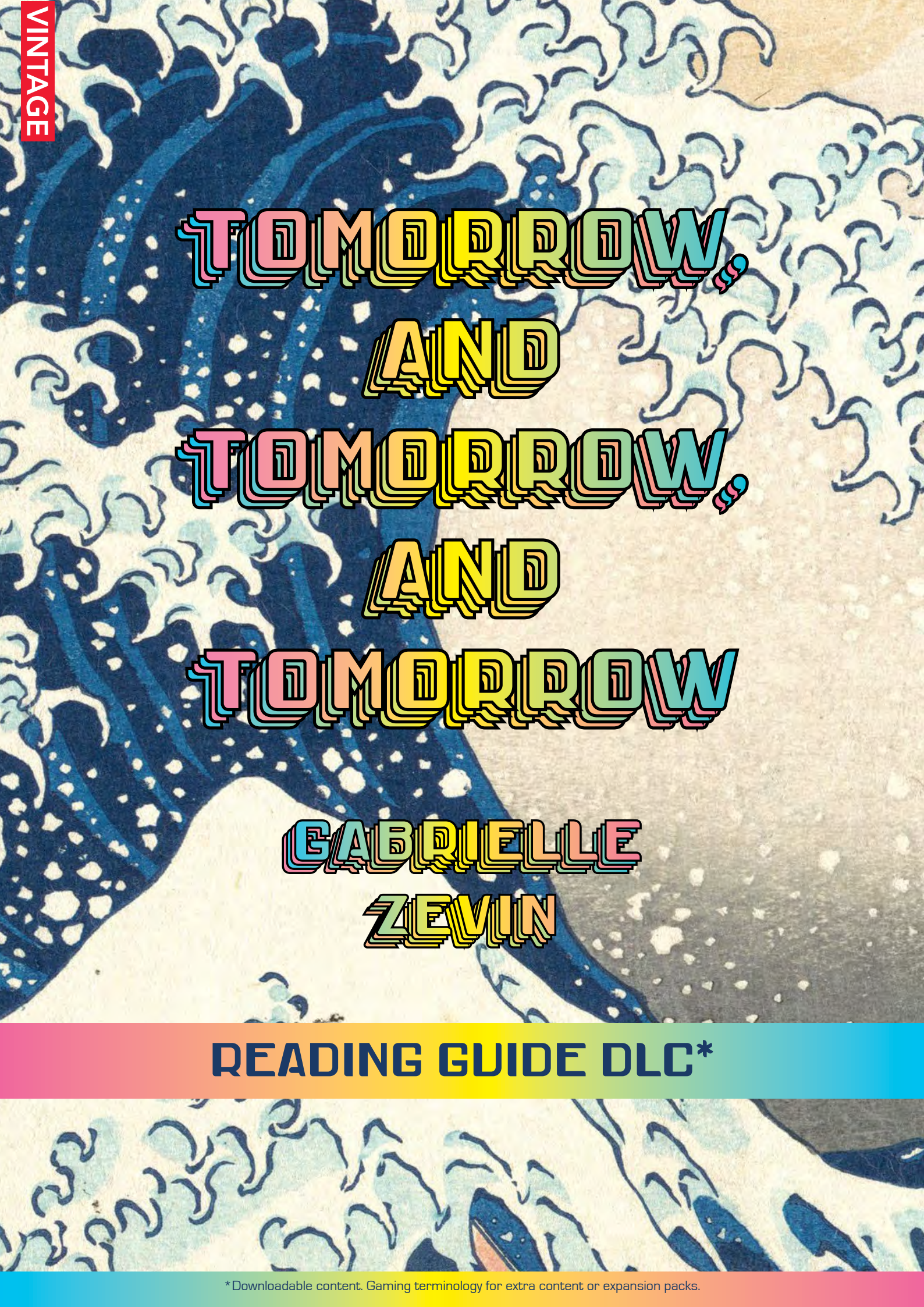
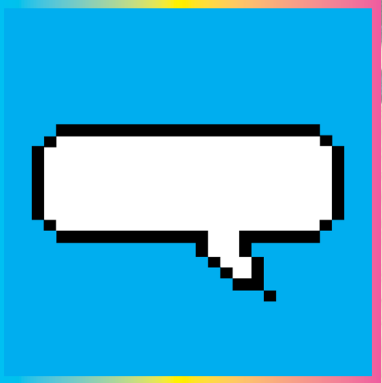

VINTAGE
TOMORROW, AND TOMORROW, AND TOMORROW
GABRIELLE ZEVIN
READING GUIDE DLC*
*Downloadable content. Gaming terminology for extra content or expansion packs.

