

UC1+UC3+UC4+UC5:  
Main menu

# Buccaneer

*Start*

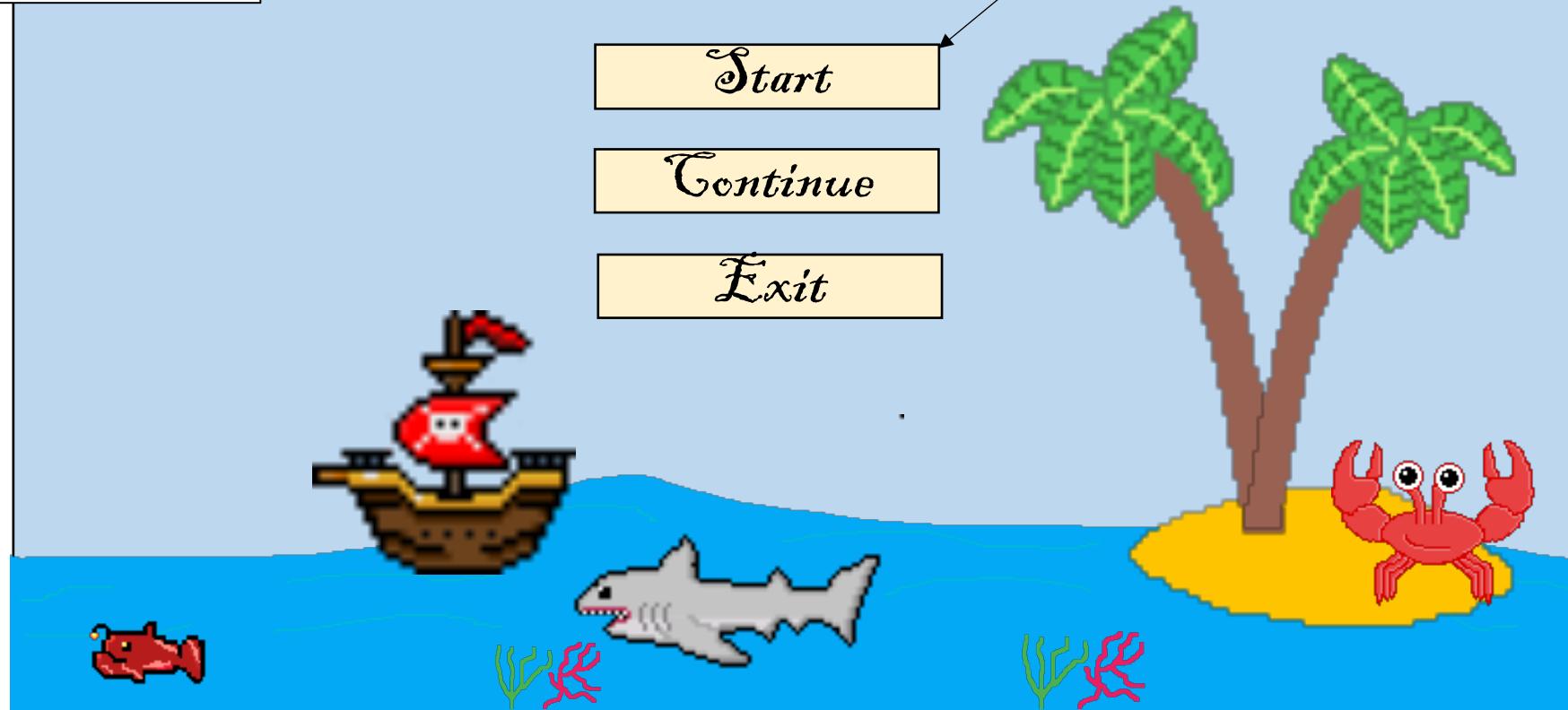
*Continue*

*Exit*

*Help*

Takes you to the nickname  
screen

Takes you to the rule  
screen



# Buccaneer

Help

Please enter your name

Player 1



Player 2



Player 3



Player 4

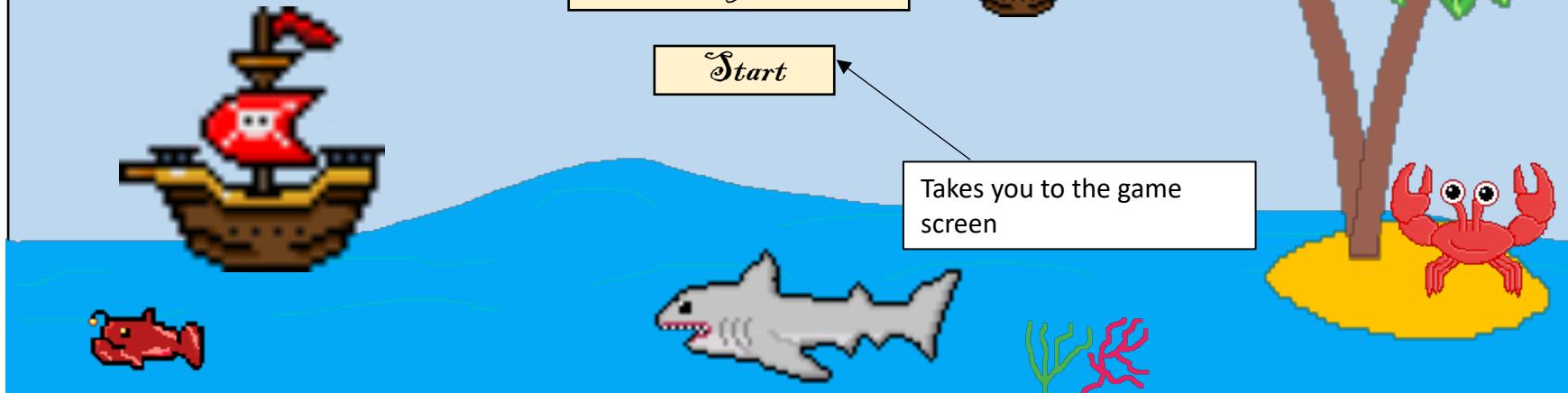


UC2:

Entering player names

Start

Takes you to the game screen



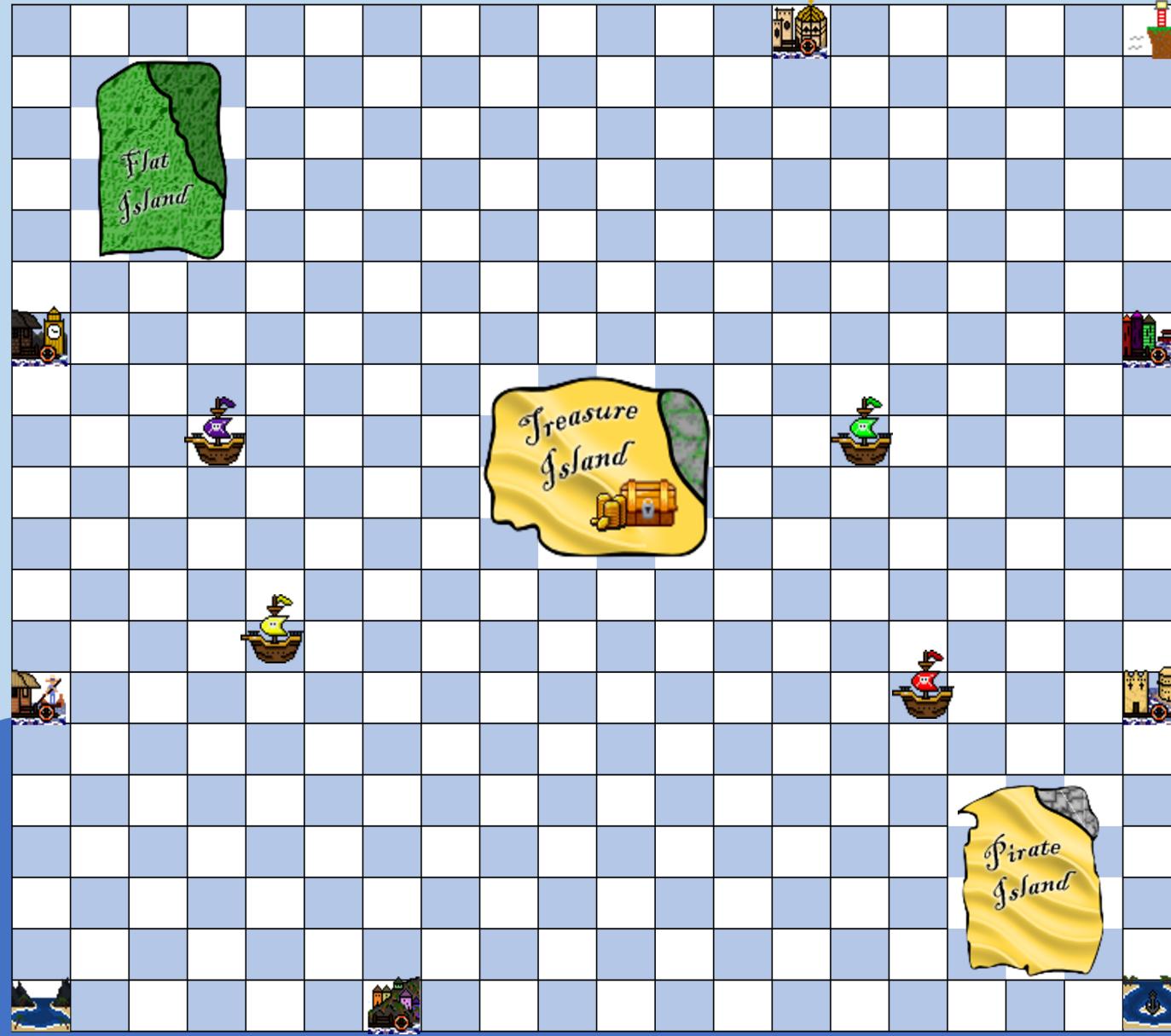
# Buccaneer

UC3:  
Help screen

## How to Play:

- Each player gets 1 ship and 5 crew cards
- The rest of the treasures are placed on the Treasure Island.
- The rest of the crew cards are placed face down on the Pirate Island.
- When it is your turn, you may do one of the following:
  - Sail to treasure island and draw a Chance card.
    - ~ Follow the instruction on the Chance card.
  - Sail to another harbour to trade.
    - ~ You may exchange treasures and crew cards on the harbour with the ones you have on your ship.
  - Attack another player's ship.
    - ~ Sail to the same square as them and shout "Ready to Attack".
    - ~ Both players must reveal their combat values.
    - ~ The player with the higher combat value wins the battle.
    - ~ Winner chooses either 2 Crew cards or all the treasure on the losing ship.
  - Treasures stored in safe zones cannot be traded or stolen.





