

Space Mech Club Management Simulation

User Manual

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1. Introduction — what kind of game is this?

IRON ZENITH 2 makes you the **owner** of a club in the IRON ZENITH league, a 5-on-5 mech combat sport fought in space. In the first IRON ZENITH you were a constructor building machines; this time you **buy a club, hire a manager, sign pilots and invest in facilities**, and grow the club itself.

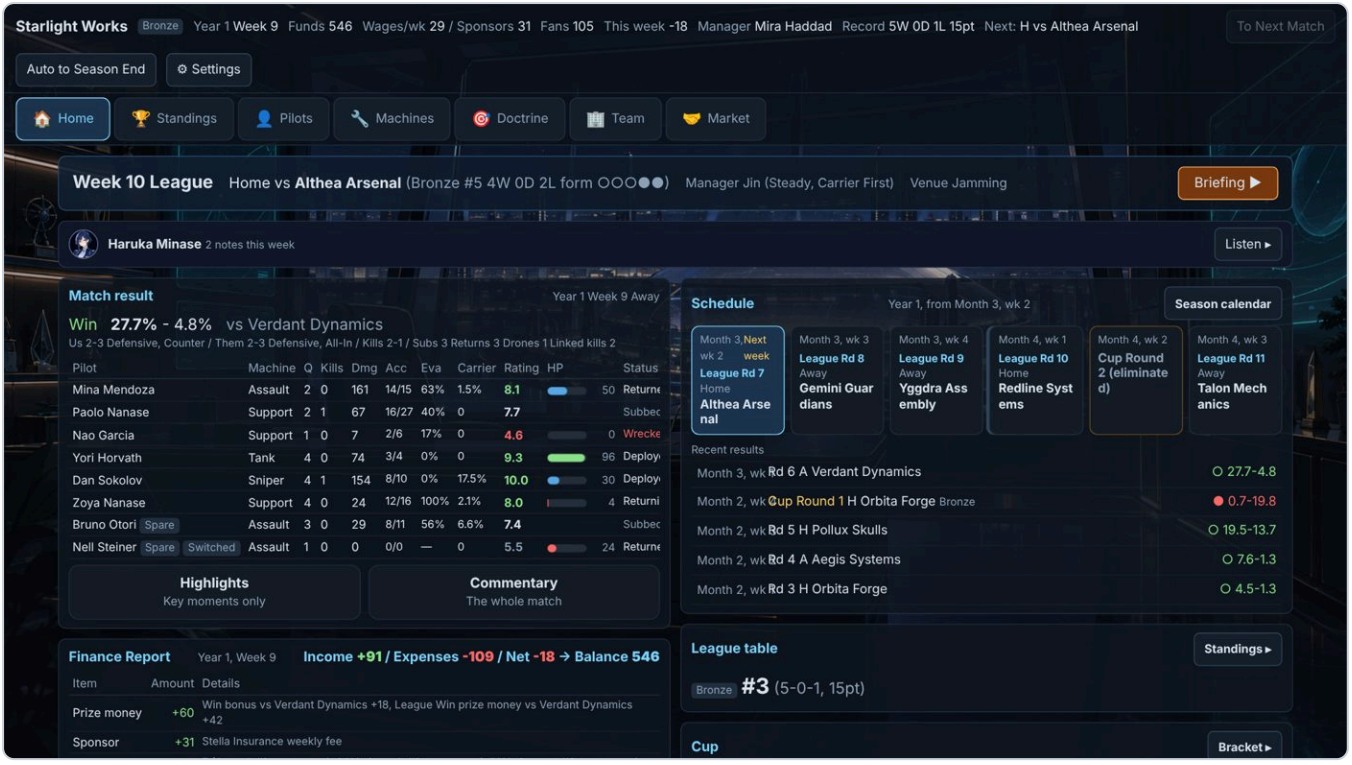
Matches are directed by the **manager** you hire. As the owner you set the weekly course (training, servicing, signings), prepare each match in the briefing, and may **step in between quarters** (the intervals). If you say nothing, the manager decides.

The league has four grades — **Bronze, Silver, Gold and Platinum** — with 16 clubs each. Climb from Bronze and **win Platinum** to be crowned and see the ending. The game continues afterwards: build a dynasty.

The short version

- A year is 48 weeks: 30 league rounds (home and away) plus the cup (a knockout of all 64 clubs). At year end the **top two clubs go up and the bottom two go down**.
- **"To next match"** (top right) advances the weeks. On a match week, **"Briefing"** takes you to the launch.
- Leave training, servicing and gear on **"leave it to the manager"** at first; take over piece by piece as you learn.
- **Twelve weeks in the red and the bank sells the club — game over.** Wages and sponsor income are always visible in the top bar.
- The game autosaves every week; manual saves go to five slots under Settings > Save.

2. Reading the screen



Top bar

From the left: **club name** and **grade**, **year and week**, **funds**, **weekly wages** and **sponsor** income, **fans**, **this week's balance**, **manager**, **record**, **next fixture**. **"To next match"** advances to the next match week; **"Auto to season end"** hands the rest of the season to the manager (matches are resolved automatically).

The seven tabs

Tab	What it holds
🏠 Home	This week's match, the secretary, the last result, the books, schedule, league table, cup
🏆 Rankings	League tables (every grade), player rankings, the cup bracket, awards, annals, hall of fame
👤 Pilots	Your pilots' cards, this week's training, contracts, releases, loans
🔧 Machines	Hangar (servicing, builds), armoury and parts (gear)
🎯 Tactics	Formation and doctrine, the formation board (starters, bench, machines)
🏢 Team	Manager and coaches, mechanics, finance (sponsor), research, facilities, achievements
🤝 Market	Free agents, loans, transfers from other clubs, transfer offers, scouting and the draft

⚙ Settings (top left) holds save/load, display, volume, language and this manual.

3. A year in the league

Week	What happens
1–2	Pre-season: training, servicing, signings. The year's **cup rule** is announced.
3–40	30 league rounds (15 home, 15 away). Cup ties on the free weeks (8, 14, 20, 26, 32, 37: first round to final).
41 onward	Off-season: loans return, contracts expire and renew, staff reviews, retention talks, the draft, other clubs strengthen.
Year end	Final table, prize money, awards, promotion and relegation. Every four years the **regulations are revised**.

A league win is worth **3 points, a draw 1**; ties are split by the difference in carrier damage dealt and taken. The cup is a straight knockout of all 64 clubs regardless of grade; every tie won pays a prize (200 for the final) and adds fans.

4. Founding the club

After naming the club in NEW GAME, your first job is four contracts, in order: **sponsor → manager → chief mechanic → coach** (the secretary's suggestions are fine if you are unsure).

