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To Begin With…

*Spoilers *** Spoilers *** Spoilers *** Spoilers *** Spoilers *** Spoilers *** Spoilers *** Spoilers*

This is another sort of tv critique. It is the story written during the watching of the show. If you have some time to spare, if you want to read a really critical criticizing critique text, then go for it. Have fun! Enjoy! And think if you yet got a brain for doing such a critical thing!

Star Trek Discovery

Season 1

E01 The Vulcan Hello or "Hello?"

A Vulcan holding a speech, two SF officers walking in the sand, ok, a standard start of the season. But then: Again a SF Starship dives into the atmosphere, hovering a few dozen meters above the sandy ground! Maybe it is just me, but the early idea of a starship, like the Kirk-Enterprise is, that it doesn´t have to be aerodynamic or even torsion stable, because it flies in space only! Never land on land or dive under water, because it would crash alone of the atmospheric wind. But wasn´t there a movie where the Enterprise did dive under water? Also bad, bad, bad! So, a bad start for the show in my opinion. I didn´t like it! But nevertheless I am curious how Vulcans say: "Hello!"

Now we have to memorize: One is obviously the Captain, the other is No. 1, a xenoanthropologist. Named "Burnham". Do you remember, what *Inara* said about the Planet *Miranda* in *Firefly – Serenity*? "It is right at the edge of the Burnham quadrant!" What a coincidence!

And the date is May 11th, 2257, a sunday. Nice date! At least for me! I like shows using dates or items of my personal realm! Back to the show. The ship is the *U.S.S. Shenzhou*. Now, that´s not the first Chinese shipname in *Star Trek*. So the future is less Russian and more Chinese? Reminds me of *Firefly*. Or can it be that the important stockholders are from Asia? And do you know the name of the Chinese space station in the real world? Yes, exactly! Ah, forget about it! Let´s view the scheme!

Nice bridge design! Panorama view through a huge window with integrated screens.

Because we are on a repair mission, we have to analyze every "scattered field" we do not see. But when you can´t fly in with ship or shuttle, you surely have a … jetpack on stock! Oh yeah! Jetpack! Wow, the acceleration seen should make a soup of Burnham´s intestines. Dampening field in a jetpack? And an asteroid field ahead! Ok, actually no asteroids but some rocks assembled in the distance. With looking from the external view with the ship on the right and the rocky field (later called debris field) on the left, I assume the distance between them could be about a couple of kilometers, several thousand **meters**.

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Oh! But her computer voice tells that the distance to the field is 2000 **kilometers** (timestamp 10:00, DVD)! How´s that possible? That would be roundabout the direct distance between New York City (USA) and Winnipeg (Canada). If that is true, you would not see the ship from the debris field that big, or better, at all! And she has only 17 minutes now for going there and back again (that´s 4000 km, did you get this result?). And while the rocks are really dense packed and she does her flight through them moving like a clock pendulum, her velocity could not be that high. So let´s calculate:

Let her oxygen last say 17 minutes. So her maximum flying time for the 2000 km is about 8 minutes = 480 seconds (one way to the unknown object), and the same would be on the way back. That is a constant $v_{jetpack}$ = 3333 m/s (without acceleration and reducing speed) there and back again. Uh! And that is 12,000 km/h. Have I miscalculated? That would be six times max speed of an F-35! With that small thrusters the jetpack has? No, bad script, indeed! The writers aren´t good with numbers anymore. If *Douglas Adams* writes, the diameter of the Milky Way is 500,000 lightyears (it should be 100.000 ly), then, why not? The whole story is crazy enough to tolerate that. But the *Star Trek* franchise wants to be sort of scientifically, so this “Burnham will reach an object in 2000 km distance in eight minutes in a jetpack through a dense rocky debris field”-scene is ridiculous at best. Bad start for this show. Nevertheless visual effects and camera work are very good. Kudos!

The encounter on the object is the source of all the trouble following. Watch for yourself.

The only thing I find complicated to watch AND to understand is the extremely short fight sequence. I could never see in detail Burnham hitting the Klingon deadly. Ok, he´s dead after all, and Burnham is shocked, but how it happened is very difficult to observe.

The following story is, I must admit, cleverly arranged. And you have to pay closely attention not only to the scenery and the dialogs, but also at the body language! Especially the scene when prisoner Burnham arrives later on the Fed ship, talking to its Captain. The talking of the voices and the bodies is significant to of all of the following. But that is a couple of scenes away.

Ah, and in the scene Burnham is saved, a crew member on the bridge uses a hand calculator for calculating the data for the tractor beam manually in no time. What is that? 1980? There is no computer on board integrated to make that? A hand calculator? Even Archer had not such a device, had he? Thanks to whomever, the scene is very short, and I want to forget it immediately.

Now the Klingons are mad. Typically! They started it by blowing up a Fed relay (at least, we assume it was them. Who else?), and now they want revenge for the killing of one of them, who attacked a Fed officer. Yes! The others are guilty! As Laurel said to Hardy: “Look what you made me do!” So they choose a new what? Torchbearer? Ok, whatever. It´ll be that Albino. And T´Kuvma says to him the undying words of *Fury*.. Oh darn! Wrong Franchise! So he says: “…and yearns to be part of something bigger than himself.” (timestamp 27:35, DVD) Wait! Let´s hear *Fury* himself (dialog from timestamp 30:35, *Agents of S.H.I.E.L.D.,* E22S01): “…once he realizes he can be part of something bigger…” Yes, the Klingons quote *Fury* or vice versa or whoever took an inspiration from the other franchise´s script or whatever (you´ll find quotes of that everywhere from everyone). I am a little bit confused.

We learn that Burnham is sort of Vulcan. And we learn she is Sarek´s daughter! Aha! The Klingon gang babbling of honor, torch bearers and revenge (for what?). But for fans it has a nice touch that the K. speak in Klingon with English subtitles added.

Now something is cooking up… an argument between the Captain and Burnham… escalating… a Vulcan neck grip and the Captain lies on the floor. Mutiny! The story begins!

E02 Battle at the Binary Stars or "chaos, murder and mayham"

Because there are not many tricks to tell the audience the history of the character, we start with "Two years ago" and can observe, how Burnham got on board the Shenzhou.

Klingons babbling again, now speaking of "purity" and "destiny". Be vigilant, if someone uses such words! Not a nice guy!

And the Feds learn of the cloaking capability of at least some Klingon ships. Murder and Mayhem all over. Uh, and the words of T´Kuvma (timestamp 22:28, DVD) seemed to me in hindsight like a prophecy of things to come in reality in 2022… Remember, who said that in those nearly exact words? Do we really need a "Vulcan Hello"?

While the Shenzhou hovers helplessly through space, Captain Georgiou plans to hurt the Klingon gang. Now it is the second time Burnham tries to manipulate the Captains train of thoughts and advises against the killing of the leader of the Klingon gang. Yeah, yeah, making a martyr of him is not very appropriate, but guess how this new Burnham plan works out? Yes, you are right! It fails, the Cap dies, the Klingon dies "martyr" at last and we have our newborn prisoner. But we know how many seasons there are? So there always will be a reason to promote her again and again despite her bad manners, ignorance, egocentric actions, and never topped arrogance. Oh, yes, and she is the source of all the tears all seasons long, even when interviewed, and she never is out of character, and weeps, and cries, and laments. Wow! A three year old, sending everyone every time on a guilt trip? Seems to be.

And to all Michelle Yeoh fans: You have to say good bye to her now, until you see (at least) her face again very much later! With a court-martial and a conviction this episode ends in tears.

E03 Context is for Kings or "A little bit tardy, Sweety?"

We now wait for a reason Burnham is made officer again, for what bent action it may be. But firstly, a road trip with prisoners and a highly mysterious Fed ship with a slimy Captain as a deus ex machina. Weird. Have fun! Oh, and if someone wonders, why the show is named "Discovery" and not "Shenzhou", this is why: "Discovery ex machina". Uh, where does the pilot of the con shuttle go? Hopefully saved by Discovery? The writers get careless with Fed lives. This is not Enterprise-ish anymore.

Now is the time to observe very closely, as mentioned, the scene, the body languages, and also listen carefully to the dialog between Burnham and the new Cap. There are a few scenes in movies and TV-shows made with excellent craftsmanship. One of them is *Black Widow´*s interrogation of *Loki* in *S.H.I.E.L.D.´*s aircarrier in *The Avengers*. And one other is now in this episode (from timestamp 8:23, DVD). Watch closely. One Tip: around 8:35 the

body language. The answer to that riddle has to wait until the end of the season. You will know it when you see it.

Lorca now states that Burnham has training in “high level quantum physics”. Hmm. In episode 1 she is called a “xenoanthropologist”. Two very different subjects. But, ok, she´s been trained by Vulcans, so it maybe possible and we let those subjects be true for the time being.

But this is one of many moments, she, Burnham, is pressed against her will to be integrated in dubious work. She excels as always and so her return to society is guaranteed.

Now we meet Tilly. Why do I mention that? For two reasons: Firstly, she will be with us the whole show. Secondly, she is the new type of young career women, babbling without any second pause, unsecure, her whole life been mobbed, highly intelligent, socially very unintelligent, submissive to authority (I´d call it brownnosing), feisty to underlings, and with a hang to right wing thoughts (you will see that in the alternate universe and later). She wears brown uniforms with pride, perfectly compensating her missing self-conscience. Her character is necessary to complete the (I´ll borrow a term from *Picard*) Discovery´s *motley crew* spectrum. Well, let´s say the sort of *Gollum* needed to get rid of *The Ring*™. The actress on the other hand plays that character in a very brilliantly way.

By the way: Polyester bed linen? Seriously?

Hah! I love “black alert”! Very amusing! The whole disc section of the ship circling and whirling like a children’s´ toy! I think I am going to be sick…! They must have an excellent dampening field in the writers´ room.

And the integration begins.

Momentarily she has to reconcile code. She expected “quantum astrophysics” (oh, she knows that, too?), but recognized biochemistry formulas. Oh, what an intelligent girl she is! Now we have xenoanthropology (#1), high level quantum physics (#2), quantum astrophysics (#3) and biochemistry (#4) with knowledge in genomes, and a little bit of computer science, because she can read (and write) complex code. Wow!

A new biometric identification system comes up: breath scan. I was thinking about my bad breath in the morning, after a few drinks, and during an argument with friends. Then people in my vicinity say to me: “Shut your mouth, you stink!” So that system must be highly sophisticated to recognize everybody always every time with a 100% rate. And immediately a hack is shown by Burnham. Very nice! So, not 100%.

Oh, and remember the word of Captain Lorca to Stemets: “This is not a democracy!”

There is a moment Saru talks to Burnham and says: “You are a valuable asset.” That is a very bad style to speak to your crewmates! But it became common not only in Star Trek (there is a scene in *DS9*, where *Sisko* talks to *Quark* in that way), but in other franchises and yet in reality! People! Employees are not assets, though CEOs want to see people working for them are not more than assets in their portfolio. A car is an asset, a machine is an asset, or a computer might be an asset. But a human being? The new *Star Trek* world is

rotten, full of bad characters and COs with no consciousness. That I don´t like! That I don´t like at all!

The introduced spore drive is surprising. After all those hyperspace, subspace, Warp Drive, and wormhole drive, this mushroom drive is kind of refreshing. It is as crazy as it gets, not less believable than warping, and you have a slight creeping factor involved. They live! Yeah, we wait for the monsters!

E04 The Butcher´s Knife Does Not Care For The Lamb´s Cry or "Darn Gravity, Well!"

Now she tells the Captain, she is not only a xenoanthropologist, but has studied quantum mechanics (#5) at Vulcan. What else can a girl do on Vulcan?

The next problem is to tame a tardigrade, but a real big one, big as a bear.

The next "jump" gets them into the corona of a sun. A little hot in there! So they go on backward gear and… are "clear of the gravitational well". Now, that is a fine assessment of the situation! With thrusters and conventional drive going for a few seconds and they are … clear of what? For a moment we will look at our real solar system. The sun is the main "gravity well" for all planets. While the solar wind ends at about 122 AU (that´s pretty far away!), the gravitational influence of our sun ends at roundabout 1.6 light years. And that is not surprising, because in about four light years distance we have the next solar system (Proxima Centauri). Hence a distance of two light years marks the safe distance to the next solar system resp. "gravity well". Thus you could not fly with sublight speed a few seconds or even hours away from a sun to get out of the "gravity well" (wasn´t there a semantic difference between gravity and gravitation?). Finally, there is no border or sort of line defining a status change like "here grav / there no grav". So that "clear of gravity well" babble is kind of BS. Yes, there is a velocity to get out of a gravitational system. But then you are not "out" but you are fast enough. To close that cycle, the safe distance between two galaxies (size of Milky Way) is much further than two million lightyears, because Andromeda and Milky Way are drawn to each other, while most other galaxies flee from us.

Now I am mad! Why does this slimy Captain while speaking to Stamets refer to one El*n M*sk in the same breath as the (real) Wright Brothers and (SF) Zefram Cochrane? Are you crazy? What kids were writing this nonsense? Not cool, Bro!

At that point (that tardigrade kills the security officer) we all have surely forgotten, that Burnham is in a technical way still a Fed prisoner, now, haven´t we? She behaves like from the start as at least First Officer, or, at least, Science Officer. Tricky to watch… Especially as she uses Saru without being disturbed by conscience as a "Danger-Sense-O-Meter". What have I laughed! And Saru is pissed – again! A very subtle written scene, I must admit! Ah, and guess, what the tardigrade eats? Mmh, tasty mushrooms!

And the Klingon plot slowly takes form. Listen very carefully to Voq and his female counterpart talking on the ruined Fed ship: "What must I sacrifice?" – "Everything." This is the key to the following.

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E05 Choose your Pain or “Is all that significant?”

This episode is weird. Some things happen and it is not clear where they are leading. Captain Lorca is at a meeting with an Admiral friend (female, of course) and heading back to his ship he is kidnapped. Ok, so far so good. Shit happens. On the ship of his kidnappers he is imprisoned with two others. And that is the point where you have to listen and watch (again) very closely! Because that is also the key for the following. Two keys? For one lock? Hmm, possibly just one key? … Just wait for it! Besides all that, Saru becomes a hardlined bureaucrat, so no one likes him for the time being. Stamets has a substitute for the poor tardigrade.

And the Klingons develop a tricky version of a Mexican standoff for the prisoners (or let´s say, a bent sort of prisoners´ dilemma). Look at the title of this episode!

In the dispute between Burnham and Saru if the tardigrade can be used further though it will be “depleted”, she shows (not for the first time, but now very clearly) a very bad communication style in reaction to a clear command from Saru: She argues like a psychotherapist to a patient, analyzing Saru´s overall reaction to the situation. That would be a insubordination against a CO in the worst manner! That (and gallons of tears running down her cheeks every now and then) is her true character, and that will be her style during all seasons of the show. What puzzles me is, how all others accept that in the end and let her climb up the career ladder without serious resistance. Strange world, that new ST-universe (ok, it´s not new, it´s Pre-Kirk, but you know, what I mean)! I don´t like that character at all. And those therapist talks follow from now on in nearly every dialog scene. Boring.

Let us again focus on the escape of the prisoners. Have you observed the situation in the Klingon prisoner ship closely? This is – as I wrote before – a key scene!

And we see that Stamets sacrifices all he has in a ruthless way for his science! Nice idea of the writers!

E06 Lethe or “Lethe? In so many ways, I forgot what that meant!”

Now the Discovery has a new Chief of Security. Oh?

Burnham – a not very erotic at all character – gets the chance for a romance. With him?

Sarek has serious problems on his diplomatic mission. This will be the node off which two separate plots arise, that lead to two significant events. Not bad written.

But now we are informed of some events of her past during a long range interconnection with her wounded father, Sarek. Oh, those surprises! We can´t take it anymore! So, she runs to save him.

A question between the several events: Why on earth does Lorca cracks his fortune cookies like walnuts? The cookies are not hard to crack, just bite them. But to use both palms to do that is overkill or just a dumb tell. He must be of another universe or so. Ooops!

When *Star Trek* was young, the Vulcan Mind Melt was something like a middle thing between science, biology, and magic. But as we learnt in ST Picard, even the robots… sorry, the Gynids can simulate that with some electric devices. And now Burnham and Tilly

are doing the same on a shuttle to contact Sarek. Where is the magic gone? A Mind Meld is a simple bioelectric mechanism? That is a sort of reductionism within reductionism. I don´t know if I like it or not… Not!

And, again, listen carefully, for example, what the Admiral says to Lorca over a glass of whisky (at about 24:42, DVD). Just a hint. And Lorca is mean! After a threat from the Admiral, he suggests, that she could take the place on Sarek´s place in the diplomatic meeting, because he is wounded. Later on that we´ll get a second meaning in the story arc. Nicely built!

In Sarek´s mind Burnham learns, that she was sacrificed in favor of her brother… Spock! There it is! Here begins another thread for the next few episodes. But watch it and think for yourself.

Now it is nearly in the clear! As Lorca receives message of the capture of the Admiral by the Klingons, Saru is astonished, why Lorca does not pursue her, ignoring one or the other rules. No, Lorca wants to notify Starfleet and wait for orders. Hah! Have I laughed at that scene! But I, too, was misled by the writers, as I noticed at the end of the season!

In the last scene the camera view shows Lorca looking out a window, seeing his own face mirrored in it, the stars in the background. What an excellent scene in the context of the following events, so easily overlooked, when seen for the first time! Bravo!

E07 Magic to make the sanest man go mad or “Only one word: Mudd!”

A very, very funny episode! You can laugh until your drink pours out of your nose! Burnham hitting on Tyler in the Discovery-Disco (yes! Disco in the Disco!); I have to say, she is clearly a power dater (there is a definition of that term in *NCIS*). Poor Ash! And the saving of a space jellyfish seems to be a problem…

And… oh, just guess, what writers do when they want to pause in generating ideas, or have to write a bottle episode, or are just lazy? And what that has to do with a winterly rodent? Yeah, we are speaking of time loops! But, then again, there are boring ones and sometimes better ones. This is a good one! Just watch, have fun, and have your favorite drink or smoke near the sofa! Nothing more to say! Oh, and Burnham is promoted from POW to Science Officer.

