



CUE SYNOPSIS

Lighting Design by Jeff Croiter
Brooks Atkinson Theatre

CUE	PT	TIME	DLY	FO	LABEL	PG
1-0 PROLOGUE: BARE STAGE						
1		4.9			Preset	4
5		4/7		4	Add light for ensmb when they enter	4
6		18			Building more DC	4A
7		0			Snap to fire light DC.. "And so our story begins," Metal Hilade Out	5
8		5			Widening, Add VL Hi Sd, Gremppkin	8
8.7		7/10			Trunks DS, build architecture	
9		6			Cap Scott w/ toy boat SR	9
10		6/12			Alf w/ toy boat SL, LINK 15	9
1-1 DECK OF THE NEVERLAND						
15	2	10		1.5	Lo X, Temp Wash	11
	3	0			Grate smoke on	
15.01		0		1.5	Grate smoke off	
15.05		2		3	Switch sides of lo X	
15.1		2		3	Switch sides of lo X	
15.2		2		3	Switch sides of lo X	
15.3		3			Harbor Proper	
16		2		.5	Hilight Lord Astor UC	12
16.1		3/5	2/		Highlight Astor DC	12
16.5		3	3/		Fixture 1 out on Aster, Hilight Alf UC	
17		3	0/1	3	Add UL for soldiers entering	12
17.1		7			Build into full Harbor look	
17.5					Add Smee DL	
18		6			Open up DS for Slank/Astor	12
20		3/14			Molly/Astor/Bumbrake DC	13
20.5					Molly X SL to Aster	
21		0			Trunk slams down	13
21.3		5			Focus to trunk	
21.5		0/3			Slank's line DR	14
22		0/1			Pull down to Molly/Peter out of crate	14
23	5	0	1		Mark	14
	1	1			Restore	
24		6/12			Molly/Aster in front of crate	14
24.5		0			Sailors UL "God Save Her"	
24.7					Sailors come down to trunk	
25		4			Pull down upstage some, sailors run downstage	15
25.5		0			Add light on Sailors	
26	2	4			S1 out on Christian	
	1	0			Adjust Fix 3 to include Alf	
27		4			Open up, Molly/Astor/Bumbrake DR	16
27.5					Open up SR	
28		0			Slank/Smee "hears that word starcatcher"	16
29		6			Add light UL	16
30		4			Music shift, banner pulled down	17
30.5		4			Add additional light on Alf	
31	5	0	20		Mark	18
	1	20			Take down SR a bit	
32	2	8	2		In 1 CXI X out	18
	1	7			Pull in to Slank and gang on ladder	
32.5		4			Add more light around ladder	18
33	5	0	1		Mark	18
	1	0			Transition	
1-2 BUMBRAKE CABIN						
45	4	0			FX Stop	21
	2	3			Fix 7 on violin player	
	1	0			Lts up in Bumbrake Cabin	



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45.5		10			Violin player out	21
45.6					Alf crawling in	
45.7					Open SL shutter for Alf	
46		4			Add Lt outside of cabin for Alf	23
1-3 THE BOWELS OF THE NEVERLAND						
47		6			Transition to stairs, S1 Molly, S2 Alf	23
48	2	7			Spots get brighter	23
	5	0	3		Mark	
	1	4/1	1/0		Lts up on the stairs	
49		1			2nd Stairway	23
50	5	1	1		Mark	23
	1	1			Lts up in little doorway, Spots Out	
51	5	1	4		Mark	23
	1	4/2			Crawling	
52		6/3			Hatch	23
52.5		0			Hatch out	23
53	2	3			S1 on Molly	23
	1	0			First Hallway	
54		4			1st Human Doorway	23
55	5	0	.5		Mark	23
	1	0			Gambling	
56		0			2nd Hallway	23
57		4			2nd Human Doorway	23
58	5	0	1		Mark	23
	1	.5			Religious Clump	
59		0			3rd Hallway	24
60		4			3rd Human Doorway	24
61	5	0	1		Mark	24
	1	0			SR Torture Group	
61.5		4	.5		Transition back to hallway	24
62		0			4th Hallway	24
63	2	0	.5		Grate smoke on	24
	5	0	2		Mark	
	7	2			Scroller Mark	
	1	2			Transition into Boys cabin as the wall spins, S1 Out	
63.1		0			Grate smoke off	
1-4 THE BILGE DUNGEON						
64		0			Boys cabin	24
65	2	12			Fix 3 Adjustment	27
	1	8			Molly enters the scene	
65.5		5			ML adjustment for Teddy	
66	5	0	10		Mark	31
	1	10			Pull down to just Peter	
66.5					Grate smoke	
67	2	6			Fix 3 on Peter	32
	5	0	.5		Mark	
	1	0			Orphanage flashback, S1 on Gremppkin	
68		6			Fix 403 brighter on Peter	32
69		10			Family clump SL, S1 out on Gremppkin	32
70	20	0	2		Mark	33
	1	2			Restore to Orphanage	
70.5		0			Transition	34
71		0			Back to boys cabin	34
72	4	0/H/0			FX 2, SL Shin Chase	34
	5	0	.5		Mark	
	7	0	.5		Scroller Mark	