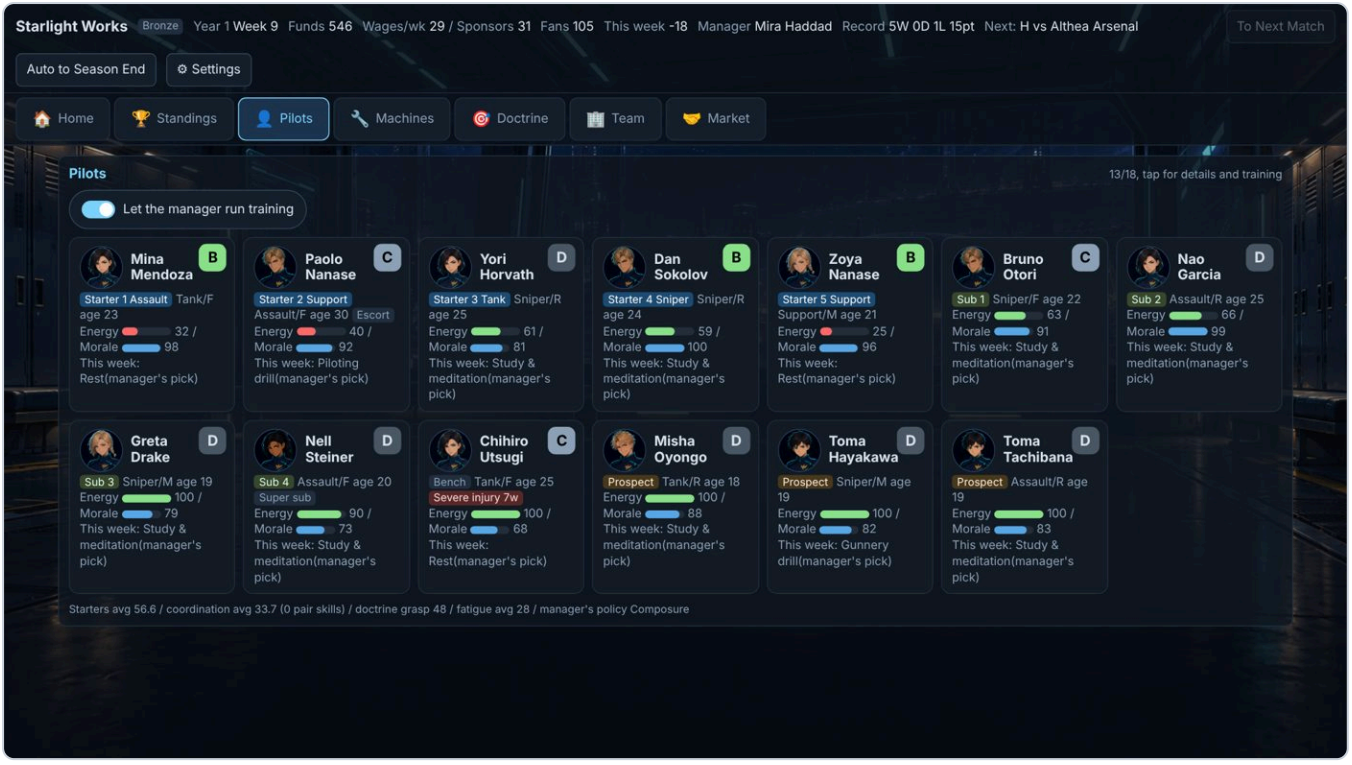
- **Sponsor**: a fixed weekly income plus clauses tied to results, and a yearly goal (rank, wins, fans...) that pays a bonus when the contract ends.
- **Manager**: a type (passionate, steady, analytical, gambler) and favourite formations and doctrines. Fighting with a favourite gives accuracy, evasion and coordination bonuses.
- **Chief mechanic**: the quality of servicing and repairs, and research speed.
- **Coach**: boosts the matching training; the pilot under special guidance gets double.

A new club has about 13 pilots — five starters, four subs and youth slots — with a roster cap of 18.

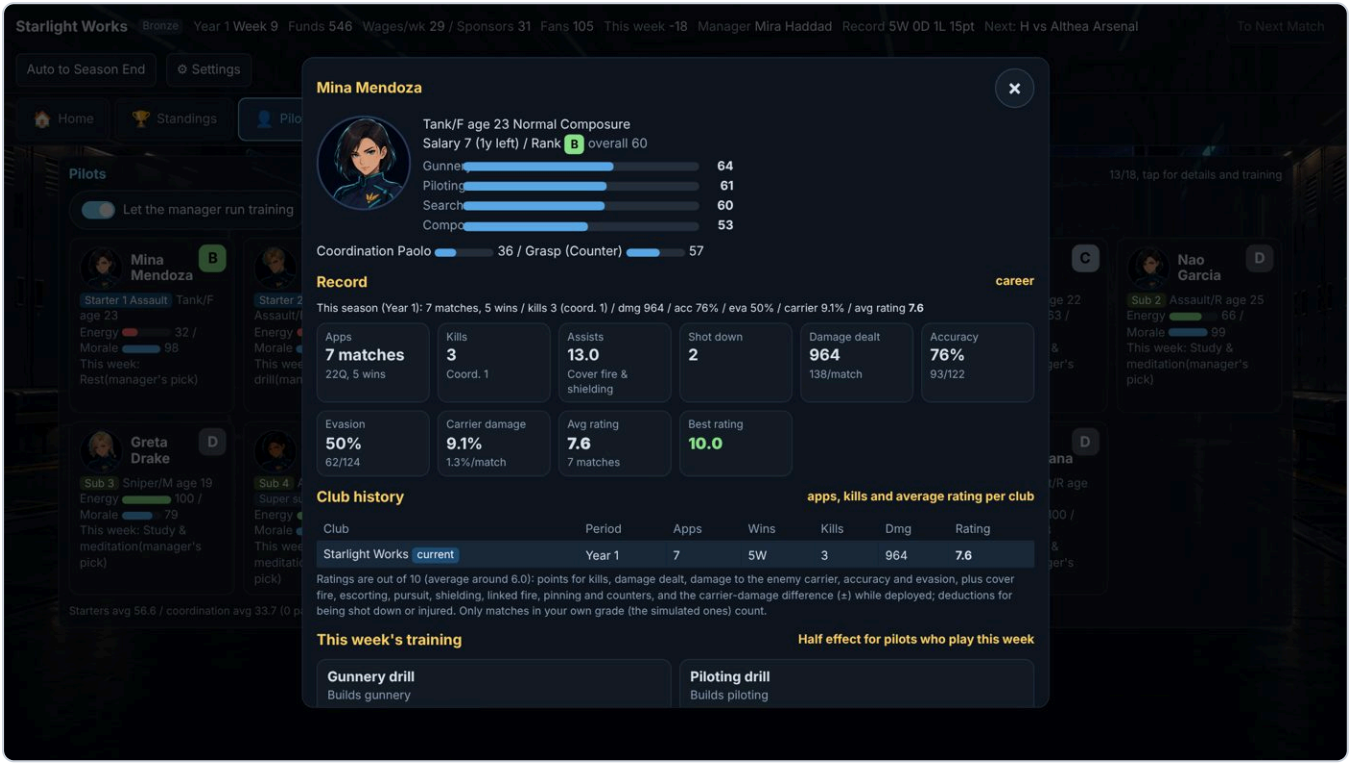
5. Home

- **This week's match**: the opponent, their league position and form, their manager's leanings, and the **venue** (the home club's arena type). "Briefing" starts the preparation.
- **The secretary (Haruka Minase)**: at the start of the week she points out up to two things you might miss — money, facilities, pilots, gear. "Listen" repeats them. When you open another club from the rankings she describes it (style, key pilots, manager, your record against them).
- **Match result**: every pilot's numbers from the last match. "Highlights" for the key moments, "Commentary" for the full flow.
- **Books**: this week's income (gate, prizes, sponsor) and spending (wages, servicing, repairs, research, builds).
- **Schedule**: upcoming fixtures; "Season calendar" shows the whole year.
- **Events**: at the start of a week a pilot, staff member or sponsor may come to you with a request, played as a conversation. Answer with the options (unanswered events take the default).