E08 Si Vis Pacem Para Bellum or “What a Waste of Time”

I don´t like this episode. It is written chaotic, and the weird life form on the planet is just a vehicle to get three characters in contact and relation to one another: The Klingon woman L´Rell, the captured Admiral and Tyler, while the first and the third are the most important ones. For this Saru has to suffer from the planetary life form, and Tyler and Burnham have to suffer from manipulated Saru. The idea of using a transmitter for detecting cloaked Klingons is ridiculous. Space is not your common neighborhood, it is vast and empty. Even with Warp Drive you have to fly days or weeks to get to your destined area. But, I digress. It is fantasy, but this episode is not fantasy, it´s just a broken story.

By the way, how does anyone know, just landed on a new Planet, where North, South, East, or West are? Ok, let´s read the “Planet Landing Manual for experienced Space Ship Captains”, chapter 5, page 230:

> "Before landing on a newly discovered planet you have firstly to define the cardinal points as follows:
>
> For the *North Pole* you define the one point of axis, from where the planet rotates counterclockwise, if viewed from above. The other end then is the *South Pole*.
>
> For *East* and *West* the direction of *East* is that direction to which the planet rotates. *West* then is the direction opposite to *East*."

Wandering through a wood on a foggy day, do we now know, where "north-northeast is", Mr. Saru?

E09 Into the Forest I Go or "Mirror, mirror on the wall…"

This episode is the continuation of episode 8. But all in all it has a mean twist.

The secret of international politics is: Never do something just for one reason! There have to be at least two reasons for an action to be taken. And the more the better … and cheaper. So this episode kills two or more birds with one stone. And wars are not fought between two sides but between many sides that think they have to gain something from it.

Before the season ends, we have to free the Admiral, get L´Rell and Tyler together (just wait for it!), and get the Disco … let´s say, far, far away. Then it gets very funny and more interesting! And soon we meet someone we missed now for a long time.

Did you notice two episodes ago the private room of Lorca with all those nice toys and maps? Just ask yourself: Why is that? And for whom and for what really are those 133 jumps are to be performed for? Thinking, thinking, … Yes, Stamets has it! But, alas, he doesn´t realize its impact. Poor Stamets!

A hilarious pep talk from the Captain, on enemys´ ship placing sensors and rescuing Admirals with Klingon Ladies, counting down the nearly 12^2 "jumps, and… Woosh! Away is away is away! In between we realize in flashbacks the subtle secret of Ash and L´Rell, known at that moment only to the latter. The suspense (and the expectation of interspecies porn) is killing me! I´ll wait for it!

Now we can defeat the Klingons! And what does a good Captain do? "Jump #133 unknown". Vanish! Hoorah!

E10 Despite yourself or "Golden Armor instead of Black Leather Tanktops"

Now let´s recapitulate! What had the Star Trek franchise mastered better than every other show? Time loop? No, there are more of it, much more. But, yes, there was the mirror universe! Archer was there (very funny!), Kirk was there, Sisko was there, Picard was there, last time in "Picard", oh, they all were there, more than once. And what do we expect, wish, and hope for there? More grim actions, more naked skin, and more evil grins! Oh, boy! Leather tank tops, miniskirts, naked bellies, good characters turn bad, bad characters turn… whatever. There was not a too bad version of that theme in *SG1*, but the *Starship Enterprise* version was brilliant! I love it, this is the one with a mean twist at the very end! So we all are awaiting a super exciting and all topping version of the former versions!

While the crew is searching for answers, L´Rell speaks the password to open Tyler´s subconsciousness and he reacts mechanically, just like a sleeper! Wow! That was unexpected!

Yes, what do kids learn from the relation between Tyler and Burnham? You invite a woman to your table by kicking a chair in her direction. And if you want to impress a woman, (1) just kill a whole village like Anakin or (2) let yourself be tortured nearly to death and then kill two dozen "enemies" (whomever, it really doesn´t matter), (3) or tell, that you were forced to sleep with at least a dozen very bad women (you really didn´t have a choice), or all of the three reasons at once, and then finally weep all the water out of your eyes you´ve got there, wetting all around you, lay your head on a table or in the lap of the girl you want to get in bed with and wait what will happen! So, being nice or a gentleman will never get you laid! Remember that!

Slowly we see that this new universe is a bad version of the original one. Let us observe, how fast the crew can integrate itself into this exciting badly society! What a surpise! Tilly it is! A dream comes true for her! Always wanted to be Captain, now she is Dictator-Captain! Yeeha! And again: Why has a chief engineer has to talk a horrible Scottish accent? That is kind of racist! I bet the bomber would have spoken Irish!

It is really refreshing, that the actors in the interviews all tell, how good the fascist uniforms are looking, how awesome the design is, and much fun they had being bad. Some of those statements are typically for actors, some others are more related to GOP members. It is sort of irritating for me, whether I could watch this franchise further, with bad intentions so woven into the characters of the actors, not only into the characters, and so far away from the characters and character of TOS!

But, yeah, everybody seems to love living this cover. Especially Tilly, who now is living her lifelong dream! At least it will be interesting.

Tyler wants to be deeper analyzed to see the truth behind his horrible flashbacks and asks Dr. Culber. Oh, that poor man! It is not easy being a doctor!

Slowly the secrets reveal themselves. Firstly, mirror universe, secondly Tyler, oh, wait! Poor, poor Culber! Indeed, Manchurian! And so not *Star Trek*!

E11 The Wolf inside or "Flying swords and crossing lines"

What is the purpose of this episode, I asked during the first time viewing. Ok, what did we miss in the episode before? Everybody met his or her counterpart. But, not everybody! Whom did we miss? The answer is: we missed Tyler. And now, in the mirror universe, there is a Voq, a Klingon from the first episode. Why does Tyler react in such a weird way? Remember, what Culber said, before Tyler murdered him. In the end we see, he and Voq are the same, a really Manchurian. The "Saru"-servant rescues Burnham then from Voq´s attack, and she has the means and opportunity now to get the important data home and Tyler in the (correct) brig in the same time. But, to all the Burnhams out there: If you got a weapon trained on an attacker, don´t talk, please, just shoot.

And guess who the emperor is? The "Mother of the Fatherland" (what a ridiculous title…). And, dear writers: "dominus" is masculine, the correct term would be "domina"! But that again would have been censored by the production company. Ok, back to the actress!

Right! It would have been a waste of competence and artful work, if Michelle would have been only meant to go two episodes! That should become very interesting! Here, Michelle can play out her whole repertoire, inclusive sword fighting and other martial arts. Very exquisite to look at, especially in her golden armor! And don´t forget to view those Extras (DVD) with her in it! Very informative!

E12 Vaulting Ambition or "All are deceived, all are deceivers. What a surprise!"

The episodes are getting shorter. 35:35, this one. Therefore I expect action only, not discussions! But, ach! It is becoming more weirdly! Stamets wanders along the mushroom network. Why on Earth? Ah! We have an actor wasted! Oh no, he has to come back, whatever the tasteless costs! Alas, all mushrooms are dead! Not much time to find a solution, this near to the end of the season!

Did you expect that? Slaves are for unpaid work and for dinner (to be eaten). Burnham is going to be sick! And we learn, that we never ever want to be close employees of a dictator/emperor, because we could die faster than we can shout: "Merde!". And beware of Xenaoid discs!

Now is the moment! While Burnham discusses her situation with the emperor/ess, Lorca "discusses" his situation (and more) with a prison guard in the room of agonizers. And we see, that the mean plot of Lorca spans over two universes! Do you remember what the Admiral said to Lorca? That he changed? Now we know why! Because it isn´t Lorca of the original universe! And that he planned all along to get back to his and kill the emperor! What a mean, double, no triple twist! Not bad written! Slowly even Burnham discovers the truth and is shocked! But it is almost too late. Just watch for yourself!

E13 What´s Past is Prologue or "Big Badaboom!"

To me, the *Imperial Palace* looks like a bad taste *Titanic*. What do you think? And Stamets speaks out firstly the word "multiverse". Ok, we are now officially in the marvelous Verse.

The final combat is just like this: a final combat. Nicely arranged, good performed, standard visual effects. Ok to watch. Especially Michelle is eyecandy in every aspect. Nobody can throw legs higher than her. Kudos! And she kicks him into the Abyss!

Disco in a firestorm gets in the home universe and… missed it by just nine months! This home journey is a mix of *SG1* wormhole travel and *Andromeda* slipstream, with a hint of cheap *2001*. But nonetheless worth viewing.

As every Nerd wants to know: If no response or even automated signal from the Fed is received, then, how can they get the latest "war map" with tactical details? From the Klingons? Let´s say, the writers were tired. Or I was. Ok, back to the story…

One question arises: When the Admiral´s crew boards the homecoming Disco, Sarek goes straight to Saru for an unwelcome mind melt. Uh! Wasn´t there a serious discussion between the Vulcan Number One and Archer on the first Enterprise about that? That this is like raping? And didn´t Spock very much later was mindmelt-raping Valeris in Star Trek VI to get information out of her? It seems Star Fleet ethics is not as supreme as we all thought it should be. Yes, there were good reasons for it, but that behavior is forbidden for good reasons in our real world constitution or basic laws.

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E14 The War without, the War within or “Turbo Fast Agriculture”

Empress is now on board the Disco.

Enters Saru: “Captain!”

Emperor (angrily): “Emperor! On your knees, slave!”

Burnham: “This Kelpien is my Captain!”

Good for a couple of minutes laughing time!

The Disco crew is now back to standard work. Nine months without their cloaking detector means Starfleet has lost the Klingon War and is desperate to find any measures against that. So strategy and tactic meetings are held, plans are planned, and licking relationship wounds are the programme now. Especially Tyler and Stamets/Culber (but that one is boring). Every now and then there are boring minutes of tears and babbling. Especially tears (The Queen of tears is Burnham!). And as I told you: Everybody likes you if you killed someone. As the crew likes Tyler again. And to grow more love for him in Burnham, he has to shout at her, putting her on a guilt trip. Women like that! Oh, do you remember who of them both killed crew mates? Disgusting! And tears are spritzing out of Burnham, barrelwise.

The writers seemed to have written themselves now in distress, because Disco has no spores left for her Sporedrive™. So what do they need? Yes, A deus... sorry, spore ex machina. But before we find that, there has to be a properly meeting between the Admiral and the Emperor! Oh, what a nice verbal chick fight between them both and Burnham (she has always to be present where no one wants to have her)! You have to watch it at least twice!

One question in between: How does one hold a nonhuman humanely (as the Admiral babbles) as prisoner?

Ok, now the Admiral seeks wisdom from the imprisoned L´Rell? What a bad idea!

But to defeat the Klingons we need spores. So… we grow them, in minutes? Stamets knows suddenly that this would be possible in the Vega System, wherever that is. Just shoot some of the prototype spores (he archived them) into the ground, wait for it (they are growing faster than I can run!), and poof! But like every Frankenstein, you have to handle a great switch on the wall! Ok, here it is kind of electricity bolts you shoot in the ground. And… You have again enough spores to jump. Wow! What a light show! Finally just harvest them.

What do we do with the emperor? Easy! Introduce her as the recently rescued Georgiou! That is a … logical solution, isn´t it?

E15 Will you take my Hand? or “Enter me, said the Planet”

Fry asked that Leela. No, I digress.

At about 11:40 I had to stop viewing this episode, because Tilly meets the unknown to her until now on board empress. And the director must have a really twisted humor, because she does the fascist greeting automatically. I laughed about five minutes! So, nothing of “we can look deep into our darkest personality” but “hey, back to fascism!”? The Tilly-

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character is dubious at best and very fitting to the real young generation. Brownnosing in every sense of the word.

Tactically it is a good idea to jump *into* the planet! Nobody would expect that. Even the audience would be surprised. With introducing the Orions on Qo´noS, we have a reason to show gambling, exotic dancers, and drugs in the franchise. Well done! It´s a cheap tent version of *Blade Runner´s* New York. Now, the Empress in the Orion sex and drug den? Wonderful situation, greatly performed! Just sit back and watch! After becoming aware of the bombing plans for Qo´noS Burnham now puts the Admiral on a guilt trip. Oh my! That is Burnham´s standard reaction in all situations. And all crew mates stand up on a table (on no, that´s the wrong film!), they just stand up. That is a scene for 11-year-olds. Fast Forward! The new plan involves L´Rell, who never wanted (but also not rejected to) being the Chief Klingon. Why not! Let her!

After Burnham is cleared by the Fed, the Discovery has to fly to Vulcan, escorting Sarek home. There, at about 41 Minutes (DVD), the only logical command is given by Saru, who asks the helm, if they had cleared the Sol system. After a “Yes!” he commands “…maximum Warp”. That is absolutely correct, because you just cannot go to warp while flying through a star system (as Isaac Asimov also has argued in his novels). That would have a disastrous effect to the planetary orbits (Tip: Look up what Warp does!). Ok. Perfect. But… how far have you to fly at sublight speed to clear the system? You should not fly faster than 10% of light speed to avoid relativistic effects. And the gravitational pull of the our sun reaches as far as about 1.2 light years. You remember the distance to our next neighbor? Alpha Centauri? About 4 light years? That would be the safe distance between two star systems centering midsize suns like ours not disturbing the other´s orbitals. So how long would you fly then? Tough question for a writer. Neptun would be circa 30 AUs, so 8 Minutes times 30 equals 240 Minutes for light, 10% of it would be 2400 Minutes, i.e. 30 hours. But that would not be the end of sun´s gravity. That would be said about 1.6 light years. But the fans want the spaceships as fast as they can imagine… Flying in space is tricky indeed.

But switching the nerd mode off, let us resume to the end of this season.

What I appreciate is that this season ends with just a mild cliffhanger. Even if we don´t ever know what Captain Pike really wants, we saw the awfully good looking Enterprise and the season came to a good end.

Looking back, I´d say, the Burnham character is written as an eight year old princess, quick on tears, knowing everything better than the adults, showing big doggy eyes when she wants something, and hitting (on or beating, take one of two) every boy who contradicts her. And that might be the target group for this franchise.

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Season 2

What we need to be prepared for is the problem of the whole show. The time between Pike and Kirk is so short and dense packed, that we are running into problems telling a reliable story. Eventually Kirk must appear. But this is not possible. So we have to transfer the continuation of *Discovery* … yes, to another time segment where we have enough space to tell whatever we want for as long as we (the producing companies) want. And during the Kirk period, the Picard period, Voyager, and DS9, we knew nothing of Discovery. So the whole period had to be hidden deep in the archives. As well as Burnham. So the best solution, ingame and offgame, is to put all far, far away in time and put it on a top security level. So, if you like it or not, *Discovery* has to move away now from now. But we´ll see. The way, they´ve done it, is not my favorite way. But, ok, it works. So season 2 is transitory.

Oh, if you thought to watch also the *Pike* TV-Show, let it be. I tried it, and it was endless splatter, chaotic, and in the end I had a whole new bunch of glittering coasters in my kitchen.

A very good one of all quality scrutinizing criteria is: Would I drink a beer with that character in the local pub at the corner? And really: absolute candor to yourself here! With the TOS crew I have to say: yes, with all of them! With the TNG crew I have to say… maybe Dr. Crusher or Dr. Pulasky, and no to the rest. With the DS9 crew there would be only Quark and the Trill, no to the rest. And here with the Disco crew? With no one at all. And why would that be so? Because only in TOS the characters are really adults. Not immature children. And now, have fun or whatever.

E01 Brother or “Who else?”

Introducing with snippets from the TOS pilot episode has to get us in the mood and context of this episode. Let´s wait where it leads. A tale is told in a very stupid and dumb way. It fails me to get the sense of it in this context. But then again, maybe I am just dumb.

While the Enterprise´s communication is shut down, Tilly suggests Morse Code. Good idea, but Morse Code is to slow. And between Morse Code and other semi-digital symbol based codes is enough time to try faster codes, like teletypewriters. On board both ships should be enough computer power left to do that (she flies). But Morse Code ist sort of romantically. And: Why can they yet beam people while in distress and even comms is down? Curious.

It is kind of interesting comparing the styles in commanding shown by the bureaucratic Saru and the Western Sheriff Pike. Just observe. But, alas! The spinoff is not worth watching, as I said earlier, they made it a pure “splatter and tears”. Pity!

It is in the beginning of this episode, that the biggest annoyance of all shows in the franchise appears on screen: The interior of the turbo lifts. There is so much unused space in those lifts, that you can fill a whole suburb with them, or better, the whole Starfleet Academy block and a significant part of San Francisco harbor added. Not one spaceship could be big enough to have them in it. Or, other thought, they are using *Time Lord* technology: It is bigger on the inside! So, just enjoy the sightseeing tour in those elevator shafts, but forget, that they have to be in a small space ship. The production design must have smoked really bad weed! Carnival in Space! Maybe a new show.

With Pike on the Bridge, Tilly is in maximum brownnosing mode; ok, the Empress is not around, so her nose is searching for another hole…

There is one true statement Tilly tells Stamets: “I am drunk on power.” Yes, Tilly, we realize that! Behave! BTW, Stamets: He is offered a teaching position at the Vulcan Science Academy? Uh, not in this or in any other universe! He is just phantasizing.

Arriving on the coordinates of the first red flash the irritation of the speeds comes again into play. To put the ship to “quarter impulse” to ride off an energy wave is ridiculous. “Impulse” is as read in an older *Technical Manual* sublight velocity, so “quarter impulse” should be like nearly quarter of speed of light. What is apparently meant is some adequate thruster impulse. Annoying!

Because our crew has gone boring, we need a new crew member. And we get her. And I am pleased! Very cool, very rational, and very independent. In a few minutes you´ll meet her on the asteroid, while Burnham (as always) now sends Pike on a guilt trip. BTW, this time a blue shirt dies in the pod race. Hah! Never contradict Burnham! You´ll die! The pod starting is like a sequence of *Apollo* ejecting her fighter out of *Galactica*.

But now let´s welcome Reno! Hello there! Nice to meet you! And – remarkable for this franchise - Reno welcomes the rescuing crew with: “thank Christ you guys are here!” he last time I saw religious elements in ST was in DS9, when they were on Bajor.

