

PIRATE PETE

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PIRATE PETE COLLECTOR

User Manual

How to organize your collection, build decks, explore prices, trade and run events.

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Version coverage: Pirate Pete Collector 2.0.9

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Audience: collectors, players, tournament directors, and trade users

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1. How To Use This Manual

Start with [Quick Start](#), then open the chapter for the task you want to do. You can browse cards, track a collection and build decks without using every feature of Pirate Pete Collector.

Button and menu names appear in **bold**. Features marked **Beta** still need your review, especially when identifying a card or choosing a printing.

1.1 Devices And Accounts

Pirate Pete Collector supports iPhone, iPad, Android, macOS and Windows. Mac requires macOS 13 or later. Camera and notification features depend on your device and permissions.

You can collect cards and run local tournaments without signing in. Account sync, online Trading and live tournament updates need internet. Signing in does not automatically upload or replace your collections.

Check the version badge on Home when comparing this guide with your app. Updates may reach each platform at different times.

1.2 Download The App

- iPhone, iPad and macOS: [App Store](#)
- Android: [Google Play](#)
- Windows and walkthrough videos: [Pirate Pete Collector app page](#)



If you receive a portable Windows build, keep its extracted folder together and open `PiratePeteCollector.exe`.

2. Quick Start

2.1 Add Your First Cards

1. Open **Pirate Pete Card Library**.
2. Choose a game, then a set.
3. Find the correct printing and tap **+**.
4. Choose the condition if prompted and check the quantity.
5. Open **My Treasure Chest** to see the cards you added.

Use **–** to remove a copy. When a card has several condition rows, change the row for the copy you mean.

2.2 View Your Collection Value

In **My Treasure Chest**, expand a game and then a set to see card quantities and estimated values. **PP Market** is a reference value. **PP Buy** applies only to cards and quantities currently eligible for a Pirate Pete quote.

Open valuation history and use the save/snapshot action to record a point on your collection's value graph. Snapshots stay on this device.

2.3 Add A Graded Card

1. Open **Graded Library** and choose the add/new action.
2. Select the grading company and enter or scan the certification number.
3. Review any available lookup results, or enter the card details manually.
4. Add slab photos if desired, then save.

Automatic PSA lookup is currently unavailable. Manual entry, certification-number scanning and custom photos remain available.

2.4 Create A Deck

1. Open **Deck Builder** from Home.
2. Choose **Create deck**, select the game and enter a name.
3. Choose **Add cards**.
4. Review quantities, ownership, estimated value and cost to finish in Deck Detail.

Adding a card to a deck does not add it to Owned. Decks count the selected physical printing across conditions. See [Decks](#) for imports, virtual cards and game-specific tools.

2.5 Run A Tournament

Open **Tournament Organizer** → **New Tournament**, enter the setup, add entrants and generate pairings. Enter results after each round, review standings and complete the event when finished. Save an export for your records.

Local tournament tools work offline. Live viewing needs internet. See [Tournament Director](#) before running an event.

2.6 Find Trades

1. Mark the copies you are willing to trade and the cards you want.
2. Open Trading and review your profile and **Collections used for trading**.
3. Use **Save & enable trading** for first setup, or **Save changes** when updating it.
4. Choose **Refresh Matches**.
5. Review the exact cards, conditions and quantities before making an offer.

You can receive shows cards you want that the other trader has. **You can give** shows cards they want that you have. A match may have only one of these sections. Refreshing matches does not publish unsaved changes to your lists; use **Retry pending update** if a saved update needs attention.

2.7 Scan A Card

1. Open **Scan Card (Beta)**. Choose **Game** if known; **Set** is optional.
2. Choose **Take Photo** or **Choose Photo**, keeping one card and all its edges visible.

3. On **Confirm card**, check the collection, name, set/printing, condition and quantity.
4. Use **Adjust crop** or **Search by name** if needed.
5. Tap **Add to collection** once and wait for **Added to collection**.
6. Use **Undo** for an unchanged last addition, or **Scan next**.

If saving is uncertain, check your collection before adding again. A matching title alone does not confirm the printing.

3. Core Concepts

- **Catalog:** The games, sets and cards available to browse in the app. Images, rarity and prices may not be available for every entry.
- **Game:** A product line, such as Star Wars CCG or Star Trek 1E.
- **Set:** An expansion, promo group or other release within a game.
- **Printing:** A particular version of a card. Same-name cards can have different sets, editions, images and prices.
- **Owned:** The copies in your collection, separated by condition where applicable.
- **Trade:** The copies you have chosen to make available for trade.
- **Want:** A card you deliberately marked as wanted. Missing set cards and deck gaps do not automatically become Wants.
- **Deck quantity:** The copies a deck requires. This is separate from Owned and does not track condition.
- **Graded inventory:** Your slabbed cards, with their grading company, grade, certification number, photos and notes.

Always check the game, set and printing before adding a card or using its price. The same title can refer to several different cards.

Magic: The Gathering, Pokémon and Yu-Gi-Oh are not in the active built-in catalog. Previously saved raw-card quantities, Trade/Wants and deck lines remain in local data and full backups, but are hidden from normal catalog, scanner and Trade views. Existing graded records remain available.

Core collection work continues offline. Live lookups, online Trading and other online services need a connection; losing that connection does not erase locally saved cards.

4. Home Screen

Use Home to open the part of the app you need:

- **Pirate Pete Card Library:** Browse cards, manage Owned quantities, view prices and open My Treasure Chest.
- **Deck Builder:** Create decks, browse gameplay details, import lists and check what you still need.
- **Graded Library:** Save slab details, certification numbers, photos and notes.
- **Tournament Organizer:** Set up events, pair players, record results and view standings.
- **Scan Card (Beta):** Photograph a card, review its identity and add it to a collection.

- **Pirates!:** Play a local card-hunting voyage. Its cards and currency do not change your real collection.

The version badge helps identify your installed app when requesting support. **What's New** may appear after an update; close it when finished. Reopen it through **App Options** → **What's New** to read current or earlier release notes.

The top-right menu opens **App Options**, including appearance, **Backup & Restore**, **Account & Sync**, **Trading**, **User Manual** and **Privacy & Data**.

The account card below the Home banner shows sign-in status. **Sign in** opens the account flow; **Account** opens the signed-in account. If it says cloud access is unavailable, local collecting remains available. Opening Home does not restore or upload a collection.

5. App Options

5.1 Change The Appearance

Open **App Options** and use the **Skin** dropdown. Choices include Command Deck, Nebula Relay, Market Terminal, Pirate Cove, Arcane Academy, Hive Outpost, Stellar Rebellion, Survey Bridge, Runebound Realm, Savage Citadel, Desert Oracle, Moonlit Pack, Nocturne Court, Dragon Hoard, Classified Casebook, Orbital Exchange and Mech Bay HUD, as well as Classic.

Custom skins have their own dark appearance. The **Dark Mode** switch applies to Classic. Changing the appearance does not change your cards or decks.

5.2 Choose Backup, Sync Or Restore

These actions have different purposes:

- **Create backup:** You want a portable safety copy before a major change or a move to another device. Selected collections, including Owned/conditions, Trade, Wants, graded records and managed photos, and value history. Include shared records to keep the independent deck library as well; review the selected contents.
- **Sync now:** You want to update connected collections between this device and your account. Collection names and Owned quantities, including conditions.
- **Restore from my account:** You want to replace selected local names and Owned cards with the saved account copy. Names and Owned quantities only; other local records stay in place.
- **Restore from a backup file:** You want to replace selected local contents with a file backup. Supported contents in that file; review the replacement preview.

Sync is not a full backup. Keep private file backups for records it does not cover.

5.3 Create A Backup

1. Open **App Options** → **Backup & Restore** → **Backup file** → **Create backup**.
2. Choose all three collections or just the collections you need.
3. Review **Include app settings and shared records** separately. It includes the independent deck library, supported appearance settings, local player profiles and eligible tournament history. You can also save a

dedicated deck backup from Deck Builder.

4. Choose a destination in the share/save window and wait for confirmation.

Canceling the save window does not save a backup. Check that the file exists and keep a private copy before clearing data, restoring or moving devices. On Android, use these explicit backups; automatic device backup/transfer does not include the app's collection data.

Backups do not include Pirates voyages or Bank, account sign-in, online Trade ownership or offers, usage preferences or device permission choices. They do not give another device access to your account. Keep separate tournament exports for important events.

If shared tournament records prevent a portable backup, turn off **Include app settings and shared records** to save your collections. Do not delete the event to work around the warning.

5.4 Restore A Backup File

1. Open **Backup & Restore** → **Backup file** → **Restore from a backup file** → **Choose backup**.
2. Choose **One collection** or **All collections in this backup** when offered.
3. Assign each collection to a different **Destination**.
4. Review **Restore appearance** and **Restore local player profiles**. These are optional; restoring profiles replaces the local profile list.
5. Choose **Review replacement** and check the names, contents and warnings.
6. Confirm **Replace [name]** or **Replace N collections** only when the destinations are correct.

Restore replaces selected contents rather than adding the old and new quantities together. Destination names and unselected collections are unchanged. A collection CSV or decklist is not a full backup; use a `.ppcbackup` file or a supported older backup.

If photos are unavailable, the app may offer **Restore records without unavailable photos**. **Add local tournament copies** can recover event history as separate local events without transferring online publishing access or applying old results to current decks.

If restore is interrupted, reopen the app and let recovery finish. Read the completion summary before trying again. Then check the restored collection. For a previously connected collection, return to **Account & Sync** and follow its review before syncing.

File restore does not sign you in, transfer online links or replace your public Trade identity. Existing Trading sharing settings can later share restored Trade/Wanted changes, so review them before continuing online Trading.

5.5 Sign In And Set Up Sync

Open **Sign in / Account** on Home or **App Options** → **Account & Sync**. Choose **Log in**, **Create account** or **Continue without an account**.

For a new account, enter your email and password, follow the verification-email link, return to the app and choose **I've verified — log in**. Use **Resend verification email** or **Forgot password?** → **Send reset email** if needed. If you already used an email-link sign-in, use that same email.

