

Flash!

Fiction

***A Journal of Starters
for Stories in a Snap***



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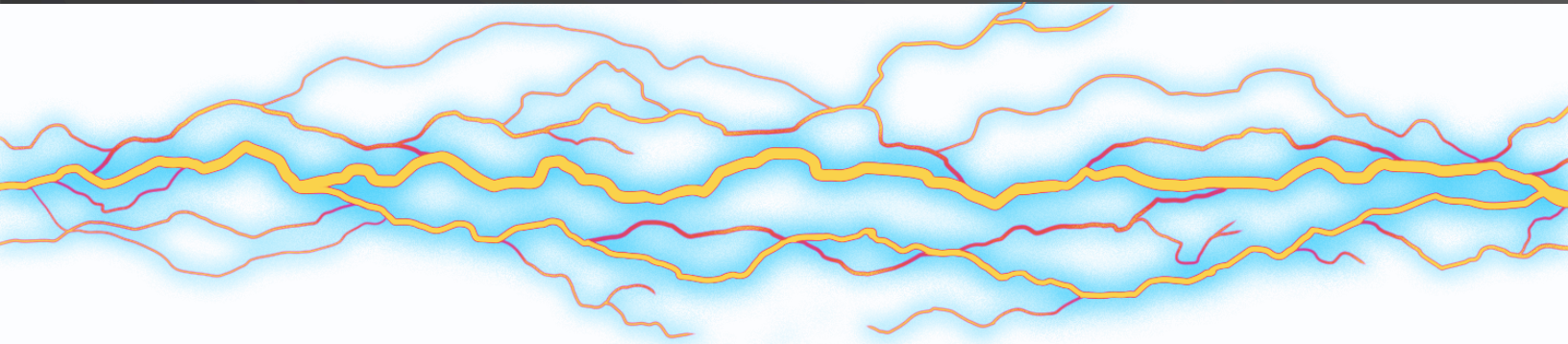
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GREETINGS STORYTELLER



You hold in your hands a treasure trove waiting to ignite the kindling of your imagination. "Flash! Fiction" is not just a journal; it's a challenge, an invitation, a starting pistol in the thrilling race of storytelling.

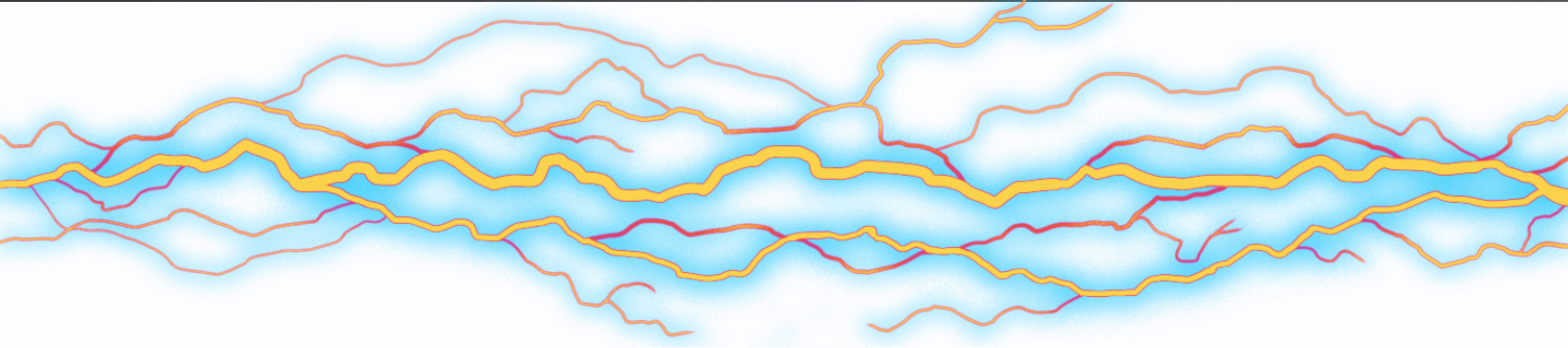
For our intrepid young writers, we offer a canvas for your vibrant thoughts, a space where your creativity can sprint with untamed possibilities. And for the seasoned scribes, consider this a literary espresso shot—a little jolt to awaken slumbering muses and busy minds.

"Flash! Fiction" champions the beauty of brevity, the wondrous power of a few well-chosen words to evoke entire universes. Here, a story might be as fleeting as a whisper on the wind, but its echo can resonate with the might of thunder.

So, sharpen your pencils, power up your devices, and ready your most whimsical quills. Prepare to be inspired, to craft tales that leap off the page as swiftly as they leaped into your heart.

Turn the page, and let's begin the adventure—one flash, one fiction, one fantastical leap at a time.

WHAT IS FLASH FICTION?

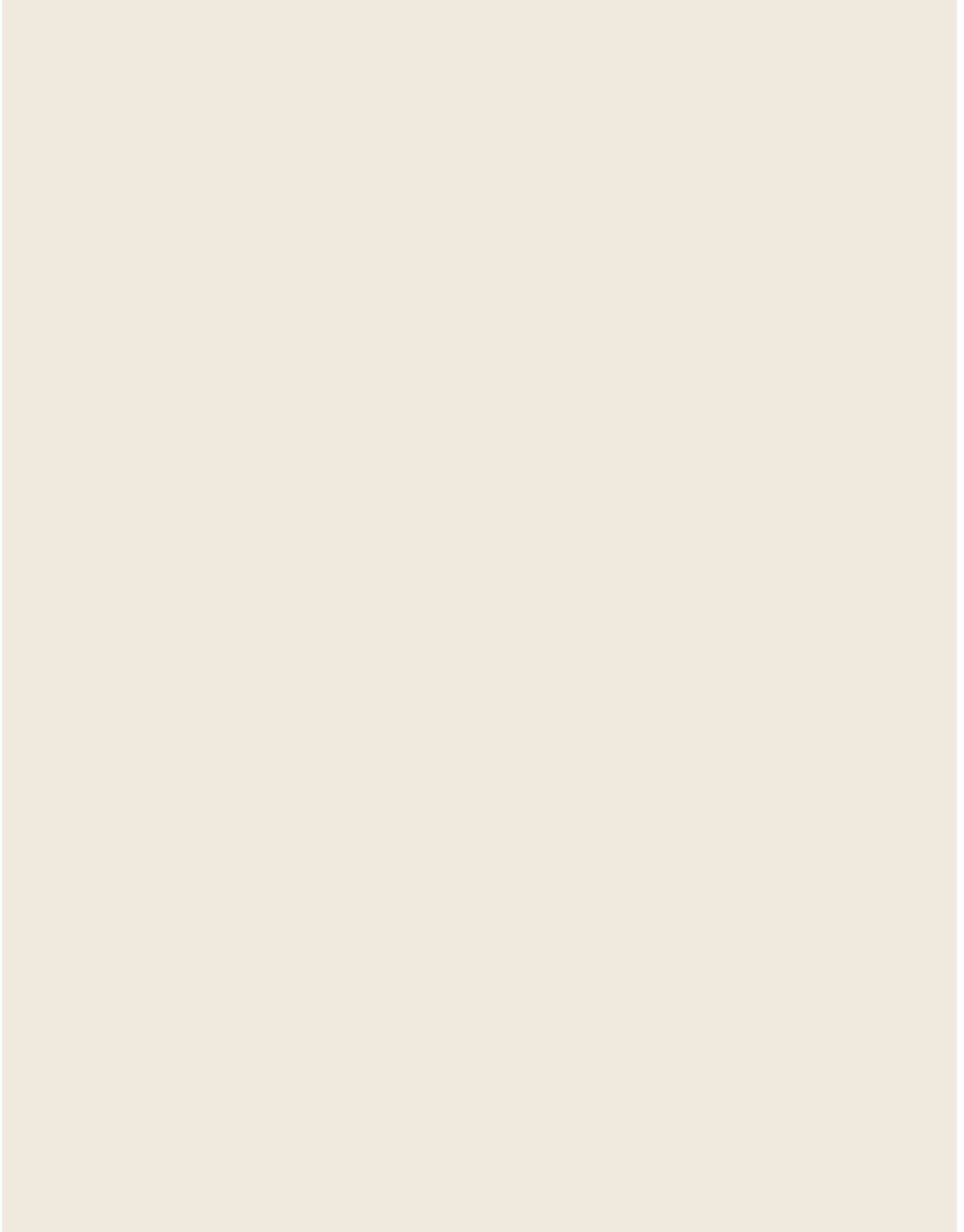


Flash fiction is a complete story ranging in length from a few words to 1000 words.

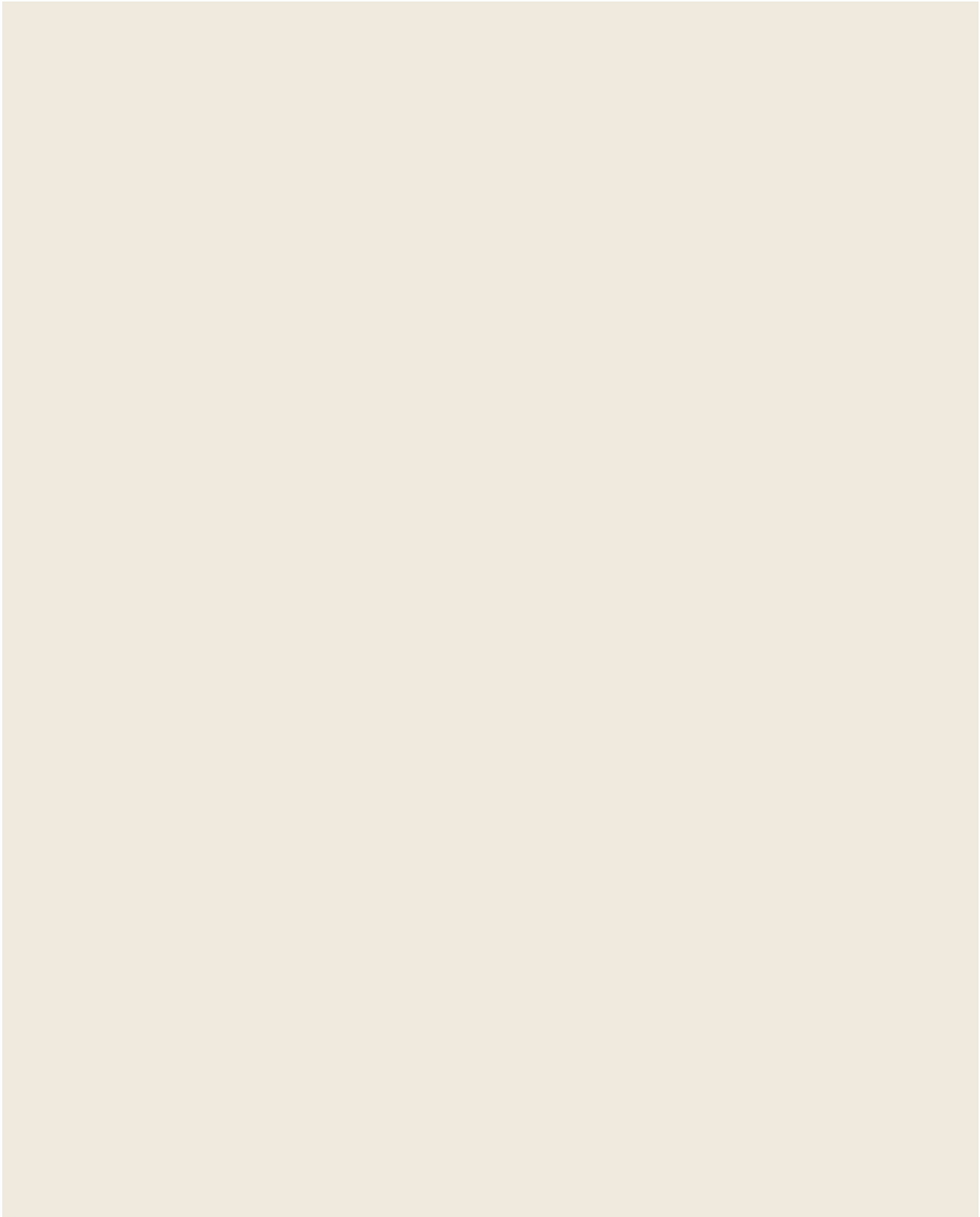
Micro-Fiction a subset of Flash Fiction of approximately 300 words or less. It can be as short as few words.

Each page gives you enough room to write an example of Flash Fiction. Keep your writing to the single page.

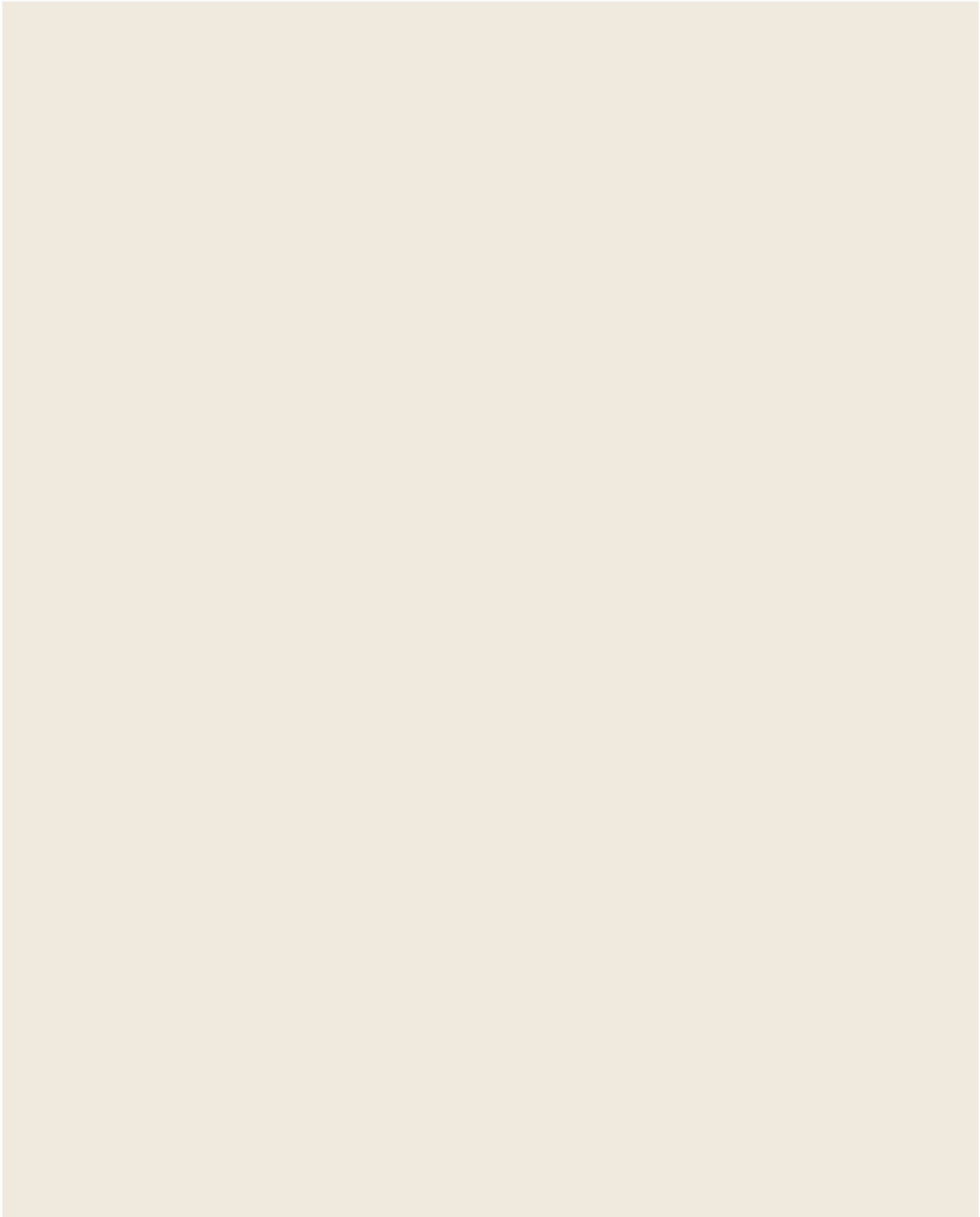
A mysterious message in a bottle is found on a beach.



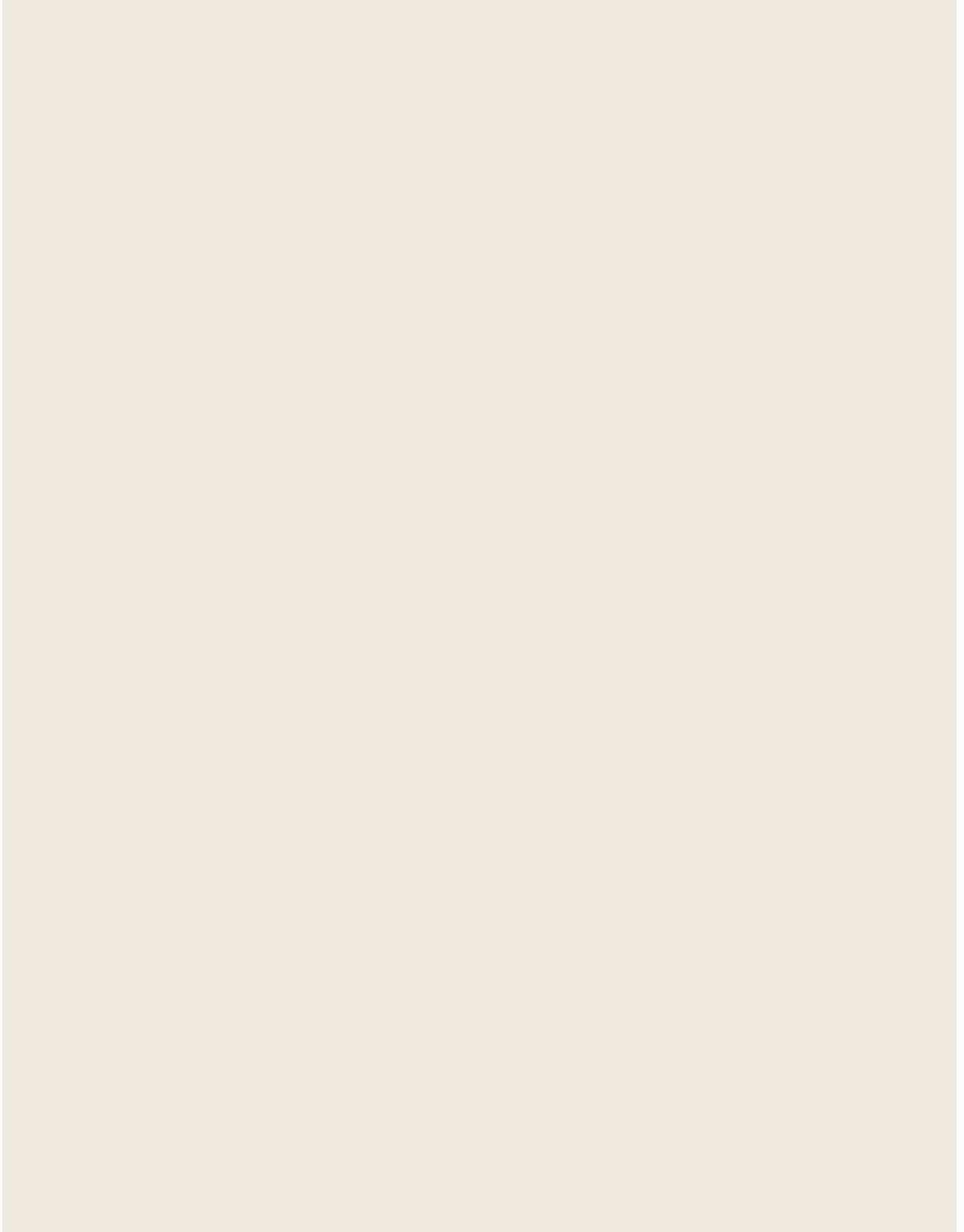
Your character wakes up with a superpower on a seemingly normal day.



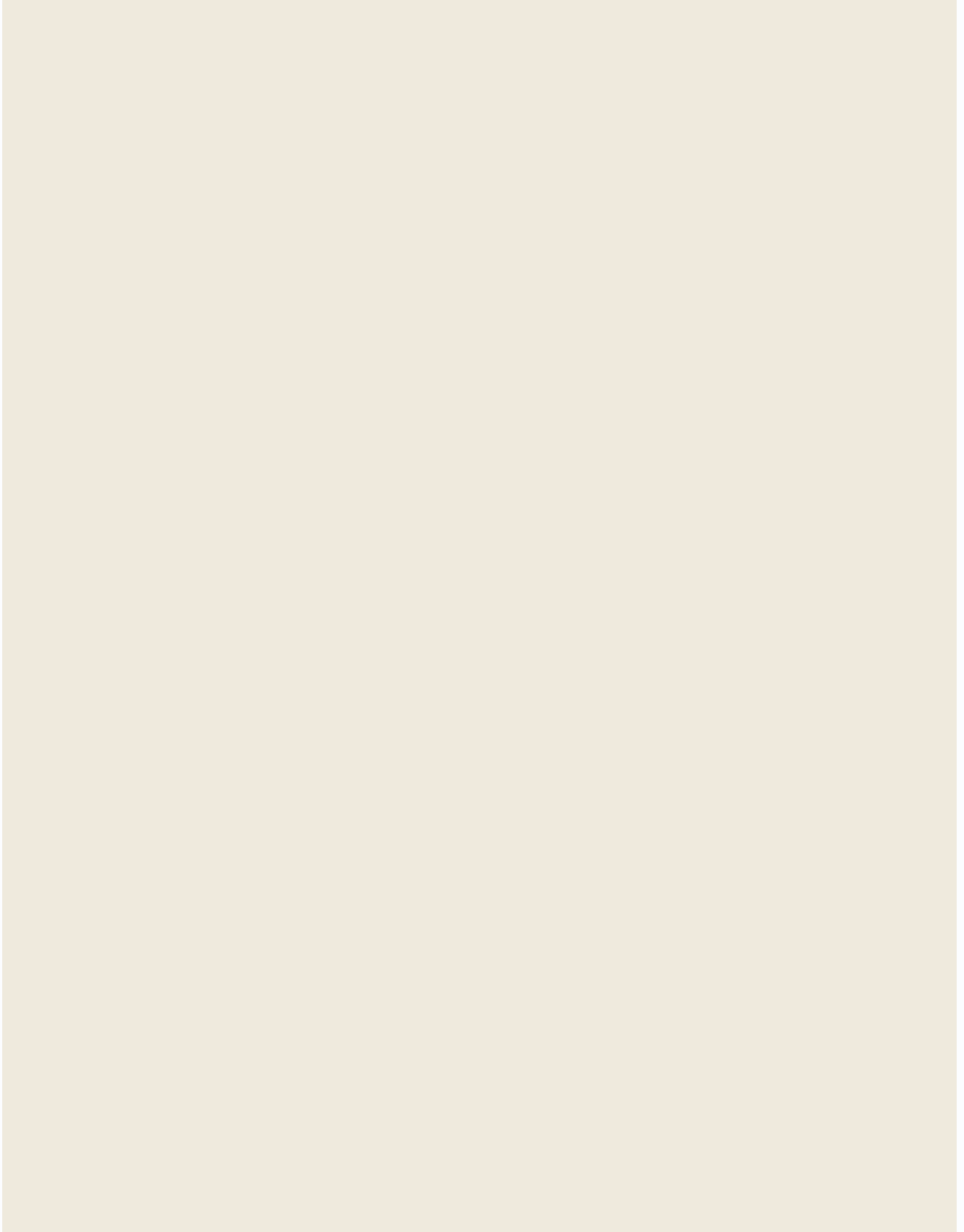
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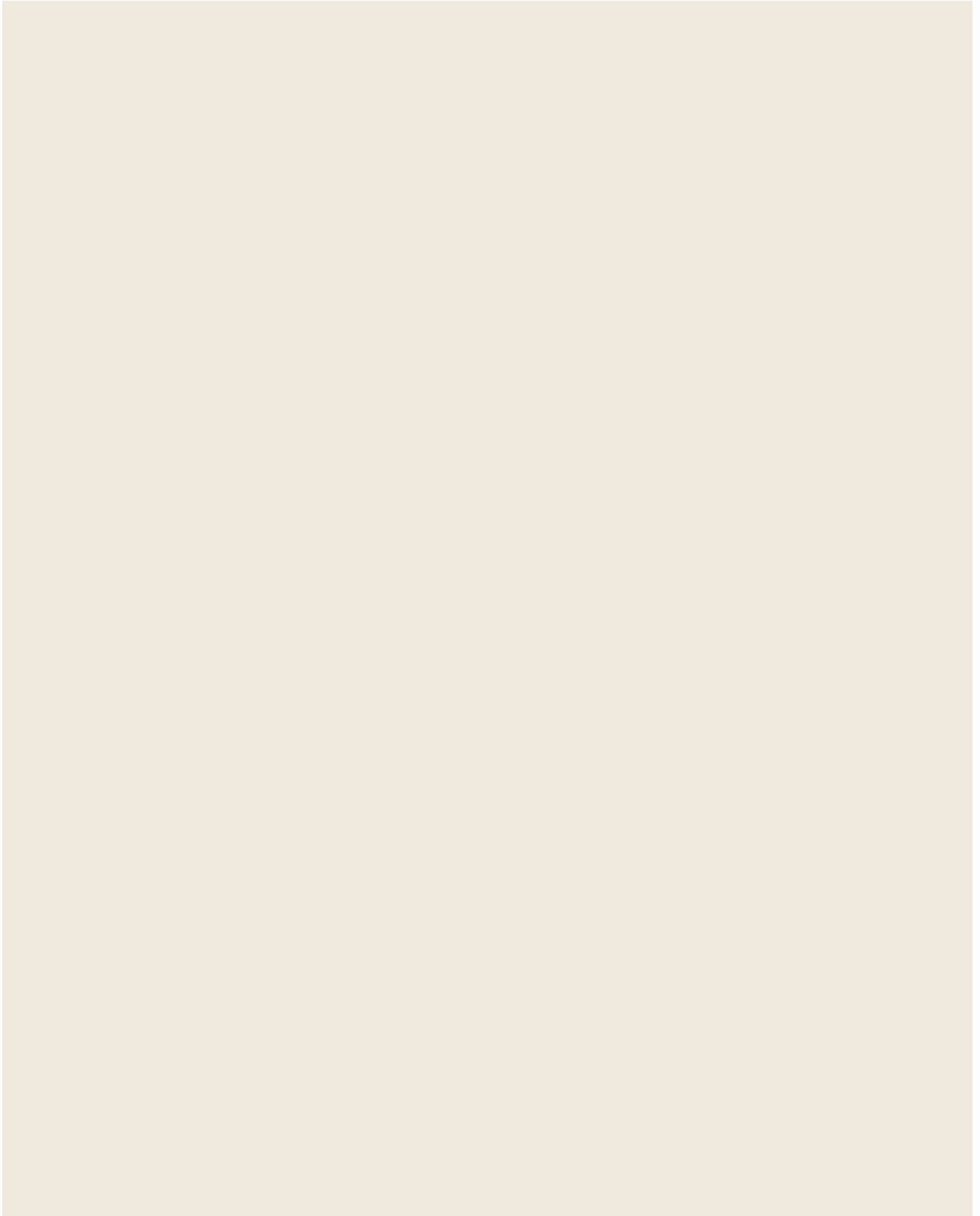
An unexpected guest arrives during a family dinner.



