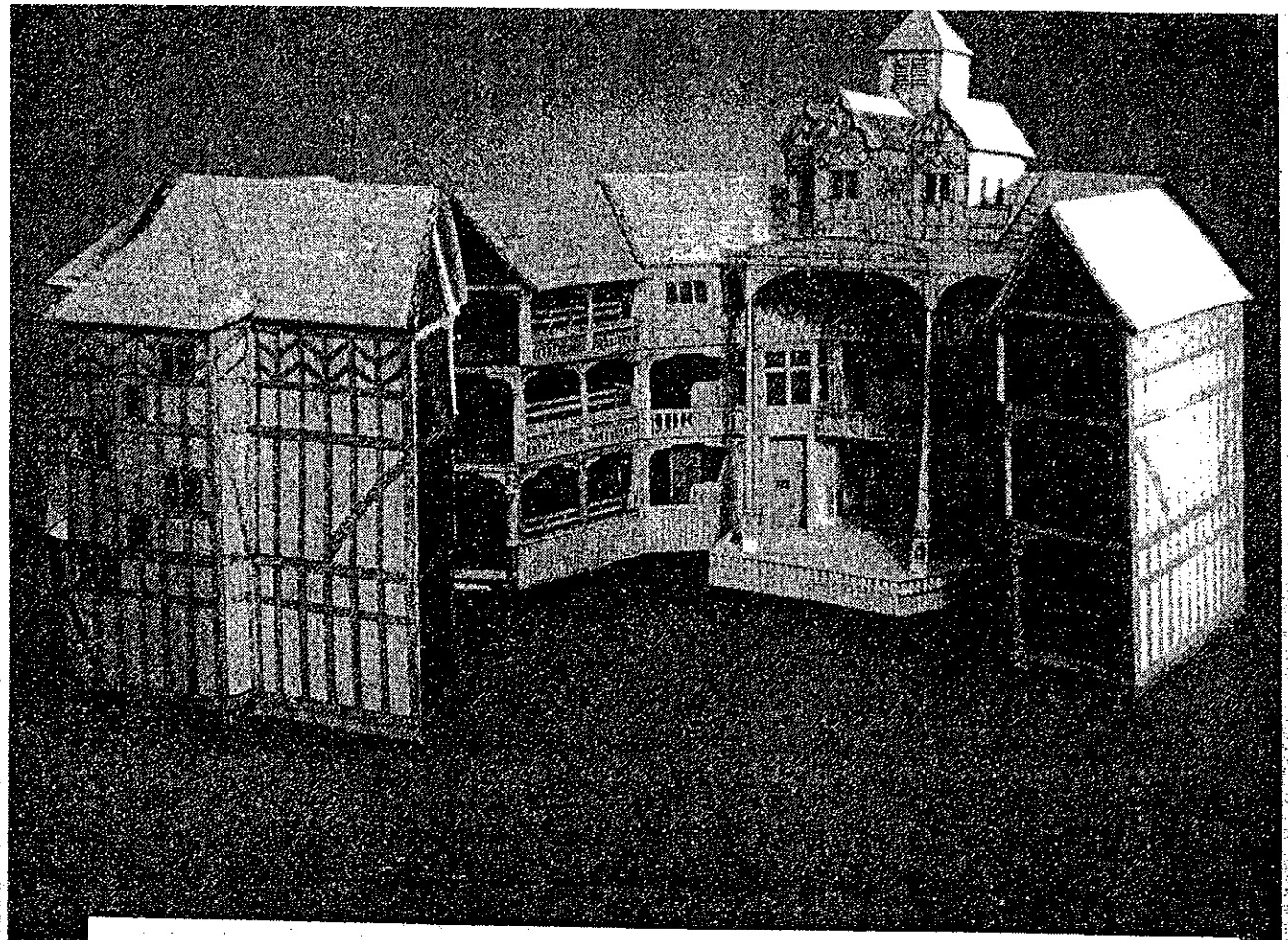

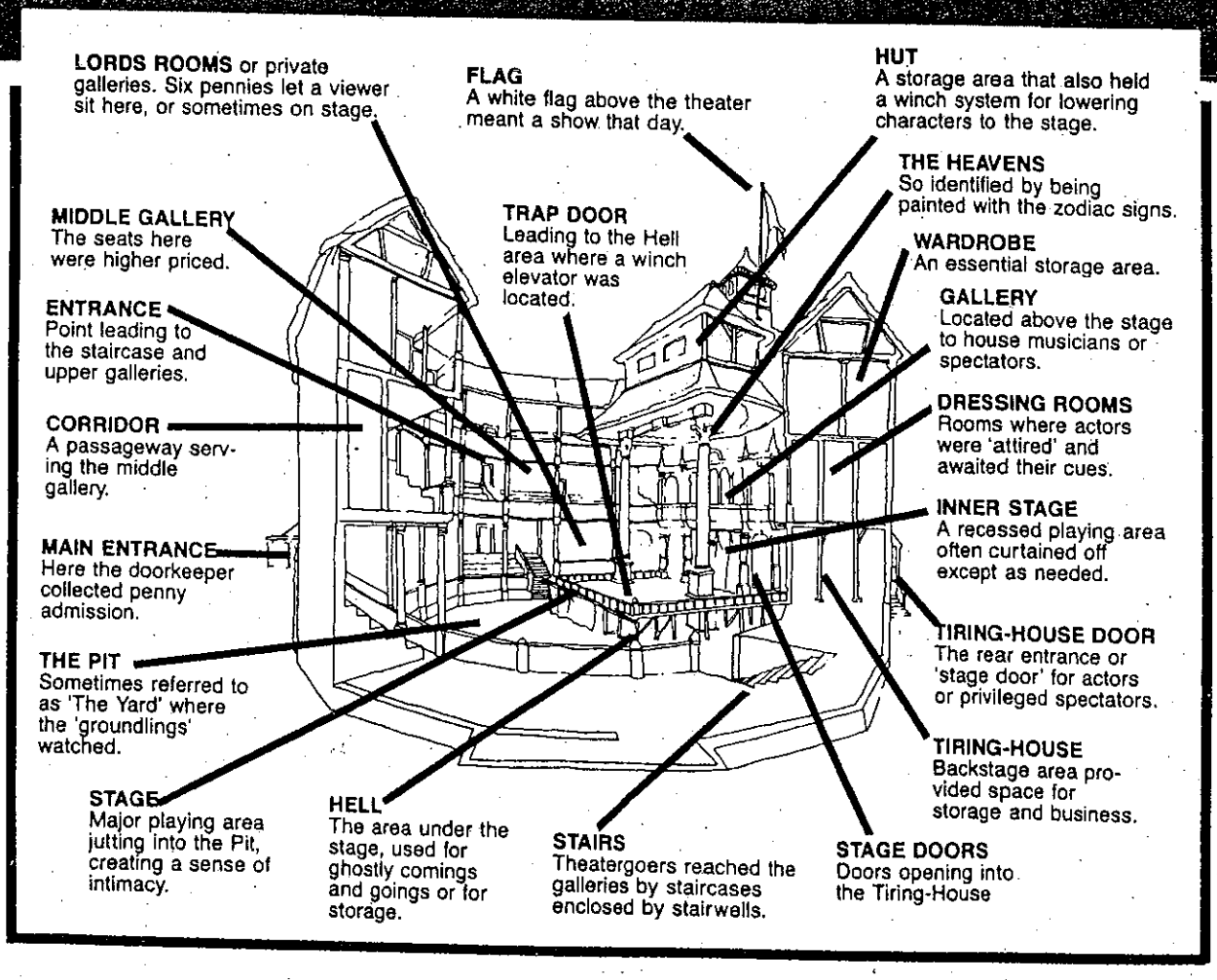
LORDS ROOMS or private galleries. Six pennies let a viewer sit here, or sometimes on stage.
FLAG A white flag above the theater meant a show that day.
HUT A storage area that also held a winch system for lowering characters to the stage.
THE HEAVENS So identified by being painted with the zodiac signs.
MIDDLE GALLERY The seats here were higher priced.
TRAP DOOR Leading to the Hell area where a winch elevator was located.
WARDROBE An essential storage area.
ENTRANCE Point leading to the staircase and upper galleries.
GALLERY Located above the stage to house musicians or spectators.
CORRIDOR A passageway serving the middle gallery.
DRESSING ROOMS Rooms where actors were 'attired' and awaited their cues.
INNER STAGE A recessed playing area often curtained off except as needed.
MAIN ENTRANCE Here the doorkeeper collected penny admission.
TIRING-HOUSE DOOR The rear entrance or 'stage door' for actors or privileged spectators.
THE PIT Sometimes referred to as 'The Yard' where the 'groundlings' watched.
TIRING-HOUSE Backstage area provided space for storage and business.
STAGE Major playing area jutting into the Pit, creating a sense of intimacy.
HELL The area under the stage, used for ghostly comings and goings or for storage.
STAIRS Theatergoers reached the galleries by staircases enclosed by stairwells.
STAGE DOORS Doors opening into the Tiring-House