

Tales and Scales

Lighting Tech Documents

“THE LITTLE DRAGON”

Enclosed:

Lighting introduction

Lighting cue sheet

Full script with cues

(rev. 10/10/08)

LIGHTING INFORMATION FOR ‘ THE LITTLE DRAGON’

Notes from Lighting Designer, Tyler Learned

Tales & Scales must adapt their Musictales to all sizes of venue, most often getting in and out of a venue very quickly. Because I am not present, my desire is to communicate, as clearly as one can using only words, an intent; an idea that can then be realized in your space by you with some ease. Lighting levels to me are a local evaluation. “Frontlight at full” in my space is really 55% (Brighter than that tends to make the performer look as if they had sunbathed in a Nuclear Reactor). This is not so everywhere. I’m leaving it to you to set levels for ‘the brightest, happiest Cue’ (and the others), since your eyes are there, and can best judge. I want to thank all of you at the venues Tales & Scales visits for your time.

The Script, and what these T&S artists do, lead the imagination to fill in most of the holes, so I am toning the atmosphere more than attempting to really create the locations they speak of.

I base it on:

Areas of front light using neutral tints with light frost;
Amber and Blue Frontlight washes;
Amber and Blue backlight washes

If time and money allows:

Red backlight wash. This will be used twice to flavor an existing light cue.
No color template backlight (or downlight) wash; this to help evoke ‘forest’,

Any “break up” template is fine if there are no branch or leaf templates in house stock. Mostly I’m looking for the motion a break up creates as the performers pass through the space. Focused just out of ‘sharp’ should read sufficiently. This will be used in conjunction with the other backlight washes.

A FOLLOW SPOT IS USED BRIEFLY; using what should read as a very light blue and a very light amber or very light pink; OR the lightest amber, blue, or pink you have loaded.

SCRIPT CUEING CONVENTIONS

[**LX**] Denotes Electrics Cue

All Follow spot cues have a letter attached [**LX 16A**] [**LX 17A**]

F/L, B/L, S/L, D/L – front lighting, back lighting, side lighting, down lighting

The ‘**GO**’ for the cue is denoted in the script in bold. Cue 6 and 7 look like so:

Elizabeth:

M. La Flute! Where are you? Oh! I’m in the book....and OH! I’m on a high slate roof!...a castle roof!...oh, I am afraid of heights!...Here’s a ladder! I’ll climb down the window and...

Visual - Elizabeth mimes climbing down ladder, and steps into room [LX 6] ...oh what a beautiful room!...velvet drapes...look at this chair!...and a golden mirror...

Dragon:

Elizabeth, listen, listen! Hide, Elizabeth, it’s the jailer. **She’s mean.** [**LX 7**]

REHEARSAL RECOMMENDATIONS

Most Cues have long counts, so a one second hesitation by the caller is likely not the end of the show. There are points that would seem prudent to see and adjust for timing, and those sequences are listed below:

Cue 11

Cue 13

Cue 17+17.5A

Cue 18+ 18.5A

Cue 19+19.5A

Cue 21 - 22

If there are questions that cannot be answered directly by Tales & Scales, I will be happy to speak with you. You may reach me through Tales & Scales.

Tyler Learned

Light Plot and Cues



Story by Jay O'Callahan

Elizabeth
Monsieur La Flute/King
The Little Dragon
Jailor/Countess

Flute
Percussion
Saxophone
Trombone

LX 1— preset house at 100%, warm wash on stage at 60%

(If intro piece is not being performed cut LX2)

LX 2 – Stage light full and warm. House to 50%
Cue visual: **Percussionist enters, crosses to vibes**
Count: 5

LX 3 – House to 0%
Cue visual: **all musicians on stage**
Count: 10

LX 4 – TEMPLATE B/L (S/L) IF AVAILABLE OTHERWISE, SHADOWY/ SPOTTY WITH UNEVEN F/L; FACES STILL NEED TO READ
Cue line: **This is the story of the Little Dragon**
Count 10

LX 1: PRESET

Possible introductory piece and musicians talking from stage. Check with artists to find out exact program. This piece involves action in the audience. The piece is followed by each player introducing their instrument. This also involves audience participation

Cue: Host announces something like: “Please welcome tales and scales” The percussionist crosses to the vibraphone on stage [LX2]

After all four musicians are on stage [LX3] fade house slowly

Percussionist finishes his instrument intro and says: “This is the story of (all) The Little Dragon [LX4]

Hundreds of years ago a young girl names Elizabeth walked to the edge of the forest. . .

