



## THREE SPOOKY PLAYS

Tania Kelly Roxborough and Michelle Bernhardt  
New House Publishers, 62 pages

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(Reviewed by David Lyes - Young Fiction - [NZ Writers' Website](#))

These three plays are disappointingly unspooky and most of the plots are unrealistic. The plays would probably be performed and enjoyed the most by children aged 8-11 years old. The characters are weird, but that is good.

For example, in Level Ten, Nana is slightly deaf, very loopy and in a world of her own. These characters have all got funny and important roles.

No part has less than 5 lines so everyone gets a good go. Each play has 9 or 10 characters performing. These plays are simple, funny and enjoyable.

There aren't many big words and most of it is easy reading. Here is a brief description of the plots:

**Level Ten** : Sam is a young teenager who is addicted to video games. He loses on level ten in a video game. He dies due to a rule in the manual book. He now has the task of proving that he has a use on Earth to two wacky spirits.

**Your Lucky Day** : Elmelda is running a fortune-telling scam. She has two weird helpers who attract gullible, usually stressed members of the public. Hot on their tail are two reporters who need a story to impress their Editor.

**Boo Who** : Three ghosts have inhabited a school outdoor education camp. They have a fun time perfecting their technique of scaring mortals. But every year a camp of noisy, energetic teenagers who camp there for a week interrupts them. Can the ghosts get rid of the teenagers?

You will have to read the book to find out the endings to the stories and to act out these Three Spooky Plays.

Personally I thought it was quite a few laughs and younger people will enjoy reading and acting out these plays.

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