

Manual

BASIC GAMEPLAY

Z: Steel Soldiers is an immensely fast, strategic game that requires both skill and quick wit if you are to progress.

The main objective in Z: Steel Soldiers is simple: destroy the opposition by any means necessary! But there's more.

Each level contains various 'Mission Objectives' that have to be met in order to complete a mission. Ignore them, and you won't be able to win!

BATTLEFIELD

The Battlefield is where you view and control all your units and structures in Z: Steel Soldiers.

Use your camera navigation tips to view your battlefield, according to the device you are using to play the game. At the bottom left you will see the 'zMini-Map' – once you control a Radar Station (see Buildings) this will provide a scaled down view of the entire battlefield. The 'zMini-Map' will change to a 'Battle Cam' when certain events occur with a pulsing circle that alerts you to where the action is taking place. If you are playing with a mouse and keyboard, you can press P to pause the game to allow you to view, tilt, scroll and rotate the camera whilst the action is paused. Press P again to resume the game.

TERRITORIES

Each Battlefield is divided up into separate areas and referred to as 'territories'. Each territory contains a certain amount of resource that is automatically converted into credits for its owner. Credits are then used to create additional structures and units for your war effort. Controlling the amount of territories you own and keeping the credit supply consistent is vital to success in Z: Steel Soldiers!

CREDITS

The resource /credit system has been designed to let the player concentrate on the most important part of war, the battle itself, without having to worry too much about mining or harvesting specific resources. All resources are simply measured in Credits.

Each territory contains a 'Flag' with a number between 1 and 5 depicted upon it. This number is a multiplier for the amount of 'credits' you will draw from that territory, each minute, when captured. The more territories you claim and the higher the flag number, the greater the amount of credits you will have available to your factory each minute. So for example, a '2' flag will double the amount of credits you receive from that territory, whilst say '3' will triple the amount.

There is an upper limit of the amount of credits you can store at any time, determined by the presence of certain buildings. The Command Centre can store 10,000 credits, whilst each Store and Refinery you build increases the upper limit by 1,000 and 5,000 credits respectively per structure. Manufacturing will always take priority over repair unless it is the Command Centre which maintains priority at all times.

MOVE CAMERA:

Joypad: Use the left analog stick to move camera left, right, up or down

Mouse/Keyboard: Hold down the right mouse button and move left, right, up or down OR Move mouse pointer to left, right, top, or bottom edge of screen OR Use <CURSOR> keys to move left, right, up or down. If a unit is able to move to that location, you will see a green movement cursor and the units will start moving as soon as you click.



If your units are unable to move to the selected location then a cursor will appear with a red cross through.



ROTATE CAMERA:

Joypad: Use the right analog stick, push left and right

Mouse/Keyboard: Hold down the left and right mouse buttons, push left and right OR Hold down right hand <CTRL> key, use Left/Right <CURSOR> keys

TILT CAMERA:

Joypad: Use the right analog stick, push forwards/backwards

Mouse/Keyboard: Hold down the left and right mouse buttons, push forward/backwards OR Hold down right hand <CTRL> key, use Up/Down <CURSOR> keys

FACE A COMPASS POINT:

Mouse/Keyboard: Press the function keys to face North (Left Shift +F9), South (Left Shift +F10), East (Left Shift +F11) or West (Left Shift + Left Shift +F12)

ZOOM IN/OUT:

Joypad: Use LB and RB to zoom in and out

Mouse/Keyboard: Roll mouse wheel forwards/backwards OR press PageUp or PageDown keys

JUMP TO ACTIVE UNITS:

Joypad: Press Y

Mouse/Keyboard: Click on the 'ZMini-Map' to move the camera to the action.

ORDERING UNITS AND THE COMMAND MENU

You will have a number of units at the start of the first mission in Z: Steel Soldiers; infantry robots and construction robots. Your infantry robots can be ordered to explore the map and attack enemy structures and units. Construction robots can be ordered to build new structures, or repair existing structures.

