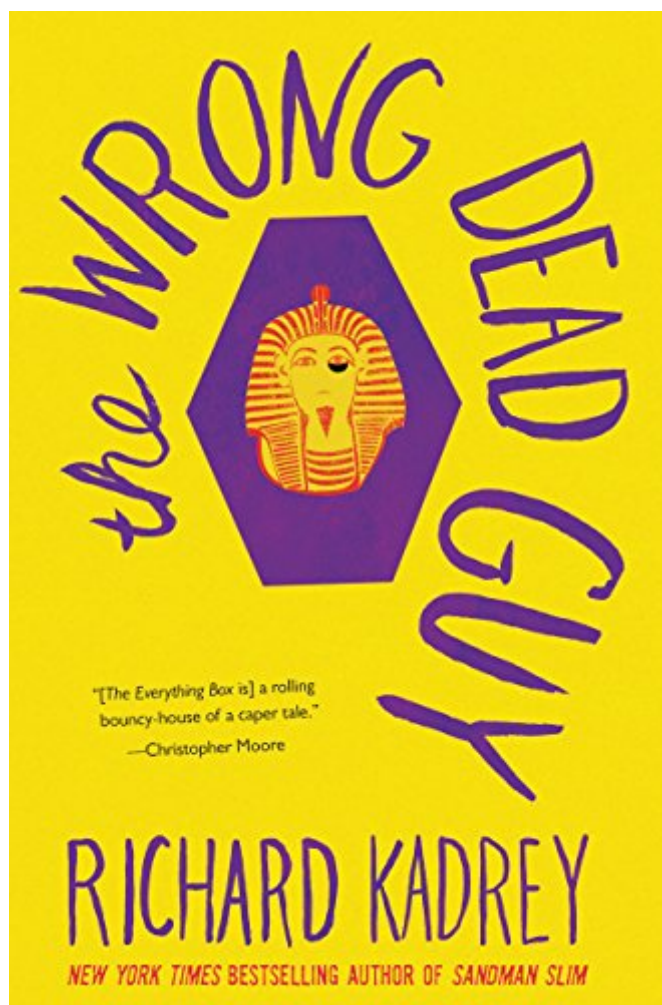


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The Wrong Dead Guy (Another Coop Heist)



Synopsis

In this fast paced sequel to *The Everything Box*—the second entry in New York Times bestselling author Richard Kadrey's comedic supernatural series—chaos ensues when Coop and the team at DOPS steal a not-quite-dead and very lovesick ancient Egyptian mummy wielding some terrifying magic. Coop, a master thief sort of gone legit, saved the world from an ancient doomsday device—heroism that earned him a gig working for the Department of Peculiar Science, a fearsome top secret government agency that polices the odd and strange. Now Woolrich, Coop's boss at the DOPS, has Coop breaking into a traveling antiquities show to steal a sarcophagus containing the mummy of a powerful Egyptian wizard named Harkhuf. With the help of his pals Morty, Giselle, and a professor that's half-cat, half-robotic octopus, Coop pulls off the heist without a hitch. It's not Coop's fault that when DOPS opened the sarcophagus they didn't find the mummy they were expecting. Well, it was the right mummy, but it wasn't exactly dead—and now it's escaped, using a type of magic the organization hasn't encountered before. Being a boss, Woolrich blames his underling for the screw up and wants Coop to find the missing Harkhuf and make it right, pronto. Digging into Harkhuf's history, Coop thinks the mummy is hunting for an ancient magical manuscript that will help him bring his old lover back to life. Which wouldn't be so bad if she wasn't a warrior sorceress hell-bent on conquering the world with her undead armies. Coop would very much like to run from the oncoming chaos. It's one thing to steal a mummy, but another to have to deal with head-hunting bureaucrats, down-on-their-luck fortune tellers, undead mailroom clerks, and a rather unimpressed elephant. Unfortunately, there's nowhere to run. If he wants the madness to stop, he's going to have to suck it up and play hero one more time. But if Coop manages to save the world AGAIN, he's definitely going to want a lot of answers. And a raise.

