

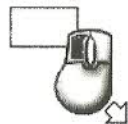


Special Action Icon:

Select one or more workers and move the mouse cursor over the damaged ships you want repaired. If the ship is damaged the icon will change to indicate the fact. Click the right mouse button to begin repairs. You can also <Z> bandbox a group of damaged ships if you would like more than one ship repaired.

Note: In order for a Worker to be capable of repairing other ships, repair technology has to be researched and the Worker upgraded.

Command: **Guarding**



Action: **G** +
Special Action



Icon:

Select one or more escort ships, hold <G> and click on the ship you would like them to guard. You can also <Z> bandbox a group of damaged ships if you would like more than one ship guarded.

Command: **Special Actions**

Many ships in your fleet can be upgraded with special abilities. Most of these abilities can be either activated through the right-click menu or by right-clicking Special Action Icons (like the Harvesting Icon)

MISCELLANEOUS COMMANDS

Cancel Orders - **~**

Kamikaze - **K**

Ship Overlay - **CAPS LOCK**

Scuttle - **SHIFT + S (x2)**

Hyperspace Jump - **J**

Retire - **I**

Pause - **P**

MULTIPLAYER CONTROLS

Command: **Sending a chat message**

Press [T] and then type in your message. Press [RETURN] when done.

Command: **Sending a private chat message**

Press [T] and then type [/<playername>] to specify who to send it to. After typing a few letters, the computer will automatically finish the name for you.

Command: **Forming Alliances**

Select <FORM ALLIANCE> from the right-click menu, then choose the player you wish to form an alliance with from the list that appears.

Command: **Breaking Alliances**

Select <BREAK ALLIANCE> from the right-click menu, then choose the ally you wish to end your alliance with from the list that appears.

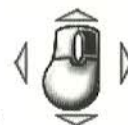
Command: **Reinforce Ally**

Select <REINFORCE ALLY> from the right-click menu. Choose an ally, and then enter the amount of RU's you would like to transfer.

HOMEWORLD: CATAclysm - THE QUICK REFERENCE GUIDE

CAMERA CONTROLS

Command: **Rotating**



Action:

Command: **Zooming**



Action:

OR

Command: **Focusing**

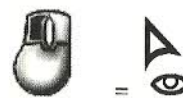


Action:

OR **F**

Select a ship to focus on, and then press the middle mouse button or the [F] key.

Command: **Alt Focusing**



Action: **ALT** +

To focus on ships without selecting them, hold down the [ALT] key and then Left-click on it.

Command: **Cancel Focusing**

Action: **DELETE**

Command: **Command Ship View**

Action: **HOME**

Command: **Fleet View**

Action: **CTRL-ALT + F**

THE MANAGER SCREENS

There are several important full-screen interfaces in Homeworld. All can be accessed via the taskbar, or by pressing the appropriate hotkey:

Sensors manager - **SPACE**

Build manager - **B**

Research manager - **R**

Systems manager - **S**

SHIP SELECTION

Command: **Selecting**



Action:

Command: **Deselecting**



Action:

or **ESC**

Left-click on empty space or press the [ESC] key.

Command: **Drag Selecting**



Action:

Command: **Shift Selecting**



Action: **SHIFT** +

To add ships to the selection, hold down [SHIFT] and click the left mouse button on the desired ship(s).

Command: **Select Everything**

Action: **E**

Command: **Hotkey Grouping**

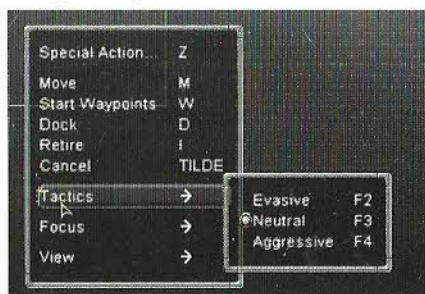
Action: **CTRL + 1** through **9**

Select the ships you wish to assign a hotkey to and then press [CTRL] + a number key (from 1-9).

