

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
1	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Preshow	At half hour		QLAB	
2	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	10 Minute Warning	Autofollow		QLAB	
3	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	5 Minute Warning	Autofollow		QLAB	
4	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	2 Minute Warning	Autofollow		QLAB	
5	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Fade Preshow	House Out		QLAB	
6	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Preshow Announcement	Autofollow		QLAB	
7	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Overture	Top of Play		QLAB	
8	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Clock strikes 13	Top of Play		QLAB	
9	1:1	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Traffic Noise of an Urban Center	Autofollow after Clock		QLAB	
10	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Julia's Theme This will be short- a passing glance	As Winston passes by Julia		QLAB	
11	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Winston's Breathing	After Blackout and during "Ignorance is Strength"		QLAB	
12	1:1	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Large Clock Ticking (In Winston's Head)	Autofollow breathing		QLAB	
13	1:1	2	<input type="checkbox"/>	<input type="checkbox"/>	Future People Underscore	With the Voice of the Man		QLAB	
14	1:1	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade all sounds but Winston's Breathing	After Voice of the Man, "Unpersoned."		QLAB	
15	1:1	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Winston's Breathing	On stage direction, "Lights up."		QLAB	
17.1	1:1	7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Future People Underscore	As Future people recede		QLAB	

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17.2	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079. Report in.	After Child, "What will happen to him?"		QLAB	
17.3	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over It has been seven days since your last community service. Report in at District 20 Community Service Centre within two days.	After Winston, "Reporting in."		QLAB	
18	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	Music Box "Oranges and Lemons" in distance	After Winston, "...Signing off."		QLAB	
19	1:1	7	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Clock strikes 14	Autofollow		QLAB	
20	1:1	7	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Music Box	Autofollow		QLAB	
20.1	1:1	7	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079. Report in. Compulsory exercise in T-30 seconds.	Top of page 8		QLAB	
21	1:1	8	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 14	After Winston lays his head on the desk.		QLAB	
22	1:1	9	<input type="checkbox"/>	<input type="checkbox"/>	Frightening Knock at Door	After "Lights flicker back on."		QLAB	
23	1:1	10	<input type="checkbox"/>	<input type="checkbox"/>	Distant Explosion/Rattle	After Child, "Please Mommy!"		QLAB	
24	1:1	10	<input type="checkbox"/>	<input type="checkbox"/>	Clock strikes 15	After, "Lights flicker."		QLAB	

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25	1:1	10	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over This just in. Victory for Oceania. On the Eurasian front we are absolutely victorious. In celebration of our victory, chocolate rations will be increased to twenty grams as our reward from Big Brotherand in preparation Hateweek, all comrades are asked to report to the community center to help with the creation of banners and signs and the assembly of the Hate parade	With "On the screen: THE MINISTRY OF TRUTH."		QLAB	
26	1:1	11	<input type="checkbox"/>	<input type="checkbox"/>	Short Julia's Theme This is another short moment	After Parson, "Puts hair on the chest, eh?"		QLAB	
26.1	1:1	11	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Short Julia's Theme	With action.		QLAB	
27	1:1	13	<input type="checkbox"/>	<input type="checkbox"/>	Short Julia's Theme	After Parson, "...than they taught us to be in those days."		QLAB	
27.1	1:1	13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Short Julia's Theme	With action.		QLAB	
28	1:1	13	<input type="checkbox"/>	<input type="checkbox"/>	Gunshot (As if hearing in Parson's Mind)	After Parson, "OH, you know....probably...."		QLAB	
29	1:1	13	<input type="checkbox"/>	<input type="checkbox"/>	Bell Rings to Return to Work	After Parson, "Brilliant."		QLAB	
29.1	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Many People Typing	On reveal of Winston at his desk		QLAB	
30	1:1	13	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice Over Work commencing in T-30 seconds.	Autofollow		QLAB	
31	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Work Bell	After, "Flash of her eyes on the screen."		QLAB	
32	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079. Name please	After Screen returns to countdown.		QLAB	