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	1	0			Transition, back to cabin	
1-5 THE CAPTAIN'S CABIN, THE WASP						
72.5		0			Lts up in Cabin	34
73					Add boat	
73.5					Add more light in cabin as they enter	
74					Red Pirates	
74.5					Restore	
75					Add light DL on Stache	
75.3					pirates giggle	
75.5					Chase as Stache enters cabin	
76					Restore "ello"	
76.3		0			Chase, rope is lowered to floor	
76.4		0			Restore "Oh to be in England.."	
76.5					Black Stache! Men run around	
76.6					Restore	
77		0			Peter in Mirror	36
78		2			Mirror FrntLt Up	36
79					Mirror Front Light Out	
80	2	3			ML live more	36
	5	0			Mark	
	1	0			Mirror goes away	
80.3					Yellow boat out on 'Bring it in Gomez'	
80.4					Pop in to room	
80.5		3			Room dip down for Aster amulet	
1-6 A PASSAGEWAY ABOARD THE NEVERLAND						
81	1	0			Add Molly DL, Aster Amulet	37
81.1	2	6		6	Sidelight up	38
	3	2	2.5		Aster amulet out	
	1	2/3			Pirates exit, S1 out	
81.2		17			Add low sidelight back in	
83	5	0	3		Mark	38
	1	3			Kids UL	
83.5		8			Hallway Grows	38
84	2	8	1		Call door back up	
	1	8/12			Cat Hallway, add front ML	38
85	2	4/6			Cat behind door brighter	
86		4			Door opens, add cat flying light	39
86.3					Add light for narration	
86.5		1.5			Add light UL for Astor	40
87	5	0	1		Mark	40
	1	0			Add front Lt for Molly @ Door	
88		3/6			Molly and boys on floor	40
89		30			Adding light on Peter	41
93	2	6	.5		Adding SR sidelight	42
	1	5			Add shaft SL for crawling kids	
94	5	0	2		Mark	42
	1	4/2			SR Sidelight out	
1-7 BACK ON THE WASP						
95	1	1/3			Stache spot up	42
96		0			Back in the cabin	42
97	2	14			DS Sidelight shaft for boats	44
	1	8			SL thru posts light	
97.5					Spot Dummy	
98		10			Boat light down, Stache back to the cabin	45
99	5	0	1	0	Mark	45
	7	0	1		Scroller Mark	



