3Z: Modern Theatre Command

Illustrated player guide | Windows | 0.50 edition



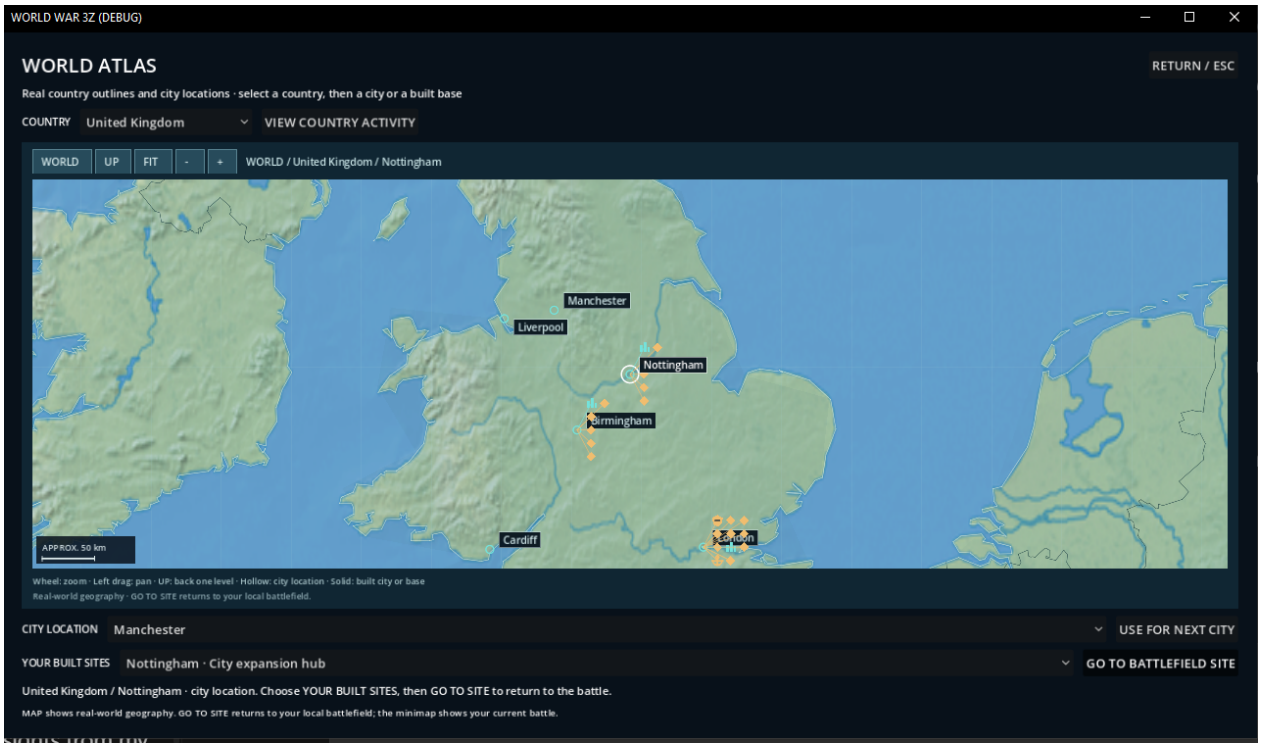
Actual gameplay screenshot from an earlier build; interface labels can differ.

Start your adventure

Choose World Campaign for military objectives, Explore or Highway Drive for journeys, or My Worlds to return to a saved world. Choose NEW WORLD - LARGER ISLANDS for the expanded authored world. Existing saves retain their layouts.

Choose peace and building time in setup when you want to build before fighting. Follow the current mode labels and on-screen prompts.

Your command desk



Actual gameplay screenshot from an earlier build; interface labels can differ.

