Old Brunswick Tech Script Draft #1

FF = Full Flood = Sub 1   OUT = Blackout

Scene	Cue #	Type	What Button?	Cue
1	1	L	38 UP	Start of Scene 1
	2	L	FF Up (Fade)	Nathan Walks in – "So, should we skedaddle then?"
	3	L	BB (Fade)	Narrator Walks away from corpse – "Well… Uhm this is awkward"
2	4	S	Mud Splat	Knights in position
	5	L	FF Up (Fade) 38 Up (For Later)	Knights in mud, start to get up
4	6	L	FF Down	"That *FIEND*" Knights Run off, Narrator Starts Monologue
	7	L	38 Down (Fade)	"The Village of Fredrickstown" Narrator Starts to Leave
		L	FF Up (Fade)	
		S	Tavern Music	
	8	L	BB	Knights go to make run, "STOP, YOU HAVE VIOLATED THE LAW"
5	9	L	FF 25-50%	Knights in place tied up
		S	Prison Ambiance	
	10	S	Dice Roll + Fail	DND Peasant - "Alright, I roll a D20"
	11	S	Dice Roll + Win	Knight 1 – "I roll to undo the ropes"
	12	S	Door Creak	Knight 2 – "What if we roll the dice again"
	13	S	Dancing Queen	Knight 1 – "Finally! The town of Oldpamsis!"
6	14	S	Record Scratch	Knight 2 – "STOP!! All of you!"
	15	S	Les Misérables	Peasant 1 – "Don't you mean… Les Misérables"
	16	S	Record Scratch	Knight 1 - "Oh my god! Stop!!"
	17	S	Alex Hammy	Peasant 1 – "the room where it happens"

Record Scratches

Voltron Music faintly playing in background throughout them getting dressed

Metal door creaking sound effect

Tragic Music Chicken Messiah Death

Opening Scene

Scene	Cue #	Type	What Button?	Cue
1	1	L	35 Full	Narrator Begins Play
	2	L	36,33 50%	"These two very nights behind me"
	3	L	Full Flood 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	Mud Splat	During Blackout - Transition, Knights Falling
	2	L	32, 17 100 %	Lights up when splat sound happens
	3	L	Full Flood & 41	"Tallyho, lads!" – Knight 1

Magical Items for Sale

Scene	Cue #	Type	What Button?	Cue
3				
	2	L	41, Full Flood 100%	Exit Trio Stage Left
	3	L	35 100%, FF Down	"Which Way Did He Go"
	4			Bell Sound Effects Ready (Better than unsteady one)

Fredrickstown

Scene	Cue #	Type	What Button?	Cue
4	1	S	Celtic Music	"Our heros now enter the village of fredricstown" – Narrator Louder when entering, lower when talkign
	2	L	44, FF 100%	Fredrickstown Starts
	3	L	Blackout	Stop you have violated the Law

Prison

Scene	Cue #	Type	What Button?	Cue
	1	S	Prison Ambiance	Opening on Prison
	2	L	FF 25%, 44 Up	Opening on Prison
5	3	S	Dice Roll Bad	"I roll a d20 to break these bars"
	4	S	Dice Roll Good	"I roll to undo the ropes"
	5	S	Cell Door	"What if we roll the dice again-"
		L	39 Up	"What if we roll the dice again"
	6	L	Blackout	"Guard Leaves
	7	L	FF 100%, 35 Up	Knight 1 & 2 Exit Prison
	8	L	FF Down	"Listen, Can we move on" – Narrator Begins Speech

Oldpamsis

Scene	Cue #	Type	What Button?	Cue
	1	L	FF, 30%	Entering Oldpamsis
	2	L	Funky Lights	
6	4	S	Dancing Queen	"Finally! The Town of Oldpamsis"
	5	S	Les Mis	"Don't you mean… Les Miserables?"
	6	S	My Shot	"Right over there is the room where it happens"
	3	L	Blackout	Knights Exit Stage Left

Chicken Messiah

Scene	Cue #	Type	What Button?	Cue
	1	S	Clucking	Start of Scene
	2	L	FF,41	Entering Chicken Messaih
7	3	S	The Entertainer	"We should leave…" "Yeah" – Chase Starts
	4	L	27, 17, 31 100%	Just put up for later

Scene	Cue #	Type	What Button?	Cue
	5	L	FF Fade Out	Moncotn ? No. Bewofl's

Beowulf's Bar and Grill

Scene	Cue #	Type	What Button?	Cue
8	1	L	Sub 19 Up	Should already be up
		L	Sub 19 Down	"Can we get on with it"
	2	L	32 100%	Our heros now enter...

Village of Sussex

Scene	Cue #	Type	What Button?	Cue
	1	L	35 100%	Our Heros Now enter the Village of Suse\sex
	2	S	Hilbilly Banjo	"Village of Sussex"
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	3	L	FF	"Oh God"
	4	S	Deliverance Banjo	"We got a barn to raise" - Cut
	5	S	Van Halen Theme	"Can you restart the music please?"
	6	S	Van Halem Mute	Narrator talks to daughter cousin, 1000 yard stare
	7	L	36 100%	Knights start to leave
	8	L	FF Fade	
	9	L	FF 100%	Knights notice Cousin was forgotten
				No full Blackout Between Scene Transition Here

Epic Fight Scene

Scene	Cue #	Type	What Button?	Cue
	1	L	FF 100%	Knights Enter
	2	L	Blackout	Knights Exit Left

Scene	Cue #	Type	What Button?	Cue
10	3	S	Canadas Ocean Playground	"CANADA'S OCEAN PLAYGROUND"
	3	L	24, 25, 35, 32 100%	Knights Re-Enter, Jeremey In Place Fix lights, add more fn ones
	4	L	FF, 44 100%	Side Characters, Get HIM!!!
	4	S	Fight Music	"Get HIM!!!"
	5	S	Chicken Dance	"Left the door unlocked" Second Time it's Said
	6	S	Chicken Dies	Chicken Messiah Neck Snap
	7	S	Gunshot	I am not throwing away my shot
	7	L	Gunshot light	I am not throwing away my shot
	8	S	Swords Clanging	"BEOWULF!!!" Schwing Show, Buildup Fight Music
	9	S	Lightsaber	Time is nigh for your destruction
	10	S	Baby got back	"The time" is night for your destruction
	11	S	Baby got back Stop	What is this?
	12	S	Duel of Fates	Stand By
	13	L	35 Up, FF Down	And so, they get locked in a fate and face the fiend Jeremy
	14	S	Shotgun	"I Always comeback"
	14	L	Shotgun lights	"I Always comeback"
	15	L	35 Up, FF Down	Knights Exit Stage Right Louder Music

Ya Served

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