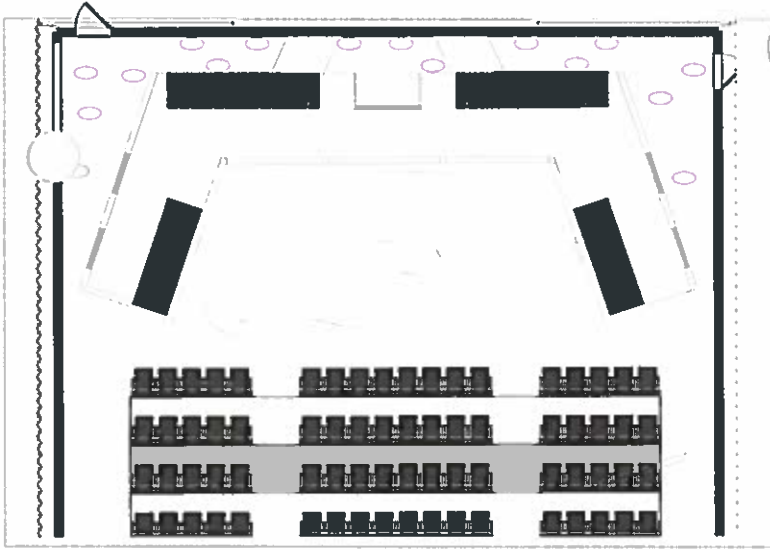
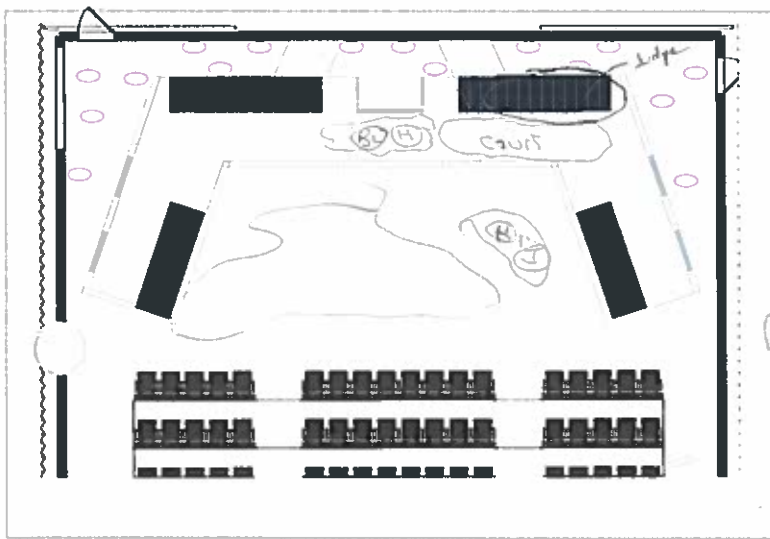


1.1 PRESHOW  
 1.3 ANNOUNCEMENT  
 1.9 F2B [B]

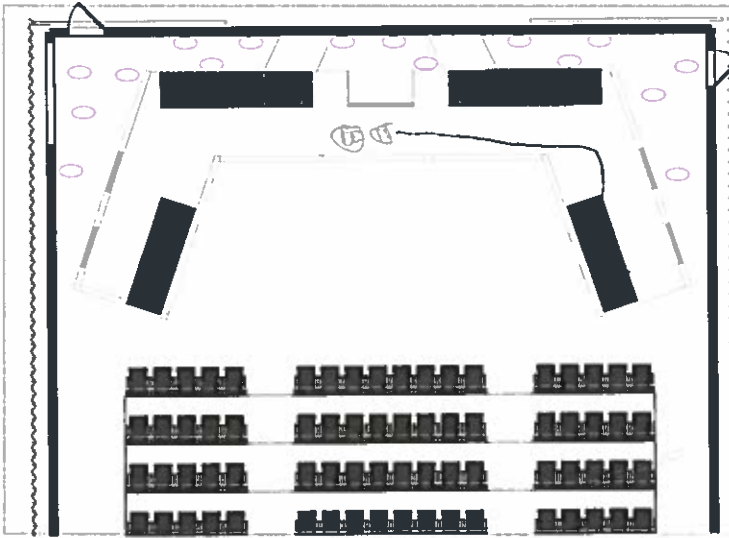
[Ei] 3.2 AT THE STATION: ALL OF US → SILENCE / STYLIC [B]  
 (B) ↑ SR 3rd Floor (HAZE) FS #2 ↑ ON (C)  
 3.9 W/ ALL POSE ADD FRONTS + FEET  
 3.4 w/ hum open stage w/ fronts - keep sculpted (all stairs no bridge) FS #2 ↓  
 5.5 w/ hum slowly focus on (B) on SR 3rd floor



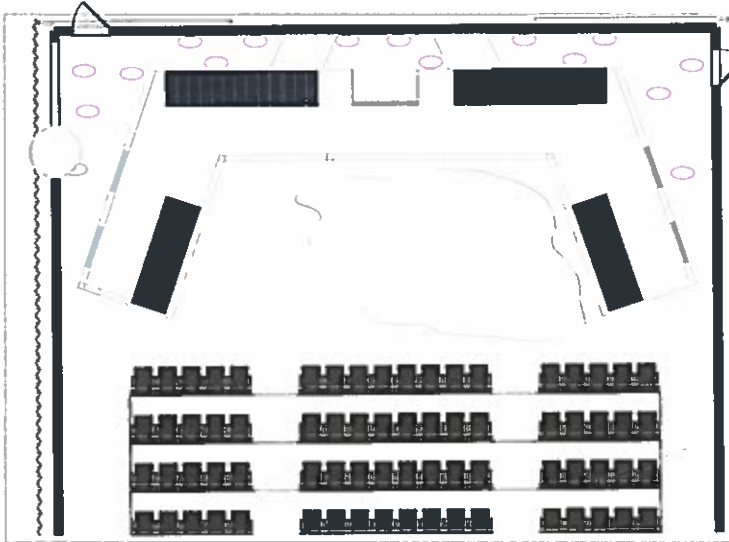
[Iii] 8.5 w/ whistle slowly shift to docks [B]  
 (music) → bright day all lower level - slow build  
 8.5 @ end of song - focus CS w/ (B) + (R) - keep deck 5-1 (not as bright as song starts, no or less spot lights)  
 9.5 w/ music FS #1 ↑ on (C) shift focus to the "city" → keep stylized  
 10.5 w/ dance FS #1 ↓ ADD A RITE MORE EQUIPPED SPACE  
 10.7 RESTORE TO 09.9 AFTER DANCE - FS #1 ↑ on (B)



