



Blue Fall

B.B. Griffith

Download now

Read Online ➔

Blue Fall

B.B. Griffith

Blue Fall B.B. Griffith

The Tournament is the world's most dangerous state-sponsored war game. Each country fields a team of three players. Each team is given a color as their calling card and the freedom to do whatever it takes to win. The playing field is the entire globe and the stakes couldn't be higher. There is only one requirement: it must be kept secret.

Frank Youngsmith's life is stuck in a rut. He's broke, bored, and works a dead-end job. What he doesn't know is that he's about to be in a fight for his life. When Frank stumbles into the dark world of the Tournament when the game is on, it's up to him to expose the secret...or die trying.

Blue Fall Details

Date : Published September 1st 2011 by Griffith Publishing

ISBN : 9780982481745

Author : B.B. Griffith

Format : Paperback 431 pages

Genre : Action, Thriller, Fantasy

 [Download Blue Fall ...pdf](#)

 [Read Online Blue Fall ...pdf](#)

Download and Read Free Online Blue Fall B.B. Griffith

From Reader Review Blue Fall for online ebook

Ken Brunelle says

The first few pages got me hooked, nothing but jaw dropping and my heart pumping. GREAT!

Donna says

Page Turning Thriller

Blue Fall is a very unique page turning thriller. A great read with a fantastic amount of action. An intriguing story line with interesting characters and great descriptions. This looks to be the start of a great series.

Dianne says

Far beneath the radar of the world's population, an international high stakes game is being played. Eight three-man teams each representing their country will stand against each other until only one team is left standing. Beyond the absolute need for secrecy, there are no rules, the object is to win at any cost, winner take all. The stakes? Deep pockets will bet money, jewels, anything of value, governments have even settled disputes through these games. Integrity has always been a given among the players, until this year, but something else will unsettle an already violent tournament as well.

This year an outsider will also stumble on their secrets and this middle-aged, overweight, insurance adjustor will find his life embroiled in danger and dark intrigue worse than any nightmare he has ever had. Who does he tell? Who would listen? Who will try to stop him? This year, the games will take a turn unlike anything ever witnessed before. This year, the real nightmare begins for these teams, their countries and those they care about.

Blue Fall by B.B. Griffith is everything one could imagine about "things we never hear about." Conspiracy buffs will sit up and take notice, as these teams fight to the "simulated death" across borders. Book one is always the base, the cornerstone for a series and the information needed is handed out in spades, yet it is this information that brings the Tournament to life. Meet the characters, get to know them and try to figure out what makes them tick, it is fascinating. Then get ready for the action, because once it starts, it does not quit!

Series: The Tournament - Book 1

Publisher: Griffith Publishing, LLC (January 6, 2014)

Publication Date: January 6, 2014

Genre: Thriller | Action & Adventure

Print Length: 447 pages

Available from: Amazon

For Reviews & More: <http://tometender.blogspot.com>

Katbyrdie says

DNF - Once again, I wanted to like this book. I got over a quarter of the way through and had to stop. All the male characters (and they were almost all male), started to run together. I couldn't remember whose perspective I was reading from and why they were important. Every chapter was back and forth between past and present and different characters. It was all too much information. If the author had stuck with just the UK or just the states, I think things would have made more sense. Also, I was that far into the book and they still weren't even near the game. I was looking for a corporate Hunger Games, but never got it.

Geoff says

Even months later I am still thinking about this book. I went off fiction a couple of years ago. This book has dragged me - white-knuckled - back in. More Mr Griffith, more I say!

Klaas Mansier says

Just 1 person to like, otherwise very unpleasant people. I just don't understand a lot of this. No rules, no organisation to rule a game like this.

Annah says

Blue Fall is the first book in the Tournament series. This book is amazing, epically amazing. The writing itself was great. There was so much detail and character discovery. It was fast-paced in all the right places and slowed down enough where it needed to. There are so many different characters to learn about. Everyone has a background and you figure out what type of person everyone is in such a great way. It isn't all pushed at you, but given up at it's own pace. I will admit I did have to rely on my own codex at first to keep everyone straight. I didn't need it by about the middle of the book. By then I had everyone mostly down. The storyline of Blue Fall is just fantastic. It's a great plot that's a different sort of suspense that you don't get a lot of. I do wish that some form of the Tournament's rules were given somewhere in the book. I'm pretty sure I know what it is, but I'd like some sort of clarification just to be sure, but it's not necessarily needed to understand the book. I do hope some back story will be given in the following books, about the Tournament. I love how many different points of view there are. It helped me to better understand certain characters. The ending certainly took me entirely by surprise. I must admit I was not expecting that at all. I will be extremely curious to know how everything plays out in the second book. One thing for sure is that it is certain to be a very different Tournament from the first book.

