

# Zero Engine

The Zero is a [game engine](#), which can be considered an enhanced derivative of the [Storm3D engine](#). It was designed more into the [shooter](#) genre direction, leading to corresponding titles. Some examples are:

- [Battlezone: Combat Commander](#) (remaster of [Battlezone II](#))
- [Star Wars: Battlefront \(2004\)](#)
- [Star Wars: The Clone Wars](#)

## Web Links

- [Wikipedia article on Zero](#)

See also [List of Game Engines](#).

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