

PIRATE PETE

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PIRATE PETE COLLECTOR

Public User Manual

A practical guide to collection tracking, pricing, graded cards, trades, tournaments, scanning, reporting, and app features.

[Download on the App Store](#)

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Version coverage: Pirate Pete Collector 2.0.0+34 and current public features

Last updated: 2026-07-07

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

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1. How To Use This Manual

This manual is written as a practical operating guide for app users. It explains what each area of Pirate Pete Collector does and how to use it safely.

Use this manual in three ways:

- New users should begin with [Quick Start](#), then read the sections for Card Library, My Treasure Chest, and Graded Library.
- Tournament directors should read [Tournament Director](#) before event day and keep the [Event-Day Tournament Director Workflow](#) nearby.
- Trade users should read [Trade Center](#), [Push Notifications](#), and [Privacy And Data](#).

The app is broad. It includes collection tracking, pricing, deck building, graded-card tracking, eBay lookup, trade matching, tournament management, scanner tools, issue reporting, and a small pirate exploration game. You do not need to use every feature to benefit from the app.

This public version intentionally omits app-owner setup, operational configuration, and other owner-only details.

Manual Conventions

- Button names are written in **bold**.
- Screen names are written in title case, such as **My Treasure Chest**.
- Data fields are written in `code style`, such as `Player Name` or `Entry Fee`.
- Features marked **Beta** are usable, but should be treated as still improving.

Important Note About Online Features

Some features use online services. If internet access or a live service is unavailable, local/offline features continue to work, but live lookup, reports, trade sync, tournament live viewing, scanner assistance, and push alerts may be delayed.

Download The App

- iPhone, iPad, and macOS: [Download Pirate Pete Collector on the App Store](#)
- Android: [Download Pirate Pete Collector on Google Play](#)



2. Quick Start

This section gives the fastest path to using the app without reading every detail.

2.1 Browse A Game And Add Cards

1. Open the app.

2. Tap **Pirate Pete Card Library**.
3. Search for a game or scroll the game list.
4. Tap a game.
5. Tap a set.
6. Use + to add a card to your collection.
7. Use - to remove a card from your collection.
8. If the app asks for condition, choose the condition bucket that matches the copy being added.

Result: The card appears in **My Treasure Chest** under the appropriate game and set.

2.2 View Your Collection Value

1. Open **Pirate Pete Card Library**.
2. Tap **My Treasure Chest**.
3. Review the game totals.
4. Expand a game to view set totals.
5. Expand a set to view card-level quantities and values.

The app shows market value for the collection. Pirate Pete Buy value appears only for cards Pirate Pete is currently buying.

2.3 Save A Valuation Snapshot

1. Open **My Treasure Chest**.
2. Open the valuation history or graph action.
3. Tap the save/snapshot action.
4. Review the historical graph over time.

The snapshot stores the date and market value locally so you can track collection movement without uploading the whole collection.

2.4 Add A Graded Card

1. Tap **Graded Library** from the home screen.
2. Tap the add/new action.
3. Select the grading company.
4. Enter the certification number.
5. Tap **Lookup Cert** if lookup is supported.
6. Review the returned fields.
7. Save the graded card.

For PSA, the app attempts to fetch card details and slab images. If an image is wrong, you can set custom front/back photos.

2.5 Create A Deck

1. Go to **My Treasure Chest**.

2. Tap **Decks**.
3. Tap **New Deck**.
4. Name the deck.
5. Add cards from set/card screens using **Add to Deck**.
6. Open the deck detail screen to view completion, sorting, and win/loss record.

Deck card requirements are condition-agnostic. A deck cares that you have the card, not which collection condition bucket it is in.

2.6 Run A Tournament

1. Tap **Tournament Organizer** from the home screen or open Tournament Director through Decks.
2. Tap **New Tournament**.
3. Enter the event setup fields.
4. Add entrants.
5. Generate round pairings.
6. Enter results.
7. Generate the next round.
8. Review standings.
9. Complete the tournament.
10. Export the tournament data if desired.

Tournament Director works offline. Live viewing and public sync require internet.

2.7 Use Trade Matching

1. Open the trade area from **My Treasure Chest** or related trade actions.
2. Create or review your trade profile.
3. Mark cards as tradeable and mark cards wanted.
4. Enable matchmaking visibility if you want others to see matches.
5. Review matches.
6. Create offers, counter, accept, decline, or cancel.

Push alerts can notify users about trade activity if enabled and configured.

2.8 Scan A Card

1. Tap **Scan Card (Beta)**.
2. Set the game or set scope if known.
3. Take or choose a photo.
4. Crop the card if needed.
5. Let the app read and rank possible matches.
6. Confirm the best guess or review more matches.
7. Add the correct card to your collection.

The scanner is a helper, not a guarantee. Always confirm the match before adding.

3. Core Concepts

3.1 Catalog

The catalog is the app's master list of games, sets, and cards. Each catalog entry usually includes:

- Game name
- Set name
- Card name
- Card ID or catalog identifier
- Rarity, when known
- Image URL or local image mapping, when known
- Market price, when available
- Pirate Pete Buy price, when applicable

The catalog is the foundation for browsing, searching, collection tracking, deck building, trade matching, and scanner matching.

3.2 Game

A game is the broad product line, such as Star Wars CCG, Star Trek 1E, Young Jedi, or another CCG/TCG.

3.3 Set

A set is a release inside a game. A set can be a normal expansion, promo set, limited/unlimited printing, foil subset, sealed product grouping, or another catalog division.

3.4 Card

A card is an individual catalog item inside a set. Some card names repeat across sets. The app treats game + set + card identity as important because a card with the same name in two sets may have different images, prices, and buy status.

3.5 App Item Identity

The app uses item identity behind the scenes to distinguish cards that share the same printed name. This matters because a card with the same name in two different sets can have different images, prices, and buy status.

3.6 Owned Quantity

Owned quantity is the number of copies you have in your collection. Owned quantities can be split by condition.

3.7 Trade Quantity

Trade quantity is the number of copies you are willing to trade. Trade quantities are also condition-aware.

3.8 Want

A want is a card you intentionally marked as wanted. The app avoids showing phantom wants that were only implied by deck gaps or missing set cards.

3.9 Deck Quantity

Deck quantity is the number of copies needed or assigned to a deck. Decks do not track condition because deck construction generally cares about functional card identity, not resale condition.

3.10 Graded Inventory

The graded inventory is separate from raw card collection tracking. A graded card has slab-specific details such as cert number, grade, grading company, label, year, variety, photos, notes, and recently-sold information.

3.11 Online Services

Some app features connect to secure online services when needed.

Online features can support:

- Graded-card lookup
- eBay active listing lookup
- Scanner assistance
- Trade matching and offers
- Tournament live viewing
- Catalog issue reports
- Push notifications

If an online feature is unavailable, the app should continue to support local browsing, collection tracking, decks, graded-card notes, local tournaments, and backups.

3.12 Offline-First Design

The app is designed so core collection work can continue offline. Some features require internet, but the app should not become useless just because a network call fails.

4. Home Screen

The home screen is the app's launch point. It gives quick access to the major modules.

4.1 Pirate Pete Card Library

Use this button for the main catalog and collection flow.

Primary uses:

- Browse games

- Browse sets
- Search cards
- Add or remove owned cards
- View PP Market and PP Buy values
- Open My Treasure Chest
- Request a Pirate Pete quote
- Report wrong card data or images

4.2 Graded Library

Use this button for slabbed/graded cards.

Primary uses:

- Add PSA, Beckett, or manually entered graded cards
- Scan or enter certification numbers
- Store front/back slab photos
- Track notes
- Check eBay active listings for graded cards
- Review recently-sold data where available

4.3 Tournament Organizer

Use this button for Tournament Director tools.

Primary uses:

- Create tournaments
- Add entrants
- Generate pairings
- Enter results
- View standings
- Run a round timer
- Export completed event records
- Publish live pairings/standings for viewers

4.4 Pirates!

Use this button to launch the pirate mini-game.

Primary uses:

- Sail, encounter events, and find cards
- View random catalog cards in a fun way
- Earn dabloons
- Upgrade the ship
- Manage ship inventory

4.5 Scan Card (Beta)

Use this button to launch the scanner.

Primary uses:

- Take or select a card photo
- Crop the card image
- Let the app OCR/match the card
- Confirm a candidate and add it to collection

Because scanning across many old CCGs is difficult, treat this feature as a beta workflow that needs human confirmation.

4.6 App Version Badge

The home screen shows the app version. This helps verify whether a user is on the latest build when troubleshooting scanning, trade sync, or push notifications.

