

GENERAL NOTES: SPOT LIGHTS OR MOVING LX, MEMORY PAIN - LX PASSING THOUGH (BEAMS OF LX?), PROJECTING SPHERE OF LX - PORTICO, DIARY LIGHTING?, UNDERGROUND NEON COLORS IN WORLD, "SEWERS, MAGIC, AND THE DARK", MIST FOR TRAIN, BLINDING LX FROM ANGELUS, ANGEL ROBE WOVEN WITH PURE LX, FOG, HAZE, FLOOR UPLX USING ROPE LX, UPLX ON ARCH FEATURES

THEMES: HOW MUCH IS THE WORLD DIFFERENT AND HOW SIMILAR TO WORLD OF HOMELESS? HEROS AND LIFE; WHAT IS LIFE, HOW IS OURS DIFFERENT FROM HOMELESS?

ACT/SC	PAGE	LOCATION	TIME/MOOD	CHARACTERS	LIGHTING NEEDS	PLOT SUMMARY
ACT I / Sc 1	4	SEWER TUNNEL	DARK/ FILTHY	DOOR, CROUP, VANDEMAR	DARK, STREETLIGHT CRATE	CHASING OF DOOR
ACT I / Sc 2	4	LONDON TUBE TRAIN	EARLY MORNING	RICH AND OLD WOMAN	TUBE LIGHT	STARTS WITH DOORS
ACT I / Sc 3	4	SEWER TUNNEL	DARK/ FILTHY	DOOR, CROUP, VANDEMAR	NEW LOOK OF SIMILAR TUNNEL - SPOT ON BLOOD	CHASING OF DOOR
ACT I / Sc 4	5	RICHARD'S OFFICE	BRIGHT/ STALE	R, GARY, SILVIA, JESSICA	DEPRESSING OFFICE SPACE - "COLD AND CHEERLESS"	OFFICE LIFE SUCKS, JESSICA RULES R
ACT I / Sc 5	7	SEWER TUNNER W/ WALL	NIGHT IN TUNNEL	DOOR, CROUP, VANDEMAR	WORLD SHIFTS AND DOOR THROUGH WALL APPEARS	DOOR ESCAPES
ACT I / Sc 6	7	SIDEWALK IN LONDON	NIGHT ON STREET	R, JESSICA, DOOR	EXTERIOR NIGHT STREET	RICHARD PICKS UP DOOR TO SAVE HER
ACT I / Sc 7	8	HALLWAY/ APARTMENT	NIGHT INTERIOR	R, DOOR	DIM INTERIOR, LIGHT ON SOFA/CHAIR	DOOR BROUGHT BACK AND SLEEPS
ACT I / Sc 8	8	APARTMENT	DAY INTERIOR	R, DOOR, CROUP, VANDEMAR	DAYLIGHT THRU WINDOW ONTO COUCH	R MEETS CROUP AND VANDEMAR LOOKING FOR DOOR
ACT I / Sc 9	13	ORME PASSAGE	NIGHT ON STREET	R, CARABAS	SPUTTERING GAS-JET, OPENING MANHOLE COVER	R MEETS MARQUIS
ACT I / Sc 10	15	LONDON UNDERGROUND	DARK/ FILTHY	R, CARABAS	LIT BY FLARE LIGHT	WALKING THROUGH TUNNELS
ACT I / Sc 11	15	TOP OF TALL BUILDING	EXTERIOR NIGHT?? OR DAY?	R, CARABAS, OLD BAILEY	NEON LX, SIREN LX, EXTERIOR NIGHT - 25 FLOORS UP	DAY IN BOOK?, OLD BAILEY FAVOR
ACT I / Sc 12	16	APARTMENT	NIGHT INTERIOR	R, CARABAS, DOOR	INTERIOR NIGHT	CARABAS COMES TO GET DOOR
ACT I / Sc 13	17	APARTMENT	LATE MORNING	R	DAY ON COUCH, LIGHT THROUGH WINDOW	R WAKES UP LATE FOR WORK
ACT I / Sc 14	17	STREET EXT - POSTERS	DAY ON STREET	R	EXTERIOR DAY STREET	R GOING TO WORK
ACT I / Sc 15	17	RICHARD'S OFFICE	BRIGHT/ STALE DAY	R, SILVIA, GARY	DEPRESSING OFFICE SPACE - EMPTY FEEL	R DOESN'T EXIST ANYMORE IN HIS WORLD
ACT I / Sc 16	18	STREET EXT - POSTERS	DAY ON STREET	R, JESSICA	EXTERIOR DAY STREET	JESSICA DOESN'T KNOW R
ACT I / Sc 17	19	APARTMENT	DAY	R, SALES AGENT	DAYLIGHT THRU WINDOW ONTO COUCH	APT BEING SOLD, C AND V RETURN AND KOCKOUT AND CARRY R OFF
ACT I / Sc 18	21	FILTHY ALLEYWAY	DAY	DOOR, CARABAS	SHADOWY WALL WITH TEXTURE, UNIMPRESSIVE	IN FRONT OF DOOR'S HOME
ACT I / Sc 19	22	TRADITIONAL STUDY W/ BOOKSHELVES	NIGHT (ONLY SEE WHAT LOOKING AT - SPOTS)	DOOR, CARABAS	NEED TO SEE RED STAIN ON THE WALL	PAIN FROM MEMORIES PAST, FATHERS NOTEBOOK PROJECTION, "GO TO ISLINGTON"
ACT I / Sc 20	24	CAVERNOUS ALLEYWAY	NIGHT	R, ANASTASIA, RAT SPEAKER	SEWER GRATE LX FROM BEHIND? KEY LX	MEET ANASTASIA AND THE RAT PEOPLE, ANA TO TAKE R TO THE FLOATING MARKET.
