everVoid - Map name - Solar system name - Turn 16   Money: $3000 (+$300)   Metal: 4000 (+500)   Gas: 525 (+75)

A

B

Buildings   **D**

Metal extractor   **F**

Space yard   **H**

J

E

G   **I**

Terran planet   **C**

K

L

Building: ⬡ Scout ship   **M**

N

O

Commit turn **P**

Turn time remaining: 1:15 **Q**

Pause menu **R**

A: Displays game info (map name, solar system in which the planet is, current turn)
B: Displays the player's resources, and income per turn in parentheses
C: Close-up of the planet being viewed
D: A panel containing the list of building slots the planet has, and the buildings built on the planet.
E: A visual representation of the planet's surface.
F: An unselected building in a building slot
G: Visual representation of the unselected building
H: A selected building in a building slot
I: Visual representation of the selected building
J: An empty building slot. The player may click it and select a building to build in that slot using the bottom panel.
K: A minimal solar system view, representing solar systems and wormholes. The solar system being viewed is highlighted.
L: Buttons corresponding to the selected building. For a ship-constructing building, this is a list of ships that the building may build.
M: The ship currently being constructed by the building.
N: Cancel ship construction button: Cancels the construction of the ship being built. Refunds resources, and allows the player to build another ship.
O: Delete building button: deletes the building.
P: Commit turn button: Ends the player's turn and sends the moves to the server.
Q: Remaining time for the player to finish his turn. If the time is elapsed, his turn is automatically committed.
R: Pause menu button: Brings up the pause menu.