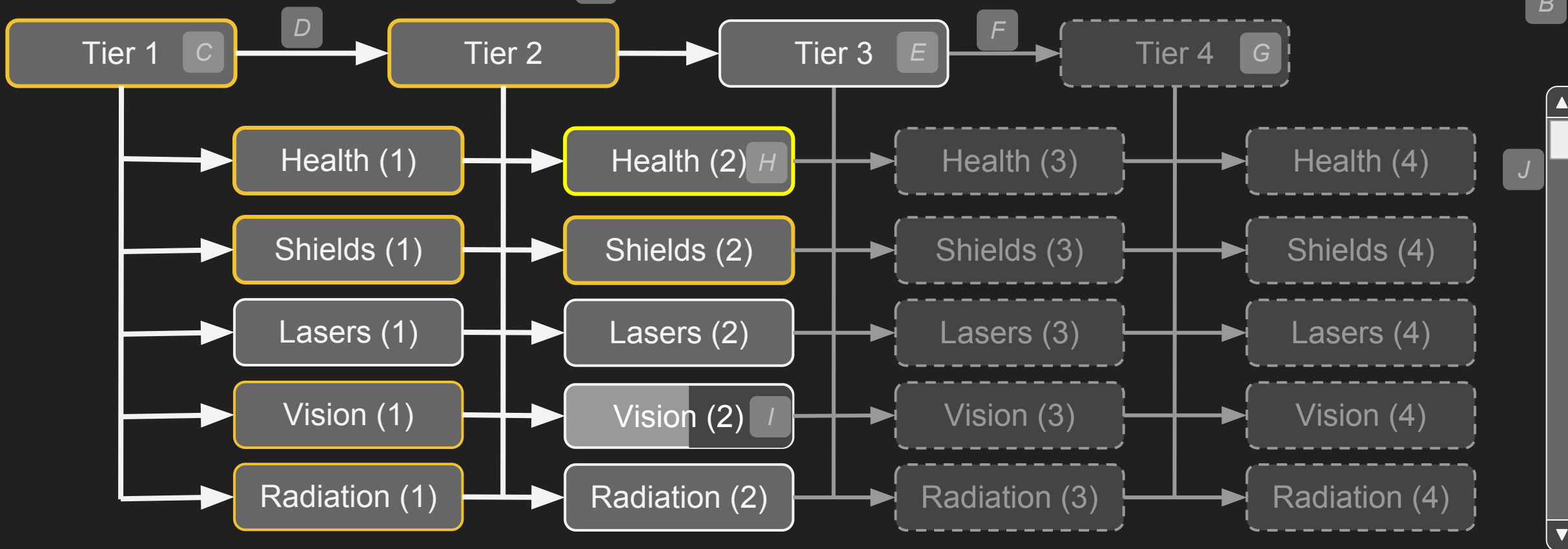


everVoid - Map name - Solar system name - Turn 17

Money: \$12500 (+\$400)

Metal: 3750 (+550)

Gas: 310 (+90)



Name: Health (2)
Requires: Tier 2, Health (1)
Effect: Increases all ships' HP

Money: \$2000
Metal: 100
Gas: 10

Commit turn

Turn time remaining: 1:51

Pause menu

A: Top bar displaying game information (turn number, etc.)

B: Displays player resources and income on next turn (in parentheses)

C: An already-researched upgrade has a special outline

D: An available upgrade path shows a full arrow

E: An available, not-researched upgrade shows as a regular button. The user may click to research it.

F: An unavailable upgrade path. The user must research other things before being able to access this path

G: An unavailable upgrade. The user must satisfy all linked upgrade paths before being able to research this upgrade.

H: An upgrade being hovered by the cursor shows a special outline, and corresponding information is displayed in the bottom area.

I: An upgrade currently being researched. The partial upgrade progress is represented by the progress bar.

J: Scrollbar that the player may use to view additional research paths at the bottom

K: Information about the selected upgrade is displayed (Name, research requirements, effect, resource cost)