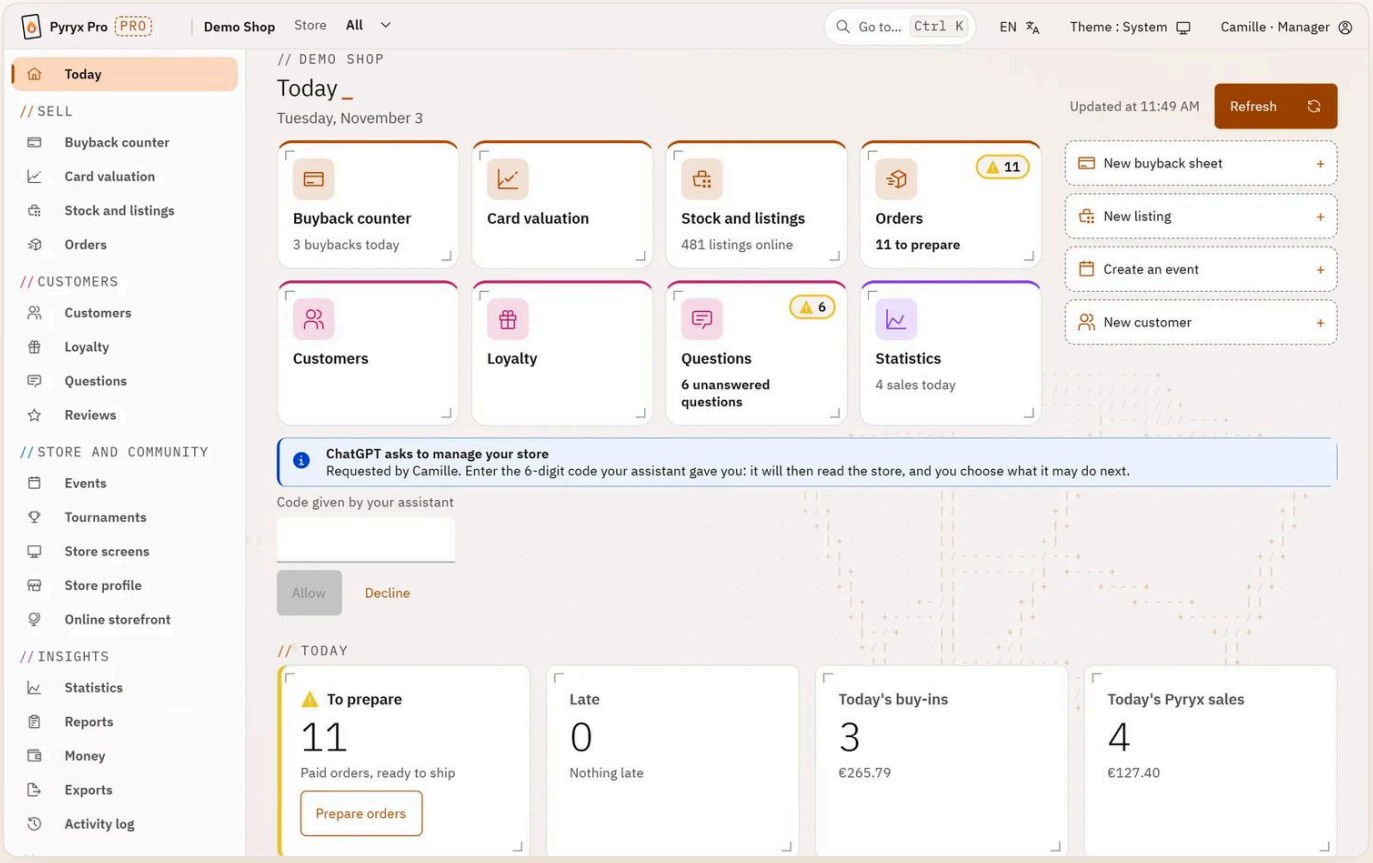
Pyryx Pro

Pyryx Pro, every feature

The software for trading card shops: buy, value, sell online, build loyalty, bring the store to life. A complete overview and user guide.



November 2026 edition · The screenshots come from the Pyryx Pro demo (pro.pyryx.com/demo), a made-up store: none of the data in them is real.

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Part 1 · What Pyryx Pro does

An overview, area by area: what each part of Pyryx Pro is for, and what it changes in a shop’s day-to-day work.

Pyryx Pro on one page

Pyryx Pro is the working tool of trading card shops. It brings together in one place what used to be spread across spreadsheets, notebooks and several websites: buying at the counter, card valuation, stock, online sales on pyryx.com, customers and their loyalty, events, tournaments and the in-store screens.

Everything starts from a single catalogue: the cards, sets, languages and market prices of every game open on Pyryx (Magic: The Gathering, Pokémon, Lorcana, One Piece, Yu-Gi-Oh! and the rest) are already in Pro. You don’t type a card in: you pick it, in the right printing.

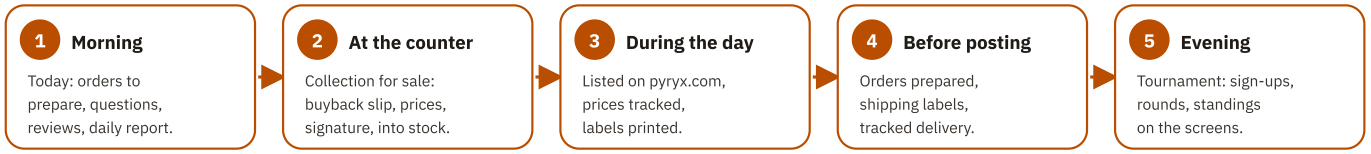
Pyryx Pro runs in a browser, on a computer or a tablet, in French, English or Spanish. It works for one store as well as for several: each store has its own stock, team, screens and events, and your buyers see a single online shop.

- **Buy** a collection at the counter, within the law, without cash.
- **Value** any card: printings, markets, trends, calculated buy price.
- **Sell** on pyryx.com from your stock, with prices tracked automatically.
- **Ship** orders, from packing slip to tracking.
- **Build loyalty** with points, vouchers, statuses and promotions.
- **Bring the store to life**: screens, tournaments, events, a tablet at the counter.
- **Stay in control**: statistics, daily report, money, accounting exports.
- **Delegate** to a team, with permissions box by box and a log of every action.

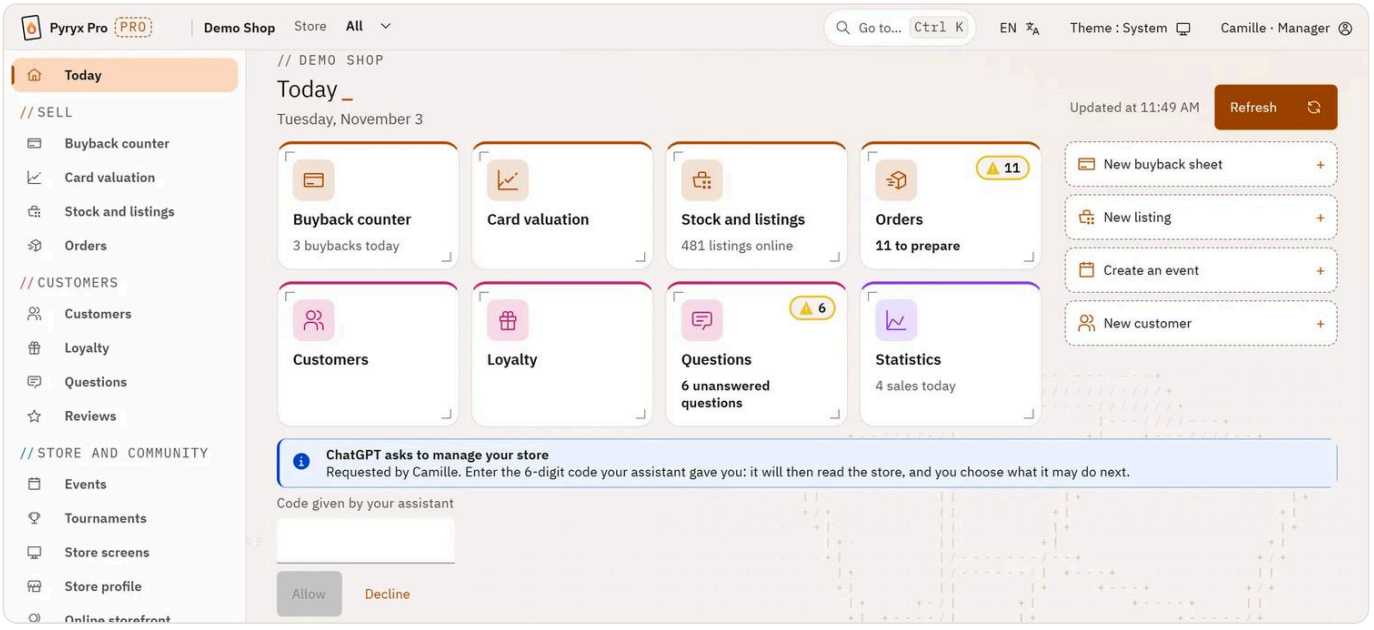
A typical day

In the morning, the **Today** screen shows at a glance what needs attention: orders to prepare, buyer questions, reviews awaiting a reply, the day's buybacks. Each tile leads straight to the task.

Throughout the day, counter buybacks go into stock and are listed for sale on pyryx.com. In the evening, the screens show the tournament in progress, its rounds and its standings.



A day in the shop with Pyryx Pro



The Today screen, the home page of Pyryx Pro: the day's tasks, shortcuts, the day in figures.

// SELL

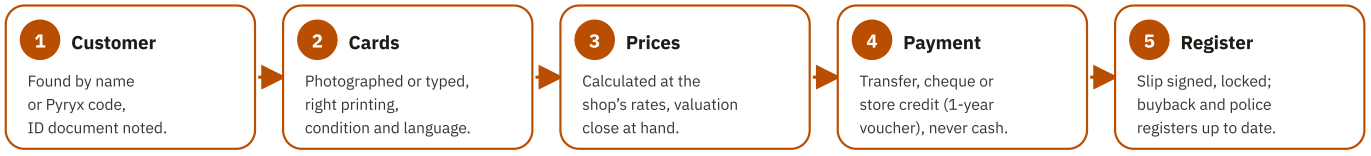
The buyback counter

Buy a collection in a few minutes, at the right price and within the law: from the moment the customer walks in to the cards going into stock.