UC6+UC7+UC8:

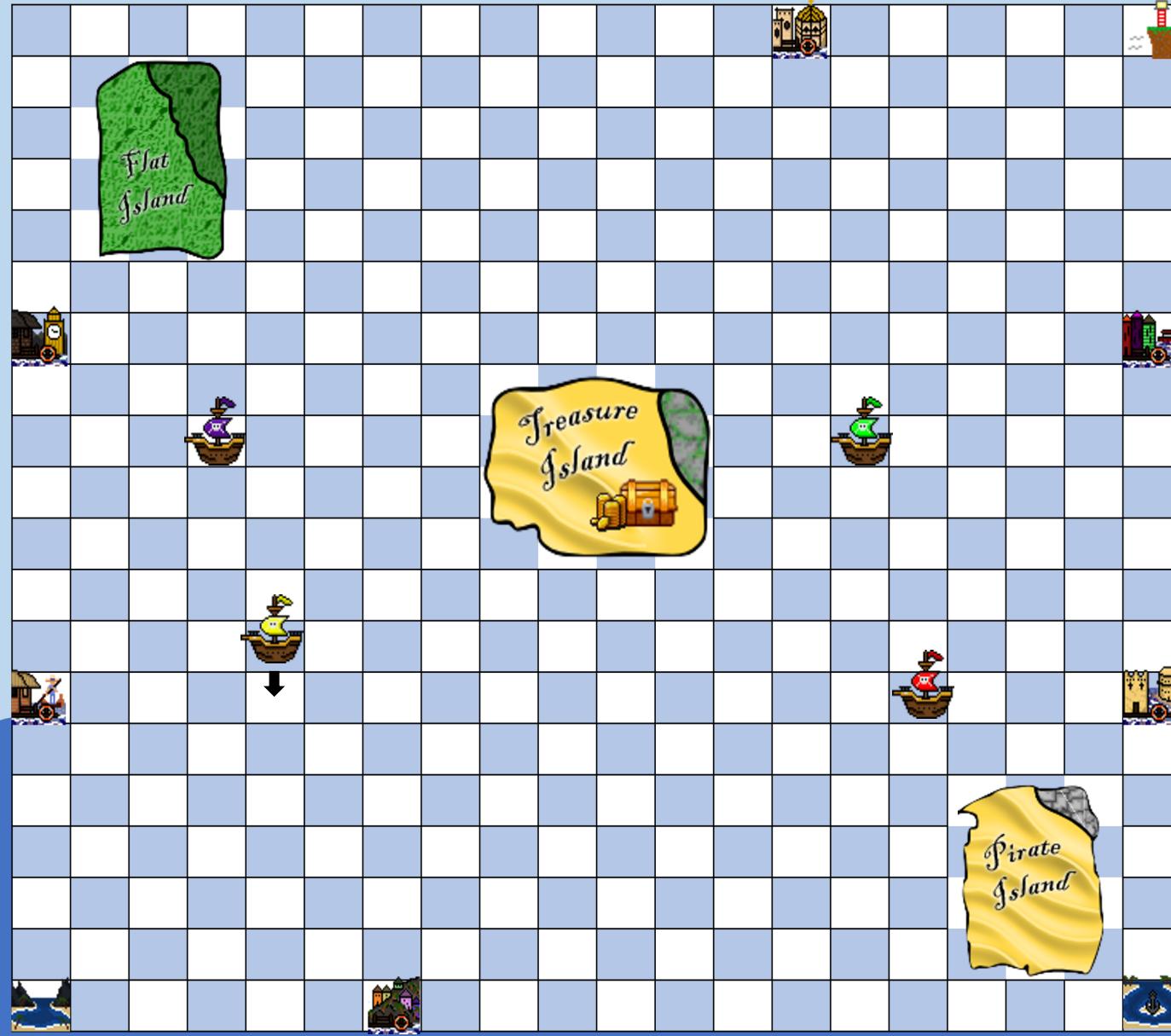
Game screen when it is a players turn, they have the option of turning or moving. They can move by clicking one of the green squares available

**Player 1** – Would you like to move your ship or turn?

Move

Turn

Shows available tiles



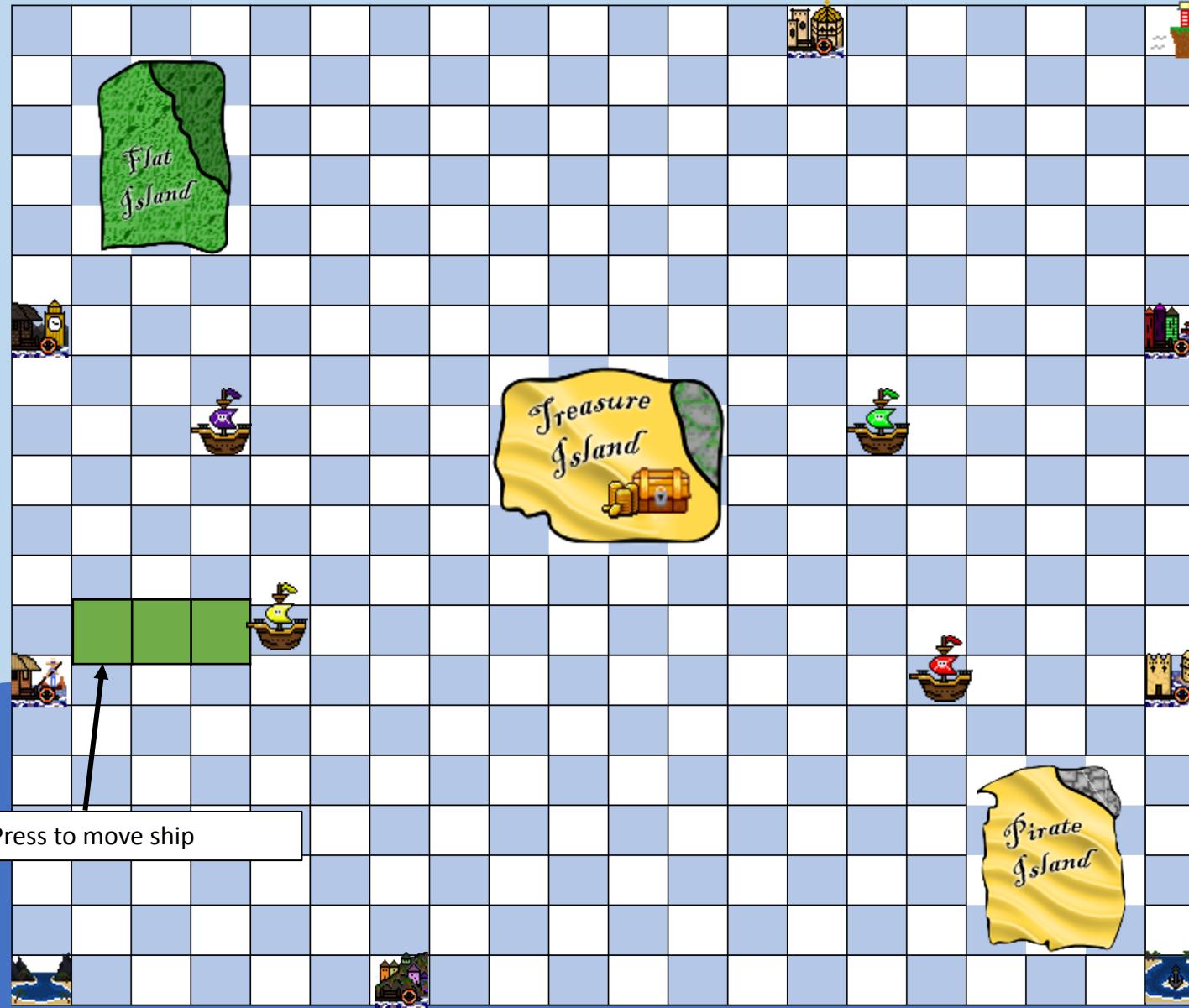
UC6+UC7+UC8:

Game screen when it is a players turn, they have the option of turning or moving. They can move by clicking one of the green squares available

