To Rock, Or Not to Rock

## Act One

# Scene One: Arcadia, Blue Spike **LOCKED**

- UNLOCK for transition into Oracle
- LOCK once set for Oracle

### Scene Two: Oracle, Yellow Spike, LOCKED

- Ensemble UNLOCK rocks for transition, LOCK them once set for Arcadia

# Scene Three: Arcadia, Blue Spike LOCKED

- L. Langston unlock Fraggle Rock at her exit
- Sheep UNLOCK rocks to move to Green Spike, RELOCK once set

### Scene Four: MAD, Green Spike, LOCKED

- Female Ensemble UNLOCK rocks on exit, before Dametas' monologue

### Scene Five: MAD to GOOD, **UNLOCKED**

- Ensemble Men move to DARK BLUE, KEEP UNLOCKED

### Scene Six: GOOD, DARK BLUE, **UNLOCKED**

- Owlettes move rocks to TEAL, LOCK Put USL, UNLOCK Fraggle DSR
- Owlettes move Fraggle to USR, LOCK

### Scene Seven: Lion, Grey, LOCKED

- UNLOCK, Put moves to Purple, LOCK AGAIN

# Scene Eight: Rain, Purple/Grey, LOCKED

- UNLOCK, Put Put moves USL to TEAL, LOCK AGAIN

### Scene Nine: Jerk, Teal/Purple, LOCKED

- UNLOCK ROCKS, Fraggle to CS, Put to USR, to WHITE, LOCK

Scene Ten: Vacay, White, LOCKED

#### Scene Eleven: Vacay, White, LOCKED

- UNLOCK ROCKS, Fraggle to USL, Put to CS, Blue/Brown, LOCK

Scene Twelve: Lips, Blue/Brown, LOCKED

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### Act Two

Scene One: Arcadia, Blue, LOCKED

- UNLOCK rocks, move to ORANGE, LOCKED

Scene Two: Tents, Orange, LOCKED

Scene Three: Tents, Orange, LOCKED

- UNLOCK ROCKS, move to RED, KEEP UNLOCKED

Scene Four: Heaven, Red, UNLOCKED

- ROCKS MOVE TO BLUE/DARK GREEN, LOCK

Scene Five: Lust, Blue/Dark Green, LOCKED

o #18B Permanent Distemperature

- Put-put, UNLOCK on stage, move to BLUE, LOCK

Scene Six: Arcadia, Blue, LOCKED