4.7 What's New After Updates

After installing a new app update, the home screen may show a public-facing What's New window with the user-visible patch notes for that version. Close it with the X after reviewing it. The app remembers that version so the same notes do not keep appearing.

To review the same public patch notes again later, open **App Options** from the top-right menu and choose **What's New**.

4.8 Top-Right Menu

The top-right menu opens App Options. It is intentionally separate from the main buttons so collection actions are not mixed with maintenance actions.

5. App Options

App Options contains global settings and maintenance tools.

5.1 Appearance Skins

Appearance Skins change the app's visual style from App Options. Use the **Skin** dropdown to switch styles.

Available skins include:

- **Classic**: the classic Pirate Pete Collector app style.
- **Command Deck**: a dark space-tech console skin with square controls, cyan accents, and terminal-style headings.
- **Nebula Relay**: a dark neon space skin with square controls, violet, teal, and gold accents.
- **Market Terminal**: a high-contrast trading-console skin with sharp controls and green quote-board accents.
- **Pirate Cove**: a nautical skin with warm brass, sea-glass, crimson accents, and plaque-like buttons.

- **Arcane Academy:** a candlelit academy skin with parchment, brass, and spellbook accents.
- **Hive Outpost:** an industrial sci-fi horror skin with acid glow and tactical metal.
- **Stellar Rebellion:** a space-opera cockpit skin with blue starfield and amber panels.
- **Survey Bridge:** a clean exploration-bridge skin with optimistic panel colors.
- **Runebound Realm:** an ancient map skin with moss, iron, and old-gold accents.
- **Savage Citadel:** a sword-and-sorcery skin with bronze, stone, and ember accents.
- **Desert Oracle:** an austere desert skin with spice-orange and deep-indigo contrast.
- **Moonlit Pack:** a night-forest skin with lunar silver, moss, and claw-red accents.
- **Nocturne Court:** a gothic court skin with burgundy, antique gold, and smoke.
- **Dragon Hoard:** a treasure-hall fantasy skin with emerald, copper, and parchment.
- **Classified Casebook:** a dossier-style mystery skin with CRT green and file-room neutrals.
- **Orbital Exchange:** a space-market skin with holographic cyan and orange trade accents.
- **Mech Bay HUD:** an industrial mech-hangar skin with hazard yellow and tactical HUD greens.

The custom skins are genre-inspired but intentionally do not use franchise names, logos, or official artwork. All custom skins are dark by design. When one of these skins is selected, the app uses that skin's dark interface even if the Classic Dark Mode switch is off.

Some custom skins include subtle background artwork behind the normal interface. Background art is darkened and subdued so buttons, lists, and collection details remain readable.

5.2 Dark Mode

Dark Mode changes the app's visual theme. Use this if you prefer darker backgrounds or are working in low light.

Dark Mode applies to the Classic skin. The other skins use their own dark interfaces.

If the menu opens and immediately closes on iPad or iPhone, use the full App Options screen. The app was updated to avoid fragile top-right popovers for important settings.

5.3 Backup

Backup creates a full app data export. Use this before major imports, before switching devices, and before testing new builds.

A backup can include:

- Owned quantities
- Condition quantities
- Trade quantities
- Wants
- Decks
- Deck win/loss records
- Graded inventory
- Tournament Director data
- Player profiles

- Dark mode setting
- Appearance skin
- Other local app state

5.4 Restore

Restore imports a previously exported backup. Use this when moving to a new device or recovering data.

Before restoring:

1. Confirm the file came from Pirate Pete Collector.
2. Confirm it is the backup export, not a deck-only or collection-only CSV.
3. Consider making a fresh backup of the current device state first.

5.5 Price Snapshot Export

Price Snapshot Export creates a public-safe price workbook for one game. Only games with priced cards are offered. Each set with priced cards in that game is written as its own sheet.

The snapshot includes only:

- Card name
- Market price

It does not include owned quantities, condition data, card IDs, inventory, PP Buy values, trade/want marks, deck data, graded cards, or backup metadata.

5.5 Diagnostics

Diagnostics is used for support and data integrity checks. It can help confirm whether the app data looks healthy.

5.6 Clear Collection Actions

Some app options can clear local data. These are destructive actions and should be used carefully.

Examples:

- Clear non-graded collection data
- Clear graded inventory
- Clear or reset specific app data groups, if available

Use backup first. There is no shame in wearing a belt and suspenders when your collection data is involved.

6. Pirate Pete Card Library

The Pirate Pete Card Library is the main catalog browser.

6.1 Game List

The game list shows supported games in the catalog. Each row may show:

- Game name
- Card count
- PP Market total for your owned cards in that game
- PP Buy total for your owned cards that Pirate Pete is currently buying
- A chevron or navigation indicator

If a game has no priced owned cards, it may show **\$0.00** totals or omit buy value depending on current state.

6.2 Game Search

The game search bar filters game names. It should search only game-level data, not every card in the full catalog.

Use search when:

- The game list is long
- You know the exact game name
- You want to quickly jump to a supported product line

The search field includes a clear action so you do not need to delete every character manually.

6.3 Only Games With Prices

The **Only Games With Prices** toggle filters to games where price data exists.

Use it when:

- You only want to browse games with valuation support
- You are preparing a quote
- You are checking which games have current market values

Do not use it when:

- You want to browse all games regardless of pricing
- You are trying to confirm whether a game exists in the catalog

6.4 Game Totals

Game totals are based on your owned quantities and condition buckets. Market value uses the current card prices known to the app. Pirate Pete Buy value only includes cards Pirate Pete is currently buying and only up to applicable buying thresholds.

6.5 Set List

After selecting a game, the app shows sets for that game. A set row may show:

- Set name
- Completion/quantity details

- PP Market total
- PP Buy total or Not Buying status

Some sets contain cards with the same names as other sets. Always verify the set if the exact printing matters.

6.6 Card List

After selecting a set, the card list shows individual cards.

A card row may show:

- Thumbnail
- Card name
- Rarity
- PP Market price
- Pirate Pete Buy price or Not Buying status
- Owned quantity
- Add/remove controls
- Trade/want/deck actions depending on mode

6.7 Card Search Within A Set

Use set-level search to find cards inside the selected set.

Tips:

- Search by the most unique part of the card name.
- For punctuation-heavy names, try a shorter phrase.
- For alternate names, try the main printed name first.

6.8 Sort Options

Card screens use a shared sort pattern where available.

Common sort options include:

- Name A-Z
- Name Z-A
- Price high-to-low or low-to-high when available
- Missing/owned-oriented sort options where relevant

Sorting changes the display order only. It does not change collection data.

6.9 Adding A Card

To add a card:

1. Open the game.
2. Open the set.
3. Find the card.

4. Tap +.
5. Choose the condition if prompted.
6. Confirm the quantity updated.

If a card is not being bought by Pirate Pete, you can still add it to your collection. It just will not contribute to PP Buy value.

6.10 Removing A Card

To remove a card:

1. Find the card.
2. Tap -.
3. If condition-specific rows exist, remove from the condition you intend to reduce.
4. Confirm the quantity updated.

If you have multiple condition buckets for a card, remove the exact condition bucket you mean to change.

6.11 Set-Wide Quantity Actions

Some screens include set-wide actions such as **+1 Set** or **-1 Set**.

Use these when:

- You acquired one full set
- You sold or removed one full set
- You are quickly entering a bulk collection

Be careful with set-wide actions if your collection has mixed conditions. These actions may apply default condition behavior depending on the current implementation.

6.12 Multi-Select Actions

Some card screens support selecting cards for trade, wants, or deck actions.

Typical multi-select actions include:

- Mark Trade
- Mark Want
- Add to Deck
- Select All
- Done

If no deck exists and you choose **Add to Deck**, the app should open deck creation instead of sending you to an empty deck screen.

7. Card Detail

Card Detail shows a single card in a larger view.

7.1 Opening Card Detail

Open Card Detail by tapping a card row or card image where supported.

Card Detail is useful for:

- Inspecting the image
- Checking game/set/card identity
- Adjusting quantity
- Setting trade or want status
- Adding to a deck
- Checking eBay
- Reporting wrong images or data

7.2 Card Image

The card image uses the app's normal card display size. This is different from graded slab images, which use a slab/cert-style display.

If the image appears wrong:

1. Tap **Report Issue** or the equivalent report action.
2. Select wrong image.
3. Add notes.
4. Optionally attach or take a replacement/evidence photo.
5. Submit the report.

