3Z:

MODERN THEATRE COMMAND

ILLUSTRATED PLAYER GUIDE

WINDOWS / VERSION 0.54.0 / NOVEMBER 2026



Earlier gameplay - October 2026. Take direct command at sea.

ONE WORLD. YOUR COMMAND.

Build a city. Fly across continents. Walk through a train.
Lead your forces, then return to the world you made.

START HERE 02 Quick start 03 Controls 04 World & campaign
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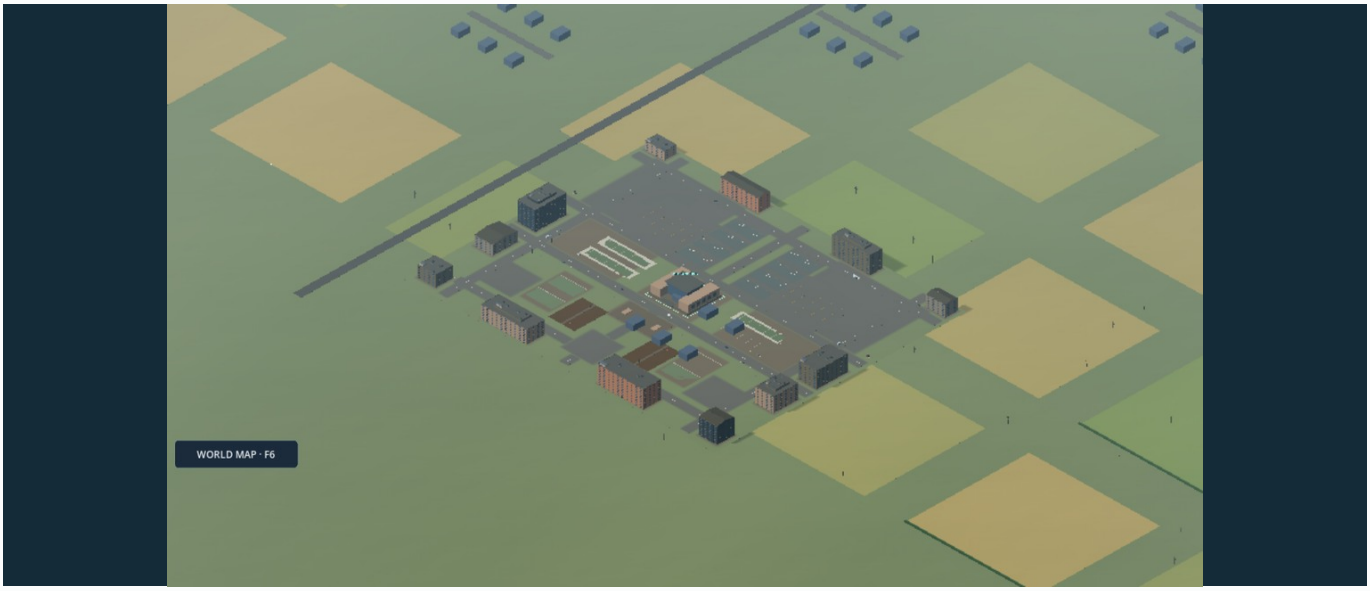
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01 / START PLAYING

Your first ten minutes

Begin with a place to call home, then give yourself room to explore.



0.54.0 game view - a built city and its surrounding plots.

1 Choose your world

Choose **The World** for the connected continent sandbox. Continue a named world or start a new named copy.

2 Give yourself building time

Use **Peace Until You Start War** to develop at your own pace. Free Play provides unlimited resources. Press **B** to open building.

3 Find your bearings

Drag the map, turn the wheel to zoom and press **Home** for your city. **F6** opens the World Map for cities, airports and famous places.

4 Keep your creation

From command view, open **Pause > SAVE WORLD** and give it a name. **My Worlds** is your library for returning, importing and exporting.

Pick the mood

Want objectives? Choose **World Campaign**. Prefer an archipelago? Try **Island World**. Want a clear canvas? **Blank Sandbox** begins a smaller blank building theatre. A new named world preserves your earlier worlds.

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02 / COMMAND & CONSTRUCTION

Shape the next skyline

These are the default Map Drag controls. Settings also offers a Classic RTS preset.