Player 1

End turn

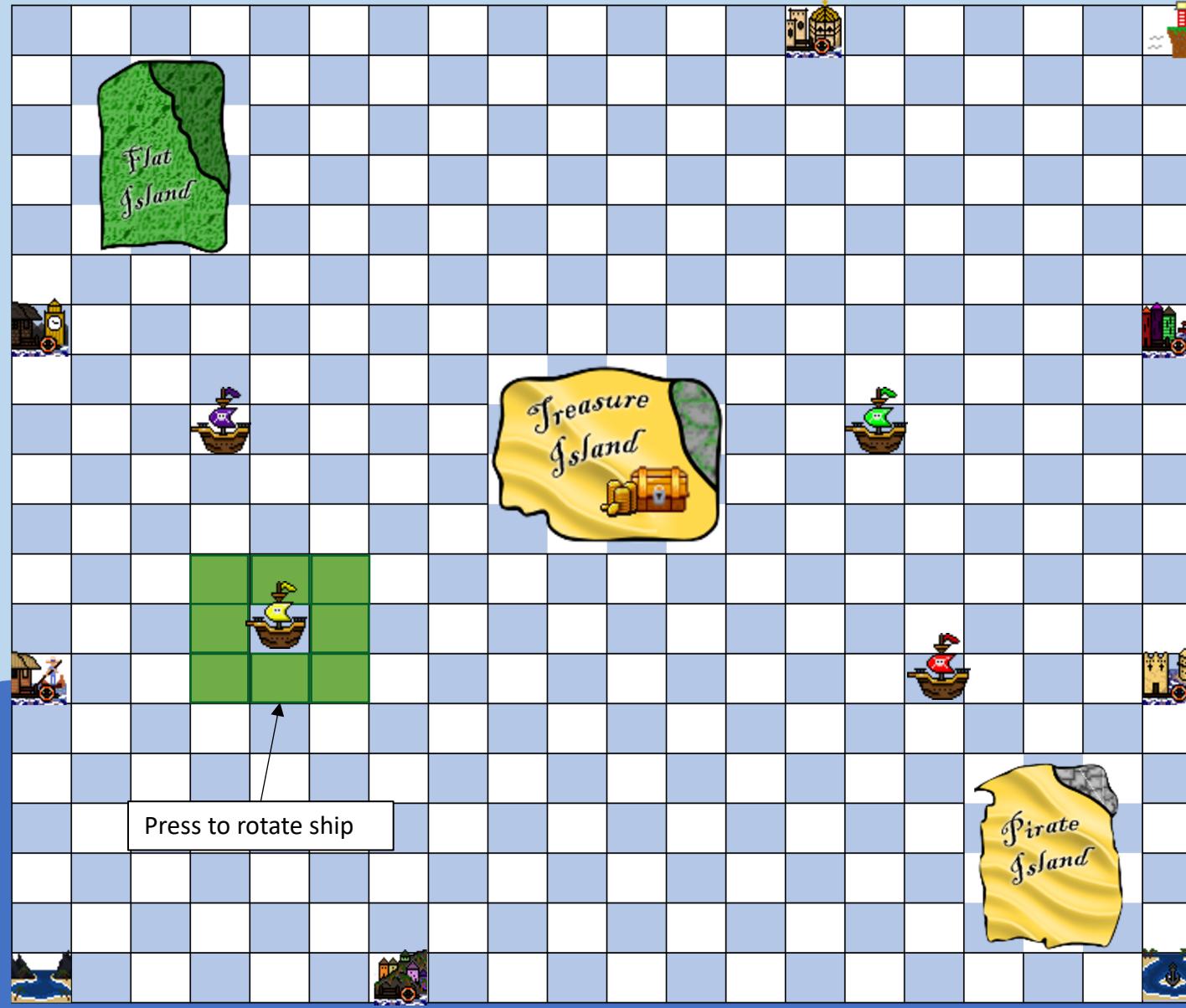
Ends your turn



**Player 1** – Would you like to move your ship or turn?

Move

Turn



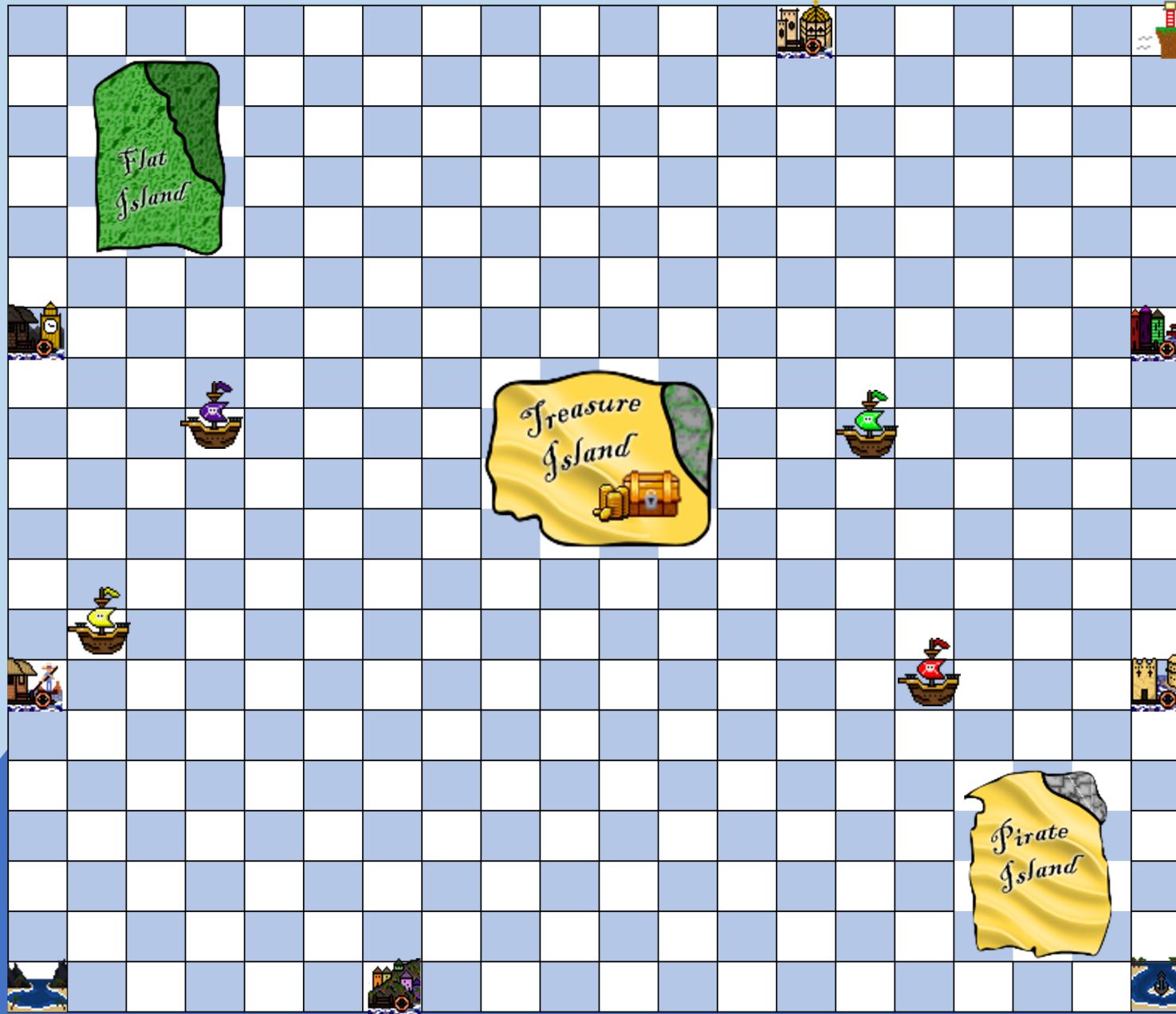
UC6+UC7+UC8:

If the user selects move, then the spaces that the user will be able to move will be displayed

**Player 1** – Would you like to move your ship or turn?

**Move**

**Turn**



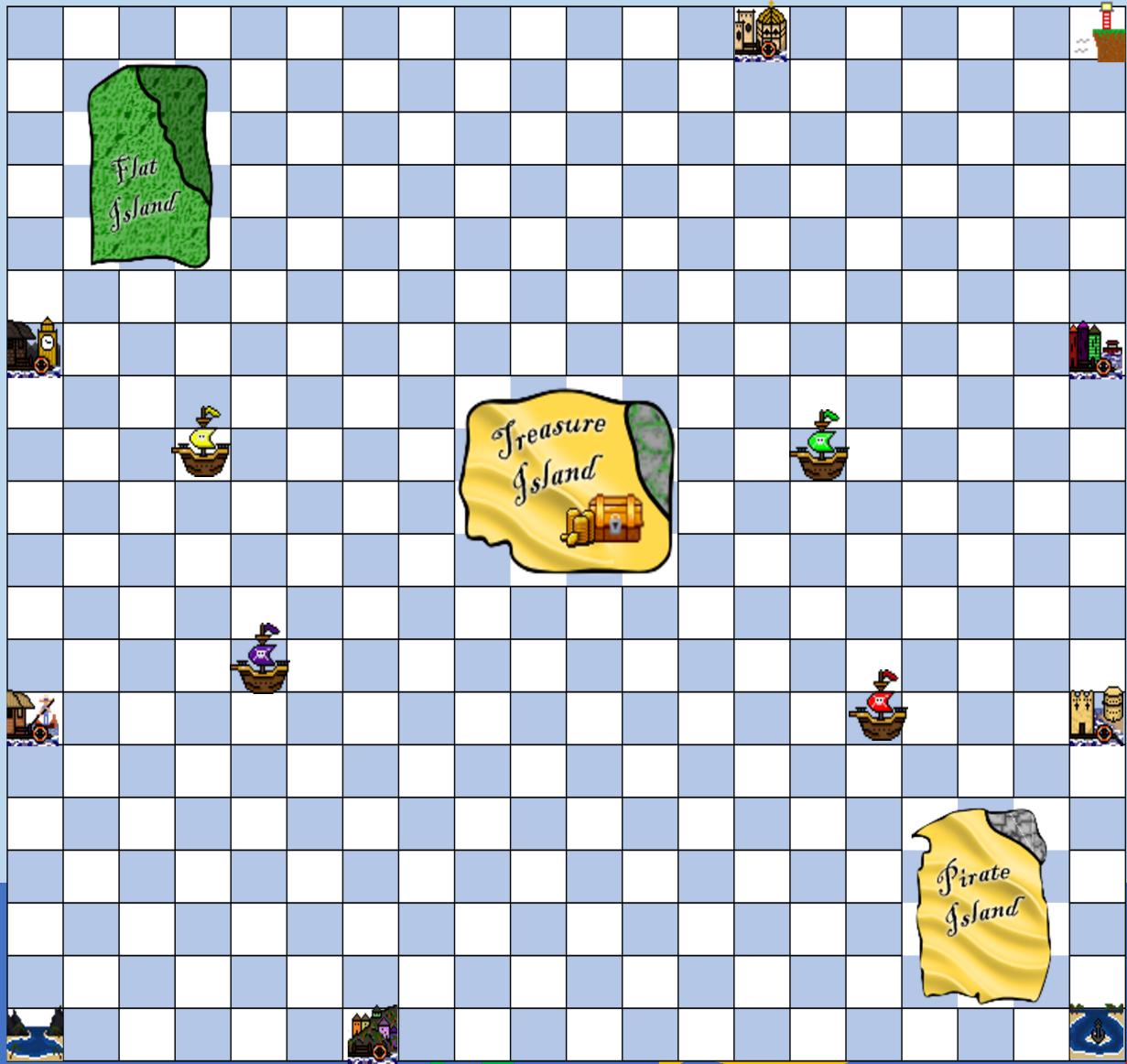
UC9:

The player has now moved position and can end their turn

**Player 1**

**End Turn**

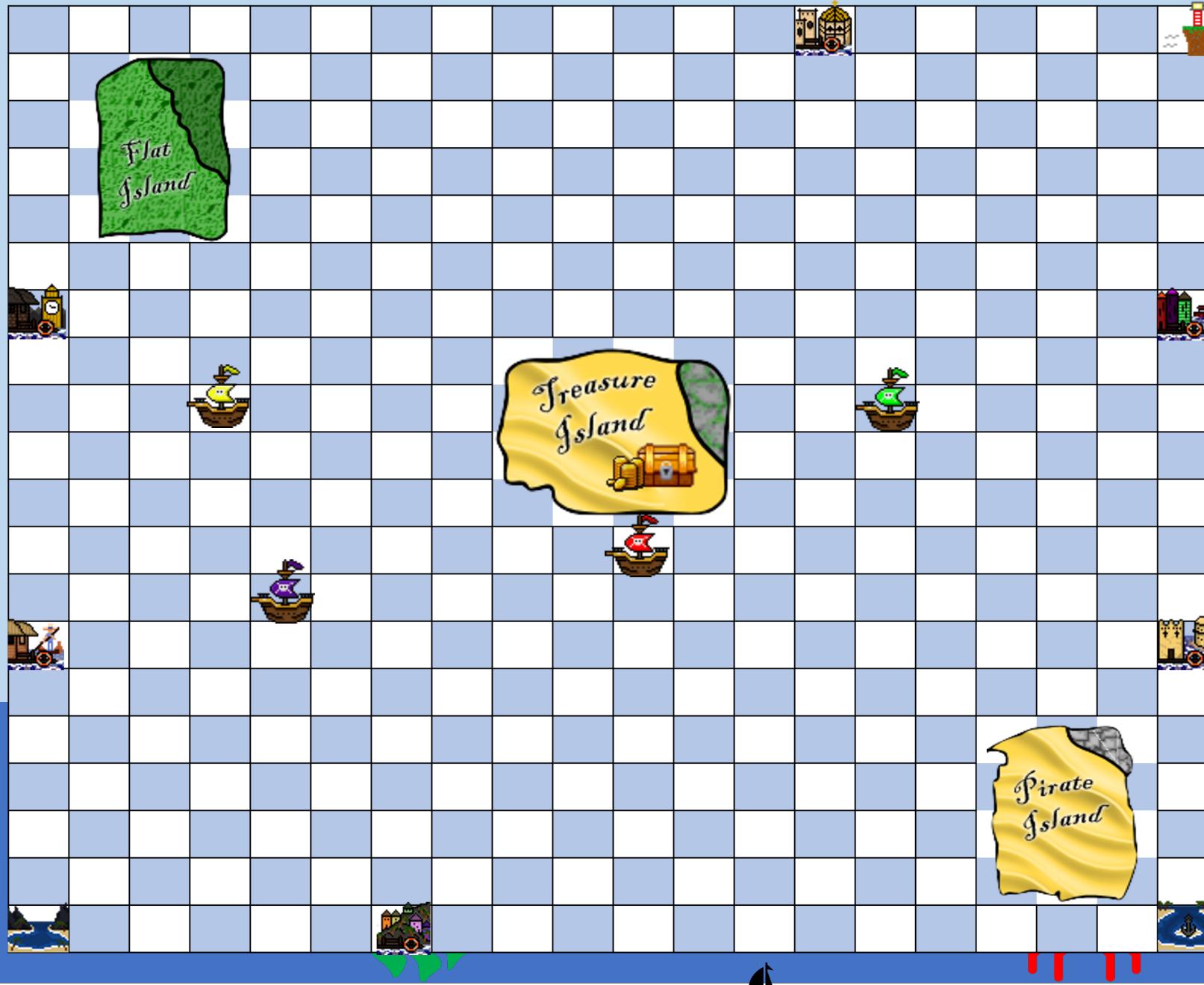
Press to end the users turn



UC20:

Winning screen once a player has won the game. This displays the players ship and the treasures they collected. End game will close the application while Start new game will take them to the main menu

Press to take the user back to the nickname menu



Player 1

You are blown to your Home Port. If your crew total is 3 or less, take 4 crew cards from Pirate Island

UC12+UC15:

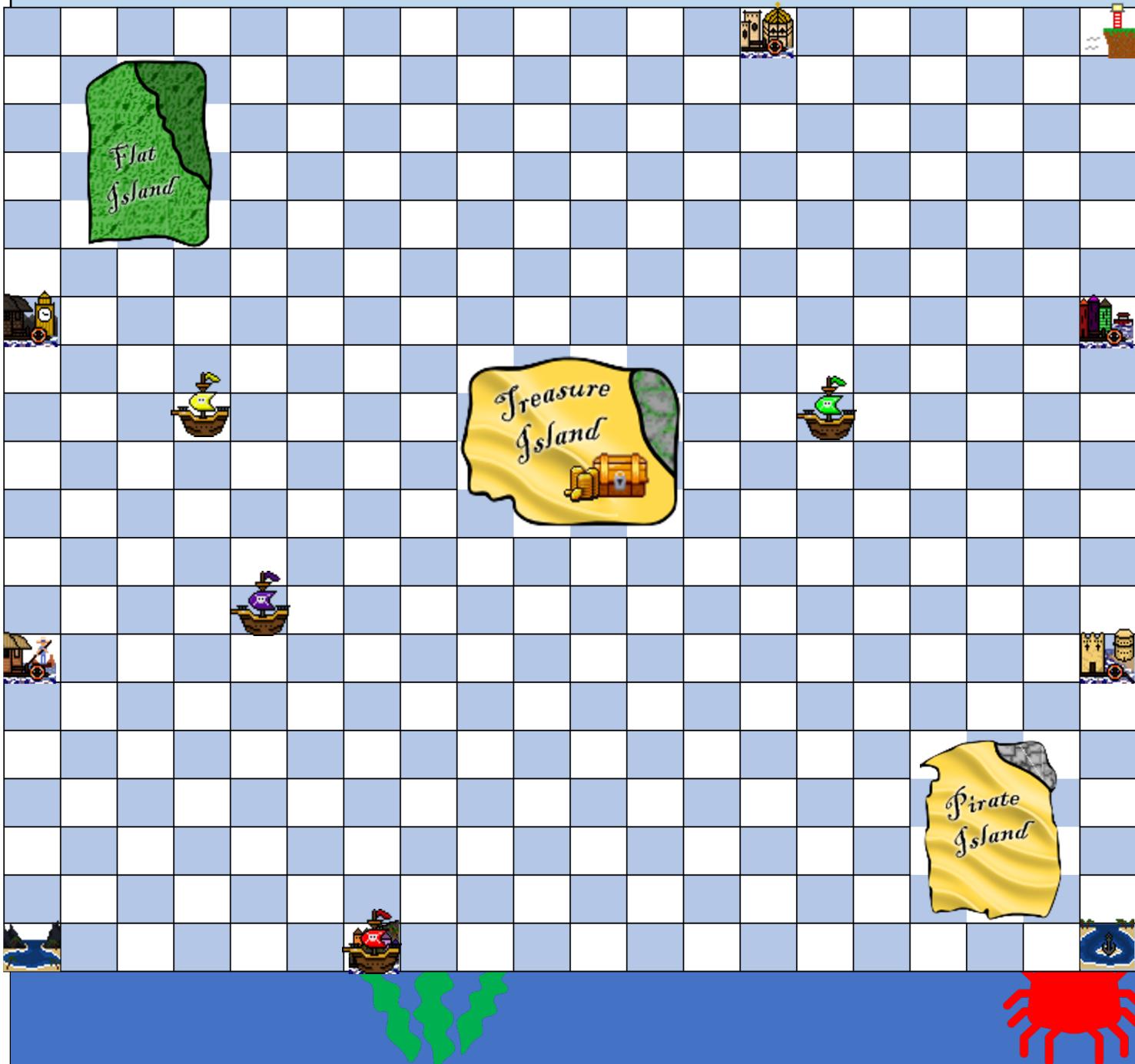
Displays the card and its instructions

Example 1

Example 2

Example 3

Example 4



Player 1

You are blown to your Home Port. If your crew total is 3 or less, take 4 crew cards from Pirate Island

UC12+UC15:

The instructions of the card have been followed and the player has been blown to their home port



 Chance card #3

You are blown to Mud Bay. If your crew total is 3 or less, take 4 crew cards from Pirate Island.

[Close](#)

Click here to go back to the game screen with the player data shown

UC13 & UC17: Chance card effect: give/take crew cards from places (for e.g. card 3)

Player is dealt this chance card. Consequences are implemented and the player receives the specified amount of crew cards.