TOMORROW, AND TOMORROW, AND TOMORROW

BY GABRIELLE ZEVIN



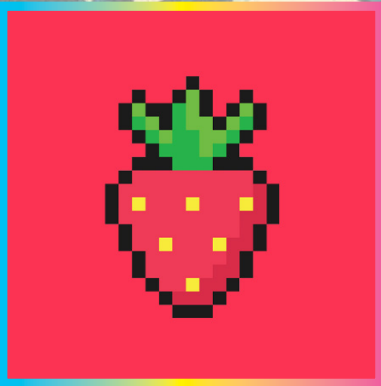
Author Letter



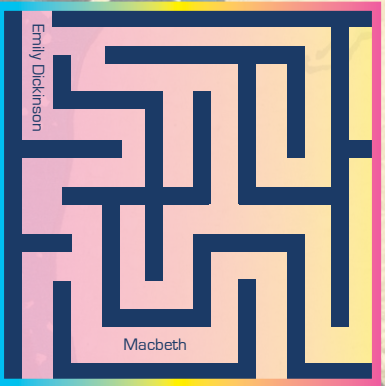
Discussion Notes



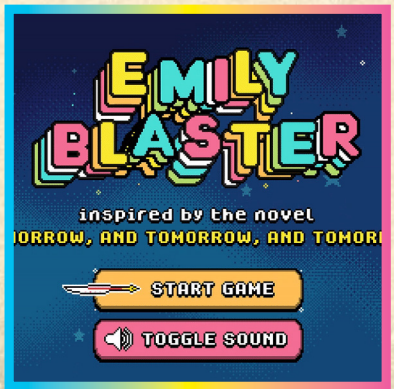
Pizza Recipe



Strawberry Mo-Ichigo



Maze



More, and More, and More

Fellow Reader!

Tomorrow, and Tomorrow, and Tomorrow is the story of a three-decade-long friendship and artistic collaboration.

Sadie Green and Sam Masur meet as children in a hospital game room, and when they become adults, they decide to make games together. They have a romance of the mind, if not the body. Sam, for a variety of reasons—a childhood injury, but I don't want to reduce it to this trauma; it may just be his essential self—is not particularly interested in sex or even in being in his body. Despite this, he is a very romantic person, and he loves Sadie Green more than anyone else in his life. Sam feels that the highest expression of himself and his love are the games he makes with Sadie. And maybe this is true for Sadie as well, but Sadie is a physical person, and she needs more than what Sam can give. *Tomorrow, and Tomorrow, and Tomorrow* is a friendship story and, to an extent, a marriage story, but it's also an impossible puzzle for Sadie and Sam in which there is no obvious solution. What if the most important person in your life is not your spouse or your child or any of the usual suspects? What if it truly is your colleague and your friend?

Tomorrow, and Tomorrow, and Tomorrow is the story of two brilliant people, who are fantastic at making art and somewhat less fantastic at being humans. It's about how rewarding and tender and volatile creative collaboration can be, and what it feels like to truly share one's work with someone. It's about how difficult it is to connect even though we have ever-increasing means to do so, and the possibility of making meaningful connections in virtual spaces. It's about why it's worth it to continue loving people and making things in an imperfect and uncertain universe. And yes, it's about video games. My parents both worked in computers, and I had played video games my whole life without thinking that much about what they mean. As a writer, I know I'm onto a great subject when it contains and reflects the whole world. To quote Marshall McLuhan, "The games of a people reveal a great deal about them."

In writing about video games, I found the whole world, and yet, *Tomorrow, and Tomorrow, and Tomorrow* is probably the most personal book I've ever written. Many of its subjects and themes come from my life: living in Los Angeles, Cambridge and New York, working in Tokyo, going to Harvard, being a biracial person, being in a creative collaboration across decades, the difference between publishing in my 20s versus my 40s, how to get over failure, how to get over success, etc., etc. If I were a book instead of a person, I would be this book.

Thank you, Reader. No matter what games you play—Monopoly, poker, crossword puzzles, or Tetris—I hope you'll love *Tomorrow, and Tomorrow, and Tomorrow*.