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33	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079 Welcome. Commencing work. Article number 4,223,445. Please rectify all references to unperson 5988, name Ogilvy. Rewrite fullwise.	After "Winston 6079"	QLAB	10A	
34	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Name selected. Assent unwrite?	After Winston, "Unwrite."	QLAB	10A	
35	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Complete	After Winston, "Assent."	QLAB	10A	
36	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Two instances.	After Winston, "Search. Ogilvy."	QLAB	10A	
37	1:1	14	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Name selected. Assent unwrite?	After Winston, "Select Ogilvy. Unwrite."	QLAB	10A	
38	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Complete.	After Winston, "Assent."	QLAB	10A	
39	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 46 instances	After Winston, "Search. Ogilvy"	QLAB	10A	
40	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Selected All. Assent Totalunwrite?	After Winston, "Select All. Totalunwrite."	QLAB	10A	
41	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Totalunwrite complete.	After Winston, "Assent."	QLAB	10A	
42	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over No records. No existence of person Ogilvy. 5988.	After Winston, "Check all records. Ogilvy"	QLAB	10A	

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43	1:1	15	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Siren and Countdown	After Voice Over, "No records. No existence of person Ogilvy. 5988."		QLAB	
44	1:1	15	<input type="checkbox"/>	<input type="checkbox"/>	Screeching, Screaming Terrible Sound	After countdown		QLAB	
45	1:1	17	<input type="checkbox"/>	<input checked="" type="checkbox"/>	End Screeching, Screaming Terrible Sound	Top of page 17 as "a sigh of relief comes into the room. A melting."		QLAB	
					The sound cuts off				
46	1:1	17	<input type="checkbox"/>	<input type="checkbox"/>	Big Brother Voice Over	Top of page 17		QLAB	
					War is peace. Freedom is Slavery. Ignorance is Strength.				
46.5	1:1	17	<input type="checkbox"/>	<input type="checkbox"/>	Short Theme	On Julia's, "I love you" moment		QLAB	
					War is peace. Freedom is Slavery. Ignorance is Strength.				
47	1:1	18	<input type="checkbox"/>	<input type="checkbox"/>	Freedom is Slavery Transition Music	After "Winston looks up."		QLAB	
48	1:1	19	<input type="checkbox"/>	<input type="checkbox"/>	Music Box "Oranges and Lemons"	When Winston opens the music box		QLAB	
49	1:1	19	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Music Box "Oranges and Lemons"	When music box is closed		QLAB	
49.1	1:1	20	<input type="checkbox"/>	<input type="checkbox"/>	Winston's Theme	As Winston exits Charrinton's Shop		QLAB	
49.2	1:1	20	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Future People Theme/Fade Winston's Theme	As Winston places music box and coral on desk.		QLAB	
49.21	1:1	21	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Future People Theme	With "The people from the future fade away."		QLAB	
49.3	1:1	21	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Man, "And we thank you."		QLAB	
					6079. Report in.				

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49.4	1:1	21	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Commence community service work. It has been six days since your last service.	After Winston, "Reporting in."		QLAB	
49.5	1:1	22	<input type="checkbox"/>	<input type="checkbox"/>	Hate Music	Top of page on, "...coming around to The Community Center."		QLAB	
49.6	1:1	22	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Back Hate Music for Underscore	As Julia approaches Winston in The Community Center.		QLAB	
49.7	1:1	22	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Abstract Hate Music/Add Julia Theme	After Julia, "Here. Come with me."		QLAB	
49.8	1:1	22	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Restore Hate Music as Underscore	After Winston, "Yes. Good comrade."		QLAB	
49.9	1:1	22	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make Hate Music Louder	On Winston and Julia, "And tomorrow."		QLAB	
50	1:1	23	<input type="checkbox"/>	<input type="checkbox"/>	Fade to On Train Sound	After Julia, "And tommorow."		QLAB	
51	1:1	23	<input type="checkbox"/>	<input type="checkbox"/>	Loudspeaker from Train, Train Stops Stop number 37. Exit to the left of the platform. Mind the gap. Next stop. 38.	First stop on "train ride."		QLAB	
52	1:1	23	<input type="checkbox"/>	<input type="checkbox"/>	Train Starts Again Stop number 37. Exit to the left of the platform. Mind the gap. Next stop. 38.	After some passengers exit.		QLAB	
53	1:1	23	<input type="checkbox"/>	<input type="checkbox"/>	Loudspeaker from Train/Train Exits Stop number 38. Exit to the left of the platform. Mind the gap. Next stop. 39.	Second train stop		QLAB	
54	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Underscore and Glade Sounds Stop number 38. Exit to the left of the platform. Mind the gap. Next stop. 39.	Before Julian, "Hello. Fancy meeting you here."		QLAB	