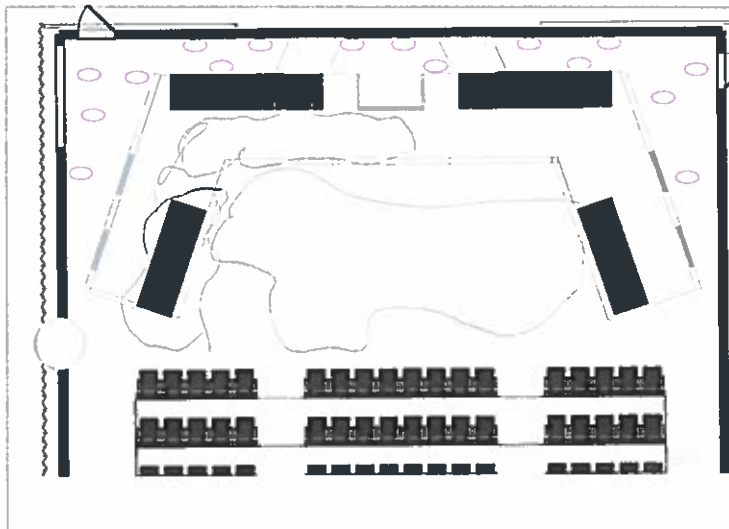
10.8 @ END OF SONG - SHIFT TO TENEMENT'S LOOK - STILL DAY; FOCUS ON DECK  
 12.2 SHIFT TO CITY LOOK (DARK) W/ STYLIC FS #1 ↑ on (B)  
 FS #2 ↑ on (C)  
 12.5 FS #1 + 2 ↓ @ END OF SONG - COURT FORM ↑ (slow ↑ / fast ↓) [B]  
 [Iiii] 12.9 w/ music slowly focus on deck out side factory FS #2 ↑ on (C) → keep shadowy; rough focus ↑  
 14.7 ADD BRIDGE - keep sculptural for (B) + (C) (C)  
 15.7 @ end of song FS #2 ↓ - Focus + RAX only? Fight



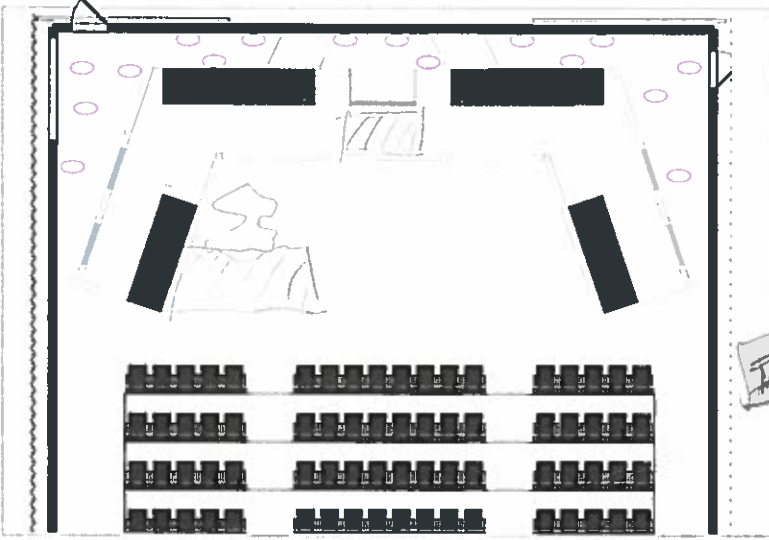
**16.3** w/ X to deck - open factory look → SL BRIDGE & DECK (EVENING) factory office <sup>no ramp</sup>  
**16.5** FS#1 ↑ on (E) stylized factory open stage & fade bridge ↓  
**17.5** w/ (E) add FS#2 ↑ on (E)  
**17.7** @ end of song fade restore to LS 16.3 - FS#2 ↓  
**19.2** w/ music fade restore to LS 17.5 FS#1 & #2 ↑  
**19.4** w/ end of music bump FS#1 & #2 ↓  
**AF:** bump & scene fade up courthouse (21.3)



**21.7** Extens- of factory - cold shadowy focus on deck SR (some under deck glow GS-SR) (night)  
**21.7** w/ song FS#2 ↑ on (E) shift feel to a night club feel & open stage - sculptural (day)  
**22.3** w/ kiss restore to LS 19.5 FS#2 ↓  
**23.6** w/ music templates P box, side, bridge & under: <sup>54 stairs</sup>  
night - no fronts **AF:** FS#1 ↑ (E) <sup>6 sec to show</sup> (slow & subtle)  
**24.3** w/ (E) FS#2 ↑ on (E) FS#7 ↓ (E)  
**24.6** w/ music FS#1 ↑ (E)  
**25.1** w/ kiss fade down FS#1 & FS#2  
**25.5** w/ music restore to LS 24.6 FS#1 (E) FS#2 (E)