6. Pilots



A card shows the **rank** (overall strength, S to D), the **class** (Assault, Sniper, Tank, Support) and the **front / mid / back** aptitude, age, **stamina** (100 minus fatigue), **morale** and this week's training. Starter, sub, reserve and youth roles are set on the Tactics tab. Tap a card for the details.



Stats and ratings

Four stats: **gunnery, piloting, search and composure**. Each class leans on different ones (snipers on gunnery and search, tanks on piloting and composure, and so on). Every match gives a **rating** out of 10, moved by kills, damage, accuracy, evasion, cover fire, pins and more.

Training

One menu per week: **gunnery / piloting / search drills / study & meditation / coordination / sparring / position practice / rest**. With "leave training to the manager" on, the manager's plan runs and you can override individual pilots. Pilots who play that week get half the effect; fatigue lowers stamina and match performance. Injuries heal faster with a better medical bay.

Coordination and understanding

Coordination grows **between pilots standing on the same line** (front, mid or back). Every match they start together adds to it, pair kills add more, and the more pilots share a line the thinner the growth per pair (2 = 1.0, 3 = 0.7, 4 = 0.55, 5 = 0.45). Each formation's fixed **pairs** (the gold frames in the coordination matrix) always grow at full weight, even across lines, and are the cover-fire and follow-up partners in battle. A pair at 70 or more unlocks the **pair skill** (cover fire 1.5× as often, follow-up shots). Line-mates above 50 also use their value for support links and cover. Pairs that do not start together for four weeks slowly lose it.

Formation	Pairs (gold)	Line-mates (dashed)
2-1-2 Standard / 2-1-2 Sniper	front A–A, back T–T	none (the mid seat is alone)
2-2-1 Wings	front A–S, front A–S	the other combinations of the four front-liners
3-2 Press	front A–A, back T–SN	front S with both front A
1-3-1 Diamond	front A–mid A, mid S–SN	mid A with mid S and SN
2-3 Defensive	front A–S, back T–SN	back S with back T and SN
5-0 Offensive	A–S, A–T	the other combinations of all five
1-4 Counter	back T–S, back T–SN	the other combinations of the four at the back
Custom	seats on the same line are paired two at a time in slot order, leftovers pair across lines; the other same-line combinations grow too	

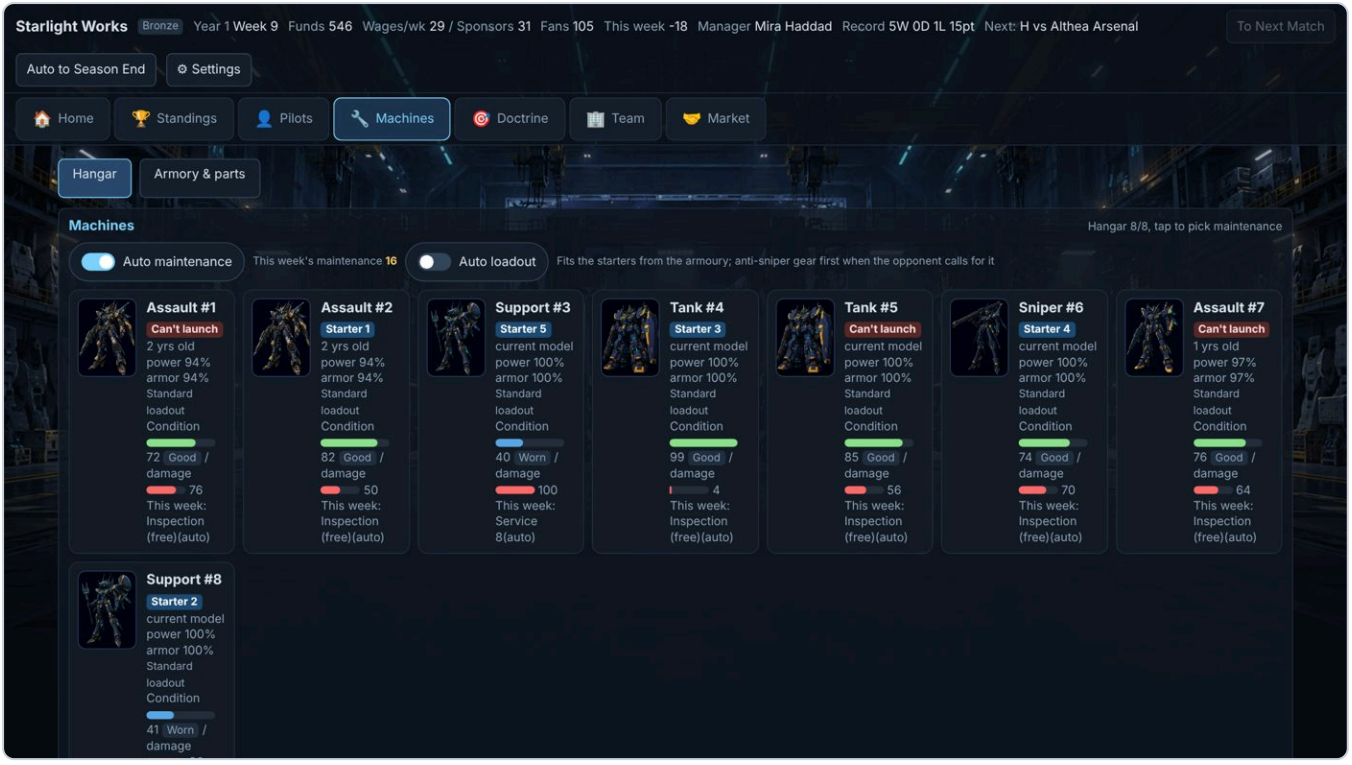
Understanding of a doctrine grows through study and matches; below 50 a pilot sometimes ignores the plan. Changing the manager resets both.

