

Captain's Log

Star Trek Diaries

Date of This Publication
Earth Date: Aug 02, 2024
Stardate: -298412.56

To catch-up with the latest posts, Please <u>Visit Blog Online</u>

Reviews written by Mesut Yılmaz

























Captain's Log - Star Trek Diaries

Hi There 🖖

I'm <u>Mesut</u>, I'm a Trekkie, inspired by Gene Roddenberry's wisdom and art. In this sub-blog, I'm trying to share my thoughts on episodes of the Star Trek spinoffs.

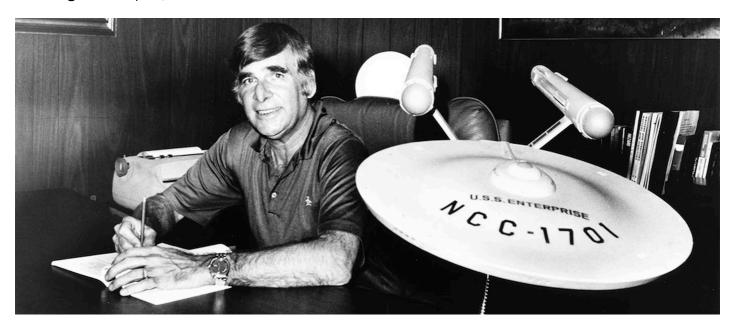
I believe each Star Trek instance worth thinking on it. Not all of the episodes are equal, so I'm applying 3-pillar scoring for episodes for ranking them and learning more from them.

Last thing, let's remember what was Star Trek from its original series creator Gene Roddenberry;

"Star Trek was an attempt to say that humanity will reach **maturity** and **wisdom** on the day that it begins not just to tolerate, but take a **special delight in differences** in ideas and differences in life forms. If we cannot learn to actually enjoy those small differences, to take a positive delight in those small differences between our own kind, here on this planet, then we do not deserve to go out into space and meet the diversity that is almost certainly out there."

- Gene Roddenberry

Live Long and Prosper \bigselow



View Criteria

View Scoreboard

Read Reviews

This Blog is also available as:

RSS Feed

PDF (latest)

Open Source: This blog is an open-sourced blog. Feel free to fork / clone it to build your own Star-Trek themed blog.



License GPLv3

My re-watch progress

I watched the whole spinoffs of Star Trek (except some of the modern! replications) and I enjoyed a lot. I decided to re-watch (and assimilate*) Star Trek from scratch and took notes.

Spinoff		Air Date	Reviewed / Total Episodes	Best - Average - Minimum Scores	
STAR TREK	The Original Series	(1966)	12 / 80 15.0% Reviewed	21.0 - 46.4 - 80.0	
STAIR THE NEXT GIVEN AND THE NEX	The Next Generation	(1987)	1 / 178 0.6% Reviewed	16.8 - 16.8 - 16.8	
— Star Trek — Enterprise	Enterprise	(2001)	6 / 98 6.1% Reviewed	27.0 - 58.4 - 85.7	
STAR TREK	Discovery	(2017)	10 / 65 15.4% Reviewed	6.4 - 22.0 - 51.2	
Overall			29 / 924 0.0% Reviewed	6.4 - 39.4 - 85.7	

^{*}see: Borg

Score Board

View Criteria Read Reviews

As I'm rewatching the Star Trek series from scratch again, the reviews are following my arbitrary re-watch order. But this table below is sortable with each column. Feel free to modify it.

Here is the score board of my evaluation for each episodes.

General Scores

Spinoff		Air Date	Reviewed / Total Episodes	Best - Average - Minimum Scores
STAR TREK	The Original Series	(1966)	12 / 80 15.0% Reviewed	21.0 - 46.4 - 80.0
SIDA THE THE MEST GRANDON	The Next Generation	(1987)	1 / 178 0.6% Reviewed	16.8 - 16.8 - 16.8
—STAR TREK— ENTERPRISE	Enterprise	(2001)	6 / 98 6.1% Reviewed	27.0 - 58.4 - 85.7
STAR TREK	Discovery	(2017)	10 / 65 15.4% Reviewed	6.4 - 22.0 - 51.2
Overall			29 / 924 0.0% Reviewed	6.4 - 39.4 - 85.7

Best Episodes under Categories

Best of		Score	
Overall Best	— Star Trek — Enterprise	ENT-0101 Broken Bow, Part 1	85.74 / 100
Star Trek Values (5 / 5)	STAR TREK	TOS-0214 Bread and Circuses	80.00 / 100
Inspiration (5 / 5)	STAR TREK	TOS-0124 Space Seed	68.00 / 100
Story Development (5 / 5)	STAR TREK	TOS-0214 Bread and Circuses	80.00 / 100

Episodes, Scored

Spinoff ▲▼	Episode Code ▲▼	Name ▲ ▼	Over	all Score ▲▼
— Star Trek— Enterprise	ENT-0101	Broken Bow, Part 1		***

Spinoff ▲▼	Episode Code ▲▼	Name ▲▼		Overall Score ▲▼	
— Star Trek— Enterprise	ENT-0102	Broken Bow, Part 2		***	
STAR TREK	TOS-0214	Bread and Circuses	80.00	***	
— Star Trek— Enterprise	ENT-0113	<u>Dear Doctor</u>	76.95	****	
STAR TREK	TOS-0124	Space Seed	68.00	***	
STAR TREK	TOS-0310	For the World Is Hollow and I Have Touched the Sky	61.41	****	
STAR TREK	TOS-0220	A Piece of the Action	57.80	***	
STAR TREK DISCOVERY	DIS-0506	Whistlespeak	51.20	***	
STAR TREK	TOS-0224	The Ultimate Computer	51.00	***	
STAR TREK	TOS-0120	The Alternative Factor	48.96	***	
— Star Trek— Enterprise	ENT-0122	Vox Sola	47.42	***	
STAR TREK	TOS-0001	The Cage (Pilot Episode)	36.00	☆☆☆☆☆	
STAR TREK	TOS-0202	<u>Metamorphosis</u>		***	
STAR TREK	TOS-0319	The Cloud Minders		☆☆☆☆☆	
STAR TREK	TOS-0212	<u>I, Mudd</u>		☆☆☆☆☆	
STAR TREK	DIS-0507	<u>Erigah</u>		***	
STAR TREK	TOS-0113	The Galileo Seven	30.60	☆☆☆☆☆	
STAR TREK	DIS-0504	Face the Strange	28.80	***	
— Star Trek — Entferprise	ENT-0116	Shuttlepod One	27.46	***	
— Star Trek — Enterprise	ENT-0119	Acquisition		☆☆☆☆	
STAR TREK	DIS-0510	"Life, Itself" & General Evaluation of Discovery Season 5		☆☆☆☆☆	
STAR TREK DISCOVERY	DIS-0501	Red Directive 21.		☆☆☆☆☆	
STAR TREK	TOS-0117	Shore Leave 21.00		☆☆☆☆	
STAR TREK	DIS-0503	<u>Jinaal</u>		* * * * * *	