7.3 Quantity Controls

Card Detail includes add/remove controls. If condition-aware quantity is enabled, the app lets you choose which condition bucket you are changing.

7.4 Exact Quantity Editing

Some quantity controls allow tapping the quantity to set an exact amount. This is useful for large collections or correcting entry mistakes.

7.5 Swipe Navigation

Card Detail may support swiping up/down to move between cards. This is helpful when reviewing a set card-by-card.

7.6 Random Card Dice

The random card dice opens another catalog card. Random picks are balanced by game first, then card, so very large games do not dominate every roll. Recently picked games are temporarily cooled down when other games are available.

7.7 Add Trade

Use **Add Trade** to mark copies as available for trading. Trade copies are condition-aware where supported.

7.8 Add Want

Use **Add Want** to mark a card as wanted. Wants are intentional. They should not be confused with missing cards from a set.

7.9 Add To Deck

Use **Add to Deck** to add the card to a deck. Deck quantities do not depend on condition.

7.10 Check eBay

Use **Check eBay** to open eBay active listing results for the card. The app sends game, set, card name, and price hints when available to improve relevance.

7.11 Report Issue

Use **Report Issue** for incorrect data or images.

Reportable issue types may include:

- Wrong image
- Wrong card name
- Wrong set
- Wrong rarity
- Wrong price or buy status concern
- Duplicate or missing catalog entry
- Other notes

Reports are stored on the online service for support review. Repeated reports on the same card help prioritize fixes.

8. Prices, Conditions, And Valuation

Pricing is one of the most important app systems. It affects collection totals, quote exports, trade recommendations, and sorting.

8.1 PP Market

PP Market is the app's estimated market value for a card. It is intended as a reference value, not a guaranteed sale price.

PP Market can be used for:

- Collection valuation
- Trade comparison
- eBay outlier detection
- Card sorting
- Tournament prize reference, if desired

8.2 Pirate Pete Buy

Pirate Pete Buy is the estimated amount Pirate Pete is currently willing to pay for eligible cards.

Pirate Pete Buy is not shown for every game or every card. A card can have market value but no PP Buy value.

8.3 Not Buying

If a card, set, or game shows **Not Buying**, Pirate Pete is not currently buying that item through the app's quote flow.

Common reasons:

- Pirate Pete does not buy that game
- Pirate Pete does not buy that set
- Pirate Pete has enough stock
- The card has no current buy price
- The card exceeds a online service inventory cap

8.4 Max Stock / Max Exceeded

The app can cap Pirate Pete Buy eligibility based on online service inventory thresholds.

Example:

- Pirate Pete may stop buying a card after a stock threshold is reached.
- If the online service indicates enough inventory, the app can show **Not Buying (Max Stock)**.
- If your selected quantity would exceed the threshold, the app can show **Max Exceeded**.
- Quote requests only include quantities still eligible under the threshold.

8.5 Price Guide History

When online service price updates include prior guide values, card detail can show **Price Guide History** for that card.

This is Pirate Pete guide history, not daily marketplace sales history. It compares the current PP Market and PP Buy values against the previous Pirate Pete price guide value saved by the online service.

Use it to quickly see whether a card moved up, moved down, or stayed the same after a price guide update.

8.6 Conditions

Raw cards can be tracked by condition.

Current condition buckets:

- LP-NM
- MP
- HP
- DMG

LP-NM is treated as the top condition bucket. Lower conditions affect valuation. The app should not expose condition percentage math to normal users.

8.7 Condition Rows

In collection views, the same card can appear as separate condition rows.

Example:

- Accio x1 LP-NM
- Accio x1 MP

This prevents confusion when changing quantities or marking trade copies. You can adjust exactly the copy you mean.

8.8 Decks And Conditions

Decks ignore condition. If you own the card in any condition, the deck can count that card as available.

8.9 Trade And Conditions

Trades do care about condition. A trade offer should distinguish LP-NM from MP/HP/DMG because the value and desirability may differ.

8.10 Valuation Math

Collection market value is generally:

`owned quantity by condition x adjusted market value`

Pirate Pete Buy value is generally:

`eligible owned quantity by condition x adjusted buy value`, subject to buy status and inventory caps.

8.11 Grand Totals

Grand totals in My Treasure Chest should include market values across supported priced games. Pirate Pete Buy totals should only include items Pirate Pete is buying.

8.12 Price Sources

Prices can come from bundled/hardcoded app data and online service-supported updates depending on the current release. The app should keep enough price data locally so collection values can still show offline.

8.13 Price Caveats

Prices are estimates. They can be affected by:

- Edition or printing differences
- Foils and promos
- Condition
- Demand changes
- Scarcity
- Recent sales volatility
- Incorrect marketplace listings
- Out-of-stock vendor references
- Online service inventory caps

Always verify very high-value cards manually.

9. My Treasure Chest

My Treasure Chest is the collection dashboard.

9.1 Main Purpose

Use My Treasure Chest to view and manage your personal collection.

It shows:

- Owned cards
- Missing cards
- Trade cards
- Wanted cards
- Deck access
- Binder view
- Game totals
- Set totals
- Card totals
- Market valuation
- Pirate Pete Buy eligibility

9.2 Tabs

Typical tabs include:

- Owned
- Missing
- Trade
- Wants

9.3 Owned Tab

Owned shows cards in your collection. It groups by game, then set, then card.

Use Owned to:

- Review collection totals
- Adjust quantities
- Check condition rows
- See which cards are currently being bought
- Identify high-value holdings

9.4 Missing Tab

Missing shows cards you do not own, usually within games or sets you have started tracking.

Use Missing to:

- Build a want list manually
- Complete sets
- Review gaps in a collection

Missing is not the same as Wants. Missing is informational. Wants are intentional.

9.5 Trade Tab

Trade shows cards you marked as available for trade.

Use Trade to:

- Review tradeable inventory
- Confirm condition buckets
- Prepare trade offers
- Export trade lists

9.6 Wants Tab

Wants shows cards you intentionally marked as wanted.

Use Wants to:

- Track buying/trade targets
- Feed online service trade matching
- Prepare want exports

9.7 Decks Row

The Decks row opens deck management. It may show deck count and total cards across decks.

9.8 Binder Mode

Binder Mode opens from **My Treasure Chest** and lets you view started sets as binder pages.

The binder picker starts with games. Tap a game to see the started set binders for that game. Game rows may show:

- Game name
- Number of started set binders
- Total cards across those started sets
- Missing cards across those started sets
- Completion percentage
- Owned PP Market value when prices are available

Set rows may show:

- Set name
- Set artwork using an available card image
- Total cards in the set
- Missing cards
- Completion percentage
- Owned PP Market value when prices are available

Opening a binder shows the full set checklist, not only cards you own. Binder pockets show only the card image, without card names, private app IDs, or owned-count labels. Owned cards appear as normal cards in binder pockets. Missing cards remain in their checklist positions with faded images and red outlines so gaps are easy to see.

Binder pages use a **3x3** layout for 9 cards per page. In landscape orientation, the binder controls move to the side so the card grid has more usable room. The app preloads nearby binder pages in the background so page flips can stay smooth after images are cached. Binder sorting uses the same sort options as My Treasure Chest where possible, including set order, name, quantity, and price sorting. Use the left/right page controls or horizontal swiping to move through binder pages.

Tap a card pocket to open the card detail screen. You can also pull a card upward out of its pocket; if you pull far enough, the app opens that card's detail screen. If you release before the pull threshold, the card slides back into the pocket.

9.9 Game-Level Rows

Each game row may show:

- Game name
- Owned count
- Market total

- Pirate Pete Buy total or Not Buying status
- Expand/collapse action

9.10 Set-Level Rows

Each set row may show:

- Set name
- Owned count
- Market total
- Pirate Pete Buy total or Not Buying status
- Expand/collapse action

9.11 Card-Level Rows

Card rows show exact owned/trade/want quantities. If conditions differ, rows should separate by condition.

9.12 Not Buying Labels

If a card has no Pirate Pete Buy eligibility, the app uses a short red label such as **Not Buying** rather than showing **PP Buy \$0.00** in contexts where that could be confusing.

9.13 Valuation History

Valuation History stores date + market value snapshots locally.

Use it to:

- Track collection value over time
- Create manual save points
- Compare values before and after large imports
- See weekly/monthly valuation movement

9.14 Saving A Valuation Point

1. Open My Treasure Chest.
2. Open valuation history.
3. Tap the save/snapshot action.
4. Confirm the new point appears on the graph.

9.15 Automatic Valuation Points

The app may save valuation points periodically, such as weekly, depending on current settings and feature state. Manual save points are useful when you want a deliberate checkpoint.

