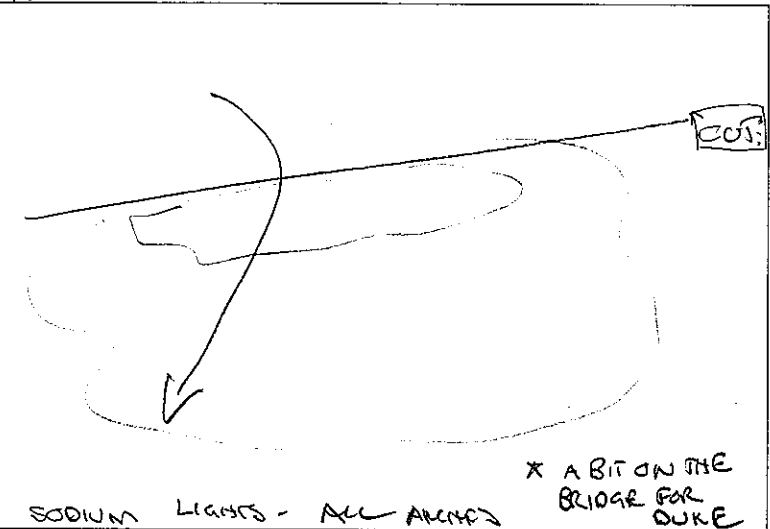


FRESHOW

9.34 = CAN CAN
9.09 BALLY HOB

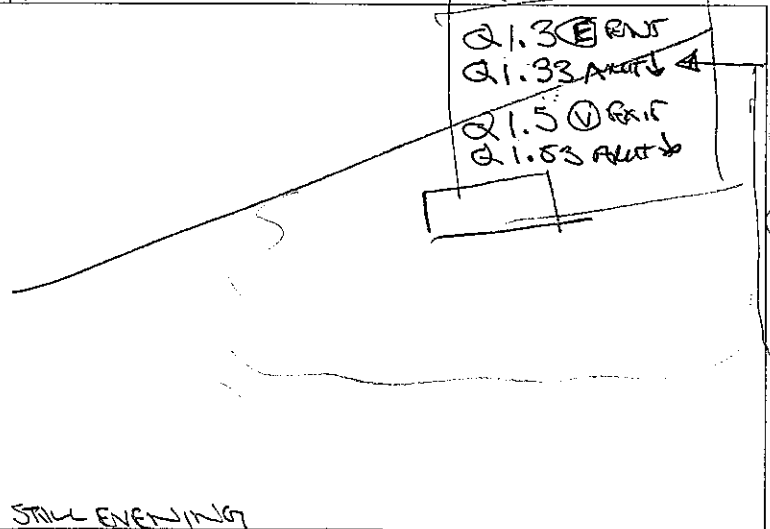
- Q. 3 PRESER $\frac{1}{2}$ HOUSE
- Q. 5 PLACES
- Q. 7 HOUSE $\frac{1}{2}$ OWEN
- Q. 9 HOUSE $\frac{1}{2}$ PRESER OUT

PROSCENE



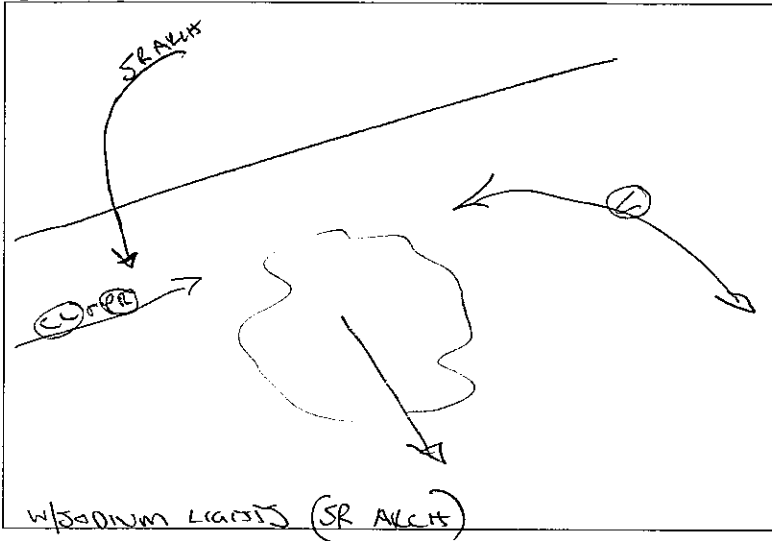
- Q. 1.1 DANCE w/ HATIE UNDER BRIDGE
- Q. 1.13 ② SMOKE'S OPEN A LIGHT TO SR ARCH
- Q. 1.15 DANKERS ON INTO STREET OPEN AS ARCH
- Q. 1.17 ② & ④ ARE DSC (FOCUS)
- Q. 1.18 EXIT OF DANKERS (LIGHT DSC)

ACT II



- Q. 1.2 DURE OFFICE DSC (USE ② ③ ④ ARCH)
- Q. 2.7 ① ENT USE ARCH MOD ARCH LIGHT p2
- (2.13) AF ARCH ↓
- Q. 4.1 ① ENT USE ARCH LIGHT ↑ p4
- (4.13) AF ARCH ↓
- Q. 5.7 ① EXIT ARCH ↑ p5
- (5.73) AF ARCH ↓

I ii



Q 6.3 TENDON

Q 6.4 ENT SR ARCH (M) HANGS THERE BUT OTHERS P
AND ALL OVER (EVENING & MOODY)

Q 6.6 W/O LINES AND FARR LIGHT (FULL STAGE) p6

Q 9.6 ② & OTHERS EXIT FOCUS MOVE @ ASC. p9

Q 11.2 W/ SIRENS BRING UP SIREN LIGHTS p11

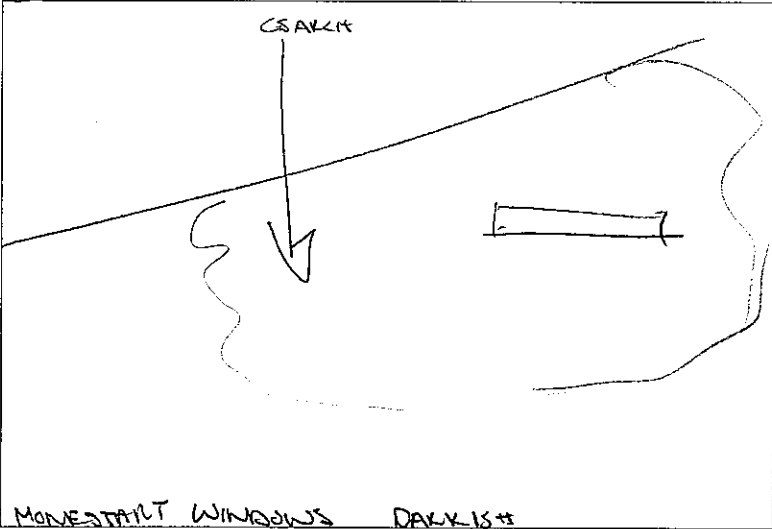
Q 11.4 W/ ENT OF PROCT BRING US - CS ARCH. p11
"SERVE BUT KEEP SIRENS (LOWER LEVEL)"

