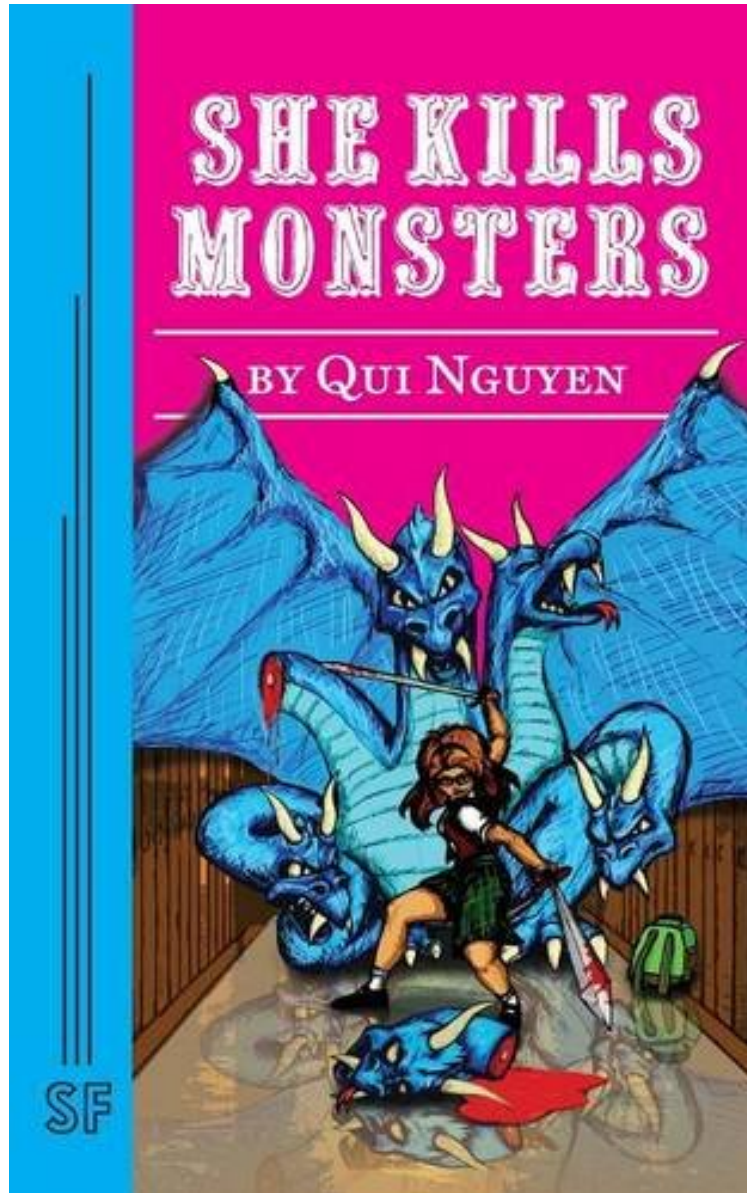


She Kills Monsters

Qui Nguyen

ePub / *DOC / audiobook / ebooks / Download PDF



DOWNLOAD



+

READ ONLINE

#278948 in Books 2016-08-17Original language:EnglishPDF # 1 7.99 x .17 x 5.00l, #File Name: 057370564X84 pages | File size: 23.Mb

Qui Nguyen : She Kills Monsters before purchasing it in order to gage whether or not it would be worth my time, and all praised She Kills Monsters:

1 of 1 people found the following review helpful. 90s DD romp where one sister tries to learn about anotherBy Frank L. Greenagel IIFor high school students: 5 stars.For people who were teenagers in the 90s: 3.5 starsFor people who were born before 1965: 2.5 to 3 stars.This play takes place in Athens, Ohio in 1995. Agnes is a 25 year old high school

teacher whose parents and younger sister died tragically in a car accident early that year. Agnes is a typical American person who is average in most respects (not thrilled about an average teacher being a HS English teacher, but I digress). Tilly, the younger sister (aged 17 or 18), was smart, nerdy and really into Dungeons and Dragons. Agnes decides to play in a campaign that Tilly wrote in the hopes of learning more about her sister, whom she ignored for the better part of the previous decade. There are references to a whole number of 90s songs, and they are well chosen and placed. One thing that is incongruous is that current phrases and 2000 and 2010s expressions are used in this play, while I think it would be more effective to use 90s words. The most touching moments, are of course, when Agnes is trying to understand and connect with her dead sister. There are some silly lines and staging directions that would be tiresome for an adult, but would play very well to a high school crowd. This is absolutely the type of play that could get teenagers into watching/reading more plays. I would certainly not teach it in a HS English (or Drama) class, but it would be fine to stage it. I very much appreciated all the DD references.

0 of 0 people found the following review helpful. Dungeons and Dragons as therapy. By Diana R. Purvine It's an interesting play. I have the adult script also. I like the earlier version of this rewrite for younger performers better than this one. Yes there is another version floating around out there in the universe, but this is the current copyrighted version. I've had the pleasure of seeing it performed by a youth theater group and would definitely recommend it.

5 of 6 people found the following review helpful. It's better than Cats. By Mark Fossen The cover told me I'd laugh reading *She Kills Monsters*, but it didn't tell me I'd also cry. (Which means, obviously, it's better than Cats.) In a manner not unlike *Community's* brilliant DD episodes, Nguyen uses the framework of tabletop fantasy roleplaying games to literalize an emotional journey. Agnes realizes she didn't really know her geeky younger sister, who's been killed in a car crash. This younger sister left behind a DD module (a scenario for play), and by playing through it, Agnes learns who her sister really was. The play warps back and forth between fantasy and reality with style, setting up wonderful parallels between the fantasy versions of the characters and their real selves. There's just so much to love here: the sharp dialogue, the foregrounding of women's stories in a genre and game that's been traditionally (unfortunately) all too male-centric, the awesome stage combat opportunities (again a field where women tend to be marginalized), and finally those moments when reality and fantasy bridge for stunning emotional payoffs that made my hairs stand on end. There's a few beats here where the fantastic and the real collide in huge emotional payoffs that made my hair stand up on end. I haven't read the "Young Adventurer's Edition," but I imagine this could work beautifully in a high school group: Geography Club with swords and dragons and six women/three men. Smart and insightful about both geek culture and teen LGBT issues, this play would be right in the wheelhouse of student groups both in high school and college. (Not that it's a "school" play; this stands on its own. But I imagine it will have a strong and long life in educational theatre for many reasons.) I'm a sucker for theatre that plays with the fantastic: not the absurd, but straight-up sci-fi/horror/fantasy tropes. A theatre that's in dialogue with pop culture is a more vibrant theatre, one that is a part of the conversation, not apart from it. And like the best genre fiction, *She Kills Monsters* uses the fantastic to look at the real, and does it from an angle that can make it all seem fresh.

A comedic romp into the world of fantasy role-playing games, *She Kills Monsters* tells the story of Agnes Evans as she leaves her childhood home in Ohio following the death of her teenage sister, Tilly. When Agnes finds Tilly's Dungeons Dragons notebook, however, she stumbles into a journey of discovery and action-packed adventure in the imaginary world that was Tilly's refuge. In this high-octane dramatic comedy laden with homicidal fairies, nasty ogres, and 90s pop culture, acclaimed young playwright Qui Nguyen offers a heart-pounding homage to the geek and warrior within us all.