



Fall, Or Dodge in Hell

Written by Neal Stephenson

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Fall, Or Dodge in Hell

By Neal Stephenson

Fall Or Dodge In Hell

The #1 New York Times bestselling author of *Seveneves*, *Anathem*, *Reamde*, and *Cryptonomicon* returns with a wildly inventive and entertaining science fiction thriller—*Paradise Lost* by way of Phillip K. Dick—that unfolds in the near future, in parallel worlds.

Fall Or Dodge In Hell Review

In his youth, Richard “Dodge” Forthrust founded Corporation 9592, a gaming company that made him a multibillionaire. Now in his middle years, Dodge appreciates his comfortable, unencumbered life, managing his myriad business interests, and spending time with his beloved niece Zula and her young daughter, Sophia.

Fall Or Dodge In Hell A Novel

One beautiful autumn day, while he undergoes a routine medical procedure, something goes irrevocably wrong. Dodge is pronounced brain dead and put on life support, leaving his stunned family and close friends with difficult decisions. Long ago, when a much younger Dodge drew up his will, he directed that his body be given to a cryonics company now owned by enigmatic tech entrepreneur Elmo Shepherd. Legally bound to follow the directive despite their misgivings, Dodge's family has his brain scanned and its data structures uploaded and stored in the cloud, until it can eventually be revived.

Fall Or Dodge In Hell Goodreads

In the coming years, technology allows Dodge's brain to be turned back on. It is an achievement that is nothing less than the disruption of death itself. An eternal afterlife—the Bitworld—is created, in which humans continue to exist as digital souls.

Fall Or Dodge In Hell Characters

But this brave new immortal world is not the Utopia it might first seem . . .

Fall Or Dodge In Hell Neal Stephenson

Fall, or Dodge in Hell is pure, unadulterated fun: a grand drama of analog and digital, man and machine, angels and demons, gods and followers, the finite and the eternal. In this exhilarating epic, Neal Stephenson raises profound existential questions and touches on the revolutionary breakthroughs that are transforming our future. Combining the technological, philosophical, and spiritual in one grand myth, he delivers a mind-blowing speculative literary saga for the modern age.

Where have I seen this before...

We Are Legion - We Are Bob (Bobiverse #1) by Dennis E. Taylor

Bob Johansson has just sold his software company and is looking forward to a life of leisure. There are places to go, books to read, and movies to watch. So it's a little unfair when he gets himself killed crossing the street.

Bob wakes up a century later to find that corpsicles have been declared to be without rights, and he is now the property of the state. He has been uploaded into computer hardware a Where have I seen this before...

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Bob wakes up a century later to find that corpsicles have been declared to be without rights, and he is now the property of the state. He has been uploaded into computer hardware and is slated to be the controlling AI in an interstellar probe looking for habitable planets. The stakes are high: no less than the first claim to entire worlds. If he declines the honor, he'll be switched off, and they'll try again with someone else. If he accepts, he becomes a prime target. There are at least three other countries trying to get their own probes launched first, and they play dirty.

The safest place for Bob is in space, heading away from Earth at top speed. Or so he thinks. Because the universe is full of nasties, and trespassers make them mad - very mad. ...more

Fall Or Dodge In Hell Wikipedia

So I had some issues with this book, overall I liked it, but I found it was easier to separate into the good and the bad:

The Good:

- One of his more readable books, so no heavy technical nonsense like in cryptonomicon
- Features the Waterhouses, the Shaftoes, the Forthrasts and Enoch Root
- Topic of discussion is really cool as its all about the afterlife
- Ameristan is the most hilarious thing

The Bad:

- As usual, its way too long, just under 900 pages
- When the book switches gears at the 3/4 mark an So I had some issues with this book, overall I liked it, but I found it was easier to separate into the good and the bad:

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The Bad:

- As usual, its way too long, just under 900 pages
- When the book switches gears at the 3/4 mark and becomes a fantasy book it can be a pain to read (in that, the pace slows down, too many characters in the other world, can be difficult to follow and therefore slow and boring)
- The Meatspace (human world) parts of the book are the most interesting, so its a disservice when it becomes purely the other world for the half part of the book
- No ending, again

Overall, I did like the book, but its got some major strikes against it which keep it from being on the level of Snow Crash and Reamde. ...more

Richard "Dodge" Forthrast, the creator of the world's most popular video game, dies suddenly, unexpectedly, and without updating his will. So his heirs are obligated to cryogenically freeze him or find a way to upload his mind to a computer. So begins this fractal of a novel filled with computer science, mythology, eschatology, corporate dirty tricks, life, death and what might come after. Stephenson's digs down through layer after layer of what-ifs. Themes appear, disappear, and reappear. A wil Richard "Dodge" Forthrast, the creator of the world's most popular video game, dies suddenly, unexpectedly, and without updating his will. So his heirs are obligated to cryogenically freeze him or

Fall, Or Dodge in Hell

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Fall Or Dodge In Hell Release Date

