Pause

Resume	A1
Save game	B2
Kick player	C3
Options	D4
Leave game	E5
Exit	H7

A: Resume game (hides the pause menu)
B: Save game (requests a save file from the server, and opens the save file dialog to save it)
C: Select a player to kick from the game (Only available if the player is the lobby "master")
D: Adjust options (screen resolution, audio volume, player name, etc)
E: Leave game (return to lobby)
F: Quit everVoid completely