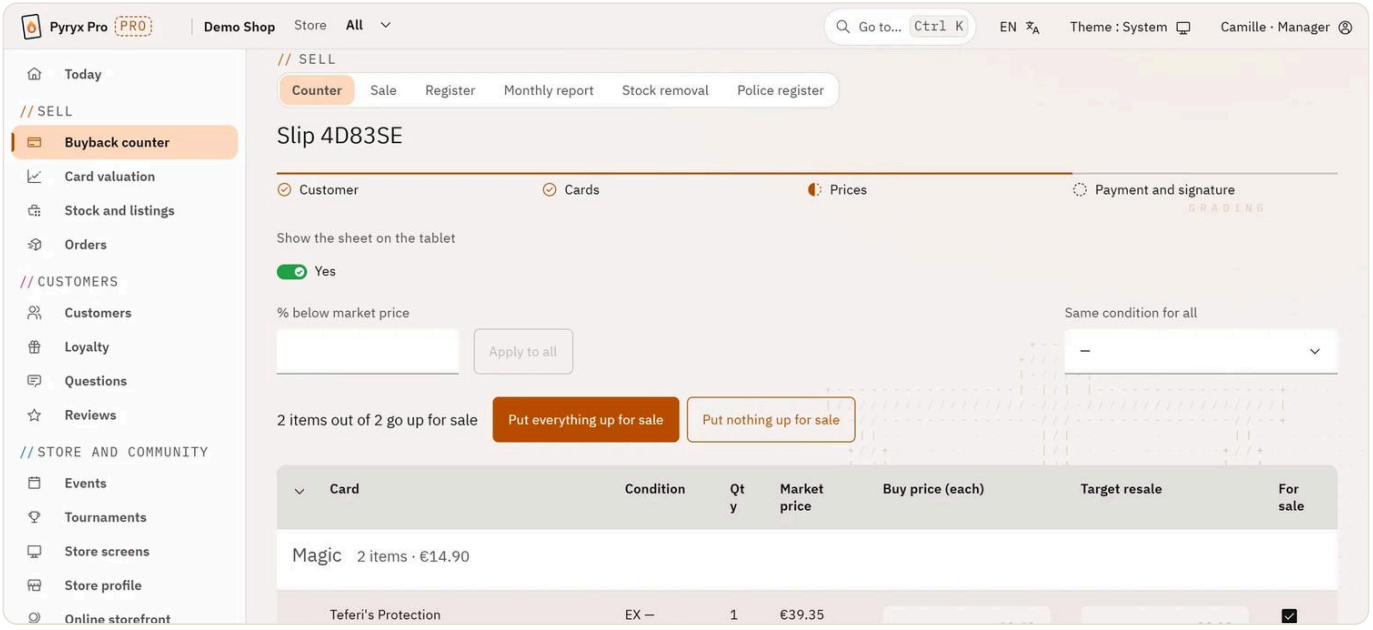
The buyback slip moves forward in four steps: the customer, the cards, the prices, the payment. The customer is found by name or by their Pyryx code; cards are photographed or typed in, in the right printing, with their condition and language; prices are calculated at your shop's rates; payment is made by bank transfer, by cheque or as store credit, a voucher in the customer's name valid for one year. Never in cash.

A validated slip is locked and numbered, and signed on the tablet. A mistake is corrected with a cancellation slip. The register is kept for at least ten years, and the police register can be exported as PDF and CSV.

- Buying by photo: automatic recognition identifies the cards in a lot.
- Graded cards and sealed products on the same slip.
- Team checks: limit and price gaps set by the owner, approval with a code.
- Stock removal and counter sales: stock stays accurate between the store and online sales.
- Counter sale: Pro prepares the till slip by VAT rate; payment is taken on your certified till.
- Monthly report, buyback register and police register, always up to date.



A counter buyback, step by step



A buyback slip at the prices step: each card in the right printing, its condition, its market price and the price offered at the shop's rates.

Step by step in part 2: «Buyback counter», «Counter sale».

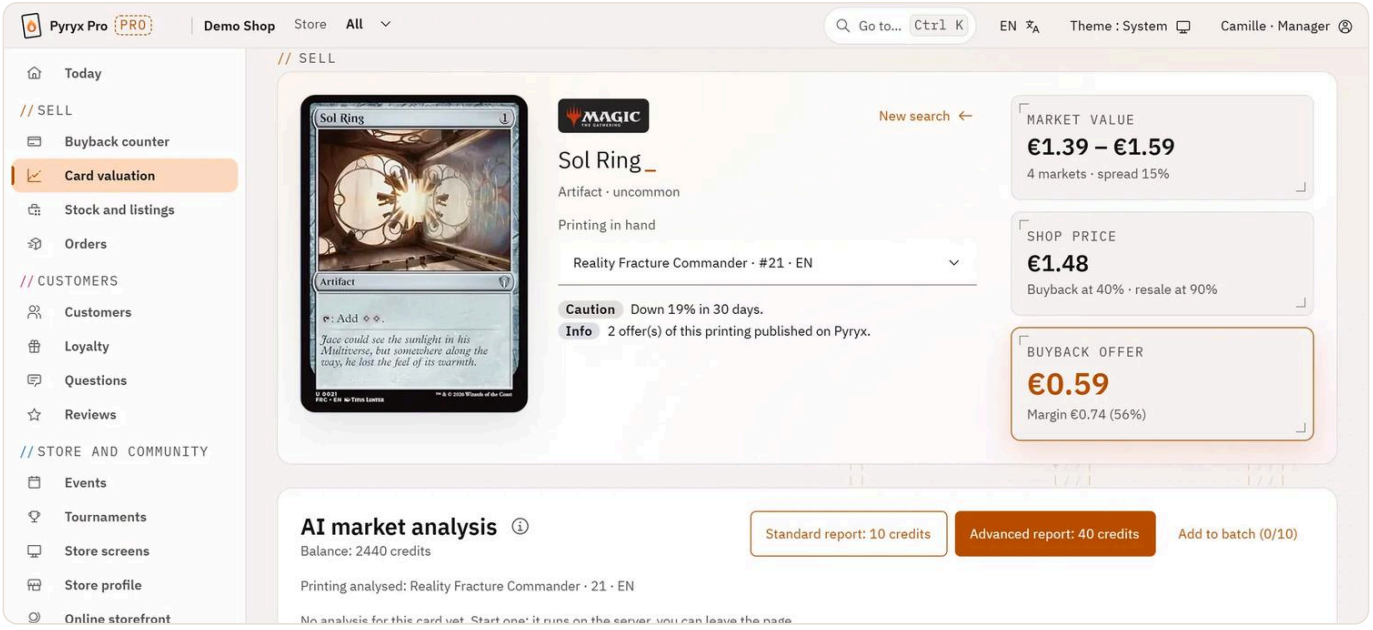
// SELL

Card valuation

The fair price of a card, from any game, in a single search: its printings and languages, market prices, how they have moved and the calculated buy price.

The valuation sheet brings together everything you need to decide: printings and their languages, the prices recorded on the markets, the curve of how they have moved, warning signals and the buy price calculated with your rates. It also opens in a window in the middle of a buyback, without leaving the slip.

For expensive cards, **AI valuation** (Pro Extended) adds a verified report: a reasonable buy price, a recommended resale price, and whether the card is worth getting graded. A report that does not complete gives its credits back.



A card’s valuation sheet: its printings, market prices and how they have moved.

Step by step in part 2: «Card valuation», «AI analyses».

// SELL

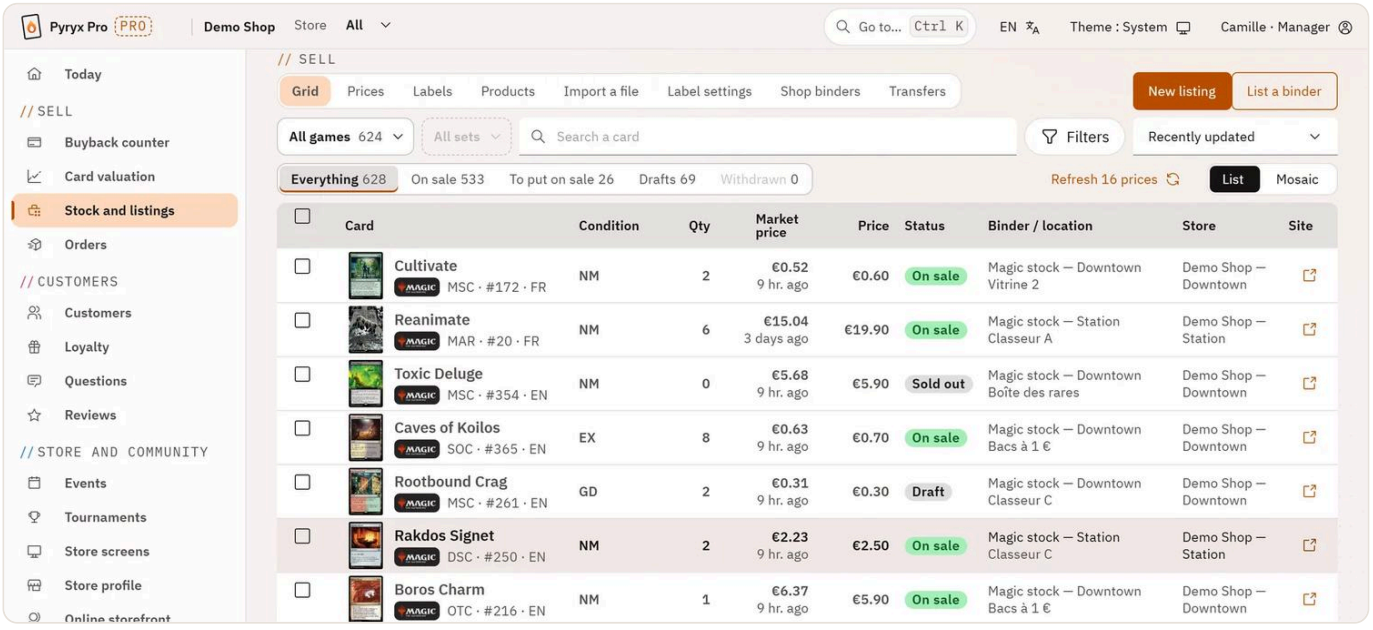
Stock and listings

All the shop's stock, cards and products, in one place, listed for sale on pyryx.com in a few clicks.

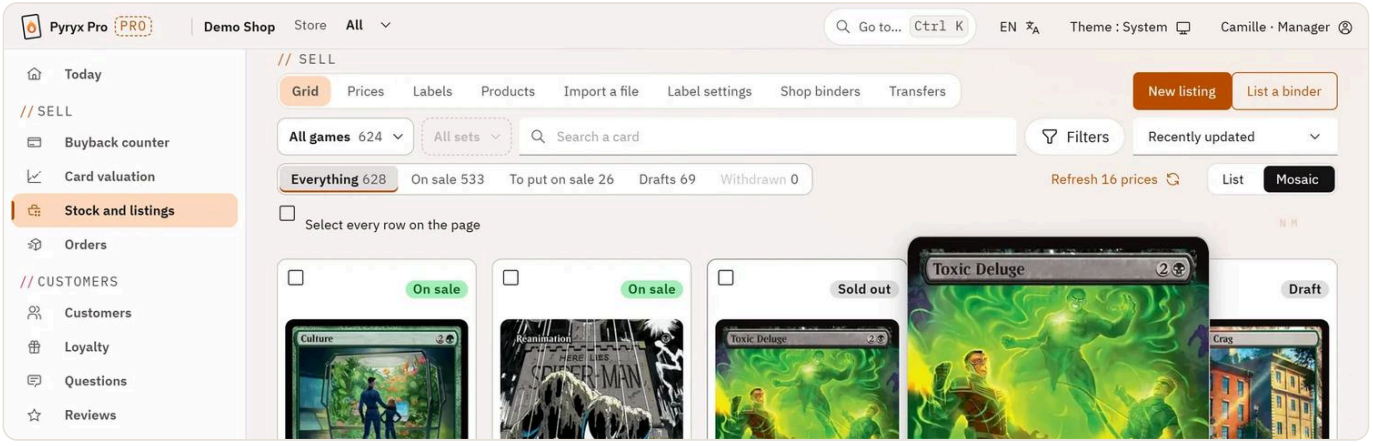
The stock grid shows each card with its condition, quantity, market price, price, status and location (binder, display case, box) in each store. Filters, a mosaic view and actions on a selection let you handle hundreds of lines at once.

Prices keep themselves in check: Pro flags cards listed below their market price and those whose market price has moved, and suggests automatic pricing rules. Labels print from a selection, transfers between stores are tracked with a transfer slip, and existing stock can be brought in by importing a file.

- Listings: creation, editing, history and drafts.
- Shop binders, and "List a binder" in one go.
- Sealed products and accessories, with photos.
- Automatic prices, prices applied to a selection, market price tracking.
- Adjustable labels, printed from the grid.
- Transfers between stores, with a transfer slip.



The stock grid: filters by game and by status, market price and price side by side, location in each store.



The same selection as a mosaic, to recognise the cards at a glance.