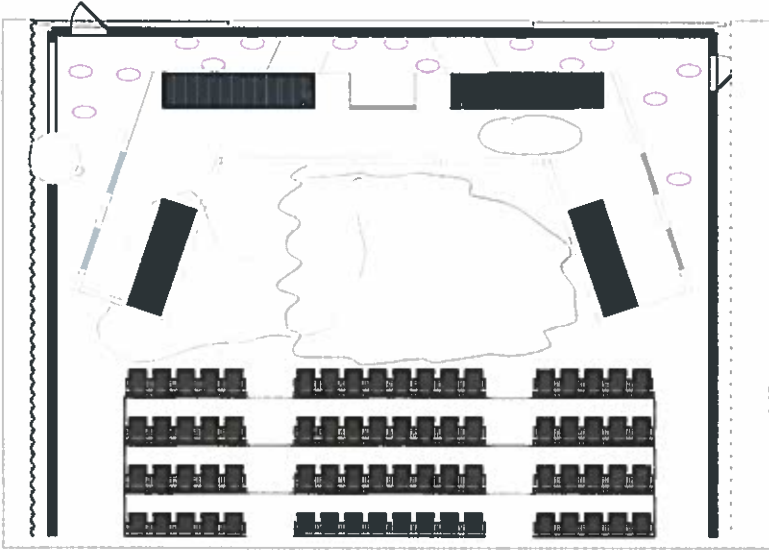


**26.2** end of music fade FS#1 & #2 ↓  
**26.31** / DAY @ TENEMENTS ↑ Fans, box, SR stairs (w/ no music sides, TENEMENTS AS NEEDED - BRIGHT / full stop)  
**30.1** @ end of song slow focus on SR stairs & SR DECK - night - keep all deck open w/ skyline templates = box - maybe high sides scene outside  
**31.8** w/ music FS#2 ↑ on (E)  
**32.2** w/ (E) FS#1 ↑ on (E)  
**32.9** @ end of song FS#1 & #2 ↓ Focus on elevator only (slow & wait on ↑)  
**33.9** ELEV & Factory floor ↑ focus GS-SL DECK



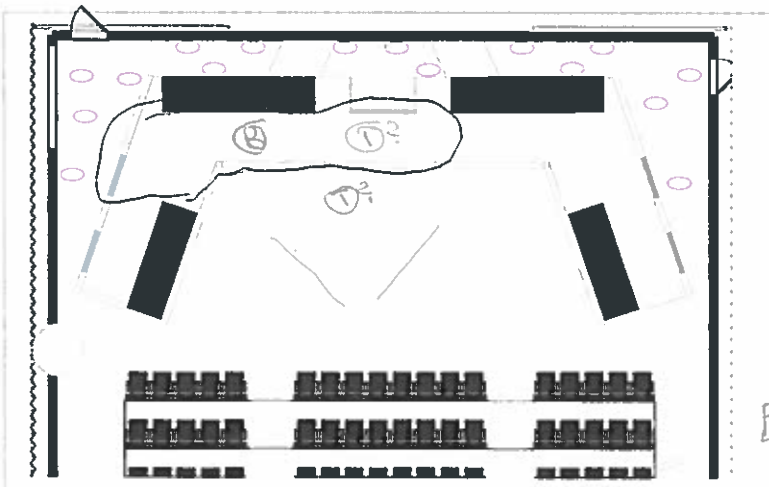
35.8 w/ @ FNT - OPEN FULL STAGE  
 36.5 w/ music full stage - pull back on focus  
 look FS #1 + snip @ 36.6 w/ music  
 37.8 end of lyrics FS #1 ↓ (somewhat slowly)  
 ; FACIAL REGISTER TO FACTORY FLOOR FOCUS SR  
 38.4 @ END OF MOMENT SHIFT TO Control Room  
 (LAIR.5) FAST + SLOW ↑  
 39.3 NIGHT @ TOWERMANS - FOCUS SR BRIDGE  
 ↓ DECK ALL CANDIDES ↑ CS - SR  
 41.9 ADD BRIDGE CS - MEMORY  
 49.2 TAKE BRIDGE OUT QUICKLY

Fix



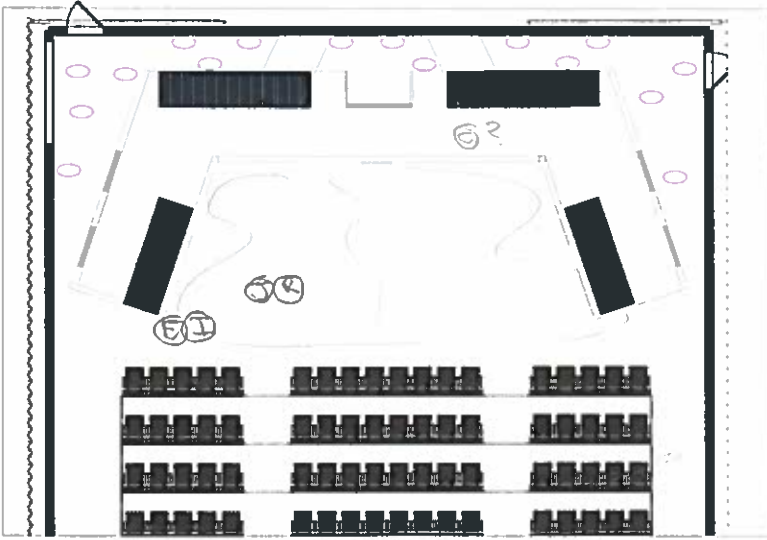
43.4 w/ music FS #2 ↑ @ AF slowly MOVE TO  
 A MAGICAL PLACE - NOPE; FAMILY;  
 43.9 w/ ENT ADD BRIDGE @ CS FOR RDO PND  
 43.9 w/ system ADD FS #1 on (RM) - (RD) (slowly)  
 45.6 @ end of song - restore to LA 43.2 - FS #1 + 2!  
 (CS - SR OUT FOR TOWERMANS NIGHT - NO BRIDGE)  
 47.8 STILL NIGHT - SHIFT FOCUS TO (C) USE BRIDGE  
 47.9 w/ EXT QUICK ↓ SLOW ↑ ON ELEVATOR (LA 52)  
 48.2 ELEV + FACTORY FLOOR ↑ (DAY TIME)  
 48.5 w/ music FS #2 ↑ ON (A); ADD TENSION  
 48.7 ant. (B) FS #1 ↑ ON (C)

