The Palace of Nestor at Pylos, located in southwestern Greece, is one of three outstanding examples of a Mycenaean palace. As the best preserved of these edifices, the Pylian structure provides a unique opportunity to reconstruct the life and cultural practices of its ancient population. This talk examines life at prehistoric Pylos through the lens of its core suite of rooms known as a palatial megaron, a term familiar from Homer’s *Odyssey*. Current theories about this suite, and particularly its “Throne Room,” imagine that it was used for feasting, that it served as a royal reception hall, and/or that it was a setting for religious rituals. Up to now it has not been possible to evaluate these theories – each individually compelling – because of evidential lacunae in the original study and publication of the suite’s artifacts, built features, and decoration in the 1950s and 60s. In this talk, I redress this issue and draw new conclusions about the use (and use-life) of the megaron, and particularly the role of "actors" and "observers" within its walls, by presenting and evaluating unpublished archaeological evidence and applying theories of performance and visual perception.