**YOUNG FRANKENSTEIN**

Preliminary Sound Cue List

| *Page* | *Cue #* | *Description* | *Length* | *Notes* |
| --- | --- | --- | --- | --- |
|  |  | Cel Phone Announcement |  |  |
| 1 |  | Tolling church bells |  | “funereal sound” |
| 1 |  | Rain |  | Setting described as gloomy & drizzly- rain subsides at bottom of page |
| 10 |  | School bell |  | End of class |
| 12 |  | 2 loud blasts of a boat horn |  | HMS Queen Murray |
| 17 |  | Boat blows its horn |  | Ship is departing |
| 19 |  | Wolf howling in distance |  |  |
| 19 |  | Eerie shuffling of someone/something approaching from offstage right |  | Precedes Igor’s first entrance |
| 19 |  | Thunder |  |  |
| 28 |  | Howling werewolves |  |  |
| 31 |  | Horses whinny and rear back 1 |  | Response to “Blucher” |
| 32 |  | Horses whinny and rear back 2 |  | Same as previous |
| 31 |  | Horses whinny and rear back 3 , then gallop away |  | Same as previous plus gallop |
| 33 |  | Clock strikes midnight |  |  |
| 35 |  | Horses whinny |  | Same as previous |
| 35 |  | Wolf howling |  |  |
| 35 |  | Thunder |  | Immediately following howling |
| 42 |  | Crackling of lights coming on and wolves howling in the distance |  | Lights turned on in lab |
| 42 |  | Horses whinny |  | Same as others |
| 46 |  | Thunder |  | Punctuates “it could work!” |
| 47 |  | Thunder then creaking, swinging rope |  | Accompanies lightning and image of 7-foot man being hanged on a stormy night |
| 50 |  | Thunder |  | Prompts Igor to almost drop brain |
| 50 |  | Thunder |  | In song |
| 50 |  | Thunder |  | Repeat previous |
| 51 |  | Thunder |  | Repeat previous |
| 52 |  | Crackling and thunder |  | Igor throws the first switch- a slowly increasing display of flashing and crackling lights mixed in with music and the sound of thunder claps and flashes of lighting- continues through all 3 switches to peak noted on p. 53 and then stops |
| 52 |  | Thunder |  | After second switch |
| 53 |  | Sound Out |  | All crackling and thunder from switches- power is blown |
| 59 |  | Someone banging the upstairs knockers |  | Repeat of cue on p. 31 but from farther away? |
| 66 |  | Sound to accompany Monster crashing through the castle? |  | Need to discuss with scenery too |
| 68 |  | Sound (howl) of a werewolf |  |  |
| 74 |  | Horses whinny |  | Same as others |
| 82 |  | Monster crashes through the wall into Hermit’s cottage |  | Discuss with scenery tooPossibly not needed |
| 86 |  | Slamming shut of dungeon door? |  | Discuss with scenery too |
| 93 |  | Explosion of portal light |  |  |
| 95 |  | Sound to accompany display of fireworks? |  |  |
| 99 |  | Sound to accompany pulsating machine in laboratory? |  |  |
| 101 |  | Zap from machine- an electric jolt |  |  |
| 101 |  | Sound to accompany Igor throwing switch and releasing electricity that causes Monster and Frederick to writhe and bounce on their operating tables |  |  |