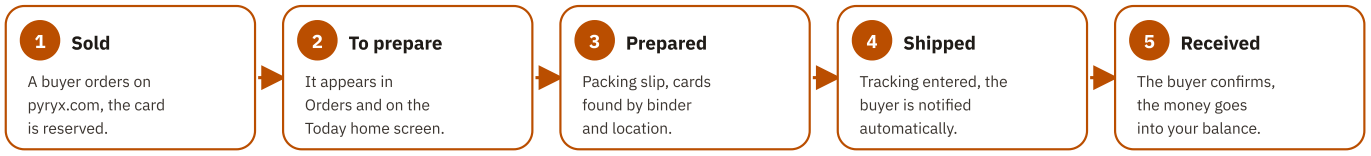
Step by step in part 2: «Stock and listings».

// SELL

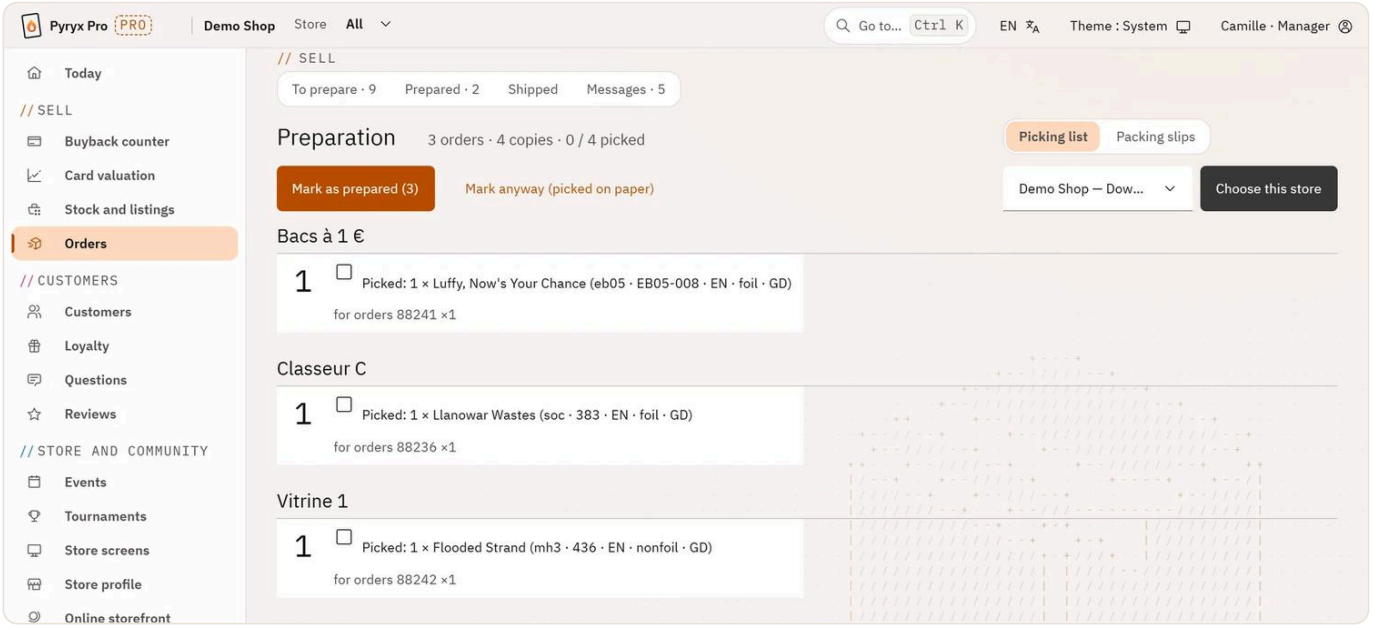
Orders

Online sales arrive in a single list, and are prepared, shipped and tracked without missing a thing.

Every order placed on pyryx.com appears in Orders and on the Today home screen. The packing slip finds the cards by binder and by location; shipping records the tracking number and notifies the buyer. Buyer messages are handled in the same place.



The life of an online order



Preparing orders: the cards found by binder and by location.

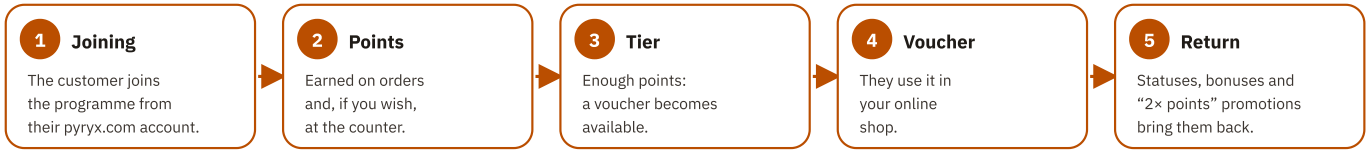
Step by step in part 2: «Orders».

// CUSTOMERS

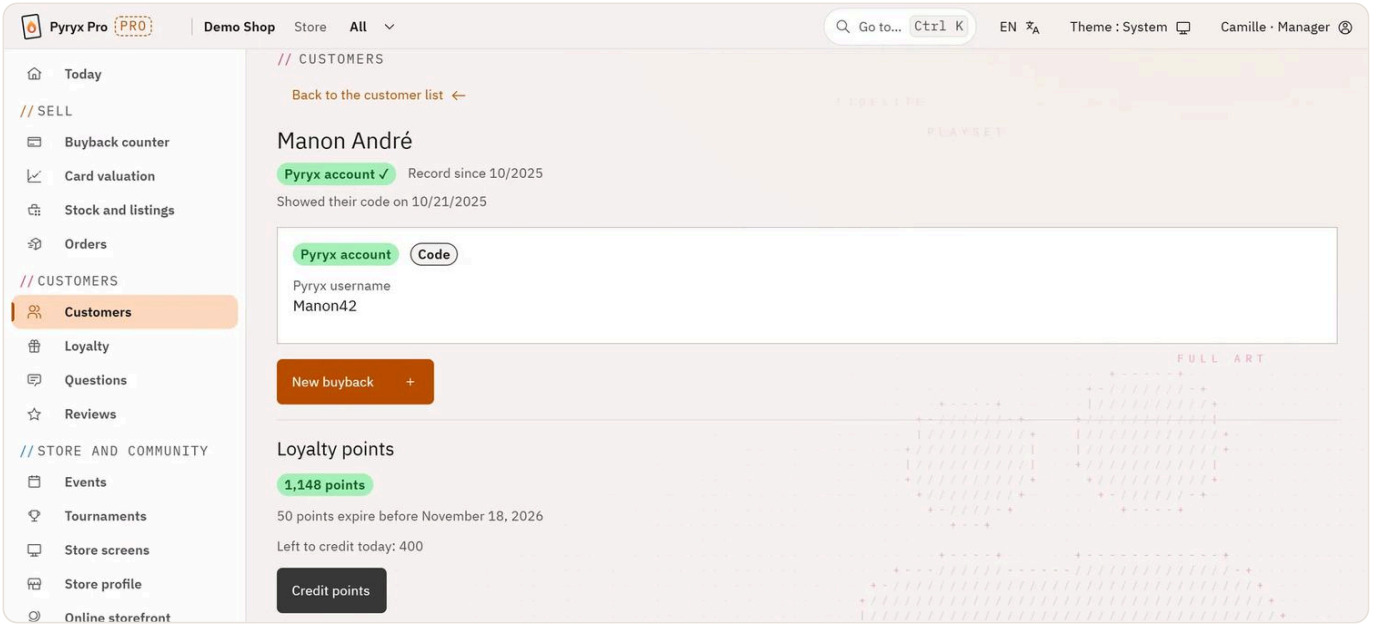
Customers and loyalty

Know your customers and bring them back: one record per customer, a points and voucher programme, and promotions that make people want to drop by the store.

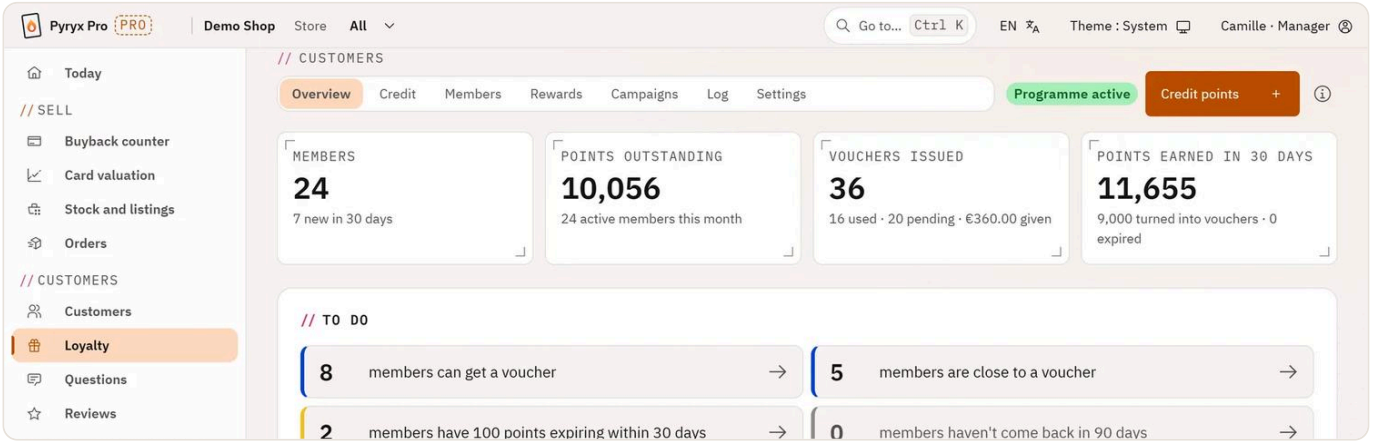
The customer record brings together their purchases, their buybacks, their points and, when the law requires it for a buyback, their identity. The loyalty programme is set up the way you like: points earned on orders and, if you wish, at the counter; voucher tiers; Bronze, Silver and Gold statuses; welcome, attendance and referral points; “2× points” promotions over a few days.



The loyalty cycle



A customer’s record: their purchases, their buybacks, their points.



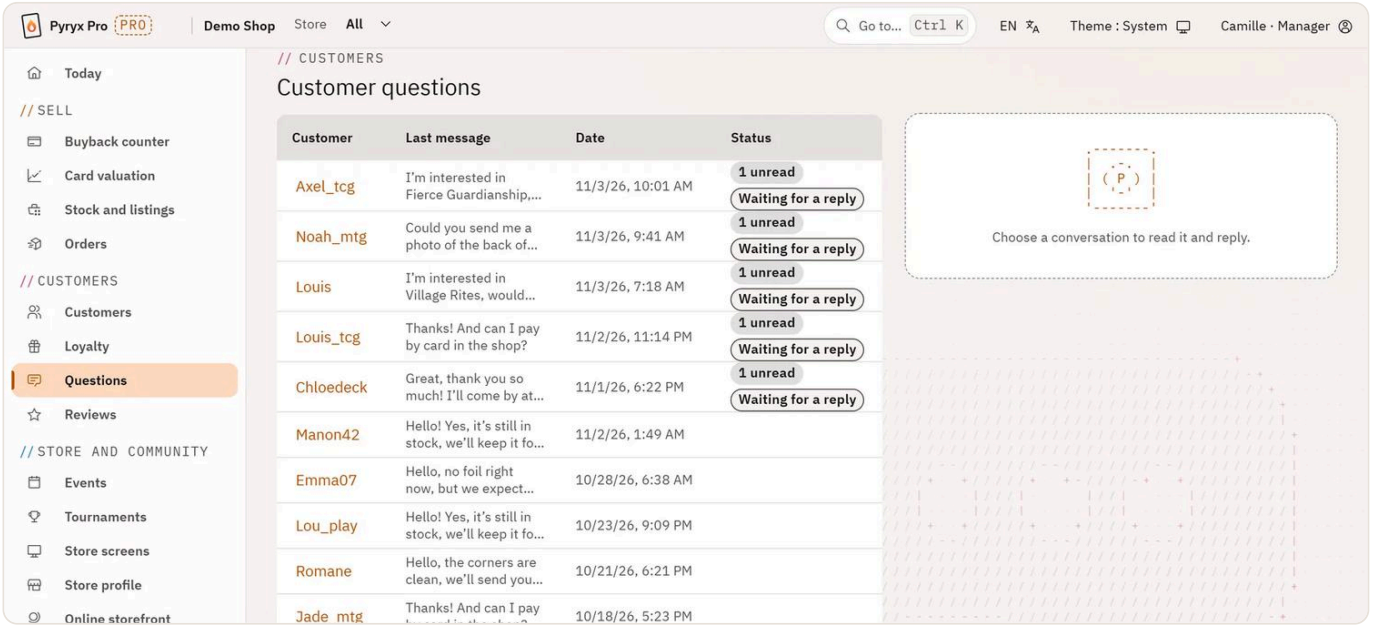
The loyalty overview: members, points in circulation, vouchers issued, and what needs attention today.

