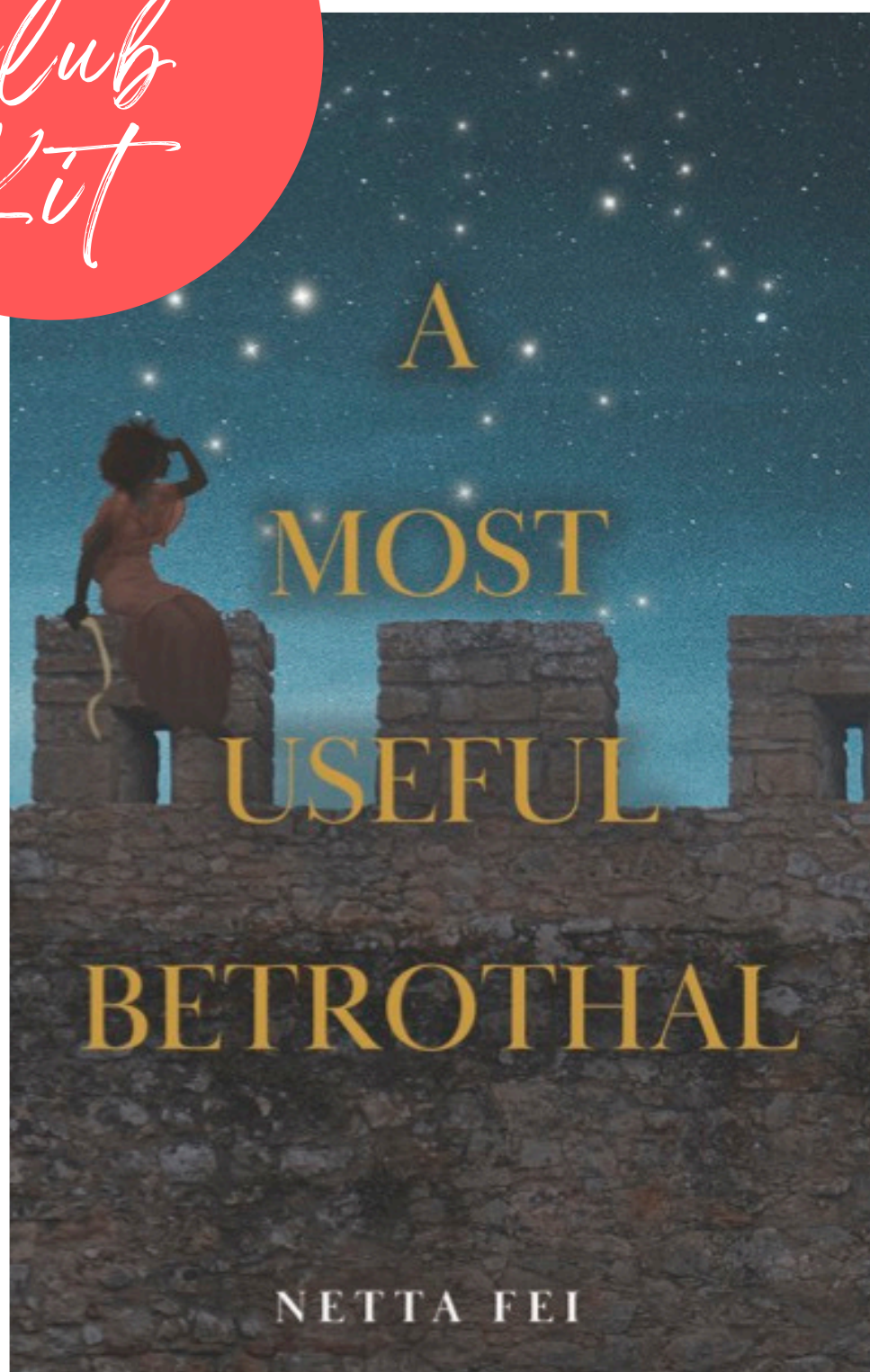


Book  
Club  
Kit



# They Why

Dear Reader,

What joy and gratitude I feel that my novel, *A Most Useful Betrothal*, was picked for your book club's reading selection. Thank you.

This story emerged from my pondering a question for many years: how does a smart, intelligent girl end up married to a fool? It wasn't just biblical Abyga'el's state that puzzled me. It was my own.

At twenty years of marriage, I finally swallowed the hard truth that my spouse and I were utterly incompatible. To a fault. To no recovery. No matter how good of a relationship magician I tried to be.

Divorce wasn't an option for me, initially. So, I stewed in the disconnect for way too long, looking back to figure out how I, a smart and intelligent girl, could have gotten into such an antithetical til-death-do-you-part relationship. I learned a lot about me, my self-view, my limiting and handed-down beliefs, what being "equally yoked" truly means, and the desire for freedom. Post-divorce, I began imagining Abyga'el's story as a prequel to I Samuel 25:3.

Writing *A Most Useful Betrothal* helped me find joy and artful relief in undoing an unproductive thing and knowing myself well. I hope that this book will spark, even if a little bit, the same good for you.

Here's to accepting the most useful betrothals!

