



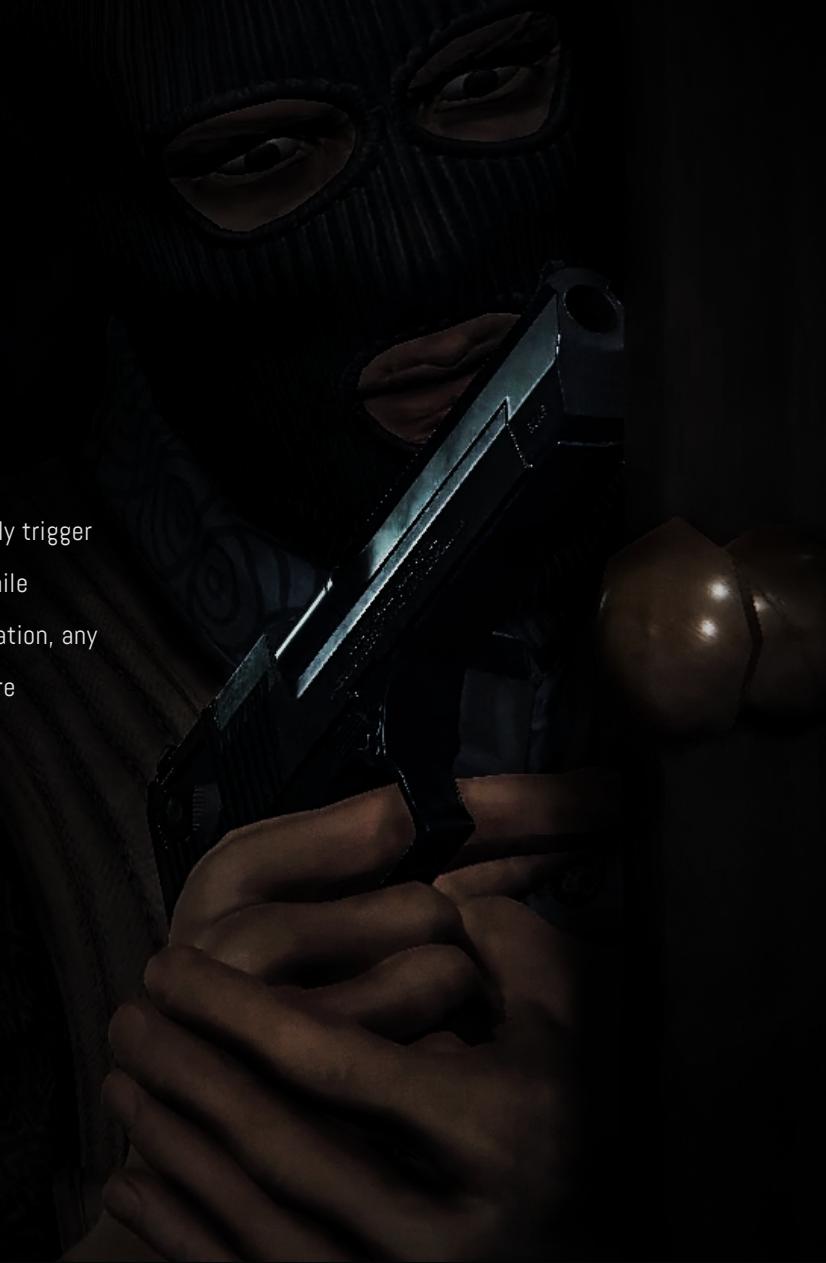
# HOUR

## MANUAL



# EPILEPSY **WARNING**

Please read before using this game or allowing your children to use it. This video game may potentially trigger seizures for people with photosensitive epilepsy. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches loss of awareness, disorientation, any involuntary movement, or convulsions - Immediately discontinue use and consult your physician before resuming play.





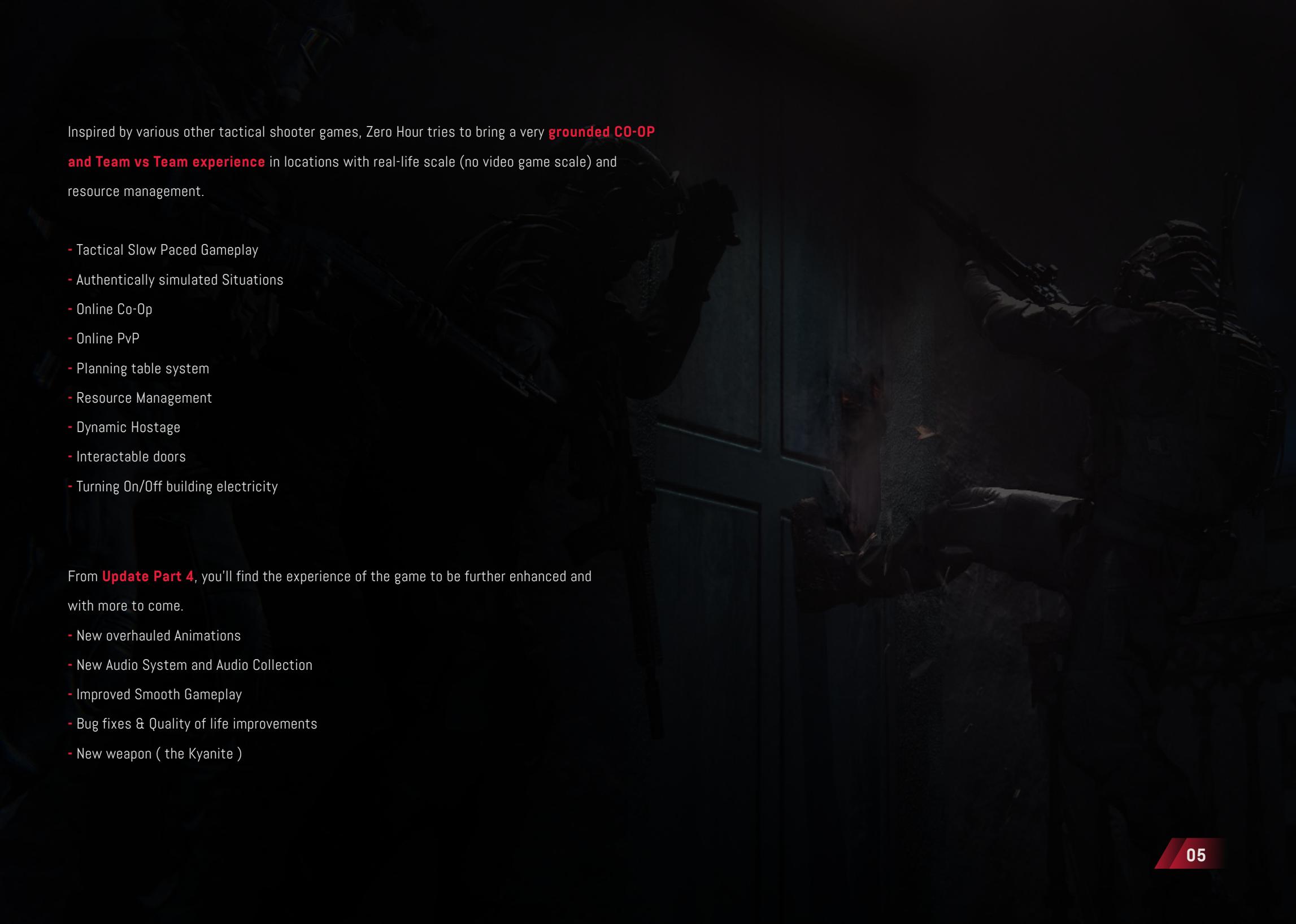
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# ABOUT

Zero Hour is a **tactical FPS** with online team-based game play that takes place in a variety of fictional locations interpreted in Bangladesh with **Real-life scale**

**& resource management.** It brings a grounded, close quarter combat experience to the game.



Inspired by various other tactical shooter games, Zero Hour tries to bring a very **grounded CO-OP** and **Team vs Team experience** in locations with real-life scale (no video game scale) and resource management.

