



TRON'S STAR TREK

Player Manual · Version 1.0.0 · Tron Software Limited

Overview

Tron's Star Trek is a single-player strategy game in which you command the U.S.S. Enterprise from an LCARS bridge console and hunt down an invading Klingon fleet spread across an 8×8 galaxy. This manual explains every screen, command, and rule. It completes the graphical LCARS version of Super Star Trek first proposed by Tron Software Limited in 2003.

Your Mission

Each mission generates a fresh galaxy of 64 quadrants, each an 8×8 field of sectors seeded with Klingon warships, starbases, and stars. Your objective is to destroy every Klingon warship before the stardate clock expires or your reserve energy is exhausted. Dock at starbases to refuel, rearm, repair, and take on fresh crew.

The Three Viewscreens

The bridge is divided across three screens selected by the tabs at the top, or the number keys 1, 2, and 3:

- **Short Range** (1) — the tactical sector map of your current quadrant. Move, fire, board, shield, and dock here.
- **Long Range** (2) — the galaxy map. Warp between quadrants and read scanned sensor data.
- **Damage Control** (3) — the systems report, where you repair battle damage.

Map Symbols

Symbol	Meaning
Diamond	The Enterprise (your ship)
Red X	A Klingon warship
Hexagon	A starbase (dock to resupply)
Star	A star (blocks movement and torpedoes)

Navigation

Impulse movement (within a quadrant): on the Short Range screen, click any empty sector to fly there. Longer moves cost more energy.

Warp travel (between quadrants): on the Long Range screen, click any quadrant to jump to it, or use the Set Course (Warp) command to enter coordinates. Warp cost rises with distance and when your warp engines are damaged.

Auto-navigation: the Nearest Enemy (LRS) and Nearest Base & Dock (LRS) commands automatically warp across quadrants to the nearest target revealed by your long-range sensors, then close in. Run a Long Range Scan first so the sensors have data to work from.

Turn Order and Combat

The game is turn-based. Every action you take counts as your turn, after which each Klingon in your quadrant returns fire, draining shields and hull and sometimes disabling a subsystem. While docked at a starbase you are safe from attack.

- **Phasers (P):** enter an energy amount. Damage is divided among all Klingons in the quadrant and falls off with distance.
- **Photon torpedoes (T):** arm a torpedo, then click near an enemy. It locks onto the nearest Klingon and homes in; a star in the path will absorb it.
- **Shields (S):** transfer reserve energy into shields to absorb hits. Shields must be DOWN to beam a boarding party.
- **Boarding parties (B):** with shields down and a Klingon within transporter range, beam an assault team aboard. Soften the enemy with phasers first to improve capture odds. Success captures the vessel and salvages energy and sometimes a torpedo; failure costs crew.

Damage and Repair

Enemy fire can disable any of eight subsystems: warp engines, short-range sensors, long-range sensors, phaser banks, torpedo tubes, shield generators, transporter, and computer. A damaged system works at reduced effectiveness or goes offline. Repair options on the Damage Control screen:

- **Emergency Repair** — divert reserve energy to restore one system instantly. Fast but expensive.
- **Hold Position & Effect Repairs (R)** — keep station for several stardates while the crew works. Free, but time passes and enemies keep firing.
- **Dock** at a starbase — repairs everything and refuels, rearms, and replenishes crew for free.

Winning and Losing

Victory: destroy every Klingon warship in the galaxy. Your final stardate and remaining energy are shown on the mission-complete screen.

Defeat: you lose if the stardate clock runs out with Klingons remaining, if energy and shields both reach zero (dead in space), or if your crew is wiped out.

Command Reference

Key	Command
1 / 2 / 3	Switch to Short Range / Long Range / Damage Control
Click sector	Move at impulse (Short Range)
Click quadrant	Warp (Long Range)
P	Fire phasers
T	Arm / fire homing torpedo
B	Beam boarding party
S	Raise / lower shields
D	Dock at adjacent starbase
L	Long Range sensor scan
R	Hold position and effect repairs
Esc	Cancel current action

Tips

- Raise shields before engaging, but remember to drop them before boarding.
- Use Long Range Scan often; auto-navigation and warp planning both rely on scanned data.
- Soften a Klingon with phasers, then board it to capture salvage instead of spending torpedoes.
- Watch your energy. If it runs low with no starbase nearby, you can be stranded.
- Keep clear firing lines — a star between you and a target will swallow your torpedo.

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