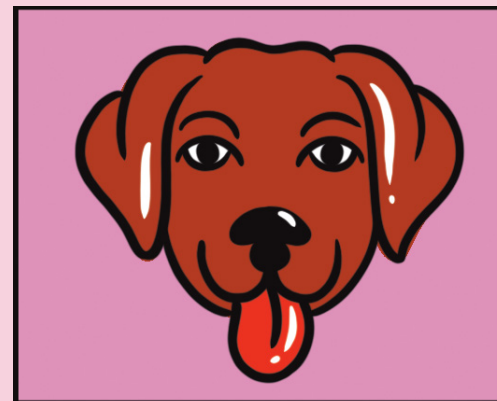
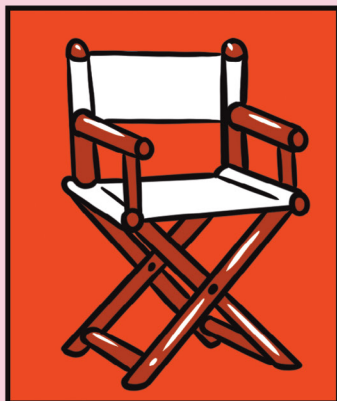
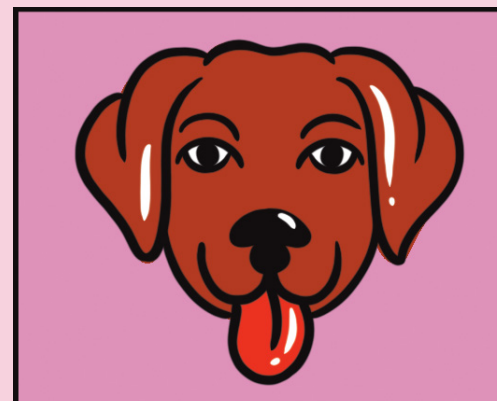
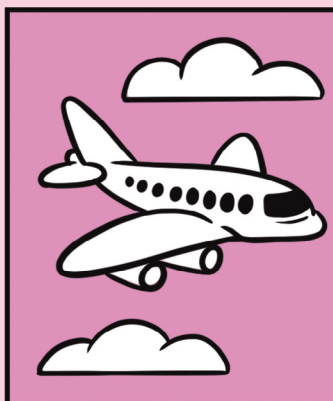
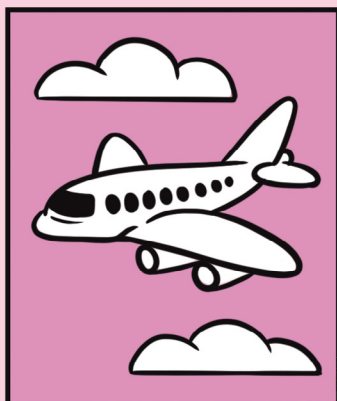


FUNNY YOU SHOULD ASK

A NOVEL

ELISSA SUSSMAN



BOOK CLUB KIT

DEAREST READERS,



In so many ways, *Funny You Should Ask* is the book I was always meant to write. I've been a romance reader for over twenty-five years, a devoted fan and student of the genre. From my earliest attempts at fanfic to paying my bills ghostwriting ebooks, romance has been at the heart of my identity as a writer.

The best thing about romance is the freedom it gives you. All you truly need are characters who fall in (and out and back into) love. It's this big, wonderful sandbox with plenty of toys to use, and one that continues to grow and expand to elevate more and more voices.

With *Funny*, I wanted to play. I wanted to explore what it would be like to meet—and fall—for someone you'd always wanted but had never truly known. I wanted to mess around with structure and timelines. To use articles and interviews to create the kind of context we would have about a celebrity if they were real. I wanted to write about Los Angeles, my beloved, oft-maligned hometown. I wanted to talk about old movies I love and about writing and about a sense of self. I wanted to examine fame and what it looks like from different angles. I wanted a Jewish heroine whose Jewishness was part of her, but not the point of the story.