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	1	0			Transition	
99.1		0/H/0		0	FX 2, Shin/HH Chase	
1-8 THE BOWELLS OF THE NEVERLAND						
100		0			Molly and the boys in the cabin, Cinderella Story	45
101	5	0	1		Mark	45
	1	0			Shift with Astor Entr, S1 on Astor	
102		0			Add Molly, S2 on Molly	46
103	5	3	2		Mark	46
	7	5			Scroller Mark	
	1	0			Toy Boats and water	
105	4	0/1.4/0	.5	1	FX 2, Shin/HH Chase	47
	1	0			Transition, S1 Bump out on Astor	
105.1	3	4			S1 on Peter	
	5	0	17		Mark	
	7	3	16		Scroller Mark	
	1	16	2		Big Blue Cue on the deck	
1-9 THE DECK OF THE NEVERLAND						
121		0		1	Restore, S1 out on TV	51
121.1		4			S1 up on Peter, S2 on Molly	
121.5		15			Molly & Peter sit on ladder	51
122		8			Molly levitates	52
123	5	5	6		Mark	52
	7	4.9			Scrollers	
	1	12/6			Restore	
123.5					Build Ctr w/ X	
124		0			Slank speaks SL, Spots Out	53
125	2	6			Ch 101 up	54
	4	4/H/0			FX 56k, Cyc chase	
	5	0			Mark	
	1	8			All exit...on Slank's "You!"	
125.5					Iso Peter/Slank at Cent	
126	2	0			Fix 4 & 6 up	54
	3	0			Fix 25, Live More up to Peter	
	5	0	3		Mark	
	1	3			Deck of ship...rope up	
126.5	2	5			Ch 114 Sd Lt Out	
	1	0			Holding Peter before they throw him over	
127	2	6		0	MLs LM	54
	5	0	.5		Mark	
	7	2	1		Scroller Mark	
	8	0			Underwater	
127.1	4	0/H/3			FX59 P56 R71 chase	
128		0			Peter above water	54
1-10 THE NEVERLAND & THE WASP						
130	5	0	3		Mark	55
	1	1			Sailors run out	
131	3	4.9		0	BLANK	55
	4	0/.5/0			FX 11 Med. Speed Strobes	
	1	0			Transition to Molly/Peter on deck	
131.1		0//0			FX 4, Scroll X Chase	
132		0			Deck of the ship Molly and Peter in center square	55
132.5					Slank enters	
133		4			Strong SdLt from SL	56
133.5		3.5		3.5	Strong SdLt from SR	
133.6					Restore, sidelight out	
134		0			Peter spins wheel, Strong SdLt from SL	57



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135		0		.1	Peter stops wheel, Strong SdLt from SR	57
135.1		4			Slight restore	
137	4	0/1/0		1	FX 11 Med. Speed Strobes	57
	5	0	1		Mark	
	7	0	1		Scroller Mark	
	1	0			Stage lights down for Lightning	
137.1	2	0			Studio Color Strobe Stop	
	1	3			Restore...everyone speaks	
138		2			Bumbrake and Alf in Cabin	58
139	4	0/3/0			FX 11 Med. Speed Strobes	58
140	4	0/3/0			FX 11 Med. Speed Strobes	58
141		0			Bumbrake stands	58
Beginning of Sea Battle						
142	4	0/1/0			FX 11 Med. Speed Strobes	59
	5	0	.5		Mark	
	1	0			DS Row of sailors	
143	4	0/7/0		1	FX 11 Med. Speed Strobes	59
	1	2			Stache Ship, S1 on Stache	
143.1		5			Stache Ship, upstage wedge up	
144	4	4.9		0	BLANK	59
	5	0	.5		Mark	
	1	.5			DS Row again, S1 out	
144.1		0/1/0			FX 11 Med. Speed Strobes	
145	4	0/7/0			FX 11 Med. Speed Strobes	60
	1	1			Slank Ship, downstage wedge	
146		3			Add more light on Slank	60
147	5	0	1		Mark	60
	1	1/0			Teddy Narration DL	
148		5/3			Two ship areas Blue/Yellow, S1 on Stache, S2 on Slank	60
149		10			Two ship specials as they move to each other	60
150	2	4			Stache spot brighter	60
	8	0			SL ship to red	
151		2/3	0/.2		SL ship to blue,	61
151.05					425 shutter move open	
152	3	0/H/0		.5	FX 5 Shin Chase	61
	2	0/H/0			FX 6 Head Hi Chase	
	4	0/H/0			FX 14 Slow Speed Strobes	
	5	0	.2		Mark	
	6	0/H/0			FX 12 Studio Color Chase	
	1	0			Fighting, Spots out	
152.1		3			Fix on Toy boat	
153		0			Freeze for Slank on floor DC thru legs	61
154	3	0/H/0			FX 5 Shin Chase	61
	2	0/H/0			FX 6 Head Hi Chase	
	4	0/H/0			FX 11 Med. Speed Strobes	
	5	0	.5		Mark	
	6	0/H/0			FX 12 Studio Color Chase	
	1	0			Fighting	
155		0			Carson Freeze, 200 Miles!	61
156		0			Big Group, arms up, "Disaster, Distruction!"	61
157	4	0/H/0			FX 11 Med. Speed Strobes	61
	5	0	.5		Mark	
	7	2	.5		Scroller Mark	
	1	0			Transition to cabin	
158		0			Boys' Cabin	61
159		0			Add more shins on Molly	62

