

## Aim and ambition

2:22 AM PST, December 31, 2009

Since the publication of my novel, a few weeks ago, more readers are now into the book or have finished a first read. Some readers asked me for whom I have written the book.

In short I have written the story as I would like to read it myself. Hence, it is aimed at readers who like factual based fiction with lots of interrelated details, which are important to the storyline. This last part is very important because stories which meander into irrelevant sidesteps are not my favorite. The facts presented in the story are there for a reason, always. Not to "show-off" the depth of the research, but to build a story around the main theme of the book: the nature of time.

The ambition of this story is to keep readers busy after reading and encourage them to read it again. Although it is acknowledged as a page-turner, sometimes the real deliverable of the story is somehow overlooked: a new perspective on the nature of time, being neither linear nor cyclic. This new perspective is discovered by Bootsma at the very end of the novel, when the story comes back to the prologue and closes the loop, which started at the beginning. In this way both the structure of the novel (moving along the days of one and the same week) and the main storyline (the fabrication of time) work in concert.

Why do some readers overlook the main story line? Some tell me they are quick readers and - when asked - did not realize the full meaning of the last page. In my novel the last page is equally important to all the previous pages together. All in all, the story is a puzzle - some say complicated - but when solved it pleases most. Based on reader's experience, a second read gives even more appreciation for the story. This is the kind of novel I like and have written myself.

## Some background info part 3

5:27 AM PST, December 25, 2009, updated at 7:30 AM PST, December 25, 2009

An important part of the story is built around the possibilities and limitations of time travel. However, this is woven into the background, just to make sure readers who don't like science fiction can stay on the same page and enjoy the whole story.

One reader commented that she never understood much of Einstein and his theories, until - reading about Jacob Burkowski's discoveries- she for the first time got a good understanding of how his  $E=MC^2$  actually works.

Einstein discovered that every object has its own clock. Depending on the speed the object is moving the clock will slow down. At the speed of light the clock has slowed down so much, that if a person would be travelling to another planet and back, that person would be much younger than the ones who had stayed at home.

For my novel it is important to understand that, because of Einstein's famous formula, it is impossible for a human body to travel in time because of the enormous amounts of energy needed (E) or the required speed of light (C). Our bodies are just not fitted for such an expedition. That's why the solution as described in my novel makes it all possible... without using your body, and using brain waves instead, or better formulated using 'think waves', tiny particles hidden inside your brain.

Another important ingredient is the use of the exact time, hence the need for the atomic clock of the [United States Naval Observatory](#) (USNO) in Washington D.C., which I also visited. This clock is responsible for our GPS car navigation, guided weapon systems and space odysseys. For getting the required accuracy to land exactly at the right place and (!) time, we need an atomic clock. It is for this reason you read about USNO early on in the story.

A final note on time travel is about time-travel paradoxes. In my novel I introduce two more paradoxes than commonly mentioned: the first time-travel paradox is that you cannot kill your grandparents (don't think we ever wanted such a thing), the second that you cannot travel back beyond the time the time-travel machine was invented. It is especially this last paradox which I modified, because it is conceptually a far less limiting paradox. The third and the fourth paradoxes are logic steps following the basic concept that you can only change the future, not the present and for sure not the past, although...

## Some background info part 2

2:09 AM PST, December 13, 2009, updated at 8:30 AM PST, December 13, 2009

Before I go into Vatican City in Rome as a major visual arena of the story, I first want to share some feedback from readers.

The novel *The Day Time was Hacked* has been written in more than five years. Having said this, it should be noted that reading the novel is at its best when one can dig into it without too much interruption. Though the story is highly accessible, multiple storylines run forward and keeping pace with them is a large part of the fun. See my [listmania](#) for comparable books, movies, and games.

Some readers have difficulty with chapter 4. Please do understand that Roto Ashlev is - in Part One - as enigmatic as the back cover says. If you feel he and John Pakula are one and the same, please follow that thought and keep in mind that the Point of View of a chapter or sub-chapter determines which one is visible on the stage.

And now for some excellent sources of information on the Italian part of the backstory. A central part of the story is built around the [Torre dei Venti](#), the Tower of the Winds in Rome. Please click on the hyperlink and enjoy a tour inside this tower! This nondescript tower was built on top of the Secret Vatican Archives and was once used to change our Julian calendar into our current [Gregorian calendar](#). It was the first attempt to change our concept of time, amidst the fierce religious wars of the Counter Reformation. Being a copy of a much older tower in [Athens](#), it has been discovered recently that the purpose of this tower was not exactly as official history has claimed it to be. I was allowed to visit the Secret Vatican Archives - which is a rare opportunity, not many fiction writers can claim they did - including an extensive tour inside the Tower of the Winds. I was struck by the marble disk on the floor and the two [signs](#) engraved into it. From there my research took an unexpected turn. Please click on the hyperlink and look for those tiny symbols.