- Tactical Slow Paced Gameplay
- Authentically simulated Situations
- Online Co-Op
- Online PvP
- Planning table system
- Resource Management
- Dynamic Hostage
- Interactable doors
- Turning On/Off building electricity

From **Update Part 4**, you'll find the experience of the game to be further enhanced and with more to come.

- New overhauled Animations
- New Audio System and Audio Collection
- Improved Smooth Gameplay
- Bug fixes & Quality of life improvements
- New weapon ( the Kyanite )

# SYSTEM REQUIREMENTS

## MINIMUM:

Requires a 64-bit processor and operating system

**OS:** Windows 7/8/10 (64bit versions required)

**Processor:** Intel Core i3-7100 or AMD Ryzen 3 1200

**Memory:** 6 GB RAM

**Graphics:** Nvidia Geforce GTX 750TI 2GB or AMD R7 260X 2GB

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 9 GB available space

## RECOMMENDED:

Requires a 64-bit processor and operating system

**OS:** Windows 7/8/10 (64bit versions required)

**Processor:** Intel Core i7-4770K or AMD Ryzen 5 2600X

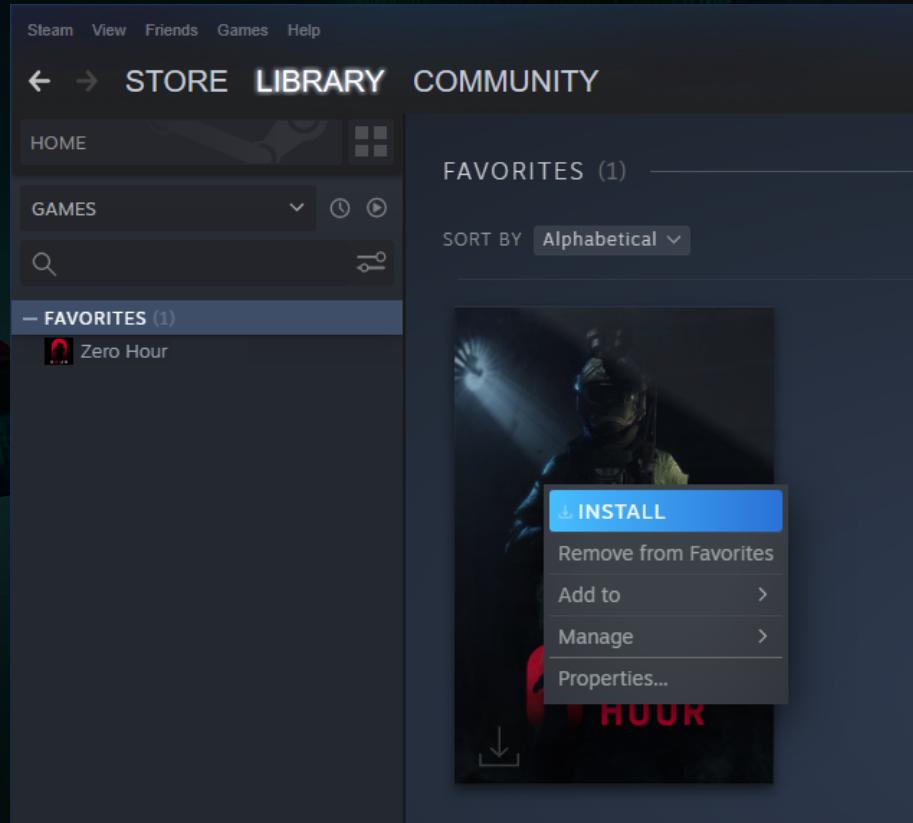
**Memory:** 12 GB RAM

**Graphics:** Nvidia Geforce GTX 960 4GB or AMD R9 290 4GB

**DirectX:** Version 11

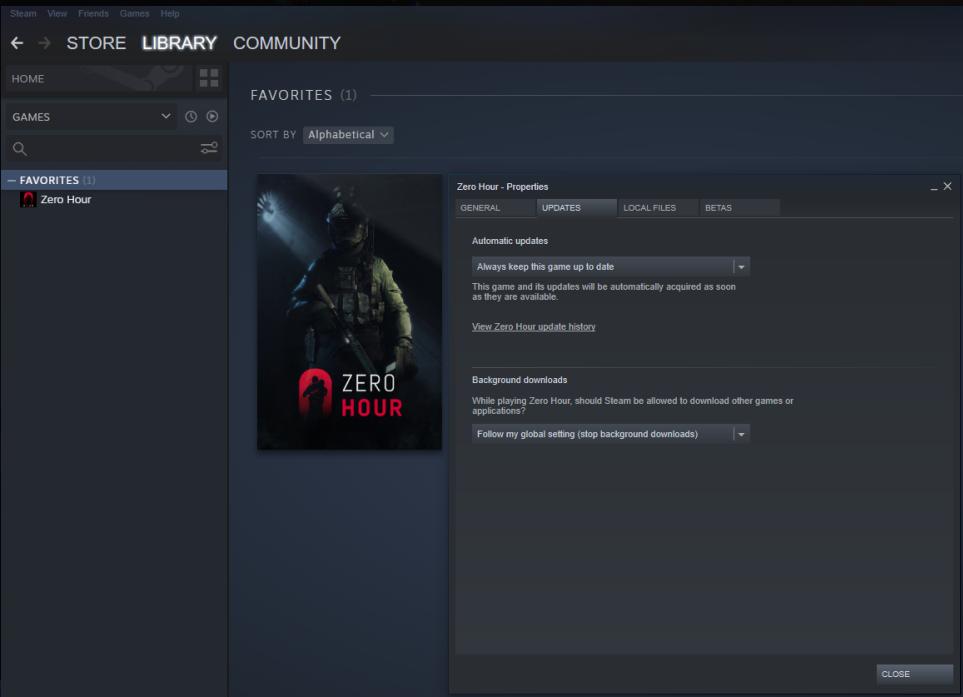
**Network:** Broadband Internet connection

