TaToH Hotkeys (QWERTY)

Menus

Objectives:	F6
Display Technology Tree:	F5
Chat Dialog:	F7
Diplomacy:	F8
Menu:	F10
Display Options Screen:	F9

Camera

Click-Drag Scroll:	/
Scroll Down:	Down
Scroll Left:	Left
Scroll Right:	Right
Scroll Up:	Up
Zoom In:	Ctrl+Wheel Up
Zoom Out:	Ctrl+Wheel Down
Zoom In:	Ctrl+=
Zoom Out:	Ctrl+-
Reset Zoom:	Ctrl+Backspace
Return to Previous View:	Backspace

Go-To Commands

Go to Mill:	Ctrl+X
Go to Mining Camp:	Ctrl+C
Go to Lumber Camp:	Ctrl+Z
Go to Dock:	R
Go to Blacksmith:	Ctrl+Q
Go to Market:	Ctrl+M
Go to Monastery:	Ctrl+Y

Settings

Toggle Friend or Foe Colors:	Alt+G
Display Statistics:	Alt+S
Display Game Time:	F11
Mini-map Economic Mode:	Alt+R
Mini-map Combat Mode:	Alt+C
Mini-map Normal Mode:	Alt+N
Slow Down Game:	Num-
Speed Up Game:	Num+
Toggle Visual Grid:	Alt+Shift+G
Toggle Health Bar:	Alt+H
Toggle Extended Tooltips:	F1

Control Groups

Create Group #1:	Ctrl+1
Create Group #2:	Ctrl+2
Create Group #3:	Ctrl+3
Create Group #4:	Ctrl+4
Create Group #5:	Ctrl+5
Create Group #6:	Ctrl+6
Create Group #7:	Ctrl+7
Create Group #8:	Ctrl+8
Create Group #9:	Ctrl+9
Create Group #10:	Ctrl+0
Create Group #11:	Ctrl+Alt+1
Create Group #12:	Ctrl+Alt+2
Create Group #13:	Ctrl+Alt+3
Create Group #14:	Ctrl+Alt+4

Game Commands

Flare:	Alt+F
Pause Game:	F3
Save Game:	F2
Save Chapter:	F4

Chat

Send Chat Message:	Enter
Review Chat Messages Backward:	Page Up
Review Chat Messages Forward:	Page Down
Review Event Messages Backward:	Ctrl+Page Up
Review Event Messages Forward:	Ctrl+Page Down

Spectator/Replay Commands

Replay Speed Down:	Num-
Replay Speed Up:	Num+
Set Speed to Default:	Ctrl+Up
Set Speed to Extra Fast:	Ctrl+Right
Set Speed to Fast:	Ctrl+Down
Set Speed to Slow:	Ctrl+Left
Watch Gaia:	Ctrl+Shift+F9
Watch Player One:	Ctrl+Shift+F1
Watch Player Two:	Ctrl+Shift+F2
Watch Player Three:	Ctrl+Shift+F3
Watch Player Four:	Ctrl+Shift+F4
Watch Player Five:	Ctrl+Shift+F5
Watch Player Six:	Ctrl+Shift+F6
Watch Player Seven:	Ctrl+Shift+F7
Watch Player Eight:	Ctrl+Shift+F8

Go to University:	Ctrl+U
Go to Town Center:	H
Go to Town Center (2):	Extra Button 1
Go to Barracks:	Q
Go to Archery Range:	W
Go to Stable:	E
Go to Siege Workshop:	Ctrl+V
Go to Castle:	Ctrl+W
Go to Krepost:	Ctrl+T
Go to Next Idle Military Unit:	,
Go to Next Idle Military Unit (2):	Tab
Go to Next Idle Villager:	.
Go to Next Idle Villager (2):	Extra Button 2
Go to Selected Object:	Space
Go to Last Notification:	Home
Go to Last Notification (2):	Middle Button
Go to King:	Unassigned
Go to Donjon:	Unassigned

All Units

Delete Unit:	F1
Delete All Selected Units:	Shift+F1
Garrison:	Unassigned
Stop:	Wheel Down

