

Reviews of Short Stories from Aphelion

1) SPREE

- i. This was . . . weird. Fun, though, and I very much liked the terse, present-tense style.; it moves very fast. I was a little surprised at the outcome; it wasn't what I might have expected, but that's a definite plus. And, strange to say, the use of all metric-system measurements added something to the setting, though I'm going to guess that some readers won't like that aspect of it. I could be wrong.

Fun little romp. Enjoy it.

- ii. it's a fun read - and the ending brings the story together very well. I like the spunkiness of the piece and the main characters. I like the females in the piece as well - too often they're a caricature, but the way they think seems very natural - and they figure things out eventually. Nice piece, good job.

2) OPEN ALL HOURS

- i. A cute story about up-to-date marketing, but I can't exactly figure out what happened at the end. I was getting ready to find out that Gwen was part of the store's shopping experience. Was this entrapment?

Interesting, and nicely done.

3) SECONDS LOST

- i. Jan is an operative for the mysterious Oracle Agency, who experiences something quite outside the realm of her ordinary life. She is determined to use all her resources to find out exactly what happened during the 60 seconds she lost during the past 24 hours. The author nails it right on the head when Jan says, "If it's not recorded it never happened. No wonder there are so few real discoveries in science these days."

I'll be the first to admit that the subject of this story is one of my favorites. The pace is well-timed, drawing the reader through it effortlessly. The grammar was precise - with just a bit of cursing for flavor and definition of character.

I'm glad we're able to read about this in a fictional setting - if this would have actually happened, no one would ever know about it because of THEM - they know who they are!

4) AWAKENING

- i. Oooh, this is a good story. The barrier between dreams and reality starting to come down, leaving Jack wondering about the nature of reality...

The biggest problem with this story is that it's only the *start* of a story. I'd like to know what happens *next*, when Jack's dreams begin to impinge more and more on reality and, presumably, on each other as well...

5) THE REBOUND EFFECT

- i. I liked this story. It is a fluid time travel tale that keeps you on your toes with paradoxes galore. Characters are well developed and the writing style is superior. Very well done.

Hero

- ii. I liked the intro! It reminded me of the old detective stories where a Humphrey Bogart type character would say in his office: "That Dame reminded me of a Red Headed fire cracker...she stood like the Statue of Liberty for moment before shutting the door...."

Just had to get that one in----I loved the intro!!

I loved this story! Loved everything about it! Maybe I'm partial for this story because I love out of time stories, storied that logically jump back in time, then forward in time, love stories across time, etc. To understand my partiality, at one time I worshiped *Slaughterhouse-Five* by Kurt Vonnegut. To this day I still love it, and I read it around 1970 or a little later if memory serves me right.

Beyond saying how much I loved it, I can't critique this story fairly since, as I said before, I just love these stories.

I-Just-Plain-Loved-It

- iii. Good job.

I liked the part where the guy goes home and finds a note that he left for himself, then burns it and finds the ashes of previous notes. This little detail put me right into his head -- "What did I write before? How many times have I done this? And what the hell should I do **next??!**"

The place where this story fell down for me was the ability itself -- how does someone develop or find this? Actually, though, I think the author was smart to **not** try to explain it.

6) RAD DAY

- i. The grammar, syntax and structure were perfect. This is a writer who ain't on his first pony ride, and it shows. The very concept of an occasional Rad Day, caused by the deterioration of the ozone layer, is a really neat, new and cool idea. Kudos on the originality of it all.

The whole-*Reporter going out to see what happens on announced Rad Days*- is also very fresh. You could do anything with a basic plot like this. Excellent.

This being said, there are more hooks in this story than at a fishing lure convention. No kidding. This *must* be a part of a larger piece of work.

If so, I would really like to read more from this thing. And to tell the truth, that's what it's all about, ain't it?

Liked the story, had a few problems with the background science.

But I still want more.

7) CHAOS ANGEL

- i. With the exception of the rather obvious detour at the office, loved this story. The world Rymer and the others inhabit was very palpable, a logical evolution of the already obnoxious and impersonal world we live in.

The writing was strong, and the detailing excellent. You really got a sense of the girl being attractive. Plus the slang was convincing, and that ending had a bit of a satisfying twist to it.

- ii. She helps you in strange, convoluted ways that depend on your horniness-to-greed ratio (chasing her when you should be thinking about the big deal you're trying to close), whether you ask her to do so or not. Then she leaves it up to you to repay her.

Beats the heck out of negative-option deals from cable, phone, and gas companies (unless you specifically turn down service 'x', we assume you want it, and will bill you accordingly). To say nothing of those "credit-protector services" fees on a lot of credit cards...

8) PERSPECTIVE WARP

- i. Well written and fast moving. Beginning with frustration, then building apprehension, gradually ending with pure terror. Virtual "Neil" invades the internet. I'd better keep an eye on my ISP's server.

9) THE DEVIL YOU SAY

- i. There were a couple of things that I don't quite understand about this story -- one being how Jack got into his fix, and the other, how he got out of it -- but it was a lot of fun to read anyway. Very well done characters, dialog, and setting; not so great plot, since I can't exactly make sense of it. It all progressed very smoothly, though, and its internal logic was consistent. It was a refreshing take on the theme, as well. Good job.