Then the Red Angel appears for the first time, but not the last. We have to wait for the solution a little bit longer. You see, why this approach is more than childish? There are many, many ways to get the story arch to where it has to end. But this? Ok, let it roll.

E02 New Eden or “Chrr chrr…”

When I watched the *36 chambers of the Shaolin*, it was clear, that the fighter must reach one level after another. Ok. T´was exciting. When I played *Load Runner* a long time ago (Apple][time), I had to get to the highest level. Difficult! But I reached it. Ok. But what here now awaits you is all in all boring. Behind every Red Flash there is an anthology with a crude story, some more interesting, some less interesting. I´m feeling like I´m watching old *Doctor Who* episodes… The only really interesting are some of the subplots and side stories.

A remark in between: Did you realize that in every American TV-Show the least boring or mild interesting stories are those about the subject itself? E.g., a spy show is most interesting, if they fight against other spies (thus not doing the job they were created for); or a crime drama, where you have the inspectors fighting against internal affairs, not against standard crime bosses; name your own examples.

Tilly is now possessed by a Jamaican babbling girl. The planet is saved, the church beams, the episode ends without any real suspense. Ok, some for your siesta or for cuddling time with your couch partner.

E03 Point of Light or “Who is 31?”

Again that Jamaican girl haunts Tilly. Begin of a pseudo ghost story involving the spore drive, bad monsters, and a horrifying trip in the mycelial network. And Spock´s mother comes on board, uncovering a malicious conspiracy in Starfleet against Spock. L´Rell

presents the new D7 cruiser for the Klingon fleet, and the Klingons seemly don´t like Tyler/Voq, while Tyler/Voq and L´Rell have intimacy problems. Yeah, who has not? The angel arc is not enough to fill an epidode, it seems.

L´Rell gives in to a blackmail of other Klingons and then, after a bloody fight, SHE appears, and the story tightens and lightens up again, much less boring: The Empress/Georgiou! Guess who she is with! She is now Security Consultant with the only section in Starfleet who does that (you know it is 31, don´t you?). Nice twist. And *Control*? Reminds me of one *MCP* many, many years ago… But they stripped it of *M* and *P*, as in “meaningful” and “painless”.

E04 An Obol for Charon or “Blobs, Databases, and a drill bit to the head”

Saru bears a Kelpien surprise, Tilly and Stamets want to fight the mycelial Blob, and the others are hunting Spock and the Red Angel. Much to do!

Here we meet the reason for all the trouble following. At the first moment just a glowing sphere in space, capable of grabbing the Disco out of warp, then later a valuable chest of great knowledge. And Saru´s influenza is exposed as an interesting new state of life he never realized he could achieve. Let´s call it puberty. On the ship suddenly all are talking different languages. Oh, wait! They do that all the time, but they have a universal translator (kind of *Babelfish*). Ah! It is switched off! And Saru asks the only serious question: “Am I the only one who bothered to learn a foreign language?” Please answer Saru now in all languages you can speak! Loud and clear! Thank you!

Reno and Stamets having now a nice little get-together-talk! I had to watch this scene more than half a dozen times, because it is one of the most entertaining scenes in the whole season. Enjoy yourself!

Saru collapses, Tilly is consumed, Reno insults whoever is in hearing distance, the ship´s systems go haywire. Not boring.

Burnham announces a very dumb statement: “It is not logical for a virus to kill its host.”

Dear child named Burnham, dear writer-stuff: What baloney did you excrete here? Clearly many viruses kill hosts! E.g., several Influenza viruses do that (Spanish influenza, Corona II, SARS etc.) and after all, viruses don´t think, they are not even alive. So, no logic at all! A more stupid sentence was never heard in *Star Trek*.

Expect to listen to very long Saru-monologs and to receive a flood of tears from Burnham in the bed scene with Saru… Ugh!

Sometimes I have to doubt the health of the writer staff. Now they want to drill into the head of Tilly to communicate with the mycelial blob in Tilly! Are we in the first century A.D.? You have to mechanical drill into a head with a standard drill bit, surrounded by modern equipment like tricorders and beaming technology? Yeah, yeah, let´s drill her brains out! Poor Tilly!

And: It is “20,000 Kelvin”, not “20,000 degrees Kelvin”. Remember your school hours in physics?

Drilling Tilly, drilling Tilly, drilling Tilly…

And the sphere, now identified as a big database, is downloading all of it into the Disco´s computer banks.

Blob eats Tilly, Stamets cuts Blob, Tilly is reborn, Saru is going to bed, Burnham cries and cries and cries, holding a knife in her hand on the bedside of a naked Saru, Tilly is eaten again. For me, that is not entertainment anymore. It is the weird phantasy of deranged writers. But, you do not argue over taste. Fast Forward, please!

E05 Saints of Imperfection or "Slime and mushrooms and naked bodies"

Who is coming out of Spock´s shuttle? Again, the Empress! Seems getting interesting! And whom we get as a liason for section 31 on the Disco? There was a former Klingon and bedfellow of Burnham… Yes, him!

But all in all it´s boring. The hunt for Tilly in the mushroom network is neither horror nor action, it is just boring. And as a result we see a lost thought actor again. Reminds me of *SG-A*, when another actor was missing for two seasons (seemed for payment reasons) and reappeared in nearly the same way… Ugh! Fast Forward.

E06 The Sound of Thunder or "Slime and mushrooms and naked bodies"

Saru is now tougher (and can from now on shoot little darts), with less fear, and without death sensing. The database begins to attract an unexpected predator. And Hugh is irritated about his resurrection. Stamets also, but has nothing better to do than to slip into Hugh's bed, what he rejects. Oh, boy, again relationship troubles! The duel between Hugh and Tyler/Voq is to be expected.

Again a very unnerving episode. Because Saru has undergone changes which will change the social structure of his home society, it has to be prepared here. And, again a disturbing episode with horror motives, a lot of black slime (wasn´t that the alien in the *X Files*?), and not very much convincing action. Not a good episode. The only mildly interesting moments are the staring scenes on Kaminar, home of Saru. From thereon it goes straight downward. Why have the bad aliens always to be black, slimy, and slime dropping? How do they manage to build machines and electronic, while dropping their slime on all work pieces? Fast Forward.

But as all the episodes in this season, the Disco collects an army and bases for the last fight.

E07 Light and Shadows or "Let´s do the Time Warp!"

Burnham in pursuit of her brother. The Disco has to work around a time rift with funny effects. A strange adversary comes into light.

Oh darn! Again those idiotic spacy turbo lifts! Why didn´t they fire the production designers? Really annoying! And why does Tyler/Voq wear his black badge openly on his uniform? Sloppy, Mr. Showrunner, very sloppy.

Burnham finds Spock, Sarek finds Burnham, Spock is delivered to the officials. Congrats! Nice family business! Spock now on a stretcher in the hands of section 31. We do ask ourselves, why do they always make remarks like "Control has…" or "…to Control"? Is that something like the legacy "MCP"?

Tyler/Voq and Pike flying around in the time rift, fighting with a weird changed probe of them. Looks a little like *Matrix* flyers.

Pity! The nice Airiam is infiltrated at the moment the shuttle explodes in the time rift with a virus, apparently. Why always the best? Ok, we´ll see. Some secrets are revealed.

And, what? The probe has "used multiple SQL injections"? That is the oldest trick in the book. We (in reality) fight for at least 20 years or more against that dumbest of all errors in programming (I am writing this in 2023 A.D.). And they want to tell us, that this is still the case in the 23rd century? Seriously? They don´t educate their programmers for the Discovery to pay attention never to let that elementary school level attack happen in a Fed starship? They want to tell us, that they use SQL still then? What? WHAT??? The writer´s room seems to be full of dreamy smokes…: "Hey, I have heard a CS Nerd talking about something like SQL injection! Sounds like a new drug or so. Let´s put that in the script…" Oh, boy!

And now we are back on Thalos IV. The beginning of TOS.

E08 If Memory Serves or "Back to the roots"

Scenes from the TOS pilot, just stitched together, just to remind us, where this episode goes. Cut together by an assistant, or what? Ja, we get it! Boring.

Now we learn who Control is, or better, what! It is the AI threat analysis of the Feds. Oh, what did I say earlier? Reminds me of the ancient *MCP*. It seems, this is the same idea!

Disco is sabotaged, Spock wants to get them to Talos IV, and all seems to be manipulated by a mighty force, possibly an AI? AIs are dangerous!

Airiam seems to be possessed, like digital-virus-possessed, like Controlled. Pity!

A nerd dialog:

Burnham: Say Good-Bye, Spock!

Spock: Good-Bye, Spock!

Ok, slightly funny!

E09 Project Daedalus or "The Idiot Array"

Now we know the agenda of the bad guy…, sorry, bad AI. Destroy all sentient life. We heard that before in other franchises and it is as silly here as it is dumb there. Even an AI needs at least self-sustaining slaves and repair crews. A noble AI doesn´t have to do that itself. But, this is the objective, fine, be it. The Admiral explains to the crew what Control is. When the Admiral comes to the bridge, Tilly is brownnosing in every aspect, showing again her really bad and extremely submissive character, only pseudo-dominant over subordinates. But that is it what bosses like: bootlicking, highly intelligent, and following (at least important) orders without questioning and thinking.

Spock and Burnham intensify their relation, Vulcan style. Everytime Airiam is in scene, a nice humming tone is there to fill the acoustic space for the audience. Nice audio work!

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The ship arrives at section 31 starbase. Nhan mistrusts Airiam.

Interlude on “Logic”:

The evolution of Spock´s logic mind is (mildly said) unsatisfying. Decades long Vulcan rationalism was misunderstood as “logic”. What Spock and Vulcans show is rational pragmatism, not “logic”. In other words, Vulcans lack of (because suppressed) emotions and empathy and call it themselves as “logic”, because that has a better sound with it (ok, that is an ingame explanation). Pure Logic does not contradict or exclude emotions. On the contrary, it has to include them in all “logic” decisions about living forms; that is called *ontology* (which is banned from human mathematical logic, but not from logic in the whole, see: philosophical logic). An example: A rational-pragmatic solution to get rid of the masses of workless and homeless people would be shooting them all. But nobody would do that (at least I hope!)! Because you have to remain in an ethical framework, if you want to live in a sustainable and livable environment. So the logically solutions include social security or social NGOs and giving them money or aid in other forms, because that is, what makes societies stable. Where that is not installed, pure Wild West Anarchy can be observed. You don´t want to live in that, so logic dictates, not to use rational-pragmatic decisions. Yeah, some radical libertarians would sharply contradict, but let them.

The section 31 starbase shows strange behavior, letting us develop a little sense of mistrust against the statements excreted from the base commander, a Vulcan logic fanatic. Could it be…?

So, what crews of Starfleet do every time, they send a team onboard a dangerous place outside. Somehow logically, that all are command staff? Uh, you don´t want to do that in reality, you want to send Redshirts there for good reasons.

As they find the chief of the starbase dead, Saru thinks he has an explanation (about timestamp 39:50, DVD). But, dear Mister Saru (ingame), or dear idiot writers (offgame): A “heat signature” is in the **infrared** spectrum of light, *NOT* in the “ultraviolet”, as Saru states! Have they all got pudding brains? Ultraviolet has nothing to do with “heat”! Gosh!

I learned in the whole season, that the command “Now!” from any superior means to democratically discuss the implications of that command in hearing vicinity of the adversary, so he/she/it is prepared what´s coming for him/her/it and has time to take countermeasures. That means our heroes have to show a glorious, but unnecessary fight they could have avoided, had they reacted faster or simply obeyed the command.

“Now!” commands the Captain. A glorious, but unnecessary fight happens, one of our heroes dies (but not the one who acted in a stupid fashion! Pity! The best always die first hand. Because we want to teach the kids, if you are stupid you will win in life! What life?

All in all not a very boring episode, but stupid charcters speaking stupid things and acting stupid. And as always the wrong people die! Sorry! Fast Forward!

It is a well-known fact, that at least since the 1940s the idiots and dummies are the nice guys, wanting to do all things right, are empathic, lovable, and have many friends. The intelligent people are evil, ugly, bureaucratic, anal (or at least cold hearted and rational), who have to be killed. Charly Chaplin and Buster Keaton were of the first batch (that´s why I like W.C. Fields more), Blade Runner, Forest Gump, Truman Show, or Antman. Got me? Hollywood doesn´t like intelligence.

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Epilog:

If I´d had to create a new crew on the Disco, I would like to have:

- Georgiou (the real one) as Captain
- Saru as First Officer (he is not Captain material, but is bright enough and has the trust of the crew)
- Stamets as Science Officer (is not as good as Burnham, but far more reliable and trustworthy, although a social troll)
- Nhan as Security Officer (without any question!)
- Reno as Engineer (without any question!)
- Detmer as Helmswoman/Pilot
- Owosekun as Operations Officer
- Dr Pollard as Medical Doctor

I wonder what a fine adventure crew they would have made…

E10 The Red Angel or "Brother, Daughter, Mother, Friend, Adversary…"

We have to remember: All (ok, nearly all) movies and series and TV-shows have a family dispute embedded in their core action (e.g. the black helmet telekinetic guy to the young space racer: "Luke, I am your father!", or the Smoking Guy aka Cancer Man to Agent Spender: "I am your father!"). And? Had any of them doorknobs luck confessing such rubbish? Never! Same here. As I said, I am so sick of it! Solve your family problems at home, spare me out of it! I just want to be entertained. Family matters of completely strange strangers are not on my wish list!

So we don´t have to be surprised, if the grand finale is an attempt to solve an intimate family problem with (as usual) a very intense family argument (in words: EPIC WAR!). That´s exactly that nonsense that an RPG Master would want to play if he has no clue what mission he should play with the group. So he dreams of the team kill ("Oops, sorry! Didn´t mean that! Four wolves were really too many in the woods…"), putting an imaginary veil over his head, empty of the slightest clue of fantasy. Remember: "epic" is the short form of "I haven´t the slightest idea what to do", in RPGs or in TV-shows. All the same!

And did I mention that? I am so sick of it! It would have sufficed to let fight the good Feds against the bad AI. That alone is stuff enough! We all don´t need other peoples´ family problems, we have enough of them at home! The series would have been 30% to 50% shorter, but very much denser and much less boring.

Ok, let us meet the "Angel", mother (sic!) of all problems… here. Because she caused it all (genderly correct now: "Michael, I am your mother").

Firstly, eulogy after eulogy. Fine, but Fast Forward to about minute five!

Have I said that all writers could learn heavily from *Futurama* scripts? Not only they can tell a complete story in roundabout 20 minutes but place it properly in a creatively written pretext (mostly about 5 to 8 minutes) and tell the story densely and satisfying and well rounded! Most episodes of other franchises or even movies could be shortened down to 20 minutes and wouldn´t lose any context or suspense effect (because mostly there isn´t one)! Full time movies with a highly dense story are very, very rare, such as for example

True Romance is (but with the wrong ending, as Quentin said, and I second his motion). That film has endless momentum! A rare jewel in the movie world!

Back to *Trek*!

Tilly discovers that Burnham is the Red Angel. Section 31 admits creating the time travel Angel Suit. What a surprise! But that doesn´t fit at all, so we have to wait another 32 minutes to discover the whole truth!

Leland has caused the death of the Burnhams, because he stole a Klingon Time Crystal from the Orions, so all ends up as a simple family problem. Why? Oh, why had there to be a family tie? Are we in a simplistic *Karl May* story, or what (if you want to read a 500 pages German family reunion in far east China during the ending of the 1800s with a lot of blood, tears, fighting and suspense, read "Der Blaurote Methusalem")? Oh my! And… Flood of Tears and a black eye, well deserved – or not!

Ok, Burnham wants to trap the Angel, with herself suffocating, Leland wants to observe it from his ship, looks into a Something-Looking-Like-A-Scope-O-Lecular, getting infected with Control, and … Oh, boy! Another real Anthropomorphism of a virtual Gangster, we thought was noexistent anymore. And it procreates through Nanites. Don´t we know that from somewhere else? E.g. there were the *Replicators* (in *SG1* and *SG A*).

The Angel appears. Like "Michael, I´m your mother!"

Oh, boy… Girl!

E11 Perpetual Infinity or "Babble, Weep, Kick"

Always these Flashbacks! How her mother became the Red Angel.

Telling the story in a dialog is not satisfactory, is it? But yes, nowadays people are living in an infinite (ok, finite) script observed by millions of other people. Literally! You cannot fall out of character, you have to wear your mask indefinitely, you have to know your script flawlessly. And you have to look at the world (as the world is looking at you, fantasy or real) in the way of a good written script ("good" means "epic"), because none of it is real, or is it?

Again Burnham is reacting to the status report like a Three-year-old, not like a commander. Part for becoming a commander is to separate emotions from duties. You cannot have a weeping officer in a command position. Period! But as Mathew 18:3 states, only children will reach heaven. Ok, let her cry her guts out!

We are shown how the Angel suit works. Oh, it´s just a Standard Time Device! Boring!

The worst thing that can happen to us is, when the bad guys use reasoning against the good guys that could be true or that is at all. So observed between Leland and his new inhouse guest, Control. Tricky!

But you can observe that every day in politics.

The next twentysomething minutes we see the struggling with arguments, family business and Technobabble. I have seen it at least four times, and I still don´t know what they are discussing the whole time. It seems to me the writers (or an AI) had to fill a whole episode

with… weird empty stuff. Standard low level fans love that, but do not see the vast space of missing content, sinking down into the pink swamp of overly empathized emotions. As I said, 11-year-olds.

Ah, but do recollect, what the objective of this season was: To get the Discovery out of this timeline. So at the end of all babble all agree (besides Control) to get Discovery far, far away into the future. Have I mentioned it? Again tears, tears, tears. We should name that time period “the glorious lake of tears”.

The only scene fragments worth seeing are those with the Empress fighting with Leland/Control. But it is a sort of a very small epic fight at the end of this very un-epic episode. Weep, weep, tears, tears, kick, kick, whoosh.