Move, select and give orders

Left drag	Pan the map.
Wheel	Zoom in or out.
Click	Select a friendly unit.
Shift + drag	Select a group.
Right-click	Move selected units.
Left-click enemy	Attack that enemy.
A, then click	Attack-move to a point.
Shift + right-click	Queue a route.
X	Hold and defend.
E / F	Enter a suitable selected unit. **F** returns to command.

Make a connected city

1. Press B. Choose the building or infrastructure you want, then use its placement preview to find a clear plot.

2. Connect it. Roads use a start point and an end point. Shift-click the end to keep building. Add rail, stations, docks and airports as your plans grow.

3. Add a force. Select a production building to recruit there. New units wait for your orders; combine land, air and naval units for different jobs.

4. Inspect it up close. Select a suitable unit and use E / F. Return to command to continue designing. Right-click or Escape cancels a placement tool.

Home	Return to your city.
F6	World Map.
F10	Hide large command menus.
F11	Change full screen.
Escape	Pause / close the current panel.

A useful rhythm

Build a little, move around it, try the connections, then save. Leave approach space around stations, docks and airports so your journeys have room to begin.

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03 / THE WORLD & CAMPAIGN

One world. Three capitals.

Build, travel and fight in the same named world.



0.54.0 game view - the north-up strategic world. Earth is compressed for play.

A larger canvas

New The World and World Campaign copies use **1.5 times the horizontal scale of 0.53.3**, giving **2.25 times the area**. Buildings, aircraft, streets and runway widths keep their physical sizes.

Earlier named saves retain their original geography. Start a new named copy for the expanded layout.

Use **F6** to choose a country, city, airport or famous place. **YOUR CITIES** lists built sites; some reference locations are geographical areas with no settlement yet.

The World uses real continent outlines with authored settlements at selected city locations. Its flat, compressed geography gives you a playable theatre to explore.

Your campaign route

1. Begin as the United Kingdom. Secure Central bridge, then follow **SHOW OBJECTIVE** to the opposing capitals of Russia, China and India.

2. Build your expedition. Construction resources are unlimited. Use **GO TO WAR** when ready; send actual forces to the objective.

3. Capture each capital. Destroy its headquarters, then keep ground troops at the site uncontested for **20 seconds**. Enemy presence pauses occupation.

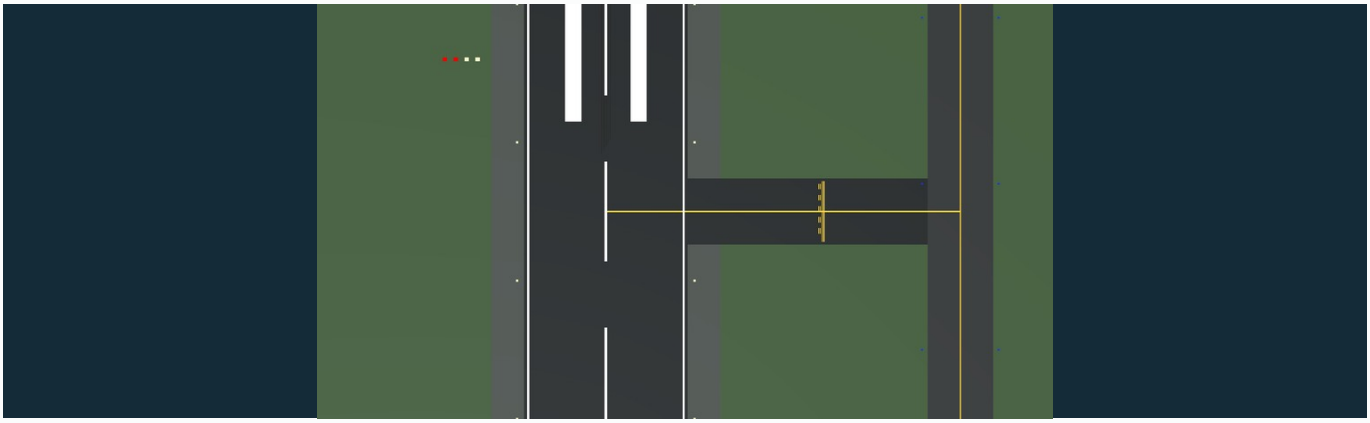
4. Keep your world. Peace & Build suspends war. Save World retains your progress and construction; after finishing, the world stays playable.