I received this book for free through a Goodreads First-Reads Giveaway.

Jill Elizabeth says

My review copy of *Blue Fall* was generously provided by the author, B.B. Griffith.

Blue Fall. An enigmatic title – and one whose origin/meaning I’m still not entirely sure about, even after finishing the book. It could be literal (can’t explain without a spoiler, sorry). It could be figurative – the fall of humanity, of logic, of sanity on the Blue Planet (Earth). Those are my leading two interpretations, anyway, and I can’t tell you which I think is more likely to be the intended referent. I love when that happens. I like when an author leaves some interpretive elements of the reading experience up to me, when everything isn’t packaged up with a tidy little ribbon. That is definitely the case with B.B. Griffith’s first “Tournament” book.

The world of *Blue Fall* is cutthroat and violent and sophisticated – and it’s layered over the everyday, mundane existence of 99+% of the population. You see, the uber-rich and uber-powerful have set up a game, of sorts – a game that decides the fate of people and nations. The Tournament. What a deliciously simple yet extremely complex concept for this game – the ultimate contact sport, both for those who participate and for the unwitting 99+% of the people surrounding them. Nations sponsor teams of three members each. The teams compete for national pride and positioning in a series of rounds that pit one team against another until one single winner is left standing. Quite literally. For the teams, the point is survival; for the uber-rich and uber-powerful, the point is winning. And make no mistake – survival and winning are not even remotely the same thing.

You see, the uber-rich and uber-powerful get to bet on the outcome of the Tournament rounds – and the stakes are ever-increasing. No longer satisfied with winning money and national pride, the bets are now starting to run toward global defense, economics/financing, and politics. There is no physical risk to the bettors – that’s saved for the participants. A team of scientists have devised a weapon system that allows the combatants to fire actual guns at one another that will only temporarily kill; a series of treatments and, let’s say, biological adjustments, mean that the participants can be healed from their Tournament weapon injuries. Of course, that’s just the participants. The poor 99+% don’t always fare quite so well. The stakes are rising, you see – and the nature of the games, the participants, and those gambling on the combined world future are changing as a result.

It’s a little sci-fi meets the ultimate power game. It’s also a lot of fun.

B.B. Griffith has managed to craft a clever, futuristic yet-not-too-futuristic, world in which there’s just enough new technology to keep a science fiction fan happy and just enough action-packed violence to keep an action-junkie happy. The characters are well-crafted. The heroes are eminently likeable and the villains are dreadfully evil – and there are a handful of characters that defy such polarized categorization, which makes them all the more interesting and entertaining, to my way of thinking. There’s cool science/medical technology here, fascinating geo-political implications, and even a little romance – and it’s all packaged in an extremely engaging story that hooked me from the get-go.

There are a couple of spots where the description seems to slow the pacing down, which made me start skimming a little every now and again. As I’ve spent more time writing myself, as well as more time talking with authors, I’ve come to associate this type of occasional over-descriptiveness with an author who gets as wrapped up in their own story as the reader does. To me, that’s not a bad thing – not at all. It means the author loves their story too, and gets as lost in the world they’ve created as their readers do. I think that’s a strength an author brings to the table – if you can lose yourself in the story you are telling, you must be

telling a darn good story. It's a signal to me that the author is enthusiastic and therefore likely to take me on a fabulous journey. Unfortunately, it also sometimes slows up the pacing of that journey. That's where a professional editor comes in – someone who can snap the author out of the excitement of their own story and keep things flowing in a manner that lets those of us who aren't in the author's head stay focused and on track at a steady speed.

That aside, this is a wild ride and one that I definitely want another crack at. I read this on kindle, and when I suddenly realized I was at 95% I was starting to wonder how in the heck it was all going to tie together. It does and it doesn't – in exactly the right proportions. The ending leaves you with just enough questions to whet your appetite for the next book – and just enough teasers to keep you waiting as long as you have to in order to get it. That's a fine line to walk. Very well done B.B. Griffith, very well done indeed... Don't miss this one folks – trust me. Oh, and I can already see the movie in my head, and it's going to be fabulous. Just saying...

Chandni says

There aren't many unique ideas for film, T.V. or literature these days, but Griffith managed to create a brilliant novel with an entirely new premise. The Tournament can be described as a competition between eight countries where three of their best people battle against each other. There are no rules, no laws, and the possibility of injury is high.

Blue Fall takes us to a very primitive place. Each team truly consists of warriors and there are some amazing battles between them. Griffith really made us invested in each team and you can't help but pick favourites. Others have said the beginning is slow, but it's only because the main players of each team need to be introduced. Some were more interesting to read about than others, but at the end of their introductions, we knew their characters and to a certain extent, how they fit into their team.