Fix



49.8 GOODBYE! SWAY FS #1 + R2 ↓ RESTORE TO  
 LA 48.2 - NO TENSION  
 50.7 ADD SOME BACK TIME FEEL w/ song  
 51.6 w/ music shift go SWAY - into regtime F.1  
 51.8 w/ music shift restore to LA 50.7 and add FS #2  
 ON (E)  
 52.2 w/ music shift FS #4 + FULL STAGE - TRANSFORM  
 SPACE A BIT KEEP WINDOW - ADD SR JUNE ✓ FS#2  
 ✓ off  
 52.5 @ END OF MUSIC BUMP + SLOW ↑ ON (B) CS  
 ON BRIDGE NIGHT CS - SR BRIDGE  
 52.6 @ FNT  
 52.6 w/ music OPEN DECK (ALL WINDOWS ↑) FOCUS  
 200R on DURING 52.7

Fix



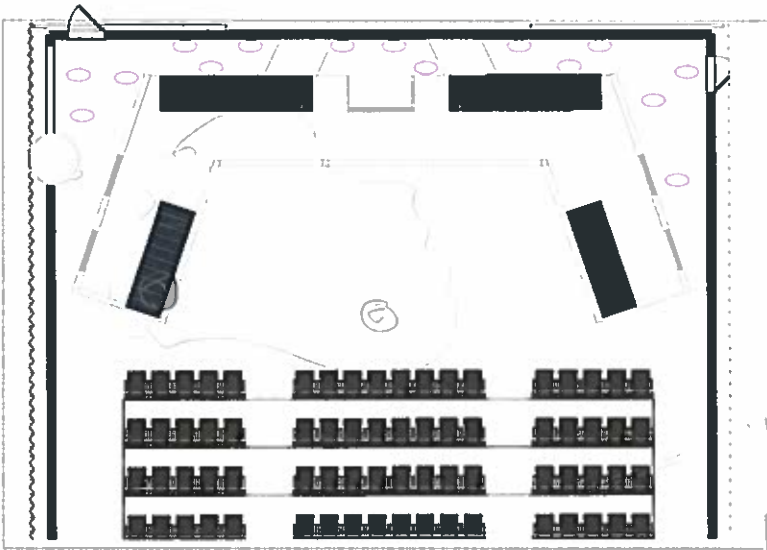
54.8 w/Ⓞ FS #2 ↑ on Ⓞ 1st focus SR - full stage - Ⓞ on BRIDGE? keep SR dance - csk

55.4 @ end of song jump FS #2 ↓ / BRING UP FULL STAGE w/ music fronts - PARKING @ DANCE HALL  
↳ fronts for JOUR DSR - OSC / 1/2 4th focus

56.5 w/ memory shift look to ballet school - keep fronts & DSR

57.2 w/ music shift - memory #2 and brother feeling keep focus DSR on Ⓞ

57.3 @ end of memory restore to loc 55.4 (slowly) focus on Ⓞ or Ⓞ SR



57.6 "Papa Soy" focus DSR CS-SR

57.9 w/ music BRANSEN LOOK & FEEL - HOPE?

58.8 "NEW YEAR" MAYBE FLASH AMBER CYC?  
BUMP ARR WORKS / CELEBRATION AF: SILH. <sup>REV. INF</sup> ALL

But Ⓞ DSR

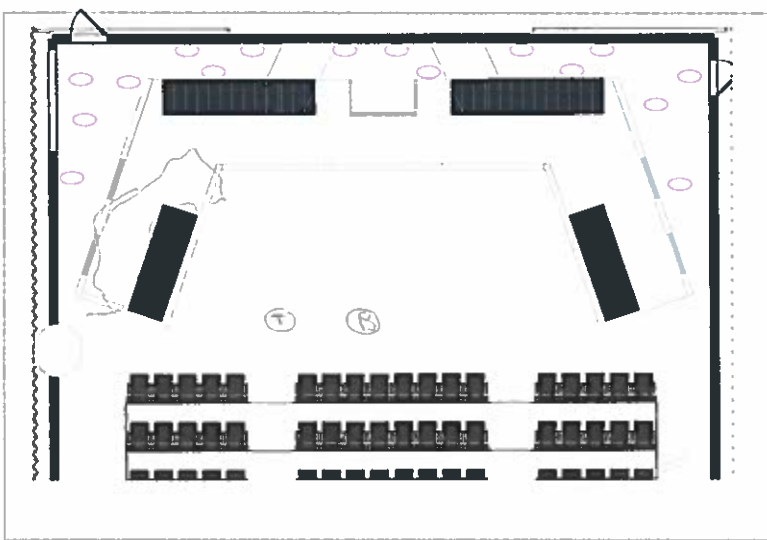
58.6 w/ Ⓞ focus CS BRIDGE keep silh. maybe fronts? FS #1 & #2 ON Ⓞ

58.8 FLASH ↑ & Ⓞ B.O.

III: 59.1 INTERMISSION

59.2 F2B @ end of INTERMISSION

III: 59.3 LIGHTS ↑ ON TENAMENT SR - CS (DANCE?)