THE RIGHT-CLICK MENU

At any point during the game, you can get a detailed list of command options specific to a ship or groups of ships by selecting them and right-clicking anywhere on the screen.

Even when a ship isn't selected, you can still access various game features and controls through the right-click menu.



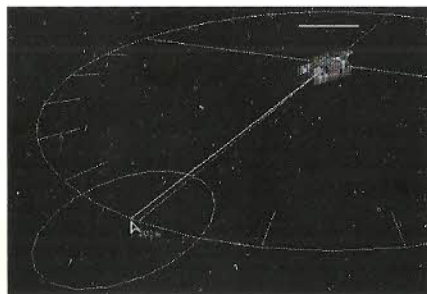
MOVEMENT

Command: **Horizontal Movement**



Action: **M** then

Select a ship or group of ships and then press the [M] key. This will bring up the movement disk. Simply move the mouse pointer to where you



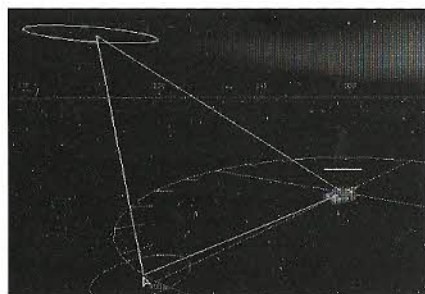
wish to go and click the left mouse button to issue the move order.

Command: **3D Movement**



Action: **M** then **SHIFT** then

Select a ship or group of ships and then press the [M] key. This will bring up the movement disk. Simply move the mouse pointer to where you wish to go and click the left mouse button to issue the move order.



Command: **Long Distance Movement**

Action: **SPACE** then **M**

Select a ship or group of ships and then press the [M] key. This will bring up the movement disk. Simply move the mouse pointer to where you wish to go and click the left mouse button to issue the move order.

COMBAT

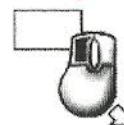
Command: **Attacking**



Action:

Move the mouse pointer over an enemy ship and click the left mouse button.

Command: **Group Attacking**



Action **SPACE +**

Hold down [CTRL] and drag a box around the targets with the left mouse button.

Command: **Force Attacking**



Action: **CTRL + SHIFT =**

Hold down [CTRL]+[SHIFT] and left-click on the target. Force attacking can be used to attack asteroids, crystals, allied ships, and even your own ships if necessary.

Command: **Moving While Attacking**

Give the Capital Ship its attack order and then give it a movement order. The movement disk will be yellow to signify this mode.

FORMATIONS AND TACTICS

You can use the right-click menu or [F5] to [F11] to set a ship in formation.

Delta - **F5**

Broad - **F6**

X - **F7**

Claw - **F8**

Wall - **F9**

Sphere - **F10**

Custom* - **F11**

** If none of the formations suit your needs, simply move each ship into the position you want; select the whole group again, and then select the F11. The ships will then remain in that formation wherever they move to until you instruct them otherwise.*

You can use the right-click menu or [F2] to [F4] to set a ship's tactics.

Evasive - **F2**

Neutral - **F3**

Aggressive - **F4**

OTHER COMMANDS

Command: **Harvesting**

Action: **H**



Special Action Icon:

Select a Worker, and then use the right-click menu or press [H] to issue the Harvest command. If you move the mouse pointer over any resource the icon will change to indicate that it is harvestable. Click the right mouse button to begin harvesting.

Command: **Docking**

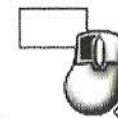
Action: **D**



Special Action Icon:

Select the desired ship(s) and then double-click on the vessel you wish to dock with (it must have docking capabilities). Press [D] or use the right-click menu and select the <DOCK> command. This will cause the selected ship(s) to dock with the nearest capable vessel. If you move the mouse pointer over any dock capable ship the icon will change to indicate the fact. Click the right mouse button to begin docking.

Command: **Repair**



Action: **Z +**