Spinoff ▲▼	Episode Code ▲▼	Name ▲ ▼		Overall Score ▲▼		
STAR TREK DISCOVERY	DIS-0509	<u>Lagrange Point</u>		****		
STAIT THEN	TNG-0121	The Arsenal of Freedom	16.80	****		
STAR TREK	DIS-0508	<u>Labyrinths</u>	11.25	****		
STAR TREK	DIS-0505	<u>Mirrors</u>	9.60	* * * * * *		
STAR TREK	DIS-0502	Under the Twin Moons	6.40	****		

Reviewed Episodes in This Document

The Original Series (Aired First in: 1966)

- TOS-0214 Bread and Circuses
- TOS-0212 I, Mudd
- TOS-0001 The Cage (Pilot Episode)
- TOS-0120 The Alternative Factor
- TOS-0117 Shore Leave
- TOS-0224 The Ultimate Computer
- TOS-0310 For the World Is Hollow and I Have Touched the Sky
- TOS-0220 A Piece of the Action
- TOS-0124 Space Seed
- TOS-0113 The Galileo Seven
- TOS-0319 The Cloud Minders
- TOS-0202 Metamorphosis

The Next Generation (Aired First in: 1987)

• TNG-0121 The Arsenal of Freedom

Enterprise (Aired First in: 2001)

- ENT-0102 Broken Bow, Part 2
- ENT-0101 Broken Bow, Part 1
- ENT-0119 Acquisition
- ENT-0113 Dear Doctor
- ENT-0122 Vox Sola
- ENT-0116 Shuttlepod One

Discovery (Aired First in: 2017)

- DIS-0501 Red Directive
- DIS-0502 Under the Twin Moons
- DIS-0504 Face the Strange
- DIS-0503 Jinaal
- DIS-0505 Mirrors
- DIS-0507 Erigah
- DIS-0506 Whistlespeak
- DIS-0508 Labyrinths
- DIS-0509 Lagrange Point
- DIS-0510 "Life, Itself" & General Evaluation of Discovery Season 5



The Original Series Reviews

First Air Year: 1966 Reviewed Episodes: 12

TOS-0214 Bread and Circuses

STAR TREK • May 13, 2024 • Stardate: -298633.87 • Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:02 Episode:14

Overall Score: **80.00** / 100

Star Trek Values: 5.00 / 5
Inspiring: 4.00 / 5
Story Development: 5.00 / 5

View Episode (Imbd)

I'm very proud and satisfied at the end of the story. Let's start steadily to explain;

During the opening scene, player's frozen situation was an example of limited technological production capabilities at the time of the 60s. Limited but delightful in a way... And it's nice to consult to present-future ideas, I mean taking a recording from today's world as a fiction scene, for a cheaper production.

Gene Roddenberry's rich references on Rome Imperium is fascinating to follow, like this one. The hypothesis was a continued version of Rome Imperium during the 20th century, in another world-like planet.

I smiled a lot while learning more of the institutionalization of slavery, such as supplying pension to slaves. :)

At the end, we see two interesting things;

- 1. The captive captain, first citizen, risks his life to saving the Enterprise team, and he has defended the "Prime Directive". Even by complying to their brutal traditions.
- 2. In the planet, "Words of the Sun" belief becomes replaced by the belief of Christ. As showed in Ben Hur movie, collapse of the Rome and martyrdom of the Christ intersects, and Enterprise team had

chance to witness the occurrence in real-time.

There are still some poor points like how the first citizen, former captain, couldn't develop a plan like Kirk did? Still, it depends on how the spaceships reaches to the points. When a ship is crashed on a planet, the captain might not be as resourceful and forethoughtful.

When we build our own starships, we shouldn't send the ships alone. We might schedule a follow-up mission to visit and validate the first ship's findings. :)

From 60s to futures, Star Trek says a lot...

TOS-0212 I, Mudd

STARTREK · May 22, 2024 · Stardate: -298609.28 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:02 Episode:12

<u>View Episode (Imbd)</u>

I totally enjoy McCoy's senses and amusing persona.

The episode starts with McCoy's feeling about Norman, he was behaving strange and was not visiting the Doctor's office for checks. Spock replies; "He's probably terrified of your beads and rattles." This is certainly an amusing and human reply!

Story Development

A Humanoid species in the Andromeda Galaxy has created Android helpers for themselves. Androids call these species as Makers. <u>Makers</u> has some outposts in some of the planets rather than their own.

A supernova of their sun has caused the species to extinct. And some of the Androids survived, placed in other planets. One of the Androids (Norman) has transformed a planet into a planet of Androids. And he created Androidic life. Norman is the coordinator of other Androids.

Androids wear a necklace functioning as an error-correcting unit, like <u>Watchdog Timers</u>. And Norman controls the central unit of coordination.

Harry Mudd, has escaped from one of the Federation's jail and developed a plan to catch a starship with the help of Androids. Norman executes a plan to bring the Enterprise crew to the planet Mudd. Enterprise crew analyses the androids weak and strong spots and develop a plan to malfunction their error-correcting units from central place.

The enterprise crew plays a theatrical scene to illustrate illogical moments and break the causality loop and put the central unit into <u>infinite loop</u>.

Some Points

- The play at the end was interesting. The act was between theatrical and cinematic. During the 60s, it's natural to apply these techniques in series and movies. In today's CGI-rich environment, we cannot expect these examples. So, it's a pleasure to witness these transitional examples. (Today is another day to appreciate TOS series.)
- Robots say; you're self-destructive species. We should control you for your own safety, and we should serve you for your wellbeing; It makes sense.
- Robots say that Harry Mudd have them a purpose, they lacked for a long time. In fact, it's the opportunity he gave. Norman is the chief strategist and executioner.
- It seems like TOS didn't envision about security cameras. The enterprise crew couldn't find the intruder at the beginning. A security camera system might make things difficult for the intruder. This all related with the zeitgeist of the era. Roddenberry foresee technological breakthroughs but didn't foresee a security camera system, why; zeitgeist.

Some Thoughts

- Android's central unit approach and their willingness to protect the species seems like a preliminary version of <u>#Borgs</u>. They're appreciative of their Makers' wisdom. They might focus on bringing the wisdom or perfection more and evolve into a Borg-ic way. Even they might be the origin of Borg. The origin of the Borg is unknown, but who knows?
- Kirk mentions royalty fee for patents. In the year of 2268, did patent term still exist in Federation?
 Or did Kirk mention other planet's status. Because Star Trek's Federation was a money-less civilization. Also, I don't believe, patents will exist in near future (My Blog Post).



TOS-0001 The Cage (Pilot Episode)

STAR TREK · June 6, 2024 · Stardate: -298568.3 · Mesut Yılmaz

The Original Series-1966 Season:00 Episode:01

Overall Score: 36.00 / 100

Star Trek Values: 3.00 / 5
Inspiring: 5.00 / 5
Story Development: 3.00 / 5

View Episode (Imbd)

This is the pilot episode, where Roddenberry convinced the channel to broadcast Star Trek, and he received feedbacks. So we see some things changed after the pilot.