10. Import, Export, Backup, And Restore

Imports and exports are powerful, but they can also cause confusion if the wrong file is used.

10.1 Backup Export

A backup export is meant to preserve the full app state. Use it before:

- Installing a test build
- Clearing data
- Major imports
- Switching devices
- Large trade/deck/tournament changes

10.2 Restore Backup

Restore is for full backups, not every CSV. Do not restore a deck CSV as a full backup.

10.3 Collection Export

A collection export is focused on owned/trade/want collection data.

It should include useful metadata such as:

- Export version
- Export date
- Game
- Set
- Card name
- Card ID or app item ID
- Condition
- Quantity
- Price per card
- Total value per row
- Grand total somewhere in the export

10.4 Price Snapshot Export

Price Snapshot Export is for sharing public price information without exposing private collection or app metadata. It exports only card names and available market prices.

Use it when someone needs a readable price list for one game. The export creates an `.xlsx` workbook where each set in the selected game is a separate sheet.

The only row columns are:

- Card Name
- Market Price

Cards without a current market price remain in the sheet with a blank price cell.

10.5 Deck Export

A deck export is focused on one deck or deck list data.

It may include:

- Deck name
- Game
- Card rows
- Quantity
- Notes
- Export version

10.6 Graded Export

A graded export is focused on slab inventory.

It may include:

- Grading company
- Cert number
- Card name
- Game
- Set
- Grade
- Year
- Variety
- Custom image paths/metadata where available
- Notes

10.7 Tournament Export

A completed tournament export can include:

- Event summary
- Entrants
- Player IDs
- Paid status
- Pairings
- Match results
- Final standings
- Prizes
- Revenue/profit summary
- Notes

When completing a tournament, the app can prompt you to export immediately. You can also export later from tournament detail/history.

10.8 Import Validation

The app checks imported files for expected columns. If an import has no compatible rows, it will reject or warn instead of silently creating bad data.

Standard collection imports from app-compatible CSV/XLSX exports preserve the **Condition** column. If a compatible import file includes LP-NM, MP, HP, or DMG condition values, quantities are restored into those matching condition buckets. If no condition column is present, imported quantities default to LP-NM.

Common reasons an import fails:

- Wrong file type
- Spreadsheet sheet exported as an unrelated CSV
- Missing required columns
- Renamed columns
- Unsupported third-party format
- File selected from a temporary path that changed
- Deck import attempted with a collection file or vice versa

10.9 Set Import Wizard

Set Import Wizard is for flexible collection spreadsheets that do not already match the normal app export format.

Use it when:

- A user has a spreadsheet for one set
- A workbook has one sheet per set
- The file came from Google Sheets, Excel, or Numbers exported as CSV/XLSX
- The only trusted fields are card name and quantity

The wizard works in two modes:

- **One Set:** choose a game and set, then import one CSV/XLSX sheet into that set.
- **Workbook Sheets:** choose a game, then map each workbook sheet to a set in that game.

The wizard asks you to confirm each step before anything changes:

1. Choose the mode, game, optional set, and file.
2. Confirm the sheet-to-set mapping.
3. Confirm the Card Name and Quantity columns.
4. Review matched, ambiguous, unmatched, and invalid rows.
5. Resolve ambiguous rows by choosing from cards in that set.
6. Confirm **This Looks Correct** before applying.

Set Import Wizard imports matched cards as **LP-NM**. It does not ask for condition columns in this version.

Apply mode:

- **Replace** makes the spreadsheet quantity the final LP-NM quantity for each matched card.
- **Add** adds the spreadsheet quantity to the current LP-NM quantity for each matched card.
- Add mode is capped at 999 after existing and imported quantities are combined.
- Other condition quantities, such as MP, HP, and DMG, are preserved in both modes.

Quantity rules:

- Quantity must be a whole number.
- Blank quantity cells and explicit 0 quantities are skipped.
- Skipped blank/0 rows are not imported and do not appear in ambiguous card-name review.
- Positive quantities must be between 1 and 999.
- Values such as prices, percentages, decimals, long IDs, and quantities over 999 are rejected.
- Duplicate rows for the same catalog card are merged and capped at 999.

Matching rules:

- Matching is limited to the selected set, not the whole catalog.
- Card names keep meaningful numbers and symbols.
- The app normalizes harmless differences such as spacing, smart quotes, curly apostrophes, and dash styles.
- Duplicate card names in the same set are treated as ambiguous until you choose the correct card.
- Unmatched or invalid rows are skipped and included in the import report.

Multi-sheet workflow:

1. Export the workbook as **.xlsx**.
2. Choose **Workbook Sheets**.
3. Choose the game.
4. Pick the workbook.
5. Review each sheet. The app tries to match sheet names to set names automatically.
6. Skip sheets such as notes, summary tabs, price guides, or unrelated sheets.
7. Confirm columns and review matches before applying.

Native **.numbers** files should be exported from Numbers as **.xlsx** or **.csv** before importing.

10.10 Safe Import Workflow

1. Create a full backup.
2. Confirm which import type you are using.
3. Use Set Import Wizard for third-party or messy set spreadsheets.
4. Import a small sample first if possible.
5. Review the wizard preview and import report.
6. Review totals after import.
7. If something looks wrong, restore the backup.

10.11 Export For Support

If support needs to diagnose data issues, export the smallest file that demonstrates the issue. Avoid sending full backups unless needed.

11. Quote Requests

Quote requests help send Pirate Pete a list of eligible cards you may want to sell.

11.1 Request Pirate Pete Quote

The quote action is available from the Card Library area.

Use it when:

- You have entered your owned cards
- You want an estimate for cards Pirate Pete is currently buying
- You want to send a structured email instead of manually typing a list

11.2 Quote Eligibility

Only eligible cards should be included in the quote.

A card may be excluded if:

- Pirate Pete is not currently buying it
- It has no buy price
- It exceeds online service stock threshold
- It has a condition/quantity state that is not quoteable

11.3 Quote Email Summary

Quote emails include summary information in the body, such as:

- Accepted card count
- Estimated Pirate Pete Buy total
- Line-item count

This helps the recipient quickly understand the scope before opening the full list.

11.4 Quote Values Are Estimates

Quote values are not final offers. Final review may depend on actual card condition, demand, inventory, and verification.

12. Decks

Decks let you organize cards into play decks and track deck performance.

12.1 Opening Decks

Open Decks from My Treasure Chest or any deck-related action.

12.2 Creating A Deck

1. Open Decks.
2. Tap **New Deck**.
3. Enter a deck name.
4. Choose or confirm the game.
5. Save.

Deck names can auto-increment if duplicates exist.

12.3 Adding Cards To A Deck

1. Browse to a card.
2. Use **Add to Deck**.
3. Choose a deck.
4. Confirm the card quantity.

If no decks exist, the app should open create-deck flow so you are not dropped into an empty screen.

12.4 Deck Detail

Deck Detail shows:

- Deck name
- Completion information
- Card list
- Sorting options
- Win/loss record
- Win percentage
- Deck actions

12.5 Completion Text

Completion copy is title-cased, such as:

Complete – The Hunt Continues

12.6 Win/Loss Tracking

Deck Detail supports recording wins and losses.

The app calculates win percentage automatically.

12.7 Win Percentage Color

Win percentage uses a red-to-green color scale.

- 0% is deep red
- 50% is neutral/middle
- 100% is deep green

This makes performance easier to read at a glance.

12.8 Sorting Deck Cards

Deck Detail uses the shared sort controls where possible. Sort options may include name and missing/price-oriented options.

12.9 Decks And Tournament Director

Tournament entrants can link to saved decks for constructed events. Tournament match results can sync wins/losses back to linked deck records where enabled.

12.10 Deck Import

Deck import can create or update deck data from app-compatible CSV files. Use app-generated deck exports when possible.

13. Graded Library

The Graded Library tracks slabbed cards separately from raw collection quantities.

13.1 Supported Grading Companies

The app supports manual graded entries and lookup flows for supported companies.

Examples:

- PSA
- Beckett
- CGC
- SGC
- TAG
- HGA
- Manual/other entries depending on current UI

13.2 Add Graded Card

1. Open Graded Library.

2. Tap the add/new action.
3. Select grading company.
4. Enter cert number.
5. Tap lookup if supported.
6. Review and edit returned fields.
7. Save.

13.3 PSA Lookup

PSA lookup can fill fields such as:

- Card name
- Game/category
- Set/variety
- Grade
- Year
- Cert number
- Front/back images where available

If an online lookup requires a newer app version, the app should show a message telling users to download the newest version or retry after maintenance.

