

# DISCUSSION GUIDE

## *Tomorrow and Tomorrow and Tomorrow*

by Gabrielle Zevin

BOOK GROUP

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## AUTHOR BIOGRAPHY

**Gabrielle Zevin** is a *New York Times* best-selling novelist whose books have been translated into thirty-nine languages.

Her tenth novel, *Tomorrow, and Tomorrow, and Tomorrow*, was an instant *New York Times* Best Seller, a *Sunday Times* Best Seller, and a selection of the *Tonight Show's* Fallon Book Club. *Tomorrow* was Amazon.com's #1 Book of the Year, Time Magazine's #1 Book of the Year, a *New York Times* Notable Book, and the winner of both the Goodreads Choice Award for Fiction and the Book of the Month Club's Book of the Year. Following a twenty-five-bidder auction, the feature film rights to *Tomorrow* were acquired by Temple Hill and Paramount Studios. Zevin is currently writing the screenplay.

*The Storied Life of A.J. Fikry* also spent many months on the *New York Times* Best Seller List. *A.J. Fikry* was honored with the Southern California Independent Booksellers Award for Fiction, the Japan Booksellers' Prize, and was long listed for the International Dublin Literary Award, among other honors. *A.J. Fikry* is now a feature film with a screenplay by Zevin. She has also written children's books, including the award-winning *Elsewhere*.

She is the screenwriter of *Conversations with Other Women* (Helena Bonham Carter) for which she received an Independent Spirit Award Nomination for Best First Screenplay. She has occasionally written criticism for the *New York Times Book Review* and NPR's *All Things Considered*, and she began her writing career, at age fourteen, as a music critic for the *Fort Lauderdale Sun-Sentinel*. Zevin is a graduate of Harvard University. She lives in Los Angeles.

## BOOK SUMMARY

On a bitter-cold day, in the December of his junior year at Harvard, Sam Masur exits a subway car and sees, amid the hordes of people waiting on the platform, Sadie Green. He calls her name. For a moment, she pretends she hasn't heard him, but then, she turns, and a game begins: a legendary collaboration that will launch them to stardom. These friends, intimates since childhood, borrow money, beg favors, and, before even graduating college, they have created their first blockbuster, *Ichigo*. Overnight, the world is theirs. Not even twenty-five years old, Sam and Sadie are brilliant, successful, and rich, but these qualities won't protect them from their own creative ambitions or the betrayals of their hearts.

Spanning thirty years, from Cambridge, Massachusetts, to Venice Beach, California, and lands in between and far beyond, Gabrielle Zevin's *Tomorrow, and Tomorrow, and Tomorrow* is a dazzling and intricately imagined novel that examines the multifarious nature of identity, disability, failure, the redemptive possibilities in play, and above all, our need to connect: to be loved and to love. Yes, it is a love story, but it is not one you have read before.

## DISCUSSION QUESTIONS

1. Let's first talk about the significance of the book title. How does the title, which is borrowed from the famous Macbeth speech, relate to the themes of the story as a whole?
2. Did you like the setting in the world of video game design?
3. Why were Sam and Sadie so drawn to video games as teenagers at the hospital? What did it offer them?
4. And on a similar note, why did they both want to create video games as adults?
5. Especially during this era, Sadie is one of the few woman video game designers. Why were women undervalued in gaming?
6. What are your thoughts on Sam and Sadie's friendship throughout the years?
7. While they both say I love you, they never become lovers. Why is that? Do you agree with Sadie that they are closer than lovers?
8. Let's talk about Sam's tragic backstory and how it impacted how he viewed the world.
9. Marx is a major character of the novel and if it weren't for him, the video game might never have happened. Why do you feel people didn't really take Marx that seriously?
10. What was your impression of the romance between Sadie and Marx?
11. How did Marx's murder change everything for Sadie and Sam?
12. Instead of coming together in grief, Sadie pushes Sam away and even blames him for what happened to Marx. Let's talk about how Sam's video game brought them back together in a small way.
13. What do you think happens next for Sam and Sadie? Will they create another video game? Do you think they will ever be in a romantic relationship?

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