

Cue	Name	Type	Description	Placement	Music example
			Preshow		
0.0	Preshow	Music	Spongebob-esque music. Beachy/Elvis vibe		
0.5	Preshow OUT	Fade			
			M1 Sc1		
9.0	Beach noise	AMB			
13.2	String around finger	SFX		O: "This hand."	
13.8	Proposal song!	Music		O: "May our lives be full of music!"	
14.0	Beach OUT	Fade			
			M1 Sc2		
15.0	Transition to Underworld	SFX		Autofollow	
15.0	Transition OUT	Fade			
15.0	Underworld, muted	AMB		Autofollow	
16.2	Wedding in the UW	Music		<i>Wedding music.</i>	
16.6	Father leaves 1	SFX	Death knell	F: <i>Suddenly, he checks his watch.</i>	
16.9	Underworld OUT	Fade		Autofollow	
			M1 Sc3		
17.0	Transition to Overworld	SFX		Autofollow	
17.0	Transition OUT	Fade			
17.0	Water pump party	AMB	Distant party noise	Autofollow	
17.5	NIM appears 1	SFX		<i>The Nasty Interesting Man, wearing a trench coat, appears...</i>	
18.5	Musty letter water	SFX	Musty dripping sounds	NIM: "Dear Eurydice."	
18.9	Pump party OUT	Fade			
			M1 Sc4		
19.0	Transition within OW	SFX		Autofollow	
20.0	Transition OUT	Fade			
19.0	Party noises	AMB		Autofollow	
19.0	DSUTAT	Music	"Don't Sit Under the Apple Tree"	Autofollow	
19.6	Father leaves 2	SFX	Death knell	<i>... the Father checks his watch.</i>	
19.6	DSUTAT OUT	Fade		<i>... the Father checks his watch.</i>	

Cue	Name	Type	Description	Placement	Music example
19.9	Party noises OUT	Fade			
			M1 Sc5		
20.0	Transition within OW	SFX		Autofollow	
20.0	Transition OUT	Fade			
20.0	Water pump party redux	AMB		Autofollow	
20.1	NIM appears 2	SFX		<i>The Interesting Man appears.</i>	
20.9	Pump party OUT	Fade			
			M1 Sc6		
21.0	Transition within OW	SFX		Autofollow	
21.0	Transition OUT	Fade		Autofollow	
21.0	Orpheus at pump	AMB		Autofollow	
21.0	Orpheus pump OUT	Fade			
			M1 Sc7		
22.0	Transition within OW	SFX		Autofollow	
22.0	Transition OUT	Fade			
22.0	NIM Apartment	AMB		Autofollow	
22.1	Door close	SFX		Autofollow	
22.8	Brazilian mood music	Music		<i>NIM: He switches on Brazilian mood music.</i>	
23.0	Champagne pop	SFX			
24.4	Musty NIM water	SFX	Musty dripping sounds	<i>Musty dripping sounds.</i>	
25.7	NIM Apartment OUT	Fade		<i>E: She runs, trips and pitches down the stairs, holding her letter.</i>	
25.8	Eurydice dies	SFX	Xylophones, brass bands, sounds of falling, sounds of vertigo. Sounds of breathing.	Autofollow	
			M2 Sc1		
26.0	Transition to Underworld	SFX		Autofollow	
26.0	Transition OUT	Fade			
26.0	Underworld, full force	AMB		Autofollow	
26.8	Three water drops	SFX		LiS: "Cried when we heard it."	

Cue	Name	Type	Description	Placement	Music example
27.2	Eurydice elevator ding 1	SFX		LoS: "But stones don't feel bad for dead people."	
27.2	Elevator door opens	SFX		When doors open	
27.2	Raining in elevator	SFX		With lights	
27.4	Eurydice elevator ding 2	SFX			
27.5	Elevator door closes	SFX		When doors close	
27.6	Language of stones 1	SFX		E: <i>She walks towards the audience and opens her mouth, trying to speak.</i>	
27.6	Language OUT	Cut			
27.7	Language of stones 2	SFX		E: <i>... attempting to tell her story to the audience.</i>	
27.7	Language OUT	Cut			
29.7	Train arrives	SFX	A train whistle	S: <i>They shake their heads.</i>	
29.8	Train departs	SFX	A train pulls away.	LoS: "... the opposite of smoke and the opposite of a train."	
29.9	Eurydice and Father see each other	SFX	Musical sting	F: "Eurydice."	
32.3	Rusty pipe water 1	SFX	The sound of water in rusty pipes.	F: <i>He gives the stones a dirty look.</i>	
			M2 Sc2		
33.0	Transition to Overworld	SFX		Autofollow	
33.0	Transition OUT	Fade			
33.0	Overworld, gentle	AMB		Autofollow	
33.4	Half-finished symphony	Music	La Mer cover, piano/violin		
33.9	Overworld OUT	Fade			
			M2 Sc3		
34.0	Transition to Underworld	SFX		Autofollow	
34.0	Transition OUT	Fade		Autofollow	
34.0	Underworld, gentle	SFX		Autofollow	
			M2 Sc4		
35.9	Underworld OUT	Fade			
			M2 Sc5		