Step by step in part 2: «Customers», «Loyalty».

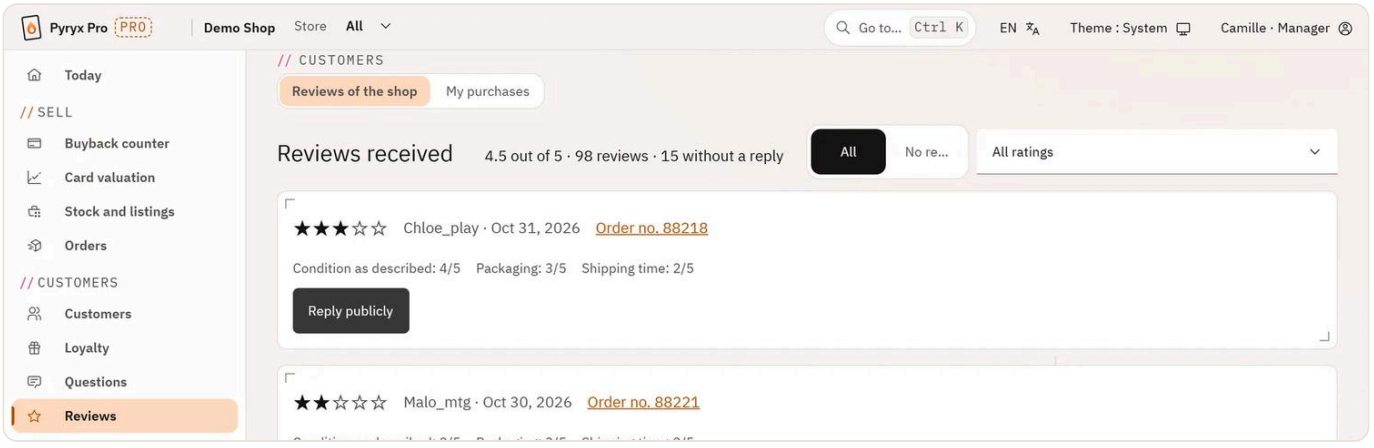
// CUSTOMERS

Questions and reviews

Answer buyers quickly and look after your reputation: questions on your listings and reviews left after each sale, in one place.



Buyer questions, as threads, with those still awaiting a reply.



Reviews received, and those awaiting your reply.

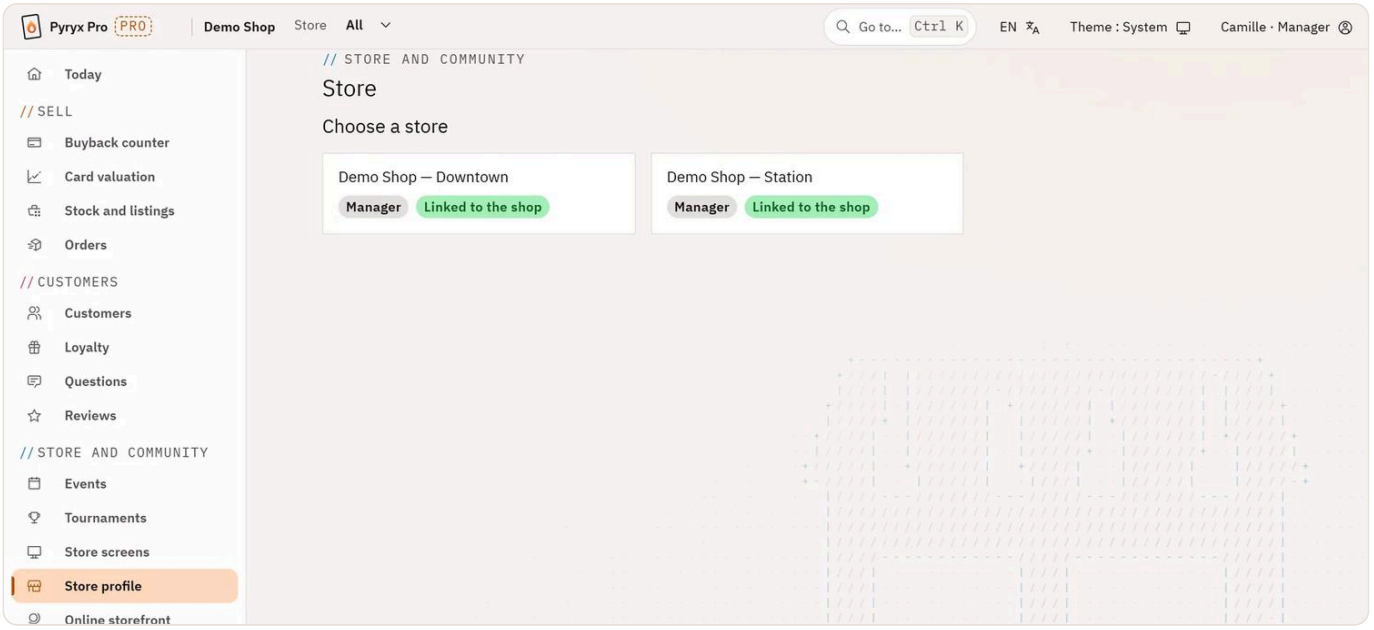
Step by step in part 2: «Questions», «Reviews».

// STORE AND COMMUNITY

The store profile and the online storefront

Get found and make people want to visit: the public profile of each store, with its opening hours and news, and the shop’s storefront on pyryx.com.

The store profile carries its description, opening hours, exceptional closures, banner, links and news. The online storefront showcases your cards and products, shows where the store is and can be shared with a link.



The store profile: description, opening hours, news.

Step by step in part 2: «Store profile», «Online storefront».

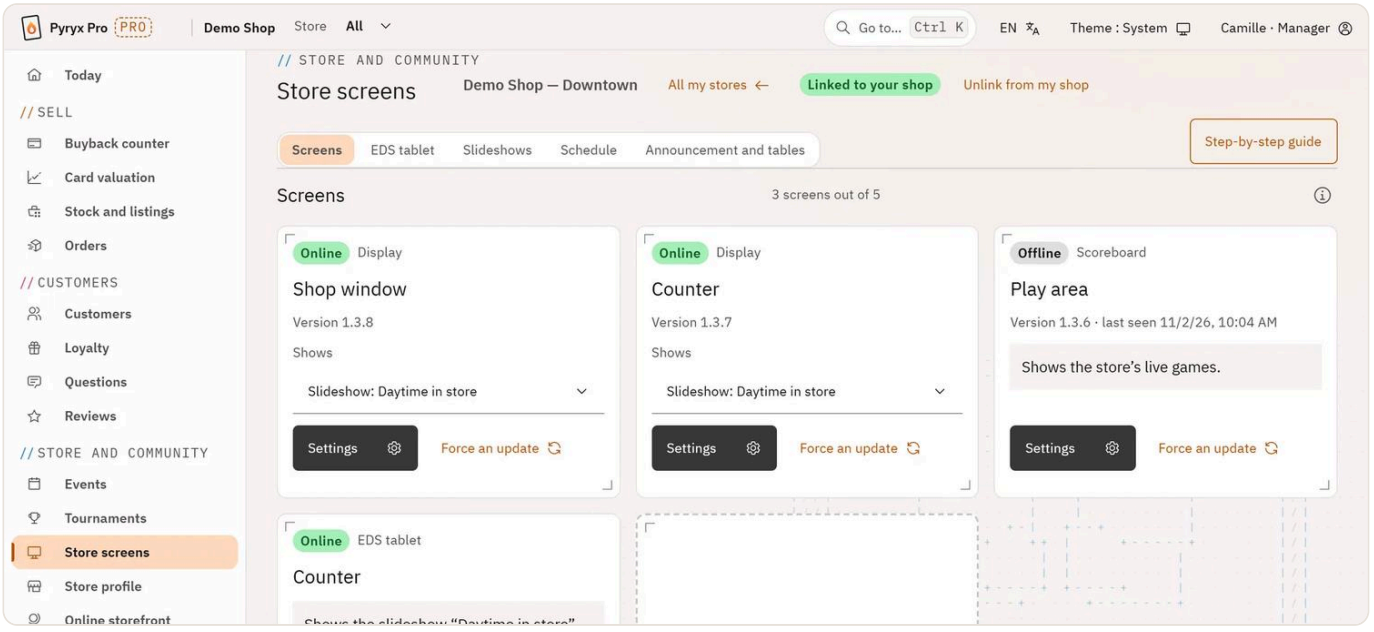
// STORE AND COMMUNITY

Store screens and the counter tablet

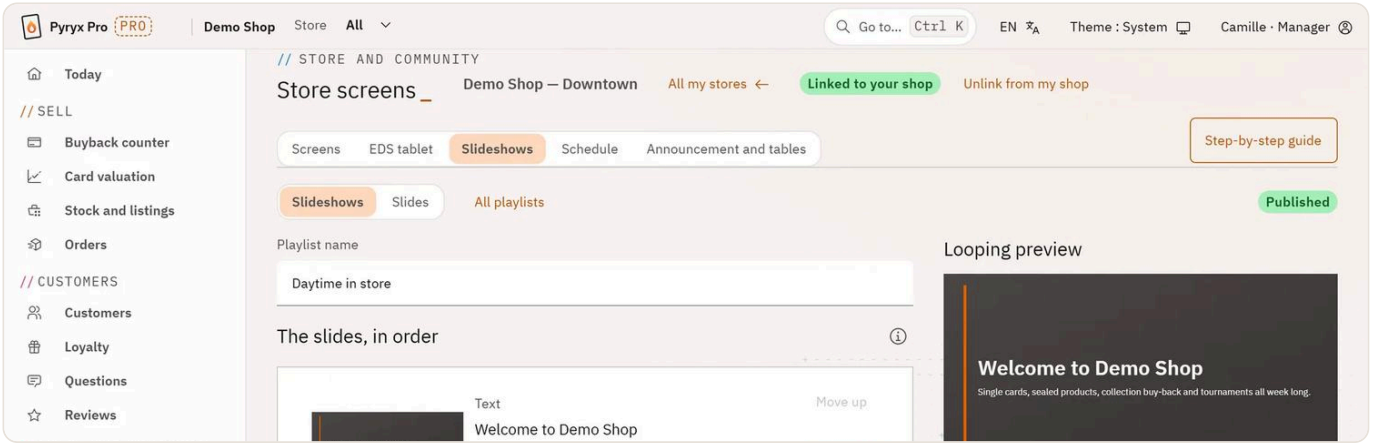
Bring the store to life on its TVs and at the counter: slideshows, announcements, the tournament in progress, and a tablet facing the customer.

Each TV in the store (Pyryx TV on Android TV, Google TV or Fire TV) connects with a code, is set up remotely and plays slideshows: products for sale with a QR code, new arrivals, opening hours, the tournament in progress, the monthly standings, video. A day-by-day schedule changes the display on its own; a quick announcement appears everywhere in one click.