Q 12.6 ③ & ④ @ CS - FOCUS (a little) p12

Q 13.6 ③ & ④ - FOCUS (ARRA G?) p13

Q 14.6 RESTORE TO PREVIOUS W/O GUNS ③ p14
"SEND AFTER THE DUE"

I iii



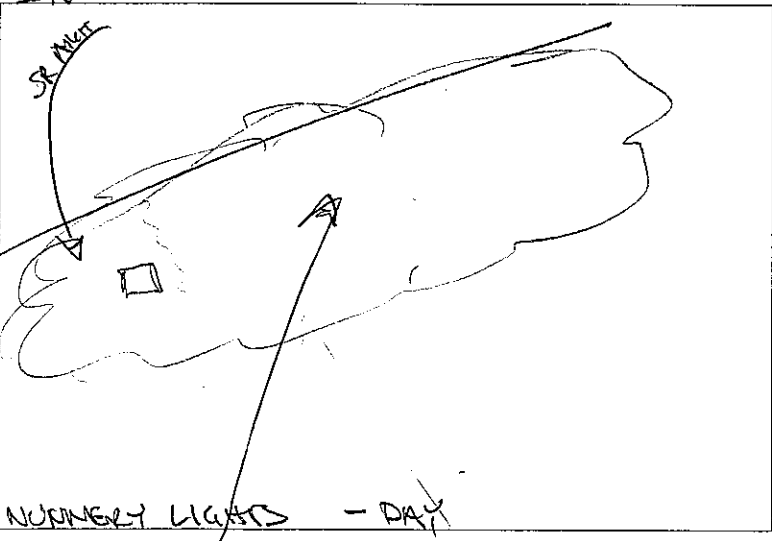
Q 15.5 MONUMENTARY "LOOK" p15

Q 15.7 W/ LINES OF DUE "NO HOLY" p15

Q 17.3 ① & ② x TO BENCH - FOCUS p17

Q 18.2 (FR) STANOS ↑, SLOWLY RESTORE TO ALL
SCENE LOOK p18

I iv



Q 18.4 MONUMENTARY "LOOK" p18

← " " NUNS ENT CS & SR ARCH → CS ARCH -
STALK

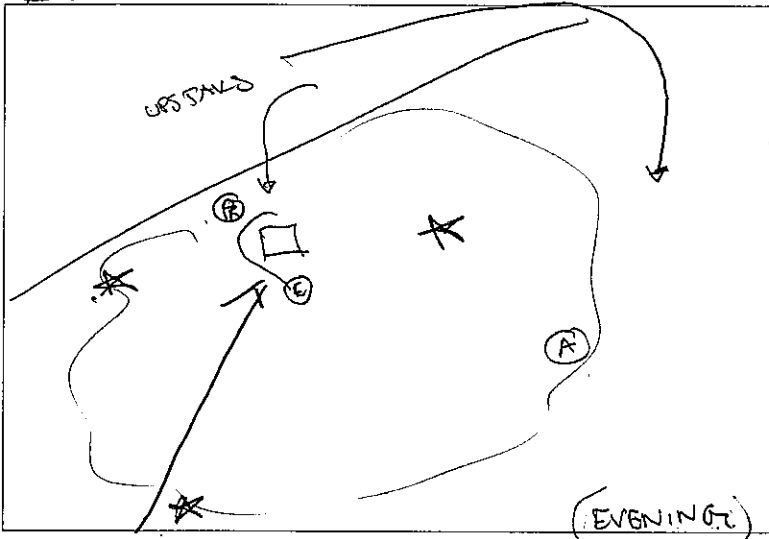
Q 18.5 SCENE & W/ EXIT OF 2 NUNS p18
FOCUS USR

Q 19.6 ③ ENT ADD USL → KEEP A LITURON
REARER USR BUT FOCUS USL p19

Q 21.3 ③ & ④ x PSL - FOCUS p21

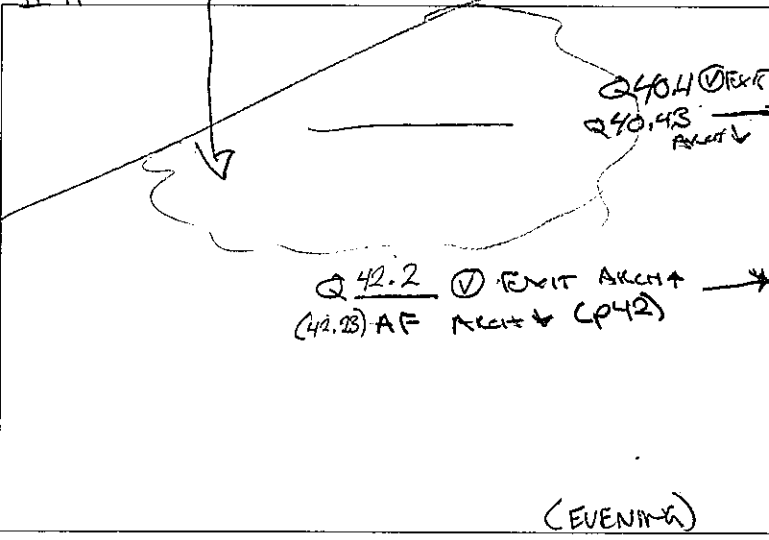
Q 23.3 ③ & ④ x A RIS MORE TOWARDS CS p23
OPEN SLOW FOR EXIT US