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159.5		3			Add light on Peter when he stands	
159.7		0			First Ding, most lights out	
160	2	2	.5		ML light on Cap Scptt narrator	62
	5	0	.5		Mark	
	1	0			Brandon enters cabin, add blue backdrop	
Boxing Ring						
161	6	0			Grate smoke	62
	1	1			Boxing Ring, S1 on Announcer	
161.5		1			Buld ring	62
162		3/6			S2 on Molly	62
163		1			S2 out Molly	62
164		1			Into the fight proper, S1 swap to Stache, S2 on Slank	62
164					R40s fade down a bit	
165	3	4.9			BLANK	63
	4	0/5/0		0	FX 10 Fast Strobes	
	5	0	1/1		Mark	
	1	0			Boat Crash!, Spots out	
165.1		0/5/0		.5	FX 12 Studio Color Chase	
165.2		0			Shins	
166	2	10		1	Blue DnLt coming up	63
	4	0/H/0			FX 10 Fast Strobes	
	1	0			switch sides	
166.1	3	3			Shins out	
167	2	5			Blue DnLt brighter	63
	1	0			Molly X	
168		0			Crack, SdLt	63
169		0			Crack, SdLt	63
170		0			Crack, SdLt	63
171		0			Crack, SdLt	63
172		0			Crack, SdLt	63
173		0			Crack, SdLt	63
174		0			Crack, SdLt	63
175	3	0/H/0			FX 12 Studio Color Chase	63
	4	0/H/0			FX 10 Fast Strobes	
	5	0	1		Mark	
	7	0			Scroller Mark	
	1	0			Whole Ship Halfed craziness	
176	4	0/H/0			FX14 Slow Strobes	64
	1	0			Molly and Slank	
177		0			Strobe stop, S1 on Slank	64
178		0			Spot brighter, S2 on Alf	64
179		0			Spots out, he cartwheels upstage	64
180		0			Slank drowning UC	65
181		2			Slank fake dies	65
181.5		0			Slank back again	
182		6			Slank fading	65
183	5	0	1		Mark	65
	1	0			Gremppkin special SR	
184		0			Scene Restore	65
185	4	0/H/0			FX 3 181-184 Slat Chase	65
	1	0			Transition, S1 on Astor, S2 on Molly	
186	4	0/H/0			FX 11 Med. Speed Strobes	65
	5	0	1		Mark	
	6	0/H/0			FX 12 Studio Color Chase	
	1	0			S1 and S2 out	
187		0			Smee trunk scene DL, Molly UR	65



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187.5		0			S2 on Molly UR on trunk	65
188		0			Molly out UR, S2 out	65
189		0			Stache meets Peter DS, S1 on Stache, S2 on Peter	66
189.5		0	1		All yell "Blackstache"	
189.6		0			Restore	
190		2			DS behind rope	66
191		1			Spiral, Spots out	69
192	5	0	1	0	Mark	69
	1	0			Blackout	
192.1		0/H/0			FX7 Cyc Chase	
193		0			Molly Sp Up on trunk @ center, S1 on Molly	69
194		0			Astor Sp Up SL	69
195	2	10			S1 on Molly	69
	1	0			Peter Sp Up, SR	
196		3			Peter VL out	69
196.5		1			Molly VL out	69
Act 1 Finale						
197	2	0			Fan to full	70
	3	10			101, 112 up	
	5	0	1		Mark	
	1	4/1			Men sing, Sd Lt, S1 out Molly, CRACK AND WHIP	
198	3	3/H/3			FX 19 Green P56 shimmer	70
	4	3/H/3			FX 18 R71 P56 shimmer	
	1	3			Pull down to Alf/Bumbrake DC, S1 on Alf S2 on Bumbrake	
199	3	3/H/3		0	FX49 Green P56 Chase	70
	1	1			Shift to Stache/Smee	
199.1	4	3/H/3			FX 43, 181-184 Blue Slat Chase	
	8	3/H/3			FX 48, R71 P56 Chase	
200	2	0		1.5	Grate smoke	
	4	3/H/5			FX50, 181-184 Blue Slat Chase	71
	1	3			Shift to Prentiss/Teddy	
200.1	1	0			Grate smoke out	
200.5		1			Add sidelight for upstage boys	
200.7		1			Sidelight out	
201	5	4.9			Mark	71
	1	6/1			Spots out, shift	
202	2	5			S2 on Molly on ladder	71
	5	0			Mark	
	1	6			Sailors pushing ladder on	
202.5					Pull in to guys guys SL, Low Fog starts	
203		15			SR Water Lane	71
203.3		0			Stache under ladder	72
203.4		0			Stache out	72
203.5	2	1			Add trunk lights	72
	5	0	6		Mark	
	7	3			Scroller mark	
	1	4.9			Add DC water	
204		6			SL Water Lane	72
205					Slats	
206		10	.5		Add rising Island	72
211		5			Sun	72
215	5	0	2		Mark	72
	1	0			BLACKOUT	
2-0 MERMAID SONG						
219		6			Intermission	73
219.5					Musicians up	