SELECTING A UNIT

Joypad: Move over unit and press A

Mouse/Keyboard: Move over unit and click with the left mouse button

MOVING A UNIT



Joypad: Select unit, move over a valid area of the map and press A

Mouse/Keyboard: Select unit and click with the left mouse button on a valid area of the map

SELECTING MULTIPLE UNITS

Joypad: Move over unit and hold A, use the left analog stick to create selection box around adjacent units to add to group.

Mouse/Keyboard: Move over unit and click and hold the left mouse button, drag mouse over adjacent units to select OR Hold down <SHIFT> key whilst clicking units to add to/remove from a group.

MOVING MULTIPLE UNITS

Joypad: Select unit group, move over a valid area of the map and press A

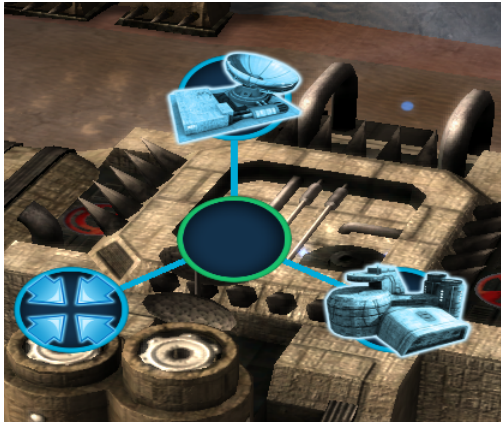
Mouse/Keyboard: Select unit group and click with the left mouse button on a valid area of the map

THE COMMAND MENU

If you are using the Joypad, when you select some units the Command Menu will appear in the middle of the screen. This appears when you select a unit or a structure and shows you the options available for that unit or structure. Selecting a specialist unit will cause the Command Menu to show you the different commands they can receive.

For example, selecting a Construction Robot will bring up a Command Menu where you can choose to build a range of structures or set the Robot to Guard. Moving to select the central circle will open the Glossary entry for the unit or structure selected.

Joypad: Hold down RB and move the left analog stick to highlight the desired command. Release RB.
Mouse/Keyboard: Click on unit or structure, click on Command Menu icon to bring up Command Menu. Click on the appropriate outer circle to select your command.



ATTACKING

Units have a **Line of Sight** where a blue coloured ring is displayed around the selected unit indicating their maximum vision range. Units can only attack enemies in their line of sight. Units and offensive structures have a **Weapon Range** – a red ring around these units or structures indicates the maximum range.

When targeting an enemy unit or structure an icon will appear over the target.



This indicates that the target is in the unit's line of sight and within weapons range.



This indicates that the target is valid but not in the unit's line of sight or weapons range.

Joypad: Select unit, move over an enemy target and press A

Mouse/Keyboard: Select unit and click on an enemy target

Ensure that your units can engage the target by checking that the terrain is passable, and the target is reachable. Units may need to cross bridges or navigate difficult terrain to reach some targets; bridges may have been destroyed and may need to be rebuilt to allow access to some areas of the battlefield.

Each unit and structure in Z: Steel Soldiers has a health-bar or 'Damage Indicator'. This denotes the health status of the unit or structure. As the size of the bar decreases, the unit selected is becoming increasingly damaged and will eventually be destroyed when the bar is empty.

THE FOG OF WAR

Any neutral or enemy units or structures outside the line of sight of your own units or structures are hidden by the fog of war. Once you discover a structure, you will be able to locate it on your radar, if you have a Radar Station, or will appear as a 'ghosted' structure on the battlefield. This simply indicates its last known position and there's no guarantee it will still be there.

CLAIMING FLAGS AND TERRITORY

In order to take a territory, your infantry units need to claim the relevant territory's flag. Only an infantry unit can claim flags. Units will automatically try to grab a flag if it's in close proximity. When a unit grabs a flag for your side, any neutral structures in that territory are also captured for your side.



Joypad: Select unit, move over a flag and press A

Mouse/Keyboard: Select unit, point cursor over flag until Hand Cursor appears. Click again to order unit to claim flag.