Signing in alone does not upload, replace or connect collections. Choose **Set up sync**, review which local and online collections belong together, then choose **Sync now**.

Sync covers the names and Owned condition quantities of your three collections. It does not cover decks, Trade, Wants, graded records/photos, value history or tournaments. Use file backups and those features' separate account tools for other records.

Automatic sync sends saved collection changes while the app is open after setup. It may leave work waiting and does not continuously retrieve every change from other devices. Open the app and use **Sync now** to reconcile the latest changes.

If you see **Saved sign-in · Cloud access unavailable**, continue locally and use **Retry connection** when connected. A rejected sign-in may require logging in again.

5.6 Review Sync Changes

Check the status of each named collection. **Changes waiting to sync**, **Sync incomplete** or **Needs review** means there is more to do, even if an earlier completion date is shown. Use **Sync now** to continue.

When the same value changed differently on both devices, **Review sync conflicts** lets you:

- **Use this device for all conflicts**;
- **Use online for all conflicts**; or
- **Review individual cards**.

Review any collection-name conflict too. Choose **Continue sync** to apply your choices or **Decide later** to leave them unresolved. Changes that do not conflict still merge. A newer date alone does not decide which copy to keep.

Saved progress counts describe card rows, not the total copies you own, and newer edits may not be included. A collection with zero card changes can still have a name change to review. **All changes synced at the last check** confirms that collection at that check, not all collections forever.

5.7 Restore From My Account

Use this when you want the account's saved collection as a replacement, rather than ordinary two-way sync.

1. Open **Backup & Restore** → **Account** → **Restore from my account** and sign in.
2. Choose **One collection** and its **Account collection**, or **All three collections**.
3. Check every **Destination on this device** and any listed account connections.
4. Choose **Preview restore**. Compare names, card counts and available content dates. An empty account copy will remove Owned cards from the selected destination.
5. Confirm **Restore to [name]** or **Restore 3 collections** once.
6. Read the result. If interrupted, reopen the restore and use **Resume restore** when offered.

This replaces local collection names and Owned quantities, including conditions. It does not combine quantities or change your online copy. Trade, Wants, decks, graded cards/photos, value history and unselected collections remain in place.

The app keeps a recovery copy on this device. After a completed restore, **Restore previous device copy** lets you review and restore the copy retained by the latest completed account restore. This is not a portable

backup. After using it, choose **Sync now** when ready to review account changes.

If restored Owned quantities would conflict with copies already marked for Trade, the app pauses. Review those Trade quantities and conditions before trying again. Finish any earlier sync or online-clear recovery when prompted; do not clear app data to bypass it.

5.8 Understand Collection Dates

- **Device content edited**: when a collection name or Owned quantity changed on this device.
- **Account content updated**: when the saved account contents changed.
- **Last completed sync**: the last verified match for that collection, not a full-backup date.
- **Last automatic upload batch**: a confirmed upload; more changes may remain.
- **Previous recorded sync activity**: older activity, not proof that the current copies match.

Dates use your device's local time. Some older records have no date. Always read current sync status as well as dates, especially after restoring or clearing data.

5.9 Clear Collection Data

Choose the intended collection in **My Treasure Chest**, then open **Manage collection data**. Read the destination and scope before confirming.

- **Clear this device** → **Review clear** lists the selected collection's Owned cards, Trade quantities, Wants, graded records and value history. Other collections, the deck library, online copy and shared records remain. **Backup then clear** requires a confirmed backup save before clearing.
- **Clear online** removes only the selected online collection's Owned cards. Type **CLEAR** and confirm **Clear online Owned cards**. Other devices can receive these removals when they sync. This device's contents and the other collections are kept; sync pauses for review.
- **Clear One Game** and **Clear Graded Cards** have narrower scopes. Read each confirmation rather than assuming it clears the whole collection.

Make a file backup before a destructive action.

5.10 Password, Sign-Out And Account Deletion

Use **Password & security** → **Reset password** → **Send reset email** to reset your password. **Sign out** preserves local collections.

Delete account is separate and permanent. Save needed records, review the listed scope, enter your current email and password, select the acknowledgement and confirm only when ready. Local collections, backup files and copies on other devices are not erased by deleting the online account.

If the result is uncertain, use **Check deletion status**. Follow **Confirm password again** or **Confirm deletion again** only when requested. **Continue collecting on this device** does not undo a submitted deletion.

5.11 Price Snapshots And Diagnostics

Price Snapshot Export creates a public price workbook for one game, with a sheet for each priced set. It contains only card names and market prices. Your Owned quantities, PP Buy values and other private collection records are excluded.

Use diagnostics or support-log export when support asks you to investigate a problem. Review files before sharing them. See [Privacy And Data](#) for diagnostic and usage-sharing choices.

6. Pirate Pete Card Library

6.1 Find A Game And Set

The game search filters game names. Choose a game to see its sets, then choose a set to see its cards.

Only Games With Prices hides games without price data. Turn it off when looking for a game regardless of pricing.

Game and set rows may show card counts, completion and the estimated value of your Owned cards. A zero or missing value can mean price data is unavailable; it does not necessarily mean the cards have no value.

6.2 Find And Sort Cards

Within a set, search by card name. Try a distinctive word or a shorter phrase for punctuation-heavy names. Use the available sort controls for name, price, quantity or missing/owned order. Sorting changes the view, not your collection.

Card rows may show an image, rarity, prices, Owned quantity and collection, Trade, Want or deck actions. Check the exact set and printing before using them.

Some older Star Wars entries are marked **Previously saved entry**. Their existing records remain separate from current listings. Use the current listing for new additions and keep a backup before reorganizing older entries.

6.3 Add Or Remove Copies

Tap **+** to add a copy or **-** to remove one, choosing the correct condition when prompted. Check the updated quantity. You can own a card even if it has no price or says **Not Buying**.

Where available, tap the quantity to enter an exact amount. This is useful when entering several copies or correcting a count.

6.4 Set-Wide And Multi-Select Actions

Use **+1 Set** or **-1 Set** only when you intend to change a whole set. Review the selected condition first, especially for mixed-condition collections.

Where multi-select is available, select the intended cards and choose **Mark Trade**, **Mark Want** or **Add to Deck**. Review the selected cards after using **Select All**, then use **Done** when finished. If no deck exists, **Add to Deck** opens deck creation.

7. Card Detail

7.1 Open And Explore A Card

Tap a card row or image to open its detail screen. Check the image, game, set and printing before changing quantities or using its value.

Tap the **Game** or **Set** name below the title to browse that location. Use Back to return. An unavailable destination appears as plain text.

Where supported, swipe up or down to move between cards. On a scrollable detail page, reach the top or bottom first. The dice action opens another random catalog card.

7.2 Collection And Deck Actions

- **+ / -** changes Owned quantities. Choose the correct condition row.
- Tapping a quantity can open exact quantity editing where available.
- **Add Trade** marks copies as available for trade, with their condition.
- **Add Want** marks a deliberate want; it is separate from a missing checklist card.
- **Add to Deck** changes the deck's required copies, not your Owned quantities.

Gameplay detail and related-card tools vary by game. See [Decks](#) for SWCCG, LOTR, virtual-card and physical-base guidance.

7.3 Check eBay

Choose **Check eBay** to see available active listings. Review the title, printing, condition, shipping and listing type before comparing a result. Asking prices are not proof of completed sales. See [eBay Market Lookup](#).

7.4 Report A Problem

Choose **Report Issue** for a wrong image, name, set, rarity, price concern, duplicate or missing catalog entry. Explain what should be corrected and attach a useful evidence photo if available. Reports go to support for review; they do not immediately change the catalog.

8. Prices, Conditions, And Valuation

8.1 PP Market

PP Market is the app's estimated market value for a card. Use it to compare cards and understand collection or deck values. It is a reference, not a guaranteed selling price.

A card can be in the catalog without a price. Verify the printing, condition and recent market activity before making a high-value purchase or sale.

Read any source and condition information shown with a price. Some references are listed as **Ungraded** or do not state a condition; do not assume every reference is a near-mint or lightly played copy, or that it matches your card's condition.

8.2 PP Buy

PP Buy is an estimated Pirate Pete buy offer for an eligible card. It is separate from PP Market and is not available for every game, card, condition or quantity.

Use **Request Pirate Pete Quote** to review eligible cards and send a quote request. The final offer is confirmed after review; a value shown in the app is not a completed sale or guaranteed acceptance.

8.3 Buying Status

- **Not Buying:** The card is not currently eligible for a Pirate Pete quote. You can still track it in your collection.
- **Not Buying (Max Stock) or Max Stock:** Pirate Pete is not currently seeking more copies. Check again later if you wish to request a quote.
- **Max Exceeded:** Your selected quantity is above the quantity currently accepted. Review the eligible quantity shown before sending a quote.

Buying availability can change. Quote requests include only eligible cards and quantities; excluded cards remain in your collection.

8.4 Conditions

Raw cards use **LP-NM**, **MP**, **HP** and **DMG** condition groups. Choose the group that best describes each copy. The app adjusts estimated values for condition where supported.

The same card can appear on separate condition rows—for example, one LP-NM copy and one MP copy. Change the correct row when adjusting Owned or Trade quantities.

Decks count the selected printing across conditions. Trade offers distinguish conditions, so confirm them before agreeing to a trade.

8.5 Collection Totals

Collection market totals reflect the copies and conditions you have recorded using available prices. PP Buy totals include only eligible cards and quantities.

The app keeps its latest available prices for offline use and can refresh supported prices when connected. An offline value may be older than the market. Missing prices and ineligible buy offers should not be interpreted as a card being worthless.

8.6 Price Guide History

When previous guide values are available, **Price Guide History** compares them with the current PP Market and PP Buy values. This is Pirate Pete price-guide history, not a complete record of marketplace sales.

For changes in your whole collection's value, use **Valuation History** in My Treasure Chest.

9. My Treasure Chest

9.1 Choose Your Collection

Use the collection-name dropdown to choose which of your three collections you are viewing and editing. Check it before adding, importing, clearing or restoring cards.