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220		8			Lts up Mermaids	73
221		0		.2	S1 on Stache	73
221.1		6			Scroller change	
222	5	0	6		Mark	73
	1	6			Chorus	
223		5			All stand	73
224		3			Transition section, S1 Out	73
225		3/6			S1 on Center trio	74
225.5		4/1.5			S1 Out	74
226	5	0	1/1		Mark	74
	1	0			S1 on entire group, Tight traveling group	
227		14			Open back up as they travel	74
228		1			Center clump, fanning Stache	75
229		1			Moving circle around Stache, gobo rotates	
230	2	1			Spot out	75
	1	3			Spread line L/R, S1 out	
231		0			S1 up for scan up line	75
232					First "Me", spot ballyhoo starts	
233		3			Build towards end, last "Me"	75
234		0			Button	75
2-1 THE MOUNTAIN-TOP LOOKOUT POINT						
235		3		2	Transition, they exit	75
235.1	5	0	4		Mark	
	7	5			Scroller Mark	
	1	4			Dimmer Transition lights	
236		6			Drop half way up, build top of Cyc	75
236.5	2	16			Hilltop temps, Top light	75
	1	10			Lts up on Peter on trunk	
237		8			Peter stands on trunk	75
237.5		6			Expand the surrond	
238		10			Peter sits back down	76
238.3		4			Birds up	76
238.4		3			Birds out	76
238.5		10			Open up for boys entering	76
238.6					Teddy backlight out	
239	2	3			Other lights adust	78
	1	1			S1 on Alf/Bumbrake	
240	2	10			Pineapple restore	78
	1	1			S1 out	
241	2	10			S1 on boys	
	1	3			Jungle Greens around mountaintop	79
242		8			3 boys step to edge	79
2-2 THE JUNGLE						
243	1	2		7	Pineapple Out, Fix 4 and 6 Out, Into the jungle	79
	2	4	1		Upstage jungle border lights up	
243.1	7	3	15		Scroller Mark	
	1	9			Take down floor temp	
244	5	3			Mark	
	1	8			Footlights out	
244.5		1			S1 Out	
245		0			Jungle Up	80
247		0			Prentiss	81
248	5	0	1		Mark	81
	1	0			Prentiss Out	
249		0			Teddy	81
250	5	0	1		Mark	81