Chance card #2

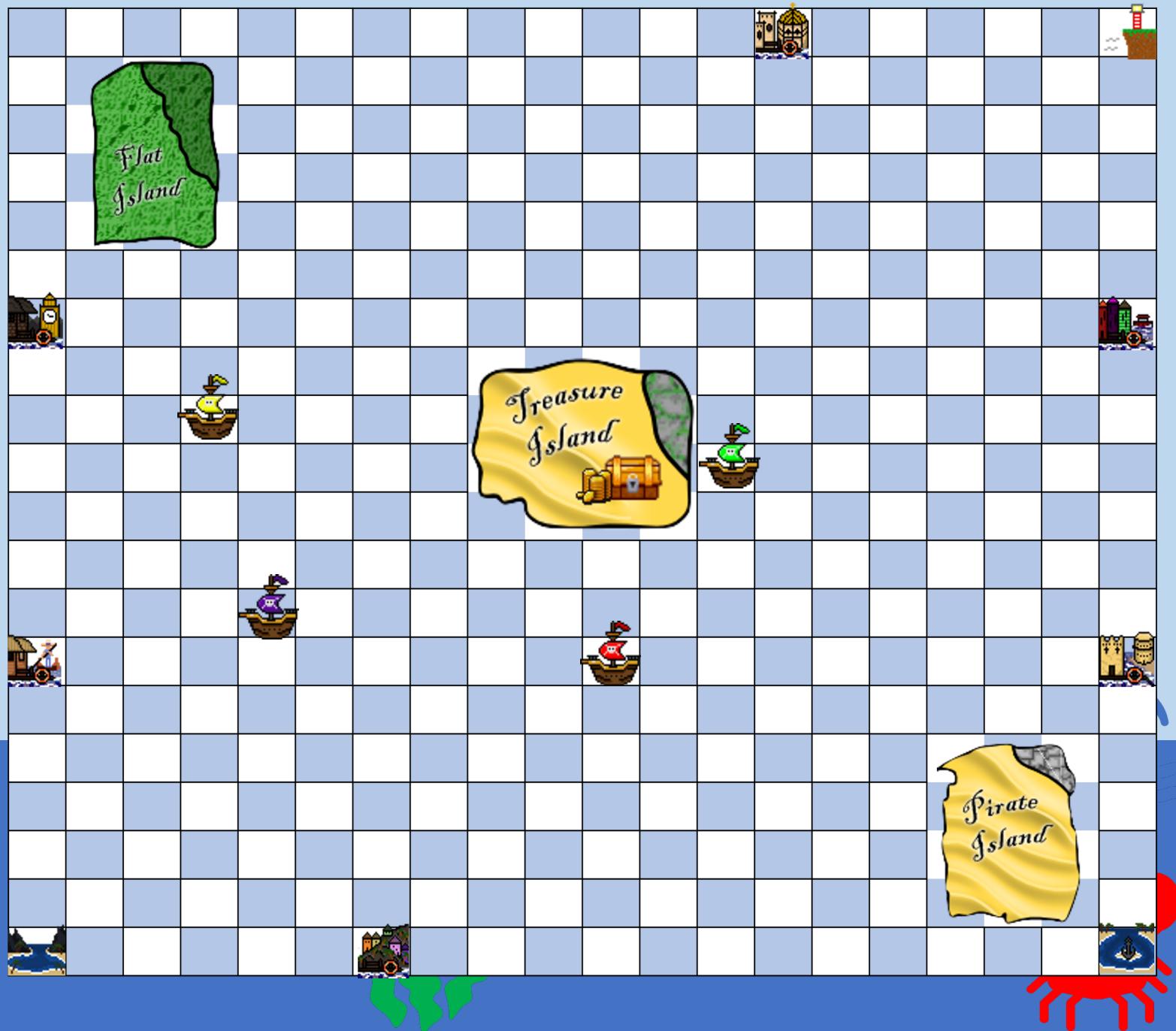
Present this card to any player who must then give you 3 crew cards. This card must be used at once then returned to the Chance card pack. Choose a player:

**Close**

Click here to go back to the game screen with the player data shown

UC14: Chance card effect: give/take crew cards from players (for e.g. card 2)

Player is dealt this chance card to present to other player of their choosing. Card must be used at once then returned to pack.



Chance card #23

You received: Doubloons!

- This card may be traded for crew or treasure up to value 5 in any port you visit. Keep this card.

[Close](#)

Click here to go back to the game screen with the player data shown

UC15: Chance card effect: give/take treasures from places (for e.g. card23)

Player is dealt this chance card to keep. They can use this card for trading with treasures or crew and must be returned to the chance card pack once used.



Chance card #7

One treasure from your ship or 2 crew cards from your hand are lost and washed overboard to the nearest ship. If 2 ships are equidistant from yours, you may ignore this instruction.

You have lost your least valuable treasure

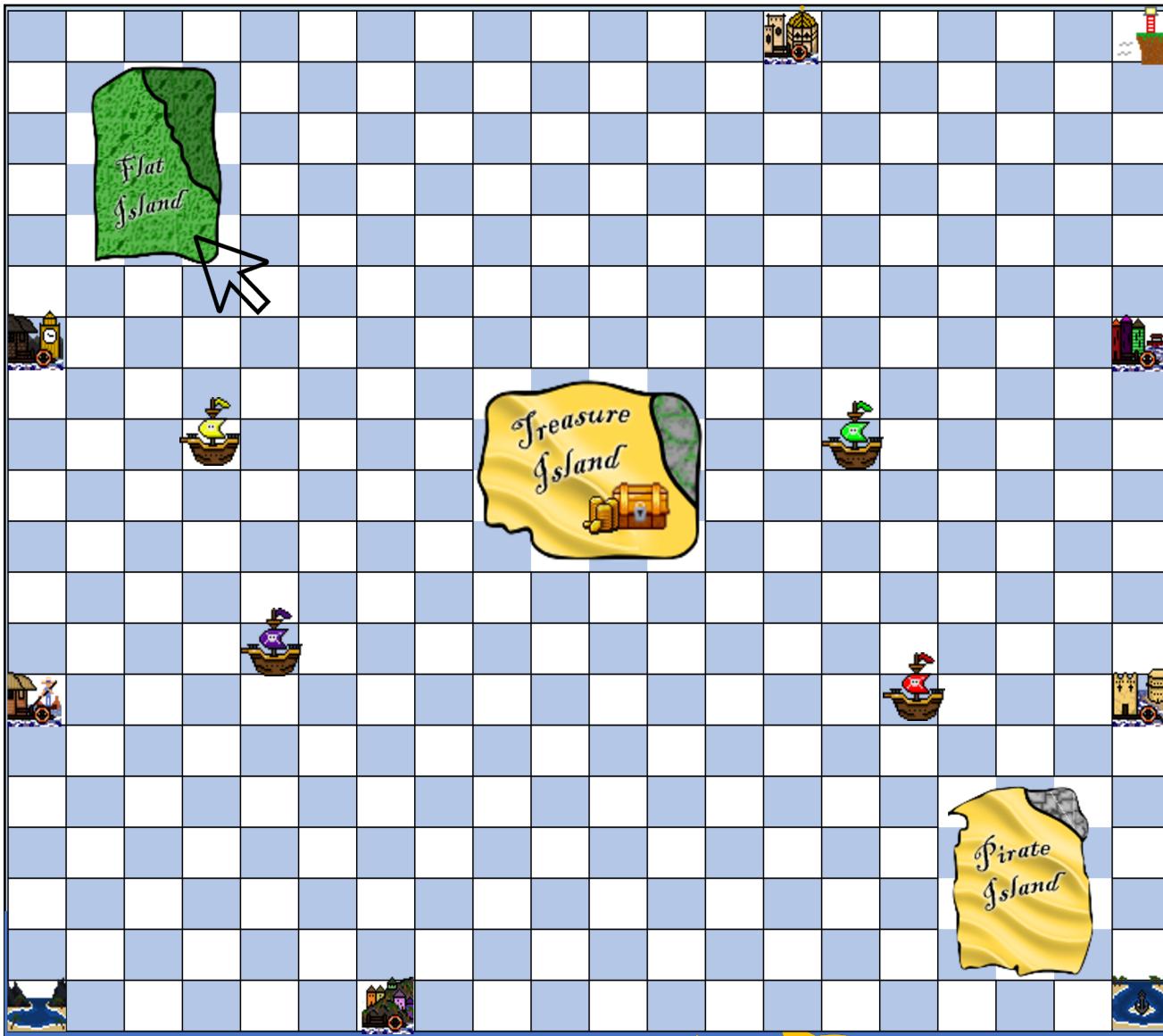
x1 to

**Close**

Click here to go back to the game screen with the player data shown

UC16: Chance card effect: give/take treasures to other players (for e.g. card7)

Player loses valuables from their hands (either treasure or crew), the lowest value treasure or crew is given to nearest player.