Use **Rename collection**, enter a name and choose **Save**. Names must be distinct and contain 1–40 printable characters. Renaming works offline; use **Sync now** later to share the saved name with your account. If saving fails, review the result before using **Retry**.

Collections stay separate even when they contain the same printing. Trading has its own setting for which collections contribute Trade and Want lists.

9.2 Use The Collection Tabs

- **Owned**: Cards you have, grouped by game, set and condition where applicable.
- **Missing**: Checklist gaps in games or sets you have started. Mark a card wanted to add it to Wants.
- **Trade**: Copies you deliberately made available for trade. Review condition and quantity before offering them.
- **Wants**: Cards you deliberately marked as wanted. These can be used for trade matching.

Missing is not the same as Wants. Marking a missing card wanted adds a visible wanted marker. Expand game and set rows to see card-level quantities and values. The **Decks** row opens deck management.

9.3 Browse A Binder

1. Open **Binder Mode** from My Treasure Chest.
2. Choose a game and one of its started sets.
3. Use the page controls or swipe horizontally to turn pages.
4. Tap a card to open its detail screen, or pull it upward from its pocket and release.

Binder pages show the full set checklist in a 3 × 3 layout. Owned cards appear normally; missing cards use faded images and red outlines so you can see the gaps. Landscape orientation moves controls to the side. Available sorting includes set order, name, quantity and price.

If you release a pulled card before it opens, it returns to its pocket. Long-press a card for **Binder Quick Actions**, including Want and Trade choices. Trade actions require an owned copy. Open Card Detail to change quantities.

9.4 Track Collection Value

Open valuation history to see saved market-value snapshots. Use the save/snapshot action after a major purchase, import or other change, then confirm the point appears on the graph.

The app may also save periodic points. Manual snapshots let you choose your own comparison dates. History is stored locally and can be included in a file backup.

9.5 Open Decks And GEMP Tools

Open **Decks** from My Treasure Chest, or **Deck Builder** from Home. See [Decks](#) for LOTR and SWCCG GEMP imports, physical-printing choices, virtual cards, starting fellowship, deck value and cost to finish.

10. Import, Export, Backup, And Restore

10.1 Choose The Right File

- **Backup file:** Recover supported collections and saved records. Restore replaces selected contents; it is not an account login.
- **Collection export:** Review or transfer compatible Owned, Trade or Want data. Not a full backup of the app.
- **Price Snapshot Export:** Share a game's price list. Card names and market prices only; no private quantities or PP Buy values.
- **Share Decklist:** Share a simple deck list with another user. Does not include ownership, prices, win/loss, tournament history or notes. Use a deck backup when you need full deck details.
- **Graded export:** Review slab inventory, certification details and notes. Check photo availability; an export is not necessarily a portable photo backup.
- **Tournament export:** Keep an event summary, entrants, results and standings. May contain player, payment, prize, revenue or private-note information. Review before sharing.

When the device's share/save window opens, choose a destination to finish. **Export canceled** means no successful save was confirmed.

For full file backup and restore steps, see [Create A Backup](#) and [Restore A Backup File](#). For an account copy, see [Restore From My Account](#).

10.2 Collection And Price Exports

Collection exports include game, set, card name, condition, quantity and available values. Keep the original column names when using a file for import.

Price Snapshot Export creates an `.xlsx` workbook for one game, with each priced set on its own sheet. Its only card columns are **Card Name** and **Market Price**. Unpriced cards are omitted. This is the appropriate export when you want to share prices without sharing your collection or buy offers.

10.3 Standard Imports

Use an app-compatible collection, deck or graded file for the corresponding import. Standard collection imports preserve supported **Condition** values. If that column is absent, quantities go into LP-NM.

Quantities must be nonnegative whole numbers. Unknown conditions or grading companies, missing columns and unsupported files are rejected or flagged. Keep the import report and check the results rather than assuming every row was accepted.

If a file is too large or has too many rows or sheets, split it into smaller files and review each separately. Do not remove important identity or condition information to force a match. Export Apple Numbers files as `.xlsx` or

.csv first.

10.4 Set Import Wizard

Use this wizard for collection spreadsheets that do not match the normal app export format. It supports CSV and XLSX.

- **One Set:** One sheet of cards from a selected set.
 - **Sheets:** A workbook with a separate sheet for each set in one game.
 - **All Sets:** Rows with **Set**, **Card Name** and **Quantity** columns for one game.
1. Choose the mode, game, file and any required set.
 2. Review the sheet-to-set mapping or the Set column.
 3. Confirm the card-name and quantity columns.
 4. Review matched, ambiguous, unmatched and invalid rows.
 5. Resolve ambiguous rows by choosing the correct card in that set.
 6. Choose **Add** or **Replace**, review the preview and confirm **This Looks Correct**.

Add adds imported quantities to existing LP-NM quantities. **Replace** makes the imported quantity the final LP-NM quantity for each matched card. Other conditions remain unchanged. The wizard does not import a condition column in this version.

Blank and zero quantities are skipped. Positive quantities must be whole numbers from 1 to 999; combined quantities and duplicate rows are capped at 999. Unmatched or invalid rows are skipped and listed in the report. Review that report before treating the import as complete.

Matching stays within the selected game and set. Similar names, punctuation and alternate printings still need your review. In **Sheets** mode, skip notes, summary or unrelated sheets instead of mapping them to a set.

10.5 AI-Ready Import Template

1. Open **Export** → **AI-Ready Import Template** in My Treasure Chest, or **Export AI-Ready Template** in Set Import Wizard.
2. Choose a game and either **All Sets** or one set.
3. Open the workbook's **START HERE** instructions.
4. If you use an AI assistant, give it the template and your original spreadsheet. Ask it to use the exact entries in **VALID CARDS**, place confirmed matches in **IMPORT**, and put uncertain rows in **UNRESOLVED**.
5. Review the completed workbook, then import it through Set Import Wizard and confirm the Add/Replace preview yourself.

Keep edition, language, border, foil, number and other printing labels intact. An AI guess is not confirmation of the correct card.

The blank template contains no prices, buy offers or personal quantities. The app creates it locally and does not send it to an AI service. Any spreadsheet you choose to share separately may contain private information.

10.6 A Safe Import Routine

1. Save a full backup and check the destination collection.

2. Choose the correct import type; use Set Import Wizard for third-party collection sheets.
3. Try a small group first when practical.
4. Review matches, conditions, quantities and Add/Replace behavior.
5. Check the import report and collection totals.
6. If the result is wrong, use your backup rather than repeatedly importing the same file.

When asking support for help, share the smallest file that demonstrates the problem. Avoid sending a full backup unless it is needed.

11. Quote Requests

11.1 Request A Pirate Pete Quote

1. Enter the cards you may want to sell with their correct printings, quantities and conditions.
2. Open **Request Pirate Pete Quote** from the Card Library area.
3. Review the eligible cards, quantities and estimated PP Buy total.
4. Review the prepared email and its card list, then send it through your email app when ready.

Cards that are not currently being bought, or quantities outside current buying availability, may be excluded. Check the list if an expected card is missing; your collection is not changed by that exclusion.

11.2 Understand The Estimate

The email summarizes the included cards and estimated total so Pirate Pete can review your request. These values are estimates, not final offers. Final acceptance and payment depend on review of the actual cards and current buying availability.

Do not use the market total as a buy quote. **PP Market** and **PP Buy** serve different purposes.

12. Decks

Deck Builder keeps your play decks separate from your card collections. Adding a card to a deck does not add it to Owned or reserve a physical copy.

12.1 Opening Decks

Open **Deck Builder** from Home to find your saved decks, filter by game, create a deck or browse cards. **Deck tools** contains import, export and tournament actions. Clearing or replacing a collection does not delete your deck library.

12.2 Creating A Deck

1. Tap **Create deck**, choose the game and enter a name.
2. For Star Wars CCG, choose Light, Dark or Both sides and the desired Decipher/virtual card options.
3. Create the deck, then tap **Add cards**.

4. Use **Count cards from** to choose which of your collections should supply the deck's cards.

New decks initially check all three collections. A deck that already contains cards keeps its chosen game.

12.3 Adding Cards To A Deck

Open a deck and tap **Add cards**. Search or filter the available cards, open one to read its details, then add the quantity you need. Star Wars CCG remembers the deck's side and Decipher/virtual filters.

You can also select cards in a collection and choose **Make Deck** or **Add to Deck**. Cards must fit the selected deck's game and card options. These actions change deck quantities only; Owned stays unchanged.

12.4 Deck Detail

Deck Detail shows the card list, win/loss record, completion, estimated deck value and estimated **cost to finish**. Use the quantity controls to add or remove copies, and tap a card's name to open its details. Card details remain available after you select a printing or physical base.

Owned ×1 • Needed in this deck ×2 means you own one copy and this deck needs two copies of that physical printing. The numbers are quantities, not deck numbers. If several entries need the same printing, their requirements are combined.

For an entry that offers **Printing**, select the printing you intend to use. For a SWCCG virtual card, use **Choose Physical Base** or **Change Physical Base**. Check the selected card and set shown after making the choice. Existing decks keep their saved choices until you change them.

Deck value includes all required physical copies; cost to finish includes only missing copies. Both use catalog price estimates. Missing prices and unresolved physical printings make an estimate incomplete—they do not make the cards free.

12.5 Completion Text

Use **Count cards from** to include the collections you want checked. Imported or downloaded decks ask you to choose local collections. The selection is remembered for that deck.

Completion checks the required physical printing across all conditions and counts only as many copies as the deck needs. With several collections selected, card rows show where the available copies are held. This does not move or reserve cards, so the same copy can appear available when planning more than one deck.

If a collection is unavailable or has been restored, refresh and confirm the intended collection before relying on the completion total.

12.6 Win/Loss Tracking

Use a deck's win/loss controls to record its performance. Tournament results can also update a local deck linked to the entrant. Correcting or removing such a result can reverse its effect on that original deck.

Restored tournament history does not apply old results again to decks on the receiving device. A different deck with the same name is not substituted for the original linked deck.

