

All episodes are credited to Sharon Miller unless stated otherwise.

Gordon and Ferdinand

So this is the first time since series six in which we've had a multi-part story arc taking place, with focus on the Logging Locos and one member of the Steam Team each. And it's not a very good one, starting with this one. Why would the Duke and Duchess of Boxford need the Lion of Sodor for the summer, and why would both Gordon and Ferdinand take the statue to the summerhouse when one of them would've been enough? While it was fine hearing Ferdinand say more than just "that's right", he could've been cut and the story wouldn't change at all. Also, I know Gordon can be arrogant at times, but here, he just took it too far.

Rating: Bad (1/10)

Toby and Bash

Better than the previous story, but not really by a whole lot. While at least Toby wasn't a coward, he still acts like an idiot by ignoring Bash's desires to return home to Misty Island. If Toby was a wise old engine, you'd think he could've at least had the intelligence to listen to Bash! For how annoying the Logging Locos can be, it was a bit surprising to see a bit more to Bash as he can be a bit anxious when it comes to expressing himself. It's not much, but it is nice to see.

Rating: Bad (3/10)

Emily and Dash

Thomas' role at the start was just redundant; Sir Topham Hatt could've arrived on board Emily and things wouldn't have changed a bit. In fact, Thomas felt shoehorned throughout the entire Logging Loco trilogy. But ignoring that, Emily does come off as a bit selfish by simply leaving Dash on the mainline without thinking of putting him on a siding. And how can an engine's whistle sound like a bird? I don't think that's even possible even in real life.

Rating: Bad (2/10)

Percy's New Friends

Written by Gerard Foster

If Percy didn't have any work to do for the day, then surely he would've been left in the shed unless he was needed for something? But then, if they had done that, then there probably wouldn't be a story to begin with. Even with the plot being stupid, there's still something sweet about Percy making friends with the animals, almost like having a warm blanket wrapped around you. And I'd take that over Percy freaking out over nothing any day.

Rating: Bad (2/10)

Edward the Hero

This episode should've been called *Edward's Good Deeds* instead as Edward never actually does anything heroic. Nor does he feel like he's in character as fans like to believe. He's been a hero many times before, even without trying, so how would Edward not know how to be a hero?

The moral about being yourself is a good one, but *Being Percy* had already done that the series prior, not to mention it made sense for Percy's character.

Rating: Okay (4/10)

James to the Rescue

No... just no. James is outright discriminative towards Toby because he's a tram engine and not a proper steam engine, even saying he can't be a rescue engine because of that. Seriously, this episode is outright sending an ableist message to its target audience, and as someone who is autistic, I find that outright insulting. No crash can salvage this whole mess as it's basically *Apology Impossible*, but seven years earlier. Any episode that sends out ableist messages to its audience automatically gets met with a negative score from me. This episode should never have been written to begin with.

Rating: Atrocious (-10/10)

Happy Hiro

If Hiro was homesick for Japan (yes, I know they call it his homeland, but it was said he came from there in series 24, so that is what I will stick with), then why doesn't he think of asking Sir Topham Hatt if he could go back there? And he ends up staying on Sodor for nine more series, making this conflict worthless as all he does is mope about his homesickness, making Hiro less sympathetic than intended. And how can Hiro be considered an old engine if he was a design from the 1930s while Thomas' is from the 1910s? And once again, Thomas is an idiot, and it had to feature that godforsaken place known as Misty Island, making this episode even more frustrating than it already is.

Rating: Terrible (0/10)

Up, Up and Away!

As if Gordon and Ferdinand taking the Lion of Statue together wasn't stupid enough... now Thomas and Percy are taking a balloon, somehow blown up to a big size by Mr. Bubbles, of all things, on a single flatbed! I don't think I need to say more other than it's the most stupid idea for an episode anyone could come up with! Not the worst episode ever, mind you, just the most stupid.

Rating: Atrocious (-9/10)

Henry's Happy Coal

I know, I know; Henry does not need special coal anymore following his crash with the Flying Kipper. But for all the crap the show was going through at the time, a reference to the Railway Series was at least a nice breath of fresh air. That being said, the plot still isn't that good; Arry and Bert simply stalk and harass Henry throughout the episode just for his special coal, and they don't get much of a consequence for their taunting. Episodes like this may be why both diesels hardly appeared that much in CGI, making you wonder why they're on Sodor at all these days. This may have worked better if Henry had the wrong sort of coal rather than special coal.