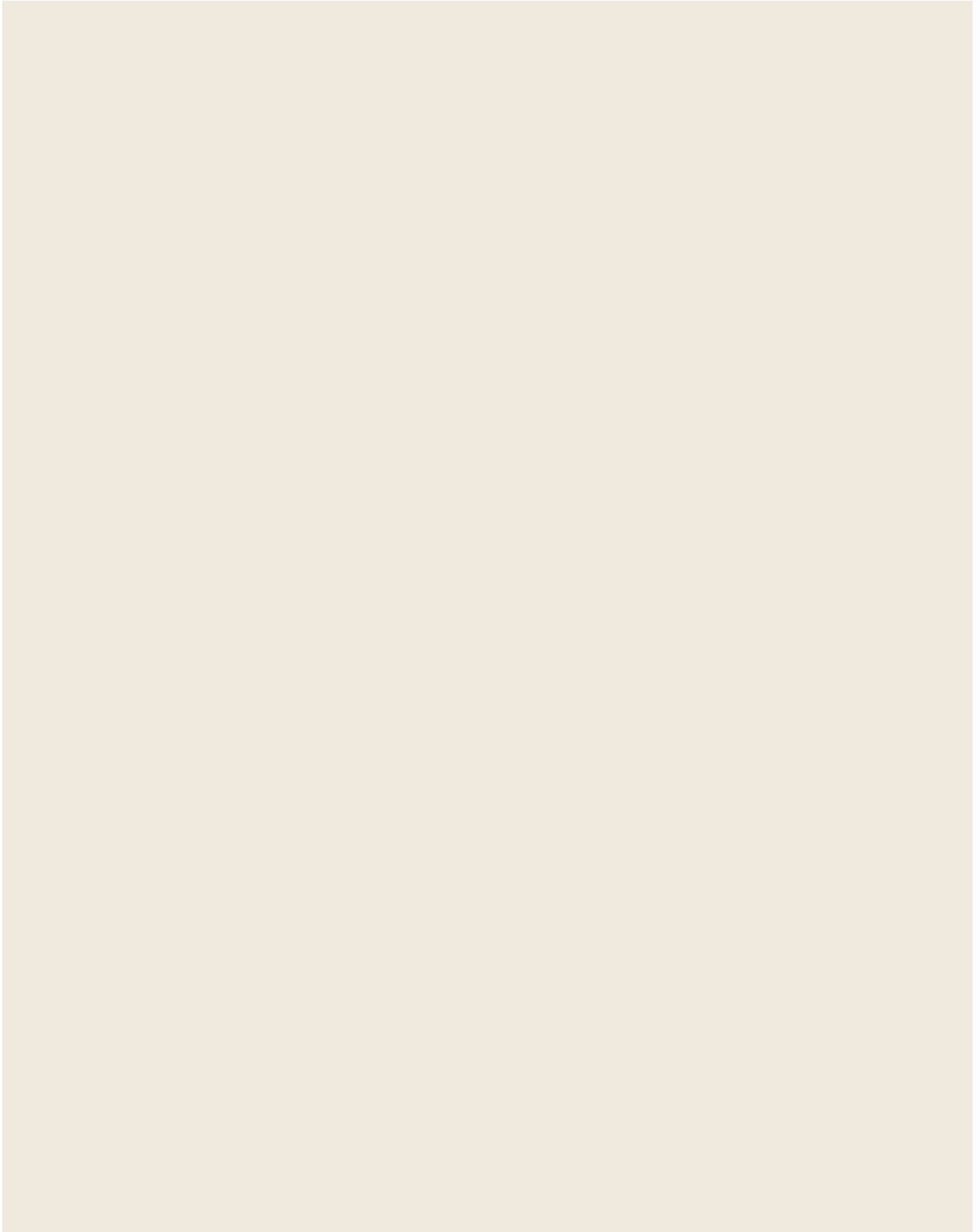
A secret passage is discovered in an old bookstore.



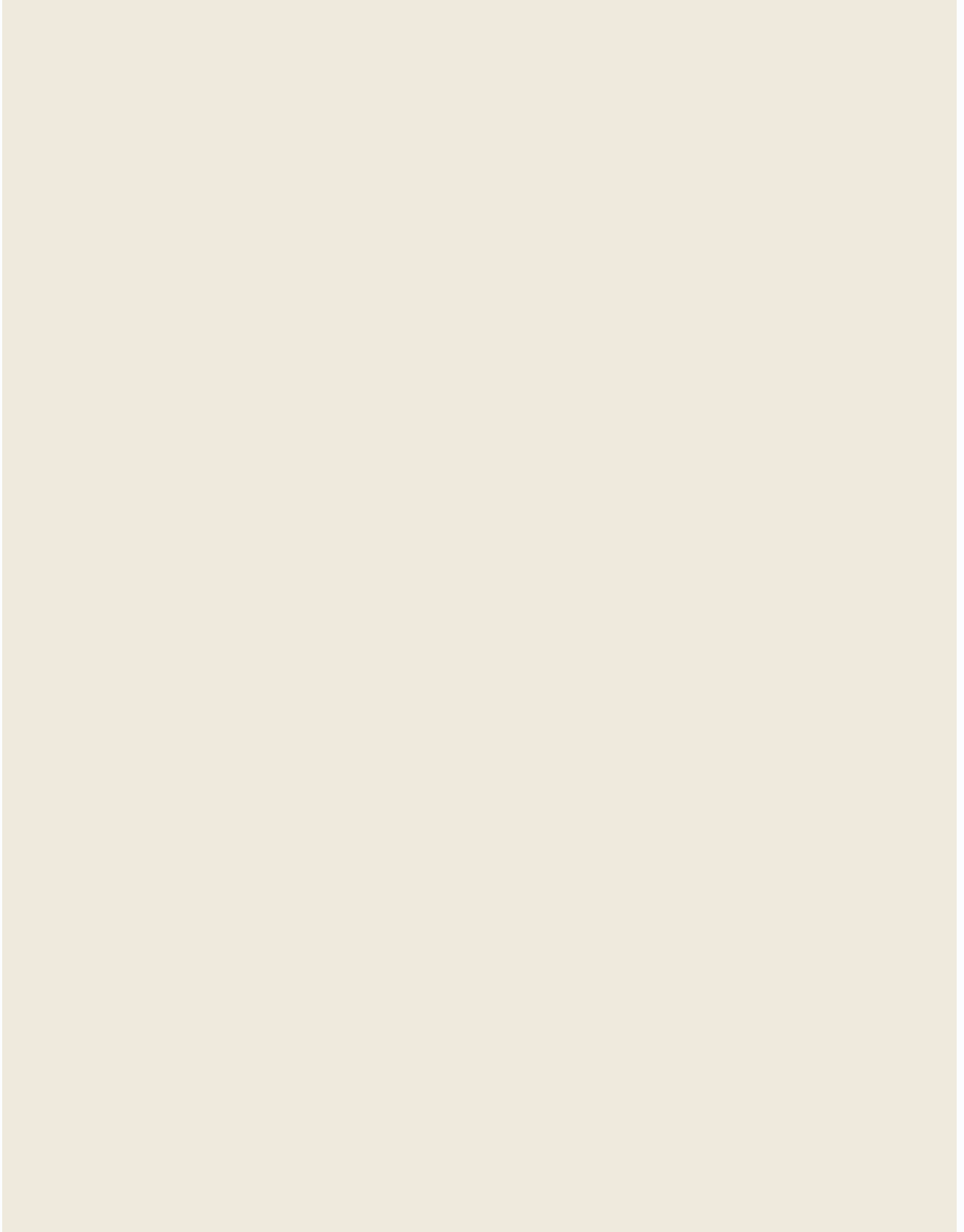
One day everyone in town wakes up with the same
strange tattoo.



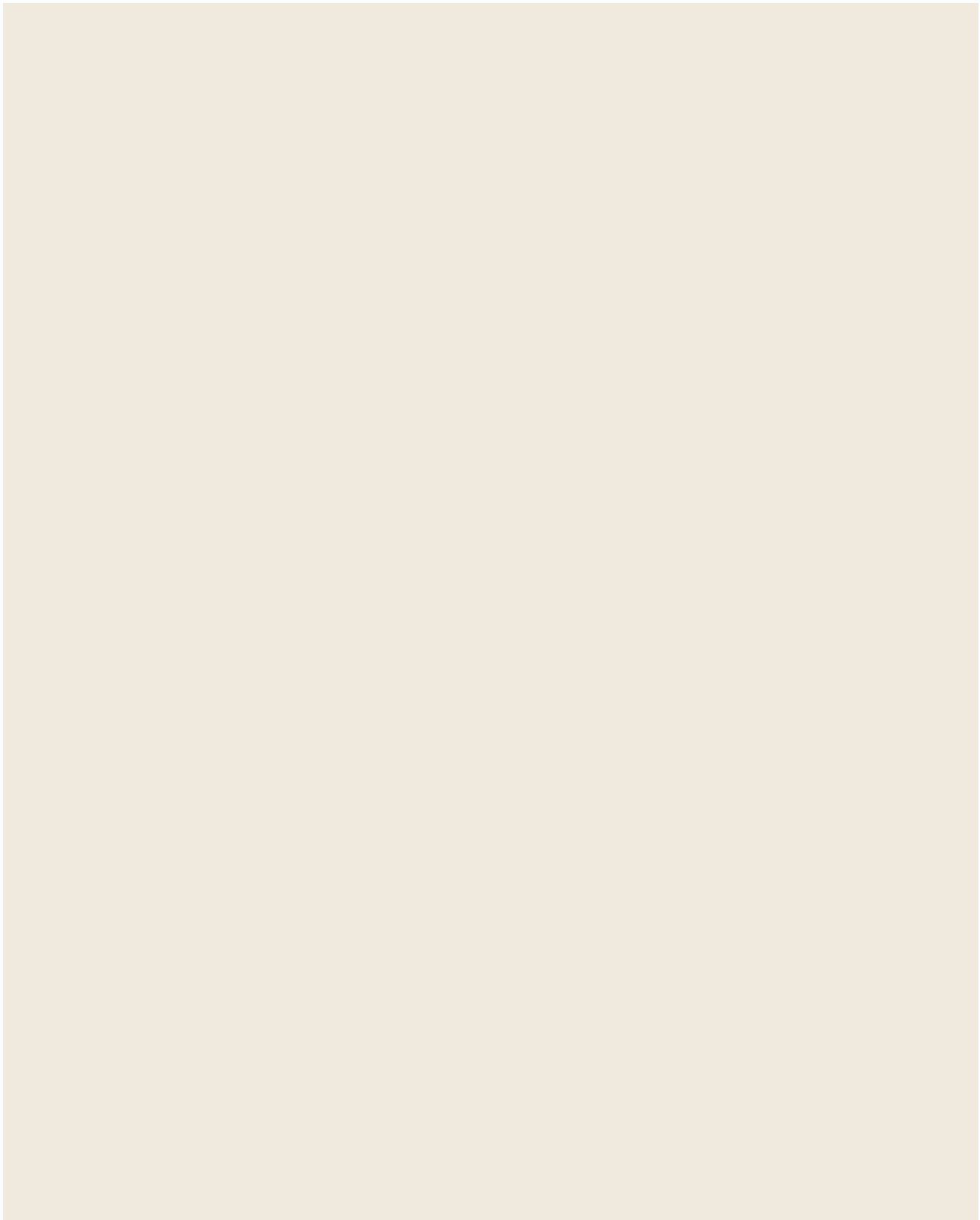
In this world, shadows can communicate with each other.



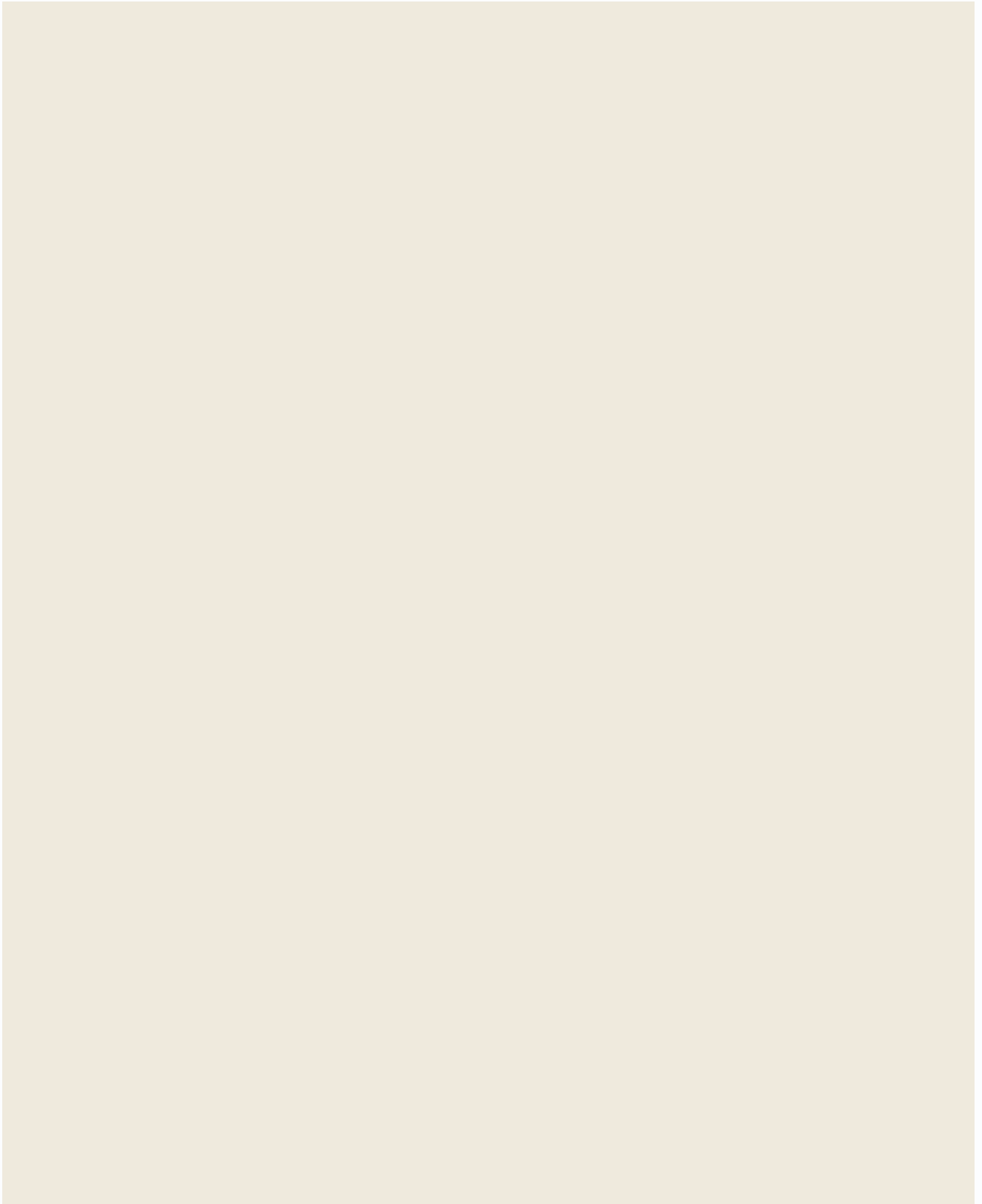
The last tree on Earth tells its story.



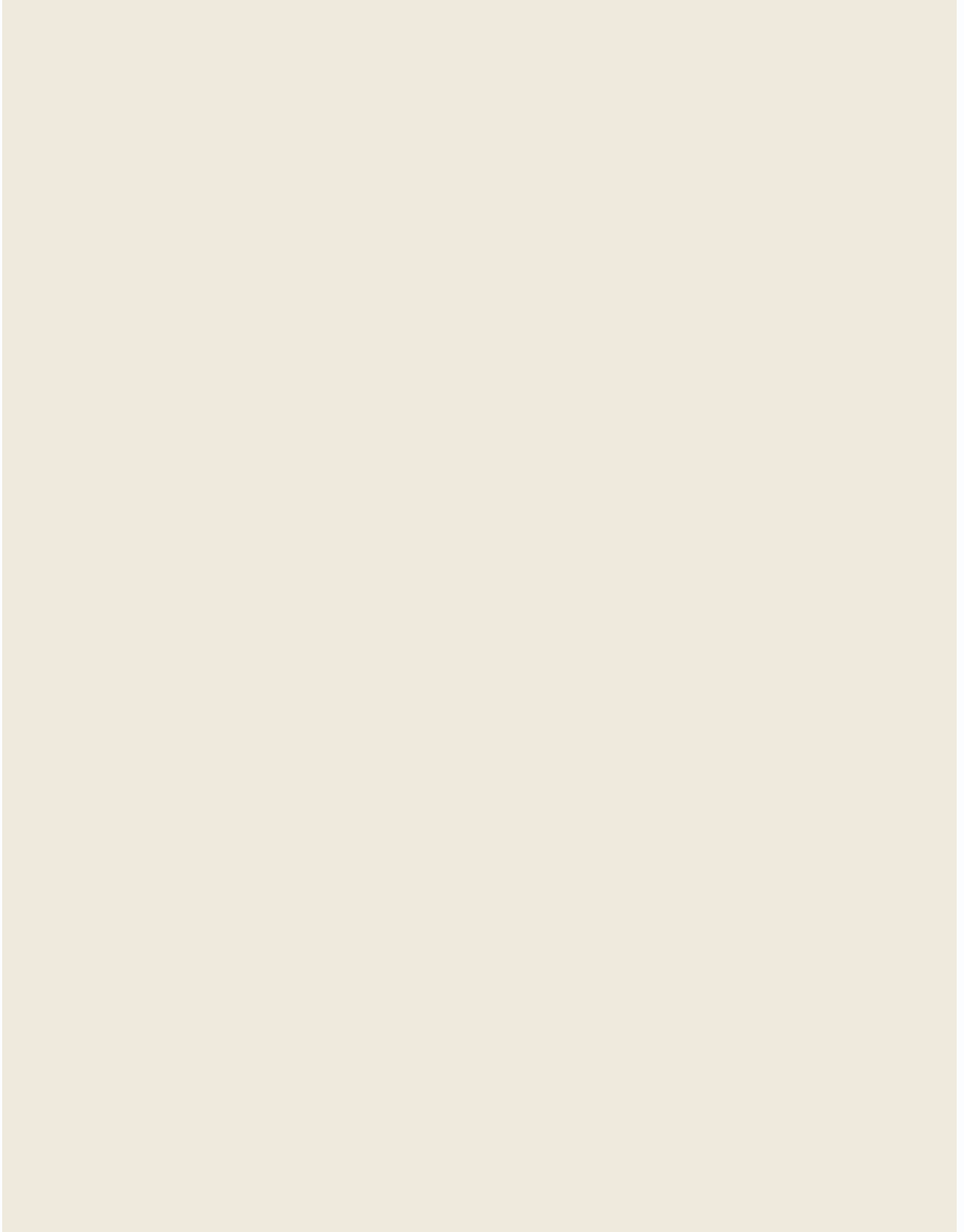
Your character finds a lost civilization in the subway tunnels.



Your character enters a magical thrift shop where every item has a story.



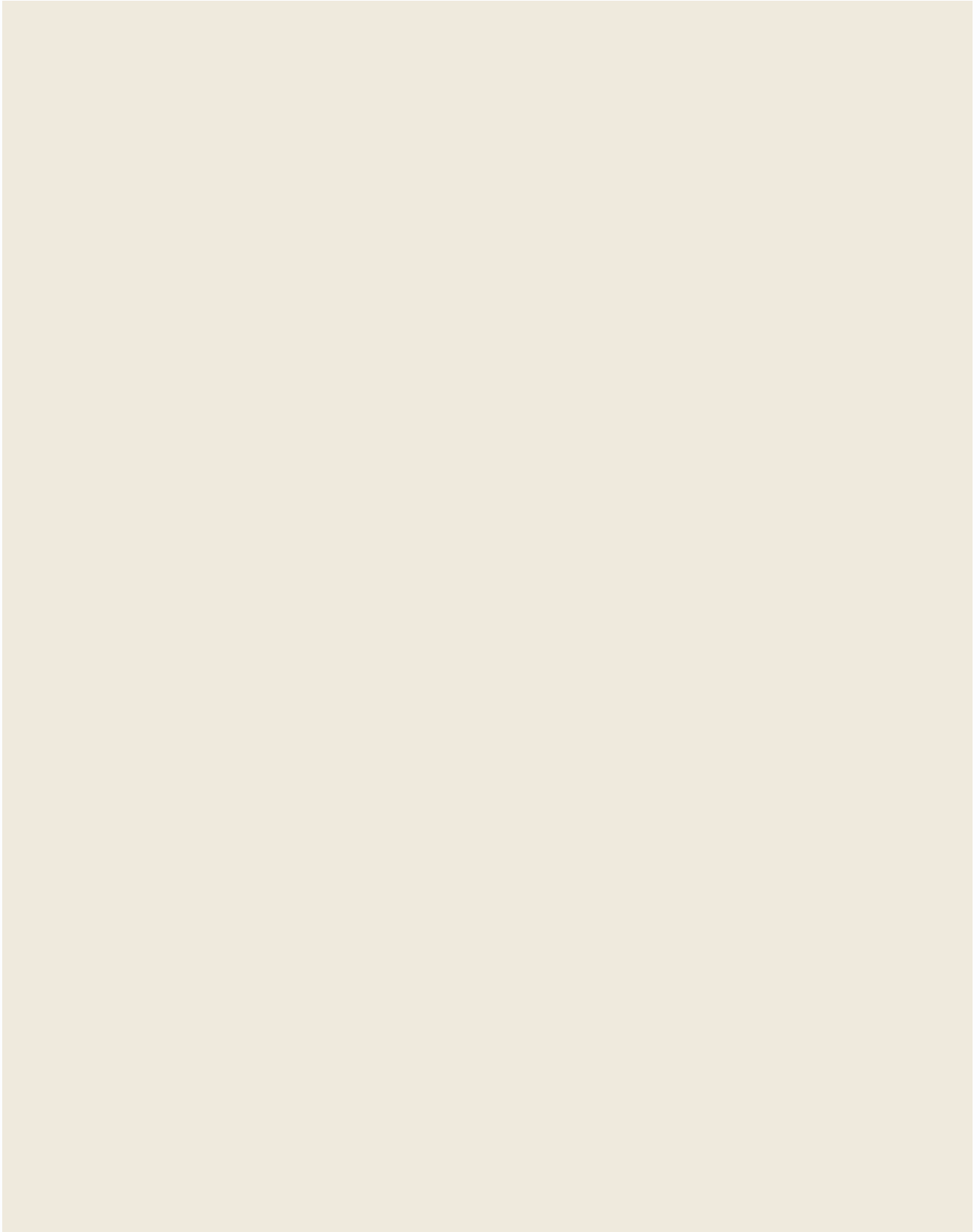
A character swaps places with their reflection.



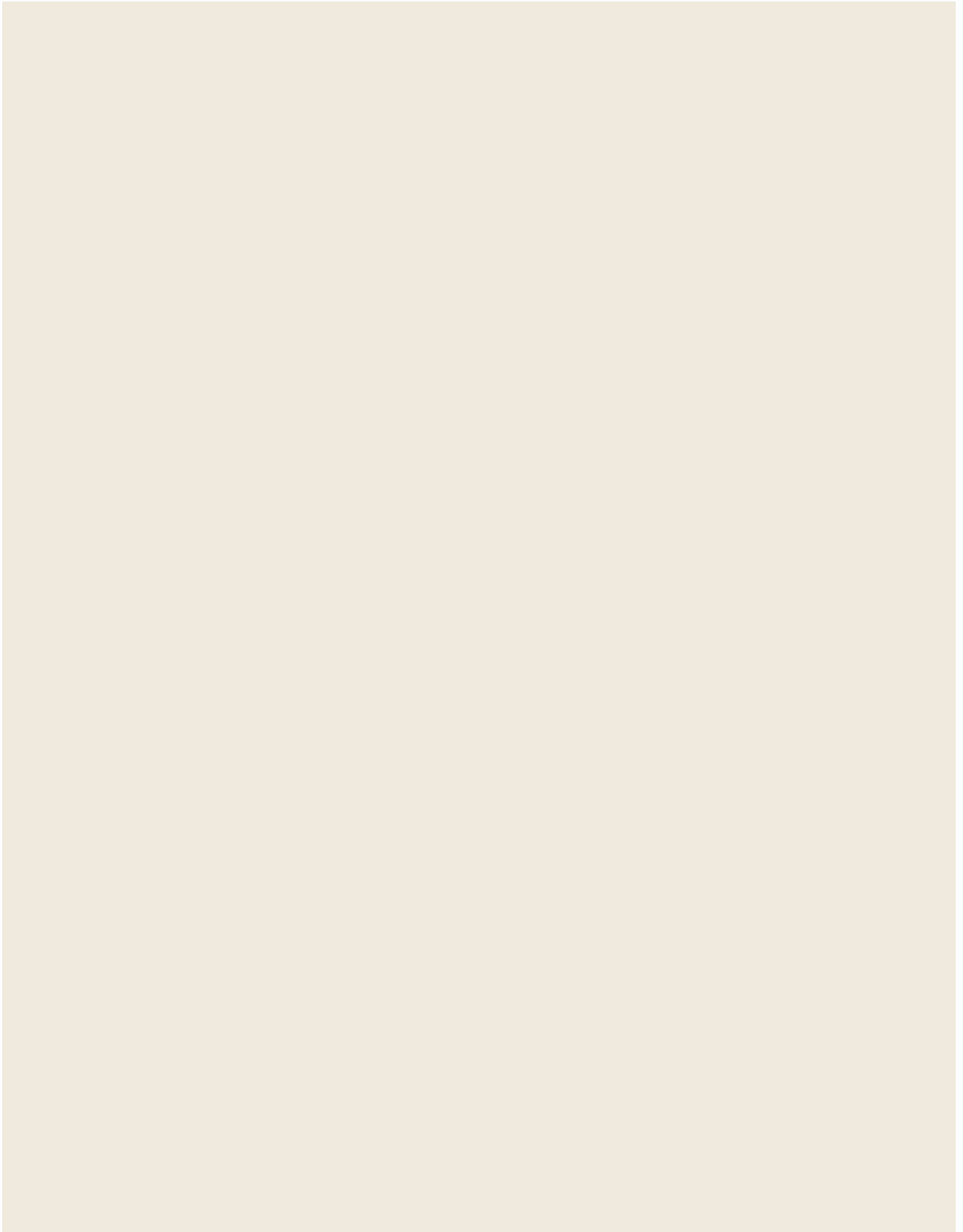
Plants can move and speak in a special garden.