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04 / CIVILIAN FLIGHT

From stand to sky

Use an owned parked aircraft to begin a journey in your current world or campaign.



0.54.0 game view - a runway and its marked taxiway connection.

Choose your aircraft

Click one of your three parked passenger planes at a civilian airport and press **F**. You can also select the airport and use its gold **FLY** button. Scheduled flights are separate automatic traffic.

Choose **Pilot** for control or **RIDE AS PASSENGER** for an automatic trip to another available airport. Use **Pause > FLY AIRCRAFT** to browse the choices without changing worlds.

A relaxed departure

Select **TAXI & TAKEOFF ASSIST** to follow the actual taxiway and runway. Airport traffic can make you wait for clearance. Choose a real friendly destination from the airport list or map.

A hands-on departure

Use **W / S** for engine power, **A / D** to steer and **Space** to brake. Follow the pavement to the northbound runway centreline. Build power, then use **Up / Q** to rotate above **260 km/h**.

W / S	Increase / decrease power.
A / D	Turn or steer.
Q / Up	Climb.
E / Down	Descend.
R / X	Landing gear / cycle flaps.
V / Tab	Change view / release mouse for buttons.
F	Return to command.

Set a destination, then make the journey

On the World Map or minimap, double-click an actual friendly airport to select it. Choosing a destination sets a route; your aircraft still travels there. The explicit approach shortcut is available when you want to shorten a trip.

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05 / ARRIVE & EXPLORE

Make the journey part of play

Choose a window, walk the cabin, then step out at the destination.



0.54.0 game view - passenger cabin.



0.54.0 game view - galley and doorway.

Bring it down your way

Auto Land: select your actual destination, then use **Enter** or the landing button. The aircraft waits for traffic, lands, clears the runway and taxis to a stand.

Manual: use **MANUAL FINAL** for a hands-on approach. Align with the runway, lower the gear with **R**, set flaps with **X**, manage power and descent, then flare gently. **Space** brakes after touchdown.

You may land safely at another live airport in the same world, even if it was not the selected destination. Aim along its actual runway. A hard, fast, gear-up or cross-runway impact can crash the aircraft.

Taxi manually to a stand if you landed without assistance. On the ground, S brakes first, then reverses slowly after stopping; W brakes reverse movement before driving forward.

Cabin to city

In the cabin: V changes the view. C switches between walking and a seat when available. Use **Take Pilot Seat** to take control again.

At the stand: choose **Disembark**, or walk to the front lower-deck door and press E. Use the boarding stairs to reach the ground; E near the stairs boards again.

Go landside: at the foot of the stairs use E when **EXPLORE AIRPORT / HIRE CAR** appears. Follow the marked path to the hire car. E enters; stop and G steps out. Return to the original stairs to board your parked aircraft.

Return to the same aircraft

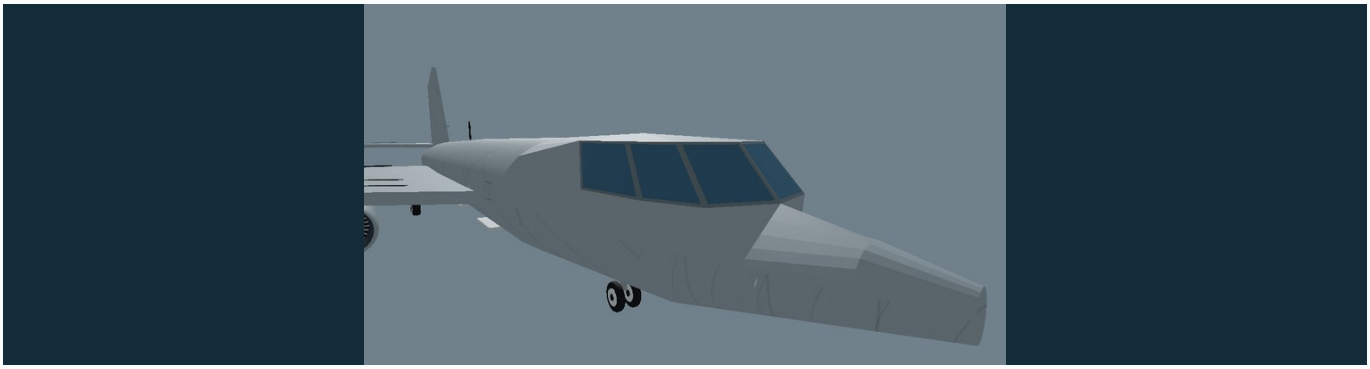
F returns to command. With nothing else selected, F resumes your healthy aircraft at its retained position; **Resume Your Aircraft** does the same. This journey state lasts for the current session. Return to command and save your world before quitting.