61.3 w/ Ⓞ FS #2 ↑ on Ⓞ slowly open stage

61.7 w/ dance FS #2 ↓ on Ⓞ keep focus on Ⓞ DSR

62.4 w/ music shift FS #1 ↑ on Ⓞ FS #2 ↑ on Ⓞ full stage day look in the city

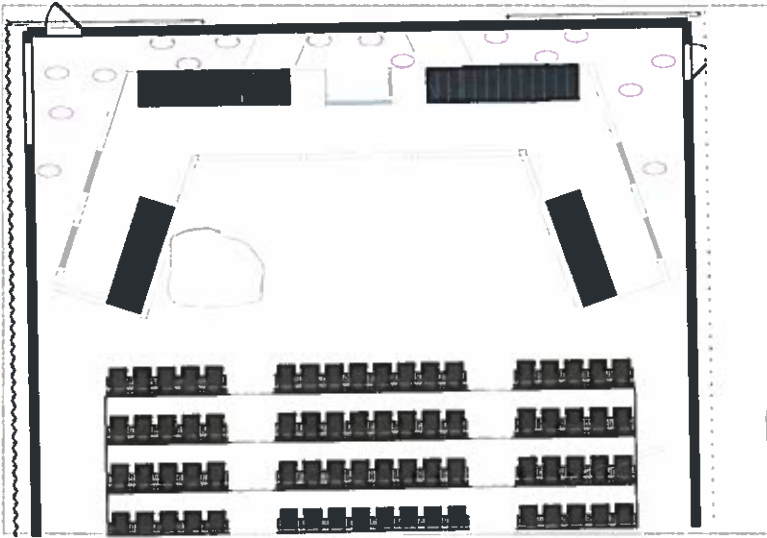
63.3 FS #1 & #2 ↓ ? focus on SR BRIDGE / DSR

63.6 Restore to loc 62.4 (FS #1 ↑ Ⓞ FS #2 ↑ on Ⓞ)

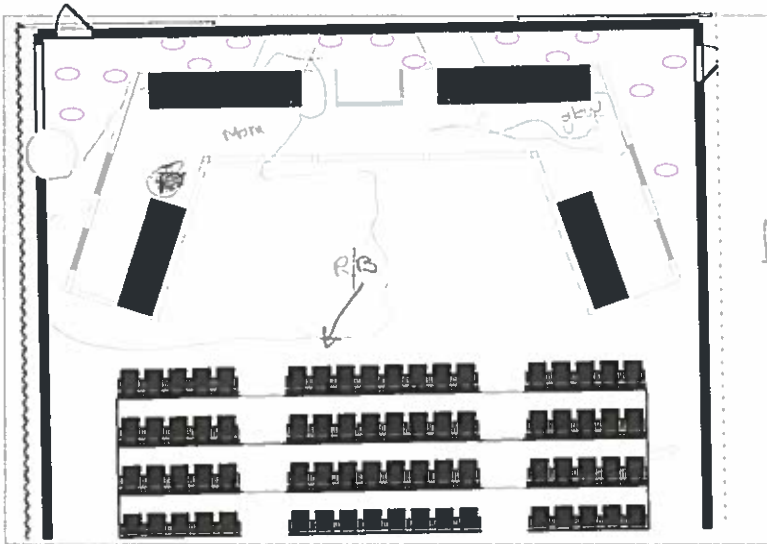
63.8 FS #1 & #2 ↓ @ end of lyrics

63.9 SHIFT TO NIGHT; LOCATION - MAYBE PRUSS TEMPLES - DIALON; FRONTS NERDCO

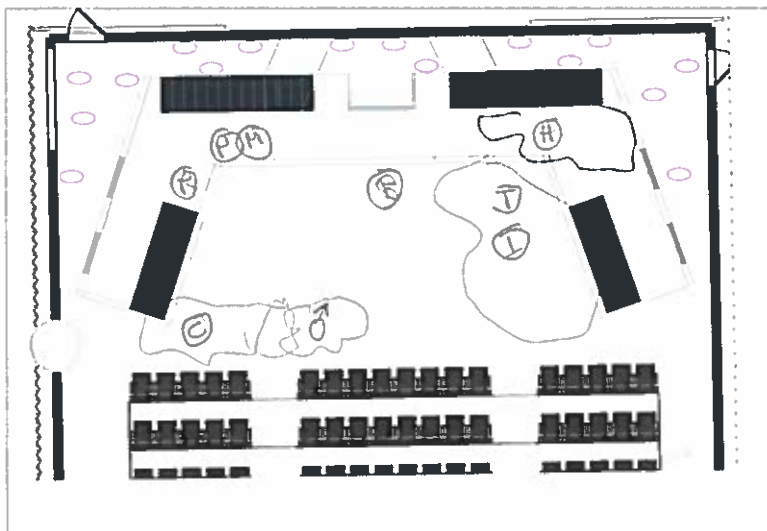
64.8 w/ music focus down a bit; FS #1 ↑ on Ⓞ very sweet and a bit mixed!



