

Cue No.	Cue Name	Fad e +	Fad e -	Time reference	Desc.
1	Preset	0	3	-	Preset. House lights. Some lights on.
2	Preset fade out.	5	0	-	Fade out of preset.
3	Start of song.	3	0	0	Fade into start of song. Low intensity. Low twinkle effect.
4	Fade up lighting	12	0	22	Fade up lighting state. Mac600s crossing. Purple and yellow.
5	Add in par chase.	0	1	24	Flash in par chase on drums. Strobe.
6	Build up intensity	21	0	24	Build up pars, overall light levels.
7	Flash blinders	0	1	45	Flash blinders
8	Par chase	0	0	45	Par chase on only to give rock effect.
9	Drum roll.	0	0	57	Single chase on pars on drum roll.
10	Into song.	2	0	59	Add movement to movers. Change colours. Add chase.
11	End bridge.	1	0	1:13	Change lighting state. Different movements. Colours add or remove chase.
12	Intro to chorus.	1	0	1:33	Change lighting state. Different movements. Colours add or remove chase.
13	Intro to chorus 2.			1:42	Add in par chase. Change movement.
14	Change to pop.	0	0	1:59	Blinders
15	End fade to pop	2	0	2:01	Different more pop lighting state.
16	Into pop chorus.	1	0	2:16	Change lighting state. Add in or take out mac600s. More movement.
17	End pop chorus	0	0	2:25	Lower intensities. Par chase in sync with beat. Low movements.
18	Bridge into chorus.	0	5	2:42	Fade mac250's down over audience.

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19	Chorus.	0	0	3:00	Flash pars. Different lighting state. Movement.
20	Chorus pt.2	0	0	3:18	Different more pop lighting state.
21	Bump	0	0	3:37	Different more pop lighting state. Bump.
22	Change into DNB.	2	0	3:55	Sweep movers over audience. Gobos. 2 Colour state. Red and blue. Minimal movement.
23	DNB Build.	0	0	4:00	Strobe. Faster movement.
24	DNB Drop.	0	0	4:05	Flash blinders.
25	DNB Drop. Have a rave.	0	0	4:06	Fast lighting state. Fast movement. Flashing lamps. Par chase.
26	Different rave.	0	0	4:27	Change lighting state. Change colours. Change speed. Change movers.
27	Fade in blinders	0.5	0	4:45	Fade in blinders on Ahhhh ahh.
27.1	Fade out blinders.	1	0	4:45	Fade out blinders
28	Fade in blinders	0.5	0	4:46	Fade in blinders on Ahhhh ahh.
28.1	Fade out blinders.	1	0	4:47	Fade out blinders
29	Fade in blinders	0.5	0	4:55	Fade in blinders on Ahhhh ahh.
29.1	Fade out blinders.	1	0	4:55	Fade out blinders
30	Fade in blinders	0.5	0	4:56	Fade in blinders on Ahhhh ahh.
30.1	Fade out blinders.	1	0	4:47	Fade out blinders
31	Breakdown.	2	0	5:00	Change lighting state. More generics.
32	Lets change.	1	0	5:10	Change movement on movers. Change colour state.

Cue No.	Cue Name	Fad e +	Fad e -	Time reference	Desc.
33	Change again.	2	0	5:20	More subtle movements. Loose intensities. Move chases.
34	You dont need a retina	0	0	5:42	Add blinders. Take out all movement and pars.
34.1	Fade out blinders.	5	0	5:42	Take out blinders.
36	Lets end this.	3	0	5:51	Bring in soft and calm lighting state. Tilt effects. Pan effects. slow. Par chase to beat.
37	lets prep.	5	0	6:22	Take out mac 600s and prepare them for audience swoop.
38	Lets end this.	0	0	6:29	Swoop mac 600s down. Add in blinders.
38.1	Fade out.	10	0	6:29	Slow fade out of lights.
39	Back into preset	5	0	-	Fade into preset.