

THE TIME MACHINE

LIGHTING PROGRAMMING SHEET

Lighting Cue Sheet
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Timings in seconds

Cue #	A	B	C	D	E	F1	F2	F3	MSR F4	USR F5	MSL F6	USL F7	G	H	B/O	H/L	Delay	Follow	TIME	NOTES	Cue #
Subs	Amber Special	Blue wash	Open White wash	Amber side lights	Purple side lights	Gauze birdie	Match Birdie	Fire birdie	Corridor birdie #1	Corridor birdie #2	Corridor birdie #3	Corridor birdie #4	Blue gauze lights	Red floor lights							Subs
1									80%	80%	80%	80%				75%			N/A	PRESET	1
1.5									80%	80%	80%	80%						5 secs	5 secs	H/L out	1.5
2																		23 secs	5 secs	Blackout	2
3			FOH: 90%																SNAP	Start of Show	3
4			Centre FOH: 30%			FULL													1 sec	Short (Aborted) Travel	4
5			FOH: 50%											FULL					1 sec	Halt of Travel	5
6			Centre FOH: 30%			FULL							FULL					1 sec	0.5 secs	Time Travel (Main)	6
6.1			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel .2	6.1
6.2			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	6.2
6.3			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	6.3
6.4			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	6.4
6.5			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	6.5
6.6			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	6.6
6.7			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	6.7
6.8			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	6.8
6.9			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	6.9
7			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	7
7.1			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	7.1
7.2			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	7.2
7.3			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	7.3
7.4			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	7.4
7.5			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	7.5
7.6			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	7.6
7.7			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	7.7
7.8			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	7.8
7.9			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	7.9
8			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	8
8.1			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	8.1
8.2			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	8.2
8.3			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	8.3

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8.4			Centre FOH: 30%			FULL							FULL				2 secs	2 secs	Time Travel Copy #6	8.4
8.5			Centre FOH: 30%			FULL								FULL			3.5 secs	3 secs	Time Travel (Copy 6.1)	8.5
8.6			Centre FOH: 30%			FULL							FULL				2 secs	2 secs	Time Travel Copy #6	8.6
8.7			Centre FOH: 30%			FULL								FULL			3.5 secs	3 secs	Time Travel (Copy 6.1)	8.7
8.8			Centre FOH: 30%			FULL							FULL				2 secs	2 secs	Time Travel Copy #6	8.8
8.9			Centre FOH: 30%			FULL								FULL			3.5 secs	3 secs	Time Travel (Copy 6.1)	8.9
9			Centre FOH: 30%			FULL							FULL				2.5 secs	2.5 secs	Time Travel Copy #6	9
9.1			Centre FOH: 30%			FULL								FULL			4 secs	3.5 secs	Time Travel (Copy 6.1)	9.1
9.2			Centre FOH: 30%			FULL							FULL				2.5 secs	2.5 secs	Time Travel Copy #6	9.2
9.3			Centre FOH: 30%			FULL								FULL			4 secs	3.5 secs	Time Travel (Copy 6.1)	9.3
9.4			Centre FOH: 30%			FULL							FULL				2.5 secs	2.5 secs	Time Travel Copy #6	9.4
9.5			Centre FOH: 30%			FULL								FULL			4 secs	3.5 secs	Time Travel (Copy 6.1)	9.5
9.6			Centre FOH: 30%			FULL							FULL				2.5 secs	2.5 secs	Time Travel Copy #6	9.6
9.7			Centre FOH: 30%			FULL								FULL			4 secs	3.5 secs	Time Travel (Copy 6.1)	9.7
9.8			Centre FOH: 30%			FULL							FULL				2.5 secs	2.5 secs	Time Travel Copy #6	9.8
9.9			Centre FOH: 30%			FULL								FULL			NONE	5 secs	Time Travel (Copy 6.1)	9.9
10			85%	80%									90%					SNAP	Arrives in Future	10
11	40%		35%															4 secs	Food Hall	11
12			25%	35%	80%												5 secs	5 secs	Night time hill	12
13		80% (middle @ full)			FULL								25%					3 mins (180 secs)	Blue Lawn	13
14			15%		SL 30%													1 / 2 secs	Food Hall (second time)	14
15			15%		SL 30%		FULL										0.5 secs	0.5 secs	Match Strike (flare)	15
15.1			15%		SL 30%		75%											0.5 secs	Match strike	15.1
16		60%			80%													2 secs	Blunder Outside	16
17			85%	80%									90%			Delay 1 sec		10 secs	Daybreak (copy #10)	17
18													Centre 55%				0 secs	SNAP	Half Dream	18
19		55%	20%										55%					30 secs	Frightened	19
20			85%	80%									90%					40 secs	Daytime (copy #10)	20
21			20%	20%									20%					3 secs	Cool shadows	21
22			85%	80%									90%					5 secs	Daytime (copy #10)	22
23								80%	80%									14 secs	Underground	23
24							FULL		80%	80%							0.5 secs	0.5 secs	Match Strike (flare)	24
24.1							75%		80%	80%								0.5 secs	Match strike	24.1
25							75%											10 secs	Cavern (just match light)	25
26															B/O			SNAP	Blackout (copy cue 2)	26
27			85%	80%									90%					25 secs	Daytime (copy #10)	27

