

SUPER STAR TREK

Grand Scale Edition
LCARS Interface — Tronsoft Games

Command Manual — v1.0.2

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1. Introduction & Overview

Super Star Trek — Grand Scale Edition is a browser-based adaptation of the classic 1978 Super Star Trek wargame, substantially expanded with a 100×100 quadrant galaxy, five hostile alien races, six mission types, boarding party mechanics, and a full LCARS starship interface modelled on the computer systems of Federation starships.

You command the U.S.S. Enterprise NCC-1701. Five hostile races have invaded Federation space simultaneously. Your mission is to eliminate every hostile ship before your Stardate deadline expires.

Galaxy Scale

Dimension	Value
Galaxy size	100 × 100 quadrants (10,000 total)
Sector size	10 × 10 squares per quadrant
Playable squares	1,000,000
Starting enemies	340–450 ships across 5 races
Starbases	18–26 scattered across galaxy

Number of Players: Single player only. Expected play length: 15–60 minutes per mission.

2. Mission Selection

Choose a mission when the game starts. Each has a unique objective, time limit, and score bonus.

Mission	Difficulty	Objective	Time	Bonus
Patrol Sweep	Recruit	Clear 20×20 region	80 SD	+1,000
Colony Rescue	Ensign	Reach [50,50], clear, dock	50 SD	+3,000
Freighter Escort	Ensign	Protect convoy to [75,75]	70 SD	+2,500
Borg Hunt	Lieutenant	Destroy every Borg cube	60 SD	+5,000
Starbase Siege	Lieutenant	Relieve 3 besieged starbases	55 SD	+6,000
Total Annihilation	Admiral	Eliminate all hostiles	90 SD	+10,000

Recommended for new commanders: **Patrol Sweep** — no Borg or Dominion, generous time limit, plentiful starbases.

3. LCARS Interface Guide

The game uses the LCARS (Library Computer Access and Retrieval System) interface aesthetic from Starfleet vessels.

Header Bar

The orange bar at the top displays live readings left to right: Stardate, time remaining, energy, shields, torpedoes, enemy counts by race (K/R/G/F/D), score, and current position.

Left Sidebar — Command Pills

Color	Function
Blue pills	Sensor commands: Short Scan, Long Scan, Computer, Probe
Red pills	Combat: Phasers, Torpedo, Repel Boarders
Lilac pill	Shields
Orange pills	Ship: Damage Report, Emergency Repair, Status
Gold pills	Navigation: → Nearest Base, Emergency Tug, History

LRS Grid (10×10)

Shows the 10 surrounding quadrants in each direction. Click any quadrant to warp there. Enemy counts shown color-coded by race. Your position marked in green.

Sector Grid (10×10)

Shows the current sector. Click empty squares to move the Enterprise by impulse. Hover a square to see a tooltip identifying its contents.

Ship Log

Crew messages are color-coded: Spock (sky blue), Scotty (gold), Uhura (pink), Sulu (cyan), Chekov (light blue). Combat events appear in red. Auto-scan runs after every move.

4. Navigation

Warp Between Quadrants

1. Set the Warp slider (1–9) in the orange navigation bar at the top of the screen.
2. Click any quadrant in the LRS grid, or open the  Galaxy Map for a fullscreen view and click anywhere in the galaxy.
3. After arrival, Short Range Scan and Long Range Scan run automatically.

Galaxy Map Controls

Action	How
Pan	Click and drag
Zoom	Scroll wheel, or + / – buttons
Re-center	 button
Warp to quadrant	Click any quadrant (probe mode: launches probe instead)
Close	✕ button or Escape

Impulse Move Within Sector

Click any empty square in the sector grid. Costs a small amount of energy (distance × 5) and 0.05 stardates. Enemies may attack during the move.

Quick Navigation

Button	Action
→ Nearest Base	Auto-warps to the nearest starbase quadrant
→ Enemy	Auto-warps to the nearest hostile quadrant
Emergency Tug	Hails tug by radio — see Section 8

Text command fallback: NAV qr qc (warp to quadrant) or NAV sr sc INTRA (impulse move).

5. Combat

Phasers

Click Phasers in the left sidebar. A slider appears — drag to set energy level. Click FIRE. Phaser energy is divided equally among all visible (non-cloaked) enemies. Damage falls off with distance.

