

## AGE OF EMPIRES 2 KEYBOARD SHORTCUTS

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### Unit Commands

Attack Ground	<b>T</b>
Delete Unit	<b>Delete</b>
Economic Buildings	<b>B</b>
Garrison	<b>G</b>
Pack	<b>P</b>
Stop	<b>S</b>
Unload	<b>Z</b>
Unpack	<b>U</b>

### Game Commands

Chat Dialog	<b>Alt+T</b>
Display Game Time	<b>F11</b>
Display Statistics	<b>F4</b>
Flare	<b>Alt+F</b>
Pause Game	<b>F3</b>

### Cycle Commands

Go to Archery Range	<b>~</b>
Go to Barracks	<b>F5</b>
Go to Black Smith	<b>Ctrl+S</b>
Go to Castle	<b>F2</b>
Go to Dock	<b>Ctrl+D</b>
Go to Last Notification	<b>Middle Button</b>
Go to Mill	<b>Ctrl+R</b>
Go to Next Idle Military Unit	<b>Wheel Up</b>
Go to Next Idle Villager	<b>Wheel Down</b>
Go to Stable	<b>Tab</b>
Go to Town Center	<b>Space</b>

### Military Units

Attach Move	<b>A</b>
Box Formulation	<b>X</b>
Flank Formulation	<b>F</b>
Line Formulation	<b>Q</b>
No Attack	<b>S</b>
Patrol	<b>Z</b>
Staggered Formulation	<b>C</b>
Stand Ground	<b>N</b>

### Town Center

Villager	<b>C</b>
Ring Town Bell	<b>J</b>

### Villager Build

Archery Range	<b>A</b>
Barracks	<b>B</b>
Blacksmith	<b>S</b>
Dock	<b>D</b>
Farm	<b>F</b>
House	<b>E</b>
Lumber Camp	<b>Z</b>
Market	<b>M</b>
Mill	<b>R</b>
Mining Camp	<b>G</b>
Palisade Wall	<b>Q</b>
Town Center	<b>N</b>

### 28+2 Fast Castle

<b>P2-4</b>	House and Sheep
<b>P5-7</b>	Sheep
<b>P8</b>	Lumber Camp
<b>P9-11</b>	Lumber
<b>P12</b>	Lure Bore (Loom)
<b>13</b>	House and Berries
<b>P14</b>	Mill and Berries
<b>P15</b>	Berries
<b>P16</b>	Lure Bore
<b>P17</b>	Berries (Shift 2 from Sheep to Farm)
<b>P18</b>	House and Lumber
<b>P19</b>	Second Lumber Camp
<b>P20-22</b>	Lumber (Shift 6 from Bore to Sheep)
<b>P23</b>	House and Farm
<b>P24-25</b>	Farm
<b>P26</b>	Mining Camp
<b>P27-28</b>	Mine Gold
<b>Click Feudal Age</b>	Shift 6 from Sheep to 5 Farm and 1 Lumber
<b>Feudal Age</b>	2 Build Market and 1 Build Blacksmith
<b>P29-30</b>	Mine Gold (If Go Knights) Lumber (If Boom)
<b>Click Castle Age</b>	Research Lumber and Farm Techniques