

# WARRIOR KINGS

## GAME CONTROLS

In general, left-click to select Units, Buildings, Objects and left-click to select the Command Icons on the Unit Selection Indicator. Right-click to implement orders and to select targets.

## SELECTING UNITS

Single clicking on a military unit selects all military units of that type on the screen. Single clicking on a non-military unit (Siege Weapons, Reconnaissance Units, Special Units and Civilian Units) selects only that unit. Double clicking on a non-military unit selects all non-military units of that type on screen. Double-clicking on a military unit selects only that unit.

<b>Left mouse button</b>	Select Unit/ Building
<b>Single left-click on Military Unit</b>	Select ALL Military Units of this type within 30 metres of selected Unit
<b>Double-click on Military Unit</b>	Select one Military Unit
<b>Single left-click on Civilian Unit</b>	Select one Civilian Unit
<b>Double-click on Civilian Unit</b>	Select ALL Civilian Units within 30 metres of selected Unit
<b>Click and Drag Box</b>	Select Unit(s) inside Box
<b>CTRL + Integer Keys 1-9</b>	Assign selected Unit(s) to a Group
<b>Integer Keys 1-9</b>	Select a previously assigned Group
<b>Left-click on Terrain</b>	Deselecting Units

## Action

<b>Right mouse button</b>	Perform the current context-sensitive cursor command
<b>E Key</b>	Cycle to next context-sensitive Order when cursor is over a Unit or Object
<b>F Key</b>	Follow Unit(s) (Hold F + right-click on Unit(s))
<b>G Key</b>	Guard Unit(s) (Hold G + right-click on Unit(s))
<b>H Key</b>	Halt selected Unit(s)
<b>Q Key</b>	Select all Unit(s) of this type on screen (Hold Q + left-click on Unit(s))
<b>R Key</b>	Patrol (Hold R + right-click Patrol Route position)
<b>SHIFT + right-click</b>	Set Waypoint for selected Unit(s)
<b>Delete Key</b>	Destroy Selected Unit/ Building
<b>SHIFT + Order (Selected Unit)</b>	Add Order(s) to end of Order Queue
<b>CTRL + Order (Selected Unit)</b>	Add Order(s) to beginning of Order Queue
<b>SHIFT + Spawn Command Icon</b>	Adds 10 Units to Spawn Queue
<b>SHIFT + Right-click Spawn Command Icon</b>	Removes 10 units from spawn Queue
<b>Left-click on Terrain</b>	Toggles supply radius of Units and Objects that offer ammunition supplies (Supply Wagon, Fort etc.)
<b>F1 Key</b>	