

# City Tech ESports Tournament

# Cue Sheet

Cue #	Channels	Action	Color/Gogo	Notes
0 - introduction	9, 12, 15, 16, 21, 23, 24	All channels at full	9 & 12 R312 - Canary 15, 16 & 21-24 - n/a	This is the starting look before the players walk on stage
1 - Players enter	1 & 8	Both channels at full	N/A	This is as one player enters from the left and one from the right
1.25 - Player enter	1 & 8, 2 & 7	1 & 8 @ 0 2 & 7 @ full	N/A	This is as one player enters from the left and one from the right
1.5 Players enter	2 & 7, 3 & 6	2 & 7 @ 0 3 & 6 @ full	N/A	This is as one player enters from the left and one from the right
1.75 Players enter	3 & 6, 4 & 8	3 & 6 @ 0 4 & 8 @ full	N/A	This is as one player enters from the left and one from the right
2.0 Players Seated	1 - 8	1 - 8 @ full	N/A	Lights turn on as players are seated
3.0 While players are seated	25 - 31	25 - 31 @ full	R3407 - Roscosun CTR	Right before the players begin the showdown these lights create the ring
3.5 Players playing	17 - 18	17 - 18 @ full Lights should be moving around players	R312 - Canary Star gobo moving around players as they are playing	This is assuming the games are in order with DBZ as first game

4.0 One Player Loses	9 & 12, 25- 31	All fixtures @ zero	N/A	These fixtures turn off and right back on to indicate a change
4.5 Player loses	9 & 12, 25- 31	All fixtures @ full	N/A	Lights turn back on this happens for any losing player
5.0 Transition into the next game	9 & 12, 25 - 31 10 & 13, 17 - 18	9 & 12 @ 0 25 - 31 - Color change 10 & 13 @ full 17 - 18 - Gobo & color change	25 - 31 R3411 - Roscosun 3/4 10 & 13 R2001 - Staroro Red 17 - 18 R3411 - Roscosun 3/4 & gobo changes to fire	This is the color scheme and theme for tekken the ring as well as the audience changes color
6.0 Player wins round 1 in 2 round fight	25 - 31	Effect starts where ring flashes slowly	Same as previous	This effect is to create intensity as the fight is going on
7.0 Round complete one player wins	10 & 13, 25 - 31	All fixtures @ 0	Dark	These fixtures turn off and right back on to indicate a change
7.5 Round complete one player wins	10 & 13, 25 - 31	All fixtures @ full	Repeat 6.0	Lights turn back on this happens for any losing player This essentially happens for duration of this game
8.0 Transition To next game	10 & 13, 17 - 18 25 - 31, 11 & 14	10 & 13 @ 0 17-18 Gobo changes to swirl 25 - 35 Color change 1 & 14 @ full	17-18 R67 - Light sky blue 25 - 35 R4990 Lavender 10 & 14 R67 - Light sky blue	As we transition to the final game of smash brothers The colors shift
9.0 Player wins one round	25 - 31	Repeat Cue 6.0	Same as previous	Light flashes to build tension

10.0 One player wins one player loses	11 & 14, 25 - 31	All fixtures at 0	Dark	Light flashes to indicate player losing
10.5 player wins one player loses	11 & 14, 25 - 31	All fixtures at full	Same as before	Light flashes to indicate player losing
11.0 Final round of tournament	25 - 31	Lights flashing slowly building	Color remains the same	Light building intensity
12.0 Winner of tournament is announced	All previous fixtures	All @ full	Array of colors	Colors create a mixture from all the games as winner is announced