



For We Are Many

Dennis E. Taylor , Ray Porter (Narrator)

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Bob Johansson didn't believe in an afterlife, so waking up after being killed in a car accident was a shock. To add to the surprise, he is now a sentient computer and the controlling intelligence for a Von Neumann probe.

Bob and his copies have been spreading out from Earth for forty years now, looking for habitable planets. But that's the only part of the plan that's still in one piece. A system-wide war has killed off 99.9% of the human race; nuclear winter is slowly making the Earth uninhabitable; a radical group wants to finish the job on the remnants of humanity; the Brazilian space probes are still out there, still trying to blow up the competition; And the Bobs have discovered a spacefaring species that considers all other life as food. Bob left Earth anticipating a life of exploration and blissful solitude. Instead he's a sky god to a primitive native species, the only hope for getting humanity to a new home, and possibly the only thing that can prevent every species in the local sphere ending up as dinner.

For We Are Many Details

Date : Published April 18th 2017 by Audible Studios

ISBN :

Author : Dennis E. Taylor , Ray Porter (Narrator)

Format : Audible Audio 9 pages

Genre : Science Fiction, Fiction, Audiobook

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From Reader Review For We Are Many for online ebook

Char says

FOR WE ARE MANY (Bobiverse #2), in my opinion was even better than the first book and Ray Porter plays a large part in that.

For those who don't know, in the first book the first Bob had his head frozen and he was woken up many, many years later having had his consciousness installed in an AI. Since then, many things have happened, and Bob has created many clones of himself, as he was designed to do. His, (their), goal is to save humanity, (we are killing our planet and there are only about 15 million of us humans left), by finding or making proper environments to which we can be relocated. Which also involves providing food, finding a way for us to get to this new environment, and a way to protect us while on the way there. He, (they), also has to play referee to the factions of humanity that are left, because we never stop arguing amongst ourselves, do we?

While doing this, the Bobs, (the Rikers, Homers, Hals, Howards, Charlies and so forth), face numerous obstacles-the scariest of which is a Mandarin speaking species that the Bobs call THE OTHERS. If you are a Star Trek fan, the best way I can describe them is a combination of the Borg with Species 8472. To be blunt, they give no fucks about humanity or anything else, we are either a food or an enemy-neither of which is a good option for Bob/us.

(view spoiler)

I have to say that the narrator here, Ray Porter, imbues the Bobs, Admiral Ackbar, Guppy, (who sounds like Sean Connery), Butterfield, and everyone with their own personalities and voices. I don't know how he does it without getting confused, but he does do it and he is **SUBLIME**. There's no other word I can think of to properly describe his performances in this book. In fact, I am **SURE** that I would not have enjoyed this volume as much as I did if I had read it instead of listening.

I am going to keep my Audible subscription even when it goes back up to full price because I have to get the next book and I need to listen to it on audio. Reading it will just not do.

Bravo to Dennis E. Taylor and to Ray Porter for bringing the Bobiverse alive- in all its snarky glory, humor, and love for humanity.

My highest recommendation!

Bradley says

I love reading great SF, but sometimes we just stumble across a novel or two that just make us beam with wonder and shared nerdiness and delight... and that basically describes these two Bob novels.

The scale is particularly delightful. You've gotta love a snarky nerd engineer-turned-AI distributed over 30 light years who's wondering what the hell the humans are doing. I mean, he's pretty well-adjusted, copying bits of himself into new iterations and letting them rename themselves as cultural nerd-pieces from the reader's culture.

But what's more, he's a pretty nice guy. He's doing everything in his ability to save stupid people and aliens and terraforming new worlds... while running up against an even bigger threat.

This second book can be seen as more of the same as the first book, but with one huge caveat. It's a character novel or (multi-character AND single-character) series. Confused? Don't be. It's all just Bob.

Of course, it looks like Bob has come up against something much bigger than him. And he's also considering a bit of a branching, I think. If he can't bring his crush along the immortality slide, then there's definitely other options opening up... :) A certain alien, perhaps? Humans are so untrustworthy with immortality... :)

Speculation. Just speculation. :)

Easily a series I'll always be chomping at the bit to get a copy of. :)

Trish says

Let me begin by saying that I FINISHED FIRST! Yep, this was a buddy-read with (amongst others) Brad and I FINISHED FIRST.