Military Units

Attack Move:	L
Patrol:	X
Guard:	Unassigned
Follow:	Unassigned
Aggressive:	A

Create Group #15:	Ctrl+Alt+5
Create Group #16:	Ctrl+Alt+6
Create Group #17:	Ctrl+Alt+7
Create Group #18:	Ctrl+Alt+8
Create Group #19:	Ctrl+Alt+9
Create Group #20:	Ctrl+Alt+0
Select Group #1:	1
Select Group #2:	2
Select Group #3:	3
Select Group #4:	4
Select Group #5:	5
Select Group #6:	6
Select Group #7:	7
Select Group #8:	8
Select Group #9:	9
Select Group #10:	0
Select Group #11:	Alt+1
Select Group #12:	Alt+2
Select Group #13:	Alt+3
Select Group #14:	Alt+4
Select Group #15:	Alt+5
Select Group #16:	Alt+6
Select Group #17:	Alt+7
Select Group #18:	Alt+8
Select Group #19:	Alt+9
Select Group #20:	Alt+0
Select & Center Group #1:	Ctrl+Shift+1
Select & Center Group #2:	Ctrl+Shift+2
Select & Center Group #3:	Ctrl+Shift+3
Select & Center Group #4:	Ctrl+Shift+4

Select Commands

Select all Military Buildings:	Ctrl+Shift+Space
Select all Docks:	Ctrl+Shift+D
Select all Barracks:	Ctrl+Shift+B
Select all Archery Ranges:	Ctrl+Shift+A
Select all Stables:	Ctrl+Shift+L
Select all Siege Workshops:	Ctrl+Shift+K
Select all Castles:	Ctrl+Shift+V
Select all Kreposts:	Ctrl+Shift+T
Select all Donjons:	Unassigned
Select all Monasteries:	Ctrl+Shift+Y
Select all Town Centers:	Ctrl+Shift+H
Select all Markets:	Unassigned
Select all Blacksmiths:	Unassigned
Select all Universities:	Unassigned
Select all Land Military Units:	Ctrl+\
Select all Idle Villagers:	Ctrl+Extra Button 2
Select all Visible Land Military Units:	\
Select all Idle Trade Carts:	Alt+Q
Select all Idle Land/Naval Military Units:	Unassigned
Select all Trade Carts/Cogs:	Unassigned
Select all Archery ranges (CP):	Disabled
Select all Barracks (CP):	Disabled
Select all Castles (CP):	Disabled
Select all Docks (CP):	Disabled
Select all Donjons (CP):	Disabled
Select all Idle_military (CP):	Disabled
Select all Kreposts (CP):	Disabled
Select all Markets (CP):	Disabled

Defensive:	S	**Select & Center Group #5:**	Ctrl+Shift+5	**Select all Monasteries (CP):**	Disabled
Stand Ground:	S	**Select & Center Group #6:**	Ctrl+Shift+6	**Select all Military_Buildings (CP):**	Disabled
No Attack:	F	**Select & Center Group #7:**	Ctrl+Shift+7	**Select all Siege_workshops (CP):**	Disabled
Line:	G	**Select & Center Group #8:**	Ctrl+Shift+8	**Select all Stables (CP):**	Disabled
Box:	Z	**Select & Center Group #9:**	Ctrl+Shift+9	**Select all Town_centers (CP):**	Disabled
Staggered:	C	**Select & Center Group #10:**	Ctrl+Shift+0	**Select all Trade_carts (CP):**	Disabled
Flank:	F	**Select & Center Group #11:**	Ctrl+Alt+Shift+1	**Select all Idle_villagers (CP):**	Disabled
Build (Serjeant):	Unassigned	**Select & Center Group #12:**	Ctrl+Alt+Shift+2		

SIEGE UNITS

MONKS

		Select & Center Group #13:	Ctrl+Alt+Shift+3	**Unpack:**	Q
Convert:	Unassigned	**Select & Center Group #14:**	Ctrl+Alt+Shift+4	**Pack:**	N
Heal:	Unassigned	**Select & Center Group #15:**	Ctrl+Alt+Shift+5	**Attack Ground:**	T
Drop Relic:	Unassigned	**Select & Center Group #16:**	Ctrl+Alt+Shift+6		
		Select & Center Group #17:	Ctrl+Alt+Shift+7		