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	1	0			Teddy Out	
251		0			Peter	81
252	5	0	1		Mark	81
	1	0			Peter Out	
253		0			Teddy	81
254	5	0	1		Mark??	
	1	0			Teddy Out	
255		0			Prentiss	81
256	5	0	1		Mark	81
	1	0			Prentiss Out	
257		0			Teddy	81
259	5	0	.2		Mark	81
	1	0			Teddy Out, Stache Pop Up	
260	5	0	.2		Mark	81
	1	0			Pop Up, Peter	
261	5	0	1		Mark	81
	1	0			Peter Out, Prawn Up	
262	4	0	1		Mark	81
	1	0			All upstage row speak	
263		0			Smee Up	81
264	5	0	1		Mark	82
	1	0			Smee Out, Prawn Up	
265		0			All upstage row, boards stay up	82
266		0			Stache Up	82
267		0			Teddy DC	82
268	5	0	1		Mark	82
	1	0			Out	
269		0			Stache Up	82
270		0			Prentiss Up, Stache Out	82
271	5	0	1		Mark	82
	8	0			Prawn Up, Stache Out	
272		0			All speak	82
273		0			Peter Up, Prawn Out	82
274	5	0	1		Mark	82
	1	0			Prawn Up, Peter Out	
275	5	0	1		Mark	82
	1	0			Stache Up, Prawn Out	
278		0			Add Smee	82
279	5	0	.2		Mark	83
	1	0			Teddy Up, Smee & Stache Out	
280	5	0	1		Mark	83
	1	0			Prentiss Up, Teddy Out	
281	5	0	1		Mark	83
	1	0			Stache Up, Prentiss Out	
282		0			Stache Out	83
283		0			Peter Up	83
284		0			Stache, Peter Out	83
285	5	0	1		Mark	83
	1	0			Prentiss Up, Stache Out	
286	5	0	1		Mark	83
	1	0			Peter Up, Prentiss Out	
287	5	0	1		Mark	83
	1	0			Teddy Up, Peter Out	
288	5	0	1		Mark	83
	1	0			Stache Up, Teddy Out	
289	5	0	1		Mark	83



CUE SYNOPSIS

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CUE	PT	TIME	DLY	FO	LABEL	PG
	1	0			Prentiss Up, Stache Out	
290	5	0	1		Mark	83
	1	0			Smee Up, Prentiss Out	
291		0			Teddy/Prentiss Up, Smee Out	83
292	5	0	.2		Mark	83
	1	0			Smee & Stache Up, Teddy/Prentiss Out	
293		0			Molly Up	83
294	5	0	1		Mark	83
	1	0			Gobos Spin, Molly Out	
295		0			King Prawn	84
296		4			Add 3 boys upstage	84
297	5	0	1	0	Mark	84
	7	3	1		Scroller Mark	
	1	1			Transition	
297.1		0/H/0			FX 35 A2 Diag Chase	
2-3 MOLLUSK TERRITORY						
298		0		1	Lts Up, S1 on Prawn	84
298.1		15			Red bottom cyc brighter	
299		10			Sdlt for Clam	84
299.3		10			Hawking Clam stands	
299.5		.5		.5	Red Growl	85
299.6	4	/1.7/1.9		1.5	FX21, Red flicker	
299.7		2			Restore	
299.9					Small chase..transition	
300		4			Pull in to boys for "sleeping beauty:	86
300.5		0			Bump up Brighter on boys at center, with ticking	86
301	1	.5		1.5	SL Green Out	
	4	0/2/2			FX 21 Red Growl	
301.1		1.5/2			Restore	
301.5					Red Growl	
301.6					Restore	
302	2	.5		1.5	SL Green Out	87
	1	0/2/2			FX 21 Red Growl	
302.1		2			Restore	
303		0			Ding, ticking over	
304	2	.5		1.5	SL Green Out	
	1	0/2/2			FX 21 Red Growl	
304.1		2			Restore	
305	5	0	1	0	Mark	93
	7	3	1		Scroller Mark	
	1	0			Button of scene, top of transition, grate smoke on, S1 out on Prawn	
305.1	4	0/H/0		1	FX 57, DS DnLt Chase	
	8	0/H/0			FX 35 Diag Chase	
305.2		0			grate smoke off	
305.5		0		0	S1 on Aster for X	
305.6	5	0			Mark	93
	1	6			Add cave backlight	
2-4 MISTER GRIN'S CAGE						
306	4	3/1.6/.5		1.8	FX 22 Cave Flicker	93
	7	4.9			Scroller Mark	
	1	0			Transition lights away	
306.1		2			In the Cave	
307	4	0/1.5/1.5		2	FX 22 Cave Flicker	94
	1	.5			Fix 24 Out	
307.1		.5			Restore	
308	4	0/1.2/1.5		2	FX 22 Cave Flicker	94



