



ZACH

Actor Entrance Marker

Preshow
Cues

MUSIC A
ANNOUNC
MUSIC IN 30 HOUSE 1/2

for
Chair
near
PRESHOW
All chairs
Preshow in

LANTERN ON

STANDBY LQ2 LIGHTNING
THUNDER 1-4

7:20 PM LQ1 SET WATER
7:57:30 SQ A PRESHOW (TR2)

SQ B ANNOUNC
HOUSE 1/2
HOUSE PRT
LQ2 BLACKOUT & WINDSC

THE TAVERN

ACT ONE

SCENE: The interior of ZACHARIA FREEMAN'S Tavern. Clock is set at 12.

THUNDER started about 10 seconds before Curtain rises. At rise **CRASH** heard. (CRASH consists of Pistol SHOT, THUNDER and WIND machines and LIGHTNING.)

As the Curtain rises the stage is bare. A furious STORM is raging outside. Whenever the door is opened during the action of the play, a CRASH is heard. The door ~~opens~~ is whirled at rise.

After about 8 seconds the door ~~opens~~ first open and ZACH, the Innkeeper's son, enters his arms filled with logs of wood. (CRASH.)

He slams the door shut, logs stored standing leaning against it, trembling with fright. He places the logs in a wood-box near the fireplace and stands looking at window up & at back.

(LIGHTNING.)

After a few seconds, he goes up to the window and peers out, listening for some sound. He then takes off his hat and coat and hangs them on a peg on a door c. He again goes to the window (LIGHTNING) and looks fearfully out into the night. Then turns front.

LQ4 LIGHTNING 1-4
& THUNDER
THUNDER **IQ Marker**

LQ 5 Lighting 2 P14
Thunder P
puts logs down, removes
coat as goes to window,
gets logs to woodbox.

Lightning 3 P6

LQ Lightning P6
4 P6

**Act
Marker**