Elizabeth(singing):

**As I walked out one morning,
The rivers did around me run,
As I walked out one morning,
To see the sun, to see the sun,
To see the light of the sun.*

(speaking) The sun is going down. I'd better go.

(singing)

*As I walked out one morning,
The winds, they did around me run,*

(speaking) He said he'd come.

(singing)

*As I walked out one morning,
To feel the sun, to feel the sun.*

LX 5 - STRONG F/L WITH F/L & B/L MIX AMBER AND BLUE WASHES WITH JUST A LITTLE MORE AMBER THAN BLUE AREA AT CENTER STAGE; PULL F/L DOWN SIDES IF POSSIBLE
Cue Visual : **Musical Swirl**
Count: 5

LX 6 - FULL STAGE; AMBER B/L STRONGER TO GIVE 'INSIDE FEEL. PULL DOWN ALL F/L SO WE FEEL WE ARE INSIDE. LESS BLUE ALL AROUND
Cue Visual : **climb**
Count:5

(speaking)
I'll try one more time.

Monsieur La Flute:

Ah ha, Elizabeth! I'm so sorry I'm late. It's so nice to see you.
I'm so glad you waited.
I've worn my cape as you can see.
Inside, my pockets are filled with thousands of tiny books.
All right, Elizabeth, it's time you picked a book.

Elizabeth:

I will, M. La Flute. I'll take this tiny book.

(reads) *Once there was a little dragon.*

Visual – Musicians swirl around and end up in different places – [LX5]

Elizabeth:

M. La Flute! Where are you? Oh! I'm in the book...and OH! I'm on a high slate roof!...a castle roof!...oh, I am afraid of heights!...Here's a ladder! I'll climb down the window and...

Visual - Elizabeth mimes climbing down ladder, and steps into room [LX 6] ...oh what a beautiful room!...velvet drapes...look at this chair!...and a golden mirror...

Who's in this room? You're frightening me. Please, who is it?

Elizabeth:

Oh, come out, dog. You frightened me.

Dragon:

I'm not a dog, I'm a dragon.

Elizabeth:

Of course you're a dragon. You frightened me.

Dragon:

I didn't frighten you. I don't frighten anyone.

Elizabeth:

My name's Elizabeth.

Dragon:

You know what a dragon does, breathes fire. Watch what happens when I breathe—nothing.
[breathes air through sax]

Elizabeth:

Well, try it again.

Dragon:

I try it all the time.

Elizabeth:

Try it again.

Dragon:

[tries] Nothing comes out.

Elizabeth:

Well, listen, nothing comes out when I breathe. Watch, I'll try it. [she does]

Dragon:

You're not a dragon. You're not supposed to be able to breathe fire.

Elizabeth:

Well, don't feel sorry for yourself. [Dragon starts to leave]

Oh, I'm sorry! That was very rude of me. I barely know you. In fact, I don't know much at all about dragons.

Dragon:

Would you like to?

Elizabeth:

Yes.

Dragon:

Well, look out the window.

Elizabeth:

It's a dragon made of clouds!

Dragon:

Yes, Elizabeth, it's a cloud dragon. They breathe out clouds of gold and purple.

Elizabeth:

What other kinds of dragons are there?

Dragon:

Oh, Elizabeth, there are so many. There's Sea Dragons, Ice Dragons, Star Dragons, and the Forest Dragon. I'm the last one. And we're the only ones who can breathe fire.

Elizabeth:

Dragon, do you think you can learn?

Dragon:

I think I can go to bed, that's what I can do. Goodnight!

Scene 2: The Dragon and the Jailer

Elizabeth:

Dragon! Don't go to bed, don't go away!

I know a game called Hide and Seek. Do you want to play?

Dragon:

How do you play?

Elizabeth:

Well, all you do is hide and I'll seek you out.

Dragon:

All right, I'll give it a try, I'll give it a try.

Elizabeth:

6, 7, 8, 9, 10, 12! Ready or not...here I come!

Elizabeth:

(singing) *Oh, Dragon, where are you? I'm never gonna find you. You're too clever. I think I've got you, Dragon!*

Dragon:

Oh, it's a good game, it's a good game. It's a good game, Elizabeth, it's a good game. 6, 7, 8, 9, 10, it's a good game!