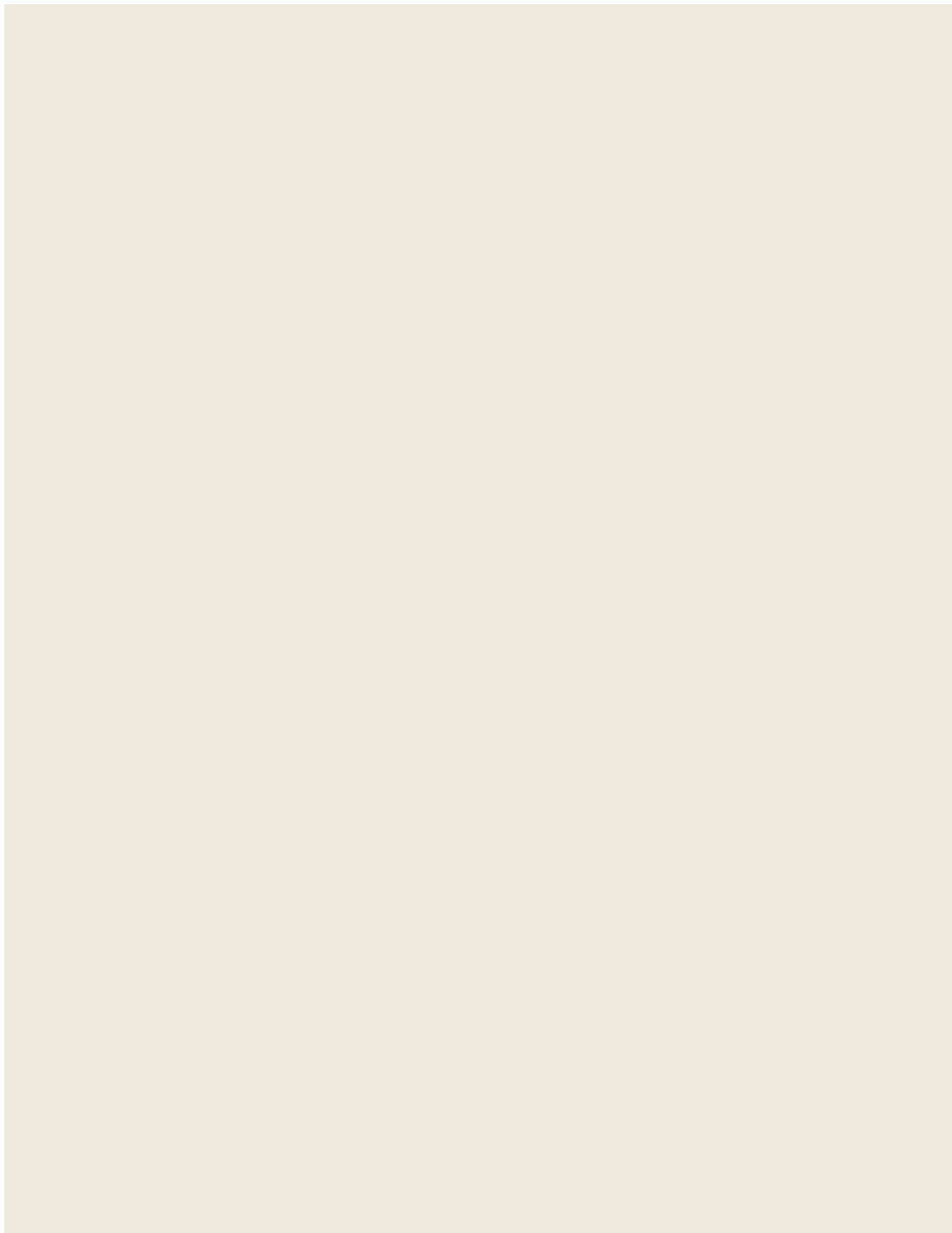
A character finds a watch that can pause time, but with consequences.



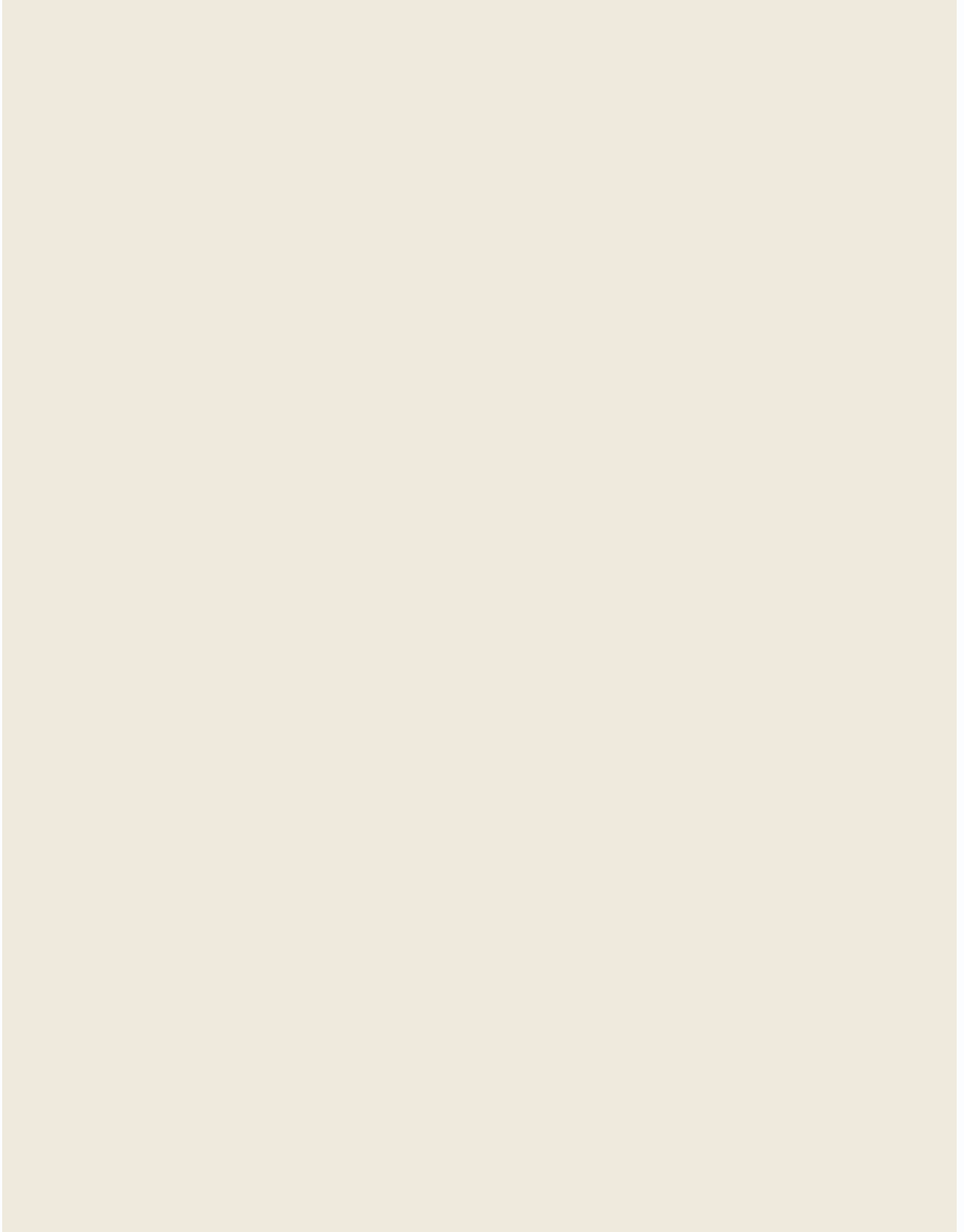
An app shows what any person will do in 5 minutes.



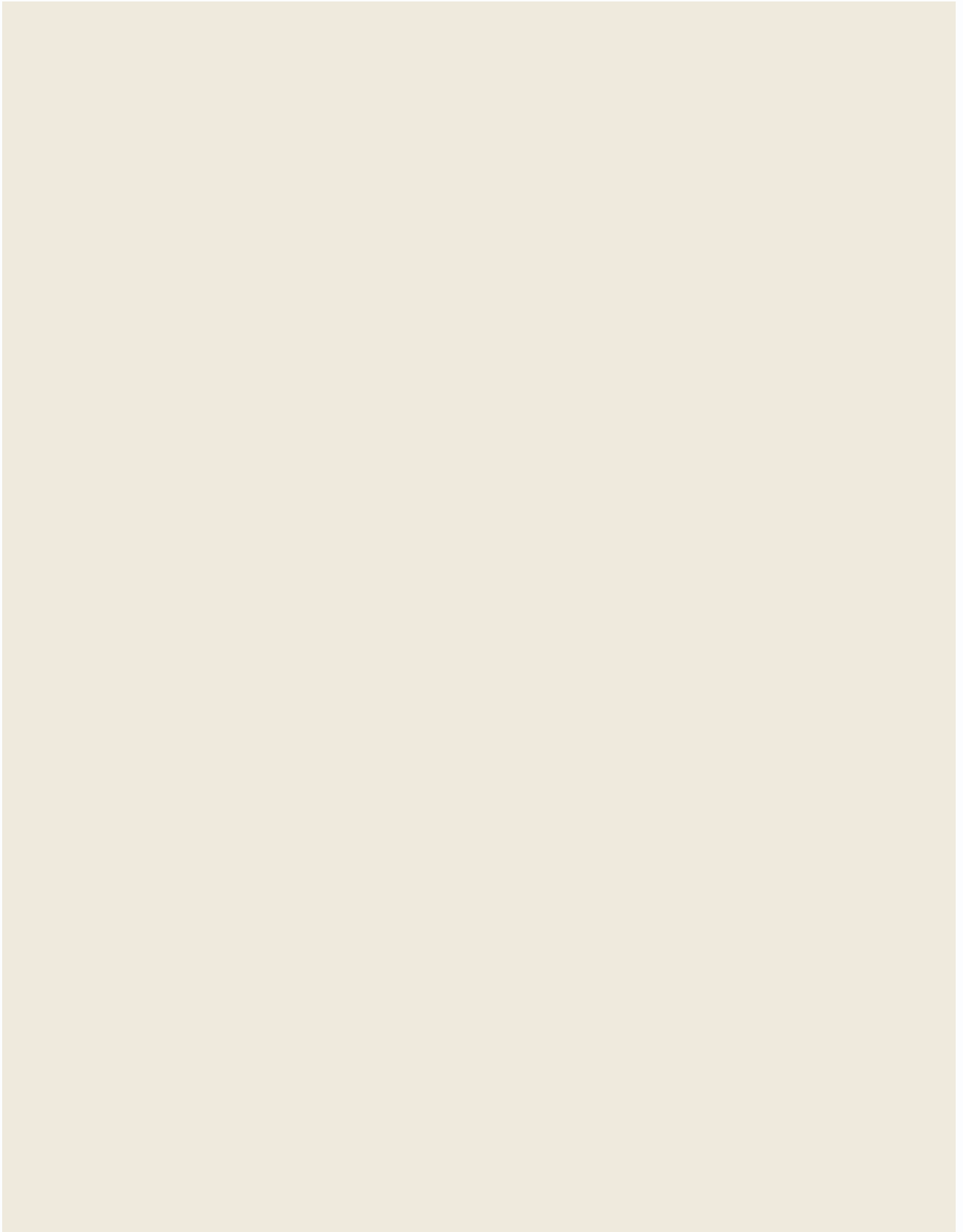
An artist paints doorways to other worlds.



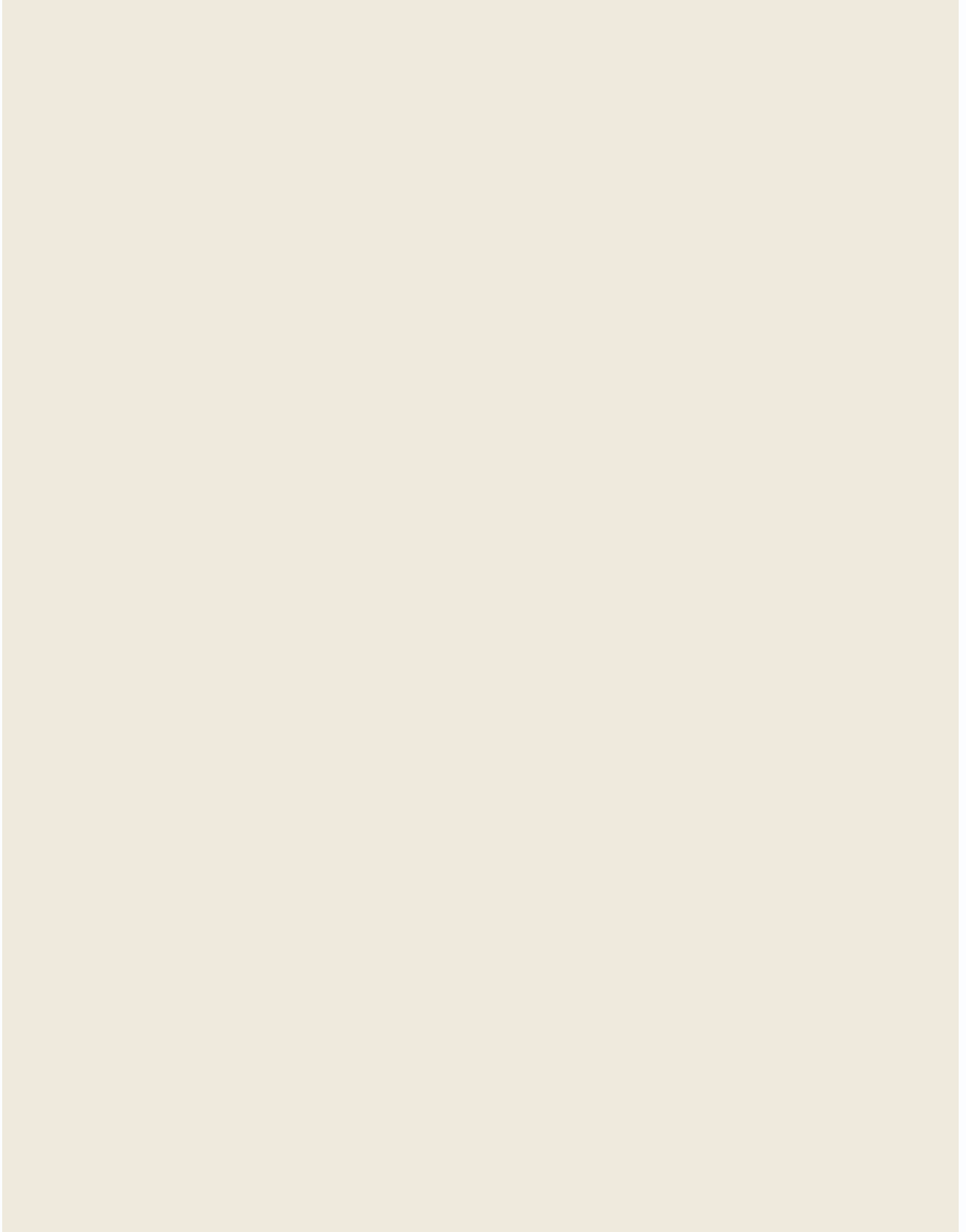
An elevator takes passengers to different realities.



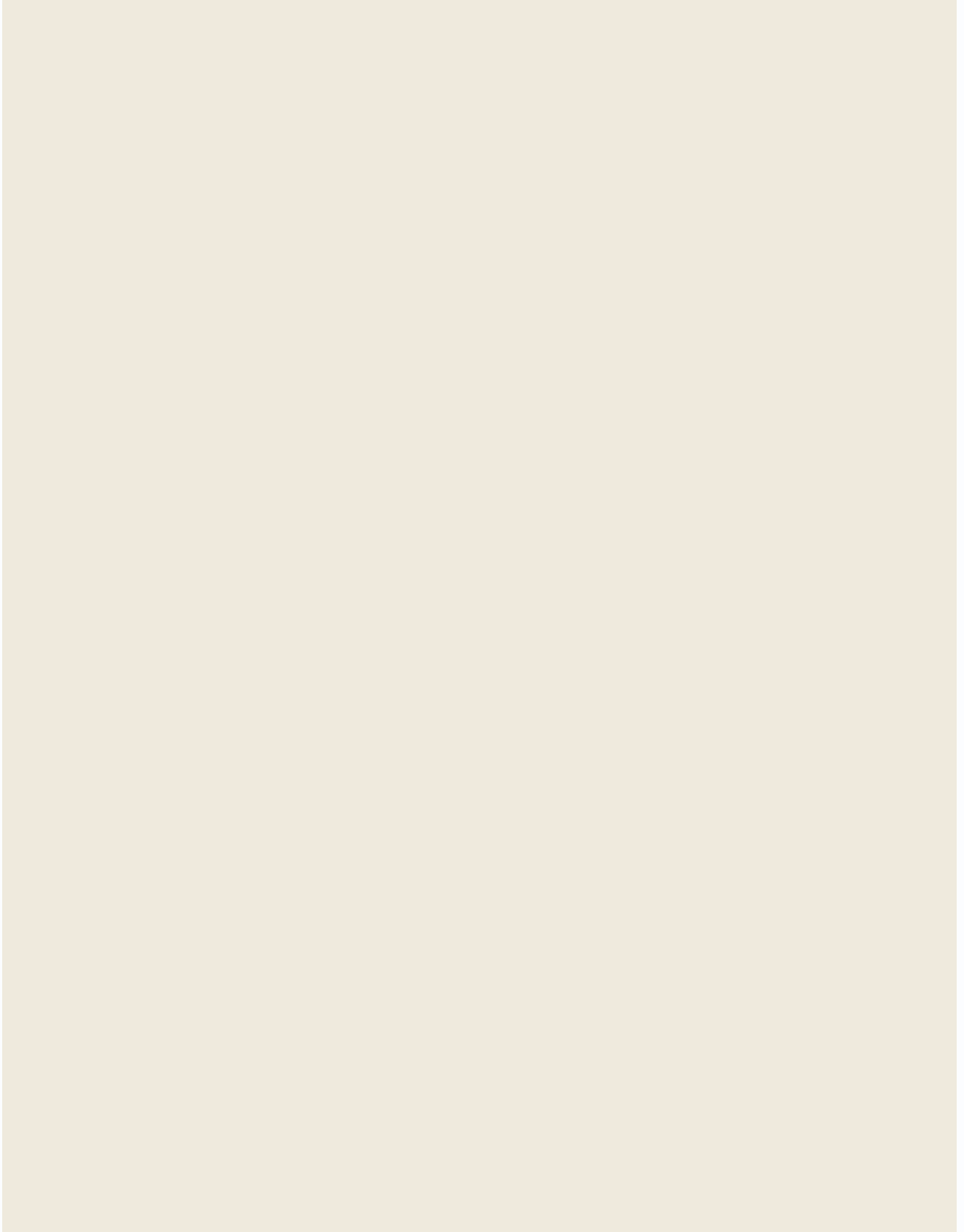
A character communicates with machines.



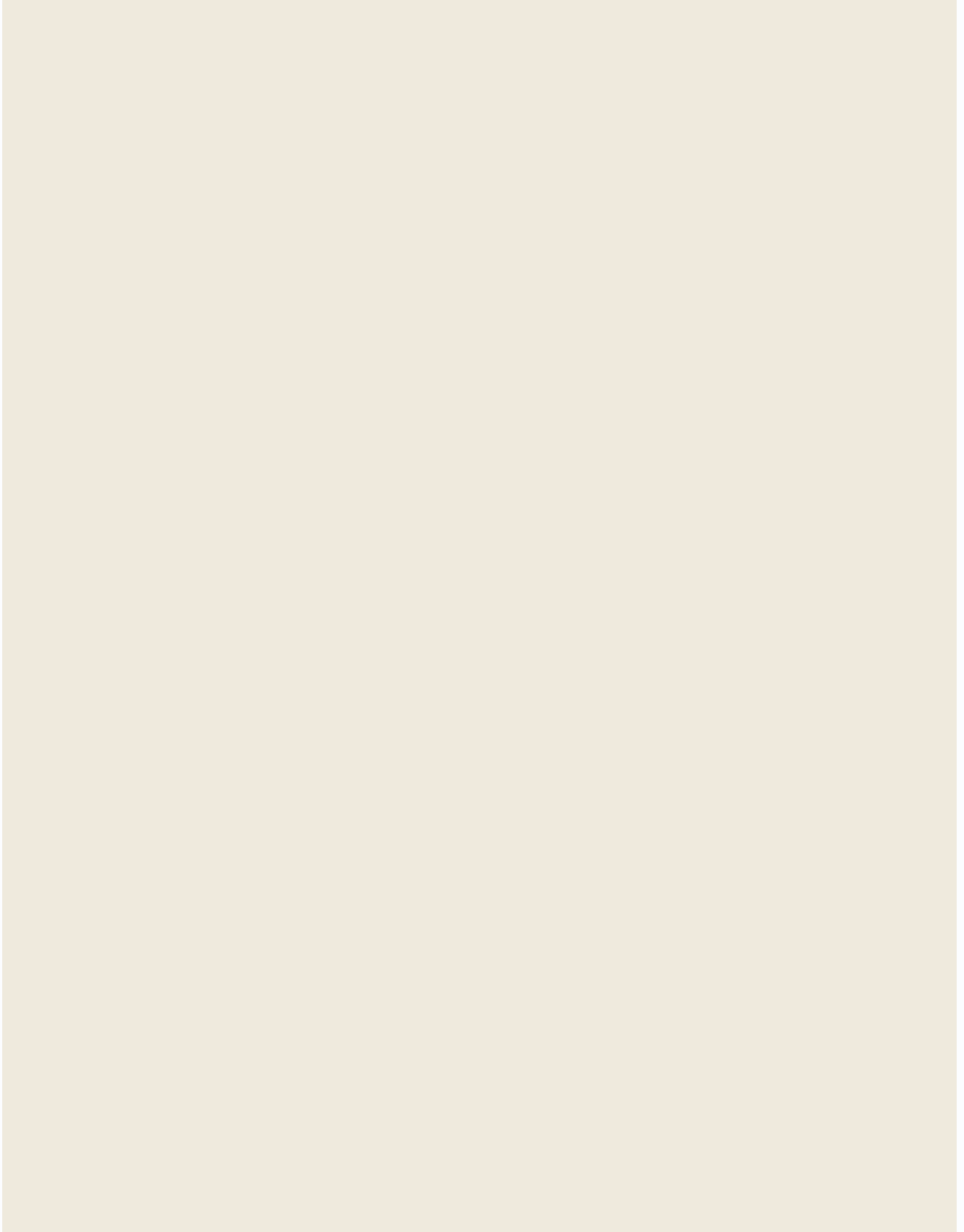
A secret society of people control dreams.



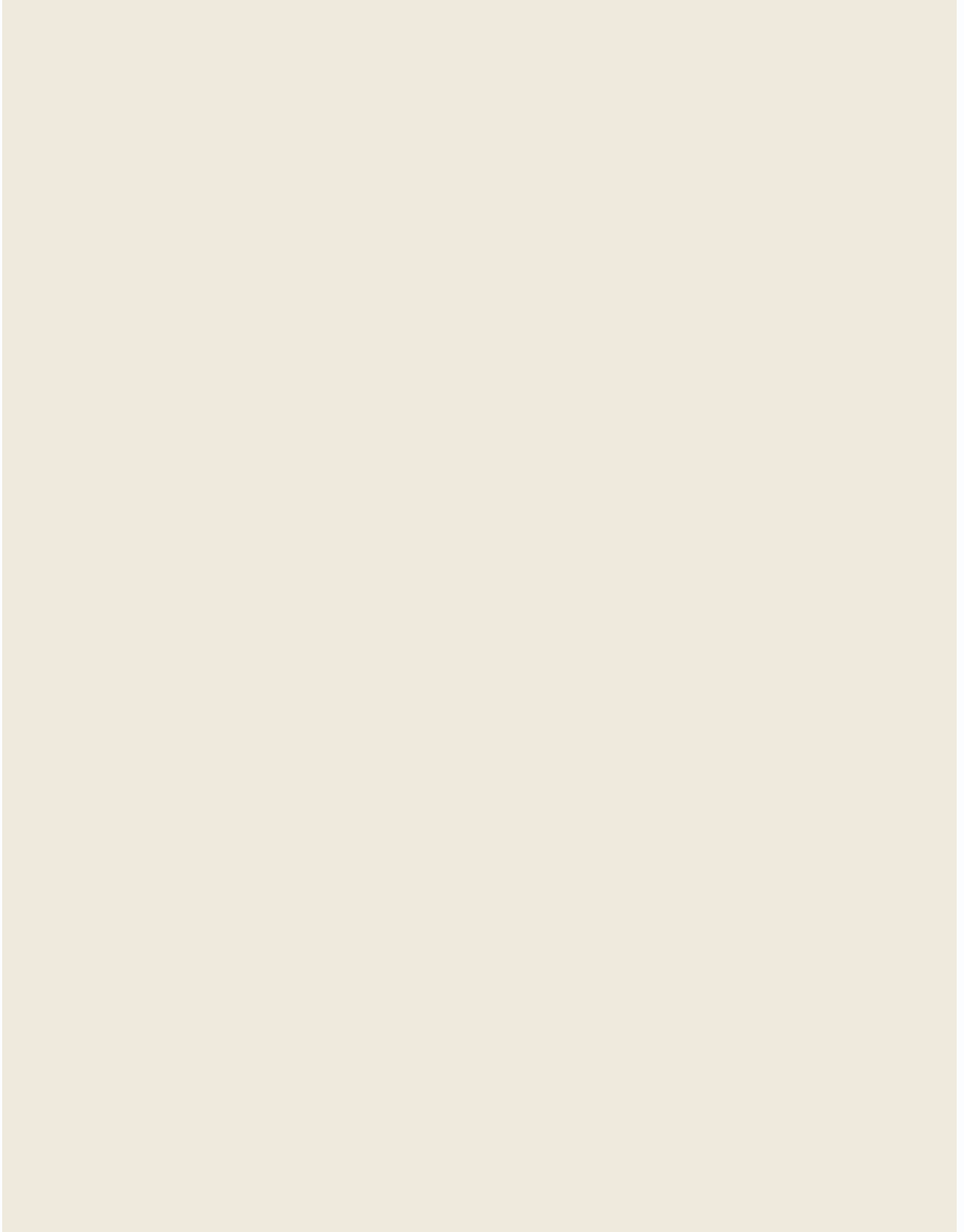
An antique camera captures more than pictures.



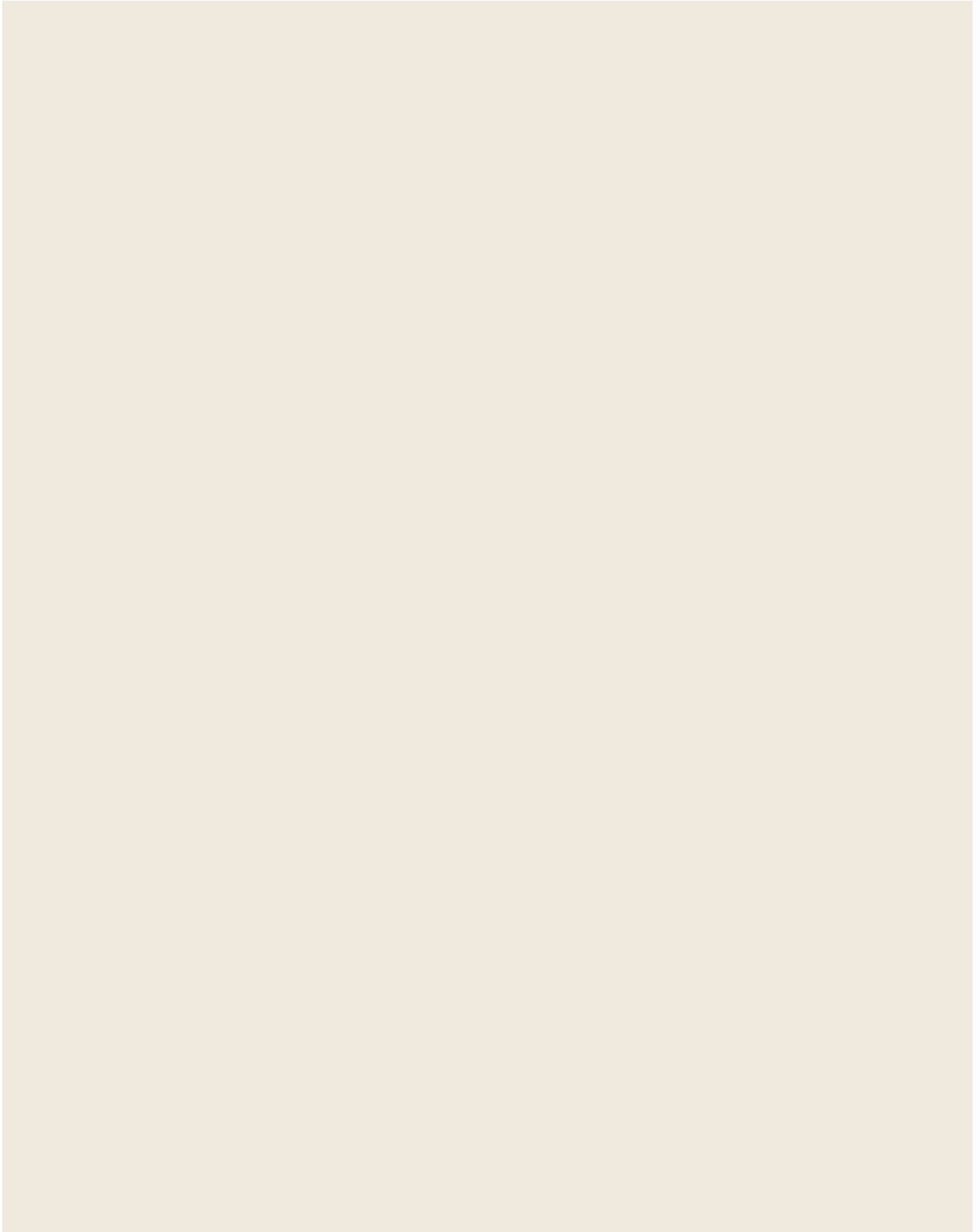
A contest winner is given a trip to the past.