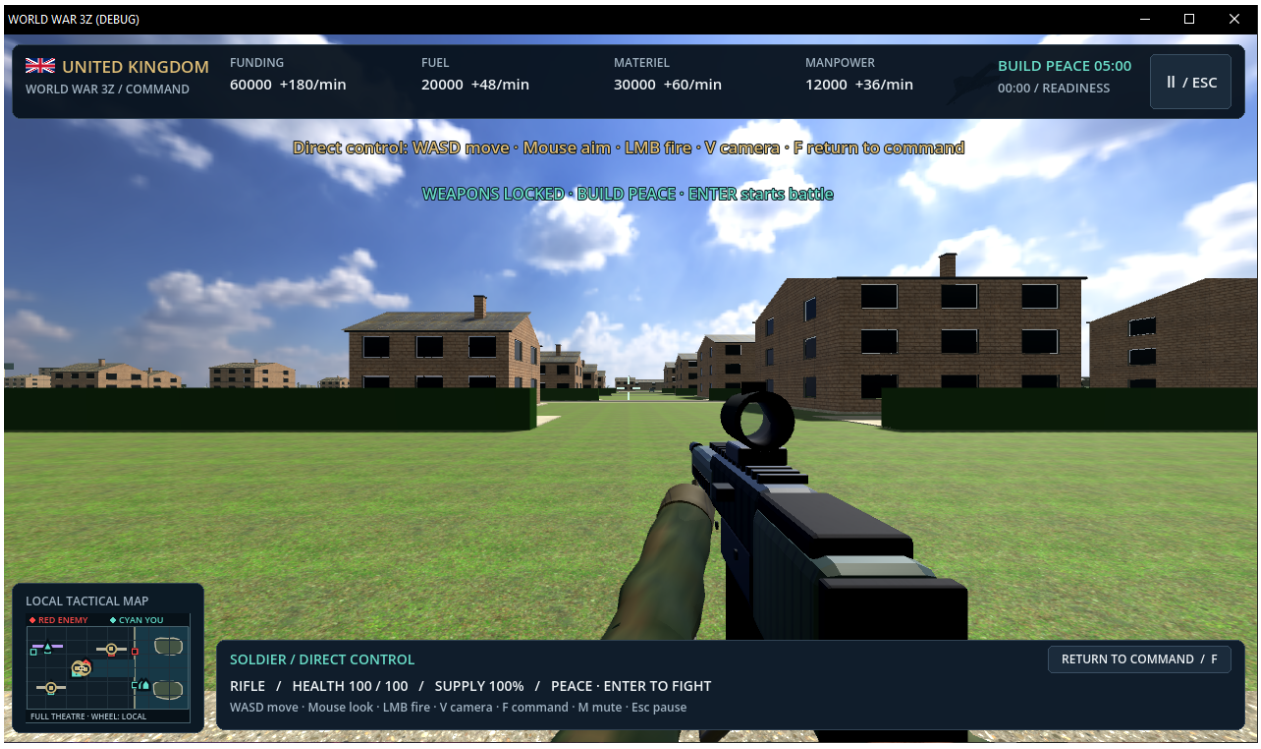
In Map Drag controls, hold left mouse and drag to pan. Use the wheel to zoom. Click the minimap to move the camera. Open World Map to choose countries and cities; return to gameplay to command your forces.

Left-click a friendly unit to select it. Right-click to move; left-click an enemy to attack. A then click orders attack-move. X holds position. The command card shows actions for your selection. F10 hides or shows menus. Esc pauses.

Build a place of your own

Open BUILD, select a facility and place it on clear suitable land. Watch the placement preview. Lay roads, develop cities and industry, add military production, ports and rail connections. Give large airports plenty of room.

Step into your world



Actual gameplay screenshot from an earlier build; interface labels can differ.

Select a supported unit and press F or ENTER UNIT. WASD and mouse control movement and view in supported direct-control modes. Use the displayed fire and camera bindings. F returns to command where shown.

Civilian vehicles use activity-specific prompts. E can take the driver seat; F can leave when stopped. Stop before stepping out. Train, ship and aircraft activities display their own boarding and control options.

Passenger flights

C stands or sits when permitted. Walk with WASD and mouse look. The seatbelt sign keeps passengers seated during takeoff, approach and landing. While seated, T cycles cabin class. On the double-deck aircraft, stairs are toward the front and the upper lounge toward the rear. E or F opens a nearby lavatory privacy door.

Save and share

MY WORLDS loads named saves. EXPORT SELECTED WORLD writes a compatible JSON file. IMPORT WORLD FILE validates and previews a file, then saves a new named copy. Use the AI EDITING GUIDE to prepare supported data edits. Imports do not execute Python or arbitrary code mods.

Five things to try

1. Build a coastal city and protect its harbour.
2. Connect settlements with roads, rail and bridges.
3. Take a civilian passenger journey and look out of the window.
4. Explore the enlarged jungle visitor area and river.
5. Save a peaceful building world, then prepare a separate war session.

Helpful habits

Keep access routes clear. Give units room around buildings and obstacles. Use the minimap and HOME or ARMY buttons to find your position and forces. Save named worlds regularly. If performance falls, reduce graphics or scene activity; GPU Extreme is optional.

This is an authored game world, with detailed mapped regions in supported areas. Some controls depend on mode or settings: follow the on-screen prompt. Help and updates: https://talktoai.org/world-war-3-z/