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06 / MILITARY DIRECT CONTROL

Take the pilot seat

Move from the strategic view to the aircraft, vehicle or ship you command.



0.54.0 game view - a bomber cockpit exterior.

Get airborne

Select an aircraft you own at its military base and press **F**. Start moving to begin its runway departure. Military fixed-wing aircraft use their ground and takeoff controller before you take over airborne flight.

If a military choice is unavailable, recruit that aircraft at a suitable base. The aircraft you use belongs to the current world; returning to command keeps your operation in the same place.

W / S	Raise / lower throttle.
A / D	Steer the aircraft.
Q / E	Climb / descend.
Alt	Look around without turning the nose.
Mouse L / R	Fire / steady aim.
F	Return to command.

Build a combined force

Recruit a mix of ground, air and naval units. Use **A then click** to advance while engaging visible enemies, or right-click for a movement order. **X** holds the selected force in defence.

Select a suitable tank, ship or soldier and use **E / F** to get closer. Direct control uses WASD, mouse aim and left mouse to fire. Use F to return to command.



Earlier gameplay - October 2026. Direct control on city streets.

Leave room to manoeuvre

Plan your turns early. Acceleration is gradual, and terrain, buildings and water remain physical hazards. Helicopters have their own hover handling.

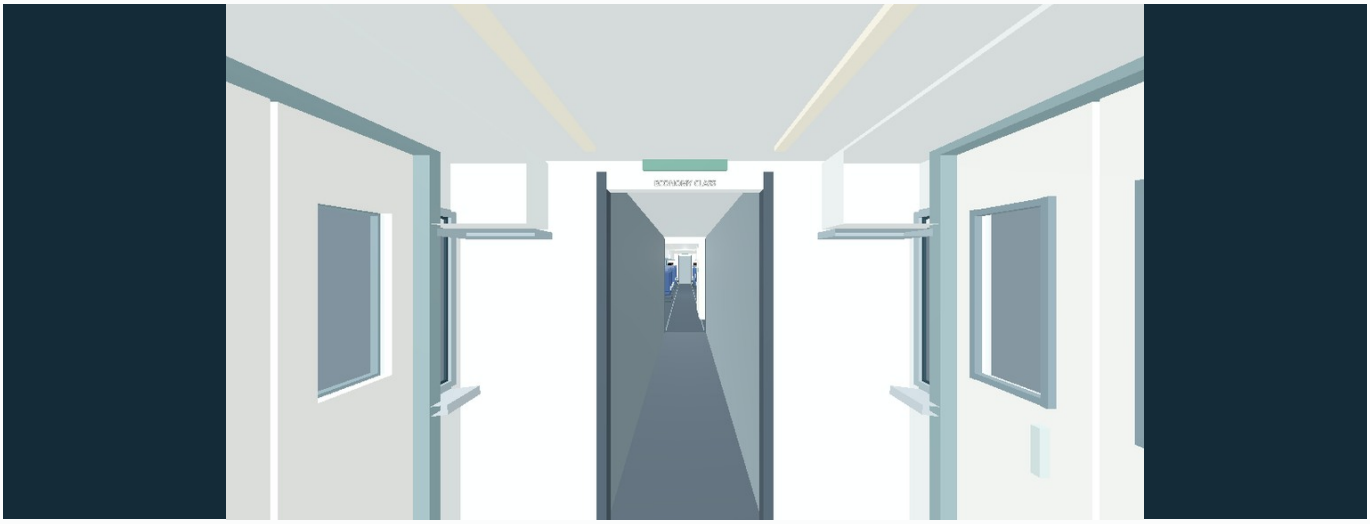
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07 / TRAINS & GROUND TRAVEL

Go somewhere. Enjoy the ride.

