Fall, Or Dodge in Hell

Written by Neal Stephenson

Table of Contents

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 thrillerâ€"Paradise Lost by way of Phillip K. Dickâ€"that unfolds in the near future, in parallel worlds.

Fall Or Dodge In Hell Review

In his youth, Richard â€œDodgeâ€• Forthrast 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 Amazon

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 Neal Stephenson

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

Fall Or Dodge In Hell Reamde

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 Epub

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 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 wild ride of unexpected ramifications that held my interest through all 800 pages. So set aside some serious time because you will not want to put it down. Oh, and you might want to brushup on your D'Auliare's before you start.   ...more

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

Fall Or Dodge In Hell Stephenson

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.

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

Fall Or Dodge In Hell A Novel By Neal Stephenson

Interminable. . . Itâ€™s rare that I canâ€™t or wonâ€™t finish a book but I couldnâ€™t finish this one and so wonâ€™t rate it - and Iâ€™ve read all of Stephensonâ€™s other books from his great Baroque Cycle to the weak 7Eves. The theme of the year for me is what ever happened to editors? Winslow, Elroy and Stephenson have all recently published giant manuscripts in which the novel itself (i.e. the terrain of the subject) is buried by excess and self-indulgence, as well as a simple disregard for things like na Interminable. . . Itâ€™s rare that I canâ€™t or wonâ€™t finish a book but I couldnâ€™t finish this one and so wonâ€™t rate it - and Iâ€™ve read all of Stephensonâ€™s other books from his great Baroque Cycle to the weak 7Eves. The theme of the year for me is what ever happened to editors? Winslow, Elroy and Stephenson have all recently published giant manuscripts in which the novel itself (i.e. the terrain of the subject) is buried by excess and self-indulgence, as well as a simple disregard for things like narrative, character development, dialogue etc. The cyber world and questions about consciousness (to say nothing about traditional questions of mortality) all need a sharper take than Stephensonâ€™s solipsistic meanderings. This science fiction isnâ€™t actually fiction - itâ€™s a series of tracts and position papers (Nearly all of the â€˜dialogueâ€™ is Q and A on technical/philosophical issues) - and I have my doubts about the science.   ...more

Paradise Lost for the Post-Matrix Age.

Fall Or Dodge In Hell Wikipedia

Well, this is different. It's not at all what I expected (a fault, I admit, of my own Creation), given its connection to Reamde. It's a Giant, shambling, shaggy dog mess of a story and completely all over the place.

The first third Mr Stephenson was in technology heaven, riffing freely on all manner of deep questions concerning death, the continuation of consciousness, the digitisation of the (for want of a better term) 'soul' and all that jazz.

Then there comes a point where, over the course of   Well, this is different. It's not at all what I expected (a fault, I admit, of my own Creation), given its connection to Reamde. It's a Giant, shambling, shaggy dog mess of a story and completely all over the place.

The first third Mr Stephenson was in technology heaven, riffing freely on all manner of deep questions concerning death, the continuation of consciousness, the digitisation of the (for want of a better term) 'soul' and all that jazz.

Then there comes a point where, over the course of the second third, the narrative focus shifts almost entirely to the Bitworld and the doings of its denizens. This is not fun. It's like Moby Dick but with dead people instead of whales and feels interminable. MoÃ«bius Dick, if you will.

The final third, out of left field, is a mythic quest story. Now, don't misunderstand me, I genuinely believe Mr Stephenson to be a gifted science fiction writer of many and diverse talents. However, if he wrote the Lord of the Rings it would be 900 pages of how the ring works and its mechanisms of interaction with matter, followed by a tick-list itinerary of the journey to Mordor (completed). Safe to say it's not like any other fantasy quest you've read, certainly outside the realm of fan fiction.

But, you know what? None of that matters. The ending is fine (despite what many here are saying) and there is definitely an ouroboric quality to it which makes for an ultimately satisfying conclusion.

Edit: after sleeping on it I've decided to knock off a star. I can't in good conscience give the fourth star to a book that bored me for such a significant portion (a 20% chunk midway through) no matter how much I enjoyed the ending.   ...more

This review has been hidden because it contains spoilers. To view it,   click here.
            This book is a death spiral into boredom. It starts off with a technological bang, and ends as a whimper of a Monty Python farce. â€œSevenevesâ€• held my attention longer, and I hated that.

The idea is goodâ€"and a masterful triple entendre. A Seattle multibillionaire named Dodge dies, and his will turns out to demand cryogenic freezing of his bodyâ€"or whatever better technology is available

at date of death. Dodge's brain is scanned, destroying the organic material in the process, but preserving the b   This book is a death spiral into boredom. It starts off with a technological bang, and ends as a whimper of a Monty Python farce. "Seveneves" held my attention longer, and I hated that.

The idea is good—and a masterful triple entendre. A Seattle multibillionaire named Dodge dies, and his will turns out to demand cryogenic freezing of his body—or whatever better technology is available at date of death. Dodge's brain is scanned, destroying the organic material in the process, but preserving the bits. He becomes Dodge's Brain, or DB, which also (as explained in the novel) means database. But it's actually a nod to a 1942 novel by Curt Siodmak called "Donovan's Brain" —the first SF to propose removing and keeping alive the brain of the dying. Clever, Neal. The same plot appears more recently in "We Are Legion (We Are Bob)" , to much better effect.

The flashes between "meatspace" and the cybernetic afterlife are fun, until the latter funnels into a quest and dominates the pages. They have to assemble the proper cast of characters: a mariner, a raven, a giantess, a Princess-who-doesn't-know-she's-a-Princess, a key, two stout young men who will be dead by the end of the second reel, etc. The quest seems endless, although it covers only about a quarter of the book. But it's a boat anchor, too heavy for the mariner to ship or the giant to carry.

I hate to bash a Stephenson book—Cryptonomicon is about my favorite novel, and (unlike many) I like the "Issac Newton trilogy." Yet, last night, I was 96% finished, and preferred sleep to story. That says everything.   ...more