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CUE	PT	TIME	DLY	FO	LABEL	PG
	1	1			Fix 24 Out	
308.1		.5			Restore	
309	8	.5		1.5	FX 22 Cave Flicker	94
309.1		1			Restore	
310	7	3			Scroller Mark	
	1	4			Cave lights fade out for flicker, add monster teeth	
310.1		3			Restore	
311	5	0	3		Mark	95
	1	2			The ringing of bells...	
311.5		4			Build	
311.7		4			Build More	
312	2	1			Fix 25 up	96
	1	0			Teeth and Giant Red Surroud	
314	3	4.9		0	BLANK	96
	4	0/H/0			FX23 Green Cyc Chase	
	5	0	1		Mark	
	1	0			Transition, FX26 Green Scroll X chase	
314.1	4	5/1.2/1.2			FX 41 Red Cyc Chase	
	1	0/H/0			FX 26 Scroll X Chase	
315	7	4.9			Scroller Mark	96
	1	0			Prawn/Clam DR	
316	2	4			Fix 4 and 6	96
	4	0/H/0		0	FX23 Green Cyc Chase	
	5	0	.5		Mark	
	1	0			Transition	
316.1		0/H/0			FX 26 Scroll X Chase	
316.5						
2-5 A CLEARING BY THE BEACH						
317		0	0		Smee and Stache DC, S1 up	96
317.1		6			Open up downstage	
317.5	7	5			Scroller Mark	98
	1	10			Smee at SL prosc	
317.7	2				Growl!	
317.8	3				Restore	
2-6 THE JUNGLE'S EDGE						
318	2	6		5	Sunrise gold	
	5	0	.5		Mark	98
	7	3			Scroller Mark	
	1	0			Molly and kids run on DR, S1 out	
318.1		6			Jungle Green temps brighter	
319		0/6			Molly and kids DL	98
320	7	3			Scroller Mark	
	1	0			Astor UR with flashlight, Norse Code flashing	
321	5	2	1		Mark	100
	1	0			Flashing stop	
321.5		0			Butterfly light up	100
321.7		0			Butterfly light out	100
321.8					Butterfly light up	
321.9					Butterfly light out	
2-7 THE CHASE AND THE FALL						
322	5	0	8		Mark	101
	3	0			Fix 3 adjust	
	1	5			Small pulldown	
322.5		7			Add DL back for Molly re-entrance	
323	2	1			S2 on Teddy (then swap to Peter)	
	3	2			Teddy ML up	101

PETER STAR AND THE CATCHER

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CUE	PT	TIME	DLY	FO	LABEL	PG
	5	0	4		Mark	
	1	4			Ensemble group DL in pyramid	
324		0		.2	Cyc pop before chase	102
324.1	3	0/H/0			FX 28, SL Wall...Running	
	4	0/H/0			FX 29, SR Wall	
	6	0/H/0			FX 30, C Wall	
	1				Blank?	
325		0			Restore, Running stops	102
325.5	3	0/H/0			FX 28, SL Wall...Running again	
	4	0/H/0			FX 29, SR Wall	
	6	0/H/0			FX 30, C Wall	
	1	0			Blank?	
326		0			Yellow Up	102
326.5	5	0	1		Mark	102
	1	0			Yellow goes away	
326.6		0			Spot swap to Molly, gets dimmer	
326.7		0			Stop FX	103
327	2	4.9			Blank	103
	3	0/H/0			FX 31, Lt Blue Cyc Chase	
	4	0/H/0			FX 23 Green Cyc Chase	
	1	3			Blue swirly, blue/green wall chase, S2 out	
327.1		0/H/0			FX 34, Fix 4-8 Intensity chase	
327.5					Low Fog on	
328	5	1	1		Mark	103
	1	1			Peter at top of ladder	
2-8 THE UNDERGROUND GROTTO						
329	2	0	.1	1.5	Grate smoke on	103
	3	0			Blank	
	1	1			Peter jumps in Pool	
329.1	2	0			Grate smoke out	
	3	10	1.5		S1 restore on Peter, Fix 6 brighter on Christian	
	1	25	1.5		Building surrounding water	
330		8			Add Teacher	104
331					Add light on Alf DL	
332					Alf out	
333	4	2/H/0			FX 31, Lt blue cyc chase	106A
	5	0	1		Mark	
	1	0			Transition, S2 out	
334		1			S2 on "Meanwhile"	106A
335	4	0/7/0			FX11 Strobe	106A
	1	1			S2 out	
2-9 THE STORMY NIGHT						
336	4	0/5/0			FX 11, medium strobes	106A
	1	0			Scene Lt Up	
337		15			Pull down to Molly and kids @ center	107
338	4	0/H/0			FX 33, Lt blue upstage cyc chase	107
	5	0	1		Mark	
	7	3	1		Scroller Mark	
	1	1			S1 on Alf/Bumrbake UR for X	
339		1			S1 out	107
340	4	0/9/0			FX 11, medium strobes	107
342	2	2		0	Spot on Teddy entering UR	108
	4	4.9			Blank	
	5	0	3		Mark	
	1	3			Green Umbrellas	
342.1	4	4/H/0			FX 58, Dnlt Chase	