Yours,



Gabrielle Zevin

Los Angeles, CA

DISCUSSION QUESTIONS

1. Sam and Sadie meet, separate and meet again multiple times across the course of the book – the opening of the novel shows them reunite for the first time. Discuss the way this scene is depicted and how it makes you initially feel about the characters and their relationship.

2. *'Before Mazer invented himself as Mazer, he was Samson Mazer, and before he was Samson Mazer, he was Samson Masur—a change of two letters that transformed him from a nice, ostensibly Jewish boy to a Professional Builder of Worlds—and for most of his youth, he was Sam, S.A.M. on the hall of fame of his grandfather's Donkey Kong machine, but mainly Sam.'* (p.3)

   How does Sam's identity as 'Mazer' differ from the Sam we see in the book? Why do you think he created a persona for his professional/public life?

3. *"No," Sam said. "We've never . . . It's more than romantic. It's better than romance. It's friendship." Sam laughed. "Who cares about romance anyway?"* (p.91)

   Sam and Sadie's friendship takes the reader through the whole book – discuss how it changes from section to section. Do you think there was a romantic connection between them? Do you think they were right to choose their professional endeavours over it?

4. The reader sees Sam's journey with his disability – through flashbacks, his present state and his inner voice. Describe how Sam's character develops throughout the novel, and how his accident plays a role in who he is.

5. Gaming plays a huge role in *Tomorrow, and Tomorrow, and Tomorrow*. Discuss what you learned about gaming, whether this book changed your perspective of the creators of games, and why/how.

6. Marx is initially introduced as Sam's roommate – an NPC – but ultimately grows to play a core role in the success of 'Ichigo', and Sadie and Sam's creative partnership. What early hints are there that Marx is critical to the story, and what does his character bring to the book?

7. There are hundreds of cultural references – books, art, games and more – throughout the book. There are also some invented elements that accompany the real works. Do these expansive references make Sadie and Sam's world feel different to the reader? How?

8. *'I hate that world, don't you? I'm terrified of that world, and I don't want to live in that world, and as a mixed-race person, I literally don't exist in it. My dad, who I barely knew, was Jewish. My mom was an American-born Korean. I was raised by Korean immigrant grandparents in Koreatown, Los Angeles. And as any mixed-race person will tell you—to be half of two things is to be whole of nothing.'* (p.78)

   Discuss how identity, particularly race, plays a role in *Tomorrow, and Tomorrow, and Tomorrow*. How do Sadie, Sam and Marx (and the games they produce) represent this theme throughout?

9. *As Sam often said to Sadie, "Why make anything if you don't believe it could be great?" It is worth noting that greatness for Sam and Sadie meant different things. To oversimplify: For Sam, greatness meant popular. For Sadie, art.* (p.69)

   Discuss the ways in which Sadie and Sam are different, and how this effects their relationship.

10. Sadie experiences her progression in the tech and gaming industry as a young woman – how does this differ compared to Sam, Marx and Dov's experience? Is Sadie treated differently because she is a woman?

11. *Tomorrow, and Tomorrow, and Tomorrow* is about two characters who you meet aged 11 and spend the next 25 years watching grow up. What was this reading experience like?

KEY THEMES:

- Friendship over a whole lifetime
- Friendship vs. romance
- Coming-of-age story
- Business partners vs. friendship
- Creativity
- Gaming
- Women in male-dominated industries
- Grief
- Disability and chronic pain
- Mixed-race experiences (Asian American)
- 90s/00s nostalgia



Dong & Bong's

gets DONKEY KONG.

Families, come eat and play!

ONE GAME FREE ON US!

Enjoy one of our famous,

NEW YORK STYLE Pizzas

"It's a pizza place," Sam said.
"What? I love pizza! It's my favorite food on earth. Can you eat all the pizza you want for free?"
Sam nodded while expertly annihilating two ducks.
"That's, like, my dream. You're living my actual dream.
You have to let me go with you, Sam."

It's no secret that the best reading snacks are those that only require one hand – you need the other one for holding your book! *Tomorrow, and Tomorrow, and Tomorrow* features New York pizza frequently – and we've pulled together a perfect, simple recipe for you to create at home. Now you can host the ultimate book club, with hot fresh slices served alongside.

