***Gameplay***

***Key Features:***

* Land combat has Blimey team up with two other crewmates to fight powerful pirate captains and their crew.
* Each crewmate is a specialized class, offering many different strategies the player can form from different combinations of crewmates.
* Level up your crew, issue them commands in the midst of battle, and most importantly, collect them all!
* Ship combat can be fought in many different ways from ramming ships together, sending your crew on a sneak attack, running the opponent aground, or even just a good old fashioned shoot out.
* Just like the crew, ships can be collected and each one has its own strategies, so choose wisely when going into battle.
* Interact with your crew outside of battle. They have many things to say, so stay awhile and listen to their ramblings!
* Advance through the story by completing individual, replayable episodes with each episode revealing the next chapter in the story.
* Complete sidequests or other activities in the Hubworld map when not progressing through the story.

Gameplay is separated in three parts: Passive Control, Land Combat, and Ship Combat.

Passive Control is where Blimey and the rest of the SkullMan pirates are not in an active battle state. Blimey can interact with the NPCs of the towns and cities in the African Isles to discover secrets or just be nosy. Main crewmates and certain other characters will have full length conversations with many options to choose from. While passive, Blimey can also enter the Pirate Association to accept jobs, hire new crewmates, or receive gifts for completing actions.

Land Combat has Blimey and two player-chosen main crewmates (Reilly, Miss Éclair, Gorilla, Pearl, Bilgewater, & Parish) fight off enemies and bosses. Blimey is nimble and can interact with objects and characters while on the move. The two crewmates can be controlled through a system called Crewmate Commands. This will enable each crewmate to perform an individual or group function such as using a group attack, interacting with an object, or move them to regroup. Each main crewmate has different abilities so choose which will suit your needs best.

Ship Combat has three states: Ship Battles, Boarding, and Captain Duels. Ship Battles occur at sea and can be completed by disabling the ship or sinking it. There are many ways to fight ship combat, such as blowing apart the enemy’s sails, running them aground, or hitting them with everything you got. Boarding occurs when a ship is disabled and has your boarding party invade the other ship. You will fight against the enemy crew using your own skills and Crewmate Commands to take them down. A Captain Duel is a boss fight that is activated when you have done some special action that is unique to each Captain. In a Captain Duel, Blimey and two player-chosen main crewmates will fight against a more powerful version of the Captain with new skills and more health. Depending on what stage the fight is finished on with determine what prizes are offered: gold, the ship, a crewmember unlock, or the Captain’s special sword.