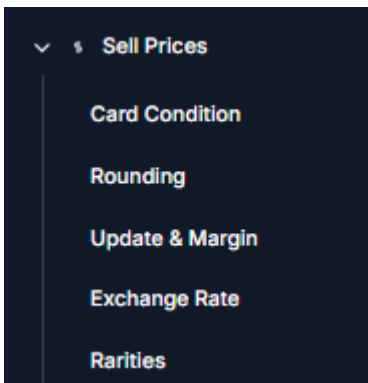


# Configure Your Sell Price Settings

In your ScryPOS Dashboard go to Sell Prices and configure your different price setting variables for your different catalogues.



Note that system wide price setting changes can take 24-48 hours to finish running so it is best to make all of your changes in bulk and then to notify [lifelink@scrypos.com](mailto:lifelink@scrypos.com) when you have made changes so that we can force a price update on your system to ensure the prices are all updated as fast as possible.

## Update & Margin

By default pricing in the system is equal to "Market price source" converted to your stores native currency using currency conversion rates pulled from the European Reserve Bank (Current Conversion rate can be seen and verified from within the dashboard)

Update & Margin lets you define the margin you may want to add on top of the converted price for each game system.

For catalogues with multiple price sources this is where you define where the pricing is coming from (At the time of writing this we are providing prices from Price Charting and TCG Market Pricing but are working towards supporting Card Kingdom and Card Market. Other sources of pricing will be added in the future!)

## Update & Margin

Changes to these settings may take up to 48 hours to apply to all cards.

Cardfight Vanguard (3)

Disney Lorcana (3)

Flesh And Blood (3)

Gundam (3)

League of Legends (3)

Magic: The Gathering (3)

One Piece (3)

Pokémon (3)

Pokémon Japan (3)

Star Wars: Unlimited (3)

Yu-Gi-Oh! (3)

SETTING

DESCRIPTION

VALUE

Margin

Additional sell margin

1

%

Market price source

Source used for singles market pricing

TCGPlayer Market



Enable singles price update

Set to enabled for automatic price updates



## Card Condition

Card Condition is the % of the calculated sell price you want to sell your variants at. By default it is generally recommended to start at 100% for near mint and to scale based on condition but the system will allow you to set 110% if you want.

## Card Condition

Changes to these settings may take up to 48 hours to apply to all cards.

SETTING

DESCRIPTION

VALUE

Near Mint

Percentage of market price for Near Mint cards

100

%

Lightly Played

Percentage of market price for Lightly Played cards

95

%

Moderately Played

Percentage of market price for Moderately Played cards

85

%

Heavily Played

Percentage of market price for Heavily Played cards

75

%

Damaged

Percentage of market price for Damaged cards

70

%

## Rarities

These are your Floor Prices for each rarity and for each game system. If a price after all of the above calculations still falls below it's floor price it will be adjusted to it's floor price.

(Card condition will scale based on floor pricing when used)

Rarities

Changes to these settings may take up to 48 hours to apply to all cards.

Cardfight Vanguard (82)

Disney Lorcana (11)

Flesh and Blood (13)

Gundam (12)

Magic: The Gathering (11)

One Piece (12)

Pokémon (29)

Pokémon Japan (32)

Riftbound League of Legends (8)

Star Wars: Unlimited (6)

Yu-Gi-Oh! (36)

| SETTING           | DESCRIPTION                          | VALUE      |
|-------------------|--------------------------------------|------------|
| Rarity 'Common'   | Minimum price for 'Common' singles   | \$ 0.1 AUD |
| Rarity 'Land'     | Minimum price for 'Land' singles     | \$ 0.1 AUD |
| Rarity 'mythic'   | Minimum price for 'mythic' singles   | \$ 0.1 AUD |
| Rarity 'Mythic'   | Minimum price for 'Mythic' singles   | \$ 0.1 AUD |
| Rarity 'None'     | Minimum price for 'None' singles     | \$ 0.1 AUD |
| Rarity 'Promo'    | Minimum price for 'Promo' singles    | \$ 0.1 AUD |
| Rarity 'rare'     | Minimum price for 'rare' singles     | \$ 0.1 AUD |
| Rarity 'Rare'     | Minimum price for 'Rare' singles     | \$ 0.1 AUD |
| Rarity 'Special'  | Minimum price for 'Special' singles  | \$ 0.1 AUD |
| Rarity 'Token'    | Minimum price for 'Token' singles    | \$ 0.1 AUD |
| Rarity 'Uncommon' | Minimum price for 'Uncommon' singles | \$ 0.1 AUD |

Just reiterating: Once all of your price settings are set please let us know and we will push a price update!

Note: if you are wanting to keep an eye on whether a price has updated or not - in Products > Singles each variant will show when it's price was last updated!

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| PRODUCT                                                                                                                 | INVENTORY                 | COLLECTOR NUMBER | RARITY   | TYPE            | SELL PRICE      | MARKET PRICE                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------|------------------|----------|-----------------|-----------------|----------------------------------------------------------------------------------------------------------|
| <div><div><div>10,000 Year Reunion [Part the Mistveil]</div><div>10000-year-reunion-part-the-mistveil</div></div></div> | <div>0</div> <div>0</div> | #MST131          | Majestic | Flesh And Blood | \$0.49 - \$1.20 | <div>NO\$0.46 USD</div> <div>YES\$0.82 USD</div> <div>Changed 2 Aug</div> <div>Updated 6 hours ago</div> |