

**= Galactic Map =**  
 Show/Hide planet names ----- Hold CTRL  
 Set/Remove priority ----- ALT + 0-9, Click  
 No priority ----- ALT + 0-9, RClick  
 Edit planet name/notes ---- QUESTION/SLASH  
 Send ships to a planet ----- RClick  
 Custom wormhole path - hold SHIFT + RClick  
 Adjust planet positions ----- SHIFT + Drag

**“Display” Menu (Units):**  
 Normal (default) ----- N  
 My ships ----- Q  
 Allied ships ----- A  
 Mine + Allied ships ----- E  
 Science Labs ----- S  
 Scouts and Missiles ----- 0  
 Starships ----- U  
 Constructors ----- D

**“Display” Menu (Info):**  
 Last scouted ----- L  
 Incoming waves ----- I  
 Hostile wormhole ----- W  
 Unexplored wormholes ----- X  
 Resources used ----- R  
 Knowledge found ----- K  
 Metal used ----- M  
 Crystal used ----- C

**“Filter” Menu:**  
 Show all (default) ----- SHIFT + N  
 Show Mine ----- SHIFT + Q  
 Show Allied ----- SHIFT + A  
 Show Mine + Allied ----- SHIFT + E  
 Show # of mobile mil. ----- SHIFT + COMMA

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**= Planetary View & Global Keys =**  
**Planetary View Basic:**  
 Show minimap ----- hold T  
 Show destination lines ----- hold ALT  
 Show wormhole names ----- hold CTRL  
 Cycle Planetary Summary/unit guides --- F1  
 Return to Planetary Summary --- SHIFT + F1  
 Send view through wormhole -- CTRL + Click

**Camera Movement:**  
 Pan ----- Arrow Keys, Mouse at edge  
 Zoom ----- Mouse Wheel/PgUp/PgDwn  
 Zoom Predefined ----- Q,W,E,R  
 Fast Zoom ----- Zoom + SHIFT

**Planetary View Center on Unit/Resource:**  
 Center on selection ----- SPACE  
 Wormholes ----- QUESTION/BACKSLASH  
 Metal Deposits ----- M  
 Crystal Deposits ----- C  
 Center on Friendlies ----- H

**Global Keys:**  
 Toggle Planetary/Galaxy Views ----- Tab  
 Context/ALT Menu ----- ALT + RClick  
 Pause ----- P  
 Game Menu ----- ESC

**Metagame Keys:**  
 Score/Log/Objectives ----- CTRL + ALT + S  
 Increase game speed ----- EQUALS  
 Decrease game speed ----- MINUS  
 Take Screenshot ----- F12

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**= Ship Selection =**  
**Basic Ship Selection:**  
 Select ---- Click, DblClick, or drag a box  
 Add to selection ----- Hold SHIFT  
 Select both military, non-mil -- Hold CTRL  
 Remove from selection ----- Hold ALT  
 Center on selection ----- SPACE  
 Center on home/friendlies ----- H

**Ship Selection by Type:**  
 Starship ----- U  
 Scout ----- 0  
 Engineer ----- PERIOD  
 Military (idle only) ----- COMMA  
 All military ----- CTRL + COMMA  
 All idle military ----- SHIFT + COMMA  
 All of type ----- CTRL + U/O/PERIOD/COMMA  
 Add type to selctn - CTRL + SHIFT + U/O/..

**Ship Selection Subdivision:**  
 Select half of selection ----- L  
 Select third of selection ----- SHIFT + L  
 Select first ship in selection - BACKSLASH

**Control Groups:**  
 Select control group ----- 0-9  
 Center on control group ----- 0-9, twice  
 Set control group ----- CTRL + 0-9  
 Add selection to CG --- CTRL + SHIFT + 0-9  
 Rem. selection from CG -- CTRL + ALT + 0-9  
 Show control group membership --- Hold ALT

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**= Ship Orders =**  
**Ship Movement Orders\*:**  
*(Select ships, hold key, and RClick.)*  
 Default Move/Attack ----- RClick  
 Group Move ----- RClick + G  
 Attack While Moving ----- RClick + X  
 Free Roaming Defender Move ---- RClick + V  
 Formation Move ----- RClick + J  
 Set waypoints -- SHIFT + RClick (+G/X/V/J)  
 Halt ships ----- END  
 Send ships thru wormhole --- CTRL + RClick  
 Context/ALT menu orders\*\* --- ALT + RClick  
*\*Moving ships take opportunity shots.*  
*\*Movement orders can be issued in the Galactic View, or directly on an enemy.*  
*\*\* Check menu for Scout/Science/Transports*

**Ship Information:**  
 Show movement lines ----- hold ALT  
 Show combat ranges ----- hold Z  
 Show Friendly & Hostile Rngs -- hold Z + X  
 Show Rngs Relative to Cursor -- hold Z + A

**Standby/Scrap Orders:**  
 Toggle low power mode ----- K  
 Scrap units (10% value returned) ----- DEL

**Transport Commands:**  
 Load selected ships -- RClick on Transport  
 Auto-Load/Unload All\* --- Context/ALT menu  
 Selective/"Special Unload" menu - CTRL + U  
 Unload 10 ----- SHIFT + Click on ship type  
 Unload 50 ----- CTRL + Click on ship type  
*\* custom hotkey available*

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**Monitor:**  
 - AI Progress and Mark Level  
 - Galactic map for enemy presence  
 - Alarm indicating Command Center attack  
 - Field reports in the upper left  
 - Automatically-generated objectives

