

# World Commander Cheat Sheet

## Gameplay

Command	Keycode	Mouse/Touch	Comments
Modifiers	Shift/Option/Command	Onscreen modifiers	Shift/Option/Command buttons affect usage
Surrender	Q	QUIT button	Continue, replay, or back to home screen
War/Peace	W	WAR button	Build units only
Pause	p	Pause button	Can select and route units
Toggle AI	I	AI button	All player AI or units selected if keycode
Toggle AI build	Option + I	Option modifier + AI button	Allow human player to control building
Game speed	`+ / -	Buttons next to pause	1 to 10 with default 3

## Build / show units

Command	Keycode	Mouse/Touch	Comments
Select facility	Option + click/tap	Option modifier + click/tap	Use option to select facilities vs units
Infantry	i	Infantry button	Build in city/base selected or show units
Tank	t	Tank button	Build in city/base selected or show units
Submarine	s	Submarine button	Build in port city/base selected or show units
Cruiser	c	Cruiser button	Build in port city/base selected or show units
Show only army units	r	Army button	Only infantry and tanks visible and selectable
Show only naval units	n	Navy button	Only subs and cruisers visible and selectable
Show terrain		Land button	Use to see all facilities easily
Show facilities		City/base/oilfield button	See all facilities owned and production status
Fighter/Bomber/Carrier			Coming soon!

## Move and control units

Command	Keycode	Mouse/Touch	Comments
Select unit		Click/tap	Unselect units first
Select additional unit(s)	Command + click/tap	Modifier then click/tap	Add units to group selected
Select multiple units	Command + drag	Modifier then drag	Use army/navy/air to help select units
Unselect	Esc	Escape button	All units or facilities unselected
Move unit(s) to destination		Click/tap	All units selected move to location
Move unit(s) to waypoint	Shift + click/tap	Modifier then click/tap	All units selected move to waypoint and remain selected

## God commands

Command	Keycode	Mouse/Touch	Comments
God mode	G	GOD button	Must be enabled in options
Change team	Option + GOD	Modifier + GOD button	Must be enabled in options
Kill units	K		Kill all units selected
Change unit to USA	A		Selected facility or unit joins Team America
Change unit to USSR	U		Selected facility or unit joins CCCP1
Victory	V		Declare victory and walk away

## View control

Operation	Keycode	Mouse/Touch	Comments
Toggle main view		Right click or double tap	Switch between world map and situation view
Drag view center		Click press and drag	In situation or secondary views
Center view on facility	Shift + Option + click/tap	Modifiers and double click/tap	In situation view
Focus bottom left view	Shift + double click/tap	Modifiers and click/tap	View friendly facility threatened
Focus bottom right view	Shift + double click/tap	Modifiers and click/tap	View enemy facility objective

## Objectives and Threats

Operation	Keycode	Mouse/Touch	Enter Situation View
Increase threat priority	Option + Command + click/tap	Modifiers + click/tap	Select friendly facility in defend list or on map
Increase objective priority	Option + Command + click/tap	Modifiers + click/tap	Select enemy facility in capture list or on map