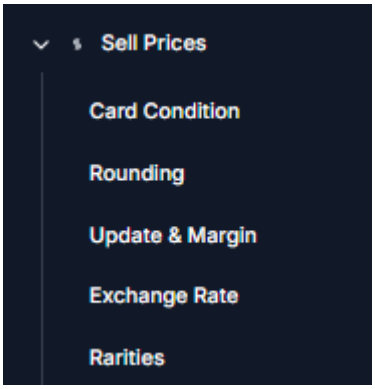
Configure Your Sell Price Settings

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



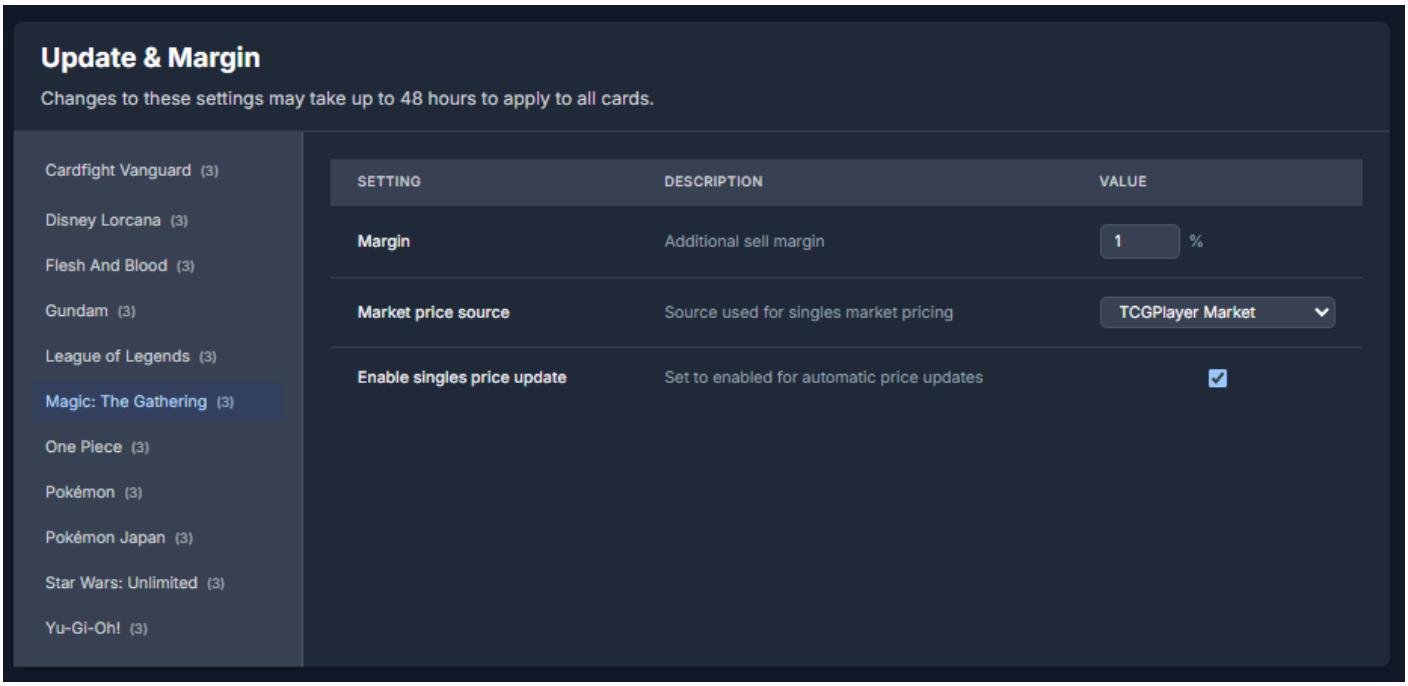
Note that system wide price setting changes can take 24-48 hours to finish running so it is best to make all of your changes in bulk and then to notify lifelink@scrypos.com when you have made changes so that we can force a price update on your system to ensure the prices are all updated as fast as possible.