**UC6:**

Provides info on certain things such as player data, port data, and island data

*Flat Island*

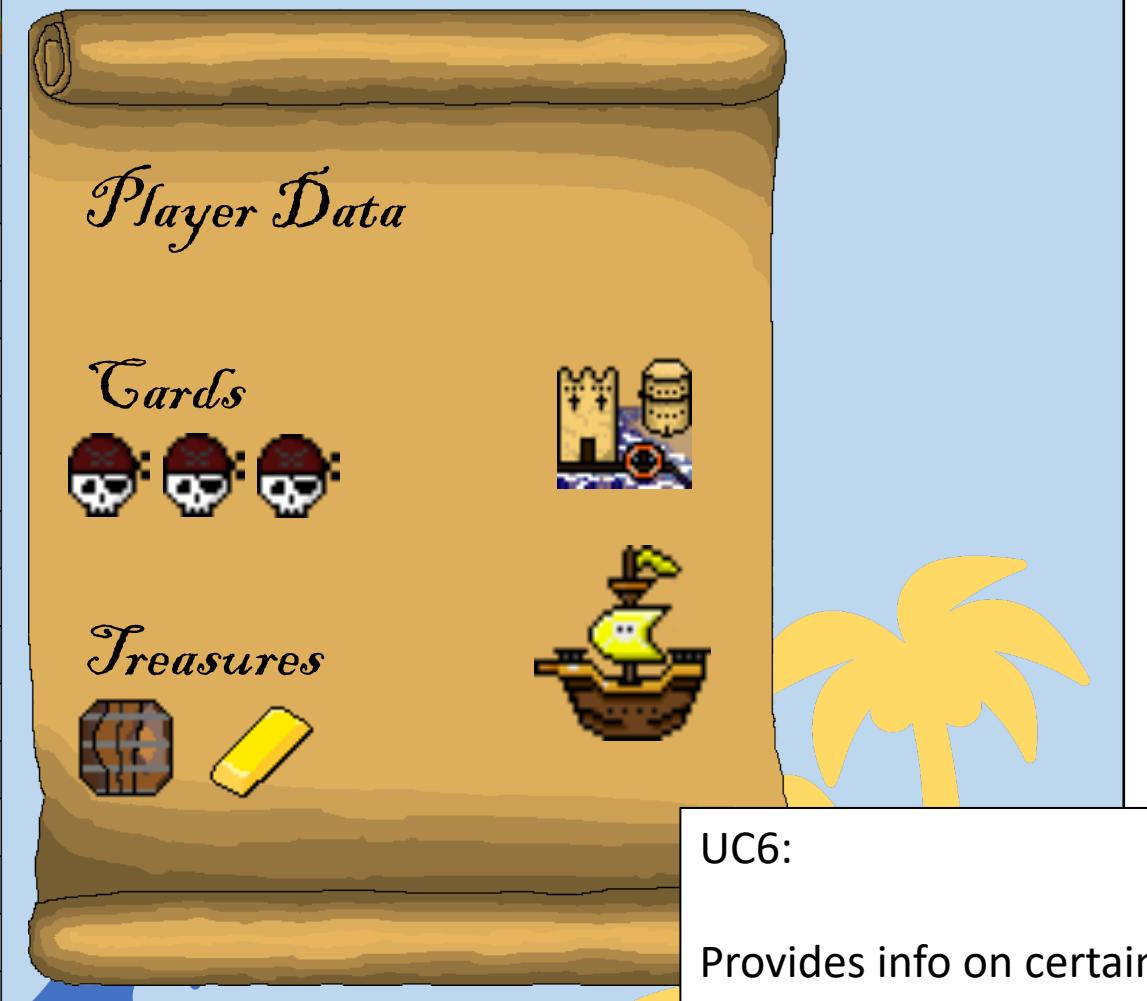
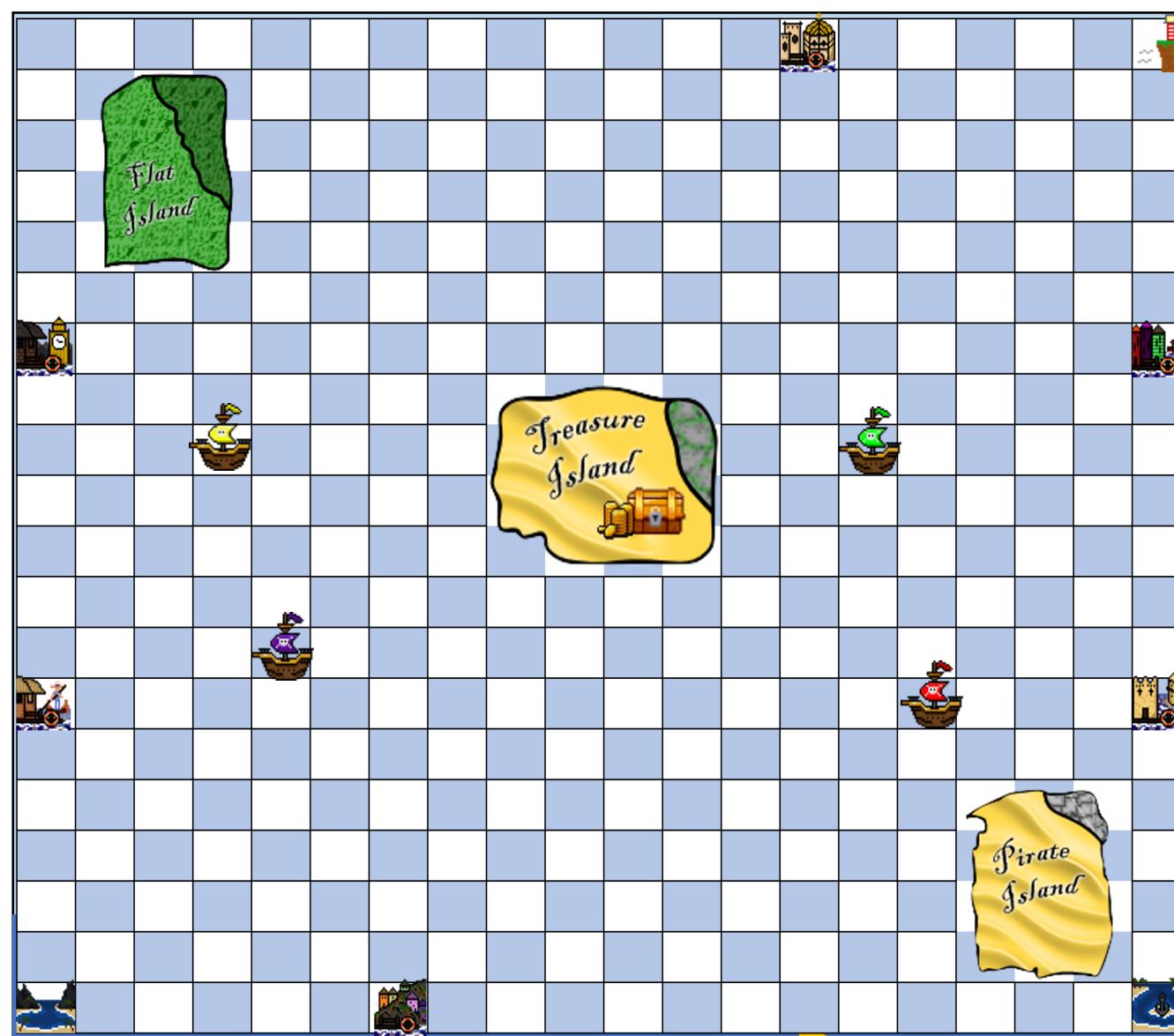
*Cards*

*Treasures*

**Player 1 –** Would you like to move your ship or turn?

**Move**      **Turn**

The right side of the image features a large, brown scroll titled "Flat Island". On the scroll, there are sections labeled "Cards" and "Treasures", each accompanied by icons. Below the scroll is a tropical island scene with a palm tree and a blue ocean. At the bottom, there is a player interaction area with a yellow box containing the text "Player 1 – Would you like to move your ship or turn?". Below this box are two buttons: "Move" and "Turn". The entire scene is set against a light blue background.

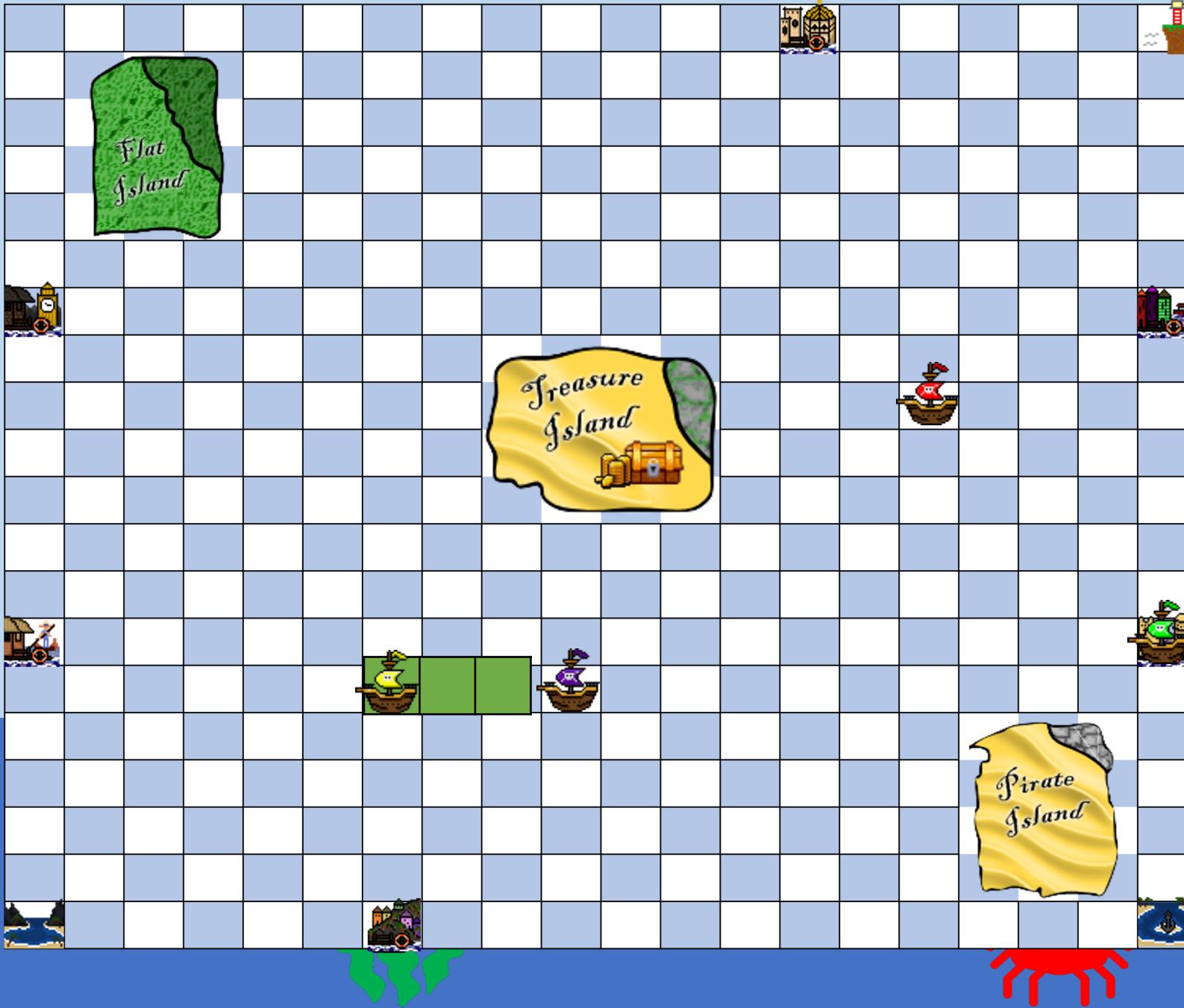


**Player 1 –** Would you like to  
move your ship or turn?

Move

Turn

**UC6:**  
Provides info on certain  
things such as player  
data, port data, and  
island data



UC10:

