

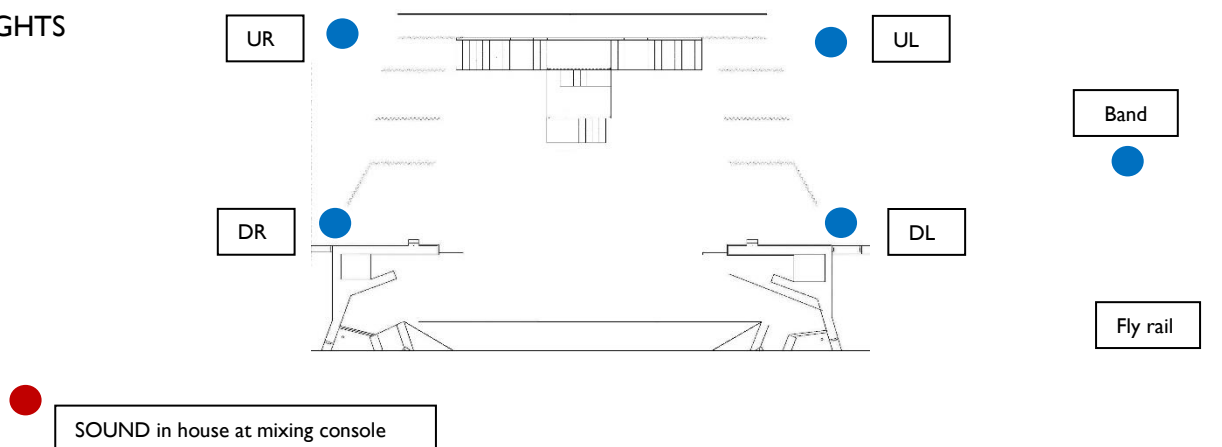


## CALLING KEY


### ABBREVIATIONS

LX	Light Cue (YELLOW flag in the score)
SPOT	Follow Spot cue (GREEN flag in the score)
SQ	Sound Cue (all handled by cue light in this production!)
IM	Image Cue- still projection or video (BLUE flag in the score)
SHIFT	Scenic move onstage (PINK flag in the score)
S/B	Standby for one or a series of cues- listed in small yellow post-it, always in above order!
↑ or ↑↑	Cue lights ON (standby)- one arrow for single cue light, double arrow for multiple cue lights
↓ or ↓↓	Cue lights OFF (GO)- one arrow for single cue light, double arrow for multiple cue lights

### CUE LIGHTS



### PLACEMENT WITHIN SCRIPT

- A cue drawn to a line of text with a box placed around a single word or syllable means the GO is called on that word. An "X" means the GO is called immediately after the word or line/lyric.
- A cue drawn along a line/lyric with no specific box or X but with an action written to the right of the cue means the GO is called visually on that specific action, which generally occurs during the line or lyric underlined
- A cue drawn along a line/lyric with no specific box or X but with "vox" to the right of the cue means the GO is called to anticipate the vocals in that song or verse
- A cue drawn to one in a series of numbers means the GO is called on that specific beat- may also be seen as "on 3" or similar notation for calling GO within the measure preceding the vocals
- A cue drawn to the symbol  means the cue is called with the conductor on the downbeat of the music
- Cues which are bracketed together should be called simultaneously with a single GO
- Descriptions of cue action or sound effect are provided within cue box whenever possible

>1B

LY 26-38  
IM C+CX  
SPOT 1-OPEN  
SPOT 2-UP/OUT  
MER then FISH  
TRAP OPEN/  
CLOSE  
FISH x2

**EDWARD (CON'T)**

WHAT IF I SAID  
I MET A WITCH WHEN I WAS VERY YOUNG  
WHAT IF I SAID  
SHE SHOWED ME HOW I DIE

**YOUNG WILL**

How you die?

**EDWARD**

POWERLESS IN THE FACE OF IT  
TERRIFIED IN THE WOOD  
THAT WAS WHERE MY LIFE WAS CHANGED FOR GOOD

*(THE WITCH exits; reveal THE GIANT--EDWARD  
shakes his hand.)*

**EDWARD**

HEY!  
WHAT IF I SAID  
I MET A GIANT WASTING IN A CAVE  
WHAT IF I CLAIMED I ROSE TO BE FAR BRAVER THAN THE BRAVE  
ALL MY LIFE OF STORIES, SON, AND EVERY ONE IS TRUE  
SO BELIEVE ME AS I'M TELLING YOU 2|3|4

