



# RUSALKA

## Cues - description, pictures and levels

Cue 3: BLACK ON CURTAIN, SCENE BEHIND

Up/Down      Att  
7/3            7

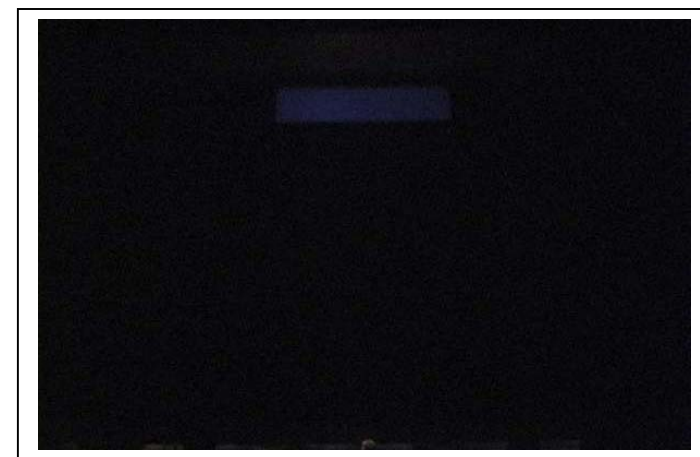
```
0013 14 15 16 17 18 19 20| 28| 79 80|106 107 108 109 0110  
v0 v0 v0 v0 v0 v40 v40 v0|v31|v60 v60| v0 v0 v40 v17 v9  
| | | *0 *0 *7 *7
```

```
0111|150 151 152 153 154 155 156 157 158 159 160 161 162 163| 0247  
v9| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0| v0
```

```
0248 249 250|302 303|600 601 602  
v0 v0 v0| v0 v0| v0 v0
```

Curtain fades to black prior to it flying out.

---



Cue 4: DIM FOR KNOOME ON

Up/Down      Att  
10/10          10

```
0018 19| 24| 27 28| 79 80|108 109 110 111|601 602  
40 40|^20|^30 31| 60 60| 40 =17 9 9|  
| | | | 7 7 |* *
```

Blues and greens, broken blue wash, all at a low level to only vaguely reveal the Water Gnome DSR. Wash on the shower curtain should be blue but a scroller was malfunctioning when this photo was taken.



# RUSALKA

## Cues - description, pictures and levels

Cue 5: NYMPHS US OF SHOWER CURTAIN

Up/Down      Att  
5/5            5

```
0018 19| 24| 27 28| 79 80| 89 90|108 109 110 111  
40 40| 20| 30 31| 60 60|^42 ^42| 40 17 ^14 ^14  
| 7 7
```

Build slightly to reveal the Water Nymphs as they enter up stage of the shower curtain. Lighting is mainly from kicker on booms which have a breakup gobo. Lighting on shower curtain from side and back in two blues is wrong in this photo due to a scroller failing. Unpatched from cue 15.5



---

Cue 6: NYMPHS THROUGH CURTAIN

Up/Down      Att  
10/10         10

```
0018 19| 24| 27 28| 79 80| 89 90| 96 97|108 109 110 111| 0116  
40 40| 20| 30 31|v15 v15| v0 v0|^30 ^20| 40 17 14 14|^50  
| | | | | | | | 7 7 |  
0117|151 152 153|157 158 159|222 223 224|227 228 229|232|334 0335  
^50|^25 ^20 ^20|^FL ^20 ^20|^15 ^15 ^15|^15 ^15 ^15|^15| ^7 ^7  
  
0336 337|420  
^7 ^7| ^7
```

Nymphs come through the curtain. We loose the kicker up stage and build downstage face light slightly. Blue Green swampy water feel.





RUSALKA

Cues - description, pictures and levels

Cue 10: NYMPHS CS AND TEASE KNOME

```

Up/Down      Att
8/8           8

0018 19| 24| 27 28| 79 80| 96 97|108 109 110 111|116 117| 0222
    40 40|^50| 30 31| 60 60| 30 20| 40 17 14 14| 50 50|^30
        |   |       |       |       | 7 7       |   |
0223 224|226 227 228 229|232|252|256|259 260|262 263 264|600 0601
    ^30 ^30|^30 ^30 ^30 ^30| v0| 60|v19| 40 40|^60 ^60 ^60|
        |   |       |   |   |   |   |   |   |   | *0 *
602

*
    
```

Nymphs move centre, more light at centre. Keep blue green dim feel.



Cue 11: KNOMES WORLD

```

Up/Down      Att
20/20        20

0001  2  3  4| 18 19| 24| 27 28| 79 80| 89 90 91 92 0093
        | 40 40|v20| 30 31| 60 60|^35 ^35 ^35 ^35 ^35
0094  95 96 97|108 109 110 111|116 117|218|222 223 224|226 0227
    ^35 ^35 ^35 20|v36 ^29 ^20 ^20|^FL ^FL|^FL| v0 v0 v0| 30 v0
        | 7 7       |   |   |   |   |   |   |
0228 229|252|256|259 260|262 263 264|267 268|600 601 602
    v0 v0|v33| v0|v13 v13|v33 v33 v33|^33 ^33|^53 ^53 ^53
        |   |   |   |   |   |   |   |   |   |   | =0
    
```

With the discovery of the water gnome build down stage, give the whole stage more of a water feel with rotating CFs gobo on shower curtain.



Cue 15: NYMPH EXIT

# RUSALKA

## Cues - description, pictures and levels

Up/Down	Att	Wait														
45/45	45	20														
0001	2	3	4	5	6	7	8	9	10	11	13	14	15	16	0017	
	^30	^30	^50	^50	^50	^50	^50	^50	^25	^50	^50 ^25	^50	^50	^50	^50	
0018	19	20	21	23	24	25	26	27	28	29	79	80	89	90	0091	
	^50	^50	^50	^15 ^15	v15	^35	^15	^45	^45	^45 ^FL	^FL	v0	v0	v0		
0092	93	94	95	96	97	106	107	108	109	110	111	116	117	218	0226	
	v0	v0	v0	v0	v0 ^27	^27	v0	v0	v0	v0	v0 ^27	v0	v0	v0	v0	
						*7	*7	7	7							
0231	251	252	253	254	255	256	257	258	259	260	261	262	263	264	0265	
	^35 ^20	v20	^20	^20	^20	^20	^20	^20	^20	^20	^20	v20	v20	v20	^20	
0266	267	268	334	335	336	337	420	600	601	602						
	^20	v20	v20 ^	^8	^8	^8	^8 ^	^8 ^	v0	v0	v0					



Bring the stage picture down to the watery feel only, we have moved from the edge of the Forrest to the swamp, or even below it. Again Curtain would have been blue if the scrollers were working.

---

### Cue 15.5: MOONRISE WITH RUSALKA

Up/Down	Att															
1:20/1:20	1:20															
0001	2	3	4	5	6	7	8	9	10	11	13	14	15	16	0017	
	30	30	50	50	50	50	50	25	50	50 ^25	50	50	50	50	50	
0018	19	20	21	23	24	25	26	27	28	29	31	79	80	106	0107	
	50	50	50	15 ^15	15	35	15	45	45	45 ^70 ^	FL	FL ^	27	27		
														7	7	
0231	251	252	253	254	255	256	257	258	259	260	261	262	263	264	0265	
	35 ^20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
0266	267	268	334	335	336	337	420									
	20	20	20 ^	8	8	8	8 ^	8								



Add the moon, fade up slowly as it rises

# RUSALKA

## Cues - description, pictures and levels

Cue 20: LAST BIT

Up/Down																	Att
1:20/1:20																	1:20
0001	2	3	4	5	6	7	8	9	10	11	13	14	15	16	0017		
	30	30	50	50	50	50	50	25	50	50	25	50	50	50	50		
0018	19	20	21	23	24	25	26	27	28	29	31	79	80	106	0107		
	50	50	50	15	15	15	35	15	45	45	45 ^FL	FL	FL	27	27		
														7	7		
0231	251	252	253	254	255	256	257	258	259	260	261	262	263	264	0265		
35	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20		
0266	267	268	334	335	336	337	420										
	20	20	20	8	8	8	8	8									

Moon Fades up to full.



Cue 24: GNOME EXIT

Up/Down																	Att
15/15																	15
0001	2	3	4	5	6	7	8	9	10	11	13	14	15	16	0017		
	30	30	50	50	50	v0	50	50	25	v0	50	v0	v0	50	50	v0	
0018	19	20	21	23	24	25	26	27	28	29	31	79	80	106	0107		
	v0	50	50	v0	15	v0	35	v0	v0	45	^66 v70	FL	FL	27	27		
														7	7		
0231	251	252	253	254	255	256	257	258	259	260	261	262	263	264	0265		
v0	v0	v0	v0	v0	20	20	20	20	v0	v0	v0	v0	20	20	20		
0266	267	268	334	335	336	337	351	420	601	602							
	20	20	20	8	8	8	8 ^35	8									

Dim down for the Water Knomes exit. Concentrate on him and his blue green colour.



# RUSALKA

## Cues - description, pictures and levels

Cue 26: MOON ARIA BEGINS.

