
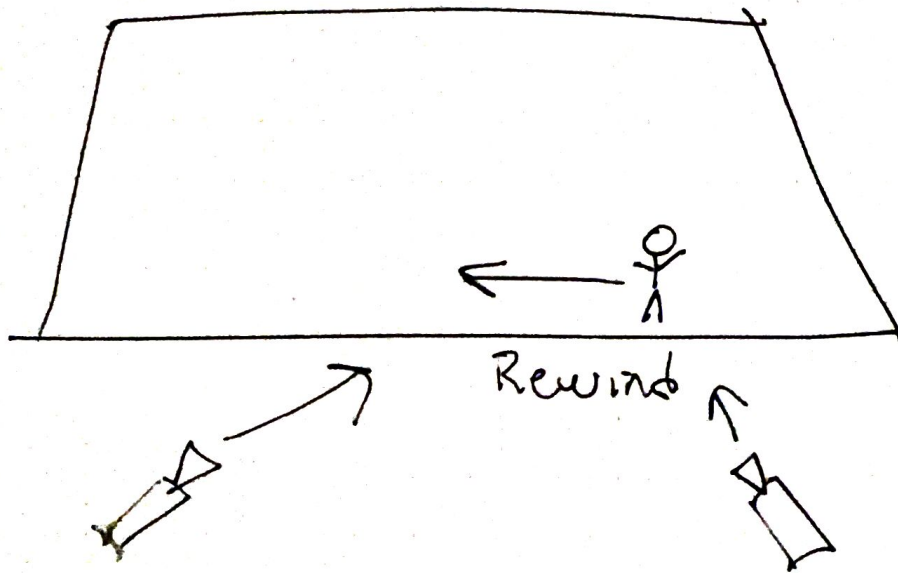


# CLUE

## Lights "Rewind"

"Wait a minute..." lights down to   
(or dim)



Start of "Rewind", in sync w/snd effect

- 1) Movers flash (maybe alternating) quickly  
(maybe small to large?)
- 2) then slow down (and wider?) as the  
rewind completes
- 3) movers on full at end of rewind