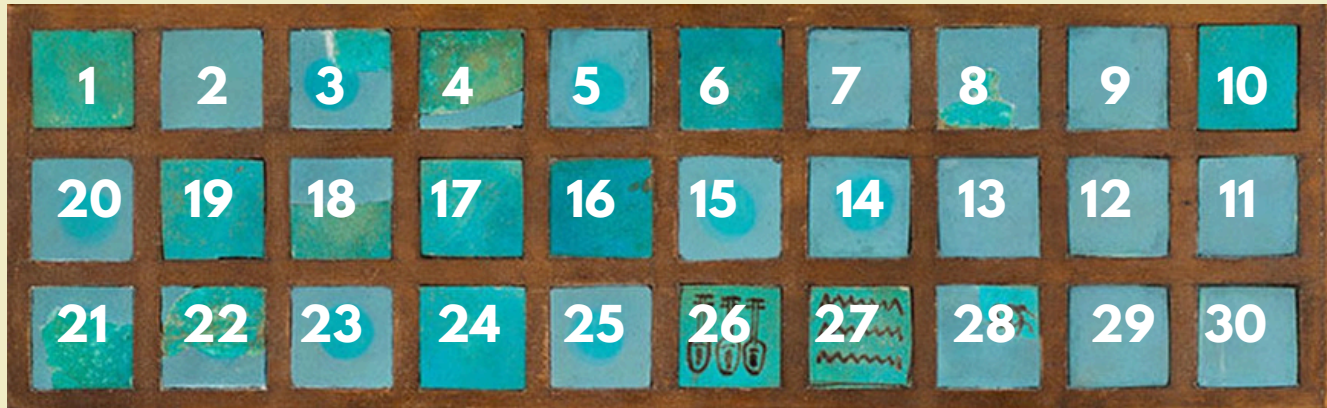
Netta Fei

# Discussion Questions

1. Some of the book's characters allude to the beauty and intelligence of Abyga'el, called Aby by her friends. How do you think these two traits factor into her self-worth and decision making?
2. How do you view the connection between the Eber Y'israelite nation's law and the treatment of children?
3. The main characters exhibit various levels of self-love and self-awareness. What is an example of this and what does it tell you about that character?
4. How are the circumstances that took Aby and Ahi to Kalebtu similar? How do they differ? What bonded them as friends?
5. Why do you think Moh stays with Nabal in Kalebtu when he can easily leave and never return?
6. On page 51, Dawit says "The choice of what we produce is ours to make in every moment of every day." What do you think about his statement?
7. Why do you think Shmuel, close to death, was so insistent on giving his last sermon to his small circle of family and friends?
8. Gullah blames Zellah for stealing her birthright as the oldest sister to marry first. How does this motivate her actions and alliance with Shaul?
9. Does Aby regret her decision to marry Nabal? Why or why not?
10. Team Aby or Team Zahra? Why?
11. What void does Uzi fill for Aby?
12. Think of a time when you may have betrothed yourself to an unproductive relationship or idea. What compelled you to make that decision? How did you navigate through it and land in a beneficial place?

# Play the Game of Abar

Dawit and his friends play Abar (also known as Senet), a game played on a board grid of 30 squares arranged in three rows of ten. Each of the two players has a distinct set of five pawns.



## How to Play

- Play moves from left to right on the top row, then right to left on the second row, then left to right on the bottom row.
- Place the pieces on the top row (squares 1–10), alternating between player pieces.
- The youngest rolls the die first, then the other player. Whoever gets the higher number starts the game.
- Roll the die to move any one of your pieces. Move one space per the die number, ignoring all rolls of six. If you get a six, simply roll again.
- One square can only have one piece on it at a time. You can't move your piece to a square already occupied by one of your own pieces.
- Pieces can jump over other pieces.
- A player's piece can swap places with its opponent's piece if it lands on the opponent's square. Pieces cannot be swapped if they are next to a piece that is the same as them, or two in a row. A row of three or more of the same pieces together can form a blockade. This cannot be jumped or swapped by an opponent but you can jump over your own blockade.
- You must make a move if it is possible. If no move is possible, you pass your turn.
- The first player to get all their pieces off the board wins.

## Special Squares

- Square 15 is the "House of Life". It is a safe square; a piece cannot be swapped off it.
- You must land on Square 26, the "House of Happiness" to progress further. It is also a safe square.
- Landing on Square 27, the "House of Water", sends the piece back to Square 15.
- Pieces can leave the board from Squares 26, Square 28, Square 29, and Square 30 only if the correct number of spaces is thrown. These are all safe squares.



About  
Netta  
Fei



**Netta Fei is a practicing writer, enchanted by the eternal feminine energy that heals—especially when it’s pumped, paraded, and praised by bold women of color.**

**After a corporate marketing career, Netta recently entered the fiction writing cocoon, drawing on her preacher’s kid, southern black Baptist church, and misaligned marriage experiences to inform her historical, biblical, and women’s fiction storytelling. The recipient of the Georgia Writers’ 2023 John Lewis Writing Grant for Fiction, Netta hopes to inspire readers to live free by their innate divine feminine energy.**

**[www.nettafei.com](http://www.nettafei.com) | [@nettafei](https://www.instagram.com/nettafei)**