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55	1:1	24	<input type="checkbox"/>	<input type="checkbox"/>	Babbling Brook	After Julia, "See there, the loose wires."		QLAB	
56	1:1	26	<input type="checkbox"/>	<input type="checkbox"/>	Music box	After Winston, "She was my mother."		QLAB	
57	1:1	26	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Babbling Brook/Glade/Music Underscore	After Winston, "she was my mother."		QLAB	
58	1:1	27	<input type="checkbox"/>	<input type="checkbox"/>	Musical Underscore/Glade	as Mother and Children fade away		QLAB	
59	1:1	27	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Mother and Children Underscore	Autofollow		QLAB	
60	1:1	29	<input type="checkbox"/>	<input type="checkbox"/>	On Train	After Julia, "It doesn't matter then, right?"		QLAB	
61	1:1	29	<input type="checkbox"/>	<input type="checkbox"/>	Loudspeaker from the Train	Autofollow		QLAB	
					Stop number 98. Exit to the left of the platform. Mind the gap.				
62	1:1	29	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade On Train	With fade into Winston's room		QLAB	
62.1	1:1	29	<input type="checkbox"/>	<input type="checkbox"/>	Transition Music	Music to take us into Winston's apartment.		QLAB	
62.2	1:1	29	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Future People Underscore/Fade Transition Music	With action		QLAB	
62.3	1:1	30	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Future People Underscore	As the Future people recede		QLAB	
62.4	1:1	30	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Mother, "Anything is possible with love."		QLAB	
					6079. Report in.				

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62.5	1:1	30	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Affirmative. This just in. We are no longer at war with Eurasia. We have never been at war with Eurasia. The war has always been with Eastasia. Our comrades in arms have had a decisive victory today on the Eastasian front, keeping back scores of them from entering our lands. In elebration...the chocolate ration is increased to 20 grams. In other news, shoe production is up. Let's us speak our mantra. War is Peace Freedom is Slavery Ignorance is Strength	After Winston, "Reporting in."	QLAB		
63	1:1	31	<input type="checkbox"/>	<input type="checkbox"/>	Woman Singing Live They say that time heals all things. They say you can always forget, But the smiles and the tears across the years They twist my heart strings yet.	After Charrington, "I'll leave it to you."	MIC		
63.1	1:1	31	<input type="checkbox"/>	<input type="checkbox"/>	Transition Music	Music to lead us into Charrington's shop.	QLAB		
63.2	1:1	31	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Transition Music	With action.	QLAB		
64	1:1	33	<input type="checkbox"/>	<input type="checkbox"/>	Ratt Scuffling	After Winston, "Oh...the things you do to me!"	QLAB		
65	1:1	35	<input type="checkbox"/>	<input type="checkbox"/>	Woman Singing Live They say that time heals all things. They say you can always forget, But the smiles and the tears across the years They twist my heart strings yet.	After Julia, "Look out the window."	MIC		
66	1:1	38	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 23	After Winston, "We can change things."	QLAB		

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67	1:1	38	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After clock strikes 23 and the stage transforms back to the Cafeteria	QLAB	10	
					Comrades at the Ministry of Truth, this year we have a special position in the Parade of Hate and three of our members will have the opportunity to carry the forward banner! The most productive members of our team will take that honor. It will be announced in just two days. This just in. The war continues. On the Eastasian front our troops were victorious once again. To celebrate the chocolate ration will be increased to 20 grams.				
67.1	1:1	39	<input type="checkbox"/>	<input type="checkbox"/>	Gun Shot (As If In Parson's Mind)	After Parson, "Probably...you know..."	QLAB	10	
67.2	1:1	40	<input type="checkbox"/>	<input type="checkbox"/>	Many People Typing	After Winston, "Goodbye."	QLAB	10	
67.5	1:1	40	<input type="checkbox"/>	<input type="checkbox"/>	Voiceover	When Winston sits at his desk.	QLAB	10	
					Work commencing in T-30 seconds.				
68	1:1	40	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Goodbye."	QLAB	10	
					6079. Name please				
69	1:1	40	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Winston 6079 Smith"	QLAB	10	
					6079 Welcome. Commencing work. Article number 4,445,332. Please rectify all references to unperson 6002, name Syme. Rewrite fullwise.				
70	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "No. No."	QLAB	10	
					Beg your pardon Comrade 6079?				
71	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Resume."	QLAB	10	
					Resuming.				