Ingredients (makes 2 12-inch pizzas)

BASE

150g 00 flour
150g all-purpose flour
1 tsp fine sea salt
3/4 tsp active dry yeast
1 tsp extra-virgin olive oil

SAUCE (note: you can buy this pre-made if you are low on time!)
1 tin chopped or peeled tomatoes
1 tbsp extra-virgin olive oil
2 cloves garlic, finely grated
1 tsp dried oregano
1 tsp red pepper flakes
1 medium onion
2 sprigs fresh basil
1 tsp sugar

TOPPINGS STATION (all optional)
Mozzarella, fresh sliced
Pepperoni, for the authentic New York slice
Mushrooms, sliced
Onion, diced
Bacon, cubed or roughly chopped
Green peppers, diced

Method

- To make the base, combine flours and salt in a large mixing bowl.
- In a smaller bowl, combine 200 grams lukewarm tap water, the yeast and the olive oil, then pour it into flour mixture. Knead with your hands until well combined (approx. 3 minutes) then let the mixture rest for 15 minutes.
- Knead the rested dough for 3 minutes. Cut into 2 equal pieces and shape each into a ball. Place on a floured surface, cover with dampened cloth, and let rest and rise for 3-4 hours at room temperature.
- Once risen, place each dough ball on a heavily floured surface and use your fingers to stretch it, then your hands to shape it into rounds or squares.
- To make your sauce, chop or process tomatoes and their juice until puréed. Purée should not be completely smooth, but chunks should be very fine. Put to one side. Place oil in medium saucepan over medium-low heat. Add the garlic, oregano, pepper flakes, and a large pinch salt and cook, stirring frequently, until fragrant but not browned, for about 3 minutes. Add the tomatoes, onion (peeled and cut into quarters), basil and sugar.
- Bring to a simmer, and reduce heat to the lowest setting, and cook, stirring occasionally, until reduced by half, ideally for an hour. Discard onions and basil stems. Allow to cool before using on your base.
- Now add your cheese – we recommend using fresh mozzarella, grated. You can slice it in rounds for an extra cheesy base! Distribute evenly across the pizza base, to taste, and then add whatever toppings you prefer. For a true NY-style pizza, we recommend adding plenty of pepperoni, or if you're a vegetarian, sliced mushrooms, green peppers and onions are a delicious combo. All will pair well together, as will some delicious salty crisp bacon (cook this in a pan before you add to your pizza). Bake in an oven for approximately 5-7 minutes.
- Once it's out and piping hot, sprinkle some dried oregano or chilli flakes to taste – and enjoy!

Note: to make this recipe plant-based, simply use a vegan mozzarella cheese alternative!

Strawberry Mo-Ichigo (Mojito)

Adjacent to Sadie was a stand selling six-dollar fruit shakes. The blender had begun to whir, diffusing the scent of citrus and strawberries through the musty, subterranean air, just as Sam had first called her name.

"You know what might be better than one, four? How about one, five? Ichi, Go. The kid's name is Ichigo," Marx said. "You could call the game that, too. Ichigo also means strawberry."

Strawberries are a recurring feature throughout *Tomorrow, and Tomorrow, and Tomorrow*. We've concocted the perfect book club drink – a strawberry mojito that will keep you refreshed as you discuss! You can make this a mocktail too, simply by removing the rum.