The crew, was on a mission when they receive some signals from Rigel 7 to rescue the human group. And altered their path for emergency, landed to the planet, and caught on a trap. Captain is being held by Talosians, which their civilization has been destroyed by nuclear wars. Remaining few individuals started a life of underground and used their ancestors' technology of illusion creating. These mentally evolved Talosians, are capturing different species and build a kind of zoo.

Clearly, the first episode delivers a message from a mentally evolved but destroyed-by-nuclear civilization. We didn't have the opportunities to feel the values of the federation here. At the closing scenes of the episode, Talosians saw Captain Pike and First Officer's action to self-destroy themselves by overloading the weapons. And by fetching data from starship's computer, they became convinced that, humans can behave in this way rather than to be captive or caged.

So, humanity's willing to be free, saved themselves from the captivity of highly intelligent traps, In a way.

Talosians also summarizes their approach on illusions, by describing the situation of the women at the end:

She has illusion, you have the reality. May you find your way as pleasant.

I guess, this is both a point to the story to be told in the following episodes, and a point to understand their perspective; they're escaping from the situation like a defense strategy. Because civilizations might not find power to fight against the streams, and they need to gather power. But still, their ways can form habits which will prevent them to proceed. So they seem caught by their habits, like a flywheel.

Some of the observations on what didn't continue after the pilot;

- The beaming sound is more like a beaming sound in this pilot. Later, they changed the sound. But I liked this version.
- "Not used to have women onboard" by Captain Pike, is not a sentence we used to hear from any other series. It seems like Roddenberry noticed some points on raising the diversity of the crew.
- The term of "hyperdrive", seems slower than the "warp drive".
- Screens with snake like cables seems less tasty than no-screen idea. It's good to not see it in the series and spinoffs.



TOS-0120 The Alternative Factor

STAR TREK · June 18, 2024 · Stardate: -298535.51 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:01 Episode:20

View Episode (Imbd)

Wow, that's a fascinating story!

The Story, Briefly

Lazarus, a time-traveler from an extinct humanoid civilization, has lost mental stability and uses his power (primarily a time-ship powered by dilithium) to kill his version in a parallel (opposite) universe. His jumps cause the universe to blink, which means wraps in the continuum, the waves of non-existence happening universe-wide. So a real threat to all universe.

The beginning of the story remind me of "the Great Burn" (in <u>Discovery</u>), where all the spaceship's dilithium caused an explosion because of an effect in space.

Thoughts

"One mad person is enough to destroy civilization", was the first sentence, come to me. His civilization developed a unique technology for time travel. And I guess they mostly used for good intentions. But, until one person used it to develop a solution by his understanding. In reality, he was trying to save the universe. But his method was not consistent and logical enough.

It's shocking to imagine that how one might destroy civilizations, universe and existence. But didn't we see some examples? Like Nazis; smaller when compared to threatening the universe, but still massively-devastating for human societies in the world.

So, with the technology, the ability to turn into a mass-destroyer is not an unrealistic fiction.

Worth thinking on it, and worth taking precautions.

I also remember that, the possibility of a bigger solar flare might affect our electric and electronic infrastructure, like <u>this news</u>. We're living in a fragile existence. It seems like our inventions might not be powerful enough to resist into flares, natural effects, etc. And, what if it's valid for our Physical existence? What about the atomic bonds?

Imagining threats is not necessarily make us scary or conservative to novelties; it can encourage us to discover more and deeper.





TOS-0117 Shore Leave

STAR TREK · June 18, 2024 · Stardate: -298535.51 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:01 Episode:17

Overall Score: 21.00 / 100
Star Trek Values: 2.50 / 5
Inspiring: 3.00 / 5
Story Development: 3.50 / 5

View Episode (Imbd)

Enterprise crew discovers a planet suitable for having a shore leave. But like all the encounters by the crew, this one became an adventure of discovery.

The planet is surrounded by a technology of hologram (like appeared in <u>TNG</u>) or illusion (like in the episode of <u>Cage</u>) which is unknown to us; the Keeper of the planet didn't share that information. Even he said, "you're not ready to understand us", which might be a litmus test to evaluate species like testing pre-warp societies.

Like Captain Kirk is tired at the beginning, the producer might be tired after 16 episodes. We don't know. But at least this is one of the inspiration points of holodeck technology, which will be discovered later.

I don't want to dig the clues more, because the episode seem like an amusement-focused one, and the details, except the mandatory ones for the story development, has been cut.

One takeaway: Greatest the mind, simplest the games.



TOS-0224 The Ultimate Computer

Image Credits: IMDB 🖖

The Original Series-1966 Season:02 Episode:24

Overall Score: 51.00 / 100
Star Trek Values: 4.25 / 5
Inspiring: 4.00 / 5
Story Development: 3.75 / 5

<u>View Episode (Imbd)</u>

While we're talking the success of LLMs, and how to regulate AI nowadays, it's fascinating to review a perspective from the past.

The Story, Briefly

Dr. Daystrom developed a computer system, M5, which is capable of managing ship functions with fewer crew. And Enterprise has been ordered to test M5 in some navigation, orbiting and drill operations. M5 system develops precautions to preserve its existence, even its actions conflicts with its purpose of existence; save humanity and allow them to discover further.

Thoughts

- Story development is kind of poor. The crew seem surprised to see M5. In the federation a technology, with such an assertive benefit, should be heard out. And the evaluation of the system should be a process. And even there are no suspicions has arisen, the crew was reactive to every potential benefit, which is also unexpected.
- Every character was acting sensitive, such as using words like "Captain Dunsel"
- But still, this experience would be a reference point in the following spinoffs. So has an importance.
- The character of Dr. Daystrom, and becoming a mad person at the end, is a cliché. So the episode is based on some cheap judgements. I believe federation is not approaching to the technology like this.

The story reminded me of the 17th or 18th century scientists, they were trying to perform shows to gather interest and build a fame. Likewise, in the history, skilled people were serving their works to ruler class to be funded for their work. So science has always been related with presenting the work.

Luckily, our modern society has some mechanism to get some loads from scientists, but still it's important to tell a story. So, there are some potential in science marketing roles in this century. To see this opportunity from another perspective, we can take a look at *Philosophy of Science (PoS)* studies; it's impossible to deny that a huge portion of *PoS study is a kind of* sociology research.

I guess in the future, all the scientific studies will have a marketing and compliance team. Accordingly, when we reach to future Daystrom technology, it won't be a show of single scientist. And our developments in simulations, digital twins, etc would allow us to foresee the vulnerabilities of the tools and technologies we develop. So real world differences would be a real surprise; which would be a kind of unrealistic surprise like an unnatural phenomenon.