Cue	Name	Type	Description	Placement	Music example
36.0	Transition to Overworld	SFX		Autofollow	
36.0	Transition OUT	Fade			
36.0	Overworld, gentle	AMB		Autofollow	
36.9	Overworld OUT	Fade			
			M2 Sc6		
37.0	Transition to Underworld	SFX		Autofollow	
37.0	Transition OUT	Fade			
37.0	Underworld, gentleish	AMB		Autofollow	
37.6	Wizard of Oz melody	Music		E: ... <i>stands on the letter...</i>	
37.6	Wizard of Oz OUT	Cut		F: "Miss."	
38.9	Recognition	SFX	Musical sting of recognition	E: "Oh!"	
38.9	Underworld OUT	Fade			
			M2 Sc7		
39.0	Transition to Overworld	SFX		Autofollow	
39.0	Transition OUT	Fade			
39.0	Overworld, sadly gentle	AMB		Autofollow	
39.9	Overworld OUT	Fade			
			M2 Sc8		
40.0	Transition to Underworld	SFX		Autofollow	
40.0	Transition OUT	Fade			
40.0	Underworld, gentle	AMB		Autofollow	
40.9	Underworld OUT	Fade			
			M2 Sc9		
41.0	Transition within UW	SFX	Time shifts, drops of water	Autofollow	
41.0	Transition OUT	Fade			
41.0	Underworld, gentle	AMB		Autofollow	
42.9	Underworld OUT	Fade			
			M2 Sc10		
43.0	Transition to Overworld	SFX		Autofollow	
43.0	Transition OUT	Fade			

Cue	Name	Type	Description	Placement	Music example
43.0	Overworld, sad, gentle	AMB		Autofollow	
43.9	Overworld OUT	Fade			
			M2 Sc11		
44.0	Transition to Underworld	SFX		Autofollow	
44.0	Transition OUT	Fade			
44.0	Underworld, gentle	AMB		Autofollow	
44.6	Passing time	SFX	Drops of water. Time passes	E: <i>She throws the book.</i>	
44.9	Underworld OUT	Fade			
			M2 Sc12		
45.0	Transition to Overworld	SFX		Autofollow	
45.0	Transition OUT	Fade			
45.0	Overworld, sad	AMB		Autofollow	
45.9	Overworld OUT	Fade			
			M2 Sc13		
46.0	Transition to Underworld	SFX		Autofollow	
46.0	Underworld, less sad	AMB		Autofollow	
47.9	Underworld OUT	Fade			
			M2 Sc14		
48.0	Transition within UW	SFX		Autofollow	
48.0	Transition OUT	Fade			
48.0	Underworld, gentle	AMB		Autofollow	
48.2	Underworld OUT	Cut			
48.2	Lord's Entrance	Music	Master of Puppets - Metallica	Autofollow	
48.2	Underworld, raucous	AMB		Autofollow	
48.2	Entrance OUT	Cut		Autofollow	
48.5	Chin-ups on bones	SFX	Squelching?	E: <i>She closes her eyes.</i>	
49.9	Underworld OUT	Fade			
			M2 Sc15		
50.0	Transition to Overworld	SFX		Autofollow	
50.0	Transition OUT	Fade			