E12 Through the Valley of Shadows or “As time goes by…”

If you are a Nerd, you remember a fact about Captain Pike. There he is, unable to speak, sitting in a fully closed wheelchair, only able to beep. That is a limiting point in the space-time continuum. So he could not go with Discovery but meet his wheelchair at some point in the near future. This is prepared in this episode. And what better place for that than a Klingon mystery planet, guarding some time devices Discovery needs. Nobody can do this serious philosophical task better than the Klingons! Yes, no other folks come in mind if you think that over! Yes? Now is the time for an examination or a mission to reach the new level!

And Pike goes down there! He is the bravest of them all! Bravo! Kudos! While Pike goes after the time crystal, we learn, that those green rocks are the name givers for Qo´noS (Chronos), sort of meaning the time blessed planet (dear fans, cry out loud, if that is the wrong definition!).

Meanwhile Spock and Burnham go after a look alike lost section 31 spaceship. Let´s see what adventures are waiting there! Yes, you thought it; it is an *Admiral Akbar*-like trap! They have to fight Control. But it is a completely useless subplot with no whatsoever really serious relation to the story, merely for filling a few minutes of the episode to get the about 43 minutes full.

Really not very creative are the symbols in the Klingon monestary: the pillar of the past, the pillar of the present, and a ridiculous statement: “When the future becomes the past, the present will be unlocked.” A cheap and dummy version of *Christmas Carol*? Really meaningless nonsense. Seriously, didn´t you have no better thoughts? The nonsense babble goes on. Pike grabs a crystal regardless of the warning and sees his catastrophic future. Brave he is, indeed!

Question in between: Has the self-destruction command ever worked? No! The same goes here. Ridiculous!

E13 Such Sweet Sorrow or “All are weeping!”

At least a nice notion, copied from navy ships, to get a crew from one ship to the other without beaming. Park them side by side, roll out transfer bridges and walk over to the other ship. Ok, that. And Discovery and Enterprise in one picture. Also ok, that.

But, really! Why does the Enterprise bridge (and I dare to say it in that way) looks like a “hyper hearse” (thanks to *Douglas Adams* for that term!)? Black sparkling walls, black sparkling floor, like taken from an ad for a general cleaning solution from hell! You merely see the actors in that black mirror cabinet of the underworld! Ew!

Now the final idea arises: Send the Discovery away to the far future. Ok, let´s do this!

But before that we need new material and knowledge. How pleasing that a new red flash erupts, seemingly from a second red angel. Both ships head there. It is Xahea.

And that is one of the (very rare and) best ideas the production team had! But you have to watch the *Short Trek* for this one **before** watching this episode! Really, you must! It is episode *Runaway*, with Tilly (it´s on the DVD). If you miss this, it is going to be more difficult to understand this episode.

But if you´ve done it, your smile will shine brightly over your face! The new character showing is the most colorful character ever seen in the Star Trek universe! And this without pointing out any nonsense “pronoun babble”! She is one of a kind and doesn´t have to point it out! The Queen! Role model for every child!

We meet the Queen of Xahea! And Tilly knows her, Queen Me Hani Ika Hali Ka Po! Please say it three times very fast! The scenes where Po is beaming to the Disco and discussing physics is worth being repeated a few times! Just watch it and do it! You´ll love it! “Today rocks!” Congratulation to the production team and the casting crew here, or especially to whom the idea for Po came and whoever casted Yadira! A really, really refreshing and never boring character, for all generations to watch! A rare jewel in today´s collection of mostly bad taste! Kids, do try this at home (what Po represents)! All others are boring, compared to her! We need a Spin-off! Seriously!

By the way, the writers had little time to change the Burnham character from an egoistic driven person into an altruistic and self-sacrificing angel, because, as said, the time window for stories of Discovery (set between the Archer Enterprise and the Kirk Enterprise closing fast), and all of them had to be delivered to a space-time without a timely pressure, ergo 900 years to the future. There lies a universe with unwritten stories, unmade characters, and not yet thought ideas. Much room for creativity, people!

So let´s fight epically, and then flee very fast to where and especially when no one has ever fled before! And irritate all time lines. I love those “time travels”, because most of those stories are B.S. and are even layered in thick phantasy force shields not bearable and just whacky. Formulated in a Nerd line question: How could those future events be stabilized with about 900 years of unknown time lines in between? But, the franchise is young, and nerd fans have an unending source of money. So let´s plan the things between the near future and the far, far away future.

The name of the episode is programme, so: good-byes, weeping, tears, good byes, tears, kisses, weeping, and so on.

And for the good of the core cast, the crew will also sacrifice themselves to the future, so that Burnham is not alone there bringing chaos to whenever. Yawn! Ah, finally fighting. For the next at least half an hour (in Part II).

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E14 Such Sweet Sorrow (Part 2) or “Get off my ass, Sir!”

The only remarkable thing in this episode is, that Burnham and her brother Spock are discussing very lengthy, why their plan doesn´t work (while lots of ships are exploding around them). In the end both think, they have forgotten something: Ah! The red flashes! Those have to be delivered by Michael, not her mother. Ah! And because there is no time like now, she shortly goes, where she should have been before. Ah! Now all is ok, while more ships are exploding. So the friends come to help them, as always! Bang-Boom-Crack!

In the end we have to assure the superiors back home, that we (a) don´t know what happened, that (b) we will never tell anyone what we don´t know, and that (c) future people (ergo, Kirks Enterprise and so) will never know of Michael, the mushrooms they took, and all that never happened, and they really, really don´t know. Yeah, fun!

We´ve got about an hour long to tell that in pictures. Oh, and we get suddenly split screen! Why on earth do we need that now?

Because we´ve got less than *24* hours? Haha!

Tilly wants “Word of Wisdom” from acting Captain Saru. What a dumb wish! Demote her! Now!

Phew! Phew! Whoosh! Brtzl!

What a very loud region, that space! And we have enough time to show again those annoying turbo lifts (which are also partly exploding)? Ugh! What a nightmarish nonsense!

Spock and Burnham are mustering the suit they built in a tardy way. Do you have time for that? Your pals are dying out there and you are discussing philosophical questions?

Leland comes to the bridge like the ghostly antman from *Galaxy Quest*. Not very convincing! How did he get there? He beamed there? How? No shields on? In that scenario? No beaming inhibitors? Terrible written! But then again, it is pointless. The main thing is the hour long fighting, with a short time fine choreographed duel showing Mrs. Yeoh throwing her legs over her shoulders into the face of Leland/Control. Chapeau!

Little repair drones are busy on the space ships hull repairing. Didn´t we know that from the other *Star Whatever* franchise? No ideas do mean: let´s be inspired of our colleagues in the trade…

Finally we have to lose the Admiral, because there is no female Admiral in the manly Kirk universe. Stuck Torpedo (like in DS9!)– Sacrifice – Boom – Tears – Solved.

The friends arrive. More Phew! Phew! Whoosh! Brtzl!

And a kind of beautiful (ok, more like sarcastic) finale between the Empress and Leland. Enjoy!

And the Nanites dissolve…

At least all is solved, we have 12 minutes left for explanations. Yeah, it has to be.

Do we have hope, that the future will bring better stories? Hope is all that´s left…

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Season 3

Firstly: I hate to be forced to watch lengthy intros or advertising of films I never want to see in my life! And surely not watching that trash while using the DVD a second time! Hey, and after a while your Ads are heavily outdated! What do the companies think they are doing? They don´t sell more if they force feed the customers. PR guys are dumb as doorknobs! I will never buy movies from advertising I was forced to watch. Never! Period! "Play" means "Start movie", not "Start endless teasers of boring films I never wanted to see and now I am forced to watch them stupid ads for ten minutes or so".

Secondly, about that season: It is my opinion that now begins the good part of Discovery. All you see gives you the impression that the whole staff had lost its cuffs from the former *Star Trek* universe and only had to take the binding (say: ethical) framework of Starfleet with them. All other things will be new, different, otherly, and filled with brandnew problems and philosophies. The staff could play all that out what was impossible a season or a whole show before. That all in all is very refreshing! And, it is a wonder: They didn´t screw it up like they could have done. From this season on I like Discovery very much better, although there are heritages from the old, that didn´t really fit.

And, I have that to say: It seems to me that they had deceived Michelle Yeoh, because she departs early from the show in expectation to get an own Spin-off. But that never came. Pity! The show lost a valuable core of good stories. The production designers came out with some nice ideas, very disturbing at first, but you get used to it. And Burnham gets a new … Ok, see for yourself! But those are only my two Farthings…

E01 That Hope Is You, Part 1 or "Fed? What Fed?"

The first thing I adored is that cool alarm clock at this weird bedside of the last of the Fed officers (just wait for explanations). I really want an alarm clock like that! Seriously! Where can I order that?

Now we have to introduce a whole new world. And how better we can do that than with a cute little conflict. As I myself in reality earned my best friends in life with a wild argument during the first encounter, this will have the same outcome. Smile!

Burnham has to get somewhere other than deep dark space, and so she would fly to a sort of planet, crossing path with a little spaceship, that is followed by a bigger ship and fired upon. So we have our little introducing conflict. Sweet!

Allow me this to be expected nerdy question: Qua existence Burnham creates and fixes this future. Thus she changes it. And for all others in the past there are no more variations, so the time between Kirk and the "Burnham-Now" is purely fixed and determined, so fortune tellers then would be a serious occupation. No? And from the "Burnham-Now" on, future will be again pure chance. Yes? Interesting modeling of cosmology… or philosophy… or drinking party at the pub.

Back to the story. She meets now someone, who could explain most of the new things and be a new companion and be of some special help every now and then. But firstly, they have to get together somehow. Not bad written! And weird ships…

(But, why do they understand each other? That is a hell of a universal translator, knowing languages from 900 years in the future! Would you understand Chaucer-English or Vogelweide-German or even Casanova-Italian? Like a babel fish or something…

“Rocket Girl”! I have laughed out loud!

Now Burnham behaves again like a Three-Year-old. It is quite long ago, since actors played adults in similar shows. Creepy world we live in nowadays.

Her new partner is named Book. Uh, wasn´t there a similar name in *Firefly*? Just a coincidence, I would assume. We are informed that there was a “Burn”. Ok, that´s the new mission: Find out for yourself, what that was!

And, be prepared: The reason for that “Burn” is as ridiculous as it gets! I never watched or read a worse reason for … whatever else. Season 3 and 4 are the good ones, but that reason is most childish! In the sense of the word. Probably children wrote the scripts of that part. Ugh!

BTW, look at her face at the end of her first dialog with Book, before going to the Mercantile. Like a very young child, not like a Bridge Commander!

Very much fun to watch Burnham shot with a truth drug and babbling very chaotic word sequences. Nice acting! Method? Miss Green surely knew how that worked…

In the end we meet the last of the Feds in here, Burnham is happy, we all are happy, and the adventure begins.

E02 Far From Home or “Draw, foreigner!”

The episode before was “Part 1”. Part 1 of what? Ok, we´ll see…

We have seen the incoming Burnham, now we want to learn what happened to the Disco. This episode tells us that. Have fun with Saru, Tilly, and the rest of the gang. It is really fun! After that crashlanding (better than the saucer section landing of … you know, who I mean).

But, please guys from the writers´ room: SPACESHIPS DO NOT LAND! Got it? To big, to fragile under gravity and 1 atmosphere pressure, and how do they stay up in the atmosphere under gravity, huh? They have no wings! So, remember: SPACESHIPS DO NOT LAND! ALSO, THEY DO NOT DIVE (too high a pressure!)! SHUTTLES LAND! Gosh!

And because the bridge crew hasn´t fasten its seatbelts, severe injuries and PTSDs are received. Rios´s spaceship has belts! Remember?

Saru is trying to maintain order, but he lacks authority, as is seen in that dialog with the Empress, who is still on board. But he tries, and it works out most of time.

Question in between: Sensors are down, as discussed earlier. Why does Tilly know, what is out there? The Showrunner is kind of incompetent. Those are the things making me mad. It is entirely the same to me, if they use witchy glass bowls or a wizard´s grimoire or trekkie sensors; the main thing is for me, that the story works. And missing these details make the story go bollocks.

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Ok, the next scenes are happening in a saloon. The Standard Western Scene (like all the time in *DS9*). And naturally there is a villain, a very bad one: highly intelligent and unscrupulous, a very bad combination. We´ll see him soon, but not the last time.

After a refreshing fight the villain leaves, the three ramblers return to the Disco, Disco is repaired, but lift off is hindered by the ice. Parasitic ice? What? But Deus … pardon, Michael ex Machina saves them via tractor beam. Hallelujah! Happy, happy!

Burnham is seen on the screen, with a new hairstyle! Yeah, expensive hairdressers in the future (because, in the real life interviews she has a new hair style everytime!).

E03 People of Earth or "Get off that helmet, idiot!"

Look at that stardate! 865211.3! Woof!

And be prepared, that we now respect the wishes of others, especially the wishes to be seen as … whatever (when did we not?). As in that *Futurama* movie: "Shklee". You know? Ah, you´ll see. All in all, just more (not to say "diverse") relationship problems. More than you ever can bear! But for that is the "Fast Forward" key installed… (using *VLC* on a PC just use "arrow right" for a 10-second-skip. Wonderful!).

And Saru and Burnham are playing honor-pingpong. What on whatever planet gives Burnham the right to decide who the Captain of the Disco is? Weird World! But Saru is submissive every now and then, so: honor-pingpong and lots of words as intro.

Now the notion going to Earth seems not to be the worst idea. But as always in life, real or fictious, coming or going back is always a bad idea, at least most times. What you imagined and what you get is two pair of socks. "You are not welcome here!" Thus, they have to find a way. So, not much suspense, but not bad for a first encounter, and the solution is small time creative, including the new houseguest. That is a little surprise, but not unexpected. We´ve met Klingons, Orions, and other of the known species, but whom do you miss at this point? Maybe a symbiotic lifeform? Maybe the … Trills? Yes, you are right. And not any Trill, but (and that is a real pun) a nonbinary binary lifeform. "Them" promises new and lots of relationship problems. So them stay on the ship, waking the interests of some other crewmembers, so maybe we can watch a nonbinary-polyarmoury-relationship-problem-generator? LBTQNBPA+RPG? Let all thems be happy!

And the "raiders" problems are solved, all are happy, and we meet happily and dreaming under a very old tree.

E04 Forget Me Not or "Take a Bath, Pal!"

Everybody on board has problems, mostly PTSD, except Adira, them have Amnesia (wonderful source of many suspense-generating movie-making elements!), ok "blocked memory" and is partly human! Bad thing for Trills. So, wonderful elements to do an anthology episode out of (or for) the bottle.

While Burnham and Adira are intensely, very intensely discussing the form of support for Adira, Saru discusses with the ship´s computer how to treat the problem-loaden crew members. And suddenly the character of the computer changes. Another source of later story threads, and this time very creative ones. But we´ll have to wait yet just a little time

to enjoy that, because we have to endure the wide variety of oncoming multiple family problems!

All is good in the end, we´ll watch all hugging and *Buster Keaton*. And now we have the coordinates of Starfleet HQ. HQ Ho!

Have I mentioned that I like W.C. Fields better than Buster or Charly?

E04 Die trying or "Smile! Don´t smile! Smile! …"

There is always the wish in life of everyone, who has lost something, to reconnect. But this maybe harder than expected. As we learned in *Andromeda*, after the Captain had rebuilt the *Commonwealth*, he suddenly had to be a subordinate after so many years of freedom and being the deciding vote everywhere. Now he is just a receiver for commands, not a Commander. The same goes here. After saving all future life and finding the Fed HQ, Discovery now became just a wheel in wheels, has to follow orders and decisions, after so long being the command givers. It´s now a hard life. But it is nicely arranged and written. We learn, once again: Be careful what you wish for!

But first of all, there is nothing really to do. So all are thinking of their loved (or less loved) ones. Burnham for example thinks, that she has a long time not thought about her mother. So, this is the time now!

And all are happy now, because, there it is: Fed HQ! All think, they will be welcomed with open arms and tooting fanfares! Uh, no, not! So all crew member return to bad mood again! It seems to become a hard life. But there are brand new ship designs, e.g. "detached nacelles"! Wow! What is that and how does it work? Strange!

"The U.S.S. Discovery is reporting for duty!" … And the bad times begin! Duty, you know, is always a bit of stress and hard work and subordination, yes?

Oh, and what does every mid-level manager does on a regular basis when observing an excellent team using real teamwork? Yes! He dissolves it, distributing every member to a different location. Because, we can´t have people working together smoothly and communicating on optimal levels, now, can we? And therefore the first command of the Chief Fed is: Crew is to be dissolved! Shock! Tears! Worrying Burnham!

For the first time we hear now of the Emerald Chain, an Orion syndicate. This one will annoy us (and especially me, offgame) in the near future of the show. As I like to think: because production had no better ideas. Yes, I like story arcs very much, but they have to be good ones. Arcs with very bad ass gangsters, splatter, or killing heroes by the numbers are not my thing. That does not entertain me. Life is hard enough. But just wait for it.

Ok, the fastest way for the Disco crew is to find a way to prove their mushroom drive as the only solution to a pressing problem. And there is a pressing problem. And Fed HQ can´t solve it. And Disco could. And at the end of the episode, Disco is again (at least half way) in. And Nhan is out. Pity!

Yeah, bad luck. But you wanted Fed, now you´ve got Fed! Don´t lament over it!

Another great idea came from the production team! The first (but not last) dialog between the Empress (now not only from another universe, but another time) and a hyperintelligent

and witty sort of Doctor is highly entertaining, packed with crystal clear high end logic, and from generations inherited experience! Wow! The right actor, the right dialogs, and the right story! Wow! That is what makes a show great!

But before there are interrogations. Oh, I love the parts with Reno and Nhan! Watch it! Twice!

And after the mission to the seed vault all are again smiling happily. “Welcome home!”

Isn´t that nice? But wait…! Haha! There is a melody everyone knows, but where does its origins lie?

The mind of the Empress starts to drift off (that is, because Michelle had been promised to get her own spinoff, but, no! Bah!) and will soon depart from the show. Pity.

E05 Scavengers or “Grudge?”

Now stories begin, that don´t fill a whole episode, so a mass of boring relationship problem dialogs are starting (again). This season is very good, but those fragments are interrupting it every time. Fast Forward!

