

MOVIES

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waiting. . . waiting to get the hell out and go home. Despite the keen special effects (for that time), this film almost killed me with its talkiness and dunge-like pace. Save a precious two hours and watch reruns instead.

Star Trek: The Wrath of Khan (1982) (PG) 113 min.

★★★★

Thank God for *Fantasy Island*! Ricardo Montalban returns from his *Trek* series role of Khan to tear things up a bit for the Enterprise. SEE Kirk in full battle-action form! HEAR Khan bark demands with an accent strangely different from those of his crew! WITNESS the death of Spock! It's the sequel that kept the film series alive and made us hunger for more on the fate of our favorite Vulcan.

Star Trek III: The Search for Spock (1984) (PG) 105 min.

★★★

Spock (Leonard Nimoy) finds himself in the director's chair for this venture in which the ever

aging crew seeks to discover the true fate of ol' pointy ears. Klingons loom (of course), headed by a cheesy Christopher Lloyd (*Back to the Future*), but the show holds its own.

Star Trek IV: The Voyage Home (1986) (PG) 119 min.

★★★★

As good as the old series ever got. This often comedic installment sends the crew back in time to a 1980s Earth in order to save it from future destruction. Nimoy returns as director and hits his stride well, throwing some much needed humor and a few humpback whales into the mix (don't ask). Take my advice and stop here with the old series. Everything after this is somewhat painful to watch.

Star Trek V: The Final Frontier (1989) (PG) 106 min.

★

Further evidence that William Shatner should pursue a career in real estate. Shatner helped write and directed this anticlimactic bore, which drags the crew through a mission hardly worth warming the warp core for. Pseudo-theological blather

dominates in this very forgettable sequel.

Star Trek VI: The Undiscovered Country (1991) (PG) 109 min.

★★★

At long last, the oldster crew hits the road for its final voyage. It's not a bad one either, as Kirk and crew are accused of a misdeed by the Klingons and must find the real perpetrator while trying to balance a much-needed peace summit. Nimoy helped with the writing and served as executive producer. Thank God Shatner didn't get a piece of the action.

Star Trek: Generations (1994) (PG) 120 min.

★★★★

Sometimes you just have to start over. The cast of the Next Generation gets off on the right foot in this well-paced, if a bit hokey continuation of the series. Shatner returns to help the new crew via time rift and dies poorly in the process. The special effects rule. Hopefully we'll be seeing a lot more from Picard and crew in the future.

VOYAGER

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female Klingon who was a Maquis member. She becomes Voyager's chief engineer — a position Lt. Paris wanted.

Janeway decides that Voyager's crew will continue its original mission — while always looking for some way home. (Who knows what other phenomena are out in space?)

I like Gene Roddenberry's *Star Trek Universe*. It's fun and exciting to consider what the future might hold for us.

I was disappointed when *Star Trek: The Next Generation* ended. *Deep Space Nine* has some good stories but uses the same old enemies. The space station is a poor setting because stories often end with life returning to normal on the space station. Also, *Deep Space Nine* has too many scenes of characters standing around talking in Cmdr. Sisko's office. There's too much talking and not enough action.

Star Trek: Voyager is exciting

and unpredictable. It has the action that *Deep Space Nine* often lacks.

Since the *Voyager* is so far outside of Federation space, the ship has many problems and the show's writers have many potential storylines.

The ship's doctor was killed in a battle in the pilot. However, he left behind an emergency holographic medical program with a holographic doctor (Dr. Zimmerman, played by Robert Picardo) who can exist only in sick bay.

Since the *Voyager* can't replace the dead doctor with a real person, they're forced to rely on the holographic doctor for all of their medical needs.

The holographic doctor constantly complains to crew members that he really isn't meant to be on call all the time. He tells them that he's just an emergency medical supplement and complains about lacking help. Lt. Paris has some medical training but his other duties keep him busy so he isn't much help to the overworked doctor. In the fourth episode, Kes agrees to

be trained by the doctor.

Zimmerman is a very opinionated and emotional holograph. He provides comedy in serious situations.

Voyager's crew must struggle to survive. They can't replace personnel, and getting food, fuel and parts will be problems that force them to improvise.

Voyager's crew operates under Federation guidelines, but the crew knows it might never see Federation space again and will probably constantly wonder why it follows Starfleet's rules. Rules may even be broken.

Star Trek: Voyager won't feature the enemy races (including the Ferengi, Romulans and the Borg) established in the past *Star Trek* series. Finding new threats for the *Voyager* may challenge the writers and might make keeping the show successful difficult. Also, the number of characters may be a problem for the series' writers. *Voyager* has nine characters. Viewers may become confused. Some characters will probably be used too much and others may not be developed enough.

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