NOCTUNE

Show Rider — Light Tech · Song flow and venue guide, 9-song set

Version 0.7
As of 2026-11-02
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How it runs together

Normal case

Our rig is always on stage and runs on our own automation. You run the house fixtures alongside it — the song cards on the following pages say what happens in each section. Spoken cues come over the show call on line 14.

If we combine

You can drive our rig as well, or the house fixtures can run along with our automation. Either way only works as long as everything fits into one universe — please agree it with us beforehand.

FIXED BAND RIG

8 LED bars: **6 upstage in one row between the drum kit and the band as show light**, **2 downstage lying flat left and right as band light**. The blinders (Stairville Wild Wash, optional) sit on two of the six upstage bars. AF-180 fogger, on a button on our tablet. Moving heads and spots are not part of the current setup.

CUE TRACK / TRANSITIONS

- **Clockwork** — 1:34 lead-in (walk-on) before the first note
- **Stray** — “Interlude Stray”, 40 s
- **Blood Cipher** — preceded by a sing-along of about 25 s, then count-in over the show call
- **Disappear** — “Disappear Interlude”, 47 s
- **Heavy Rain** — “Heavy Rain Interlude”, 20 s → 8 s lead-in → 46 s intro
- All other songs follow without a break. Set: 39:37 from the first note.

STATE OF PROGRAMMING

- Almost all colours run as plasma (moving colour gradient) across the bars. Times are from song start.
- Fog is not programmed; it runs on a button.

01 CLOCKWORK

4:48

COLOUR DNA

Dark red	Orange	Red	White

MACRO FLOW

01	02	03	04	05	06
Intro 0:00 · flicker, ticking DARK RED	**Verse 1** 0:36 · flicker, ticking DARK RED	**Chorus 1** 1:39 DARK RED	**Verse 2** 2:01 · flicker ORANGE	**Chorus 2** 2:32 · sparkle DARK RED	**Breakdown** 2:54 · ticking, accents, colour flashes RED

07	08	09
A cappella → Break 3:41 ORANGE	**Chorus 3** 4:03 · + dark red · flicker, sparkle ORANGE	**Chorus 4** 4:18 · + white · flicker, ticking, colour flashes DARK RED

MANUAL CUES

- Lead-in 1:34 before the first note (walk-on): one-bar fade-in, candle flicker, from 0:40 dark red with slow breathing. The “Clockwork” call comes over the show call.
- A cappella from 3:41: keep front light steady on the vocal, no effect moves.

02 YOU WILL

4:33

COLOUR DNA

Light blue	Dark blue	Blue	White

MACRO FLOW

01 **Intro** 0:00 LIGHT BLUE	02 **Verse 1** 0:32 · flicker DARK BLUE	03 **Verse 2** 0:47 DARK BLUE	04 **Pre-chorus 1** 1:04 · + blue · sparkle, colour flashes LIGHT BLUE	05 **Break → Chorus 1** 1:24 · flicker LIGHT BLUE	06 **Verse 3** 1:49 LIGHT BLUE
07 **A cappella** 2:12 LIGHT BLUE	08 **Pre-chorus 2** 2:20 · + white · sparkle, colour flashes BLUE	09 **Break → Chorus 2** 2:40 LIGHT BLUE	10 **Breakdown** 2:57 · + light blue DARK BLUE	11 **Pre-chorus 3** 3:28 · + white · sparkle, colour flashes BLUE	12 **Pre-chorus 4** 3:50 · + white · sparkle, colour flashes BLUE
13 **Outro** 4:11 DARK BLUE					

MANUAL CUES

- Follows Clockwork without a break (1 s).
- A cappella from 2:12: keep front light steady on the vocal, no effect moves.

03 STRAY

3:40

COLOUR DNA

Light blue	**Violet**	**Pink**	**Blue**

MACRO FLOW

01 **Intro** 0:00 VIOLET	02 **Verse** 0:13 · sparkle BLUE	03 **Chorus 1** 0:37 · + pink · white flashes VIOLET	04 **Bridge → Solo** 0:59 · flicker LIGHT BLUE	05 **Bridge 1** 1:44 · sparkle LIGHT BLUE	06 **Chorus 2** 2:07 · + pink · white flashes VIOLET
07 **Bridge 2** 2:30 · sparkle BLUE	08 **Chorus 3** 2:41 · + pink · white flashes VIOLET	09 **Outro → A cappella** 3:13 LIGHT BLUE			

MANUAL CUES

- Preceded by “Interlude Stray”, 40 s: dark red (plasma), slow breathing.
- A cappella from 3:13: keep front light steady on the vocal, no effect moves.

04 BLOOD CIPHER

3:40

COLOUR DNA

Red

Dark red

MACRO FLOW

01
Intro
0:00 · fade-outs, flicker, white flashes
RED

02
Breakdown 1
0:32 · apocalypse chase, white flashes
DARK RED

03
Chorus 1
0:46 · sparkle, white flashes
DARK RED

04
Verse
1:16 · fade-outs, white flashes
RED

05
Chorus 2
1:44 · sparkle, white flashes
RED

06
Solo
2:15
RED

07
Break
2:43
RED

08
Breakdown 2
2:56 · apocalypse chase, flicker, white flashes
DARK RED

MANUAL CUES

- Preceded by a sing-along with the audience of about 25 s, light blue from Stray stays up; then the show call counts in 2-3-4.