The counter tablet (EDS) faces the customer: installed with a QR code, locked in kiosk mode, set up remotely. When idle, it plays the slideshow; during a buyback, it shows the customer the slip in progress.



A store's screens: each TV, what it displays, and the counter tablet.



The slideshow studio: slides of twelve kinds, published when you decide.

Step by step in part 2: «Store screens».

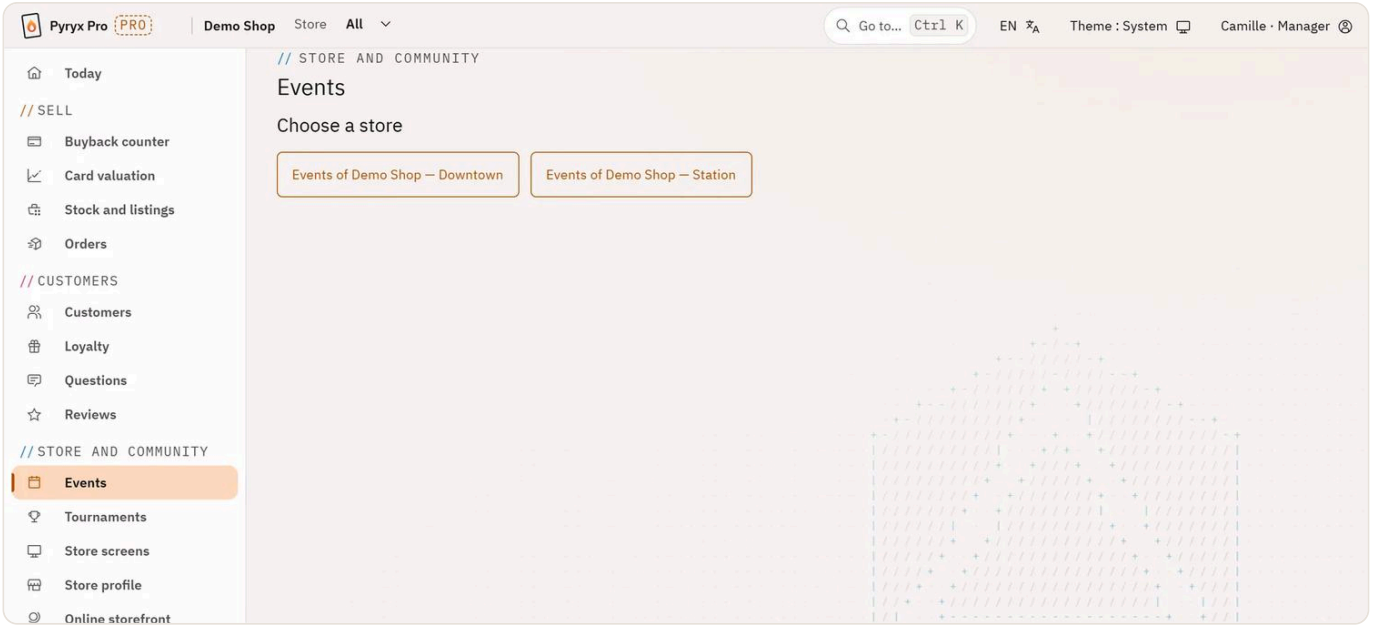
// STORE AND COMMUNITY

Events and tournaments

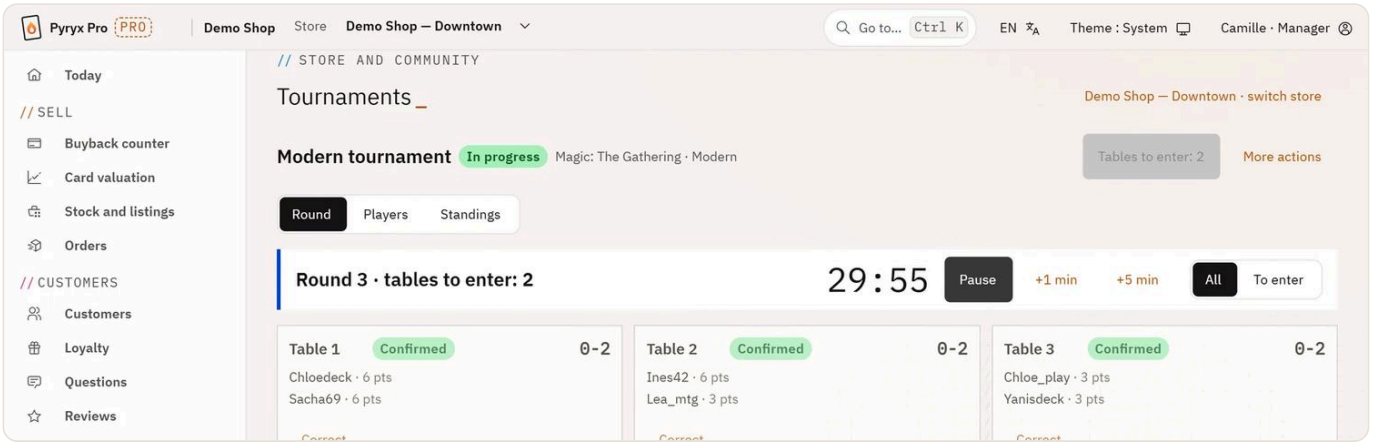
Fill the store in the evenings and at weekends: events published in one click, tournaments run from registration to final standings.

An event is prepared as a draft, then published in one click on the store profile, the screens and the news. Registration is free or paid online, with a waiting list for free registrations; a cancellation is refunded automatically, and the attendance list can be printed.

Tournaments come preset for each game: pairings and standings calculated in Pro, a timer, results entered table by table or reported by the players, printed match slips.



The store's events: upcoming, past, cancelled, drafts.



The console of a tournament in progress: the round, the tables, the standings.

Step by step in part 2: «Events», «Tournaments».

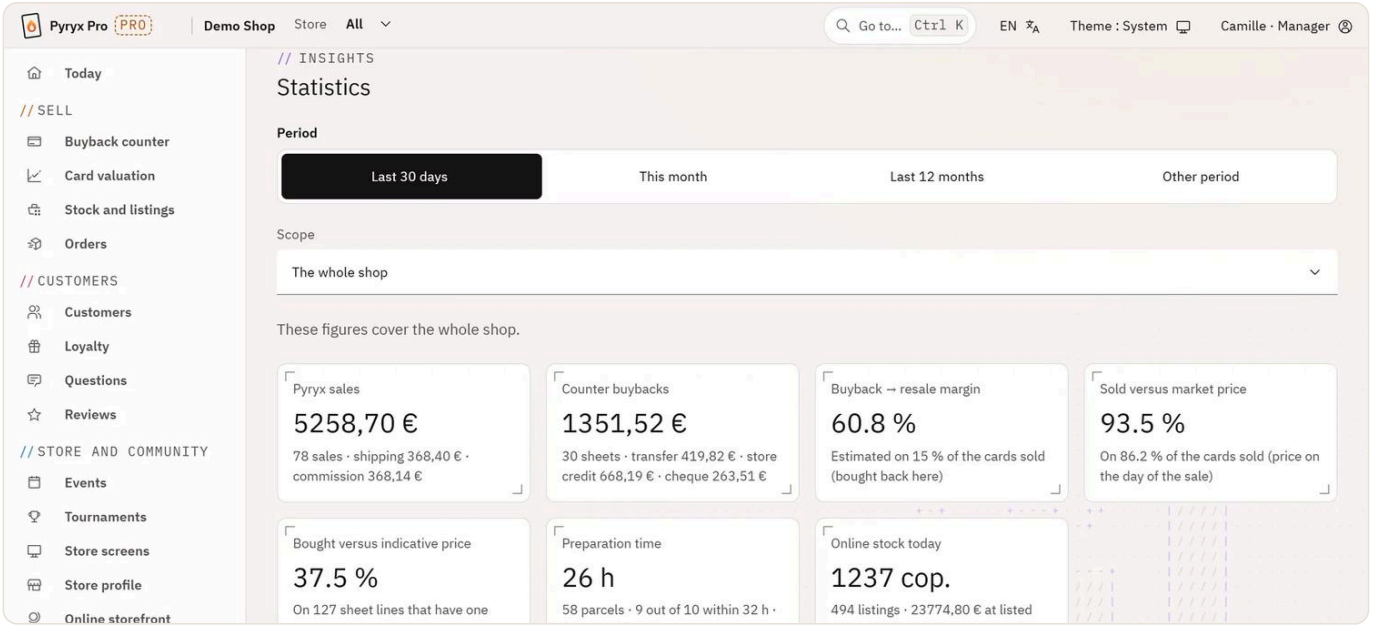
// INSIGHTS

Statistics, reports, money and exports

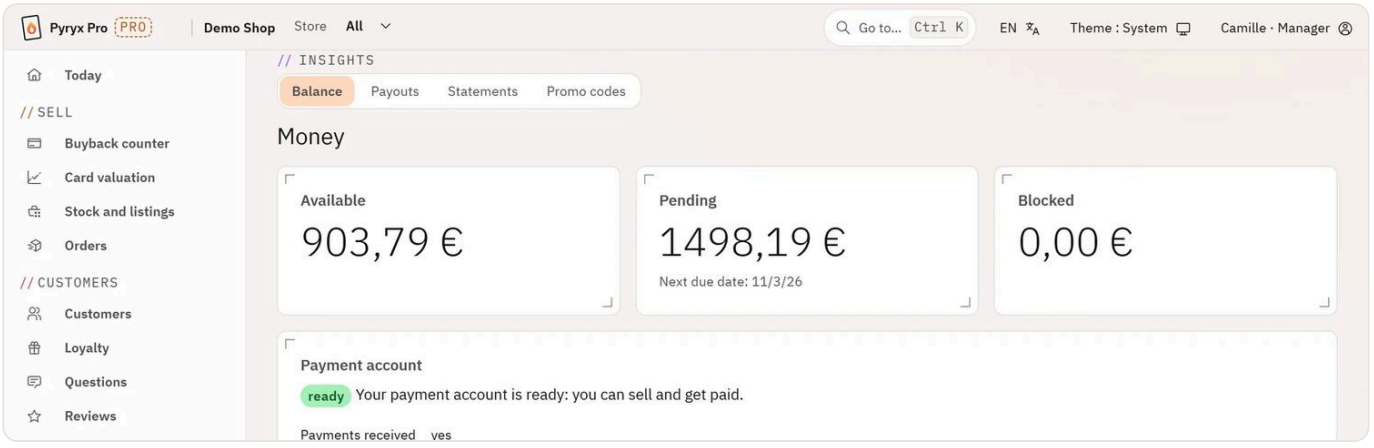
Know where the shop stands and keep clean books: figures by period, a report locked every night, the money from online sales and exports for your accountant.

Statistics show sales, buybacks, estimated margin, preparation time and stock, over the period of your choice. Every night, a daily report is locked: stock value, changed prices, cards listed below their market price.

Money from online sales goes into a balance, paid out to your bank account through the Stripe payment account, which you complete without leaving Pro. Payouts, printable statements, commission invoices and the tax summary are a click away, and CSV exports go to your accountant.



The shop’s statistics, by period.



Money: the balance, payouts, statements and promo codes.

Step by step in part 2: «Statistics and reports», «Money», «Accounting exports», «Activity log».