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72	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Call. Birth records. Search Comrade Syme. Select Syme. Unwrite."	QLAB	10	
					Name selected. Assent unwrite?				
73	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Assent."	QLAB	10	
					Complete.				
74	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Call. Newspapers. Search. Syme."	QLAB	10	
					Four instances.				
75	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Select Syme. Unwrite."	QLAB	10	
					Name selected. Assent unwrite?				
76	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Assent."	QLAB	10	
					Complete.				
77	1:1	41	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Call. Images. Search. Syme."	QLAB	10	
					33 instances				
78	1:1	42	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Select All. Totalunwrite."	QLAB	10	
					Selected All. Assent Totalunwrite?				
79	1:1	42	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Assent."	QLAB	10	
					Totalunwrite complete.				
80	1:1	42	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "Check all records. Syme."	QLAB	10	
					No records. No existence of person Syme. 6002.				
80.1	1:1	42	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Many People Typing	As Winton Exits	QLAB	10	
					No records. No existence of person Syme. 6002.				
81	1:1	42	<input type="checkbox"/>	<input type="checkbox"/>	City/Pounding Hate Week Music	After Voiceover, "6002."	QLAB		

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82	1:1	42	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade City/Pounding Hate Week Music	As Winston returns to his apartment		QLAB	
82.1	1:1	42	<input type="checkbox"/>	<input type="checkbox"/>	Future People Underscore	On, "The people from the beginning enter, as before."		QLAB	
82.2	1:1	43	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Future People Underscore	When Winston shuts his diary.		QLAB	
82.3	1:1	43	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079. Report.	After Child, "We do?"		QLAB	
82.4	1:1	43	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Affirmative. This just in. On the Eastasian front, our comrades in arms have defeated the Eurasian enemy in a decisive Victory. In Celebration, our Victory Gin ration is increased to 1.2 litres. Let's us speak our mantra. War is Peace. Freedom is Slavery. Ignorance is Strength	After Winston, "I am here."		QLAB	
83	1:1	44	<input type="checkbox"/>	<input type="checkbox"/>	City/Pounding Hate Week Music 1	As "Winston is hurrying past."		QLAB	
84	1:1	44	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade City/Pounding Hate Week Music 1	As Winston reaches "the backroom of Charrington's shop."		QLAB	
85	1:1	44	<input type="checkbox"/>	<input type="checkbox"/>	Music Box	After Winston, "I remembered the chocolate."		QLAB	
86	1:1	44	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Music Box	After Mother, "Winston Winston!"		QLAB	
86.1	1:1	47	<input type="checkbox"/>	<input type="checkbox"/>	O'Brien's Office Music	On shift to O'Brien's apartment		QLAB	
86.2	1:1	47	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade back O'Brien's Office Music	As Winston enters		QLAB	
87	1:1	52	<input type="checkbox"/>	<input type="checkbox"/>	City/Pounding Hate Week Music 2	After Winston, "The true reality..."		QLAB	

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88	1:1	53	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade City/Pounding Hate Week Music 2	After O'Brien and Winston, "...there is no darkness."		QLAB	
88.0	1:1	54	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Future People Underscore	On, "Winston shuts the journal and they fade away."		QLAB	
88.01	1:1	53	<input type="checkbox"/>	<input type="checkbox"/>	Future People Underscore	As Winston begins writing in his journal.		QLAB	
88.1	1:1	54	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over 6079. Report.	After Mother, "and you will..."		QLAB	
88.2	1:1	54	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over Affirmative. This just in. Hateweek commences in just two days. Report to you community centre in District 20 for service. It has been six days since your last service. This just in. Our comrades in arms have made a decisive strike and victory against the Eastasian army, preventing millions of their people from entering our lands. In celebration our chocolate ration is increased to 20 grams.	After Winston, "I am here."		QLAB	
88.3	1:1	54	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over In celebration our chocolate ration is increased to 20 grams.	After Winston, "It was 20 grams last week!"		QLAB	
88.4	1:1	54	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over In celebration our chocolate ration is increased to 20 grams.	After Winston, "Didn't you hear me?"		QLAB	
88.5	1:1	54	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over In celebration our chocolate ration is increased to 20 grams.	After Winston, "I know the truth."		QLAB	

