

## SERVANT OF TWO MASTERS

Lighting by Cat Tate Starmer  
Directed by Rob Melrose

Cue List

CUE	Pt	PG.	PLACEMENT	DESCRIPTION	UP	/	DOWN	Fw/Hg	B	M	LABEL	AUTO
<b>Pre-Show</b>												
1		1	Pre-show	Cotton candy sky with clouds, ripple canal, Wall C Scrape, light set wall wash, warm B/L, L/R Mirror Doors up, light amber footlights	4.9	/				R	Pre-show	
2		1	House to 1/2	House to Half, add Band Sp.	4.9	/					House to 1/2	x
3		1	Music Starts	House Out - Band at full	3	/	5			R	House Out - Music Starts	
4		1	w/ Tourist entering from Vom	Add F/L, open stage up	3	/				+	w/ Tourist ent.	
5		1	w/ Clarice enters	Voms out	3	/					Clar ent.	
6		1	w/ Florindo enters	Cool F/L up, add S/L	15	/				R	Flor ent.	
7		1	w/ Auto Door	-				F4		R	Last Chorus - Truff exits	x
		1		Alcove up, wall scrapes out	4	/				R		
		2		5 + US/Alcove	1.5	/					Wall Scrape + US	
		20		mark	4.9	/				M	mark	
7.2			<i>Auto Follow</i>	Add alcove/US area	3	/				R		
<b>Act 1 Scene 1</b>												
10		1	Bump to scene	-					I	+	Bump to Scene	
		1		Pink Sky, Sconces on, add Alcove F/L	0	/				+		
		20		mark	4.9	/				M	mark	
11		3	Silvio + Clarice X DR	Open to DR	4	/				R	Silv + Clar X DR	
15		7	Truff X DS of canal/bridge	Open up to DS	4.9	/					Truff X DS	
16			Truff X back US	Restore to US	10	/					Truff X US	
17			Bea enters	-							Bea emt.	
		1		Pull down SR	4.9	/						
		20		mark	4.9	/				M	mark	
20		13	Clar exit	-							Clar exit	
		1		Pant Office out, Alcove F/L out	4.9	/						
		20		mark	4.9	/				M	mark	
22		15	Pant exit	-							Pant exit	
		1		Add F/L DS	10	/						
		20		mark	4.9	/				M		

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<b>Transition</b>												
30		16	Shift to knee play - Wall IN	-					I		w/ Wall IN	x
	1			Shift to cool outside w/ focus SR, wall LEDs up, MR Sp.	2	/	3					
	20			mark	4.9	/				M	mark	
31		16	Wall hits the floor	-						R	Wall lands	
	1			Wall wash up	4.9	/				R		
	20			mark	4.9	/				M	mark	
32		16	w/ Pozzo IN	Add Pozzo Sp. on Truff, add hint of warm wall txt, Sky shift to deeper blue/purple	4	/	8			+	Truff on Pozzo	x
<b>Act 1 Scene 6</b>												
34		16	Bump - Scene up	-					I	+	Scene up	
	1			Warm wall txt wash, ML Water ripple FX on wall, wall LEDs up	0	/				+		
	2			Canal	5	/				R	Canal Mark	
35		16	Truff leaves pozzo	Pozzo out	4.9	/				R	Truff off pozzo	
36		16	Flor ent. from DR	Scene opens up and grows brighter	8	/				R	Flor ent.	
37		17	Top of bickering	Brings up DS area	4.9	/					Bickering	
37.5		16	Top of floor cleaning	Add more T/L	3	/					Floor cleaning beg.	
38		17	End of floor cleaning - wait until Flor X US	Restore	4.9	/					Floor mop complete/Flor X US	
39		21	Truff X DR	Open DS	4.9	/					Truff X DR	
39.5		21	Anticipate Truff X DS of Canal	Even out DS area	4.9	/					Ant. Truff X DS	
40		22	Silv takes selfie on bridge	Pull focus to US	4.9	/					Silv selfie	
42		25	Florindo alone	Bring up bridge, pull down US	4.9	/					Silv exit	
43		25	Truff enters	Pull down bridge, brighter US	3	/	5				Truff ent.	
44		27	Anticipate Flor X to bridge	Brighter on bridge	5	/		F2			Flor X to bridge	
45		28	<i>Auto Follow</i>	Open up DS	4	/					Flor reads letter	
46		29	Truff monologue	Pull focus to UR	4.9	/				M	Truff + bread	
47		29	Truff sniffs for bread	Opens up more CC	6	/					Truff sniffs	
48		30	Anticipate 2nd Porter enter DR	-							Porter ent.	
	1			Open Way DR/Vom SR to diag. UL	4.9	/						
	20			mark	4.9	/				M	mark	



