EMPIRE EARTH™

Hot Key Quick Reference Card

Key	Action
VIEW KEYS	
Up Arrow	Scroll Up
Down Arrow	Scroll Down
Left Arrow	Scroll Left
Right Arrow	Scroll Right
Right Bracket	Zoom in
Left Bracket	Zoom out
Period	Follow Unit
F2	Toggle through perspective Zoom modes
F5	Toggle through 3 Show Hidden Units modes
F9	Take a Screen Shot with UI
Shift – F9	Take a Screen Shot without UI
Ctrl – F9	Take a Low Resolution Screen Shot of Entire Map
Alt – F9	Take a High Resolution Screen Shot of Entire Map
Space	Move to location of last player event (keep pressing to review the queue of recent events)
SELECTION KEYS	
Tab	Idle Citizen
Comma	Idle Military Unit
A	Idle Atomic Bomber
B	Idle Bomber
D	Idle Fighter/Bomber
F	Idle Fighter
Ctrl – #	Create group #
Shift – #	Add selection to group #
Alt – #	Select and center group #
#	Select group # (Press the group's number)
##	Select and center group # (Press number twice)
H	Select and center Town Center
Ctrl – A	Select and center Archery Range
Ctrl – B	Select and center Barracks
Ctrl – C	Select and center Siege Factory
Ctrl – D	Select and center Dock
Ctrl – F	Select and center Tank Factory
Ctrl – G	Select and center Granary
Ctrl – I	Select and center Missile Base (Campaigns Only)
Ctrl – N	Select and center Settlement
Ctrl – Q	Select and center Airport

Key	Action
Ctrl – R	Select and center Cyber Factory
Ctrl – S	Select and center Stable
Ctrl – V	Select and center Naval Yard
Ctrl – X	Select and center Cyber Lab
Ctrl – Y	Select and center Temple
GAME COMMANDS	
Numpad +	Increase Game Speed
Numpad -	Decrease Game Speed
Esc	Cancels Current Input or Action Mode (exits cinematics in scenarios)
Enter	Chat
F1	Return to Scenario Editor (When in Test Mode)
F3	Pause
F4	Quick Save
Shift – F4	Quick Load
Ctrl – F4	Auto Save Load
F10	In-Game Options
F11	Toggle Display of Game Clock/Speed and Frame Rate
Alt - F	Enter Flare Mode
Page Up	Previous Messages
Ctrl – Shift - Z	All out "Banzai" computer player attack - allied computer players will assist you (single player only)
Ctrl - Alt - Z	All out "Banzai" computer player attack - allied computer players will not assist you (single player only)
UNIT COMMANDS	
Shift	Show Goal
Queue/Add	Goal to Queue (with other key)
B	Unit Behaviors
G	Garrison/Populate a Building
L	Explore
M	Formations
P	Stop
D	Unload Transport/ Fortress
Z	Patrol (Land Military Units Only)
Del	Kill First Selected Unit
Shift – Del	Kill All Selected Units

Key	Action
Unit Behaviors	
Alt – A	Aggressive
Alt – D	Defend (Stand Ground)
Alt – G	Guard (Guards a location)
Alt – S	Scout
Citizens	
A	Build Archery Range or
AA	Gun
B	Build Barracks
C	Build Siege Factory
D	Build Dock
E	Build House
F	Build Tank Factory
J	Build Granary/Farms
N	Build Settlement
O	Build Fortress
Q	Build Airport
R	Build Cyber Factory
S	Build Stable
T	Build Tower
U	Build University
V	Build Naval Yard
W	Build Wall
X	Build Cyber Lab
Y	Build Temple
Z	Build Hospital
Priests	
C	Convert
Prophets	
A	Plague
C	Hurricane
E	Earthquake
F	Firestorm
R	Malaria
V	Volcano
Tempest	
A	Anti-Matter Storm
R	Resonator
Hades	
E	Teleport
T	Time Warp
V	Nano-Virus
Apollo	
C	Ion Pulse
R	Repair
S	Diffraction Shield
Furies	
D	Self-Destruct
Poseidon	
C	Assimilate
Transports	
D	Unload
Strategist Heroes	
C	Battle Cry

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Hot Key Quick Reference Card