**5. Get Ready:**  
 Assemble your strike fleet.  
 Mount your assault. Go, go, go!

**6. Attack the Enemy:**  
 Mount your assault. Go, go, go!  
 Capture/destroy planet or assets.

**7. Capture or Destroy:**  
 Capture/destroy planet or assets.

**8. Regroup the Fleet:**  
 Reassign ship duties.

**9. Reassess Defenses:**  
 Reallocate based on new threats.

**Example Goodies:**  
 Slight ----- good resources, Zenith Res.  
 Good ----- Data Center  
 Maybe Valuable ----- Co-processor(s)  
 Valuable ----- Fabricator  
 Vital ----- AI Home, Adv. Research Stn.  
 Minor ----- Fortress, Ion Cannon  
 Medium ----- Superfortress  
 High/Immanent ----- AI Homeworld

**Example Threats:**  
 None ----- "Neutered" (no warp gate)  
 Minor ----- Fortress, Ion Cannon  
 Medium ----- Superfortress  
 High/Immanent ----- AI Homeworld

**Priority Goodies (and/or) Threat**

0	None	None
1	None	None
2	None	Medium
3	Slight	Minor
4	Slight	Medium
5	Good	-
6	Maybe valuable	-
7	Valuable	-
8	Very valuable	V. high
9	Vital	Immanent

**Things you need to keep doing**  
 = The Great Cycle =

**= AI War: Fleet Command =**  
**= Pocket Reference =**

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**= Setting Galactic Map Priorities =**  
*example system from manual\**

**Priority Goodies (and/or) Threat**

0	None	None
1	None	None
2	None	Medium
3	Slight	Minor
4	Slight	Medium
5	Good	-
6	Maybe valuable	-
7	Valuable	-
8	Very valuable	V. high
9	Vital	Immanent

**Example Threats:**  
 None ----- "Neutered" (no warp gate)  
 Minor ----- Fortress, Ion Cannon  
 Medium ----- Superfortress  
 High/Immanent ----- AI Homeworld

**\*Or Human Settlements/Cryogenic Pods**  
 border color.  
 \*Planetary Summary groups icons by their

**Border Color: Grouping**  
 Black ----- Unknown/Cloaked/Control Group  
 Orange ----- My military\*\*  
 Red ----- Hostile (AI)  
 Green ----- My non-military  
 Yellow ----- Hostile non-military  
 Blue ----- Allied non-military  
 Purple ----- Allied non-military

**Symbol Color: Military/Ownership**  
 Yellow ----- My military  
 Blue ----- Allied  
 Orange ----- Hostile non-military  
 Green ----- My non-military  
 Red ----- Hostile non-military

**Symbol: Mobility**  
 Diamond ----- Immobile  
 Chevrons ----- Mobile

**Basics:**  
 Symbol ----- Mobility  
 Symbol Color ----- Military, Ownership  
 Border Color ----- Grouping\*

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**Build and Placement Orders:**  
 Click ----- Build/place selected unit  
 CTRL + Click ----- Build/place 5 units  
 ALT + Click ----- Build/place 10 units  
 SHIFT + Click ----- Place multiple units  
 CTRL/ALT + SHIFT + Click ----- Mult 5/10 units

**Other Build Orders:**  
 RClick ----- End placement mode  
 DEL ----- Scrap units (10% value returned)  
 CTRL + Click ----- Auto-build units\*  
*\*Harvesters & Exo-Shields only*

**Build/Queue Management:**  
 RClick ----- Remove from queue  
 ALT + RClick ----- Move to back of queue  
 CTRL + RClick ----- Remove 5 (build menu)  
 ALT + RClick ----- Remove 10 (build menu)

**Symbol: Mobility**  
 Diamond ----- Immobile  
 Chevrons ----- Mobile

**Basics:**  
 Symbol ----- Mobility  
 Symbol Color ----- Military, Ownership  
 Border Color ----- Grouping\*

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**Construction & Placement Orders =**  
**Construction/Lab Selection:**  
 Command Station/ Mobile Builder ----- B  
 Space Dock(s) ----- D  
 Science Lab(s) on planet ----- S  
 All Science Labs on planet ----- CTRL + S  
 Any Science Lab (off planet) ----- CTRL + T  
 Set builder rally point ----- RClick  
 Toggle low power mode ----- K

**Build and Placement Orders:**  
 Click ----- Build/place selected unit  
 CTRL + Click ----- Build/place 5 units  
 ALT + Click ----- Build/place 10 units  
 SHIFT + Click ----- Place multiple units  
 CTRL/ALT + SHIFT + Click ----- Mult 5/10 units

**Other Build Orders:**  
 RClick ----- End placement mode  
 DEL ----- Scrap units (10% value returned)  
 CTRL + Click ----- Auto-build units\*  
*\*Harvesters & Exo-Shields only*

**Build/Queue Management:**  
 RClick ----- Remove from queue  
 ALT + RClick ----- Move to back of queue  
 CTRL + RClick ----- Remove 5 (build menu)  
 ALT + RClick ----- Remove 10 (build menu)

**Symbol Color: Military/Ownership**  
 Yellow ----- My military  
 Blue ----- Allied  
 Orange ----- Hostile non-military  
 Green ----- My non-military  
 Yellow ----- Hostile non-military  
 Blue ----- Allied non-military  
 Purple ----- Allied non-military

**Border Color: Grouping**  
 Black ----- Unknown/Cloaked/Control Group  
 Orange ----- My military\*\*  
 Red ----- Hostile (AI)  
 Green ----- My non-military  
 Yellow ----- Hostile non-military  
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**Symbol Color: Military/Ownership**  
 Yellow ----- My military  
 Blue ----- Allied  
 Orange ----- Hostile non-military  
 Green ----- My non-military  
 Red ----- Hostile non-military

**Symbol: Mobility**  
 Diamond ----- Immobile  
 Chevrons ----- Mobile

**Basics:**  
 Symbol ----- Mobility  
 Symbol Color ----- Military, Ownership  
 Border Color ----- Grouping\*