Contracts

Salary × years. A pilot in the last year can be **extended**; releasing one costs half the remaining salary. In the off-season other clubs court your ambitious stars — **retention talks**. Retirement approaches

past 40; retired greats may reappear as staff. **Legends** (famous pilots with a signature skill) turn up in the market or through events and fight with their own cut-ins.

7. Machines



Hangar

A machine has a class and a **generation** (current / n years old); power and armour follow your research levels. **Condition** (wear) and **damage** are separate: damage is repaired after the match, wear is restored by servicing. Worn-out machines become "unable to launch".

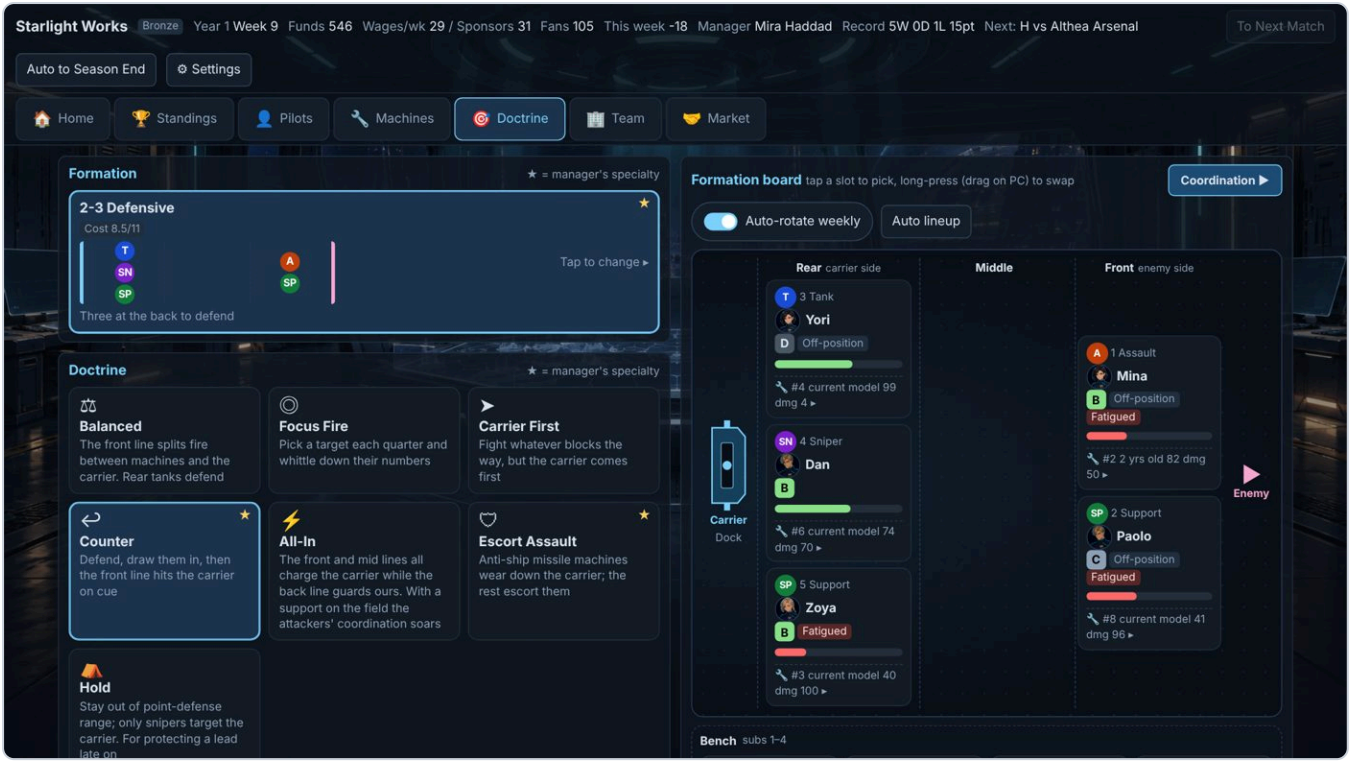
Servicing comes in four grades: **check (free) / service / heavy service / overhaul**. "Leave servicing to the mechanics" decides week by week. New machines are **built** (price by grade and research, delivered in a few weeks). The hangar's size follows the carrier's spare-machine bay.

Armoury and parts

Research unlocks **weapons** (long barrel, plasma, gatling, blade, anti-ship missiles...) and **parts** (armour, thruster, sensor and generator lines, anti-sniper armour, the jamming pod). Manufacture them and fit **one weapon plus one part per machine**. "Leave gear to the manager" refits the starters from stock to match the opponent (anti-sniper gear first against a sniper-led club).

An anti-ship missile carrier is the trump card against the enemy carrier, but it cannot carry a melee weapon and needs an escort — the "Escort assault" doctrine is made for it.

8. Tactics



Formations

Where the five machines stand. Eight built-ins — **2-1-2 Standard, 2-1-2 Sniper, 2-2-1 Wings, 3-2 Press, 1-3-1 Diamond, 2-3 Defensive, 5-0 Offensive, 1-4 Counter** — plus up to three custom formations. Every formation has a **cost** (assault 3, sniper 2, tank 1.5, support 1) and must fit the cap (11; regulations move it between 10 and 12).

Doctrines

Doctrine	Aim
Balanced	The front line splits fire between machines and the carrier; the tanks at the back defend
Focus fire	Pick a target each quarter and cut the numbers down first
Carrier first	Fight whoever blocks the way, but the carrier comes first
Counter	Wait at home, pick off what comes in, then send the front line at the carrier on a signal
All-out	Front and mid lines rush the carrier together; a support raises the rush's coordination
Escort assault	The missile carrier works the enemy carrier while everyone else escorts it
Hold	Stay out of the turret's range; only the sniper shoots the carrier. For protecting a lead

★ marks the manager's favourites, which earn bonuses (there is no penalty elsewhere). Doctrines beat each other in a cycle; reading the opponent's style and playing the answer is the owner's craft — and an analytical manager will study your recent doctrines and answer them in turn.

