP OF PG.2 FOR SCENE 2	LIGHTS UP CAFETERIA NO BRICK WALL
7	5	TOP PG 4 AFTER TOM "CODE 7-9-7-0"	B.O.
8	1	WHEN READY	TRAVEL LIGHTS UP
8.5	1	AFTER POSE	B.O.
9	1	WHEN READY	TRAVEL LIGHTS UP
9.5	1	AFTER POSE	B.O.
11	5	BOT. 4 SCENE 4	SECRET ROOM
12	5	MID.6 AS THEY SIT IN THE CHAIRS	CHAIRS UP MORE
13	0	MID.6 AS THEY PUT ON HELMETS	HELMET LIGHTS ON
14	0.5	MID.7 "WHAT'S HAPPENING?"	TRANSITION LIGHTS
14.9			LIGHTS UP LOW
15	5	MID. 7 FOR SCENE 5	LIGHTS UP IN BODY
ANDI		MID. 7 FOR SCENE 5	POWER STRIP ON
16	0	BOT. 9 WITH CHUTE COMING IN	BLINKING LIGHT ON CHUTE
17	1	BOT.9 WHEN CHUTE IS IN	STOP BLINKING
18	1	MID.12 WHEN CHUTE GOES OUT	FLASH THE CHUTE
19	1	MID.12 WHEN CHUTE IS OUT OF SITE	TAKE LIGHT OUT
20	1	BOT.12 AS BRAIN PHONE RINGS	BRAIN FLASH
21	1	BOT.12 WHEN BRAIN PHONE IS ANSWERED	STOP BLINKING
22	3	TOP 13 AFTER SCENE "NO ENERGY"	B.O.
ANDI		TOP 13 FOR SCENE 6	POWER STRIP OFF
23	5	MID.13 FOR SCENE 6	LIGHTS UP TO BODY
ANDI		MID.13 FOR SCENE 6	POWER STRIP ON
24	1	BOT 13 W/ARTERY ALARM	ROPE LIGHT ON ARTERY LIGHT FLASH
25	1	TOP 14 WHEN ARTERY IS IN	STOP BLINKING
26	1	BOT.15 AS CHUTE COMES IN	CHUTE FLASH
27	1	BOT 15 CHUTE IN PLACE	STOP BLINKING
28	3	MID 17 END OF SCENE	B.O.

ANDI		MID 17 END OF SCENE	POWER STRIP OFF
29	5	BOT 17 FOR SCENE 7	LIGHTS UP ON BODY
ANDI		BOT 17 FOR SCENE 7	POWER STRIP ON
30	1	TOP 19 W/ARTERY ALARM	ROPE LIGHT ON ARTERY LIGHT FLASH
31	1	TOP 19 WHEN ARTERY IS IN PLACE	STOP BLINKING
32	2	BOT 20 "INCOMING"	B.O.
ANDI		BOT 20 "INCOMING"	POWER STRIP OFF
33	5	TOP 21 FOR SCENE 8	LIGHTS UP IN BODY
ANDI		TOP 21 FOR SCENE 8	POWER STRIP ON
34	1	BOT.21 AS CHUTE COMES IN	CHUTE FLASH
35	1	BOT.21 WHEN CHUTE IS IN PLACE	STOP BLINKING
36	1	MID 22 WITH LOUD ALARM	EVERYTHING FLASH
37	1	MID 22 WITH ALARM OUT	STOP BLINKING
38	1	MID 23 WITH OVERLOAD ALARM	BIG FLASHES AS WELL AS CYC
39	1	MID 23 W/ALARM OUT	STOP BLINKING
40	5	BOT 23 END OF SCENE	B.O.
ANDI		BOT 23 END OF SCENE	POWER STRIP OFF
41	5	BOT 23 FOR SCENE 9	LIGHTS UP IN BODY
ANDI		BOT 23 FOR SCENE 9	POWER STRIP ON
42	1	TOP 25 W/ARTERY ALARM	LIGHTS FLASH
43	1	TOP 25 WHEN ARTERY IS OUT	STOP BLINKING
45	4	MID 25 END OF SCENE	B.O.
ANDI		MID 25 END OF SCENE	ANDI STRIP OFF
46	5	BOT 25 FOR SCENE 10	LIGHTS UP
ANDI		BOT 25 FOR SCENE 10	POWER STRIP ON
47	1	TOP 26 TOM "I HAVE TO CHANCE IT"	TRANSITION LIGHTS
48	0	WHEN TRANSITION IS OVER?	B.O.
ANDI		WHEN TRANSITION IS OVER?	POWER STRIP OFF
49	4	MID 26 FOR SCENE/AFTER TRANSITION	LIGHTS UP TO GOOD BODY
ANDI		MID 26 FOR SCENE/AFTER TRANSITION	POWER STRIP ON
50	1	BOT 26 W/CHUTE ALARM	CHUTE FLASH
51	1	BOT 26 W.CHUTE IN PLACE	STOP BLINKING
52	1	MID 27 W/ORANGE JUICE COMING IN	ORANGE JUICE UP
53	1	MID 27 BRYAN "ORANGE JUICE IN"	ORANGE JUICE OUT
54	3	TOP 28 TOM "NOW WHERE AM I"	LIGHTS PULL TO SR PLATFORM
55	2	TOP 28 "LIGHTS PULL DOWN"	B.O.
ANDI		TOP 28 "LIGHTS PULL DOWN"	POWER STRIP OFF

