

Tomorrow, and Tomorrow, and Tomorrow Trivia: Questions, Answers, and Facts Printable Trivia Pack

Tomorrow, and Tomorrow, and Tomorrow trivia explores Gabrielle Zevin's 2022 novel about two friends whose creative partnership leads to a successful video game company. These questions highlight the book's characters, story, and themes while offering a concise challenge for both new readers and longtime fans.

HARD TOMORROW, AND TOMORROW, AND TOMORROW TRIVIA

1. Which U.S. publisher released Tomorrow, and Tomorrow, and Tomorrow?

Answer: Alfred A. Knopf

2. On what exact date was the novel published in the United States?

Answer: July 5, 2022

3. The title Tomorrow, and Tomorrow, and Tomorrow is drawn from Macbeth in which act and scene?

Answer: Act 5, Scene 5

4. Sam Masur and Sadie Green first meet during what general time period of their childhoods?

Answer: The late 1980s

5. What is Sam's surname in the novel?

Answer: Masur

6. What is Sadie's surname in the novel?

Answer: Green

7. Who is named as an influential figure in Sadie's game-design education?

Answer: Dov Mizrah

8. At Harvard, what subject does Sam study?

Answer: Mathematics

9. Which 2023 fiction prize longlisted the novel?

Answer: The Andrew Carnegie Medal for Excellence in Fiction

10. What major reader-voted prize did the book win for 2022?

Answer: The Goodreads Choice Award for Best Fiction

11. A screen adaptation of the novel was set up at which studio?

Answer: Paramount Pictures

12. Which retailer gave the novel its Book of the Year honor for 2022?

Answer: Barnes & Noble

13. One of the novel's formally unusual sections is told from what kind of perspective?

Answer: A non-player character perspective

14. Roughly how much time does the story cover across the characters' lives?

Answer: About three decades

FUNNY TOMORROW, AND TOMORROW, AND TOMORROW TRIVIA

1. What part of Tomorrow, and Tomorrow, and Tomorrow is so famously unwieldy that plenty of readers trim it down in casual conversation?

Answer: Its long title is often shortened in conversation.

2. A bestseller about game developers ended up stealing attention in what very non-digital battleground?

Answer: It grabbed attention in bookstores.

3. In this novel, what technical chore gets promoted to the level of high drama?

Answer: Debugging.

4. The characters spend their time building what, even while the real world keeps refusing to behave?

Answer: Imaginary worlds.

5. What everyday event gets framed with the importance of a final boss battle in the story?

Answer: A subway meeting.

6. In the book, what can hit harder than multiplayer trash talk?

Answer: Creative differences.

7. According to the novel's wry implication, building a hit game may be easier than doing what?

Answer: Communicating clearly.

8. The title sounds a bit like procrastination. What definitely does not sound lazy in the book?

Answer: The plot.

9. What social discomfort survives even in a story full of talent?

Answer: Awkward reunions.

10. For a book about virtual worlds, what very real thing does it have no shortage of?

Answer: Bruised egos.

11. Shakespeare may have supplied the title, but who supplies the metaphorical patch notes?

Answer: The characters.

12. This literary novel makes arguing about what sound oddly glamorous?

Answer: Game design.

13. If you had to pick one thing many readers abridge before they even finish saying it aloud, what would it be in Tomorrow, and Tomorrow, and Tomorrow?

Answer: The long title.

FUN TOMORROW, AND TOMORROW, AND TOMORROW TRIVIA

1. How many times does the word "tomorrow" appear in the novel's full title?

Answer: It appears three times.

2. Punctuation pop quiz: how many commas show up in the title Tomorrow, and Tomorrow, and Tomorrow?

Answer: Two commas.

3. Which Shakespearean line is echoed by the book's title?

Answer: "Tomorrow, and tomorrow, and tomorrow."

4. Name one of the novel's invented games that sounds like a debate already in progress.?

Answer: Both Sides.

5. What is the title of the other invented game in the novel that sounds very confident it has the answer?

Answer: Solution.

6. The book spends lots of time in the weeds of designing what, exactly?

Answer: Game mechanics.

7. In the story's creative philosophy, making games is compared to making what?

Answer: Worlds.

8. Sam and Sadie start building their partnership at what stage of life: before or after adulthood?

Answer: Before adulthood.

9. True or false: the novel sticks only to scrappy indie vibes and avoids any big commercial dreams.?

Answer: False

10. What is Marx's surname in the novel?

Answer: Watanabe.

11. The bond at the center of the book is often described as intense but what kind of friendship?

Answer: A nontraditional friendship.

12. Which artistic idea gets serious attention in the novel: fixed destiny or player choice?

Answer: Player choice.

13. The novel links childhood play to what kind of grown-up activity?

Answer: Adult creative work.

TOMORROW, AND TOMORROW, AND TOMORROW FAMILY TRIVIA

1. Where do Sam and Sadie first meet as children?

Answer: They meet in a children's hospital game room.

2. What activity helps build Sam and Sadie's childhood bond?

Answer: Playing video games together helps build their bond.

3. In the novel, what is shown as a major force in making art?

Answer: Collaboration is shown as a major force in art-making.

4. What is the name of Sam and Sadie's company?

Answer: Their company is called Unfair Games.

5. Which game becomes Sam and Sadie's first breakout hit?

Answer: Their first breakout game is Ichigo.

6. In Japanese, what does the word "ichigo" mean?

Answer: It means strawberry.

7. Who becomes the business-minded member of the trio?

Answer: Marx becomes the business-minded member of the trio.

8. According to the novel, games can create what between people?

Answer: Games can create connection between people.

9. True or false: Sam and Sadie's friendship is smooth and uninterrupted from start to finish.?

Answer: False

10. The book treats games as a form of what?

Answer: The book treats games as a form of storytelling.

11. How is creative partnership portrayed in the novel?

Answer: It is shown as both joyful and difficult.

12. Besides programming, what creative role does Sadie have?

Answer: Sadie is also a game designer.

EASY TOMORROW, AND TOMORROW, AND TOMORROW TRIVIA

1. Who wrote the novel Tomorrow, and Tomorrow, and Tomorrow?

Answer: Gabrielle Zevin

2. In what year was Tomorrow, and Tomorrow, and Tomorrow published?

Answer: 2022

3. What is the first word in the title Tomorrow, and Tomorrow, and Tomorrow?

Answer: Tomorrow

4. Which character is one of the novel's two central friends: Sam Masur or Marx Watanabe?

Answer: Sam Masur

5. Who is the other central friend in the story besides Sam?

Answer: Sadie Green

6. Together, Sam and Sadie build what kind of company?

Answer: A video game company

7. Which major supporting character has the last name Watanabe?

Answer: Marx Watanabe

8. The story centers on friendship as much as what other feeling?

Answer: Romance

9. What creative field is a core subject of the novel?

Answer: Video game design

10. Sam and Sadie first meet at what stage of life?

Answer: As children

11. Which California city is one of the novel's settings?

Answer: Los Angeles

12. Which Massachusetts city appears as a setting in the book?

Answer: Cambridge, Massachusetts

13. Sam attends which university in the novel?

Answer: Harvard University

Source: <https://triviagong.com/trivia/tomorrow-and-tomorrow-and-tomorrow-trivia>