I wanted my characters to have a good time together. Hence, Running Pyramid, a favorite game of Gabe's and one I'm thrilled to share instructions for. In my twenties, my dear friend Greg used to host weekly parties at his apartment—we would gather, eat cheese, drink wine, and play for hours. It was such fun to include it in *Funny You Should Ask*, and I love imagining readers like you introducing this fast-paced, giggle-prone game to your friends and family. It's a great party game and you'll be surprised at what people think of for their lists—connections will be made!

I am immensely proud of this book. I wanted to write something sexy and funny and romantic. I wanted to provide an escape, but also a feeling of hopefulness. Because that's what love is, isn't it? And what it should be: a safe place.

I hope reading this book brings you the same joy I had in writing it.



XO ELISSA

DISCUSSION QUESTIONS



1. Twenty-something Chani Horowitz is stuck writing puff pieces until she's hired to write a profile of movie star Gabe Parker. Ten years later, she is a successful writer when Gabe's PR team requests a second interview. What did that assignment mean for Chani and her career? What does the second interview mean for her now?
2. The restaurant they begin the interview at looks almost the same ten years later. What else is the same, as compared to their first three days together? What has changed?
3. When they begin the first interview, Gabe is careful to give Chani the same answers he has given every other publication. At what point in the interview did you feel he began to open up? What do you think caused that shift?
4. Chani asks Gabe what success looks like for him and he asks for the check. What do you think was the answer for Gabe then? What is the answer for Gabe now?
5. Chani and Gabe agree *The Philadelphia Story* might be the best comedy ever made, although part of it is sexist. Have you seen it? Do you agree with them? If not, what would you say is the best comedy ever made? What are the other ways in which *The Philadelphia Story* shows up in this novel?
6. Gabe expresses his hurt over the article in *Broad Sheets* because Chani had written about their Sunday night together. He says he thought that night was "just you and me." Where do you think the line was for him? Where was it for Chani?
7. What role does Oliver play in Gabe's life? How does he affect what happens between Gabe and Chani, both then and now?
8. Imagine you get to see Gabe and Chani five years into the future. Where do you think they are now?

HOW TO PLAY RUNNING PYRAMID



This is a game best played with eight or more people. Six is the absolute minimum—the more the merrier. Space is key—you need to be far enough apart from the other team that you don't get distracted or overhear each other's answers. Being able to have each team in separate rooms is ideal but not always possible (that's why this is a great game to play outside).

1. Divide into two teams.
2. Every player gets a piece of paper. Write down ten nouns (people, places, or things)—think of charades, you want them to be guessable but not too easy. Do not share them with anyone. Note: TV shows, movies, and celebrities are usually the most fun.
3. Alternating teams, have one person (the Moderator) stand equidistant between the two teams. The Moderator will hold their list, revealing only one prompt at a time.
4. *Note: Everyone will have a chance to be the Moderator—so everyone participating will need to have a list: alternate teams with each round.*
5. Each team will send one member at a time to get the next prompt (the Runner)—the person on the team that guesses correctly immediately becomes the Runner, going to the Moderator for the next prompt.
6. Like in regular Pyramid, you can say anything to get your team to guess EXCEPT any of the words in the prompt (no rhyming either):
7. *Example: If the prompt is Golden Girls you can say “Blanche, Rose, Sophia, and Dorothy,” or “Saint Olaf,” or even sing the theme song.*
8. The first team to get through all ten prompts wins that round. The game continues until everyone has gone through their list—the winner is the team who won the most rounds. Or perhaps, the real winner is the journey you all took together.

PINK DRINK RECIPE

DESERT SUNRISE COCKTAIL



INGREDIENTS

- 2 oz. raspberry flavored vodka
- 2 oz. orange juice
- 2 oz. pineapple juice
- Float a splash of grenadine syrup

DIRECTIONS

Fill a highball glass with ice. Layer vodka, orange juice, then pineapple juice. Slowly pour grenadine over the drink for a sunrise effect. Do not stir. Garnish the drink with a pineapple wedge.

