



Step	Cue	Time	Delay	Wait	Content	Jump	MLink	TLink	Text
9	3.7	↘ 0 ▲ 0	↘ 0 ▲ 0	⇒ .	(10)/FF (214 + 219)/35 (210)/31 (212)/20 (217)/18 (22 + 26)/12 (18 + 29->30 + 32->33)/0				Fin metro
10	4	↘ 17 ▲ 30	↘ 0 ▲ 0	⇒ .	(18)/65 (29->30 + 32->33)/59 (2 + 35)/39 (3)/29 (22 + 26 + 221 + 239)/27 (209 + 211)/27 (207 + 213 + 223 + 237)/21 (205 + 215 + 225 + 235)/15 (233)/9 (203 + 217 + 227)/9 (200->202 + 204 + 206 + 208 + 210 + 212 + 214 + 216 + 218->220 + 222 + 224 + 226 + 228->232 + 234 + 236 + 238 + 240)/6				bataille Alice
11	5	↘ 30 ▲ 35	↘ 0 ▲ 0	⇒ .	(29->30 + 32->33)/59 (9)/57 (221 + 239)/27 (209 + 211)/27 (207 + 213 + 223 + 237)/21 (3)/20 (205 + 215 + 225 + 235)/15 (233)/9 (203 + 217 + 227)/9 (200->202 + 204 + 206 + 208 + 210 + 212 + 214 + 216 + 218->220 + 222 + 224 + 226 + 228->232 + 234 + 236 + 238 + 240)/6 (110 + 300)/0				sac poubelle
12	10	↘ 8 ▲ 40	↘ 0 ▲ 0	⇒ .	(140 + 150)/FF (29->30)/88 (19)/43 (9)/39 (32->33)/35 (235)/27 (233)/23 (237)/22 (21->23)/16 (25->27 + 231 + 239)/10				c'est bossa arrivÃ© public claire milieu
13	10.2	↘ 35 ▲ 50	↘ 0 ▲ 0	⇒ .	(5 + 140 + 150)/FF (29->30)/88 (32->33)/35 (216)/22 (207)/18 (21->23)/16 (205)/14 (203 + 214)/12 (25->27 + 212)/10 (201 + 210)/8				c'est bossa fase

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14	10.5	↘ 12 ▲ 15	↘ 0 ▲ 0	→ .	(24 + 28->30 + 32->33)/47 (1->3)/25 (200->239)/20 (5)/20				c'est bossa depart rambo
15	7	↘ 40 ▲ 55	↘ 0 ▲ 0	→ .	(110)/FF (32)/69 (29)/67 (114)/59 (1->3)/49 (20)/47 (24 + 28 + 30 + 33)/40 (21->23 + 25->27)/30 (115)/27 (13)/0				YedikulÃ© marche sur 4 eme mouv
16	8.5	↘ 2 ▲ 3	↘ 0 ▲ 0	→ .	(17)/26 (19)/23 (1 + 115)/19 (2->3)/17 (200->239)/9				yedikulÃ© tire / attention speed sunstrip
17	8.7	↘ 27 ▲ 45	↘ 0 ▲ 0	→ .	(110)/67 (29->32)/54 (24 + 28)/33 (115)/19 (33)/3		1		Asqtronaute2/depart Alys
18	9	↘ 20 ▲ 15	↘ 0 ▲ 0	→ .	(29->30 + 32->33)/FF (110)/67 (24 + 28)/49 (115)/19 (200->239)/14 (140 + 150)/0		1		weard alice bas/sur prÃ©pa
19	9.1	↘ 2 ▲ 4	↘ 0 ▲ 0	→ .	(110)/72 (112 + 142)/70 (37)/61 (35)/57 (111)/42 (36)/41 (22->23 + 25->26)/22 (115)/4 (38)/4 (140 + 150)/0				weard haut
20	9	↘ 1 ▲ 1	↘ 0 ▲ 0	→ .	(29->30 + 32->33)/FF (110)/67 (24 + 28)/49 (115)/19 (200->239)/14 (140 + 150)/0				weard bas
21	9.1	↘ 2 ▲ 4	↘ 0 ▲ 0	→ .	(110)/72 (112 + 142)/70 (37)/61 (35)/57 (111)/42 (36)/41 (22->23 + 25->26)/22 (115)/4 (38)/4 (140 + 150)/0				Alys haut
22	25	↘ 0 ▲ 0	↘ 0 ▲ 0	→ .					Noir debut wincheuse