Ironically, this goofy reaction is exactly something one of the Bobs would have done too (so yes, it fits the theme).

This is the second book in the *Bobiverse* series and it was wonderful again. Sure, some say that it's a bit slow because of the science and exploration and different locations, but that is exactly what I love (apart from the fantastic narrator, Ray Porter, in the audio version).

We follow a number of Bobs all over different solar systems that watch the Deltans (that's Bob#1), finding new planets, even other sentient species, a number help humanity out of sol so we don't die out ... and some make less positive encounters.

All the Bobs are actually very distinct. I can't name each and every one off the bat (there are over 30 now, 8 generations of replicants) but if you give me a name, I can actually give you a characterization, which is a huge strength of the author.

Another strength is that the story is compelling despite not being space opera with huge battles with lots of explosions and black holes devouring planets. Instead, we get realistic exploration, discovery, evolution ... and great implications about science and moral.

Thrown in is nerdiness galore, just enough easter eggs to make it perfect for someone like me, funny situations, a great sense of humour that doesn't make the story too comical, and a fair amount of action.

One of the finer points that is explored through the story is the humanity of the Bobs. It's one of the reasons why I hated The Faith so much (view spoiler)! :D

Also, just follow Howard's story with the Irish scientist! (view spoiler)

Or (view spoiler)?!

The greatest blow, however, was (view spoiler).

We also got some huge adversary here. I mean, a Dyson Sphere! So cool! Can't wait to see more of that.

So many things to think about (like how it would be to have so many reincarnations of myself, what this kind

of freedom and immortality would mean to me to name just two). Seriously, it's a good thing that book #3 is almost ready to be recorded for Audible so we won't have to wait too long. This is one of the best scifi books I've read in quite a while.

David Katzman says

First, a recap of part one is in my review [here](#).

I enjoyed the first part of this series, but part two was a bit of a letdown. The main character "Bob" and all his AI clones (which are all inexact variations of his core personality) have become a little too annoying for me. I mean, who is this book for? It's not a young adult book. But the man (lol, he's an artificial intelligence based on a human template *with* emotions) has to deal with apocalyptic destruction, species-wide genocide and personal heartbreak and yet he can't muster up a single obscenity? It's like his personality is G-rated. It got on my nerves after a while. Similarly, his humor was not humorous, it has become cheesier than in part one.

The story itself was still relatively interesting. We follow the various threads that book one started: the human species being transported to new planets and the accompanying struggles between human factions; discovery of and interactions with new (alien) species; and a genocidal alien hive race that wipes out planets and lifeforms for raw material. This particular alien race has technology even further advanced than Bob and as such is a tremendous danger to all life.

While I certainly was disappointed in this part, the plot has enough interest that I may try part three. Certainly, he's done a nice job of building the tension and desire to discover what happens to humanity and how Bob will defeat the unstoppable hive species. I just wish Bob would fucking grow up.

J.L. Sutton says

Geeky fun continues in Dennis Taylor's *For We Are Many* (Bobiverse #2). It has been 40 years since Bob began exploring the cosmos (Bobiverse #1) searching for habitable worlds. There are many copies of Bob now, all interacting with each other. And there's competition from other space probes launched from Earth right before the nuclear powers started firing at each other. The drama in this book relies on beating out the intractable competition, finding and protecting new sentient life and finding a home for humans who are being displaced because of an impending nuclear winter. Again, this was a fast-paced and enjoyable read (just don't think it quite measured up to the first book).

Scott says

Do you feel like a holiday from the world? Do you feel like like you need to read something fun, something easy to race through, something that will immerse you in an interesting and entertaining universe? If so, Dennis E. Taylor's Bobiverse series should be your next reading destination.

Dennis E. Taylor writes books that are pure pleasure to read and *We are Many* is no exception.

The pages of *We Are Many* fly past, the story progresses in interesting and exciting directions and conflict is ever present.