LX 7 - ADD RED B/L - A
GOOD GLOW - NOT
DOMINATING
Cue line: **She's mean**
Count: 12

Dragon:

Elizabeth, listen, listen! Hide, Elizabeth, it's the jailer. **She's mean.** [**LX 7**]

Elizabeth:

She looks mean!

Dragon:

And she is always miserable. She thinks everybody should be miserable.

Elizabeth:

He has a chain! And a piece of cheese!

Jailer:

What are you, a dragon or a mouse?

Dragon:

You know what I am, I'm a dragon.

Jailer:

If you are a dragon, then you can BREATHE ME FIRE!

Dragon:

I won't cause I can't.

Jailer:

Then you'll have a taste of my chain!

Dragon:

Oh, no, I-I-I'll try my best. [blows air]

Jailer:

You don't have fire. You're not a dragon, you're a mouse. Here's your cheese, **mouse.**
[**LX 8**]

LX 8 – RESTORE Cue 6
Cue line: **Here's your cheese**
mouse.
Count: 12

Scene 3: The Queen and Her Court

Elizabeth:

It's all right, Dragon. You pay no attention.

Dragon:

I don't care about her I'm used to it.

Elizabeth:

[to herself] He's crying. Look, Dragon, it's the biggest mountain I've ever seen in my life. It's like a needle is at the top!

Dragon:

I know, Elizabeth, it's Dragon Mountain. My father climbed it a million years ago and he saved the world.

Elizabeth:

What did you say?

Dragon:

I mean it, He saved the world. The sun had a crust of ice around it. My father climbed Dragon Mountain, and in the morning when the sun came up my father breathed fire all the way to the center of the sun. He melted the crust of ice. Made the sun yellow.

Elizabeth:

Well, you could do that if you wanted.

Dragon:

I think I could go to bed, that's what I could do. Good night!

Elizabeth:

What's that noise?

Dragon:

Oh no, it's the King and the Countess, and the whole court! They make fun of me. Hide, Elizabeth, hide.

King:

Ah ha! Come in, Countess, come in and count the members of the court.

Countess:

1, 2, 3, 4, 5, 6, 7, 8...

King:

Ah ha!! Thank you, Countess –

Countess:

9, 10, 11, 12...

King:

That will be enough, Countess –

Countess:

13, 14, 15, 16-----

King:

That's enough!

Now, Dragon, we are all here for you. Let's see. Ah, yes, what are you, my friend?

Dragon:

I'm a dragon, Your Majesty.

King:

Oh I'm not sure of that. Countess, what do you think he is?

(Countess dances around like a bird.)

Yes, that's exactly what he is! I think he's a bird. Sprout us wings, sprout us wings, sprout us wings!

If he's not a bird, what could he be?

Dragon:

I am a dragon.

King:

Oh, if you are a dragon, then you can sing my song. Countess!

(Countess begins playing)

Scene 4: Breathe us Fire

King:

(singing) Breathe us fire, breathe us fire, breathe us fire, little dragon.

Dragon:

(singing) Breathe us fire, breathe us fire, breathe us fire, little dragon

King:

Ah ha, Dragon, that is my song. If you like my song, lift up your feet!

LX 9 – ADD BLUE FROM ALL SIDES TO TONE; PULL DOWN REGULAR F/L; PREDOM BLUE B/L [S/L] FOR NIGHT BE SURE WE STILL SEE HER
Cue line: “**don’t pay attention to them.**”
Count: 100

LX 10 – Restore Cue 6
Line Cue: “**That’s it!**”
Count: 15

Dragon:
Yes, Your Majesty.

King:
Ah ha, lift up your head!

Now, you’ll never be able to do this—lift up your shoulders!

Dragon:
I don’t have any shoulders.

Queen:
Well, lift them anyway!
(Little Dragon sings)
Very good, Dragon. But now the fun is over. Breathe us fire!

Well, he doesn’t have it in him. Come, Countess. We’ll come back tomorrow.

[exit playing and singing] *He doesn’t have it in him, he doesn’t have it in him, he doesn’t doesn’t doesn’t doesn’t doesn’t have it in him.*

Scene 5: The Cold Room at Night

Elizabeth:
It’s all right, dragon, don’t **pay attention to them.** [LX 9]

Dragon:
Will you go away, Elizabeth? Would you let me be?

