

Macbeth

PTC 2003

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final plot 2/08/03

CUE	PG.	location	NOTES
announce	0	top	announce
1	1	top	show opener into battle sounds
2	1	after short battle - Act I, 1	thunder, which noises battle sound down and out music whispers
3	1	with hold hands chant	whispers and tonal grow
5	1	"Macbeth"	witch whispers
6	1	"fair is foul"	witch whispers
8	1	I-1 to I-2	alarum and witches gone
9	4	I-2 to I-3	thunder and which noises again
11	5	"I'll give thee a wind"	wind
12	5	"I myself have all the other"	chanting whispers
13	5	"a drum, a drum..."	witch whispers loud rumble
14	5	<i>after witches look down stage</i>	drum
15	5	"weird sisters, hand in"	witch whispers
16	6	"peace, charm's wound up"	witch whispers big sound
17	6	<i>enter macbeth</i>	thunder and sounds
18	6	"call'd to forres"	whispers of "macbeth" and thunders
19	6	"and yet are on't"	whisper SHHHH
20	6	"thane of glamis"	witch whispers
21	6	"thane of cowdor"	witch whispers
22	6	"king hereafter"	witch whispers
23	7	first "hail"	witch whispers
24	7	"lesser...greater"	witch whispers
25	7	"happy...much happier"	witch whispers
26	7	"get kings"	witch whispers
27	7	"banquo and m all hail"	witch whispers
28	7	<i>witches vanish</i>	big sound then all sounds gone
29	11	I-3 to I-4	flourish
30	12	aside freeze	sound
31	13	aside unfreeze	sound again or tone out
32	13	I-4 to I-5	cello to the castle
33	14	"under my battlements"	subliminal tonal (reveal of witches)
34	15	I-5 to I-6	music shift into nice birds (martlet)
35	17	I-6 to I-7	ball music shift then under
38	19	"and we'll not fail"	light applause short
39	19	???"false heart doth know"	applause build and ball music up
40	19	end of I-7	shift to II-1 w added sounds
42	21	<i>exit servant</i>	creepy sound moment then to underscore speech
43	22	"thus to my eyes"	whispery breath
44	22	<i>a bell rings</i>	house bell Off SR
45	22	II-1 to II-2	eerie sounds
46	22	"given me fire"	sharp eerie sound
47	23	"ay."	sharp eerie sound
48	25	<i>knocking within</i>	knocking within off DR (from 3 to 7 knocks. 1 long slow aggravating)
49	25	<i>knocking within</i>	knocking within
50	26	<i>knocking within</i>	knocking within
51	26	<i>knocking within</i>	knocking within grows very loud and creepy on exeunt
52	26	<i>knocking within</i>	knocking within possible extention of last knock
56	26	<i>knocking within</i>	knocking within
57	26	"beelzebub"	knocking within
58	26	<i>knocking within</i>	knocking within
59	26	"other devil's name"	knocking within
60	26	<i>knocking within</i>	knocking within
61	26	<i>knocking within</i>	knocking within

