



**Dominions 4
Thrones of Ascension
Quick Reference Guide
v4.00**

Table of Contents

1 Introduction	3	5-1 Interface & Selecting Units	5
2 Main Menu	3	5-2 Position Squads	5
3 Game Creation	3	5-3 Squad Orders and Targeting	5
4 Main Game Screen	3	6 Battle Replay	6
4-1 Viewpoint and Map Filters	3	7 Recruitment	6
4-2 Information & Actions	4	8 Viewing Spells	6
4-3 Commanders	4	9 Map Editor Controls	7
5 Army Setup	5		

Content

Esko Halttunen
Johan Karlsson

Organization & Editing

Esko Halttunen

1 Introduction

This document is a quick reference guide to the interface of Dominions 4. It mostly contains lists of keyboard shortcuts for different screens in the game, collected to a format intended for ease of use and convenience. Where appropriate, certain things are covered in more detail.

Use ? in almost any screen to show the applicable keyboard shortcuts. Note, however, that some in some screens all shortcuts may not be listed, but they are listed here if known.

2 Main Menu

Menu Choices	
c	create new game
e	preferences
g	game tools
m	mods
n	network
p	play an existing game
q	quit game
Misc	
r	new random background world
t	show a tip
?	show keyboard shortcuts

3 Game Creation

Choose Participants	
n	add new player
backspace	remove last player
H	turn all players into humans
A	turn all players into AI
R	remove all players
L	restrict all random to land
W	restrict all random to water
Misc	
esc	back
return	done
?	show keyboard shortcuts

4 Main Game Screen

4-1 Viewpoint and Map Filters

Map View	
right click	select province
arrows	scroll map
home	goto capital
end	zoom x0.5
ins	zoom to cover the whole screen
del	zoom to view entire map
ctrl + up, page up	zoom in
ctrl + down, page down	zoom out
#	goto province nbr

- ◆ **Del** zooms to view the entire map area, but this is not maximum zoom out.
- ◆ **Ins** zooms so that there is no mapbackground visible anywhere. Usually limited by the horizontal dimension of the screen and mainly relevant only on non-wraparound maps. Works also on wraparound maps, but is of limited use.

Map Filters	
1	flags and forts
2	armies
3	dominion
4	income and resources
5	temples and misc symbols
6	my troops in allied provinces
7	allied troops in my provinces
8	neighbors
9	province names

4-2 Information & Actions

Statistics screens	
F1	nation overview
F2	score graphs
F3	hall of fame
F4	pretenders of the world
Magic	
F5	research
F6	global enchantments
F7	magic resource treasury
F8	magic item treasury
F9	thrones of ascension

- ◆ **F4** does not work if info on other nations is completely disabled during game creation.
- ◆ **F5** opens the *Research Menu*. It is covered in detail later.
- ◆ **F9** displays what thrones are on the map (if any). It does not tell which throne is where or what the guards are.

Misc Shortcuts	
b	bid for mercenaries
c	view casualty reports from current province
d	recruit provincial defense
e	end turn
f	fort info
h	hide / show right side menu
m	read messages
o	temple and dominion
r	recruit units
s	send messages
t	transfer units
v	view battles in current province
y	view units going to current province

- ◆ Hide right side menu leaves province buildings (fort, lab, temple) and magic sites visible
- ◆ **v** – in disciple games this can be used to view battles seen by allied scouts even though you get no report on the battle.

4-3 Commanders

Selecting Commanders	
a	select / deselect all cmdrs
n	next commander without orders
j	previous commander without orders
+,-	scroll commanders
return	deselect all commanders
>,<	grow or shrink commander tokens
shift click	select a range of commanders
ctrl click	add a commander to selection
alt click	add all commanders of the same type to selection
alt+shift click	add all commanders with the same magic skills to selection
ctrl + home	select pretender
Commander Orders	
space	choose order from menu
A	reanimate, call spirits
B	blood hunt
C	cast ritual spell
D	defend
E	break siege
F	forge magic item
G	call god
H	heal
I	assassinate
L	pillage
M	monthly ritual spell
O	monthly forge item
P	preach
R	research
S	search for magic sites
T	storm castle
U	summon allies
W	capture slaves
X	patrol
Z	put all blood slaves in the lab

To move or sneak selected commander, click on target province. To move a selected stealthy commander normally, ctrl-click on target.