05 DISAPPEAR

4:26

COLOUR DNA

Dark red	Red	Light orange	Yellow-green

MACRO FLOW

01 **Intro** 0:00 · flicker, sparkle, white flashes DARK RED	02 **Bridge 1** 0:34 · sparkle DARK RED	03 **Verse 1** 0:48 LIGHT ORANGE	04 **Break → A cappella** 1:04 RED	05 **Chorus 1** 1:12 · + yellow-green · flicker LIGHT ORANGE	06 **Bridge 2** 1:36 RED
07 **Verse 2** 1:50 LIGHT ORANGE	08 **Chorus 2** 2:08 · + yellow-green · flicker LIGHT ORANGE	09 **Breakdown** 2:32 · flicker, white flashes RED	10 **Bridge 3** 3:04 · sparkle RED	11 **Bridge 4** 3:22 · + red · sparkle DARK RED	12 **Chorus 3** 3:36 · strobe DARK RED
13 **Outro** 4:08 · strobe DARK RED	14 **Break** 4:20 · strobe DARK RED				

MANUAL CUES

- Preceded by “Disappear Interlude”, 47 s: dark red (plasma), flicker.
- A cappella from 1:04: keep front light steady on the vocal, no effect moves.

06 HEAVY RAIN

4:56

COLOUR DNA

Blue

Dark blue

Red

Violet

MACRO FLOW

01
Lead-in
0:00 · rain
DARK BLUE

02
Intro
0:08 · accents
DARK BLUE

03
Verse 1
0:54 · sparkle
BLUE

04
Verse 2
1:26
BLUE

05
Bridge 1
1:58
VIOLET

06
Bridge 2
2:30 · + dark red · flicker, white flashes
VIOLET

07
Bridge → Solo
2:46 · sparkle, white flashes
RED

08
Chorus
3:18 · accents
RED

09
Verse 3
3:50 · + blue · breathing
DARK BLUE

MANUAL CUES

- Preceded by “Heavy Rain Interlude”, 20 s: dark blue with rain effect; the song starts with an 8 s lead-in and a 46 s intro.

07 ERRATIC

4:26

COLOUR DNA

Red	**Light orange**	**Dark red**	**Orange**

MACRO FLOW

01 **Intro** 0:00 · white flashes DARK BLUE	02 **Bridge 1** 0:12 · chase, sparkle, strobe ORANGE	03 **Verse 1** 0:29 · chase, flicker, strobe LIGHT ORANGE	04 **Chorus 1** 0:46 · + dark red · chase, flicker, blinders RED	05 **Bridge 2** 1:21 · chase, sparkle, strobe ORANGE	06 **Verse 2** 1:39 · chase, flicker, strobe LIGHT ORANGE
07 **Chorus 2** 1:56 · + dark red · chase, flicker, blinders RED	08 **Breakdown** 2:31 · + red · blinders VIOLET	09 **Bridge 3** 2:57 · chase, flicker, blinders BLUE	10 **Verse 3** 3:14 · + orange · chase, breathing, strobe LIGHT ORANGE	11 **Chorus 3** 3:50 · + dark red · chase, flicker, blinders RED	

MANUAL CUES

- Follows Heavy Rain directly (1 s), dark blue still up.

08 HYPER HURT

3:08

COLOUR DNA

Blue	**Dark blue**	**Violet**	**Red**

MACRO FLOW

01 **Intro** 0:00 · + violet · breathing, flicker RED	02 **Bridge 1** 0:22 · rain, flicker BLUE	03 **Verse** 0:34 · chase, flicker, blinders DARK BLUE	04 **Chorus 1** 0:57 · chase, rain, strobe, blinders BLUE	05 **Bridge 2** 1:20 · rain, flicker BLUE	06 **Bridge 3** 1:31 · chase, flicker, blinders DARK BLUE
07 **Breakdown** 1:54 · chase, rain, blinders VIOLET	08 **Bridge 4** 2:17 · blinders VIOLET	09 **Chorus 2** 2:20 · blinders BLUE	10 **Chorus 3** 2:43 · blinders BLUE	11 **Break** 2:48 · strobe, blinders BLUE	

MANUAL CUES

- Preceded by a 9 s pause, red from Erratic still up.

09 WANDERER

3:36

COLOUR DNA

Light blue	Turquoise	Dark blue	Violet

MACRO FLOW

01 **Lead-in** 0:00 · flicker, chase, blinders DARK BLUE	02 **Intro** 0:11 · chase, strobe, blinders DARK BLUE	03 **Verse 1** 0:22 BLUE	04 **Chorus 1** 0:41 · + turquoise · chase, flicker, strobe, blinders LIGHT BLUE	05 **Verse 2** 1:13 · + turquoise · chase, blinders VIOLET	06 **Bridge** 1:29 · blinders LIGHT BLUE
07 **Pre-chorus** 1:50 · chase VIOLET	08 **Chorus 2** 2:14 · + turquoise · chase, flicker, strobe, blinders LIGHT BLUE	09 **Break** 2:46 · chase, flicker TURQUOISE	10 **Solo** 3:01 · chase, flicker TURQUOISE	11 **Outro** 3:10 · flicker DARK BLUE	

MANUAL CUES

- Follows Hyper Hurt without a break.