ROBOT UNIT TYPES AND COMMANDS

CONSTRUCTION ROBOTS

The Construction Robot is the first of a range of different specialist units. They are essential for building and repairing structures. You can order more construction robots from the Command Centre. When your Construction Robot is commanded to build a structure you will see a 'footprint' marker which shows whether the current location is valid for constructing that particular building. The marker needs to be green; if the marker is red you need to look elsewhere to construct your new building. To help find a valid location, you can rotate the structure to determine if there is enough space.

BUILD COMMAND

Joypad: Select Construction Robot, hold down RB and move the left analog stick to highlight the correct structure, release RB to select this structure. Use the left analog stick to choose valid area shown with green rectangle to build structure.

Mouse/Keyboard: Select Construction Robot, click on Command Menu icon to bring up Command Menu. Click on the appropriate outer circle to select the Build command. Choose valid area shown with green rectangle to build structure.

REPAIR COMMAND



If a unit or structure is damaged you can order Construction Robots to repair them. Construction Robots will automatically repair damaged units or structures that they are within close proximity to, though they are unable to repair themselves.

Every unit or structure requires credits to repairing. A Construction Robot can only repair a damaged unit or structure if you have available credits to do so. A Construction Robot will not automatically try and repair a unit or structure if your credits are low, as manufacturing takes priority.

The Command Centre is the only exception as it has priority over every other manufacturer or repair task in Z: Steel Soldiers. Construction Robots will try to automatically repair the Command Centre regardless of your current credit expenditure by drawing as many credits as it can to repair the structure placing all other manufacture or repair orders on hold until fully repaired!

To repair a unit or structure, select a Construction Robot(s) - Multiple Construction Robots accelerates the repair process - and select the damaged structure, unit or bridge-end. The spanner cursor will be displayed, indicating that it can be repaired.

Joypad: Select unit and press A on damaged unit/building.

Mouse/Keyboard: Select unit and click on damaged unit/building.

GUARD COMMAND

Joypad: Select Construction Robot, hold down RB and move the left analog stick to highlight the Guard command. Release RB to select this Guard command. Move over and select unit or structure you wish to guard.

Mouse/Keyboard: Select Construction Robot, click on Command Menu icon to bring up Command Menu. Click on the appropriate outer circle to select the Guard command. Click on the unit or structure you wish to guard.

INFANTRY ROBOTS

You will start the game with a number of Psycho robots – these are basic ground assault units. As you progress through the game you will be able to construct other infantry units with better armour and weaponry. Units carrying heavier weaponry and armour are slower, but more powerful. **For more information on each unit, see the glossary section on Infantry Units.**

SELECT UNIT

Joypad: Move over unit and press A

Mouse/Keyboard: Move over unit and click the left mouse button.

MOVE UNIT



Joypad: Select unit and press A on valid area of map to move unit.

Mouse/Keyboard: Select unit and click on valid area of map to move unit.

If you wish to issue multiple move commands to units, you can use **waypoints**, setting points on the map you wish your units to travel between until reaching their final destination. By setting a path made up of waypoints you make your units avoid threats or sneak around the enemy base to attack from a less defended side.

GUARD

Joypad: Select unit, hold down RB and move the left analog stick to highlight the Guard command. Release RB to select the Guard command. Select unit or structure you wish to guard.

Mouse/Keyboard: Select unit, click on Command Menu icon to bring up Command Menu. Click on the Guard Command and select the building/unit that you wish to guard.

SET UNIT ATTITUDE



Defensive



Neutral



Aggressive

Joypad: Select unit, hold down RB and move the left analog stick to highlight Defensive, Neutral or Aggressive mode. Release RB to select the desired command.

Mouse/Keyboard: Select unit, click on Command Menu icon to bring up Command Menu. Click on the appropriate outer circle to select Defensive, Neutral or Aggressive mode.

ATTACK



Joypad: Select unit and move over enemy target and press A

Mouse/Keyboard: Select unit and click on enemy target to attack.