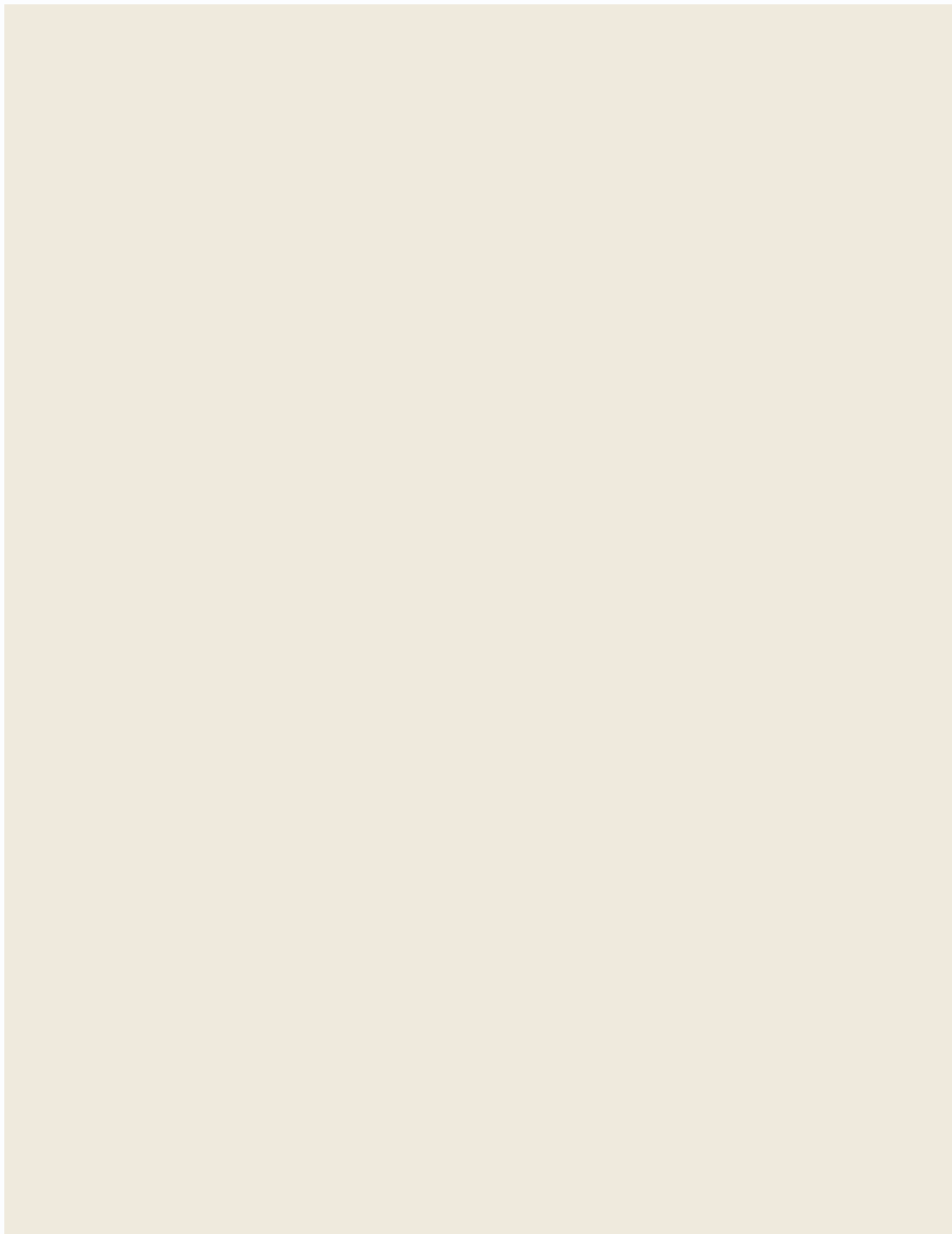
A character wakes up in a world without color.



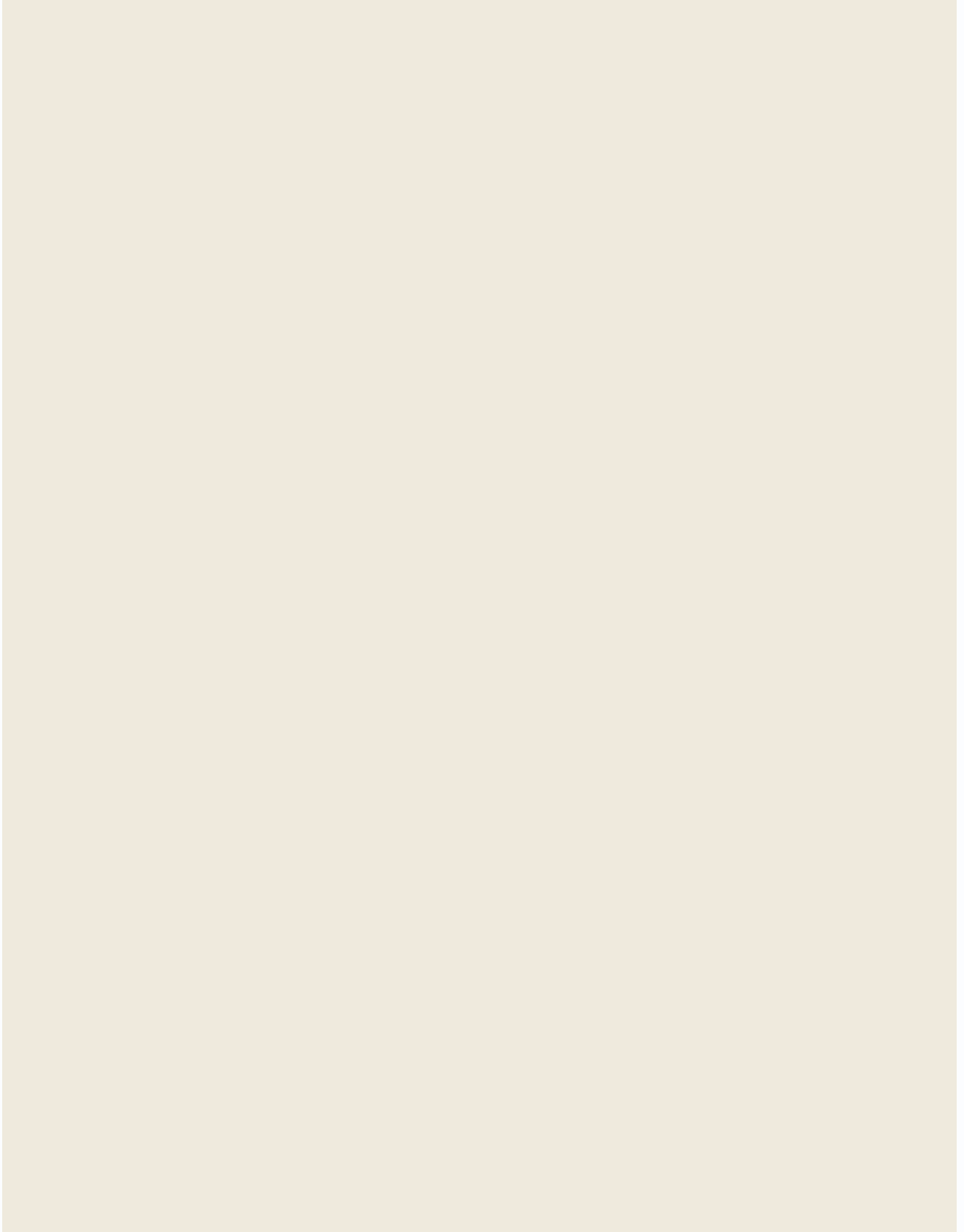
An unexpected friendship grows between a ghost and a thief.



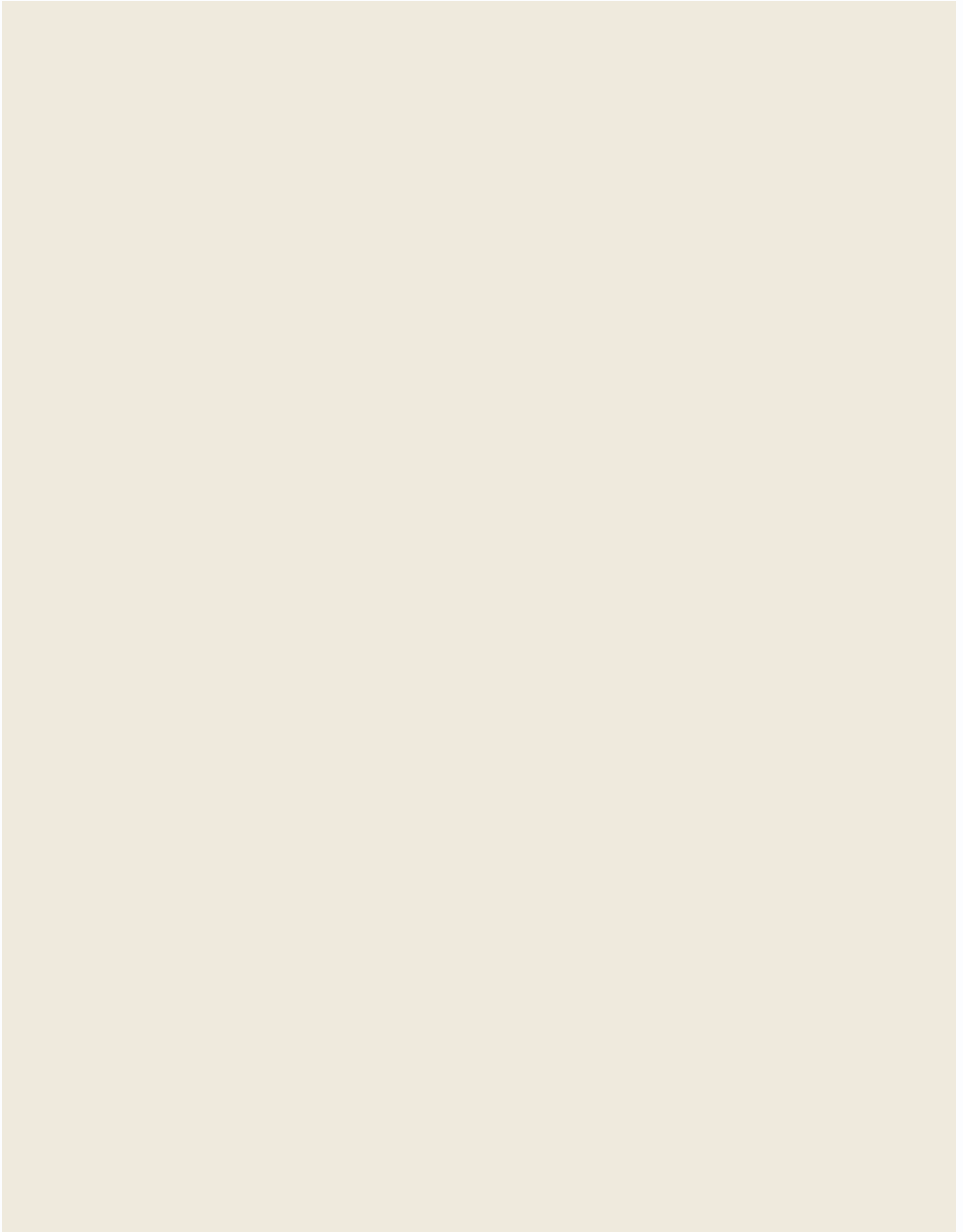
A character can taste lies.



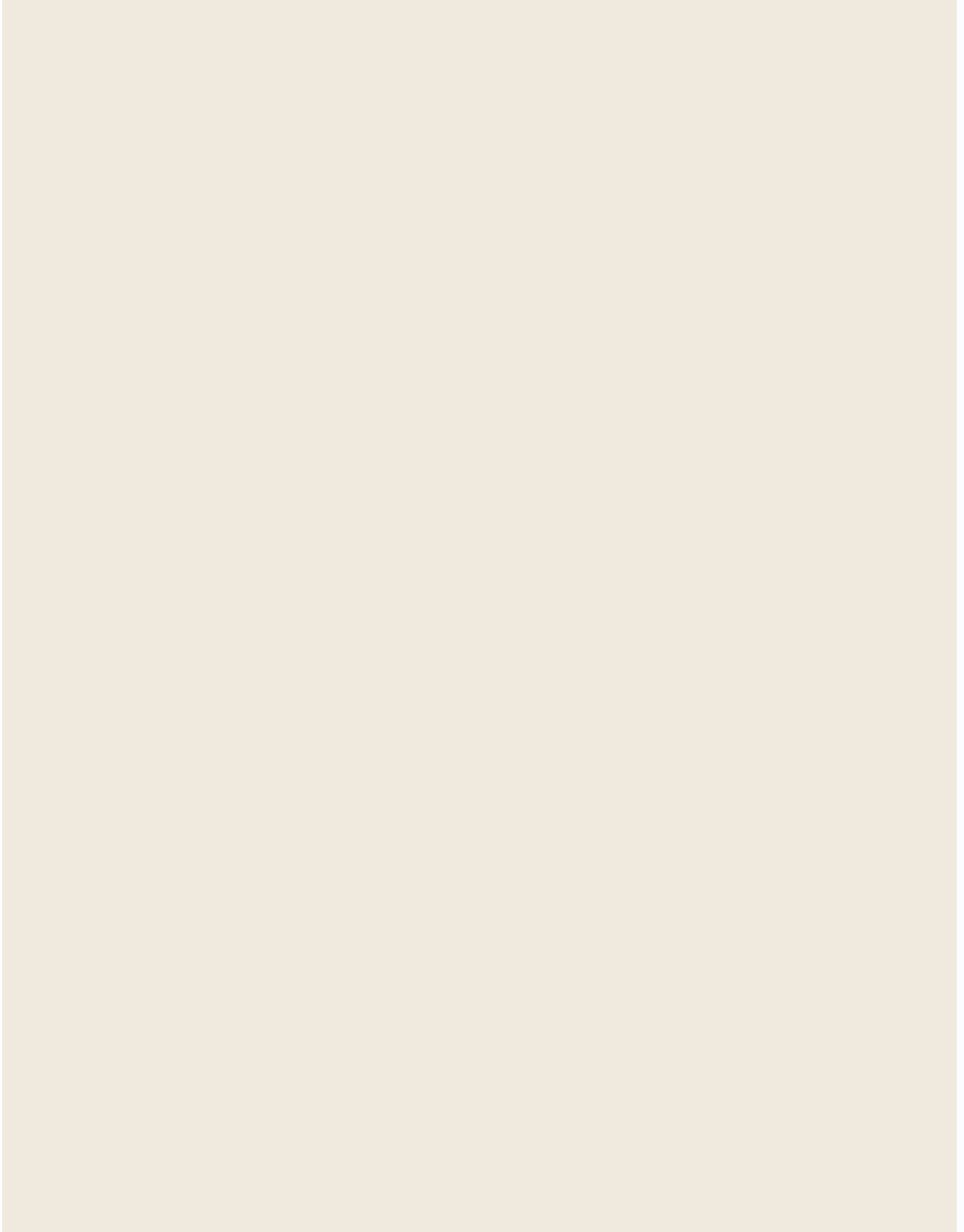
A lost ship finds an island that isn't on any map.



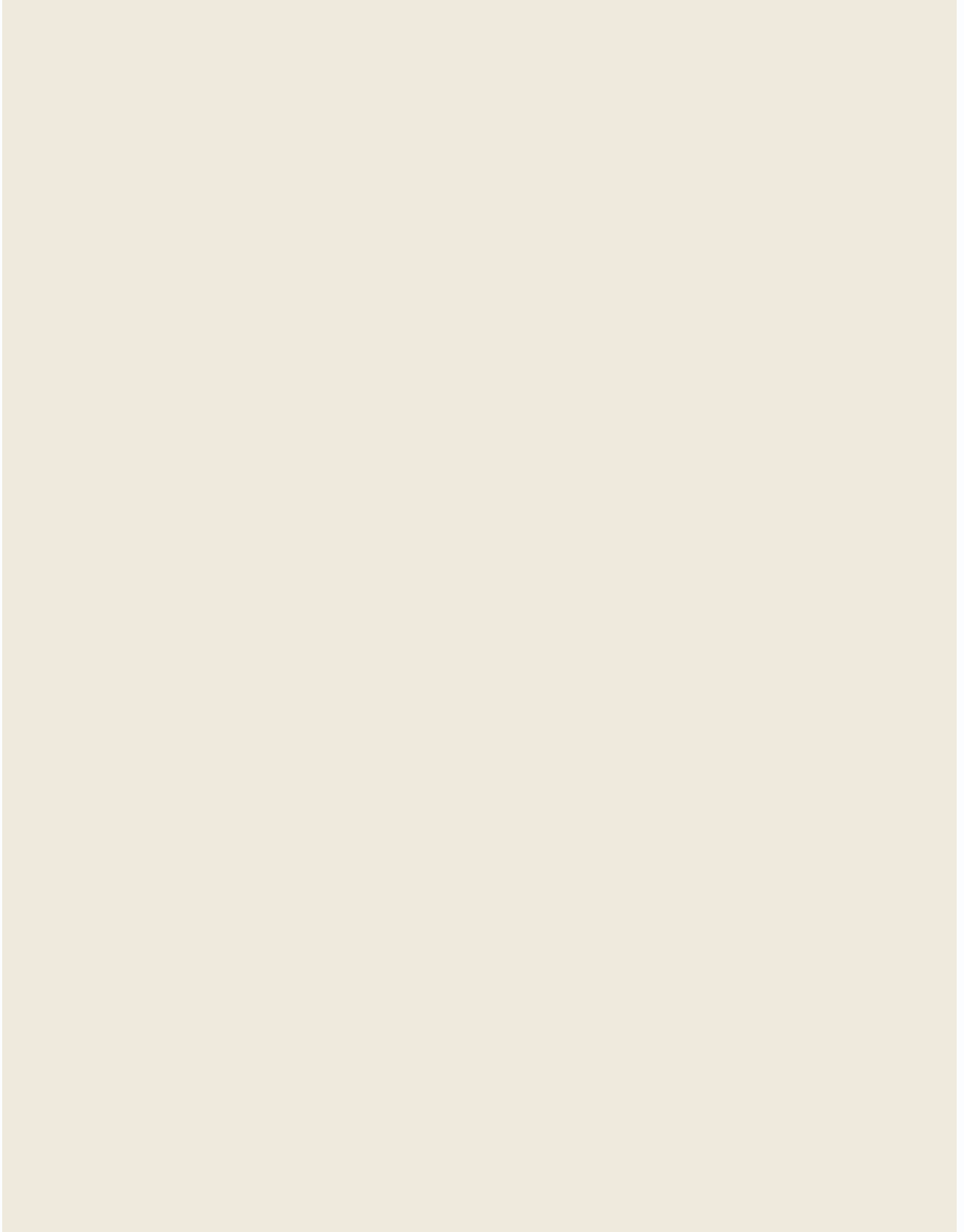
A potion lets people speak to plants.



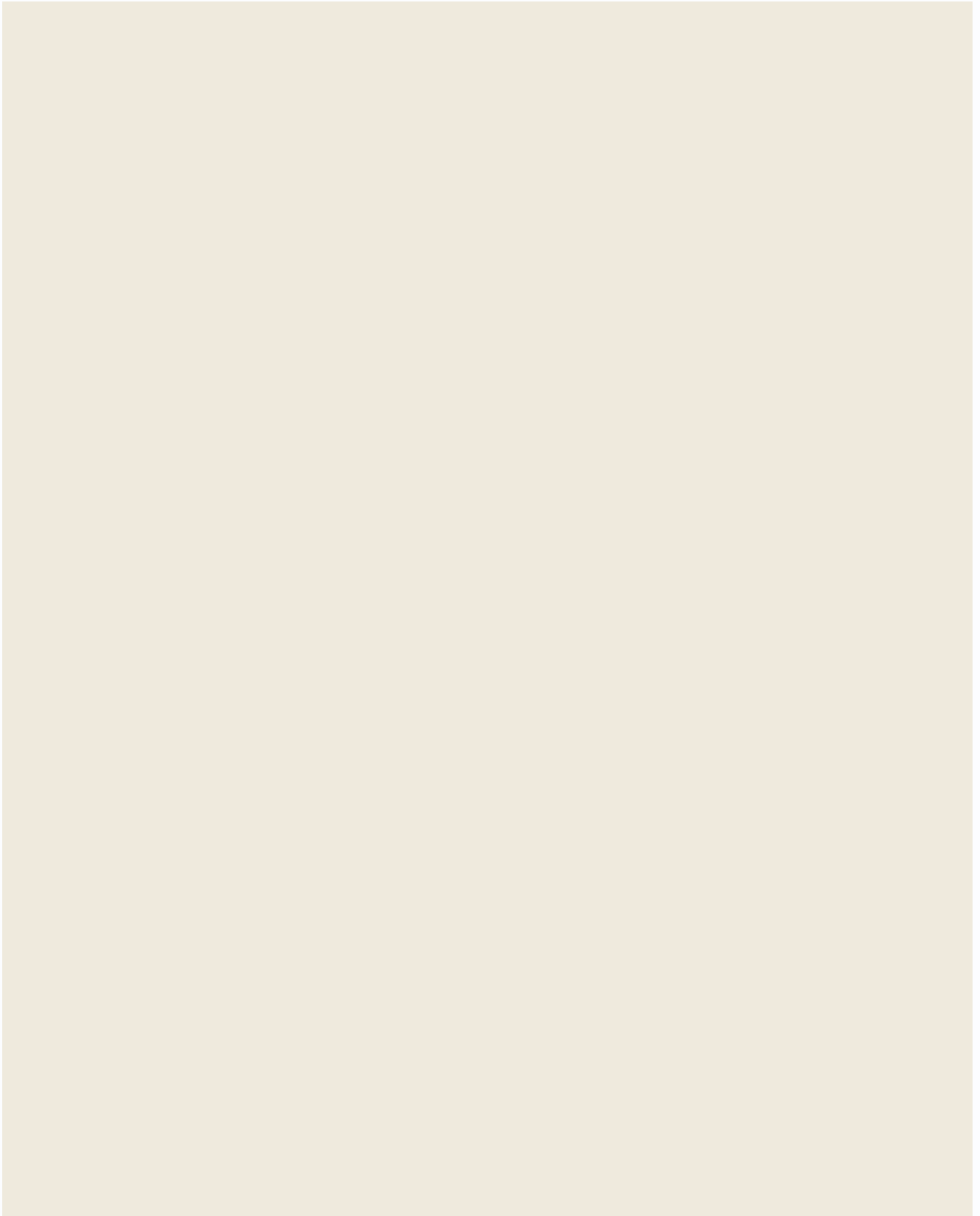
A character is trapped in a silent film.



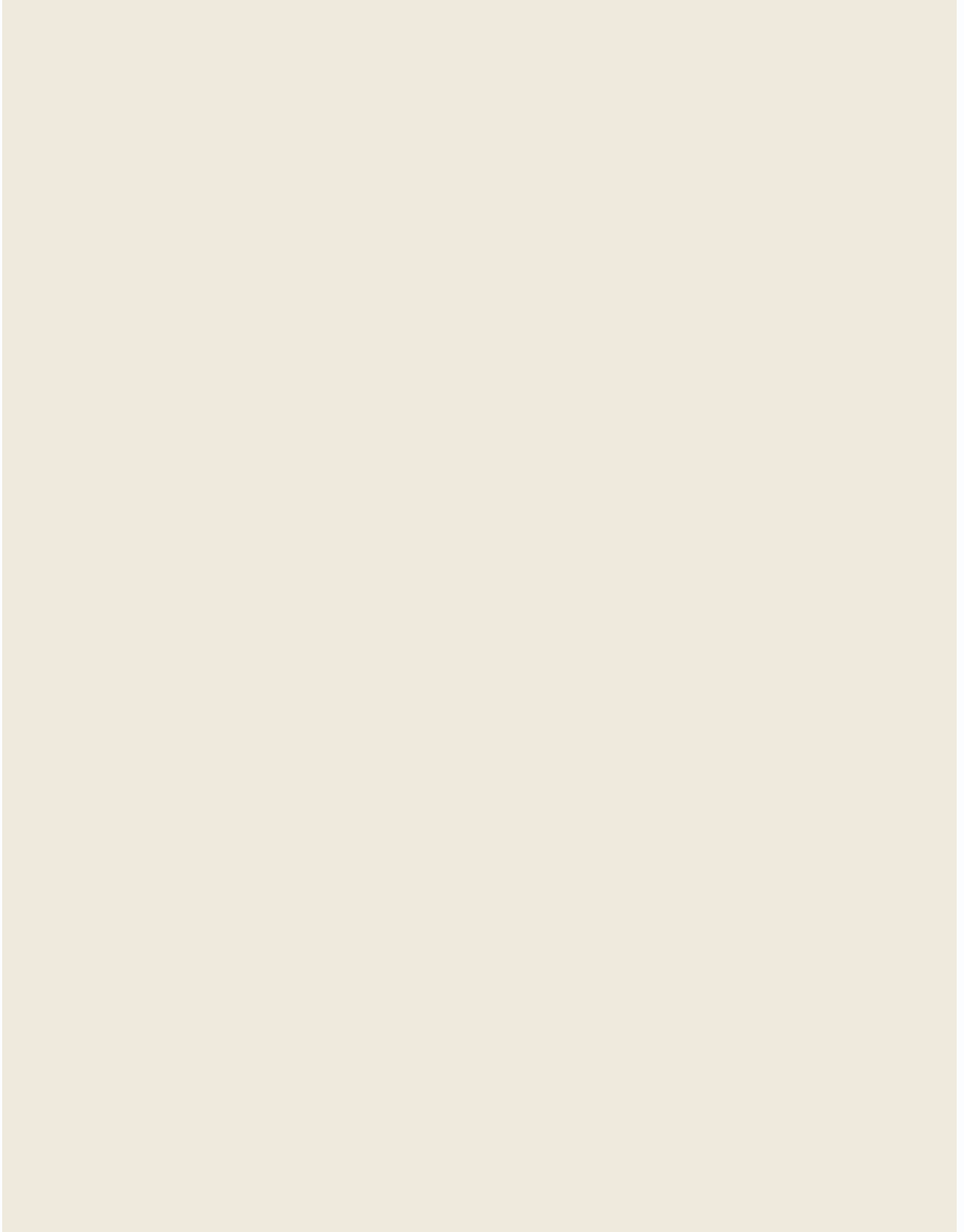
One day, the ocean vanishes.