VILLAGERS

SCOUT

		Select & Center Group #18:	Ctrl+Alt+Shift+8	**Economic Buildings:**	D
Auto Scout:	Unassigned	**Select & Center Group #19:**	Ctrl+Alt+Shift+9	**Military Buildings:**	V
		Select & Center Group #20:	Ctrl+Alt+Shift+0	**Repair:**	Wheel Up

BUILDINGS/TRANSPORTS

		Append Group #1:	Shift+1	**Cancel Build:**	Unassigned
Set Gather Point:	G	**Append Group #2:**	Shift+2		
Remove Gather Point:	Unassigned	**Append Group #3:**	Shift+3	**ECONOMIC BUILD MENU**	
Go Back to Work:	S	**Append Group #4:**	Shift+4	**House:**	T
Unload/Ungarrison:	F	**Append Group #5:**	Shift+5	**Mill:**	X
Lock/Unlock Gate:	Q	**Append Group #6:**	Shift+6	**Mining Camp:**	C
Ungarrison:	F	**Append Group #7:**	Shift+7	**Lumber Camp:**	Z
		Append Group #8:	Shift+8	**Dock:**	H
MILITARY BUILD MENU		**Append Group #9:**	Shift+9	**Farm:**	F
		Append Group #10:	Shift+0	**Blacksmith:**	Shift+H
Barracks:	S	**Append Group #11:**	Alt+Shift+1	**Market:**	M
Archery Range:	A	**Append Group #12:**	Alt+Shift+2	**Monastery:**	Shift+Y
Stable:	D	**Append Group #13:**	Alt+Shift+3	**University:**	Shift+U
Siege Workshop:	V	**Append Group #14:**	Alt+Shift+4	**Town Center:**	Y
Outpost:	N			**Wonder:**	O
Palisade Wall:					

	G
Stone Wall:	B
Tower:	J
Bombard Tower:	Shift+S
Gate:	Shift+C
Palisade Gate:	X
Rotate Gate Clockwise:	Wheel Down
Rotate Gate Counterclockwise:	Wheel Up
Castle:	U
Krepost:	Shift+T

DOCK

Fishing Ship:	F
Transport:	C
Trade Cog:	Z
Galley, War Galley, Galleon:	T
Demolition Ship, Heavy Demolition Ship:	X
Fire Ship, Fast Fire Ship:	D
Cannon Galleon:	A
Unique Warships:	V
Longboat:	Disabled
Turtle Ship, Elite Turtle Ship:	Disabled
Tech: Gillnets:	Unassigned
Tech: Careening, Dry Dock:	Unassigned
Tech: War Galley, Galleon:	Unassigned
Tech: Heavy Demolition Ship:	Unassigned
Tech: Fast Fire Ship:	Unassigned
Tech: (Elite) Cannon Galleon:	Unassigned
Tech: Shipwright:	Unassigned
Tech: Elite Unique Ship:	Unassigned

MONASTERY

Append Group #15:	Alt+Shift+5
Append Group #16:	Alt+Shift+6
Append Group #17:	Alt+Shift+7
Append Group #18:	Alt+Shift+8
Append Group #19:	Alt+Shift+9
Append Group #20:	Alt+Shift+0
Ungroup Control Group:	U

TOWN CENTER

Villager:	D
Flemish Militia:	Unassigned
Ring Town Bell:	A
Tech: Loom:	C
Tech: Wheelbarrow, Hand Cart:	Unassigned
Tech: Town Watch, Town Guard:	X
Tech: Age Up:	Z

ARCHERY RANGE

Archer, Crossbowman, Arbalest (archers):	A
Skirmister, Elite Skirmisher:	S
Cavalry Archer, Heavy Cavalry Archer:	D
Hand Cannoneer, Slinger:	X
Genitour:	T
Slinger:	X
Tech: Crossbowman, Arbalester:	Z
Tech: Elite, Imperial Skirmisher:	Z
Tech: Heavy Cavalry Archer:	Z
Tech: Elite Genitour:	Z
Tech: Thumb Ring:	Z
Tech: Parthian Tactics:	Z

SIEGE WORKSHOP

Feitoria:	Shift+C
More Buildings:	Unassigned

SERJEANT BUILD MENU

Donjon:	Unassigned

FISHING SHIP BUILD

Fish Trap:	Shift+F
Rebuild Fish Trap:	Shift+F
Toggle Automatic Fish Trap Rebuilding:	G