CLAIM FLAG



Joypad: Select unit, move over a flag and press A

Mouse/Keyboard: Select unit, point cursor over flag until Hand Cursor appears. Click again to order unit to claim flag.

SELECT MULTIPLE UNITS

Joypad: Move over unit and hold down A, use the left analog stick to drag a selection box around adjacent units to add to group.

Mouse/Keyboard: Move over unit and click and hold the left mouse button, drag mouse over adjacent units to select OR Hold down <SHIFT> key whilst clicking units to add to/remove from a group.

SPECIALIST UNITS

The Construction Robot is the first of a range of different specialist units. They are essential for building and repairing structures. You can order more construction robots from the Command Centre.

TECHNICIANS

Technicians attempt to convert buildings or units to your side. **For more information on Technicians, see the glossary section on Specialist Units.**

CONVERT ENEMY UNITS OR STRUCTURES



Joypad: Select unit, move over enemy unit or building and press A.

Mouse/Keyboard: Select unit and click with LMB on enemy unit or building.

EXPLOSIVES EXPERT

Explosive experts set mines and det packs to blow up enemy targets. They carry a limited amount of ammunition and will automatically return to the Robot Factory for more supplies. You can order them to replenish their supplies to bring them back to full strength. **For more information on Explosives Experts, see the glossary section on Specialist Units.**

LAY MINE/DET PACK



Joypad: Select unit, hold down RB and move the left analog stick to highlight the Mine command, move over map or enemy target to lay mine or det pack.

Mouse/Keyboard: Select unit, click on Command Menu icon to bring up Command Menu. Click on the appropriate outer circle to select Mine, click on map to lay mine/click on enemy target to lay det pack.

REPLENISH MINES/DET PACKS

Joypad: Select unit, move over Robot Factory and press A, unit will return and replenish mines/det packs

Mouse/Keyboard: Select unit, and touch Robot Factory, unit will return and replenish mines/det packs

DISARM DET PACK



Joypad: Select unit, move over enemy det pack and press A

Mouse/Keyboard: Select unit, click on enemy det pack

SPY

Spies are very costly, but can provide powerful backup at critical moments. Spies attempt to deposit a virus to damage an enemy structure which will have different effects on the enemy structure infected. **For more information on Spies, see the glossary section on Specialist Units.**

PLANT A VIRUS



Joypad: Select unit, move over enemy structure and press A

Mouse/Keyboard: Select unit, click on enemy structure

GROUND UNITS

Mobile ground units like tanks and the APC are selected and move in the same way as Infantry Robots. Some units, like the Disrupter and Missile Launcher, require time to charge before launching an attack, and have to remain static to target and fire their weapons. Armoured Personnel Carriers can carry units to and from areas of the map, loading and unloading units. **For more information, see the glossary section on Ground Units.**

LOAD SINGLE UNIT

Joypad: Select unit, move over APC and press A when Load cursor appears

Mouse/Keyboard: Select unit and move over APC and click the left mouse button when Load cursor appears



LOAD MULTIPLE UNITS

Joypad: Select multiple units, move over APC and press A when Load cursor appears

Mouse/Keyboard: Select multiple units and move over APC and click the left mouse button when Load cursor appears



UNLOAD SINGLE UNIT

Joypad: Select APC, then move over unit you want to unload and press A

Mouse/Keyboard: Select APC and click on unit you want to unload



UNLOAD MULTIPLE UNITS

Joypad: Select APC, then move over units you want to unload and press A

Mouse/Keyboard: Select APC and click on units you want to unload



AIR UNITS

Air units vary from fast reconnaissance helicopters through to bombers. They are selected and move in the same way as ground units, although do not have the same terrain obstacles to overcome. The Transport Helicopter can carry units to and from areas of the map, loading and unloading units in the same way as the APC. Stealth and Fighter bombers need to be ordered from the Air Hangar. Bombers receive their orders from the Command Menu. **For more information, see the glossary section on Air Units.**

ORDER BOMBER

Joypad: Select Air Hangar; use Command Menu to access option to Order Bomber, press A to select.