Ingredients

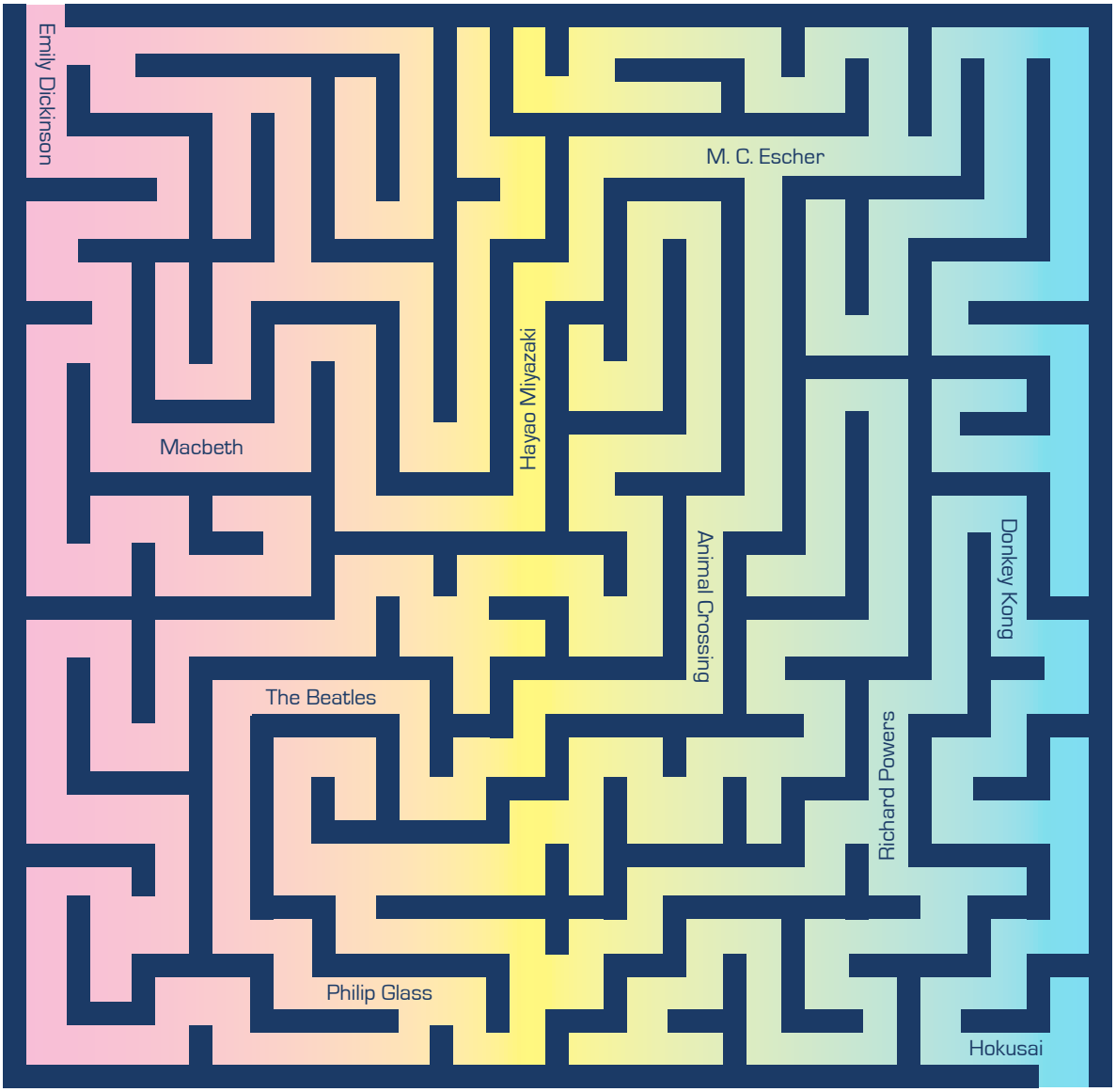
10-15 strawberries (to taste)
3 limes
2 tbsp sugar
15-20 mint leaves/3 sprigs
350ml white rum
600ml soda water or fizzy lemon drink
Crushed ice

Method

- First, cut the strawberries into slices, and remove the mint leaves from their sprigs, crushing them slightly to bring out the flavour. Slice one lime. Load up a pitcher or jug with plenty of crushed ice.
- Pour in the soda water or fizzy drink (we recommend Sprite for a perfect, refreshing tang!), and the rum, if you're choosing to add alcohol. If you don't include rum, add extra fizzy lemonade or soda water. Squeeze the juice of both limes into the pitcher.
- Add the sliced strawberries, sugar and mint leaves, and muddle into the mixture. Finally, add the sliced limes for garnish and additional zing. Drink long, with lots of crushed ice.

Sam would later tell people that these mazes were his first attempts at writing games.
"A maze," he would say, "is a video game distilled to its purest form."
Maybe so, but this was revisionist and self-aggrandizing. The mazes were for Sadie.
To design a game is to imagine the person who will eventually play it.

In *Tomorrow, and Tomorrow, and Tomorrow* there are over 80 references to literature, art, music, games, films, TV and media of all kinds – creators and their art. Use this maze to discover a few examples.



MORE, AND MORE, AND MORE

Play EmilyBlaster and create your own avatar:

PLAY THE GAME

Use the Instagram filter:

INSTAGRAM FILTER

Discover the official Spotify playlist

SPOTIFY PLAYLIST

SHARE YOUR PICTURES WITH @VINTAGEBOOKS ON SOCIAL MEDIA

#TOMORROWX3

"What is a game?" Marx said. "It's tomorrow, and tomorrow, and tomorrow. It's the possibility of infinite rebirth, infinite redemption. The idea that if you keep playing, you could win. No loss is permanent, because nothing is permanent, ever."