Cue	Name	Type	Description	Placement	Music example
50.0	Overworld, storm	AMB		Autofollow	
50.3	Bucket on ground	SFX		O: "... into the earth like a fireman's pole?"	
50.9	Storm OUT	Fade			
			M2 Sc16		
51.0	Transition to Underworld	SFX		Autofollow	
51.0	Transition OUT	Fade			
51.0	Underworld, gentle	AMB		Autofollow	
51.9	Underworld OUT	Fade			
			M2 Sc17		
52.0	Transition to Overworld	SFX		Autofollow	
52.0	Transition OUT	Fade			
52.0	Overworld, determined	AMB		Autofollow	
52.9	Overworld OUT	Fade			
			M2 Sc18		
53.0	Transition to Underworld	SFX		Autofollow	
53.0	Transition OUT	Fade			
53.0	Underworld, gentle	AMB		Autofollow	
53.0	Underworld OUT	Fade			
			M2 Sc19		
54.0	Transition to Overworld	SFX		Autofollow	
54.0	Transition OUT	Fade		Autofollow	
54.0	Overworld, determined	AMB		Autofollow	
54.2	Straw breath	SFX		O: <i>He blows into the straw.</i>	
54.9	Overworld OUT	Fade			
			M2 Sc20		
55.0	Transition to Underworld	SFX		Autofollow	
55.0	Transition OUT	Fade			
55.0	Underworld, spooey	AMB		Autofollow	
55.1	Knock	SFX	The sound of a knock	Appearance of stones	

Cue	Name	Type	Description	Placement	Music example
55.2	Three knocks	SFX	Insistent loud knocks	LoS: "Who is it?"	
55.9	Underworld OUT	Fade			
			M3 Sc1		
56.0	Transition within UW	SFX		Autofollow	
56.0	Transition OUT	Fade			
56.0	Underworld, gentle	AMB			
56.2	Orpheus' symphony	Music	Debussy - La Mer	<i>O: He opens his mouth.</i>	
56.3	Fruits into river	SFX		<i>Raspberries, peaches and plums drop from the ceiling into the River.</i>	
56.5	Symphony OUT	Cut		Child entrance	
56.5	Fruits OUT	Cut		Child entrance	
57.9	Underworld OUT	Fade			
			M3 Sc2		
58.0	Transition within UW	SFX		Autofollow	
58.0	Transition OUT	Fade			
58.0	Underworld, gentle	AMB		Autofollow	
59.5	Underworld OUT	Fade		<i>The father exits.</i>	
59.5	Tension rises	SFX/AMB		Autofollow	
59.7	Eurydice looks back	SFX	Tense whoosh	E: <i>SHE LOOKS BACK.</i>	
60.5	Tension OUT	Fade		Autofollow	
60.5	Low rumble, drone	SFX/AMB		Autofollow	
60.8	Eurydice calls out	SFX	Tense whoosh like before	E: "Orpheus?"	
60.8	Drone OUT	Cut		Autofollow	
61.1	Eurydice starts to forget	SFX	Ping	O: "You startled me."	
61.2	Low rumble	SFX/AMB	Rumble rumble	E: "I don't know."	
62.9	Rumble OUT	Cut		O: "... over and over and over again."	
			M3 Sc3		
64.0	Transition within UW	SFX			
64.0	Transition OUT	Fade			
64.0	Underworld, gentle	AMB		Autofollow	

Cue	Name	Type	Description	Placement	Music example
64.7	Dismantle string room	Music	Something sad and slow, techno-y?	F: <i>He dismantles the string room,</i>	
64.7	String OUT	Fade		Whenever he finishes	
66.3	Father forgets	SFX	Ping	F: "Put your feet in the river and swim."	
66.3	Water noises	SFX		Autofollow	
68.8	10-ft child enters	SFX	Musical sting. Electric guitar riff?	<i>Enter the child.</i>	
71.1	Eurydice forgets	SFX	Ping	E: <i>She puts the letter on the ground.</i>	
71.1	Water noises	SFX	The sound of water.	Autofollow	
71.2	Elevator ding, Orpheus	SFX	Elevator ding	E: <i>She lies down next to her father, as though asleep.</i>	
71.2	Elevator doors open	SFX		When elevator doors open	
71.3	Rains in elevator	SFX		<i>The elevator starts raining on Orpheus.</i>	
71.3	Elevator doors close	SFX		When elevator doors close.	
71.5	Water noises	SFX		O: <i>He closes his eyes.</i>	
71.5	Underworld OUT	Fade		Autofollow	
	Postshow	Music	Jazzy number?		