

HOTKEYS

	STANDARD	SHIFT	CTRL	ALT
A	Attack or Attack/Move			
B	Build			
C	Camera Reset and Toggle	Center on Selection		Camera Follow
D	Filter Damaged	All Damaged		
F	Filter On Screen			Toggle Foe/Friend Colors
G	Barracks/ Ground Building	All Barracks		Toggle Control Groups
H	Air Building	All Air Buildings		Toggle Help Text
I	City	All Cities		
J	Fort Building	All Fort Buildings		
K	Prototype Factory			
L	Research Mode	Research Labs	Building Research	Load Game
M	Move		Review Messages	Music Volume
N	Mine	All Mines		SFX Volume
O	Find Smallest City			
P	Pause			
S	Stance			Save Game
T	Select All of Current Type			
U	Diplomacy			Show Scores
V	Send Signal			
X	Auto Explore	Halt	Building Research	Toggle Camera Spin
Y	Stats			
Z	Quests		Toggle Help Text	Hide Interface
.	Next Non-Military Unit	All Non-Military Units		Next Idle Non-Mil. Unit
'	Next Military Unit	All Military Units		Next Idle Military Unit
/	Chat with "/" Already Typed			

Select any unit or building, and then press the **Q**, **W**, **E**, and **R** keys to use its powers and options according to this chart.

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	STANDARD	SHIFT	CTRL	ALT
;	Next Supply Unit	All Supply Units		
'	Next Scout	All Scouts		
[	Next Hero	All Heroes		
]	All Military Buildings			
F1-F4	Hero #1-4			
F5-F8	Dominance #1-4			
F9	National Power			
F10	Menu			
F11	Options Screen			
F12	Toggle Game Clock			
ENTER	Chat	Chat All	Chat Allies	Chat Enemies
SPACE	Zoom to Recent Event			
TAB	Cycle Through Unit's Abilities	Previous Unit's Abilities		
-	Slower			
+	Faster			
0-9	Control Group	(Add Group to Selection)	(Set New Group)	
BACKSPACE	Disband/Raze		Disband All	
ARROWS	Camera Pan			
HOME/END	Tilt Camera			
INSERT/DELETE	Spin Camera			
PAGE UP/PAGE DOWN	Camera Zoom		Review Messages Up/Down	

USER INTERFACE HOTKEYS



RISE OF NATIONS
RISE OF LEGENDS

VINCI

TECHNOLOGY TRACKS

Politics



Increases borders and attrition. Reduces cost of neutral sites. Reduces damage taken when Storming.

Prosperity



Allows units to heal while in friendly territory. Generates Wealth income.

Scavenge



Generates resources from slain friendly and enemy units and reduces enemy attrition effects.

Mining



Enables National Power of Industrial Devastation and generates Timonium income.

HEROES

GIACOMO, INVENTOR OF MIANA



- Provides 1 Research point when he arrives or levels up.
- Improves clockwork units.

Powers

- Inspired Augmentation
- Sonic Burst
- Demolition Team
- Super Armor

THE DOGE, RULER OF VENUCCI



- Increases unit-creation rate.
- Improves Steam Cannon, Juggernaut, and units built at Doge Statue.

Powers

- Poison Cloud
- Pain Ray
- Siege Laser
- Doge Hammer

LENDRA, PIRATA CAPTAIN



- Increases range and line of sight of Aerodrome units.
- Provides extra Wealth income.

Powers

- Boosters
- Piracy
- Sky Burst
- Cluster Bomb

DISTRICTS

Military



Increases Population Cap, creates additional Musketeers, and improves City's defenses.

Industrial



Increases Prototype points and speeds up building construction and unit creation.

Merchant



Increases Resource Cap, Caravan capacity, and Trade Route value.

Palace



Increases City size, health, trade value, and border push. Enhances other Districts' effects.

Alin

Technology Tracks

Land Lore



Reveals the map. Increases national borders and attrition.

Vigor



Increases unit health, and allows them to heal while in friendly territory. Reduces construction time for buildings.

Treasure



Generates Timonium and Wealth. Improves Caravan speed and health.

Evocation



Enables National Power of Summon Army. Creates free units with each new Summoning Circle built.

Heroes

Sawu, the Dark Alin



- Summons free Glass Spider when Sawu levels up.
- Provides extra Timonium income.

Powers

- Glass Shards
- Summon Marids
- Glass Prison
- Summon Giant Spider

Dakhla, the Sand Warden



- Summons free Scorpion when Dakhla levels up.
- Increases Resource Cap.

Powers

- Wind Defense
- Sand Storm
- Summon Sand Horror
- Maelstrom

Damanhur, the Desert Flame



- Summons free Afreet when Damanhur levels up.
- Increases Population Cap.

Powers

- Fiery Touch
- Summon Salamanders
- Wrath
- Fire Golem

Districts

Military



Increases Population Cap, creates additional Desert Walkers, and improves City's defenses.

Magus



Adds Research points, increases Relic bonus, and improves Hero mana, recovery, and cooldown.

Merchant



Increases Resource Cap, Caravan capacity, and Trade Route value.

Palace



Increase City size, health, trade value, and border push. Enhances other Districts' effects.

CUOTL

TECHNOLOGY TRACKS

WORSHIP



Increases Holy Arks' health and ability to heal other units. Increases Channel Power effects. Improves Fanes.

ZEAL



Provides free Sentinel units at starting City. Creates Sentinels faster. Improves attack power of units, Obelisk, and Sanctuary.

JUDGEMENT



Increases Timonium income. Improves building shield strength and regeneration. Lowers cost of Subjugation and captures defending units alive.

DIVINE POWER



Enables National Power of Star Bolt and increases Energy income.

HEROES

CZIN, GOD OF DEATH



- Causes attrition damage to enemies in your territory.
- Enhances attack of Death Snakes and Death Spheres.

Powers

- Plague
- Soul Burn
- Death Grip
- Death Gate

XIL, GOD OF THE SUN



- Enhances Sun Jaguar, Sun Idol, and Sun Cannon.
- Reduces cooldown time of Cuotl National Power, Star Bolt.

Powers

- Blinding Armor
- Mirror Image
- Burning Beams
- Sun Blast

SHOK, GODDESS OF STORM



- Boosts shielding on buildings, and units' Personal Shields.
- Increases the speed of flying units.

Powers

- Thunder Clap
- Lightning Blast
- Hurricane
- Lightning Jump

DISTRICTS

MILITARY



Increases Population Cap, creates Sentinels at Large/Great Cities, and improves City's defenses. City self-repairs. Grants 1 Research point.

HOLY



Increases attrition and border push and grants one free Holy Ark. Heals units within territory. Grants 1 Research point.

REACTOR



Increases Energy gathering and Resource Cap. Grants 1 Research point.

PALACE



Increases City size, health, trade value, and border push. Enhances other Districts' effects. Grants 2 Research points.