

# GO

## 0 · Speaker Check

2 Cue Lists

2 Active Cues

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Number	Q	Target	Pre Wait	Action	Post Wait	Q
0	▶ Speaker Check		00:00.00		00:00.00	▶
5	▶ Preshow		00:00.00		00:00.00	▶
15	▶ Beginning of Show		00:00.00		00:00.00	▶
	New Hungarian Lullaby 1st 3rd Verse S...		00:00.00	00:28.45	00:28.45	▶
	▶ Humming Lullaby		00:00.00		00:00.00	▶
	▶ Humming Out		00:00.00		00:00.00	▶
	▶ Unit 1 Tape		00:00.00		00:00.00	▶
	▶ Good Afternoon Mr. Sandor		00:00.00		00:00.00	▶
	SC 1 Paul 1 EG.wav		00:00.00	00:02.48	00:02.48	▶
	SC 1 Paul 1 HG.wav		00:00.30	00:02.25	00:00.00	▶
	▶ I believe we met at the Smith's last night.		00:00.00		00:00.00	▶
	SC 1 Paul 2 EG.wav		00:00.00	00:03.81	00:03.82	▶
	SC 1 Paul 2 HG.wav		00:00.30	00:04.59	00:00.00	▶
	▶ Yes, I remember. Your name is Paul Green.		00:00.00		00:00.00	▶
	SC 1 Sandor 1 EG.wav		00:00.00	00:03.67	00:03.67	▶
	SC 1 Sandor 1 HG.wav		00:00.30	00:01.73	00:01.73	▶
	SC 1 Sandor 1 HG.wav		00:00.00	00:01.58	00:00.00	▶
	▶ Yes		00:00.00		00:00.00	▶
40						▶

5 · Preshow

In the Park - Relaxing binaural audio ASMR no talking

02:02.00

Edit Show

637 cues in 2 lists



# GO

## 0 · Speaker Check

2 Cue Lists

2 Active Cues

Time Elapsed

5 · Prestow

In the Park - Relaxing binaural audio ASMR no talking

02:51.00

Number	Q	Target	Pre Wait	Action	Post Wait	
102	▶	Plantive Music Out	00:00.00	fade and stop Plantive 1.wav	00:00.00	
103	▶	Plantive Music	00:00.00	Plantive 1.wav	00:00.00	
104	▶	Plantive Music Out	00:00.00	fade and stop Plantive 1.wav	00:00.00	
105	▶	Into Scene 4 Trans	00:00.00	Music	00:00.00	
				Hungarian Sonata Part 1.wav	00:00.00	
				Hungarian Sonata Part 1 Reverb.wav	00:00.00	
	▶	Fade Up	00:00.00		00:00.00	
		fade Hungarian Sonata Part 1.wav	00:00.00		00:00.00	
		fade Hungarian Sonata Part 1 Reverb....	00:00.00		00:00.00	
107	▶	Out of Trans	00:00.00	fade Hungarian Sonata Part 1 Reverb.wav	00:00.00	
		fade and stop Hungarian Sonata Part 1.w...	00:00.00		00:00.00	
		fade and stop Hungarian Sonata Part 1 R...	00:01.00		00:00.00	
110	▶	This may be the last time	00:00.00		00:00.00	

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637 cues in 2 lists





# 30 · Vulture Sound

Number	Q	Target	Pre Wait	Action	Post Wait
0	▶	Speaker Check	00:00.00		00:00.00
		Dark Woods.wav		00:57.13	00:00.00
5	▶	Pre-show	00:00.00		00:00.00
15	▶	Swarm of Vultures/Messenger Montage 1	00:00.00		00:00.00
		fade and stop Pre-show	5	00:13.00	00:00.00
		Swarm of Vultures 5.wav		00:10.08	00:00.00
		fade Swarm of Vultures 5.wav	Swarm...	00:10.00	00:00.00
16	▶	Transition to Montage	00:00.00		00:00.00
		Reverse Cymbal Scrape Long.wav	00:07.30	00:02.72	00:00.00
		fade Reverse Cymbal Scrape Long.wav	Revers...	00:00.70	00:00.00
		transition 1.wav	00:00.00	00:02.72	00:00.00
		fade transition 1.wav	transit...	00:00.70	00:00.00
		Drone 6.wav	00:02.72	00:47.07	00:00.00
20	▶	Vulture Sound	00:00.00		00:00.00
25	▶	Transition into Wife home	00:00.00		00:00.00
30	▶	Vulture Sound	00:00.00		00:00.00
35	▶	Trasntion into Messenger Montage 2	00:00.00		00:00.00

Edit Show

305 cues in 1 list





# GO

## 210 · Swarm of Vultures Ending

Number	Q	Target	Pre Wait	Action	Post Wait
70	▼	Transition into Bartender	00:00.00		00:00.00
		fade and stop Widow's House 1.mp3	00:00.00	00:03.00	00:00.00
		Drone 3.aif	00:00.00	01:17.33	00:00.00
		fade and stop Drone 3.aif	00:05.00	00:05.00	00:00.00
		Reverse Cymbal Scrape Long.wav	00:00.00	00:02.67	00:00.00
		transition 1.wav	00:00.00	00:02.67	00:00.00
		Bartender Scene 2.wav	00:00.00	14:13.00	00:00.00
75	▼	Vulture sound	00:00.00		00:00.00
		Far Away Wings Sound Effect.wav	00:00.00	00:06.85	00:00.00
80	▼	Transition into Boss World	00:00.00		00:00.00
		fade and stop Bartender Scene 2.wav	00:00.00	00:05.00	00:00.00
		Drone 1-1.wav	00:00.00	00:59.86	00:00.00
		fade Drone 1-1.wav	00:00.00	00:03.00	00:00.00
		Expansion Low C0.wav	00:00.00	05:00.69	00:00.00
		fade Expansion Low C0.wav	00:00.00	00:03.00	00:00.00
		fade and stop Drone 1-1.wav	00:05.00	00:03.00	00:00.00
		fade and stop Expansion Low C0.wav	00:00.00	00:03.00	00:00.00
		Reverse Gong Scrape Long.wav	00:00.00	00:02.15	00:00.00

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305 cues in 1 list

