Here are the various key shortcuts and the pages on which they are active:

**Everywhere in the game, except on some special pages\*:**

|  |  |
| --- | --- |
| Key: | Action: |
| O | Overview |
| Shift-O | Toggles the Event list |
| R | Resources |
| Shift-R | Resource settings |
| C | Facilities |
| Shift-C | Jumpgate |
| E | Research |
| S | Shipyard |
| D | Defense |
| F | Fleet |
| Shift-F | Fleet movement |
| G | Galaxy |
| L | Alliance |
| Shift-L | Send circular message |
| B | Buddies\*\* |
| T | Import/Expot |
| Shift-T | Auctioneer |
| K | Highscore |
| H | Search\*\* |
| M | Messages |
| Shift-M | Chat Page |
| ESC | Close chat window |
| Shift-LeftArrow | Switches to the previous planet/moon |
| Shift-RightArrow | Switches to the next planet/moon |
| Shift-Home | Go to the *first* planet |
| Shift-End | Go to the *last* planet/moon |
| Shift-UpArrow | Goes to the previous item on the left menu |
| Shift-DownArrow | Goes to the next item on the left menu |
| Ctrl-LeftArrow | Switches the planet and its moon, if there is one |
| Ctrl-RightArrow | Switches the planet and its moon, if there is one |
| Ctrl-UpArrow | Switches the previous celestial body of the same type (planet or moon) as the one you're currently on |
| Ctrl-DownArrow | Switches the next celestial body of the same type (planet or moon) as the one you're currently on |

**While viewing a messages:**

|  |  |
| --- | --- |
| Key: | Action: |
| 1 | Select Fleets Tab |
| 2 | Select Communication Tab |
| 3 | Select Economy Tab |
| 5 | Select Universe Tab |
| 6 | Select OGame Tab |
| 7 | Select Favourites Tab |
| Shift+1 | Select Espionage when on Fleets Tab.  Select Messages when on Communication Tab. |
| Shift+2 | Select Combat Reports when on Fleets Tab.  Select Information when on Communication Tab. |
| Shift+3 | Select Expeditions when on Fleets Tab.  Select Shared Combat Reports when on Communication Tab. |
| Shift+4 | Select Espionage when on Fleets Tab.  Select Shared Espionage Reports when on Communication Tab. |
| Shift+5 | Select Unions/Transport when on Fleets Tab.  Select Expeditions when on Communication Tab. |
| Shift+6 | Select Other when on Fleets Tab. |
| Del | Delete all messages Tab |
| Esc | Close the message (when you are viewing a spionage/combat report) |

**On the first fleet dispatch page:**

**If you have AntiGame Script, you can use those shortcuts, because some of them, are not implemented yet in AGO (AntiGame Origin)\*:**

|  |  |
| --- | --- |
| Key: | Action: |
| A | Select all ships |
| N | Clear the selection |
| T | Select AGO Routine Transport\*\* |
| W | Select AGO Routine Attack\*\* |
| R | Select AGO Routine Harvest\*\* |
| S | Select AGO Routine Collect\*\* |
| F | Select AGO Routine FleetSave\*\* |
| E | Select AGO Routine Expedition\*\* |
| U | Select AGO Routine Last\*\* |
| Alt-T | Trader Impor Export\*\* |
| Shift-R | Resources \*\* |
| Alt-S | Shipyard\*\* |
| Shift-F | Fleet Movements\*\* |
| Alt-E | Researches\*\* |
| Alt+F | Combat Units Popup |

**On the second fleet dispatch page:**

|  |  |
| --- | --- |
| Key: | Action: |
| Shift-1 | Set fleet speed to 10% |
| Shift-2 | Set fleet speed to 20% |
| Shift-3 | Set fleet speed to 30% |
| Shift-4 | Set fleet speed to 40% |
| Shift-5 | Set fleet speed to 50% |
| Shift-6 | Set fleet speed to 60% |
| Shift-7 | Set fleet speed to 70% |
| Shift-8 | Set fleet speed to 80% |
| Shift-9 | Set fleet speed to 90% |
| Shift-0 | Set fleet speed to 100% |
| Alt-P | Set the target type to Planet |
| Alt-M | Set the target type to Moon |
| Alt-D | Set the target type to Debris Field |
| Alt-G | Positions the cursor into the field for entering a new Galaxy number |
| Alt-S | Positions the cursor into the field for entering a new System number |
| Alt-O | Positions the cursor into the field for entering a new Position number |
| Alt-E | Set the "position" part of the target's coordinates to 16 |
| Shift-BackSp | Return to the previous page |