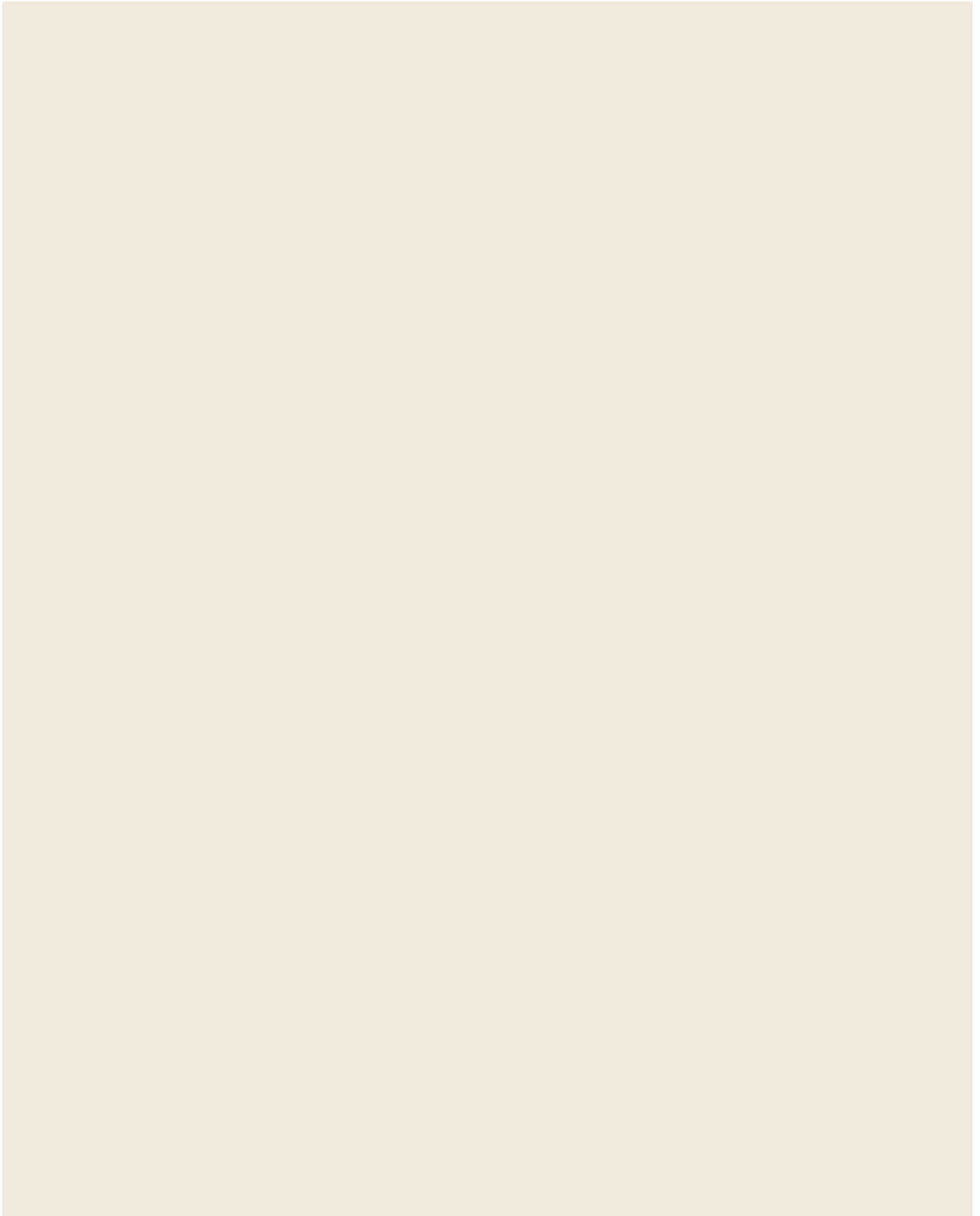
In a new ice cream shop, each flavor allows a person to relive different memories.



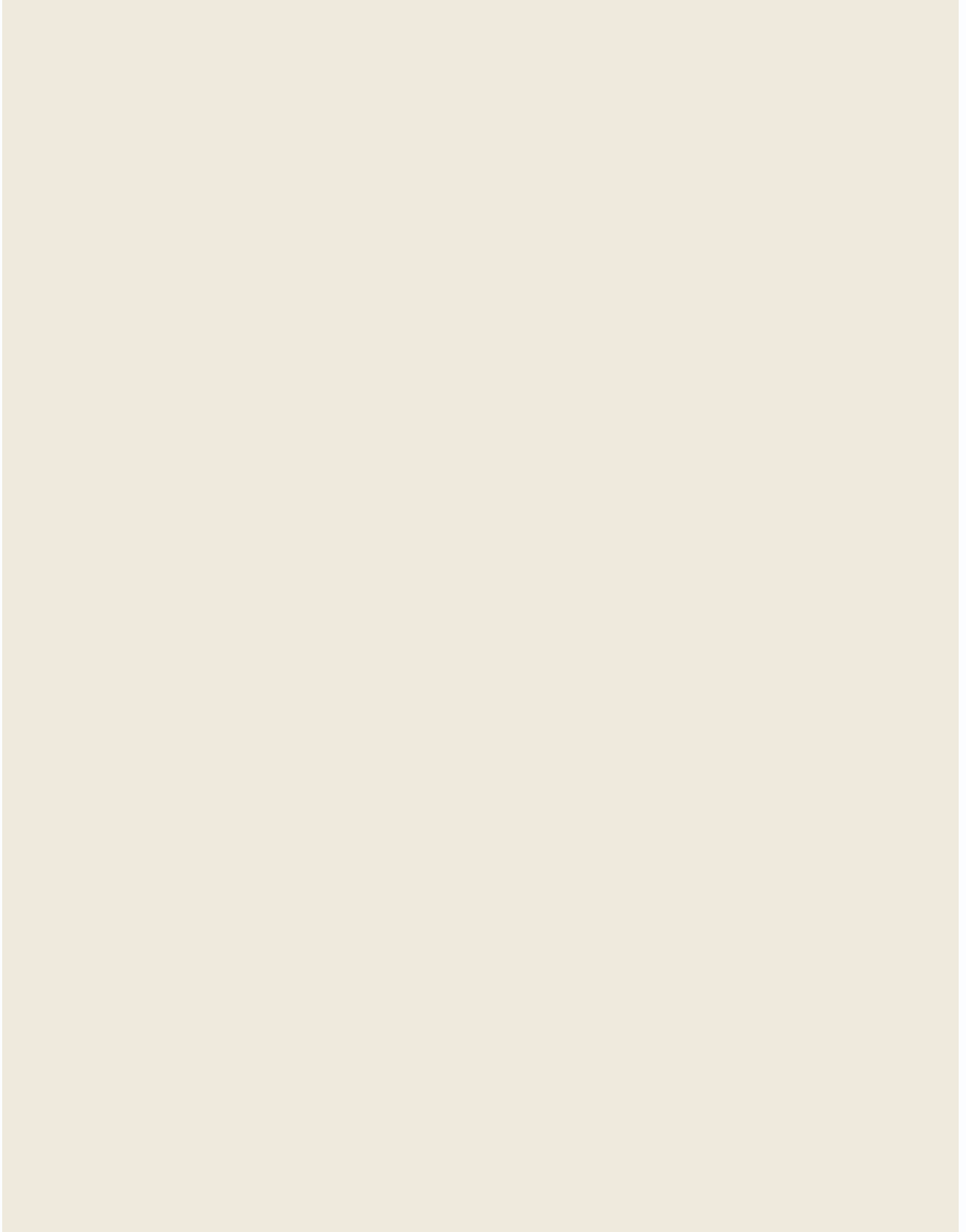
A town experiences the four seasons in a single day.



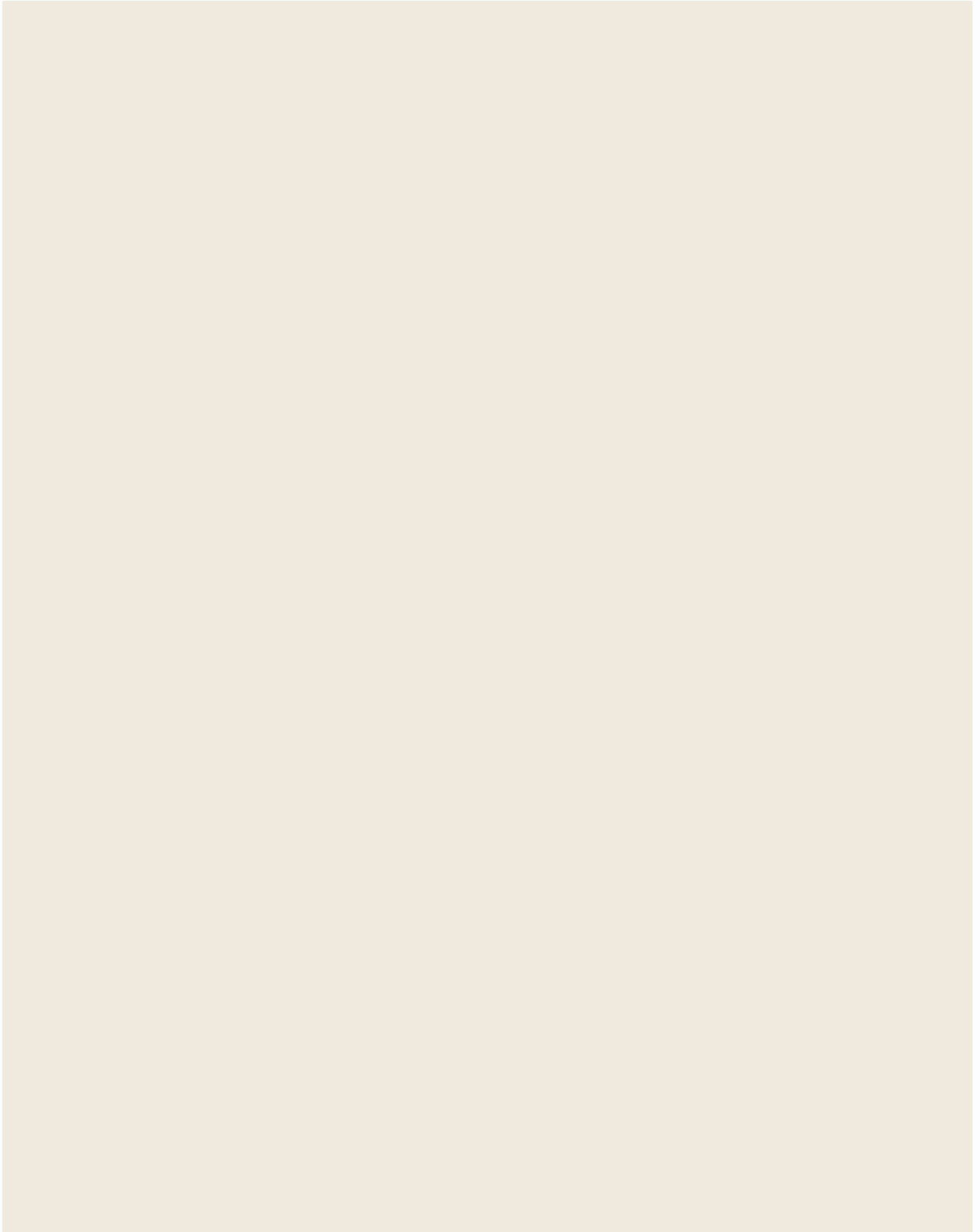
An strange new bookstore allows patrons to enter different worlds based on their favorite genre.



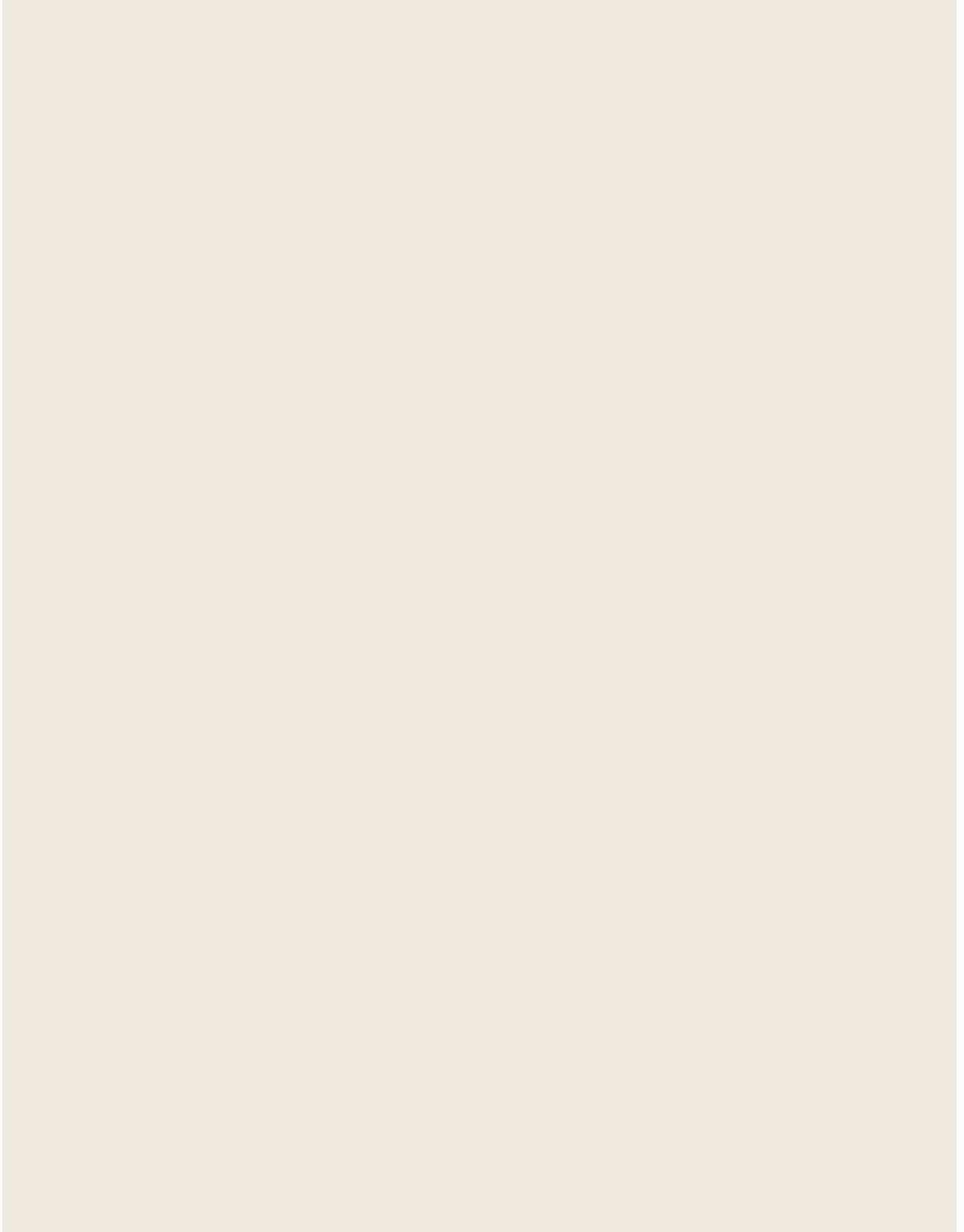
A character finds out they are a character in a novel.



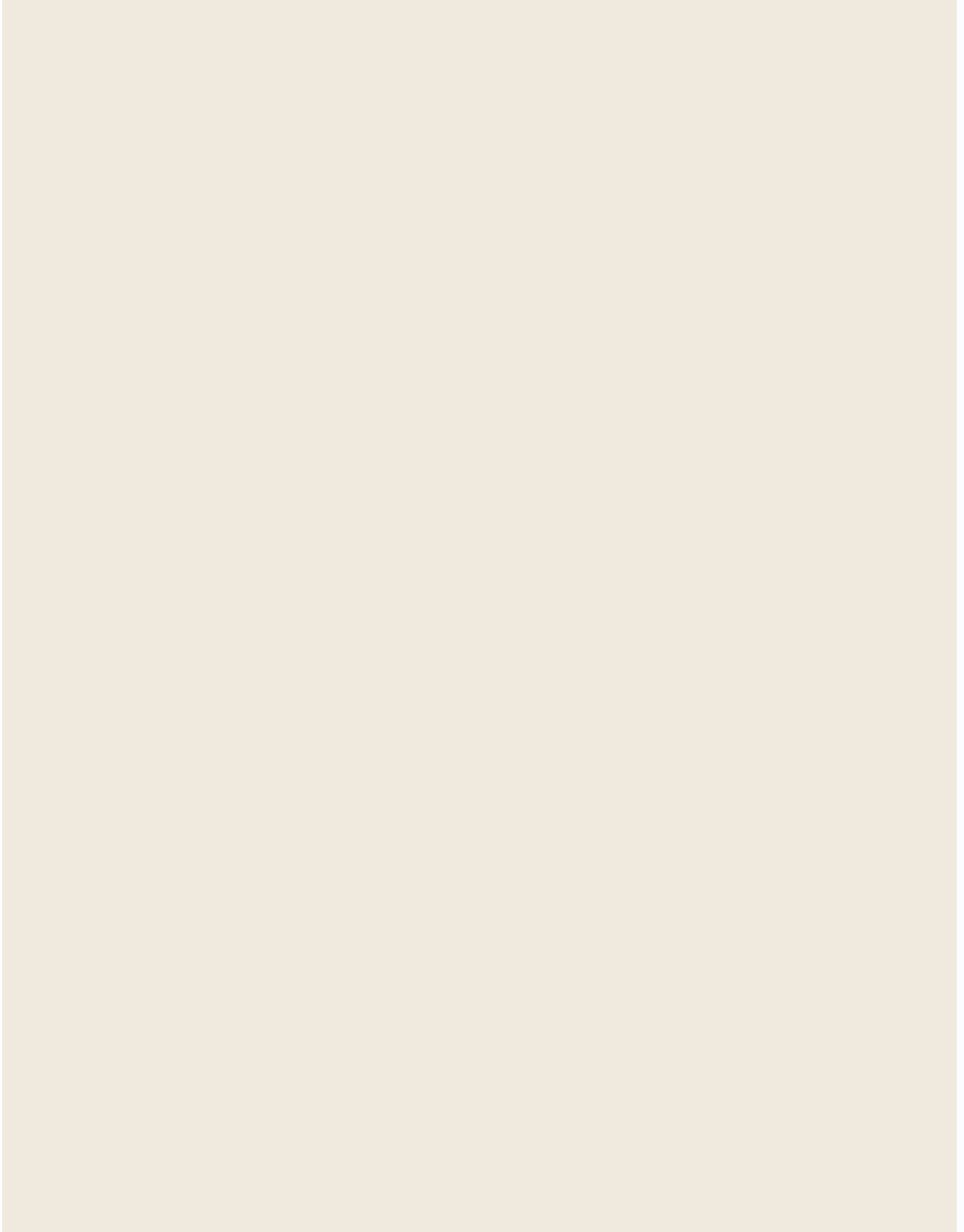
A character is followed by a cloud that rains only on them.



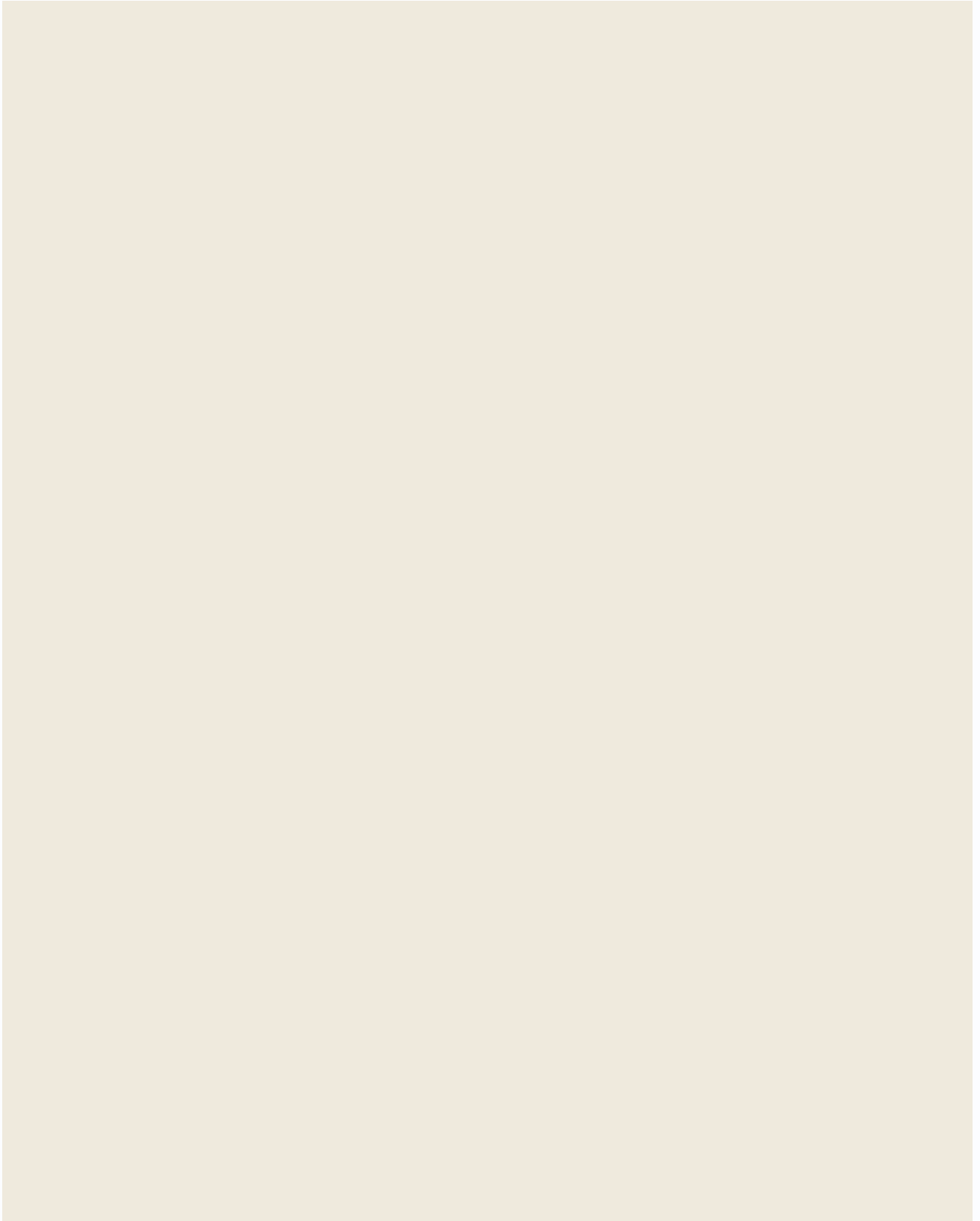
A character discovers they are immune to fire.



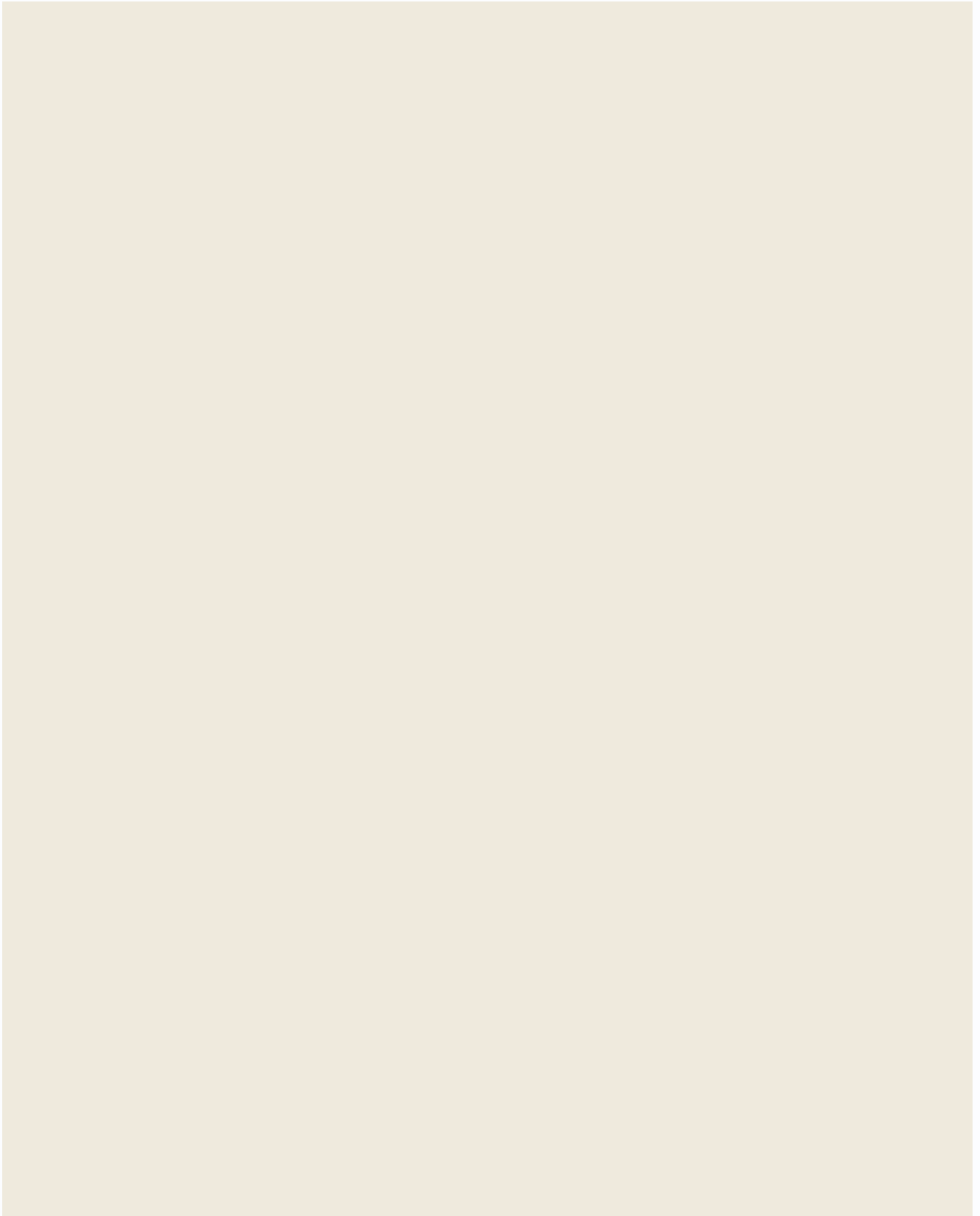
An old typewriter can answer any question.