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	1				1	/						
	20			mark	4.9	/				M	mark	
<b>Act 2 Scene 1</b>												
74		40	Scene Up	Tangerine Sky, Amber US Wall Wash w/ pink txt,	0	/			I	+	Courtyard	
75		40	Pant enters	Bench Sp. dim	4.9	/					Dot ent.	
76		42	Dot gets close to bridge	Open up more DS	3	/					Dot @ bridge	
77		43	Dot exit	Dim DS	4.9	/					Dot exit	
78		45	Eye of the Tiger - sword fight	-							Sword fight	
	1			Gets more Amber and opens DS	8	/	12					
	2			DS	12	/					DS	
79		45	Clar: "Stop!"	Restore	6	/					End of fight	
80		46	Clarice sits down next to Silvio	Pull to DS	20	/					Clar sits by Silv	
81		47	Smer enters	Restore US	5	/	10				Smer ent.	
82		47	Clar exits	Open more DC for Monologue	4.9	/					Clar exits	
82.5		47	Smer X DC	Pull focus DS	3	/					Smer X DC	
83		48	Smer exits	Build more DS	4.9	/					Smer exits	
<b>Transition</b>												
90		48	Beat after music starts	-					I	R	"One Way, Or Another"	
	1			Pull down Sky and make blue, soft pink F/L, magenta bax, add Mirror Doors	4.9	/				R		
	2			320	8	/					320	
	20			mark	4.9	/				M	mark	
91		48	Clar heart	-						R	Clar heart	
	1			Shift to night	2	/	4			R		
	20			mark	4.9	/				M	mark	
92		48	ML Table comes on	Pull out UL	3	/				M	ML table on	
93		48	w/ Flying wall OUT	Blue Sky, dim alcove, focus DS	2	4.9	/			+	Wall OUT	x
93.5		48	Clar/Silv Exit	Pull out areas	1	/					Clar/Silv exit	
<b>Act 2 Scene 10</b>												
94		48	Top of Scene	Dim Alcove, Blue B/L on prep tables, F/L just DS of prep areas, Deep blue Sky Box to get on indigo in the Alcove, side walls in R83	0	/			I	+	Scene Up	