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28			FOH centre 25% (O/H centre 15%)		50%													1.5 mins (90 secs)	Night	28
29			35%	30%	50%							40%						5 secs	Pink Dawn	29
30				SR 20%						FULL								5 secs	Palace of Green Porcelain	30
31				SL 20%							FULL							2 / 5 secs	Palace 2	31
32										FULL		FULL						3 / 5 secs	Palace 3	32
33				20%					FULL		FULL							2 / 7 secs	Palace 4	33
34	30%		SL FOH 40%	20%						FULL	FULL							3 / 5 secs	Palace: Fallen Roof	34
35			FOH: 90%															SNAP	(out of narrative) copy #3	35
36	30%		SL FOH 40%	20%						FULL	FULL							5 secs	Palace: Fallen Roof (copy #38)	36
37		45%			30%													10 secs	Gloom	37
38		45%			30%		FULL										0.5 secs	0.5 secs	Gloom + match strike (flare)	38
38.1		45%			30%		75%										0.5 secs	0.5 secs	Gloom + match strike	38.1
38.2		45%			30%		85%											5 secs	Building fire	38.2
39		45%			30%		FULL	50%										0.5 secs	Gloom + camphor	39
40															B/O			6 secs	Blackout (copy cue 2)	40
41				10%				FULL										30 secs	Fire	41
42			85%	80%								90%						60 secs	Daytime (copy #10)	42
43												Centre 50%, SR/SL 30%						SNAP	Clanging of Doors	43
44			Centre FOH: 30%			FULL						FULL					1 sec	0.5 secs	Time Travel Copy #6	44
44.1			Centre FOH: 30%			FULL							FULL				1 sec	1 sec	Time Travel (Copy 6.1)	44.1
44.2			Centre FOH: 30%			FULL						FULL					1 sec	1 sec	Time Travel Copy #6	44.2
44.3			Centre FOH: 30%			FULL							FULL				2 secs	2 secs	Time Travel (Copy 6.1)	44.3
44.4			Centre FOH: 30%			FULL						FULL					1 sec	1 sec	Time Travel Copy #6	44.4
44.5			Centre FOH: 30%			FULL							FULL				2 secs	2 secs	Time Travel (Copy 6.1)	44.5
44.6			Centre FOH: 30%			FULL						FULL					1 sec	1 sec	Time Travel Copy #6	44.6

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44.7			Centre FOH: 30%			FULL								FULL				4 secs	2 secs	Time Travel (Copy 6.1)	44.7
45		FULL	30%		FULL								40%						2 secs	Moor	45
46			FOH: 90%													Delay 3		SNAP	Workshop copy #3	46	
47			Centre FOH: 30%			FULL							FULL			Delay 1.5	Follow 1	0.5 secs	Time Travel Copy #6	47	
47.1			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	47.1
47.2			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	47.2
47.3			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	47.3
47.4			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	47.4
47.5			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	47.5
47.6			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	47.6
47.7			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	47.7
47.8			Centre FOH: 30%			FULL							FULL					2 secs	2 secs	Time Travel Copy #6	47.8
47.9			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	47.9
48			Centre FOH: 30%			FULL								FULL				2 secs	2 secs	Time Travel Copy #6	48
48.1			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	48.1
48.2			Centre FOH: 30%			FULL								FULL				2 secs	2 secs	Time Travel Copy #6	48.2
48.3			Centre FOH: 30%			FULL								FULL				3.5 secs	3 secs	Time Travel (Copy 6.1)	48.3
48.4			Centre FOH: 30%			FULL								FULL				2 secs	2 secs	Time Travel Copy #6	48.4
48.5			Centre FOH: 30%			FULL								FULL				5 secs	5 secs	Time Travel (Copy 6.1)	48.5
49				SR 10%				70%	35%	35%				20%					5 secs	Final Future	49
50														FULL				12.5 secs	12 secs	Reds	50
51	45%																	9.5 secs	9 secs	Trainers	51
52															B/O			10 secs	SNAP	Blackout (copy cue 2)	52
53			85%	80%									90%						5 secs	Curtain Call (copy #10)	53
54									80%	80%	80%	80%				75%			10 secs	PRESET	54
cue #	A	B	C	D	E	F1	F2	F3	F4	F5	F6	F7	G	H	B/O	H/L	Delay	Follow	TIME	NOTES	Cue #
	Amber Special	Blue wash	Open White wash	Amber side lights	Purple side lights	Gauze birdie	Fire Birdie #1	Fire birdie #2	Corridor birdie #1	Corridor birdie #2	Corridor birdie #3	Corridor birdie #4	Blue gauze lights	Red floor lights							Subs