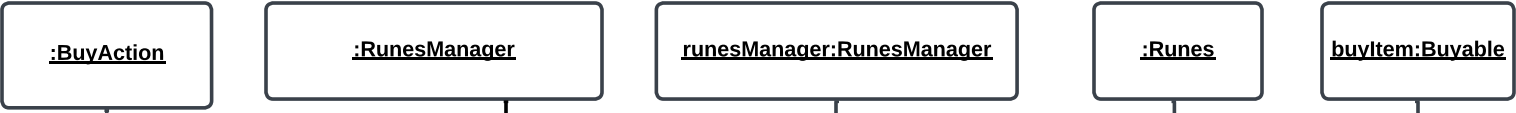


Scenario:
Player buy any
weapon from
trader
merchant kale



`execute(actor,map)`

`getInstance()`

`runesManager:RunesManager`

Alternative

`[runesManager.getRunes(actor).getValue() >= price]`

`getValue()`

`value:int`

`deductedRunes(actor,price)`

`deductedRunes(price)`

Message
`addToActorInventory(actor)`

`menuDescription(actor)`

`actor buy buyItem for price:String`

`[Else]`

`actor has no enough runes:String`

Message

Message

Message