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96		49	Bea X to C	Pull down DS area	4.9	/					Bea X to C	
97		50	Bea X DS	Open DS	3	/					Bea X DS	
99		51	Truff: "I don't want to waste any time"	Open more CC	4.9	/				R	Truff: "waste any time"	
100			Anticipate Truff X UC to prep tables	Truff prep table Sp. up	2	/				R	Truff X UC	
101		54	Truff exits	-							Truff exits	
	1			Truff prep table Sp. out	4.9	/						
	20			mark	4.9	/				M		
102		56	Truff re-enter: "dinner is served"	-						R	Truff re-enters	
	1			SR Mirror Door shift to warm	2	/				R		
	20			mark	4.9	/				M		
104		56	Truff X to prep table	Grow MS	4.9	/				R	Truff X to prep table	
105		57	Flor enters	Open more DS and MS	4.9	/				R	Flor ent.	
106		58	w/ Music	-						R	w/ Music	
	1			Grow MS	10	/				R		
	20			mark	4.9	/				M	mark	
107		58	Brig: "Fricandean"	-						R	"Fricandean"	
	1			Add Brighella Sp. UC	0.5	/				R		
	2			Alcove	6	/					Alcove	
108		58	Restore	Restore	5	/	0	2			Restore	
109		58	Brig: "Fricandean"	Add Brighella Sp. UC	0.5	/					"Fricandean"	
110		58	Restore	-							Restore	
	1			Restore	2	/						
	2			ML Table	4	/					ML Table	
	3			Mirror Doors	5	/					8+9+37+38	
112		61	Brig: "Cloutie Dumpling"	Add Brighella Sp. UC	0.5	/					"Cloutie Dumpling"	
113		61	Restore	-						R	Restore	
	1			Restore	2	/				R		
	2			ML Table	4	/					ML Table	
116		62	Plate throwing	-							Plate Throwing	

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	1			Pull focus to MS and US for plate throwing	4.9	/						
	20			mark	4.9	/				M	mark	
117		62	End of plate throwing	Restore	4.9	/					End of Plate Throwing	
118		63	Brig: "Cloutie Dumpling"	Add Brighella Sp. UC	0.5	/					"Cloutie Dumpling"	
119		63	Restore	-							Restore	
	1			Restore	2	/						
	20			mark	4.9	/				M	mark	
119.5		63	Bea/Flor: "Truffaldino!"			/						
120		63	w/ Mario Music	-							Mario	
	1			Rainbow Sky, Rainbow Mushroom ML ballyhoo, rainbow canal FX	3	/	2					
	20			mark	4.9	/				M		
121		63	All enter for Mario line, music goes to double time	Shift to tighter focus on line, add rainbow B/L FX	3	/				R	ALL enter	
122		63	Music gets crazy	Faster sky, ML gobo spinning, add wall LEDs in rainbow FX, add F/L in rainbow FX	3	/				+	Music speedy	
123		63	Button w/ last chords	-							Button	
	1			ML Focus to CC in rainbow, B/L in magenta, rainbow FX slow down on wall and Sky	3	/						
	2			ML	0	/					ML	
128		63A	FS restore/end of Mario	-							End of Mario	
	1			Restore	3	/						
	20			mark	4.9	/				M	mark	
129		63A	Truff X to Canal		3		5			+	Truff X to Canal	
130		64	B/O	-						I	BLACKOUT	
	1			Blackout	0	/						
	20			mark	4.9	/				M	mark	
<b>Intermission</b>												
131		64	Intermission +Musicians	House up, Pink/Blue Sky, pale pink wall wash and foots, deep peach B/L, purple canal	4.9	/				R	Intermission	
132		64	Intermission w/ end of music	-		/				+	Band leaves	
	1			Band out	4.9					+		
	20			mark	4.9					M		