Reading about some of the battles and their after effects was sometimes a bit brutal (France vs. Russia). It really drove home the fact that casualties and collateral damage were expected. It also drove home how savage the Tournament would be. In fact, reading about the brutality of the fights sometimes made my stomach turn because the teams didn't have an ounce of compassion for each other. Instead of it being a game, it was a war. That being said, reading the fights was complete heart-pumping action and I was anxious for the well-being of (some) of the teams.

The end was incredibly shocking and such an interesting direction to take the series. It leaves off on a cliffhanger and Griffith has me completely hooked. I can't wait for the next installment!

I received this book through the GoodReads FirstReads program.

Shawana says

This book was great. It has action, adventure and well developed characters. If I had to compare it to something, I would say it Hunger Games for adults with a touch of the Bourne movie series. I just happened to come upon the book when I searched Amazon and it was a great find.

Mieneke says

Blue Fall is a fun, fast read. The idea of national warriors, who might even be used to settle political disputes between nations, is fascinating. As mentioned on the publisher's website, the idea of national champions is an ancient one. We've all heard of the King's or the Queen's Champion and trial by combat is a well-documented medieval phenomenon. It died out halfway through the Seventeenth Century; but what if it didn't? What if, instead of long, drawn-out wars, international disputes could still be settled in what is essentially a duel to the death? That is the question Griffith poses in his novel. Even if the Tournament started as a secret entertainment for the mega-rich, it's turning more and more political and it's hard to guess the consequences.

The book is an easy read and I really enjoyed it. However, I did have some quibbles with it. First of all, this is a long book. Normally I'm fine with door stoppers, but this book *felt* long at times. It felt as if the narrative could have been tightened. Griffith spends a lot of time introducing his characters, not just the ones that play large parts during the entire narrative, but also the minor characters, such as some of the teams. On the one hand, this makes the reader feel for those she reads about, whether sympathy or dislike as is appropriate, on the other hand, it makes the narrative drag in places and only once the Tournament truly starts does the pace go into overdrive. There are also some storylines that feel either slim or redundant. The main character we start with, that of insurance agent Frank Youngsmith, at one point disappears from the story until quite near the end of the novel, which surprised me since, from reading the blurb, I thought his was the story we'd be following. Another storyline that really seemed redundant, especially once we reach the end of the novel and the events that conclude it, is that of Sarah, daughter to one of the physicians connected to the Tournament. Perhaps her role will make more sense come the second book, but in this book it just took up extra space and just didn't make sense.

On the positive side, once the Tournament starts the book picks up pace and the scenes between the teams are super suspenseful. In addition, the conspiracy side of this thriller comes out and becomes more and more important. I liked that Griffith incorporated old grudges between the teams into the story, which not only makes for extra character motivation, but also lends an air of credibility to the escalation of violence and the disregard for civilian casualties and the possibility of exposure of the secret of the Tournament. While the introduction of all the characters made the book drag for me, Griffith has a talent for making you care about a character in a short amount of time. He doesn't just do this for the important characters, but also for the minor ones. For example, I'm still wondering how Diego's family and especially his nephew dealt with the fallout of the events at their house. Even if there are many, many characters and it's a bit unclear who exactly are the main characters – I'd even posit there aren't any main characters, apart from the Tournament itself – it's never unclear who to root for; all of the characters have dark sides, especially the team members, but it's clear which of them are the 'good guys' and which are the 'bad guys'.

Since the Tournament is a worldwide event, the book takes us across the globe into many different locations. Due to this being a contemporary novel, the actual world building is kept to a minimum, with more time spent on building up the specifics of the Tournament organisation and the technology that allows the game to be played, than the backdrop against which it is played. I had no problem with this as it was our world in our time and deep-level world building for the locale isn't necessary in that case, but the background on the Tournament organisation and mechanics was. However, if you do prefer intricate description of the places a book visits, be aware you might be disappointed.

In the end, despite all its flaws, I have to say that *Blue Fall* is a gripping read, especially towards the end. The idea behind the novel is a very interesting one and I'm looking forward to seeing where the author will take his ideas and the development of the Tournament. I know I'll be back for the second instalment, if only because I have to know who ends up winning this round of the Tournament! If you're into conspiracy thrillers and like both mystery and action, I recommend giving *Blue Fall* a try. Hang in there through the first third and you'll be racing along to ending and wanting to know what happens next.

This book was sent to me for review by the publisher.

Delie says

Competitors in a secret competition where the playing field is the world and teams are grouped by a few countries. Violent, full of action and deceit. A good read to keep your heart pumping.