Things happen in Taylor's books. Interesting things. And often. Some might consider this to be vanilla storytelling, free of unreliable narrators, confusing chronology or weird stylistic tics, but who cares when a book is as enjoyable as this one?

If you loved the first book in the Bobiverse (and why wouldn't you? It's a great read) you're going to love this too as it pretty much continues from exactly where book one left off. Bobs are out exploring the galaxy, fighting armed Brazilian probes, discovering new worlds and seeking out life and better, more lifelike versions of Spike, Bob's VR cat.

Original Bob continues to shepherd the still-primitive Deltans, and his friend Archimedes, through threats and conflict, while one Bob falls in love and Bill, the resident of Epsilon Eridani gets ever closer to building an android that can physically embody the consciousness of his fellow Bobs.

But while the Bobs prosper, humanity nears extinction.

Earth is a war-wracked near-frozen ruin, with the last fifteen million humans huddling in shelters and around the equator, waiting for the Bobs to evacuate them to new colony worlds. Bobs are frantically building transport ships and moving people as fast as they can, but earth is dying quickly, and building colony ships is slow work. Some of the last humans can be saved, but for millions death looks certain.

This would be conflict and tension enough for many writers, but not for Taylor - on top of everything else a near-unstoppable existential threat makes itself known, to the terror of the Bobs and their human friends.

The Others, an insectoid race that outguns and outnumbers the Bobs by an order of magnitude are spreading, stripping solar systems bare of both life and metals to build a vast Dyson sphere in their home system. Extrapolation of the others' expansion shows that it is only a matter of time until they destroy another sentient civilization, and after that, move on to earth itself, where they will convert the last humans into alien chow.

The Bobs are faced with having to defend not only humanity, but all life in the path of The Others.

Just like *We Are Many*, this is a fun book, and could be read together as one (which is kind of how I read them). I can't emphasise enough what a seamless, cruisy reading experience this book and its predecessor are – I love complex, weird or experimental novels, but it's great to read a book that is simply a straightforward story done well.

I'm looking forward to reading book three, and so far this is a real winner of a series. Taylor is an entertaining storyteller with a great imagination and deserves to be in the to-read pile of any sci-fi fan.

Veronique says

Having loved We Are Legion (We Are Bob), I couldn't wait to start this sequel. The combination of Taylor's words and wit with Ray Porter's perfect rendition, and you have a winner :O)

Confession: I like all the Bobs. I mean, I get their humour, their pop culture references, their sense of right and wrong. What is there not to like? In this instalment, we get more of what the first book served (second half), i.e. trying to help the few humans survivors, who are still trying to kill each other (near extinction and they still haven't learnt), find other viable planets, nurturing a new sentient species (Archimedes), dealing with the threat of a Borg-like 'Others' that decimates everything in its patch, and of course try to get back to actually exploring space...

This 'more of the same' could have jaded the reader, but as it happens, you just get completely taken in by the various plot strands. It is compelling because Taylor makes you care for all these Bobs, and the rest of the cast (the good ones that is). The humour is ever present but not at the expense of the rest of the emotions scale. In fact, there is plenty of heart-ache too.

The only negative thing I can say is that we have to wait for book 3... :O)

TS Chan says

4.5 stars.

This is a **great sequel** to We Are Legion (We Are Bob) that brought about **significant development in both the characters and the plot**.

Character development in the Bobs, a Replicant, a computer programme, you say? Yes, completely!! Firstly, each clone is a different variation of the original Bob and they do differ sufficiently to have distinctive personalities. One just does not know how the newly cloned cohorts will turn out to be, i.e. which psyche of original Bob will be most dominant. Moreover, the much later generations of Bobs seem to have a more diluted sentimentality to humanity and hence not as inclined to stay put and help out.

It is truly interesting seeing how an AI, albeit one which has human memories and emotions, deal with being an immortal of sorts while interacting with "ephemerals". All I can say is that immortality absolutely sucks for one who retains much of what it means to be human, i.e. being able to feel compassion and love. And just as some of the older Bobs started getting emotionally attached, I began to feel really invested in the characters. For those who have read my reviews and know my reading ideals well enough, such an investment is usually what it takes to finally tip a book into the 'great' category. To cap it all off, the audiobook performance was sublime. The narrator delivered all the Bobs' emotions so perfectly that I felt I was literally watching them in their virtual reality and listening to their thoughts. Sometimes I even forget that there was only one person narrating this entire book - he was that good!