**Storage:** 9 GB available space



## INSTALLING THE GAME IN STEAM

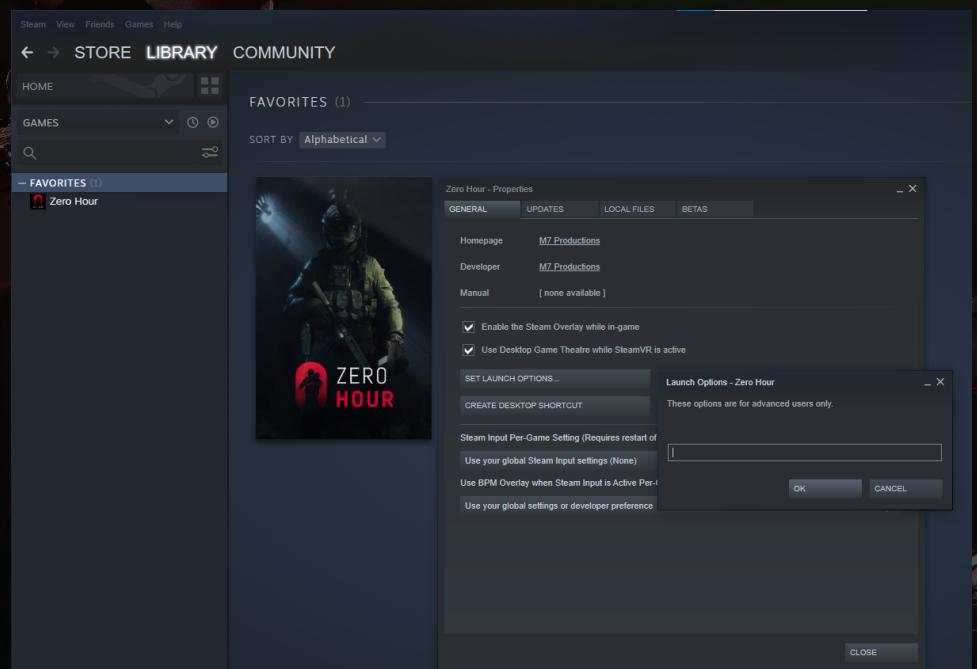
1. In your steam client, go to the Library and select Zero Hour
2. Click the install icon on the game page
3. Select the drive you would like to install the game to and click next
4. if you want to have a shortcut in your start menu or on your desktop, check the respective options and click Next to proceed
5. Wait for the game to finish downloading



# How to set parameters for running the game

In some cases you may want to run the game with starting parameters. If you know them you can set them up:

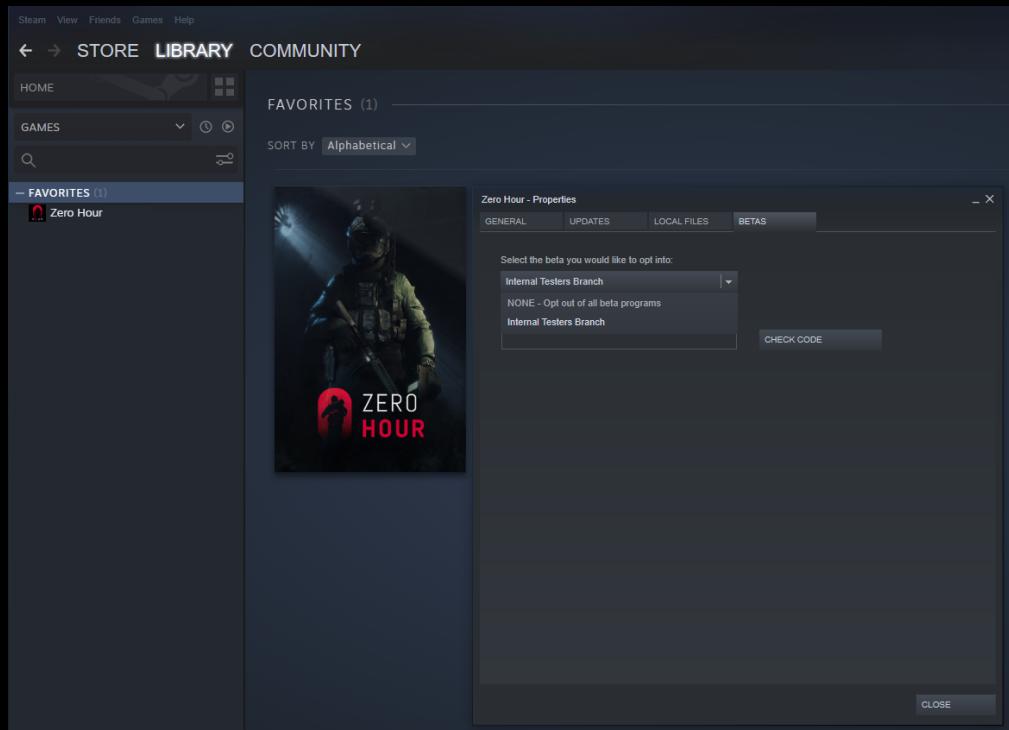
1. In your Steam client, go to the Library and right click on Zero Hour
2. Select Properties
3. Hit Set launch options
4. Add any parameters you want to run the game with
5. Click OK
6. Click Close in the low-right corner of the window



# How to update the game

The game should be updated automatically by your Steam client. If you encounter any problems, you can force the update by checking your game's properties.

1. In your Steam Client, go to the library and click on your Zero Hour
2. Select Properties
3. Select the updates tab in the new window and make sure your Automatic updates option is set to Always keep this game up to date
4. Click Close in the lower-right corner of the window
5. The game should start to update soon after



## How to change between stable versions and release candidates

All installs are set to the stable version of the game by default. To change this:

1. In your Steam client, go to the Library and right click Zero Hour
2. Select Properties
3. Select the Betas tab
4. Choose either 'NONE' for the stable version, 'development' for the release candidate version of the game
5. Click Close in the lower-right corner of the window



# Video Options

The game has a decent number of video settings that you can customize between.

**Resolutions :** You can use this parameter to change the resolution of the game as it is being displayed onto your monitor screen. Recommended to have it the same as your monitor's resolution.

**V-Sync Mode :** You can use this parameter to fix Screen tearing issues during gameplay. 1 Frame will lock your frames to 60fps while 2 Frame will lock your frames to 30fps.

**Anti-Aliasing :** You can use this parameter to smooth out the edges between objects in game. The parameters 2x to 8x determine the sampling quality.

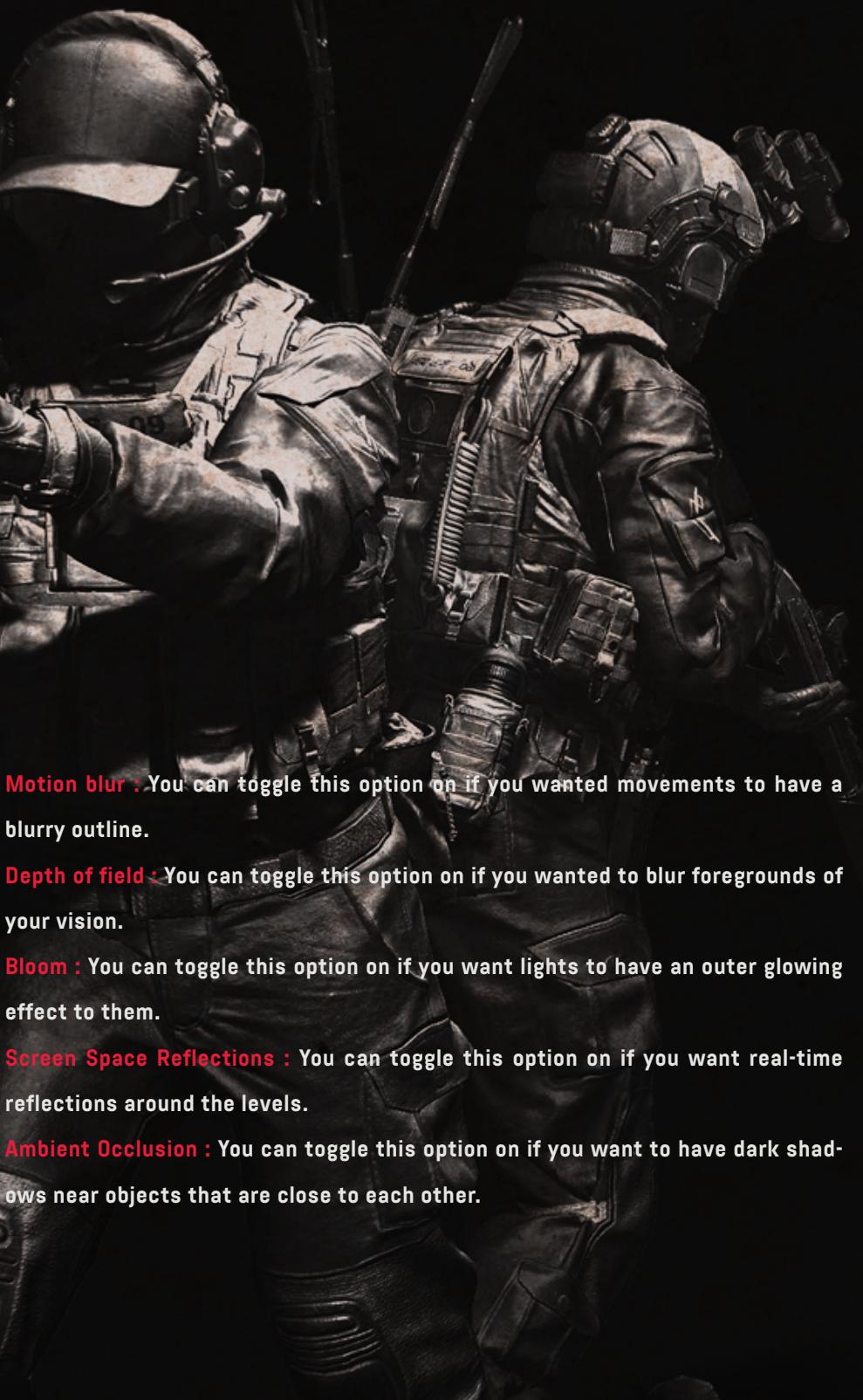
**Quality Settings :** You can use this parameter to determine the quality of lighting, texture rendering, shader & animation interpolations; Ultra being the best settings.