'Fall, or Dodge in Hell' is a book that's hard to talk about because I find it basically fractally bad -- at any level I look at it, there's an interesting idea shot through with some fatal flaw, and so if I let myself I could go on at far too much length about any one of its problems. At the highest level, it's a story about uploading human consciousness and the creation and organization of virtual realms, told with a tech-bro's certainty in technology and obliviousness to anything else, plus a 'Fall, or Dodge in Hell' is a book that's hard to talk about because I find it basically fractally bad -- at any level I look at it, there's an interesting idea shot through with some fatal flaw, and so if I let myself I could go on at far too much length about any one of its problems. At the highest level, it's a story about uploading human consciousness and the creation and organization of virtual realms, told with a tech-bro's certainty in technology and obliviousness to anything else, plus also the casual misogyny; then there's the story told about the uploaded, that attempts to be biblical without an understanding of morality, and fantastic without ever surpassing the level of 80s Tolkien imitators. It's too bad the book wants to be Paradise Lost, instead of Frankenstein; there would be a really good metaphor in something like this, pieced together from various half-envisioned ideas, and brought to life as a monstrous whole that its creator cannot control. That's not to say you couldn't enjoy reading this -- the certainty and declarativeness of the writing can carry you through a lot if you don't think too much about it -- but it would be best if you've never read these ideas before, or if you're looking for something to reinforce your particular technological eschatology, or if you're a teenager with time on your hands.

On the other hand, let me offer some alternatives that have done better service to these ideas. First, Peter Hamilton's 'Void Trilogy': if you want long-spanning future history and an ever-expanding realm of uploaded consciousnesses, this has you covered, in spades. Alternately, Elizabeth Bear's 'Grail': it's much shorter, full of excellently realized characters, and deals thoughtfully with the ethics of different ways of being human minds. And finally, Matthew Stover's 'Heroes Die': if you want a fantasy adventure in a world where modern people insert themselves to create epic drama without regard for the other inhabitants; it's only tangentially similar, but even its dystopian capitalist hellscape is more well-realized than the "realistic" political events going on in 'Fall.' So yeah, there's a lot better stuff you could be reading instead -- don't spend your time on this unless you have to. ...more

Watch Neal Stephenson discuss the successor volume, not sequel!, to REAMDE with Nancy Pearl!

Fall Or Dodge In Hell Audiobook

A loose continuation of the author's other contemporary novels (Cryptonomicon, Reamde) sees brain-scanning and uploading become a reality along with a digital afterlife modeled on Paradise Lost. The story follows Richard "Dodge" Forthrust just before he dies, the events preceding his uploading and then the fate of the digital world he finds himself in while the real world changes around the existence of life after death.

The book is interesting enough, although it engaged me much more in the early stages as we look into Dodge's death, his upload and the actions around it, particularly with Corvallis and Sophia. When most of the action moves to the bitworld it gradually lost me until the point where it just became a fantasy quest story filled with character after character that I didn't care about.

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In terms of Stephenson-tropes, this one feels a little lighter on with the infodumps than usual, but there's a lot of wry humor and poking at political realities that disturb the author. In particular there's a section early on that's set in "Ameristan" that simultaneously addresses the fragmentation of US society between secular urban and rural religious while also having a poke at just how un-Christian most of the performative Christianity of conservative America actually is. The other Stephenson-trope of hugely bloated and meandering prose is in full effect.

Overall, while it has interesting elements and good characters in the first half, the characters in the bitworld are only caricatures at best and that whole sequence I found quite disappointing. ...more

I devoured this book immediately after receiving it. Absolutely top shelf Stephenson. This novel is absolutely overflowing with ideas and questions, any one of which would make me put the book down and have a bit of a think for a while. The amount of research and the presentation of knowledge is tremendous but not overwhelming. This is a book I will return to in a few months or so. Very highly recommended.

Fall Or Dodge In Hell Reamde

Fall is occasionally exceptionally poignant, when Neal Stephenson chooses to engage with his near-future real world, with the wide implications of AR, automation, post-truth, culture-divides and even the implications of running an after-life simulation.

Most of the time, it's bogged down in it's own self-mythology created from the patrons of the transhumanist afterlife, with a few "I kid you not" moments of old-gods resembling greeks being ousted by judo-christian replacements souls complete wit Fall is occasionally exceptionally poignant, when Neal Stephenson chooses to engage with his near-future real world, with the wide implications of AR, automation, post-truth, culture-divides and even the implications of running an after-life simulation.

Most of the time, it's bogged down in it's own self-mythology created from the patrons of the transhumanist afterlife, with a few "I kid you not" moments of old-gods resembling greeks being ousted by judo-christian replacements souls complete with Adam & Eve and garden of Eden. Stephenson seems quite preoccupied with his rather-bizarrely-paper-thin allegories. The bigger crime is it's just not that interesting. I suppose Stephenson purposely is making a point for how much humans are trapped in their own frames of reference, and the commonality of myth is an outgrown of our limited conceptions but man.... I just wanted to get it over with. I was always waiting for the book to return back to the real-world instead of the snoozy VR world.

I was impressed/entertained and then bored in equal quantities. Meatspace is good near future sci-fi, bitspace is boring fantasy, spanning eons and hundreds of pages for lame-duck lore. Like even the best of Stephenson, heâ€™s never quite sure how to wrap it up with a cogent and poignant ending... and it hurts more as half of the story isnâ€™t that good. The last 1/3rd of the book I just wanted to end.

...more

I will have a full review on LA Books, but this is a mixed bag. The first 2/3rds are excellent, but the last 1/3rd left me cold. There are two great plot lines that are resolved, but incomplete to my tastes.

All that said, the first 2/3rds are his work since Anathem.