13.4 Scan Cert

Scan Cert supports PSA barcode labels. It scans the cert number and can start lookup faster than manual entry.

13.5 Quick Scan

Quick Scan is designed for scanning many slabs quickly. Use it carefully when moving fast through a PSA order screen or physical slabs.

Best practices:

- Pause briefly between scans.
- Confirm the app is no longer loading before scanning the next item.
- Avoid scanning as fast as the camera can see if the online service is still processing.
- If loading remains stuck, back out and restart the flow.

13.6 Front And Back Images

The graded detail screen can store both front and back images. This is important because PSA image order can sometimes be inconsistent.

If lookup returns the wrong side first, you can still save both images and inspect the slab more completely.

13.7 Custom Photos

Use custom photos when:

- PSA image is missing
- PSA image is the wrong side
- PSA image is low quality
- You want your own slab photo

Custom photos are local app data unless exported/backed up with supported metadata.

13.8 Notes

Each graded card can have notes.

Use notes for:

- Purchase price
- Sale plan
- Provenance
- Damage notes
- Cert concerns
- Personal organization

13.9 Recently Sold

The Graded Library can show recently-sold data where supported. Some feeds may depend on community sheets or online service data.

13.10 Check eBay For Graded Cards

Graded eBay searches include normalized card name and grade signals where possible.

For graded cards, search construction can include:

- Game
- Set/variety
- Card name
- Grading company
- Grade
- Nearby grade range where useful

Example: a PSA 8 search may consider PSA 7, PSA 8, and PSA 9 signals so nearby comps are not missed.

13.11 Graded Image Display

Graded card images use slab/cert sizing, not normal raw-card image sizing. This prevents slab photos from looking scrunched.

14. eBay Market Lookup

The eBay Market screen helps find active marketplace listings.

14.1 Purpose

Use eBay Market to get a quick sense of current active listings for a raw or graded card.

It is not a final pricing authority. It is a lookup aid.

14.2 Active Listings

The active listing section can show:

- Listing thumbnail
- Listing title
- Price
- Shipping
- Total price
- Condition/status labels
- Copy/open action
- Ignore action

14.3 Recently Sold Listings

Recently Sold currently shows a placeholder such as **Coming Soon** until approved completed/sold-data access is available through eBay.

14.4 Result Caching

Results are cached for several days. This makes repeated lookups faster and helps keep the service reliable.

Use refresh when:

- You want current results
- You ignored many listings and want to fill visible slots
- You think the cached search was poor

14.5 Result Count

The app can prepare a larger pool of possible results and display a smaller user-friendly list. Hidden or ignored listings can allow additional results from that pool to appear without another lookup.

14.6 Full Titles

Listing titles are often long and contain the important details. Use **Show full title** to expand a listing title.

14.7 Ignoring Listings

Use ignore when a listing is irrelevant.

Examples:

- Wrong game
- Wrong set
- Wrong edition
- Wrong condition type
- Bulk lot instead of single card
- Sealed product instead of single card
- Pokemon or unrelated CCG result
- A listing with misleading keywords

Ignored listings should remain ignored for that card search, including after refresh, so you do not repeatedly clean up the same bad results.

14.8 Reset Ignored

Use reset ignored to bring back hidden listings for the current search. This is useful if you accidentally ignored a valid listing.

14.9 Ranking Logic

The app ranks relevance before price. This is important because the cheapest result is often not the correct result.

For example:

- A Premiere Limited card should not be buried by cheaper Premiere Unlimited listings.
- A graded search should not show raw cards first.
- A single-card search should not be filled with bulk lots.

14.10 Price Outlier Hints

When Pirate Pete Market price is available, the app can use it as a soft signal. Suspiciously cheap weak matches can be ranked lower or filtered if they look like wrong-edition listings.

This is a helper, not a hard rule. Some real listings are cheap, and some unpriced cards cannot use this signal.

14.11 Lookup Limits

If eBay rate limits are reached, the app should show a friendly message explaining that daily eBay lookup capacity has been used and to try again tomorrow.

Suggested user-facing meaning:

- The app is working.
- eBay is limiting calls.
- Pirate Pete is working on increased lookup capacity.
- Try again later or tomorrow.

14.12 Best Practices For eBay Lookup

- Use full title expansion before judging a result.
 - Ignore bad listings to improve the current result set.
 - Do not rely only on cheapest listing.
 - For expensive cards, compare multiple sources.
 - For graded cards, compare nearby grades but note the actual grade.
 - Watch for Limited/Unlimited/Foil/Promo wording.
-

15. Trade Center

Trade Center helps users compare tradeable cards and wanted cards, then build offers.

15.1 Trade Profile

A trade profile identifies a user for trade matching. It may include:

- Public display name
- Trade quantities
- Want quantities
- Visibility settings
- Last updated timestamp
- Trade stats

15.2 Privacy And Visibility

Users can choose whether they participate in matchmaking.

If hidden:

- The profile should not appear in match results.
- The Matches tab should clearly explain that the profile is hidden.
- Offers may still be viewable if they already exist.

15.3 Matches Tab

Matches shows people whose tradeable cards overlap with your wants, or whose wants overlap with your tradeable cards.

A match may show:

- Match quality
- Cards you can get
- Cards they may want from you
- Game/set filters
- Condition buckets

- Market value comparison

15.4 Trade Value Recommendation

The app can compare PP Market totals between both sides of a potential trade.

It may show:

- Close to even
- You are giving more value
- You are receiving more value
- Approximate value gap

This is a recommendation, not a rule. Collectors may value cards differently.

15.5 Offers Tab

Offers shows incoming and outgoing trade offers.

Offer states may include:

- Draft/created
- Countered
- Accepted
- Declined
- Canceled
- Locked/completed

15.6 Creating An Offer

1. Open a match.
2. Choose cards you want from the other user.
3. Choose cards you are offering.
4. Review condition and quantities.
5. Review value recommendation.
6. Add message if needed.
7. Send the offer.

15.7 Countering An Offer

A counter changes the offer details. Countering should create an audit record so the trade history is clear.

15.8 Accepting An Offer

Accepted offers are locked so they cannot silently change after acceptance.

After accepting:

- Review final cards.
- Coordinate shipping/exchange outside the app if needed.

- Keep records if the trade is important.

15.9 Declining Or Canceling

Decline incoming offers you do not want. Cancel outgoing offers if you no longer want them active.

15.10 Trade Inbox

The Trade Inbox shows trade notifications in-app. It is the source of truth for trade activity even if push alerts are delayed or disabled.

15.11 Push Alerts For Trades

Push alerts can notify users when:

- A match is created or relevant
- An offer is sent
- A counter is received
- An offer is accepted
- An offer is declined
- An offer is canceled

Push alerts require notification permission and an active internet connection.

15.12 Trust And Safety

Current and planned trust signals include:

- Completed trade counts
- Canceled trade counts
- Offer history
- Optional reputation/feedback
- Support review for problematic trade records when needed
- Blocking or ignoring users

15.13 Trade Troubleshooting

If no matches appear:

1. Confirm matchmaking is visible/enabled.
2. Confirm you have marked cards for trade.
3. Confirm you have marked cards as wants.
4. Confirm another user has complementary trade/want data.
5. Pull to refresh or restart the screen.
6. Check online service connectivity.

16. Tournament Director

Tournament Director is a full event-management module for old CCG/TCG events.

16.1 Purpose

Tournament Director is designed for:

- Casual store events
- Local play groups
- Drafts
- Sealed events
- Constructed events
- Swiss events
- Random-pairing events
- Single elimination
- Double elimination
- Round robin
- Game-specific faction/side restrictions

It is offline-first, but can sync live public views when internet is available.

16.2 Tournament List

The tournament list shows active and historical tournaments.

Use it to:

- Create a new tournament
- Reopen an active event
- View completed tournaments
- Export completed events
- Review historical standings/results

16.3 Creating A Tournament

1. Open **Tournament Organizer**.
2. Tap **New Tournament**.
3. Fill in setup fields.
4. Save.
5. Add entrants.

16.4 Tournament Setup Fields

Common setup fields include:

- Tournament Name

- Game
- Tournament Type
- Date
- Location
- Entry Fee
- Prize Pool \$
- Store Credit Prize
- Product Prize Notes
- Draft Pack Cost
- Packs Per Player
- Number of Rounds
- Match Length
- Allow Byes
- Bye Point Value
- Notes

16.5 Tournament Types

Supported or planned tournament types include:

- Swiss
- Random Pairings
- Single Elimination
- Double Elimination
- Round Robin
- Draft
- Sealed
- Constructed

16.6 Editing A Tournament

Tournament setup should remain editable so mistakes can be corrected. Be careful changing event type or scoring after rounds exist because it can affect pairings and standings.