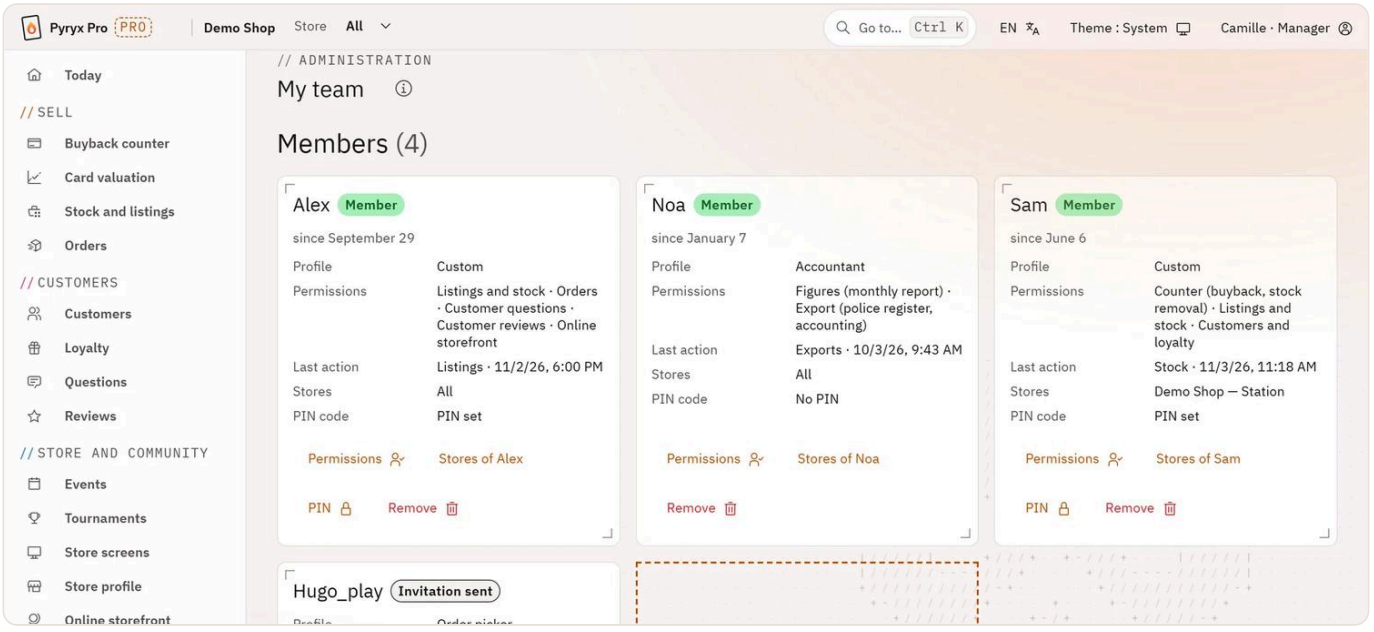
// ADMINISTRATION

Team, security and settings

Hand over the shop without losing sight of it: one account per employee, precise permissions, a log of every action, and settings that follow your rules.

Each employee has their own account and permissions, box by box, store by store. At the counter, one shared tablet is enough: everyone signs in on it with their PIN code. The owner protects their account with two-factor authentication, which can also be required for the whole team; sensitive actions (money, exports) require a recent code, and the screen locks after a period of inactivity.

Settings hold your rules: pausing the shop with a scheduled reopening, legal details, shipping costs, buyback rates, default prices, loyalty, event defaults. The activity log keeps track of every action, by every member and every assistant.



The team: members and their permissions, shared tablets, team codes.

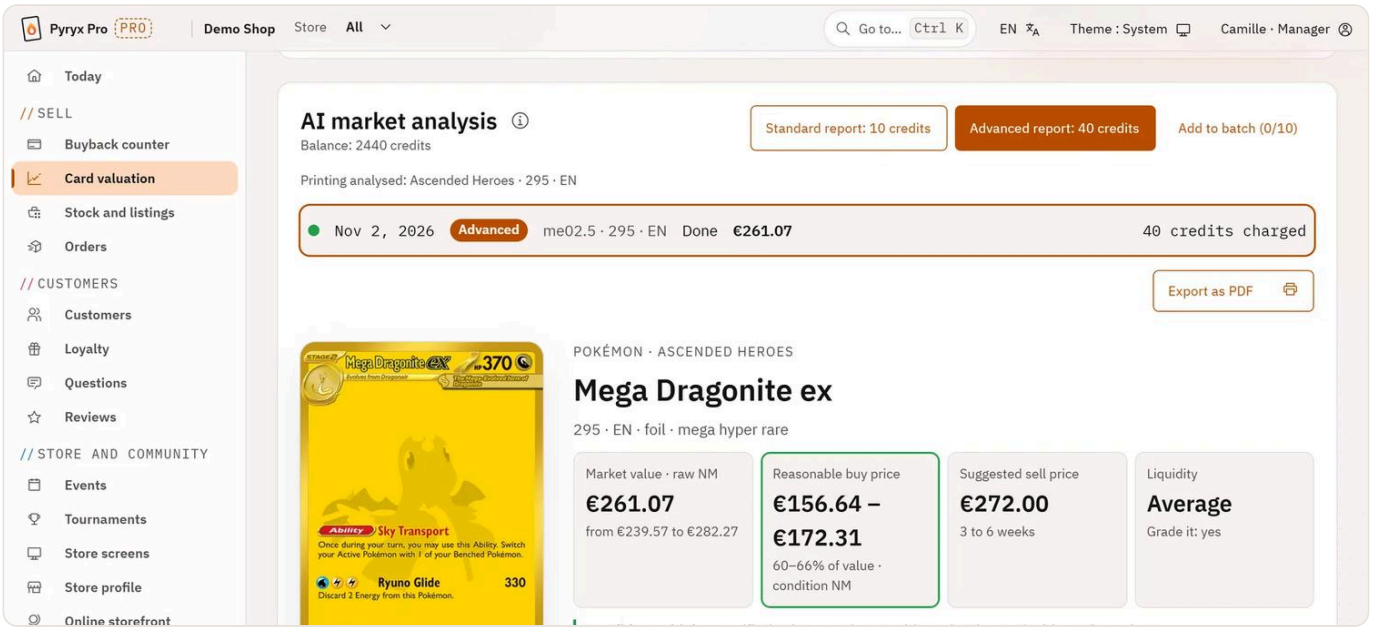
Step by step in part 2: «Team», «Settings», «Security and assistants».

// ADMINISTRATION

The AI assistant

Hand specific tasks to an AI assistant, Claude today and ChatGPT soon, connected to your shop (Pro Extended): change a price, prepare an order, reply to a buyer, create a tournament.

The assistant connects with a code that you authorise in Pro. You choose, one by one, the actions it can take, and each one is written to the activity log, as if it were a member of the team. AI valuation and analysis reports are part of Pro Extended.



An AI analysis report: reasonable buy price, recommended resale price, whether grading is worthwhile.

Step by step in part 2: «AI analyses», «Security and assistants».

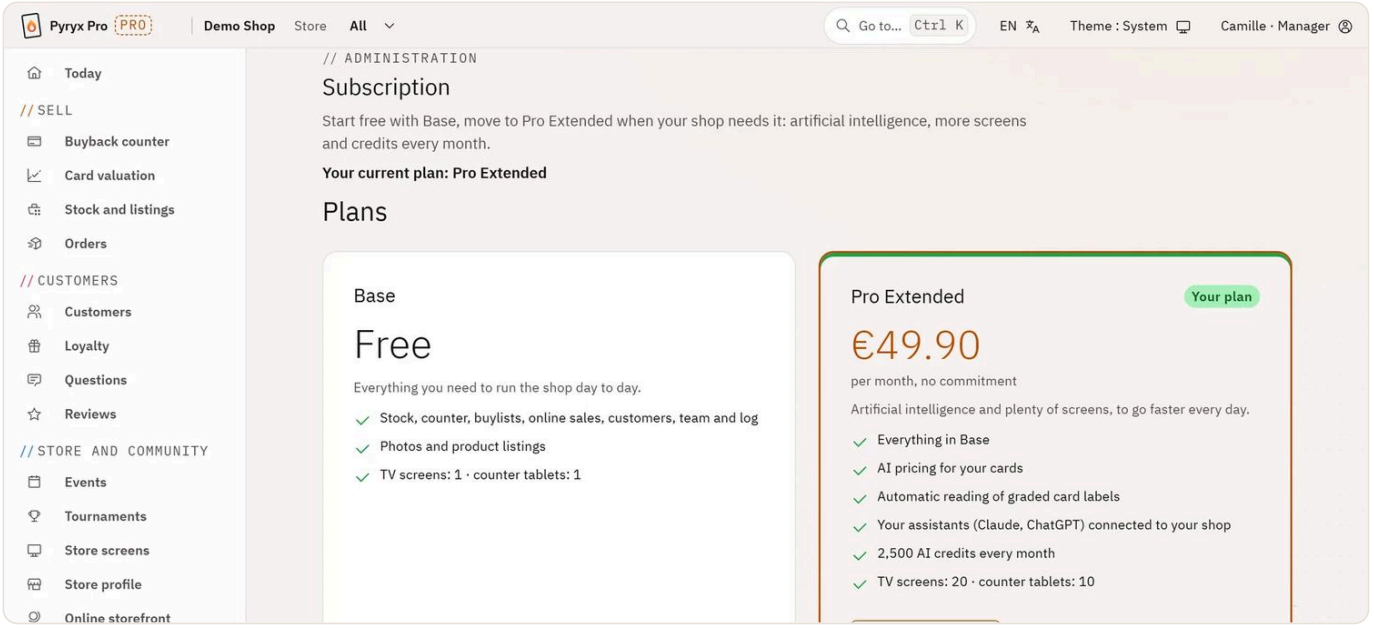
Plans

Two plans: Base, free, with all of Pyryx Pro; Pro Extended, for AI and more screens.

	Base	Pro Extended
Price	Free	€49.90 per month
Counter, valuation, stock, orders, customers, loyalty, events, tournaments, team, statistics	Included	Included
Store screens (Pyryx TV)	1 screen	20 screens
Counter tablets (EDS)	1 tablet	10 tablets
AI valuation and analysis reports	—	Included
AI assistants (Claude; ChatGPT soon)	—	Included
Automatic reading of graded card labels	—	Included
AI credits	—	2,500 per month (report: 10 credits; advanced report: 40)

Prices and limits are those shown on the Pyryx Pro pricing page at the time of this edition; that page is the one that applies.

The platform takes a commission on online sales, shown before each sale.



Part 2 · User guide

One section per screen: what it is for, the annotated screenshot, what you can do there, step by step and what you need to know. Button labels are written as they appear on screen.

// GETTING STARTED

Creating your Pyryx Pro account

pro.pyryx.com/inscription

Create the account that will open your professional store. If you already have an account on pyryx.com, it works here: no need to create another one.

WHAT YOU CAN DO

- `Continue with my pyryx.com account` or `Sign in`.
- Create an account with Google, Apple or GitHub.
- Or with an email address and a password of at least 8 characters.

STEP BY STEP

1. Open pro.pyryx.com/inscription.
2. Already a pyryx.com customer: tap `Continue with my pyryx.com account`.
3. Otherwise, choose a provider, or fill in `Email address`, `Password`, `Confirm the password`, then `Create my account`.
4. Open the link received by email on the same device: you arrive at the next step.

GOOD TO KNOW

- The same account works on pyryx.com and in Pyryx Pro.
- Didn’t get the email? Check your spam folder, or start again with another address.

// GETTING STARTED

Opening your pro store, step by step

pro.pyryx.com/demarrer

Opening your store guides you through five steps, without forgetting anything the law and payment collection require. Until it is finished, the rest of Pyryx Pro stays closed.

WHAT YOU CAN DO

- 1. Your account. 2. Two-factor authentication (a one-time code on your phone, mandatory). 3. Your store. 4. The Stripe payment account. 5. Validation.
- Your store, in four screens: the store (name, web address of your storefront, seller terms), the company (country, company name, SIRET, VAT, VAT scheme), contact details, verification.
- Stripe's form displayed within the page, and what Stripe is still waiting for.
- Validation tracked automatically, then `Enter Pyryx Pro`.
- `I have a code or an invitation` for anyone joining a store's team.