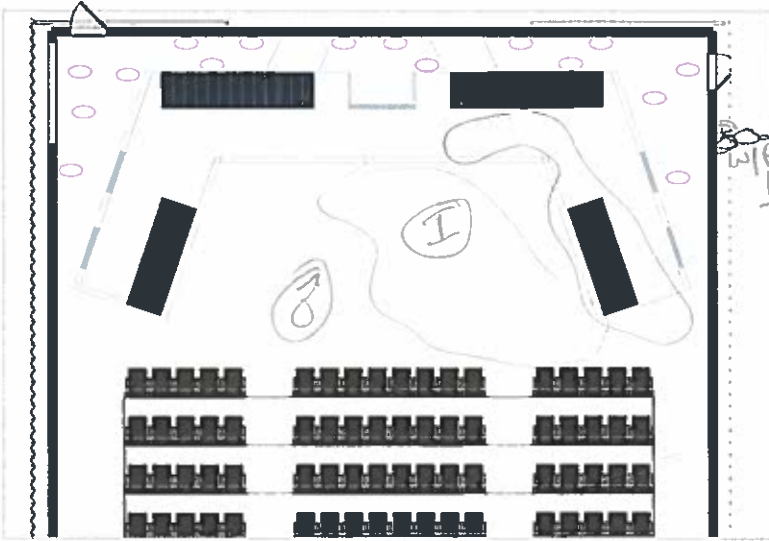
65.8 w/ end of lyrics open stage & FS #1 ↓  
 66.2 w/ FS #2 ↑ Ⓟ AND SHIFT FOCUS  
 66.5 w/ touch bump FS #2 ↓ RESTORE TO 66.9  
 67.1 w/ FS #2 ↑ on Ⓟ Restore a partial feel  
 from 64.8  
 67.6 w/ FS #1 ↑ on Ⓟ AND ADD A BIT OF 66.2  
 67.8 w/ screen restore to 63.9 only darker and  
 a bump - add under desk a bit  
 III 68.8 w/ KISS Fast & slow ↑ focus on inside apt.  
 SR - NIGHT - WINDOWS SR KEEP DARK, SMALL -  
 FOCUS OK



70.4 FS #2 ↑ on OLD WOMAN  
 70.7 FS #2 ↓ w/ EXT  
 71.5 ADD A BIT OF SUPPORT w/ MUSIC - ADD  
 SOME HOPE/FAMILY  
 III 72.8 @ end of song - Fast & slow ↓ SHIFT TO OUTSIDE  
 TENANT IN REFRIG ROOM (SR BRIDGE)  
 73.5 w/ music FS #2 P on Ⓟ  
 73.7 w/ MOM FS #2 ↓ SHAKE FOCUS w/ MOM; Ⓟ Ⓟ  
 74.4 w/ Ⓟ X OSC FOCUS on Ⓟ + MOM  
 74.5 w/ Ⓟ ENT - FOCUS on SR BRIDGE KEEP  
 DECK LIGHT SUBTLE



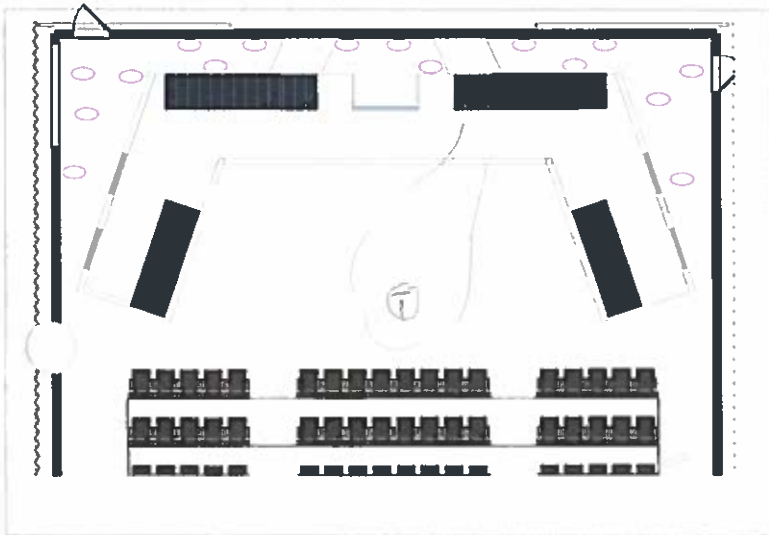
75.2 FS #2 ↑ on Papa w/ Papa stanza  
 75.4 w/ Ⓟ FS #2 ↓ and FS #1 ↑ on Ⓟ  
 76.4 w/ Ⓟ FS #2 ↑ on Ⓟ & FS #1 ↓  
 76.5 w/ "sw-hera" slowly fade FS #2 ↓ AND RISE  
 LEVELS FOR ALL  
 76.8 SLOWLY FADE DOWN TO OSC ↑  
 Ⓟ  
 III 77.4 "Extra" Fast & slow ↑ w/ SL BRIDGE  
 FADE BO. SEPARATE AREAS Ⓟ → house / Ⓟ walks / bridge  
 78.6 w/ Ⓟ FS #1 ↑ on Ⓟ  
 79.5 w/ end of song fade FS #1 ↓ Fade BRIDGE