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133		64	w/ Wall IN call	Sunset Sky that spreads to rest of stage	4.9	/				m	Wall IN	x	
134		64	w/ Wall landing	-	4.9					+	Wall lands		
135		64	House 1/2	House to 1/2, add canal ripple	4.9	/				R	House to 1/2		
<b>Act 2, Scene 16</b>													
200		64	w/ Music	-						I	R	w/ Music	
	1			Add F/L MS, add Waiter Sp.	3	/	4				R		
	20			mark	4.9	/					M	mark	
201		64	Smer enters	-							R	Smer ent.	
	1			Shift to golden hour	4	/					R		
	20			mark	4.9	/					M	mark	
202		64	Smer puts sunglasses on	Shift focus to MR	8	/					R	Sunglasses on	
203		65	Truff enters	Add SL Mirror Door, pull focus to MS	4.9	/					R	Truff ent.	
204		66	Truff re-enters with rose	Brighter MS	4	/						Truff w/ rose	
205		68	Smer and Truff X to Pozzo	Pull focus to Pozzo	4.9	/					+	Truff/Smer X to Pozzo	
206		71	Truff X DS to pantomime weapons	Open focus to surround Pozzo	4.9	/						Weapons	
207		71	End of pantomime	Restore and pull DS	4	/						Restore	
208		73	Flor enters	Pull focus US, dim DS	4.9	/						Flor ent.	
209		73	"Beat It" Battle - 1st slap	Grow brighter US	8	/					R	MJ Beat It	
210		73	When Truff/Flor grab hands during slap stick fight and step out into a circle		1	5	/	0	5			Flor/Truff grab hands	
211		73	Flor exit	-								Flor exit	
	1			Pull down to Truff	6	/							
	20			mark	4.9	/					M	mark	
<b>Trnsition</b>													
220		73	Scene Shift	-							I	M	Scene Shift
	1			Sunset Sky, Amber texture wash on wall, MR X/L Sp. on Silvio	1	/	3					M	
	2			Silvio Sp.	2	/						R	2
221		73	Silvio X DS	-								R	Silv X DS
	1			Pull focus to DS	1	/	3					R	
	20			mark	4.9	/						M	mark

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222		74	Wall OUT	Purple Sky, amber walls	4.9	/				+	Wall OUT	
<b>Act 3, Scene 1</b>												
223		74	Scene Up	-					I	R	Scene Up	
	1			Blue/Lav Sky, amber walls, sconces on, Inn F/L wash, SL/SR Mirror Door Sp. up, hint of pink wall txt	0	/				R		
	20			mark	4.9	/				M	mark	
224		75	Trunks set	Add Trunk Sp.	15	/				R	Trunks set	
225		76	Flor enters	-						R	Flor ent.	
	1			Open up US	4.9	/				R		
	20			mark	4.9	/				M		
226		77	Flor X to Canal	Open to DS	4.9	/				R	Flor to canal	
226.5			When Flor starts to run around for Bea	Opens stage	4.9	/					Flor runs around	
227		79	Bea enters	Shift focus to UR and MC	4.9	/				R	Bea ent.	
228		80	After "Memories"	Open SL	4.9	/					post-Memories	
<b>Trnsition</b>												
230		82	Scene Shift	-					I	R	Scene Shift	
	1			Dim Night Sky, night wash on stage, US out, wall LEDs dim, canal deep teal	2	/				R		
	20			mark	4.9	/				M	mark	
231		82	w/ Wall landing and Signs	Add blue SL/SR Mirror B/L Doors, stage walls shift to mimic Sky	3	/				+	w/ Wall landing	
232		82	Pretty Woman - end of sign holding sequence	Focus more on bridge	4.9	/				M	Pretty Woman	
<b>Act 3, Scene 4</b>												
234		83	Scene Up	Dark Night Purple/Blue Sky, dim wall LEDs, hint of cool Mirror doors, night B/L, street lamp light DS, gold canal, candle light LED walls	4.9	/			I	+	Scene Up	
235		83	Pant. enters	Open a little for Pant entering UR	3	/				R	Pant ent.	
236		83	Pant. lands DS	Focus DS	4.9	/					Pant lands DS	
237		84	Pant X US	Shift focus to UL	3	/				R	Pant X UR	
238		84	Silv X to Canal	Add focus to LC at Canal and away from UL	2	/	5			+	Silv X to Canal	
239		84	Pant X to Silv	Shift focus to LC at Canal	3	/					Pant X to Silv	
239.5		84	Pant/Silv X UR	Shift focus to UR	1	/	0 3			+	Pant/Silv X UR	
<b>Transition</b>												