62	27	<i>knocking within</i>	knocking within
63	27	<i>opens gate</i>	open gate sound?
64	30	<i>bell rings</i>	air raid and tower bell (separate?)
64.9	31	<i>just before "what is amiss"</i>	air raid and bell out
65	32	<i>freeze</i>	sound
66	32	<i>unfreeze</i>	sound or tone out
67	33	II-3 to II-4	air raid loud with sounds then low and out
68	35	II-4 to III-1	coronation music possible 2 cues.
69	35	top of III-1	crowd cheers
70	35	freeze after applause	sound out possibly to new music
71	36	<i>sennet sounded</i>	reprise of coronation and crowd cheers swell
72	40	III-1 to III-2	possible short sound tone
73	43	III-2 to III-3	music shift into weird night noises
74	44	fighting starts	fight music / sound
75	44	seyton kills everyone	gunshot
76	44	III-3 to III-4	banquet music starts mid pistol shots
same?77	44	seyton kills everyone	silenced pistol
78	44	seyton kills everyone	silenced pistol
79	44	seyton kills everyone	silenced pistol
80	44	seyton kills everyone	silenced pistol
81	44	seyton kills everyone	silenced pistol
82	44	seyton kills everyone	silenced pistol fast double shot
83	45	"thanks to your majesty"	VO same
84	46	<i>ghost of banquo enters</i>	big creepy sound into underscore
85	48	<i>banquo vanishes</i>	sound shifts to banquet music again
87	49	<i>re-enter banquo</i>	big creepy sound into underscore
88	49	<i>banquo vanishes</i>	big sound moment
89	51	end part 1	music with lady M dumbshow into tag ending
90	52	part 2 opener	music into drums military. With creepy tones
92	52	top part 2 (III-6)	gunshot
93	52	"so should fleance"	gunshot
94	53	"some attempt of war"	gunshot
95	53	"under a hand accursed"	gunshot
96	53	III-6 to IV-1	exit of royalty into thunder and witch sounds
98	53	"harpier cries"	witch whispers
99	53	around cauldron	whispered chants
100	53	mid chant	heartbeat grows
101	53	"double, double"	witch whispers into whisper chant
102	54	"double, double"	witch whispers into whisper chant
103	54	"double, double"	witch whispers (double) 3 times
104	54	after 3rd chant	thunder moment
105	54	"wicked this way comes"	witch whispers (include open locks)
106	55	<i>enter macbeth</i>	huge sound / earth cracks open
107	55	"a deed without a name"	witch whispers into laughs and whispers
108	55	"speak, demand..."	witch whispers soft
109	55	"masters?"	whisper moment
110	55	"let me see'em"	thunder and creepy sounds whisper chants
111	55-56	double double again???	witch chant
112	56	drink of potion	creepy moment with whisper laughs
113	56	"come, high or low"	witch whispers
114	56	<i>thunder</i>	thunder and witch sounds
115	56	1st apparition	witch whispers sounds
116	56	2nd apparition	witch whispers sounds, thunder and witch sounds
117	57	<i>thunder</i>	thunder and witch whispers
118	57	3rd apparition	witch whispers sounds and body mic
119	57	"seek to know no more"	witch whispers

120	57	"let me know"	thunder and noises
121	57	first "show!"	witch whispers
122	58	"come like shadows"	witch whispers sounds into thunder
123	58	<i>apparitions vanish</i>	huge sound
124	58	<i>witches vanish</i>	huge creepy sound with amazedly whispers sounds down and out
125	59	IV-1 to IV-2	Echo of last scene as shift
126	60	top of IV-2	music shift victrola at the macduff's SR
127	62	<i>victrola 2</i>	victrola on again and slowly grow in volume (shorten, add end skip)
127.5	62	<i>volume change</i>	victrola on again and slowly grow in volume (shorten, add end skip)
128	63	IV-2 to IV-3	shift music record out
129	71	IV-3 to V-1	shift music
130	75	V-1 to V-2	shift music & possible outside sounds
131	76	V-2 to V-3	shift music
132	77	"say"	echo
133	79	V-3 to V-4	shift music (add military drums)
134	80	V-4 to V-5	shift military drums big short march off
135	80	<i>cry of women within</i>	cry of women within off DR
136	81	"as I did stand my watch"	creepy netting hoisted sounds
137	82	"ring the alarum bell"	air raid and tower bell
138	82	V-5 to V-6	shift music military drums into underscore
139	82	V-6 to V-7	battle sounds / bombs / guns and such
140	82	freeze of actors	music to driving underscore
141	83	seward macbeth fight	sound grows
142	83	seward dies	sound down again
143	83	out of freeze alarums	battle sounds swell and fight of seyton
144	83	seyton dead	sound to underscore again
145	84	<i>exit. Alarums</i>	battle sounds swell very short
146	84	<i>exeunt. Alarums</i>	battle sounds swell lenox fight
147	84	lennox dead	back to underscore low tonal dark
148	84	macduff, macbeth fight	drums noises and such
149	85	"thou lovest labor"	down for dialog
150	85	"hold enough"	up again huge
151	85	end of fight behind screen	stylized sounds of music and battle
152	85	stab of macbeth	punctuation
153	85	cut off of head	huge ending
154	86	reveal of head behind screen	huge punctuation sound
155	87	epilogue waltz	show closer with waltz end with creepy witch sounds
156	87	"hail king of scotland"	3 echoes
157	87	curtain	single drum
157.9	87	curtain over	drum out