Up/Down      Att  
1:00/1:00      1:00

```
0001  2  3  4  5  6  7  8  9 10 11| 13 14 15 16 0017  
    v9 v9 v15 v15 v15 ^15 v15 v15 v7 ^15 v15| ^7 ^15 v15 v15 ^15  
                                     |  
0018 19 20 21| 23 24 25 26 27 28 29| 31| 79 80|106 0107  
    ^50 50 v15 ^5| v5 ^5 v11 ^5 ^13 v13 v13|^91|v29 v29| v8 v8  
                                     |   |   |   | 7 7  
0217|231|251 252 253 254 255 256 257 258 259 260 261 262 263 0264  
^21|^11| ^6 ^6 ^6 ^6 v6 v6 v6 v6 ^6 ^6 ^6 ^6 v6 v6  
  
0265 266 267 268|334 335 336 337|351|420|600|602  
    v6 v6 v6 v6| ^9 ^9 ^9 ^9| v0| ^9|   | ^5
```

Fades to black at back to hide moon change, blue to indicate night  
Very intimate, little light up. Watery swirl behind very dimly.



Cue 29: MID ARIA R

Up/Down      Att  
30/30          30

```
0001  2  3  4  5  6  7  8  9 10 11| 13 14 15 16 0017  
    v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0| v0 v0 v0 v0 v0  
  
0018 19 20 21| 23 24 25 26 27 28 29| 31| 79 80|106 0107  
    50 50 v0 v0| v0 v0 v0 v0 v0 v0 v0|^FL| v0 v0| v0 v0  
                                     | 7 7  
0217|231|251 252 253 254 255 256 257 258 259 260 261 262 263 0264  
^30| v0| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0  
  
0265 266 267 268|334 335 336 337|420|600 601 602  
v0 v0 v0 v0| =9 =9 =9 =9| =9|   =0 v0
```

Loose moon swirl to hide changes at back and make more intimate.



# RUSALKA

## Cues - description, pictures and levels

Cue 30: LOOSE MOON SWIRL, VERY FAINT BIG MOON.

Up/Down      Att  
15/15          15

```
0005| 18 19| 31| 81 82 83 84|217|334 335 336 337|420|601 0602  
^40| v0 v0| v0|^40 ^40 ^40 ^40| v0| 9 9 9 9| 9|^35 ^60
```

Build cyc to reveal moon slightly. Add in kickers to add texture.



---

Cue 31: MOON COMING IN

Up/Down      Att  
15/15          15

```
0005| 81 82 83 84|152 153|205 206 207 208 209 210 211 212 0213  
v35| 40 40 40 40|^25 ^25|^13 ^13 ^13 ^13 ^13 ^13 ^13 ^13 ^13  
| |  
0214|220|334 335 336 337|420|601 602  
^13|^13| 9 9 9 9| 9| v0 v0
```

Moon is building in level and the swirls have stopped.



# RUSALKA

## Cues - description, pictures and levels

Cue 32: MOOD CHANGE IN ARIA

```
Up/Down      Att
8/8           8

0005| 81  82  83  84|152 153|183|205 206 207 208 209 210 211  0212
   v0| 40  40  40  40| v0  v0|^40| 13  13  13  13  13  13  13  13

0213 214|220|334 335 336 337|420|601 602
   13 13| 13|  9  9  9  9|  9|^34 ^56
```

Slight adjustment on stage to reveal rocks.



Cue 35: THE LARGE BUT WRONG MOON

```
Up/Down      Att
1:30/1:30    1:30

0001  2  3  4  5  6  7  8| 81  82  83  84|106 107|109| 0116
   ^50 ^50 ^50 ^50 ^50 ^50 ^50 ^50| 40  40  40  40|^25 ^25|^FL|^FL
                                   | 7  *5|  7|

0117|150 151|156 157|183|205 206 207 208 209 210 211 212 213  0214
^FL|^FL ^FL|^FL ^FL| 40|^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL

0220|334 335 336 337|420|600 601 602
^FL|  9  9  9  9|  9|    ^FL ^FL
```



Build the stage and curtain but also the cyc so the moon can be clearly seen. We are in another place where Jezibaba rules. She appears silhouetted by the big wrong moon.

**RUSALKA**

Cues - description, pictures and levels

Cue 38: LOOSE MOON,

```

Up/Down      Att
12/12         12

0001  2   3   4   5   6   7   8 | 44 | 79  80  81  82  83  84 | 0106
      v0 v0 v0 v0 v0 v0 v0 v0|^40|^FL ^FL v0 v0 v0 v0| v0
                                   |   |                               | *0
0107 108 109|116 117|150 151|156 157|183|205 206 207 208 209 0210
      v0  v0|v2  v2|v0  v0|v0  v0|v0|v0 v0 v0 v0 v0 v0
0211 212 213 214|220|334 335 336 337|420|600 601 602|
      v0  v0 v0  v0|v0|v4  v4  v4  v4|v4|^72 v0 v0|
    
```

Our witch is now revealed with sharp top light. She is a scary ominous figure. We also catch her in side light.



Cue 41: WITCH DECENDS TO MEET RUSALKA

```

Up/Down      Att
30/30         30

0002  3   4 | 44 | 71  72  73  74  75  76  77  78  79  80 | 106  0107
      | 40|^60 ^60 ^60 ^60 ^60 ^60 ^60 ^60 v0 v0|
                                   | *7 *7
0108 109|116 117|334 335 336 337|420|600 601 602|700
      | 2   2|v0  v0 v0  v0|v0|v0          |v0
      *7 *7|   |   |   |   |   | *0 *  * |
    
```

Jezebaba descends the rock to meet with Rusalka. We loose the big moon.



# RUSALKA

## Cues - description, pictures and levels

Cue 42: J-REVEALS

Up/Down      Att  
5/5              5

```
0002  3  4  5  6  7  8| 10 11| 13 14| 21 22 23 24 0025  
  ^35 ^35 ^35 ^35 ^35 ^35|^39 ^39|^39 ^39|^14 ^14 ^14 ^14 ^14  
0026| 44| 71 72 73 74 75 76 77 78 79 80|112 113|116 0117  
  ^14|^39|^59 v59 v59 v59 v59 v59 v59 v59 ^99 ^99|^30 ^30| v1 v1  
0334 335 336 337|600  
  ^10 ^10 ^10 ^10|
```

We see the more cooperative side of the witch but it is sinister,  
build purples, front blues, remove some of the sides.



---

Cue 46: J- STRIKES A DEAL

Up/Down      Att  
10/10           10

```
0002  3  4  5  6  7  8| 10 11| 13 14| 21 22 23 24 0025  
  ^60 ^98 v0 v0 v0 v0|^60 ^60|^60 ^60| v0 v0 v0 v0 v0  
0026| 44| 71 72 73 74 75 76 77 78 79 80|112 113|116 0117  
  v0| v0| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0| v0 v0| v0 v0  
0260|267|334 335 336 337|600|602  
  ^FL|^45| v0 v0 v0 v0| |
```

Change of mood, Build overhead blues, generally dim, remove sides.



# RUSALKA

## Cues - description, pictures and levels

Cue 48: RUSALKA ACCEPTS DEAL, ADD TRICKLE OF SMOKE

Up/Down	Att
15/15	15

```
0003  4| 10  11| 13  14|260|267|601 602
      60 v60| 60  60|v20 v20| v0| v0|
```

Ephesise the wrongness, very stark blues and purples from above and sides.



---

Cue 49: J ON ROCK, WITH FX THAT PULSES THE MOON

Up/Down	Att	Cmd
30/30	30	F5

```
0003  4| 10  11| 13  14| 17  18  19  20|205 206 207 208 209| 0601
      60 60| 60  60| 20  20|^60 ^60 ^60 ^60| ^6  ^6  ^6  ^6  ^6|^54
```

```
602
^54
*
```

Swirling effect on the curtain with the 18' moon pulsing behind. This photo sadly does not have the moon in it as it is between cycles.



**RUSALKA**

Cues - description, pictures and levels

Cue 50: PULSE STOPS, REPLACE WITH SWIRLY

Up/Down	Att	Cmd
5/5	5	f5

```

0001  2  3  4  5  6  7  8| 10 11| 13 14| 17 18 19 0020
^30 ^30 v30 v30 ^30 ^30 ^30 ^30|v34 v34|v11 v11|v34 v34 v34 v34
0 *0 *0 *0          |          |          |
0205 206 207 208 209|601 602
v0  v0  v0  v0  v0|^FL ^FL
|*  *
    
```

Pulsing stops and is replaced by the swirling of a glass dichroic at full.



Cue 50.5: TRANSFORMATIONS

Up/Down	Att	Wait
0/0	0	10

```

0001  2  3  4  5  6  7  8| 10 11| 13 14| 17 18 19 0020
v23 v23 v0 v0 v0 v0 v0 v0|v0 v0|v0 v0|v0 v0 v0 v0
0116 117|126|129|600 601 602
^2 ^2|^FL|^FL|=0 FL FL
    
```

Swap to small rotating triangles, loose all down stage.



# RUSALKA

## Cues - description, pictures and levels

Cue 50.8: TRANSFORMATION PART 2

Up/Down Att  
15/15 15

0001 2|116 117|126|129|600 601 602  
v0 v0| 2 2| FL| FL|^50 FL FL

Quicken and expand rotating triangles, add in cyber from above.



---

Cue 51: "NEW" RUSALKA REVEALED

Up/Down Att  
3/3 3

0002 3 4|116 117|124|126|129|171 172 173 174 175 176 177| 0200  
=0 | v0 v0|^40| v0| v0|^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL|^60

0201 202 203 204|581 582 583 584 585 586 587 588|600 601 602  
^60 ^60 ^60 ^60|^25 ^25 ^25 ^25 ^25 ^25 ^25 ^25| v0 v0 v0

Build cyc, top of rock (with ACLs) wash stage with ripple dichroics and rotators.



# RUSALKA

## Cues - description, pictures and levels

Cue 53: CROSSLIGHT AFTER EXIT FOR ROCK TO GO US.