**Texture Resolution :** You can use this parameter to determine the resolution at which the textures will be rendered. Higher settings will give crisper textures.

**Shadow Resolution :** You can use this parameter to determine the resolution at which the shadows will be rendered. Higher settings will give crisper and more anti-aliased shadows.

**Active Shadows Amount :** You can use this parameter to determine the amount of lights that can cast shadows around you. Having more amount will give a better overall lighting to the scene and further improve the look of the locations.

**FPS Cap :** You can toggle this option on if your PC faces heating issues due to high fps (Over 200)



**Motion blur :** You can toggle this option on if you wanted movements to have a blurry outline.

**Depth of field :** You can toggle this option on if you wanted to blur foregrounds of your vision.

**Bloom :** You can toggle this option on if you want lights to have an outer glowing effect to them.

**Screen Space Reflections :** You can toggle this option on if you want real-time reflections around the levels.

**Ambient Occlusion :** You can toggle this option on if you want to have dark shadows near objects that are close to each other.

# Game Options

**Region :** Select the region you will receive the best connection from.

Recommended to select the region you are closest to.

**Clan ID :** Define a 4 character word that will let others know about your clan.

**Announcer Language :** You can select the language you want the in-game announcer to speak in.

**Sensitivity :** Set your preferred mouse sensitivity when not ADS.

**ADS Sensitivity :** Set your preferred mouse sensitivity when ADS.

**Field Of View :** Set your preferred perspective proportion.

**Hide Game UI :** You can use this parameter to hide all UI or show only Prompts.

**Invert Y :** You can toggle this option on if you want to invert "Y" Axis movements using the mouse.

**Toggle Lean :** You can toggle this option if you don't want to hold the Lean button for leaning.

# Controls Options

The game supports keyboard and mouse inputs for all action key bindings.

However while unspecified; the game can be played using a controller.

When playing a custom match as a caster there are more unique controls you can use to create cinematics.

## Caster Mode

The creator of a custom lobby can choose to be a caster.

Orbit around the object you are looking at (click once) - Left Mouse Button

Follow the object you are looking at (click one) - Left Shift + Left mouse Button

Undo Orbit/Follow - Right mouse button

Increase/Decrease FOV Distance - C + Mouse Scroll

Enable/Disable DOF - Left Shift + V

Toggle on/off Team coms - T

Free cam while spectating someone - Space

Mount(toggle) camera to the player's gun - G

## Co-Op

CO-OP mode is a new installment we added where players can play to achieve the experience of SWAT units. This game mode will allow you to play bigger operations that you can either tackle solo or with a team of up to 5. With each operation, you are tasked to complete objectives such as bringing order to chaos. There are more objectives such as rescuing multiple hostages, arresting or neutralizing specific suspects and more which are being added down the line. Suspects may or may not have patrolling routes that are random every session and can interact with the environment to give it a challenge. They can hide under beds, tables and inside closets. They are also capable of taking a hostage and use them as a shield, making it harder for you to engage. Suspects can also surrender based on a few criteria; If a suspect is outnumbered from behind they will always surrender and if you are one on one with a suspect, based on the suspect's fear level, they may or may not surrender.



# Difficulty Levels

There are two difficulty levels to select from, regular and hardcore. Both difficulty levels come with the same amount of suspects and the same amount of objectives. The only differences exist in the suspect's stats.

## REGULAR

In regular difficulty, suspects will have larger spreads and slower reaction time. Most suspects will prefer staying in rooms and push less. Their fear level will rise at a faster rate and chances of them surrendering will be a lot higher. They will take more cover and their chances of hiding will be a lot more. A smaller number of suspects will have flashlight attached to their weapon. Suspects will also have a very small prediction time if their target is not in their sight. Chances of suspects taking hostage is a lot lower.

## HARDCORE

In hardcore difficulty, suspect will have smaller spreads and faster reaction time. Most suspects will think smart and may flank from behind and catch you and your team off guard. They will go through various rooms and check. Most suspects will not back down without a fight and their chances of surrendering upfront is minimal. Suspects will still take cover and may hide but the chances will be rare and randomized. Most suspects will have flashlights attached to their weapon and are more alarmed if lights are turned off. Suspects will be able to predict a target's movement for a longer period of time even when not in sight and their chances of taking a civilian hostage is a lot more.

## Arresting Suspects

Arresting suspects can be easy when playing as a team and coordinating every move orchestrally but if you go in alone, your chances of being arrested is minimal. The arresting system depends on the suspect's fear level and whether or not he is outnumbered. Arresting mostly works when you approach from behind and you and your team have your guns pointed. You can also use flash bangs and it will disorient the suspects and increase the chances of them surrendering.

## Getting the Highest score

After every completed mission you will be brought to the score menu, where you can see the score of your team's overall performance. Completing all objectives will give you 40 Points and the rest is earned by performing while respecting the "Rules of Engagement". Engaging at a suspect who has not shown any signs of hostility will penalize your score along with triggering traps. Shooting in the lower portion of the suspect's legs will not trigger this penalty and will allow you to give them warning. Also making sure everyone from your team is alive will feed the score.

## Stealth Approach

It is possible to take a stealthy approach to all missions but based on the difficulty selected and the layout of the map it can be easier or harder. You can take cover behind objects and as long as your head is not in their sight you will be able to sneak past them. This approach can be made a lot easier with all lights being turned off but do note this will also make them more alarmed of the situation and will shoot you on sight. Their vision will be affected but based on whether they have flashlights or not, this effect can be minimal.

