

WARRIOR KINGS

CAMERA VIEWS (MOUSE)

'Push Scroll'	Move camera up/down/left/right (place mouse cursor on edge of screen)
Mouse wheel up/down	Raise/Lower camera
Mouse Wheel Button and Left/Right	Hold down to rotate view around fixed point on terrain
NUMPAD 0 (Insert)	Rotate camera around fixed point on terrain (as mouse wheel)

CAMERA VIEW (KEYBOARD)

Arrow Keys	Move camera Forwards, Back, Left, Right
W Key	Move camera Forwards
A Key	Move camera to the Left
D Key	Move camera to the Right
S Key	Move camera Back
PageUp/ PageDown	Raise/ Lower camera
Spacebar	Centre camera on selected object(s)
Home Key	Cycle through last 4 Minimap Warnings points

Note that if you hold down SHIFT and use a camera control, this speeds up camera movement.

GAME OPTIONS KEYS

O Key	Level Objectives Window on/off
P Key	Pause/Unpause the Game
Keypad Plus +/- Minus and ,	Increase/Decrease Game Speed (Slow, Normal, Fast)
	Rotate stampdown object – for example, the orientation of a structure you are about to build.
ESCAPE Key	In-Game Options Window on/off (Save, Exit, etc.)
TAB Key	Open Chat Window (for Multiplayer)
B Key	Cycles through all Barracks
C Key	Cycles through all Carts
I Key	Selects all idle Peasants
J Key	Cycles through Points of Interest
K Key	Cycles through Economic Buildings (Windmill, Sawmill, etc.)
L Key	Cycles through all Stables
M Key	Cycles through all Palace Buildings
N Key	Cycles through all Scouts and Spies
T Key	Cycles through all Trading Posts
U Key	Cycles through all Docks
V Key	Cycles through all Villages
X Key	Selects Artos
Y Key	Cycles through Watchtowers, Forts and Holy Fortresses
Z Key	Selects any building on fire

You can also right-click on a Peasant Resource Gathering Command Icon, and the Peasant will attempt to find the nearest resource and harvest it.