Up/Down      Att  
1:00/1:00      1:00

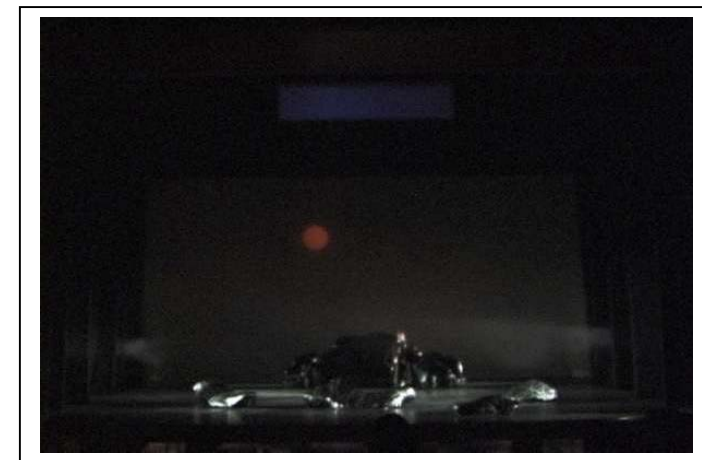
0030| 91 92 93 94 95 96 97 98 99 100 101 102|124|171 0172  
^30|^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40| v0| v0 v0

0173 174 175 176 177|200 201 202 203 204|317 318|581 582 583 0584  
v0 v0 v0 v0 v0| v0 v0 v0 v0 v0|^10 ^10| v0 v0 v0 v0

0585 586 587 588|601 602  
v0 v0 v0 v0| =0 =0

Moon on a dark cyc, cross light from head highs only.

---



Cue 57: PRINCES ENTERANCE

Up/Down      Att  
10/10              10

0030| 91 92 93 94 95 96 97 98 99 100 101 102|271 272| 0317  
30|v25 v25 v25 v25 v25 v25 v25 v25 v25 40 40 40 40|^50 ^50| 10

0318|600 601 602  
10|

Build US head highs, dim down stage.



# RUSALKA

## Cues - description, pictures and levels

Cue 61: PRINCE SEES RUSALKA,

Up/Down      Att  
30/30          30

0002    3    4 | 30 | 91   92   93   94   95   96   97   98   99 100 101   0102  
         | 30 | ^50 ^FL ^50 ^FL v0   v0   v0   v0   v0   v0   v0   v0

\*39 \*39 \*39 |    |

0103 | 106 107 108 109 | 200 201 202 203 204 | 210 211 212 213 214 | 0271  
^30 |                    | ^40 ^40 ^40 ^40 ^40 | ^15 ^15 ^15 ^15 ^15 | v40

         | \*0 \*0 \*0 \*0

0272 | 317 318 | 601 602

v40 | 10 10 | ^FL ^FL

Cyc builds, moon builds, ds builds to catch Rusalka, rock builds to catch Prince.



Cue 69: PRINCE GREETES RUSALKA.

Up/Down      Att  
3/3              3

0030 | 91   92   93   94 | 103 | 200 201 202 203 204 | 210 211 212 213   0214  
30 | v0   v0   50   FL | 30 | 40   40   40   40   40 | 15   15   15   15   15

0271 272 | 317 318 | 601 602

40 40 | v0   v0 | v0   v0

Loose Rock and up stage cross lights. No front light.



Cues - description, pictures and levels

Cue 70: CURTAIN WARMERS

Up/Down			Att												
20/20			20												
0001	2	3	4	30	79	80	93	94	103	106	107	108	109	150	0151
				v0 ^FL	^FL	v0	v0	v0 ^FL	^FL	^FL	^FL	^FL ^50	^50		
	*0	*39	*39	*39					*3	*3	*3	*3	*3		
0152	153	154	155	200	201	202	203	204	210	211	212	213	214	271	0272
^50	^50	^50	^50	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0
0280	281	282	285	286	287	600	601	602							
^70	^70	^70 ^70	^70	^70	^70	=0	=0								
			*25	*	*										



ACT BREAK 1, COLOUR / COLORIZER CHANGES IN DS BOOMS AND PIT RAIL.

Cue 100: FADE TO BLACK INTO WHICH DROP FLIES

Type	Up/Down	Att	Wait												
BL	5/5	5	5												
0001	2	3	4	79	80	106	107	108	109	150	151	152	153	154	0155
				v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0
0280	281	282	285	286	287	600	601	602							
v0	v0	v0	v0	v0	v0										

This cue was written when we were doing this after the house lights had faded but subsequently we decided to do it during the intermission so it was of less importance.



# RUSALKA

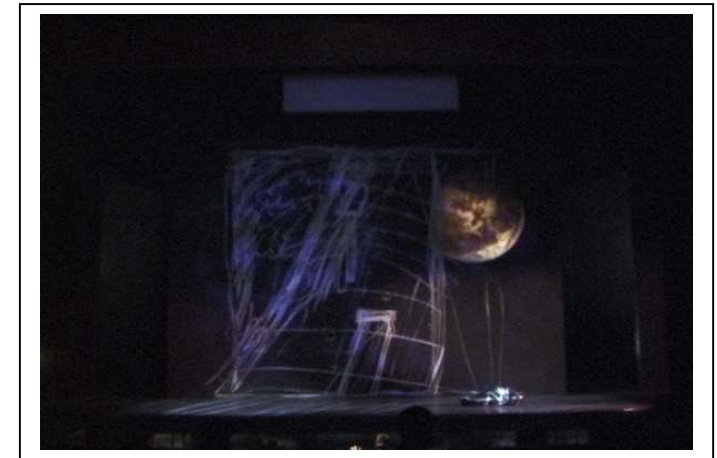
## Cues - description, pictures and levels

Cue 101: TOWER DROP IN PRESET.

Up/Down	Att
5/5	5

```
91 92|221 222 223 224 225|310|380  
^50 ^50|^40 ^40 ^40 ^40 ^40|^50|^80
```

Blue night feel on drop down stage. Seen with House Lights both on and off.



---

Cue 102: GAMEKEEPER AND TURNSPITE

Up/Down	Att
10/10	10

```
0060 61 62 63 64| 91 92|221 222 223 224 225|310|380  
^25 ^25 ^25 ^25 ^25| 50 50| 40 40 40 40 40| 50|^FL
```

Build blues and the moon.



# RUSALKA

## Cues - description, pictures and levels

Cue 103: GOSSIP ABOUT THE WEDDING

Up/Down      Att  
3/3              3

0005    6    7    8 | 40   41   42   43   44   45   46   47   48   49 | 60   0061  
  ^15 ^15 ^15 ^15|^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 | 25   25

0062    63   64 | 91   92 |148 149|221 222 223 224 225|241 242 243   0244  
      25   25   25|v25 v25|^45 ^45| 40   40   40   40   40|^15 ^30 ^15 ^30

0245 246|310|380  
  ^15 ^30| 50|v80

Build blues, side yellows and facial light.



Cue 104: CONCERN FOR THE PRINCE, PRAY CS

Up/Down      Att  
18/18            18

0005    6    7    8 | 40   41   42   43   44   45   46   47   48   49 | 60   0061  
  v0   v0   v0   v0 | v0   v0   v0   v0   v0   v0   v0   v0   v0   v0 | v0   v0

0062    63   64 | 91   92 |148 149|221 222 223 224 225|241 242 243   0244  
      v0   v0   v0 | v0   v0|v40 v40| v0   v0   v0   v0   v0 | v0   v0   v0   v0

0245 246|310|380  
v0   v0|v40|^FL

Contract to centre stage. Loose face light. Sinister.



# RUSALKA

## Cues - description, pictures and levels

Cue 106: RETURN TO EARLIER FEEL, STILL FEARFUL THOUGH

Up/Down      Att  
5/5            5

0060 61 62 63 64 | 91 92 | 148 149 | 221 222 223 224 225 | 310 | 0380  
^25 ^25 ^25 ^25 ^25 | ^50 ^50 | ^45 ^45 | ^40 ^40 ^40 ^40 | ^50 | =FL

0601 602

\* \*

Return to 103 minus face light.



---

Cue 107: SCENE CHANGE LIGHT

Up/Down      Att  
7/7            7

0001 2 3 4 | 9 10 11 12 13 14 15 16 17 18 19 0020  
| ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30  
\*0 \*39 \*39 \*39 |  
0060 61 62 63 64 | 91 92 | 106 107 108 109 | 148 149 | 221 222 0223  
v0 v0 v0 v0 v0 | v0 v0 | | v0 v0 | v0 v0 v0  
| | \*7 \*7 \*0 \*0 | |  
0224 225 | 310 | 380 | 600 601 602  
v0 v0 | v0 | v0 |

Top light in deep blue at a low level.



# RUSALKA

## Cues - description, pictures and levels

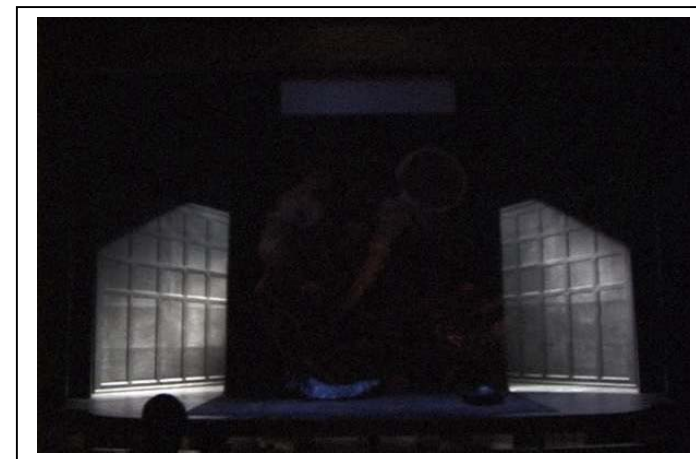
Cue 107.5: WHEN ROCKS IN PLACE.