Mouse/Keyboard: Select Air Hangar; use Command Menu to access option to Order Bomber, click to select.

BOMB TARGET



Joypad: Order bomber, move over enemy target and press A.

Mouse/Keyboard: Order Bomber, click on enemy target.

SEA UNITS

Sea units vary from the smallest and fastest Gun Boat through to the heavily armoured and powerful Battle Cruiser. All sea units are selected and move in the same way as other units. The Cruiser can lay sea mines using the same commands as the Explosives Expert and will automatically return to the Shipyard to replenish supplies when munitions run out. **For more information, see the glossary section on Sea Units.**



THE CRUISER

This multi-purpose defence craft can navigate well, is reasonably armoured and has the primary function of providing anti-aircraft support to the fleet. Laden with 10 sea mines and the added advantage of a built in medium-range radar, the Cruiser can detect cloaked units and mines when they are within radar range. Once a player has laid sea mines they will be visible only to them and not to other players, unless they are detected by using certain units. Your units do not set off your own mines. If the Cruiser detects enemy mines in its immediate vicinity it will attempt to retrieve and disarm them, which replenishes its internal stock.

BUILDING TYPES AND COMMANDS

BASIC BUILDINGS

COMMAND CENTRE

The Command Centre allows you to build Construction Robots and set a Rally Point for those units to gather.

BUILD CONSTRUCTION ROBOT

Joypad: Select Command Centre, hold down RB and move the left analog stick to highlight robot type. Press A to build one robot, press A more times to build more units.

Mouse/Keyboard: Select Command Centre, click on Command Menu icon, and use Command Menu to select robot type, repeat to build multiple units.

SET RALLY POINT



Any structure that allows you to build units will also have the option to set a rally point, a place where all manufactured units will gather. Only units manufactured after setting a rally point will gather at this location.

Joypad: Select Command Centre, hold down RB and move the left analog stick to highlight Set Rally Point. Release RB to select this option, choose valid rally point with A

Mouse/Keyboard: Select Command Centre, click on Command Menu icon, and use Command Menu to select Set Rally Point, click on clear area of map to set Rally Point.

ROBOT FACTORY

The Robot Factory allows you to build a range of Infantry and Specialist units and set a Rally Point for those units to gather. **For more information on the Robot Factory and other manufacturing structures, (Vehicle Factory, Air Hangar, Shipyard) see the glossary on Buildings.**

BUILD ROBOT

Joypad: Select Factory, hold down RB and move the left analog stick to highlight robot type. Press A to build one robot, press A more times to build more units.

Mouse/Keyboard: Select Factory, click on Command Menu icon, and use Command Menu to select robot type, repeat to build multiple units.

SET RALLY POINT



Any structure that allows you to build units will also have the option to set a rally point, a place where all manufactured units will gather. Only units manufactured after setting a rally point will gather at this location.

Joypad: Select Factory, hold down RB and move the left analog stick to highlight Set Rally Point. Release RB to select this option, choose valid rally point with A

Mouse/Keyboard: Select Factory, click on Command Menu icon, and use Command Menu to select Set Rally Point, click on clear area of map to set Rally Point.

RADAR STATION

The Radar Station is required to allow you to see the battlefield overview in the 'zMini-Map'. For more information on the Radar Station and other structures, read the glossary on Buildings.

THE Z MINI-MAP

The zMini-Map can also be used as a quick way to navigate the Battlefield - select the area of the map you wish to display and the camera will immediately move to that location.

A yellow view-cone shows your current viewpoint. The tip of the cone represents the current position of your viewpoint. The width of the cone represents the field of view. The length of the cone represents the degree of viewpoint tilt. When you move, tilt or rotate the viewpoint, the dimensions of the cone will alter accordingly.

ADVANCED BUILDINGS

COMMUNICATIONS

RESEARCH FACILITY

This facility allows 3 possible levels of upgrade for all units; unit armour, weapon damage, unit speed, and building armour.

