

WINTOUR'S GAME

TEEN BOOK CLUB DISCUSSION GUIDE

Alex Wintour: orphan, teenager, oracle, thief.

Alex has only got this far in life by living off her wits. Well, that and an ability to see glimpses of the future - a useful talent when you need to stay one step ahead of the law.

Then a robbery goes wrong, and her path is set on a collision course with the enigmatic teen millionaire Colman Reece. Like Alex, Cole is a Temporal - someone who can manipulate time - and he needs Alex's help for a heist that only she can pull off.

But with the clock ticking, the sinister Temple on their tail and the hunt for a mysterious weapon underway, Alex soon learns that even being able to see the future doesn't always give you the winning hand . . .



An action-packed series, perfect for fans of ARTEMIS FOWL, ALEX RIDER and LOCKWOOD AND CO.



Born in Dublin, Brían splits his time between his family, his day job in film and television and his passion for writing. As a camera assistant, Brían has worked on television projects as varied as *Game Of Thrones*, *Line of Duty*, *Derry Girls* and *Black Mirror*. Now turning to novel-writing, Brían aims to be the latest in a long and distinguished line of published authors from his home town of Skerries, where he lives with his long-suffering wife, three daughters and their rescue dog, Ronnie.

BOOK CLUB DISCUSSION QUESTIONS

1. Some of the chapter titles in both *Wintour's Game* and *Wintour's Fate* are inspired by songs such as 'My Girl', 'Fight the Power', and 'The End of the World (As We Know It)'. What would be the soundtrack to your life? What songs reflect your highest and lowest moments?
2. When we meet Cole, we learn that he used his Oracle ability to win the lottery – twice! If you had the power to see into the future, what would you do?
3. In *Wintour's Game*, Alex is recruited to help infiltrate the Temple and steal the legendary Chronolith. What are the key components to carry out a successful heist? Do you have a favourite heist story?
4. Henry Galloway comes from a large family, all with very distinct personalities, but a shared love of science. What shared interests do you have with your family? Are there any major differences as well?
5. From car-jumping across the tower bridge, to escaping secret organisations underneath St Pancras, the London backdrop plays a significant role in the series. Is there a favourite thing you have done or would like to do in London? When you think of London, what are some of the most iconic landmarks?
6. In *Wintour's Fate*, Alex is shocked to find herself battling against a nine-year-old Mesmerist named Irina, an incredibly dangerous character despite her age. What is something you have been able to achieve that surprised people? How did you achieve it and why were people surprised?
7. With the power to manipulate time in several ways, a lot of pressure is placed on Alex to control her newfound abilities very quickly. Have you experienced someone placing a huge responsibility on you to achieve something? What strategies did you use to manage that pressure?
8. Throughout the series we meet a wide variety of characters with different disabilities, ethnic backgrounds and social classes. Why is it important for media to feature characters who may have different experiences to yours?
9. Alex, Cole and Henry often disagree on how to confront their enemies and who they can trust. What is the best way to deal with conflict in a friend group, especially with clashing personalities?
10. *Wintour's Game* and *Wintour's Fate* end with shocking twists. What is the greatest betrayal in a book, movie or show that you've seen? What makes for an effective twist?