Rating: Bad (3/10)

Let it Snow

Since when did Thomas like snow, and why would he want it to snow anyway? This story doesn't make any sense on that basis alone, not to mention that the Misty Island Snow Song isn't really much of a song to begin with. Episodes like this make me resent the mere existence of the Logging Locos and Misty Island. There is honestly there little else for me to talk about here.

Rating: Terrible (-2/10)

Surprise, Surprise

One of the more tolerable Christmas-themed episodes of the era, which isn't really saying a whole lot. The three-strikes formula was used twice here - three engines breaking down (Percy, Edward and Stanley) and then Thomas finding three things so a party could be held for them at the Steamworks. Seems rather excessive, isn't it? The message wasn't too bad, but the poor dialogue, as you'd expect by this point, drags the whole ship down.

Rating: Okay (4/10)

Spencer the Grand

Written by Jessica Sandys Clarke

There's a surprisingly good concept behind this one about an engine getting lost in the fog, and it's interesting that it was Spencer who got the lead role. However, I doubt that the fog would've been that thick and covered up the entirety of Sodor (though that may have been the intention, but it just makes the viewing experience rather frustrating), and nor would the railway have shut down in these conditions; the trains would still be running, but they'd have to take extreme caution in foggy conditions. Heck, Misty Island is constantly covered in fog and the engines still work there, so why not Sodor? Again, a good concept behind this episode, but the execution is rather half-baked.

Rating: Okay (4/10)

Stop That Bus!

This episode's a real highlight for this series, mostly for being the first in which Bertie speaks in the CGI series. It felt a lot like *Thomas and Skarloey's Big Day Out*, only the plot wasn't anywhere near as contrived. And of course, we have to have an appearance on Misty Island, but they did at least show how dangerous the Shake Shake Bridge could be, though they could've hammered that home by having Bertie fall off entirely. All that said, it's the least bad episode of series 15.

Rating: Okay (5/10)

Stuck on You

After thirteen years of being a non-speaking character, Butch finally gets to talk for the very first time in the show. Surprising that it took that long, but better late than never. But the story itself

isn't that great, mainly due to how predictable it is with Thomas being an insufferable know-it-all like he knows everything about magnets. That being said, they did at least use two strikes rather than the typical three, which does feel like a breath of fresh air.

Rating: Okay (4/10)

Big Belle

I like Belle and the basis they used for her, the BR standard class 4 tank despite the water cannons, but it's a great shame that she has never been able to shine as a character, and her sole leading role to date didn't really do her much justice. I mean, she wants to be friends with Toby because they both have bells, which just makes her come off as very shallow and overbearing. Once again, Toby is a complete wimp, even acting like he has no sense of fun at all, and yet this episode says that he's a wise engine. If they're not going to do anything with a character like Belle, then why is she even here at all? She's a female firefighter, for goodness' sake; there's a lot they could've done with making her a role model for girls wanting to be firefighters themselves!

Rating: Bad (1/10)

Kevin the Steamie

Written by Laurie Israel and Rachel Ruderman

"Thomas and Percy didn't want Kevin to feel badly." Did anyone bother proofreading this? They should've said "feel bad" instead, but mind you, the poor grammar is the least of this episode's problems! Basically, Kevin makes a mess of the Steamworks, playing around in a dangerous environment and gets away scot-free with his recklessness! That is a terrible message to send to children, and yet this episode barely gets any recognition for that! Probably because the episode that came immediately after that stole its thunder.

Rating: Atrocious (-8/10)

Wonky Whistle

Written by Neil Ben

So finally, we've come to the episode that many fans have dubbed the worst of the entire franchise. Do I agree with that? When it first aired, I would've. But now? No. What's made the episode so infamous is that Thomas runs out of the Steamworks with workmen on him trying to fix his whistle and they nearly get killed because of Thomas' carelessness. But if you take that scene out altogether, it's a typical three-striker episode in which Thomas acts like a dumbass. By this point, it has to be expected from the Nitrogen era. Again, if not for that infamous moment with Thomas endangering the workmen fixing his whistle, then no one would ever bring this episode up. Neil Ben has even said that the final episode differed a lot from the script he originally wrote for it, so who knows how it would've gone had the initial pitch had aired instead of what we got? Then again, *Very Important Sheep* was this episode done right, suggesting that *Wonky Whistle* (like some other episodes from the Nitrogen era) had potential that was quagmired by the formula at the time. So is it really the worst episode ever? Personally, it doesn't even come close to it. I still don't like this episode, but I now consider it along the lines

of “run of the Miller” bad that just happened to have an infamous moment it’ll never live down. Plus, there have been episodes before and after which have had way worse lessons and implications.