Up/Down      Att  
12/12          12

```
0009 10 11 12 13 14 15 16 17 18 19 20|106 107 108 0109  
v29 v29 v29 v29 v29 v29 v29 v29 v0 v0 v0 v0|        =0 =0  
                                         | *0 *0 *7 *7
```

```
0189 190|601 602  
^FL ^FL|
```

Add Walls



---

Cue 108: PRINCE AND RUSALKA ENTER

Up/Down      Att  
20/20          20

```
0009 10 11 12 13 14 15 16| 71 72 73 74| 91 92 93 0094  
^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL|^FL ^FL ^FL ^FL|^40 ^40 ^40 ^40
```

```
0106 107 108 109|140 141 142 143 144 145 146 147|189 190|195 0196  
=0 =0|^28 ^28 ^28 ^28 ^40 ^40 ^40 ^40|v25 v25|^40 ^40  
*7 *7 *0 *0|
```

```
0241 242 243 244 245 246|310|315 316|601 602  
^25 ^25 ^^25 ^25 ^25 ^25|^FL|^25 ^25|
```

Add painting, cross light, loose walls.



**RUSALKA****Cues - description, pictures and levels**

Cue 109: PRINCE EXPRESSES FRUSTRATIONS

Up/Down Att  
3/3 3

```

0009 10 11 12 13 14 15 16| 41 42| 45 46| 61 62 63| 0068
v54 v54 v54 v54 v54 v54 v54 v54|^34 ^34|^34 ^34|^29 ^29 ^29|^27

0069 70 71 72 73 74 75 76| 91 92 93 94|106 107 108 0109
^27 ^27 FL FL FL FL ^42 ^42| v0 v0 v0 v0|
| *0 *0 *7 *7

0140 141 142 143 144 145 146 147|189 190|195 196|198 199|222 0223
v27 v27 v0 v0 v20 v20 v27 v27| v0 v0| v0 v0|^16 ^11|^40 ^40

0224|227 228 229|241 242 243 244 245 246|310|315 316|601 602|
^40|^40 ^40 ^40| v0 v0 v0 ^77 v0 v0| v0|^56 ^56|

```

Goes colder, less frontal light, less on drop.

Cue 110: PRINCESS ARRIVES

Up/Down Att  
15/15 15

```

0009 10 11 12 13 14 15 16 17 18 19 20| 41 42| 45 0046
^70 ^70 ^70 ^70 ^70 ^70 ^70 ^70 ^70 ^70 ^70|^34 34| 34 34

0061 62 63| 68 69 70 71 72 73 74 75 76|132 133 134 0135
29 29 29| 27 27 27 FL FL FL v0 42 v0|^50 ^50 ^50 ^50
|

0140 141|144 145 146 147|158 159|190|193|198 199|222 223 224| 0227
^51 ^51|^44 ^44 ^50 ^50|^50 ^50|^20|^80|=16 =11| 40 40 40| 40

```

Add in toplit spot by wall, change mood on stage with more blues tops, and warm cross light.



**RUSALKA**

Cues - description, pictures and levels

Cue 111: PRINCESS STARTS WINNING PRINCE AND PUTTING DOWN RUSALKA

Up/Down	Att															
10/10	10															
0009	10	11	12	13	14	15	16	17	18	19	20	41	42	45	0046	
	70	70	70	70	70	70	70	70	70	70	70	34	34	34	34	
0061	62	63	68	69	70	71	72	73	74	75	76	132	133	134	0135	
	29	29	29	27	27	27	FL	v80	v80	^80	^80	^80	50	50	50	50
0140	141	144	145	146	147	158	159	190	193	198	199	222	223	224	0227	
	v27	v27	v20	v20	v27	v27	50	50	v0	v0 =	16	=11	40	40	40	40

Loose spot, dims down and blue tops dominate more.



Cue 116: PRINCE AND PRINCESS EXIT

Up/Down	Att															
10/10	10															
0009	10	11	12	13	14	15	16	17	18	19	20	41	42	45	0046	
	^FL	^FL	^FL	^FL	^FL	^FL	^FL	v0	v0	v0	v0	v0	v0	v0	v0	
0061	62	63	68	69	70	71	72	73	74	75	76	106	107	108	0109	
	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0					
0132	133	134	135	140	141	144	145	146	147	150	151	152	153	154	0155	
	v0	v0	v0	v0	v0	v0	v0	v0	v0	^30	^30	^30	^30	^30	^30	
0156	157	158	159	160	161	198	199	222	223	224	227	228	229	241	0242	
	^30	^30	v30	v30	^30	^30	v0	v0	v0	v0	v0	v0	v0	v0	^25	^25
0243	244	245	246	310	315	316	600	601	602	1243						
	^25	v25	^25	^25	^FL	v25	v25	^69	^69	v0						

Goes cold and sad, more top and frontal blues, change mood of painting, leads into Gnomes entrance.



**RUSALKA**

Cues - description, pictures and levels

Cue 117: WATER GNOMES ENTERANCE

Up/Down Att  
3/3 3

0001 2 3 4 | 9 10 11 12 13 14 15 16 | 106 107 108 0109  
| v0 v50 v50 v0 v0 v0 v0 v0 |  
\*0 \*0 \*0 \*0 | | \*1 \*1 \*1 \*1

0140 141 | 150 151 152 153 154 155 156 157 158 159 160 161 | 241 0242  
^50 ^50 | v0 ^40 ^40 ^40 ^40 v0 v0 ^40 ^40 ^40 ^40 v0 | v0 v0  
v2.3f(i) Rusalka Cue 117

0243 244 245 246 | 310 | 315 316 | 359 | 601 602  
v0 v0 v0 v0 | v70 | v0 v0 | ^FL |=69 =69

Many blue greens, drop goes blue. Tight spot on gnomes entrance.

Cue 117.5: WATER GNOME MOVES TO ROCK.

Up/Down Att  
7/7 7

0010 11 | 140 141 | 151 152 153 154 | 157 158 159 160 | 171 172 173 0174  
50 50 | 50 50 | 40 40 40 40 | 40 40 40 40 | ^60 ^60 ^60 ^60

0175 176 177 | 185 186 | 310 | 359 | 585 586 | 601 602  
^60 ^60 ^60 | ^FL ^FL | v50 | v0 | ^35 ^35 | v0 v0

Loose his spot and build centre in blue.



# RUSALKA

## Cues - description, pictures and levels

Cue 118: WATER GNOME UPSET ABOUT RUSALKA

Up/Down      Att  
8/8              8

```
0010 11| 23| 26| 29|140 141|151 152 153 154|157 158 159 160| 0171
    50 50|^40|^40|^40| 50 50| 40 40 40 40| 40 40 40 40| 60

0172 173 174 175 176 177|185 186|310|315 316|
    60 60 60 60 60 60| FL FL| 50|^20 ^20|
```

Goes bluer, painting becomes more visible.




---

Cue 119: NYMPHS SING OFF STAGE

Up/Down      Att      Wait  
3/3              3              6

```
0010 11| 20| 23| 26| 29|140 141|151 152 153 154|157 158 159 0160
    v0 v0|^FL| v0| v0|^60| v0 v0| v0 v0 v0 v0| v0 v0 v0 v0

0171 172 173 174 175 176 177|181 182 183 184 185 186|189|310| 0315
    ^FL ^FL ^FL ^FL ^FL v0 v0|^FL ^FL ^FL ^FL FL FL|^30|^FL| v0

0316|
    v0|
```

Water look dominates, rotators in water fx rotate.



# RUSALKA

## Cues - description, pictures and levels

Cue 120: RUSALKA ENTERS, WATER GNOME WATCHES FROM SIDE

Up/Down      Att  
7/7              7

0020| 27| 29|171 172 173 174 175|181 182 183 184 185 186|189| 0310  
v0|^FL| v0| FL FL FL FL FL| FL FL FL FL FL FL| v0| v0

0581 582 583 584 585 586 587 588  
41 42 42 42 42 42 42 42

Add green top light for Goblin SR next to wall.



---

Cue 122: WATER GNOME LEAVE WALL TO CONFRONT RUSALKA

Up/Down      Att  
3/3              3

0027|171 172 173 174 175|181 182 183 184 185 186|311 312|  
v0| FL FL FL FL FL| FL FL FL FL FL FL|^80 ^80| 42 42

0583 584 585 586 587 588  
42 42 42 42 42 42

Build breakup on drop.



# RUSALKA

## Cues - description, pictures and levels

Cue 123: WATER KNOOME COMES CS

Up/Down      Att  
7/7            7

0010 11|140 141|151 152 153 154|157 158 159 160|171 172 173 0174  
^50 ^50|^50 ^50|^40 ^40 ^40 ^40|^40 ^40 ^40 ^40| v0 v0 v0 v0

0175|181 182 183 184 185 186|310 311 312|359|581 582 583 584 0585  
v0| FL v0 v0 v0 v0 v0|^50 v0 v0|^FL| 42 v0 v0 v0 v0

0586 587 588|601 602  
v0 v0 v0|^69 ^69

Loose the rotators, green spot on him (CFs) and build blue fronts.

