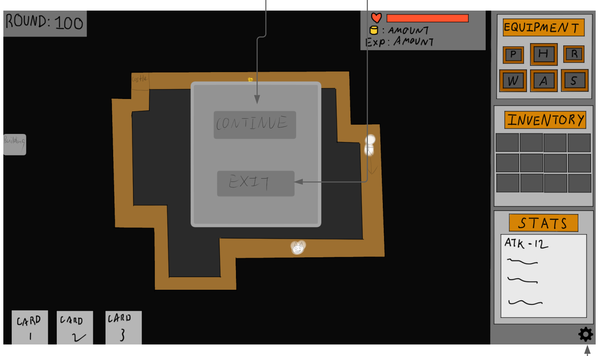
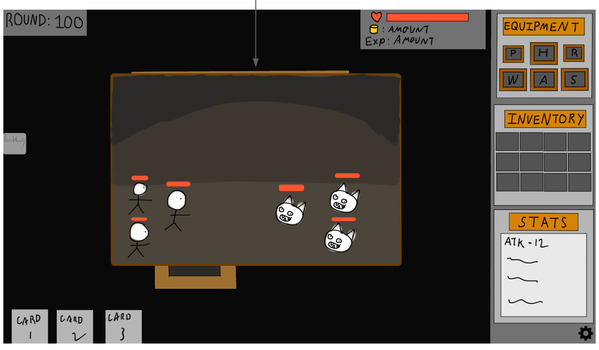
Player can press the 'continue' button to go back to game and 'exit; button to exit the game



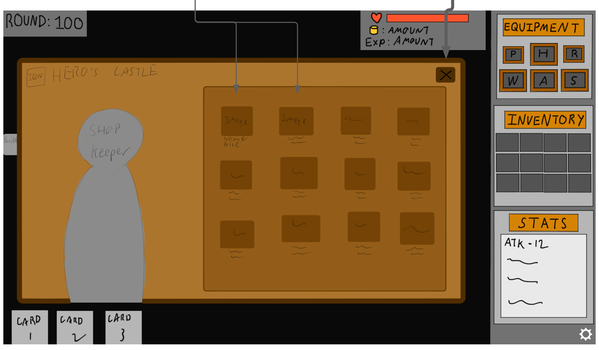
Pressing this button will bring up the setting menu

This window will pop up when player character makes contact with enemy. The battle will be processed automatically.



Player will click on an item image to purchase an item. When an item is bought, the cost will be deducted from the character's money sum.

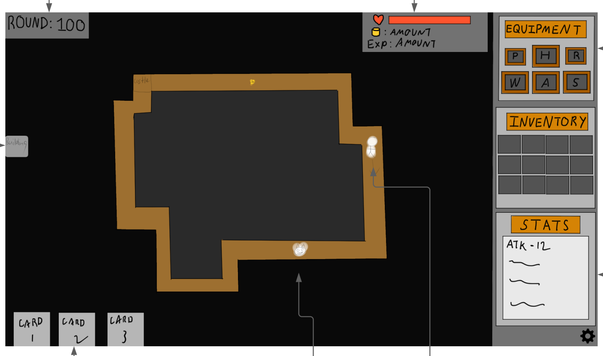
Player can click this button to exit out of this menu



Displayer the health, amount of money and experience points of current player character

Shows the current amount of loops

Player Drags and drops Equipment from inventory to equipment to equip something. New items the player character gains will be added to inventory.



Displays current status of player character

Player can drag and drop the cards into a droppable region

Player character will automatically loop around the map, and when it comes in contact with other entities it will trigger an action