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)

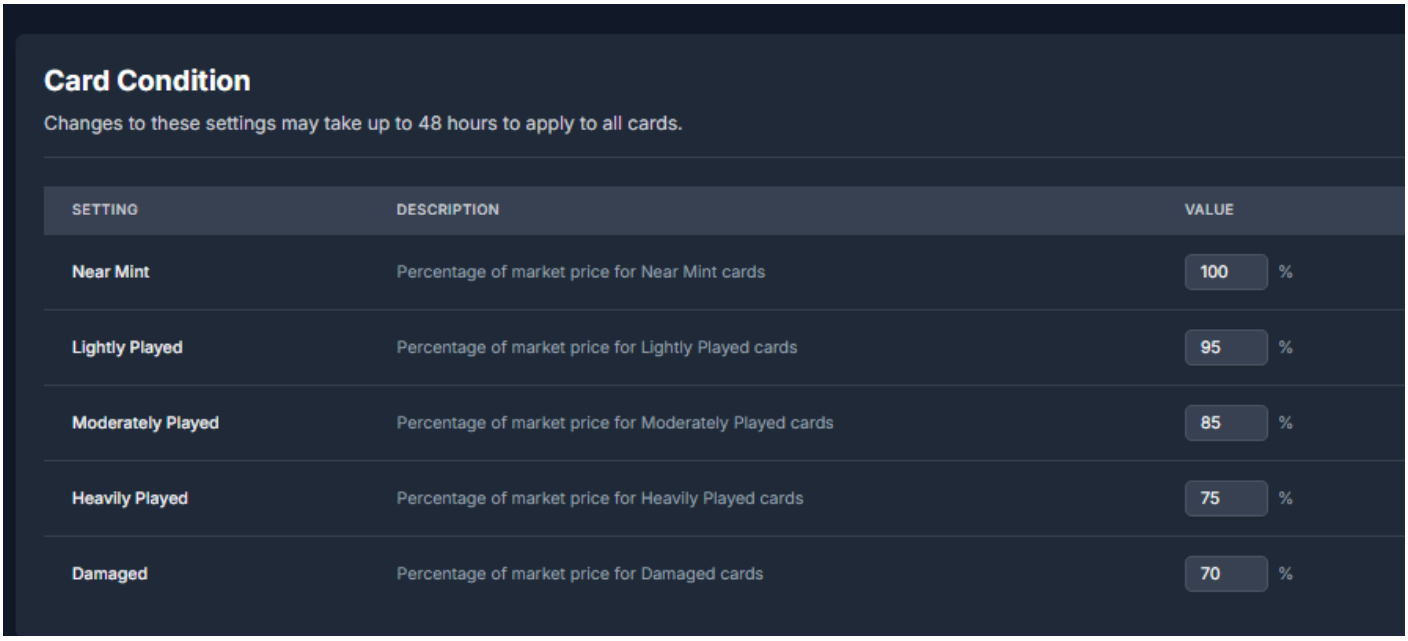
Update & Margin lets you define the margin you may want to add on top of the converted price for each game system.

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!)