---



Cue 124: WATER KNOOME DECENDS

Up/Down      Att  
8/3            5

0010 11| 17| 21|140 141|151 152 153 154|157 158 159 160|171 0172  
v0 v0|^FL|^40| v0 v0| v0 v0 v0 ^50| v0 v0 v0 v0|^40 ^FL

0173 174 175|181 182|184|186|195|310|359|581 582 583 584 585 0586  
^40 ^FL ^FL| v0 ^FL|^FL|^FL|^60|^80| v0| 42 ^42 ^42 ^42 ^42 ^42

0587 588|601 602  
^42 ^42| v0 v0

Loose lights on centre trap, restart the rotator water fx.



# RUSALKA

## Cues - description, pictures and levels

Cue 125: RUSALKA ALONE SAYING WOE IS ME ...

Up/Down      Att  
5/5              5

0017| 21|154|171 172 173 174 175|182|184|186|195|310|581 582 0583  
v0| 40| 50| 40 FL 40 FL FL| v0| v0| v0| v0| 80| 42 42 42

0584 585 586 587 588  
42 42 42 42 42

Loose rotators, dim and blue.



---

Cue 126: HERALD THE REENTRY OF PRINCESS AND PRINCE.

Up/Down      Att  
1/1              1

0021|154|171 172 173 174 175|189|310|581 582 583 584 585 586 0587  
40| 50| 40 FL 40 FL FL|^FL| 80| 42 42 42 42 42 42 42

588  
42

Add the SL wall.



# RUSALKA

## Cues - description, pictures and levels

Cue 127: PRINCESS AND PRINCE HAVE RE-ENTERED.

```
Up/Down      Att
10/10         10

0001  2   3   4 | 9 10 11 12 13 14 15 16 | 21 | 71 72 0073
      | ^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL | v0|^60 ^60 ^FL
      *0 *39 *39 *39 | | |
0074 | 91 92 93 94 |106 107 108 109 |140 141 142 143 144 145 0146
      ^FL|^40 ^40 ^40 ^40 | | | | | | | | | | | | | | | |
      | | | | | | | | | | *7 *7 *0 *0 |
0147 |154 |171 172 173 174 175 |181 182 183 184 |189 190 |195 196 | 0241
      ^23 | v0 | v0 v0 v0 v0 v0 | ^FL ^FL ^FL ^FL | v25 ^25|^40 ^40|^25

0242 243 244 245 246 |310 |315 316 |581 582 583 584 585 586 587 0588
      ^25 ^25 ^25 ^25 ^25 | ^FL|^25 ^25 | v20 v20 v20 v20 v0 v0 v0 v0

0600 601 602
*0 * *
```



Return to earlier look when Princess entered. Painting, strong cross light, blue tops, rotators slowly turning.

Cue 127.5: PRINCE BEWITCHED, SOMETHINGS WRONG,

```
Up/Down      Att
5/5           5

0009  10 11 12 13 14 15 16 | 71 72 73 74 | 79 80 | 91 0092
      v71 v71 v71 v71 v71 v71 v71 v71 | v31 v31 v71 v71 | ^33 ^33 | v11 v11

0093  94 |140 141 142 143 144 145 146 147 |181 182 183 184 |189 0190
      v11 v11 | v0 v0 v0 v0 v0 v0 v0 v0 | v71 v71 v71 v71 | v0 v0

0195 196 |241 242 243 244 245 246 |310 311 312 313 |315 316 |581 0582
      v11 v11 | v0 v0 v0 v0 v0 v0 | v71 ^FL ^FL ^FL | v0 v0 | v0 v0

0583 584 |600 601 602 |700
      v0 v0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
      | | | | | | | | | | ^71
```



Dims down except DR and gobos on drop.

# RUSALKA

## Cues - description, pictures and levels

Cue 128: RETURN TO REAL WORLD, BUT GOING MAD

Up/Down      Att  
3/3              3

0009 10 11 12 13 14 15 16| 71 72 73 74| 79 80| 91 0092  
^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL| v2 v2 v42 v42| v0 v0| v0 v0

0093 94|140 141 142 143 144 145 146 147|181 182 183 184|195 0196  
v0 v0|^28 ^28 ^28 ^28 ^8 ^8 ^23 ^23|^FL ^FL ^FL ^FL|^40 ^40

0241 242 243 244 245 246|310 311 312 313|315 316|581 582 583 0584  
^25 ^25 ^25 ^25 ^25 ^25|^FL v0 v0 v0|^25 ^25|^20 ^20 ^20 ^20

700  
v0

Return to 127 moded so a bit dimmer. Build blue tops.



Cue 129: PRINCESS GETS MORE SCORNFUL

Up/Down      Att  
20/20           20

0009 10 11 12 13 14 15 16| 71 72 73 74| 79 80| 91 0092  
v71 v71 v71 v71 v71 v71 v71 v71|^31 ^31 ^71 ^71|^33 ^33|^11 ^11

0093 94|140 141 142 143 144 145 146 147|181 182 183 184|195 0196  
^11 ^11| v0 v0 v0 v0 v0 v0 v0 v0|v71 v71 v71 v71|v11 v11

0241 242 243 244 245 246|310 311 312 313|315 316|581 582 583 0584  
v0 v0 v0 v0 v0 v0|v71 ^FL ^FL ^FL| v0 v0| v0 v0 v0 v0

700  
^71

Blues predominate in top light and drop. Loose rotators and water fx.



# RUSALKA

## Cues - description, pictures and levels

Cue 131: PRINCE PLEADS WITH PRINCESS

Up/Down Att Wait  
5/5 5 10

```
0001 2 3 4| 9 10 11 12 13 14 15 16| 71 72 73 0074
      | v0 v0 v0 v0 v0 v0 v0 v0| v0 v0 v0 v0
*0 *0 *0 *0|
0079 80| 91 92 93 94|106 107 108 109|140 141|181 182 183 0184
      v0 v0| v0 v0 v0 v0| | ^FL ^FL| v0 v0 v0 v0
      | | *1 *1 *1 *1| |
0195 196|310 311 312 313|601 602|700
      v0 v0| v0 v0 v0 v0|^FL ^FL| v0
      | | * * |
```

Getting dimmer as Prince is slipping into madness. Swirls start

---



Cue 132: GETS MORE CONFUSED, RUSALKA AND PRINCESS CIRCLE.

Up/Down Att  
7/7 7

```
0018|140 141|310|601 602
^FL| FL FL|^80| FL FL
| | |* *
```

Swirl enlarges and quickens.



# RUSALKA

## Cues - description, pictures and levels

Cue 132.5: SWIRLS GROW TO COVER WHOLE STAGE.

Up/Down      Att  
7/7            7

```
0018| 79 80|140 141|310|334 335 336 337|601 602|  
FL|^62 ^62| FL FL| 80|^16 ^16 ^16 ^16| FL FL|  
|        |        |        |        |*   * |
```

Expand swirls and quicken again.



Cue 133: WATER GNOME APEARS TO CURSE PRINCE.

Up/Down      Att  
20/20          20

```
0001 2 3 4| 9 10 11 12 13 14 15 16| 18| 27| 71 0072  
|^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL| v0|^71| ^2 ^2  
*0 *39 *39 *39| | | |  
0073 74| 79 80|106 107 108 109|140 141 142 143 144 145 146 0147  
^42 ^42| 62 62| |v28 v28 ^28 ^28 ^8 ^8 ^23 ^23  
|        | *7 *7 *0 *0|  
0181 182 183 184|195 196|241 242 243 244 245 246|310|315 316| 0334  
^FL ^FL ^FL ^FL|^40 ^40|^25 ^25 ^25 ^25 ^25 ^25|^FL|^25 ^25|=16  
  
0335 336 337|351|581 582 583 584|600 601 602|700  
=16 =16 =16|^80|^20 ^20 ^20 ^20| v0 v0| FL
```

Return to 127 and light on trap SL.



# RUSALKA

## Cues - description, pictures and levels

Cue 134: PRINCE IS REJECTED BY PRINCESS, HE HAS GONE MAD (?)

Up/Down Att  
30/30 30

0009 10 11 12 13 14 15 16| 27| 71 72 73 74| 79 80| 0140  
v0 v0 v0 v0 v0 v0 v0 v0| v0| 2 2 42 42| 62 62| v0

0141 142 143 144 145 146 147|181 182 183 184|195 196|241 242 0243  
v0 v0 v0 v0 ^FL v0 v0| v0 v0 v0 v0| v0 v0| v0 v0 v0

0244 245 246|310|315 316|334 335 336 337|351|581 582 583 584|  
v0 v0 v0| v0| v0 v0| 16 16 16 16| v0| 20 20 20 20|

Red drop SL and tight area CS. Dim breakup in blue on drop.

