

A Star Trek Discovery Review

I have been watching the latest Star Trek series. Star Trek: Discovery. The storytelling and plot are fantastic thus far. But like the reboot movies it has a lot of continuity issues.

The Discovery takes place some 10 years before Captain James T. Kirk conducts his famous 5 year mission on the Enterprise. So I watch for things that should not be in that time period of known Star Trek history.

First off there is the use of the arrow head emblem for all of Star Fleet. This is incorrect. The arrow head emblem did not become the symbol of Star Fleet until after Captain Kirk returned from his historic 5 year mission. Prior to that event every ship in Star Fleet had it's own symbol. The arrow head was the symbol of the U.S.S. Enterprise only.

The technology seems to improve by going back in time of Star Trek's history. They have holographic displays and consoles. This tech is even better than the tech of the Enterprise in The Next Generation under the command of Captain Jean-Luc Picard.

The Discovery even has a small holodeck for combat training. Something that wasn't invented until the 24th century in The Next Generation, and then it was rather new and a questionable technology. It is flawless on the Discovery.

Everyone seems to use holographic communications as well. The Federation aboard Star Fleet vessels and even the Klingons themselves. No more putting the incoming communication "on screen". There is a 3 dimensional person to walk around and interact with while communicating, although not a physical interaction like a holodeck. This is a technology never before demonstrated in the history of Star Trek. However it is a direct rip-off (or flattery) of the HoloNet communications from Star Wars used by the Republic, the Empire, and Rebels

alike for 1,000's of years.

I do like the new look of the Imperial Klingons. However in proper Star Trek canon the very existence of these Klingons from deep within the Klingon Empire were not known to the Federation until the V'ger incident. The Klingons were well versed in the science of genetic engineering, something that the Federation banned, and they created the Klingon/Human fusions that we saw in the original series.

We also have the Discovery's spore drive. This is basically a kind of hyperdrive or jumpdrive. Ripped-off (or more flattery) from Star Wars and/or the reimaged Battlestar Galactica. Apparently this technology was either lost in the war against the Klingons or banned afterwards due to the biological component needed to make it work properly.

At the time of this writing we have yet to see the Romulans in this incarnation of Star Trek. But we shouldn't see them either. Star Trek history tells us that Earth and the Romulans had a war about 90 to 100 years prior to the Discovery time period. As it had been 100 years since the Romulan war when Kirk and crew encounter them in the "Balance of Terror" episode of the original series. And at that point no one knew what a Romulan looked like either. Time will tell if this canon of Star Trek gets violated by the Discovery as it was already violated by the movie reboot.

It does seem to me that there is a continuity between the Star Trek Enterprise series, the movie reboots, and the Discovery series. However this continuity breaks down greatly when compared to the original series, the Next Generation, DS9, and Voyager series.

Within the Star Trek universe this can be explained easily as an alternate timestream or a parallel universe. If it is an alternative timestream, we have yet to see the Federation Time Fleet of the future come in and correct the errors that have

been made. If it is just a parallel universe then there is nothing to correct and it can be accepted as such.

But overall Star Trek Discovery is a good show and worth watching despite the multiple continuity errors as seen from the eyes of an old generation Trekker. Looking forward to the season finale and next season.