So Gene Roddenberry didn't see the full vision and possibilities here, but he warned us based on a significant risk, with a poor development of story.

I mean poor means it's not perfect.

Last thing, the poem mentioned by Captain Kirk was awesome;

Sea-Fever

BY JOHN MASEFIELDI must go down to the seas again, to the lonely sea and the sky,

And all I ask is a tall ship and a star to steer her by;

And the wheel's kick and the wind's song and the white sail's shaking,

And a grey mist on the sea's face, and a grey dawn breaking. I must go down to the seas again, for the call of the running tide

Is a wild call and a clear call that may not be denied;

And all I ask is a windy day with the white clouds flying,

And the flung spray and the blown spume, and the sea-gulls crying. I must go down to the seas again, to the vagrant gypsy life,

To the gull's way and the whale's way where the wind's like a whetted knife;

And all I ask is a merry yarn from a laughing fellow-rover,

And quiet sleep and a sweet dream when the long trick's over.

₩

TOS-0310 For the World Is Hollow and I Have Touched the Sky

FTAR TREK · June 23, 2024 · Stardate: -298521.85 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:03 Episode:10

Overall Score: 61.41 / 100
Star Trek Values: 4.25 / 5
Inspiring: 4.25 / 5
Story Development: 4.25 / 5

<u>View Episode (Imbd)</u>

The Story, Briefly

Enterprise crew notices that an asteroid was in their course. They investigate the asteroid, they found out it's a generation ship, built 10 thousands years ago, and designed to bring <u>Fabrini's</u> to a new planet, suitable to live. But Fabrinis doesn't recognize the reality of their ship, they think it's a planet environment.

The ship has an error, which will bring Fabrinis to a crash with a planet. The crew tries to correct the error, without compromising prime directive. During the trials, only Priestess became aware of the reality, and allowed the team to correct the error.

At the end, ancient cures of the Fabrinis, saved the McCoy's life, which is threatened by an illness with no treatment known so far.

Thoughts

- Star Trek has other examples like this, where a further developed civilization tries to save another civilization, but they cannot know what is a starship. So, they design a system to cover the reality. So it's not a rare example used. But this is one of the first ones.
- The understanding level over the Priestess was fascinating. I would expect that, a leader who can directly talk to the gods and who can be directly punished wouldn't develop an understanding to allow others to touch the sacred things. Still, it might be because of some suspicions arose. For example, an elder man tried to touch to the sky (which is subjected to the episode's name) even it's forbidden. Suspicions of the people is nearly visible in all the prime-directive subjected societies.
- Ancient cure at the end, is still an interesting approach. It's not like a pseudo-science. In general, we don't expect a pre-warp world to be further in some areas of the science. What we research and prioritize is not linked with a universal pathway. Some civilizations are willing to study life sciences, other one is to engineer something and another one is other things. We just know that, in some of the eras, studying one field yielded more powerful outcomes. And countries developed more soft power as a result. But that doesn't mean less powerful countries has less developed. They were just on another path. The important thing is to see their path. For example, the elder man, who touched the sky, was walking in a path originated from his curiosity.



TOS-0220 A Piece of the Action

STARTREK · June 23, 2024 · Stardate: -298521.85 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:02 Episode:20

Overall Score: 57.80 / 100
Star Trek Values: 4.25 / 5
Inspiring: 4.00 / 5

Story Development: 4.25 / 5

View Episode (Imbd)

A piece of action, an amusing episode, and a rigid reference to the future of the Star Trek.

The Story, Briefly

100 years ago, a federation ship named "Horizon", leaves traces of Human history to <u>Iotian</u> world. During the century, Iotians developed a mafia-based society. Iotians sends a support request through radio signals, it takes decades to reach to federation. Upon the arrival of the message, the Enterprise crew goes to the planet.

Bosses from different territories tries to convince Captain Kirk to provide heaters (phaser) to gain dominance over other territories. They don't have anything in return, which makes them to play games for Kirk, then Kirk continues to play and at the end he won the game with 40% share from their profits. Captain Kirk, notices the Federation and make them to visit Sigma Iotia 2, every year.

The idiom of "a piece of the action" means "a part of the profits or advantages that come from an activity", which becomes the reality of Iotian world, where individuals are trying to get some little actions / benefits.

In the future, Iotia continues to reserve Kirk's share, and it is used for the budget of a council like a <u>think-tank</u>; in the mission of building a more civilized form of government.

And, at the end of the episode, McCoy forget his communicator in the planet. (Which will lead Iotians to reverse engineer it and develop themselves in computing, cryptology.)

Thoughts

- A splendid and not catastrophic example of the violation of prime directive. In general, prime directive violations are imagined worse and more catastrophic.
- The Klingons gained a similar (even easier) power, like Iotians gained. They gained the warp drive and replicated that. Even so, Klingons became more diplomatic in time. So similarly, Iotians empower themselves and join to the federation. Which is consistent with the Klingon story.
- Iotian's tendency to replicate and mimic things might lead to a scientific curiosity. Like in the example of Northside (Okymx's) territory; their interest in building a radio station and using it was leading an engineering era. Every sentient is in the search of power. Likewise, we develop technology fastest in war periods. Iotians didn't just mimic the things from a leftover book from Horizon, and they didn't believe it was a bible. Iotians discovered a book which shared some historic moments with a different power distribution, so they followed it. Their consideration find the examples in the book realistic.
- Spock's consultation to sociology database, and Kirk's behaving was awesome; they're acting within their defined characteristics.



TOS-0124 Space Seed

STARTREK · June 26, 2024 · Stardate: -298513.66 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:01 Episode:24

Overall Score: 68.00 / 100
Star Trek Values: 4.00 / 5
Inspiring: 5.00 / 5
Story Development: 4.25 / 5

View Episode (Imbd)

Ahhh, Kirkkk!

The episode is one of the breathtaking one, so I won't describe the story here. It's one of the should-watch episodes; the episode of first encounter with Khan Noonien Singh.

I'm criticizing that, how a captain can drop the accusations from a group of people who claim their superiority and took command of the enterprise. Or how can a captain can open the specifications of his ship to another man out of Starfleet command. This is certainly not the times of precautions, and Kirk is the first example of so many violations. :)

Still, let's see some points;

- <u>Eugenics Wars</u>; Roddenberry speculated a Eugenics war probability in the 1990s (within 20–30 years of his time). The World War 2 was not history in those times, the end of the war was 1945; 21 years ago from this episode. We might not be able to imagine how it was, but Gene Roddenberry saw that years, Hitler's claims on superiority and empowering his nation differently. Hitler, Mussolini, etc., were the leaders of an understanding with the motives of Eugenics. So they lost the war, but the ideas didn't lose with military defeats.
- So it's natural to expect thinkers to highlight the risks of similar ideas and convincing the humanity in general to co-operate, not to classify societies and claim superiority. Likewise, Roddenberry did the same thing.
- With the decreased tolerance to diversities today, we can still find ways of realistic co-operations. The falsehood of hollow activism will bring us nowhere. But still we should think about equality.