12.7 Win Percentage Color

The win percentage runs from red for a lower percentage to green for a higher percentage. Read the win/loss record alongside the color, especially when the deck has only a few recorded games.

12.8 Sorting Deck Cards

Use the deck's sort controls to change the card order. Available choices can include name, missing cards and price-related views. Sorting does not change deck quantities.

12.9 Decks And Tournament Director

When adding a constructed-event entrant, link the intended saved deck. Tournament results affect that original local deck; changing collections or recovering an event does not transfer old results to a replacement deck.

See [Constructed Deck Links](#).

12.10 Importing A Shared Decklist

For a Pirate Pete decklist, open **Deck tools** → **Import, export & tournaments** → **Import Decklist**. Choose the CSV file and review unmatched cards before saving. The import creates a new deck and leaves your collections and other decks unchanged.

For a Star Wars CCG GEMP deck:

1. In GEMP, open the deck and choose **Export Deck**. Save the `.txt` file or copy the complete text inside it.
2. In Pirate Pete, choose **Deck Builder** → **Create deck** → **Choose a game** → **Star Wars CCG** → **Import GEMP deck**. The importer is also available from **Browse cards** → **Star Wars CCG**.
3. Choose **Choose GEMP File**, or use **Paste GEMP Deck** and tap **Review Deck**. Use the exported file or its contents; SWCCG website URLs are not supported as imports.
4. Review the name, quantities and each card's selected printing. Tap a row to choose or change its match. Virtual cards may need a physical base; alternate versions can require different bases.
5. Resolve unknown or ambiguous rows, or explicitly exclude them. Review the displayed excluded quantity, then tap **Import Deck**.

Choose Cheapest Printings fills eligible unreviewed choices using the lowest available PP Market estimate. It keeps choices you already made and does not consider or change Owned. Unpriced cards and special versions still need review. If you choose a virtual base later, ownership and cost remain incomplete until you select it in the deck.

Outside the Deck is separate from the main deck. Cards there can count toward physical ownership and value without counting toward the main deck size. Their quantities and virtual bases remain editable after import.

Reference aids such as **Hyperroute Navigation Chart** cannot be imported as playable deck cards. Explicitly exclude such a row to finish the import. See [Deck Check](#).

For LOTR GEMP share URLs and files, see [Lord Of The Rings Decks And GEMP](#).

12.11 Sharing A Decklist

Use a deck's share icon, or **Deck tools** → **Import, export & tournaments** → **Share Decklist**, to share a CSV of supported physical main-deck cards. Review any unmatched-card message when importing a shared list.

For virtual cards, LOTR sections, outside-deck cards and selected physical bases, use **Deck sync & backups** → **Export deck backup**. A deck backup preserves more information than a portable CSV. GEMP sharing has its own checks, described below.

12.12 Browsing Without A Deck

Choose **Browse cards**, then a game. You can explore cards without creating a deck.

- **Star Wars CCG:** search names, rules, stats and traits; filter by side, type and Decipher/virtual cards; follow related-card links.
- **Lord of the Rings:** search names, rules, culture and stats, and open related cards.
- **Star Trek 1E and 2E:** choose the edition's **Browse Virtual Cards** option.
- **Other games:** browse the available catalog cards. Detailed rules tools vary by game.

Use **Add to Deck** when you find an eligible card you want to include. Viewing a card does not add it to a deck or collection.

12.13 Virtual Cards And Physical Bases

SWCCG virtual cards belong in decks and the rules reference; they are not separate collectible inventory. In their details you can switch between the virtual artwork and an available physical base.

Choose the physical printing you plan to use. Ownership, deck value and cost to finish use that base. Every required copy counts, including when the same physical card is also used directly elsewhere in the deck. Alternate-image versions keep their own requirements rather than automatically sharing another version's base.

An unresolved base remains clearly marked. Use **Choose Physical Base** to select a supported printing; do not assume that another card with the same title will satisfy it.

12.14 Saving And Backing Up Decks

Deck edits save locally. Open **Deck Builder** → **Deck sync & backups** for these options:

- **Export deck backup:** saves the deck library, including virtual cards, physical bases, sections and win/loss records, to a file.
- **Import deck backup:** adds saved decks without replacing existing decks or collections. Changed versions become separate copies. Choose local ownership collections afterward.
- **Save to this account:** selects local decks to include in account sync.
- **Sync decks:** exchanges changes and downloads account decks. Use it on each device. If edits conflict, **Keep both versions** preserves both copies.
- **View account copies / Recover copy:** lets you inspect an account deck and recover a separate local copy.

Deleting a local deck leaves its account copy. Signing into another account does not automatically upload your local decks. Downloaded decks need local ownership selections, and recovered tournament history does not replay old results onto them.

Full app backups can also include the independent deck library when **Include app settings and shared records** is selected. Review that choice when creating the backup and again when restoring shared data. Restored decks are added rather than replacing existing decks.

12.15 Deck Check

Open a Star Wars CCG or Lord of the Rings deck and tap **Deck Check**. **Basic Checks** reviews supported deck structure, card references, selected options and physical printings or bases. Tap an issue to open the card or return to the deck for a correction. The checklist includes links to its rule sources.

For SWCCG, **Hyperroute Navigation Chart** is a reference aid. You can view it, but cannot newly add or export it as a playable deck card. If an older saved deck contains it, Basic Checks asks you to remove it. It stays saved until you do so and does not count toward the playable 60-card total.

Basic Checks is not a tournament-legality certificate. Confirm the event's format, banned or restricted cards and card-specific exceptions. LOTR starting-fellowship costs shown here are guidance; discounts and setup order can affect what is legal.

12.16 Finish This Deck

1. Use **Count cards from** to choose the collections that should supply the deck.
2. Tap **Finish This Deck** to view missing physical copies and estimated cost. Resolve any uncertain printing or base first.
3. Choose **Add Wants To**, then **Add Missing Cards to Wants** to record the shortage in that collection. Owned and the deck stay unchanged. Existing higher Wants are preserved; repeating the action does not duplicate the same shortage.
4. Tap a card to open its details, or share the missing-card list. Refresh after changing the deck or a collection.

Recover unavailable ownership collections before adding Wants. Missing prices remain an incomplete part of the estimate.

12.17 Linked Cards And GEMP Export

When browsing from a deck, card details and related-card rows show **In Deck** quantities. Use an adjacent add button to include an eligible linked card. You can still read linked cards that are outside the deck's selected side or card options.

To export, open the SWCCG or LOTR deck's share menu and choose **Export to GEMP**. Review any compatibility messages:

- **Star Wars CCG:** share the GEMP XML `.txt` file, then use GEMP's file-import option. Main-deck and outside-deck quantities are kept. A reference aid cannot be exported as a deck card.
- **Lord of the Rings:** copy the prepared text into GEMP's **Import Deck** tool. GEMP's text format does not preserve every printing or revision choice. Ambiguous exports or exports that would change sections are blocked. Recheck the format, card versions and starting fellowship in GEMP.

GEMP exchange does not preserve Pirate Pete ownership collections, chosen physical bases or win/loss history. Use a Pirate Pete deck backup for those details. An unsuccessful export leaves the saved deck unchanged.

12.18 Star Trek Virtual Cards

Choose **Star Trek 1E** or **Star Trek 2E**, then **Browse cards** or a deck's **Add cards**, followed by **Browse Virtual Cards**. Search by name, rules, skills or set, and use the available set and type filters. Open a card for its artwork, rules, lore and other details; a card with another face or image offers that choice.

Use **Add to Deck** with an eligible deck of the same edition. First Edition and Second Edition remain separate, as do different printings. Deck backups and account deck sync preserve virtual quantities.

These Continuing Committee cards appear in deck building, not in collectible inventory. Adding them does not change Owned, Trade, Wants, the binder or collection value. Unlike SWCCG overlays, these virtual entries do not require an owned physical base and do not add a physical-card price. Check the event's current rules for legality.

12.19 Lord Of The Rings Decks And GEMP

Choose **Lord of the Rings** in Deck Builder. Browse Free Peoples and Shadow cards by name, text, culture or stats. On a physical card's detail screen, **Collection** and **Card details** switch between collection controls and gameplay information.

New decks start with **Decipher only**. Choose **Decipher + PC virtual / errata** to include Players Council cards. New virtual cards are gameplay references without a collection quantity or assumed physical value. PC errata can use an available original printing for ownership and cost. If the artwork and rules do not represent the same revision, read the explanation shown by the app.

LOTR decks separate **Ring-bearer**, **The One Ring**, **Adventure sites**, **Free Peoples**, **Shadow** and **Map**. Mark starting companions inside Free Peoples; this marks one existing copy and does not add another copy. Record the intended format in deck settings and check the event's current rules.

For an older deck, **Organize existing cards** moves recognized cards into these sections. Unmatched cards remain in the original list. Choose the Ring-bearer and starting fellowship yourself. The deck's saved record and tournament links are retained.

To import from LOTR GEMP:

1. In GEMP, open **Share deck list** and copy its public share URL. Standard and social-preview links from play.lotrtcgpc.net are supported. You can also use pasted deck text or a saved HTML/text file.
2. In Pirate Pete, choose **Deck Builder** → **Create deck** → **Choose a game** → **Lord of the Rings** → **Import GEMP deck**, or open **Import LOTR GEMP deck** from the game's **Browse cards** screen.
3. Review the name, format, card pool, quantities, sections and physical printing choices. Resolve ambiguous or unknown rows, or explicitly exclude them.
4. Save the new deck. Mark the starting fellowship if it was not included in the imported list. Owned, Trade, Wants and existing decks are unchanged.

Use current app versions on each device for LOTR deck sync. **Deck sync & backups** preserves sections, revisions and starting-fellowship choices; portable CSV sharing does not. See [Linked Cards And GEMP Export](#)

for sharing back to GEMP.

13. Graded Library

Graded Library keeps slabbed-card records separate from your raw-card quantities.

13.1 Adding A Graded Card

1. Open **Graded Library** and tap the add action.
2. Select the grading company and enter or scan the certification number.
3. Enter the game, set, card name, grade, year and other available details.
4. Review the entry and save.