Elizabeth:
All right, I’ll let you be. I’ll let you be, Dragon.

Elizabeth:
I’ll just sit here and look out the window, that’s what I’ll do. He’s just going to feel sorry for himself, anyway. It’s getting very late, and it’s getting cold – very cold. Look, down in the village people are running into their houses. They are carrying sticks and logs. They must need fire to keep them warm. I could use a little fire myself. (Realization) The Little Dragon! I know the dragon has fire in him. If I could only think of a way to bring it out. It’s really cold. (Pacing and thinking and getting ideas that don’t work, then pacing and thinking some more. Ultimately getting tired and sleepy.) Oh, my, it’s almost morning. (Looks in the mirror.) I look so tired...if only I could think of a way to help the Little Dragon....**That’s it!** [LX 10]

Scene 6: The Fire in the Mirror

Elizabeth:
Dragon, Dragon, wake up! I have a plan, would you try it?

Dragon:
Oh yes, it’s a good game, it’s a good game!

Elizabeth:
No, it’s not a game.

Dragon:
It’s a good game.

Elizabeth:
Dragon, listen, this is my plan. I want you to shut your eyes.

Dragon:

All right, I'll shut my eyes. Peek, peek.

Elizabeth:

No peeking!

Dragon:

Peek, peek.

Elizabeth:

Dragon, no more of that.

Dragon:

All right, I promise. No more of that.

Elizabeth:

I want you to think of fire.

Dragon:

Oh, I see fire in my mind.

Elizabeth:

Now, I want you to think of the fire that your father breathed into the sun a million years ago.

Dragon:

Oh, I see it in my mind!

Elizabeth:

Good, keep your eyes shut and breathe out.

[dragon breathes]

(E singing, reacting) *He has fire!*

Dragon, keep your eyes shut, and breathe out again.

[dragon breathes]

(E singing) *He has fire!*

Open your eyes, I want to show you something.

Look in the mirror. What do you see?

Dragon:

I see myself. Handsome, handsome!

Elizabeth:

Never mind that.

Dragon:

Handsome!

Elizabeth:

Dragon, I want you to breathe at the mirror.

Dragon:

All right, I'll breathe at the mirror. *

Elizabeth:

(singing) *He has fire!*

***See LX11. If there is time during tech rehearsal, repeat LX11 whenever there are bursts of fire.**

***See LX11. If there is time during tech rehearsal, repeat LX11 whenever there are bursts of fire.**

Dragon:
Ah! [runs away]

Elizabeth:
Dragon, come back here! It was you!

Dragon:
Was not!

Elizabeth:
It was too. Who do you think it was?

Dragon:
I don't know.

Elizabeth:
It was you. Now breathe at the mirror. *(sings) You have fire!

Dragon:
Ah! [runs away]

Elizabeth:
Dragon, come back here! It was you again!

Dragon:
It was not.

Elizabeth:
It was too. You're frightening yourself.

Dragon:
I am not.

Elizabeth:
You are, too!

Dragon:
Am not!

Elizabeth:
Are too!

Dragon:
Am not!

Elizabeth:
Are too!

Dragon:
Am not!

Elizabeth:
Now breathe at the mirror again, and this time with all your might!
[DRAGON TAKES A BREATHE **AND PLAYS [LX 11]**

All:
Woah!!
(Trombone, as drapes, bursts into "flame," exits.)

Elizabeth:
What do you say, dragon?

LX 11 AMBER F/L BURST AT CENTER WHERE DRAONG IS. If special can't be set, whole stage can flash a brighter amber.
Music Cue: **Dragon plays note (after "...with all your might")**
Count: 0

**LX 12 - ADD RED B/L - A
GOOD GLOW - NOT
DOMINATING**
Music Cue: Trombone/Jailor
begins playing loudly
Count: 12

**LX 13 – COPY Cue 11
(flambé/burst of light)**
Visual/Music Cue:
**Dragon/saxophone plays
note that “melts” trombone**
Count: 0

Dragon:
I did it, oh I did it, oh I did it! (Plays short lick on sax)

Elizabeth:
Now that’s not celebrating. We are going to celebrate!