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23	11	↘ 5 ▲ 5	↘ 0 ▲ 0	→ .	(38)/FF				wincheuse
24	11.5	↘ 6 ▲ 8	↘ 0 ▲ 0	→ .	(110)/98 (21->23 + 25->27)/10		1		wiÅ§ncheuse demitour
25	14	↘ 0 ▲ 0	↘ 0 ▲ 0	→ .	(300)/FF (18)/78 (22 + 26)/29		1		noir fin wincheuse
26	7	↘ 15 ▲ 25	↘ 0 ▲ 0	→ .	(110)/FF (32)/69 (29)/67 (114)/59 (1->3)/49 (20)/47 (24 + 28 + 30 + 33)/40 (21->23 + 25->27)/30 (115)/27 (13)/0				Glouglou prince
27	6.2	↘ 2 ▲ 4	↘ 0 ▲ 0	→ .	(41)/80				Dtc 1
28	6.5	↘ 0.5 ▲ 0.5	↘ 0 ▲ 0	→ .	(41)/80 (17)/67				Dtc allumage crew
29	6.7	↘ 5 ▲ 3	↘ 0 ▲ 0	→ .	(41)/76 (140 + 150 + 300)/0		1		Dtc2
30	6.8	↘ 2 ▲ 6	↘ 0 ▲ 0	→ .	(300)/FF				Dtc FIN/je me casse
31	30	↘ 2 ▲ 2	↘ 0 ▲ 0	→ .	(300)/FF		1		boite de nuit /attention speed sunstrip
32	31	↘ 5 ▲ 5	↘ 0 ▲ 0	→ .	(300)/FF (110)/90 (42)/24 (21->23 + 25->27)/12 (11)/4				boite de nuit 2 arrivÃ©e filles



Step	Cue	Time	Delay	Wait	Content	Jump	MLink	TLink	Text
42	26	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(110)/FF (1->3)/49 (21->23 + 25->27 + 29 + 32)/31 (200 + 202 + 204 + 206 + 208 + 210 + 212 + 214 + 216 + 218 + 220 + 222 + 224 + 226 + 228 + 230 + 232 + 234 + 236 + 238)/18				salut
43	27	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(100)/59				
44	30	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(300)/FF				
45	31	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(300)/FF (110)/90 (42)/24 (21->23 + 25->27)/12 (11)/4				
46	32	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(300)/FF (21->23 + 25->27)/14 (11)/4				
47	100	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(140 + 150)/FF (110)/94 (29->30 + 33)/61 (32)/51 (28)/33 (35 + 37)/31 (1->3)/27 (21->23 + 26->27)/25 (24)/18 (25)/10				
48	110	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(110)/FF				
49	150	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(300)/FF				
50	151	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(300)/78		9	1	
51	200	↘ 5 ▲ 5	↘ 0 ▲ 0	⇒ .	(110)/FF				
52	0	↘ 0 ▲ 0	↘ 0 ▲ 0	⇒ .					
53	0	↘ 0 ▲ 0	↘ 0 ▲ 0	⇒ .					

Step	Cue	Time	Delay	Wait	Content	Jump	MLink	TLink	Text
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Step	SubMaster	Time	Delay	Target	Content
3	1	→ 15	→ 0	FF	Sample 2
4	5	→ 15	→ 0	30	Chaser 1
17	19	→ 15	→ 0	70	Chaser 5
18	19	→ 15	→ 0	0	Chaser 5
24	8	→ 10	→ 0	FF	Cue 100
25	8	→ 0	→ 0	0	Cue 100
29	28	→ 7	→ 0	0	Group 26
31	19	→ 2	→ 0	FF	Chaser 5
34	19	→ 10	→ 0	0	Chaser 5
40	29	→ 20	→ 0	FF	Sample 5
41	29	→ 35	→ 0	0	Sample 5
50	30	→ 5	→ 0	50	
	20	→ 5	→ 0	50	
	18	→ 5	→ 0	50	
	16	→ 5	→ 0	50	
	14	→ 5	→ 0	50	
	12	→ 5	→ 0	50	
	6	→ 5	→ 0	50	
	4	→ 5	→ 0	50	
	2	→ 5	→ 0	50	