The available company choices include PSA, Beckett, CGC, SGC, TAG and HGA, with manual entry for supported alternatives. Automatic PSA lookup is currently unavailable; manual entry and custom photos remain usable.

13.2 Scanning A Certification Number

Scan Cert reads a PSA barcode into the form. **Quick Scan** also returns the scanned number to the add form; neither action saves a graded card automatically while lookup is unavailable.

Take a sharp, close photo of the label, confirm the number, and fill in missing details before saving. On Windows, Scan Cert uses a reviewed webcam photo. If scanning fails, type the number manually.

13.3 Photos And Notes

Save front and back slab images when available. Use **Set Custom Photo** for your own image or to replace an unsuitable image. Check which side each picture shows.

Notes can record provenance, purchase details, condition concerns or your plans for the card. Treat notes and custom photos as private records, and review the backup/export options before relying on them on another device.

13.4 Market Checks

Use **Check eBay** to look for comparable graded cards. Confirm the exact printing, grading company and grade in every listing. Nearby grades can appear among results, so do not assume every shown price applies to your grade.

Recently Sold information appears only when it is available. Active listings and completed sales are different evidence. See [eBay Market Lookup](#).

13.5 Opening The Catalog

In graded-card details, tap **Game** or **Set** when it is linked to an available catalog entry. Back returns to the graded record. A manually entered or unmatched name can remain readable without a link, and opening the catalog does not change the graded record.

14. eBay Market Lookup

Use **Check eBay** from card details to compare available marketplace listings. You do not need to connect an eBay account for supported lookups.

14.1 Reading Results

Results can show the image, full title, condition, buying option, price, shipping and auction end time when available. Open a listing to confirm the exact card, printing, condition, availability and checkout cost.

- **Current bid** is an auction bid, not a completed sale price.
- **Shipping unknown** does not mean free shipping.
- Price plus shipping is shown only when both are known in the same currency; taxes and fees are additional.
- **Recently Sold** appears only when completed-sale information is available. Active asking prices are not sold prices.

14.2 Refreshing Results

The screen shows when results were retrieved and labels saved or stale information. A saved listing may have changed or sold since that time.

Use **Refresh** for a new lookup. If the service is temporarily limited or unavailable, follow the displayed retry guidance. Repeated taps do not bypass a limit; saved results may remain available while you wait.

14.3 Hiding Irrelevant Listings

Expand a long title with **Show full title** before deciding whether it matches. Use **Ignore** for wrong editions, bulk lots, sealed products or unrelated cards. Ignored listings stay hidden for that card search after refresh. Use **Reset Ignored** if you hid a useful listing by mistake.

14.4 Comparing Prices

Compare several suitable listings, especially for expensive cards. Check Limited/Unlimited, foil, promo, language, condition and grading details. The cheapest result may be a different card or printing. Marketplace results are a reference for your judgment, not a guaranteed sale value.

15. Trade Center

Trade Center compares your marked Trade and Wanted cards with other collectors' shared lists, then helps you prepare offers.

15.1 Setting Up Trading

1. Open **App Options** → **Trading**, or the **Trading** row in **Trade Matches**.

2. Use **Sign in to trade** if asked.
3. Enter a **Trade nickname** and, if wanted, **Public contact (optional)**.
4. Review **Collections used for trading** and choose **Visible to other traders**.
5. Tap **Save & enable trading**, or **Save changes** for an existing profile. Wait for confirmation.

Trade and Wanted quantities from the included collections are combined for matching; the collections themselves stay separate. Account email and collection names are not published through this feature. Your chosen public contact is visible, so do not put private shipping or payment details there.

15.2 Visibility And Changing Devices

Turn off **Visible to other traders** to hide the shared lists from matching. Existing offers remain available to review.

Before trading from a new device, restore and check its Trade and Wanted lists. Choose **Use this device for trading** when ready. This replaces the shared lists with the new device's selected lists and stops the previous device from publishing changes. It does not merge two devices' lists. Local collections, offers and history remain saved.

Later Trade and Wanted edits can be sent automatically from the approved trading device. Signing in or importing a backup on another device does not automatically make it the publishing device. If an update is uncertain, use the displayed **Retry pending update** or **Check pending offer** action and read the result before sending again.

15.3 Finding Matches

Use **Refresh Matches** after checking your Trading settings. Matches compare cards you marked **For Trade** and **Wanted**; missing set cards or deck shortages are not automatically published as Wants.

Only show matches with contact info starts enabled. Turn it off if you want to see compatible collectors without public contact details. A match can show **You can receive**, **You can give**, conditions, quantities and available PP Market totals.

If nothing appears, confirm visibility, the included collections, Trade and Wanted marks, and any pending update. Another collector also needs complementary shared cards. Refreshing matches does not itself publish an unsaved list.

15.4 Creating An Offer

1. Open a match and tap **Make Offer**.
2. Use **Add Card** under **You Give** and **You Receive**.
3. Tap a selected card to change its quantity, replace it or remove it. Each side can contain up to 20 different cards.
4. Review printings, conditions, quantities, values and the optional message.
5. Tap **Send Offer** and confirm the final review.

Suggest Trade prepares a starting offer from priced cards. Review and edit it before sending. Unpriced cards are not added automatically but can be selected manually. A value comparison such as **Close to even** is guidance, not a requirement or guarantee.

The same exact printing cannot be on both sides of one offer; separate printings with the same name remain distinct. If availability changes while you are preparing the offer, review the updated cards and quantities before sending.

15.5 Reviewing And Countering Offers

Open **Offers**, then **View Trade**, to see the two sides, current values, note and status. Accepted, declined and canceled offers remain reviewable but are locked.

A counter opens the offer from your point of view. Edit **You Give** and **You Receive**, review any availability changes, then choose **Send Counter**. The other collector makes the next decision; you can cancel your counter while waiting.

Choose **Accept** only after checking the final cards, conditions and quantities. Accepted offers are locked. Coordinate the physical exchange separately and keep your records. Decline an offer waiting on you, or cancel the offer or counter you most recently sent.

15.6 Inbox And Alerts

The **Trade Inbox** records activity even when push alerts are delayed or disabled. Tap an offer notification to open its Trade Window when available. Push alerts require device permission and internet; use the inbox to check the current offer status.

15.7 Trader Safety

Keep private shipping and payment information out of public contact and offer notes. Confirm the other person's details and the exchange arrangements separately.

Open **Trader safety** on a match or offer for **Report content**, **Block trader** or **Contact Support**. Wait for confirmation before assuming a report or block succeeded. Support is cole@piratepeteccg.com.

A confirmed account block stops new offers and messages between the accounts and removes that trader from matches; earlier records may remain. Use **Safety and support** → **Blocked traders** → **Unblock** to remove your block. The other person may still have blocked you.

Ignore only hides matches on this device; **Show ignored** reverses it. It does not block offers or messages. If public text is rejected, revise it and try again.

16. Tournament Director

Use **Tournament Organizer** to manage entrants, pairings, results, standings, timers and prizes. Local events work offline. Saving to an account and sharing a public viewer are optional, separate actions.

16.1 Creating An Event

1. Open **Tournament Organizer** → **New Tournament**.
2. Type the game and select it from the list, or enter a custom game name.
3. Enter the event name, date, location, type, round count and match length.

4. Review scoring, byes, tiebreakers and any side/faction restrictions against the event's rules.
5. Enter fees, costs, prizes and notes as needed, save, then add entrants.

The tournament list lets you reopen active events and review or export completed events.

16.2 Game Guidance And Format

Some games offer suggested scoring and timing. All suggested settings remain editable. A note such as **Custom format required** means you should enter the event's settings yourself.

Read the edition and format notes: newer games with similar names, multiplayer formats and historical editions can have different rules. Do not use a two-player preset for a multiplayer event. For example, the older A Game of Thrones CCG's Legacy Joust guidance is not a Melee or newer LCG preset.

Use the organizer's current event packet for rules the app cannot fully represent. You may need to track a special bonus or format-specific requirement separately.

16.3 Tournament Type And Scoring

The type choices include Swiss, Random Pairings, Single Elimination, Double Elimination, Round Robin, Draft, Sealed and Constructed.

Set the points for wins, draws, losses and byes. If the event uses a score margin, choose its differential name and any cap. Arrange the tiebreakers in the required order. Check these before Round 1; changing scoring after results exist can change standings.

Enter amounts and whole-number counts in the form shown. The app explains invalid values rather than saving them silently.

16.4 Fees, Costs And Prizes

Setup can record entry fees, cash or store-credit prizes, product notes, draft pack cost and packs per player. Record each entrant's paid status and amount paid so the event summary is useful later.

These are your event records; verify them before using an export for financial reconciliation.

16.5 Editing An Event

Reopen setup to correct an event. Review existing pairings and standings after changing its type, scoring or restrictions. Keep a backup before making substantial changes to an event already in progress.

16.6 Adding Entrants

Add the player's name, payment status, amount paid, notes and any applicable side, faction or affiliation. Constructed events can also record deck names and Light Side/Dark Side decks where appropriate.

Check the entrant list before generating pairings. Profiles already linked to this event are hidden from the profile-add list to help avoid duplicates.

16.7 Player Profiles

Reuse player profiles for recurring events. They can keep a name, notes and tournament history. Event-specific faction and deck choices belong to that event's entrant rather than becoming profile defaults.

Account saving for the player-profile library is separate from saving an event; see [Account Player Profiles](#).

16.8 Sides, Factions And Pairing Restrictions

For events that assign a fixed side or faction to each entrant, save those choices and enable the appropriate pairing restriction. Do not enable it just because a game has factions. Standard SWCCG players bring both Light and Dark decks rather than each being assigned a fixed side.

Review generated pairings. If the player count or results prevent a suitable pairing, the director may need to override it.

16.9 Pairings And Byes

Generate the round and check opponents, table numbers and any bye before announcing it. Later Swiss rounds aim to pair similar records and avoid rematches where possible. A small or restricted field can make a rematch unavoidable.