16.7 Entrant Management

Entrant fields include:

- Player Name
- Player ID
- Paid yes/no
- Amount Paid
- Faction / Side / Affiliation
- Deck Name
- Light Side Deck Name

- Dark Side Deck Name
- Notes

16.8 Player Profiles

Player profiles make repeated events faster.

A profile can store:

- Player name
- Player ID or local identifier
- Notes
- Historical win/loss stats derived from tournament history

Player profiles should not store default faction/deck fields. Faction and deck selections belong to the specific tournament entrant.

16.9 Preventing Duplicate Entrants

When adding entrants from player profiles, profiles already linked to an entrant in the same event should be hidden from the add list. This prevents accidentally adding the same player twice.

16.10 Constructed Deck Links

For constructed events, entrants can link to saved decks from the Deck section or import a constructed deck CSV.

This supports:

- Faster entrant setup
- Deck win/loss sync
- Better tournament records
- Cleaner post-event history

16.11 Saved Factions / Sides

Some games require sides, affiliations, factions, or similar restrictions.

Examples:

- Star Wars CCG Light Side / Dark Side
- Star Trek affiliations
- Young Jedi sides or factions
- LOTR TCG cultures/sides

Tournament Director lets you save faction/side options and choose from a dropdown when adding entrants.

16.12 Pairing Restrictions

If faction/side restrictions are enabled, pairings attempt to avoid invalid same-side or same-faction matches where possible.

If perfect pairing is impossible, the app prioritizes practical tournament continuation and lets the director manually override.

16.13 Round 1 Pairings

Round 1 can be generated randomly.

The app assigns:

- Player A
- Player B
- Table number
- Bye if odd player count and byes are allowed

16.14 Swiss Pairings

Later Swiss rounds should:

- Sort players by score/record
- Pair similar records
- Avoid repeat opponents where possible
- Assign byes fairly
- Prefer closest score match first, then avoid rematches second if impossible to satisfy both

16.15 Rematch Avoidance

The app tracks pairing history. It avoids repeat opponents where possible, but it may allow a rematch if the event structure or player count makes alternatives worse.

16.16 Byes

If there is an odd number of players and byes are allowed, one player receives a bye.

Bye behavior:

- Bye grants configured bye points.
- A player should generally not receive multiple byes unless unavoidable.
- Bye is recorded in standings and match history.

16.17 Manual Pairing Override

Directors can correct or override pairings. Use this when:

- A player drops late
- Faction restriction needs manual handling
- A rematch is unavoidable but a better manual choice exists
- A pairing mistake was created

16.18 Result Entry

Each match can record:

- Player A win
- Player B win
- Draw
- Bye
- Double loss
- Custom points override
- Notes

16.19 Completed Rounds

Once a round is complete, result buttons should not be casually editable. Use an edit action to correct completed-round results. This prevents accidental result changes.

Winner display should use player names, not generic text like `Result Player A Win`.

16.20 Result Corrections

If a result is edited, the app should update standings and any linked deck win/loss records accordingly.

16.21 Standings

Standings show live ranking.

Standings can include:

- Rank
- Player
- Record
- Points
- Opponents' win percentage
- Buchholz-style opponent score total
- Paid status
- Prize awarded

16.22 Opponents' Win Percentage

Opponents' win percentage is a strength-of-schedule style metric. It helps break ties by considering how strong a player's opponents were.

16.23 Buchholz-Style Score

Buchholz-style score totals opponent points. It is another way to measure strength of schedule.

16.24 Rounds Tab

The Rounds tab is the working tournament tab. It should show the current round clearly and keep standings easy to reach.

A pull-down refresh checks for updates in live view mode.

16.25 Standings Tab

The dedicated Standings tab makes rankings easy to access without hunting across the tournament screen.

16.26 Timer Tab

The Timer tab helps manage round time.

Typical actions:

- Start
- Pause
- Reset
- Set round length

The timer should survive app restarts where possible.

16.27 Bracket Tab

The Bracket tab should appear for elimination-style tournaments only. It is unnecessary for normal Swiss or casual events and can confuse directors if always shown.

16.28 Prize / Revenue Summary

The prize/revenue screen calculates:

- Entrants count
- Paid entrants count
- Entry fee revenue
- Draft pack/product cost
- Prize pool
- Store credit prize
- Product prize notes
- Net profit/loss
- Prize notes by placement

Prize pool cash should reduce net profit/loss because it is money paid out.

16.29 Prize Rows

When adding a prize row, the app should help by pre-filling likely placement winners from current standings, such as first place for placement 1.

16.30 Draft Pods

Draft events can use pods.

Draft pod features include:

- Packs per player
- Pack cost
- Total product cost
- Pod assignment
- Random pod seating

16.31 Tournament Live Sync

The tournament director can publish a live read-only view. Players can open a public view to see pairings and standings.

The director controls the event. Other users should not be able to edit the tournament.

16.32 Public Viewer

The public viewer is for read-only information:

- Current round pairings
- Table assignments
- Standings
- Basic event information

It should not expose private notes or director-only details.

16.33 QR Codes

QR codes can be used for:

- Opening the public tournament viewer
- Sharing event codes
- Entrant check-in
- Offline update snapshots for small events

16.34 Offline Update QR

For small events, the director can show an offline update QR containing a compressed snapshot of pairings and standings. Players can scan it to refresh local viewer data if internet is unavailable.

This is most practical for small events because QR payload size can become awkward for larger tournaments.

16.35 Completing A Tournament

When an event ends:

1. Confirm all round results are entered.

2. Review standings.
3. Assign prizes.
4. Review revenue summary.
5. Mark the tournament complete.
6. Export data when prompted.

16.36 Tournament History

Completed tournaments remain viewable locally.

History includes:

- Entrants
- Pairings
- Results
- Final standings
- Prize/revenue summary
- Export options

16.37 Tournament Export

Tournament export is useful for:

- Store records
- League tracking
- Prize reconciliation
- Player history
- Dispute review

16.38 Recommended Tournament Director Screen Flow

For most events:

1. Setup
2. Entrants
3. Rounds
4. Standings
5. Timer
6. Prizes/summary
7. Export

Avoid jumping between too many tabs during active rounds. Keep the current round and standings close.

17. Card Scanner Beta

The scanner is a beta feature for adding cards to your collection from photos.

17.1 What The Scanner Does

The scanner attempts to:

- Capture or choose a card image
- Auto-crop the card
- Allow manual crop if needed
- Read visible text with OCR
- Match against the catalog
- Show a best guess first, with more matches available
- Remember the selected Scan Scope
- Use a game or set screen as scan scope when launched there
- Use the selected game as a stronger matching boundary when scanner assistance is available
- Let you confirm before adding
- Return to the camera after adding when Continuous mode is enabled

17.2 What The Scanner Does Not Do Yet

The scanner does not guarantee perfect identification across every CCG.

Challenges include:

- Old card fonts
- Low-resolution photos
- Curved or angled cards
- Sleeves and glare
- Similar card names
- Reprints
- Multiple games with similar terms
- Missing catalog images
- Cards with little readable text

17.3 Take Photo Flow

1. Tap **Scan Card (Beta)**.
2. Use **Scan Scope** to select the game or set if known, or launch from inside a game or set.
3. Choose camera capture.
4. Place the card on a contrasting background.
5. Take the photo.
6. Let auto-crop run.
7. Adjust crop manually if needed.
8. Review the best guess.
9. Tap **Yes, Add** if correct, **No, Next** if not, or **Show More Matches** to review the full ranked list.
10. Turn on **Continuous** when adding several cards from the camera.

17.4 Choose Photo Flow

1. Tap **Scan Card (Beta)**.
2. Use **Scan Scope** to select the game or set if known, or launch from inside a game or set.
3. Choose an existing photo.
4. Crop if needed.
5. Review the best guess.
6. Confirm the correct card or open more matches.

17.5 Auto Crop

Auto crop attempts to detect the card edges and perspective-correct the image. It works best when:

- The card is fully visible.
- The card is on a contrasting surface.
- The photo is not too dark.
- There is limited glare.
- The card is not heavily overlapped by other objects.

17.6 Manual Crop

Use manual crop when auto crop fails or includes too much background. Manual crop lets the user correct the image before matching.