All is new on the bridge, enjoy it, and the HQ is in a colorful atmosphere like the ambulance ship in one of the newer *Doctor* episodes (those with the female *Doctor*). Some sort of blueish-greenish, like an underwater Spa.

Book´s ship is arriving without Book, so guess what comes? Right! Big problems with Saru and the HQ, because Burnham goes AWOL with the Empress (who is already bored) to rescue Book out of the hands of the Emerald Chain (yes, that!) and thus generating a whole bunch of new problems for the HQ. Congrats, Michael!

Watching Book´s ship fly I don´t get familiar with this constant shape shifting, the “morphing”. It looks cool, but what is that for? I lack imagination here.

On the salvage yard Burnham asks for “self-sealing stem bolts”! I have laughed out so loud, my neighbors bumped on the walls. You know where that came from? Nobody in the whole galaxy knows what they are for, as *Nog* and *Jake* learned a long time ago, but they are traded all over…

Linus keeps popping up in all the wrong places. People, that´s not a running gag, that is a frustrating annoyance (and future racism, because all Saurians are idiots?). And Adira and their imaginative companion are babbling between the action scenes.

After Book is rescued you can imagine the Emerald Chain is pissed. Yeah, you wanted it! So deal with it!

And HQ is pissed, too. And Saru is pissed, too. And Burnham is no longer No. 1. Tilly will be. An ensign as No. 1? Good Night, Marie!

E06 Unification III or “Use the Sheath!”

Ok, it starts with Burnham and Book in bed, but, guys, is that how you imagine future erotic? It is like Ken and Barbie are in a shopping window selling pillows. Maybe Nerd-Erotic? Maybe…

Now it´s getting exciting. Because no hand-to-hand-combat, no explosions, no shooting, no killing, no splatter, but a fight of pure poured logic and variegated firm political positions (both very sharp weapons of mass destruction). Because the Vulcans are not Vulcans anymore, but have valuable data which they won´t share. Therefore we need a meddler. And who meddles better than a parent? Yes, Michael's mother, now a… how are those killer nuns called in *Picard*? Those! In the end even Saru gets a romantic fling… but I talk too much. Let yourself be surprised, and see how dating works for a Kelpien. That is romance, people! Burnham´s question for the data is denied, but Burnham hits as always where it hurts most: in the sack. She forces an ancient scientific ritual, like sort of Thai boxing, but with brains and cleverness instead of muscles and kicks. Just like a promotion defense.

Oh! They arrive at Ni´Var at "Lagrange one"! First time I hear that and not "in orbit". Wow! Not a bad choice for a spaceship near a planet.

Is just me or is that relatively new "whisper style" in acting the dumbest thing ever invented in acting since the invention of the Method? I heard (or better hardly heard) it first from Olmoz in *Galactica*. Don´t the actors have trained voices anymore? Sonequa is master in whispering her lines. But why? WHY? It doesn´t sound better, more intelligent, or more suspense generating, it just doesn´t … sound! I very much don´t like it! It´s overdone, it doesn´t fit most of the time, and you have to regulate the volume knob every few seconds.

Back to the brain fight. Does anyone remember the very first game of *Prince of Persia* (I played it on an Apple][). And do you remember then the last level, where there were this invincible priest or monk or whatever? However good you were fighting, how many hits you delivered, you lost every time. It lasted several days trying, until I realized, that there was a message (as small as it was) in that final level: There is some time, when you have to put your sword back into the sheath, stand upright, look in the face of your opponent and await the then response of your opponent. The opponent also put his sword back in the sheath and faced you. And that was the solution. As soon as you did that, the level was won, you won the prize, and the game ended. Why did I tell you this? Because that´s the same game here! Have fun to watch!

E06 The Sanctuary or "Meet the green balony sea-locusts!"

The Empress has a condition, Hugh treats her (or at least tries).

Book has to fly home to his home planet. His brother does business with Orions, the emeraldian sort. This episode is kind of what I do not like very much, because it is just generating a pretext for one or two later, bigger encounters. So the story crawls its way through 47 minutes, me boring. Ja, ja, with that the Orions prepare their devious plans for the near future. Osyraa is shown as very bad ass (for later). Ugh! Fast Forward!

On the Disco they found the source of the Burn in a nebula, sending out the song everyone in the Galaxy sings. Oh, boy! Adira wants to be addressed "They" or "Them". There, you got it!

On the planet of Book´s there does not happen more than a brotherly quarrel, an argument about nature preserving, and some fights against the Orions and for an old Andorian. Just watch for yourself, but I am too tired to discuss this boring third class story.

Maybe you like chamber music, so listen to the minutes Adira and Stamet are playing Cello and piano respectively.

In the end Osyraa is pissed, Dettmer had much fun in flying Booker´s ship, and thanks to your various gods this episode is over!

E07 Terra Firma, Part 1 or "A-door-able!"

If writers don´t have ideas anymore, they go alternative. No, alternate, in the sense of alternate universe. What I really do not understand! They have "terra blanca" and can do what they want! Where is there the source of lack of ideas? Creativity strike, or what? On the other hand, alternate universe stories are more interesting, the characters there have more bent character, and problems there are real problems. But my problems begin with the American fandom with Nazi-Universes. An evil universe has to have one or more dictators, ok. But is it necessary to replay again and again the worst of all times? I don´t need that, at least not in those bad real times and then those stories meant to be entertaining movies. Like Sergio Leone worked it out in a very subtle way: There is the Good, then the Bad, and then the Ugly. You don´t need to call the devil itself onto the stage to make a good movie.

But then again, let´s watch and see how the characters (and the actors too, just watch the interviews!) are changing. Sometimes it is spooky!

Now… We find ourselves in the middle of a discussion between the mysterious Fed Doctor named Kovich and Hugh about the Empress´s health. That leads to other events and finally to a portal with a cigar puffing guardian. Have patience, that is about an hour away. But it is then, when Michelle departs for her spinoff, that was never made. So a lot of tears and "Aw!"s. Some of the darker stories happening in "Hollywood" we better know nothing of (because then we don´t want to watch our favorite shows anymore again…).

The writers had nevertheless a beautiful idea! To think about the medical implications of time jumping and dimension hopping is new to SciFi shows, I think. Nicely done!

Saru sees the decoded distress call from the nebula, the source of the song. And, sorry, now it gets more than weird. Dear writers! Were you drunk or stoned or out of your minds writing that story, that is bothering us until the end of this otherwise very good season? Go, rott in a writers´ room forever without any ideas, without any pen and paper and computers, and without any key to the outside. Ugh!

Of course there are Kelpiens in the nebula, Saru gets mad to rescue them and the bad story gets worse.

Oh, and Book is on board, is bored, and has some ideas the whole other bunch of crew members including the computer didn´t have. Congrats!

The only shining beacon is the cigar puffing portal guardian in much too short scenes. But I enjoyed it! "What do you call a cute portal? – A-door-able!" I´m laughing again and again. A rare jewel of wits in this desert of intelligent dialogs. In season 3 there are just three characters being really intelligent (written): The evolving Disco computer (wait for it!), the glasses wearing Fed Doctor Kovich, and Carl (the cigar puffing portal guardian). Two of them speak with each other, later. A real pleasure to listen to! Later.

The trick with the newspaper should be known to you. The same dramatizing mechanism is used in *SG-A*, when Daniel is in Limbo talking to a similar (but much more mean guy) at the bar. There also was a newspaper showing headlines of “what tomorrow could happen”.

…and we are back in the Terran universe. Oh, have as much fun as you are allowed there!

The christening of the imperial palace Charon begins with a gala show, with Stemets reciting a tasteless poem to decadent ballet performances, while the Empress tries to find her killer to be. The show reminds me of the similar show where the Emperor was visited by Anakin in… was it in part two or three? Never mind, pure coincidence.

And Stamets fails to kill the Empress… The Empress takes Burnham prisoner. Yawn! Boring!

E08 Terra Firma, Part 2 or “What???”

Blood, tears, and blood. Everyone is killing every other one, monologs, agonizer booths, you could get very tired watching that. Fast Forward!

Only the end part is viewable. Book reads the field manual and the tech manual (RTFM, you know?), explaining, why the others failed in doing their things.

That´s all, folks!

E09 Su´kal or “Childish idea, that!”

And … more relational problem dialogs… while a life sign from the ship in the nebula is received. Of course! There is a storm around the ship! Really? Why is there a storm in space? Because we can squeeze suspense out of storms, the bridge full of smoke and lightnings and voices. Boring! The bad story begins. From now on I do not understand what is going on, because it is all told in a very confusing way. Ah, the planet in the storm is pure Dilithium! Yes, sure, they want it all… and Osyraa wants the Spore Drive.

I don´t know what to write about that episode, so we all do Fast Forward and move further to the next one. Why? Because whyever, landing on the planet all get changed, all gets changed, and all are more than astonished. Including me. As I told you, I am not drunk or stoned enough to follow the story in this episode with a defect holodeck, a damaged child, confused and changed crew members, and confused audience. This as source of the Burn? Ridicolous!

And to all that comes the Osyraa Orion Ship, dueling with the No. 1 of Disco… Oh, that´s Tilly! Ok, Osyraa and Tilly in a psychological and physical dogfight. Oh my! Ridicolous!

And the worst story of the franchise begins. Idiots vs. braindamaged over more than two episodes…

E10 There is a Tide or “What did they think?”

Now the bad guys (not only Osyraa, but also the mean cowboy from episode 2!) go with the captured Disco to Fed HQ. But Burnham goes after them, so all arrive there in a chaotic arrangement. Osyraa just wants to be a Fed member! What??? How would she do it that way? To become member of a chess club, I break into the clubhouse, shoot a few present members and ask for membership? Again: How would she do it that way??? Ugh!

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You know, those scripts are an indicator of real peoples´ thinking. And you realize: Very sick!

Oh, we didn´t forget the friends in the childish nebula? Next episode…

E11 That Hope is you, Part 2 or "!"

Part 2? From what? Oh, boy! And about one hour long!

That child is the source of the Burn? How? What? Sick! Are the writers 7-year-olds? Gosh!

This is the most stupid explanation I have ever encountered, in real or in fiction! I would have understood (a) a species from another universe (like that one in *Voyager* from the liquid space), (b) a natural explanation like a cloud of dark antimatter colliding with dark matter, squabbling the subspace (c) a renewed Klingon attack through a warp field disruptor signal sent through subspace, or (d) (the coolest solution) a reaction from the mushroom people caused by the broken word of Stamets not to use this way ever again (they´d have a different time sense so they reacted about 800 years later), or at least (e) even a warp core construction error, like "we only constructed it for Warp 8.7, but don´t tell anyone warping with w9 and higher for a longer time period. We just want to sell it and no one is to know, that, with higher speeds, the core hull gets somehow tired and eventually makes BANG!" (You know, that type of constructors from the jet industry. I´d like that one, it is the most realistic one; ok, I never fly again…).

But this explanation, like "if the immature boy with dilitium injected DNA gets raged, he submits a very hot anger wave through all space (but not time!) letting the active warp cores go haywire, popping the weasel"? The most dumb, silly, puerile (sic!), immature, childish, insane, mindless, crazy, cracking explanation ever possible popping up in a human brain (or brain supplement)! Ugh!

And now a fight in those annoying turbolift shafts? How big has a ship to be, to (1) hold those shafts in its bellies, and (2) how big has a shaft to be to let a lift cabin drive with this velocity this long time in this belly? Let´s do a little math. Let the cabins flow with about 30 km/h. The scene at about 32:27 (DVD) lasts roundabout two minutes. That is about 1 km distance. How big is the Disco? And where is all that empty space for the lift structure? Poppycock! You can build a whole three or four city blocks in that amount of space, giving at least 10,000 people comfortable apartments.

But we are all happy to see Osyraa dying, to see that mean cowboy crashing, and the Disco crew rescuing themselves after Burnham rescued them. Complicated, I know.

And now speeding back to that childish child to rescue the heroes. Ok, done. Saru is going to his home planet to accompany that child, all others are back in the cozy lap of the Fed HQ, and Burnham is Captain. Why?

Epilog

Season 3 could have been very much better than 1 or 2. But with tears, boring relationship dialogs, and those final three episodes (nobody would have missed them) it is only slightly better than its predecessors. Pity!

But Zora is created. That is a very nice idea indeed.

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Season 4

I wondered whether this season could bring it. And in the end, it was excellent. But as always I have the one or the other thing to remark, so we begin at the start.

E01 Kobayashi Maru or “Gone!”

At the beginning we should wonder, what mission the Disco now has. Yeah, because all is in order, no enemies, only many planets with expectations and wishes, … but … it couldn´t be! Could it? A delivery service? Like a *Planet Express Delivery Ship*? Yes, it seems so. It is, seriously, a little bit funny. But let´s watch!

Firstly a delivery to a planet with moth like people shining like fireflies. Nice. A comical intro. With rocks hovering in the air like in *Avatar* (or, before that, in *Pratchett´s Flat Earth*).

Saru is now member of some sort of government on his planet, but he is bored.

Fed HQ? Academy, President, Cadets, speeches like Picard, it sounds as there is much to do. But where is the catastrophy? Because otherwise it will be boring… Wait, it´s coming soon! Soon? Now! A space station is in trouble, let´s fly there! And because Kweijian is their nearest planet, … unthinkable, but yes. It will affect it. And another. And another.

Besides that this is a brilliant idea, what is coming. Wonderful developed and really intelligently worked out. A real first encounter of the third kind! Not bothering some neighbors with a funny dialect, but a really new… Oh, I have to slow down.

And Kweijian is gone…

“Good” start for this season, exciting, real problems, and much suspense! Let´s see how this works out for future episodes.

E02 Anomaly or “Really abnormal!”

Fed Meeting. Ah, speeches! Like never before in this show, season 4 is full of speeches. Not so *Picard*-like, but *Babylon-5-Sheridan*-like. Every other moment someone likes to think having to hold a speech. But you could do a fast forward, no?

Uh, how do we add some crewmember, if the complement is already full (because an actor begs to be added to the cast)? Just make a real corporeal being out of an imaginary friend, Trill friend actually. Oh, boy… Oh whatever!

The anomaly is dramatically analyzed, and we see a horrifying conclusion.

The zoom-out at the end of this episode is an enjoyable one.

E03 Choose to Live or “I am so out of my comfort zone! Super!”

A kind of interlude appears here. It is necessary for various reasons of keeping the story arc. And it is not a bad story: Rogue killer nuns, a lost species, and final thoughts about rules and rights.

For example, why would a murder of a Starfleet Officer committed by a killer nun be an "internal matter" of their order? Yeah, I got it, it is about 1300 (more?) years in the future, on one or other planets and they have other justice systems. But aren´t there some ground rules in the galaxy? Even in an ancient duel the insulted party has to choose the weapon, not the insulter. But ok, phantasy and TV. I buy it.

The weirdest thing here is Tilly (timestamp 9:06, DVD). As also a representative of the recent generation (in reality) she has on the Disco an interesting job, the nicest colleagues one could imagine, a personal manager with more goodwill than Santa, and heartwarming friends, but her "comfort zone has become uncomfortable. Or too comfortable. Unclear.", so she wants to do things she don´t want to do. That is another term for "I am bored to death despite the 70 hour workweek". Poor Tilly´s brain is just in the wind for no reason.

Yes, that is (in short) the problem of today youngsters. Wasn´t there a young girl on TikTok, weeping during a nervous breakdown, because she had her first job in life and had to… work – for real? Eight hours straight? No more parties? She went nuts in front of her camera. I remember having more than eight hours straight work and time for parties when I wanted anyhow. Where is the problem? Oh, those youngsters!

The writers of this episode brought that to the audience in a brilliant way, from a character just built for this! Watching that scene, I had to hit "Pause", because I laughed my brains out, crying out loud: "Please girl, change to the Discovery Cleaning Crew or to the Replicator Maintenance Crew. Or, better, go to Ferenginar as diplomatic attaché. Oh, boy… girl! What crazy times are our times these days…

Adira´s imaginative partner gets a "Picard-maneuvered-mind-into-body"-construction. Ok, new member on board. So be it.

At this point I had to pause and think a little bit about the whole Star Trek franchise. While the TOS crew of the Enterprise was an adult crew in general and acting as a unit although preserving their own characters, the Disco crew is a bunch of immature children poking aimless around problems without any at least embryonic form of character and lacking the will to straightly achieve a goal. But they cry a lot and generate tears in mass. People, is this your target group? 5-year-olds? Ugh!

Ok, let´s go on with this story.

The team of Burnham and her mother find a moon-ship of an unknown species, and babbling Stamets suffers from a cultural clash, like in the Vulcan way of "discussing", as in meditating.

On the moon ship Burnham´s Mum and Michael have a deep ethical discussion. Let me briefly summarize the mutual opposite arguments: There is "the reasons matter" (as Michael´s Mum says; that is roundabout *teleology*), and there is "she is not above the law" (what Michael says; that would be something like *deontology*). So the two main stream ethical schools are clashing together on the moon ship like two locomotives at full speed. Interesting.

Did I say that Tilly´s friends and crew are the nicest? Hah! They use her now as bait for the sword swinging killer nun! Very nice! If this is not her Uncomfort Zone, then what else is?

And the species is rescued, the new body has a new mind, the killer nun is in custody, and all are at least not unhappy.

This episode is one of the best, not only for an exciting story, but for a very precise description of the nowadays completely confused generation of young people not having learned what life is, because the parents didn´t teach them, only letting them "be children". A fatal direction for every society. Life is not a gift shop but shareware, you are not meant to consume but to borrow. That is the message of this episode. Well done! But I suppose none of the target group did or even could understand that.

Er, and why does the Ni´Var President change the (up to now!) traditional Vulcan greeting to "Peace and Long Life!" (at 44:53, DVD) instead of saying "Live long and Prosper!", like always before? Ok, Nerd Question™. Maybe the actress just got her lines wrong…

E04 All is possible or "Any Red Shirts: Die Now! Ok, yellow shirt!"