## Squad AI

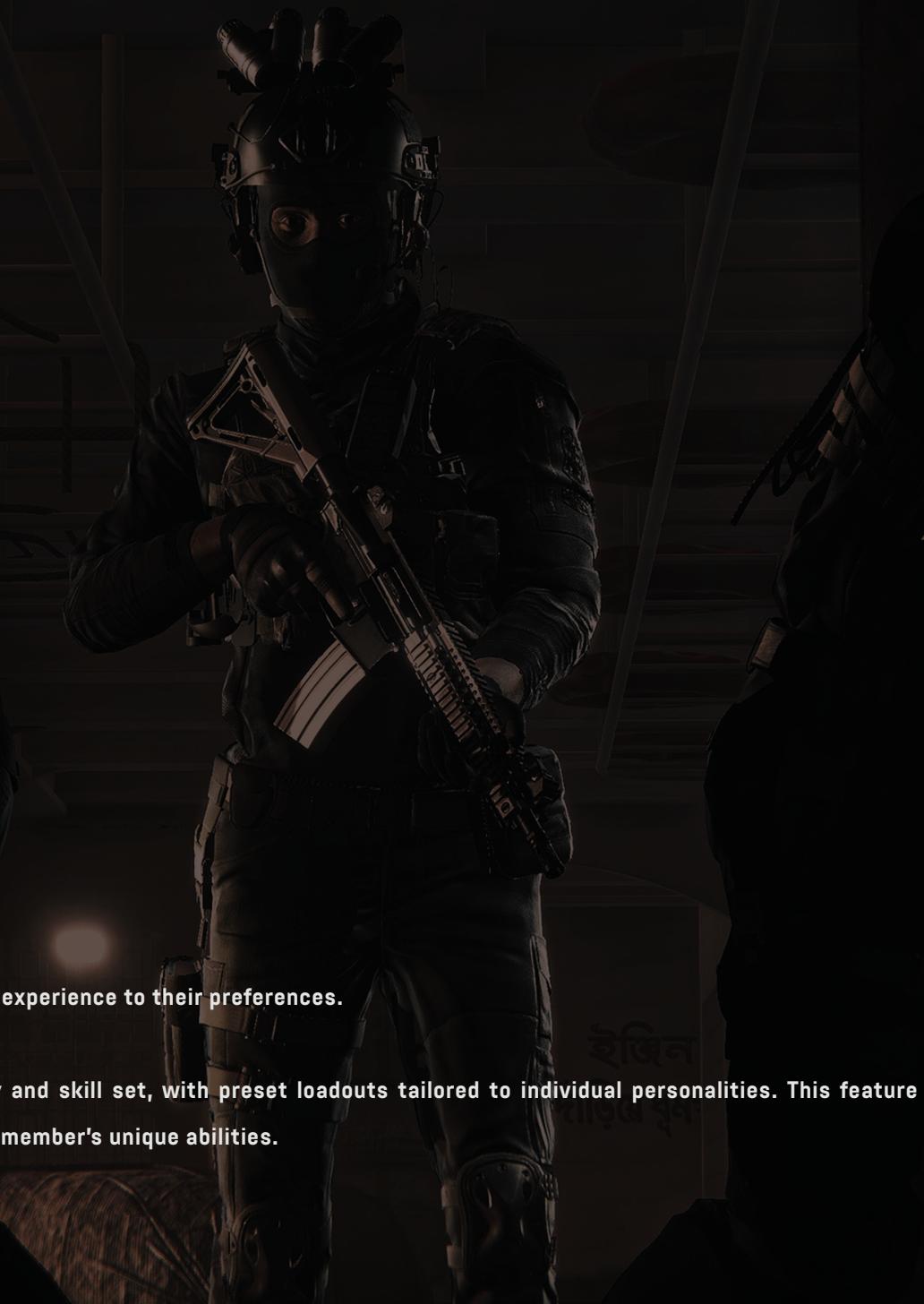
The Squad AI system introduces commandable companions that enhance solo gameplay by allowing players to strategically direct their AI squad mates.

The modular design creates a new instance of the player, controlled by an AI entity, allowing seamless synchronization with the main player. Upgrades, abilities, and equipment are automatically transferred to the AI squad mates.

The system also features spontaneous conversations, creating an immersive atmosphere and deeper connection between players and their digital allies.

Players can form a team of up to 9 members or go solo for each mission, tailoring their experience to their preferences.

The unique Squad Career system gives each AI squad member a distinct personality and skill set, with preset loadouts tailored to individual personalities. This feature encourages players to experiment and strategize in diverse ways, utilizing each squad member's unique abilities.



# All Gadgets

Every gadget in Zero hour requires team work and team communication. You can learn about all the gadgets by following the tips below

## Door C2 Charge

An explosive breaching charge which can be attached to a door handle. It is quick but can be very dangerous for both sides of the door. C2 breach uses 9 kg (20 Pounds) of C-4 that can breach even reinforced concrete bunkers.

## Night Vision Goggles

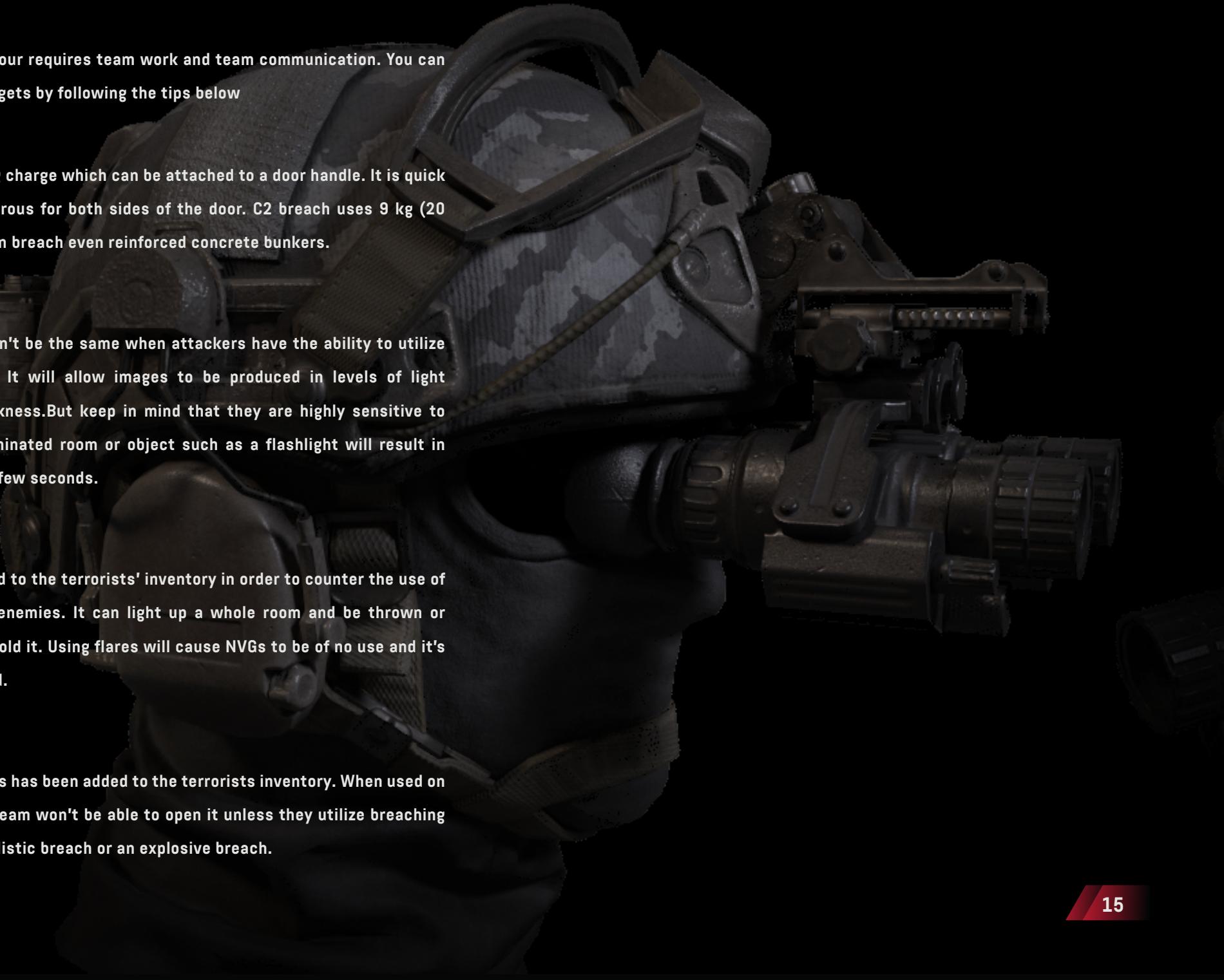
Playing in the dark won't be the same when attackers have the ability to utilize Night Vision Goggles. It will allow images to be produced in levels of light approaching total darkness. But keep in mind that they are highly sensitive to bright lights, any illuminated room or object such as a flashlight will result in making you blind for a few seconds.

