



Spore cheat sheet

General

W yoki Num 8	Move Forward
A yoki Num 4	Move Left
S yoki Num 2	Move Back
D yoki Num 6	Move Right
B	Open/Close Sporepedia
H yoki / yoki ?	Open/Close Sporeguide
L	Open/Close Mission Log
T	Open/Close Timeline
P yoki ~	Pause Game
V	Take Movie
C	Take Picture
Ctrl + H	Hide UI
Ctrl + S	Save Game or Asset
Alt + F4	Quit
< yoki >	Move Camera Left and Right
+	Zoom Camera In
-	Zoom Camera Out
Page Up	Pitch Camera Up
Page Down	Pitch Camera Down
Wheel up and wheel down	Zoom Camera
Middle click + Move the mouse	Pitch and Rotate camera
Esc	(If Nothing Is Selected) Open/Close Options Menu
Esc	(If Rigblock/Unit/Tool/Target Is Selected) De-Select Selected
Esc	Also used to close open dialog/tutorial boxes, skip cinematics, or exit planners
Enter	Mapped to Accept (Green Checkmark)

Cell Game

Arrow keys	Move Avatar
Backspace	Mating Call
Right click yoki Left click + Right click	(hold and move) Drive Cell
Left click	Click Go Here/Action

Creature Game

1 yoki 2 yoki 3 yoki 4	Verb Tray Hotkey
Arrow keys	Move Avatar
E	Strafe Right
Q	Strafe Left
F	Target Nearest Opponent
K	Drop Object In Hand
R	Toggle Autorun
Z	Activate Sneak Ability
Shift	Activate Sprint Ability
Space	Jump, Push again after jumping to flap wings
F1	Use Super Ability
Tab	Toggle Verb Tray
Backspace	Locating Call
Left click	(hold and move) Drive Creature
Right click yoki Left click + Right click	(hold and move) Pitch and Rotate Camera
Left click	Go Here/Action

Tribe Game

1 yoki 2 yoki 3 yoki 4	Verb Tray Hotkey
Arrow keys	Move Camera
F1 yoki F2	Use Super Ability
Ctrl + A	Select All Tribe Members
Tab	Toggle Verb Tray
Space	Toggle Between Widely Spaced Groups
Backspace	Move Camera To Player's Hut
Left click	(hold and move) Selection
Right click	(hold and move) Action
Left click + Right click	(hold and move) Pitch and Rotate Camera
Left click	Action
Right click	Go Here
Left click + Move the mouse	(drag) Rectangle Select Tribe Members

Civilization Game

Ctrl + [0 - 9]	Assign Group
Arrow keys	Move Camera
F1 yoki F2 yoki F3 yoki F4	Use Super Ability
Ctrl + A	Select All Units
Tab	Toggle Vehicle Stance
Space	Toggle Between Units
Del	Disband Vehicles
Backspace	Move Camera Between Cities
leftclick	(hold and move) Selection
Right click	(hold and move) Action
Left click + Right click	(hold and move) Pitch and Rotate Camera
Left click	Action
Right click	Go Here
Left click + Move the mouse	Rectangle Select Units

Space Game

[1 - 9]	Tools Shortcut
Ctrl + [1 - 9]	# shortcuts for 2nd row of tools palette
Arrow keys	Move Camera when Planetside or in Galaxy
E	Strafe Right
Q	Strafe Left
R	Open Rares UI
X	Zoom Spaceship In
Space	Zoom Spaceship Out
Y	Open Comm Screen
Tab yoki Shift + Tab	Cycle Tools Palette
Backspace	Planetside: Returns Spaceship to home city on home planet, Galaxy: Centers on home planet
Left click	(hold and move) Selection/Action
Right click yoki Left click + Right click	(hold and move) Drive Spaceship
Left click	Go Here/Action and Tool Use

Right click	Fly To
Wheel up and wheel down	Change Spaceship Altitude

Editor

Wheel up and wheel down	Scale Spine/Rigblock
Ctrl + N	Start New
Ctrl + Y	Redo
Ctrl + Z	Undo
Tab	Advanced Handles (In Parts Mode)
Space	Jump (In Play Mode)
Arrow keys	Up and Down Scale (In Parts Mode)
Del yoki Backspace	Delete Rigblock (In Parts Mode)
Ctrl + Left click	(hold and move) Break Apart Limbs (In Parts Mode)
Shift + Left click	(hold and move) Move all vehicle blocks (In Parts Mode of Vehicle Editor Only)
Alt + Left click	Clone Part (In Parts Mode)
Alt + Left click	Over a region of a block eyedroppers only the assigned colors from the model, leaving you with the texture you had selected. Useful for matching colors across textures. (In Paint Mode of Building and Vehicle Editor Only)
Ctrl + Left click	(hold on a rigblock) Move selected rigblock vertically (In Parts Mode of Building Editor Only)
Shift + Left click	(hold on a rigblock) Move selected rigblock horizontally (In Parts Mode of Building Editor Only)
Shift + Left click	Paint all regions (In Paint Mode)
Ctrl + Left click	Paint like blocks using current region (In Paint Mode)
Shift + Left click	Assigns the selected texture from the palette to the entire block you are clicking on, instead

of one region at a time. Useful for quickly painting a multi block model. (In Paint Mode of Building and Vehicle Editor Only)

Shift + Ctrl + Left click
Assigns the selected texture from the palette to all similar regions on all the parts. So if you want to paint all your window frames red, instead of clicking on each one. You would Shift Ctrl LMB on one window frame, and all of the other window frames would also get painted (In Paint Mode of Building and Vehicle Editor Only)

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More information: defkey.com/uz/spore-maxis-klaviatura-yorliqlari

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