

# Analysis of sa'dulla kuronov's science-fiction story "a day in the galaxy"

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**Abstract:** This article provides an analysis of the scientific-fantasy novella "A Day in the Galaxy" by one of the prominent creators of Uzbek children's literature, Sa'dulla Quronov. The article discusses the unique qualities of the main character, the life and lifestyle of the peoples of other planets, the chain of adventurous events during the hero's journey through the universe, the use of fantastic imagery, and how the author skillfully incorporates scientific facts, artisticizing them through literary expression. Additionally, the article presents our analytical conclusions regarding the work.

**Keywords:** Science fiction novella, A Day in the Galaxy, flying ship, droid, adventure.

**Introduction:** Sa'dulla Quronov is one of the well-known writers in Uzbek literature, and it is worth emphasizing that he is a person with a vast imagination, a good scientist, and an expert in physics and astronomy. In his works, the author successfully combines the genres of adventure and fantasy. His works stand out with their unique plot and interesting development of events. The work discussed here is a valuable gem for contemporary Uzbek children's literature. Works written in this unique genre are rare in our literature. In this work, the sequence of adventurous events is woven together like a chain. The author unites the heroes under a common goal as the events unfold.

**Main part.** Our twelve-year-old hero, Ahmad Odilbek, had a great invention – a "spaceship between planets." This ship moved in space on its own, without any rocket engine. The participants of the competition did not pay attention to this invention, believing it was impossible to build. They considered it to be just a child's fantasy. Furthermore, Ahmad had only brought the drawings of the ship. Another participant from another planet, Margol, takes part in the competition. She believes in Ahmad's invention, and together, they agree to build the ship. Ahmad names the ship "Kokkezar."

If a legendary blue stone is thrown into the dying core of the planet "Salmir" from the Sirius system, the

planet will be saved from disaster. Ahmad and Margol embark on a long, adventurous journey to find this blue stone. As the events of the story unfold, the adventures take place as they travel to different planets in succession.

First, they fly to the planet "Mars" (the Red Planet). There, they find the droid Mokini, whom they take along with them as a companion. When they reach the Zagun planet, they discover that the N2G crystal is also called the "blue stone," and the map they are looking for was broken into four pieces 100 million years ago, according to the wise philosopher Zagdan. This philosopher was over ten thousand years old. The philosopher also advises them to search for the pieces of the map on the Diamond planet in the Golden Fish star system. If we pay attention to the conversation between Ahmad and the philosopher...

"— Professor, do you know where the pieces of the map are? — asked Ahmad. — Yes, I do. One part of the map is on the planet Miks, another one is in the Galactic Museum, and another is kept by the pirate Obma. The smallest, yet the most important piece is the one that has disappeared without a trace. — The philosopher said as he moved closer to Ahmad. For some reason, he stared into Ahmad's eyes. — No one has ever discovered the secret of that last piece. Perhaps, young boy, you will uncover this secret?" [S. Quronov, "One Day in the Galaxy," p. 37]

The elderly philosopher Zag notices the unusual abilities in Ahmad. By the end of the story, this unknown piece of the map is also found. It turns out that this piece is located on Ahmad's palm. Such fantastic images appear quite often in the work. The author skillfully incorporates fantastic imagery into the adventure narrative. How could a map be hidden in the palm of a human being? This is an example of strong elements of fantasy imagery.

The next flight is to the Miks planet near the Maanen star, covered with icy rocks. The inhabitants of this planet seemed to resemble ants, and their main profession was military. Their dwelling was not an ordinary cave or building inside an ice mountain, but a strange world altogether. Let's pay attention to their description:

"The appearance of the Miks people really did resemble ants. Their heads were large, their waists thin, and their tails were thick. They also had a horn on their head, resembling an antenna." [S. Quronov, "One Day in the Galaxy," p. 39]

This passage, along with the descriptions of various peoples and creatures in the entire work, reveals that the author is indeed a person of extraordinary imagination, and he is also a wordsmith who skillfully conveys this imagination. The author attempts to depict each planet's inhabitants in a unique appearance, living in specific environments and situations. And he succeeds. The fusion of the author's mastery and the possibilities of the adventure-fantasy genre brings about a world full of marvelous expressions.

The Miks people were from a military tribe, and in the Milky Way galaxy, there was no more powerful army like theirs. According to them, their ancestors were also military, and it is highly probable that their descendants will also be military. For them, military life has become a way of existence. Just as we see certain things as routine, these situations become our habits.

While reading this work, not only do we enhance our knowledge about the exciting adventure-fantasy events and the movements of space objects, but we also witness the presence of unique values, customs, and traditions among each people, nation, and even planets, and the inhabitants of neighboring worlds. Reflecting on the "Strange Tradition" of the Miks people, who live in the Maanen star system:

During their conversation with the Miks, the protagonists Ahmad, Margol, and Moki learn that the responsibility of guarding all the planets in the Maanen star system was once entrusted to the Miks, but the Maanen system had declined. The inhabitants of the neighboring planets had flown to other stars, and the

Miks realized that without their commander Dordons, they were powerless. They discovered that Dordons had been captured by the Xastiks and imprisoned on an unknown planet.

