# Cell to Singularity - Evolution Never Ends (PC) cheat sheet

## General

| | |
|---|---|
| A | Attack move |
| G | Attak ground |
| S | Stop |
| T | Retreat |
| R | Reinforce |
| U | Reverse drive |
| V | Enter Primary Build Menu |
| B | Enter Secondary Build Menu |
| Ctrl + C | Activate mini-map capture point ping |
| Ctrl + A | Activate mini-map attack point ping |
| Ctrl + D | Activate mini-map defense point ping |
| F1 | Select HQ |
| F2 | Select Tier 1 Building |
| F3 | Select Tier 2 Building |
| F4 | Select Tier 3 Building |
| F5 | Select Tier 4 Building |
| Esc or F10 | Toggle in-game menu |
| Alt + / | Toggle next idle vehicle |
| Alt + . | Toggle next idle infantry |
| Ctrl + / | Toggle all vehicles |
| Ctrl + . | Toggle all infantry |
| Enter | Toggle team chat |
| Shift + Enter | Toggle all chat |
| Alt + Move the mouse | Rotate and tilt camera |
| Backspace | Reset camera tilt |
| Backspace then Backspace | Reset camera rotation |
| PauseBreak | Pause the game |
| Ctrl + [0 - 9] | Assign selected squad(s) to control groups 0 - 9 |
| [0 - 9] | Select control group 0 - 9 |
| [0 - 9] then [0 - 9] | Look camera to control group 0 - 9 |
| Num 0 | Toggle tactical map |
| Tab | Cycle through units from a group reflected squads |

| | |
|---|---|
| Right click | Set rally point |
| Esc | Clear all selections |

*Last modification: 08.11.2021 11:45:51*

*More information:*     *defkey.com/ro/cell-to-singularity-evolution-never-ends-shortcuts*

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