<u>Character</u>	Prop	Page # Prop Enter	Page #	Prop Exit	<u>Notes</u>
			ACT ON	IE .	
(Enkidu Hamilton)	Microphone	13 DSR with Enkidu Hamilton	1	3 DSL with Enkidu Hamiltion	Functioning Microphone
(Enkidu Hamilton)	Mic Stand	13 DSR with Enkidu Hamilton	1	3 DSR with	
(Boom Mic)	Boom Mic	14 DSL with Boom Mic	1	4 DSL with Narrator	
(Camera)	Video Camera	14 DSL with Camera	1	4 DSL with Camera	
(Boom Mic)	Arrow Head	14 DSL with Narrator	1	4 DSL with Boom Mic	
(Enkidu)	Quarterstaff	16 DSR to center stage with	1	6 USL through archway with	
(Gilgamesh)	Quarterstaff	16 DSL to center stage with	1	6 USL through archway with	
(Singer)	Microphone	17 USL Vom with Singer	1	7 USL Vom with Singer	Functioning Microphone
(Singer)	Mic Stand	17 USL Vom with Singer	1	7 USL Vom with Singer	
(Enkidu)	Sword	19 DSL with Enkidu	1	9 USR Vom with Enkidu	
(Gilgamesh)	Sword	19 DSL with Gilgamesh	1	9 USR Vom with Gilgamesh	
(Dream Spirit 2)	Thunder Sheet	22 DSL with Dream Spirit 2	2	2 DSL with Dream Spirit 2	
(Dream Spirit 1)	Rain Stick	22 DSL with Dream Spirit 1	2	2 DSL with Dream Spirit 1	
(Announcer)	Announcer Mic	27 Flies in center stage from Lineset 5	2	8 Flies out center stage from Lineset 5	Flies in from ahead- functioning microphone
(Enkidu), Gilgamesh)	Styrofoam Head	30 DSR with Enkidu	3	1 DSL with Gilgamesh	
(Gilgamesh)	Sword	35 USL through Archway with Enkidu	3	5 USR through archway with Enkidu	
(Enkidu)	Sword	35 USL through Archway with Enkidu	3	5 USR through archway with Enkidu	
\Diamond	Bull Head	35 DSL with	3	5 USL through center archway with	
	Bull Hand	35 DSL with	3	5 DSR with	
$\Diamond\Diamond$	Bull Hand	35 DSL with	3	5 DSL with	
(SM 1)	Video Camera	49 DSL with SM 1	5	1 DSLwith SM 1	Same as before
(Puppeteer)	Giglamesh Cut Out	52 USR Behind Archway wih	5	2 USL Behind Archway wih	
(Puppeteer)	Fruit Cut Out	52 USR Behind Archway wih	5	2 USL Behind Archway wih	
(Puppeteer)	Sea Monster Cut Out	52 USR Behind Archway wih	5	2 USR Behind Archway wih	
\times	Shadowplay Cloth	52 USR Behind Archway with	5	2 USR Behind Archway with	
(Gilgamesh)	Fruit	53 DSL with Giglamesh	5	3 DSR with the Snake	
$\otimes \!\!\!\! \otimes \!\!\!\! \times \!\!\!\!\! \times \!\!\!\! \times \!\!\!\!\! \times \!\!\!\!\!\!$	Snake	53 DSR with	5	3 DSR with	
ight Cue	Snow	55 Cued by the Light Board	5	9 Cued by the Light Board	Hanging up between the lighting grid but will need to be filled