Borg adaptation: each phaser hit on the same cube is 25% less effective than the last (minimum 25%). After 3–4 hits, phasers become nearly useless against Borg. Use torpedoes.

Phaser energy recovery: when a phaser burst destroys an enemy, 15–25% of the energy allocated to that target is returned.

Torpedoes

Click Torpedo. Choose fire mode:

Mode	Description
Single Target	Targeting mode activates. Click any sector square to fire a torpedo toward it. The
Spread All	Fires one torpedo simultaneously at every visible enemy. Costs one torpedo per t

Torpedoes are not affected by distance. They ignore Borg phaser adaptation. They can hit cloaked Romulans. Avoid firing toward your own starbase.

Shields

Click Shields. Drag slider to allocate energy. Each unit in shields absorbs one unit of incoming damage. Shields below 50 allow enemy boarding. Scotty automatically raises shields when under attack if the generator is undamaged.

Text commands: PHA n (fire phasers), TOR (show torpedo menu), SHE n (set shields).

6. Starbases & Docking

Starbases appear as ■ hexagons in the sector grid. Docking restores all ship resources and repairs all damage.

To dock:

1. Warp to a quadrant containing a starbase (shown as B on the LRS grid).
2. In the sector grid, move the Enterprise to any square adjacent to the ■ starbase.
3. Docking triggers automatically — Scotty announces it in the log.

Docking restores:

System	Restored to
Energy	3,000 units
Torpedoes	50
Shields	0 (transferred back to energy)
System damage	All damage cleared to 0
Crew	Up to 10% replacement crew beamed aboard
Boarding parties	All boarders expelled by starbase security

Use → Nearest Base in the sidebar to auto-warp to the closest starbase. Text command: DOC.

7. Boarding Parties

When shields are below 50 and an enemy ship is within 2 sector squares, it may beam boarding parties aboard. Boarders drain crew and energy every turn until repelled or the ship docks.

Each race has a unique boarding effect:

Race	Boarding Effect
Klingon	Armed warriors — direct hull damage each turn
Romulan	Agents — sabotage 2 ship systems
Borg	Drones — assimilate crew (party grows)
Ferengi	Thieves — steal energy from ship systems
Dominion	Soldiers — seize weapon control for 2 turns

Click Repel Boarders to deploy security teams. You may need to repel multiple times for large Borg or Dominion parties.

If crew reaches zero, the ship is lost — mission failed.

Docking at a starbase instantly clears all boarders and restores crew.

Text command: REP.

8. Emergency Systems

Emergency Repair (ERP)

Click Emerg Repair when a ship system is damaged. A picker shows all damaged systems with their repair energy cost. Select a system to begin repair.

Parameter	Value
Cost formula	150 + (damage turns × 50) energy
Repair amount	Reduces damage by 1–2 turns randomly
Time cost	0.1 stardates per repair
Enemy risk	40% chance enemies attack during repair
Restriction	Not available while docked (use DOC instead — free)

Emergency Tug (TUG)

Click Emergency Tug to hail a Starfleet tug by subspace radio. The tug can be called from anywhere in the galaxy, even with destroyed warp engines.

Parameter	Value
Availability	Once per mission
Travel time	2–5 stardates (depends on tug distance)
Destination	Nearest starbase (auto-calculated)
Effect	Delivers Enterprise to starbase; auto-dock triggers
Enemy risk	Enemies may attack while waiting for tug arrival

Text commands: ERP (emergency repair picker), TUG (call tug).

9. Probes

Probes scan a distant quadrant without warping there. Useful for reconnaissance before committing to a long journey.

Using a probe:

1. Click Probe (5) in the left sidebar — the button pulses cyan.
2. Click any quadrant on the LRS grid or Galaxy Map.
3. The probe reports: enemy counts by race, starbase presence, black holes, and freighter availability.
4. Press Escape to cancel probe targeting mode.

Parameter	Value
Probes per mission	5 (cannot be replenished)
Energy cost	50 per probe
Scan range	Any quadrant in the galaxy
Score bonus	Unused probes × 200 points

Text command: PRB qr qc (e.g. PRB 45 72).