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CUE	PT	TIME	DLY	FO	LABEL	PG
	1	3/H/3			FX 49 Green Cyc Chase	
343	4	0/.5/0			FX 11, medium strobes	108
	1	0			Green umbrellas bunch up	
343.5	4	0/.5/0			FX 11, medium strobes	108
	1	4			ML adjustment	
344		0			S1 on Molly	108
345		0			S1 out	108
345.5	4	0/.5/0		0	FX 11, medium strobes	108
346		0			Gobos rotate	
347	4	0/.5/0			FX 11, medium strobes	108
348	5	0			Mark	109
	7	3			Scroller Mark	
	1	0			S1 on Molly, rotate gobo stop	
349		0		.5	S1 out	109
350	4	0/.5/0		0	FX 11, medium strobes	109
	5	0	5		Mark	
	7	4.9			Scroller Mark	
	1	4.9			Blank?	
350.1	7	3	6		Scroller Mark	109
	1	6			Stage opens up L and R	
351	2	6	2	7	S2 on Peter	
	3	6	1		S1 Molly, Stage to deep blue	109
	5	1	4		Mark	
	1	4			Stage to deep blue	
351.1		8			Teddy/Prentiss Dapples	
352					Spot Dummy pick up Peter	
354	2	1			S2 out on Peter	113
	3	10	1		Orange strips, Sun light	
	7	8	9		Scroller Mark	
	1	8	1		Alf UR, shift to daytime, S1 out	
2-10 The Beach						
356	1	3			Lt up at Beach	113
	3	3			Out on Alf	
356.5		0			Bump up on Smee	
357	2	3			Open up beach	114
	1	0			S2 on Stache	
358		3		0	Spots Out	114
359		6			Adding group SL	115
360		6			Prawn and gang up center	116
361		1			S1 on Peter, S2 on Stache	118
362		12			Upstage light down	118
365		3	1.9		Croc step 1	126
365.1		4/2	1.9		Croc step 2	
365.2		3/2	1.9		Croc step 3	
365.3		3			Restore	
368	2	10		2	ML Live Move	127
	3	1			S2 out	
	1	20/3:00			Stache exit, pull down some, start sunset	127
368.1		6			S2 up on Molly	
370	2	45			Ch 381 (CXI) adjust	
	1	60/230			More towards sunset	128
371	2	6			Light Aster/Cap Scott UL	129
372		1:15			Take down some SR	133
372.05					Add light SL for Molly	
372.1		10/20			Peter X DS to hat	
372.11	7	3	8		Scroller	



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CUE	PT	TIME	DLY	FO	LABEL	PG
	5	4	8		Mark	
	1	8			Down for tinkerbelle	133
372.2		8			Restore	133
372.3	7	0			Scroller Mark w/ time channel	133
	1	45			More sunset	
372.5		3			Add Neverland	134
373	5	14	10	10	Mark	135
	1	10			Molly & Peter Alone	
373.1		60			CXI time off	
374	2	2			Spot 2 Out	137
	5	4			Mark	
	1	10			Less edges	
375		8			SR Narration	137
376	2	2		0	SL Narration	137
376.1	1	12			Add more on diag lines	
377		4			Add Aster	138
377.5					Add Alf	
378		4			Open up for boys	138
379		5/10			Final pull down, group Xs to center	139
380		4			On the lift, Fix 4 and 6 out	
381	5	0	2		Mark	381
	7	0	2		Scroller mark	
	1	0			BLACKOUT	
385		3			Curtain Call	381
386		3			They come DS	381
387		2			Spots up	
388		1			Add Musicians	
389		2			Musicians out	
390		4.9			Walk out	381