And Tilly is not nearly out of her comfort zone! Always remember: Be careful what you wish for! "I still feel lost!", she muffles (and other nonsense). What a bag full of B.S.! Burnham from the Off: "We´re all living in uncertainty!" Uh, dear girl, that does every one in every time and in every universe the whole time. What a dumb sentence! But yes, that is Gen Z at its highest level. That generation kids do not stand a challenge, they are scared of it. Kids, life is to take the hurdles, to master challenges, to solve problems. That is what your education was for! To make you able to master all that is coming for you! Look at young apes, young leopards, young Orcas, young ducks, young ravens! They don´t play, they learn! I hope, in reality the following generation will handle themselves better again.

To all those bosses of the poor people suffering from team building events: You can´t "build" a team! Period! People have to learn to work together. The only "building" element is, to select suitable and qualified people, who could complement each other. And then let it happen. As *Adama* said to *Starbuck* (S01E10): "All you can do now is wait, and hope you didn´t make any mistakes. … Welcome to the big leagues!" Correct! I proved that in a project in my university. And clearly nobody wanted to hear that. But the numbers didn´t lie! One tenth expenditure of all others.

And believe me, people, in no team building exercise anyone has to die, got it? A satirical version of this is in *Futurama*, Season 8 (*Murder on Planet Express*). I love it, especially the end. You´ll love it, too. Just watch it!

While Tilly and her cadets are stranded in hostile territory, Burnham and Saru are, too, on Ni´Var, them trying to get it into the Fed. I couldn´t decide, what scenery I´d had preferred…

But romance outplays all, so we concentrate on the blossoming relation between Saru and the Ni´Var president.

In the end the diplomatic struggle is solved with a typically Burnham style solution: I, Burnham, am the independent oversight committee! Basta a la! Oh my! And all are dancing round the Burnham fire… What a dull script fragment there…

What Kovich mentions, that they lack of the "anything is possible" principle, is easy to be misunderstand. In its full meaning it has to say "Do what you will" (thought thoroughly

over), not “do what you want” (never thought of the consequences). You see the difference between “is possible” (passive-consuming) and the “do-will” (active-deciding)? That and only that is the point!

E05 The Examples or “Small Booms!”

The DMA (the anomaly) disappears and reappears 4.2 seconds later 1000 light years away. So Reno has to remark: “Nothing in space just disappears.” Uh, no? What then is beaming people from A to B? They disappear in A and reappear in B, yes? So, that remark is idiotic in Star Trek Universe. By the way, that “Reno´s remark” is the reality argument against beaming. So we have a logic circle, unsolvable. Ok, that behavior of the DMA doesn´t look like a natural phenomenon. So, someone must have it created. That sounds interesting!

Who could it be? The Metrons, the Nacene, surviving Iconians, Q-Continuum? The unknowns are named “Species 10-C”. What a dull name!

But to solve that mystery suddenly a competitor of Stamets reaches the stage, Tarka. That man will accompany us till the end. Watch it! Not a nice fellow, believe it! But nobody seems to know that…

This is a splitting point between Book and Burnham. A massive relationship problem caused by the situation occurs, and it is well worked out in the story. You can say it is nearly a framework for the whole remainder of the story arc. The split becomes greater and affects the whole crew after a while.

But before resolving that matter, Burnham has to evacuate an Orion prison. What fun she has! A little bit of a Western shooting.

Tarka wants to generate a mini DMA on board the ship (what for?), only generating differences between him and Saru and Stamets. And nearly destroying the ship. A very incompetent bastard!

Ah, an interesting session with Kovich and Hugh. The Two-doctors-duel. Worth to watch.

Burnham and Book blow up the prison, Tarka and Stamets nearly blow up Disco, and Tarka simulates a screaming session with Saru. I think I am again with my old NGO doing group relation exercises. Ugh!

Zora opens up to be something greater. Nicely made!

In the end Tarka connects with Book, NLP style. A mean trick that follows us until the end. He needs Book urgently for controlling his new spore drive. Be anxious to see it!

E06 Stormy Weather or “The Barrier, Captain, the Barrier! Ping!”

One of my favorite episodes. Zora comes in play as one significant crew member, supported by Gray, the significant non-member. The Disco is caught in a dark rift. Oldest trick in the making-a-film-book, but effective. Although in *Dark Matter* it was a white Nothing.

Book tries to spore-jump (he can do that now), but fails. In the aftershock … (what did we miss for some time now? Yes, father problems!) … Book is hallucinating of his father. That is completely unnecessary! Why make a good episode trivial with those idiotic “I am your

father, son!" subplots? At this point we know enough about Books past to see him who he is. Nothing more required. Just had to fill episode minutes? Ok, the "energy passed through Book" has left traces (nonsense tech babble, like "living water") which we can analyze. Oh, fine!

Zora discloses herself as a hovering circular screen in the midst of the bridge. Some sort of an eye catcher!

Oh Gosh! Michael Burnham plays game host for a group game (you do that, if you as boss have got absolutely no clue): "Start brainstorming ways, people!" The dumbest command I´ve ever heard! Pffrt!

And the brains come to generating a sonar ping. But not with sonar. But transforming it to sonar. So that it sounds like a sonar. So that they can say: "Hey, sonar!" Oh, boy! Good idea, put into action badly. Why not only "one ping only!"? That would have been fun!

While the ship is in danger, Burnham argues with Zora. Ok, Zora has multitasking capabilities.

Stamets identifies the "particles in Book´s brain". They are only found in the galactic barrier. What? That old joke from TOS? Barrier (please don´t be a cloudy space!)? Two dimensional thinking. The galaxy has a rim. Yes, we are in Flatworld. If there is a rim in the x-y-plane, there is no z-axis, yes? And the galaxy has "an edge"? Really? An edge? Where? And the aliens are from "outside of the galaxy". "Outside"? Can you really point to a line separating the galaxy and the intergalactic space? A sharp line? Ah, yes, the barrier! Oh, boy! Who of us has a child´s brain? The writers´ room or the audience? Answer for yourself!

Now it gets funny! The particles "resonate with 218 kHz" – "That´s sonar frequency!" There you get it! Ok, the Sonar here then should be a dual frequency Sonar on 85/218 kHz (as e.g. the *Furono* manpage tells). Now, a "particle" doesn´t resonate audible, it is an electromagnetic resonator. And even if it were an audible resonator, then what media could carry an acoustic wave through normal space (there is a vacuum!), and even through an emptied empty subspace rift? So, either you are transmitting on the long wave radio band (218 kHz radio frequency, not Sonar, not audible), or you are generating an acoustic Sonar signal not transmittable through space/subspace. And, if you transfer the one type into the other, then what for? The Disco sensors can sense both types of "frequencies", no transfer necessary.

In the end you can do all that without translating into audible effects. You lose valuable time doing that. But, ok, then there is no cool "ping" on the speakers. So let´s ping us out of here! By the way, you probably wouldn´t hear 218 kHz ultrasound! At best in your younger years maybe you could hear up to 20 kHz, max! And I know of no loudspeaker system performing better that 20 kHz (except dog whistles). So, you have to do a second transfer into the audible range from 218 kHz (ultrasound) down to (let´s say) 440 Hz, so we all can hear sort of "*Red October Ping*" we´re so fond of since Sean Connery wanted to hear that "*one Ping only*" on his Sub.

As usual, some suspense is generated with the standard "no time left, life support off" tool from the tool box for movie directors. Ok, get all crew in the transporter pattern buffer, Burnham will steer alone in a suit, sung to sleep by Zora, and we are out of there!

Oh wait! *Pattern Buffer*? There it is, again! That proofs my theory, that beaming creates only copies from patterns and destroys the original (that´s the glowing flash while beaming away). All beamed characters are dead then and just copies of copies running around (maybe that´s the reason why all of them are getting dumber and dumber?). Sort of 3-D-Printing. Why? Because, if they really were beaming the originals via particle transfer (whatever that might be), then they would need a *Particle Buffer*! See? Dear writers, please be a bit more careful choosing words! I don´t like beaming after all. I never liked it, I don´t like it, and I will never like it!

Now the question remains: Destroy the aliens or talk to them? This is the splitting factor in all the suffering relations and planets – and following episodes.

All in all a great episode, but with unnecessary flaws.

E07 …But to Connect or "A new crewmember with a soft and warm voice"

Stamets babbles about the general meeting of "representatives from across all four quadrants" that are "coming today". What? How in Archer´s name could that possibly happen? You remember? There is the Alpha Quadrant (that´s us!), then there is the Beta Quadrant (not nearly as important as ours), then the Gamma Quadrant (that´s, where the evil Changelings are), and last, but not least, the Delta Quadrant (where the *Voyager* roamed). Now the *Milky Way* has a diameter of about 100,000 lightyears, so how could those people not having the *Discovery* get there in time (or even in a lifetime)? I am completely confused. Do they suddenly have more than Warp technology? Oh my! The galaxy seems like a suburb neighborhood, just go out of your door and visit thy next door neighbor. Amen. But, stop! Yes! They are there, virtually, with 3D-Holo-Subspace-Projection. So they are not "coming", they are just "there", merely "arriving". I am calming again.

Ok, but all in all another great episode! Zora had calculated the coordinates of 10-C, but doesn´t want to tell. Because she (yes, she!) cares! Because guys don´t care. There is a great discussion coming up! Worth watching twice or more times! Zora and Kovich and the core crew members! Wow!

And there is a vote coming up: Kill or Talk! The aliens. Also a great discussion. And a surprising twist. And behold! Ndoye says, "intent doesn´t matter, actions do." Ah! Shoot first! Again something for our ethics class. You remember? Teleology v. Deontology? Ndoye is clearly no deontologist.

Uh, I am not calm anymore! They are all there, in person, no Holos! How…? Ok, a small sip of synthehol from the glass in front of me, and back to the story…

Tarka reconnects with Booker at the assembly, again NLP style. You know why! Better say, he´s grooming Book. And presents his hyperbomb. Tarka opens up to Book, telling him of his obsession to "go home". Now we get why Tarka is such a fanatic, why his reasons are egoistical.

Votes are in, resulting in (small) majority "Yeah" for first contact (a 30 Yeah, 20 Nay result, it seems). How would it be? Ah, but an open ballot? Not a good style for an important vote. Is has to be a secret vote to take the social pressure off the voters, letting them cast their vote undisturbed and uninfluenced.

Ok, Zora is recognized as a new kind of life-form, hence she is allowed to stay. And now a provoking question for you: If the director had chosen a male voice for Zora, do you think, your sympathy would have been as overwhelming for that Zora as for this She-Zora with the actual warm female voice? I know, I wouldn´t have evolved so much sympathy for a Zora with a male voice. What have I learned? Voices make votes!

Gray is leaving. And Saru makes the same mistakes as every inexperienced dater would.

Book and Tarka are leaving, too, but with another intention (and another technique).

Michael is shocked! Soon all will be shocked, angry, and pissed.

Great episode!

p.s.: I still have to get used to this “flash beaming”. Like when Tarka said “placing the bomb there will only take five seconds” for Discovery, or when Michael “storms” into the shuttle bay in an instant with this future “flash beaming technique”. It´s unnatural!

E08 All in or “Fight Club, Ho!”

Lame title! Could it be, that someone plays sort of Poker? Oh no! And, my dear Burnham, Book gave many indications that he was doing this. Ingame: Michael lies. Offgame: The writers have no experience in reading people. Embarrassing!

Fleeing and discussing their position Tarka admits he has no plan, that he is relying on Book´s resourcefulness. Book is pissed. Yeah, that is, when you listen to manipulative people with an own agenda. Tarka really is an ass.

So this is (again) more like a Western episode, good guys following bad guys into the badlands.

Tarka and Book now going to the badlands, to a broker, who knows them all and sells (them) all.

Whereas Zora, Stamets, Michael, and Saru are discussing where to find more information of whatever is “behind” the galactic barrier. So, Michael goes to the broker, who knows all and sells all, purely coincidental.

And we end at a poker table and a fighting ring. Just watch for yourself, it is the standard crooked poker game and beating the floor, but ok. Michael plays “poker”, Owosekun fights.

Book and Tarka win in the end and are going on with their mission, and the Fed realizes from the collected data, that the anomaly is just alien mining equipment. Nice twist.

E09 Rubicon or “Never trust a big mouth!”

Now the interesting part begins. The hunt for Book and Tarka is the foreplay to the first contact situation. And that is brilliantly made, although we await many relationship dialogs and the one or other teardrop able to filling *Scrooge McDuck´s* teardrop bucket at least twice.

The assault on Book and Tarka fails, first contact is not made as the Fed wished, Tarka is deceiving Book. What did we expect?

The destroyed DMA comes back. The aliens don´t seem to be impressed. Tarka didn´t find what he wanted to find, all are in shock, Book is pissed (again).

E10 The Galactic Barrier or "greetings over the fence"

Now we have to go where no one (except the aliens) has gone before. Weren´t Kirk there once before? Doesn´t matter. Let´s go there!

We start in a meeting with Kovich, a linguist (poor fellow, nobody understands him!), and the core Feds. Very, very nice meeting! A lecture in communication and linguistic theory. Brilliant! Watch it! A little hint: Even in the "kick off" meeting for establishing a first contact communication situation nearly all of the present meetees do misunderstand each other on a regular basis, provoked by Dr. Kovich, who seems to have a diabolic fun in triggering those misunderstandings (like with that "confirmation bias", or "… a three hour ride…", where Saru promptly took that literally). One of the rare scenes I really had fun!

In this episode we have a few flashbacks of Tarak´s past with his friend in prison. He is whom he wants to find again in that other universe, Oros. These flashbacks are a bit much for my taste, but for the more romantic ones in the audience it will be satisfying.

The Disco is now at the barrier. Oh my, they did it again! A stormfront with thick clouds and lightnings. Weather in space? Nonsense! But even the less bright ones in the audience have to realize the difficulties going through there. So it thunders and flashes like a thunderstorm in Kansas. "Look, the edge of the galaxy!" Nonsense! And the barrier is full of destructive bubbles like your glass of lemonade. Nonsense! But then again, we have to fill 49 minutes with suspense or tears. This is the part, where "science fiction" becomes heavily "fiction, no science".

Again, I want to recall, that the real galaxy has no "sharp" borderline. It fades out over many, many lightyears. But, ok, it is a nice visual effect.

E11 Rosetta or "Hello World!"

While the core crew of the Disco explores a dried out planet to get some information about 10-C, Book and Tarka are sneaking after the Disco, trying to go piggybacked unnoticed. Therefore they have to go on board installing a gizmo.

Sonequa has reached a whole new level of "whisper talk". It´s hard to understand her now with volume set to crach-boom-bang. So you do a volume twist the whole time.

We notice Mrs. Earth-Alliance is opposed to the recent plans for exploring and wants to go on. We remember, that she was against first contact after all in the vote, yes?

The planet exploration is a fine approach, although dramatized, to the first step of information gathering of unknown realm. Beware the blue dust! It means something.

Meanwhile Tarka kidnaps Reno. Really, a nice guy…

Another false statement comes from Saru in the alien caves: "These beings prioritize children. They value life." That is B.S. Even a crocodile or a bear value the life of their

youngs, but eat others with no moral borders. Or if you want “intelligent being”, so look at butcher dictators, Mafiosi, or gang leaders: The also value the life of their children, but not others´. It is to be assumed, that the aliens love their children, but do not love children of other life forms (or even recognize other life forms). But they find that variations of the dust trigger identical specific emotions, even in different species. Weird. So, context (or better: pretext) by hydrocarbon dust? Yeah, nice idea. And Reno now as hostage on Book´s ship. So all is in order now…

E12 Species Ten-C or “A A A B C”

And we reach the … Dyson Sphere of Ten-C. A great story begins! Worth watching!

At least we can create and receive context with Zora´s help. But Zora feels irregularities (means: Reno is missing and Booker´s ship is attached), but can´t put her virtual fingers on it because of Tarka´s veil device.

Disco is sucked into the sphere. Obviously the context for the communication is set, but lacks intent, or may I add, content.

The starting of communication is wonderful made! Kudos! And Zora fits in the process in a superb way! Ten-C starts with a combination of hydrocarbon group, followed then by a light pattern. Ndoye is impatient, separates from the group. Bad sign! But, we knew she was against first contact, so someone had to observe her actions. But they didn´t.

Tarka plans his own kind of communication.

For the following you have to know a few things about crazy ideas of cosmologists or at least SciFi Writers. You know of *Kardachev* and his scale? Look it up, it will be discussed at timestamp 23:36 (DVD). We need more widespread knowledge, so Burnham calls to several crewmembers to get inspired. The Ni´Var president asks, how the hydrocarbons could contain emotions and semantic content. Uh… emotions are a semantic content. I think the discussion is losing its momentum. Now structure, emotions, content and other terms are gloriously scrambled together like eggs for breakfast. Pity! Ok, we know now, the light patterns are the manual in what order to read the hydrocarbons, generating structure, thus content.

But now it´s getting reduced to an alphabet based language. You remember, that there are e.g. symbol based writings, like hieroglyphs or Chinese? Yeah ok, American writers, only live in alphabet mode. Be it so.

Now we have a method of writing. We are seeing now 10-C sends sort of equations. Yes! That is the solution! Uh, have you ever heard of *Lincos*? As with *Kardachev* look up *Lincos* and *Bridge Language* in Wikipedia. Then go on watching the show. A A A B C? Ok?

The crew gets invited by Ten-C. Burnham, Saru, they go with the president. But the Fed president is a mean bitch, because Hirai stays on board at the greatest moment of his career. She seems not liking him. Poor guy! Ndoye backs out, she has other plans.

The others begin searching for Reno.

Meanwhile Tarka incapacitates Book. Really nice guy, indeed! He wants to blow all of it off.

Very good episode with brilliant first contact communication process!

E13 Coming Home or "Powwow"

A remark for this episode: Now that the writers had an excellent storyline they had not enough "space" to unfold the wonderful theme in an adequate way. This episode is much to short, so they have to compress it, losing most of this great idea. It would have been better, to drop the unnecessary episodes in favor of this very intelligent story arc. So enjoy this episode, watch it twice, lean back, take a sip of your favorite beverage, and watch it again (maybe including now episode 12). Back to the story…

A gala for the Fed General and Tilly. But somewhat irrelevant. And evacuation of a planet? A desperate attempt, but ok, has to be made.