Round Robin follows a schedule of unique opponent pairings and ends at the configured round limit or after those pairings are exhausted. When an allowed bye is needed, it awards the configured bye points and appears in the event record.

Use manual pairing corrections for late drops, mistakes or restrictions that need director judgment.

16.10 Constructed Deck Links

Link an entrant to the intended deck in the local deck library, or import a constructed deck CSV. Linked results can update that deck's win/loss record. Check the deck choice before entering results; a similarly named replacement deck is not the same saved deck.

16.11 Entering And Correcting Results

Record the winner, draw, bye or double loss. **Custom Points** supports event-specific awards; a named differential and notes are available when configured.

For a normal differential win, enter the winner's positive margin. The app applies the opposite margin to the opponent and uses the configured cap. Custom Points uses the higher entered value for the win/loss record.

Use the edit action to correct completed results. Standings update, and the original linked local deck's recorded result can be corrected. Removing a result, round, entrant or event can also reverse previously applied deck results. Recovered event history does not apply or reverse those old results on another device.

16.12 Reading Standings

The **Standings** tab shows rankings, records, points and the event's selected tiebreakers. Payment and prize information is available in the director's records.

- **Head-to-head:** the result between two tied players, when that tiebreaker applies.

- **Opponents' win percentage:** how well a player's opponents performed.
- **Strength of Schedule:** the opponent-points measure used by the selected preset; it differs from Buchholz.
- **Buchholz:** the total points earned by a player's opponents.
- **Differential:** the recorded score margins, subject to the event's cap.
- **Cumulative victory points:** the event's recorded cumulative-points tiebreaker, when selected.

Use the ordered tiebreakers required by the event. In the supported Star Trek and LOTR presets, Strength of Schedule drops the lowest opponent total; Buchholz does not. Head-to-head applies to a two-player tie, including one narrowed from a larger tie by earlier tiebreakers.

16.13 Rounds, Timer And Bracket

Use **Rounds** for current matches and **Standings** for rankings. The **Timer** tab offers Start, Pause, Reset and round-length controls. Check the displayed time after an interruption or restart.

The **Bracket** tab appears for elimination events. In live view mode, pull down to check for an updated view.

16.14 Draft Pods

Draft events can record packs per player, pack cost, pod assignments and randomized seating. Confirm pods and seating with players before starting the draft.

16.15 Prizes And Event Summary

Review entrants, payments, entry revenue, product costs, cash and store-credit prizes, product notes and net profit/loss. Cash prizes are treated as money paid out. Prize rows can suggest placements from current standings; confirm winners before finalizing.

16.16 Saving Privately To Your Account

In **Account recovery and public view**, choose **Save to my account** for an event you want to recover later. Later saved edits can update that account copy while account access is available. **Save account copy now** requests an immediate save.

The private copy includes payments, prizes and private notes. It is saved to your account, not only on this device. Other local events and the player-profile library are not automatically included.

Keep the original directing device and a file backup safe, especially for older events that use earlier public-view controls.

16.17 Publishing A Public View

1. Choose **Publish public view** and review what will be shared.
2. Confirm **Publish**.
3. After later changes, choose **Update public view** when players should see new pairings or standings.

Players see the last published snapshot. A local edit or private account save does not update that public view automatically.

The public viewer can include event name and location, player names, pairings, table assignments, results, standings and public scoring information. It excludes payments, revenue, prizes, private notes, player profiles and linked deck records. Review identifying details before publishing.

16.18 Public QR And Offline Updates

After publishing, use **Public QR** to share the read-only viewer. Scanning it in Pirate Pete offers **Open Viewer** and **Copy Link**. Creating or opening a QR does not itself publish an event.

For a small event without internet, **Offline update QR** can share a snapshot of pairings and standings. Larger event codes may be difficult to scan. On Windows, scan a reviewed webcam photo with the code square to the camera.

16.19 Earlier Public Views And Removing Account Copies

For an earlier event with an existing public view, save its private account copy and use **Link earlier public view** on the original directing device. Keep that event until linking succeeds. Linking retains the existing public contents; it does not publish newer standings by itself.

Withdraw public view takes the public view offline but keeps the private account copy. **Delete account copy** removes the saved account event and its public view, keeps the local event and stops further account saves for it. Review these distinct choices carefully.

16.20 Completing And Exporting An Event

1. Confirm all results and final standings.
2. Assign prizes and check payments and the event summary.
3. Mark the event complete.
4. Export a copy for your records.

Completed events remain available with entrants, pairings, results and final standings. Director exports can contain private payment, prize and note information; review them before sharing.

16.21 A Practical Event-Day Flow

Work through **Setup** → **Entrants** → **Rounds** → **Standings** → **Timer** → **Prizes/summary**. Export when finished. Save a private account copy for recovery, and separately publish or update the public view when players should see results.

16.22 Recovering An Account Event

Sign in to the same account and open **Account tournaments** from Tournament Organizer's cloud button, or **Browse account copies** within an event. Choose **Refresh account copies**, select the event and review it.

Recover local copy creates a separate local event without changing the original directing device. It is not automatically linked for further account saves. Historical results remain available but do not change deck statistics on this device.

16.23 Moving Directing To Another Device

Save unfinished work on the original device first. From the reviewed account event, choose **Continue directing here**, then **Continue here**. This device becomes its director and receives a separate local event. Other devices retain their local work but can no longer save or publish that account event.

The move uses the saved account copy, not unuploaded work on another device. If **Retry pending update** appears, use that action and check the outcome before trying to create or claim another event.

16.24 Account Player Profiles

In **Account tournaments**, **Save player profiles** saves the local profile library privately and replaces its previous account version. If it changed elsewhere, recover and review that version first.

Recover player profiles, followed by **Recover profiles**, adds the reviewed account profiles locally. Existing profiles remain, and conflicting entries become separate profiles. This differs from file restore's **Restore local player profiles**, which replaces the local list.

17. Card Scanner Beta

The scanner suggests a catalog printing from a photo. Compare the suggestion with the actual card before adding it; similar artwork or a matching title can still be a different printing.

17.1 Taking A Photo

1. Open **Scan Card (Beta)** on Home and check **Collection: [name]**.
2. Open **Scan Scope**, choose **Game** and optionally **Set**, then **Apply**. **All games** and **Any set** broaden the search.
3. Choose **Take Photo** or **Choose Photo**. Include one whole card with a sharp title and little glare.
4. Wait for the suggestion, or choose **Cancel** to stop.

Keep fingers, other cards, people and private documents out of the photo.

17.2 Confirming And Adding

On **Confirm card**, check name, game, set, variant, destination collection, condition and quantity. Tap the artwork for a larger preview. **Other matches**, **Search by name**, **Adjust crop** and **Retake photo** help correct a suggestion.

Choose **LP-NM**, **MP**, **HP** or **DMG** and the number of copies. Condition is remembered during the scanner session, but a new capture, manually selected result or applied crop resets quantity to **1**. Check it before each addition.

Tap **Add to collection** once and wait for **Added to collection** and the saved summary. **Scan next** opens another capture; **Add more copies...** deliberately adds more of the same printing.

17.3 Undo And Save Problems

Undo reverses the last addition while it is still safe to do so. Later edits or changing account or collection can make it unavailable.

If saving fails or the outcome is uncertain, check the collection before adding again. Do not assume an error means that no copies were saved.

17.4 Adjusting The Crop

Choose **Adjust crop**, place all four corners around the whole card, then **Use crop**. Review the new suggestion and quantity. **Reset** restores the full original photo.

Back from this adjustment keeps your previous confirmation. If iOS asks for an initial crop before showing any confirmation, Back cancels that capture instead.

17.5 Searching Manually

Choose **Search by name** and enter the card's name or identifier within the selected scope. Narrow the game or set if results are too broad. Select a result, review it, then use **Add to collection**.

Use **Close**, Back or the sheet's downward-dismiss gesture to leave search without selecting. Your previous confirmation remains.

17.6 When Scanning Needs Help

- **Text reading failed:** use **Retry reading** or take a clearer photo.
- **No text was found:** improve the photo or crop, or search by name.
- **Matching could not finish:** use **Retry matching** or search manually.

Better lighting and a sharp full-card photo usually help more than repeated retries. Optional **Scan details** explains the suggestion; its scores are not a guarantee of the printing.

17.7 Cameras And Permissions

iPhone/iPad and Android use the available camera or photo picker. On macOS, choose a camera when prompted, then **Capture**, **Retake** or **Use Photo**. Available cameras can include a webcam or Continuity Camera. Windows camera availability depends on the installed version and device support.

Allow the needed camera or photo permission. The confirmation flow uses **Scan next**; there is no automatic continuous-add mode.

17.8 Offline Use And Online Assistance

The app can read and match against its local catalog where supported. When a game is selected, an uncertain match can use online assistance. That may send the processed card image, recognized text and game/set hints to the service. It requires internet and can time out; local suggestions or manual search may still be usable.

Always confirm printing, condition and quantity yourself. Scanner additions affect your real collection.

18. Pirates Mini-Game

Open **Pirates!** from Home for a card-hunting voyage. Cards, dabloons, upgrades and the Bank belong only to the mini-game. They do not add to Owned, Trade or Wants, change collection prices or use real money.

18.1 Starting Or Continuing

Choose **Continue voyage**, **New voyage** or **Leave Pirates**. This device keeps one saved voyage. Continuing resumes paused with saved progress; unfinished encounters may need to be revisited.

A confirmed **New voyage** replaces the old voyage and its hold but keeps an intact Bank. If a save cannot be opened, try **Retry opening save** before replacing it. Replacing an unrecoverable save removes both the voyage and its Bank.

18.2 Sailing

Drag sideways over open water to steer, or hold the left/right steering buttons. Choose **Lower sails** to stop, **Half sail** to cruise or **Full sail** to move faster. Approach islands and ships to find encounters.

On a keyboard, use **A / D** or the arrow keys to steer, **1 / 2 / 3** for the three sail settings, and **Space** to switch between Half and Lower sails. **Escape** follows Back behavior.

