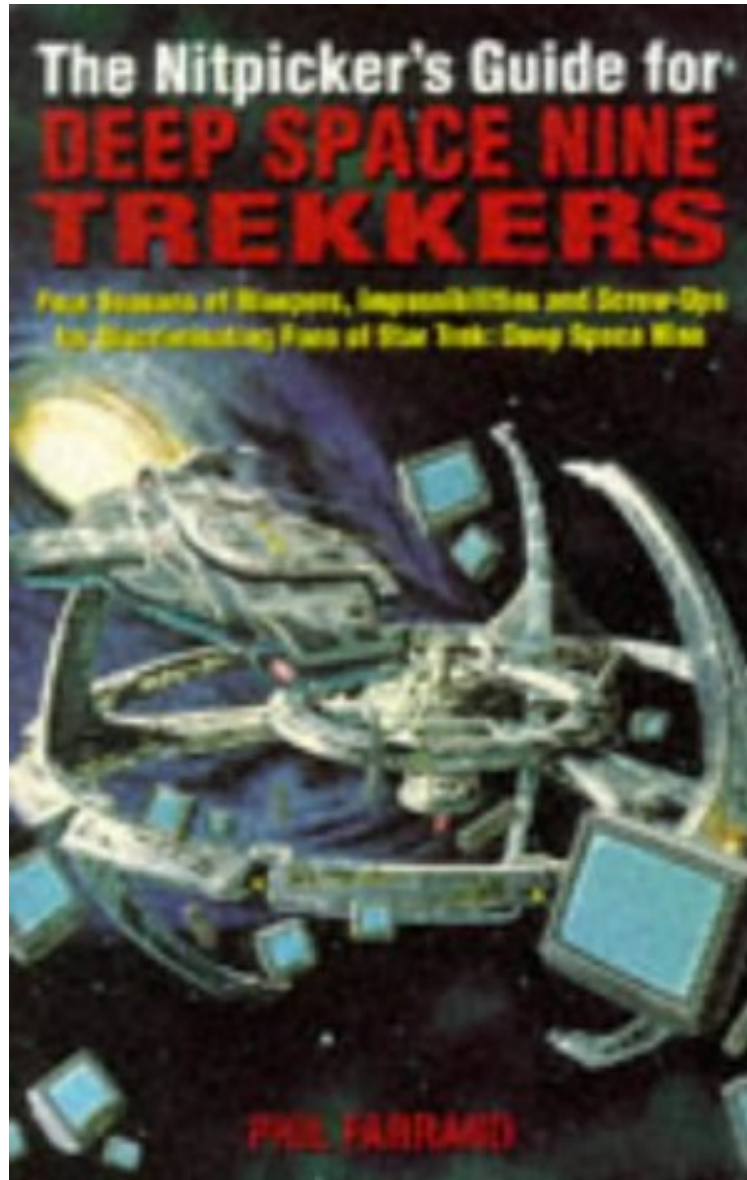


(Ebook free) The Nitpicker's Guide for Deep Space Nine Trekkers (Star Trek)

## The Nitpicker's Guide for Deep Space Nine Trekkers (Star Trek)

*Phil Farrand*

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**Phil Farrand : The Nitpicker's Guide for Deep Space Nine Trekkers (Star Trek)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Nitpicker's Guide for Deep Space Nine Trekkers (Star Trek):

1 of 1 people found the following review helpful. Very good--but unfinished By Stephen J. Teller All Star Trek fans should applaud Phil Ferrand for his Nitpicker's Guides. However the guide for Deep Space Nine Trekkers only covers

the first four seasons. For Next Generation Trekkers Ferrand only covered the first six seasons in his first guide (1993), but he put out a volume II (1995) to cover season 7, the movie Generations and Guild Submissions for seasons 1-6. However, there never was a Volume II for Deep Space Nine, although this volume came out in 1996 and The Nitpicker's Guide for X-Philes came out in 1997!1 of 1 people found the following review helpful. Great FindBy Mr. DanaFor some reason, I've never got this back when it first came out. I had planned to use this in conjunction with the syndicated episodes that were supposed to be airing by now on, I believe, TNT, but they never showed up. The nitpickers guide series was a great find. I wish they could have keep it going with Enterprise, and with the planned, but canceled book he was going to do on Star Wars.0 of 0 people found the following review helpful. Three StarsBy CustomerThe description wasn't entirely true. It had more "wear and tear" than I expected.

