SINGLEPLAYER

MULTIPLAYER

GAMEPLAY OPTIONS

GAME SETTINGS

QUIT

HELP PAY FOR THE ZERO-K SERVER!

JOIN THE ZERO-K DEV TEAM!

CHECK OUT ZERO-K TWITCH STREAMS!

PLAY MORE FREE SPRING-RTS GAMES!

STEAM FORUMS

STEAM STORE PAGE

STEAM WORKSHOP

ZERO-K TUTORIAL

ZERO-K CAMPAIGN

PLAY CUSTOM MISSIONS

SKIRMISH

BACK TO MAIN MENU

PLAY TUTORIAL CAMPAIGN



PLAY SANDBOX



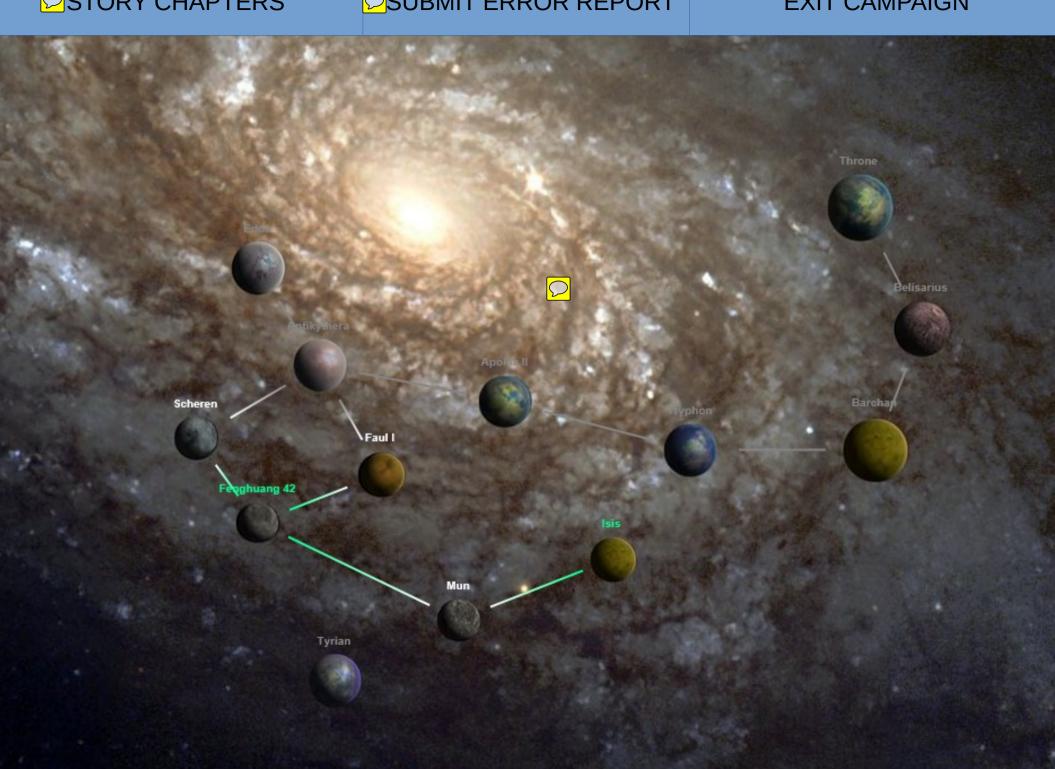
ZERO-K MANUAL



HOW TO PLAY



BACK TO SINGLEPLAYER MENU





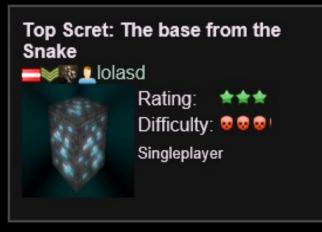






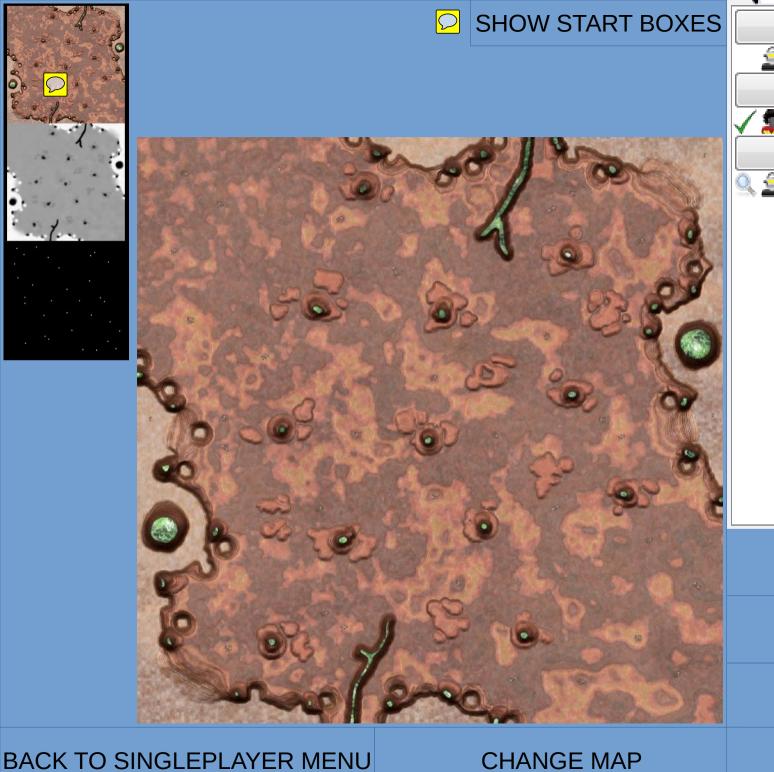












Team 1 Team 2 **AutoWar** Spectators Springiee3

RANDOMIZE MAP

ADD TEAM

ADD CAI / CHICKEN

START

PLAYERS ONLINE: (X)