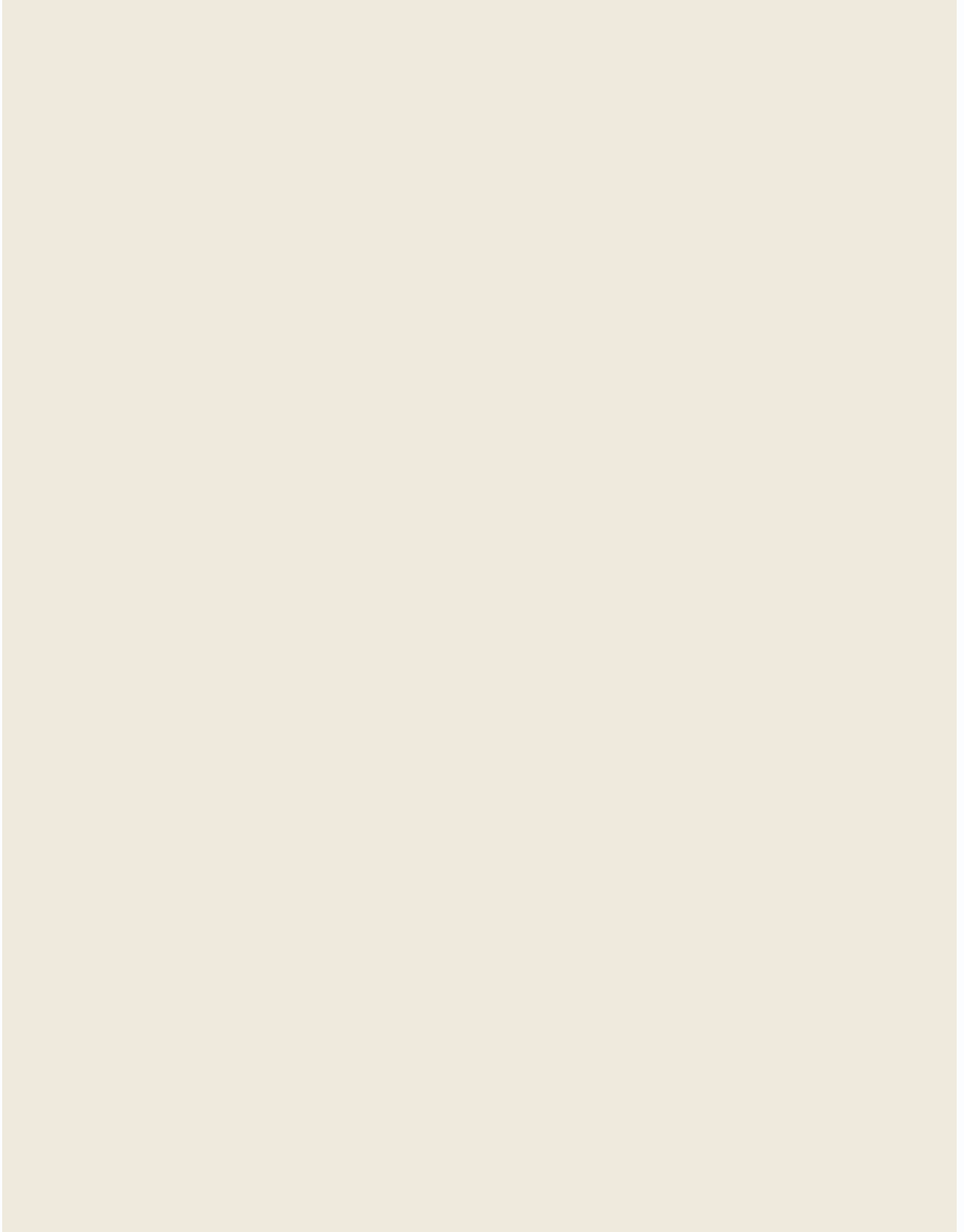
A character can learn any skill instantly by touching a book.



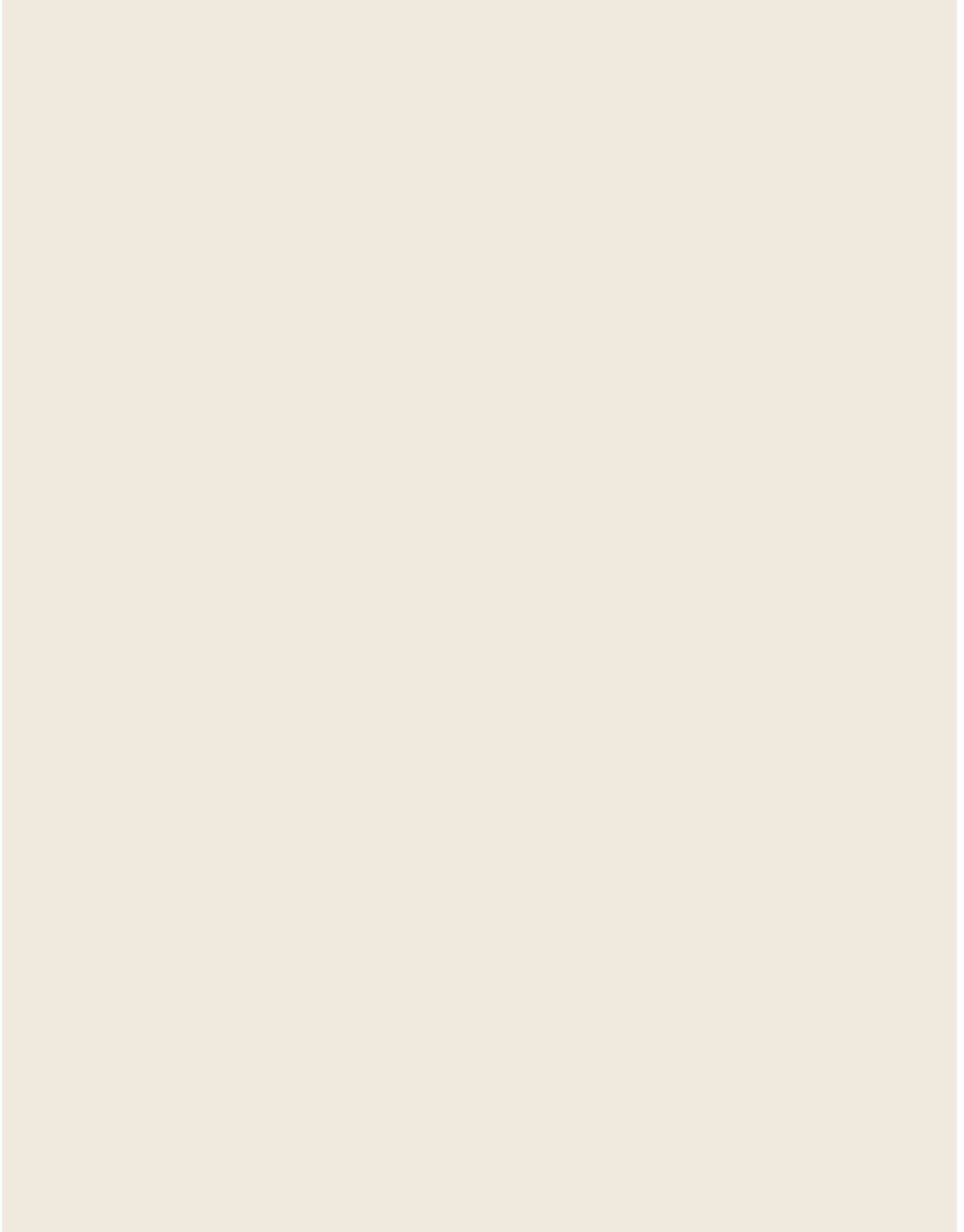
A pair of glasses allows the wearer to see people's true intentions.



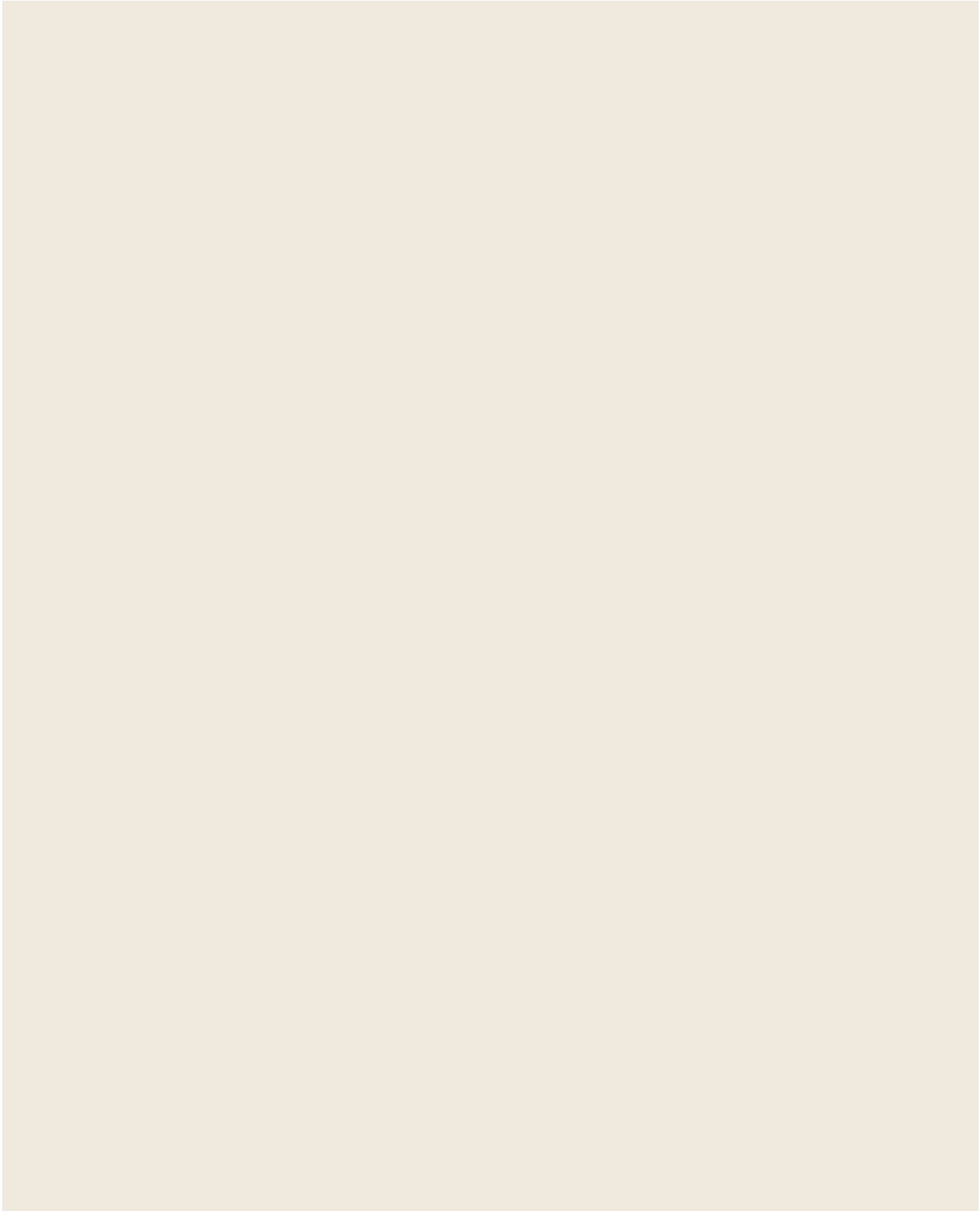
A character can travel through mirrors.



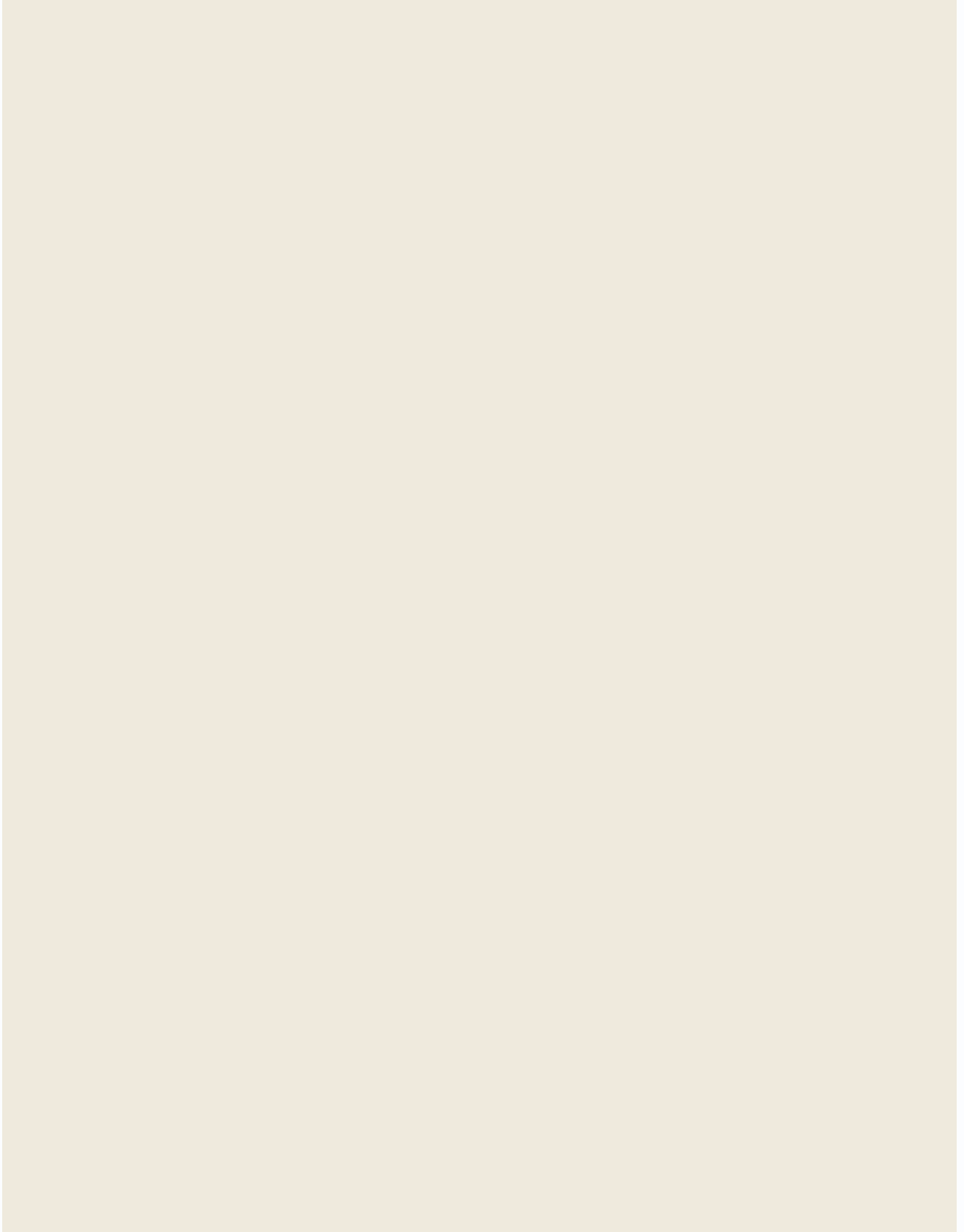
A character discovers a plant that grows money.



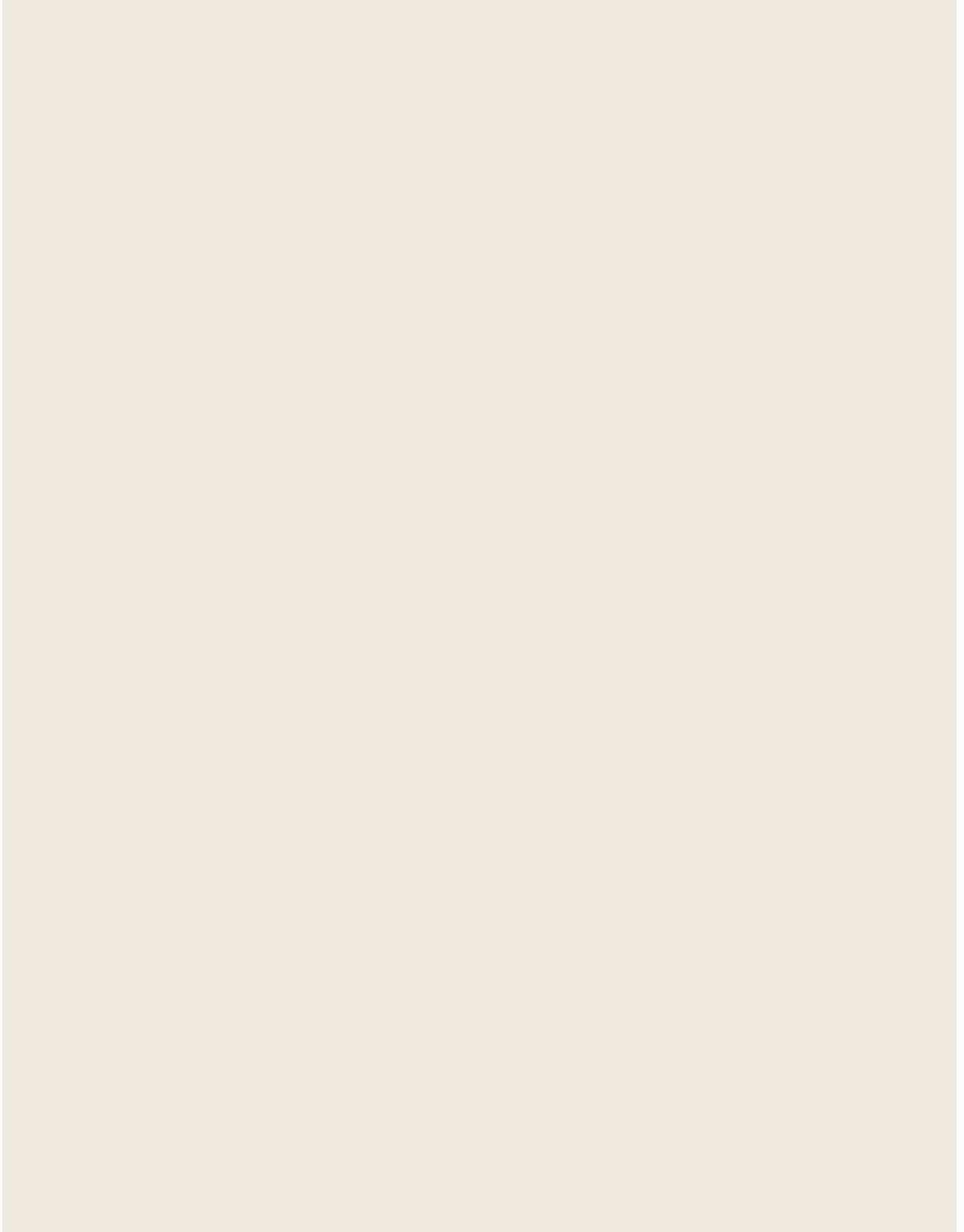
A character finds a door in their home that wasn't there before.



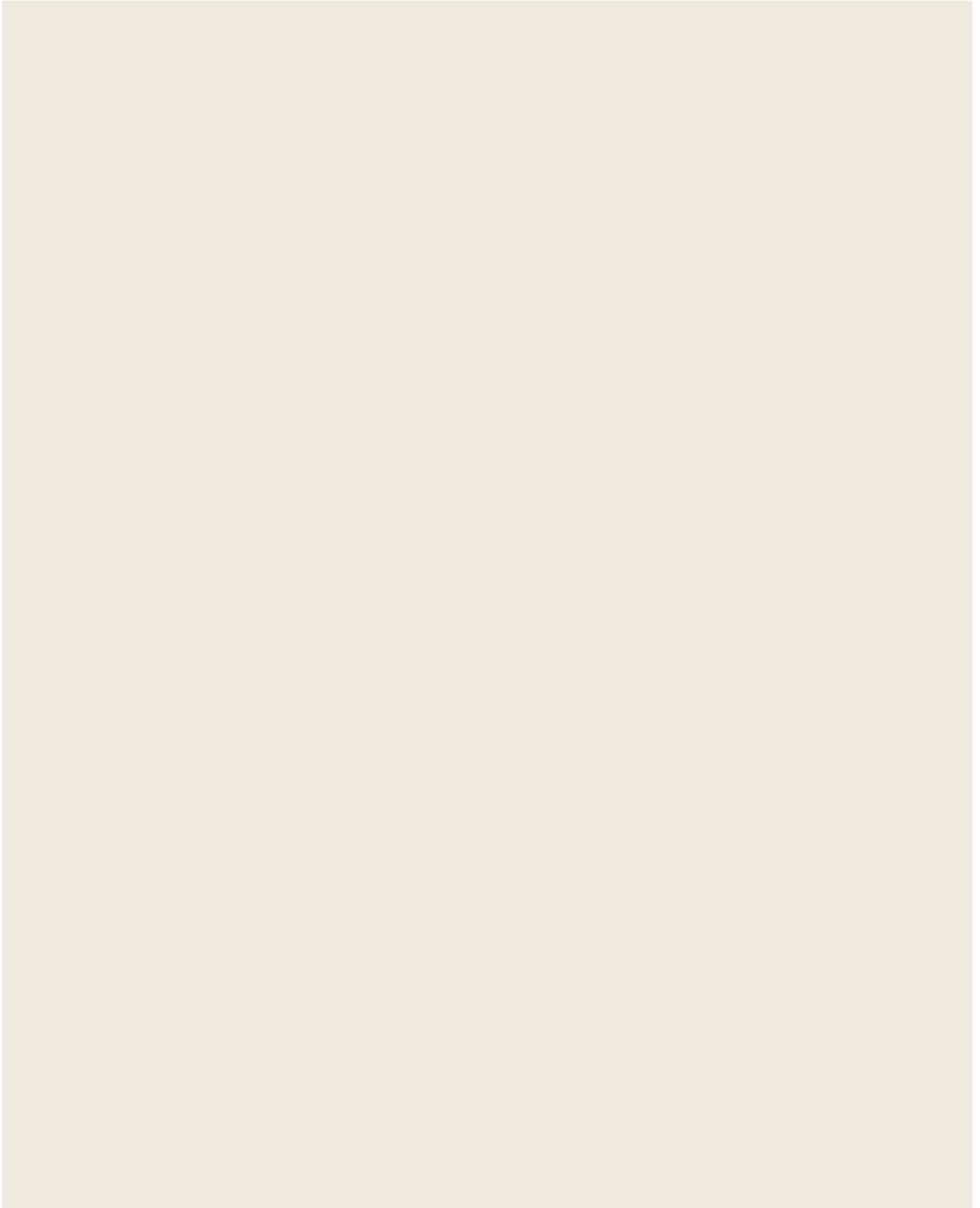
A character can turn into a shadow.



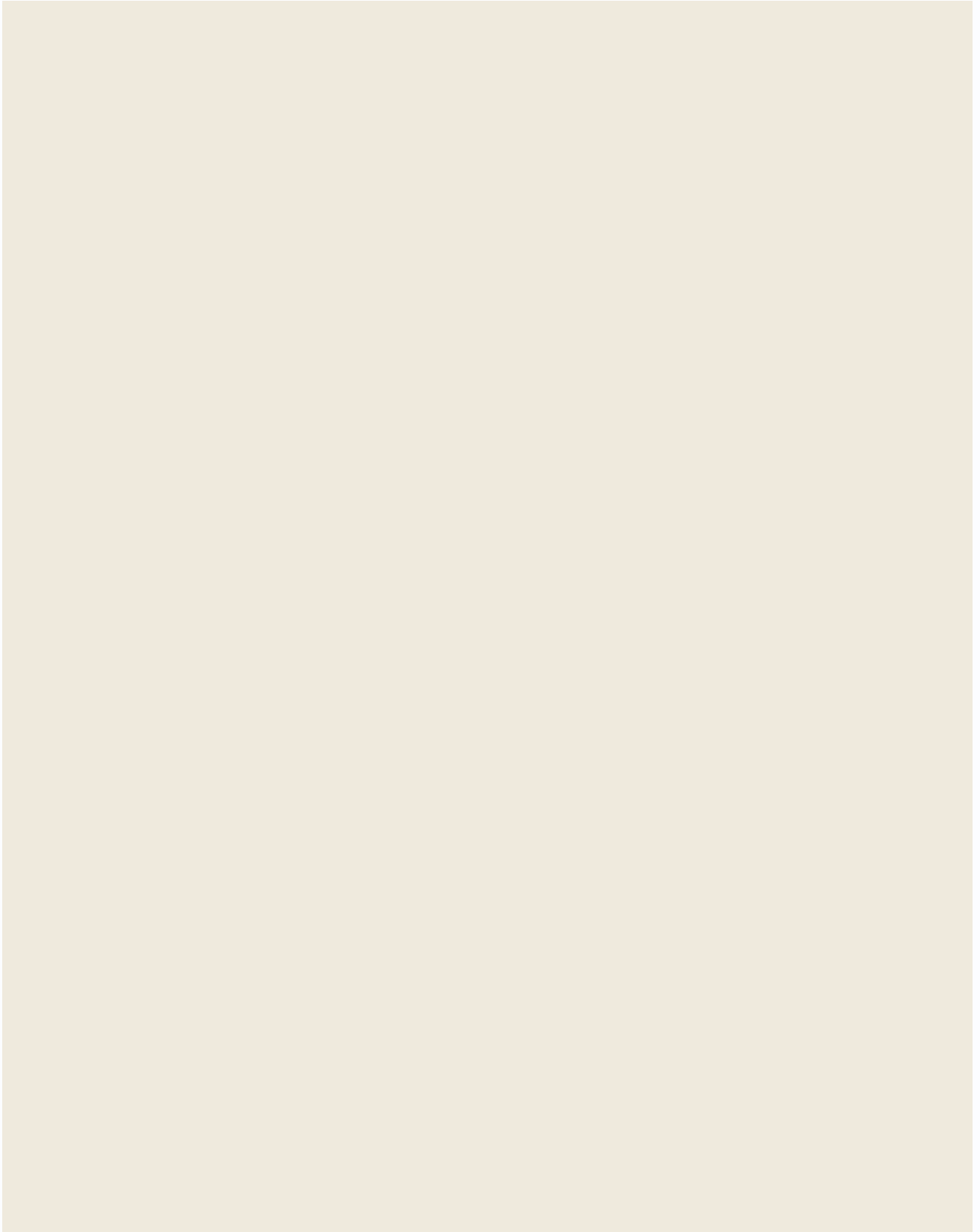
A character can freeze time when they hold their breath.