Dragon:
(during music) I did it! I did it!
[MUSICAL INTERLUDE. LIZ AND THE DRAGON DANCE ABOUT. NOTE
TROMBONE PLAYING BEHIND VIBRAPHONE. **TROMBONE AS JAILOR BEGINS
PLAYING [LX 12]**

Scene 7: The Royal Request

Jailer:
What’s all this racket? who are you, little girl?

Dragon:
Never mind who she is. She’s my friend.

Jailer:
Don’t talk to me that way, Dragon.

Dragon:
I’ll talk to you as I will.

Jailer:
Oh, you will? Then you’ll have a taste of my chain!
[Dragon melts chain]
TROMBONE PLAYS MUSIC ENDING ON HIGH NOTE; DRAGON STEPS IN AND
PLAYS A SHORT NOTE, “MELTING” THE TROMBONE [LX 13]

Dragon, you have fire. I’m going to tell the King!

[Jailor exits, E. and D. celebrate, King and Countess enter.]

King:
Dragon, we are all very cold. Do you have fire?

Dragon:
[breathes fire]

King:
Dragon, you have fire! If you will share your fire with us, what can we do for you?

Dragon:
Sing us a song, Your Majesty.

Queen:
Ah-hah, we’ll be glad to. Court! Sing along with me.

All:
[singing] Breathe us fire, breathe us fire, breathe us fire, Little Dragon.

King:
Ha ha, do you like it, Dragon?

Dragon:
Yes, sire, but get your head up!

[singing continues]

LX 14 - START WITH CUE
6 REG F/L DN +/- 15%
BLU F/L AND BACK
LIGHT TO MAKE THE AIR
FEEL "COOLISH"
Line Cue: "STOP!"
Count: 12

LX 15 - START WITH CUE
4; ADD BLUE F/L & B/L
TO GIVE SENSE OF THE
COLDER NIGHT
Visual Cue: Elizabeth and
Dragon go through the
door(pass the trombone).
Count: 25

LX 16 – Fade in SPOT on
Dragon and Elizabeth – they
will go through audience.
Stay on Dragon (saxophone)
if they separate. If no spot, be
ready to bring house lights up
when musicians enter house
(off when musicians go back
on stage)
Line Cue: "You did it!"
Count: 5

LX 16.5 - SPOT SHIFT TO
DRAGON ONLY/ IF NO
SPOT, USE SPECIAL UP
CENTER WHEN DRAGON

Dragon:
Ha ha, Your Majesty, get your feet up.

Wait, Your Majesty! Get your tail up.

King:
I don't have a tail.

Dragon:
Get it up anyway.

Elizabeth:
STOP! [LX 14]
Dragon, there's no time for that! Look at the sun!

Dragon:
It's blue and white and it has a crust of ice around it.

King:
That's exactly what happened a million years ago. That is why we are so cold!

Elizabeth:
Dragon, you've got to climb Dragon Mountain, just like your father did! When you see the sun rise over the point, you must breathe fire all the way into the center!

King:
Can you do it, Dragon?

Elizabeth:
Dragon, you have to do it.

King:
Follow me!

Scene 8: Dragon Mountain

Elizabeth:
I can't open the gate, the lock is frozen!

[*Dragon melts lock.*]

LIZ AND THE DRAGON GO THROUGH THE GATE/TROMBONE [LX 15]

Elizabeth:
Oh no, look! It's a chasm! If I go another step I'll fall in! It's so far down!

Dragon:
Elizabeth, jump across.

Elizabeth:
Oh Dragon, I hate heights... what if I fall!

Dragon:
Give me your hand, Elizabeth. It's not really very far. Elizabeth, close your eyes. Imagine you have wings and fly across.

[*Elizabeth jumps across.*]