In Android 1.9.3+, the scanner skips the native manual crop screen and uses the original photo when automatic crop is not confident. If matching is weak, retake the photo with tighter framing, better lighting, and less background. iPhone and iPad builds can still show the manual crop screen.

17.7 Thumbnail Preview

Tap a match thumbnail to open a larger preview. Use this before adding if multiple candidates look similar.

17.8 Confirm-First Review

After a scan, the scanner presents one best guess with card image, card name, game, set, rarity when available, confidence, and score. Use **Yes, Add** to add the card, **No, Next** to step through other likely matches, **Show More Matches** to view the ranked list, or **Retake** to scan again.

When you open the add sheet, the app shows PP Market and PP Buy values when pricing is available. PP Buy follows the selected condition and quantity, so non-LP-NM conditions or cards outside the buy policy may show not-buying status.

17.9 Local-First Matching

The scanner runs a local OCR/catalog ranking pass first. This avoids waiting on online service processing for normal scans. Local matching uses OCR line positions so title-like text near the top of the scan gets more weight than lower body text or background text. It also allows small OCR typos and common catalog-name differences such as bracketed white-border, light side, dark side, Japanese, and alternate-image hints.

17.10 Online service Fallback

If the local catalog is unavailable, confidence is low, or the top matches are very close, the app can use a online service fallback endpoint. Online service fallback requires internet and online service availability. The online service matcher receives OCR line positions and can use additional card text or keyword catalog data if that data is available in the online service catalog. When configured, online service scanner assistance can also compare the submitted scan against candidate card images and give visually similar candidates a small ranking boost.

Enhanced image matching is game-scoped. If you select a game in **Scan Scope**, online service scanner assistance limits enhanced matching to that game and does not compare against every card in the full catalog. Set selection is optional; choosing just the game is usually the best balance between accuracy and convenience. If no game is selected, the scanner can still use OCR/catalog matching, but enhanced image matching is skipped.

17.11 Timeout Message

If scanner matching times out:

1. Check internet connection.
2. Try a clearer crop.
3. Try a closer photo.
4. Restart the scanner screen.
5. If repeated, use manual search in the Card Library.

17.12 Scanner Accuracy Tips

- Use good lighting.
- Avoid glare from sleeves.
- Scan one card at a time.
- Fill the frame with the card.
- Keep the card flat.
- Crop out table clutter.
- Capture the card title clearly.
- Set **Scan Scope** to the known game before scanning. Set is optional.
- Open the scanner from inside a game or set when possible.
- For dark cards, use a light background.
- For white border cards, use a dark background.

17.13 Border Color

Border color can be a helpful clue, but it is not reliable across all games. The app should not expose border hints to the user as if they are definitive.

18. Pirates Mini-Game

Pirates! is a playful exploration mode built into the home screen.

18.1 Purpose

Pirates! makes the app feel less like a spreadsheet and more like a tiny card-hunting voyage. It also introduces random catalog cards for discovery.

Random card finds are balanced by game first, then card. This keeps very large games from dominating the voyage and helps surface cards from more games over time.

18.2 Core Loop

A typical loop:

1. Sail.
2. Encounter an event.
3. Find cards, dabloons, or trouble.
4. Decide what to keep.
5. Return to town.
6. Sell cards or upgrade the ship.
7. Sail again.

18.3 Dabloons

Dabloons are the mini-game currency. Found cards can be worth different dabloon amounts based loosely on card value.

18.4 Found Cards

When you find a card, the game shows:

- Card image
- Game
- Set
- Card name
- Approximate value/dabloon outcome

The card image should use normal card sizing, not slab sizing.

18.5 Inventory Slots

Ships have limited inventory slots. You cannot carry everything forever. Upgrade your ship to carry more.

18.6 Ship Upgrades

Ship upgrades can improve:

- Inventory slots

- Encounter survival
- Voyage rewards
- Ship stats

18.7 Items

Items can improve ship stats or help with encounters. The game can expand over time with more item types.

18.8 Encounters

Encounters create risk and story.

Examples:

- Storms
- Pirates
- Wreckage
- Strange crates
- Treasure maps
- Port rumors
- Card discoveries

18.9 Returning To Town

Return to town to sell cards, repair, upgrade, and prepare for another voyage.

18.10 Card Found Screen Behavior

If a card detail overlay is open, close it before continuing the voyage. This prevents the game from advancing behind a visible card screen.

19. Catalog Issue Reporting

Catalog issue reporting lets users report bad data and image problems.

19.1 Why Reports Matter

The catalog is large. Community reports help identify the cards that most need attention.

19.2 Report Types

Users can report:

- Wrong image
- Missing image
- Wrong card name
- Wrong set

- Wrong rarity
- Wrong pricing/buy status
- Duplicate card
- Other catalog issue

19.3 Evidence Images

Users can attach or take a photo as evidence. This is especially useful for wrong images.

Supported image behavior:

- iPhone photos should be accepted through normal app image handling where possible.
- Android phone image formats should be accepted where possible.
- Images are compressed before upload to keep reports reliable.
- Oversized evidence may be rejected or resized.

19.4 User Crop

When taking or choosing an image, some platforms can show a crop screen to help focus the report on the card.

In Android 1.9.3+, report evidence attaches without the native manual crop screen. Take a close, clear evidence photo when reporting image or catalog issues. iPhone and iPad builds can still show the crop screen.

19.5 What Happens After You Submit

The report is sent to Pirate Pete support for review. Reports include enough card information to identify the issue, plus your notes and optional evidence image.

19.6 Report Priority

Repeated reports on the same card help prioritize fixes. If many users report the same issue, that card is easier to identify as a high-priority catalog correction.

19.7 Report Tips

Good reports are specific. Include what is wrong and what you expected to see.

Helpful examples:

- “Image shows the Cloud City version, but this promo should use the Special Edition image.”
- “This card is listed under the wrong set.”
- “This appears to be a duplicate of another catalog entry.”

20. Push Notifications

Push notifications are optional alerts used primarily for trade activity.

20.1 What Push Alerts Are For

Push alerts can notify users about:

- Trade offers
- Counters
- Accepted offers
- Declined offers
- Canceled offers
- Important trade activity

The in-app Trade Inbox remains the source of truth. Push alerts are a convenience, not the only record.

20.2 Permission Prompt

The app may ask for notification permission. Notifications are optional and are mainly used so you do not miss trade activity.

You can still use the app if you decline notifications.

On iOS and Android, the operating system controls the final permission prompt. If permission is denied, the Trade Inbox still works as the main record of trade activity.

20.3 Managing Notifications

You can manage notifications in two places:

1. Inside Pirate Pete Collector, where available.
2. In iOS or Android system notification settings.

If you stop receiving alerts, first confirm notifications are allowed in your device settings.

20.4 Trade Notifications

Trade notifications are tied to your trade profile and this device's notification token. If you are not using trade matching or offers, you may not receive trade alerts.

20.5 Push Troubleshooting

If push alerts do not arrive:

1. Confirm app notification permission is enabled.
2. Confirm you have a trade profile.
3. Confirm push alerts are enabled inside the app, if a setting is available.
4. Open the Trade Inbox to verify activity exists.
5. Update to the latest app version.
6. Restart the app and try again.

21. Privacy And Data

21.1 Local Data

Most collection work is local to the device unless exported, backed up, synced, or submitted through an online feature.

Local data can include:

- Owned cards
- Conditions
- Decks
- Graded inventory
- Tournament history
- Pirates game state
- Valuation snapshots
- Settings

21.2 Online Feature Data

Online features may store or process data needed to provide the feature, such as:

- Optional display names, profile IDs, and contact details entered for trade or support features
- Trade profiles
- Trade quantities/wants
- Trade offers and offer history
- Trade notifications
- Notification delivery IDs
- Catalog issue reports
- Optional evidence images attached to reports
- Quote request contents and estimated totals
- eBay lookup/search terms
- Tournament live-view snapshots
- Scanner request images/data when online assistance is used
- Crash, performance, and diagnostic information used to troubleshoot app stability

Most collection browsing and manual tracking are local-first. The app still counts some information as collected when you choose an online feature because that information leaves the device to provide the requested service.

21.3 Notification Delivery

Notification delivery IDs help the app deliver alerts to your device. They are app-functionality data, not advertising tracking data.

21.4 Tracking And Advertising

Pirate Pete Collector does not sell user data and does not use app data for third-party advertising tracking.

Some service providers may process data on Pirate Pete's behalf for app functionality, such as online service hosting, diagnostics, push notification delivery, email delivery, and scanner/report processing.

21.5 Trade Profile Privacy

Trade profiles are used for matchmaking and offers. Making a profile visible means compatible trade/want information can be used for matching with other users.

