

ZeroZeroZero

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with the globe-trotting thriller 'Zerozerozero,' The New York Times (March 5, 2020). Fienberg, Daniel. 'TV: 'ZeroZeroZero': TV Review,' The Hollywood Reporter

ZeroZeroZero is an Italian crime drama television series created by Stefano Sollima, Leonardo Fasoli and Mauricio Katz for Sky Atlantic, Canal+ and Amazon Prime Video. It is based on the non-fiction book of the same name by Roberto Saviano, a study of the business around the drug cocaine, covering its movement across continents. The series stars Andrea Riseborough, Dane DeHaan and Gabriel Byrne as the American Lynwood family, controlling an international shipping company which acts as cocaine broker between Mexican and Italian organized crime. The series derives its name from the whitest, finest-milled type of wheat flour (000), which is "the nickname among narcotraffickers for the purest cocaine on the market."

The world premiere of ZeroZeroZero was on 5 September 2019 at the 76th Venice International Film Festival, where the first two episodes were screened out of competition. The series premiered on television on 14 February 2020 on Sky Atlantic in Italy. The series received generally favorable reviews.

Triple zero

Cartesian coordinates Zero Zero Zero, an album by singer Sam Phillips ZeroZeroZero, an Italian crime drama TV series ZeroZeroZero (book), a 2013 book by

Triple zero, Zero Zero Zero, 0-0-0 or variants may refer to:

000 (emergency telephone number), the Australian emergency telephone number

000, the size of several small screw drives

0-0-0, a droid in Star Wars

0-0-0, castling queenside in chess notation

Origin (mathematics), (0,0,0) in three dimensions in Cartesian coordinates

Zero Zero Zero, an album by singer Sam Phillips

ZeroZeroZero, an Italian crime drama TV series

ZeroZeroZero (book), a 2013 book by Roberto Saviano that is the basis for the TV series

ZeroZeroZero (album), a 2020 soundtrack of the TV series by Mogwai

"Triple Zero", a 1997 song by AFI from Shut Your Mouth and Open Your Eyes

Thousands, in the decimal system

Coruscant, fictional planet in the Star Wars universe, coordinates 0,0,0

MissingNo., a glitch Pokémon with the Pokédex index number 000

Star Wars Republic Commando: Triple Zero, a 2006 novel in the Star Wars Republic Commando series

ZeroZeroZero (album)

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ZeroZeroZero is an original soundtrack album by Scottish post-rock band Mogwai, released on 1 May 2020 on Rock Action Records. Due to the COVID-19 pandemic, it was released initially in a download only format via Bandcamp, and for the first week on a pay-what-you-want basis. 50% of the first week's income for the record is to be donated to charities including Help Musicians and various NHS charities.

The music was composed for ZeroZeroZero, an Italian crime drama television series based on the book of the same name by Roberto Saviano.

Zero Escape

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Zero Escape, formerly released in Japan as Kyokugen Dasshutsu (Japanese: 極限脱走; lit. "Extreme Escape"), is a series of adventure games directed and written by Kotaro Uchikoshi. The first two entries in the series, Nine Hours, Nine Persons, Nine Doors (2009) and Zero Escape: Virtue's Last Reward (2012), were developed by Spike Chunsoft (formerly Chunsoft), while the third entry, Zero Time Dilemma (2016), was developed by Chime. Zero Escape is published by Spike Chunsoft in Japan, while Aksys Games and Rising Star Games have published the games for North America and Europe respectively.

Each game in the series follows a group of nine individuals, who are kidnapped and held captive by a person code-named "Zero", and are forced to play a game of life and death to escape. The gameplay is divided into two types of sections: Novel sections, where the story is presented, and Escape sections, where the player solves escape-the-room puzzles. In the first two games, the Novel sections are presented in a visual novel format, whereas the third uses animated cutscenes. The stories branch based on player choices, and include multiple endings.

In addition to Uchikoshi, the development team includes character designers Kinu Nishimura and Rui Tomono, and music composer Shinji Hosoe. The series was originally conceived when Chunsoft wanted Uchikoshi to write visual novels for a wider audience; he came up with the idea of combining the story with story-integrated puzzles. While Nine Hours, Nine Persons, Nine Doors was initially planned as a stand-alone title, its success in the international market led to the development of two sequels, intended to be paired as a set. Both Nine Hours, Nine Persons, Nine Doors and Virtue's Last Reward were commercial failures in Japan, and the third game was put on hold in 2014, only to resume the development for Zero Time Dilemma the following year, due to fan demand and the hiatus becoming big news. Critics have been positive to the series, praising its narrative for being experimental and for pushing boundaries for what can be done with video game narratives.

Mega Man Zero

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Mega Man Zero is a hack and slash platform game series in Capcom's Mega Man video game franchise. It was developed by Inti Creates, with Co-Producer Keiji Inafune and Director Yoshinori Kawano. The series consists of four games that were first released on the Game Boy Advance and later on the Nintendo DS and the Virtual Console (Wii U).

