

| CUE # | DESC | LINE | SCENE # | PAGE # | NOTES |
|-------|--|---|----------|--------|--|
| 1 | Pre-show | | | | Did you want me to pull preshow music or did you have something in mind for this? |
| 2 | Fade out pre-show | | | | |
| 3 | Mideval flute | Top of prologue | Prologue | 7 | |
| 4 | Mideval duel/battle overture?, sword swings, monsters gargling | "and her name was Tilly Evans" | Prologue | 7 | Auto follow back into mideval flute |
| 5 | Ace of Base (or similar) | "...and the vanquishing of pure evil" | Prologue | 8 | Old stereo effect |
| 6 | Sword smashing stereo, maybe some electricity sounds | "EVIL!" | Prologue | 8 | Auto follow back into mideval flute |
| 7 | Car crash (tires, brakes, over-exaggerated crash) | "What? NO!" | Prologue | 9 | Auto follow back into mideval flute, to be used for transition into Sc. 1 |
| 8 | Fade out mideval flute | Top of Sc. 1 | Sc. 1 | 10 | |
| | Adventure-eqsue strings, should be serious and spooky. Should tell the audience that they're locked in on the game | "Then imagine if you will this setting." | Sc. 3 | 15 | Plays until next cue |
| 10 | Badass "Matrix-y" music | "Cue the intro music. Go." | Sc. 3 | 17 | Also fades out prior cue |
| | Stop badass "matrix-y" music + Sony PlayStation or Super Nintendo pause sound effect | "Pause! CHUCK!" | Sc. 3 | 18 | |
| 12 | Fade in badass "matrix-y" music | "And then..." | Sc. 3 | 19 | |
| 13 | Fade out badass "matrix-y" music | After "Class: Awesome" | Sc. 3 | 19 | |
| | | "Welcome to the Quest for the Lost Soul of Athens. Your mission is find and free the Lost Soul before it is devoured by the dark forces of darkness forever." | Sc. 3 | 19 | |
| 14 | Pre-recorded line, big reverb | After "Seriously, you guys are supposed to be a team of badasses?" | Sc. 3 | 19 | |
| 15 | Battle music | After fight | Sc. 3 | 19 | |
| 16 | Fade out battle music | Top of Sc. 4 | Sc. 4 | 23 | |
| 17 | Fade in "Friends" TV ambience | Bottom of Sc. 4 | Sc. 4 | 25 | |
| 18 | Fade out "Friends" TV ambience | Top of Sc. 5 | Sc. 5 | 26 | Probably some mall ambience with department store music. Like maybe some Cyndi Lauper playing overhead or something |
| 19 | Fade in Gap ambient background | "All we've done so far is walk around and talk to things. I thought there were supposed to be monsters--" | Sc. 5 | 27 | Transition from real world into D&D realm |
| 20 | Stop Gap ambient background, loud sudden sound | | | | Need to see more of the bugbear battle. Clearly these bugbears are a serious threat to Agnes and can do a number on her, but how strong are the bugbears compared to the other monsters in this realm? Does Tilly see the bugbears as a threat? How silly are we going with this? |
| 21 | Bugbear battle music | "Vera? Hello?" | Sc. 5 | 28 | |
| 22 | Fade out/stop bugbear battle music | "Yes, I promise." | Sc. 5 | 30 | Can possibly link this to 23 |
| 23 | Revive spell flourish | "Just shut up." | Sc. 5 | 30 | |
| 24 | Badass battle music | "And this is what happens next..." | Sc. 5 | 31 | Should we use battle music from earlier and keep the battle music consistent? How long will this battle be? If it's longer/timing isn't consistent, we may need to add a fade out cue after this |
| 25 | Dragon story music (epic quest-type-beat) | "This is Tiamat." | Sc. 5 | 32 | Are we doing a projection for Tiamat or something else? I want to work some elemental textures into this (lightning, fire, water, etc.) |
| 26 | Fade out dragon story music (epic quest-type-beat) | "All, except for one..." | Sc. 5 | 32 | |
| 27 | Orcus map "poof" | "Go go Orcus map." | Sc. 5 | 33 | May not need a sound if it's just unraveled on stage or something |
| 28 | "Mama Say Know You Out"/slow motion walk music | "It was indeed treacherous and they did indeed kicketh some ass..." | Sc. 5 | 35 | Need to see this in real time to get the full picture |
| 29 | Fade in fairy music/"Waterfalls" by TLC | Top of Sc. 6 | Sc. 6 | 36 | Might be cool to use the Zelda fairy fountain music here |