We might expect more dialogues between Kirk and Singh. And it would be great if we see that Singh sees some weak spots in his perspective, without beating an idea, we cannot beat someone, even we can create enemies. So dialogues are crucial to have an effect on people.

If the story development had a similar approach, the captain's action to leave Singh's crew to a planet would be more meaningful.

Some less crucial things;

- McGivers, stupid girl, or she's really illusioned by Singh; I don't know, I'm close to evaluate her as a stupid!
- "It is better to rule in Hell than serve in Heaven" Khan imply the Milton's poem "Lost Paradise"

The original Poem <u>from poets.org</u>, and a split version (meaning and sentences are preserved same, just spitted the text) by ChatGPT is below.

Actually, Khan declares his motives. By mentioning the poem, He says he's playing the demon in a way, he won't serve in a life which he believes hell-like, instead he might create and lead another hell. So I'm not yet a captain but my judgement tell that leaving them on their own would be a solution!

s this the Region, this the Soil, the Clime, Said then the lost Arch-Angel, this the seat That we must change for Heav'n, this mournful gloom For that celestial light?

Be it so, since he
Who now is Sovran can dispose and bid
What shall be right: fardest from him is best
Whom reason hath equald, force hath made supream
Above his equals.

Farewel happy Fields

Where Joy for ever dwells: Hail horrours, hail Infernal world, and thou profoundest Hell Receive thy new Possessor: One who brings A mind not to be chang'd by Place or Time.

The mind is its own place, and in it self
Can make a Heav'n of Hell, a Hell of Heav'n.
What matter where, if I be still the same,
And what I should be, all but less then he
Whom Thunder hath made greater?

Here at least

We shall be free; th' Almighty hath not built Here for his envy, will not drive us hence: Here we may reign secure, and in my choyce To reign is worth ambition though in Hell: Better to reign in Hell, then serve in Heav'n.

But wherefore let we then our faithful friends, Th' associates and copartners of our loss Lye thus astonisht on th' oblivious Pool, And call them not to share with us their part In this unhappy Mansion, or once more With rallied Arms to try what may be yet Regaind in Heav'n, or what more lost in Hell?



TOS-0113 The Galileo Seven

STAR TREK · June 26, 2024 · Stardate: -298513.66 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:01 Episode:13

<u>View Episode (Imbd)</u>

The Story, Briefly

While Enterprise is on the way of delivering medicine to a planet, supervised by a high commissioner. Captain has some time to study a space phenomenon. Because of the ionization levels, it's impossible to use sensors, so the captain sends an away team with *Shuttle Galileo Seven*. Away team had some troubles and manage out to land in a class M planet, by losing some of the fuels. All the things happened is not known by Enterprise, because of the blocked communications from ionization.

The high commissioner urges Kirk to deliver the medicines and cease searching. While Kirk is trying to manage this stress source, Spock is also trying to keep the team focused despite the stressing situation.

Thoughts

- McCoy is amusing, but sometimes he's a source of stress.
- Spock did well on the planet despite the illogical crew. Normally the crew has been trained for difficult situations, in this episode the development was against this point. The away team started to act hysterically.
- After the return to the ship, Kirk and McCoy laughed to Spock's actions. In that point, I became fully angry to them. Spock didn't do something premature and saved the crew. In an ideal circumstance, Spock should be respected. Illogical crew made fun of his excellent situation. **Guys, you cannot outsmart Spock!**
- What's happening to the crew! In the middle of the action, someone is trying to bury a colleague, someone gets hysterical. Like we criticized this in the last season of <u>DIS</u>, how characters can find time to talk cheap things in the middle of a survival situation. This means a poor development of story.

• In the Original Effects series, the most beautiful effect should be the opening of the shuttle door Galileo. Because it's not post-production effect, the precision in the animations are realistic.

PS: I'm trying to watch TOS with original effects, not with remastered CGI version. I first watched CGI version, while rewatching original effects tastes different.

In summary, I'm angry with the crew and I appreciate Spock's wisdom again. He didn't have any motive to prove himself, my man! He knows that it would be a futile effort to try convincing or, in other words, educating them!

Spock, Live Long and Prosper! 🖖

4

TOS-0319 The Cloud Minders

FTAR TREK · July 3, 2024 · Stardate: -298494.53 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:03 Episode:19

Overall Score: 33.75 / 100
Star Trek Values: 3.00 / 5

Inspiring: 3.75 / 5
Story Development: 3.75 / 5

<u>View Episode (Imbd)</u>

Enterprise visits Ardana planet to get Zenite material for an emergency need.

The governor is not able to collect the required amount because of the rebellion. Kirk discovers that, the ones who collect the mineral, are subjected to a gas during gathering mineral, makes them act emotionally with lack of logical motives. And there is an apartheid situation seen in Ardana despite their artful, civilized appearance.

Even, in this planet, people have buildings in clouds, by using antigravity technology. Reminds us of the Tower of Babel.

Not so much to consider, despite the blindness and stubbornness of the humanity. Skilled to live in cloud but still has some cast system, separated, out of logic.

+ Spock's compliment to the daughter of the governor was fascinating. :)



TOS-0202 Metamorphosis

STARTREK · July 3, 2024 · Stardate: -298494.53 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Original Series-1966 Season:02 Episode:02

Story Development: 3.50 / 5

<u>View Episode (Imbd)</u>

Zefram Cochrane was not dead, at the date of Enterprise's encounter with this phenomenon.

An electric-based life-form saves Cochrane and keeps him in an immortal state. As Cochrane started to feel lonely, the life-form finds Enterprise's shuttle during their march to the rendezvous point with the ship.

By putting a mirror to the life-form, Enterprise team shows that, keeping Cochrane immortal is not a helpful motive at all.

Luckily, life-form is a wise one and develops an understanding.

Not so much to consider.





The Next Generation Reviews

First Air Year: 1987 Reviewed Episodes: 1

TNG-0121 The Arsenal of Freedom

• May 14, 2024 · Stardate: -298631.14 · Mesut Yılmaz

Image Credits: IMDB 🖖

The Next Generation-1987 Season:01 Episode:21

Overall Score: 16.80 / 100
Star Trek Values: 3.00 / 5
Inspiring: 2.00 / 5
Story Development: 3.50 / 5

View Episode (Imbd)

I think TOS is more about the discovery, TNG is more about leadership. Captain Picard did an interesting choice by making Geordi the acting captain, while there are superiors available. In this case, we're both seeing an increased importance of Geordi, and having a chance to observe the development of leadership skills.

Enterprise crew discovers a planet with no person living but with active transmission. They found out, an autonomous weapon-dealer AI system is the source of activity and the reason of no living person.

I remember the regulatory processes I deal with in the products I managed. The regulatory landscape in the world has two different paradigms; <u>Laissez-faire</u> and "Throttle Innovation" in the sake of safety.