Rating: Bad (2/10)

Percy the Snowman

Written by Lizzie Ennever

The lack of logic here really baffles me; why couldn’t Thomas have gone to find someone to help Percy while he was doing his jobs? It’s not as if it would’ve been much of a detriment to his duties! And given how much snow had piled up on Percy as the day progressed, how did Thomas not remember that was where Percy was? This shows just how idiotic Thomas can be at times, but again, that’s to be expected at this point.

Rating: Bad (1/10)

Tree Trouble

After nineteen episodes, Den and Dart finally star in an episode, but it’s quite underwhelming since, along with Diesel, they barely do anything except follow Thomas to try and find two Christmas trees, one for steam engines and one for the diesels. Really? Why not have just one tree for both steam and diesel engines? And like *Day of the Diesels*, Thomas is once again a discriminatory prick by butting into the diesels’ duties for some worthless competition. This can be further highlighted by Thomas believing that the diesels will lose and the steam engines will win. Episodes like *Tree Trouble* show just how bad the steam vs. diesel rivalry was during the Nitrogen era; nothing but pure discrimination against the diesels.

Rating: Terrible (0/10)

Fiery Flynn

So it’s all come down to this episode; forget *Wonky Whistle*, because *Fiery Flynn* is the worst episode of series 15. It is the antithesis of how firefighters would act in real life. Rather than waiting for the announcement as to whose engine’s firebox is on fire - something that Thomas’ driver could’ve easily done himself with no need to call the Search and Rescue Center - Flynn just goes around spraying water on Edward and Gordon, and when he finally comes to Thomas’ rescue, he doesn’t have any water left! Jeez, what an idiot that Flynn is! As for the emergency itself? Why would Thomas’ firebox be on fire? Isn’t that the point to keep a steam engine running? They have a fusible plug, a metal cylinder, which serves as a safety device against low water levels in the boiler. Should it ever fail, it can result in damage to the boiler, possibly leading to an explosion if not treated in time. This episode is nothing more than a complete disgrace to firefighters worldwide, and as I’ve said, it’s the worst episode of series 15. Just watch any episode of *Fireman Sam*; I’m sure children would gain more out of that than they would *Fiery Flynn*.

Rating: Atrocious (-10/10)

Episode Rankings

1. Stop That Bus! - Okay (5)
2. Edward the Hero - Okay (4)
3. Stuck on You - Okay (4)
4. Surprise, Surprise - Okay (4)
5. Spencer the Grand - Okay (4)
6. Henry's Happy Coal - Bad (3)
7. Toby and Bash - Bad (3)
8. Percy's New Friends - Bad (2)
9. Emily and Dash - Bad (2)
10. Wonky Whistle - Bad (2)
11. Gordon and Ferdinand - Bad (1)
12. Percy the Snowman - Bad (1)
13. Big Belle - Bad (1)
14. Happy Hiro - Terrible (0)
15. Tree Trouble - Terrible (0)
16. Let It Snow - Terrible (-2)
17. Kevin the Steamie - Atrocious (-8)
18. Up, Up and Away! - Atrocious (-9)
19. James to the Rescue - Atrocious (-10)
20. Fiery Flynn - Atrocious (-10)

Final Series Rating: -3/200

Series Rankings So Far

1. Series 2 (Excellent; 233/260 - 8.9/10)
2. Series 3 (Good; 211/260 - 8.1/10)
3. Series 1 (Good; 208/260 - 8/10)
4. Series 7 (Good; 174/260 - 6.7/10)
5. Series 8 (Good; 171/260 - 6.6/10)
6. Series 6 (Good; 170/260 - 6.5/10)
7. Series 5 (Okay; 165/260 - 6.3/10)
8. Series 4 (Okay; 159/260 - 6.1/10)
9. Series 9 (Okay; 132/260 - 5.1/10)
10. Series 11 (Okay; 112/260 - 4.3/10)
11. Series 10 (Bad; 97/280 - 3.5/10)
12. Series 12 (Bad; 61/200 - 3.1/10)
13. Series 13 (Terrible; 4/200 - 0.2/10)
14. Series 15 (Terrible; -3/200 - -0.2/10)
15. Series 14 (Terrible; -28/200 - -1.4/10)