

Age of Empires IV cheat sheet

General

Left click	(on a unit) Select unit
Double click or Ctrl + Left click	(on a unit) Select all visible units of same type
Shift + Left click	(on a unit) Add/Remove unit from selection
Left Click ground and drag mouse: Bandbox select groups of units	
Left click	(on ground) Confirm building or ability placement
Shift + Left click	(on ground) Queue building or ability placement
Right click	(on ground or on selected units) Issue contextual order to selected unit(s) (ie. Move, Attack, etc)
Right Click ground and drag mouse with unit(s) selected: Issue facing move order	
Esc	Cancel / deselect unit / game menu / skip NIS. Not user remappable.
Control + A or Ctrl + K	Select all units on screen
Control + Shift + A or Ctrl + Shift + K	"[Shift]: Select all units" – Appears as shift message on Control-A binding
Y	(with a unit selected) Access secondary UI panel

Camera

Alt + Move the mouse or Caps Lock	Rotate camera (hold)
[or Num 6	Rotate camera 45 degrees counter-clockwise
] or Num 4	Rotate camera 45 degrees clockwise
Backspace or Num 0	Reset camera – 1st press resets camera rotation, 2nd press resets zoom
F5	Focus on selected unit(s)
Home	Follow Selected Unit
< or Alt + A	Pan camera left – Default binding remapped on non-

	English keyboards to the key at that location
> or Alt + D	Pan camera right – Default binding remapped on non-English keyboards to the key at that location
Up arrow or Alt + W	Pan camera up – Default binding remapped on non-English keyboards to the key at that location
Down arrow or Alt + S	Pan camera down – Default binding remapped on non-English keyboards to the key at that location

Unit management

Tab or Right arrow	Cycle through selected units (forward) / Cycle through selected unit types (forward)
Ensure multiple types of units are selected and Tab with units selected.	
Control + Tab or Left arrow	Cycle through selected units (reverse) / Cycle through selected unit types (reverse)
Ensure multiple types of units are selected and Control + Tab with units selected	
Note: Can't do shift-tab because it's the steam overlay.	
[0 - 9]	Select Control Group X
1x selects group, 2x selects and centers camera on group (or follow depending on user setting "Focus on selected unit(s)")	
Control + [0 - 9]	Set Control Group X to selected unit(s) / Assign group to selected units
Note: Setting a control group when no units are selected effectively removes that control group.	
Shift + [0 - 9]	Add Group To Selection / Add Selected Units to Group
F1 or M	Select all Military Production Buildings
F2 or K	"Select all Economy Buildings" as above
F3 or O	"Select all Research Buildings" as above

F4 or P	Select all Landmarks, Wonders, and Capital Town Centers
F5 or J	Focus on Selected Unit(s)
H or L	Cycle through Town Centers
Control + H or Ctrl + L	Focus on Capital Town Center
' or]	Cycle through individual Monk units

Note: Default binding remapped on non-English keyboards to the key at that location.

/ or [Cycle through individual Scout units
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Note: Default binding remapped on non-English keyboards to the key at that location

. or N	Cycle through Idle Economy (idle economy include villagers, trade carts, fishing ships, and trade ships, officials (Chinese civ))
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Note: Default binding remapped on non-English keyboards to the key at that location

Control + . or Ctrl + Up arrow	Select all idle Villagers
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Note 1: Default binding remapped on non-English keyboards to the key at that location.

Note 2: If all idle villagers are selected and made un-idle, Ctrl + . will not change the current selection – as designed.

Control + Shift + V or Up arrow	Select all Villagers
Control + Shift + R or Page Up	Return all Villagers to work (from Seek Shelter)
, or Down arrow	Cycle through idle Military units

Note: Default binding remapped on non-English keyboards to the key at that location.

Control + , or Ctrl + Down arrow	Select all idle Military units
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Note: Default binding remapped on non-English keyboards to the key at that location.

Control + Shift + C or Ctrl + M	Select all Military units
Control + F or Ctrl + V	Cycle through Villagers gathering Food
Control + W or Ctrl + B	Cycle through Villagers gathering Wood

Control + G or Ctrl + J Cycle through Villagers gathering Gold

Control + S or Ctrl + K Cycle through Villagers gathering Stone

Shift and [unit production hotkey] or click button:
Queue production of 5 units of that type

Del or Ctrl + = (hold with unit selected) Delete unit or building

Insert or Ctrl + - Toggle Team-based or Unique player colors

Communication

Shift + Enter	[All] Global chat
Enter	[Team] Team chat
Enter	(with chat open) Send chat message
Tab	(with chat open) Swap between [All] Global and [Team] Team chat
Page Up or Shift + >	Scroll chat messages (older)
Page Down or Shift + <	Scroll chat messages (newer)
F6 or Ctrl + F	Toggle Players & Tribute panel
Space or Num Enter	Focus on last event
Control + E then Left click or Ctrl + P	Notify Ping
Control + R then Left click	Attack Ping
Control + T then Left click or Ctrl + D	Defend Ping

Game

F10 or `	Game Menu
F11 or Ctrl + T	Toggle game time display

Single-player

Esc or `	Pause game
Pause	Pause Simulation
F8 or Ctrl + Q	Quick Save

F9 or Ctrl + I

Quick Load

Observer/Replay HUD

Control + U or U	Toggle cinematic mode
Control + C or P	Toggle free camera
Control + F or L	Toggle fog of war
- or Num -	Slower
= or Num +	Faster
Control +] or Ctrl + .	View next player
Control + [or Ctrl + ,	View previous player

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