While the narrative still retained an episodic feel of the first book, the story was more compelling with increased threats, tension and emotional resonance in the plot. Following from the success of the first human colony ship landing on a new habitable planet, safety and mortality issues from colonization started to rear its head as bio-compatibility runs both ways. Meanwhile back on Earth, a radically fanatic faction of humans imposed real problems to the remainder of the species. We also have original Bob experiencing first-hand the consequences arising from ignoring what Trekkies know as the Prime Directive. Then, over the past few

decades, one of the Bobs eventually accomplished a technological advancement that represented a serious leap in enabling actual physical contact. This development manifested in some emotional scenes which I have never expected to find in a story told from the perspective of a computer.

Someone is out there.

Nothing makes space exploration more exciting than encountering intelligent and technologically superior alien beings and facing imminent danger from its discovery. How will the Bobs successfully counter this overwhelmingly menacing enemy? I guess I will need to wait for Book 3 to find out, which fortunately will be released pretty soon.

This review can also be found at Booknest

Stuart says

For We Are Many: More adventures in the Bobiverse

Originally posted in Fantasy Literature

I really enjoyed Dennis E. Taylor's **We Are Legion (We Are Bob)** last December after discovering it by accident as Audible's Best SF of 2016. I generally tend to read fairly serious, literary, and ambitious SFF books and realized I needed a light break and **For We Are Many** was the perfect change of pace. The **BOBIVERSE** series really is a fun place to spend some time, and it is the narrative voice that makes the books worth reading. In fact, I think the audiobook narrator Ray Porter is absolutely perfect for this series, his delivery is so perfectly in tune with the breezy, snarky tone of the book that his performance deserves a star all its own.

If you're looking for a fun SF adventure featuring multiple AIs originating from the same individual (Bob, of course), Von Neumann probes exploring the galaxy, the moral dilemmas of whether to assist a primitive race as a mechanical god, encountering an implacable alien race that considers planetary systems and sentient species as raw materials and food, then you've come to the right place. After listening to the melancholy, deadly-serious, artistic, and brooding **Viriconium** by M. John Harrison, handled by the skillful British narrator Simon Vance, Ray Porter's light, matter-of-fact, and sardonic delivery was a welcome relief.

In **For We Are Many (2017)**, the second installment in the Bobiverse, Bob and his other AI counterparts are now scattered throughout the nearby star systems, most intent on exploration and terraforming in order to create new homes for the surviving remnants of humanity. The original Bob took a special interest in looking after a primitive but sentient race of Deltas in the Delta Pavonis system, and he spends a lot of time making sure they are not killed off by the local gorrilloids. When a new and more formidable predator shows up, he is faced with the Prime Directive dilemma popularized in Star Trek — how much do you intercede in the affairs of another sentient race, just because you like them? Is it ok to play God and take sides? Well, Bob is as human as you or I, and a very reasonable and humane person to boot, so he sets aside philosophical questions in favor of helping out his beloved Deltans, particularly the family of Archimedes, a Deltan who is especially intelligent and ambitious.

Terraforming new worlds to establish human colonies is not an easy business, and the author devotes quite a lot of time to describing the science and technology of it, but in a very understandable and reader-friendly

way. Perhaps because Dennis E. Taylor is a computer programmer by trade, he knows how to describe things clearly, but I found his technical explanations not only logical, but actually interesting, and I am a liberal arts type. I've had to slog through many a page of technical exposition in other books (I'm thinking of Alastair Reynolds at the moment), but Taylor pitched his material at exactly the right level for me.