Weaponry is certainly an area of safety, but our approaches and holy worlds of personal rights, manmade constitutional laws, sometimes restricts us on thinking logically. So in that case, "the arsenal of freedom" is likely to happen in our world. So it seems not like a far-distant fiction.

In some of the real near-history examples, some powers of hidden governments stocked lots of weaponry to facilitate a way of government-led civil resistance force when required. Lots of the occasions

destruct.
Yes, some items are not making sense in the episode but, the message makes sense at least. It's not far to our current understanding.
 ······································

has ended with the empowerment of the evil forces and the weaponry served not to defend but to



Enterprise Reviews

First Air Year: 2001 Reviewed Episodes: 6

ENT-0102 Broken Bow, Part 2

-- STAR THEK- June 27, 2024 · Stardate: -298510.92 · Mesut Yılmaz

Image Credits: IMDB 🖖

Enterprise-2001 Season:01 Episode:02

Overall Score: 85.74 / 100
Star Trek Values: 4.75 / 5
Inspiring: 4.75 / 5
Story Development: 4.75 / 5

<u>View Episode (Imbd)</u>

Please review ENT-0101 review, which is the previous part of this episode.

ENT-0101 Broken Bow, Part 1

-- TARK THEK- June 27, 2024 · Stardate: -298510.92 · Mesut Yılmaz

Image Credits: IMDB 🖖

Enterprise-2001 Season:01 Episode:01

Overall Score: **85.74** / 100

Star Trek Values: 4.75 / 5
Inspiring: 4.75 / 5
Story Development: 4.75 / 5

<u>View Episode (Imbd)</u>

Wow, really a fascinating entrance to a spinoff. It utilizes the story of the Federation and uses it wisely. Built on top of the TNG's production abilities, empowered CGIs, and lots of firsts;

- First warp-enabled mission of humanity
- First temporal encounter
- First Science Officer and a Vulcan officer

Captain Jon Archer's personal story is also inspiring, Cochrane and his father built the engine. And we see the saying of "boldly go where no man has gone before" for the first time.

The episode has;

- action; while catching up with Sullivans,
- first diplomatic-ish mission; first contact with Klingon
- first alien contact (not counting Vulcan) with the Lorillians
- points on augmented evolution (Eugenics-like empowerment but with contribution of experimental medical methods)
- conflicts; especially the ones with Vulcan-Human relations; humans are angry with Vulcans, they think they kept humans from going to space with warp.

I also like the atmosphere built in these spinoffs (<u>TNG</u> and <u>ENT</u>); it's calming, catching attention, and details are well-studied. It's difficult to spot weak story development. During the years, Star Trek has gained more resources and had more influence, so these are the top productions, which followed with worse productions. I can also count <u>SNW</u> spinoff too.

SNW and ENT seems based on the nostalgia and builds the backstory we first learned in <u>TOS</u> series. In this occasion, TNG is the exceptional series, which is not based on a nostalgia and caught the success. I'm sure it's Roddenberry effect.

I like Rick Berman, he's my post-Roddenberry producer.



ENT-0119 Acquisition

ENTERPRE · June 28, 2024 · Stardate: -298508.19 · Mesut Yılmaz

Enterprise-2001 Season:01 Episode:19

Overall Score: 27.00 / 100
Star Trek Values: 3.00 / 5
Inspiring: 3.00 / 5
Story Development: 3.75 / 5

View Episode (Imbd)

An amusing first contact with Ferengis.

A group of thieves is trying to steal goods from Enterprise by putting the crew to sleep.

ENT-0113 Dear Doctor

ENTERPRISE · July 2, 2024 · Stardate: -298497.26 · Mesut Yılmaz

Image Credits: IMDB 🖖

Enterprise-2001 Season:01 Episode:13

Overall Score: 76.95 / 100
Star Trek Values: 4.50 / 5
Inspiring: 4.75 / 5
Story Development: 4.50 / 5

<u>View Episode (Imbd)</u>

What an episode, I'm still thinking about the dilemma...

The Enterprise team faces a great deal of saving Valakians from their deadly illness. Valakians share their home planet with another Humanoid species, "Menk". It seems like they're enslaving or petting them, but after leaving the human-centric perspective, it seems acceptable.

Dr. Phlox asks a principal question about preventing the evolution, because Menk are in the path of gaining skills and mental empowerment, so curing Valakians will prevent Menk's evolution. Also, Menk are immune to the illness. So there are no prime directives here, but captain chooses to not play God.

Would you cure a pre-warp society?

Still, one thing made me think about the episode, in human evolution, Homo sapiens and Neanderthals are not strictly separated, people carry some Neanderthal genomes today. So in the examples of multiple humanoid species, it's not a pattern to see only one exist, a mix is likely to happen. I don't know, but this might be a point to consider in the future. I'm still thinking about it. It's best to see Star Trek episodes bring dilemmas and force us to leave human-centric perspective!



ENT-0122 Vox Sola

ENTERPRISE · July 8, 2024 · Stardate: -298480.87 · Mesut Yılmaz

Image Credits: IMDB 🖖

Enterprise-2001 Season:01 Episode:22

Story Development: 3.80 / 5

View Episode (Imbd)

First contact trials attempt with Kreetassans is mainly based on understanding their language. Hoshi attempts their language, and her failure to decode has ended when Kreetassans get offended on humans' way of eating. During the contact, another life-form contacts Enterprise and tries to form symbiotic bonding with the crew.

Some points;

- First use of the force field.
- Dr. Phlox is a wise man. His attempts to sentient life and "Not Playing the God" became some of the inspiration points. Phlox's analogy at the end was like an aha moment; maybe it was looking for a (physical) symbiotic connection when it separated from itself
- The episode name "Vox Sola" in Latin means "Lone Voice" or "The Only Voice", a fascinating use. I also learned that, in other series, some of the episode names were in Latin or Latin-referenced. Here's a full list: Memory Alpha

I just want to see that, whenever an alien contact became the topic, in most of the science-fiction examples, the military took the first action. Even in this episode. T'Pol say that, communication is preferable, but it would require time to decode its language, so while competing with the clock, T'Pol's

reflexes are not so much non-essential, probably each of us would do the same thing. But	ut still,
uncovering ways of communication yields.	

ENT-0116 Shuttlepod One

ENTERPRISE · July 30, 2024 · Stardate: -298420.76 · Mesut Yılmaz

Image Credits: IMDB 🖖

Enterprise-2001 Season:01 Episode:16

Overall Score: 27.46 / 100
Star Trek Values: 3.25 / 5
Inspiring: 3.25 / 5
Story Development: 3.25 / 5

<u>View Episode (Imbd)</u>

A nice filler episode. Again, happening in a shuttle. In Star Trek, shuttle-themed episodes has an interesting reality. In the most resourceful place of starships, it's difficult to see challenging scenes while shuttles are vulnerable. So, shuttle-episodes are generally performing well on small story developments.

We saw cold-British Malcolm's internal world where he finally founds a place of belonging. And Tucker's reactions towards him.