STEP BY STEP

1. Turn on two-factor authentication with your authenticator app.
2. Fill in "Your store" screen by screen with `Continue`, then `Create my store`.
3. Fill in Stripe's form.
4. Wait for validation (usually a few minutes, sometimes one business day), then tap `Enter Pyryx Pro`.

GOOD TO KNOW

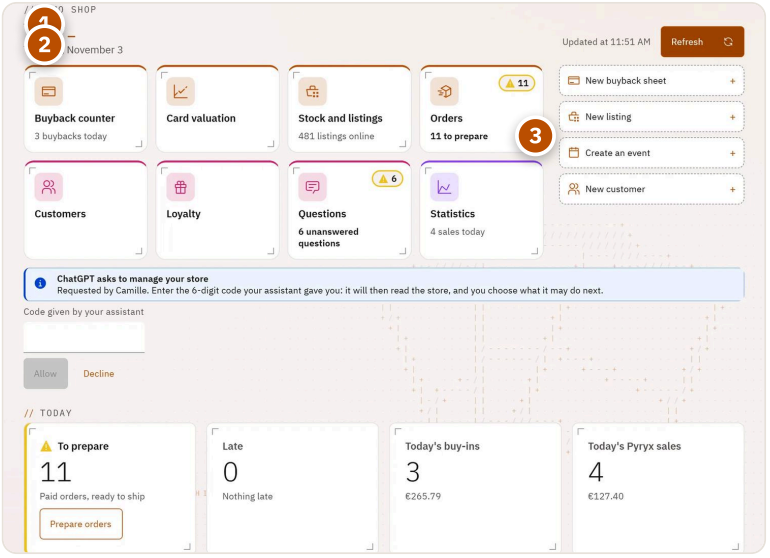
- Three VAT schemes to choose from: small-business exemption, margin scheme (second-hand goods), standard VAT.
- The store's name can be changed later; its SIRET cannot.
- The customer service email is published on your storefront, as the law requires.
- The store opens as soon as Stripe validates the account; Pyryx may still check the company's identity.

// TODAY

Today, the day’s dashboard

pro.pyryx.com

This is the first screen of Pyryx Pro. It can be read in three seconds: what is waiting for action (orders to ship, delays, questions, messages, reviews) and what has happened during the day. Each tile leads straight to the action.



The “Today” screen of the demo shop.

1. The title and the time of the last update
2. Quick access to your features
3. The shortcuts for creating

WHAT YOU CAN DO

- The large “Quick access” doors to your main features, each with its line for the day (buybacks, listings online, screens on) and a badge when action is due.
- The “Create” shortcuts: new buyback slip, new listing, new event, new customer.
- The tiles under “Today”: To prepare, Overdue, Today’s buy-ins, Today’s Pyryx sales, Unanswered questions, Unread messages, Reviews without a reply, Listings online, Store screens.
- An automatic update every minute while the screen is open, and the `Refresh` button.
- Alerts when needed: an invitation to a team, a request from an AI assistant to manage the shop, the last step of the payment account.

STEP BY STEP

1. Open Pyryx Pro: the “Today” screen appears.
2. Read the tiles marked with a coloured stripe first: they are waiting for action.
3. Tap the tile’s button, for example `Prepare orders` or `Reply`.
4. To start a task, tap a “Create” shortcut, for example `New buyback slip`.

GOOD TO KNOW

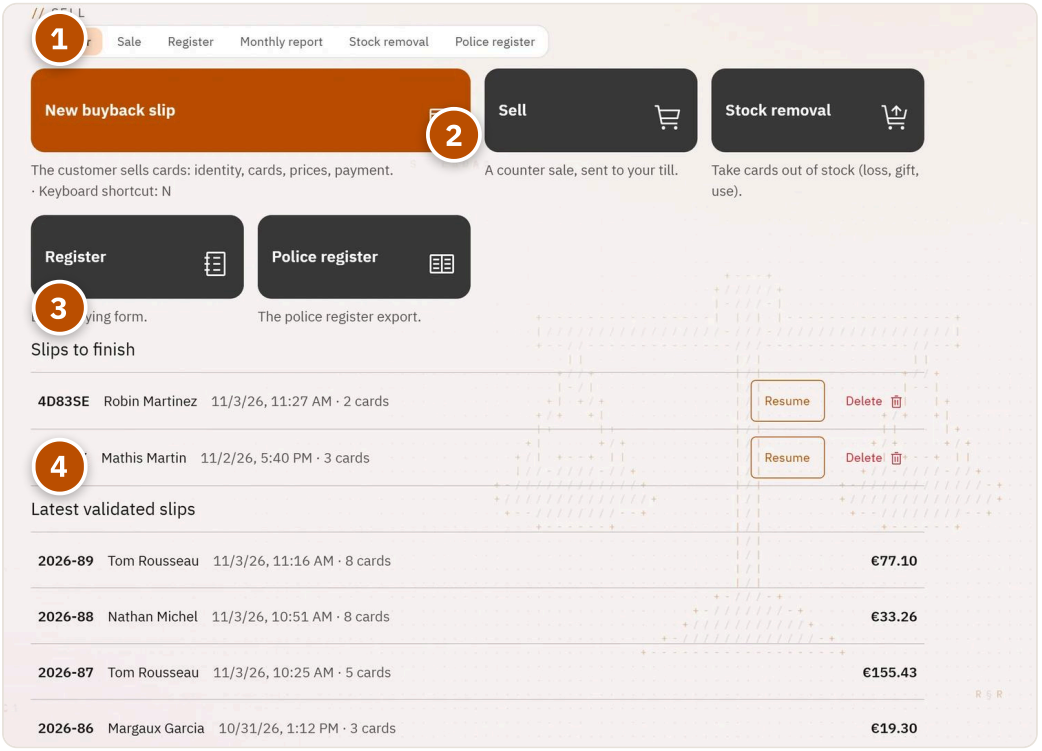
- Each team member only sees the tiles for their role. An amount they are not allowed to see is shown as “Amount hidden”, never “€0.00”.
- If the connection drops, the figures stay on screen with the time they were last read.
- Anything that needs action is always spelled out in words (“Ship these first”), not just signalled by a colour.

// BUYBACK COUNTER

The counter home screen

pro.pyryx.com/comptoir

The workstation of the employee at the counter, on a tablet or a computer. A large button to buy back, the other counter actions next to it, then the slips started and still to finish, and the latest validated slips.



The counter home screen: the large buyback button and the slips in progress.

1. The button to start a buyback
2. The other counter actions
3. The started slips to finish
4. The latest validated slips

WHAT YOU CAN DO

- The main button `New buyback slip`, also from the keyboard with the N key.
- The `Sell`, `Stock removal`, `Register` and `Police register` buttons.
- “Slips to finish”: the slips already started, with `Resume` and `Delete`.
- “Latest validated slips”, and `See the whole register`.
- For the owner: the list of the team’s slips awaiting their approval, with `Approve`.

STEP BY STEP

1. Tap `New buyback slip` (or the N key).
2. To finish a started slip, tap `Resume` on its line.
3. To review a validated slip, tap its line under “Latest validated slips”.

GOOD TO KNOW

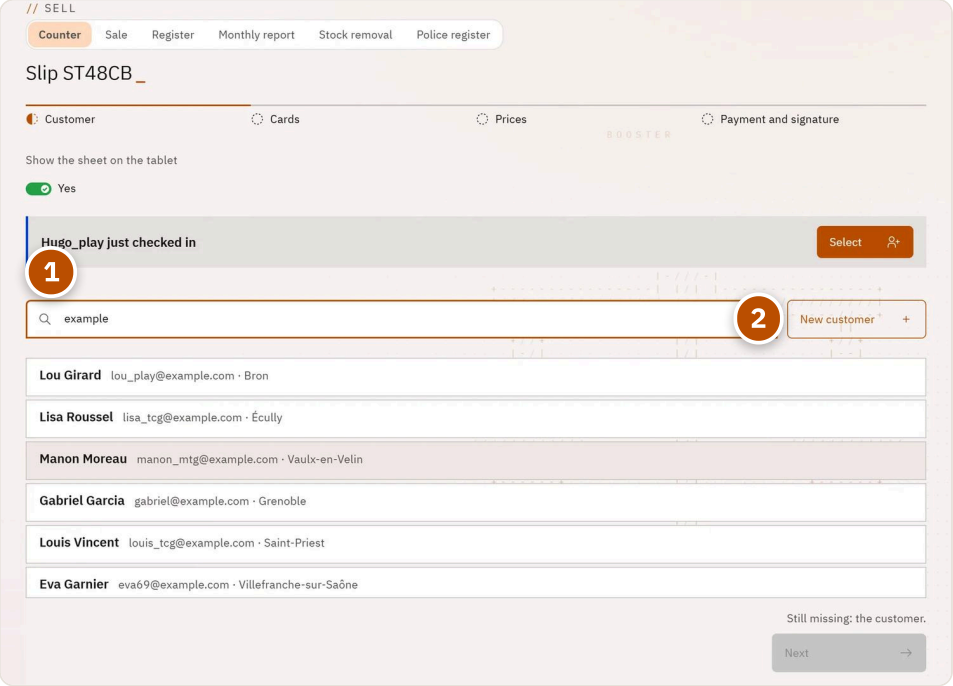
- Deleting a started slip also erases its lines and its photos. Nothing has been paid or entered in the register.
- An employee only sees their own slips; the owner sees everything.
- The tabs depend on the permissions given in the Team screen: “Counter” for buybacks, “Counter sales” for sales, “Export” for the police register.

// BUYBACK COUNTER

Buyback, step 1: the customer

`pro.pyryx.com/comptoir/fiche/nouvelle`

Link each buyback to a real customer of the shop, without retyping everything when they are already known. The screen then only asks for what the register is missing, taken from their ID document.



The customer step: the search, the Pyryx code or a new customer.

1. Search for a shop customer
2. Create a new customer

WHAT YOU CAN DO

- Search for a shop customer by name or email.
- Read the Pyryx code the customer shows on their phone (8 characters, valid for 10 minutes): their record fills itself in.
- Create a new customer, with or without an email address.
- Record only the missing fields: place of birth, document presented, number, date and issuing authority.
- With the shop's customer tablet: choose the customer who has just scanned its QR code, or have them fill in their identity themselves.

STEP BY STEP

1. Type the name or email in `Search a customer (email or name)` and tap the right customer.
2. Or type their code in `Or the customer's Pyryx code`, then `Use this code`.
3. Or tap `New customer`, fill in the form, then `Create the customer and use them`.
4. Complete the fields requested under "To read off their ID:".
5. Tap `Next`.

GOOD TO KNOW

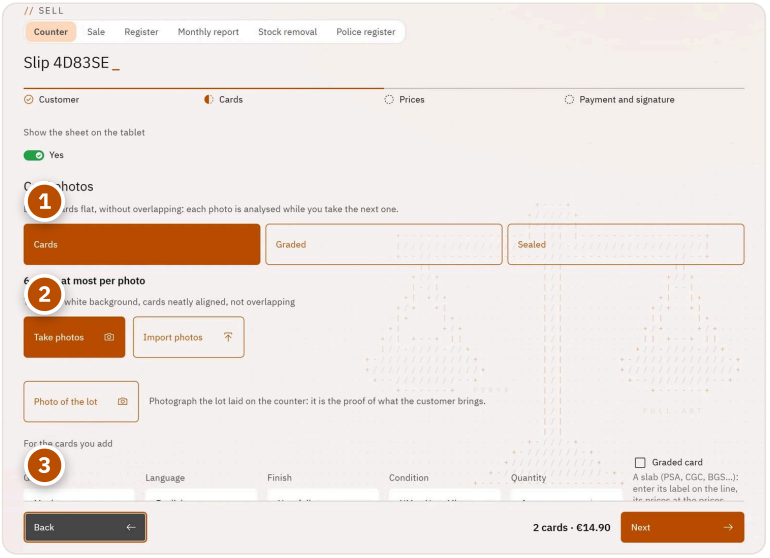
- The slip is only created at the first meaningful action: opening the screen and leaving again does not leave an empty slip.
- A customer created with an email gets their Pyryx account and a welcome message; without an email, the shop keeps their record, without online loyalty.
- The seller's identity is only kept in the slip, never in the tablet's browser.