**On the third fleet dispatch page:**

|  |  |
| --- | --- |
| Key: | Action: |
| A | Select all resources |
| N | Clear the selection |
| V | Load the resources in reverse order (Deuterium, Crystal, Metal) |
| Shift-M | Maximize or minimize the loaded amount of Metal |
| Shift-K | Maximize or minimize the loaded amount of Crystal |
| Shift-D | Maximize or minimize the loaded amount of Deuterium |
| Shift-E | Set mission type to Expedition |
| Shift-Z | Set mission type to Colonization |
| Shift-H | Set mission type to Harvest |
| Shift-T | Set mission type to Transport |
| Shift-P | Set mission type to Deploy |
| Shift-I | Set mission type to Espionage |
| Shift-N | Set mission type to ACS-Defend |
| Shift-A | Set mission type to Attack |
| Shift-S | Set mission type to ACS-Attack |
| Shift-Y | Set mission type to Destroy |
| Alt-1 | If the mission type is Expedition, set the expedition staying time to 1 hour. If the mission type is ACS-Defend, set the fleet holding time to 0 hour |
| Alt-2 | If the mission type is Expedition, set the expedition staying time to 2 hours. If the mission type is ACS-Defend, set the fleet holding time to 1 hours |
| Alt-3 | If the mission type is Expedition, set the expedition staying time to 3 hours. If the mission type is ACS-Defend, set the fleet holding time to 2 hours |
| Alt-4 | If the mission type is Expedition, set the expedition staying time to 3 hours. If the mission type is ACS-Defend, set the fleet holding time to 4 hours |
| Alt-5 | If the mission type is Expedition, set the expedition staying time to 4 hours. If the mission type is ACS-Defend, set the fleet holding time to 8 hours |
| Alt-6 | If the mission type is Expedition, set the expedition staying time to 5 hours. If the mission type is ACS-Defend, set the fleet holding time to 16 hours |
| Alt-7 | If the mission type is Expedition, set the expedition staying time to 7 hours. If the mission type is ACS-Defend, set the fleet holding time to 32 hours |
| Alt-8 | If the mission type is Expedition, set the expedition staying time to 8 hours |
| Alt-9 | If the mission type is Expedition, set the expedition staying time to 9 hours |
| Alt-0 | If the mission type is Expedition, set the expedition staying time to 10 hours |
| Shift-BackSp | Return to the previous page |

**On the fleet movement page:**

|  |  |
| --- | --- |
| Key: | Action: |
| N | Reload |
| P | Expand/Contract the fleet info |

**On the Statistics page:**

|  |  |
| --- | --- |
| RightArrow | Go to the next page |
| LeftArrow | Go to the previous page |

**On the Jumpgate page:**

|  |  |
| --- | --- |
| A | Select all available ships |
| N | Clear the selection |

**On the Phalanx page:**

|  |  |
| --- | --- |
| Esc | Closes the Phalanx window |

**On the Galaxy page:**

|  |  |
| --- | --- |
| Shift-G | Positions the cursor into the field for entering a new Galaxy number |
| Shift-S | Positions the cursor into the field for entering a new System number |

**On the Auctioneer page:**

|  |  |
| --- | --- |
| Shift-M | Bids the amount of Metal necessary to outbid the currently highest bit |
| Shift-K | Bids the amount of Crystal necessary to outbid the currently highest bit |
| Shift-D | Bids the amount of Deuterium necessary to outbid the currently highest bit |
| N | Clears the unsubmitted bids from all planets |
| Enter (or Shift-Enter) | Submits the bid |

**On the Import/Export page:**

|  |  |
| --- | --- |
| Shift-M | Bids the amount of Metal (or the maximum available, whichever is lower), necessary to buy the "mystery object" |
| Shift-K | Bids the amount of Crystal (or the maximum available, whichever is lower), necessary to buy the "mystery object" |
| Shift-D | Bids the amount of Deuterium (or the maximum available, whichever is lower), necessary to buy the "mystery object" |
| Enter | Buys the "mystery object" using the currently bid resources. If already bought, takes it. |