



The Dance Of The Voodoo Handbag

Robert Rankin

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This is the story of Billy, whose Grandmother left him the "voodoo handbag" in her will, after he had sold her soul to science. The tales it tells Billy will change his life forever and the lives of other people as well.

The Dance Of The Voodoo Handbag Details

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Author : Robert Rankin

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Paul Devall says

Although I have read all the Robert Rankin work to date, I prefer the older stuff.

RETURN TO BRENTFORD!!!!

Simon Jones says

Rankin at his best. A twisted plot that really doesn't make any sense (is the whole thing a "tall-story" being told to us by someone in a pub?) but then it's not really supposed to. Great fun.

Geoff Battle says

If you've never read Rankin before then here's an easy, if not bizarre, novel to start with. It's a standard save the world from the madman affair, except it's from the viewpoint of a deluded schizophrenic, in a world populated by equally odd misfits. What strings this together is Rankin's off-the-wall (and at times hilarious) musings on our universe (no subject to large to tackle) and a clever mix of technology and religion (although not in much of a serious way, this is Rankin after all). As you might expect there are a few recurring gags in there, just to ensure consistency with his other books. It's a clever plotline (for once) and there's no gaping holes that are evident in some of his other stories. It's also not too long, another prevalent problem in a few of his books. This is spot one. Quirky, yet funny. Dark at times, slapstick at others. A book well worth the time.

M.G. Mason says

Dance of the Voodoo Handbag follows very much in the nature of Robert Rankin's earlier work. Often that means it is lampooning an element of social culture at the time and integrating it into a bizarre and often amusing fantasy. In this case, having been written in 1998, I'm not entirely certain whether it is a parody of The Matrix or lampooning the Microsoft trial (knowing Rankin, probably both).

Necrosoft has finally achieved the possibility of human immortality by creating a virtual world in which it is possible to upload our entirely personality prior to physical death. Themes of what make us human are not tackled here thankfully because that is not what we expect of Rankin. What it does is give us an amusing adventure through territory that is ironic and familiar, and a number of gags the style of which he is famous.

On the plus side, it is very relevant to the time it was written and the themes are identifiable. There are some genuine laugh out loud moments, particularly a conversation about Astrology and the silliness and reinventing old gags that makes Rankin a great comedy writer. On the negative side, the story rarely seems to have a direction. The Voodoo Handbag of the title is not central to plot plot; it barely qualifies as a

mcguffin.

There is nothing here to recommend new readers but to those already familiar with Rankin, there is no reason to avoid it.

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Kris Russel says

Very confusing! I know Robert Rankin's style and I usually like or appreciate it, but this was just over the top confusing. Half of the time I didn't know when we were or who the lead character was. Maybe it's like *Twelve Monkeys*. I need to watch (read) it a few more times to understand what's happening.

Sean Keefe says

It's FUN, and one of Rankins best outside of *Brentford*, aka *The One With Necrosoft*.

Steve Marler says

Funny

Nathan Dehoff says

The follow-up to *Sprout Mask Replica* is more focused than its predecessor. Since it's Rankin, it still isn't THAT focused, but it does follow one basic plot. There's a company called Necrosoft that has discovered how to download personalities onto the Internet, which turns out to also be the world of dreams and the mind of God. Rankin's fictional self runs afoul of Billy Barnes, the ruthless second-in-command to Henry Doors, owner of Necrosoft. He finds himself trapped in the Necronet, with his only hope being to outsmart Billy. The titular handbag, which belongs to the voodoo goddess Erzulie and is a gateway between the worlds of the living and the dead, also plays a role.

Mel says

So... okay it wasn't that terrible but it was also like trying to read a Steven King novel through a kaleidoscope filled with bees. It got better near the end.

Andrew Lawston says

I'm a late convert to Robert Rankin - I wasn't convinced by his apparently improvised style and rambling storyline. But then I met Rankin at a couple of conventions over the last couple of years, and I've come to look at his books at an extension of the man himself.

Dance of the Voodoo Handbag makes some of Rankin's other novels look positively coherent. Robert himself (though often in different personalities including private eye Lazlo Woodbine who's had 158 adventures in just four locations) is trapped in the Necronet, a dreamscape that is part cyberspace, part dreamland, part fictional and possibly... the mind of someone terribly important. Pitted against Rob is Billy Barnes, the world leader and owner of Necrosoft.

Though it's frequently unclear what's going on, Dance of the Voodoo Handbag is never less than a thoroughly entertaining ride.

D.L. Morrese says

The story begins in an insane asylum, and it is mad all the way through.

This novel is a first person account with the author (or someone of the same name) as the main character. It also includes Voodoo gods, a Guardian Sprout (like an angel only vegetable based), and a madman bent on taking over the world. It is the second book in the "Completely Barking Mad" Trilogy, preceded by 'Sprout Mask Replica,' and followed by 'Waiting for Godalming.'

It's hard to pick a genre for this book, let alone summarize the plot, but I'll give both a try. For genre, I'd label it 'comic science fantasy.' It's certainly funny. None of the characters comes within shouting distance of 'sane,' but it also includes a little light philosophical messing-with-your-head stuff and a few pokes at contemporary culture, which take it a step above pure slapstick. It has some high-tech virtual reality elements (Sci-Fi), as well as supernatural entities (fantasy). The plot, such as one exists, centers around an insane fellow who adopts different personalities to suit the occasion (and has a voice in his head named Barry) trying to stop a less obvious but far more dangerous lunatic from subjugating humanity -- or something like that. This is Rankin. It's not really supposed to make a lot of sense.

What it lacks in plot and character development, it compensates for with pure zany antics, complete with a classic cartoon scene climax with a dropping piano and dynamite in the trousers. It reminded me of the movie, 'Who Framed Roger Rabbit.' Yeah, it's juvenile, but it's funny!

I'll recommend this book simply because it's fun, and fun is good.

Kelly Foxhall says

One of my favourite authors. Nothing is how it seems in a Robert Rankin book, they are the best material to read when you want to escape from the norm.