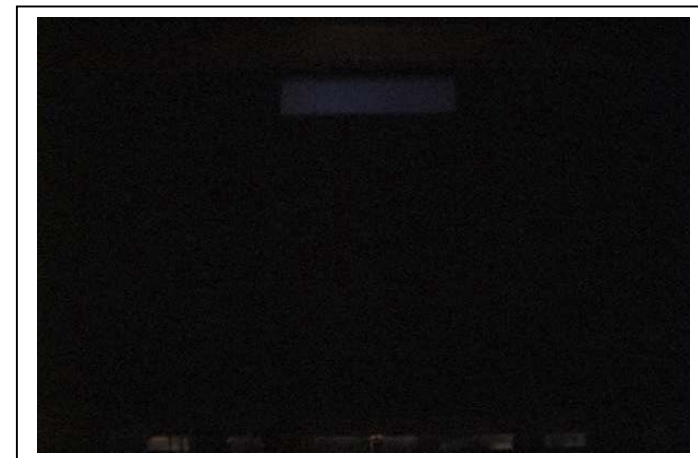
---



Cue 139: FADE TO BLACK PRIOR TO CURTAIN

Type Up/Down Att  
BL 10/10 10

0071 72 73 74| 79 80|145|334 335 336 337|581 582 583 584| 0700  
v0 v0 v0 v0| v0 v0| v0| v0 v0 v0 v0| v0 v0 v0 v0| v0



# RUSALKA

## Cues - description, pictures and levels

Cue 140: CURTAIN WARMERS

Up/Down Att  
15/15 15

0150 151 152 153 154 155|280 281 282|285 286 287|600 601 602  
^50 ^50 ^50 ^50 ^50 ^50|^70 ^70 ^70|^70 ^70 ^70| =0 =0



---

## ACT BREAK 2, COLOUR / COLORIZER CHANGES IN DS BOOMS AND PIT RAIL.

---

Cue 202: COLD CURTAIN WITH BLUE BEHIND

Up/Down Att  
10/10 10

0013 14 15 16 17 18 19 20| 28| 79 80|150 151 152 153 0154  
^50 ^50 ^50 ^50 ^50 ^50 ^50 ^50|^98|^FL ^FL|^FL ^FL ^FL ^FL ^FL

0155 156 157 158 159 160 161 162 163|280 281 282|285 286 287| 0302  
^FL ^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40|^v0 v0 v0|^v0 v0 v0|^FL

0303|600 601 602  
^FL| ^FL ^FL  
| \*0



As Act 1.

# RUSALKA

## Cues - description, pictures and levels

Cue 203: OPEN STAGE WITH DESOLATE RUSALKA

Up/Down      Att  
8/4            8

0001    2    3    4 | 13 14 15 16 17 18 19 20 | 28 | 30 | 79    0080  
                 | v0 v0 v0 v0 v0 v0 v0 v0 | v0 | ^30 | v0    v0  
\*0   \*0   \*0   \*0 |

0091    92   93   94   95   96   97   98 | 100 101 102 | 108 109 | 150 151    0152  
         ^25 ^25 ^25 ^25 ^25 ^25 ^25 ^25 | ^40 ^40 ^40 | =0   =0 | v0   v0   v0  
   | \*7   \*7 |

0153 154 155 156 157 158 159 160 161 162 163 | 271 272 | 302 303 | 0317  
v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 | ^50 ^50 | v0 v0 | ^10

0318 | 600 601 602  
         ^10 |        v0    v0  
             | \*0 \*    \*

Side light in greeny steel, bleak cyc, moon,



Cue 204: WITCH ENTERS

Up/Down      Att  
5/5            5

0030 | 91   92   93   94   95   96   97   98 | 100 101 102 | 271 272 | 317    0318  
         30 | 25   25   25   25   25   25   25   25 | 40   40   40 | 50   50 | 10    10  
   |     |

0351 | 601 602  
         ^40 | =0    =0  
             | \*    \*

Add light on SL Trap.



# RUSALKA

## Cues - description, pictures and levels

Cue 206: BLACKOUT US FOR MOON TO COME IN, ROCK MOVES US.

Up/Down Att  
7/7 7

0011| 30 31| 87 88| 91 92 93 94 95 96 97 98|100 101 0102  
^30| v0 ^80|^55 ^55| 25 25 25 25 25 25 25 v0| v0 v0 v0

0271 272|317 318|351  
v0 v0|=10 =10| 40

Loose up stage side lights and frontal, build DS blue top.



---

Cue 214: WITCH LEAVES AND WE ARE IN A NEW WORLD, BACK WITH WATER

Up/Down Att  
30/30 30

0002 3 4| 9 10 11 12 13 14 15 16| 21 22 23 24 0025  
|^60 ^60 ^60 ^60 ^60 ^60 ^60 ^60|^40 ^40 ^30 ^40 ^40  
\*0 \*0 \*0| |  
0026 27 28 29| 31| 87 88| 91 92 93 94 95 96 97|317 0318  
^40 ^30 ^30 ^30|v40| v0 v0| v0 v0 v15 25 v0 v0 v0| v0 v0

351  
v0

Only blue and blue green tops. Moon lit with its new face.



# RUSALKA

## Cues - description, pictures and levels

Cue 216: TRANSITION

Up/Down      Att  
20/20          20

0009 10 11 12 13 14 15 16 17 18 19 20 21 22 23 0024  
v40 v40 v40 v40 v40 v40 v40 v40 ^40 ^40 ^40 ^40 v0 v0 v0 v0

0025 26 27 28 29| 31| 93 94| 97 98|150 151 152 153 154 0155  
v0 v0 v0 v0 v0| 40| v0 v15|^10 ^8|^25 ^25 ^25 ^25 ^25 ^25 ^25

0156 157 158 159 160 161  
^25 ^25 ^25 ^25 ^25 ^25

Very blue, front and tops, dark.



---

Cue 217: TURNSPITE AND GAME KEEPER POP UP BEHIND ROCK.

Up/Down      Att  
2/2            2

0009 10 11 12 13 14 15 16 17 18 19 20| 27 28 29| 0031  
40 40 40 40 40 40 40 40 40 40 40 40|^30 ^30 ^30| 40

0094 95 96 97 98|116 117|150 151 152 153 154 155 156 157 0158  
15 ^30 ^30 ^30 ^30|^40 ^40| 25 25 25 25 25 25 25 25 25

0159 160 161|231 232 233|235|259 260 261 262 263 264 265 266 0267  
25 25 25|^18 ^27 ^18|^25|^20 ^20 ^20 ^20 ^20 ^20 ^20 ^20 ^20

268  
^20

Add face light and light across rock.



# RUSALKA

## Cues - description, pictures and levels

Cue 218: TURSPRITE AND GAMEKEEPER COME DS.

Up/Down      Att  
5/5              5

```

0009 10 11 12 13 14 15 16 17 18 19 20| 27 28 29| 0031
    40 40 40 40 40 40 40 40 40 40 40| 30 30 30| 40

0093 94 95 96 97 98|116 117|150 151 152 153 154 155 156 0157
    ^15 15 30 30 v15 v15|v20 v20| 25 25 25 25 25 25 25 25

0158 159 160 161|226 227 228 229 230 231 232 233|235|259 260 0261
    25 25 25 25|^20 ^25 ^25 ^25 ^25 v15 v15 v15| v0| v0 v0 ^40

0262 263 264 265 266 267 268|600 601 602
    ^40 ^40 ^40 ^40 ^40 20 20|
                                     | *0 * *
    
```



### Loose Rock, build DS.

Cue 220: FEAR, WITCH SINGS OFF STAGE.

Up/Down      Att  
0/0              0

```

0002 3 4| 9 10 11 12 13 14 15 16 17 18 19 20| 0027
    | 40 40 40 40 40 40 40 40 40 40 40 40| 30
*39 *39 *39|
0028 29| 31| 93 94 95 96 97 98|106 107 108 109|116 117| 0150
    30 30| 40| 15 15 30 30 15 15| | 20 20| 25
    | | | | *0 *0 *0 *0| |
0151 152 153 154 155 156 157 158 159 160 161|226 227 228 229 0230
    25 25 25 25 25 25 25 25 25 25 25| 20 25 25 25 25
|
0231 232 233|261 262 263 264 265 266 267 268|600
    15 15 15| v0 v0 40 40 40 40 20 20|^99
    | | | | |
                                     | =0
    
```



Build cyber to indicate Jezebaba off.

# RUSALKA

## Cues - description, pictures and levels

Cue 221: WITCH FINISHES.

Up/Down	Att																
0/0	0																
0009	10	11	12	13	14	15	16	17	18	19	20	27	28	29	0031		
40	40	40	40	40	40	40	40	40	40	40	40	30	30	30	40		
0093	94	95	96	97	98	116	117	118	150	151	152	153	154	155	0156		
15	15	30	30	15	15	^40	^40	^20	25	25	25	25	25	25	25		
0157	158	159	160	161	226	227	228	229	230	231	232	233	235	263	0264		
25	25	25	25	25	20	25	25	25	25	15	15	15	^25	40	40		
0265	266	267	268	600	601	602											
40	40	20	20	v0													
					*0	*	*										



## Loose Cyber

Cue 223: WATER GNOMES ENTRANCE

Up/Down	Att																
1.5/1.5	1.5																
0009	10	11	12	13	14	15	16	17	18	19	20	26	27	28	0029		
40	40	40	40	40	40	40	40	40	40	40	40	^15	v15	v15	v15		
0031	93	94	95	96	97	98	116	117	118	150	151	152	153	154	0155		
40	v10	v10	v10	v10	15	15	40	40	20	25	25	25	25	25	25		
0156	157	158	159	160	161	226	227	228	229	230	231	232	233	235	0263		
25	25	25	25	25	25	20	25	25	25	25	15	15	15	25	v0		
0264	265	266	267	268	334	335	336	337	350	600	602						
v0	v0	v0	v0	v0	^10	^10	^10	^10	^50	^FL							
											*0						

Build spot on Goblin SR.