II i



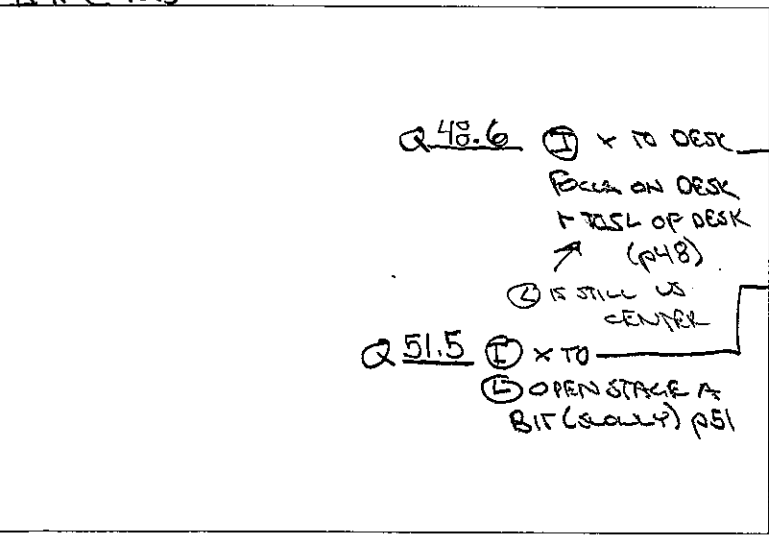
- Q 24.5 CONTINUE p24
- Q 24.8 (A) + (E) @ BRIDGE p24
- Q 25.2 (A) (E) x TO SL LANDING p25
- Q 26.4 (A) (E) x TO PODIUM USC p26
- Q 26.7 (E) ENT - FULL STAGE p26
- Q 31.3 (B) EXIT TAKE OUT DSC (KEEP FOCUS on podium) p31
- Q 35.2 (E) x DSC w/ PROST FOCUS CS "H" p35
- Q 36.6 (E) x BACK TO PODIUM (PROST BUT LESS @ CS ALRN) p36
- Q 38.1 (B) EXIT FOCUS CS-USC + USR p38
- Q 39.8 (E) EXT DOWN TO DSC + USR + ADD A BIT OF FUSLE (CS) p39

II ii

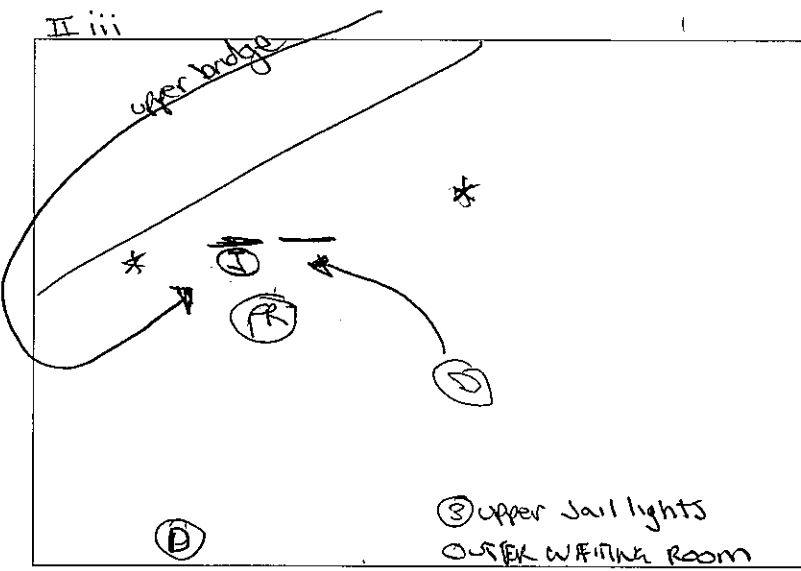


- Q 40.1 DUKE'S OFFICE p40
- Q 40.2 w/ (D) LINES - LIGHTS ↑ p40
- Q 40.5 (A) ENT SAME AS BEFORE w/ ARCHT (40.5) AF ARCHT ↓ p40
- Q 41.6 (D) ENT ENT (ARCHT ↑) (41.6) AF ARCHT ↓ p41
- Q 42.4 (E) + (D) ENT (ARCHT ↑) (42.4) AF ARCHT ↓ p42
- Q 44.1 (E) LINES FOCUS USC p44
- Q 44.4 (D) x TO (A) RIDER p44
- Q 47.2 (D) FALLS TO KNEES FOCUS BS OF DESK p47

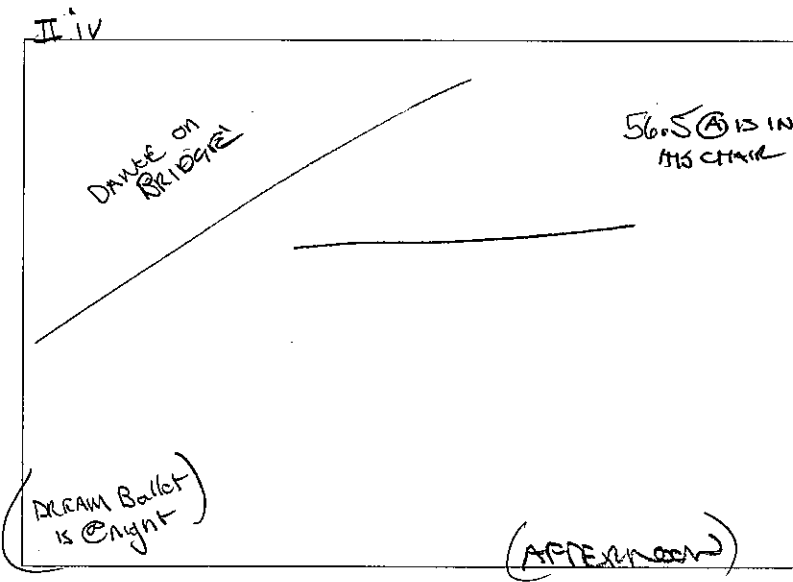
II ii (cont)