Key	Action
BUILDINGS	
I	Set Rally Point
Town Center/Capitol (H)	
C	Create Citizen
E	Train Strategist Hero
R	Train Warrior Hero
B	Produce Spotting Balloon
D	Train Canine Scout (Dog)
A	Research Epoch Advance
G	Research Gold Mining Technologies
N	Research Hunting / Foraging Technologies
S	Research Iron Mining Technologies
T	Research Stone Mining Technologies
U	Research Wall and Tower Upgrades
W	Research Wood Cutting Technologies
Archery Range (Ctrl-A)	
A	Train Foot Archers
C	Train Chariot and Cavalry Archers
E	Train Ranged Spear Throwers
F	Train Elephant Archer
X	Train Crossbow Man
Barracks (Ctrl-B)	
A	Train Ranged Shock (Gun) Units and Sampson
B	Train Grenade Launcher and Bazooka
C	Train Medics
D	Train Elite Guard
E	Train Pierce (Spear) Units and Flame Thrower
F	Train Hand Cannoneer and Mortars
G	Train Machine Gunner
N	Train Barbarian
R	Train Sharp-shooters and Snipers
S	Train Melee Shock (Sword) Units and Stinger Soldier
T	Train Partisan
V	Train Viking
W	Train Rock Thrower
Dock (Ctrl-D)	
B	Build Battleships
C	Build Cruisers (Anti-Air)
D	Build Frigates
F	Build Fishing Boats
G	Build Galley/Galleons
T	Build Transports

Key	Action
Stable (Ctrl-S)	
C	Train Shock (Melee) Cavalry
E	Train Pierce (Spear) Cavalry
F	Train War Elephant
G	Train Gun Cavalry
S	Train Persian Cavalry
Siege Factory (Ctrl-C)	
A	Build Anti-Tank (AT) Guns
B	Build Artillery
C	Build Siege Weapons
E	Build Field Cannon
G	Build Siege Cannon
R	Build Rams
S	Build Field Weapons (pre-gunpowder)
T	Build Siege Towers
Navy Yard (Ctrl-V)	
C	Build Aircraft Carriers
G	Build Sea Kings (Anti-Sub)
S	Build Attack Submarines
T	Build Nuclear-Powered Missile Submarines
Tank Factory (Ctrl-F)	
F	Build Mobile AA Units
S	Build Armor-Piercing (AP) Tanks
T	Build High-Explosive (HE) Tanks
Airport (Ctrl-Q)	
V	Set Atomic Bomber Rally Point
X	Set Bomber/Helicopter Rally Point
Z	Set Fighter Rally Point
A	Build Atomic Bombers
B	Build Bomber s
C	Build Anti-Tank (AT) Helicopters
F	Build Gunship Helicopters
G	Build Sea Kings (Anti-Sub)
R	Build Transport Helicopters
S	Build Fighters
T	Build Anti-Tank (AT) Airplanes
Aircraft Carrier (Ctrl-Q)	
F	Build Fighter/Bombers
Cyber Factory (Ctrl-R)	
A	Build Ares Cybers
C	Build Pandora Cybers
R	Build Hyperion Cybers
T	Build Minotaur Cybers
Z	Build Zeus Cybers
Cyber Lab (Ctrl-X)	
A	Build Apollo Cyber
D	Build Hades Cyber
E	Build Poseidon Cyber
F	Build Furies Cyber
T	Build Tempest Cyber

Key	Action
Temple (Ctrl-Y)	
E	Train Priest
R	Train Prophet
A	Research Techs to Increase Temple Range
B	Research Tech to Allow Conversion of Buildings
C	Research Tech to Allow Conversion of Priests
D	Research Techs to Increase Prophet Speed
F	Research Techs to Increase Priest Hit Points
M	Research Tech to Increase Priest Recharge Rate
N	Research Techs to Increase Prophet Range
P	Research Techs to Increase Prophet Hit Points
S	Research Techs to Increase Priest Speed
T	Research Techs to Increase Priest Range
University	
B	Research Techs to Increase Building Line of Sight
F	Research Techs to Increase Building Hit Points
R	Research Techs to Increase University Range
S	Research Techs to Increase Rate of Repair at Dock
T	Research Tech to Decrease Cost of Tributes
Hospital	
A	Research Techs to Increase Citizen Attack and Hit Points
C	Research Techs to Increase Your Pop Cap
R	Research Techs to Increase Hospital Healing Rate
S	Research Techs to Increase Citizen Speed
Granary	
F	Research Techs to Increase Farming Rate
R	Replant Farms
Wall	
G	Make Gate

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