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88.6	1:1	55	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over In celebration our chocolate ration is increased to 20 grams. Let us recite our mantra. War is Peace. Freedom is Slavery. Ignorance is Strength	After Winston, "Lies and Liars."	QLAB		
88.7	1:1	55	<input type="checkbox"/>	<input type="checkbox"/>	Winston's Theme/Clock Strikes 18	As Winston walks to Charrington's shop	QLAB		
88.8	1:1	55	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Winston's Theme/Clock Strikes 18	Before Julia, "Darling."	QLAB		
89	1:1	55	<input type="checkbox"/>	<input type="checkbox"/>	Woman Singing Live They say that time heals all things. They say you can always forget, But the smiles and the tears across the years They twist my heart strings yet.	After Julia, "Wait...listen."	MIC		
90	1:1	56	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 3	After Winston, "...structure of society has never altered."	QLAB		
91	1:1	57	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 4	After Winston, "-this is indispensably necessary."	QLAB		
92	1:1	57	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 5	After Winston, "...go govern efficiently, or both."	QLAB		
93	1:1	57	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 6	After Winston, "This motive really consists..."	QLAB		
94	1:1	57	<input type="checkbox"/>	<input type="checkbox"/>	Clock Strikes 7	After Winston, "The truth is true."	QLAB		
95	1:1	57	<input type="checkbox"/>	<input type="checkbox"/>	Rats	After Clock strikes 7 and during Winton's Sleep	QLAB		
95.1	1:1	58	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Winston Wakes Up	When Winston wakes up from the dream.	QLAB		

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96	1:1	58	<input type="checkbox"/>	<input type="checkbox"/>	Woman Singing Live They say that time heals all things That say you can always forget; But the smiles and the tears across the ears They twist my heart-strings yet.	After Julia, "So cold."		MIC	
97	1:1	59	<input type="checkbox"/>	<input type="checkbox"/>	Woman Singing Live It was only a hopeless fancy, It passed like an April day, But a look and a word and the dreams they stirred - They have stolen my heart away.	After Julia, "I'll find something."		MIC	
98	1:1	60	<input type="checkbox"/>	<input type="checkbox"/>	Voice YOU ARE THE DEAD, YOU ARE THE DEAD	After Julia, "We are the dead."		QLAB	
99	1:1	60	<input type="checkbox"/>	<input type="checkbox"/>	Voice It was behind the picture. Remain exactly where you are. Make no movement until you are ordered.	After Julia, "It was behind the picture."		QLAB	
100	1:1	61	<input type="checkbox"/>	<input type="checkbox"/>	Voice It's starting	After Winston, "It's starting."		QLAB	
101	1:1	61	<input type="checkbox"/>	<input type="checkbox"/>	Voice We can see you. Stand out in the middle of the room. Stand back to back. Clasp your hands behind your heads. Do not touch one another.	After Winston, "They can see us."		QLAB	
102	1:1	61	<input type="checkbox"/>	<input type="checkbox"/>	Shattering Glass	After Voice "Do not touch one another."		QLAB	
103	1:1	61	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Trampling Boots Troops are surrounding the room	Autofollow		QLAB	
104	1:1	61	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over The house is surrounded.	After Winston, "The house is surrounded."		QLAB	