5 Army Setup

5-1 Interface & Selecting Units

Unit Selection (hold mouse over a squad)	
a	select all units in squad
d	select all diseased units
e	select all experienced units
i	invert selection
s	select all starving units
w	select all wounded units
alt + click	select all units of the same type in the squad
double click	
shift + click	select range of units
return	deselect all units
Misc	
p	put selected units in garrison
tab	hide researchers
<	zoom down
>	zoom up
esc	exit screen

- ◆ Multiple types of selection can be used consecutively, for example double clicking one type of unit to select them all, then double clicking another type or using some other selection shortcut.
- ◆ The selection only ends if you deselect everything or assign the troops.
- ◆ It is impossible to deselect more than one unit at a time except by deselecting all.
- ◆ Selecting wounded units includes those with disease, but selecting diseased units does not include non-diseased wounded.

5-2 Position Squads

Positions	
click	set position
arrows	move position
c	center position on commander or first squad
Formations	
b	box formation
l	line formation (-1 mrl)
i	sparse line formation (-2 mrl)
d	double line formation (-1 mrl)
s	skirmish formation (-1 mrl)
Misc	
esc/return	exit screen

Units with the *Formation Fighter* special ability do not suffer morale penalties from line formations, but do suffer them from the skirmish formation.

5-3 Squad Orders and Targeting

Battle Orders (hold mouse over a battle order)	
a	attack
c	cast
e	fire and flee
f	fire
g	guard commander
h	hold and attack
r	retreat
s	stay behind troops
ctrl + 0-9	copy order
0-9	paste order
Battle Order Targets (hold mouse over a battle order)	
A	archers
C	closest
M	large monsters
N	no special target
R	rear

6 Battle Replay

Camera Movement	
arrow keys	move camera
page up	camera up
page down	camera down
F	free floating camera
home	tilt up
end	tilt down
numpad 7	pan left
numpad 9	pan right
Replay Control	
n	next turn
f	fast forward
s	standard speed
t	turbo speed
z	slow motion
p, space	pause
q	exit battle replay
Misc	
m	menu
g	show grid
w	hide world
c	team colored squares
1-3	battle log detail level
+,-	scroll battle log
5-9	battle graphics quality

- ◆ Camera is locked into position and has a limited range of movement by default.
- ◆ Camera must be unlocked to float free before it can be tilted or panned.
- ◆ Free floating camera can be taken far off the battlefield to explore the surrounding 3D terrain.
- ◆ Taking the camera off the edge of the 3D terrain will crash the game.
- ◆ Tilting the camera too far in either direction will crash the game.
- ◆ If you crash the game with an unlocked camera, do not report it as a bug. You were warned.
- ◆ Battle log detail level is affected by the level of debug mode. When run in debug mode, it gives slightly more information.

7 Recruitment

Recruitment	
backspace	remove last unit from recruitment queue
delete	reset recruitment
shift	hold down to add 10 units at a time
t	toggle repeat
Misc	
esc	exit screen
r	exit screen

Repeat toggle (**t**) changes both commander and troop repeat settings either on or off. If you want only commander or only troops to repeat, you must use the mouse to set repeating recruitment.

8 Viewing Spells

These shortcuts work when viewing a particular school of magic or a mage's spellbook. They do nothing in the main research screen.

Filters	
f	view fire magic only
a	view air magic only
w	view water magic only
e	view earth magic only
s	view astral magic only
d	view death magic only
n	view nature magic only
b	view blood magic only
r	view ritual spells only
clear filter	repeat previous

- ◆ The (**d**) filter will also list holy (divine) spells when viewing a mage's spellbook.
- ◆ The ritual spells only filter cannot be combined with the magic path filters. Filtering first by magic path and then using (**r**) clears the filter.

9 Map Editor Controls

Borders	
right click	select province
click	add border
ctrl + click	remove border
shift + click	toggle river / mountain pass
Province Attributes	
a	farm
b	border mountain
c	cave
d	deep sea
f	forest
m	mountain
n	no start
r	fresh water
u	underwater
s	swamp
w	waste
x	set battleground look
M	many sites
S	start
T	throne site
1	small
2	large
Misc	
#	goto province number
ctrl + s	save map

- ◆ Shift-clicking a province will cycle through normal, mountain pass and river border connections in sequence.
- ◆ For the most part the map editor is easier to use with the mouse instead of the keyboard, with the exception of finding a particular province by number.

10 Other Tips

- ◆ You can set the default order for newly recruited mages to research from the preferences by checking the box for *Give orders to new commanders automatically*.
- ◆ Provinces give no gold income unless they can trace a connection to a fort through friendly provinces
- ◆ Provinces give no gem income unless they can trace a connection to a laboratory through friendly provinces