Mainly this is the hunt for Booker´s ship to regain the trust of the 10-C. Standard cat and mouse.

After resolving the Booker/Tarka-problem in some way, the 10-C reinvited them to their planet. And this time Hirai in permitted to come. Lucky guy! Great visual effects. Watch the Extras (on the DVD) for explanation how they did that. That alone is worth watching (meet the real "holodeck")!

Now, I understand that we only have 23 minutes left and the communication content would be very complex. But between the first Lincos equations to the complex sentences the Fed president, Burnham, and Booker (as he arrives out of the off) speak has to be a long time developing this result, especially the abstract terms. So, let us thank all Zora, who made that obviously possible. Cough cough. And let us enjoy a successful made first contact and communication basis. The Ten-C are understanding, switch off all their mining equipment and repair all the damage they did. This is like rebuilding an anthill after stepping on it. Kind of saving all the animals in the environment. Nice touch! In the end for about 14 minutes all are group and pair hugging, pouring tears over everything, toasting and drinking, and are grateful being home again knowing to have made new mighty friends. Beautiful!

Epilog

Season 4 is the best of the show, especially the last episodes when they establish communication with a really, really alien alien society. In the final stages made a little bit hasty. It would have been better to spend at least four or five episodes to that behalf.

Pity, that Michelle Yeoh was out of the game. She would have enriched this season.

But best of all: No Klingons babbling about some sort of honor!

My favorite season!

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Season 5

E01 Red Directive or “The Quest begins! Quest? QUEST???”

It is ok, to summarize the last season in a few cut scenes. But am I to nerdy to ask, if the scenes are at least in chronological order? But, whatever.

Another word to the actor´s texts, like there with Tarkar: “We have 94 seconds before they realize it´s gone.” What a nonsense! You´ll find that everywhere. While saying that for example about 2.37 seconds are already gone (from the beginning of the sentence), so at the end of the sentence it will be only about 91.5 seconds. Seriously? Dear writers, please use texts like “We have slightly more than a minute before they realize it´s gone.” That is precise enough.

The story begins. With Burnham surfing on the outside of a spaceship travelling at Warp. Yeah, that must be… lustifying. They won´t! But yes, they did it! A flashback! The cheapest tool in the box. People, we just started a whole new season! Why do you have to use that crap just in minute 2:50 (DVD)? But I digress…

Now we find ourselves in a ballroom scene, like it was a standard scene in the 1940ies to the 1960ies. Some people at the bar, some people dancing, and the camera wanders from the one dialog to the other. I liked them scenes better with Myrna Loy and William Powell or Ginger Rogers and Fred Astaire. They were funny, kind of adults, they were looking better, and their dialogs were most clever. Here it´s Emo-Babble with a group of 1st years. Oh my! Boring! But Burnham now is important and, yes, “duty calls”! I´d rather would run a sausage barn at the Main Station than have a colleague like Burnham! And Saru and his beloved NÍvar president are… what? You couldn´t call that dancing, they hardly move, she tries to make humorous remarks, he doesn´t check anything, so a standard “under the sea” event in sort of school. Oh yes, it is an academy!

Minute 6:43 (DVD)

Admiral in ballroom, hands out an infinity symbol to Burnham. I had to hit the Pause-Key! And to laugh! That reminded me of *Proposition Infinity* (*Futurama,* S06E04). If you know it, you know, why I laughed about five minutes. Ok, but the Admiral would hardly hit on Burnham, now would he? “We are done shaking hands!” Oh! No, can´t be! So that symbol had to mean something other. Aha! Like the *Dome of Silence* from *Maxwell Smart*. I had to laugh again. Sorry for that!

The laughing didn´t end here, now we are in the White Room. You remember *Sledge Hammer*? Ok, back to serious. “We call it the Infinity Room.” Yeah, whatever.

There Burnham gets… The Red Directive! Whatever that is. And we are in the game. And Kovich is on board, too. Seems to get interesting. Burnham is babbling again of a gravitational well. Oh, well! And of scavengers. We meet them now on the target ship. Boom!

Behold! Those are the enemies of the Quest, so remember them!

Kovich wants to kill them! Oh? More and more interesting!

Shooting, talking, hole making bomb, Burnham floating in space, attaching to the outer hull of the ship. Now we know, why she´s surfing. Mahalo!

And I am confused. Burnham and the arriving Captain of the Fed ship are discussing how to handle the situation. The Cap talks about Pathway Drive and Burn Tech. I know about Warp Tec and Spore Drive. How many propulsion systems are there now? I think I have missed the one or the other dialog sequence during a Fast Forward.

Now, sorry for that, I have to hit Pause again and to laugh at least two minutes, no, better three. At this moment there are three big starships running at Warp and behaving like Nascar race cars or a *Starsky and Hutch* high speed hunt through NYC. What was the speed of Warp anyhigh? And then three ships are swirling around each other like teenagers on bikes? “Inconceivable” (as *Vizzini* used to comment, you know, that Sicilian guy from *The Princess Bride*). Sheesh!

Ok, Burnham loses her target, gets a shit talk from Kovich and… has no better idea than to reactivate her lover, Book, because he is the guy, you know, The Guy™, to solve all problems Burnham is not able to solve. He, yes He! Will take even the trash out, if she wanted him to. Even if she shows a “not-smiling-at-my-maybe-former-lover”-face. And Burnham now has to establish a fake scape goat for later, and that is… just wait for it!

At the moment she and the Cap, Rayner, have to work together. Hah! Two stubborn captains working together? Never heard of. Bad idea of the Admiral. But let´s see, what happens.

Burnham now gets the mood of every child one day before Xmas Eve. She wants to know, what is in the box, even when that Daddy Admiral had forbidden it. So she lets others do the dirty deed, as always. E.g. Tilly. Drunk, horny, bored, “is it warm in here?” Really, is that how teenagers talk even nowadays? Fast Forward, please!

We meet Fred. He´s talking like Data, so, yes, no surprise, it is a Synth.

As a running gag, again, “we have self-sealing stem bolts”… Haha!

And the negotiation goes haywire, guards dead, Fred… incapacitated, the bad ones, Moll and L´ak, victorious, fleeing again. Burnham too late, we have to breadcrumbtrail our way until the end of the season. Quest, as I said.

And now the writers must have had RPG experience, because both captains have a dispute over “we keep together” (Burnham) and “we split up, covering more ground” (Rayner). The latter tactic is how you get a group killed one by one, as every P&P RPG Host knows. So, let´s split up! Yes!

Want to watch a pod race in the desert? Now! Ok, thems are called “sandrunners”, but it is all the same. Desert, pod race, POD RACE! But isn´t that rude to speed through the market tents, leaving all of them in a big dust cloud? Yes, rude! Not very Fed-like!

Tilly? “256 Q-Bit shifting fractal encryption”? 256-Q-Bit Nonsense Encoding! But ok, what will be there in 900 years. Maybe that, or maybe mankind clothed in furry animal skin with spears hunting superbig Mega-Rats? Yes, Q-Bit encryption it is. Admiral enters and… helps her hacking his own database. Oh boy!

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And the pods racing through the desert, all shooting at one another. Let´s lean back and watch the show. Darn! Again split-screen! Why! Are we in 1960?

Shots going into the mountain, they all cry “Avalanche!”. People, that´s no avalanche. An avalanche is a slide of snow. There is no snow, there are rocks and sand and mud. So it will be a landslide or, better, a rockslide, caused by shooting some slugs at the poor mountain.

But this is a critical point, because Burnham is altruistic (really, since when?) and Rayner is not (get them at all costs). So later for that we have him by the balls!

Oh, not again! Now the both (big) starships crash in the sand to block the slide with their shield. Are you crazy, there in the writers´ room? Those ships are no tanks; those are star ships, built for lasting in space, not for crashing into rocks and sand. Please write 100 times:

A spaceship must not land! A spaceship must not dive in the ocean!

A spaceship must not crash in the sand!

See the ridiculous pictures at 44:57 and 45:31 (DVD)!

And why is the smoke of the slightly damaged Disco curling upwards when they are at the space dock? There is no air, no temperature differential (no temperature at all in most parts of space), and no gravity in space, so how does the smoke know where “up” is? Darn!

While Saru wonders how T´Rina spells the words “marry me” as “codify our mutual commitment in a more official capacity”. Yeah, very funny.

At 52:43 (DVD) I was astonished. The strength of the Kovich character lies in that very distanced significance, and in his high competence arguments, and the intense kind of talking, while being very calm on the outside. And now he is grinning? Sorry! Not a good idea! Bad directing! The character loses most of his intriguing competence and changes to a standard bigmouth. And the actor lost it, too, in that scene at this precise moment. Sorry! Very, very bad scene!

We now get to know the secret, and it is so trivial! Pity! It is those lonely people Picard met in a the very nice episode (TNG, S06E20, *The Chase*), telling several space cultures racing to get to that planet where a bald someone telling that they created all humanoid lifeforms a few billion years ago because they were so lonely. In TNG a very good idea, explaining, why most aliens look like humans. And someone had found that technology. And that is important, why? But now putting that old story as the target of a Quest a whole season long? At that point I was one beer short of pressing the eject button and leaving for a pub. You are in the future, 900 years from Disco´s presence, and you have no new idea? There is a whole future, unwritten, begging to be invented, and you use an old Picard adventure? Where is creativity when you need it?

Good. This was the greatest nonsense at least in the whole show. Oh, did I type that loud? I´d like to make a pause of at least one day. Maybe I´ll come back and restart writing about the other episodes. I need a pause from that gobbledygook, really!

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E02 Under the Twin Moons or “Exploding Eyes? Really?”

Oh, yes, there is a culprit to find for the “avalanche” and as a scape goat for Burnham, who failed her mission. Maybe not in that order… The old stubborn Rayner has to be it, and Burnham is that kind of crappy collegue, which is “Blockwart” called in German. The US version of that is the well known “He was it”, quickly first called, before any other could have. And her superior is that kind of mean boss to motivate her with sort of “we know already, you just have to confirm, no harm done there, is it?”, a tactic all fascist superiors use. And she has no own opinion. She waits, until all of them say “Do it!”, and then she does it. I never liked the arrogant Burnham character, but this? This is the Fed now? I once had a boss like that. That is why now again I am a freelancer… Ugh! Though Rayner talks like GOP priest before election…

I am angry. I have to pause now for a moment…

…

Let´s go on.

The next target is a graveyard, literally. So either boring, or we could wait for *Cloverfield* like monsters. But firstly techno babble, Burnham grinning like constantly on Demerol, and then beaming down. Whoosh!

Oh, and if the writers have no idea, they prolong the episodes of senseless dialogs while wandering through an alien jungle, where they can be heard everywhere. Isn’t it the first duty of an explorer or agent to be silent and watch for enemies or at least traps? No, we have to use trashy neighborhood babble to entertain the trees around us. Yawn! Fast Forward, please!

But ok, we find some skeletons, so monsters it is. Suddenly we see kind of giant hand reaching out of the groud, and not far from that a kind of giant head with multiple eyes on it. Hmm. Are we here with those *Eternals*? No, wrong franchise. But Burnham and Saru, like Laurel and Hardy, only talk like “if only the stones could speak”. Oh my! Just open your eyes! Oh, yes, the writers´ staff wrote those lines…

And, yes, Burnham! “Let´s keep our eyes open!”. Yes, that should do it, Burnsy!

While on the graveyard planet on the Disco Tilly and Adira are heavily engaged in teenager relations babble and a game called “how much words can I find and speak out loud without sentences having any meaning?” Really? The fate of the universe is in those hands? Where is TOS when you need it?

And now the giant head releases eyes as rocket shooting drones. A shooting begins, Saru wonders why they function so well after such a long time. Bravo, Saru! Very useful! Boring.

The drones seem to be self-replicating (an idea of the *DS9* crew), and we now are looking for a method getting them shut down. We are all leaning back and watch how they are doing that. Which are the flying eyes remind me of? Wasn´t there a *Doctor* episode in the end of season 3? Anyway. Let´s watch!

Well, the drones shut down, hugging and weeping begins anew. I am so sick of it! Could they please turn their emotional overdrive back to normal position? What is it with that

generation? Please, parents, tell them how to gear through their emotions in a more moderated way? Like in TOS? Please? Pretty please?

Saru/Burnham find a column with inscriptions (yeah, what else?) and decipher a hidden fragment. Bull´s Eye! The next complete clue! Well done!

Oh! We now have an incomplete map, consisting of five pieces, and we now have the first! Oh, that is incredible, no one ever has thought about this twist! Or have they? I feel I am back in High School, playing *"Where in the World is Carmen Miranda?"* on my Home Computer. Sigh! But why five? The completed solution will us lead to whom created us? If I only could think about a manual or a Book with five parts telling me that! Oh, I may have an idea… There is one on my book shelf!

Book suddenly recognizes Molly from his past. And we are going to Trill.

Finally: Will the secret of a swamp kelp in bloom and why it is so dangerous touching it ever be revealed?

Rayner is kicked out of *Starfleet*, so Burnham has the idea to make him her personal butler…oh, sorry, to make him her No. 1. Isn´t that sweet?

I hope the third episode will be better. Much better. Worse would be difficult.

E03 Jinaal or "Really a Kindergarten"

The next clue will be an 800 years old Trill gramps. So everything will go smoothly.

Burnham tries to micromanage Rayner, that should be interesting.

Reno speaks the first reasonable words in this season here in dialog with Stamets, even Rayner behaves like an adult, trying to get this Kindergarten in line. I like both of them.

In the Trill caves, a sort of Trill mind melting is consumed. They all can do that now? Boring. But the Culber actor shows a good performance. Adira is sort of horny, Gray not so much. This Trill clue is not so much a clue, but a funny character leading them to the clue through a tricky maybe lethal path. Yeah, on this path I had a little fun. Try to enjoy it.

And the monster, an "itronok" (a what?) is screeching in the distance. Fine! A little deadly pressure would help our heroes to keep their jabbering mouths shut and to concentrate more on their task, no? I would like that very much.

In the personal meetings Tilly meets her master. Rayner shuts her mouth with competence. That Tilly is not used to. So she reacts like a teenager, who got a "shut up and do what I told you" from her mother. Yes, I like Rayner.

Book and Burnham getting into a nest of able to cloak giant moths (those are the… itronoks), but they don´t know it yet. So we wait, how they get themselves out of this mess. A little healthy suspension.

Tilly builds up an angry explosion and that is what happens to the poor Rayner. An arrogant, emotionally unstable teenager, who doesn´t feel recognized enough and for whom things go not that way she wants, is now shouting at a superior officer (ca. 36:35,

DVD)? Throw her out, demote her, let her clean the Disco´s toilets. What a crude behavior! The Tilly character is annoying in every way, and she hasn´t earned her position. Bah!

Meanwhile Book and Burnham are apologizing to the giant moths and they are out of trouble. See? Piece of cake!

While the Trills do a funeral, Adira is infected secretly by a monk, oh! Hey! That monk is Moll! Mean, that is! Well, let´s wait for the next episode.

This one was mildly entertaining, but I am having grave difficulties with those emotionally overladen Teenies, who think their hormones are the center of the world. I am not the target group of that kindergarten ST anymore. I see that now.

E04 Face The Strange or "Furry Rodent Loop, new style"

Moll and L´ak deceive a deceiver. Fine, be it. They are capable and competent in their own way. From Adiras quarter a kind of bug she got on Trill from Moll infests the ship. Let´s see, how. In my thoughts a little furry rodent manifests. I don´t know why.

Now the bug is on the bridge. And Burnham has The Talk with Rayner. If that girl can´t send someone on the guilt trip she is not happy. And I like Rayner very much for having here the last word, making her silent. The writers seem to dislike Burnham very much.

Stamets sees the bug, now we will know more soon! And there it is! Time Loop! Maybe it´s not as boring as the last episodes were. Rayner knows the symptoms, it´s a time bug.

What clown selected "Qué sera, sera" as background song for that scene? The future is ours to see nevertheless. Future Zora plays that song for herself because she is alone. A rare sophisticated joke (The song is for those believing in determinism, while Zora is clearly a product of quantum chance). Ok, we are tapping forth and back in times. Let´s lean back and watch.

Yes, not bad made. A bit boring is, that they meet in every cycle practically undisturbed, from time to time (sic!) having a short brawl with themselves (I remember *Professor* Farnsworth saying: "Perfectly symmetrical violence never solved anything!" in that episode with the parallel universes in boxes) or someone other. The dumbest scene is, when Burnham gets to the bridge crew and tells them that they just have to believe, because she knows so much about them. And all say, yes Michael, you are telling so much B.S., it has to be really you. Ah man! No better ideas in the writers´ room?

And the loop is stopped, only six hours lost, no clue where the next clue is, so hit it!

Not the worst time loop story, but there are many better ones. Waiting for the next stop.

E05 Mirrors or "Where are the mirrors?"

We learned that on Bonny & Clydes´ … sorry, Molly´s and L´ak´s heads is a bounty. And somehow the Breen are involved. You remember from DS9, that´s the ice loving and creaking folks ("Never turn your back on a Breen", all others say) with green helmets.

And now we see… a pulsating wormhole! What have I laughed! Do you also remember the *Devil´s Anus* from the other franchise? And the opening of this wormhole pulsates

("collapsing and expanding") like… like… I don´t want to write down what is popping into my mind right now. The smoke had to be very intense in the production team this time!

Ok, inside the wormhole there is… debris. As there were in that other franchise… Yes, I could have bet there is. In an RPG the host will say "difficult terrain". They find the two halves of Moll&L´ak´s ship and an ISS Enterprise from the Terrans. All is culminating there. No wonder, there is room enough for brawls and fire fights.

So, let´s see how our heroes get out there.

Showdown, and the first time Booker and Moll exchange family insults. As I wrote earlier, I am so sick of family problems in TV Shows. I didn´t like *Home Improvement* and I didn´t like *The Cosby Show*. I just want good (and maybe intelligent) entertainment. Life is hard enough. And now again? "Father was mean", "he was good", "he was mean", "he meant it good", and so on, from time to time shooting. Like a show for 7-years-old. Ah, Moll speaks of an Erigah, a Breen Blood Bounty. Yeah, that maybe more serious and the source of all the trouble. Similar to the Klingons, but more clever. And wait for it, it will be kind of a fairytale with kings and heirs and love and treason and all that Romeo and Juliet trash. Oh my! Didn´t anyone of you writers at least had a single good idea for a smooth story?