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Customer Reviews

Here's the deal: I love Richard Kadrey. I love his wit, his creative genius, his way with words. Here's the rub: *The Wrong Dead Guy* is not his best work. There's a lot of running around, extra characters as plot devices, and snark overdose. I love the opening, it's my favorite part of the book: breaking into a safe to steal...office supplies. It's witty and cheeky and a great set-up that reminds us what Coop did for a living and how he's screwing his new employer using those very skills. Then a couple chapters later, the book wanders over to a group of entitled millennials trying to save the animal kingdom one hairbrained plot at a time. Then the millennials disappear from the story. There's a mummy with the age-old plot of trying to rule the world, one thrall at a time. And I still don't know what those two guys in the basement of DOPS actually are doing in the book, but they are kind of amusing. It should read well, but it doesn't and I'm bummed to even admit it. One thing that drove me nuts was the overkill of waaaaay too many similes or metaphors or whatever: "Coop felt more like a giraffe in a sports coat chasing it's own tail." "...the tired-looking rent-a-cop pointing at him hungrily, like the last éclair in a gas station donut bin." "Trying to understand it was like trying to push soup up an escalator." And, my favorite: "You're like a basket of kittens dragging a boxcar of dumbbells up a ski slope." That one made me actually get up and find a highlighter pen. There was another one about feeling like a ham sandwich in a blender but you get the idea. The book still has some of the snappiest dialogue and, despite the similes or metaphors or whatever, some truly creative imagery. He's still the king of weird and I'll still read his work and I'll always love it but...this just wasn't his best.

Kadrey's Coop is no Sandman Slim, but he plays a similar role: surrounded by a beautiful, competent woman who gets him out of trouble, friends who get him in trouble, and hijinks along the

way. This might be okay if Coop had something new to offer--but it doesn't really. It's not light in tone enough or funny enough to offer a comedic relief between Sandman Slim novels because it tries too hard. And you have no sense that Coop or any of his friends are ever really in trouble--so the suspense is absent, and that means the possibility of a truly great story is absent. The first Coop novel was fun and different--this one, not so much.

I'm a big fan of Kadrey's work. His prose isn't exactly eloquent but he makes great narratives and his books are always quick & entertaining reads. Until *The Wrong Dead Guy*. Something just went wrong here. The book is marred by multiple sub-plots which plod along, ultimately going nowhere and leaving the reader questioning why so much time was spent with them. In addition, it feels as though it hasn't been through the editing process as the narrative momentum is completely abandoned for chapters at a time. Speaking of abandoned, the main characters as well as the antagonist get lost in the shuffle. There is very little to no character development done with the main cast and the antagonist is completely devoid of personality. The plot devices used to travel between acts in the book also seem to come at you at random with little to no sense behind them. Finally, the book is about 75-80 pages too long for the type of story it's trying to tell. Ultimately, this book is a pass even for fans of the author and the first Coop book.

Mr. Kadrey is one of my favorite writers of supernatural-themed fiction. In this sequel to *The Everything Box*, he showcases his talent for comedic writing, in... "stark"... (I couldn't help it) contrast to his popular Sandman Slim series and its protagonist James Stark. Both series are hugely enjoyable, and I recommend this book as well as anything else he's written. Yes, I'm a fanboy. Sue me.

I enjoyed this book! Coop and the gang are back! There were many laugh out loud moments for me. A mummy bent on world domination, a gang of kooky kids that fancy themselves "friendmancipators", ghosts, mooks, Marilyn's, magic and mayhem....who could ask for anything more? I hope there are more books in this series!

I was very happy with the 22nd book in the series, the only issue which was minimized was the group of kids who were taken out of play more than half way through the story, this issue was more prevalent in the first book and to me ruined the flow and didn't add to the story

I liked the first book more, but honestly, compared to most UF books out there right now, Kadrey still would rate 5 stars if I wasn't comparing him to himself. The characters are still just as compelling, and the damn octocat cracked me up. Much more groan-funny that laugh out loud funny than "The Everything Box" was, but still an entertaining read, and I am sure I will reread it again and again.

Good pace. Lots of surprises, excellent character development along with vivid descriptions. Reminds me of sand man books a little.

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