Meanwhile, in one of the only story elements in **For We Are Many** that I took strong exception to, there is a radical environmental terrorist group called VEHEMENT whose basic attitude is that the Earth would be better off without human beings, so why not just help the process by hatching various plots to kill off humanity. Of course SF is about extrapolation of current world trends, but SERIOUSLY, how many of us think that radical environmental terrorists are going to be the biggest concern in the coming decades? We have plenty of other unpleasant political trends that are happening around the world right now and I refuse to get into that debate, but I'd say there are far worse threats to humanity in some of the world's current leaders and politics than tree huggers gone wild. So I'd have to voice my displeasure with Taylor's choice of villains here, and the satire is so exaggerated as to lack any conviction. Okay, stepping off soap-box now.

The terraforming story on Vulcan involves a bit of a love story for one of the Bob AIs, something I wasn't expecting. It's not overdone, and it is a natural issue to arise when immortal AI personalities interact with humans, though some dismissively label them "ephemerals." I actually found this storyline quite moving, which was an added bonus from a book where I was mostly expecting light-hearted space adventure.

Finally, we have the implacable advanced alien race that likes to turn star systems into raw materials, and treats sentient beings as food. Having read Alastair Reynolds' **REVELATION SPACE** series just last year, this reminded me of that series' unstoppable alien machine race, so much so that I wondered if Taylor wasn't making a bit of fun of it, but since he treats them as a serious threat, I don't think that was his intention. In any case, these aliens are indeed bad-asses and painfully lacking in any sense of humor, so fighting them to save humanity is no mean feat. I don't think it's much of a spoiler to say that we will have to wait for the next installment to find out what happens with them. Finally, did I mention that the Audible version of **For We Are Many** is only \$4.99 on Amazon and adding the Audible narration is only an extra \$1.99? That is incredible value for the money, so go out and get it before they decide to hike the price!

Lindsay says

The Bobiverse is growing rapidly and the Bobs have their hands full.

The handful of survivors on Earth are being evacuated but there are people trying to sabotage that. The Deltans, the first alien species that the Bobs have encountered are at risk from an even nastier danger than the gorilloids, and they're having growing pains besides. The Vulcan and Romulan colonies have their own issues. The mad Brazilian is still out there. And worst of all, the terrifying discovery that one of the Bob's made at the end of the first book looms large and incredibly dangerous.

Through it all the Bobs need to deal with their increasing alienation from ephemeral humanity while also not having their hearts broken as their favorites don't last for the long haul. And to top it all off, the alien threat may be just too big for even the many Bobs to handle.

This was great, wrapping up a lot of the plotlines left dangling from the first book and setting many more in motion. There's obviously a third book here and with the nature of the protagonists this could well be a much longer series. Why explore just one SF trope when you can have the same protagonist explore all of them?

Suzanne says

4.5 stars - rounded up because the concept of this series is just so fun. The Bobs are expanding and finding places for humanity to settle. I love the exploration aspects, the humor and the creativity. I had this with whispersync, but I mostly used audio because the reader is excellent.

Liam Degnan says

2.5 Stars:☆☆½

If you have an Audible account, you have heard of these books. Actually.... if you have an AMAZON account, period, you've probably seen these books on display somewhere in the emails or ads on amazon.

Because for one reason or another, **they literally advertise these books up the butt.**

I did a quick search in my gmail inbox to see how many emails they have sent me about this series - and whether it was through direct or indirect advertising, **I have received about 24 emails from Audible and Amazon since the beginning of 2017, constantly trying to get me to read these books.** Combine this with ads on their website, and I literally can't get away.

I don't know what kind of a marketing deal Dennis E. Taylor made with Amazon, but kudos to him, because **it's working.** Surely enough, I picked up the first two books when I saw they were available in a sale on audible, thinking that if they would go through such great lengths to literally HARASS me into reading these, then they really probably (should-be) great.

The first book was good. . . I guess. It didn't really have an ending, but I enjoyed it well enough.

This book was also "good", but "good" in the sense that there really isn't anything especially memorable or significant to me about it. **"Okay" is a better way of phrasing it.** And it also didn't really have an ending.

Here's the thing: the writing in these books takes you deep into the mind of (you guessed it): Bob. A man whose consciousness has been turned into a supercomputer. Bob is not an exceptionally interesting guy. He's basically your typical Star Wars/Star Trek fan, works-an-office-job kind of guy, with an affinity for just general nerd culture. **He's really not that exciting to read about.** He's not terrible, just honestly he would probably never be considered on anybody's favorite character list.