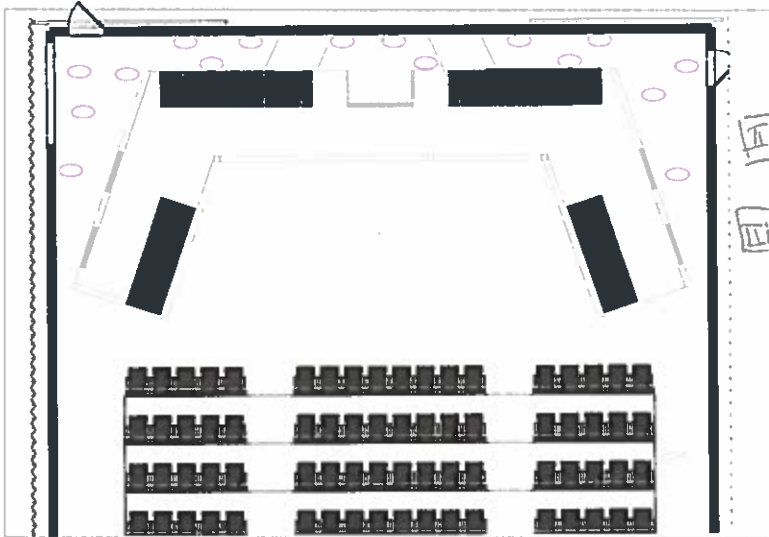
80.3 w/Ⓢ FS #2 ↑ on Ⓢ.  
 80.4 w/EXT FS #2 ↓ focus on PROST →  
 BRIDGE? 3rd Floor? Keep deck -  
 80.4 @ end of song Foot ↓ slow ↑ on <sup>another</sup> ~~stage~~  
 tenement - CS - SL no stairs - windows OK  
 83.2 "reason" shift to exterior tenement focus  
 on SR BRIDGE stairs  
 84.6 w/EXT OPEN DSR AREA - CS  
 86.3 w/music FS #2 ↑ on Ⓢ -  
 86.4 w/Ⓢ FS #2 ↑ on Ⓢ - ~~AF~~ show add magic &  
 sparkle to space



87.3 w/music shift "glow: norms" allow to see  
 all deck  
 88.3 @ end of music FS #1 & #2 ↓ Restore to  
 tenement [inside] CS - SR (SR window)  
 89.7 "pipes" Fast ↓ show ↑ CS - CS BRIDGE  
 AF: SEWING STATIONS → SILH / STYLIZED  
 90.5 w/music FS #2 ↑ on Ⓢ  
 90.7 w/Ⓢ FS #1 ↑ on Ⓢ  
 90.8 w/EXT ~~FS #2 ↓~~ ~~OR STAIRS ↑~~  
~~ELEVATOR ↑ FS #1~~ ~~FS #1 ↑~~  
 91.5 "Floor" ELEV & FULL STAGE LOOK OF INTERIE  
 FAMILY / STYLIZED



92.3 "New Unit" BRIDGE TO AF OF 90.8 (REVEAL)  
 92.7 "Floor" elev ↓ FS #2 & #2 ↓ SR stairs ↑  
 BRIDGE SR - CS ↑  
~~92.8 w/EXT FS #1 - #2~~  
 93.3 @ end of song Foot #2 ↓ Confusion ↑  
 SLOW BRIDGE loop stylized scene a bit SLIMMER  
 deck  
 93.6 FADE ↓ BRIDGE  
 93.7 w/last check X fade to SR → extra  
 of factory in spring AF: ADD SL SIDE → BRK  
 96.4 w/money Fast ↓ slow ↑ SR BRIDGE



97.4 w/ent ELEV ↑

97.5 "knd..." BRIDGE ↓

98.5 "floor" feet ↓ skw ↑ courtroom on SL bridge and sewing machine SL-CS

100.4 bridge ↓ SL BRIDGE ABOVE ↑ A BIT / Full stop

101.4 ADD FOOT AF: SLOWLY ADD FIRE LIGHT include windows on all sides of stage

101.6 anticipate (A) COURTROOM on SL BRIDGE

102.6 "handle" SL COURT ↓ more fire

102.7 "you said" CSR BRIDGE ↑ more fire

102.9 "help us" BRIDGE ↓ more fire



103.6 w/MUSIC ADD FOOT HANDS FEELS DEC / SHOULD BE DARK, SILENT, FIRE AF: BRIDGE ↑ SLOWLY @ CS / almost STAIRS AS NECESSARY

104.3 w/turns US take FEET ↓ (SLOWLY)

104.6 anticipate (NS) FS # 1 on (NS)

