

- A: Displays game info (map name, current turn)
- B: Displays the player's resources, and income per turn in parentheses
- C: Galaxy view, where all the solar systems are displayed
- D: A solar system. The player may click on it to switch to Solar System view.
- E: A solar system in which the player has buildings or units (solar system is outlined)
- F: A wormhole from a solar system to another
- G: A wormhole in which units belonging to the player are going through.
- H: A minimal solar system view, representing solar systems and wormholes.
- I: Commit turn button: Ends the player's turn and sends the moves to the server.
- J: Remaining time for the player to finish his turn. If the time is elapsed, his turn is automatically committed.
- K: Pause menu button: Brings up the pause menu.