LX 26

TO BE THE HERO OF YOUR STORY WHILE YOU MAY  
BE THE GUY WHO GETS THE GIRL AND SAVES THE DAY  
YOU DON'T NEED A BOOK OF GREEKS  
TO TEACH YOU HOW TO STAY ALIVE  
BE THE HERO OF EACH STORY YOU DERIVE  
THEN FOREVER YOU'RE THE STORY WHO'LL SURVIVE

LX 27

IM C

EVERY **TALE** THAT YOU INVENT  
CAN BE A LIFE THAT YOU MAKE REAL  
WHERE EACH CHARACTER YOU MEET  
BECOMES YOUR FRIEND

*(ENSEMBLE enters, each one dressed as we  
will see them later in the show.)*

LX 30

SPOT 1-OPEN FULL

SPOT 2-OUT

YOU DON'T NEED TO BE A NOVELIST  
TO MAKE BELIEVE WHAT'S WAITING 'ROUND THE BEND 2345678

**EDWARD AND ENSEMBLE**

BE THE HERO OF YOUR STORY 'TIL IT'S DONE  
WHY GO PROMENADE WHEN YOU WERE BORN TO RUN

**EDWARD**

TRAP OPEN

IF YOU UNDERSTAND THIS PREMISE  
YOU WILL NEVER BE ALONE

**EDWARD AND SOME ENSEMBLE**

YOU CAN CONQUER EVERY CHALLENGE  
YOU CAN FACE EACH STEPPING STONE

VIS: SEE HER  
HEAD

LX 33

**EDWARD AND FULL ENSEMBLE**

BE THE HERO OF YOUR STORY

SPOT 2 UP- MERMAID

*(EDWARD spots THE MERMAID in the river)*

**EDWARD**

WHAT IF I SWORE  
I SAW A MERMAID SWIMMING IN THE MIST  
WHAT IF I TOLD YOU  
SHE WOULD BE THE FIRST GIRL THAT I KISSED  
OUT THERE NEAR THE WATER  
FILLED WITH EAGERNESS AND FEAR  
HERE IS WHAT SHE WHISPERED IN MY EAR

LX 34

**EDWARD AND FULL ENSEMBLE**

BE THE HERO OF YOUR STORY  
BE THE HERO OF YOUR STORY  
BE THE HERO OF YOUR STORY

VIS: KISS

LX 35

VIS: SHE'S OUT

*(Quick kiss--As music builds, EDWARD helps  
THE MERMAID out of the river.)*

LX 35.1

SPOT 2 OUT

**EDWARD**

Something about that kiss transformed her.

*(She now has legs! She dances.)*

Pretty as she was in the water, she was even more beautiful out  
of it.

*(she blows a kiss and spins out)*

LX 36

One day, I met this fisherman...

SPOT 2 UP- FISH MAN

*(A FRUSTRATED FISHERMAN enters)*

**FRUSTRATED FISHERMAN**

You gotta help me! If I don't catch a fish, my family's gonna  
starve!

**EDWARD**

The fish are sleepin'! You gotta get 'em movin'.

*(an idea)*

Try the Alabama Stomp!

*(EDWARD launches into a stomping dance step.  
One fish jumps out of the river, landing on  
stage --it's incredible!)*

EDWARD: "C'mon, Will!"

EDWARD: "Works every time."

101 thigh  
stomp

102 chest

103 clap

104

**FISH**

(EDWARD dances) leg-knee-clap-stomp clap-knee-arms

Perc. (... whistle)

*f*

(tutti)

fish

105

106

107

108

heel

Perc. (Temple blocks)

EDWARD: (ad lib) "Something about this rhythm really gets their fins movin'!"

109

110

chug chug clap arms

**FISH**

Perc. (... whistle)

Picc. (8va)  
Tpt. (loco)  
Hn (8vb)

111 112 113 114 115

repeat with Fisherman CROSS VS

YOUNG WILL: "Couldn't you just give him some money?"  
 EDWARD: "See Will, give a man a fish, you feed him for a day.  
 Teach a man to fish, you feed him for a lifetime." [GO ON]

(no fish) VAMP (jump any beat)

116 117 118 119

TRAP CLOSE WATCH - AS ED STARTS DOWNSTAGE

CROSS SL arms CROSS DS +Cl.

mp +Str.

+Timp.

LX  
38  
IM  
CX  
SPOT  
2  
OUT

EDWARD: " Teach a man the Alabama Stomp, you feed his soul. C'mon, everybody, we gotta help this guy!"

120 121 122 123

Vla. Cl. Picc.

chug DS +Vc, Bs, Gtr. 2, Tpt.

cresc. p. ff

(tutti)