10. Alien Races

Race	Hull	Movement	Special Abilities
Klingon ♦	300	1 sq/turn	Aggressive close-range fire; boarding deals direct hull damage
Romulan ▲	250	Stationary	Cloaks 1–2 turns (phaser-immune while cloaked, torpedo-vulnerable); boarding sabotages weapons
Borg ■	600	Stationary	Phaser adaptation: 25% less per hit (min 25%); boarding assimilates crew, swelling the force
Ferengi ■	180	2 sq/turn	Flee below 40% hull; steal energy on successful hull hits; boarding loots energy
Dominion ●	400	1 sq/turn	Coordinated simultaneous strikes when multiple ships present; boarding disables weapons

Recommended weapon choices:

Race	Best Weapon	Reason
Klingon	Either	Standard combat — both weapons effective
Romulan	Torpedo when cloaked	Phasers cannot lock on cloaked ships
Borg	Torpedo	Phasers degrade rapidly; torpedoes always full damage
Ferengi	Phaser spread	Fast movers make torpedo leading difficult
Dominion	Torpedo first	Reduce count to break coordinated strike

11. Scoring

Score is calculated at mission end and displayed in the header throughout play.

Component	Points
Klingon destroyed	100
Romulan destroyed	150
Borg cube destroyed	500
Ferengi destroyed	60
Dominion destroyed	200
Time bonus (win only)	stardates remaining $\times$ 100
Crew survival (win only)	crew percentage $\times$ 2,000
Efficiency bonus	(kills/total) $\times$ 1,000
Unused probes	probes remaining $\times$ 200
Mission objective bonus	1,000 – 10,000 (varies by mission)
Starbase lost penalty	–500 per base
Crew casualty penalty	–5 per crew member lost

12. Mission History & Leaderboard

Click History in the left sidebar to open the mission records overlay.

Tab	Contents
Mission Log	All completed missions in reverse order. Score, result, date, kills, crew, probes u
■ Leaderboard	Top 20 scores sorted by total, with gold/silver/bronze medals.
Career Stats	Win rate, high score, average score, total kills, crew survival rate, best win strea

History is stored in browser localStorage. Up to 100 missions are retained. Data persists across page refreshes and browser sessions. Text command: none (click button only).

13. Command Reference

All commands are available as sidebar pills. A text input at the bottom accepts typed commands as a fallback. Arrow Up/Down in the text input scrolls command history.

Command	Button	Description
SRS	Short Scan	Short range scan of current sector
LRS	Long Scan	Long range scan — 10×10 surrounding quadrants
COM	Computer	Mission stats, nearest base, kill rate required
PRB qr qc	Probe (5)	Launch probe to quadrant [qr,qc]. 50 energy.
PHA n	Phasers	Fire n energy units at all visible enemies
TOR	Torpedo	Show torpedo menu (single / spread)
SHE n	Shields	Set shield energy to n
REP	Repel Boarders	Engage security teams against boarding parties
DAM	Damage Rpt	List all damaged systems and repair times
ERP	Emerg Repair	Open repair picker (energy cost)
DOC	→ Nearest Base	Auto-warp to nearest starbase
TUG	Emerg Tug	Hail tug by radio (1 per mission)
STA	Status	Full status report in log
HEL	Help	Open in-game help overlay
NAV qr qc	(map click)	Warp to quadrant [qr, qc]
NAV sr sc INTRA	(sector click)	Impulse move to sector [sr, sc]
NEW	■ NEW	Return to mission selection

14. Technical Notes

Requirement	Value
Platform	HTML5, CSS3, Vanilla JavaScript
Browser	Chrome 100+, Firefox 100+, Edge 100+, Safari 15+
JavaScript	Must be enabled
Minimum width	1280px recommended
Mobile/Touch	Not supported in v1.0.2
Fonts	Antonio, Share Tech Mono (Google Fonts — internet required)
Local storage	Used for mission history (key prefix: sst_history)
External APIs	None (fonts only)
Audio	None

Known Issues

- Touch and mobile layouts are not supported in this release.
- Google Fonts (Antonio, Share Tech Mono) require an active internet connection for correct LCARS rendering. The game functions without them but fonts will differ.
- Extensive log output accumulates during long missions; scroll is automatic.