56	3	MID 28 W/LIGHTS BACK UP	LIGHTS UP FOR SCENE
57	1	MID 28 WITH ARTERY ALARM	ARTERY LIGHT FLASH
58	1	MID 28 W/ARTERY OUT	STOP FLASH
59	1	TOP 29 CAPTAIN "WHERE GETTING LOW MILK	MILK COME DOWN
60	1	TOP 29 AFTER MILK SOUND	MILK OUT
61	1	TOP 30 WITH SOUND	PLAYING LOOK
62	2	TOP OF 30 AFTER PLAING SOUNDS	RESTORE
63	1	TOP/MID 30 WITH PLAYING MUSIC	SOMETHING FUN
64	2	AFTER THE MUSIC	RESTORE
65	3	TOP 31 BEG. OF VATOOM DANCE	START SLOW
66	1	"RUN"	FASTER
67	2	"BREATH"	SLOW IT DOWN
68	2	"SHAKE"	PICK IT BACK UP
69	1	"RUN"	BIGGER
70	2	"BREATH"	SLOW IT DOWN
71	1	"SHAKE"	PICK IT UP
72	1	"RUN"	BIGGER
73	0	"END OF SONG"	BUMP
74	2		RESTORE
75	1	BOT 31 W/LIQUID SOUND	MILK UP
76	1	BOT 31 W/LIQUID SOUND OUT	MILK OUT
77	1	MID 32 W/CHUTE SOUND	CHUTE FLASH
78	1	MID 32 WITH CHUTE OUT OF SITE	STOP FLASH
79	1	MID/BOT 33 FOR TRANSITION	TRANSITION LIGHTS
80	1	AFTER TRANSITION WHEN READY	B.O.
ANDI		AFTER TRANSITION WHEN READY	POWER STRIP OFF
81	3	MID/BOT 33 FOR BAD BODY SCENE	LIGHTS UP D,E,H,I
ANDI		MID/BOT 33 FOR BAD BODY SCENE	POWER STRIP ON
82	10	BOT 33 FOR SCENE 11	LIGHTS UP TO SECRET LAB
83	7	BOT 36 WHEN BODY COMES IN	SR LIGHTS UP
84	1	BOT 39 FOR TRANSITION	TRANSITION LIGHTS
85	0	AFTER TRANSITION WHEN READY	B.O.
ANDI		AFTER TRANSITION WHEN READY	POWER STRIP OFF
86	4	TOP 40 FOR SCENE 12	SECRET ROOM
87	4	PG 41 END OF SCENE	B.O.
88	3	BOT 41 FOR SCENE 13	CAFETERIA AND HOUSE LIGHTS
89	1	FOR DANCE	SOMETHING?

90	4	END OF DANCE/SHOW	POSTSHOW
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