Every episode of the first four seasons of equipment oddities, weird science, strange but true observations, and nutty technical difficulties for discriminating fans of Deep Space Nine.Commanders Log, DS9: Star Date 46379.1: Bajor below. The cosmos above. Bloopers Everywhere!How long is the wormhole? In "Emissary," it is 70,000 light years. Four episodes later Sisko says it is 90,000. Better check the odometer, Sisko!Does the Space Station rotate? Sometimes it does, and sometimes it doesn't! Look at the stars in the windows...Now that NextGen is history, the time has come to take a leap through hyperspace and land on Deep Space Nine. It's unexplored territory for nitpicking, the ultimate challenge for discriminating fans. This guide brings you the scoop on Deep Space Nine--the good, the bad, and the Ferengi. Author Phil Farrand (with a little help from his Trekker friends) has had his VCR in warp drive and surveyed every DS9 episode of the first four seasons for the glitches, gaffs, and goofs that neither the station's engineers nor the show's writers have solved. Sit yourself down with this guide in one hand, your remote control in the other, and see for yourself what the wormhole has wrought: Plot oversights Changed premises Equipment oddities Continuity and production problems Strange but true fun facts Trivia questions Characters for every show in the first four seasons of Deep Space Nine And more!

From the PublisherSpace is limitless...And so is nitpicking!The all-new unauthorized guide by THE nitpicking authority for trekkers!From the Inside FlapEvery episode of the first four seasons of equipment oddities, weird science, strange but true observations, and nutty technical difficulties for discriminating fans of Deep Space Nine.Commanders Log, DS9: Star Date 46379.1: Bajor below. The cosmos above. Bloopers Everywhere!How long is the wormhole? In "Emissary," it is 70,000 light years. Four episodes later Sisko says it is 90,000. Better check the odometer, Sisko!Does the Space Station rotate? Sometimes it does, and sometimes it doesn't! Look at the stars in the windows...Now that NextGen is history, the time has come to take a leap through hyperspace and land on Deep Space Nine. It's unexplored territory for nitpicking, the ultimate challenge for discriminating fans. This guide brings you the scoop on Deep Space Nine--the good, the bad, and the Ferengi. Author Phil Farrand (with a little help from his Trekker friends) has had his VCR in warp drive and surveyed every DS9 episode of the first four seasons for the glitches, gaffs, and goofs that neither the station's engineers nor the show's writers have solved. Sit yourself down with this guide in one hand, your remote control in the other, and see for yourself what the wormhole has wrought: Plot oversights Changed premises Equipment oddities Continuity and production problems Strange but true fun facts Trivia questions Characters for every show in the first four seasons of Deep Space Nine And more!Excerpt. Reprinted by permission. All rights reserved.As I've said in the previous guides, I'm not sure why these nits and "odd little moments" are some of my favorites. Most of the ones listed below didn't jump out at me the first time I watched the episodes. But after the third or fourth viewing, my eyes happened to wander over the right part of the screen at the right time. Others were pointed out by members of the Nitpicker's Guild and confirmed with a smile as I finally saw them, too. I hope you find them enjoyable as well!1. Spock's Visage. I freely admit that this one is difficult to see. And even if you can see it, you'll agree that it's not a nit. If it really exists, it's a lovely homage. Watch carefully during the title sequence for Star Trek Deep Space Nine. Just after the comet passes, focus a bit to the right of the center of your television screen. You might be able to make out the face of Spock--angled to the left--in the comet dust. It seems to form from nowhere and then travels quickly to the left before dissipating.2. She's Pulling His Leg...for Real! At the end of "Past Prologue," Kira and a former associate named Tahna Los tussle in a runabout. Tahna is attempting to launch an explosive that will collapse the wormhole and keep Bajor for Bajorans. To launch the explosive, Tahna must press a big red button mounted on the ceiling of the cockpit. Kira is on the floor. Tahna is standing. So what strategy does Kira--ex-freedom fighter, ex-feared terrorist, ex-"really nasty person on a bad day"--employ? Well, she doesn't direct a blow to Tahna's legs. She employs a tactic from the Winnie-the-Pooh martial arts system. She sits on the floor and pulls his leg!3. Kung Fu Repair Philosophy. Speaking of martial arts, "Captive Pursuit" features a "bred for the hunt" individual named Tosk. When his ship limps up to the station, O'Brien lends a hand, helping Tosk repair it. Then, while climbing out of the bowels of the ship, Tosk accidentally kicks O'Brien in the head!4. Must Be One of Those Cardassian Mic-Cord Snakes. During "Q-Less," Sisko visits O'Brien as the latter attempts to repair a powerless runabout. Just after O'Brien closes a floor hatch, a microphone cord snakes into the picture on the left side of the screen.5. Kentanna, Final Resting Place for Hippie Outcasts. The Skrreeans make up the aliens-of-the-week for the