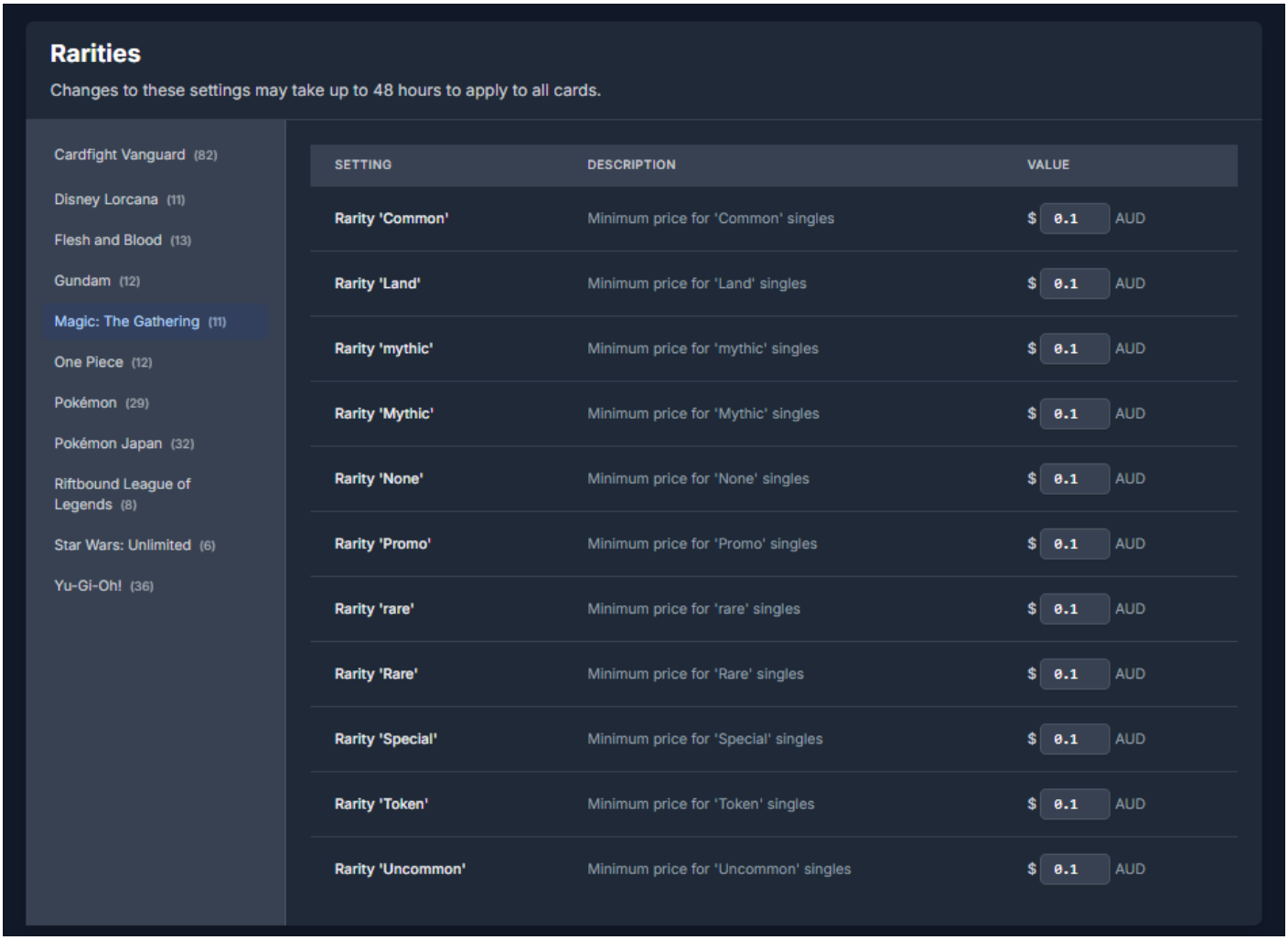
Card Condition

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.



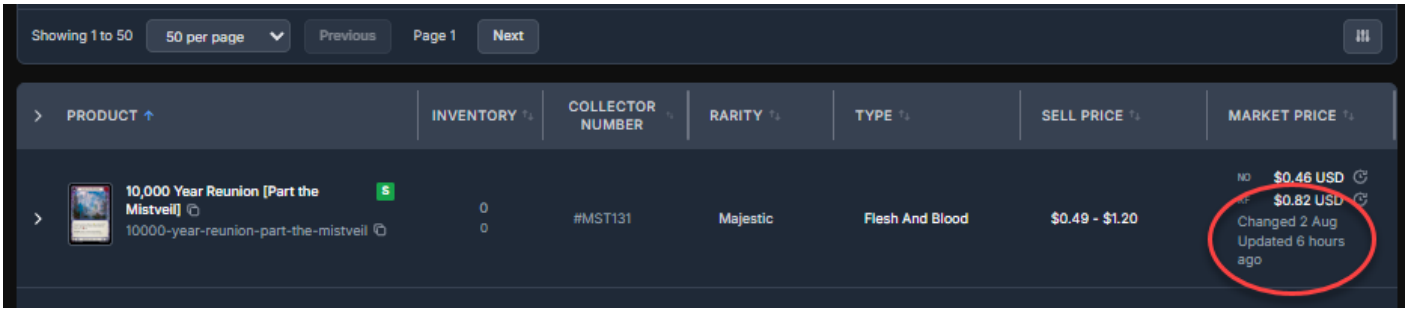
Rarities

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)



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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