## Flare Sticks

Flares have been added to the terrorists' inventory in order to counter the use of the NVG's from their enemies. It can light up a whole room and be thrown or carried around if you hold it. Using flares will cause NVGs to be of no use and it's users to be left blinded.

## Door Wedges

The ability to lock doors has been added to the terrorists inventory. When used on a door, the attacking team won't be able to open it unless they utilize breaching methods such as a ballistic breach or an explosive breach.



### Spy Cam

A camera which can be used by throwing them at walls and kept hidden wherever you feel necessary. It provides live footage of the area it's pointed towards. This will help terrorists identify the attacker's position without their knowledge. It emits a subtle light which indicates it's live.

### C4

Throwable explosives available in the terrorist's inventory. This can stick to walls and help in building traps. When deployed, it emits a beeping sound. Detonation can only be initiated by a shockwave, such as when a detonator inserted into it is fired.

### Frag Grenade

Can be found in both terrorists and attacker's inventories. This fragmentation (frag) explosive is designed to disperse shrapnel on detonation and can be thrown and designed to disperse shrapnel on detonation.

### Flash Grenade

A non-lethal explosive device that emits an extremely loud bang and bright lights to disorient people as it goes off. They can cause temporary blindness, typically lasting a few seconds. This will only be available for the MS-Unit 09.

### Door Trap

Trip wire connected to a frag grenade where if you as the attacking unit walk through the wire, it will cause the grenade pin to dismount and blow up resulting in death. Only available in the terrorist's inventory.

### Armor Vest

Level 2 Armour vest available in the terrorist's inventory. It will give you extra protections from incoming ballistics but note, not for too long.

### UDC Cam

Gain covert visual inspection into rooms behind closed doors with the Under Door Camera. This Gadget allows a player to see what's behind the door by sliding the UDC under the door and watching the live feed through a portable display.

### Smoke Grenade

A non-lethal device that emits smoke to help block the enemy's sight line, typically lasting 15 seconds.

### Molotov

A lethal device that emits fire to help defend enemy line, typically lasting 15 seconds.

# All Weapons And Hand Guns



Scar- H 7.62

Fire rate - 433.21 RPM  
DPS(Body shot) - 252.7 HP  
Damage (per shot)  
Body - 35 HP  
Arm - 27 HP  
Leg - 30 HP



Tactical Shotgun

Fire rate - 55.27 RPM  
DPS(Body shot) - 220.8 HP  
Damage (per pallet)  
Body - 30 HP  
Arm - 22 HP  
Leg - 25 HP



M4 5.56

Fire rate - 532.54 RPM  
DPS(Body shot) - 237.64 HP  
Damage (per shot)  
Body - 27 HP  
Arm - 19 HP  
Leg - 22 HP



Rattler

Fire rate - 615.38 RPM  
DPS(Body shot) - 205.13 HP  
Damage (per shot)  
Body - 20 HP  
Arm - 12 HP  
Leg - 15 HP



Kyanite

Fire rate - 529.41 RPM  
DPS(Body shot) - 264.70 HP  
Damage (per shot)  
Body - 30 HP  
Arm - 22 HP  
Leg - 25 HP



MAC- 10

Fire rate - 700.73 RPM  
DPS(Body shot) - 233.57 HP  
Damage (per shot)  
Body - 20 HP  
Arm - 12 HP  
Leg - 15 HP



Falcon

Fire rate - 154.28 RPM  
DPS(Body shot) - 128.56 HP  
Damage (per shot)  
Body - 50 HP  
Arm - 42 HP  
Leg - 45 HP



Mock- 17

Fire rate - 226.67 RPM  
DPS(Body shot) - 94.45 HP  
Damage (per shot)  
Body - 25 HP  
Arm - 17 HP  
Leg - 20 HP



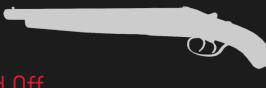
Opressor

Fire rate - 553.84 RPM  
DPS(Body shot) - 230.77 HP  
Damage (Per Shot)  
Body - 25 HP  
Arm - 17 HP  
Leg - 20 HP



ES36

Fire rate - 537.31 RPM  
DPS(Body Shot) - 241.79 HP  
Damage (Per Shot)  
Body - 27 HP  
Arm - 19 HP  
Leg - 22 HP



Sawed Off

Fire rate - 4 shots per second  
DPS(Body Shot) - 980 HP  
Damage (per pallet)  
Body - 35 HP  
Arm - 27 HP  
Leg - 27 HP



Bizon

Fire rate - 9 shots per second  
DPS(Body Shot) - 341.46 HP  
Damage (per shot)  
Body - 22 HP  
Arm - 14 HP  
Leg - 17 HP

# All Weapons And Hand Guns



Valkyrie

Fire rate - 11 shots per second  
DPS(Body shot) - 331.5 HP  
Damage (per shot)  
Body - 30 HP  
Arm - 22 HP  
Leg - 25 HP



FN57

Fire rate - 3 shots per second  
DPS(Body shot) - 105 HP  
Damage (per shot)  
Body - 35 HP  
Arm - 27 HP  
Leg - 30 HP



Mark12

Fire rate - 2.7 shots per second  
DPS(Body shot) - 131 HP  
Damage(per shot)  
Body - 45  
Arm - 37  
Leg - 40



FAL

Fire rate - 10 shots per second  
DPS(Body shot) - 350 HP  
Damage(per shot)  
Body - 35  
Arm - 27  
Leg - 30



SKS

Fire rate - 3 shots per second  
DPS(Body shot) - 123 HP  
Damage(per shot)  
Body - 41  
Arm - 33  
Leg - 36



HB82

Fire rate - 11 shots per second  
DPS(Body shot) - 311 HP  
Damage(per shot)  
Body - 28  
Arm - 20  
Leg - 23



P10C

Fire rate - 4.3 shots per second  
DPS(Body shot) - 120 HP  
Damage(per shot)  
Body - 28  
Arm - 20  
Leg - 23



SW11

Fire rate - 4 shots per second  
DPS(Body shot) - 144 HP  
Damage(per shot)  
Body - 36  
Arm - 28  
Leg - 31



UMP

Fire rate - 8 shots per second  
DPS(Body shot) - 256 HP  
Damage(per shot)  
Body - 32  
Arm - 24  
Leg - 27



AKU

Fire rate - 11 shots per second  
DPS(Body shot) - 330 HP  
Damage(per shot)  
Body - 30  
Arm - 22  
Leg - 25



TASER

The Taser is a non-lethal weapon. It is designed to immobilize and incapacitate targets without causing any lethal harm. Emitting a strong electrical charge, it delivers a shock that stuns targets within its short-range reach.