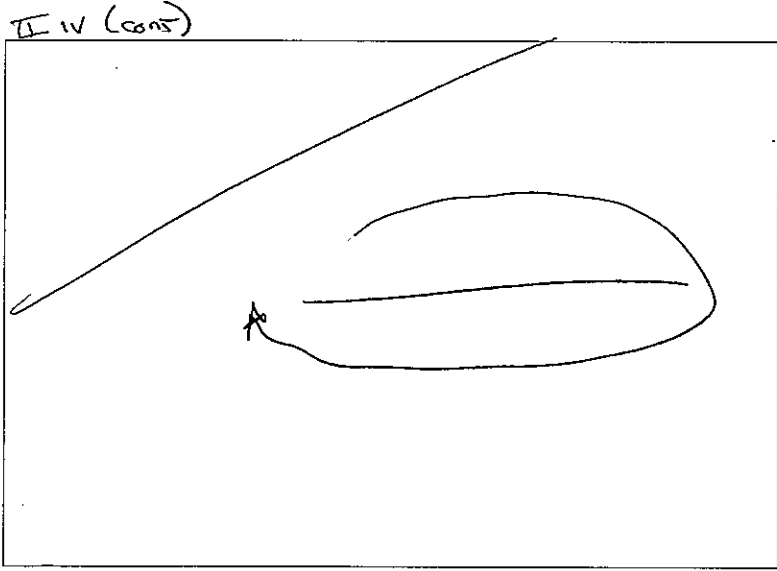
- Q 47.4 (A) "THE LAW HATH NOT" SLOWLY RESTORE p47
- Q 48.5 (E) "COULD GREAT THUNDER" FOCUS JUST A BIT SLOWLY ON (D) (SLOWLY) p48
- Q 49.5 (A) x TO SL LANDING (RESTORE + ADD SL STAIRS) p49
- Q 50.2 (D) "AY W/ SHERGINS" FOCUS ON (D) @ STAIRS (D) ON SL LANDING p50
- Q 51.8 (D) (E) EXIT ARCHT ↑ (51.8) F ARCHT ↓ + BRING DOWN TO SL LANDING + DESK p51
- Q 52.2 PROST EXIT ARCHT ↑ (52.2) AF ARCHT ↓ FOCUS ON SL LANDING p52
- Q 52.6 (A) x TO BRIDGE BRIDGE ↑ STAIRS ↓ p52



Q 55.1 PRISON WAITING ROOM p 55
 Q 55.2 ① ENT PRISON W/ MABLE (LOW ANGLE) p 55
 Q 55.8 ① ENT OPEN SPACE A BIT (FROM ^{upper} bridge) p 55
 Q 54.8 ① X TO CHAIR - FOCUS DOWN A BIT
 CHAIRS (AROUND A) p 54

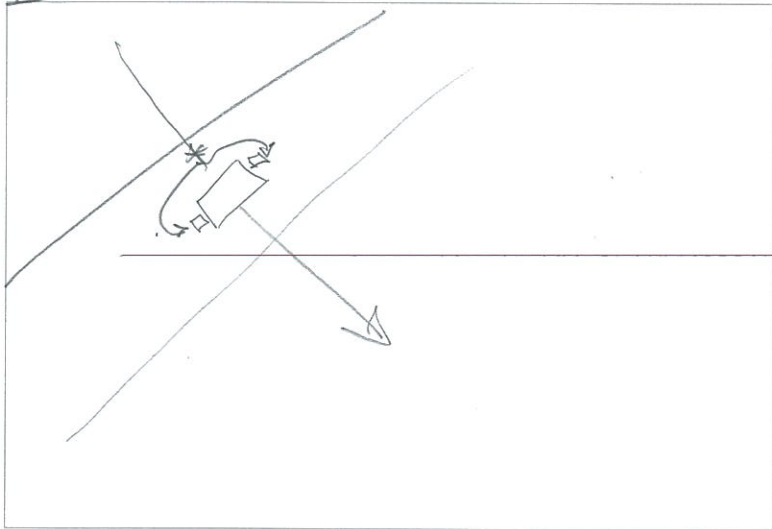


Q 56.4 DREAM Ballet ON BRIDGE p 56
 SUBJECT ③ @ DESK IN DUKE'S OFFICE
 Q 56.7 ③ AWAKES JUST DESK & WINDOWS p 56
 Q 57.4 ① ENT ALLIT ↑ p 57
 (57.4B) AF ARCH ↓ (OPEN SPACE) p 57
 Q 57.7 ① EXIT ARCH ↑ p 57
 (57.7B) AF ARCH ↓
 Q 58.1 ① ENT ALLIT ↑ p 58
 (58.1B) AF ARCH ↓ (OPEN SPACE MORE)
 Q 58.3 ① X TO ① FOCUS MORE @ CS p 58
 Q 58.5 ① X BACK TO DESK RESTORE p 58
 (MAKE IT MORE OPEN - ③ X ALL THE WAY OSC "B")
 Q 60.4 ① X TO I - TAKE AWAY OSC AREA p 60



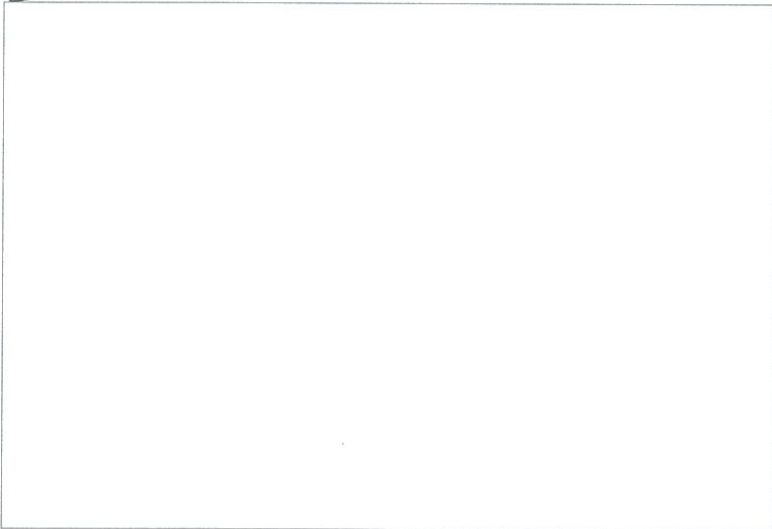
Q 63.7 ① X BACK TO ① @ CS (BEANS TO TARGET) p 63
 Q 64.5 ① X DESK OF DESK & ① FOCUS p 64
 TO DESK - FOCUS
 Q 65.4 ① GOES AFTER ① BECOME MORE SINISTER & FOCUS OSC "O" p 65
 Q 65.6 ① EXIT ALLIT ↑ p 65
 (65.6B) AF ARCH ↓ ① SR @ DESK
 Q 66.69 ① "his soul's rest" F2B p 66

III:



