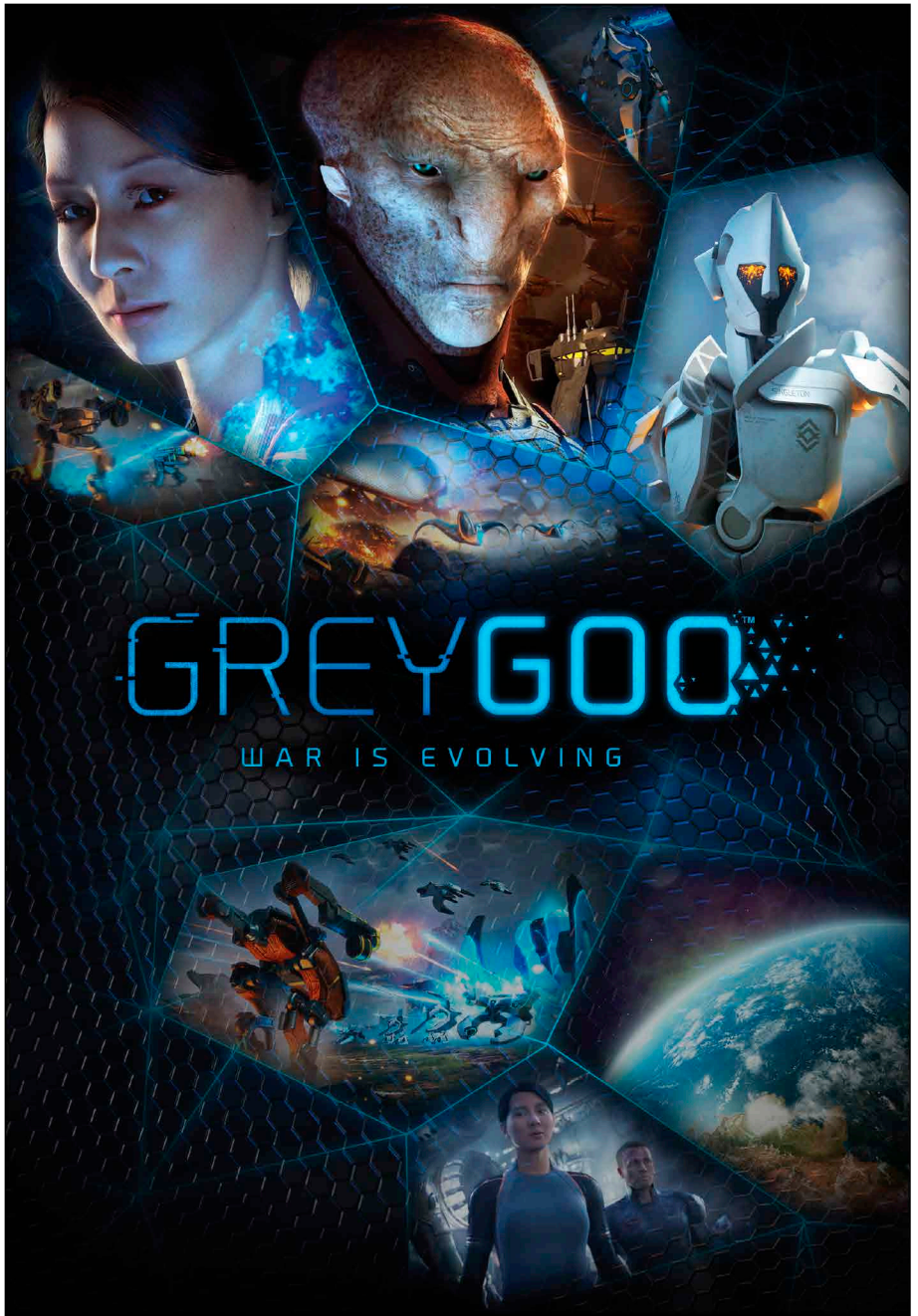


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http://greygoo.greybox.com/

SELECTING AND DESELECTING OBJECTS

SELECT SINGLE OBJECT: (Left-Click)
Selects a single object for interaction.

SELECTED MULTIPLE PLAYER UNITS: (Left-click and Drag)
Selects multiple units for interaction by left clicking and dragging a selection box over them.

SELECT ALL PLAYER UNITS: (CTRL + A)
Selects all of your units that are currently displayed on screen.

SELECT ALL OF ONE TYPE OF UNIT: (Double-click unit)
Selects all of the units of the targeted type that are displayed on the screen.

ADD TO SELECTION: (Shift + Left-click, Shift + Left-click and Drag)
Adds or Removes units from the current selection.

UNIT ORDERS

MOVE TO LOCATION: (Right-Click Ground)
Issues a movement order for the selected unit to move to the destination.

ATTACK TARGET: (Right-Click Enemy Unit or Structure)
Issues an order for the selected unit to attack an enemy unit or structure.

ATTACK-MOVE TO TARGET: (CTRL + Right Mouse Button, A + Left click)
Issues a movement order for the selected unit to move to a destination attacking any enemies.

STOP: (S)
Cancels any preexisting commands to move or attack.

PATROL: (D then Left-Click Multiple Destinations)
Issues a movement order for the selected unit to move to the destinations in the order clicked.

HOLD GROUND: (H)
Issues an order for the selected unit to not attack.

CAMERA

PAN CAMERA: (Mouse to Edge of Window or Arrow Keys)
Scrolls the player's view of the map.

MOVE CAMERA TO SELECTED UNIT: (Right-click on unit in Selection Bar)
Quickly moves the game view to the unit selected.

ROTATE CAMERA: (Middle Mouse button, Insert, or Delete)
Rotates the player's view of the map.