

BOOK CLUB in a bag

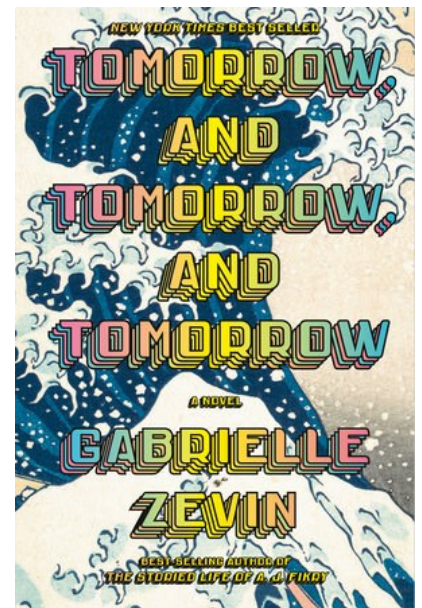


Tomorrow, and, Tomorrow and Tomorrow

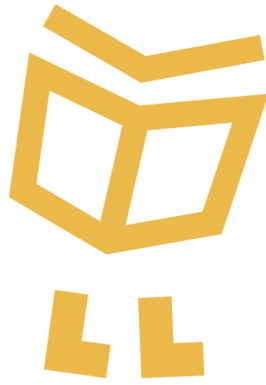
Gabrielle Zevin

Discussion Questions

1. Describe the types of “love” shared among Sadie, Sam, and Marx. What catalyzes the shifts in their relationships over the years? Consider Sadie’s explanation to Sam about why they never got together: “Lovers are . . . common. Because I loved working with you better than I liked the idea of making love to you. Because true collaborators in this life are rare” (page 393).
2. How does Dov set the standards for Sadie’s work as a game designer, as a woman, and as a wife/partner to both Sam and Marx? What compels her to keep him in her life even after they break up?
3. Sadie considers how their experience as designers would have been different if they were born a decade (more or less) before or after when they were born. Technological advances aside, what else would have been different about their story if it was shifted slightly in time? Consider Sadie and Dov’s relationship, the options for Sam’s foot, the proliferation of mass shootings, and other cultural and social events.
4. Marx’s main creative role is as an actor, which is limited to his time in college. How does he continue to contribute to the creative process with Sam and Sadie—as producer, muse, organizer, and more? What does his participation suggest about the various ways in which one participates in art beyond being an artist?
5. If you were in their shoes, would you have taken the deal with Cellar Door Games or Opus Interactive to produce *Ichigo*? How would the novel have turned out differently if they had chosen Cellar Door?
6. How does Sam’s foot—while it’s injured and after it’s been amputated—shape his sense of self? Consider his reflections on gender, sexuality, and pain, including how he constructs his avatar as Mayor Mazer. How do the sensitivities of his relationship with this part of his body improve and damage his relationships with the people he loves?
7. The novel bends its narrative form to assume the structure of the games in various places—namely, *Both Sides*, the NPC, and *Pioneers* sections. How did your reading experience shift in those sections? Did the format enhance your immersion into the worlds the team was building, even through text alone?
8. Sam suffers numerous losses in the book—his mother, Anna; his friend and partner, Marx; his foot; his relationship with Sadie; his grandfather. How does gaming help him cope with his thoughts about his mother: “There are, he determines, infinite ways his mother doesn’t die that night and only one way she does” (page 172)?



BOOK CLUB in a bag



9. Whom do you think deserves more creative credit for *Ichigo* and *Mapleworld*, their two most successful ventures—Sam or Sadie? How does the media’s interpretation of Sam as Ichigo and Mayor Mazer affect their working dynamic?
10. Do you think Sadie and Sam regret the choices they made for *Mapleworld*, given how the game’s political voice led to Marx’s death? Do you think Marx had any regrets?
11. What alternative “plays” during the shooting at Unfair Games could have caused Marx to live?
12. Marx muses while in his coma: “Memory, you realized long ago, is a game that a healthy-brained person can play all the time, and the game of memory is won or lost on one criterion: Do you leave the formation of memories to happenstance, or do you decide to remember?” (page 286). What do the characters in the novel decide to remember through their games? Do they acknowledge the role and value of happenstance in the creation of their real world and their imagined worlds?

This book may be available for download as an eBook. For more information, please visit lpl.overdrive.com or call 519-661-4600.

Need titles for your next book club? Visit lpl.ca/bookclubinabag

About the Author

GABRIELLE ZEVIN is the New York Times and internationally bestselling author of *Tomorrow, and Tomorrow, and Tomorrow*, winner of the Goodreads Choice Fiction Award and named Amazon’s Best Book of 2022, as well as a Best Book of the Year by Indigo, TIME, The Globe and Mail, The New York Times, and more. Her other critically acclaimed novels include *The Storied Life of A.J. Fikry*, *Young Jane Young*, and *Elsewhere*. Her books have been translated into over forty languages. She lives in Los Angeles.

Sources:

<https://www.penguinrandomhouse.com/authors/68654/gabrielle-zevin/>

<https://www.penguinrandomhouse.com/books/690750/tomorrow-and-tomorrow-and-tomorrow-by-gabrielle-zevin/9780593321201/readers-guide/>