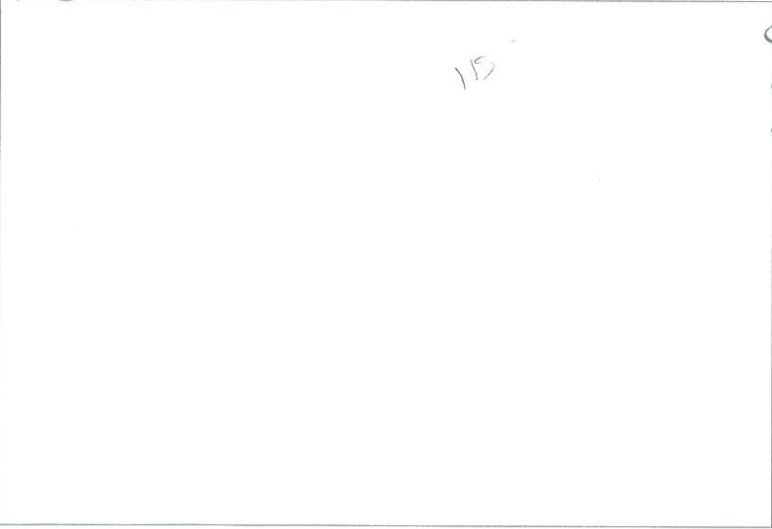
- Q 66.7 PRISON ROOM p66
- Q 66.8 (D) ENT → KEEP INTIMIDE p66
- Q 67.6 (D) BRINGS TO X DS OPEN A LITTLE p67
VEILT SLOWLY
- Q 68.6 (P) X USK OPEN p68
- Q 69.6 (D) + (P) X UNDER STAIRS - p69
ADD A LITTLE LIGHT UNDER STAIRS AND TIGHTEN TO TABLE
- Q 75.4 (C) STANDS FROM PRAYER - OPEN A BIT → SLOWLY → INCLUDE S' REMOCS p75
- Q 76.3 (D) ENT OPE STAGE MORE T p76

III: (cont)



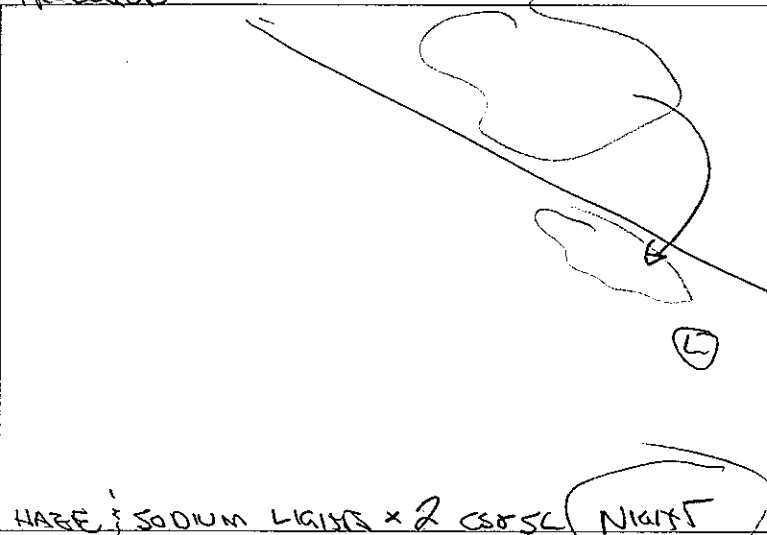
- Q 77.5 (C) EXIT CHANGE MOOD - FOCUS DS OF TABLE p77
- Q 78.5 (D) X TO US OF TABLE (FOCUS ON TABLE) p78
- Q 79.7 (D) STANDS - OPEN A BIT AROUND TABLE p79
- Q 80.4 (D) STANDS - ADD AISLE FOR (D) p80
- Q 80.9 F2B p80

INTERMISSION



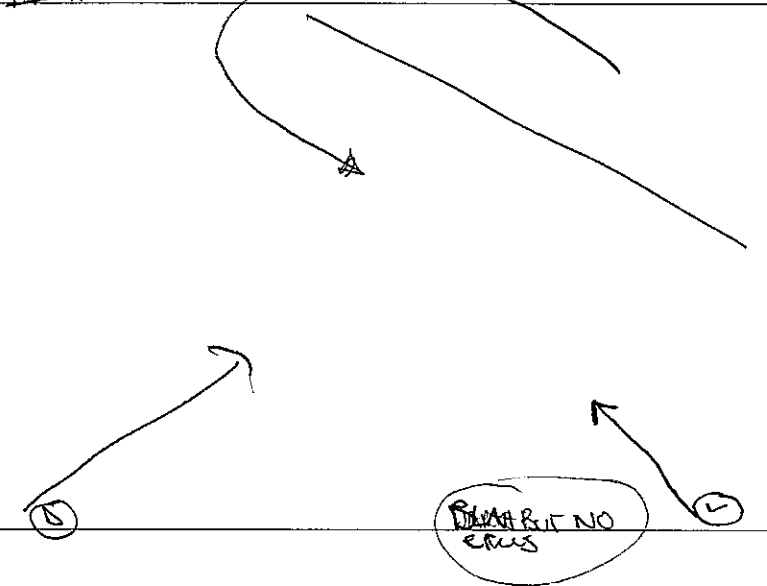
- Q 81.13 LIGHTS + HOUSE ↑ p81
- Q 81.15 PLACES p81
- Q 81.19 LIGHTS + HOUSE ↓ p81

Prologue



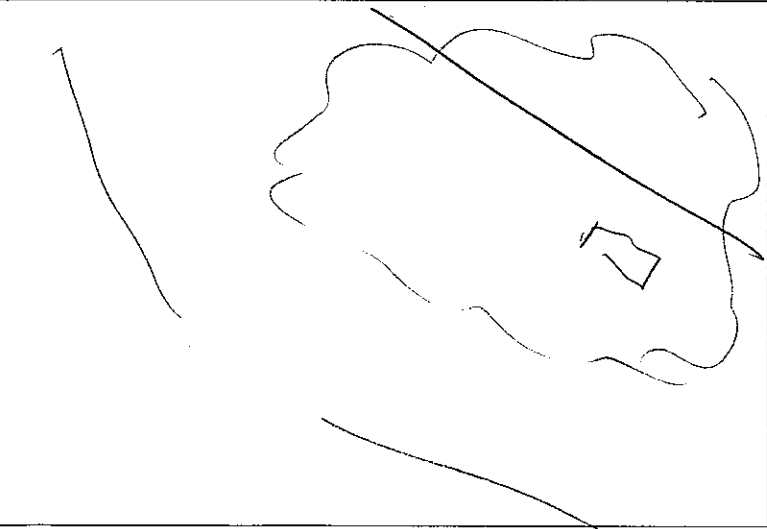
- Q 81.2 w/sound ^(PAST) PANOR UNDER BRIDGE 1/2 Full
 STAGE
 Q
 Q
 Q
 Q
 Q
 Q
 Q