<p>BEGINS TO CLIMB CUBES Visual Cue: Dragon mounts blocks at center Count: 5</p> <p>LX 17 - START WITH CUE 7; ADD MORE AMBER; LESS BLUE; BOOST F/L FOR BRIGHT HAPPY SUNDANCE Music Cue: Saxophone plays high note, ratchet played by percussionist. Count: 15 LX 17.5 SPOT OUT Line Cue: “The ice is melting!” Count: 1</p> <p>LX18 - RECORD CUE 17 AT HALF INTENSITY Line Cue: “I always knew he had it in him” Count: 1 LX18.5 18/ 18.5A RUN TOGETHER. SPOT DRAGON AND GIRL. INTENSITY TWO STEPS ABOVE AMBIENT</p> <p>LX19 RESTORE CUE 17 Line Cue: “I just knew you had it in you.” Count: 1 LX 19.5 SPOT OUT Visual Cue: Dragon and girl break hug Count: 3 LX20 – COPY CUE 5 Music Cue: Music Count: 20</p>	<p>Dragon: You did it! [LX 16]</p> <p>Elizabeth: Hurry, Dragon. We have to get to the top. LIZ AND DRAGON CROSS INTO HOUSE; RETURN DRAGON MOUNTS BLOCK AT CENTER [16.5]</p> <p>DRAGON PLAYS HIS THEME THREE TIMES. AT END OF THIRD HE PLAYS HIS HIGH NOTE [LX 17 +17.5]</p> <p>Scene 9: The Sun and the Forest</p> <p>Dragon: The ice is melting! [LX 17.5]</p> <p>Elizabeth: Dragon, you did it! The sun is yellow, it’s yellow! What do you say, Little Dragon?</p> <p>Dragon: I did it, I did it, I did it, I did it.</p> <p>Elizabeth: Oh, Dragon, you did it! (Music; dragon and girl travel “over chasm” again)</p> <p>King: Haha, Little Dragon! I won’t call you Little Dragon any more. I call you Royal Dragon! What do you say to the people, Royal Dragon?</p> <p>Dragon: I did it, oh I did it, oh I did it.</p> <p>King: You did it all right. And I always knew you had it in you. Didn’t I, court?</p> <p>King: <i>[Singing]</i>I always knew, I always knew, I always knew he had it in him. [LX 18 + 18.5]</p> <p>Dragon: Elizabeth, he didn’t know I had it in me. I didn’t know. How did you know?</p> <p>Elizabeth: I just knew, Dragon. I just knew you had it in you. [LX 19 + 19.5]</p> <p>King: Haha! Now we will have five hundred celebrations for the dragon! Ha ha, let the trumpets sound! THEY PLAY THE QUEEN’S SHORT FANFARE; THEN TRANSITION MUSIC [LX 20]</p> <p>Elizabeth: Where did everyone go? Monsieur La Flute, we’re back in the Forest!</p> <p>M. La Flute: The story is over, Elizabeth. You were very brave.</p> <p>Elizabeth: That was one of your best stories.</p>
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<p>LX21 – SILHOUETTE STAGE IN BACK POOLS OF AMBER AND BLUE, F/L LOW. Line Cue “And that is the story of The Little Dragon.” Count: 9</p> <p>LX22 - FADE OUT ON TAM TAM CRASH AT END OF MUSIC~WATCH THE PERCUSSIONIST FOR CUE ~ (There is a tam crash at the beginning of this segment – cue comes at end!) Count: 4</p> <p>LX23 – RESTORE CUE 17; Bow Light Count: 4</p> <p>LX 24 – House Up for Q&A , if needed</p> <p>LX 25 - RESTORE CUE 1; audience exits</p>	<p>M. La Flute: You must return the book now. (<i>Mark tree chimes</i>) You were very brave, Elizabeth, very brave. I will be back. Goodbye.</p> <p>Elizabeth: <i>[waves goodbye as stage is set for end music]</i> And that is the story of...</p> <p>All: ...the Little Dragon. [LX 21]</p> <p>[SHORT MUSICAL INTERLUDE AS ARTISTS GATHER FOR FINAL TABLEAU. MUSIC SWEEPS UP AND FINISHES ON TAMTAM CRASH [LX 22]</p> <p>WAIT 5 SECONDS [LX 23]</p> <p>[PERFORMERS BREAK FROM BOW FORMATION Q & A [LX 23.5] (SKIP IF NO Q & A)</p> <p>[LX 24] WALK OUT The end</p> <p><i>[*Song Lyrics from Elizabeth’s Song by Christen S. Frothingham]</i></p>
