

In this game, you control your character using the **WASD** keys to move around the world. Pressing "**I**" opens the inventory, allowing you to manage your items through a drag-and-drop system. You can interact with objects in different ways depending on how you use them. If you drag a potion onto your character, they will consume it immediately, applying its effects. Dragging wood outside of the inventory panel will drop it on the ground, making it available for later collection. If wood is already on the ground, simply walking over it will automatically add it back to your inventory.

Trading plays an important role in the game. On the left side of the castle, you can find a seller, a woman who offers various goods. To sell an item, drag it from your inventory panel to hers, and you will receive money in exchange. If you want to buy an item, dragging it from the seller's panel to your inventory will deduct its cost from your total money. The more you sell, the more your wealth increases, while purchasing items will decrease your funds.

There is also a chest in front of the castle that serves as an easy way to gain money. Simply standing near it will gradually add currency to your total, making it a reliable but passive source of income.

One additional feature in the game is the ability to consume potions from the seller's inventory without actually purchasing them. This is considered stealing, but the choice is left entirely up to the player. Whether you play honestly or take advantage of this mechanic, your decisions shape your experience in the game, adding an extra layer of freedom and moral choice to how you interact with the world.