18.3 Menu And Leaving

Menu opens **Resume voyage**, **Save & exit**, **Voyage actions** and **How to sail**. Voyage actions can include returning to port, starting a new voyage or ending the current one.

Back closes the top panel; from open sea it opens Menu. Use **Save & exit** to leave the game. Closing an encounter leaves the ship anchored; use **Port** or **Continue encounter** to reopen it. Switching away pauses the voyage.

18.4 Finds And Cargo

Open **Hold** to review carried cards. When a reward exceeds available space, cargo review separates **NEW FIND** from **IN YOUR HOLD** and shows each card's game sale value.

Select what to keep or use **Keep highest value**. Review the Keep and Discard totals, then choose **Confirm cargo**. Only confirmation discards unchecked cards. Back keeps the reward pending; after reopening a saved voyage, review the choices again before confirming.

18.5 Port And Upgrades

At Blackwake Port, use **Review card hold**, **Sell hold**, **Merchant · boosters**, **Bank** or **Shipyard**. **Captain's log** records voyage events. **Cast off** returns to sea; a sunk ship needs repairs first.

Shipyard upgrades improve hull strength, sailing speed or hold capacity. Review the displayed dabloon and part requirements before buying. These costs are mini-game currency only.

18.6 Merchant And Shipwright

The merchant offers **Mystery booster** and **Choose your game**. Review the displayed cost, then choose which reward cards to keep in cargo confirmation. These are game rewards, not physical-card purchases.

At a shipwright, **Trade one card for a ship part** lets you select the exact carried card and review the offered part before **Confirm exchange**. Closing cancels. You can also buy a part when offered. Check any save warning before continuing.

18.7 Pirates Bank

The Bank stores game cards outside the voyage hold. Browse its binder, search **Find a card or game**, or switch to **Ship's hold**. Use **Deposit 1**, **Deposit all** or **Withdraw 1**; withdrawals need room aboard. If a transfer is refused, the cards stay where they were.

Bank cards survive sinking, **End voyage** and a normal **New voyage** while the save is intact. The Bank and voyage are local to this device and are not included in collection backups or account sync. Reinstalling, deleting app data, losing the device or replacing an unreadable save can lose them.

18.8 Raids And Sinking

Forts and rare ships offer riskier encounters. Read the battle plan, hull cost, upgrade requirements and reward before committing. Choose **Retreat to sea** if you do not want to proceed.

You need enough hull to survive the stated damage. Rewards still use cargo confirmation. Sinking loses the voyage hold and pending cargo and returns you to port for repairs; an intact Bank is retained.

18.9 Inspecting Cards

Tap card artwork in the hold, Bank or cargo, or choose **Open Card**, to read its details. Pinch to zoom and use Back to return to the game panel. This view has no real-collection quantity controls.

Game or **Set** can open the regular catalog, where normal collection controls are available. Viewing or following a link does not add the game card to your collection. If a saved card is no longer available, the app shows a missing-card message instead of substituting another printing.

18.10 Saving Or Ending A Voyage

The game saves during play; **Save & exit** waits for saving. If **Voyage not saved** appears, choose **Retry save** or **Stay in Pirates**. An abrupt stop can lose unsaved progress, so retain the app data and retry before replacing a wanted save.

End voyage → **End saved voyage** removes the current hold, pending cargo, coins and upgrades, while retaining an intact Bank. **Keep voyage** cancels. There is no collection-backup or account recovery for the voyage or Bank.

19. Catalog Issue Reporting

Use **Report Issue** on Card Detail to tell Pirate Pete about a wrong image, missing information or another catalog problem.

19.1 Send A Useful Report

1. Open the affected card and choose **Report Issue**.
2. Select the closest issue type, such as wrong image, name, set, rarity or price, missing image, or duplicate card.
3. Explain what is wrong and what you expected to see. Include the correct printing or set if you know it.
4. Attach a clear photo if it helps show the problem.
5. Review your notes and submit.

For example: "The image shows the Cloud City version, but this entry is the Special Edition printing."

19.2 Add Evidence

You can choose an image or take a photo. Keep the card in focus and avoid including private information in the background. A crop screen is available on some devices; otherwise, take the photo close enough to show the relevant detail clearly.

If an attachment is rejected, try a smaller, clear image. Do not send collection backups when a card photo will explain the issue.

19.3 After Submission

Support receives the card information, your notes and any attached image for review. Submitting a report does not immediately change the catalog. Keep using the current entry cautiously if the issue affects its printing, image or price.

20. Push Notifications

Notifications can alert you to trade offers, counters and changes to an offer. They are optional; **Trade Inbox** keeps the activity record even when an alert does not arrive.

20.1 Allow Or Turn Off Alerts

Allow notifications when your device asks if you want trade alerts. You can change the choice later in the device's notification settings. Check **Trade alerts** in the app as well, where available.

Declining notifications does not prevent you from using the app or reading Trade Inbox.

20.2 If Alerts Do Not Arrive

1. Open **Trade Inbox** to check whether there is new activity.
2. Check your internet connection and trade profile.

3. Confirm **Trade alerts** is enabled, where shown.
4. Check that your device allows notifications from Pirate Pete Collector.
5. Update the app when an update is available.

If the problem continues, contact support with your device and app version. Avoid reinstalling until you have backed up the local records you need.

21. Privacy And Data

Open **App Options > Privacy & Data > Privacy Policy** for the full policy. Reading it does not turn on usage sharing. If the browser does not open, the app shows the policy address so you can open it yourself.

21.1 Know What Your Backup Covers

Collections, decks, graded records and photos, local tournaments, valuation history and preferences are primarily kept on your device. Use **Backup & Restore** to save the supported records you need, and check the backup's review before relying on it.

Account collection sync saves **collection names and Owned quantities, including conditions**, across your three collections. It does **not** save Trade, Wants, decks, graded photos, valuation history or Pirates progress. Events and player profiles have separate account-save options.

Pirates voyage and Bank are excluded from both collection file backups and account collection sync. They do not move to another device when you sign in. Deleting app data or losing the device can lose them.

Do not rely on Android's automatic device transfer to preserve app data. Keep your own backup files. Signing in, notification permissions and account access do not transfer through a collection backup.

21.2 What Online Features Share

Online features send information needed to provide the service. Examples include your account information for sign-in, Owned quantities for collection sync, chosen trade lists and offers, search terms for eBay lookup, and notes or images you submit in a catalog report.

Private tournament account saves can include entrants, payments, prizes and notes. **Publish public view** is a separate action. The public view shows event information, player names, pairings, results and standings; it excludes private payments, prizes, notes and linked deck records.

Review the information and destination before sending a quote, report, backup or support file.

21.3 Control Your Trading Visibility

Trading can share your nickname, optional public contact details, and Trade/Wanted quantities and conditions from the collections you include. It does not publish your account email or collection names.

Open **Trading** to change **Visible to other traders** and review which collections participate. Hiding your profile does not delete earlier offers or their history.

Trade notifications use app and device delivery information to send alerts. You can turn alerts off in your device settings.

21.4 Photos And Scanner Assistance

Camera or photo access is used when you choose to capture or attach an image. Scanner reading and matching can work locally. When you use online scanner assistance, the processed image, recognized text and game/set information can be sent for help identifying the card. Keep private background material out of photos.

Report images go to support. Backups and exports can contain private collection information. After sharing a file to another app or location, confirm that it was actually saved before deleting the original.

21.5 Choose Whether To Share Usage Analytics

On iOS, open **App Options > Privacy & Data > Share usage analytics**. The switch starts off. Turn it on only if you want to share usage information to help improve the app; collection and account features work either way.

If an update asks you to choose again, usage sharing stays off until you turn it on. Your choice is remembered on this device. Signing in or restoring a collection does not copy another device's choice or enable it.

Usage sharing and remote diagnostics are off on Android and macOS. Check the privacy controls available in your installed version.

21.6 What Usage Sharing Means

If you opt in, Google Analytics for Firebase receives information about the games and features used, setup and sync outcomes, and approximate timings. It also receives app/device information and an installation identifier. Connection information may indicate approximate location; the app does not request GPS for analytics. Usage information should not be treated as anonymous.

App usage events exclude your account identity, private collection names and contents, searches, filenames, photos and recognized card text. Enabling usage sharing does not enable advertising features. See [Google's data-use explanation](#) for information about that service.

21.7 Stop Usage Sharing

Turn **Share usage analytics** off in **Privacy & Data** at any time to stop new usage submissions and clear usage waiting to be sent. Information already received by the provider is not deleted by this switch, signing out or deleting the app account.

Turning it off does not stop services you choose to use, such as sign-in, collection sync or trade alerts. Crash diagnostics are separate from this setting.

21.8 Crash Reports And Support Files

Supported iOS versions use Sentry to help diagnose crashes and errors. Reports can include the app version, device/software characteristics and technical details about the failure. Private content is filtered from these reports; they are not screen recordings or photos of your activity.

You may also choose to export local support logs. Review them before sharing. Automatic reports do not capture every problem, so include what you were doing when you contact support.

21.9 Sign Out Or Delete Your Account

Sign out keeps your local collections.

To permanently delete the account and its cloud records, open **Account & Sync > Delete account**, read the review, and provide the requested email, password and acknowledgement. If the result is uncertain, use **Check deletion status** and follow any password recheck.

Account deletion does not erase local collection files, exported backups or copies on other devices. It does not request deletion of all information held by analytics providers. **Continue collecting on this device** does not cancel a deletion already submitted.

Back up anything you want to retain before deleting the account or app. See [App Options](#) for the account and recovery controls.

21.10 Privacy Questions

Online features can involve data collection even when they are optional. Pirate Pete Collector does not use app data for third-party advertising tracking. Read the full privacy policy for details, or contact cole@piratepeteccg.com with privacy questions.

22. Offline Behavior

22.1 What You Can Do Offline

With the relevant app data already available on your device, you can generally:

- Browse the catalog and manage Owned quantities.
- View collection values using saved prices.
- Manage decks and manually entered graded cards.
- Run local tournaments and review their history.
- Save local valuation snapshots.
- Play Pirates.