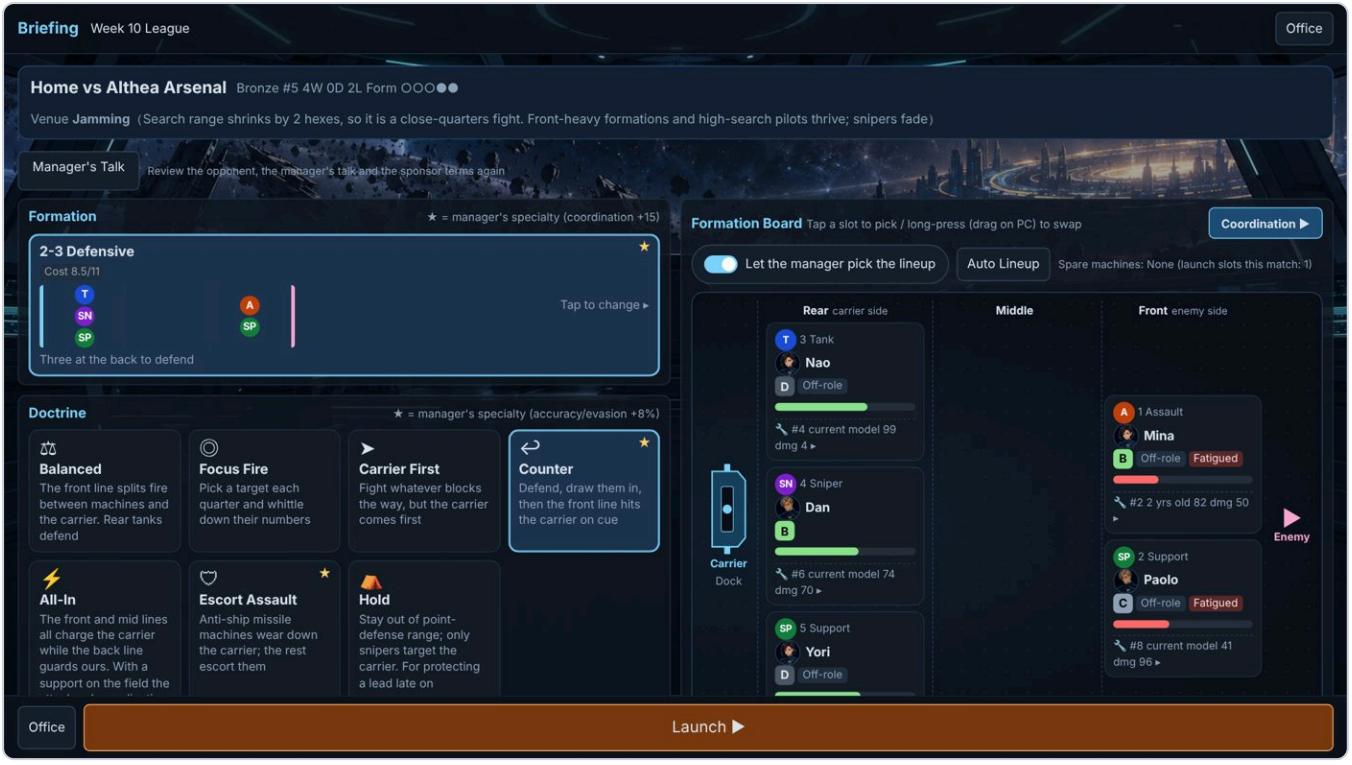
Formation board

Place the five starters in the back (carrier side), mid and front (enemy side) slots, with the bench (subs 1–4) below. Tap a slot to pick, long-press (drag on PC) to swap. The 🔧 on each slot sets that pilot's **starting machine**. "Coordination ▶" shows the pairs' values.

"Weekly auto rotation" and "Auto lineup"

- **Weekly auto rotation (on)**: every match week the manager rebuilds the starters and the bench. The yardstick depends on the manager's type — **passionate = ability first** (the strongest pilots play even out of their class), **analytical = aptitude first** (class and line aptitude come first; a youngster with the right aptitude starts), **steady = condition first** (fatigue and morale weigh heavily; tired pilots rest), **gambler = strongest five** (the five best by ability, each in a seat of their class where one fits, the rest spread by ability). Pilots above a fatigue threshold (50–70 by manager type) sit out and injured pilots are never used. The bench is the next three by overall value plus one youth (21 or under) seat. The moment you switch it on, this week's lineup appears on the board.
- **Auto lineup (button)**: lets the manager build the lineup **once, right now**, by the same rules. Afterwards auto rotation is switched off, so you can use the manager's plan as a starting point and swap seats yourself.
- Changing a slot by hand switches auto rotation off, and that lineup is then used every week (fatigue and form are not checked, so review it now and then). "Let the manager pick the lineup" on the briefing screen is the same switch.
- **Machines and gear are separate.** Auto rotation and auto lineup only choose pilots. Starting machines are assigned automatically for every match: a machine pinned with 🔧 comes first; otherwise, among machines of the seat's class, **an armed machine before a bare one, then the better condition (wear and damage taken off)**. Machines unable to launch are skipped, and the rest fly as spares you can bring in at an interval. **Gear is refitted only with "leave gear to the manager"** on the Machines tab (on match weeks, from armoury stock, to suit the opponent); off, the current gear stays.

9. Matches

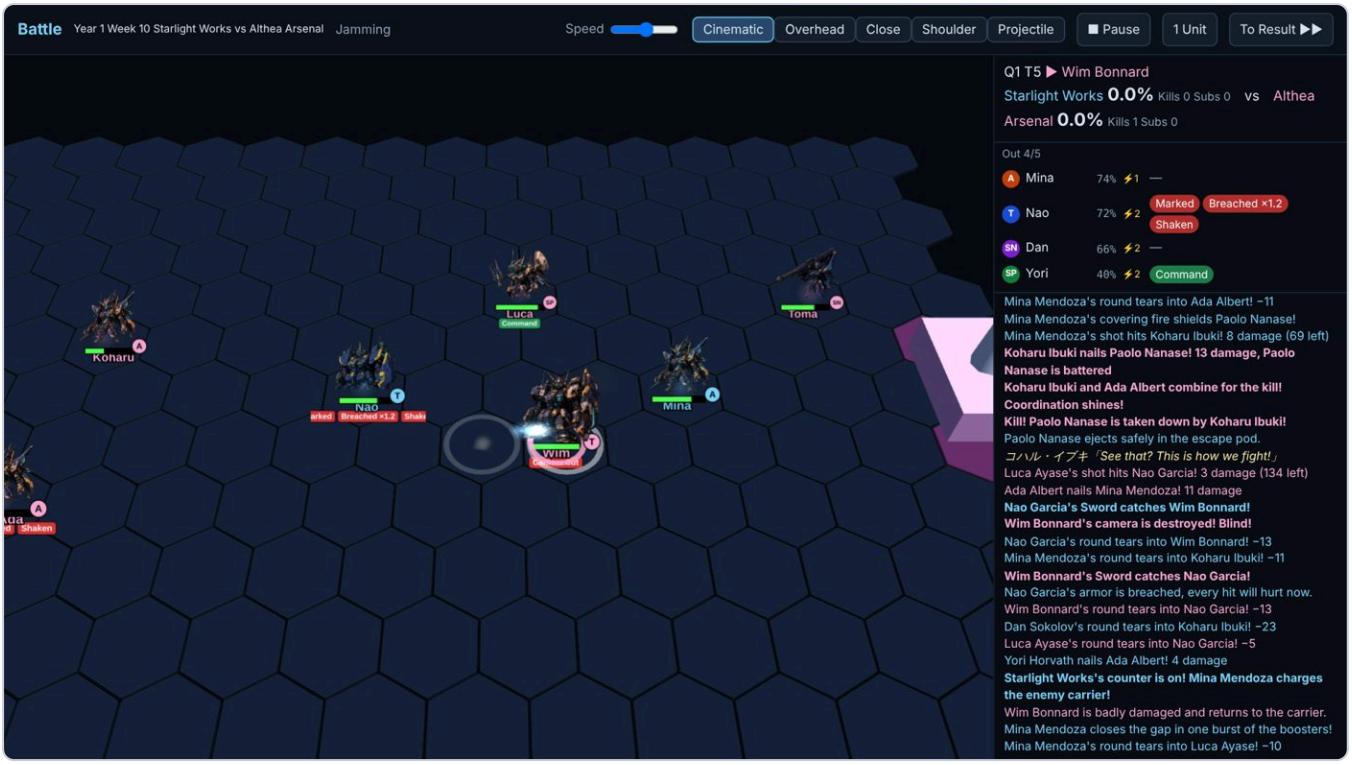


Briefing

Once you enter the briefing there is no way back to the office. Finish servicing, machines, gear and training before pressing "Briefing" on the Home tab.

