



Clock	Cue #	Pg.	Cue	Trigger	Duration	Description
	0	13	Preshow	House open	30:00	Plays during house open; contains sets the depressing mood of skid row. Contains things like police sirens, dog barking, general city noises, a person shuffling by every now and again, etc.; varying degrees of rain + background thunder
	1	13	Preshow Out	Prayer ready	0:02	Fades out the Preshow
	5	13	Thunderclap	"Amen"	0:10	Gives a big hit to the show; admittedly dramatic though very didactic like with a greek chorus but will tell the audience to listen up
	10	13	21st Day of September	W/ Music	0:45	Recorded VO
	15	15	Business is slow	Out of Little Shop	2:00	Long fade out; general outside ambience that sets the pace and feeling of business - slow. Similar city sounds to preshow; traffic, maybe a police or two
C1	20	15	Clock 1; Clock 0900 -> 1000	Out of Little Shop	0:30	Ticking at slower than 60 bpm (1 tick/second); sad buzzer at the hour; ticking, while somewhat depressing, is also somewhat ominous (pointing towards the inevitability of what will come)
C5	30	15	Clock 5; Clock 1000 -> 1400	Mushnik: "Aron g'vorn g'voxen, akebebble, mit tzibeleh"	0:05	Sad buzzer again; maybe the ticking resumes subtly underneath some dialogue?; VIDEO will roll from 10 to 2
C10	35	17	Clock 10	"Alarm goes off at 7"		Reads 7
C15	40	17	Clock 15	"Till it's 5 PM"		Rolls to 5:00
C20	45	18	Clock 20	"Five o clock is even worse"		Rolls forward 20 hours
C30	55	20	Clock 30; Clock dies	???	0:05	Sad buzzer tolling the hour, but it sputters out and dies halfway through (like Mushnik's business just died)
C35	60	23	Clock 35	"Total eclipse of the sun"		Clock outs out, and then back on and moves forward in real time
C40	65	28	Clock 40	Blackout		Clock goes forward 24 hours to 7:30 PM
	70	28	Radio tuning	Music ends	0:04	Going into the interview segment; voices processed on console
	70.5	29	Radio turning off	Interviewer: "Well, thank you. This is Radio Station WSKID"	0:02	Ends the voices getting processed and we hear it click off
	71	32	Thundercrash	"And with a thundercrash"		Dramatic thundercrash, but thematically. Lighter and faster to fit musically



Clock	Cue #	Pg.	Cue	Trigger	Duration	Description
	80	34	Somewhere that's green	Crystal: "What kind of place is that, honey? An emergency room?"	0:30	Something beautiful & idyllic, disney-esque ala birds
	85	34	fade and stop Somewhere that's green	Audrey: "And a sweet little guy like Seymour"	0:05	fades out the sound effect as the singing resumes
C50	90	35	Clock 50	"Bed time nine-fifteen"		Clock freezes and jumps to 9:15
C55	95	36	Clock 55	End of song		Clock spins to show the passing of time in Renovation
C56	96	38	Clock 56	All: "Today!!!"		Restores the clock after Renovation
C60	100	40	Clock 60; Motorcycle enters	Audrey: "My date'll be here any minute"	0:20	The fattest Harley you've ever seen; we hear it before we see it. Will rumble the stage; VIDEO runs real time until pg. 54 "so get it"
	101	42	Neck snap	Orin: "And though it may cause my patients distress"	0:04	Not full on snapping it
	106	53	Motorcycle returns	Seymour: "who deserves to get chopped up and fed"	0:06	Just a quick arrival, and then a rev and off; mostly just signatory
C65	110	55	Clock 65	Top of scene		Jumps to 10:00 and then runs real time till pg. 60 black out
	120	55	Tooth pull	Visual	0:02	Sound of a tooth getting pulled
	125	56	The drill	Orin: "Only til you pass out"	0:03	Will need more of these potentially; just a placeholder until we see if the drill is practical or not
C66	130	60	Clock 66	Coda		Runs crazy until the end of the act
C67	131	61	Clock 67	Blackout		
ACT II	ACT II	ACT II	ACT II	ACT II	ACT II	ACT II
C70	135	62	Clock 70			Begins at 8:00 and runs fast to pg 66 "Look! It's six o'clock!" then runs in real time until Suddenly Seymour. Then runs fast forward till 9:00 at the kiss before Mushnik's entrance
	140	62	Phones ringing	So many....	-	There are 4 distinct ringtones; Cacophony at first before needed ones during intro
C71	(inside 145)	66	Clock 71	Seymour: "Look, It's six o'clock!"		Jumps to 6:00
	146	67	Skid Row is still terrible	They walk outside after Audrey: "I don't know. I..."	1:00	Continues until music starts; similar outside ambience as before to help remind us how terrible Skid Row and provide juxtaposition to how nice Suddenly Seymour is



Little Shop of Horrors
Sound Cue List

Sound Designer: Matthew Kupferer
Asst. Designer: Grant Porter

Clock	Cue #	Pg.	Cue	Trigger	Duration	Description
C80	155	72	Clock 80	"Little Red Dots"		Speeds up
C85	160	73	Clock 85	"I think it's suppertime"		Clock freezes
C90	165	76	Clock 90	Mushnik knocks		Clock speeds up
C91	166	??	Clock 91	???		Fades out clock
C95	170	77	Clock 95	Lights go up on new day		Clock starts at 9:00
C100	175	81	Clock 100	"My future's starting!"		Speeds up
C105	180	82	Clock 105	"But then... there's Audrey"		Freezes
C106	185	82	Clock 106	"Where do I sign"		Restarts
C110	190	83	Clock 110	"By and by"		Really starts spinning
C111	191	83	Clock 111	Sometime whenever		Blackout
	195	83	Thunder & rainstorm	Music ends	0:30	Dramatic thunder and rainstorm; rain continues on under scene (then fades out); almost a evil lair vibe as Audrey II's grip gets slowly tighter and tighter
C115	196	85	Clock 115	Audrey enters		Clock starts at 9:30 and advances in real time
	200	84	Even more thunder	Plant: "Chowtime, Krelborn"	0:15	Initial thunderclap and then maybe once or twice more
	210	86	Somewhere that's green	"There's nothing to be scared of"	0:30	Reprise of the same sound from earlier
	211	86	fade and stop Somewhere that's green	Seymour: "No plants at all"		Fades out the bird background
C120	215	86	Clock 120; Clock 2300 -> 0000	Seymour: "Don't worry about anything"	0:10	Ticking of the clock and then a more menacing chime that has hints of the plant's power from before; VIDEO Quickly rolls to midnight and then stops"
C130	225	94	Clock 130	"And this theatre"		Clock goes faster
C135	230	95	Clock 135	"We'll have tomorrow DON'T FEED THE PLANTS"		12:00