# ANTI SPAWN PEEK

Zero Hour aims to be a grounded and realistic game at it's core. However, our biggest priority is to make sure defenders don't misuse their planning phase to rush or spawn peek attackers.

## Breakable Windows

While there is windows you can break throughout the round, these same windows will not respond to gun fire during the planning phase. This was done to make sure defenders don't throw C4s through unwanted angles during the planning phase. The windows will start responding as soon as preparation phase is over.

## Preparation Exit limits

During the planning phase the defenders wont be able to go out of the building. This was done so that they cannot go out of the building ahead of time and wait for attackers to spawn. These blockades are not taken away as soon as prep phase is over. You will need to wait 30 seconds more as a defender to be able to exit the Interior portion or throw anything outside.

## Defender Visibility Outside

If a defender leaves a building, you will be able to see their icon on top of their heads and also a red Wave in the planning table displaying their exact location. This was done to make sure you as a defender are at a disadvantage when rushing out. Defenders will not be notified about this but the attackers will.



With Zero Hour, we are trying to encourage slow paced, tactical gameplay where the team with better communication and tactics have a better chance at winning. So we are trying to withdraw rushing and spawn peeking as much as possible.

We hope you will respect our vision and try not to spawn peek or rush other players. Please respect and co-operate with your team members. May Zero Hour be filled with cheerful and friendly competitors, Cheers!

## IN GAME RULES YOU "MUST" FOLLOW

We have added a new report system to ensure players are diverted from ruining other player's experiences. There are 2 main types of punishments you can receive based on the reason you were flagged.

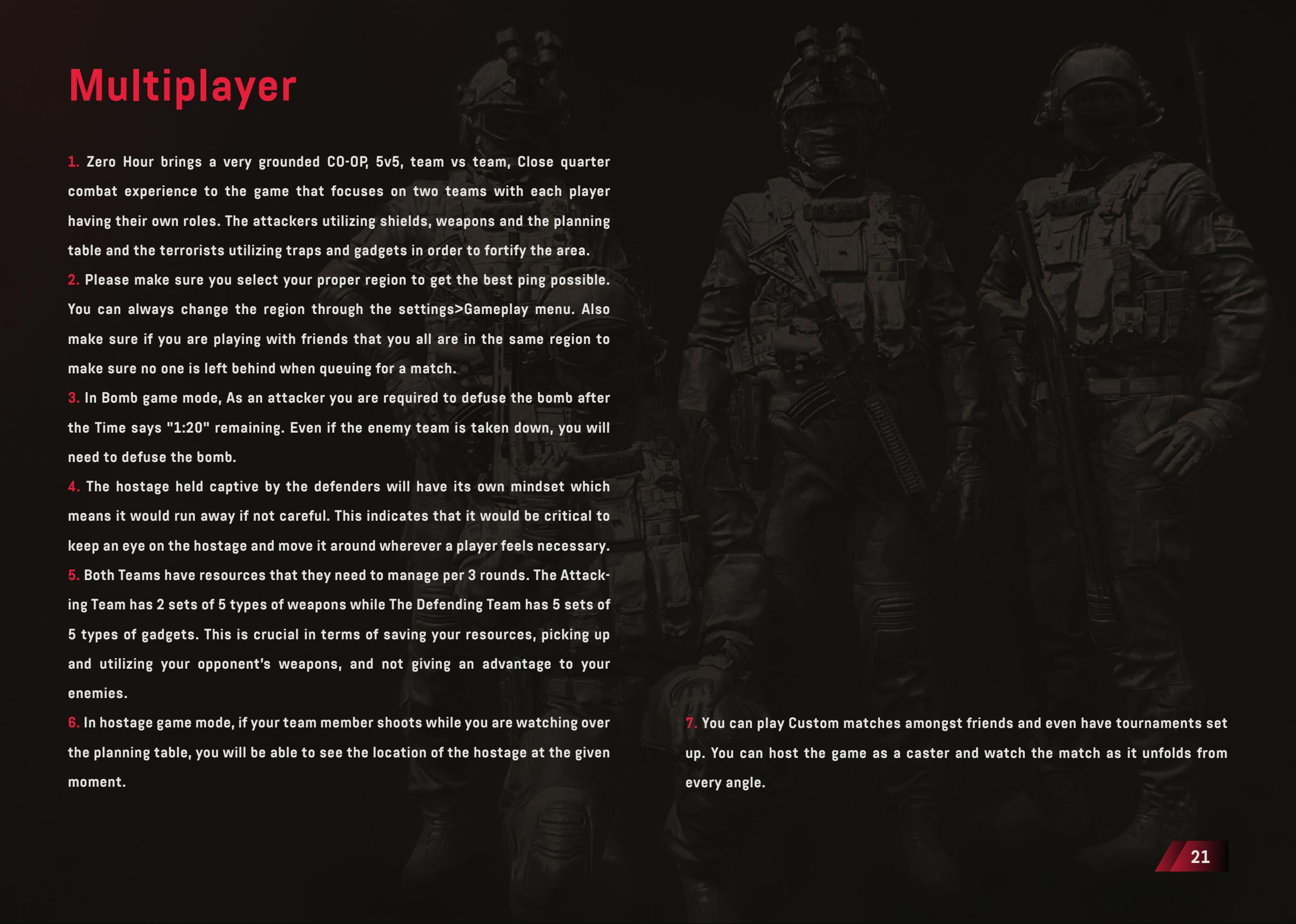
If you are toxic to other players either by team-killing or abusing the text/voice chat you will receive a temporary Toxic flag for at least 1 week based on repeated offense. When facing this punishment you won't be able to have any sort of communication with team mates or opponents and will not be able to perform any sort of team kill. Trying to kill any team-mate will lead to you to be killed instead.

If you are spawn-peaking, abusing game mechanics or using inappropriate in-game names you will receive a temporary match-making flag that will last at least 1 month based on it being a repeated offense. When facing this punishment you won't be able to queue with normal players. Instead, you will only be able to queue with other flagged players. You can however plead for this punishment.

To learn about how long the flag will last or how to report, you will need to contact us via discord or our email : [contact@m7productions.net](mailto:contact@m7productions.net)

All reports will be judged by real people and will require multiple reports with various evidence in order for us to take any action. We are trying to maintain a strict policy with the rules above to ensure that no player's experience is tainted.