But let's add onto this the fact that, when you're reading this series, not only do you have to go into the mind of Bob... **You go into the mind of literally a dozen Bob clones.** And even though they're all actually different from each other with unique personalities (Who knows why this happened?), they are STILL.... not that interesting.

And it got pretty annoying for me.

I can normally handle poor characterization if the plot is good, but once again, we face the same problem. **I don't even know what the plot in this book is, because there were actually about a DOZEN plots**, for each of the Bobs that were being followed in their journeys across and around the universe. This gave the book a very stringy feel, because the myriad of plots being developed were mostly unoriginal and underdeveloped in that you CAN'T fully develop 12 different plot lines in an 8 hour audio/300 Page book.

It's fun at times, and the author tries to pull emotion out of the readers at times, but I just really didn't find myself caring that much. And again, **NEITHER BOOKS HAD AN ENDING**. It just drops off.

The writing is almost reminiscent of Ready Player One, in that it doesn't really take itself seriously, and tries to be a little more heavy on the humor, but I felt like this book fell short because it honestly lacks in anything else worth mentioning. Books like Kings of the Wyld and Ready Player One excel **because they combine these elements of humor, with a whole lot of heart, a really cool story, and well developed characters**. This book made attempts at each of these things, and for that I give it credit. But I felt that for me it ultimately just didn't work.

As a closing remark, I'll say that I think the reason Audible advertises these books so much is because they really are more geared towards somebody who is brand new to the Sci-fi world, and also probably somebody who is new to audiobooks in general. First time Audible users could pick this up and not have a problem getting into it, while a first time audio listener trying to get through The Way of Kings or a heavier Sci-fi classic, like Dune, would most likely drown.

For that reason, it does have merit. I think we need some books like this for people to ease into the genre. But I'll leave this off by saying that **long time sci-fi and fantasy veterans are better off looking elsewhere**. This book just didn't really do much for me, because of that.

Happy reading =].

For this review and more, check out my blog: Thoughts of a Thousand Lives.

Richard Derus says

This entry in the three-book series is less of a romp than the first because, of course, because the territory is no longer new or fresh; but it's still a hoot and a holler. I had such a great time going back to the Bobiverse! These books are a pleasure to me because their humor resonates with me:

At times like this, I wondered if I hadn't gone a little overboard with the level of detail in my virtual-reality environment. There was no reason for me to even have nether regions, let alone for them to pucker.

And that should tell you what you need to know about the suitability of the series to your reading needs. If that neither makes you laugh nor gives you a sense of the subject of the books, best you pass them by.

This installment brings us past the previously known Bobiverse...the bubble of space that Bob's previously created new selves have gone off to explore...and into contact with more new species. There are new threats, new ways of getting the heck rid of old threats, and plenty of the old threats come around again:

I sincerely hoped that in the fullness of time, they'd have the opportunity to get all bent out of shape about environmentalism.

Seems that "intelligence" is a menace...and maybe VEHEMENT had a point. (Bobiversals will get that.) But there's nothing like a replicant on a mission to make the Universe safe for sentient life. The Bobs come through this book without a hint of middle-book-itis. The action doesn't slack. The stakes don't falter. The pace of the book doesn't dilly-dally and the Bobs, bless 'em, don't shilly-shally as they tackle problems on a greater-than-human timescale. I can't spoiler stuff since the Anti-spoiler Activists get so stroppy about it. But I can say that there's no good reason for someone who liked the first book not to get the second ASAP and there's no reason for someone who didn't like the first book to even consider this one.

As for me, I'm on to book three and might even have bumped this one up a rating point had it not been for the clear affection and acceptance herein shamelessly flaunted for a lifeform utterly unworthy of it:

The cat's A.I. was realistic, right down to the total lack of loyalty.

Sonja Arlow says

This is one of those books you read for shits & giggles – is this a universal saying? Its fun escapism that should not be overanalysed.

