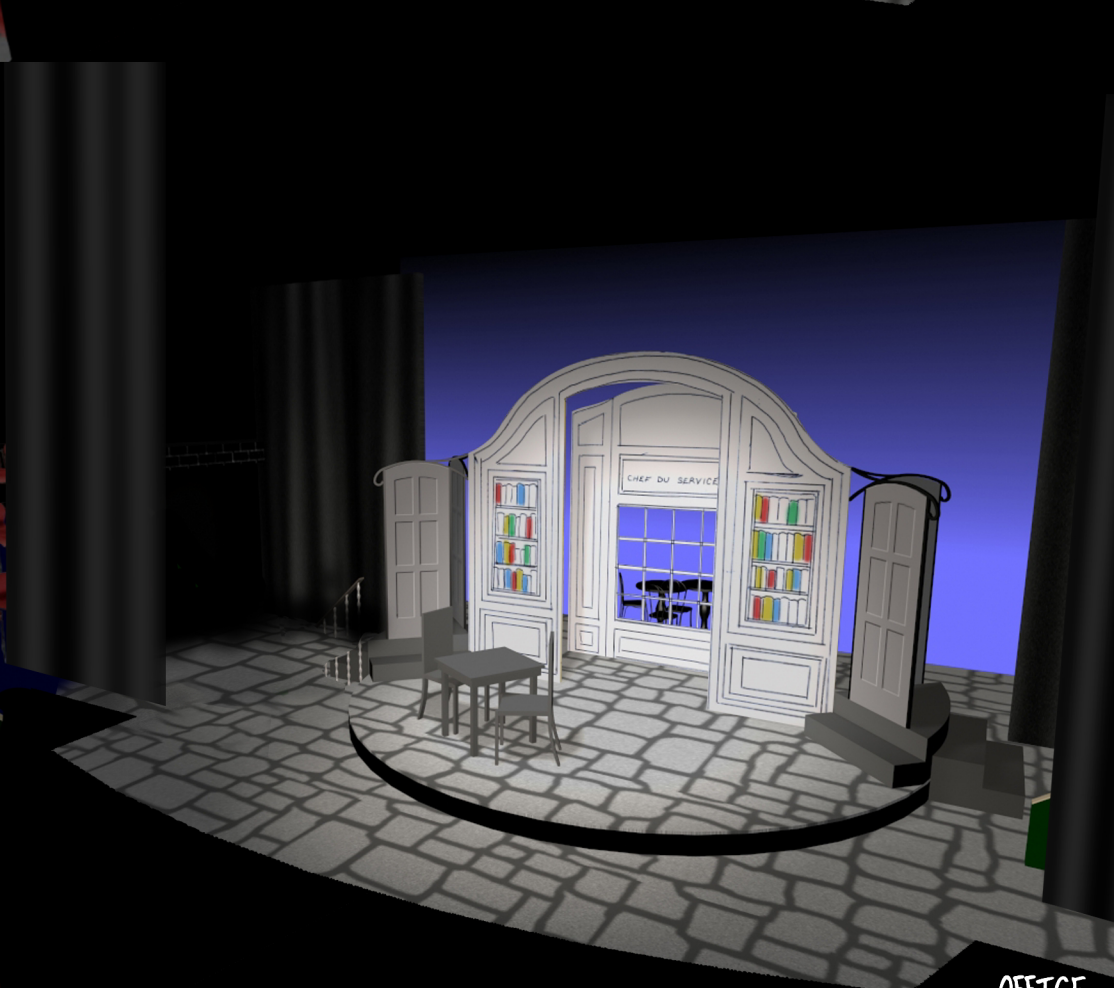




VILLAGE SQUARE



JEAN'S APARTMENT



OFFICE



BERENGER'S APARTMENT

## 1. VILLAGE SQUARE

THE SQUARE INCLUDES THE STOREFRONTS OF A SMALL GROCERY STORE AND A CAFE. THERE IS A DOOR SR AND SL TO EACH BUSINESS. THE DOORS LEAD TO LANDINGS, FROM WHICH ONE CAN EITHER GO THROUGH ANOTHER DOOR UR, OR EXIT INTO THE WINGS. THERE ARE TWO CAFE TABLES WITH BENTWOOD CHAIRS HERE.

## 2. OFFICE

WE REVOLVE TO EACH SETTING. THE OFFICE INCLUDES A DROP WITH A WINDOW CUT INTO IT. THE DOORS SR AND SL ARE USED AGAIN. THE SCENE IS PLAYED AS IF THE SETTING IS ON THE SECOND FLOOR OR HIGHER. THERE IS A BANISTER RAIL THAT DECENDS INTO THE FLOOR TO CREATE THE ILLUSION OF STAIRS CONTINUING DOWN.

DURING THE SCENE, AN UNSEEN RHINOCEROS (OFFSTAGE) WILL DESTROY THE STAIRS SR. WHEN THIS HAPPENS, THE FAKE BANNISTER RAILING WILL COLLAPSE. OVER THE STAGE ARE TWO DROP BOXES THAT WILL DISPENSE SOME KIND OF DEBRIS AND DUST ON CUE.

THE OFFICE INCLUDES A BUSINESS-LIKE WORK TABLE AND TWO CHAIRS. THERE IS A TYPING TABLE UL (NOT SHOWN) AND A COAT TREE UR.

3. JEAN'S APARTMENT IS SET DURING INTERMISSION FROM THE ARCH TO REVEAL ANOTHER PAINT TREATMENT ON EACH SIDE, AND WINDOWS. THERE IS A DROP BEHIND THE ARCH WHICH ALSO PROVIDES THE HEADBOARD.

4. BERENGER'S APARTMENT IS ALMOST IDENTICAL JEAN'S. IT IS A DIFFERENT COLOR AND THE POSITIONS ON THE WALL ARE SHIFTED. THERE IS A STAMPEDE OF RHINOCEROSSES AT THE END OF THE SCENE. THE DROP BOXES WILL RELEASE AGAIN. THE REVOLVE WILL SHAKE. THE PICTURES ON THE WALL IN THIS SETTING WILL SHIFT OR FALL. THERE WILL PROBABLY BE LIGHTING EFFECTS ON THE CYCLORAMA.