# RUSALKA

## Cues - description, pictures and levels

Cue 225: NYMPHS ON, TEARS

Up/Down      Att  
15/15            15

```
0009 10 11 12 13 14 15 16 17 18 19 20| 26 27 28 0029
      v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0| v0 v0 v0 v0

0031 32| 81 82 83 84 85 86 87 88| 93 94 95 96 97 0098
      v0 ^25|^60 ^60 ^60 ^60 ^60 ^60 ^60 ^60|^60 v0 v0 v0 v0 v0

0110 111|116 117 118|150 151 152 153 154 155 156 157 158 159 0160
      ^20 ^20| v0 v0 v0| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0

0161|226 227 228 229 230 231 232 233|235|334 335 336 337|350| 0602
      v0| v0 v0 v0 v0 v0 v0 v0 v0| v0| v0 v0 v0 v0| v0| v0
```

### Downlight on

Cue 231: NYMPH TEARS STOP

Up/Down      Att  
15/15            15

```
0001 2 3 4| 9 10 11 12 13 14 15 16 17 18 19 0020
      | ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30 ^30
      *0 *39 *39 *39|

0021 22 23 24 25 26 27 28 29| 32| 79 80 81 82 83 0084
      ^15 ^15 ^15 ^15 ^15 ^15 ^15 ^15 ^15| v0|^60 ^60 v45 v45 v45 v45

0085 86 87 88| 96 97|110 111|116 117|150 151 152 153 154 0155
      v45 v45 v45 v45|^30 ^20| 20 20|^50 ^50|^37 ^37 ^37 ^37 ^37 ^37

0156 157 158 159 160 161 162 163|228|252|256|259 260 261 262 0263
      ^37 ^37 ^37 ^37 ^37 ^37 ^3 ^3|^30|^16|^11|^11 ^11 ^40 ^16 ^40

0600 601 602
*0 * *
```

Loose top spot on tears, add face, top blues, some blue green.



# RUSALKA

## Cues - description, pictures and levels

Cue 232: BUILD DOWN LEFT

Up/Down      Att  
5/5            5

0009	10	11	12	13	14	15	16	17	18	19	20	21	22	23	0024
30	30	30	30	30	30	30	30	30	30	30	30	15	15	15	15
0025	26	27	28	29	79	80	81	82	83	84	85	86	87	88	0096
15	15	15	15	15	60	60	45	45	45	45	45	45	45	45	30
0097	110	111	116	117	150	151	152	153	154	155	156	157	158	159	0160
20	20	20	50	50	37	37	37	37	37	37	37	37	37	37	37
0161	162	163	223	224	225	228	229	252	256	259	260	261	262	263	0264
37	3	3	^25	^25	^25	v0	^25	16	11	11	11	v0	16	v16	^16

Build the front light down left

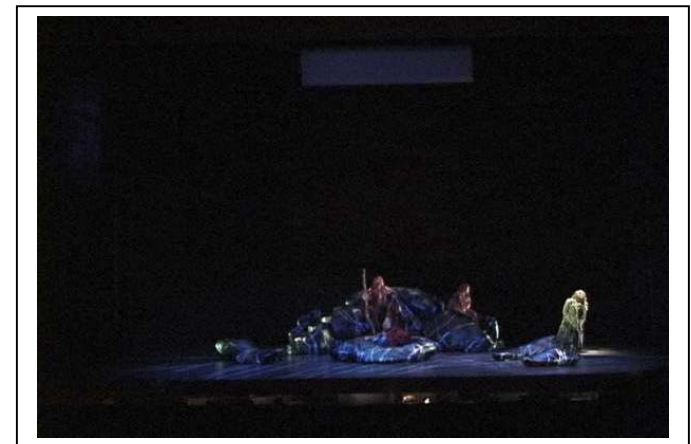
---

Cue 234: WATER GNOMES ENTERANCE SL

Up/Down      Att  
20/20          20

0009	10	11	12	13	14	15	16	17	18	19	20	21	22	23	0024
30	30	30	30	30	30	30	30	30	30	30	30	15	15	15	15
0025	26	27	28	29	79	80	81	82	83	84	85	86	87	88	0096
15	15	15	15	15	60	60	45	45	45	45	45	45	v30	v30	30
0097	98	110	111	116	117	150	151	152	153	154	155	156	157	158	0159
^25	^25	20	20	v0	v0	37	37	37	37	37	37	37	37	37	37
0160	161	162	163	223	224	225	229	232	252	256	259	260	262	263	0264
37	37	3	3	25	25	25	25	^25	16	11	11	11	16	16	16
351															
^50															

Build light on trap area.

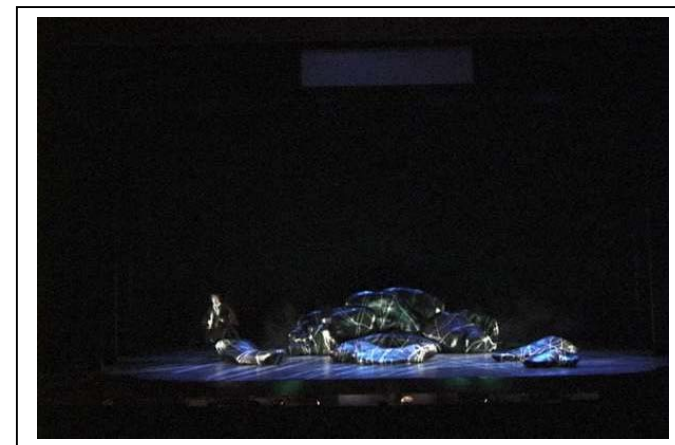


# RUSALKA

## Cues - description, pictures and levels

Cue 237: WATER GNOME AND THEN NYMPHS LEAVE

Up/Down	Att																			
30/30	30																			
0009	10	11	12	13	14	15	16	17	18	19	20	21	22	23	0024					
	^50	^50	^50	^50	^50	^50	^50	^50	^50	^50	^50	=15	=15	=15	=15					
0025	26	27	28	29	79	80	81	82	83	84	85	86	87	88	0093					
	=15	=15	=15	=15	=15	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	^30				
0094	95	96	97	98	110	111	148	149	150	151	152	153	154	155	0156					
	^30	^50	^50	25	25	v0	v0	^40	^40	v0	v0	v0	v0	v0	v0					
0157	158	159	160	161	162	163	223	224	225	229	232	251	252	253	0254					
	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	v0	^20	^20	^20	^20					
0255	256	257	258	259	260	261	262	263	264	265	266	267	268	311	0312					
	^20	^20	^20	^20	^20	^20	^20	^20	^20	^20	^20	^20	^20	^20	^50	^50				
0313	314	351																		
	^50	^50	v0																	



Build blue top light, gobo fronts and front light, loose goblin area. This cue rarely completed, cue 238 being called at 20 seconds.

Cue 238: GLOW MOON SLIGHTLY, BEHIND ANGUISHED PRINCE

Up/Down	Att	Wait																		
10/10	10	10																		
0009	10	11	12	13	14	15	16	17	18	19	20	21	22	23	0024					
	v30	v30	v30	v30	v30	v30	v30	v30	v30	v30	v30	v0	v0	v0	v0					
0025	26	27	28	29	93	94	95	96	97	98	148	149	205	206	0207					
	v0	v0	v0	v0	v0	30	30	50	50	25	25	v0	v0	^17	^17	^17				
0208	209	210	211	212	213	214	220	251	252	253	254	255	256	257	0258					
	^17	^17	^11	^11	^11	^11	^11	^6	^40	^40	^40	^40	^40	^40	^40					
0259	260	261	262	263	264	265	266	267	268	311	312	313	314							
	^40	^40	^40	^40	^40	^40	^40	^40	^40	50	50	50	50							



Build cyc a little, build face and blue top light ds. The moon is so dim it is not reading in this photo.

# RUSALKA

## Cues - description, pictures and levels

Cue 239: FADE MOON DOWN PIOR TO SUCUBUS APPEARANCE

Up/Down Att  
1:00/1:00 1:00

0009 10 11 12 13 14 15 16 17 18 19 20| 93 94 95 0096  
=30 =30 =30 =30 =30 =30 =30 =30 =30 =30 =30 =30| 30 30 50 50

0097 98|205 206 207 208 209 210 211 212 213 214|220|251 252 0253  
25 25| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0| v0|=40 =40 =40

0254 255 256 257 258 259 260 261 262 263 264 265 266 267 268| 0311  
=40 =40 =40 =40 =40 =40 =40 =40 =40 =40 =40 =40 =40 =40| 50

0312 313 314  
50 50 50



### Add side lights, loose cyc

---

Cue 242: SUCUBUS APPEARS IN SILOHETTE

Up/Down Att  
40/10 40

0009 10 11 12 13 14 15 16 17 18 19 20| 91 92 93 0094  
^40 ^40 ^40 ^40 ^40 ^40 ^40 ^40 v0 v0 v0 v0|^30 ^30 v0 v0

0095 96 97 98|205 206 207 208 209 210 211 212 213 214|220| 0228  
v0 v0 v0 v0|^73 ^73 ^73 ^73 ^73 ^33 ^33 ^33 ^33 ^33|^40|^30

0251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 0266  
v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 ^60 v15 v0 v0 v0 v0

0267 268|311 312 313 314  
v0 v0| v0 v0 v0 v0



Build cyc, loose all front light, purple side light dominate

# RUSALKA

## Cues - description, pictures and levels

Cue 243: BEGIN TO REVEAL RUSALKA AS SUCUBUS

Up/Down      Att  
8/8            8

```

0009 10 11 12 13 14 15 16| 91 92|108 109|116 117|124| 0205
    40 40 40 40 40 40 40 40| 30 30|      | ^FL ^FL|^10|v38
                                | *7 *7|      |
0206 207 208 209 210 211 212 213 214|218 219 220|228|261 262| 0600
    v38 v38 v38 v38  v0  v0  v0  v0  v0|^40 ^50 40| 30| 60 15| =0
                                |      |      |      | *0
0601 602

```

\* \*

Build side light on rock, build frontal light down centre.