We Are Legion (We Are Bob) really took me by surprise, it had a unique angle to the space theme and I liked the main protagonist(s). With this second installment you know exactly what you are going to get. Exactly!

There is very little new to be had. There are plenty of Bobs, and I mean plenty. And I think that caused a slight distraction for me – there were just too many to keep track of and they all sounded the same.

The storyline at times felt like the reimagining of the computer game sim city..... inter-galactic style.

Bob rarely stops to think about the impact of his meddling. When he encounters sentient life on a planet he doesn't think twice about blowing holes in the ecosystem or introducing more advanced technologies into their civilization without considering the fact that he's taking away opportunities for them to develop things on their own.

I was also not surprised by the presence of “The Others” but as I said this book is fun fluff, so a slightly predictable storyline was not a deal breaker for me.

If you are a fan of the Bobverse then I am sure you will enjoy this one too.

Mogsy (MMOGC) says

4 of 5 stars at The BiblioSanctum <https://bibliosanctum.com/2017/11/02/...>

I've been on a humorous sci-fi kick lately, and this series is proving to be the most amazing diversion. The first book hooked me with the non-stop action and laughs, and book two certainly didn't disappoint me in these areas either.

Following the events of *We Are Legion (We Are Bob)*, our titular sentient AI character and his many clones have been spreading out from Earth for about forty years now, and not surprisingly, he's made a few adjustments to his mission objectives. While he's still primarily searching for new habitable planets for colonization and competing against hostile space probes from other nations, many of the Bobs have also found other projects to invest their time in. The Bob called Riker trying to be the mediator between Earth's bickering politicians as they work together to coordinate a mass evacuation from the ruined planet, and worse, among the survivors there are radical groups who would go to any lengths to sabotage those efforts. Meanwhile, things aren't going so smoothly at the destination planets either, with cultural clashes and the dangerous local wildlife making it difficult for the new settlers to thrive.

In another part of the galaxy, the original Bob has become attached to the alien race he discovered called the Deltans, involving himself in their lives and becoming something like their skygod. However, in trying to help elevate them, he may have unwittingly done more harm than good, delivering them into the jaws of a far more menacing predator than the ones they had originally escaped from. Deeper into space, the Bob called Mario has stumbled upon an unsettling find—an entire planet where all life appears to have been harvested by a ruthless spacefaring species that considers everything as food. There's no telling where this all-devouring threat will strike next, and he must get word out to the other Bobs to warn them, or humanity's second chance at survival may be over before it even begins.

Despite the doom and gloom of many of the story's threads though, *For We Are Many* is in fact a light, fun, and profoundly enjoyable read. It's also full of sci-fi geekery but at the same time accessible enough so that even readers who don't normally read the genre will be able to appreciate its charms. Any technical explanations are easy to grasp, not to mention many are also presented in a clever and humorous way, pulling in references from pop culture favorites like *Star Trek* or *Star Wars*.

The biggest surprise for me though, are the characters—or rather, I should say, the many iterations of Bob. We already had a number of clones to follow in the first book, and this sequel expands the cast some more, introducing additional perspectives to the equation. And yet, this hasn't gotten old yet, and I doubt it ever will. In my review of the previous novel, I wrote about how each of the individual Bobs had their own unique and vibrant personalities, and this is a trend that continues with no matter how many times they clone themselves. I especially loved the Howard chapters and being able to see a more contemplative, emotional side of Bob. This just shows that while all of them may be aspects of the same person and resemble the original to some extent, the copies are still different enough that even now I could probably name about a dozen of them off the top of my head and tell you their defining traits. They might not be conventional characters, but they do tend to stick with you for a while.

So if you enjoyed *We Are Legion (We Are Bob)*, there's no reason why you shouldn't continue with *For We Are Many*. With more clones being sent out to explore deep space, the “Bobiverse” might be growing ever bigger, but fear not, because you'll still be getting the same kind of action, adventure, and humor that made the first book so much fun to read. I'm really having a blast discovering all these new worlds, new aliens, and new scenarios, and I can't wait for the series climax and conclusion in the next book to see how the stakes will be raised yet again.
