Game Controls

In general, click/left-click to select Units, Buildings, Objects and click/left-click to select the Command Icons on the Unit Selection Indicator. Ctrl-click/right-click to implement Orders and to select targets.

Selecting Units

Single clicking on a Military Unit selects all Military Units of that type on the screen. Single clicking on a Non-military Unit (Siege Weapons, Reconnaissance Units, Special Units and Civilian Units) selects only that Unit. Double clicking on a Non-military Unit selects all Non-military Units of that type on screen. Double-clicking on a Military Unit selects only that Unit.

Left mouse button (2-button mouse) Mouse (1-button mouse)	Select Unit/ Building
Single left-click (2-button mouse) on Military Unit Mouse-click (1-button mouse) on Military Unit	Select ALL Military Units of this type within 30 metres of selected Unit
Double-click on Military Unit	Select one Military Unit
Single left-click (2-button mouse) on Civilian Unit Mouse-click (1-button mouse) on Civilian Unit	Select one Civilian Unit
Double-click on Civilian Unit	Select ALL Civilian Units within 30 metres of selected Unit
Click and Drag Box	Select Unit(s) inside Box
COMMAND + click	Select a small number of units simultaneously
Q Key	Select all Unit(s) of this type on screen
CTRL + Integer Keys 1-9	Assign selected Unit(s) to a Group
Integer Keys 1-9	Select a previously assigned Group

Deselecting Units

Click/left-click on Terrain	Deselect Unit(s)

Action

Right mouse button (2-button mouse) CONTROL-mouse (1-button mouse)	Perform the current context-sensitive cursor command
E Key	Cycle to next context-sensitive Order when cursor is over a Unit or Object
F Key	Follow Unit(s)
G Key	Guard Unit(s)
H Key	Halt selected Unit(s)
R Key	Patrol
SHIFT + right-click (2-button mouse) SHIFT + ctrl-click (1-button mouse)	Set Waypoint for selected Unit(s)
Delete Key	Destroy selected Unit/ Building
SHIFT + Order (Selected Unit)	Add Order(s) to end of Order Queue
COMMAND + Order (Selected Unit)	Add Order(s) to beginning of Order Queue
SHIFT + Spawn Command Icon	Adds 10 Units to Spawn Queue
SHIFT + right-click (2-button mouse) Spawn Comm'd Icon SHIFT + ctrl-click (1-button mouse) Spawn Comm'd Icon	Removes 10 units from Spawn Queue
Left-click (2-button mouse) on Terrain Click (1-button mouse) on Terrain	Clear/Cancel Order
F1 Key	Toggles supply radius of Units and Objects that offer ammunition supplies (Supply Wagon, Fort, Windmill, Sawmill etc.)

Camera Views (Mouse)

'Push Scroll'	Move camera up/down/left/right (place mouse cursor on edge of screen)
Mouse-wheel up/down	Raise/Lower camera
Mouse-wheel button / ALT + click and drag Left/Right	Hold down to rotate view around fixed point on terrain
NUMPAD 0 (Insert)	Rotate camera around fixed point on terrain (as mouse wheel)

Camera Views (Keyboard)

Arrow Keys	Move camera Forwards, Back, Left, Right
W Key	Move camera Forwards
A Key	Move camera to the Left
D Key	Move camera to the Right
S Key	Move camera Back
PageUp/PageDown	Raise/ Lower camera
Spacebar	Centre camera on selected object(s)
Home Key	Cycle through last 4 Minimap Warnings points

Note: If you hold down SHIFT and use a camera control, this speeds up camera movement.

Game Options Keys

O Key	Level Objectives Window on/off
P Key	Pause/Unpause the game
+ / -	Increase/Decrease game speed (Slow, Normal, Fast)
. and ,	Rotate stampdown object – for example, the orientation of a structure you are about to build.
ESCAPE Key	In-Game Options Window on/off (Save, Exit, etc.)
TAB Key	Open Chat Window (for Multiplayer)

You can also right-click on a Peasant Resource Gathering Command Icon and the Peasant will attempt to find the nearest resource and harvest it.

WARRIOR KINGS

Hot Keys

B Key	Cycles through all Barracks
C Key	Cycles through all Carts
I Key	Cycles through all idle Peasants
J Key	Cycles through Points of Interest
K Key	Cycles through Economic Buildings (Windmill, Sawmill, etc.)
L Key	Cycles through all Stables
M Key	Cycles through all Palace Buildings
N Key	Cycles through all Scouts and Spies
T Key	Cycles through all Trading Posts
U Key	Cycles through all Docks
V Key	Cycles through all Villages
X Key	Selects Artos
Y Key	Cycles through Watchtowers, Forts and Holy Fortresses
Z Key	Selects any Building on fire
F5 Key	Toggles score on/off (Multiplayer games only)