CLUE
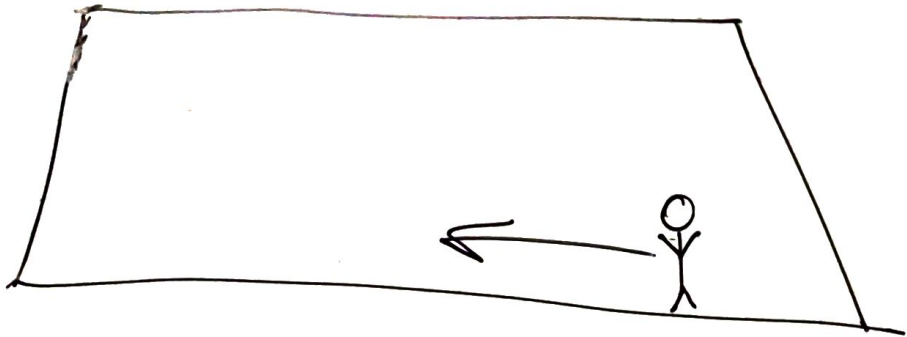## "Lights Rewind" 2

0) Stage lights "dim"

1) Strobes to start (full stage or partial)

2) Movers maybe slower strobe to provide "strobe depth"

3) Slow down strobes (stationary) (reduce brightness → 0)

4) Movers take over to "full" bright

5) Stage lights come up to "norm"