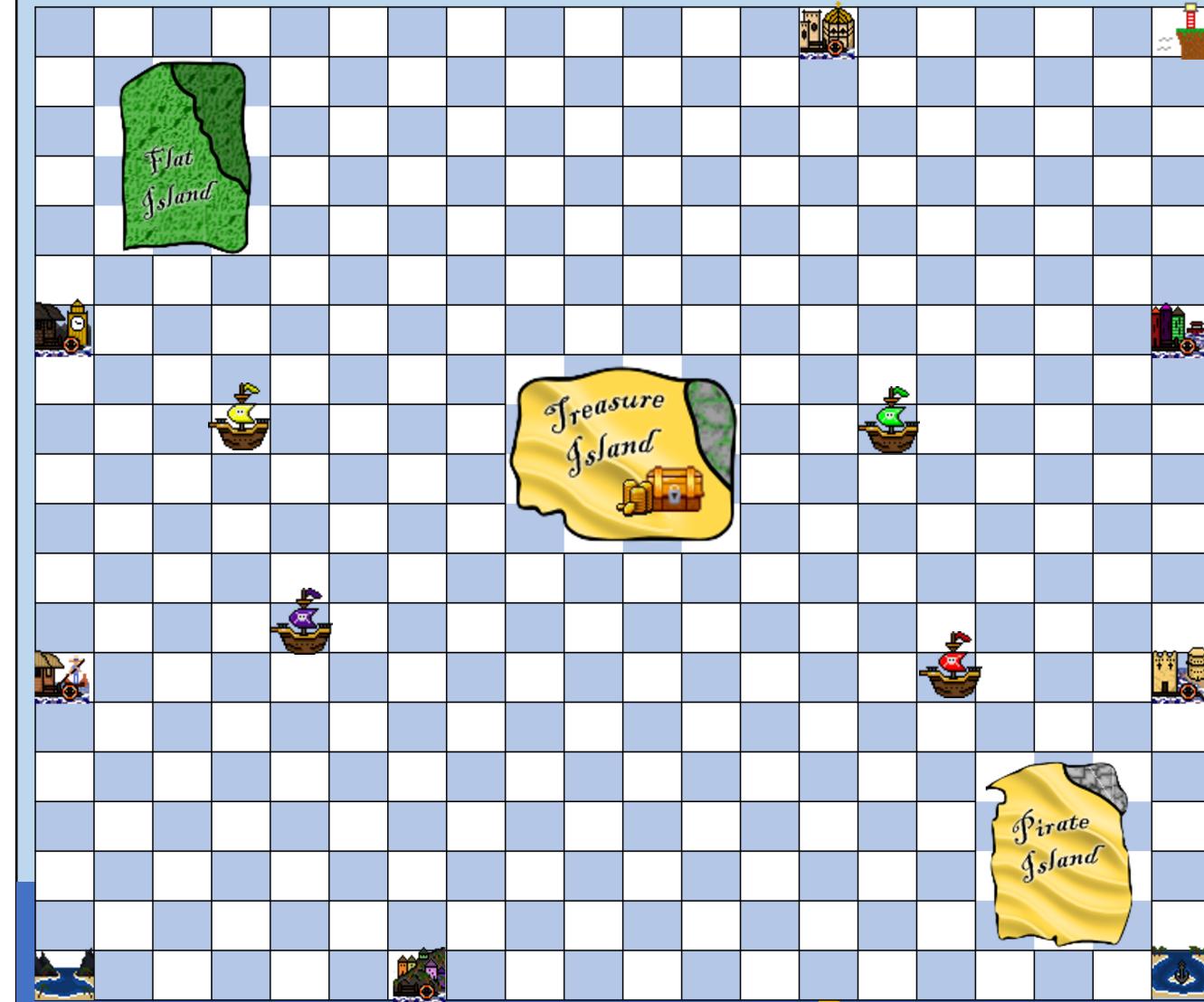
If a player selects a square already occupied, they will be informed they will have to battle the other player

**Player 1** – If you move to this position you will have to attack player 3

Ready to attack?

Takes the user to the battle screen





Player 1

*You won the battle  
You have been awarded the  
following treasures:*

*1x Diamond*

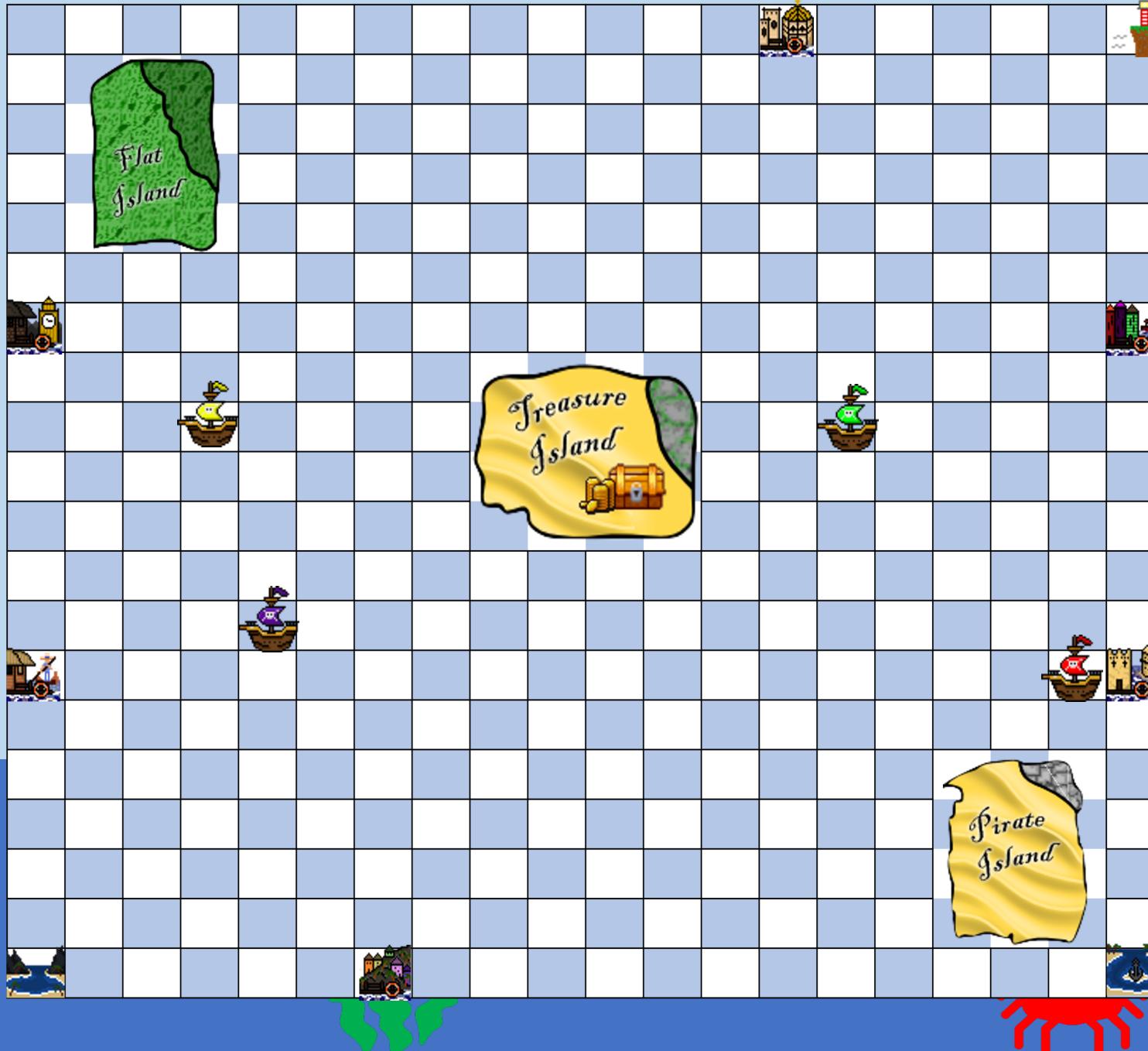


*1x Barrels of rum*



UC10:

After a user has won a battle, the game then indicates the user who won the battle and what they have won