Check the opponent's position, form and venue and the **scouting report** (their style, recent formations and doctrines, two key pilots, missile carrier, how sharply their manager reads you), settle the formation, doctrine and starters, and **launch**. "Manager's message" repeats the manager's view and the sponsor's conditions.

Battle



A match is **four quarters** of ten turns. Both sides try to damage the enemy **carrier**; the higher damage percentage at the end wins, and sinking the carrier wins on the spot. While watching you can switch cameras (**cinematic / overhead / close / shoulder / launch tracking**), change the speed, pause, or step one machine at a time; the log on the right carries the commentary and radio, and kills and gambles trigger finisher cut-ins. "To result ▶▶" skips ahead.

Intervals

Between quarters the manager reports, and you may order **substitutions** (a sub into the same machine, or a spare machine), a new **formation** or **doctrine**, and **dock repairs**. Say nothing and the manager decides. Badly damaged machines return to the carrier, are patched in the dock and launch again.

Result and newspaper

After the match every pilot's numbers, rating, damage and kills are listed, and the **newspaper** reports the week and the other grades. If you would rather not watch, "Settings > Resolve matches automatically" goes straight to the result.

Venue types

Venue	Character
Open	No cover: clear lines of fire, good for snipers and the counter
Debris field	Cover blunts sniping and the counter; a head-on push for all-out and focus fire

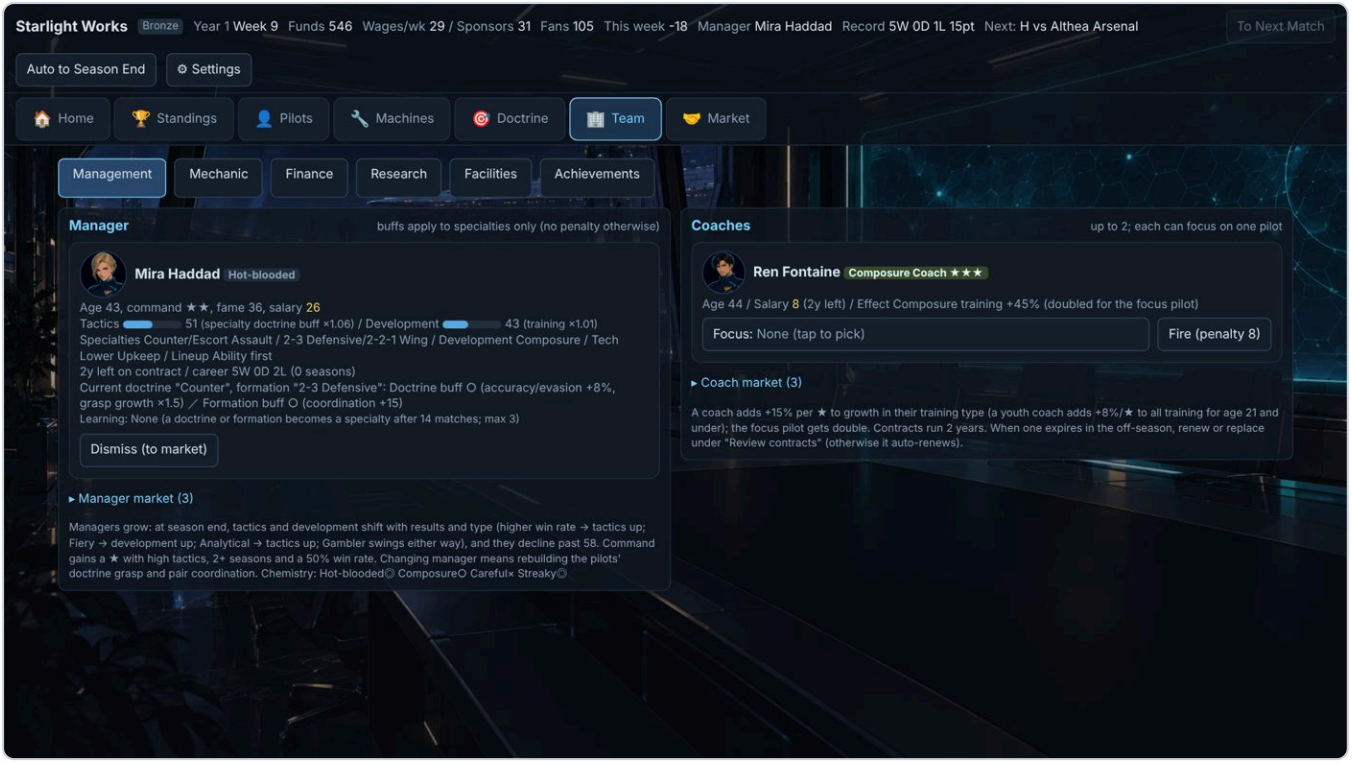
Meteor field	Falling rock wears down bunched machines; defend the back and keep subs and repairs ready
Supply pods	Pods drop and repair whoever picks them up; patient hold and focus fire
Mixed	Cover and meteors together, a fight over the central pod
Corridor	A central wall leaves three lanes; no sniping, a wall-side push and the counter
Jamming	Search range shrinks by two hexes; front-heavy formations and sharp-eyed pilots

The venue is the home club's arena (your own can be rebuilt under Facilities > Arena type).

