

Act I Scene I

Sound	Page	Method	Item
Pre-show music	-	Digital	Scary creepy classical music
Wind	From beginning	Digital	Ambient wind storm file
Subtle tapping on thunder sheet (to foreshadow)	From beginning	Practical	Thunder sheet
Thunder	7	Practical	Metal sheet
Thunder	9	Practical	Metal sheet
Thunder	10	Practical	Metal sheet
Footsteps "above"	10	Practical	Banging on door
Lighting fireplace	11	Practical and digital	Crinkling leaves (at lighting and when they throw stuff in the fire) and ambient fireplace file (continuous)
Tea kettle	12	Practical	Tiny whistle
DEAFENING SILENCE CUT OUT CUES when Max is looking at painting	12	Digital	-
Building tension before blowing out candle -- ABRUPT STOP when it's blown out	17	Practical	Djembe (drum) and deck crew beating on door and walls
Dun dun daaa!	19	Digital	Dun dun daaa file

Act I Scene 2

Sound	Page	Method	Item
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Stoking fire	19	Practical and digital	Crinkling tissue paper and ambient fireplace file (continuous but Isabel can adjust volume level for emphasis)
Thunder crash before they turn to see each other	19	Practical	Metal sheet
Wind intensifies	21	Practical	Rain drum
Howling	21	Practical	Hillel howling
Gasp after "That was Victor too!"	24	Digital	Gasp 24
(Clock?)	24	Digital?	(Clock file?)
Window shatters	24	Practical	Crashbox
Clock chimes***	24	Hopefully practical	Hopefully we can get clock from annex
Fight sequence	25	Digital	O Fortuna
Chase sequence	25	Digital	Scooby Doo music
"Frightening earsplitting sound"	26	Digital	Jon screaming, manipulated (NEED TO RECORD)
Sounds of struggle	27	Practical	Crinkling leaves and cracking sticks; actors
Gunshot	27	Practical	Wooden stick in box
Footsteps	28	Practical	Bang on door; actors
Something dragging	28	Practical	Can deck crew drag a chair? Isabel and Nina are both occupied
Howling	28	Practical	Hillel
"Keening lament on	29	Practical	Rain drum

the wind"			
Gunshots	29	Practical	Wooden stick in box
Running footsteps	29	Practical	Isabel stomping
Howling	29	Practical	Hillel
Gunshot	30	Practical	Wooden stick in box
Gasp after "The wolf or the boy?" "Both!"	30	Digital	Gasp file

Act I Scene 3

Sound	Page	Method	Item
Rooster crow after "I can scarcely distinguish truth from fancy"	35	Digital	Rooster crow file
Rooster crow after "I paraphrase"	35	Digital	Rooster crow file
Rooster crow on burning of letters	35	Digital	Rooster crow file
Irma reveal	35	Digital	Irma reveal file

Act II

Sound	Page	Method	Item
Tomb ambient music after "This way, my lord"	38	Digital	Tom music file
Dragging/pulling noise (mic drag)	39	Practical	Mic on wall or table (make sure it's ON!)
Heavenly reveal after "The sarcophagus is intact!"	40	Digital	Heavenly reveal file

Cut tomb music as Michael unwraps mummy	44	Digital	-
Fart noise after "Toot 'n come in"	45	Practical	Nina into mic
Transition music into intermission		Digital	

Act III Scene 1

Sound	Page	Method	Item
Bell	48	Practical	Ringing bell into mic
Howl	49	Practical	Hillel howling
Spooky sound when bookcase slides back and we see cage	54	Practical	Rain drum
Footsteps after "Not Nicodemus! Not Lord Edgar!"	55	Practical	Your damn feet
Casting spells after "I'll show you how far I've progressed in the Black Art!"	60	Digital	Casting spells file
Scary violins when Irma comes out	61	Digital	Scary violins file
Jane pounding on mummy case	62	Practical	Bang on door
Tapping at the window	63	Practical	Tap on wall
Crunching sounds in wolf fight	65	Practical	Breaking sticks into mic
Gunshot	65	Practical	Wooden stick in box
Sad violins during	65	Digital	Sad violin file

Nicodemus' death			
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Act III Scene 2

Sound	Page	Method	Item
Wind when Enid beckons to Edgar	68	Practical	Rain drum
Curtain call music	End	Digital	Drag music