

#	Page	Line	Cuepoint	Description	Speakers
				<ul style="list-style-type: none"> <input type="checkbox"/> Preshow 	
A			house open	<ul style="list-style-type: none"> <input type="checkbox"/> Preshow music/ambience? 	House mains
B			house to half	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Preshow announcement 	House mains
C			w/ film	<ul style="list-style-type: none"> <input type="checkbox"/> Film underscoring <input type="checkbox"/> AF into top of show music 	Stage Stage + House
				<ul style="list-style-type: none"> <input type="checkbox"/> I.1 	
D	7		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music <input type="checkbox"/> AF into Royal announcement, or work announcement into track 	Stage + House
E	11	I.1.62	on "A league from Epidamium..."	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Begin flashback ambience (wind and sea, distant thunder) 	Stage + House + subs
F	11	I.1.78	on "My wife, more careful for..."	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Build ambience (closer thunder, more wind and rain, baby cries, crew noises) 	Stage + House
F.5	11	I.1.86	on "and floating straight..."	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Dissipate storm, calm the waves 	Stage
G	13	I.1.88	on "At last the sun..."	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> establish seagulls, lightly 	Stage + House
H	13	I.1.101	on "mighty rock"	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Ship hits the rock, groaning wood 	Stage
J	17		end of scene	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Transition music (~10s) <input type="checkbox"/> I.2 	Stage + House
J.5	17		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music 	
K	25		end of scene	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Transition music (1-2 min) <input type="checkbox"/> II.1 	Stage + House
K.5	29		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music <input type="checkbox"/> II.2 <input type="checkbox"/> III.1 <input type="checkbox"/> III.2 	
N	83		end of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Transition Music (15s) <input type="checkbox"/> IV.1 	Stage + House
N.5	87		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music 	
O	95		end of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Transition Music (short, 5-10s) <input type="checkbox"/> IV.2 	Stage + House
O.5	97		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music <input type="checkbox"/> IV.3 <input type="checkbox"/> IV.4 	
S	125		end of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Transition music (1 min) <input type="checkbox"/> V.1 	Stage + House
S.5	129		top of scene	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out music 	
T	131	V.1.32	they draw	<ul style="list-style-type: none"> <input type="checkbox"/> Fight music underscoring? (chariots of fire?) 	Stage
T.5	131	?	end of fight	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out/end fight music 	
U	139	V.1.133	Duke enters	<ul style="list-style-type: none"> <input type="checkbox"/> Royal entrance music 	Rears, XF to house + stage
U.5	139		Duke in position	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out/end entrance music 	
V	161	V.1.420	The doors open	<ul style="list-style-type: none"> <input type="checkbox"/> Music and huge door opening sound 	Full system
W	161		end of play	<ul style="list-style-type: none"> <input type="checkbox"/> Playout Waltz for old man and woman 	Stage + House
W.5	161		man and woman exit	<ul style="list-style-type: none"> <input type="checkbox"/> Fade out/end waltz 	
X			Bows/Audience exit	<ul style="list-style-type: none"> <input type="checkbox"/> Bows and audience exit music 	Stage + House