In the following there are explaining flashbacks telling how the desperate pair got together, what happened, and what lead to the blood bounty. Mildly interesting and time consuming. Like a boring *Agatha Christie* TV show. The only outcome is… Moll gets more and more interesting to watch, she is really clever and crooked, a very bad combination. But the talks are really boring, there is no momentum in the story. Pity.

Moll loses her patience, makes an error, explosions, chaos, fighting, wounding, and only eight minutes left until the collision with the anus…, ok, aperture. Because there are a few episodes left, our heroes survive and only a redshirt… no, greenshirt is heavily wounded. But watch for yourself. They get out of the … aperture with the ISS Enterprise, the opening collapses finally and M&L escape once again. Wait, what didn´t we have seen a long time? A bar scene, cool jazz played by a saurian, Tilly hanging at the bar, Culber arriving there (oh, he is a shoulder padder, ew!), and both talking gibberish nonsense, at least Tilly drunken. The only good here is, Tilly does talk much less.

The End.

What´s to say here? Why is the title of this episode "mirrors"? What was there besides the backstory of M&L? Who steers the ISS Enterprise? Ugh!

E06 Whistlespeak or "They call it race, we call it stumbling through the woods"

The clue is a vial of plain water. Yes, a real riddle! But, instead of solving it themselves, they are given Dr. Kovich´s ex machina to bump their heads onto the solution. Bravo, folks! Boring! But why must Dr. K. have to advertise legal pads here? It would have been enough to simply use it.

And now a crude story awaits you. Be prepared for nearly 50 minutes of living in simpleton town, pre-intelligence people sacrificing their young to a weather god to get some rain. For what sin have I deserved such a bad children story to watch? The god is of course a defect weather machine, our heroes repair them, revive some sacrificed dead ones, and all

are happy. Besides me, because it was boring, mind-numbing, dull! Oh, and they communicate whisteling. We know that from different cultures here on earth, like from the Alps, from islands in the Mediterranean or the Atlantic. Where ever. Nothing surprising.

In the end all the primitives say, “oh, not a god was that, just a machine, wow!”. And all are happy again. And Book plays Asteroids in his cabin! What have I laughed!

And we are out of here.

E07 Erigah or “Breens? Oh, those folks! Tell them, we are busy!”

Now L´ak is heavily wounded, Moll seeks the help of the Feds, so they are in sort of medical custody. But of course Culber has no clue what to do with that Breen soon-to-be-corpse. Thus he dumps him in a Breen Fridge (What?). And we lean back and let the suspense roll over us. And! Oh! A Breen Dreadnought is coming! The Admiral wants to put the prisoners far, far away, but Burnham says, let´s welcome them here. I wonder, why there is an Admiral anyway, because all are obedient to Burnham. Why do we need that Admiral for? He doesn´t decide anything, Burnham does, and he complies everytime. Why is that? Hey, writers! I need an answer to this!

In the war room Rayner gets agitated, we will soon enough know why he hates the Breen apparently. Tilly wants to run, but Stamets gets her to stay and help.

At this point remember that Moll is highly clever and crooked. So, why should she call openly for help and let the Fed catch her and L´ak? And why should the Breen send their kind of flagship into Fed HQ instead of using couriers or a subspace call? This all is worth a few thoughts. Just wait for it.

Ok, in the infirmary Burnham uses standard mentalist tricks to get an answer, mainly cold reading. And it seems to be working. But the true answer is even in the dark for Burnham, this will be played out a little bit later by Moll.

In the meantime Stamets and his working class learn the meaning of the metal card that was found in the tower. It´s a library card. Yes, let´s go to The Archive™! And guess, who has expertise on handwritten manuscripts? That twist I love! Let her articulate that herself: “Uh, I may have padded my résumé with that one…I smuggled…Had a lot of odd jobs before I committed to Starfleet.”

And Stamets is also, like Culber, a shoulder padder with Book. Do people nowadays have no education and culture? You don´t pad anyone on a shoulder, that is basically patronizing and arrogant and Macronian. Never do that! It is not a friendly gesture!

Sometimes I have the impression, that the writers are coerced to write that mambo jumbo. Because at 28:50 (DVD) Reno remarks: “Sounds like something out of a holodeck adventure for the littles, right?”, kind of an inserted hint for a clever audience. Yes, adventure for the littles! That´s it! Let´s guess: 12-years-olds?

L´ak does the trick to get out of custody, but miscalculates the dose. So he gets from stable to all down the hill lethal. Stupid! But they get away and that is the hour for Moll. Very creative, resourceful and clever. And a little bit crazy. Yeah, but nicely done!

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Now we wait for the impossible task to handle the Breen without any casualties (at least on the Fed side). This also, nicely done!

While Fed and Breen negotiate, Moll tries to escape successfully but nevertheless chaotically, although she isn´t able to leave the ship. L´ak is left behind and greenbleeding out. So Burnham calls the Breen on board to medically assist. Tough call!

Stamets and Book try to empath the lib card to get the archive´s position. Slightly too esoteric, but ok.

Book can convince Moll to spend L´ak´s last moments with him despite of Breen Presence. And solves the mystery of their bond: They are married (with all consequences, at least for Breen culture)!

Ah, and the Feds! Ethical in speech, opportunistic in deed. So, they deliver Moll to the Breen to avoid a war. There the utilitaristic American philosophy shines through. But on the other hand, how would you explain millions of deaths against saving one live to the roaring public? I have no ethical solution, and that train of thoughts is good for philosophy classes, but not for politics and angry folks. So, yes, that solution is pragmatic. But of course Book disagrees strongly.

Exeunt Breens.

Disco starts travelling to … The Badlands! Yeah, who would have thought that (remember *DS9*)?

A question in between: Did you notice the departure of two characters on the bridge? Count again!

And to the Archive, Ho!

Summary: This episode is the best so far; it is intense, has momentum, and there´s more than one twist. Good written, nicely performed.

E08 Labyrinths or “Books make people smart!”

Moll is really a mouthful. What she does in front of the Breen audience is really cute. Kudos! Watch it!

Meanwhile Disco arrives at the plasma cloud hidden archive. When did you go to a library the last time? Let´s enter!

Ah, the … opening of the entry aperture looks again like… Never mind!

We are in!

The library is nicely designed, but a little bit standard. Ok, I see, it has to please multiple cultures, so it has to be somewhat minimalistic. I myself find that a little more Bauhaus would have been very adequate, maybe with a touch of Art Deco. On the other hand, all could be just an adapted holo illusion. What do you say?

While Book gets to see his artifact, Burnham ends up in the test circle of the last clue. That could be interesting, because all tests (yes, the modern term is “challenges”) so far had been very dangerous and life threatening to the Testees.

A question to the camera people: Why are there suddenly lens reflections (about 19:40, DVD)?

While Burnham is challenged, the Breen attack. Rayner, Culber, and Book try to master defense against infiltrating Breens. Maze fighting on both sides, on Burnham´s and on Rayner´s/Book´s side. As Burnham saying very often, “Damn!” (Why does she do that and why haven´t the production censors not bleeped it out?), they all win.

Disco is at last attacked by the Breen, escapes by an old trick. But, arriving at the target after a spore jump, WHY IS THE SMOKE GOING UP IN SPACE? And why is there a lens reflection under the smoking Disco?

And the Breen primarch breaks his sacred vow and orders fire on the Archive. That is the hour of the Moll! And, as the *Necros* say to *Riddick*: You get what you kill. So, she gets all Breen here.

In the end, Breen are just another Klingons. But that is just my two Farthings.

Not a bad episode, not as good as E07, but ok.

E09 Lagrange Point or “Yeah, fine, Lagrange. But which of them?”

All in Fed HQ are busy creating strategies against the Breen, and Saru has no other idea than bring a flower bouquet to his T´Rina (“Did I miss something?”). Yes, old love! So ethereal!

And now we are in like some scenes I know from the other franchise, *SG*. Every few episodes they are at black holes. Discovery tops that all, she is now between two black holes! Wow! That is really a time breaker! As every two gravitational bodies both also provide five Lagrange Points for a “light” third body, that´s Discovery. Well done! See, Black Holes aren´t that difficult to handle, now are they? Just park in between them, L1 to L5, and go secret shopping in the Progenitors´ Shopping Mall! Ah, space is just a suburb! “The second black hole is coming just in range!” Like, a small block away. That reminds me of the beaming accident of Dr. Crusher in *TNG* (S4E05, “Remember Me”): “The universe is a spheroid region 705 meters in diameter.” People, the standard safe distance between two standard sun like stars is four lightyears! You cannot position two black holes in that manner, so that one is in the other´s direct vicinity and both can be seen on one screen, even a wide one! That is no door to door relationship! Oh my!

But on the other hand, it is deep fantasy!

Discovery makes her Black-Hole-Ping-Pong-Game, and “we are clear!”. Yeah, yeah!

And there it is! An oil barrel like cask is floating in space. That is the entry point for the universe´s biggest secret? Or maybe there are a few more “dimensions” to pay attention to? While Discovery crew meditates on the barrel, the Breen arrive and without thinking they steal it quickly. Bad luck! Kirk would have it down better.

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Let´s think it over. What story scheme weren´t used until now? We had the quest, the philosophical fight, bar brawls, convince-fight some hillbillies, solving riddles… Something is missing! Yes! The Heist! Firstly, we need a director for such a cheap story, a director with standard over the shoulder looking cameras while the dialogs. J.F. it is. Then we need a plan of the target, and people standing around and discussing the plan (why are those plan sheets always blueprints, even here?). A team would be needed, better two teams. And the plan foretold (while we know, that plan will fail somehow). So, easy-peasy. Piece of cake. And why does the trick concealing all in dark Breen uniforms with green lit helmets remember me of the same scene in an *oceanly* other heist franchise? Noho, just coincidence!

On the Breen ship Moll directs lower underlings to test the opened also green lit barrel entry, and they vanish. Oh, my bad! Next please! Your boss will like you, if you survive!

Whoosh! The next vanishes!

On the Disco the teams are gathering. Culber and Stamets are shoulder-padding Adira like 11-years-old during a party. Ugh! But let them… So, we have now the Spaceocean´s Four! Sorry, I could not resist!

And Burnham, The Specialist in romantic relations, choses this point in time, on the Breen ship, during the time critical heist, to discuss her relationship problems with Book. Yes, what a marvelous woman! Wow! Did you realize my sarcastic tone here? Seriously? Who writes this … I am missing the appropriate word! Ugh! She seems to always discuss useless problems while her friends are risking or losing their lives. Like the angeliquesque Burnsey with Spock while the war with Control happened. Really precise timing!

Tilly is bothering Captain Rayner about his pacing? Why is Tilly there? Why has she time to criticize the Captain? Why is she even on board and not fired? I can´t take that character anymore! She is the most annoying character I have seen in any movie! Even Gollum had more pizzaz! She is just a modern immature college princess without any education, empathy, and tact whatsoever. A brilliant leader? Ugh!

On the Breen ship, in front of the door to the target room… Book: “You think these replicated suits will get us through?” Burnham: “Only one way to find out! Go ahead!” Yes, this is the whole character of Burnham in one sentence! She´ll send her “loved” one into possible death just to test a hypothesis! We recall: She is the Captain, he is no Fed officer. So she has to do it! The Cap has to do it! Those Disco characters are the worst bunch of idiots I ever saw in the ST universe!

And of course he fails. Alarm! Fight, fight. Lockdown. Hands up! Parley!

And what did the writers then do? Oh darn! Yes, we´ve seen Burnham running a small ship into the shuttle bay of the Disco. Yeah, seemed probable. But now this! They ram the Disco into the whatever bay of the Breen dreadnought? Are you mean crazy? Where there is no brain there has to be a turned upside down universe. Had you no better idea, no strategy, no tactic? Just brute force? Up theirs? Poorly, very poorly! Smoked your brains all the way out with bad weed in the writers´ room. Yes, I missed just that: “Okay, uh, i-if we fly at full impulse…” What? Full impulse is light speed. At a distance of about 1000 meters? There was no brain left in writing this nonsense! Ok, Stamets seems to left his brain

somewhere else, because he states: “We get Adira out!” Yes, we think only of one person, if the whole ship is in danger. Ingame or offgame, it is only gibberish from now on.

Moll goes into the barrel realm, Burnham follows. Barrel is sucked into space. Barrel opens a portal. End of episode.

Very bad episode, chaotic, the characters lost all sympathy that was left during very mean behavior, and instead of good tactic and thinking the problem was solved with brute force. That, dear production team, is not *ST* anymore! Pity!

E10 Life, Itself or “The Progenitors´ Prank is solved! LOL!”

Feature length episode (1:22:03, DVD)

Burnham goes into the portal, like in *Brainstorm*. Ok. In the end, how do you create a multidimensional realm? Conservative. Like the library, wooden paneled, a few vertical lighted poles, and bushes. Many bushes. And in between the wooden walkways square holes as entry points to various worlds. *Iconia*?

Ok, an interdimensional chickfight between Moll and Burnham, floating through the realms. Colorful, but boring! Heeh! Haaah!

And the Disco fighting against Breen fighters. Yes, we know the drill from several ST-shows and other franchises. Even the not so shiny *Captain Ed Mercer* did this. So, get them all into a plasma cloud following a decoy and then fire all torpedos. All of them. All burn. Fine. Done. Back to the barn…uh, barrel.

And Culber suddenly wants to fly with Book. Yes, I missed a little bit of esoteric actions.

Burnham tries to calm Molly: “I know what it´s like to lose somebody who means everything to you. I do.” That sounds nice from Burnham. Does she indeed found empathy in the end? Let us listen to her next sentence: “But thankfully, I got him back.” There it is! Burnham could not do this without hurting Moll badly. Like to teenagers. Let us translate then the last sentence: “I got him back, and you won´t, bitch!” That´s Burnham. The writers don´t really like her, it seems.

I was astonished to see a smart little gambit with Saru, Nahn, and the Breen Tahal. That was unexpectedly clever made. Action Saru, it is! In all those chaotic episodes now this small, clean, tactical brilliant executed maneuver! Neat!

Moll and Burnham walking through an interdimensional field of flowers. They reach a small column, arranged like a game board. Lying on the board are nine triangles. They have to be arranged properly. Guess yourself! What patterns come quickly to your mind? At least two, maybe a third, more complex? Now what form will be the solution here? That was the really exciting question! So let´s watch!

Well, Burnham learns to never turn her back on Moll. Yes, lesson learned, egg on head.

Moll tries one of the simpler possible patterns. She loses! Oh, that pain! And the portal is reacting badly. Will our heroes get it on time? Yes, surely, even if this is the final season. Chill!

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Culber and Book have to grab the barrel, but the tractor beam doesn´t grab. But Culber knows the frequency! Oh wonder! Whatever.

And Saru´s tactic works, Tahal backs off. Nice!

Burnham awakens, releases Moll from the board, sets the triangles right. Ok, it´s not one of the more complex patterns. And the recording of the progenitors starts playing.

And this being in the white robe dares to say in a calm voice something like: “We didn´t invented this, we just found it. Don´t know who did.” Ha! I had to pause the player because I laughed nearly five minutes! The whole Quest, a giant, billions of years old prank? Those “progenitors” must have had the same twisted humor as *Lt. Gordon Malloy* (you know what franchise I mean?)

And for the writers? That bunch must have a really mean humor! The whole season is the hunt for a prank? Wow! I feel pranked. Not funny. But then, after a short time of meditation, I knew what that was for. You know, in ST religious themes weren´t ever really present. That changed slightly with *DS9* and Bajor. I wondered then watching the show. And I wonder now, why this begins to grow in this show. As the progenitor has to say: “A cycle of creators and creations, countless times over…” This delivers a big room for religious thoughts, big like 12,000 cubic stadiums? Because no worldly power is allowed to create life? Let this question be unanswered. Only the production firm knows it. There I was reminded of *Cocoon*. The first movie was very good, I liked it very much, especially the end. But, alas, there must have been a force that said a big NO!, so they made *Cocoon II*. And I didn’t like that part. So for me, there is just the first and only movie in that franchise. Is this mechanism now repeated in *ST Discovery* again? Would be a pity! And it would be really unnecessary and bad style.

The final idea to get rid of the Dreadnought is a very creative one, outside of the box. And while putting it in motion Rayner has a single friendly touch, even for his character. It is the one character I like here (except Reno, of course, I like her too). But watch for yourself!

The progenitor puts the fate of their tech into the hands of Burnham, and she throws it into the black holes. I think this is the one and only really good decision that was written to her character. But they jabber and jabber and jabber. Burnham to Moll: “Nothing here can bring him back. I am so sorry!” And that last phrase is known from another franchise, too.

The worst idea was in the final scenes. I find that disgusting. To change the very brilliant character of Kovich to the profane time agent Daniels? How awkward! You know, that dumb fellow from the Archer-era. That really is unnecessary. To make him a Traveller, might have been ok. But to make him Daniels? I am angry! Why didn´t they let him be just Kovich, one of a kind? So much more potential! But this? This is poor writing, just scribbling words because we have a few more minutes to fill. Ugh!

At 59:45 (DVD) you can stop now. The show has ended here. What now comes is 22:18 (DVD) of wedding, tears, babble, future, wrinkled faces of the future, dynamic kids in officer´s uniform and all the final pomp a show thinks to have to show. I don´t need that. Do it to yourself, if you must. For me the show is closed. Season four was the best. It should have ended there.

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Ah, one point there is yet. We have forgotten about one of the most interesting crew members. And with her they play a mean game. They park Discovery at a black hole, leaving Zora, the truest friend they had, there to rot. Bad style, bad manners, bad people! Why do this to a real friend? Yeah, “wait for a new red directive!”, who believes that? As I said, stop the show at 59:45 (DVD).

One question: When did you forget being in a Starfleet Federation space? We all forgot.

Enough of Burnham. I have to go to a pub…