"— Wouldn't it be possible to appoint one of you as a commander? — asked Margol, surprised. — No, no, this goes against the tradition. Only someone who possesses the commander's ring can lead the Miks military. Without the commander's ring, we cannot fight, especially in the absence of a commander. "— It's a strange tradition," thought Ahmad. At that moment, questions like, 'What would the Miks do without the ring? Is it not possible to break away from tradition if necessary?' were useless. Because they are military people. Military people do not invent new traditions. They are only capable of fighting." [S. Quronov, *One Day in the Galaxy*, p. 42]

As we follow the events of the story, we see how the heroes adhere strictly to this tradition, even risking their lives in battle, because the tradition is sacred, and one must stay true to it and preserve it. Ahmad, Margol, Moki, and 10 Miks soldiers, based on Ahmad's idea, built the "Ko'kkezar" and embarked on a dangerous journey, passing through the dangerous Neutron star to reach the neighboring world and find the Binary star system there. They were searching for the prison of Commander Dordons, who was imprisoned on the black planet of the Binary system. The next flight was to the Black planet.

"The Black planet does not emit light. More precisely, it does not reflect the light of its own star. The surface of the planet is covered with thick coal. Since coal is black, it absorbs all the surrounding light... Moki began transmitting the images of the identified planet to the monitor. It was a completely black planet with enormous volcanoes erupting everywhere. The lava flowing on its surface looked like human veins from afar. But these were not red veins, they were fiery 'veins.'

'The pirates didn't turn this planet into a prison for nothing,' said Margol, closely observing every part of the planet. 'Not even a beam of light can escape from such a place!'"

The protagonists of the story, though there were 13 of them, rescued Commander Dordons from a prison on the 91st floor, which was guarded by 2,000 armed guards, and returned to their homeland. This was a victory achieved through dangerous and strenuous labor. Why did they undertake all these efforts? Of course, it was to stay true to the Miks people's tradition. For their help in this task, Ahmad, Margol, and Moki also obtained a piece of the galactic map.

After obtaining the first part of the map, the

protagonists set out to the Cosmic Museum to retrieve the second part. The Cosmic Museum was located near the Rigel star, which was called the "Foot of the Hero." The writer describes the Cosmic Museum as follows:

"The Cosmic Museum was not a building, but an entire planet 33 times larger than Earth. This planet was the most famous and busiest tourist center in the galaxy. Every day, billions of tourists visited this place, and just as many left. In addition to the rarest exhibits gathered from the galaxy, the museum-planet had dormitories, entertainment gardens, markets, shopping centers, restaurants, swimming pools, and thousands of other things for the tourists. In short, to travel around the entire planet and witness all its wonders, even a thousand years would not be enough."

**The scope of the creator's imagination is incredibly vast.**

Here, our protagonists, due to their financial needs, sell a single raisin and a walnut to a natural food restaurant for a large amount of money. Through describing the nations that have depleted nature as a result of progress, the creator seems to remind the reader of the importance of preserving our environment and appreciating the blessings we have. They meet with the director of the Cosmic Museum and, in exchange for the wing of the Duradu ship, acquire the second piece of the map. After a major battle with the space pirates, and the aftermath of the Galactic War, their leader manages to obtain the third piece of the map from the pirate lair in Obmada. The map:

"Ahmad combined the three pieces of the map. The black fabric pieces matched so perfectly that when connected, the seams were almost invisible. But in the middle of the round fabric, there was a spot that remained open. This spot belonged to the fourth piece of the map." [S. Quronov, *A Day in the Galaxy*, p. 73] Now, they set off in search of the fourth piece. At the Cosmic Library, they find out from the librarian that the fourth piece of the map is hidden in Ahmad's palm. By combining the map pieces, they determine the location and discover the Blue Stone. The Salmir planet is saved from disaster. After passing through a time tunnel, Ahmad returns to June 25, 2036, the day of the "Inventors' Contest." He brings the Blue Stones with him. Later, in the logical continuation of the work, *The Jewel of the Cosmos*, Ahmad activates these stones, beginning new adventures.

## CONCLUSION

Sa'dulla Quronov's *A Day in the Galaxy* is a prominent example of the adventure-fantasy genre in Uzbek literature. Through scientific-fantastic descriptions, the work aims to explore the mysterious and fascinating universe, shedding light on the limitless potential of the

human mind. The novella is rich in amazing events and adventures. The creator has gained wide recognition not only among children and teenagers but also among adults with his work. In his writings, modern and future technologies, scientific achievements, and humanity's pursuit of exploring the cosmos are portrayed with artistic mastery.

The main focus of Sa'dulla Quronov's creative works is the science fiction genre. His works extensively discuss themes such as new worldviews arising from technological advancements and the impact of scientific achievements on human life.

For instance, in *A Day in the Galaxy*, the processes occurring in space, although depicted with fantastic elements, are based on scientific principles.

The author's works are enriched with adventurous events. The experiences of each protagonist engage the reader, making them keen to follow the progression of the story. For example, the protagonists' travels in space, mysterious events, and their resolution of complex problems are key characteristics of the adventure genre.

In Sa'dulla Quronov's works, not only are scientific-fantasy or adventurous events important, but educational ideas also hold significant value. His characters are portrayed as curious, brave, hardworking, and goal-oriented individuals. This encourages young readers to set high aspirations for themselves. Through this work, the creator has showcased his true talent.

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