

Guards! Guards!: A Theatrical Journey into the Discworld Novels

Guards! Guards! is a play adapted from the 1989 novel of the same name by Terry Pratchett, the fourth book in his popular Discworld series. The play was written by Steven Briggs and first performed in 1993. It has since been performed by numerous theater companies around the world.

The play is set in the fictional city of Ankh-Morpork, on the Discworld, a flat world carried on the backs of four elephants that stand on the back of a giant turtle. The story follows Sam Vimes, the captain of the City Watch, as he investigates a series of mysterious murders. Vimes is a cynical and world-weary man, but he is also a good and just person. He is determined to find the killer, even if it means putting his own life in danger.



Guards! Guards!: The Play (Discworld Novels)

by Arthur Conan Doyle

★★★★☆ 4.7 out of 5

Language : English

File size : 2597 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Word Wise : Enabled

Print length : 210 pages

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Guards! Guards! is a funny, exciting, and thought-provoking play. It is a faithful adaptation of Pratchett's novel, and it captures the spirit of the

Discworld series perfectly. The play is full of memorable characters, witty dialogue, and clever satire. It is a must-see for fans of the Discworld novels, and it is also a great to the series for those who have never read them before.

Characters

The play features a large cast of characters, including:

- **Sam Vimes:** The captain of the City Watch. Vimes is a cynical and world-weary man, but he is also a good and just person. He is determined to find the killer, even if it means putting his own life in danger.
- **Carrot Ironfoundersson:** A member of the City Watch. Carrot is a young and idealistic dwarf who believes that the world can be a better place. He is Vimes's right-hand man.
- **Nobby Nobbs:** A member of the City Watch. Nobby is a small and cowardly troll who is always looking for an easy way out. He is Vimes's constant companion.
- **Fred Colon:** A member of the City Watch. Fred is a large and dim-witted man who is always getting into trouble. He is Vimes's punching bag.
- **Lady Sybil Ramkin:** The патриций of Ankh-Morpork. Lady Ramkin is a kind and compassionate woman who is concerned about the welfare of her city. She is Vimes's ally.
- **Vetinari:** The master of the Assassins' Guild. Vetinari is a cunning and ruthless man who is always looking for an advantage. He is Vimes's nemesis.

Plot

The play begins with the murder of a young woman named Sally. Vimes is assigned to investigate the murder, and he quickly learns that it is not a simple case of robbery or revenge. The killer is using some kind of magical power, and Vimes is determined to find out who is behind it.

Vimes's investigation takes him into the dark underbelly of Ankh-Morpork. He encounters a variety of strange and dangerous characters, including a talking dog, a troll with a pet dragon, and a vampire who is running for mayor. Vimes must use all of his wits and resources to find the killer and save the city.

Themes

Guards! Guards! explores a variety of themes, including:

- **Good versus evil:** The play is a battle between good and evil, as represented by Vimes and Vetinari. Vimes is a good man who is fighting to protect the city, while Vetinari is a ruthless man who is only interested in his own power.
- **The power of belief:** The play shows the power of belief, as Carrot is able to overcome his fears and become a brave and effective member of the City Watch. Vimes also learns to believe in himself and his ability to make a difference.
- **The importance of community:** The play shows the importance of community, as the City Watch is able to overcome its differences and work together to protect the city.

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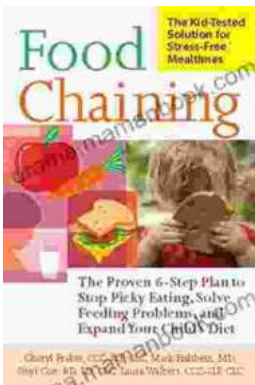


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