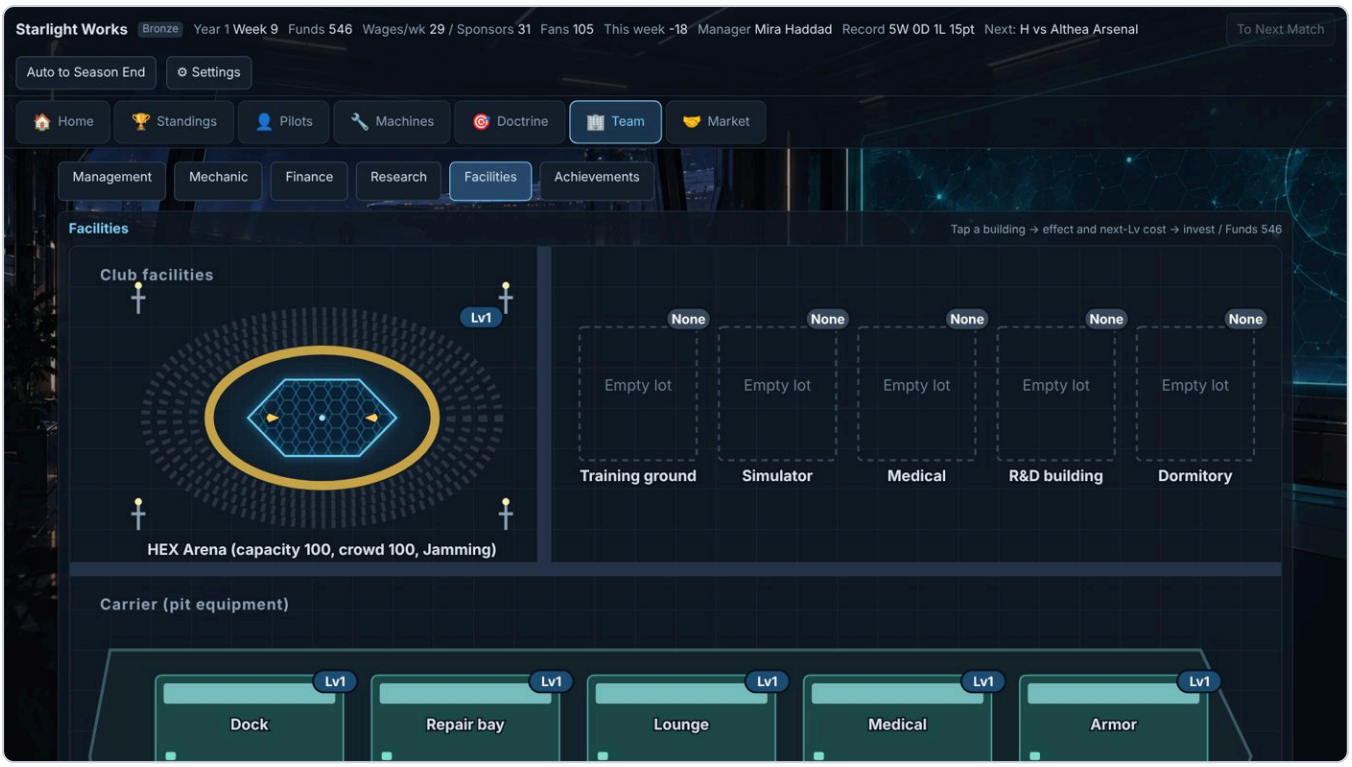
Cup rules

One rule is drawn each year: **no anti-ship missiles / carrier armour halved / turret reinforced / three-quarter sudden death / kills decide**. On cup weeks the briefing and the secretary explain how to play it.

10. Team



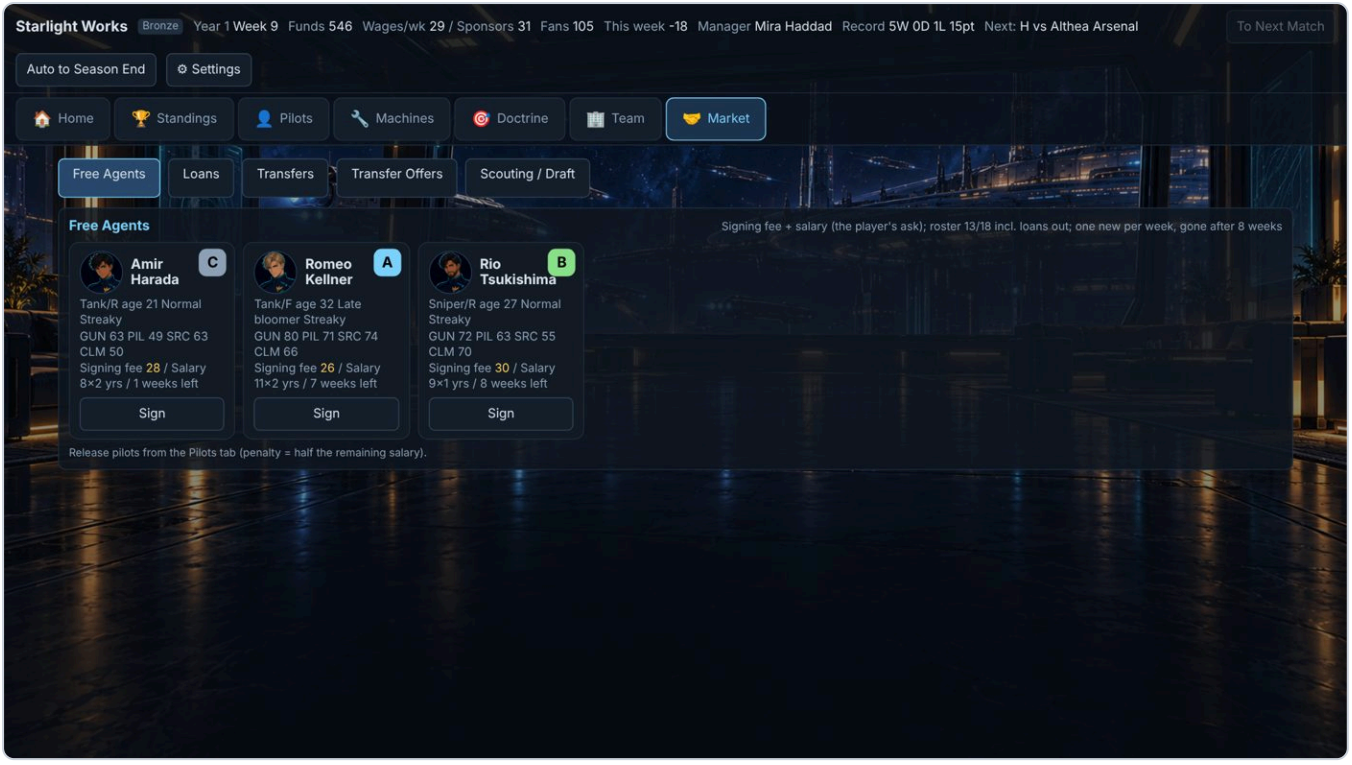
- **Management**: the manager (type, favourites, growth, dismissal), coaches (up to two, special guidance), the manager and coach markets. Managers grow with results and decline with age.
- **Mechanics**: the chief and the crew; research and repair aptitude, the weekly servicing calls.
- **Finance**: the books, the sponsor contract (choose from offers, follow the yearly goal), prize money ahead.
- **Research**: the budget (paused / small / medium / large) and the field — **power, armour, mobility, electronics, serviceability, weapons**. Levels unlock machine performance, parts and weapons.
- **Facilities**: the **carrier** (dock, repair bay, rest room, medical bay, armour, turret, sensors, comms, spare-machine bay), the **ground** (gym, simulator, medical bay, development block, dormitory) and the **arena** (seating Lv1–8, venue type).
- **Achievements**: what you have unlocked.