## Deposit at your harbour?

Please select the treasure or crew cards you wish to deposit



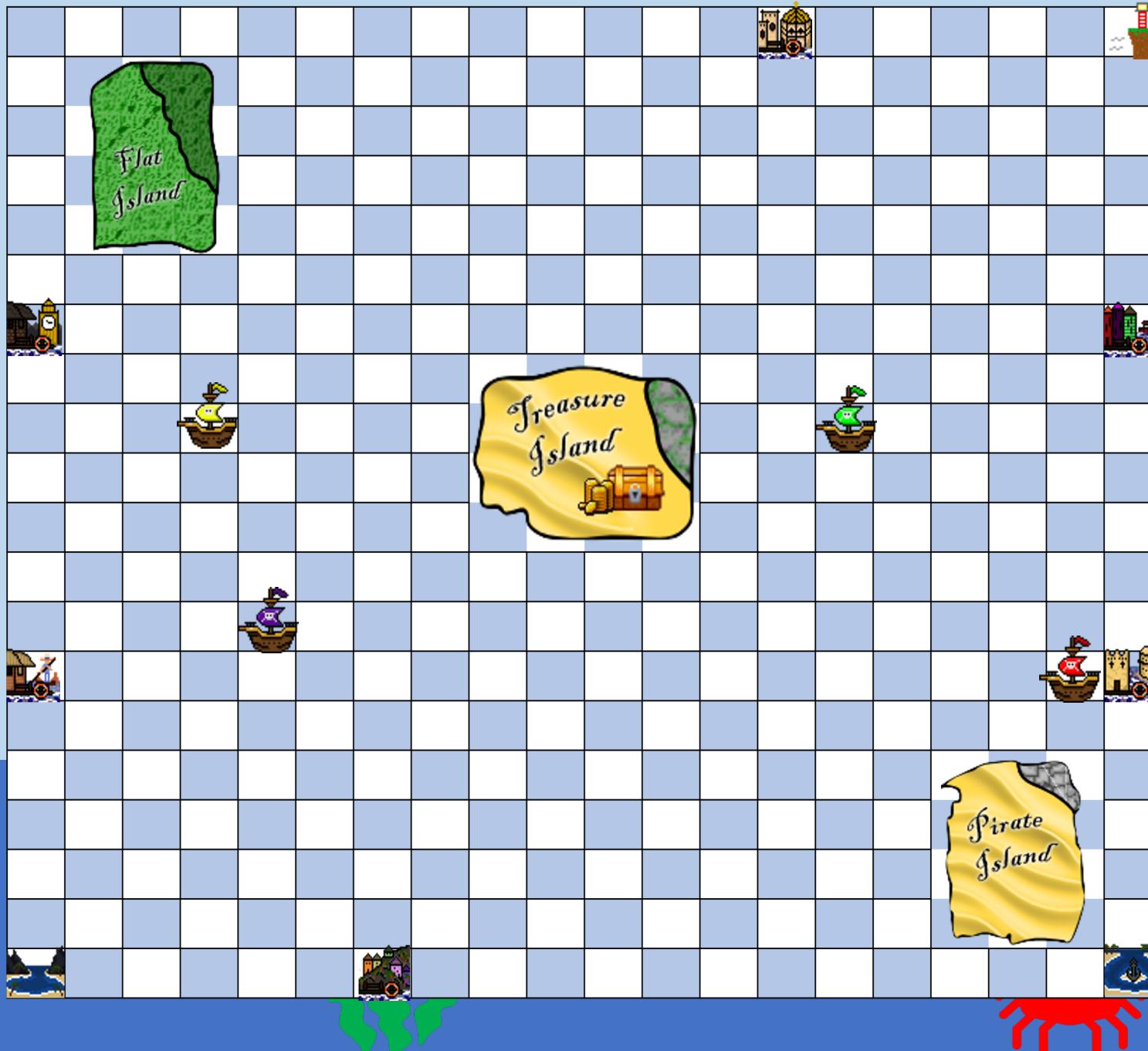
x3



UC18:

If a player sails back to his own harbour he can place their treasures safely at the harbour

Deposits the treasure into the harbour

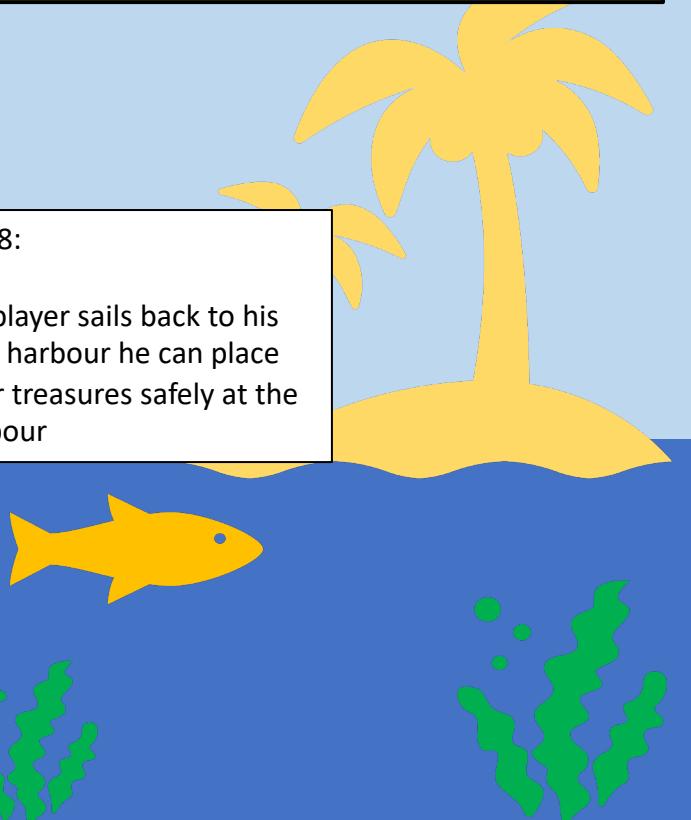


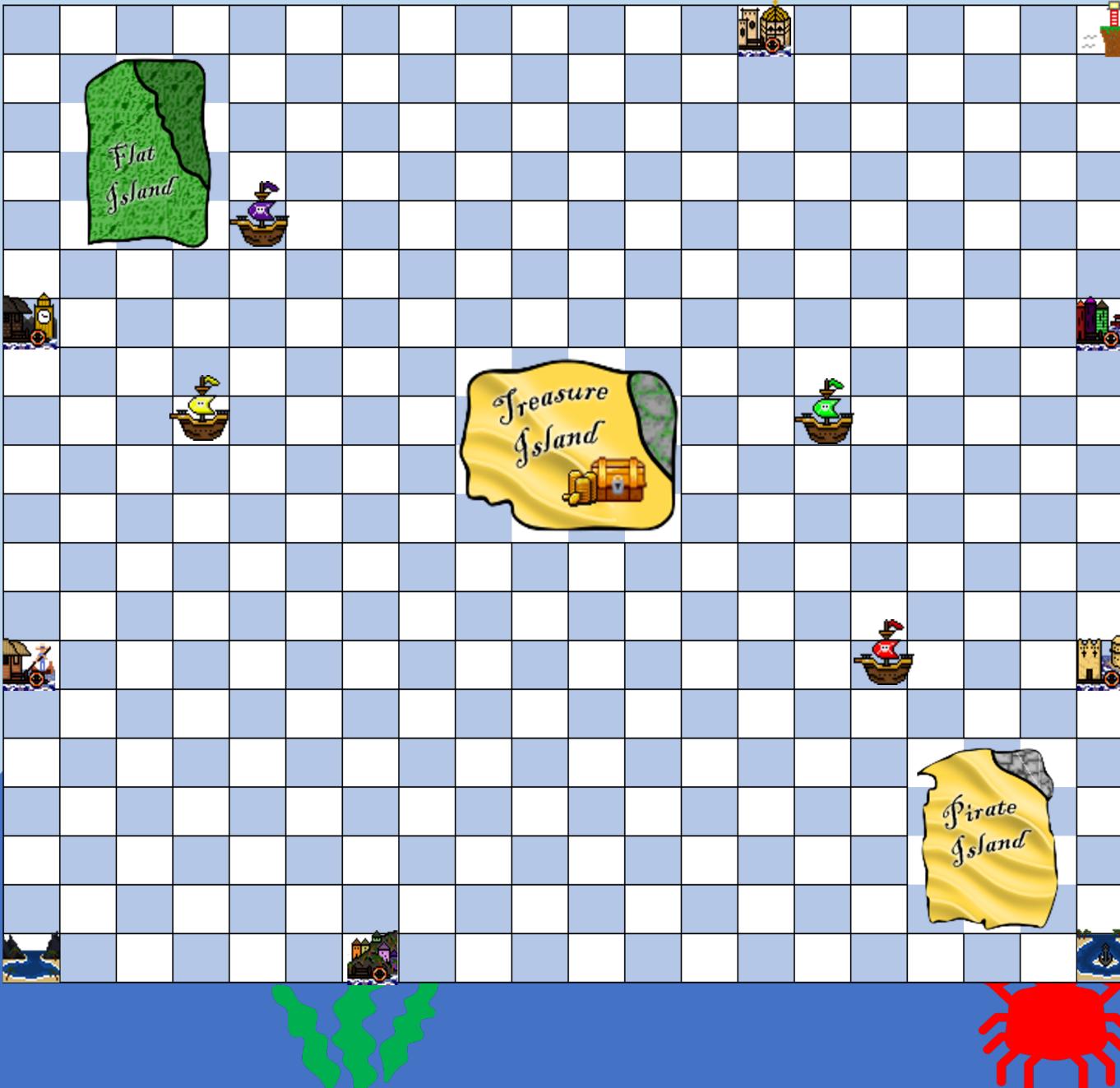
You have successfully deposited the following treasures in your harbour:



UC18:

If a player sails back to his own harbour he can place their treasures safely at the harbour





## Flat Island

You have found the following treasure!



You only have room for 1 of the treasures.  
You will be given the one with the highest value

UC19:

If a player sails next to flat island they can collect any treasure there

OK

Takes the user back to the game screen

# *Trading*

UC11:

Trading screen  
which is initiated  
when a player  
reaches a harbour  
which is not their  
own

*Your Items*

*Crew Cards*



*Treasures*



*Available Treasures*



*OK*

Takes the user  
back to the  
game screen