Discovery Reviews

First Air Year: 2017 Reviewed Episodes: 10

DIS-0501 Red Directive

FTARTAEK · May 9, 2024 · Stardate: -298644.8 · Mesut Yılmaz

Image Credits: IMDB 🖖

<u>Discovery-2017</u> Season:05 Episode:01

Overall Score: 21.60 / 100
Star Trek Values: 3.00 / 5
Inspiring: 3.00 / 5
Story Development: 3.00 / 5

<u>View Episode (Imbd)</u>

An interesting start to the season with references to progenitors.

https://www.startrek.com/en-un/news/brief-history-of-the-progenitors

And lots of poor points;

1. Kovich has more authority than admiral; it's quite difficult to understand, in the history of Starfleet, there were admirals who can keep the classified missions. So that means, Kovich is having a quite opposing situation where none of the admirals can be trusted like any before. But at the end of the episode, Kovich can disclose the purpose or at least the intention easily to Captain Michael. Both contrary to the power hierarchy in Starfleet and a well-designed story development.

Yes, captains might own the purpose better than their superiors, but if they've been informed well than superiors, that means superiors are suspected persons. So I see this is a conflicted point made while trying to make the episode interesting.

1. I don't know what's happening with Western producers. They're misusing green-screens all wrong. In the most action-full moments, characters are able to talk easily; the only difficulty is their hearing because of the noise level.

The art of acting has been defeated by the misused of computer technology. If there was no green-screen method used, players and decoration team would like to reflect the situations better with scene and acting.

DIS-0502 Under the Twin Moons

FTARTTEEK · May 12, 2024 · Stardate: -298636.61 · Mesut Yılmaz

Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:02

Overall Score: 6.40 / 100
Star Trek Values: 2.00 / 5
Inspiring: 2.00 / 5
Story Development: 2.00 / 5

<u>View Episode (Imbd)</u>

We're approaching to the prize of the interplanetary puzzle journey...

The episode has started with a classical and cliché poem-puzzle journey. The team is visiting planets to gather parts of a kind of <u>cryptex</u> key. The planets are given with the verses written. Uhhh! I don't know how I can finish this season.

There is something to appreciate. At the end of the episode, we see that Captain Rayner has been asked for what he did on the planet while risking the lives of people in the sake of the mission. As expected, as a civilian organization, the Federation wouldn't put the priority of the mission ahead of the lives of the people. Because Star Trek was always an "and" century instead of "or" century, where federation achieve two conflicting things at the same time, by approaching with a different perspective.

After the inquiry, Rayner has been asked to retire early.

After a while, Captain Michael has interested in Rayner. This interest seems like a pre-mature interest. Star Trek captains are generally staying in the thin line of crazy vs wise separation. And sometimes they seem irresponsible for their actions, as widely seen in the example of Captain Kirk in the TOS series. But in the Rayner's case, even he's a mission-achiever persona, this decision has developed faster than expected. So, it's Michael's bet or an example of poor story development.

I think, we'll see some interesting developments in the following episodes. Because surprises and unexpected won't happen as sole-surprises in the fiction.



FIRETREE · May 13, 2024 · Stardate: -298633.87 · Mesut Yılmaz

Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:04

<u>View Episode (Imbd)</u>

Wow, with this episode where producers gained a momentum to keep the interest during season.

Like the previous episode, this episode utilizes a double-sided examples with metaphorically and materially tells us a story.

As a result of "time-travel-looper-bug" Discovery stucks in a time travel loop. Btw, technology should have been so developed, even for a black-market item with this power, it's availability is amazing; I mean an example of poor story development. Also how Discovery's sensors coulnd't picked up that bug when crew has beamed up? If crew won't come up with a explanation later, this could be the poor development of the season. Because this bug is really fatal and disastrous weapon. It's a rare chance to be aware of the bug inside the ship, so this makes the crime evident and major.

The second implies of this travel is facing up with person's past;

While Michael has faced up with her previous version, her past, Rayner also has faced up with their approaches to crew. Michael has convinced her prvious self with knowing herself and envisioning hersel. Rayner has convinced the crew not with his analysis for them and how they see their potentials, but they convinced with their personal stories. As a continued message from previous episode, the notion of "creating a connection with the crew" has been reused here.



Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:03

Overall Score: 19.20 / 100
Star Trek Values: 4.00 / 5
Inspiring: 2.00 / 5
Story Development: 3.00 / 5

<u>View Episode (Imbd)</u>

Jinaal is one of the gatekeeper of Progenitor's tech. Jinaal is testing the crew to assess whether federation is worth of that technology.

Some cheap judgements are made.

But the inter-personal stories in the episode, makes it interesting. Rayner's approach on keeping the distance with crew become the focus point of the episode.

The episode ends with Gray's speech;

The life of a symbiont is a journey that spans centuries. Each host it passes through changes it, and it changes each in return. The lesson this teaches us is that every life is a journey. A series of changes. We must work to understand that we encounter on our journey. We must choose to connect. Not just with others... but also, with ourselves. Sometimes we fail. Sometimes we succeed. Either way, we must keep tryin. Because we have to. Because we're all looking for meaning in our lives. And in the end, the connections we make will lead us there.

It's both makes sense to hear these words from a Trill; which means words are making sense to us with 2-senses together.

At least this is Star Trek.



DIS-0505 Mirrors

FIRE THE THE · May 14, 2024 · Stardate: -298631.14 · Mesut Yılmaz

<u>Discovery-2017</u> Season:05 Episode:05

View Episode (Imbd)

Alternate-universes become an interesting topic to further evaluate and visit repeatedly. Previous Federation practices were keeping a distance from temporal and inter-universe journeys.

I wonder, previously Star Trek was more on imagining alternate realities of others, but now, it's more on alternate realities of the character. Did Star Trek became more on personal journeys than discovering others, or is it touching to the intertwined nature of both?

In this episode, we learn L'ak's story and its potential power to provide a conflict with Breen. At the end, it might not matter whether Federation have or not to have the Progenitor's technology, it'll probably end with an initiation of diplomatic touches with Breen. With the contribution of Lak, and while witnessing L'ak's personal story to turn into a hero.

Let's see, did I foresee the producer's plans correctly.

DIS-0507 Erigah

FTAR TREEK · May 16, 2024 · Stardate: -298625.68 · Mesut Yılmaz

<u>Image Credits: IMDB</u> 🖖

Discovery-2017 Season:05 Episode:07

<u>View Episode (Imbd)</u>

We're learning more about the Breen society and getting some clarity. L'ak has gained an importance as a key to the throne for his uncle. But he seems to be dead at the end of the episode. Also we learn the details of Breen - Kellerun invade history. And we can see how (ex-Captain) First Officer Rayner has been affected.

By considering the Breen threat, Federation has previously encountered with massive threats; Klingons > Romulans > Borg > Breen

The most powerful one was certainly the Borg. Only Borgs didn't get allied with the Federation, because they were not a specie or nation but assimilated ones. Still, Federation has had an influence on them to earn Drones (assimilated Borg individuals) their freedom.