# Multiplayer

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1. Zero Hour brings a very grounded CO-OP, 5v5, team vs team, Close quarter combat experience to the game that focuses on two teams with each player having their own roles. The attackers utilizing shields, weapons and the planning table and the terrorists utilizing traps and gadgets in order to fortify the area.
  2. Please make sure you select your proper region to get the best ping possible. You can always change the region through the settings>Gameplay menu. Also make sure if you are playing with friends that you all are in the same region to make sure no one is left behind when queuing for a match.
  3. In Bomb game mode, As an attacker you are required to defuse the bomb after the Time says "1:20" remaining. Even if the enemy team is taken down, you will need to defuse the bomb.
  4. The hostage held captive by the defenders will have its own mindset which means it would run away if not careful. This indicates that it would be critical to keep an eye on the hostage and move it around wherever a player feels necessary.
  5. Both Teams have resources that they need to manage per 3 rounds. The Attacking Team has 2 sets of 5 types of weapons while The Defending Team has 5 sets of 5 types of gadgets. This is crucial in terms of saving your resources, picking up and utilizing your opponent's weapons, and not giving an advantage to your enemies.
  6. In hostage game mode, if your team member shoots while you are watching over the planning table, you will be able to see the location of the hostage at the given moment.

7. You can play Custom matches amongst friends and even have tournaments set up. You can host the game as a caster and watch the match as it unfolds from every angle.

# Map Tips

Every map in Zero Hour has a different level of advantages and disadvantages. You will need to re-work your strategies in each map as it will not play out in the same way. All maps are made fictional with a few ideas from the real world locations with real scale in mind.

## Residential House

A residential house located in a secure location in Dhacca made for the rich. The house has limited ground entry points but several entry points that will require you to rappel. The house has 2 main floors and also a 3rd floor that is inaccessible during the planning phase. It has only 1 stairway, meaning during hostage situations it can be a crucial point of contact. It has many medium sized rooms and each floor has a similar but different layout.

## Terror House

A normal housing located in our version of the narrow streets in Mohakhali, Dhacca. This map is closely packed with several small rooms. It has 3 floors with a few guest rooms in the roof top. It has many entry points but very few in relation to rappeling. Each floor has almost the same layout although each floor has its own looks in terms of its uses. It has only 1 stairway thus it is a crucial contact point. This map also has doors that is bullet proof.

## Hotel Trouble

A 4 stars hotel located in our version of Gulshan, Dhacca. This map is very open with very few small rooms. Many of the hotel rooms are open, but some has been blocked with furnitures to limit hiding spots. What really makes this map very different is the amount of entry points and stair ways. It has 4 floors and an underground garage where you can find the breaker switch. When the lights are turned off, this map can be extremely intense. There are 2 stairways, but their narrow space can limit your movement when moving with your team members.

## Breaking Meth

An abandoned site which once was a jomidar bari in our version of the narrow streets of Puran Dhacca. This map is narrow, long and also Day time! Turning off the lights will not do much good in this map. This map has many entry points and even more, it has many balconies. As an attacker you need to be very cautious. It has some doors that are bullet

proof. It has 3 floors and also an underground basement which holds 1 objective site.

## Embassy Raid

The Asian Embassy is the prestigious landmark of our version of Baridhara, Dhacca. It has a very game changing feature where most windows and glass doors in this map is "Bullet Proof". Meaning you can see the opposition through the glass but wont be able to shoot him through it. All bullet proof glasses have a certain texture to it to which makes it easier to differentiate the glass from normal windows and doors. This map has 2 stairways and 3 floors in total. Each floor is a different layout.

## Bank Heist

The Central Bank Of Dhaka situated in midtown Uttra. It will be the first map where the attacking units spawn on the roof. This will be done by a chopper dropping off units on the high ground. Spawning here will give attackers a new vantage point going in from the roof. Bank Heist consists of bulletproof entrance shutters (switch oriented) which prevents visuals within the building and attackers moving in from open or obvious entrances. It has 4 floors including the basement. There are no bulletproof windows except the queuing area.

## Cafe Fourteen

A Pharmacy and a Cafe located in the downtown district of Banani. The building has three floors with the top floor being under construction. The Pharmacy and the Cafe are both situated on the first floor. It has two stairways with one leading to the upper floors and the other going down to the basement. The 3rd floor doesn't have any doors and the basement is quite mazy. The 2nd floor consists of medium sized rooms with narrow corridors. From the first floor, you will find 5 entry points to the building.

## Military Airport

A military airport located in Chittagong. The plane crashed while taking off because of the hijack and resulted with the wing getting broken off. The convoy plane has three entry points with a visible cockpit view. It has three floors with four narrow stairways. The interior of the plane is very congested due to many cargo.

# Troubleshooting

**Server Connection Failure:** Third party Adblocker, antivirus or some sort of DNS blocker software may cause this issue. You can try and disable these before getting in Zero Hour. You can also turn on VPN and get in the game. Once you are in the game you shouldn't be needing to turn on VPN to get in the game every time.

**How to report Players :** To report a player, email us at [Contact@m7productions.net](mailto>Contact@m7productions.net) or use our discord servers and contact a moderator there. You will need to provide the following details :

- Name of the player
- Reason
- Evidence

## Reasons To Report :

- Toxic behavior (Video)
- Abusing Mechanics (Video)
- Spawn peeking (10m within your spawn position)(Video)
- Doesn't have appropriate nickname(Picture)

## How to view steam profile of players?

There are 2 ways of doing so, one way is to open pause menu and then head to "Vote Team" and you will see the button "**Profile**" beside the player's name. This is mostly useful in co-op mode as there is no scoreboard. The second way to doing this is to hold "**Tab**" and if your cursor is not showing then click on your right mouse button. hovering over the player names should highlight, clicking on the names will open the steam profile.

Send us enough evidence along with a Steam profile link and then we will take appropriate action. Which can separate matchmaking for 1 month. Repeated offender will get 20% increased in punishment.

Your feedback and bug reports are welcome and can help us to improve the game as quickly and efficiently as possible.

Please visit our discord server at <https://discord.gg/TWpHSDN> and use the appropriate channel to submit your feedback. Thank you for your support!

## Black screen crash on startup :

A : First, check if you have windows 10 home or pro. If you have windows 10 home, install the Media Feature Pack for windows.

The Media Feature Pack for N versions of Windows 10 is available for download as an Optional Feature. To install the Media Feature Pack, navigate to **Settings > Apps > Apps and Features > Optional Features > Add a Feature** and find the Media Feature Pack in the list of available Optional Features. Note, you will not be prompted to restart your computer, but you must restart in order to successfully complete installation of the Media Feature Pack."

If that doesn't work.

This crash occurs because of some external USB peripheral not being compatible with one of the asset we use.

Unplugging every other USB devices only leaving keyboard and mouse should fix the problem.

## Useful Links

Developed by :

<http://m7productions.net/>

<http://attrito.net/>

## Socials :

<https://www.facebook.com/zerohour2020/>

[https://twitter.com/zerohour\\_2020](https://twitter.com/zerohour_2020)

[https://www.instagram.com/zerohour\\_2020/](https://www.instagram.com/zerohour_2020/)

<https://www.youtube.com/channel/UCwbMlbo1rKRKypQuRWvg5-g>

# Default Controls

## MOVEMENT

FORWARD 	Sprint 	Prone 	Start Rappelling 
LEFT  S  D  RIGHT scroll	Crouch 	Lean (Left) 	Fast Decline 

## WEAPON

Primary Weapon 	ADS 	Slow Reload 	Attachments 
Secondary Weapon 	ADS Zoom 	Inspect Mag 	Mag Repack 

## UTILITY

Utility One 	Utility Two 	Use Utility Three 	Use Utility 
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## GENERAL

Interact 	All Chat 	Score Board 	Melee 
Inspect Wrist 	Team Chat 	Visual Tool 	Shout For Compliance 

## SQUAD AI

Command Menu 	Command Selection 
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REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT TO ACTIVATE.

NOTICE: Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see <http://www.steampowered.com/agreement> to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

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