| 30 | Fade out fairy music/"Waterfalls" by TLC, fade in badass battle music | "BOSS FIGHT NUMBER ONE: FARRAH THE FAERIE VERSUS TEAM TILLIUS." | Sc. 6 | 38 | Should we use battle music from earlier and keep the battle music consistent? |
| 31 | Magic missile spell | "TILLY CASTS... MAGIC MISSILE!!!" | Sc. 6 | 39 | Need to see this in real time to get the full picture. Depending on how this is being blocked, I may be able to do some cool stuff with the slow motion. |
| 32 | Stop badass battle music, fairy gut explosion | "Oh crap." | Sc. 6 | 39 | Auto follow |
| 33 | Transportation into D&D world (maybe sudden loud sound recall from earlier??) | "Oooh, nice gloves!" | Sc. 7 | 42 | Shouldn't be a full song, just a little five second thing |
| | | "They don't? So I guess them being unconscious would be a bad thing, right?" | Sc. 8 | 45 | Maybe a whistle plays and then an explosion? Music will be foreboding. I personally read this scene as moving pretty fast, so maybe a track with a fast piano in a minor key. Also, do we want another cue that tightens this up/adds a build before the sudden stop? I guess it depends on how long they're laughing for. |
| 34 | Play evil cheerleader entrance music/explosion | After laughing bit after "And you two are going to die!" | Sc. 8 | 49 | See note above |
| 35 | Stop evil cheerleader music | Top of Sc. 9 | Sc. 9 | 50 | |
| 36 | Fade in Gap ambient background | Bottom of Sc. 9 | Sc. 9 | 53 | This can probably auto continue to next cue |
| 37 | Fade out Gap ambient background | | | | |

| | | | | |
|----|---|--|--------|---|
| 38 | Fade in campfire crackling | Top of Sc. 10 | Sc. 10 | 54 |
| 39 | Pause campfire crackling | After "Tilly, you can talk to me--" | Sc. 10 | 54 Shift to real world |
| 40 | Unpause campfire crackling | "What?" | Sc. 10 | 55 Shift to D&D realm |
| 41 | Fade out campfire crackling | Bottom of Sc. 10 | Sc. 10 | 55 |
| 42 | Fade in Gap ambient background | Top of Sc. 11 | Sc. 11 | 56 |
| 43 | Fade out Gap ambient background | Bottom of Sc. 11 | Sc. 11 | 60 |
| 44 | Slime sounds | On lights up on gelatinous cube. Or wherever it feels right tbh | Sc. 12 | 61 |
| 45 | Slime absorbs Steve | "Ahhhh!" | Sc. 12 | 61 |
| 46 | Slime sounds (maybe magic sounds too)? Miles transformation | After "Sure. We don't have to call it Miles." | Sc. 12 | 64 May not be needed depending on how the transformation looks |
| 47 | Play or fade-in battle music | "BOSS FIGHT NUMBER, TWO: AGNES THE ASS-HATTED VERSUS MILES THE DOPPELGANGER!!!" | Sc. 12 | 64 Recall from earlier? |
| 48 | Fade out battle-music | On Miles dying | Sc. 12 | 65 |
| 49 | Explosion, Evil cheerleader music from earlier | After "Trust me, babe. Whatever it is, we're going to be fine. I'm here now." | Sc. 14 | 72 Explosion auto follows into evil cheerleader music |
| 50 | Stop evil cheerleader music | On Lillith being stabbed | Sc. 14 | 75 |
| 51 | Lightning and thunder crack | After "We challenge you to... a dance battle." | Sc. 14 | 76 Auto continue to dance battle music |
| 52 | Dance battle music ("Gonna Make You Sweat" - C&C Music Factory) | "BONUS ROUND: AGNES, THE ELF, AND ORCUS VERSUS THE EVIL SUCCUBI CHEERLEADERS IN A DANCE BATTLE!!!" | Sc. 14 | 76 |
| 53 | Stop dance battle music | On cheerleaders being stabbed | Sc. 14 | 76 |
| 54 | Battle music | Top of Sc. 16 | Sc. 16 | 86 Recall from earlier? |
| 55 | Stop battle music | After "PUNY ADVENTURERS! YOU HAVE NO HOPE TO DEFEAT ME! I AM A BEHOLDER!!! AND I WILL--" | Sc. 16 | 86 |
| 56 | Final fight sequence | After "AGNES!!! VERSUS!!! TIAMAT!!!" | Sc. 16 | 88 I'll need to watch this before I build it. I can do a more menacing battle music build up until the final blow. I definitely also want to add a monster screech in the beginning. We can talk more about this. |
| 57 | Stop final fight sequence | Tilly appears | Sc. 16 | 90 |
| 58 | Mideval flute from top of show | Beginning of Narrator monologue | Sc. 16 | 91 |
| 59 | Fade out mideval flute | After "And this made her happy." and lights out | Sc. 16 | 91 |
| 60 | Fade-in bows | Bows | | |
| 61 | Fade-out bows, fade-in post-show | Post-show | | Auto follow |
| 62 | Fade out post-show | House clear | | |