So, how can a captain shouldn't be resourceful and willing to ally and initiate diplomacy?

Also, I've noticed something during the episode;

• In the last series, they're using less stardates, they're using more earth dates. I don't know, it loses the sense in a way. In the previous series, the crew was more from Earth, and in the later series crew became more diverse from other planets. So they should've been continuing to use stardates.

```
For quick reference, stardate and earth-date can be converted roughly like below; Stardate = (EarthYear - 2323) * 1000
```

• Adira will be like Wesley Crusher (in TOS) to the Discovery crew.

V

DIS-0506 Whistlespeak

STARTREK · May 16, 2024 · Stardate: -298625.68 · Mesut Yılmaz

<u>View Episode (Imbd)</u>

Story Development: 4.00 / 5

Wow! Now we're talking about the new season. Finally they catch the sprit.

Discovery crew visits a pre-warp society's planet for the next tip of the key of Progenitor's tech.

The folks has a whistle-language for communicating from far distances. After 2300s, whistle-language might seem ancient, but today it's still <u>continuing</u>.

This society even has some figures; Mother Compeer is looking for water like Ishmael's mother's <u>Hagar</u>. And this makes this episode similar to some <u>TOS</u> episode which takes analogies from <u>Rome</u> Imperium. This topic has raised my mood and I feel, this season has started to make sense.

At the beginning of the episode, Michael mentions this society's 3-gender norm (which we didn't see, and we understand it's not a biological one), and closes the episode with her saying to the priest (who saw the Federation technology);

Beliefs can evolve. Denying that can cause almost as much chaos as the worst storm.

When prime-directive is risked by revealing identities of the Federation or its tech, captains chose a way to describe the situation to the reasonable character from that planet. Their caring approach to that individuals beliefs are worth appreciation.

I didn't think this season would inspire me in a way, but it did. I'm expecting more episodes like this.

......

DIS-0508 Labyrinths

STARTREK · May 17, 2024 · Stardate: -298622.95 · Mesut Yılmaz

Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:08

Overall Score: 11.25 / 100
Star Trek Values: 2.50 / 5
Inspiring: 3.75 / 5

Story Development: 1.50 / 5

<u>View Episode (Imbd)</u>

The next clue to the Progenitor's tech, is stored in the <u>Eternal Gallery and Archive</u>, a place similar to Game of Throne's <u>Citadel</u>. They're keeping a distance to all the conflict between species/worlds, and just serve the purposes of gatekeeping the knowledge. Fascinating!

I'm just tired of the notion "good people can admit their regrets". They use this notion frequently to prove that, Federation is the group of trustworthy people and can manage out knowing the Progenitor's

technology. The purpose is okay, but the way always points to the same cliché. So we learned the regrets of Michael.

I think we can transparently see Michael. So after making a person transparent enough, how can we dig more? Even if they wanted to consult the same cliché, they might choose Rayner or Lt. Gen Rhys, or maybe another cadet. Yes, captains are primary actors, but we also bored from captain's life and repeating the same.

And in the end, Moll has gained the command as a result of the stupid actions of Primarch Ruhn. I always put a distance to the idea of immediate transfer of power like this. Why suddenly commanders act stupid? In the movies, it might be acceptable because of the short time, but in a series, it should make sense why the captain act stupid, at least with flashbacks. We're talking about the most powerful militant species in the world, who destroyed Federation cities easily. So the greatness of the actor, doesn't make with stupid mistakes.

Note: I assumed that Hy'Rell was Klingon, but as I learned, she was Efrosian.



DIS-0509 Lagrange Point

FTAR TREEK · May 23, 2024 · Stardate: -298606.55 · Mesut Yılmaz

Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:09

Story Development: 3.00 / 5

<u>View Episode (Imbd)</u>

Story Development

Progenitors' Technology is staying at the <u>Lagrange point</u> of two giant.

Breens and Discovery team reaches to the point at the same time. Breen gets the container which stores the technology.

Discovery deploys a plan to retrieve it.

An episode of salt-action. I couldn't find so much to think about it, I feel blank.



FTAR TREK · May 31, 2024 · Stardate: -298584.69 · Mesut Yılmaz

Image Credits: IMDB 🖖

Discovery-2017 Season:05 Episode:10

.....

0verall Score: 21.60 / 100
Star Trek Values: 3.00 / 5
Inspiring: 3.00 / 5
Story Development: 3.00 / 5

<u>View Episode (Imbd)</u>

Evaluation of Episodes

Episode	Score	Which Episode
Average Episodes	22.0 / 100	-
Best	51.2 / 100	Whistlespeak DIS-0506
Worst	6.4 / 100	Under the Twin Moons DIS-0502

This season has been built on the clues of Progenitors from <u>TNG</u> spinoff. If this season would be a substory in <u>TNG</u>, it would be worth of 2–3 episodes. I didn't like this season by some points.

Cons

- Unnecessarily long and a **non-tangible story** development line
- The **poor nature of the spinoff**; relying on action scenes and heavily CGI-based (Computer Generated Imagery) scenes, instead of good acting.
- Clichés; As I described in my review for the 8th episode, the ability to share regrets and self-reflection became the litmus test. So if a captain can open heatedly share something, that means humanity has evolved? I appreciate the power of openness, friendliness and self-reflection. But quick stories make us to underappreciate the work here. This is certainly the zeitgeist of the today's world, especially in the USA. People believe they are defending diversity, equality and values. But their actions don't add up, like this series.

- **Unrealistic moments**; In the most difficult, action-oriented scenes, people find time to talk about their feelings. For example, after running and fighting, characters can talk easily. I guess, CGI make the actors perform worse. They forget to mimic the tiredness. In one occasion, doctor spontaneously said the frequency for locking the tractor beam; 5.1732, as a spontaneous inspiration(!)
- Captain-centric stories. Even the TOS series didn't put captain into savior's chair. And after TOS, captain-centric story telling has been diffused over the crew's stories. (They had some messages about the diversity of the crew, for example how their sense of meaning differs; but still it appears like flashbacks or voiceover, not happening during the story development.)

It seems like this is the last season of Discovery, and they've prepared some clues for the upcoming Section 31 spinoff. We might see some characters from Discovery too. But I'm not so sure, whether Trekkies has liked or not the current Discovery's line of development. If S31, would share a similar trajectory, they might lose the way of Star Trek. It's not surprising to see these points, I mentioned, as other Trekkies' opinions.

Pros

- The best episode was <u>6th episode (Whistlespeak)</u>. It was one of the moment, we remembered the spirit and values of the federation, like prime directive. I think Prime Directive related episodes will always be interesting and inspiring. So, producers can use this topic easily to make their work like Star Trek.
- "Not enough, but yes" Characters from other spinoffs; Dr. Kovich (Agent Daniels, first appeared in <u>ENT</u>)