TECHNOLOGY CENTRE

This facility researches new technologies and makes them available to your units including Stun, Cloaking, Shields and Convert. Your units will need to infiltrate and take over this facility to complete some of the missions in the game.

TELEPORT

This facility can instantly transport up to 4 ground units to anywhere on the map in the Line of Sight of a friendly unit or within Radar range.

MANUFACTURING

VEHICLE FACTORY

The Vehicle Factory manufactures all ground units in the game.

BUILD VEHICLE

Joypad: Select Factory, hold down RB and move the left analog stick to highlight vehicle type. Press A to build one vehicle, press A more times to build more units.

Mouse/Keyboard: Select Factory, click on Command Menu icon, and use Command Menu to select vehicle type, repeat to build multiple units.

AIR HANGAR

The Air Hangar manufactures all air units in the game. Any air unit landing in close proximity to the Air Hangar will automatically receive repairs. You can also order Stealth or Fighter bombers from the Air Hangar.

BUILD AIR UNIT

Joypad: Select Air Hangar, hold down RB and move the left analog stick to highlight air unit type, press A to build one air unit, press A more times to build more units.

Mouse/Keyboard: Select Air Hangar, click on Command Menu icon, and use Command Menu to select air unit type, repeat to build multiple units.

RE-ARM AIR UNIT

Joypad: Select Air Unit, move over Air Hangar and press A

Mouse/Keyboard: Select Air Unit, and pass <CURSOR> over Air Hangar, click on Air Hangar.

REPAIR AIR UNIT



Joypad: Select Air Hangar, hold down RB and move the left analog stick to highlight Land, move over Air Hangar and press A to land and repair air unit.

Mouse/Keyboard: Select Air Unit, click Command Menu icon, use Command Menu to select Land, click on Air Hangar to land and repair air unit.

ORDER STEALTH/FIGHTER BOMBER

Joypad: Select Air Hangar, hold down RB and move the left analog stick to highlight Order Stealth OR Fighter Bomber.

Mouse/Keyboard: Select Air Hangar, click Command Menu icon, and use Command Menu to select Order Stealth OR Fighter Bomber.

SHIPYARD

A Shipyard can only be built at predefined locations adjacent to the shoreline. The Shipyard manufactures all sea units in the game. Any sea unit returning to the Shipyard will automatically receive repairs.

BUILD SHIPYARD



Joypad: Select Construction Robot; use Command Menu to select Repair, move over valid shipyard location and press A

Mouse/Keyboard: Select Construction Robot; use Command Menu to click on Repair, click on valid shipyard location.

BUILD SEA UNIT

Joypad: Select Shipyard, the left analog stick to highlight sea unit, press A to build one unit, press A more times to build more units.

Mouse/Keyboard: Select Shipyard, click on Command Menu icon, use Command Menu to select sea unit, click to build unit, repeat to build multiple units.

REPAIR SEA UNIT



Joypad: Select Sea Unit, move over Shipyard and press A to order unit back to shipyard.

Mouse/Keyboard: Select Sea Unit, click on Shipyard to order unit back to shipyard

STORE

The Store holds your credit supply. Each unit or structure has an equivalent credit cost to construct or repair. Automatic repair is put on hold if your credit store is low, unless repairs are required by the Command Centre. Constructing more stores increases your credit holding capacity. Selling a store or any other building will increase your credits.

SELL BUILDING

Joypad: Select building, use Command Menu and select the Sell option.

Mouse/Keyboard: Select building, use Command Menu and select the Sell option.

REFINERY

This increases your credit input by 20% and your maximum credit storage by 5000 credits.

DEFENSIVE

SHIELD GENERATOR



This building, when fully charged, can create a defensive shield to provide protection to units. The shield will last for a limited time before the structure has to recharge. The shield can be switched on and off and will automatically recharge.

Joypad: Move over Shield Generator and press A to switch on and A again to switch off

Mouse/Keyboard: Click on Shield Generator to switch force-field on and off

RESEARCH FACILITY

This facility allows 3 possible levels of upgrade for all units; unit armour, weapon damage, unit speed, and building armour.