BARRACKS

Milita, Man-at-Arms, etc. (swordsmen):	S
Spearman, Pikeman, Halberdier:	D
Condottiero (Huskarl in HD):	T
Huskarl:	A
Eagle Warrior, Elite Eagle Warrior:	A
Tech: Swordsmen Upgrades:	Unassigned
Tech: Pikeman, Halberdier:	Unassigned
Tech: (Elite) Eagle Warrior:	F
Tech: Supplies:	Z
Tech: Squires:	X
Tech: Arson:	C

STABLE

Scout Cavalry, Light Cavalry, Hussar:	S
Knight, Cavalier, Paladin (knights):	D
Camel, Heavy Camel:	A
Battle Elephant, Elite Battle Elephant:	T
Tarkan:	T
Steppe Lancer:	T
Tech: Light Cavalry, Hussar:	

Monk:	D
Missionary:	S
Tech: Redemption:	Unassigned
Tech: Atonement:	Unassigned
Tech: Fervor:	Unassigned
Tech: Sanctity:	Unassigned
Tech: Faith:	Unassigned
Tech: Illumination:	Unassigned
Tech: Block Printing:	Unassigned
Tech: Heresy:	Unassigned
Tech: Theocracy:	Unassigned
Tech: Herbal Medicine:	Unassigned
Atonement (CP):	Disabled
Block Printing (CP):	Disabled
Faith (CP):	Disabled
Fervor (CP):	Disabled

MILL

Reseed Farm:	F
Tech: Farm Upgrades:	Unassigned
Toggle Automatic Farm Reseeding:	G

LUMBER CAMP

Tech: Wood Upgrades:	Unassigned

Battering Ram, Capped Ram, Siege Ram:	D
Mangonel, Onager, Siege Onager:	A
Scorpion, Heavy Scorpion:	S
Bombard Cannon:	X
Siege Tower:	Unassigned
Tech: Capped, Siege Ram:	Unassigned
Tech: (Siege) Onager:	Unassigned
Tech: Heavy Scorpion:	Unassigned

CASTLE

Build Unique Unit:	D
Build Trebuchet:	A
Petard:	S
Elite Kipchak:	Unassigned
Flaming Camel:	Unassigned
Tech: Elite Unique Unit:	Unassigned
Tech: Unique Imperial Technology:	Unassigned
Tech: Unique Castle Technology:	Unassigned
Tech: Hoardings:	Unassigned
Tech: Sappers:	Unassigned
Conscription:	Unassigned
Tech: Spies/Treason:	Unassigned
Flaming Camel (CP):	Disabled

UNIVERSITY

Tech: Masonry, Architecture:	Unassigned
Tech: Treadmill Crane:	Unassigned
Tech: Heated Shot:	Unassigned
Tech: Ballistics:	J
Tech: Chemistry:	T
Tech: Siege Engineers:	Unassigned

	Z
Tech: Cavalier, Paladin:	Z
Tech: Heavy, Imperial Camel Rider:	Z
Tech: Battle Elephant, Steppe Lancer:	Z
Tech: Bloodlines:	Z
Tech: Husbandry:	Z
Steppe Lancer (CP):	Disabled

MARKET

Trade Cart:	D
Tech: Caravan:	Unassigned
Tech: Coinage, Banking:	Unassigned
Tech: Guilds:	Unassigned
Sell 100 Food:	Unassigned
Sell 100 Wood:	Unassigned
Sell 100 Stone:	Unassigned
Buy 100 Food:	Z
Buy 100 Wood:	X
Buy 100 Stone:	C

MINING CAMP

Tech: Gold Upgrades:	Unassigned
Tech: Stone Upgrades:	Unassigned

BLACKSMITH

Tech: Melee Attack Upgrades:	Unassigned
Tech: Arrow Attack Upgrades:	Unassigned
Tech: Infantry Armor Upgrades:	Unassigned
Tech: Cavalry Armor Upgrades:	Unassigned
Tech: Archer Armor Upgrades:	Unassigned

Tech: Arrowslits:	Unassigned
Tech: Murder Holes:	Unassigned
Tech: Tower Upgrades:	Unassigned
Tech: Fortified Wall:	Unassigned
Tech: Bombard Tower:	Unassigned