104.7 "sidework" FS # 1 ↓ Full Focus CS BRIDGE

### FORMS

104.8 FORMS ~~M~~ (ATLANTIC CITY)

104.9 Form P ↓

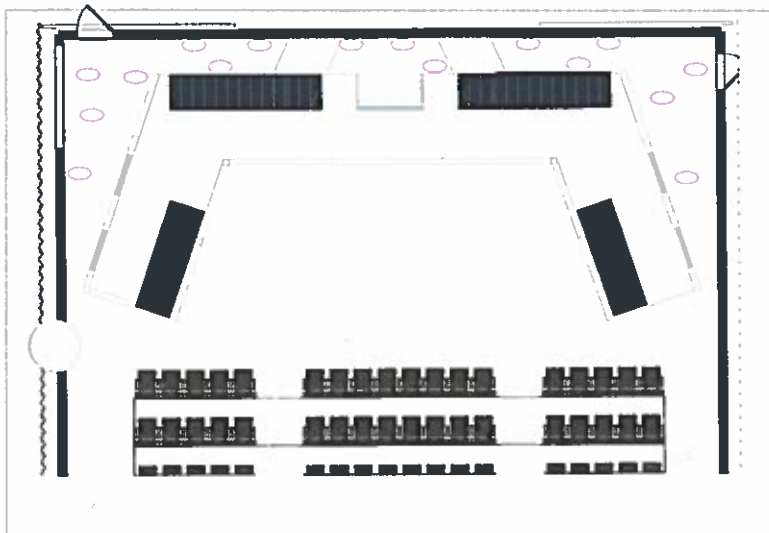
DELETE

105.2 Form N ↓

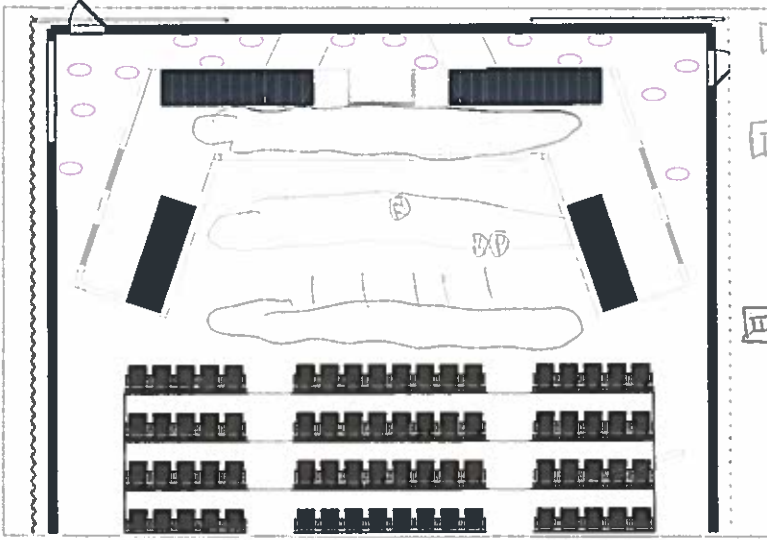
105.4 FORMS A-E ↓

105.5 Form K ↓

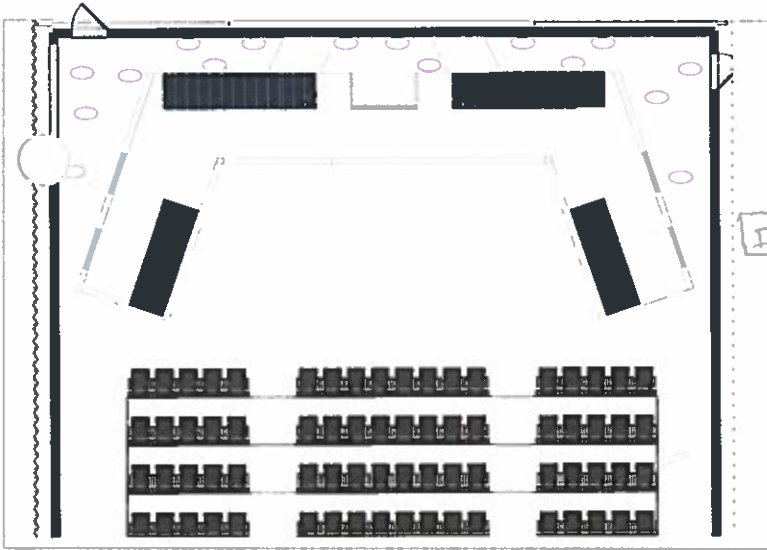
FORMS H I ↓ (w/110.6?)



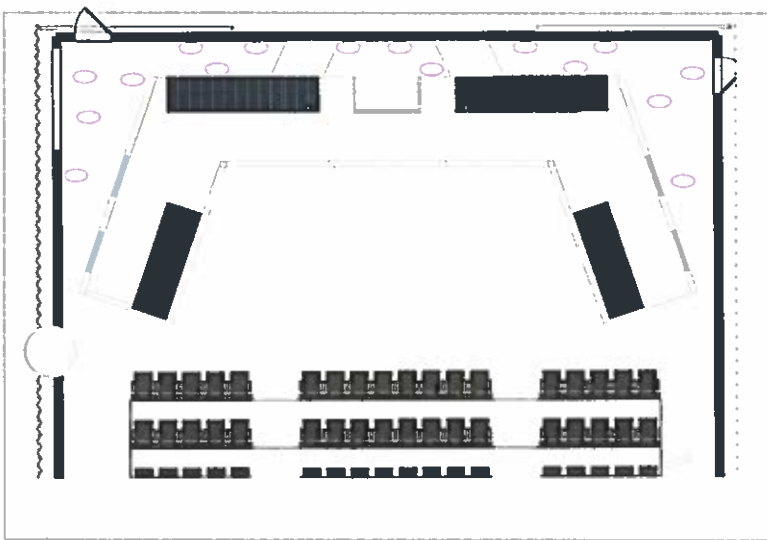
110.4 w/MUSIC SLOWLY BRING BACK CROW WORKS



IIxi 110.6 w/Jump Ramp to EXTERIOR OF FACTORY (slow) GREY DAY 110.7 w/set brighten a bit  
 112.2 "children" shift to pier → LQ 5.8 only grey  
 114.7 w/music FS #2 ↑ on MOMA  
 115.4 w/PAPA FS #2 ↑ on PAPA  
 115.6 end of song FS #1 → #2 ↓  
 IIxii 115.7 "loss" focus on ANNE OS; LINE on BRIDGE  
 PARVEN OTHER AREAS OF STAGE -  
 115.97 w/MUSIC OPEN STAGE AS THEY MOVE  
 FOOFS → SLOWLY ↻ SHIFT FOCUS TO US  
 ANNE



115.8 3 w/Ⓟ x OS OPEN ALL DECK - OUTSIDE  
 FILLED w/MENSION  
 115.85 - "proaching" add full caribbean SR BEARD  
 3rd floor  
 IIxiii 115.9 "dear" FAST ↓ PENN STATION ↑ SIMILAR  
 TO LQ 3.2 → NO CS BRIDGE (2nd - stairs, complete) OK  
 120.7 w/music FS #1 ↑ on Ⓟ  
 121.4 amb. ent ADD CS BRIDGE TO "GHOST" THE  
 JUMPERS (FS #2 ↑ on Ⓞ)  
 121.5 w/"AGAIN" SLOWLY FADE FS #1 ↓  
 122.5 w/Ⓟ FS #1 ↑ on Ⓞ



122.6 "raise" slowly take out FS #1 ↓  
 123.7 "old" F2B  
 124.1 CURTAIN CALL  
 124.3 POST SHOW