

	C U E 	Black King special GO: <u>(tape go)</u> then lights on low note
	COUNT 	



	C U E 	add Red King Special GO: lights on low note
	COUNT 	



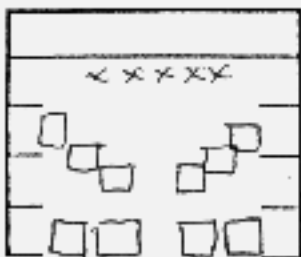
	C U E 	add Black Queen Special GO: lights on low note
	COUNT 	



	C U E 	add Red King special GO: lights on low note
	COUNT 	

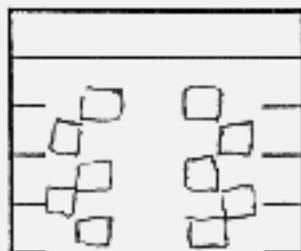


	C U E 	add Black + Red Bishop specials GO: lights on low note
	COUNT 	



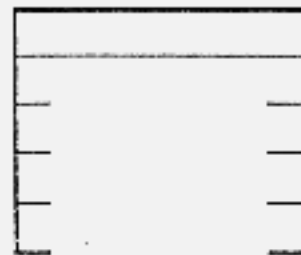
C U E  
7  
COUNT  
6

add Blue eye to silhouette pawns  
GO: Linked with cue 6 - 1 ct. delay



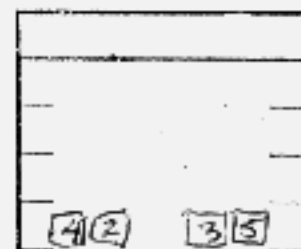
C U E  
8  
COUNT  
10

specials 2-7 fade out - brighten Blue eye,  
add skins + backs + red + black squares  
(not too bright)  
GO: Linked with cue 7 - no delay



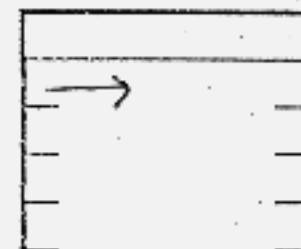
C U E  
8.5  
COUNT  
3up/7dn

brighter stage - add high sides +  
head highs - red + black squares  
dimmer but still reading  
GO: on music change - battle  
begins



C U E  
9  
COUNT  
3up/5dn

new look: King + Queen specials only  
(add low skins for fill, if needed)  
GO: Kings arrive



C U E  
10  
COUNT  
3cts

fade out King + Queen specials -  
add or brighten skins  
GO: funeral enters from USR

<div style="border: 1px solid black; padding: 5px; width: 30px; margin: 0 auto;">3</div>	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">11</div>
	COUNT 5cts

add Red King special

GO: as Red King comes to place in music silence

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">13</div>
	COUNT 2

take out Red King special  
add dim blue cyc

GO: as Red King exits (Funeral conclusion)

↓

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">13.3</div>
	COUNT 5

brighten stage + add red + black squares + brighten cyc

GO: as Red side moves on for battle

↓

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">13.5</div>
	COUNT 3

brighten stage + squares

GO: music crescendo

↓

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">14</div>
	COUNT 10

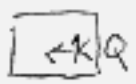
take out red + black squares

light SL using SR Far high sides + SL near high sides + SL skins + SL backs

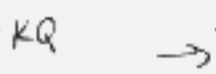
not too bright - keep SR troops in shadow

GO: Red King moves troops into diagonal line


SL backs High sides at 9 - add CS square + CS Front + back light - keep Red + Black troops in shadow

	C U E	GO: Red King + Queen duet begins
	14.5	
	COUNT	
	5	

CS square, CS fronts @ 9 - add SL backs + SR backs + SL skins - look should be less sinister than cue 14.5, but keeps (SL) Red troops in shadow

	C U E	GO: as Red King exits (for Black King + Queen duet)
	15	
	COUNT	
	5	


SR backs @ 9, add SL backs + SR High sides + Red (SL) squares - keep SL troops in shadow -

	C U E	GO: Red Queen leading out her troops
	16	
	COUNT	
	10	

new look: templates and low skins (if needed)

	C U E	GO: Pawn reconnaissance (music change)
	17	
	COUNT	
	5	

new look: King + Queen Squares (Ch. 2-5)

	C U E	GO: for pawns report to Kings DS
	18	
	COUNT	
	10	



C U E  
 19

COUNT  
 10

add blue cyc (to silhouette figures US) + channels 11+12, 15+16

GO: on maps coming out (DS)

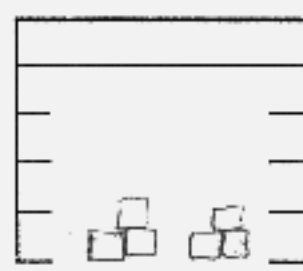


C U E  
 20

COUNT  
 3

fade cyc from blue to red

GO: as swords come out (US figures)

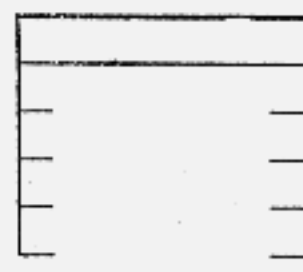


C U E  
 22

COUNT  
 4

fade cyc to black

GO: Link with cue 20 with 8 ct. delay

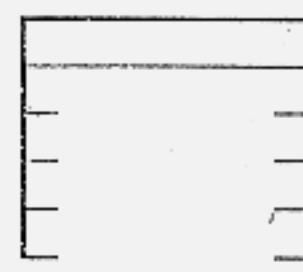


C U E  
 23

COUNT  
 5

fade out DS specials (fade all)

GO: as Kings exit



C U E  
 23.5

COUNT  
 5

add Red + Black squares  
 Shins + CS square +  
 blue backs

GO: Kings are clear + Queens  
 are on stage

	C U E <b>(24)</b>
	COUNT <b>4</b>

fade CS special (+ backs)  
add USB + DSL mids

GO: as Queens exit + dancers enter for canon

	C U E <b>(24.5)</b>
	COUNT <b>5</b>

fill stage evenly using skins, head highs + low mids + low Red + Black squares

GO: as all move into diagonal formation

	C U E <b>(25)</b>
	COUNT <b>12</b>

brighten stage - Red + Black squares + blue cyc + backs

GO: music tempo increases - jumps with sword

	C U E <b>(26)</b>
	COUNT <b>3</b>


dimmer stage + red cyc starker look

GO: Red + black face off (slow motion)

	C U E <b>(27)</b>
	COUNT <b>7</b>

add Black King stab special - lose Red + Black squares

GO: Black King is wounded SR

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">27.3</div>
	COUNT
	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">∅</div>


new look : Red King stab special  
 + SR mids at Full. Black King  
 special @ ∅. Red eye @ full

GO: on Queen's stab of Red King  
 (music cue)

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">27.5</div>
	COUNT
	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">3</div>

Red King stab special @ ∅ - add  
 SL mids for red effect add Red +  
 Black squares + some blue backs

GO: a link with 27.3 - 1 count  
 delay

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">28</div>
	COUNT
	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">1</div>

add Black squares (SR) @ Full

GO: button for Queen's lift SR

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">29</div>
	COUNT
	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">∅</div>

to black

GO: after a beat or two

	C U E
	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">∅</div>
	COUNT
	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">∅</div>

BOWS : restore cue 25 with  
 some front light

GO: