



A constructor-management sim of orbital robot combat

USER MANUAL

Version 1.0.0 / Windows / English & 日本語
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1. Introduction — what is this game?

IRON ZENITH is a management simulation about running a team in Z1, a robot combat sport fought in space. You are the owner of the factory: design the machines, sign and raise the pilots, court the sponsors, and command the battle by radio.

You never pilot the machines yourself. Instead you read a top-down map and radio reports and **call the shots as a director**. What you build is a team that wins. The ultimate goal is to **climb from the bottom Bronze league to the Platinum crown and build a dynasty**.

The essentials

- One season = one year of **8 races**. Your final standing decides **promotion or relegation**.
- In the off-season you set machine designs, contracts and research; during the season you tune and command.
- **Three races at zero funds and you go bankrupt** — management is the foundation.
- Save any time (multiple slots). Start by finishing one full season.

2. Reading the screen

Top status bar

The top of the screen always shows your team's status: **team name**, **grade** (e.g. Bronze GP), **SEASON**, **R3/8** (race 3 of 8), **Cr** (funds) and your **rank / points**.

Bottom tabs (menu)

Switch screens with the bottom tabs. The **"Next"** button at the right advances to the next step (next race, off-season processing, etc.).

Tab	日本語	Purpose
Hangar	格納庫	Machine condition & repair, parts, chief mechanic
Pilots	パイロット	Line-up, condition, contracts & free agents
Sparring	模擬戦	Train for XP with no damage
R&D Lab	研究ラボ	Research, tuning, machine development
Standings	順位	Constructor & pilot rankings, records, achievements, hall of fame
NEWS	NEWS	Auto-generated newspaper articles & season archive
System	System	Save/Load, fullscreen, BGM, credits, help

3. Game flow

A year in a season

The game advances one season (year) at a time: set your foundation in the off-season, fight 8 races, and carry the results into next year.

- **Off-season:** sign sponsors, lock machine designs, invest in research, sign and develop pilots, upgrade facilities. The machines you build here are your foundation for the year.
- **In-season (8 races):** base designs are locked; you win with tuning and command. Each race yields prize money, ranking points and sponsor evaluations.

Four grades & promotion

The world has four grades of 16 teams each — 64 constructors in all. You start at the bottom, in Bronze.

Grade	Tier	Promotion / Relegation
Platinum (1st)	The pinnacle	Bottom 2 relegated
Gold (2nd)	Upper	Top 2 up / bottom 2 down
Silver (3rd)	Middle	Top 2 up / bottom 2 down
Bronze (4th)	Starting point	Top 2 promoted

Each grade up raises rivals' tech, pilots and economy by a notch. Promoted teams receive a **preparation grant** for their first year. Winning Platinum is a long-term goal — a journey of a dozen-plus seasons depending on skill.

Points (top 8 per race)

Place	1st	2nd	3rd	4th	5th	6th	7th	8th
pt	12	10	8	5	4	3	2	1

The sum of points earned by all your pilots is the **Constructors' ranking** — the yearly standing that drives promotion and your career.

4. The screens

Hangar

Your team owns **three machines**, each a pilot's dedicated craft (no swapping). You field two per race. Each shows **Sensor / Mobility / Firepower / Armor / Output / HP** plus its **individual roll** (sweet, standard or temperamental frame). Damaged machines are flagged "needs repair" or "wrecked" — repair the ones fielded next (×) first. The **chief mechanic** grants bonuses to repair speed and durability.

第3戦
SEASON 1 / 全8戦
イオ星域 (混成宙域)

1号機 [アサルト] 41% ×参戦
ツバサ

2号機 [アサルト] 0%
ジン

3号機 [アサルト] 48% ×参戦
ブルーノ

チームメカニック
レオン・トキノミヤ ★★★ 給料 13Cr/戦
回避システム調整 / 迅速整備班長 / フレーム補強の匠
被弾ダメージ-6% / 大会間の修理上限+15% / 耐久+8%

メカニック市場 (交代)

格納庫 - 機体をタップで詳細・修理

1号機 [アサルト] × 参戦予定
△ 要修理
標準機体
センサー 51(+4)
機動 80(+5)
火器 73(+3)
装甲 54(+2)
出力 48(+3)
HP 41%

2号機 [アサルト] - 待機
△ 大破
標準機体
センサー 49(+3)
機動 72(+5)
火器 68(+2)
装甲 56(+2)
出力 45(+3)
HP 0%

3号機 [アサルト] × 参戦予定
△ 要修理
標準機体
センサー 48(+4)
機動 70(+4)
火器 71(+2)
装甲 49(+1)
出力 47(+3)
HP 48%

格納庫 パイロット 模擬戦 研究ラボ 順位 NEWS System 進行

Hangar: manage each machine's stats, individual roll and damage, plus your chief mechanic.

Pilots

Choose the two you field next. Each pilot shows **condition / modifier / fatigue / morale / rapport**. Forcing a tired pilot to race lowers rapport and performance. A pilot's **rank (S/A/B/C)** is assessed from grade results and finalizes after 8 races. You can also sign 4th/5th reserves from the **free-agent market**.



Pilots: pick your line-up and watch fatigue, morale, rapport and rank.

Sparring

A training match in identical standard machines. **No damage, no record** — but XP is earned as in real races. Fatigue and morale drain about half as much, so overusing it still thins your bench. Ideal for raising young talent.

R&D Lab

The heart of building a better machine. Unlock disciplines on the **research tree**, push stats with **tuning**, and balance weight vs output with **parts**. Where you invest shapes your **tech bias** (your team's specialty). A **regulation change** arrives each cycle and tests your adaptability.

Standings

See constructor and pilot rankings. Pilots can be sorted by **season points / kills / hits / survival / average damage**. Career **records**, the **annals (past standings)**, **achievements** and the **hall of fame** are reached from here.

○ アストラ・ワークス **BronzeGP** SEASON 1 R3/8 426 Cr P1 / 38pt

パレル・レーシング、不調のオクサナ・ロッシに代え3rdルチア・シラヌイを専用機ごと投入 ◆ パレル・レーシング、不振を受け作戦を「補給

■ Constructor ranking Bronze (top 2 promoted / bottom 2 relegated)

#	Team	pt
1	Asutora Works	30 ▲ promotion zone
2	Mirage Works	13 ▲ promotion zone
3	Solaris Forge	10
4	Muspell Racing	9
5	Hayate Racing	8
6	Chronos GP	5
7	Grimlock Orbital	5
8	Helion Space	5
9	Horizon Labs	3
10	Helion Forge	2
11	Barrel Racing	0
12	Obelisk Motors	0
13	Horizon Guild	0
14	Tempest Orbital	0
15	Garland Systems	0
16	Wolf Works	0

■ Pilot Rankings

Season pt Kills Hits Survival

Avg dmg

#	Pilot	Team	pt
1	Suzu Fontaine	29yo Mirage Works	13
2	Bruno Moore	16yo Asutora Works	12
3	Tsubasa Sullivan	29yo Asutora Works	10
4	Kei Sokolov	29yo Solaris Forge	10
5	Jin Mbatpe	28yo Asutora Works	8
6	Jack Harada	32yo Hayate Racing	8
7	Dima Blake	22yo Muspell Racing	5
8	Jamal Volkov	32yo Grimlock Orbital	5
9	Jin Nasser	31yo Muspell Racing	4
10	Zoya Hayakawa	28yo Helion Space	4

View your team's career record

Annals (past standings)

Achievements Hall of Fame

Hangar Pilots Sparring R&D Lab **Standings** NEWS System Next

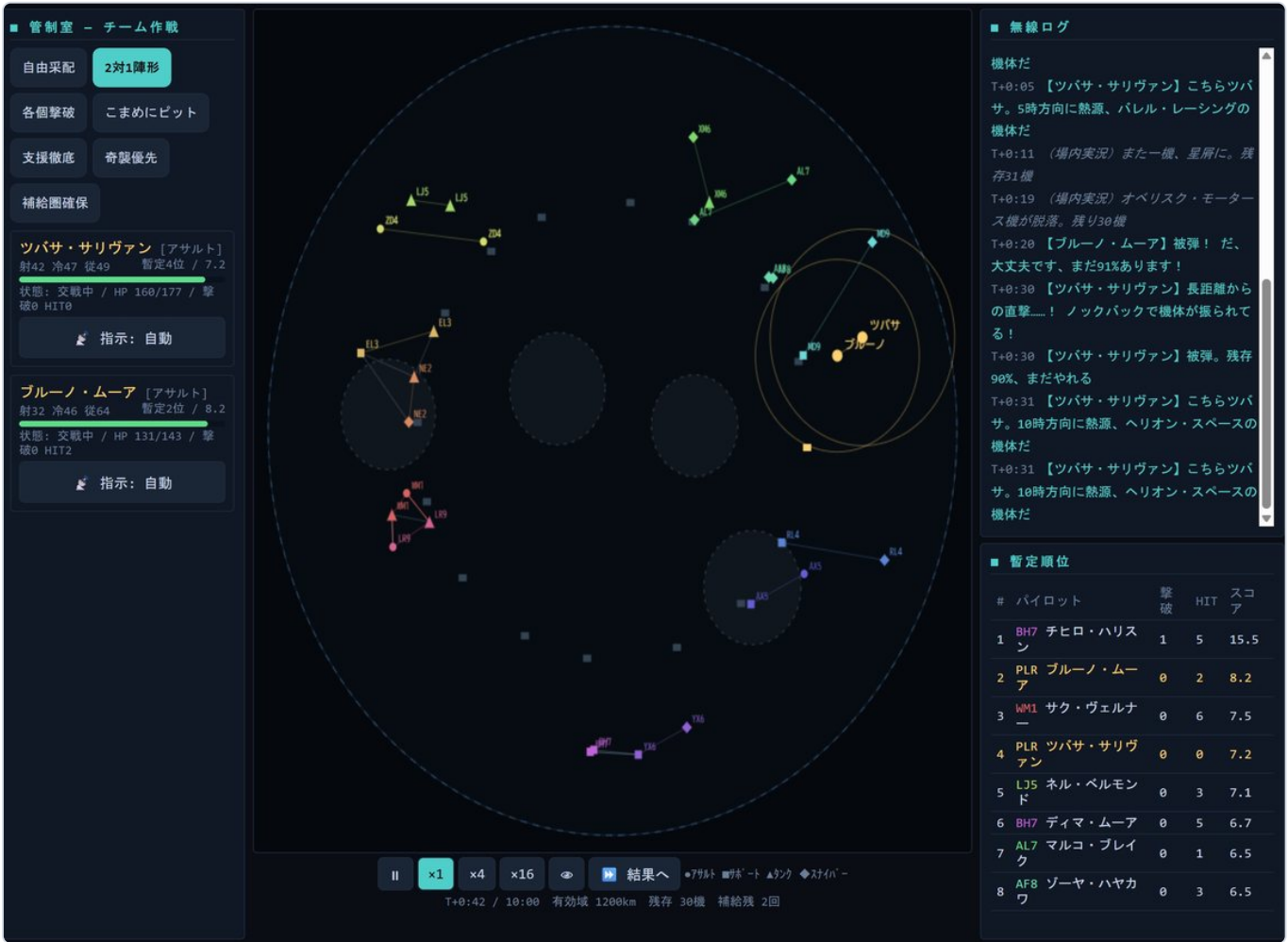
Standings: constructor and pilot rankings, plus records, annals, achievements and hall of fame.

NEWS / System

NEWS archives auto-generated articles for each race and season. **System** offers Save/Load (multiple slots), fullscreen toggle (**F11**), BGM on/off, credits and a 6-chapter help. The game also auto-saves after each race and at the start of each new year.

5. Playing a battle

Battles are simulated automatically. You watch a **top-down map (the control room)** and issue orders — you never pilot. Placing is decided by how long you survive and by a **performance score** (kills, hits and keeping damage low).



Battle: doctrine buttons, radio log, live standings and playback speed. Your orders steer the fight.

Team doctrines

Your whole-team stance, switchable at any time to suit the venue and opponents.

Doctrine	日本語	Effect
Free Rein	自由采配	Each machine acts autonomously
Two-on-One	2対1陣形	Group up and focus-fire one target
Pick-Off	各個撃破	Prioritize finishing weakened foes
Pit Often	こまめにピット	Resupply early to preserve the machine
Full Support	支援徹底	The support machine sticks to its partner
Stalk & Ambush	奇襲優先	Strike from cover in the debris (stealth)

Pod Control	補給圈確保	Hold the shared supply pods and cycle repairs
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Radio log & fog of war

You only see your two machines' sensor range. Enemy positions and states come through **pilot radio reports**. Sharp pilots report accurately; rattled ones report late or garbled when hit. The radio log itself is your battlefield UI.

Pits & the shrinking zone

Docking with your pit ship allows resupply and field repairs (docked machines are foul-protected). The effective zone shrinks over time so every match ends within the limit. Use **playback speed (×1 / ×4 / ×16)** to fast-forward, or **skip to result**.

Venues (five types)

- **Open space:** no cover, a straight fight.
- **Debris field:** cover lowers detection; ambushes shine (great for snipers).
- **Meteor stream:** drifting meteors deal damage; risky for low-sensor machines.
- **Supply network:** shared pods heal — hold them, or hunt the enemy's supply line.
- **Mixed sector:** a hard venue where all elements combine.

6. Management

Income comes from **prize money, sponsors and annual payouts**; spending goes to **salaries, repairs and R&D**. Keep this in balance while raising your strength.

Sponsors

There are eight sponsors; three appear as candidates each season. Each has a **temper (generous / standard / stingy)** and may pay a bonus when a pilot hits a milestone (first win, 10 wins, etc.). Stingy sponsors pay a higher base salary but rarely tip — the base-vs-temper trade-off is the choice.

Avoiding bankruptcy

Three consecutive races at zero funds ends the game (team sold off). Race 1: "sponsors are watching" → Race 2: "bankrupt if zero again" → Race 3: game over. Don't overspend on repairs, salaries and research — always keep the next race's costs in reserve.

7. Building machines

Five ways to improve

- **Research tree:** five disciplines, four tiers. Your choices become your team's specialty.
- **Tuning:** spend to push a stat (with diminishing returns).
- **Parts:** a weight-vs-output build puzzle across five slots.
- **Individual variance:** each yearly roll-out rolls a sweet / standard / temperamental frame.
- **Pilot skills:** twelve skills that only fire in the matching class.

The four classes

Class	日本語	Strengths	Weakness
Assault	アサルト	Short-to-mid firepower & mobility; dives in for combos	No long-range attack
Sniper	スナイパー	Long range, wide sensors, knockback shots; kites	Slow rate of fire; weak up close & lightly armored
Tank	タンク	High HP, heavy armor; shields the partner	Low mobility; draws fire
Support	サポート	Volume & scouting; data-links buff the partner	Low firepower & armor

Damage & repair

Battle damage carries into the next race and repairs cost money and time; a wreck may not be ready in time. "Grind for one point or retire early to save the machine?" — resource management across 8 races is the core. With three dedicated machines, a wrecked ace forces a choice: field it unrepaired, or rest the ace and run the 3rd.

8. Pilots

Pilots **debut at 16**, grow along a type (early / normal / late bloomer), peak, decline, and **retire at 40**. Sign cheap youngsters and raise them, or invest in proven veterans — a strategy across time.

- **Fatigue / morale / rapport** shift with use and results. Low rapport makes a pilot refuse to renew and leave.
- **Contracts & transfers:** contracts renew each off-season; you can bid for rival pilots mid-season, and the AI will target your ace. Rapport is your home advantage; money is what breaks it.
- **Grudges:** fouls (e.g. attacking a docked machine) build resentment, making that pilot harder to sign later.
- **Hall of fame:** long-serving greats are enshrined on retirement, their records preserved.

9. Winning & the long game

Your career goal is to **conquer Platinum**. Doing so triggers the ending (a coronation), after which you continue in **Dynasty Mode**.

Three pillars of endgame

- **Regulation changes** (four-year cycle): the tech landscape resets periodically, so research never ends.
- **Facilities**: upgrade the training hall, infirmary and development wing to Lv3 — a use for late-game surplus.
- **Achievements (15) & hall of fame**: from first win to 100 wins, a perfect season, and founding a dynasty.

Playtime

Roughly 8–15 hours to your first Platinum title, about 25–45 hours to 100% the achievements, and effectively endless Dynasty play beyond that.

10. Troubleshooting (FAQ)

Q. I keep running out of money.

You may be spending on repairs, salaries and research all at once. Repair only the machines you field next, ease off sparring, and use a stingy sponsor's higher base salary. Bankruptcy locks in only after three consecutive races at zero funds.

Q. I can't win.

Mind class match-ups and switch doctrine to fit the venue (Stalk & Ambush in debris, Pod Control on a supply network). Avoid piling up fatigue with forced line-ups.

Q. The game won't start / shows an error.

The game uses the Microsoft Edge WebView2 Runtime (pre-installed on Windows 10/11). If it won't launch, check that the WebView2 Runtime is installed. The game runs fully offline.

Q. Where are my saves?

Saves use multiple slots and auto-save after each race and at the start of each new year. Resume from "Continue" on the title screen.

11. Credits

IRON ZENITH — Constructor Management

Version 1.0.0

Made by **Starlight (Starlight Game Studio)**

Some visuals and music were created with AI tools and edited in-house.

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Official site: starlight.co.site

Figures and specifications in this manual may change between versions.