

Pre-Recorded Sound Effects Cues for *A Christmas Carol*

| Track | Volume | Page-Cue       | Description  |
|-------|--------|----------------|--|
| 01    |        | 02-01          | Wind--under intro--FADE AS NEEDED                    |
| 02    |        | 09-07          | Office clock strikes 7x--under dialogue              |
| 03    |        | 10-08          | Wind--under "Scrooge took his usual..." FADE QUICK   |
| 04    |        | 11-04 (option) | Scrooge double locks (optional cue. )                |
| 05    |        | 12-01          | Various doors and locks                              |
| 06    |        | 12-03          | Bells 1, 2, 3 – then they stop.                      |
| 07    |        | 12-07          | Marley (basement) Bash, Bash, Crash, chains, walking |
| 08    |        | 13-03          | Thunder (1x)   |
| 09    |        | 13-07          | Thunder (2x)   |
| 10    |        | 16-06          | Wind, ghosts—moan, chains--Thunder                   |
| 11    |        | 17-04          | Scrooge's bedroom clock (1x)                         |
| 12    |        | 19-04          | Coach, horses, boys walla-walla                      |
| 13    |        | 20-02          | Cymbal/Wind chimes transition #1 – to school         |
| 14    |        | 21-03          | Cymbal/Wind chimes trans #2 – years later at school  |
| 15    |        | 27-05          | Scrooge's bedroom clock (1x)                         |
| 16    |        | 34-07          | Cymbal/Wind chimes transition #3 – to Fred's         |
| 17    |        | 35-09          | Small blind man's buff crash                         |
| 18    |        | 36-02          | Medium blind man's buff crash                        |
| 19    |        | 36-04          | Big blind man's buff crash                           |
| 20    |        | 39-01          | Wind--under "Much they saw..." --FADE AS NEEDED      |
| 21    |        | 41-06          | Otherworldly screech from Spirit 3 ("Yes!")          |
| 22    |        | 42-01          | Otherworldly screech from Spirit 3 ("No!")           |
| 23    |        | 42-03          | Cymbal/Wind chimes transition #4 – to the Exchange   |
| 24    |        | 43-07          | Otherworldly screech from Spirit 3 ("Wait!")         |
| 25    |        | 43-09          | Cymbal/Wind chimes transition #5 – to Rag & Bone     |
| 26    |        | 46-01          | Cymbal/Wind chimes transition #6 – to dead body      |
| 27    |        | 46-03          | Otherworldly screech from Spirit 3 ("Look!")         |
| 28    |        | 46-05          | Otherworldly screech from Spirit 3 ("Look!")         |
| 29    |        | 46-07          | Otherworldly screech from Spirit 3 ("You must!")     |
| 30    |        | 48-09          | Thunder transition to graveyard – with wind—It fades |
| 31    |        | 49-01/50-05    | SEQUENCE: Graveyard SFX – a series of linked cues    |
|       |        | 49-03          | Otherworldly screech from Spirit 3 ("Look!")         |
|       |        | 49-03          | Thunder and Wind                                     |
|       |        | 50-01          | Chains and Wind                                      |
|       |        | 50-01          | Thunder and Wind                                     |
|       |        | 50-03          | Thunder and Wind, Ghosts moaning                     |
|       |        | 50-03          | Otherworldly screech from Spirit 3 ("Yes!")          |
|       |        | 50-03          | Thunder and Wind                                     |
|       |        | 50-05          | Thunder and Ghosts and Wind (it fades out)           |
| 32    |        | 55-08          | Office clock strikes 9x—under narration              |
| 33    |        | 58-03          | (optional) SFX department making a racket            |