

Title of Magazine: Devilfish Review

Issue: Three

Editors: Cathy Lopez, Sarah McDonald, and Mary Ann Escamilla

Web Address: <http://devilfishreview.com/>

What They Publish: Fiction, Flash Fiction, Book Reviews

Submission Guidelines: Devilfish accepts fiction of no more than 8,000 words, flash fiction of no more than 800 words and well-considered book reviews. Simultaneous submissions are accepted, but only one current submission per category. No previously published work. Specific style guidelines for submissions: double spaced, 12pt Times or Arial, single space after a period.

Description of Publication: Devilfish Review is new quarterly online magazine that was founded in 2011. They are looking to publish science fiction and fantasy alongside traditional literary fiction. Contributors range from writers with this as a first publishing credit, writers mid-career, and some with multiple books published. Devilfish Review is "a place for people and stories that don't have a place. If you feel like you don't fit, like what you want to write doesn't fit or won't be taken seriously, then this is the place for you."

Prose Per Issue / Amount Published Annually: 8 – 11 stories per issue, 100% prose / 27 pieces total in the first three issues, 65% longer fiction, 35% flash fiction.

Prose Reviews:

Clickerland by MV Montgomery is a plain spoken, realistic story in a domestic setting. It is told using omniscient third person point of view. Set in the United States in 2062, the story opens with a summary of how the government has been changed and explains how every person in the country is allowed to and required to vote on all laws by using clickers that can be purchased at any store and activated by entering a Social Security number. Janey, the protagonist, works at Wall2Wall in the paint section. She suspects she has been assigned there because she once liked something art related. Janey rebels against the clicker system in small ways and eventually falls in love with Bob, a guard at a local Display Storage Facility (DSF), this future's version of an art gallery, although all art is available digitally. This relationship leads Janey to begin to think for herself and she and Bob conspire to first allow Janey to create real art on the walls of the DSF with paint she has purchased and later stolen from work. They hack the DSF webcam and on New Year's Eve, they broadcast a tour of Janey's art live on the web. Vigilance troops surround the DSF, take Janey and Bob into government custody, and inject them with a drug to erase their previous lives and memories. The last thing Janey consciously can recall is Bob sleeping at her feet before she slips into oblivion.

Clickerland is exactly the type of short science fiction that I enjoy. The details of what makes the story's world different than ours are given clearly from the start to give context and then the focus narrows into a small slice of life. While this could be done using a close third person POV, I think the distance works well and adds a layer of detachment to the story that reflects how unemotional this future has become. It also serves as a way for the author to use the overall storyteller's voice to inject his opinion on present day social media obsession and how it could lead to the future he is imagining: "You might worry if you hadn't heard from that friend of yours in Denver or Minneapolis who ordinarily posted hourly updates, and start flooding their page. As a security measure to help direct

the flow of virtual traffic, the government had installed a Regional Vigilance in twelve hubs around the country. It soon became public information to know who was online at all times..." Janey was a strong character and I found myself rooting for her and Bob to have their moment of quiet rebellion even though the ending, where they are arrested and essential reprogrammed to conform to the status quo was inevitable from the beginning.

Family by John Biesecker is a plain spoken, realistic story in a domestic setting and told in first person point of view. Bobby, a.k.a. Tex, has been approached by his childhood friend, Jimmy Risso, who has tracked him down in Colorado after Tex has been released from prison to do one last job for him. Both men are part of the Family, a mob outfit in New Jersey and Tex is attempting to begin a new life. Jimmy assures him that this is a personal favor, a hit on his soon to be ex-wife. Instead, Tex travels to Las Vegas, where Jimmy is meant to be establishing an alibi for the time of the murder. Tex confronts him and Jimmy confesses the Family has known where he was all along and Jimmy was sent to bring him back to the fold or they will kill his wife. Jimmy instead asks Tex to shoot him and tells Tex there is two hundred thousand dollars and fake passport that will allow him to escape the family. Tex shoots Jimmy.

Because of the intimacy of the friendship and the ultimate ending of *Family*, I think using first person here is essential. Tex tells us he want never considered the brains, only the brawn, in his friendship with Jimmy, but he is able to see that Jimmy's request is a set up of some kind from the start. By allowing the reader to see into his struggle, we are able to empathize with him and the choice he is being forced to make. I did think that the transitions from the past to the present and back could have been executed more cleanly, either with white spacing or italics. I found myself having to scroll back and reread a bit to confirm that a time shift had taken place.

Rating: 8 Devilfish Review seems very open to and encourages emerging writers to submit to them and the fact that they are also willing to read genre alongside literary fiction and takes book reviews opens up more publishing opportunities. The fiction in the third issue was strong. The site design is clean, straightforward, and easy to navigate and the submission guidelines are clear and specific.