ACT I / Sc 21	26	SHORT DARK HALLWAY	BLACKOUT	R, ANASTASIA	LIGHT FROM TORCH ONLY	TRAVELING TO FLOATING MARKET
ACT I / Sc 22	28	NIGHT'S BRIDGE	NIGHT - DARKNESS	R, ANASTASIA, HUNTER	LIGHT FROM TORCH ONLY, MANHOLE LX ONTO BRIDGE	CROSSING BRIDGE TO GET INTO MARKET
ACT I / Sc 23	30	FLOATING MARKET - HARRODS	NIGHT - INTERIOR/ NEON LX	R, HUNTER, LAMIA, OLD BAILEY, CARABAS, DOOR	NEON LX DISPLAYS IN DARKER MARKET WORLD - COLORFUL	FLOATING MARKET - DOOR AND CARAAS ARE AUDITIONING BODYGAURDS AND HIRE HUNTER
ACT I / Sc 24	36	MARBLE ARCH STATION	DAY - BRIGHT TUBE STATION	R, HUNTER, DOOR, CARABAS	COOL BRIGHT TUBE STATION, TRAIN LX ENTERS, MIST AS TRAIN ENTERS AND FREAKISH SHADOWS ON WALLS	TRAVELING TO ANGEL OF ISLINGTON
ACT I / Sc 25	38	EARL'S COURT - TRAIN COVERED IN FABRIC	DARK/INTERIOR	R, HUNTER, DOOR, CARABAS, EARL	FIREPLACE, REST LIT FROM TRAIN PANELS OVERHEAD	EARL'S COURT
ACT I / Sc 26	41	BRITISH MUSEUM - OLD STATION	DIM OLD STATION	R, HUNTER, DOOR	SHADOWY DARK STATION CLOSED IN 1933	TRAVEL TO BRITISM MUSEUM FOR ANGEL
ACT I / Sc 27	42	BRITISH MUSEUM - INTERIOR	BRIGHT - INTERIOR AT NIGHT	R, DOOR, CROUP, VANDEMAR	ART AND ANGEL ART, AND ARCH, GOLD AND WARMTH, BRILLIANT BLINDING LIGHT THROUGH ARCHWAY	DOOR GOES UP TO ANGELUS
INTERMISSION						
ACT II / Sc 1	45	ISLINGTON'S CITADEL	DARK/LIT BY CANDLES	DOOR, R, ISLINGTON	LIT BY CANDLES, ROBE OF PURE WOVEN LIGHT, GLOWING WINE DRINK - SUNLIGHT OF PAST DAYS	ISLINGTON TELLS DOOR TO GET KEY FROM BLACK FRIARS
ACT II / Sc 2	46	BRITISH MUSEUM - INTERIOR	BRIGHT - INTERIOR AT NIGHT	CROUP, VANDEMAR, CALABAS	ART AND ANGEL ART, AND ARCH, GOLD AND WARMTH, BRILLIANT BLINDING LIGHT THROUGH ARCHWAY	CROUP AND VANDEMAR ATTACK CALABAS
ACT II / Sc 3	49	BRITISH MUSEUM - OLD STATION	DIM OLD STATION	R, HUNTER, DOOR	SHADOWY DARK STATION CLOSED IN 1933	DOOR AND R ENTER DRUNK, HUNTER SOBERS THEM, AND THEY HEAD OFF TO BLACK FRIARS
ACT II / Sc 4	51	LONDON FOG/BRIDGE	NIGHT/ YELLOW FOG	R, HUNTER, DOOR, ABBOTT, SABLE, FULIGONOUS	EXTERIOR NIGHT, WOOD BRIDGE IN FOG AND DARKNESS, POLORIOD FLASH, LIGHT BEHIND DOOR	FRIARS TESTS AND THE ORDEAL
ACT II / Sc 5	53	BLACKFRIARS TUBE PLATFORM	EMPTY - BRIGHT PLATFORM	R	LIGHTS FLASH AND GO OUT, PEOPLE ENTER IN DARKNESS, VOULD THERE BE MOMENTS OF BLACK BETWEEN EACH SNIPET?	THE ORDEAL
ACT II / Sc 6	58	SEWER CHAMBER	DARK/FILTHY	CROUP, VANDEMAR, CALABAS	DARK AND SHADOWY - SEWER LX	CROUP AND VANDEMAR KILL CALABAS
ACT II / Sc 7	58	FLOATING MARKET - HMS BELFAST	NIGHT EXTERIOR OF GUN SHIP	R, DOOR, HUNTER, LAMIA, HAMMERSMITH	EXTERIOR NIGHT MARKET - NEON ON SHIP	DOOR GETS A CHAIN FOR THE KEY AND THEY FIND LAMIA TO TAKE THEM BACK TO ISLINGTON AT THE END OF DOWN STREET.
