

Marlborough Public Library Adult Book Club

August 12 or 14, 2025

*Tomorrow, and Tomorrow, and Tomorrow* by Gabrielle Zevin

Questions abridged from:

[https://www.bookbrowse.com/reading\\_guides/detail/index.cfm/book\\_number/4484/tomorrow-and-tomorrow-and-tomorrow](https://www.bookbrowse.com/reading_guides/detail/index.cfm/book_number/4484/tomorrow-and-tomorrow-and-tomorrow)

1. In explaining why they never became lovers, Sadie tells Sam, "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). Do you agree? How do you think this plays out in the book? In what ways do you think her love for Marx is the same, and how is it different?
2. Marx's main creative role is as an actor, which is limited to his time in college. How do you think he continues to contribute to the creative process with Sam and Sadie—as producer, muse, organizer, and more? In your opinion, what does his participation suggest about the various ways one can participate in art beyond being an artist?
3. 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?
4. When Sadie asks Marx if he regrets leaving his acting behind, he replies in the negative. "It isn't a sadness, but a joy, that we don't do the same things for the length of our lives." What do you think he means? Do you agree with the statement? How has this played out in your own life?
5. From the title of the novel, to Sadie's invocation of Emily Dickinson, to Marx's epithet, "Tamer of Horses," to Master of the Revels, there are many allusions to classical literature woven throughout the novel. What do you think this suggests about the nature of storytelling—how many ways can the same stories, emotions, and experiences be reinvented? In your opinion, does the team believe they can create and are creating something new in their work, or are they finding new ways of expressing universal themes?
6. Sam believes that "to play requires trust and love," and in one interview states, "There is no more intimate act than play, even sex." What do you think he means? Do you agree with him? Do you think this is different if you're playing a board game vs. a video or online game?