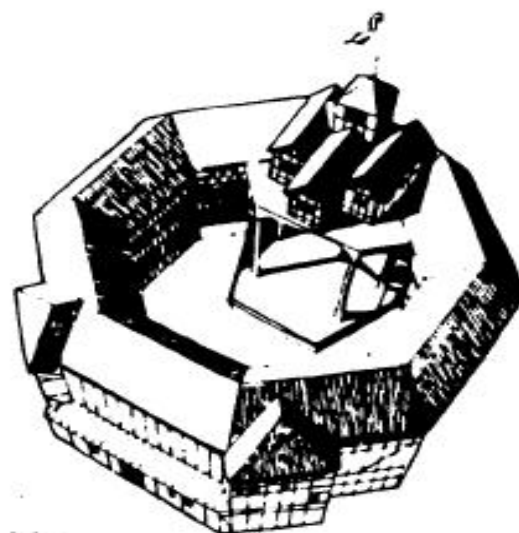




The GLOBE THEATER

1599-1613



INNER STAGE. A recessed playing area often curtained off, then opened for appropriate scenes.

FLAG. A white flag hoisted above the theater meant a show would be performed that day.

MIDDLE GALLERY. Called 'Two-penny Rooms' because the seats here were higher priced.

ENTRANCE. Point leading to the staircase and upper galleries.

CORRIDOR. A passageway that served the different sections of the middle gallery.

LORDS' ROOMS or private galleries. Six pennies let a viewer sit here, or sometimes even on the stage itself.

MAIN ENTRANCE. Here the door-keeper greeted playgoers and collected one penny from everyone.

STAGE. Major playing area jutting into the Pit, creating a sense of intimacy with the audience. Hangings curtained off space beneath.

THE PIT. Also sometimes referred to as 'The Yard' where the 'groundlings' watched the play for their one-penny admission.

HELL. The area under the stage, used for ghostly comings and goings or for more mundane storage of properties.

STAGE DOORS. Doors opening into the Tiring-House.

HUT. A storage area that also held a winch system for lowering enthroned gods or other characters to the stage.

THE HEAVENS. So identified by being painted with the zodiac signs.

WARDROBE. An essential storage area.

GALLERY. Located above the stage to house musicians or spectators. An auxiliary stage for special scenes.

DRESSING ROOMS. Rooms where actors were 'attired' and awaited their cues.

TIRING-HOUSE DOOR. The rear entrance or 'stage door' for actors or privileged spectators.

TIRING-HOUSE. The important back-stage area which provided space for storage and business offices.

STAIRS. Ascending to the first level, theatergoers reached the galleries by wooden staircases enclosed by stairwells.

TRAP DOOR. Leading down to the Hell area where equipment included a winch elevator that raised and lowered actors or properties.