ACT II / Sc 8	61	SEWER CHAMBER	DARK/FILTHY	CARABAS, OLD BAILEY, MASTER LONGTAIL	DARK AND SHADOWY - SEWER LX, EGG TO RETURN CALABAS TO LIFE, LIT WITH LEDS?	OLD BAILEY USES BOX TO BRING CALABAS BACK TO LIFE.WITH PALE BLUE-GREEN EGG - LED LIT?
ACT II / Sc 9	62	NARROW WOOD LEDGE OVER GREAT CHASM	DIM SEWER LIKE LIGHT	R, DOOR, HUNTER, LAMIA	FLOOR LX ONLY TO EXCENTUATE THE FEELING OF HEIGHT? LAMIA'S KISS COLD FREEZE	AS THEY TRAVEL TO ISLINGTON OVER A BRIDGE, LAMIA TAKES PAYMENT AS TRIES TO KILL R
ACT II / Sc 10	65	PILLARED ROOM	DARK/FILTHY - LX ON PILLAR	R, DOOR, HUNTER, CROUP, VANDEMAR, CARABAS	UPLX ON THE PILLARS	CROUP AND VANDEMAR TAKE DOOR TO ANGEL, HUNTER, CARABAS, AND R FOLLOW
ACT II / Sc 11	67	MARSHY STRETCH OF LABRYNTH	DARK/FILTHY	R, HUNTER, CARABAS	FOG, MIST, HAZE, TORCHES	WALKING THROUGH MARSH LABRYNTH, DIARY ENTRY
ACT II / Sc 12	68	LABRYNTH	ALMOST BLACK WITH NIGHT SHAFT OF LX	R, HUNTER, CARABAS	DARKER STILL, SHAFT OF LIGHT ONLY, GREAT BEAST - RED EYES, FLAMES?	KILLING OF THE GREAT BEAST OF LONDON
ACT II / Sc 13	70	ISLINGTON'S CITADEL	DARK/LIT BY CANDLES	DOOR, R, ISLINGTON, CROUP, VANDEMAR, CARABAS	LIT BY CANDLES, ROBE OF PURE WOVEN LIGHT, GLOWING PORTAL OF WHICH DOOR IS ATTACHED, BRIGHTEST WHITE LX WHEN DOOR IS CRACKED OPEN - SWIRLING MAELSTRUM OF COLOR AND LIGHT; DOOR FOR R TO RETURN IS BRIGHT LX AS WELL.	ISLINGTON FORCES DOOR TO OPEN DOOR TO PASSAGE TO HEAVAN; ISLINGTON , CROUP AND VANDEMAR GET SUCKED THROUGH DOOR TO FAR AWAY (ON A STAR?) AND SHE CLOSES DOOR.; DOOR OPENS A DOOR FOR R TO GO HOME.
ACT II / Sc 14	76	OUTSIDE RICHARD'S OFFICE	MORNING - OFFICE LX FEEL	R, GARY, SILVIA	OFFICE SPACE - LARGER AND BRIGHTER - UPLX PILLARS FROM CAVE TO SHOW HIS CONQUERING OF THE OFFICE WORLD?	R RETURNS TO FIND HE IS NOW JUNIOR PARTNER WITH A NEW OFFICE, LIFE IS SAME BUT BETTER
ACT II / Sc 15	77	RICHARD'S OFFICE	EVENING INTERIOR	R, GARY, JESSICA	FADE TO AFTERNOON, SIX WEEKS LATER	JESSICA COMES BYE AND TRIES TO RECONCILIATE WITH R, HE TURNS HER DOWN, GARY LEAVES ASKING ABOUT DRINKS
ACT II / Sc 16	78	STREET EXT - BRICK WALL	STREET AT NIGHT	R	KNIFE TEARS OPEN A PASSAGE INTO A NEW DOOR, DARK SHADOWY STREET LX.	R GOES TO RETURN TO UNDERGROUND THROUGH HIS DOOR.