everVoid - Map name - Solar system name - Turn 12

Money: $5000 (+$200)   Metal: 1000 (+100)   Gas: 250 (+20)

A

C

B

Gas planet

J

Friendly unit

H

Central star

Selected unit

D

Enemy unit

F

E

G

Asteroid

I

Enemy unit

K

L

Scout ship

Laser: Poor (level 0)
Speed: Fast (level 0)
Vision: Good (level 0)

P

R

Q

120/200 HP   M   60/200 shield (+10)   N   60/200 rad (+15)   O

Commit turn   S

Turn time remaining: 2:11   T

Pause menu   U

A: Displays game info (map name, solar system being viewed, current turn)
B: Displays the player's resources, and income per turn in parentheses
C: Solar system grid, where the action takes place
D: A selected friendly unit, with a border around it to indicate that it is being selected
E: The areas where the ship can move to are highlighted. The units that the ship can attack are also highlighted.
F: An enemy unit.
G: The solar system's central star, from which radiation emanates
H: A non-selected friendly unit
I: An asteroid (decoration, non-free space for ships)
J: A gas planet. The player may click it to switch to Planet view.
K: A minimal solar system view, representing solar systems and wormholes. The solar system being viewed is highlighted.
L: Selected unit view. Shows unit image and type
M: Selected unit's health
N: Selected unit's shields and shield regeneration rate
O: Selected unit's radiation level and radiation regeneration rate
P: Move button. The player may press this button and select a square in which to move in order to initiate a move to that square.
Q: Delete unit button: Destroys this unit.
R: Deploy probe button (special Scout ship ability). Ships may have special abilities, with associated buttons represented here.
S: Commit turn button: Ends the player's turn and sends the moves to the server.
T: Remaining time for the player to finish his turn. If the time is elapsed, his turn is automatically committed.
U: Pause menu button: Brings up the pause menu.