Images that are not already available may need an internet connection.

22.2 What Needs A Connection

Internet is needed for sign-in and account recovery, collection sync, online account saves, eBay or other online lookups, trade matching and offers, public tournament updates, report submission, online scanner assistance and sending quote emails.

Saved information may still be visible while offline. Check any displayed date before treating it as current.

22.3 Run A Tournament Offline

A director can run and save a local event without an account or internet. **Offline update QR** can share a small event update when suitable. Account recovery, moving directing control to another device and updating the public online view require a connection.

22.4 Trading And Sync While Offline

You can edit local Trade and Wanted marks offline. Matching and offers require internet and account access. The device approved for Trading publishes the shared lists; other signed-in devices can still review matches and manage offers.

Keep the app open when uploading collection changes. Automatic sync may stop when the device suspends or closes the app. Reopen it and use **Sync now** to check current progress or resolve conflicts.

23. Troubleshooting

23.1 Search Or Deck Builder Feels Slow

Allow an active save or recovery to finish. Do not force-close the app while it is saving. Check for an app update, then reopen the app if it is safe to do so.

If the delay keeps happening, tell support your device model, app version, the screen involved and what you tapped. Main game search searches game names; use the card search within a game or set to find a card.

23.2 The App Closes Or Stops Responding

Check for an update and restart the device. If the problem repeats, note the screen and action just before it happened. Contact support before deleting the app; reinstalling can remove local data.

23.3 An Image Is Wrong Or Will Not Load

Check your connection and try opening the card again. If the same image is consistently wrong or missing, use **Report Issue** on that card. Include the correct set or printing when you know it.

23.4 A Lookup Asks For A Newer Version

Update the app when available, then retry. If the message remains, contact support with the app version and lookup type. If automatic graded-card lookup is unavailable, you can still enter the card manually and add photos.

23.5 eBay Lookup Is Temporarily Limited

Follow the message and retry time on the results screen. Saved results can still be useful, but check when they were retrieved. Open eBay directly if you need an immediate check; repeatedly refreshing the app will not remove the limit.

23.6 eBay Results Do Not Match The Card

Expand the listing titles and check the game, set, edition, condition and quantity being sold. Ignore irrelevant results, then refresh as appropriate. Report repeated matching problems with a specific card and example listing.

23.7 The Scanner Cannot Identify A Card

Use **Retry reading** for text-reading problems or **Retry matching** for matching problems. Try **Adjust crop**, a clearer photo or **Search by name**. Online assistance also needs a selected game and internet.

If an addition was not confirmed, check your collection before tapping Add again. See [Card Scanner Beta](#).

23.8 An Import Has No Compatible Rows

Check that you chose the correct import type and that the file contains card information and quantities in a supported layout. A list of sealed products is not a card collection file.

For a spreadsheet with a different layout, try **Set Import Wizard**. Choose **One Set, Sheets** or **All Sets**, confirm the set, card-name and quantity columns, then review the matches before applying. Keep the original file and a backup of your collection.

23.9 A Tournament's Public View Is Out Of Date

1. Confirm internet access.
2. On the directing device, choose **Publish public view** or **Update public view**. **Save account copy now** saves the private copy only.
3. If an update is pending, use **Retry pending update** and check the result.
4. Ask players to refresh the viewer or scan the latest public QR.

If you changed directing devices, review **Continue directing here** on the device you want to use. Without internet, **Offline update QR** may be suitable for a small event.

23.10 Trade Alerts Do Not Arrive

Open **Trade Inbox** first, then check **Trade alerts**, device notification permissions and internet access. See [Push Notifications](#). Save a backup before considering a reinstall.

23.11 Cards Are Missing From A Quote Email

Check the card's current PP Buy status, quantity and condition. Cards marked **Not Buying**, without a buy value, or outside the displayed buying availability may be omitted. Review the quote summary before sending it. Contact Pirate Pete if you are unsure why a card was left out.

23.12 Collection Data Seems To Be Missing

First check the collection-name dropdown in **My Treasure Chest**. You may be viewing a different collection. Signing in alone does not replace or restore local collections.

For supported account-saved names and Owned quantities, review **Restore from my account**. For decks, Wants, graded photos and other supported local records, use a suitable file backup. Account-saved events and

player profiles have separate recovery controls.

Deleting the app can also remove the local recovery copy made before account restore. Pirates voyage and Bank cannot be recovered through collection backups or account collection sync.

23.13 Appearance Controls Are Difficult To Open

Open the full **App Options** screen to change the skin or Dark Mode.

23.14 Pirates Has A Save Or Cargo Problem

Use **Retry opening save** for a failed load, or **Retry save / Stay in Pirates** for a save failure. Replacing an unrecoverable save can lose both voyage and Bank; read that warning carefully.

Pending cargo remains until **Confirm cargo**. Review Keep/Discard selections again after continuing a voyage. A full Bank or hold can prevent a transfer. Use **Save & exit** to leave; Back only opens or closes game panels.

23.15 A Collection Rename Or Sync Needs Attention

Use the pencil beside the collection-name selector to rename it. Choose a name different from your other collections and follow the displayed length limit. Local rename works offline; a failed save can offer **Retry** with your name retained.

Keep the app open and use **Sync now** after a connection interruption. Messages such as **Retrying connection...** or **Resuming saved sync...** mean work is continuing. Check each collection's current status; an older successful-sync date does not mean today's changes have finished.

24. Recommended Workflows

24.1 Set Up A Collection

1. Choose the collection you want to use.
2. Browse a game and set, then add cards with the correct printing and condition.
3. Check the totals in **My Treasure Chest**.
4. Save a backup and a valuation snapshot.
5. Mark Trade and Wants if you plan to trade.
6. Set up account sync or Trading only if you want those features.

24.2 Enter A Large Collection

1. Back up first.
2. Use set-wide actions or the appropriate import tool where helpful.
3. Review printings, conditions and quantities, especially for valuable cards.
4. Check totals after each game or set.
5. Save a fresh backup when you finish.

24.3 Request A Pirate Pete Quote

1. Enter the cards and their actual conditions.
2. Review the PP Buy and buying-availability labels.
3. Choose **Request Pirate Pete Quote**.
4. Check the included cards, quantities and estimated total in the email.
5. Send it for review. The estimate is not a final purchase commitment.

24.4 Prepare For Trading

1. Mark available Trade cards and Wants in the appropriate collections.
2. Check quantities and conditions.
3. Review **Collections used for trading** and your public contact details.
4. Enable visibility when ready, then review matches.
5. Use value suggestions as a guide and check the full offer before sending.

24.5 Run An Event

1. Create the event and confirm its rules, scoring and round settings.
2. Add entrants and check their names, payments and any linked local decks.
3. Generate pairings, record results and review standings each round.
4. Use the timer and prize summary as needed.
5. Choose **Save to my account** if you want private account recovery.
6. Publish or update the public view separately when players should see new results.
7. Complete the event, review final results and save a private tournament export.
8. Before changing devices, confirm the latest account save and review **Continue directing here** on the new directing device.

24.6 Report A Catalog Problem

Open the affected card, choose **Report Issue**, describe the specific error and attach a clear photo if useful. Review the contents before submitting.

24.7 Scan Cards Carefully

1. Confirm the destination collection and **Scan Scope**.
2. Photograph one card clearly with all edges visible.
3. Check printing, condition and quantity on **Confirm card**.
4. Correct the result with **Adjust crop** or **Search by name** if needed.
5. Choose **Add to collection** once and wait for confirmation.
6. Use **Undo** if available, **Scan next** for another card, or **Add more copies...** when intended. Check the collection before retrying an uncertain save.

25. Glossary

Buchholz

A tournament tiebreaker based on opponents' scores.

Condition Bucket

A condition category used to record separate quantities, such as LP-NM, MP, HP or DMG.

Dabloons

Currency used within the Pirates mini-game.

Graded Card

A card assessed and sealed in a holder by a grading company.

LP-NM

Lightly Played to Near Mint, the app's top condition category for ungraded cards.

Not Buying

Pirate Pete is not currently accepting that item through the quote feature. It can still have a reference market value.

OWP

Opponents' Win Percentage, a tournament tiebreaker.

PP Buy

An estimated Pirate Pete buy value for eligible cards, subject to review.

PP Market

The app's estimated market value, used as a reference rather than a guaranteed sale price.

Public Tournament Viewer

A read-only view of published event information, pairings, results and standings.

Trade Profile

The nickname, selected contact information and participating Trade/Wanted lists used for trade matching and offers.

26. Appendix: Data And File Reference

26.1 Choose The Right Saved Copy

- **Local records and managed photos:** choose **Backup file** in **Backup & Restore** and review the included contents.
- **Collection names and Owned quantities/conditions across devices:** use account collection sync and check all three collections separately.
- **A readable card list for a spreadsheet:** use collection export.
- **A complete deck backup:** choose **Deck sync & backups > Export deck backup** to include virtual cards, bases, sections and win/loss records.
- **A readable decklist to share:** choose **Share Decklist** or the supported game-specific export.
- **Graded inventory for a spreadsheet:** use graded inventory export.
- **Tournament history:** use tournament export; account event saves are separate.
- **Pirates voyage and Bank:** kept only on the current device and excluded from collection backups and sync.

A spreadsheet export is useful for viewing information, but it does not replace a full backup. Confirm the destination received your file and keep important backups somewhere other than only the device running the app.

26.2 What To Send Support

Include the app version, device model and operating-system version, the screen involved and the steps that led to the problem. For a catalog issue, include the card, game, set and printing. A screenshot or small example import file can help.

Send only what is needed. Remove private details before sharing, and use **cole@piratepeteccg.com** for support.

26.3 What Not To Post Publicly

Keep full backups, account pages, private offers and personal contact information out of public posts. Check screenshots for emails, addresses and private notes. Send sensitive supporting material directly to support only when it is needed.

Closing Notes

Back up before major changes, check exact printings and conditions, and treat prices, scanner matches and marketplace results as useful references that still need your judgement. Keep the app updated, and use **Report Issue** or contact support when something does not look right.