Basics

!play	Join the game.
!afk	Leave the game. Resources and units will be distributed between remaining players.
!$	Display your resources in chat.
!gg	Vote to surrender.

Worker Commands

!mm	Send a worker to mine minerals
!mg	Send a worker to mine gas
!go	Move a worker to a location
!pull	Assign a worker to follow army commands

Transferring Resources

!sm <player> <amount>	Transfer specified amount of minerals to the specified player
!sg <player> <amount>	Transfer specified amount of gas to the specified player
!f <player>	Begin forwarding all of your income to the specified player
!f*	Begin forwarding all of your income among all player
!f	Stop forwarding your income
Example:	
!sm ap31sin 200	
!sg ap31sin 150	
!f ap31sin	

Construction

!c	Cancel your most recently placed structure
!e	Build Nexus
!b p	Build Pylon
!b a	Build Assimilator
!b g	Build Gateway
!b f	Build Forge
!b y	Build Cybernetics Core
!b c	Build Photon Cannon
!b b	Build Shield Battery
!b r	Build Robotics Facility
!b s	Build Stargate
!b t	Build Twilight Council
!b rb	Build Robotics Bay
!b fb	Build Fleet Beacon
!b ta	Build Templar Archives
!b d	Build Dark Shrine

Upgrades and Researches

!u gw	Upgrade Ground Weapons
!u ga	Upgrade Ground Armor
!u s	Upgrade Plasma Shields
!u aw	Upgrade Air Weapons
!u aa	Upgrade Air Armor
!r wg	Research Warp Gate
!r c	Research Charge
!r b	Research Blink
!r g	Research Glaive
!r gb	Research Gravitic Booster

Upgrades and Researches (cont)

!r gd	Research Gravitic Drive
!r tl	Research Thermal Lance
!r pc	Research Anion Pulse-Crystals
!r fv	Research Flux Vanes
!r s	Research Psionic Storm
!r ss	Research Shadow Stride

Training

!t z	Train Zealot
!t s	Train Stalker
!t y	Train Sentry
!t a	Train Adept
!t h	Train High Templar
!t d	Train Dark Templar
!t i	Train Immortal
!t b	Train Observer
!t wp	Train Warp Prism
!t c	Train Colossus
!t dr	Train Disruptor
!t x	Train Phoenix
!t v	Train Void Ray
!t o	Train Oracle
!t cr	Train Carrier
!t t	Train Tempest
!t m	Train Mothership

Training (cont)

!rp	Rally all trained units to specified location
	!rp without location will reset rally point

Note:
Probe is trained and distributed automatically among players
With Warp Gate actives, all units will be warped at the Pylon/Warp Prism nearest to the rally point

Army Control

!a	Attack the nearest visible enemy units Attack a location if specified
!m	Move your army to specified location
!h	Attack only enemy workers in specified location
!p	Patrol between unit's current position and specified location
!s	Stop Units will move 1 unit toward location and/or direction if specified
!join <player>	Allow specified player to control your units Use any other army commands to resume control

Note:
These commands apply to all your units

Target Priority

!x m	Focus massive units
!x a	Focus air units
!x g	Focus ground units
!x c	Focus spell-casting units
!x d	Focus detectors
!x s	Focus structures
!x u	Focus units
!x x	Focus armored units
!x l	Focus light units
!x w	Focus workers
!x h	Focus cloaked and burrowed units
!x r	Focus destructible rocks
!x b	Focus friendly structures that prevent Nexus being built
!x n	Focus critters

Note:
Phoenix will cast Graviton Beam with **!x g**
Oracle will cast Revelation with **!x h**

Stances

!n	Default neutral stance Units will act a bit defensively with abilities
!n d	Defensive stance Units will act defensively with abilities and stutter-steps
!n a	Aggressive stance Units will act aggressively with abilities and stutter-steps
!n m	Manual stance Units will not auto-cast abilities

Unit Abilities

!archon	Requires at least 2 High/Dark Templars
!oracle_ward	Place Stasis Ward at specified location
!k	Blink all Stalkers to specified location and/or direction
!survey	Assign an Observer to enter Surveillance Mode at specified location
!rc	Recall your units at specified location to a random Nexus
!mr	Mass Recall all players' units at specified location
!changeling	Kill all Changelings on the camera
!dance	Dance
!spray	Spray decal on specified location

Warp Prism Control

!tl	Load specified number of units
!tu	Unload all units in specified location
!pp	Enter Phase Mode at specified location
!pt	Return to Transport Mode

Note:
Probes can be loaded using **worker modifier**

Skills

!skills	Display your current skill points distribution
!levelup	Level up a skill
	Support **multiplier**

Location

Location markers are displayed on the minimap

Example:
!go **e1**
!b g **b1**
!a **e3**
!rp **t1**

Direction

#n, **#e**, **#s**, **#w**, **#ne**, **#nw**, **#se**, **#sw**	Compass Direction
#u, **#r**, **#d**, **#l**, **#ur**, **#ul**, **#dr**, **#dl**	Relative Direction
>	Forward to the closest visible enemy units
<	The opposite of >

Example:
!b g b1 **#sw**
!k **#r**
!s 3 >

Worker Modifier

w*	Last used worker
w~	Any worker that is not last used
wm	Worker mining minerals
wg	Worker mining gas
wi	Idle worker

Example:
!mm b2 3 **wg**
!go t1 **wi**
!b c e1 **w***
!pull 20 **wm**

Multiplier

Commands associated with workers, training, construction and transport support multiplier

Example:
!t s **5**
!mg **6**
!b c **3**
!tl **20**

Other Commands

!show	Temporarily point in-game camera to specified location or worker
!w	List all your workers status via Twitch whisper
!y	List all your army units via Twitch whisper
!y*	List all your army units in chat
!stats	Display your overall stats in chat
!humans	Display human players you defeated in chat
!achievements	Display the achiev-ements you earned in chat
!achievements_list	Display list of available achiev-ements Do not display achievements that have not been earned by any players

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