

Old Brunswick Tech Script

Opening Scene

Scene	Cue#	Type	What Button?	Cue
1	1	L	Center Spot	Opening on Play
	2	L	Knights & King	"These two very knights behind me"
	3	L	FF - 100%	"Can we get on with it" – Knight 1 & 2
	4	L	Blackout Fade	"I'm gonna go" – Narrator

Look, Mud

Scene	Cue#	Type	What Button?	Cue
2	1	S	#2.1 - Mud Splat	Blackout at 100%
	2	L	Stage Left	Lights up when splat sound happens
	3	L	FF – 100%	"Tallyho, lads!", End of Sentence

Magical Items for Sale

Scene	Cue#	Type	What Button?	Cue
3	1	L	FF – 100%	Exit Trio Stage Left
	2	S	#3.2 - Bell Ringing	End of Sentence - "What's our plan for getting the bracelet?"
	3	L	Center Spot Up FF Down	"Which Way Did He Go"

Fredrickstown

Scene	Cue#	Type	What Button?	Cue
4	1	S	#4.1 - Celtic Music	Start of Sentence - “Our Heros now enter the village of Fredericktown” Louder when entering, lower when talkign
	2	L	FF – 100%	Fredrickstown Starts
	3	S	Turn Audio Down	Start of Sentence – “Excuse me, tavern master!”
	4	S&L	Blackout Audio Off	Stop you have violated the Law

Prison

Scene	Cue#	Type	What Button?	Cue
5	1	S	#5.1 - Prison Ambiance	Lights Fade Up
	2	L	FF – 25%	Guards walk in Knights
	3	S	#5.2 - Dice Roll Bad	End of - “I roll a d20 to break these bars”
	4	S	#5.3 - Dice Roll Good	End of - “I roll to undo the ropes”
	5	S	#5.4 - Cell Door	Middle of - “What if we roll the dice again-“
		L	Stage Right Up	
	6	L	Blackout	“Guard Leaves
	7	L	FF 100% Center Spot Up	Knight 1 & 2 Exit Prison
	8	L	FF Down	“Listen, Can we move on” – Narrator Begins Speech

Oldpamsis – Controlled MyDMX

Scene	Cue#	Type	What Button?	Cue
6	1	L	FF, 30%	Entering Oldpamsis
	2	L	Funky Lights	
	3	S	#6.1 - Dancing Queen	Lights up, first thing
	4	S	Stop Dancing Queen	“Stop!! All of you”
	5	S	#6.2 - Les Mis	End of Sentence - “Don’t you mean... Les Miserables?”
	6	S	Stop Les Mis (End of the Day)	At “Stop” - “Oh my god... Stop!”
	7	S	#6.3 - My Shot	End of Sentence - Right over there is the room where it happens”
	8	L	Blackout	Knights Exit Stage Left

Chicken Messiah

Scene	Cue#	Type	What Button?	Cue
7	1	S	#7.1 - Clucking	Scene Opens
	2	L	FF – 100%	Chicken Clucking
	3	S	#7.2 - The Entertainer	Fade in middle of sentence– “Get those motherlcuckers”
	4	S	Stop The Entertainer	Start of Sentence - “Stop! All of you” Narrator
	5	L	Stage Left 100%	Just put up for later
	6	L	FF Fade Out	End of Sentence - Moncton ? No. Beowulf’s”

Beowulf's Bar and Grill

Scene	Cue#	Type	What Button?	Cue
8	1	L	Sub 19 Down	End of Sentence - "Can we get on with it"
	2	L	Spot Left 100%	Start of Sentence - "Must you drink that so loud"

Village of Sussex

Scene	Cue#	Type	What Button?	Cue
9	1	L	Spot Left 100%	Our Heros Now enter the Village of Susesex
	2	S	#9.1 - Hilbilly Banjo	End of Sentence - "Village of Sussex"
	4	L	FF	"Oh God"
	3	S	Hilbilly Banjo Turn Down	Start of Sentence - "Dad, should I get the gun"
	4	S	#9.2 - Deliverance Banjo	End of Sentence - "We got a barn to raise" Fade out as they leave the stage
	5	S	#9.3 - Van Halen Theme	End of Sentence - "Can you restart the music please?"
	6	S	Lower but don't mute audio as the knights leave the stage	
	7	S	Van Halen Mute	End of Sentence - "Right... so, what do you do?"
	8	S	Van Halen Unmute	End of - "Good talk"
	9	L	Stage Right Spot 100%	Knights start to leave
	10	L	FF Fade	Knights Leave
	11	L	Do that funky Stuff	Knights notice Cousin was forgotten

Epic Fight Scene – Controlled MyDMX

Scene	Cue#	Type	What Button?	Cue
10	1	L	FF 100%	Knights Enter
	2	L	Blackout	Knights Exit Left
	3	S	Canadas Ocean Playground	“CANADA’S OCEAN PLAYGROUND”
	4	L	Stage Left 30%	Knights Re-Enter, Jeremey In Place Fix lights, add more fn ones
	5	L	FF - 100%	Side Characters, Get HIM!!!
	6	S	Fight Music	“Get HIM!!!”
	7	S	Chicken Dance	“Left the door unlocked” Second Time it’s Said
	8	S	Chicken Dies	Chicken Messiah Neck Snap
	9	S & L	Gunshot	I am not throwing away my shot
	10	S	Swords Clanging	“BEOWULF!!!” Schwing Show, Buildup Fight Music
	11	S	Lightsaber	Time is nigh for your destruction
	12	S	Baby got back	On the word “Hands” - “Take matters into my own hands”
	13	S	Baby got back Stop	What is this?

	14	S	Duel of Fates	Stand By
	15	L	Center Spot Up Fade Full Flood	And so, they get locked in a fate and face the fiend Jeremy
	16	S	Mute for a Sec	Amber dies, fighting continues
	17	S	Mute Music	Asher Dies (First Time)
	18	S	Unmute Music	Asher Rises
	19	S&L	Shotgun	"I Always comeback"
	20	L	Center Spot Up	Knights Exit Stage Right Louder Music

Ya Served

Scene	Cue#	Type	What Button?	Cue
11	1	L	Full Flood	Narrator Leaves Stage
	2	L	Blackout	I Told You