21.6 Catalog Reports

Catalog reports are sent to Pirate Pete support so card data or images can be reviewed and corrected.

21.7 Scanner Images

Scanner images are processed to help identify cards. If online scanner assistance is used, scan data may be sent for matching. Always review the suggested match before adding a card.

21.8 Backups And Exports

Backups and exports can contain collection data. Treat them like private records, especially if they include your full collection or trade lists.

21.9 Data Control

You can avoid many online data flows by not enabling trade sync, push notifications, live tournament sync, scanner online service matching, quote requests, or catalog report submissions.

For privacy or deletion questions, contact Pirate Pete support at cole@piratepeteccg.com.

22. Offline Behavior

22.1 Features That Work Offline

Generally offline-friendly:

- Browse bundled catalog data
- Add/remove collection quantities
- View existing collection totals using local price data
- Manage decks
- Manage graded inventory manually
- Run local tournaments
- View local tournament history
- Play Pirates!

- Save local valuation snapshots

22.2 Features That Need Internet

Usually internet-dependent:

- Graded-card lookup
- eBay lookup
- Trade sync and offers
- Push notification registration
- Tournament public live sync
- Catalog issue report submission
- Online scanner assistance

22.3 Offline Tournament Director

If internet is unavailable, the tournament director can still run the event locally. Players may not see live updates unless using offline QR snapshots.

22.4 Offline Trade Behavior

Local trade/want marks can exist offline, but live matching and offer workflow require internet.

23. Troubleshooting

23.1 App Is Slow On Game Search

Expected behavior: game search should only filter game names.

If game search lags heavily:

1. Close and reopen the app.
2. Confirm you are on the latest version.
3. Avoid opening giant expanded collection groups while searching.
4. Report the issue with device model and screen.

23.2 App Hangs Or Watchdog Termination

A watchdog termination means iOS ended the app, often due to memory pressure or unresponsive startup.

Try:

1. Update to the latest version.
2. Restart the device.
3. Avoid rapidly opening many image-heavy screens at once.
4. Report the screen you were on before termination.

23.3 Image Loading Error

If an image fails to load:

- It may be a temporary network issue.
- The remote image may be missing.
- The image URL may be wrong.
- The app may have cleared cache after a cache error.

Use Report Issue if the wrong image consistently appears.

23.4 Lookup Requires Latest Version

If a lookup feature asks you to update:

1. Update to the latest app version.
2. Close and reopen the app.
3. Retry the lookup.
4. If it still fails, contact support with the app version and lookup type.

23.5 eBay Lookup Rate Limited

If eBay lookup says daily calls are used:

1. Wait until the next eBay quota window.
2. Try again tomorrow.
3. Use manual eBay search if urgent.

23.6 eBay Results Are Wrong

Use these steps:

1. Expand full titles.
2. Ignore irrelevant listings.
3. Refresh after hiding bad results.
4. Check set/edition wording.
5. Report repeated bad matching examples to support.

23.7 Scanner Times Out

Try:

1. Use a clearer photo.
2. Crop tighter.
3. Ensure internet if online scanner assistance is needed.
4. Use manual search if the card is not recognized.

23.8 Import Produced No Compatible Rows

This means the file did not match expected import format.

Check:

- Is it the correct import type?
- Does it have expected columns?
- Was it exported from this app?
- Is it an unrelated spreadsheet?
- Is it a wrapper/box/sealed product list rather than card collection data?

23.9 Tournament Live View Not Updating

Try:

1. Pull down to refresh.
2. Confirm the director published updates.
3. Confirm internet is available.
4. Scan the latest QR again.
5. Use offline update QR if internet is unavailable.

23.10 Push Alerts Not Arriving

Try:

1. Enable notifications in the app.
2. Enable notifications in OS settings.
3. Open Trade Inbox to verify activity exists.
4. Update to the latest app version.
5. Restart the app and try again.

23.11 Quote Email Missing Cards

Cards may be excluded because:

- Pirate Pete is not buying them.
- Buy price is missing.
- Inventory cap reached.
- Condition/quantity is not eligible.
- The card is in collection but not quoteable.

23.12 Data Looks Deleted After Install

If a device is unplugged during install or the app is reinstalled in a way that clears local data, local data may disappear. Restore from backup if needed.

23.13 Dark Mode Menu Closes Immediately

Use the full App Options screen. The app moved away from fragile menu popovers for important settings.

24. Recommended Workflows

25.1 New Collector Setup

1. Browse games.
2. Add owned cards.
3. Use condition buckets carefully.
4. Save a backup.
5. Save a valuation snapshot.
6. Mark trade cards.
7. Mark wants.
8. Enable trade profile if desired.

25.2 Bulk Collection Entry

1. Create a backup first.
2. Use set-wide actions where appropriate.
3. Correct expensive cards individually.
4. Review totals after each major set/game.
5. Export collection after finishing.

25.3 Preparing A Pirate Pete Quote

1. Enter owned quantities and conditions.
2. Review Not Buying labels.
3. Check for Max Stock/Max Exceeded statuses.
4. Use Request Pirate Pete Quote.
5. Review card count and total in email.
6. Send.

25.4 Trade Prep

1. Mark cards available for trade by condition.
2. Mark wants intentionally.
3. Review Trade tab.
4. Enable matchmaking visibility.
5. Review matches.
6. Use value recommendation as a guide.
7. Send offers.

25.5 Event-Day Tournament Director Workflow

1. Create event before players arrive.
2. Enter event settings.

3. Add saved factions/sides if needed.
4. Add entrants and mark paid status.
5. Link profiles/decks if available.
6. Publish live viewer QR if using internet sync.
7. Generate round 1.
8. Start timer.
9. Enter results.
10. Review standings.
11. Publish next round.
12. Repeat until complete.
13. Assign prizes.
14. Export event data.

25.6 Reporting Catalog Issues

1. Open the card with the problem.
2. Tap the report issue action.
3. Choose the issue type.
4. Add a clear note.
5. Attach or take an evidence photo if helpful.
6. Submit the report.

Repeated reports help Pirate Pete support prioritize catalog corrections.

25.7 Scanner Verification Workflow

1. Scan card.
 2. Tap thumbnails to inspect.
 3. Confirm game/set/card identity.
 4. Add condition quantity.
 5. If wrong image or bad match, report catalog issue or use manual search.
-

25. Glossary

Buchholz

A strength-of-schedule tiebreaker based on opponent scores.

Condition Bucket

A collection condition category such as LP-NM, MP, HP, or DMG.

Dabloons

Pirates mini-game currency.

Graded Card

A card encapsulated and graded by a grading company.

LP-NM

Lightly Played to Near Mint. The app's top raw-card condition bucket.

Not Buying

A card/set/game status meaning Pirate Pete is not currently buying that item through app quote flow.

OWP

Opponents' Win Percentage. A standings tiebreaker.

PP Buy

Pirate Pete Buy value. Estimated buy value for eligible cards.

PP Market

Estimated market value shown by the app.

Public Tournament Viewer

Read-only tournament page/snapshot for players to view pairings and standings.

Trade Profile

A user profile for trade matching and offers.

Watchdog Termination

An OS-level termination, often caused by memory pressure or app unresponsiveness.

26. Appendix: Data And File Reference

27.1 Important App Data Categories

- Catalog data
- Price data
- Owned quantities
- Condition quantities

- Trade quantities
- Wants
- Decks
- Graded inventory
- Tournament history
- Player profiles
- Trade profiles/offers
- Catalog reports
- Scanner temporary images/data

27.2 Recommended User Exports

Users should periodically export:

- Full backup
- Collection CSV
- Graded inventory CSV
- Important deck exports
- Tournament exports after completed events

27.3 What To Send Support

When reporting a problem, include:

- App version
- Device model
- iOS/Android/macOS version
- Screen where issue happened
- Steps to reproduce
- Screenshot if possible
- Export sample if import/export issue
- Example card/game/set if catalog issue

27.4 What Not To Share Publicly

Do not publicly share:

- Full backups containing private collection data
 - Private trade profile information
 - Personal contact details
 - Screenshots showing private emails, addresses, or account pages
 - Files you would not want another collector to see
-

Closing Notes

Pirate Pete Collector is intentionally both practical and a little playful. It is a collector database, price reference, deck tool, tournament director, trade assistant, scanner experiment, and pirate card-hunting toy all living in one app.

For best results:

- Back up before major changes.
- Confirm high-value cards manually.
- Treat scanner and eBay results as aids, not final truth.
- Use reports to improve the catalog.
- Keep the app updated when online services change.