1. Why are the Kantian categories of perception (time, space, cause) important in Reith’s argumentation? What is the “rhapsody of perception”?
2. What are the forms and implications of separateness?
3. What does “dissociated state” mean?
4. Sum up the characteristics of “vertigo”.
5. What are the implications of gambling as far as identity is concerned? What are the things that characterise the identity of the gambler while gambling?
6. In what sense is boredom the fundamental condition of modernity, and how did it emerge, in history, as its fundamental condition? What are the consequences of this modern predicament?
7. What is the relationship between repetition, the random play of chance and seduction?
8. Why is Benjamin wrong in equating the gambler and the worker at the machine?
9. How does the gambler experience time?
10. What is the relationship between gambling and death?
11. What are the consequences of the constant repetition of the here and now in the game and why is it so enchanting?
12. What is so peculiar about the economy of gambling?
13. Can you connect the sentence “the insubstantial time of the gambler is thus an extreme instance of the empty time of modernity” to the analysis of Madame Bovary?
14. What are the characteristics of the space of gambling?
15. Enumerate the roles money plays in gambling. In what sense is money important and in what sense it is not? (145-149!)
16. Explain the ambiguity described in the first sentence of the 4th paragraph on p. 146.
17. What is the relationship between time and money?
18. What is pure consumption and what is unproductive expenditure?
19. What is Dostoyevsky’s problem as described on p. 152.?
20. What is the gambler’s problem from a Nietzschean point of view? (153)
21. Explain the Schopenhauerian implications of the game. (155)