The story plays 100 years after(22XX) the Mega Man X storyline and follows the re-awakened Zero, who is fighting in a war between humans and Reploids, self-aware, human-like robots who are oppressed and hunted down by mankind due to a worldwide energy shortage crisis. Together with the human scientist Ciel, Zero helps the Reploid resistance survive and fights against other Reploids sent by mankind to destroy them. However, this is only the setup for the story and events change drastically throughout the series.

Kilometre zero

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Kilometre zero (or km 0), also known as zero mile marker or zero milepost, is a particular location (usually in the nation's capital city) from which traveled distances are traditionally measured. Historically, they were markers where drivers could set their odometers to follow the directions in early roaming guide books.

One such marker is the Milliarium Aureum ("Golden Milestone") of the Roman Empire, believed to be the literal origin for the maxim that "all roads lead to Rome".

F-Zero

F-Zero is a series of racing games published by Nintendo, developed by Nintendo EAD and other third-party companies. The first game was released for the

F-Zero is a series of racing games published by Nintendo, developed by Nintendo EAD and other third-party companies. The first game was released for the Super Famicom in Japan in 1990. Its success prompted Nintendo to create sequels on subsequent consoles.

The series is known for its high-speed, futuristic racing, characters and settings, difficult gameplay, and original music, as well as for pushing technological limits to be one of the fastest racing games. The original game inspired games such as Daytona USA and the Wipeout series.

The series has been largely dormant since the release of F-Zero Climax in 2004 in Japan, although elements have been represented in other Nintendo video games, most notably the Super Smash Bros. and Mario Kart franchises. Past installments have been emulated across multiple Nintendo consoles with the Virtual Console service. The original F-Zero is one of the selected games emulated on the Super NES Classic Edition. F-Zero was one of the launch games for the Super Nintendo Entertainment System: Nintendo Switch Online collection, released on September 5, 2019. After over 19 years of absence, a battle royale based on the original game, called F-Zero 99, was released for the Nintendo Switch, exclusively for Nintendo Switch Online members.

Zero-emissions vehicle

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A zero-emission vehicle (ZEV) is a vehicle that does not emit exhaust gas or other pollutants from the onboard source of power. The California definition also adds that this includes under any and all possible operational modes and conditions. This is because under cold-start conditions for example, internal combustion engines tend to produce the maximum amount of pollutants. In a number of countries and states, transport is cited as the main source of greenhouse gases (GHG) and other pollutants. The desire to reduce this is thus politically strong.

Zero Time Dilemma

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Zero Time Dilemma, also known as Zero Escape: Zero Time Dilemma, is an adventure video game developed by Chime, and published by Spike Chunsoft and Aksys Games. It is the third entry in the Zero Escape series, following Nine Hours, Nine Persons, Nine Doors (2009) and Virtue's Last Reward (2012). The game was released for Nintendo 3DS, PlayStation Vita, and Microsoft Windows in 2016, for PlayStation 4 in 2017, and for Xbox One in 2022.

The story is set between the previous two games, and follows nine people who are kidnapped by a masked person known as Zero. They are divided into three teams, and forced to play a death game called the "Decision Game". The player takes the roles of three of the characters, and plays through the chapters the story is made up of: these consist of animated cinematics, escape-the-room puzzles, and moral decisions for the player to make. The chapters represent 90-minute periods, and can be played out of order.

The game was directed and written by series creator Kotaro Uchikoshi, and features music by Shinji Hosoe and character designs by Rui Tomono. Uchikoshi had started planning the game's story in 2012, but the development was put on hiatus due to the commercial failure of the series in Japan. In 2015, development was announced to have resumed in response to high demand from the series' fan base. The game was positively received by critics.

Zero-knowledge proof

In cryptography, a zero-knowledge proof (also known as a ZK proof or ZKP) is a protocol in which one party (the prover) can convince another party (the

In cryptography, a zero-knowledge proof (also known as a ZK proof or ZKP) is a protocol in which one party (the prover) can convince another party (the verifier) that some given statement is true, without conveying to the verifier any information beyond the mere fact of that statement's truth. The intuition underlying zero-knowledge proofs is that it is trivial to prove possession of the relevant information simply by revealing it; the hard part is to prove this possession without revealing this information (or any aspect of it whatsoever).

In light of the fact that one should be able to generate a proof of some statement only when in possession of certain secret information connected to the statement, the verifier, even after having become convinced of the statement's truth, should nonetheless remain unable to prove the statement to further third parties.

Zero-knowledge proofs can be interactive, meaning that the prover and verifier exchange messages according to some protocol, or noninteractive, meaning that the verifier is convinced by a single prover message and no other communication is needed. In the standard model, interaction is required, except for trivial proofs of BPP problems. In the common random string and random oracle models, non-interactive zero-knowledge proofs exist. The Fiat–Shamir heuristic can be used to transform certain interactive zero-knowledge proofs into noninteractive ones.

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