

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 Medieval flute	Top of prologue	Prologue	7	
	4 Medieval duel/battle overture?, sword swings, monsters gargling	"and her name was Tilly Evans"	Prologue	7	Auto follow back into medieval 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 medieval flute
	7 Car crash (tires, brakes, over-exaggerated crash)	"What? NO!"	Prologue	9	Auto follow back into medieval flute, to be used for transition into Sc. 1
	8 Fade out medieval 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
	11 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	
	14 Pre-recorded line, big reverb	"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	
	15 Battle music	After "Seriously, you guys are supposed to be a team of badassess?"	Sc. 3	19	
	16 Fade out battle music	After fight	Sc. 3	19	
	17 Fade in "Friends" TV ambience	Top of Sc. 4	Sc. 4	23	
	18 Fade out "Friends" TV ambience	Bottom of Sc. 4	Sc. 4	25	
	19 Fade in Gap ambient background	Top of Sc. 5	Sc. 5	26	Probably some mall ambience with department store music. Like maybe some Cyndi Lauper playing overhead or something
	20 Stop Gap ambient background, loud sudden sound	"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
	21 Bugbear battle music	"Vera? Hello?"	Sc. 5	28	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?
	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	Can also go out with projection/visual
	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
	34 Play evil cheerleader entrance music/explosion	"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.
	35 Stop evil cheerleader music	After laughing bit after "And you two are going to die!"	Sc. 8	49	See note above
	36 Fade in Gap ambient background	Top of Sc. 9	Sc. 9	50	
	37 Fade out Gap ambient background	Bottom of Sc. 9	Sc. 9	53	This can probably auto continue to next cue

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	"Ahhhhh!"	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	Medieval flute from top of show	Beginning of Narrator monologue	Sc. 16	91	
59	Fade out medieval 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			