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Tales and Scales - Little Dragon Cue List (rev. 10/10/08)					
CUE		LITE MOVE		SPOT CALL	COLOR
1		WALK IN	NICE MIX OF F/L, B/L ETC TO CREATE AN INTERESTING STAGE PICTURE HOUSE AT FULL		
2	5	HOUSE TO HALF	HOUSE LIGHTS DOWN TO ½ - ADD Stage light full and warm SO FACES READ COMFORTABLY		
3	10	ENSEMBLE TAKING POSITION	SIMPLE D/L OR S/L ONLY HOUSE OUT		
4	10	xFADE TO "WOODS"	TEMPLATE B/L (S/L) IF AVAILABLE OTHERWISE, SHADOWY/ SPOTTY WITH UNEVEN F/L; FACES STILL NEED TO READ		
5	5	xFADE "ROOF EXT"	STRONG F/L WITH F/L & B/L MIX AMBER AND BLUE WASHES WITH JUST A LITTLE MORE AMBER THAN BLUE AREA CONTROL? THIS AT CENTER STAGE; PULL F/L DOWN SIDES IF POSSIBLE		
6	5	xFADE "ROOM INTERIOR"	FULL STAGE; AMBER B/L STRONGER TO GIVE 'INSIDE FEEL. PULL DOWN ALL F/L SO WE FEEL WE ARE INSIDE. LESS BLUE ALL AROUND		
7	12	JAILER SEQUENCE	ADD RED B/L - A GOOD GLOW - NOT DOMINATING		
8	12	JAILER GOES	COPY CUE 6		
9	100	COLD, QUIET ROOM	ADD BLU FROM ALL SIDES TO TONE; PULL DOWN REGULAR F/L; PREDOM BLUE B/L [S/L] FOR NIGHT BE SURE WE STILL SEE HER		
10	15	MORNING	COPY CUE 6.		
11	0	FLAMBE	AMBER F/L BURST AT CENTER 3 STEPS BRIGHTER THAN AMBIENT 12.5 FOLLOWS 12. THE ROOM GOES AMBER FROM THE FLAME THE DRAGON AT LAST PRODUCES !		
12	12	JAILER RTN	ADD RED B/L - A GOOD GLOW - NOT DOMINATING		
13	0	FLAMBE II	COPY CUE 11		
14	12	ICED SUN	START WITH CUE 6 REG F/L DN +/- 15% BLU F/L AND BACK LIGHT TO MAKE THE AIR FEEL "COOLISH"		
15	25	FOREST SOJOURN	START WITH CUE 4; ADD BLUE F/L & B/L TO GIVE SENSE OF THE COLDER NIGHT		
16A	5	SPOT DRAGON AND GIRL	FIRST PERCEPTIBLE GLOW BRIGHTER THAN AMBIENT	KEEPING AS TIGHT ON THE TWO AS POSSIBLE	NO COLOR BLUE + FROST
	COVER BOTH; STAY ON DRAGON IF THEY SEPARATE THEY WILL CROSS INTO HOUSE. FADE OUT AND PICK BACK UP IF THEY MOVE OUT OF RANGE				
16.5B	5	DRAGON CLIMBS BLOCKS AT UP CENTER	SPOT SHIFT TO DRAGON ONLY	DRAGON ALONE; KNEES UP	
17	15	SUNBURST	START WITH CUE 6; ADD MORE AMBER; LESS BLUE; BOOST F/L FOR BRIGHT HAPPY SUNDANCE		
17.5A	20	SPOT OUT	17/ 17.5 RUN TOGETHER	ON DRAGON UNTIL OUT	
18	1	TABLEAU	RECORD CUE 17 AT HALF INTENSITY		
18.5A	1	SPOT DRAGON AND GIRL	18/ 18.5A RUN TOGETHER// INTENSITY TWO STEPS ABOVE AMBIENT	KNEES & UP IF POSSIBLE	NO COLOR AMBER AND FROST
19	1	RESTORE	COPY CUE 17		
19.5A	3	SPOT OUT	19/ 19.5A RUN TOGETHER	SPOT OUT	
20	20	RETURN	COPY CUE 4		
21	9	END BEGINS	ALL F/L WAAAAAY DOWN; SILHOUETTE STAGE IN BACK POOLS OF AMBER AND BLUE		
22	10	FADE OUT	FADE OUT ON TAM TAM CRASH ~WATCH THE PERCUSSIONIST FOR CUE ~		
23	4	BOW LITE	COPY CUE 17		
24	8	Q & A	HOUSE UP TO HALF	SKIP IF NO Q & A	
25	12	WALK OUT	COPY CUE 1	12 UP; 25 OUT	