

# PROPS

Props are the physical objects used by characters in the show that help set the scene and reinforce the “world” of the story. The props listed here are the bare minimum.

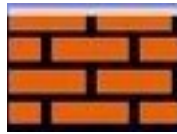
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## SCENE 2

- Potato Chips
- Remote Control
- Chair
- Empty Ketchup Bottles
- Books (for villains)

## SCENE 7

- Unlimited coin block (styrofoam block decorated with brick pattern from Super Mario Bros., dangled with fishing line)



## SCENE 9

- Water cooler
- Assorted lunch bags/lunch pails

## SCENE 12

- Bag or backpack for Little Mushroom
- Tap shoes inside the bag

## SCENE 14

- Unlimited coin block

## SCENE 19

- Severed extension chord (Pac Anne)
- Cleats
- Ring collection bags
- Unlimited coin block
- Gold rings

### THE RINGS

The audience needs to be in the possession of gold rings in order for the ending sequence of this show to work. Consider handing out the gold rings as you take tickets when the audience enters. Or, consider placing one gold ring on each seat before the house is open. The sidekicks will gather all the rings in Scene 19 and they can be re-used for subsequent performances.