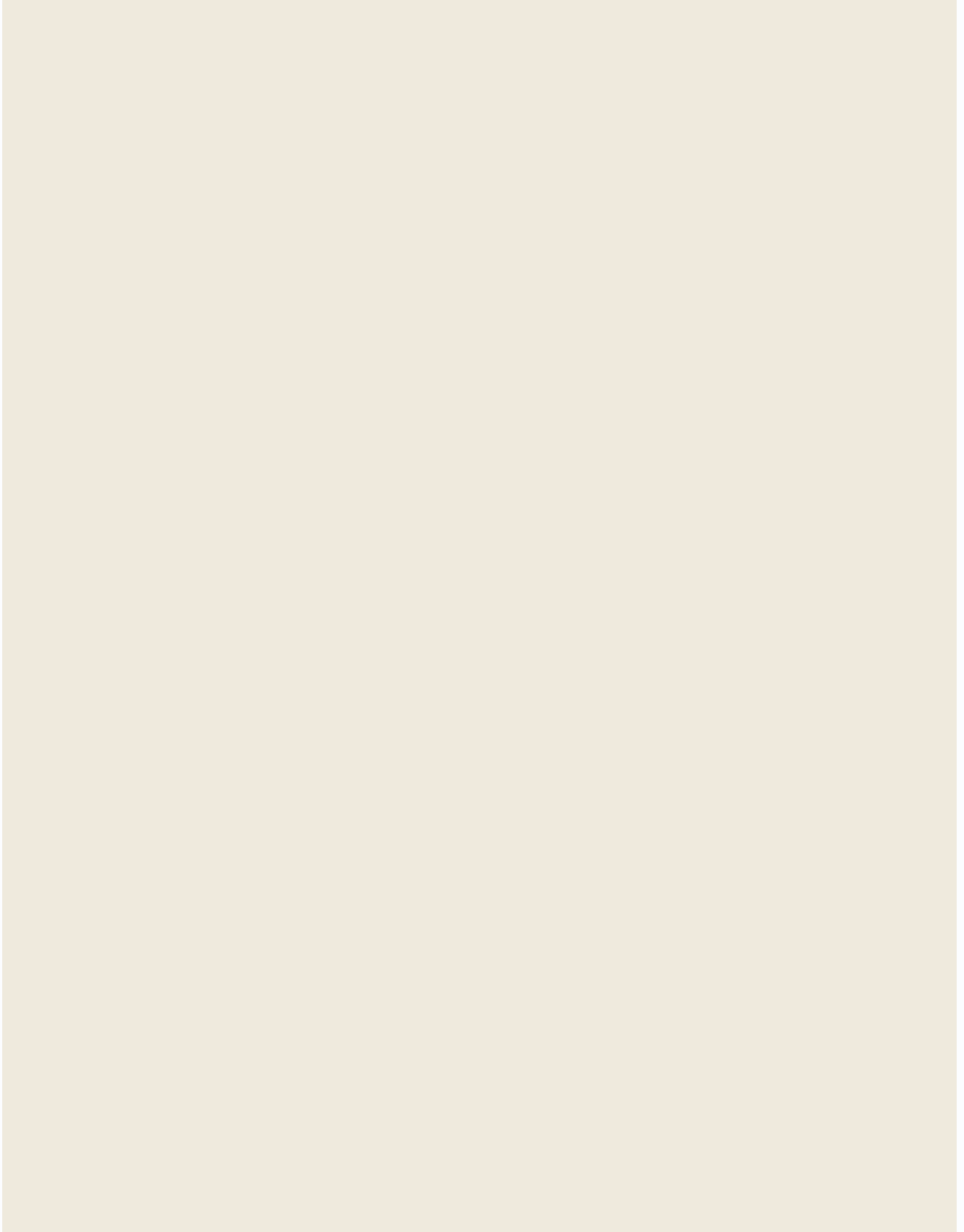
A character wakes up with a new tattoo that's a clue to their destiny.



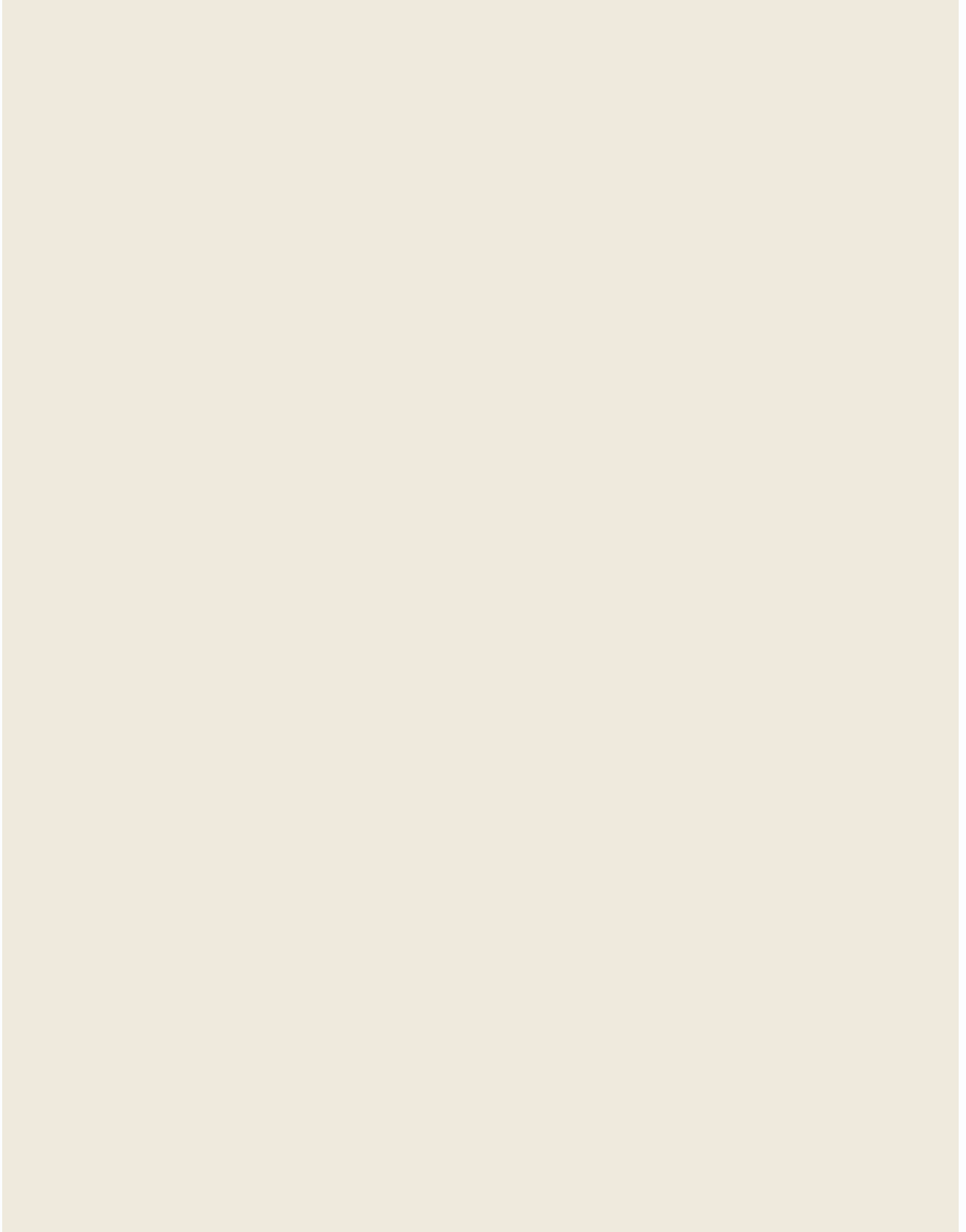
A smartphone app that tells you what life decisions to avoid.



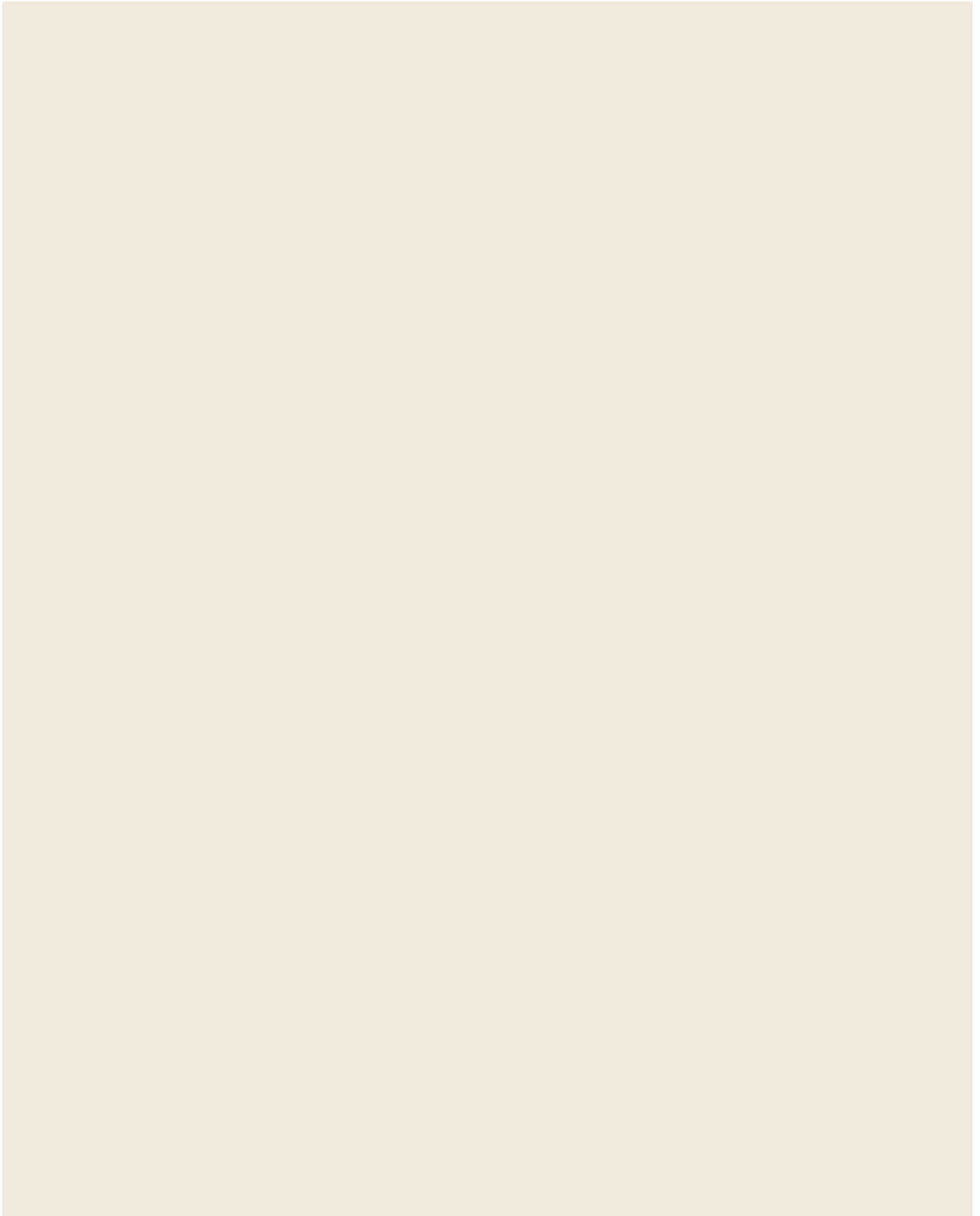
A character can bring origami animals to life.



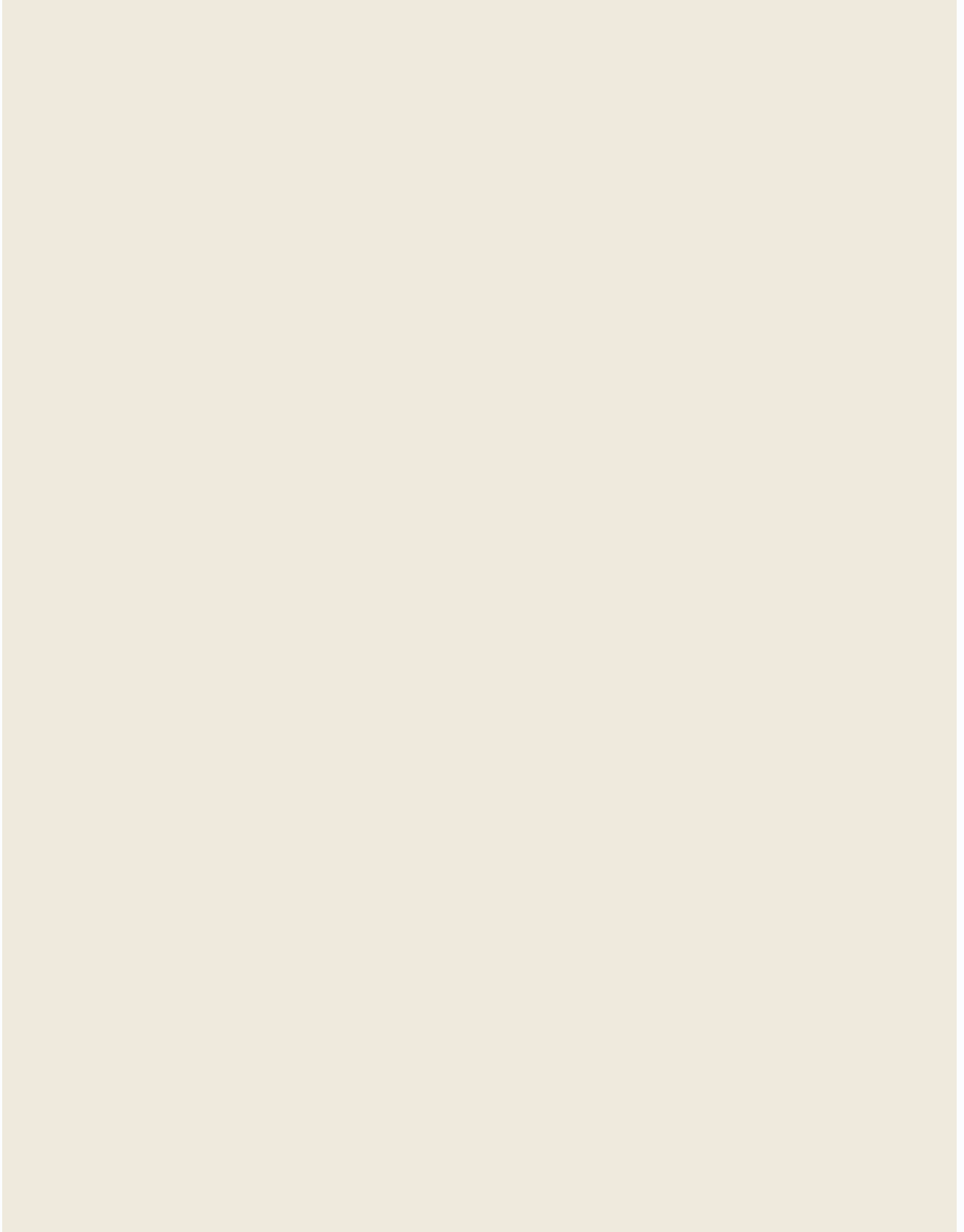
A character can swap their age with others.



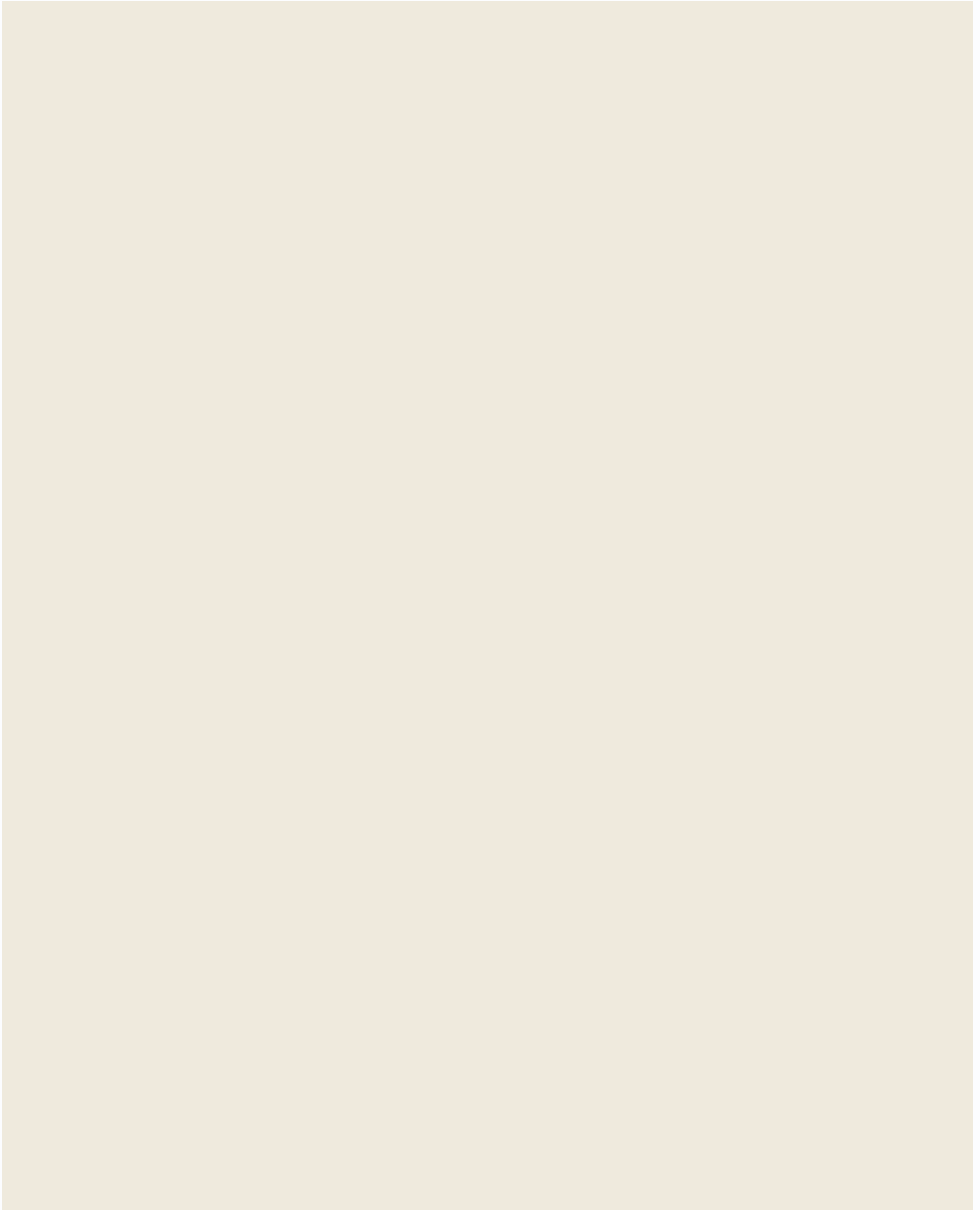
In this world, people can exchange years of their life for wishes.



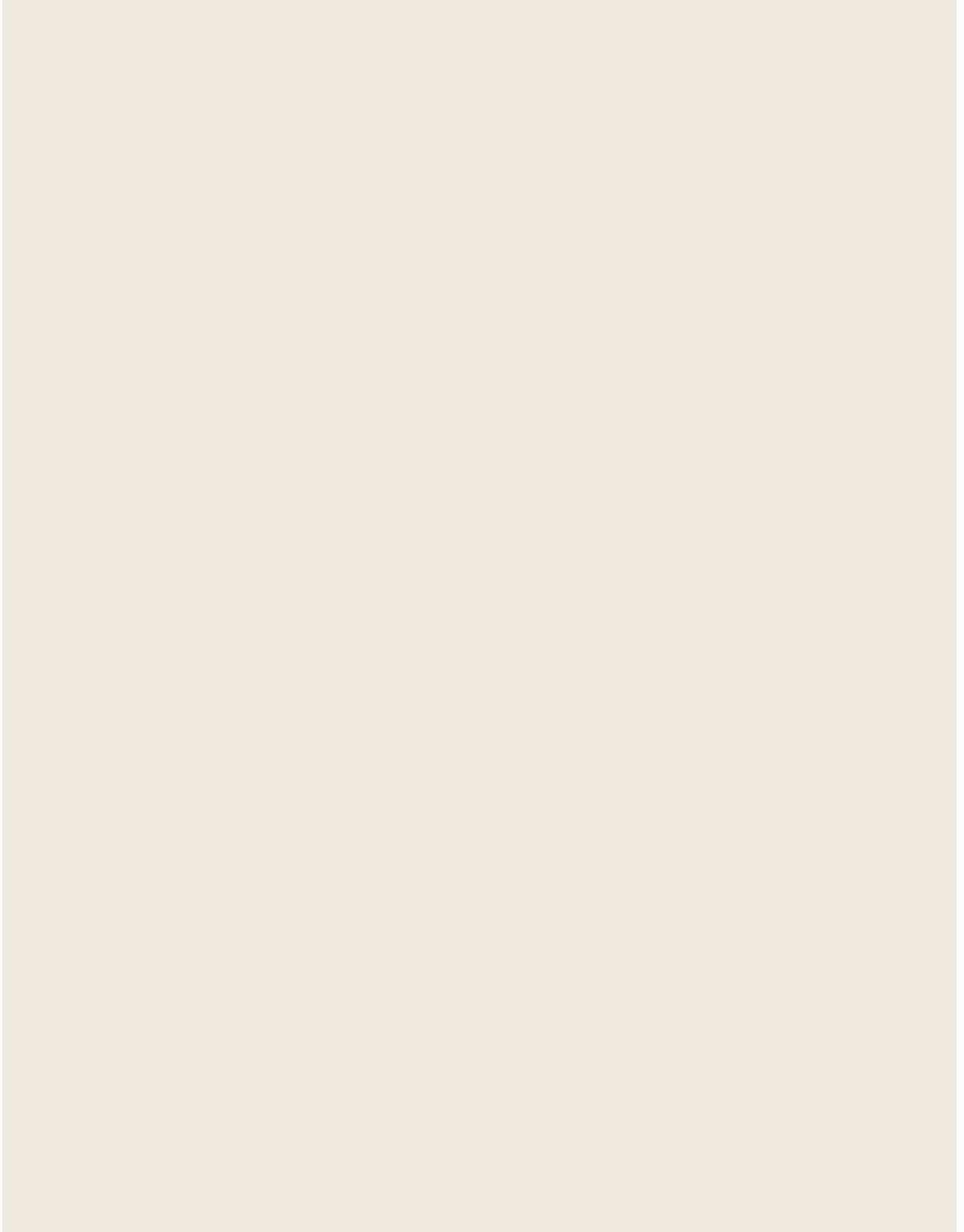
A character is trapped in a world without sound.



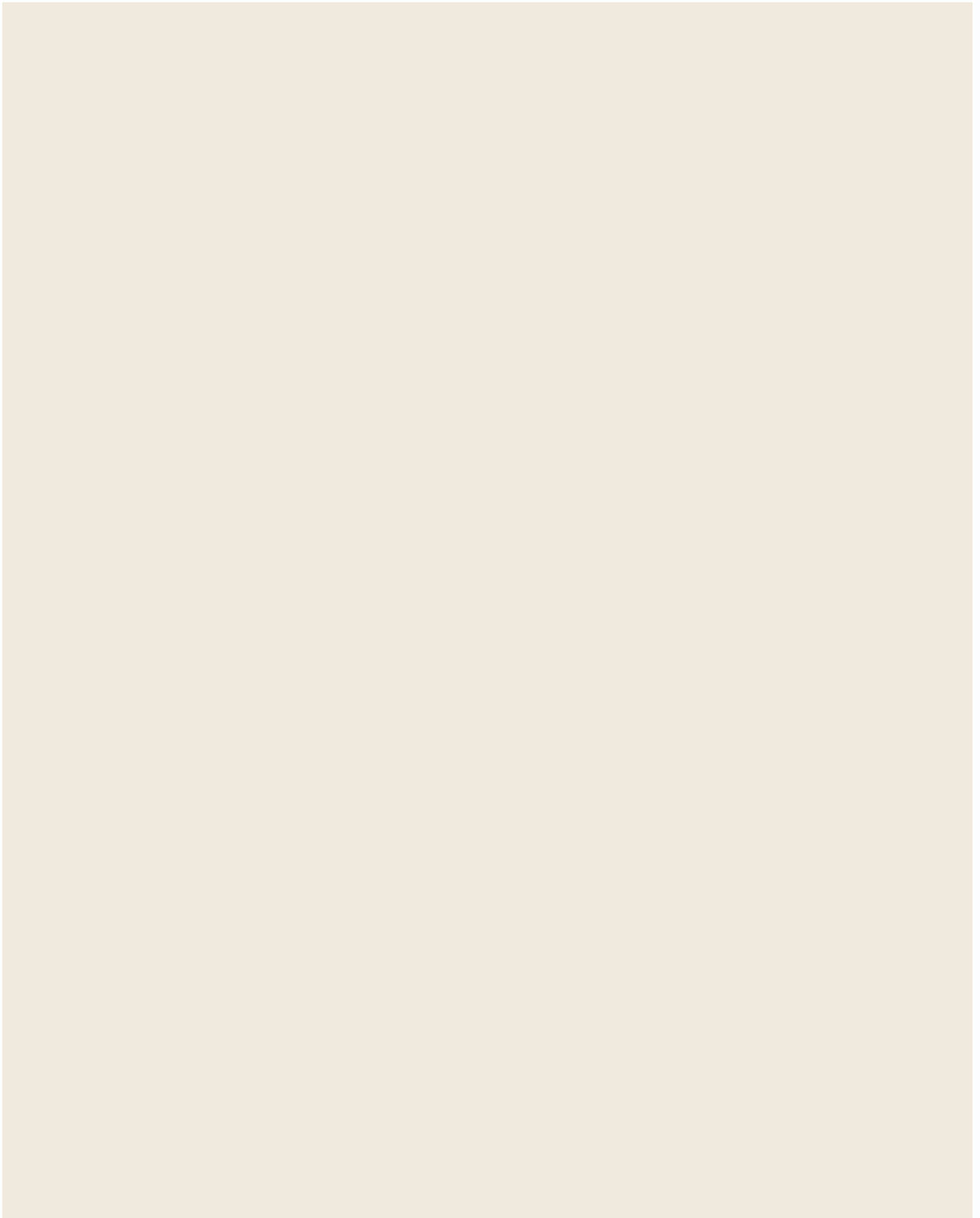
A character finds a clock that counts down to an
unknown event.



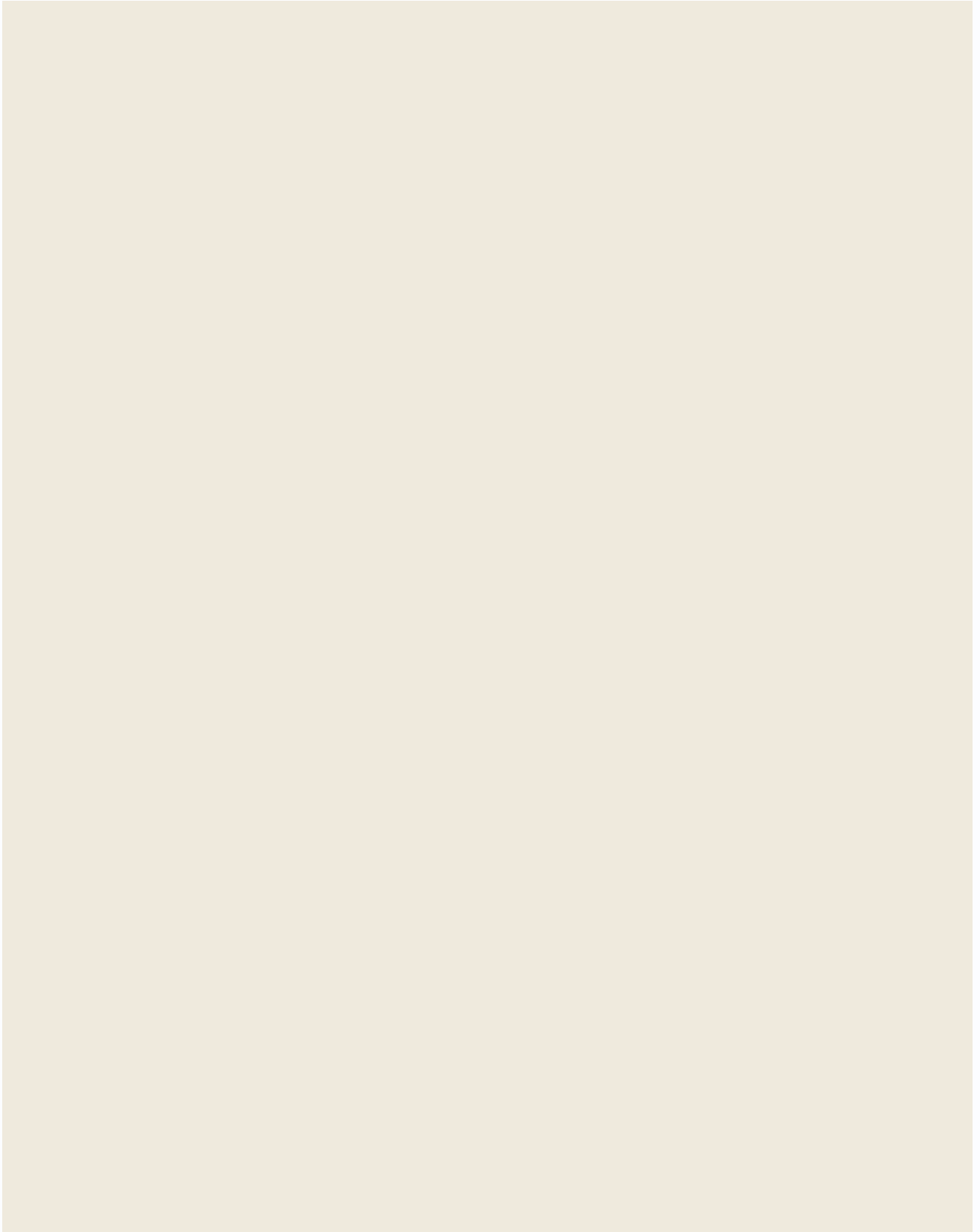
A bracelet lets you feel what others feel.