WEEKDAY PRIMETIME: XX00-XX00 UTC

WEEKEND PRIMETIME: XX00-XX00 UTC

CURRENT TIME: (LOCAL TIME) = XXXX UTC

JOIN AN EXISTING BATTLE

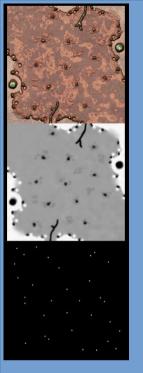
HOST A NEW BATTLE

QUICKMATCH VS AI

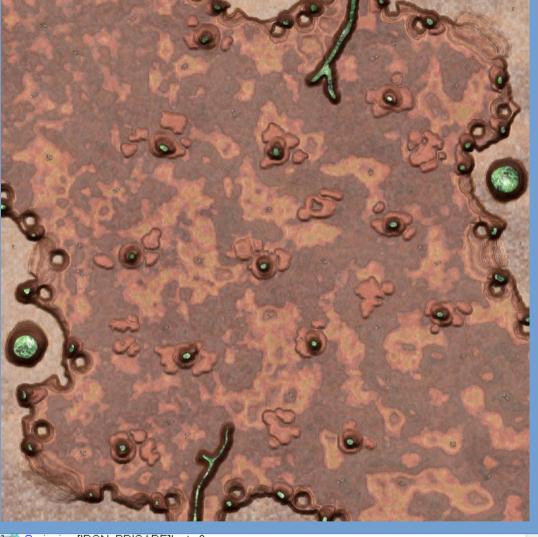
QUICKMATCH VS HUMANS

BACK TO MAIN MENU





SHOW START BOXES





CHECK DOWNLOAD TIME
SPECTATE PLAYER
KICK PLAYER
PREDICT VICTORY

RANDOMIZE MAP

FORCE START

VOTE NO VOTE YES

BALANCE TEAMS

ADD TEAM

ADD CAI / CHICKEN

SEND PRIVATE MESSAGE

SHOW JOIN/LEAVE LINES



[5:13 PM] Springiee [IRON_BRIGADE]Ivote 2
[5:12 PM] Springiee [Saandro86]Ivote 2
[5:13 PM] * Springiee Poll: Resign team 2? [END:FAILED]
[5:13 PM] Springiee [Antypodish]Ivote 2
[5:15 PM] ** Springiee [Antypodish]Ivote 2
[5:15 PM] ** Springiee4 Hi AutoWar (rights:2), welcome to Springie 2.0.0.25505, automated host. For help s ay Ihelp
[5:15 PM] ** Springiee4 New boss is AutoWar

BACK TO MULTIPLAYER MENU

CHANGE MAP

START

EXIT QUICKMATCH

PLAYERS IN QUEUE: (X)
PLAYERS IN BATTLE:(Y)
NUMBER OF BATTLES:(Z)
BATTLES TODAY:(C)



PLAYERS:

4-8

QUICKMATCH VS CAI

PLAYERS IN QUEUE:(A)

DIFFICULTY:

VERY EASY

QUICKMATCH VS CHICKEN

PLAYERS IN QUEUE:(B)

 \bigcirc

YOU ARE NOW IN QUEUE FOR:
[QUICKMATCH VS CAI, 4-8 PLAYERS]
...4 PLAYERS FOUND...

VOTE TO WAIT FOR ADDITIONAL PLAYERS?

YES: (3) NO: (0)

REMAINING GRACE PERIOD FOR ADDITIONAL PLAYERS:

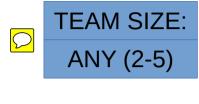
...1 MINUTES, 12 SECONDS...



EXIT QUICKMATCH

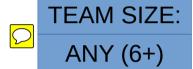
PLAYERS IN QUEUE: (X)
PLAYERS IN BATTLE:(Y)
NUMBER OF BATTLES:(Z)
BATTLES TODAY:(C)





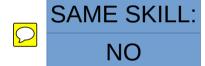
SMALL TEAMS QUICKMATCH

PLAYERS IN QUEUE:(A)



LARGE TEAMS QUICKMATCH

PLAYERS IN QUEUE:(B)



1 VS. 1 QUICKMATCH

PLAYERS IN QUEUE:(C)

YOU ARE NOW IN QUEUE FOR:
[LARGE TEAMS QUICKMATCH, 6+ PLAYERS]
...7 PLAYERS FOUND...

VOTE TO WAIT FOR ADDITIONAL PLAYERS?
YES: (5) NO: (1)

REMAINING GRACE PERIOD FOR ADDITIONAL PLAYERS: ...5 MINUTES, 34 SECONDS...

There will be more options here, but I need to deliberate on what to include and what to name it.

DISPLAY COUNTERS FOG-OF-WAR / RADAR **UNIT START STATES ACTIVE WIDGET LIST IN-GAME GUI LAYOUT COMMAND VISIBILITY UNIT VISIBILITY** BACK TO MAIN MENU

I skipped fleshing this out, as I don't understand all the options in Spring Settings.

AUDIO SETTINGS

GRAPHICS SETTINGS

LANGUAGE SETTINGS

BACK TO MAIN MENU