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
105	1:1	61	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Julia, "I suppose we may as well say good-bye."		QLAB	
					You may as well say good-bye.				
106	1:1	62	<input type="checkbox"/>	<input type="checkbox"/>	Low Humming Sound/Buzzing Fixture	In the "White Room"		QLAB	
107	1:1	62	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice Over	Autofollow, After buzzing light fixture		QLAB	
					6079. Smith. Hands out of pockets.				
108	1:1	62	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Winston, "You might be."		QLAB	
					6022. Room 101				
109	1:1	63	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Ampleforth, "I do not see how one can calculate the time."		QLAB	
					KEEP STILL! 4599. Ampleforth. Room 101.				
110	1:1	64	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	As Winston leans forward to touch the discarded bread.		QLAB	
					6079. Smith. Keep still				
111	1:1	65	<input type="checkbox"/>	<input type="checkbox"/>	Voice Over	After Parson, "...me before it was too late."		QLAB	
					8223. Parson. Room 101				
111.1	1:1	66	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Buzzing Fixture Sound	At Blackout, top of page		QLAB	
					8223. Parson. Room 101				
112	1:1	66	<input type="checkbox"/>	<input type="checkbox"/>	Shock Machine Turns On	With "Martin hooks up wires to Winston's head."		QLAB	
112.1	1:1	67	<input type="checkbox"/>	<input type="checkbox"/>	40 Level of Shock	With stage direction "Silence. O'Brien nods, Martin turns the dial. Winston shakes and shudders in pain."		QLAB	

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
112.2	1:1	68	<input type="checkbox"/>	<input type="checkbox"/>	50 Level of Shock	With stage direction "O'Brien signals and the dial is turned. Winston shrieks and stiffens in pain. The men hold him down. "		QLAB	
112.3	1:1	69	<input type="checkbox"/>	<input type="checkbox"/>	60 Level of Shock	With stage direction "O'Brien gestures. Martin turns the dial. The men hold Winston down...."		QLAB	
112.4	1:1	71	<input type="checkbox"/>	<input type="checkbox"/>	70 Level of Shock	With stage direction "O'Brien makes a gesture. Martin turns the dial. The men hold him down...."		QLAB	
112.5	1:1	71	<input type="checkbox"/>	<input type="checkbox"/>	80 Level of Shock	With stage direction "O'Brien backs away, gestures, dial turns. Men hold him down...."		QLAB	
112.6	1:1	72	<input type="checkbox"/>	<input type="checkbox"/>	90 Level of Shock	With stage direction "O'Brien gestures. The dial turns. The men hold him down...."		QLAB	
112.7	1:1	72	<input type="checkbox"/>	<input type="checkbox"/>	100 Level of Shock	With stage direction "O'Brien gestures. The dial turns. The men hold him down..."		QLAB	
113	1:1	72	<input type="checkbox"/>	<input type="checkbox"/>	Children Sing "Bells of St. Clement's"	At fade to black		MIC	
114	1:1	72	<input type="checkbox"/>	<input type="checkbox"/>	Nightmare Underscore	At Fade to Black		QLAB	
114.1	1:1	73	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Light Fixture Hum	Top of page 73		QLAB	
115	1:1	73	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Nightmare Underscore	After Julia and Obrien, "The Ministry of Love."		QLAB	
116	1:1	77	<input type="checkbox"/>	<input type="checkbox"/>	Scuffling, Scratching, Hungry Rats	After Winston, "The worst thing in the world."		QLAB	

Cue	Scene	Page	Auto Follow	Fade	What	When	Location	Deck/Trk	Length
117	1:1	77	<input type="checkbox"/>	<input type="checkbox"/>	Outburst of Squeals from Cage	After O'Brien, "You are aware of that."		QLAB	
118	1:1	78	<input type="checkbox"/>	<input type="checkbox"/>	Rat Screeching and Hissing Increases	After O'Brien, "...you have always known it."		QLAB	
119	1:1	79	<input type="checkbox"/>	<input type="checkbox"/>	Collage of All Previous Sounds A cacophony of sound, of the various pieces of music interlayed and overlapped, of the rats, of the traffic and it all ends in a flickering of ights and then just the sound of traffic in an urban center	After Blackout at top of page		QLAB	
120	1:1	79	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Urban Center Traffic	Autofollow		QLAB	
121	1:1	79	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Cacophony	Autofollow		QLAB	
121.1	1:1	79	<input type="checkbox"/>	<input type="checkbox"/>	Julia's Theme	As Julia appears		QLAB	
122	1:1	79	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fade Urban Center Traffic	As table is brought on to denote cafe.		QLAB	
123	1:1	80	<input type="checkbox"/>	<input type="checkbox"/>	Ending Underscore	Top of final cafe scene.		QLAB	
124	1:1	80	<input type="checkbox"/>	<input type="checkbox"/>	Curtain Call	For Curtain Call		QLAB	