

Player1: Are you ready for the final assault?

A

Player2: Let's do it!

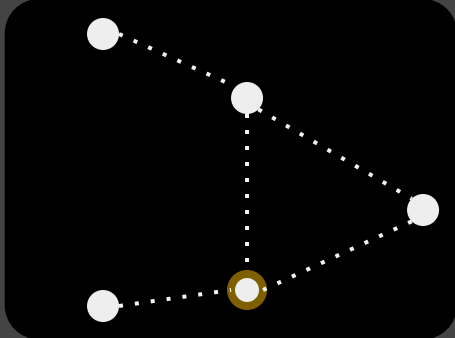
Player2: I'm ready, tell me when we're attacking.

Message: I am going to attack now!

Send

B

C



everVoid

Commit turn

Turn time  
remaining: 0:23

Pause menu

A: The main in-game chat window. Shows up as an overlay when the user presses a key.

Messages show up in the central box. When the player doesn't have the chat box displayed but another player sends a message, the received message is displayed without an overlay, directly on the game board.

B: Message input box. The player may type his message here.

C: Send button. This sends the typed message to the other players and displays it in the chat box. The player may also use the Enter key to send a message.