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240		85	Top of Scene Change	-						R	Scene Change	
	1			Warm Sp. out	1	/				R		
	20			mark	4.9	/				M	mark	
241		85	w/ Wall OUT	-						R	w/ Wall OUT	x
	1			Inside Inn - add warm F/L US, add sconces, hint of cool on Alcove walls, add warm Alcove Door B/L, gold canal	2	/				R		
	2			US	3.5	2	/			R	US + Alcove	
	3			US of Canal	4	/				R	US Canal	
<b>Act 3, Scene 6</b>												
242		85	Scene Up	Add brighter wall LEDs, grow inside of Inn warmer	4.9	/		F5	I	R	Scene Up	
242.2			<i>Auto Follow</i>	Hint more of UC	4.9	/						
242.5		87	Flor + Bea X US to kiss	Open more UC	4.9	/				R	Flor + Bea UC	
243		93	Bea costume change complete and she enters thru SR Alcove Door	SR Alcove Door Reveal Sp.	0.5	/					Bea Reveal	
243.5		93	Restore	Restore	1.5	/					Restore	
244		93	Bea X to bridge	-							Bea X to bridge	
	1			Add more F/L to bridge	1	/	4					
	20			mark	4.9	/				M		
<b>Transition</b>												
260		93	w/ Tourist entering	-						I	R	w/ Tourist
	1			Back outside - night time	2	/					R	
	2			1+2 - Canal Ripple out	1	/					1+2	
	3			Alcove B/L	5	/					Alcove B/L	
	4			Alcove Walls and Doors	5	5	/				Alcove Walls + Doors	
	20			mark	4.9	/				M	mark	
260.5			Wall lands	Wall ripple FX up	4	/				R	Wall lands	
261		93	Tourist goes to get audience member	-	2					R	Tourist to Audience	
	1			Brings up lights for audience member		/						
	20			mark		/						
262		93	w/ Wall OUT	-				F6		R	Wall out	x
	1			Alcove up, sconces up, warmer stage, ripple out	3	1	/			R		

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	3			1+2	1	/					1+2	
	20			mark	4.9	/				M	mark	
262.2		93	<i>Auto Follow</i>	SL/SR Walls up	3	/				+		
<b>Act 3, Scene 13</b>												
265		93	Scene Up	-						+	Scene Up	
	1			Add warm wall wash	0	/				+		
	2			1+2 on SL/SR Wall	3	/					1+2	
266		95	Brig X DS	-						M	Brig X to Bridge	
	1			Open more DS	8	/				M		
	2			14, 44, 74 - bridge	3	/				R	Bridge	
267		100	Truff X DS	Add Sp. for Truff for ML	4.9	/					Smer/Truff X DS	
268		100	Smer/Truff X to help Dot	Restore	4.9	/					Crank	
269		101	Truff: "Everybody calm down!"	Add Sp. for Truff for ML	2	/				R	Truff X DS	
270		101-102	Truff X back US	-							Truff: "calm down!"	
	1			Restore	4.9	/						
	20			mark	4.9	/				M	mark	
279		102	Truff last mono	Pull focus to CC	5					R	Truff last mono	
280		102	Mic is thrown in canal	Electrocution canal FX	0	/		F0.4		R	Electrocution - STROBE	
280.2		102	<i>Auto Follow</i>	-				F3		R	STROBE	
	1			Pull way down to night and FX	0	/				R		
	20			mark	4.9	/				M	mark	
280.5		102	<i>Auto Follow</i>	Blackout	0	/				M	Blackout	
281		102	Fireworks	Shut down lights	0.5	/		F2		R	Fireworks	
<b>Curtain Call</b>												
282			<i>Auto Follow</i>		4	/				+	Curtian Call	
282.5			They all exit, Smer X DC for kiss w/ Truff		2	/	4			R	Smer X DC	
<b>Post-Show</b>												
283			Post-Show	-						+	House Up	
	1			Purple/Magenta Sky, pink Lion, light candle lit wall LEDs, pink stage wash	5	/				+		

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	2			FX stop	3	/					FX stop	
<b>Talk-Back</b>												
284			Talk-Back	General show wash look	4.9	/				R	Talk back	