

# TheViper Hotkeys (QWERTY)

MENUS	
Objectives:	Alt+O
Display Technology Tree:	F2
Chat Dialog:	Alt+T
Diplomacy:	Alt+D
Menu:	F10
Display Options Screen:	F9

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

Go-To COMMANDS	
Go to Mill:	Ctrl+I
Go to Mining Camp:	Ctrl+G
Go to Lumber Camp:	Ctrl+Z
Go to Dock:	\
Go to Blacksmith:	Ctrl+S
Go to Market:	M
Go to Monastery:	Y

SETTINGS	
Toggle Friend or Foe Colors:	Alt+G
Display Statistics:	F4
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+Num1
Create Group #12:	Ctrl+Num2
Create Group #13:	Ctrl+Num3
Create Group #14:	Ctrl+Num4

GAME COMMANDS	
Flare:	Alt+F
Pause Game:	F3
Save Game:	F12
Save Chapter:	F9

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

SPECTATOR/REPLAY COMMANDS	
Replay Speed Down:	Num-
Replay Speed Up:	Home
Set Speed to Default:	Ctrl+Up
Set Speed to Extra Fast:	Unassigned
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:	S
Go to Archery Range:	W
Go to Stable:	X
Go to Siege Workshop:	Q
Go to Castle:	E
Go to Krepost:	T
Go to Next Idle Military Unit:	,
Go to Next Idle Military Unit (2):	Unassigned
Go to Next Idle Villager:	Tab
Go to Next Idle Villager (2):	Extra Button 2
Go to Selected Object:	Space
Go to Last Notification:	Unassigned
Go to Last Notification (2):	Unassigned
Go to King:	Unassigned
Go to Donjon:	Unassigned

#### ALL UNITS

Delete Unit:	Delete
Delete All Selected Units:	Shift+Delete
Garrison:	G
Stop:	Wheel Up

#### MILITARY UNITS

Attack Move:	P
Patrol:	Z
Guard:	X
Follow:	C
Aggressive:	A

Create Group #15:	Ctrl+Num5
Create Group #16:	Ctrl+Num6
Create Group #17:	Ctrl+Num7
Create Group #18:	Ctrl+Num8
Create Group #19:	Ctrl+Num9
Create Group #20:	Ctrl+Num0
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:	Num1
Select Group #12:	Num2
Select Group #13:	Num3
Select Group #14:	Num4
Select Group #15:	Num5
Select Group #16:	Num6
Select Group #17:	Num7
Select Group #18:	Num8
Select Group #19:	Num9
Select Group #20:	Num0
Select & Center Group #1:	Alt+1
Select & Center Group #2:	Alt+2
Select & Center Group #3:	Alt+3
Select & Center Group #4:	Alt+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:	Shift+,
Select all Idle Villagers:	Shift+.
Select all Visible Land Military Units:	Alt+,
Select all Idle Trade Carts:	Alt+.
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:	D
Stand Ground:	N
No Attack:	O
Line:	Q
Box:	W
Staggered:	E
Flank:	F
Build (Serjeant):	Unassigned

MONKS	
Convert:	C
Heal:	E
Drop Relic:	Unassigned

SCOUT	
Auto Scout:	Unassigned

BUILDINGS/TRANSPORTS	
Set Gather Point:	I
Remove Gather Point:	Unassigned
Go Back to Work:	W
Unload/Ungarrison:	L
Lock/Unlock Gate:	Q
Ungarrison:	L

MILITARY BUILD MENU	
Barracks:	B
Archery Range:	A
Stable:	L
Siege Workshop:	K
Outpost:	O
Palisade Wall:	

Select & Center Group #5:	Alt+5
Select & Center Group #6:	Alt+6
Select & Center Group #7:	Alt+7
Select & Center Group #8:	Alt+8
Select & Center Group #9:	Alt+9
Select & Center Group #10:	Alt+0
Select & Center Group #11:	Alt+Num1
Select & Center Group #12:	Alt+Num2
Select & Center Group #13:	Alt+Num3
Select & Center Group #14:	Alt+Num4
Select & Center Group #15:	Alt+Num5
Select & Center Group #16:	Alt+Num6
Select & Center Group #17:	Alt+Num7
Select & Center Group #18:	Alt+Num8
Select & Center Group #19:	Alt+Num9
Select & Center Group #20:	Alt+Num0
Append Group #1:	Shift+1
Append Group #2:	Shift+2
Append Group #3:	Shift+3
Append Group #4:	Shift+4
Append Group #5:	Shift+5
Append Group #6:	Shift+6
Append Group #7:	Shift+7
Append Group #8:	Shift+8
Append Group #9:	Shift+9
Append Group #10:	Shift+0
Append Group #11:	Shift+Num1
Append Group #12:	Shift+Num2
Append Group #13:	Shift+Num3
Append Group #14:	Shift+Num4

Select all Monasteries (CP):	Disabled
Select all Military_Buildings (CP):	Disabled
Select all Siege_workshops (CP):	Disabled
Select all Stables (CP):	Disabled
Select all Town_centers (CP):	Disabled
Select all Trade_carts (CP):	Disabled
Select all Idle_villagers (CP):	Disabled