III ii



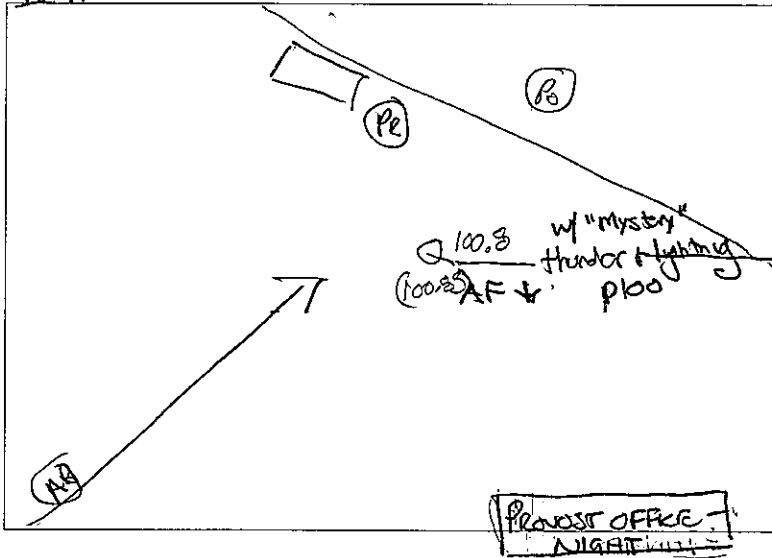
- Q 81.3 w/ SIREN -> SIREN LIGHTS +
 AF(81.33) PRISON LIGHT ON BRIDGE (Both Stairs)
 Q 81.5 w/ENT OF (M) OPEN DS V (SIREN +) p8
 Q 82.8 w/ENT OF (L) FOCUS ON CS p8
 Q 85.1 (P) x TO CELL, MUST (L) + (M) ON STAGE p8
 @ CENTER-STAGE/CR
 Q 89.8 (L) EXITS - (M) ALONE ON STAGE p8
 Q 90.2 (M) EXIT OPEN STAGE p9
 Q 90.8 (M) EXIT FOCUS CS
 Q 91.4 (P) CATCHES (M) DISC ADD DISC p9
 (keep > cs)
 Q 93.29 (M) EXIT FLB p9

IV i



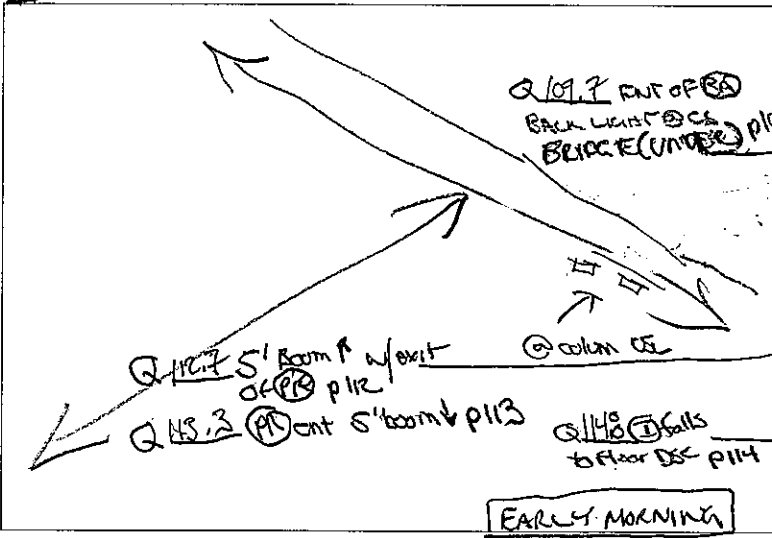
- IN BACK BIRDS: SET CHANGE
 Q 93.3 w/sound SUNNY DAY (FOCUS SL) p93
 Q 94.6 w/(M) STAIRS OPEN STAGE p94
 Q 95.2 w/ENT OF (M) SLOWLY FOCUS SL p95
 Q 96.2 w/(M) x TO CS SLOWLY RESTORE p96
 Q 96.8 (M) x TO UNDER BRIDGE + p96
 (M) STAYS CS-CS
 Q 97.7 (M) x TO (M) RESTORE (NO p97
 UNDER BRIDGE)
 Q 98.9 ON EXIT FLB

IV ii



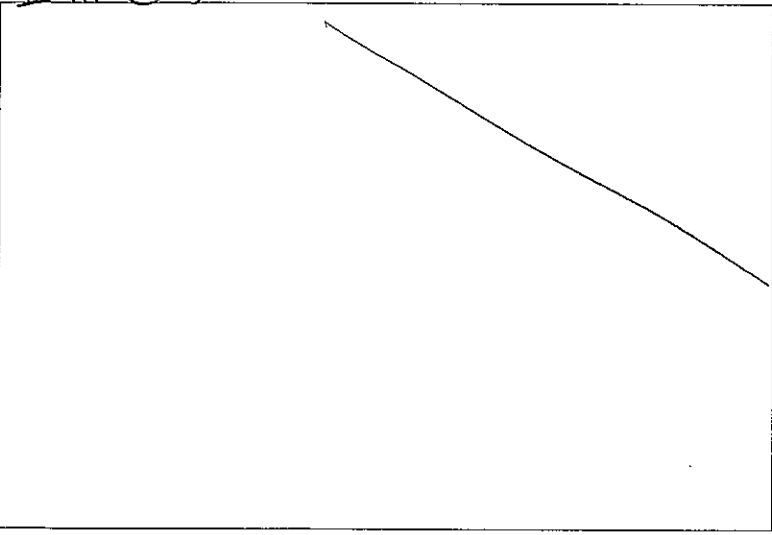
- Q 99.1 PRISONS (w/ thunder) & CAL @ CS p 99
- Q 99.2 (P) SPRAYS ADD A BIT OF FRONT LIGHT p 99
- Q 99.7 (AB) ENT - BRUSH MORE LIGHT DSC p 99
- Q 100.3 (AB) x 30 (P) FOCUS USE & USE p 100
- Q 100.5 (C) ENT FOCUS ON DESK @ CS p 100 (MOOD IS MORE SOMBER)
- Q 102.3 (C) EXIT SLOWLY OPEN FULL STAGE p 100
- Q 104.7 "WHAT'S EVEN" FOCUS ON DESK w/ DESK LIGHT (SLOWLY) p 100
- Q 106.1 "HE WANTS ADVICE" FOCUS ON DESK & USE ON WOLFE p 100
- Q 108.2 "THE CONTENTS" SLOWLY OPEN STAGE p 100