Cue 247: RUSALKA GLOWS AND DOMINATES

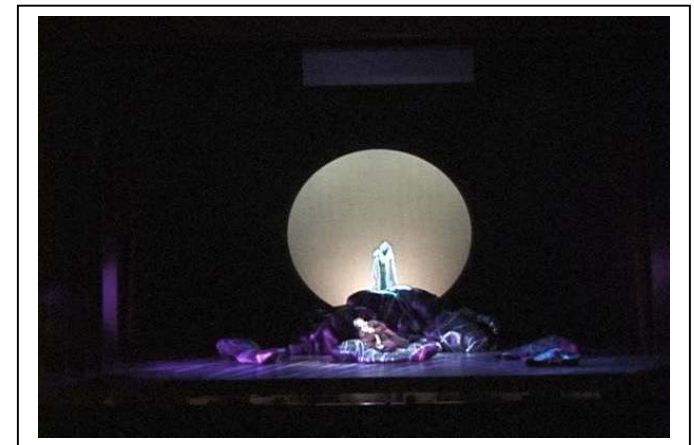
Up/Down      Att  
10/10         10

```

0003 4| 6 7 8 9 10 11 12 13 14 15 16| 91 92| 0116
    ^60 ^60|^50 ^70 ^50 40 40 40 40 40 40 40| 30 30|v30
    39 39|      |      |
0117|124|205 206 207 208 209|218 219 220|228|261 262|358|600 0601
    v30| 10| 38 38 38 38 38| 40 50 40| 30| v0 v0|^35|^79 ^66
    |      |      |      |      |      |      | *0
602
^66

```

Add in the ACLs in a steel colour just on Rusalka. Build blue top light down stage.



# RUSALKA

## Cues - description, pictures and levels

Cue 247.5: RUSALKA DECENDS TO THE DEPTHS

Up/Down	Att
5/5	5
0003	4  6 7 8 9 10 11 12 13 14 15 16  91 92  0116
	60 60  50 70 50 40 40 40 40 40 40 40 40  30 30  30
0117 124 205	206 207 208 209 210 211 212 213 214 218 219 220  0228
	30  10 ^73 ^73 ^73 ^73 ^73 ^33 ^33 ^33 ^33 ^33  40 50 40  30
0358 600	601 602
	35  v0 66 66
	0 *

Build down stage particularly centre rock and add special on Princes face.



---

Cue 248: PRINCE DIES, FADE MOON DOWN

Up/Down	Att
30/30	30
0003	4  6 7 8 9 10 11 12 13 14 15 16  91 92  0116
	60 60  50 70 50 40 40 40 40 40 40 40 40  30 30 =30
	39 39
0117 124 205	206 207 208 209 210 211 212 213 214 218 219 220  0228
	=30  10 v38 v38 v38 v38 v38 v0 v0 v0 v0 v0  40 50 40  30
0358 601	602
	=35  66 66

Isolate DC and build purple cross light. Fade cyc down.  
This Cue never completes as 249 called 2/3rds of way through hence we still see the moon in the photo.



RUSALKA

Cues - description, pictures and levels

Cue 249: TRAGIDY COMPLETE

Up/Down Att  
40/40 40

```

0003 4| 6 7 8 9 10 11 12 13 14 15 16| 79 80| 0091
    v0 v0| v0 v0 v0 v2 v2 v2 v2 v2 v2 v2 v2|^62 ^62| v0
    39 39| | |
0092|116 117|124|205 206 207 208 209|218 219 220|228|358|601 0602
    v0| v0 v0| v0| v0 v0 v0 v0 v0| v2 v12 v0| v0|^44|v23 v23
    | | | | | | | | | | | *
700
^62

```

Fade down to tight spot on Princes face – using CF SL and 12 degree FOH.



Cue 250: AS CURTAIN DECENDS

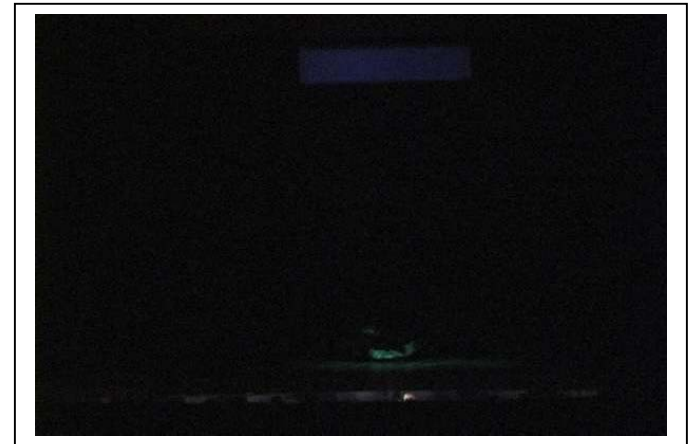
Type Up/Down Att  
BL 8/8 8

```

0009 10 11 12 13 14 15 16| 25| 79 80|106 107 108 109| 0218
    v0 v0 v0 v0 v0 v0 v0 v0|^25| v0 v0| | v0
    | | | | | *7 *7 *0 *0|
0219|358|600 601 602|700
    v0| v0| v0 v0| v0
    | | *0 * * |

```

Green top light only left after a fade as curtain decends.



# RUSALKA

## Cues - description, pictures and levels

Cue 251.5: CALL LIGHTS BEHIND CURTAIN

Up/Down      Att  
5/5            5

0009 10 11 12 13 14 15 16| 25| 43 44 45 46 47| 79 0080  
^FL ^FL ^FL ^FL ^FL ^FL ^FL ^FL| v0|^60 ^60 ^60 ^60 ^60|^FL ^FL

0110 111|175 176 177 178|200 201 202 203 204 205 206 207 208 0209  
^80 ^80|^FL ^FL ^FL ^FL|^55 ^55 ^55 ^55 ^55 ^55 ^55 ^55 ^55 ^55

0210 211 212 213 214|247 248 249 250|334 335 336 337|601 602| 0700  
^55 ^55 ^55 ^55 ^55|^50 ^50 ^50 ^50|^FL ^FL ^FL ^FL|           |^FL

Bright top light, bits on cyc, nothing FOH.



Cue 251.7: CURTAIN CALL

Up/Down      Att  
8/8            8

0009 10 11 12 13 14 15 16| 43 44 45 46 47| 79 80| 0110  
FL FL FL FL FL FL FL FL| 60 60 60 60 60| FL FL| 80

0111|170 171 172 173 174 175 176 177 178|200 201 202 203 204 0205  
80|^FL ^FL ^FL ^FL ^FL FL FL FL FL| 55 55 55 55 55

0206 207 208 209 210 211 212 213 214|221 222 223 224 225 226 0227  
55 55 55 55 55 55 55 55|^80 ^80 ^80 ^80 ^80 ^80 ^80

0228 229 230|241 242 243 244 245 246 247 248 249 250|334 335 0336  
^80 ^80 ^80|^60 ^60 ^60 ^60 ^60 ^60 ^60 ^60 ^60|^FL FL FL

0337|700  
FL| FL

Add in front light, light on cyc for 18' moon, bright.



# RUSALKA

## Cues - description, pictures and levels

Cue 252: WITH CURTAIN

Up/Down      Att  
4/4            4

```
0009 10 11 12 13 14 15 16| 43 44 45 46 47| 79 80| 0110
  =FL =FL =FL =FL =FL =FL =FL =FL|=60 =60 =60 =60 =60|=FL =FL|=80

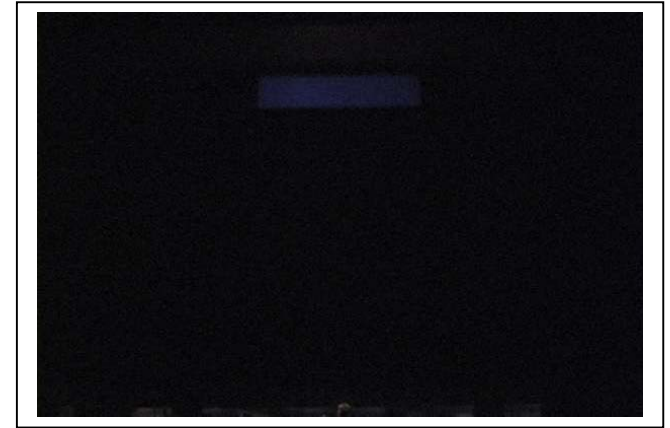
0111|170 171 172 173 174 175 176 177 178|200 201 202 203 204 0205
  =80| v0 v0 v0 v0 v0 v0 =FL =FL =FL|=55 =55 =55 =55 =55 =55

0206 207 208 209 210 211 212 213 214|221 222 223 224 225 226 0227
  =55 =55 =55 =55 =55 =55 =55 =55 =55| v0 v0 v0 v0 v0 v0 v0

0228 229 230|241 242 243 244 245 246 247 248 249 250|334 335 0336
  v0 v0 v0| v0 v0 v0 v0 v0 v0 v0 v0 v0 v0|=FL =FL =FL

0337|700
  =FL|=FL
```

Black out FOH, works on stage.



Cue 253: CURTAIN WARM

Up/Down      Att      Link  
20/20          20          253

```
0009 10 11 12 13 14 15 16 17 18 19 20| 43 44 45 0046
  v0 v0 v0 v0 v40 v40 v40 v40 ^40 ^40 ^40 ^40| v0 v0 v0 v0

0047| 79 80|110 111|150 151 152 153 154 155|176 177 178|200 0201
  v0| FL FL| v0 v0|^50 ^50 ^50 ^50 ^50 ^50| v0 v0 v0| v0 v0

0202 203 204 205 206 207 208 209 210 211 212 213 214|280 281 0282
  v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0 v0|^70 ^70 ^70

0285 286 287|334 335 336 337|
  ^70 ^70 ^70|=FL =FL =FL =FL
```

As act 1.

