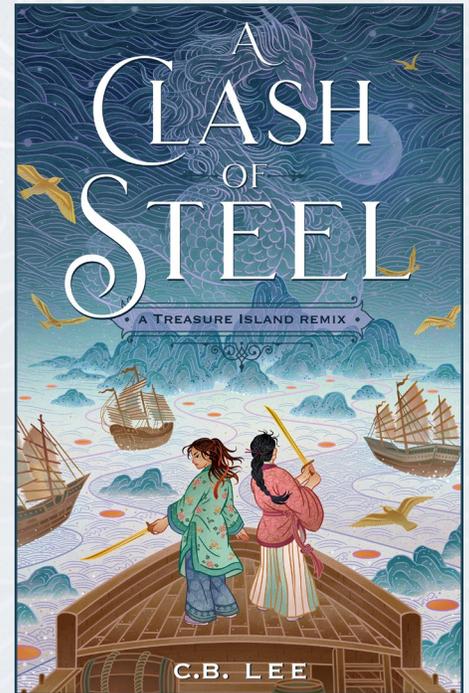


# A CLASH OF STEEL

## DISCUSSION GUIDE

1. Xiang's and Anh's worldviews are defined by their life experiences and upbringing. How are these worldviews different and how do their expectations of the world and of themselves change throughout the story?
2. How are stories and legends important in this novel and how do they shape the expectations of different characters, particularly Xiang, Anh, Zheng Yi Sao, and Captain Hoa?
3. Xiang and her mother both define themselves and charted their own journey in a time that has specific roles defined for women. What challenges did they face and how were they similar or different in their approach?
4. What is the significance of family in *A Clash of Steel*? How does the novel examine blood legacy and family defined by choice? In what ways are the crew of the *Huyền Vũ* a family? How does Xiang's idea of the significance of family evolve throughout the novel?
5. In a moment of reflection during a discussion of piracy with Captain Hoa, Xiang asks, "Who is more the thief: the government that preys on its own people, or those who must become thieves in order to survive?" What are the different motivations for piracy within the novel? How does this compare to your previous understanding or expectation of piracy?
6. Many stories have clear-cut interpretations of which characters are good or bad. Is this binary reflected in *A Clash of Steel*? Why or why not? How do the choices each character makes affect your interpretation of them?
7. Elements of many classics have been used as the foundation for new stories in retellings, remixes, and reimaginings. What aspects of *Treasure Island* were engaged with in the novel? What type of questions do you feel like *A Clash of Steel* asks of *Treasure Island*?
8. In some imaginings, characters and their motivations can be interpreted differently or given new context, written as exact parallels, or provide a new aspect, such as what happened before, after, or during. Some stories take a critical choice in a what-if question and answer it in a new way. In what versions of *Treasure Island* are the characters interpreted as exact parallels? In what versions do the creators choose to go in an entirely different direction? How do you feel like this changes the story? Examples of *Treasure Island* related media include *Muppet Treasure Island* (Jim Henson Productions), *Treasure Planet* (Disney), *Monkey Island* (LucasArts), *Black Sails* (Platinum Dunes and Quaker Moving Pictures), and *Treasure Island 2020* (BYU Radio).
9. What kind of approach from the previous question do you feel was taken for *A Clash of Steel*?
10. If you were to reimagine a story, what elements would you choose to keep and what elements would you change? The setting, the motivations, the critical story beats? What really makes a story to you? What do you find most compelling?



REDISCOVER. REIMAGINE. REMIX.

#REMIXEDCLASSICS



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