Michelle says

It was OK. Touted as being an "adult" version of the Hunger Games, but it doesn't begin to compare. I never liked the characters enough and the first half of the book was slow...slow...slow.

I won't be buying the sequel.

Jeff says

This book had an interesting concept. I found it entertaining and the plot kept the book moving. Could become a nice movie based on current trends. You get to like a lot of the characters and by the end you are involved.

Mihir says

Full Review originally at [Fantasy Book Critic](#)

ANALYSIS: *Blue Fall* is a book which was sent to us for review purposes, the blurb details given above do not appear that exciting but what garnered my interest was this paragraph detailing the content of the book:

“The book centers on the notion of using contests between individuals to settle disputes between nations. Thousands of years ago, warring nations sent their champions to battle each other, and the outcome of single battles often settled wars. This type of fighting is immortalized in literature as well: Achilles fought Hector, for instance, to settle the Trojan War. David went out to battle Goliath. The notion of a national champion has fascinated readers for years. Blue Fall asks what our national champions might look like today. The plot is set in modern times, where war has cost millions of lives, and nations are growing weary

of it. A secret group of powerful individuals creates The Tournament, a competition where the best and brightest of one country can battle those of another country.”

The above description immediately got me hooked and I was waiting to get my hands on the book to see how the author had developed this fascinating premise and what his imagination had created.

The story has a multiple POV structure, which begins with Frank Youngsmith who is woken up in his sleep to investigate the death of a scientist Bill Beauchamp, the particular surprising thing is the hike in his insurance standards that demand an investigation plus the nature of his death is anything but normal. The story then swings along with Frank's journey as he investigates the widow and Beauchamp's workplace that do nothing to alleviate his suspicions. To top it all at Dr. Baxter Walcott, Beauchamp's work colleague manages to give Frank some information which blows his mind and then sets him on a path with a collision course with the people who are running the Tournament. The book then also focuses on various tournament players namely Alex Auldborne, Max Haulden, Ian Finn and many others. It gives us a vital look into their past thereby creating a vital portrait for the reader to thoroughly understand them and perhaps guess their intentions.

The story then zooms off as the latest iteration of the Tournament begins and all the teams are lined up for the draw, which is a last moment thing and then of course huge bets are laid on the outcome by various people, corporations and nations worldwide. The story basically then follows the various bouts between the teams that are made up of three individuals who hold the positions of Sweeper, Striker & Captain and the various interpersonal dynamics. The plot races along with the rounds and explodes with the fallout whilst dealing all the twists and then finally ending on its totally unexpected climax.

This book while having a dynamic premise and a different style of prose has quite a few things going for it as well as a few against it. The good thing about it is that the author has taken time to establish each and every POV character. Beginning with each character's complete back history and then going all the way until they joined their national teams, the author gives the reader complete access to their life story thereby making the reader feel a strong bond with the character. The second aspect of the story, which is exciting is that, the plot twists mostly come out of the left field and therefore it is quite unpredictable. The factor that contributes most to this unpredictability is the fact that there's no one central protagonist and so with so many characters to follow, the reader gets quite a few different perspectives of the same events. This adds to the panoramic feel of the story and makes it harder to judge who are the real heroes. The author also is not averse to killing off his characters and this also adds to the unpredictability factor, as the POV characters are not safe either.

The foibles present in this story are that for the first 150-odd pages the pace is very pedestrian as the author builds up the characters and adds their backstories, the readers will have to persevere through the earlier part as the payoff comes in the later half of the story. The second part that really didn't gel with me was the part regarding certain crucial explanations namely the fact that the author never really reveals much about the history or origin of the Tournament, thirdly the reason behind the selection of the main characters who represent their countries are never properly declared. What makes them so special? why were they selected? I would think in a tournament involving the use of a certain type of a gun and focusing on martial prowess, it makes sense for specialized soldiers to be the ideal candidates. But such is not the case for most chosen candidates. The author never specifically reveals these facts and so as a reader, it left a big hole in the premise of the plot. I don't know whether this will be a big deal for many readers however since the premise of the book hinges on this special tournament, I felt that it needed to be explained thoroughly which it wasn't. Also on the flip side since this is book one of the series, the author could have planned to reveal a lot more in the sequels, but I felt that a few more background details should have been revealed in this one.

CONCLUSION: Brad's debut does show promise with its exciting premise and plot twists, however the overall execution does not match up with its promised satisfaction. Showing potential and a vivid imagination, Brad B. Griffith is an author who showcases his talent and should he polish up the deficiencies mentioned above I'm sure he will be a thriller author to watch out for.