SIEGE UNITS	
Unpack:	U
Pack:	P
Attack Ground:	T

VILLAGERS	
Economic Buildings:	B
Military Buildings:	V
Repair:	R
Cancel Build:	Unassigned

ECONOMIC BUILD MENU	
House:	E
Mill:	I
Mining Camp:	G
Lumber Camp:	Z
Dock:	D
Farm:	F
Blacksmith:	S
Market:	M
Monastery:	Y
University:	U
Town Center:	N
Wonder:	Unassigned

	C
Stone Wall:	Middle Button
Tower:	T
Bombard Tower:	J
Gate:	X
Palisade Gate:	Z
Rotate Gate Clockwise:	Wheel Up
Rotate Gate Counterclockwise:	Wheel Down
Castle:	V
Krepost:	Q

**DOCK**

Fishing Ship:	F
Transport:	P
Trade Cog:	T
Galley, War Galley, Galleon:	A
Demolition Ship, Heavy Demolition Ship:	D
Fire Ship, Fast Fire Ship:	R
Cannon Galleon:	C
Unique Warships:	G
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:	Shift+Num5
Append Group #16:	Shift+Num6
Append Group #17:	Shift+Num7
Append Group #18:	Shift+Num8
Append Group #19:	Shift+Num9
Append Group #20:	Shift+Num0
Ungroup Control Group:	Unassigned

**TOWN CENTER**

Villager:	C
Flemish Militia:	Unassigned
Ring Town Bell:	Unassigned
Tech: Loom:	Unassigned
Tech: Wheelbarrow, Hand Cart:	Unassigned
Tech: Town Watch, Town Guard:	Unassigned
Tech: Age Up:	Q

**ARCHERY RANGE**

Archer, Crossbowman, Arbalest (archers):	A
Skirmisher, Elite Skirmisher:	R
Cavalry Archer, Heavy Cavalry Archer:	C
Hand Cannoneer, Slinger:	E
Genitour:	V
Slinger:	E
Tech: Crossbowman, Arbalester:	Unassigned
Tech: Elite, Imperial Skirmisher:	Unassigned
Tech: Heavy Cavalry Archer:	Unassigned
Tech: Elite Genitour:	Unassigned
Tech: Thumb Ring:	Unassigned
Tech: Parthian Tactics:	Unassigned

**SIEGE WORKSHOP**

Feitoria:	H
More Buildings:	Unassigned

**SERJEANT BUILD MENU**

Donjon:	Unassigned
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**FISHING SHIP BUILD**

Fish Trap:	R
Rebuild Fish Trap:	Z
Toggle Automatic Fish Trap Rebuilding:	Unassigned

**BARRACKS**

Militia, Man-at-Arms, etc. (swordsmen):	D
Spearman, Pikeman, Halberdier:	E
Condottiero (Huskarl in HD):	R
Huskarl:	G
Eagle Warrior, Elite Eagle Warrior:	G
Tech: Swordsmen Upgrades:	Unassigned
Tech: Pikeman, Halberdier:	Unassigned
Tech: (Elite) Eagle Warrior:	Unassigned
Tech: Supplies:	Unassigned
Tech: Squires:	Unassigned
Tech: Arson:	Unassigned

**STABLE**

Scout Cavalry, Light Cavalry, Hussar:	T
Knight, Cavalier, Paladin (knights):	V
Camel, Heavy Camel:	C
Battle Elephant, Elite Battle Elephant:	F
Tarkan:	F
Steppe Lancer:	F
Tech: Light Cavalry, Hussar:	

Monk:	T
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

<b>MILL</b>	
Reseed Farm:	F
Tech: Farm Upgrades:	Q
Toggle Automatic Farm Reseeding:	R

<b>LUMBER CAMP</b>	
Tech: Wood Upgrades:	Q

Battering Ram, Capped Ram, Siege Ram:	R
Mangonel, Onager, Siege Onager:	A
Scorpion, Heavy Scorpion:	N
Bombard Cannon:	C
Siege Tower:	V
Tech: Capped, Siege Ram:	Unassigned
Tech: (Siege) Onager:	Unassigned
Tech: Heavy Scorpion:	Unassigned

<b>CASTLE</b>	
Build Unique Unit:	A
Build Trebuchet:	R
Petard:	P
Elite Kipchak:	R
Flaming Camel:	F
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

<b>UNIVERSITY</b>	
Tech: Masonry, Architecture:	Unassigned
Tech: Treadmill Crane:	Unassigned
Tech: Heated Shot:	Unassigned
Tech: Ballistics:	Unassigned
Tech: Chemistry:	Unassigned
Tech: Siege Engineers:	Unassigned

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

<b>MARKET</b>	
Trade Cart:	T
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:	Unassigned
Buy 100 Wood:	Unassigned
Buy 100 Stone:	Unassigned

<b>MINING CAMP</b>	
Tech: Gold Upgrades:	Q
Tech: Stone Upgrades:	Unassigned

<b>BLACKSMITH</b>	
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

<b>Tech: Arrowslits:</b>	Unassigned
<b>Tech: Murder Holes:</b>	Unassigned
<b>Tech: Tower Upgrades:</b>	Unassigned
<b>Tech: Fortified Wall:</b>	Unassigned
<b>Tech: Bombard Tower:</b>	Unassigned