Although Bryan Lee O’Malley is Canadian, Scott Pilgrim was first promoted as manga. Do you agree or disagree with that definition?

What are some of the benefits and detriments of the OEL manga format (the square-bound b&w “chunk” as journalist Heidi MacDonald once called it) as opposed to traditional American pamphlet comics?

The first volume was noted for capturing a real indie pop-cultural zeitgeist when it first came out. Now, three years since it debuted, do you feel like that sense of a specific time works against the book?

Before reading Scott Pilgrim, had you much experience with manga comics or console video gaming? How did this affect your reading of the book?

In the final chapter of the book, Scott confronts a boy named Matthew Patel that used to date Ramona. O’Malley makes an interesting choice in how he portrays this event. As a reader, did this work for you? What made it possible or irreconcilable with the rest of the story?

Scott Pilgrim applies shonen manga style characteristics to a story about relatively mundane facets of life, using fighting with fists of fury as a metaphor for relationships. Do these elements work well together?

Describe one scene where the writing or artwork stood out for you especially well or worked together to particularly good effect. Put another way, did any part of this story stand out to you as good comics?

Scott Pilgrim, the ‘hero’ of the series, is lazy, selfish, mooches off his friends, isn’t particularly bright and isn’t even a very good bass player. Yet the story demands he be a sympathetic character. How is this accomplished?

The series uses some fantastic flights of concept (subspace highways, for example) in a world that we’re still supposed to accept as concrete and real. How do you suppose this is accomplished (is it accomplished?)

The plot of Scott Pilgrim is built on the interactions between Scott, his friends, and his enemies. Pick one of the supporting characters (anyone but Scott) and describe them. Are they a well-rounded character? What, if anything, do they bring to the story?