



MOLOTOV THEATRE PRESENTS

NEIGHBORHOOD 3: REQUISITION OF DOOM

Thursdays - Sundays

July 9 - August 2 at 7:30 pm

\$25 General / \$20 DCAC Members

A psychologically addictive video game emulates players' actual neighborhoods as the onscreen environment. Moving from one level to the next means destroying armies of zombies. But what does it mean for the neighbors who aren't playing the game?

Neighborhood 3: Requisition of Doom is directed by David Diudonne and assistant directed by Elliott Kashner, with musical

composition and sound design by Molotov stalwart Gregory Thomas Martin, lighting design by Pete Vargo, set design and projections by Rachel Marie Wallace, costumes by Jen Bevan, and fight choreography by Mallory Shear.

The ensemble cast comprises Jen Bevan, Yoni Gray, Brian Kraemer, Annette Mooney Wasno, and Molotov Artistic Director Alex Zavistovich.

In a suburban subdivision with identical houses, parents find their teenagers addicted to an online horror video game. The game simulates the players' actual neighborhood as the on-screen environment. Moving from one level to the next means destroying armies of zombies. But as the teens approach the Final House, the zombies start looking more and more like their parents.

A WARNING FOR AUDIENCE MEMBERS: Neighborhood 3: Requisition of Doom contains adult language, realistic and hyper-realistic portrayals of violence, and strobe effects. Parents of children under 13 are cautioned.

Tickets: <http://molotovtheatre.org/>