IV iii



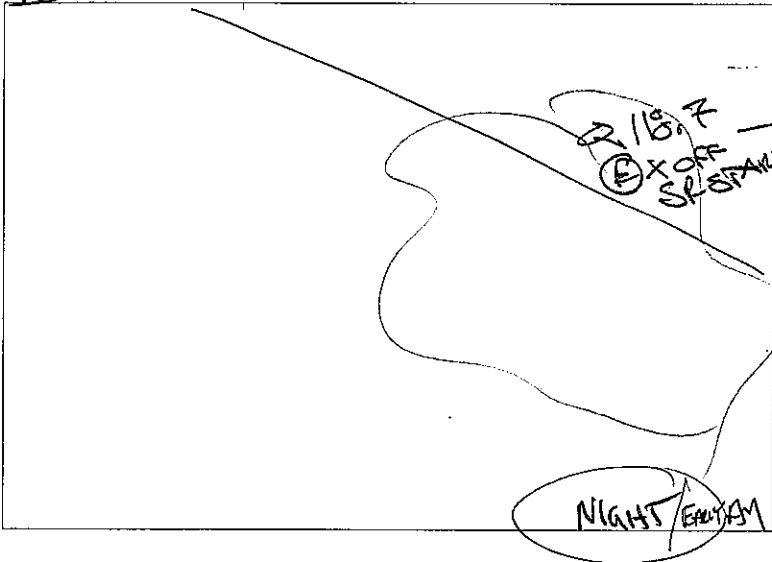
- Q 108.4 TORTURE ROOM w/ USE ARCH ↑ p 100
- Q 108.6 (P) x OUT OF ARCH - ADD MORE STAGE LIGHT p 100
- Q 110.5 (C) ENT - ADD 5' C BOOM FOR ENT p 110
- Q 110.7 (C) x TO (P) TAKE OUT ROOM p 110
- Q 111.3 (P) ENT OPEN STAGE A BIT p 110
- Q 111.8 (P) x TO US - TAKE ↓ DS A BIT p 110
- Q 114.2 (C) ENT OPEN STAGE TO DSC - USE LINE IS IMPORTANT (MAYBE T P) p 114
- Q 115.5 (C) x TO CHAIRS - FOCUS p 115
- Q 116.2 (C) STANDS - RESTORE T p 116

IV iii (cont)



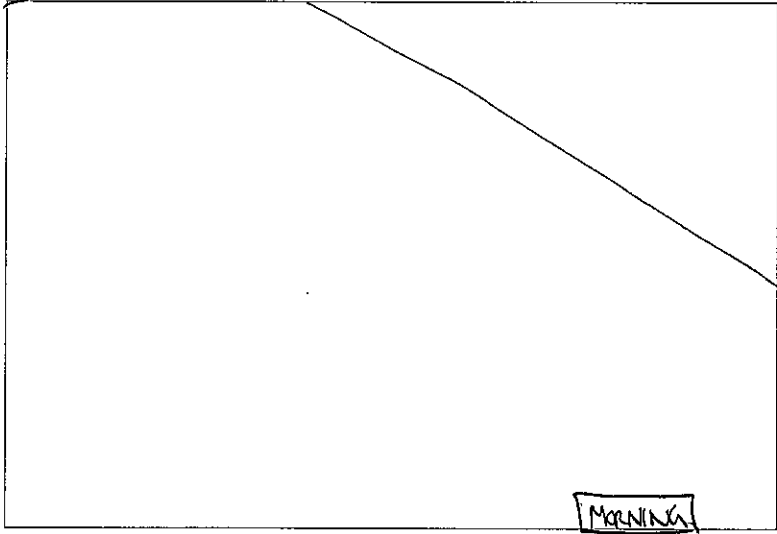
- Q 116.5 (C) ENDS OPEN SL - CS (ALL) p 116
- Q 116.8 (C) x TO (C) DSC - FOCUS p 116

IV iv



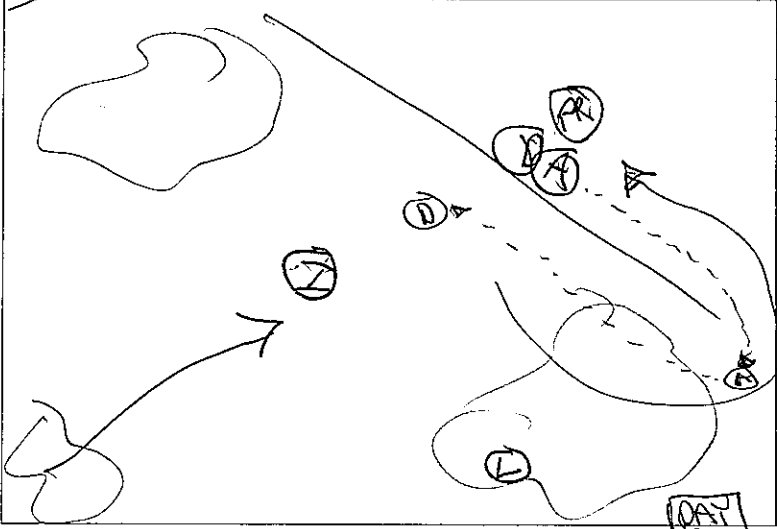
- 18.4 (A) OFFICE FEEL TSL LANDING p118
- 18.6 "EVERY LETTER" BRING UP FRONT LIGHT p118
- 19.5 (A) IS USC IN FRONT OF CENTER ARCH p118
(E) EXIT