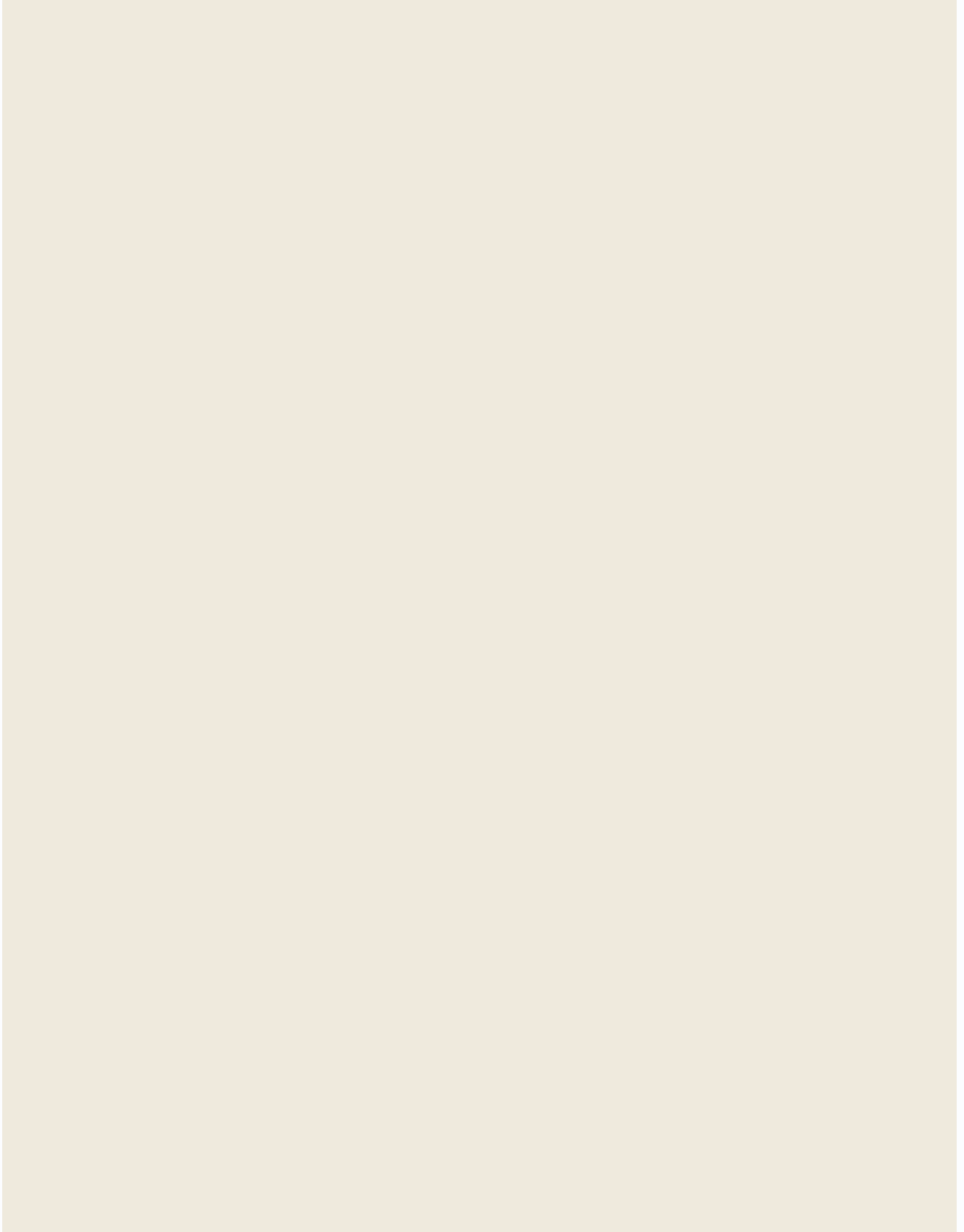
In this world, every full moon brings a different magical effect.



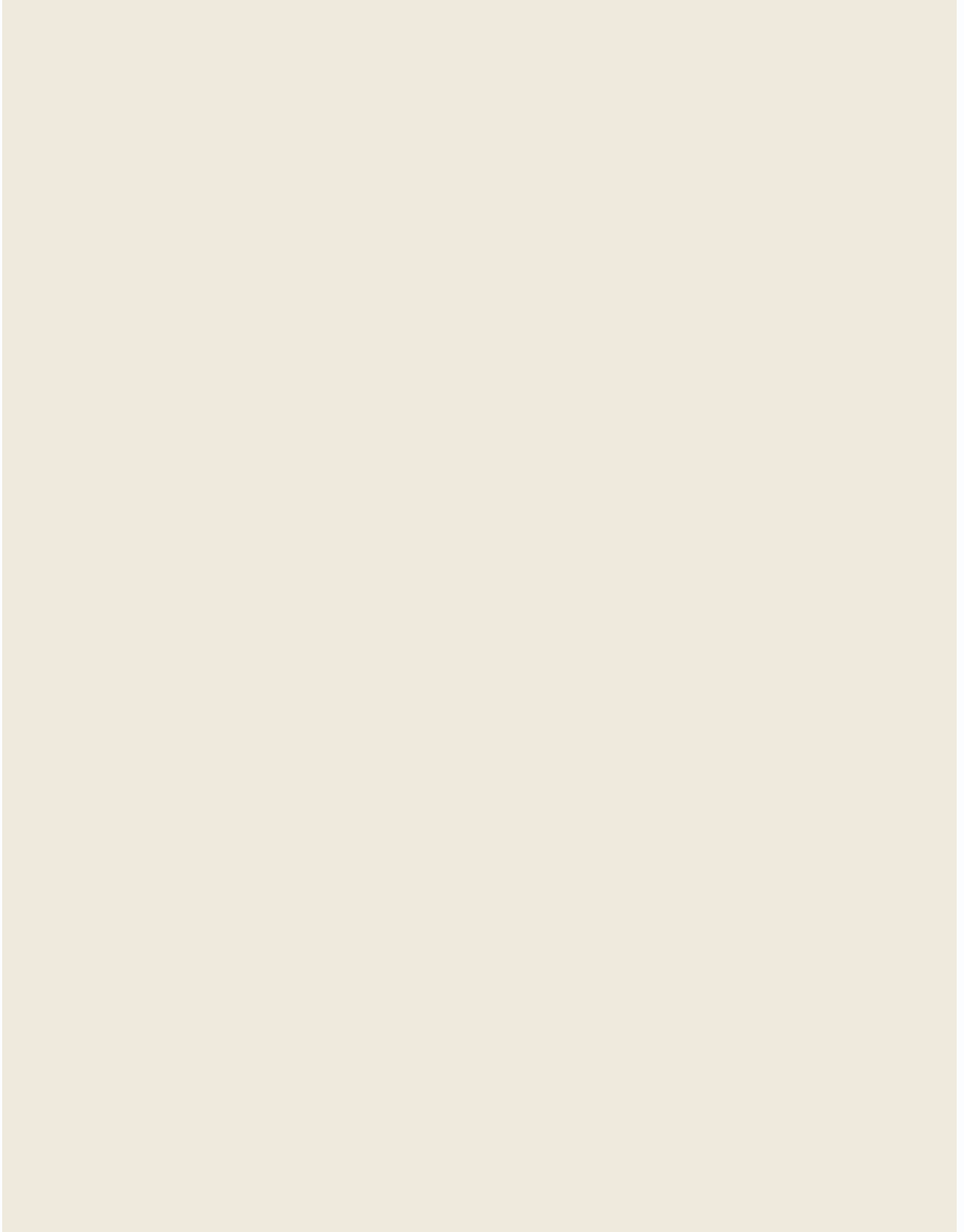
A character can teleport to anywhere they have previously visited.



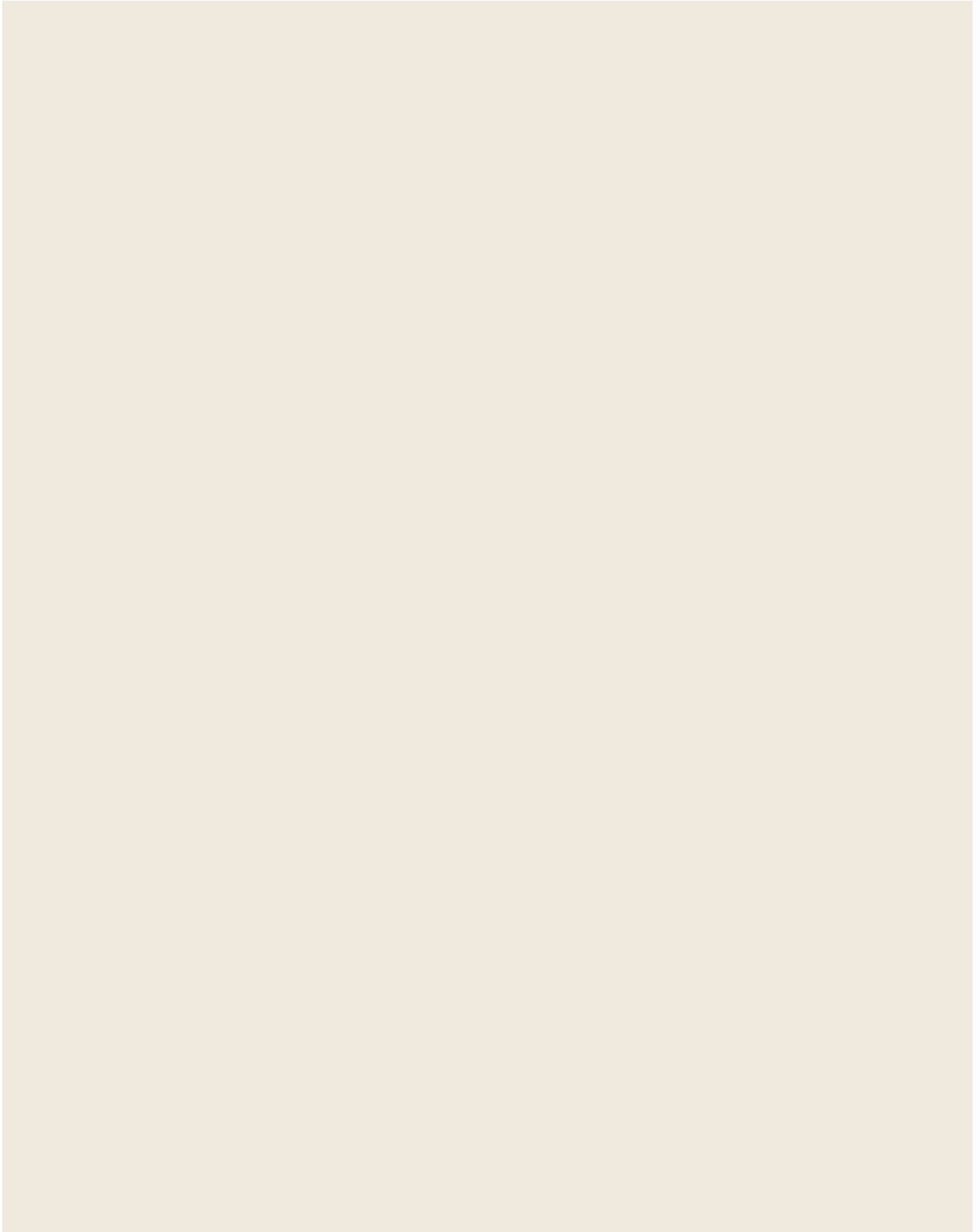
In this world, plants can move and hunt like animals.



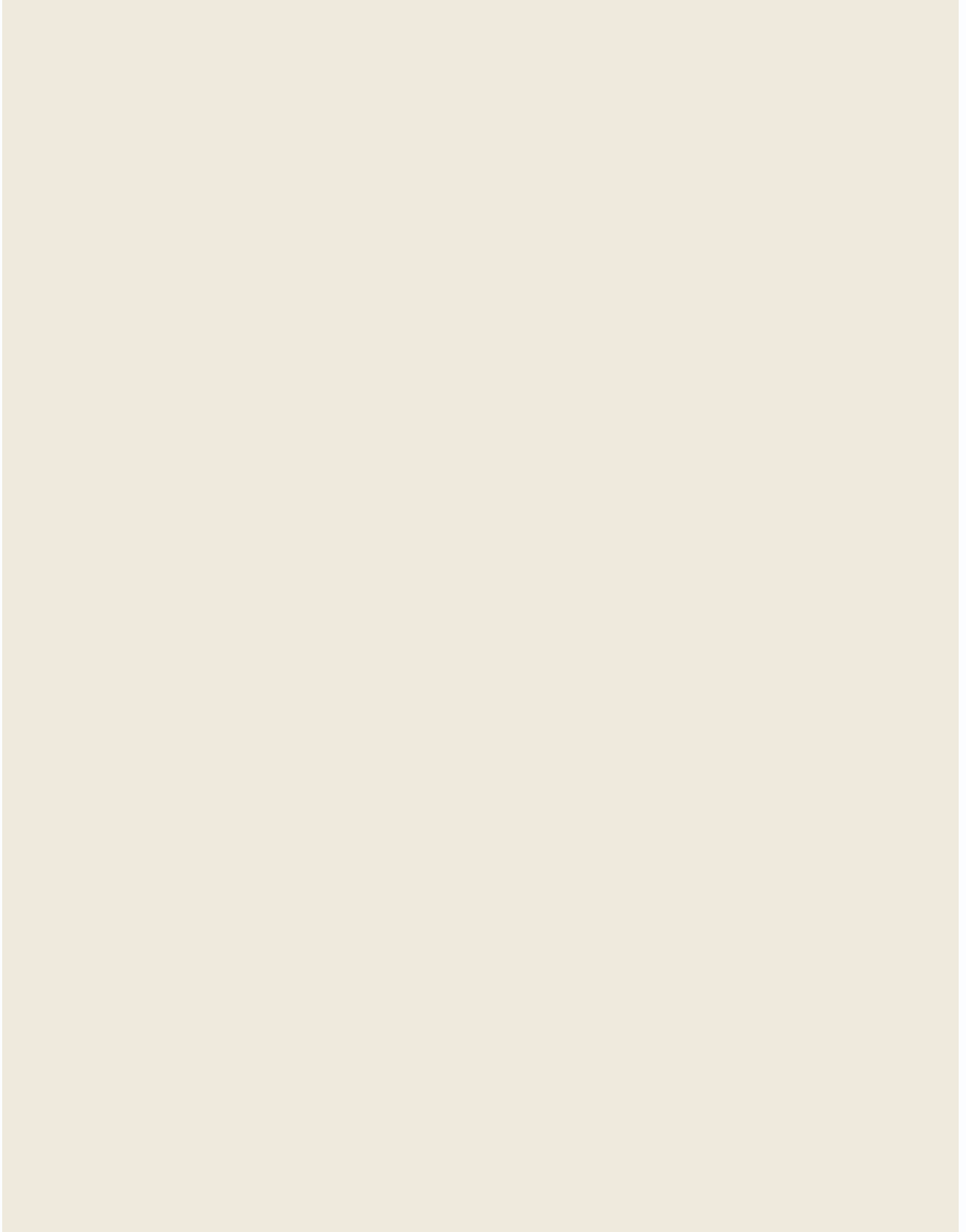
People are assigned an animal familiar at birth.



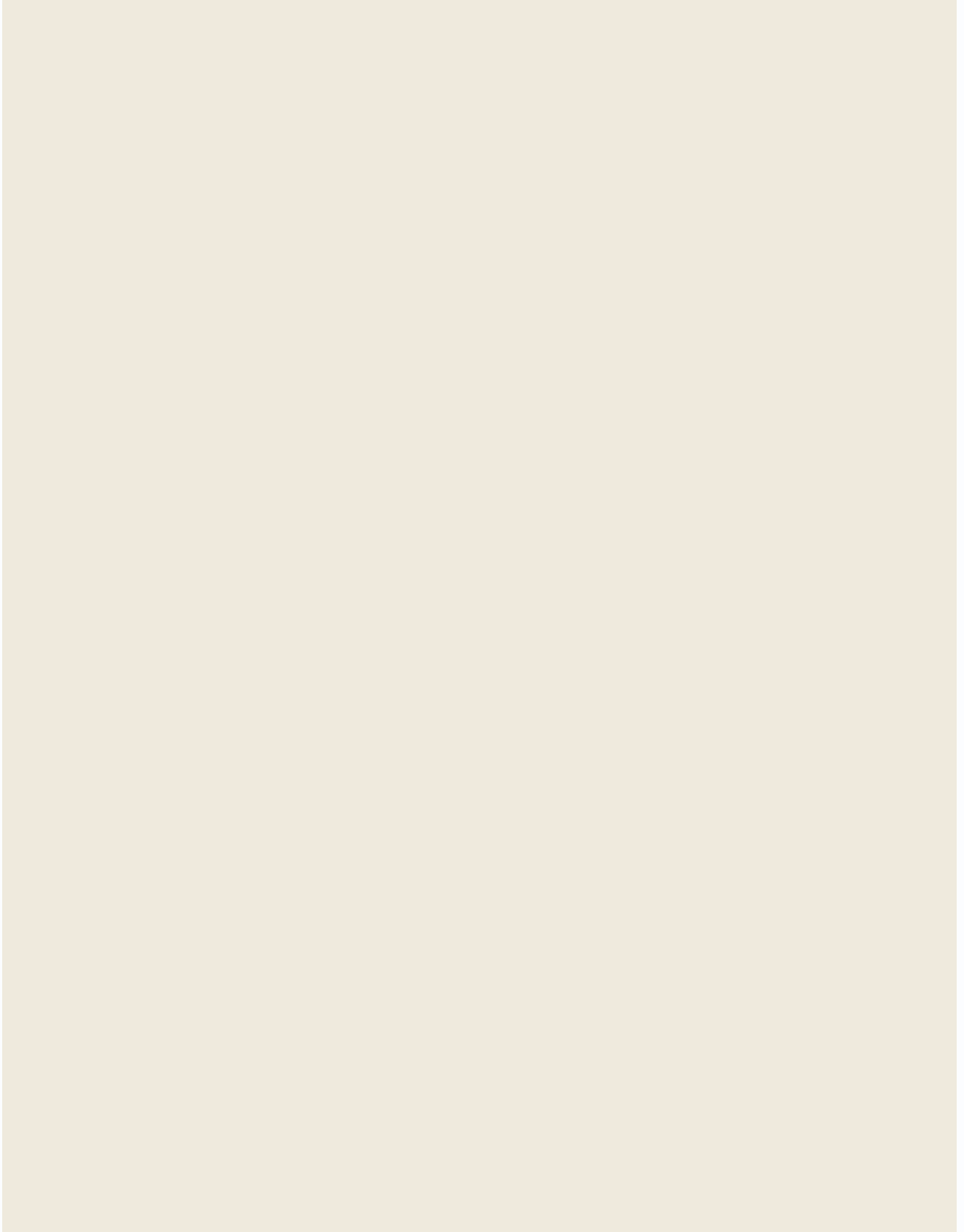
A character lives in a world where you must earn your name.



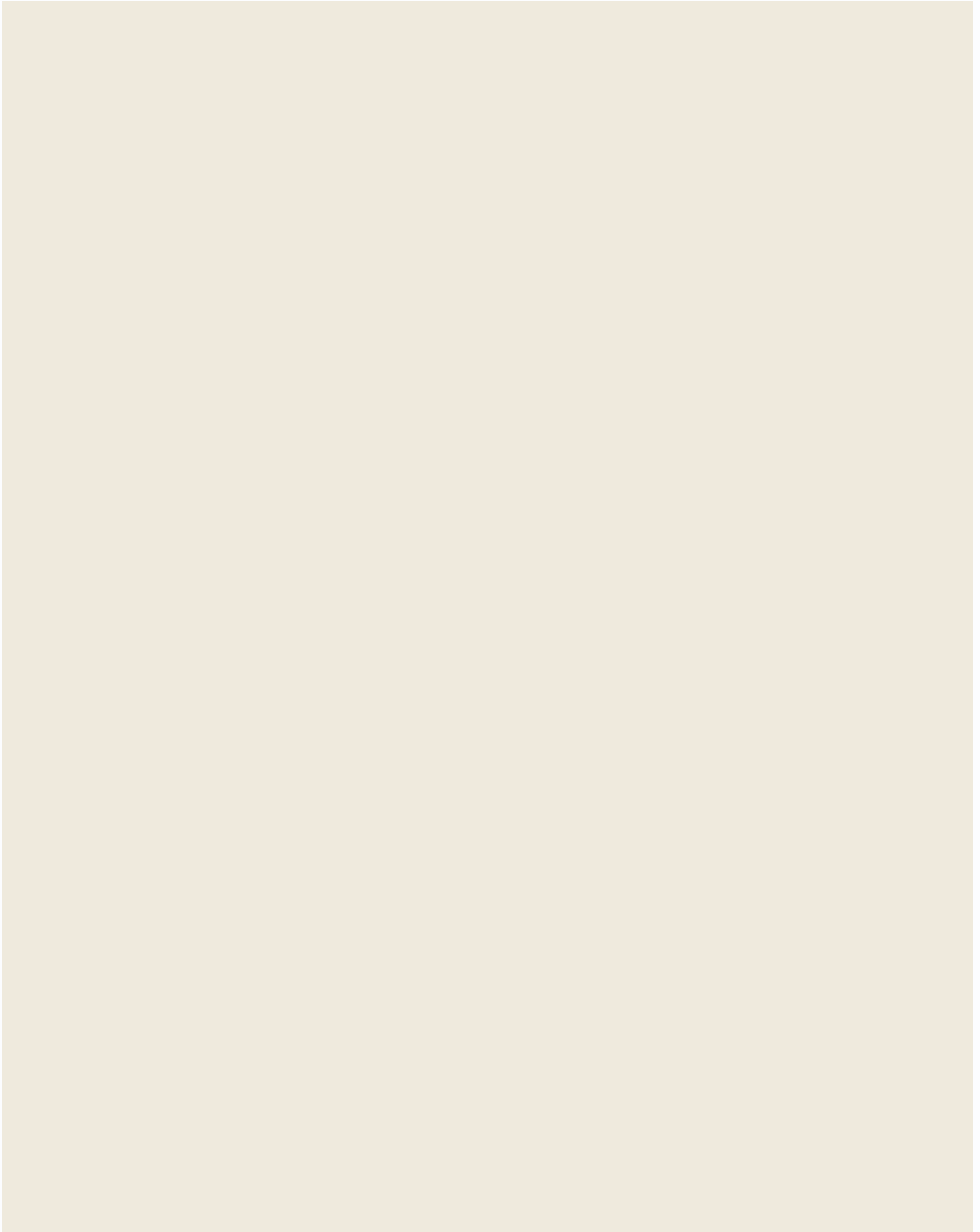
A character can make people speak the truth.



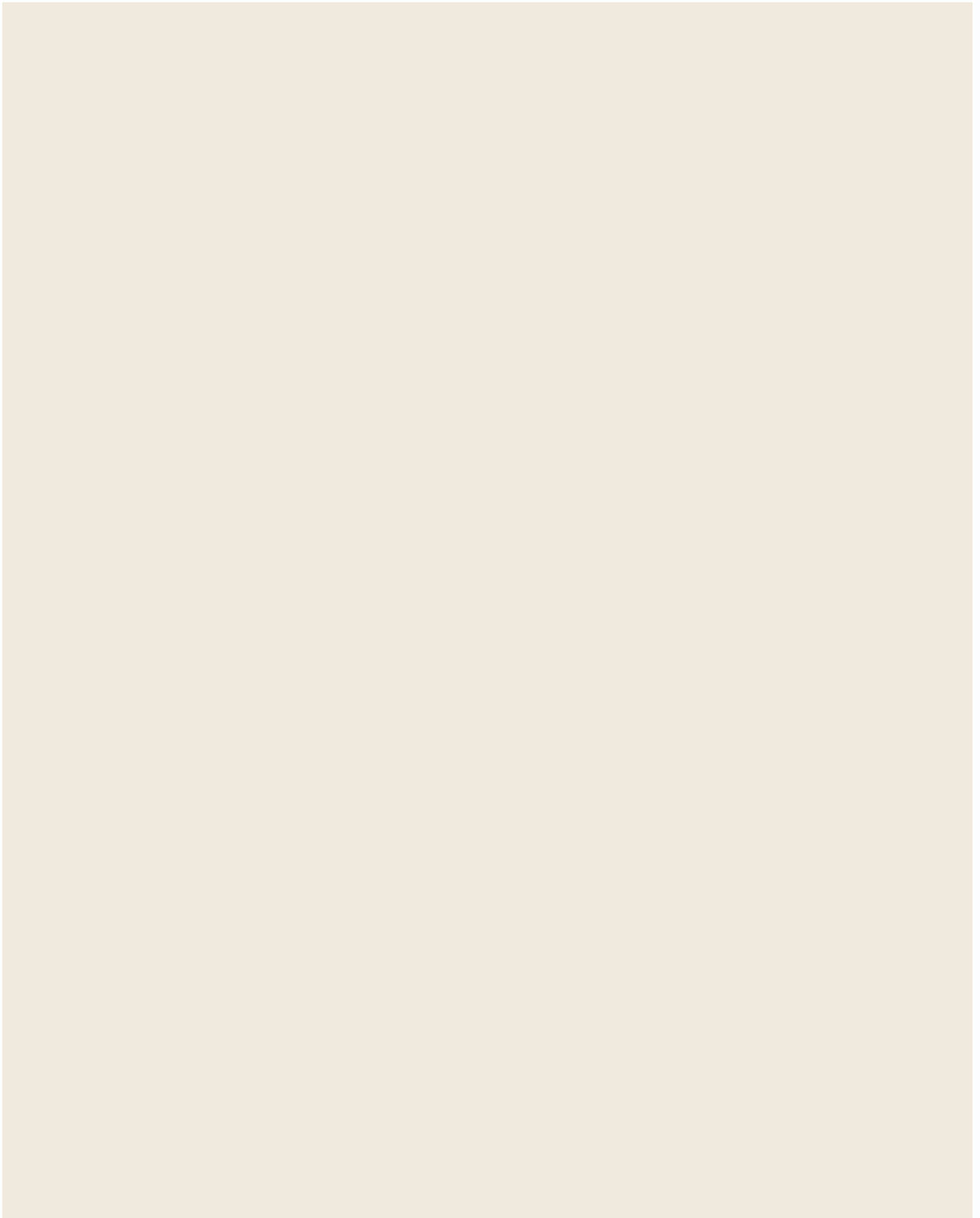
In this world, people live in giant, moving cities.



A character finds a key that unlocks any door, but at a cost.



A character finds out they can control the weather with
their moods.



A character discovers a tree that grows books.