About money

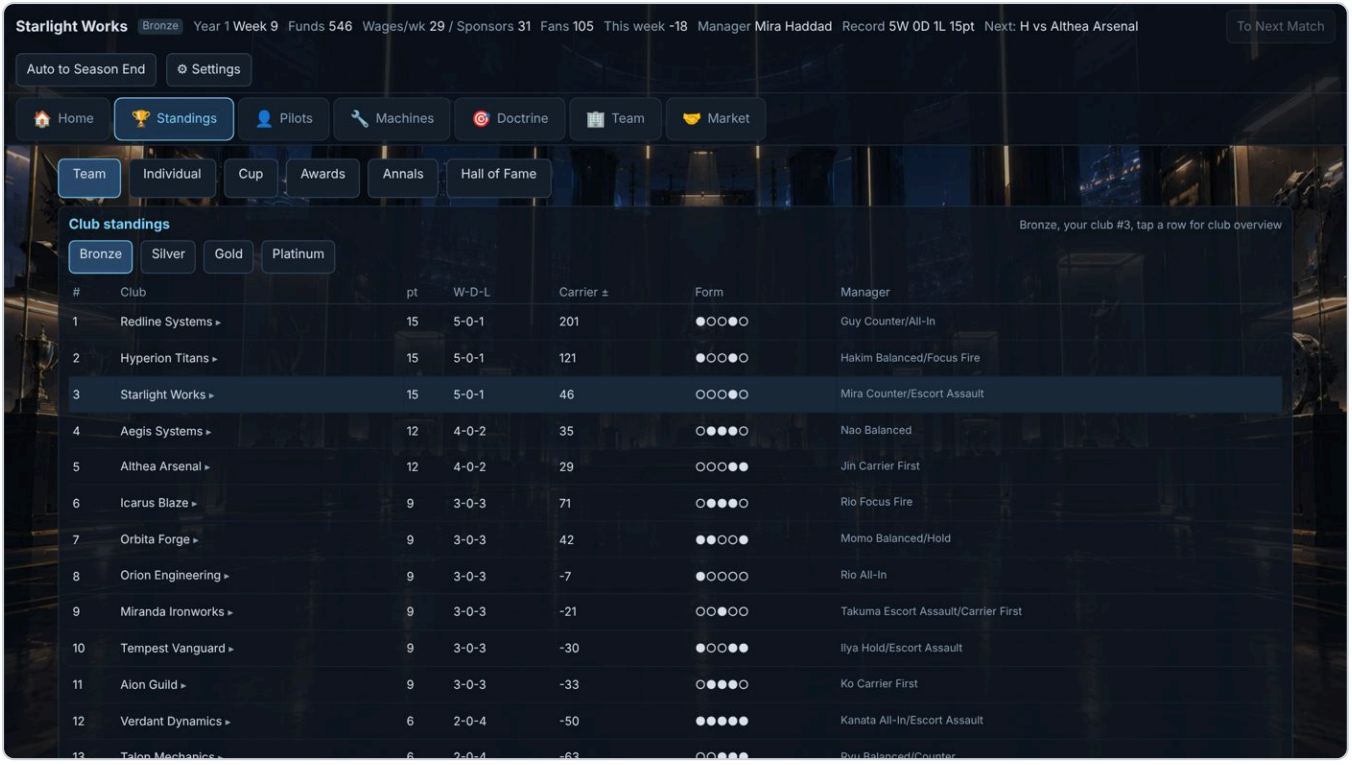
Income is the home **gate** (fans and arena seats), **win money**, the **sponsor**, cup prizes and the year-end prize by position. Spending is wages (pilots, manager, coaches, mechanics), servicing and repairs, research, builds and manufacturing, transfer fees. **Fans** grow with wins and shrink with losses, with a cap per grade (promotion raises it).

11. Market



- **Free agents**: one new name a week, gone after eight. Sign at once for a fee plus the salary they ask.
- **Loans**: borrow another club's pilot until the end of the season (week 41), or lend a reserve to a lower grade; the borrower pays half the wages. A pilot on loan shows as a greyed card and still takes a roster place.
- **Transfers from other clubs**: bid a fee for another club's pilot; clubs in the red accept more readily.
- **Transfer offers**: bids for your own pilots — accept or refuse.
- **Scouting and draft**: hire a scout to find youngsters and pick them in the off-season draft.

12. Rankings



Teams (switch grades to see every table; tap a club for its profile and the secretary's view), **Players** (rating, kills, anti-ship, accuracy, evasion, coordination…), **Cup** (the 64-club bracket and past winners), **Awards** (MVP, top scorer, rookie, best five, manager of the year…), **Annals** (the record of every year) and the **Hall of Fame** (retired greats).

13. The long game

- **Promotion and relegation**: the top two of each grade go up, the bottom two go down (nobody drops out of Bronze). Promotion raises prize money, gates and wages.
- **Regulations**: every four years the formation cap and similar rules change, reshuffling the value of formations.
- **Generations**: pilots retire around 40; the young grow through youth slots and training, and a great's disciple may appear.
- **The crown**: winning Platinum brings the coronation and the ending. The dynasty can go on afterwards.
- **Game over**: twelve weeks in the red and the bank sells the club. When losses persist, release, stop building and pause research to recover.

14. Saving and settings

From ⚙ Settings (top left):

- **Save / Load**: five slots plus the autosave (every week).
- **Export / Import**: write a slot to a file and carry it to another PC.
- **Display**: fullscreen, background art, cinematic cuts, effects, finisher cut-ins, **language (日本語 / English)**. Switching the language saves and reloads.
- **Volume**: master / BGM / effects.
- **Game**: simulate every grade (off = other grades are estimated, faster), resolve matches automatically.
- **Help**: this manual (PDF).

15. FAQ

Q. I keep losing

Check the venue and the opponent's style in the briefing and change the doctrine match-up. Starters with understanding under 50 will not follow the plan. Rest tired pilots, service damaged machines, and let "leave gear to the manager" refit for the opponent.

Q. Money keeps draining

Wages exceed income. Look at Team > Finance: release expensive reserves, shrink the research budget, postpone builds. The sponsor's yearly goal bonus and cup prizes help too.

Q. Fans stopped growing

Fans are capped by grade; promotion raises the cap. A bigger arena raises the gate.

Q. My loaned pilot has not come back

Loans end in week 41 (the off-season). Until then the card is greyed out.

Q. No sound

Check the volume settings. In the browser version the title stays silent until the first click.

Q. Can I keep my trial save?

Install the full version on the same PC; the save carries over and you continue from Season 2.

16. Credits

Made by Starlight (Starlight Game Studio)
Music: Pitaro Kumano
Art: AI-generated and retouched (some visuals and music were generated with AI tools and edited in-house)
Official site: https://starlight.co.site
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