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| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-201 | FR16 | Check that Anchor Bay is reached by the player | Player’s ship location (Anchor Bay) | Treasures on Anchor Bay | Data is stored correctly |
| SE-F-202 | FR16 | Check that Anchor Bay isn’t reached by the player | Player’s ship location (Not Anchor Bay) | Error message | System displays message “Player’s ship isn’t in Anchor Bay” |
| SE-F-203 | FR16 | Check that the player holds one of the relevant cards (Kidd’s chart) | Player’s hand | Kidd’s chart card from player’s hand | Data is stored correctly |
| SE-F-204 | FR16 | Check that the player doesn’t hold one of the relevant cards (Kidd’s chart) | Player’s hand | Error message | System displays message “Player doesn’t have any Kidd’s chart card” |
| SE-F-205 | FR16 | Check that the player can exchange Kidd’s chart card for treasure from Anchor Bay | Player’s ship capacity | Number of items of treasures on player’s ship (Less than 2) | Data is stored correctly |
| SE-F-206 | FR16 | Check that the player can’t exchange Kidd’s chart card for treasure from Anchor Bay | Player’s ship capacity | Number of items of treasures on player’s ship (Equals 2) | System displays message “Player reached maximum capacity of his ship” |
| SE-F-207 | FR17 | Check that the player has at least 20 points of treasure at his Home Port | Treasures from player’s ship and treasures from player’s Home Port | Points of treasure (Greater than or equals to 20) | System displays message “Player X has won. Congratulations !” |
| SE-F-208 | FR17 | Check that the player has less than 20 points of treasure at his Home Port | Treasures from player’s ship and treasures from player’s Home Port | Points of treasure (Less than 20) | System displays message “Player has ? points of treasure, keep fighting” |