IV v & VI



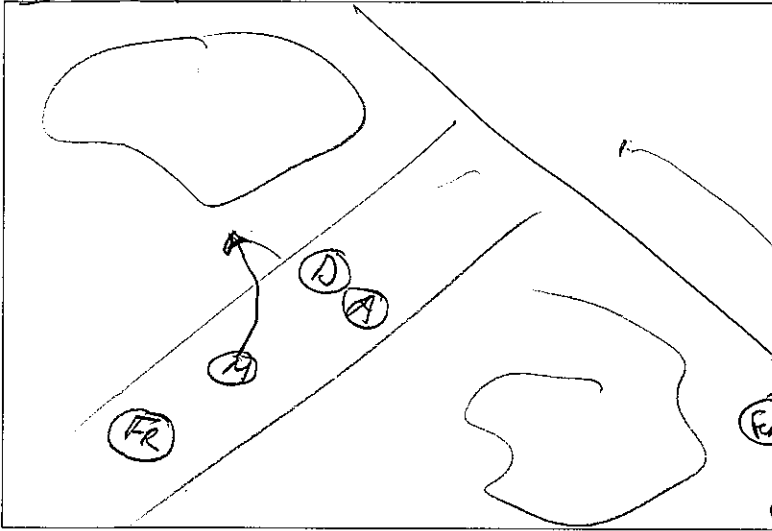
- Q 120.5 M/DUKE ENT - CS AISLE, p120
- Q 121.1 BRIDGE W/ (M) (A) ENT p121

V COUNTESS - BK



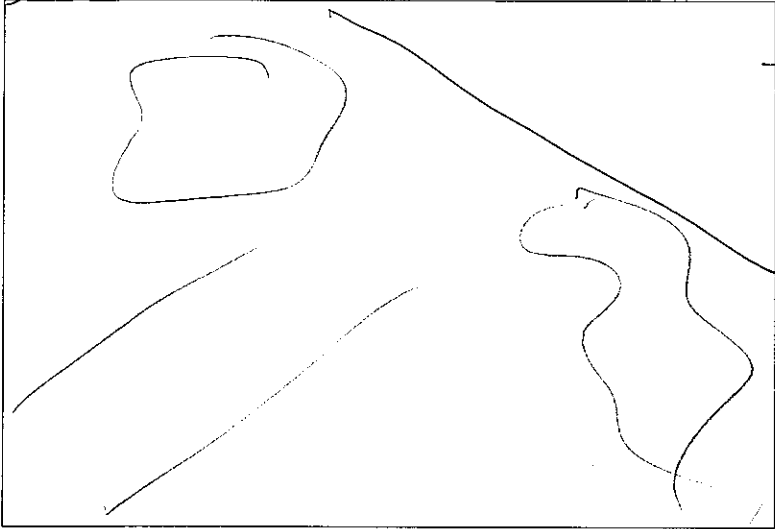
- Q 122.2 (A) ENT FULL STAGE p122
- Q 122.5 (A) X TO BRIDGE p122
- Q 123.4 (A) ENT FOCUS CS T BEHIND p123
- Q 125.2 (A) STANDS OPEN STAGE A BIT p125
- Q 126.5 (A) X TO SL LANDING - FOCUS p126
T CS W/ (C) & DSL W/ (D) -> keep p126
CS WIDE AS (E) WINDOWS
- Q 129.1 (A) X TO STAGE TAKE LANDING & A p129
BIT & OPEN CS/USC AREA
- Q 130.3 (A) X TO USC - FOCUS p130
- Q 131.3 (A) X USC + (B) X USC. ADD A BIT OF AKE. p131

IV CONT



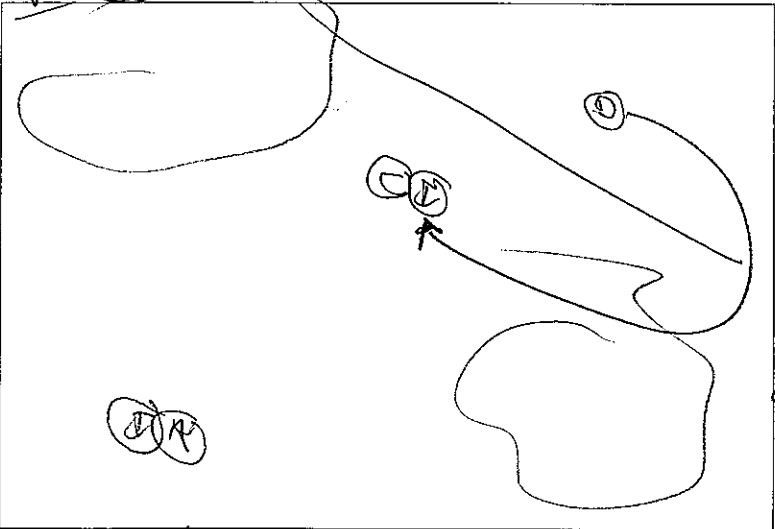
- Q 132.3 ① x D CS - ASKE ↑ SLOWLY LANDING ↓ p13
- Q 134.8 ① UNVEILS - ASKE MORE INTENSE p15
- Q 135.4 ① x DSC - ADD A BIT AROUND CS FOR p13
MOVEMENT BUT KEEP ASKE
- Q 138.3 w/EXIT OF DUNE TAKE ASKE ↓ + p138
LANDING ↑ SLOWLY → US L @ SCARLET +
SR w/①
- Q 139.2 ① ENT ROOM ↑ FOR SHADOWS p139
- Q 140.3 ① x US ROOM ↓ OPEN CS p140
ASKE ↑ LANDING ↑
- Q 142.7 ① GLASS ① DEC OPEN AISLE p142

V CONT



- Q 143.2 ① UNMASKED BRIGHTEN STAGE p143
- Q 143.8 ① x ESL - FOCUS CUT p143
- Q 144.4 ① M ① x DSC - FOCUS p144
- Q 146.1 ① ENT OPEN SPACE AISLE p146
↑ A BIT
- Q 146.5 ① x TO DSC ON BRIDGE p146
ASKE ↑ + CS BRIDGE ↑ (restic look from
top of act? ① is kneeling CS
- Q 148.6 ① x + Kneel ASKE MORE INTENSE p148
- Q 149.3 ① ① STAND AISLE ↓ BUT SILL p149
NEED STUFF @ CS

VI CONT



- Q 151.8 ① Unmasked brighten stage → p151
① x DOWN TO CS → KEEP CS ARE MOTHER
- Q 153.5 Beca ENT AISLE ↑ p153
- Q 153.6 ① + Beca x ASKE ↓ p153
- Q 158.3 DANCE → PARTY + lovey daisy @ CS
- Q 158.5 w/JACKSON
- Q 159.3 CURTAIN
- Q 159.6 HOOR