UPGRADE UNIT ARMOUR



Joypad: Select unit, hold down RB and move the left analog stick to highlight Upgrade Unit Armour, press A to upgrade all units.

Mouse/Keyboard: Select unit, click Command Menu icon, use Command Menu to select Upgrade Unit Armour, and click to upgrade all units.

ENVIRONMENTAL CONTROL

This facility gives you some control over weather related phenomena; you can use it to launch attacks using the power of nature against enemy targets.

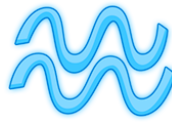
LAUNCH ENVIRONMENTAL STRIKE



Lightning Strike



Meteor Shower



Sonic Strike

Joypad: Select strike option from Command Menu, select enemy target (can be structure or unit).

Mouse/Keyboard: Select strike option from Command Menu, select enemy target (can be structure or unit).

BUNKER

This is an armoured defensive structure that offers protection to units, allowing them to fire on enemy targets. If the structure is destroyed, all units still inside are also destroyed.

DEFENCE TOWER

This is an elevated armoured defensive structure that offers protection to units, allowing them to fire on enemy targets. The Defence Tower has an improved line of sight. If the structure is destroyed, all units still inside are also destroyed.

EXIT SPECIALIST UNIT

Joypad: Select building, hold down RB and move the left analog stick to highlight unit to exit. Release RB to command unit to exit building.

Mouse/Keyboard: Select building, click on Command Menu icon, use Command Menu to select unit to exit.

EXIT ALL UNITS

Joypad: Select building, hold down RB and move the left analog stick to highlight All Units to exit. . Release RB to command units to exit building.

Mouse/Keyboard: Select building, click on Command Menu icon, and use Command Menu to select All Units to exit.

GUN PLATFORM

This is an elevated gun platform with a large line of sight providing defence for your base.

ARTILLERY

ANTI-TANK GUNS, ANTI-AIR SITES, HEAVY GUNS AND ANTI-MISSILE STATIONS

These structures can be used to defend your base; some automatically intercept enemy units and ordnance and need to automatically recharge. **For more information on each structure, see the glossary on Buildings.**

KEY MAPPINGS

Key	No Modifier	Left Control
Page Down	Zoom Camera In	
Page Up	Zoom Camera Out	
0	Select Group 0	Create Group 0
1	Select Group 1	Create Group 1
2	Select Group 2	Create Group 2
3	Select Group 3	Create Group 3
4	Select Group 4	Create Group 4
5	Select Group 5	Create Group 5
6	Select Group 6	Create Group 6
7	Select Group 7	Create Group 7
8	Select Group 8	Create Group 8
9	Select Group 9	Create Group 9
F1	Select Camera 1	Create Camera 1
F2	Select Camera 2	Create Camera 2
F3	Select Camera 3	Create Camera 3
F4	Select Camera 4	Create Camera 4
F5	Select Camera 5	Create Camera 5
F6	Select Camera 6	Create Camera 6
F7	Select Camera 7	Create Camera 7
F8	Select Camera 8	Create Camera 8
Left Shift + F9	Set Camera North	
Left Shift + F10	Set Camera East	
Left Shift + F11	Set Camera South	
Left Shift + F12	Set Camera West	Overhead View
Left	Pan Camera Left	Rotate Camera Left
Right	Pan Camera Right	Rotate Camera Right
Up	Pan Camera Up	Tilts Camera Up
Down	Pan Camera Down	Tilts Camera Down
A	Select all of that unit type	
E	Sen Regroup Order	
F	Toggle Formation	
G	Guard	
H	Displays In Game Help Panel	
O	Select all units on screen	
V	Send converge orders	
X	Scatter (al selected units disperse in different	
	Pressing either , (comma) or . (full stop) will rotate a Structure footprint when in build mode before laying the foundation down	
Comma		
Space	Reselects/Deselects current selection	
NumPad2		Point Camera South
NumPad4		Point Camera West
Numpad6		Point Camera East
Numpad8		Point Camera North