See the city from a passenger seat, then get up and explore the carriage.



0.54.0 game view - an enclosed, walkable gangway between adjacent coaches.

Take a train journey

Board: select your rail station and choose **RIDE TRAIN**. Or, from a civilian on foot, press F near a stopped train. C chooses **WALK INSIDE**; WASD walks through the carriage. C returns to your seat.

Explore: walk through connected gangways into adjacent coaches. The Jade Arrow Express in China and Sakura Stream Express in Japan have five coaches. E / F operates a nearby lavatory door.

Step off: wait until the train is stopped at a suitable platform and a door is open, then press G. Listen for the departure chime.

Try driving: E takes the driver's seat. W raises throttle; S / Space brakes. H sounds the horn. Station braking and bends remain automatic.

Drive through your world

Select a military ground vehicle and choose **Drive In Your World**, or use E / F. Without one selected, the button can choose a visible car, bus, taxi or lorry from city traffic. Zoom into a city first.

W / S	Forward / reverse.
A / D	Steer.
Space	Brake.
G	Leave a stopped civilian vehicle.
F	Return from military control.

Keep cars clear of the railway. In wartime, enemy fire can damage passenger services; a surviving train may brake for a short safety stop before continuing.

Build the journey you want to take

Lay a rail connection between two districts, add suitable station platforms, then ride the result. Combine roads, rail, ports and airports to make a city that is fun to move through.

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08 / SAVE & SHARE

A world worth returning to

Name it, keep a checkpoint, then share a copy when you are ready.



Earlier gameplay - October 2026. Take a break in a mapped London park.

Keep your own collection

SAVE WORLD names and preserves your world. Use **My Worlds** to select a saved world and **OPEN SELECTED WORLD** to return. Save before leaving if you want to keep the latest changes.

Save from command view before quitting, changing worlds or beginning another operation. A current cockpit, parked fleet or temporary hire-car trip is not a saved journey bookmark.

Autosave is optional and off by default. Settings can enable its ten-minute interval. Flying, driving and building defer automatic checkpoints until command view. Large manual saves may take a moment.

Export, edit a copy, import

1. Export. In My Worlds, select the world and choose **EXPORT SELECTED WORLD**. Keep the exported **.json** as a backup.

2. Make a copy. For your own data edits, start with that copy and the in-game **AI EDITING GUIDE**. Keep the supported world structure.

3. Import. Choose **IMPORT WORLD FILE** and select the supported .json. The game checks the file and shows a preview.

4. Add and open. Use **ADD TO MY WORLDS** to create a separate named copy, then select and open it. Your earlier saved worlds remain in the library.

Keep the original, experiment with a copy

Export before a large edit or a new idea. You can give a friend the supported world .json so they can import their own copy. Imported worlds contain game data; the import process validates their terrain, units and saved records.

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09 / MAKE IT YOURS

What will you do next?

Six small adventures to turn a blank plan into a world with stories.

1 Create an air route

Build an airport on another continent or island. Pilot the departure, visit the cabin, then land at the new destination.

2 Make a railway worth riding

Link two city districts with rail and stations. Board, walk through the coaches, then step onto a new platform.

3 Turn peace into a project

Stay in Peace & Build while developing a city. Design its road connections, services and transport hubs before starting war.

4 Travel without rushing

Ride as a passenger, change to a window view, then disembark. Follow the airport path and take a hire car into the next part of your trip.

5 Explore farther

Use the World Map to find authored famous places. In Island World, seek out the jungle, cold regions, volcanoes and Atlantis.

6 Finish a campaign your way

Secure the bridge, build a combined force and capture the three opposing capitals. Keep building in your named world after the objectives are complete.

Keep these close

B Build / **F6** World Map / **Home** Your city / **F** Command
F10 Clear the view / **Escape** Pause / **Pause > Save World** Keep it

About these pictures. Game views show 0.54.0 scenes captured in the engine. Images marked earlier gameplay were captured in October 2026. Appearance depends on graphics settings and hardware. Use the current in-game prompts alongside this guide.

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