episode "Sanctuary." Having found freedom from their cruel oppressors the T'Rogorans, the Skrreeans now seek "Kentanna"--their promised legendary home. Three million strong make this pilgrimage, and DS9 soon fills with the dazed refugees. Although no decipherable audio exists above the crowd roar as a particularly large group enters the promenade, closed captioning give us some indication of the Skrreeans' true origin. The subtitles read: "This is great!" "This is incredible." "This is pretty far out." "Dig this place."6. The Colonists of Eternal Doom. Some legends are almost too sorrowfully strange to tell. The creators give us the briefest hint of one such legend in "The Maquis, Part 1." During this episode, we see an exterior shot of a colony. In the background, an aqueduct snakes up a mountain. It just so happens that this exterior shot is a reuse from the episode "Ensigns of Command"(TNG). Since nitpickers don't deal in reality, we must conclude that these poor colonists first crashed on a planet bathed in hyperonic radiation. Many died, but they finally adapted, only to have the Enterprise come and evacuate them because their world was deeded to the Sheliak. (We know this from "Ensigns of Command.") Then...these poor people moved to another world, started all over, built an exact replica of their old colony...only to have the Federation deed their planet to the Cardassians!7. Miles "Jackson" O'Brien. I usually don't comment on the costuming of Star Trek. After all, who knows what people will be wearing hundreds of years from now? For "Tribunal," however, I made an exception. In this episode O'Brien stands trial on Cardassia Prime. The prisoner outfit that O'Brien must endure for the entire episode consists of a shirt and pants wrapped with strip-mesh belts. As I say in my review of "Tribunal," the costume makes O'Brien look like a reject from a Michael Jackson video.8. Yet More Evidence of Time-Traveling Incursions. In "Visionary" Bashir uses a "tool" that is actually the warp nacelle from the plastic model kit of a Romulan warbird! The only question is: Why would Starfleet travel all the way back to our time just to acquire the packaging for this instrument? Is plastic exorbitantly expensive in the twenty-fourth century?9. Nothing Serious, Just a Fluff Piece. "Facets" features a Dabo girl named Leeta. At the very end of the program--just after Rom announces that a newly attired Nog is "coming"--Leeta stands in the background near the Dabo table in her low-cut, skin-tight Dabo girl outfit. Unexpectedly, she reaches up, grabs both sides of her outfit, and gives her cleavage a quick fluff.