// BUYBACK COUNTER

Buyback, step 2: the cards, by photo or by keyboard

pro.pyryx.com/comptoir/fiche/nouvelle

Build the list of cards bought quickly and with the right printing, because the printing determines the price. Photograph the cards laid flat: each photo is analysed while you take the next one. Or type them into a single field.



The cards step: the camera at the top, then the cards on the slip.

1. What you are photographing
2. Take or import photos
3. The batch settings

WHAT YOU CAN DO

- The shot type: “Cards” (6 at most per photo), “Graded” (2 slabs at most, label at the top), “Sealed” (1 product per photo).
- `Take photos` in a burst, or `Import photos`; each photo shows its status (“queued”, “analysing…”, “5 cards”).
- A doubtful card becomes “Card to identify”: you tap the right one among those suggested.
- The “Card” field: the card’s name, or its set and number printed at the bottom of the card, then Enter.
- The batch settings: game, language, finish, condition and quantity.
- Sealed products and accessories, from the catalogue or created by the shop; graded cards with grading company, grade and certificate.
- The photo of the batch laid on the counter, and the destination binder for each game.

STEP BY STEP

1. Set `Game`, `Language` and `Condition` once for the batch.
2. Choose the type, tap `Take photos`, shoot in packs of 6 cards at most, then `Done`.
3. Correct the cards “to identify” by tapping the right card.
4. For a card by hand, type its name or “set number” in `Card`, then Enter.
5. Choose the `Destination binder` for each game, then `Next`.

GOOD TO KNOW

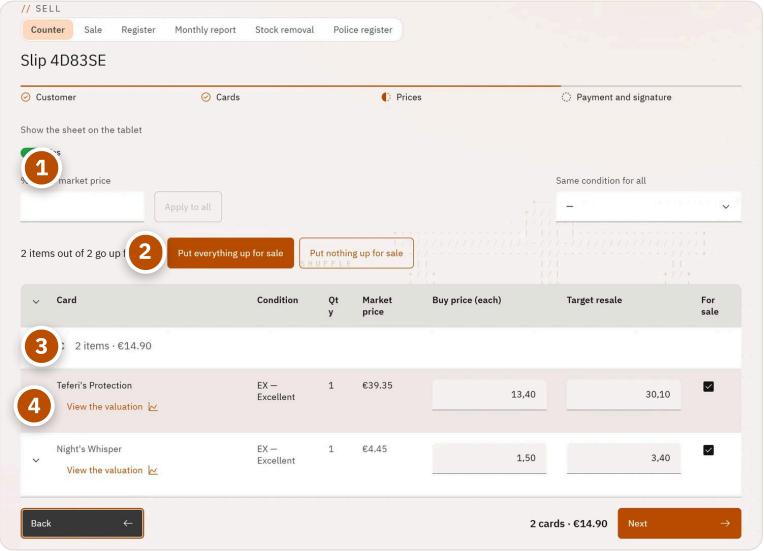
- Buyback by photo is included in the free Base plan.
- Automatic reading of graded card labels is reserved for Pro Extended; manual entry is always possible.
- A card with a mark (signed, altered, misprint, stamp) is not put up for sale on its own: you put it up for sale from the stock.
- Photos go through an automatic check: the slip cannot be validated while a photo is awaiting its verdict.

// BUYBACK COUNTER

Buyback, step 3: the prices

pro.pyryx.com/comptoir/fiche/nouvelle

Set the price paid for each card while seeing its market price, the target resale price and the margin. Decide in the same place what will be put up for sale as soon as the slip is validated.



The prices step: market price, purchase price, target resale price and listing.

1. Apply a discount below market price to all lines
2. Put everything up for sale in one go
3. A line and its purchase price
4. View the card's valuation

WHAT YOU CAN DO

- One line per item: condition, quantity, market price, unit purchase price, target resale price.
- "% below market price" and `Apply to all`, "Same condition for all".
- Totals per game for a mixed slip, and the total in large type.
- Details to expand: source of the market price, offer compared with the market price, expected margin, recognition by photo.
- The "On sale" column, `Put everything up for sale` or `Put nothing up for sale`.
- `View the valuation`: the card's full valuation page in a window, without leaving the buyback.
- `Additional AI valuation` on cards worth €100 or more (Pro Extended).

STEP BY STEP

1. Check the suggested prices: the market price multiplied by your buyback rate.
2. For a batch, type for example 30 in `% below market price`, then `Apply to all`.
3. Fill in every "To enter" box (type €0 if that is intended).
4. Untick "On sale" for what you keep, then tap `Next`.

GOOD TO KNOW

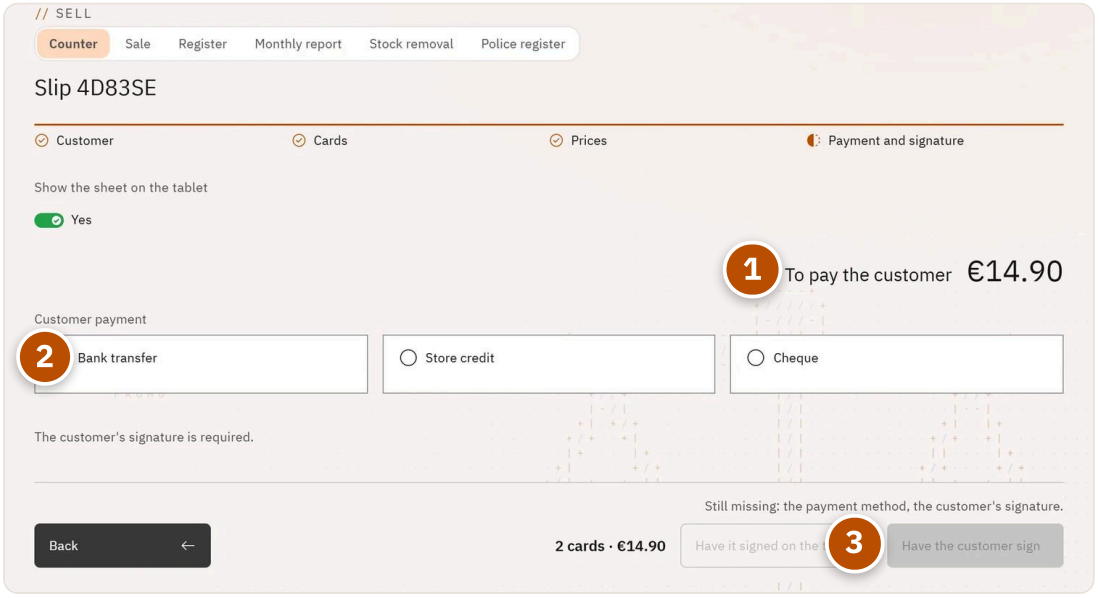
- An empty price box blocks the slip: a price is never chosen for you.
- Graded cards and products have no market price: their purchase and resale prices are typed in. For a graded card, the market price of the raw card is given as a mere reference.
- Only the owner lists online at validation, unless you allow it for employees who have the Listings and stock permission (Settings, Counter).
- Without a resale price, no listing is created; without a binder, the card stays in the register without entering the stock.

// BUYBACK COUNTER

Buyback, step 4: payment

pro.pyryx.com/comptoir/fiche/nouvelle

Pay the seller in a traceable way. The amount to pay is shown in large type, and the payment method is recorded on the slip.



The payment step: the amount, the three methods and the signature.

1. The amount to pay the customer
2. The payment methods
3. Have the customer sign

WHAT YOU CAN DO

- “To pay the customer” in large type.
- Three methods: `Bank transfer` (only the method is recorded, no bank details), `Store credit` (a personal voucher valid for one year in your online shop), `Cheque` (with its number).
- `Have the customer sign`, then `Validate the slip`.
- With the customer tablet: `Have it signed on the tablet`.

STEP BY STEP

1. Choose `Bank transfer`, `Store credit` or `Cheque` (then type the `Cheque number`).
2. Tap `Have the customer sign` and turn the tablet towards the seller.
3. Once it is signed, tap `Validate the slip`.

GOOD TO KNOW

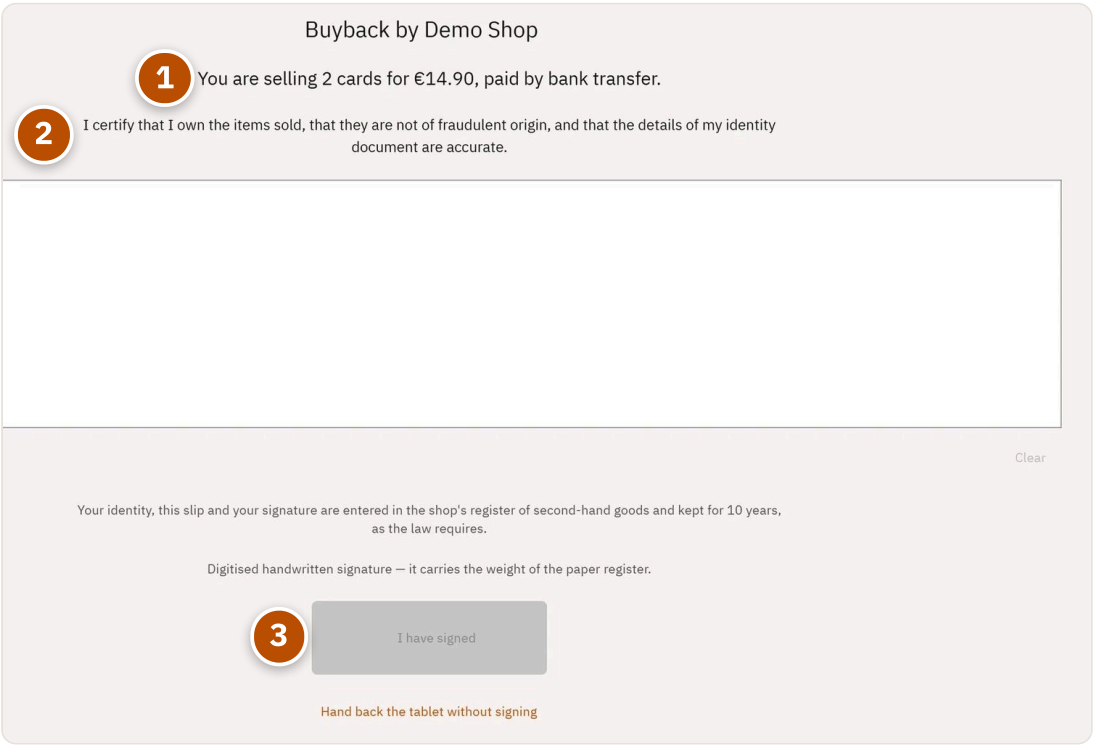
- Never cash: only bank transfer, store credit and cheque are accepted.
- The store credit is worth exactly the total bought; the customer spends it on one or more online orders.
- After validation, the slip receives its register number and can no longer be changed.
- If a limit set by the owner is exceeded, validation waits for a manager’s approval.

// BUYBACK COUNTER

The customer’s signature

pro.pyryx.com/comptoir/fiche/nouvelle

The tablet turns towards the seller: they see only what they are handing over, what they receive and how, then they sign with a finger. Their signature makes the slip a record in the register.



What the seller sees at the moment of signing.

1. What the customer hands over and receives
2. The certification statement
3. Confirm the signature

WHAT YOU CAN DO

- A screen reserved for the customer, with no menu or slip underneath.
- The summary: “You are selling N cards for €X, paid by …”.
- The statement “I certify that I own the items sold…” and the notice that the register is kept for 10 years.
- The signature area, `I have signed` or `Hand back the tablet without signing`.
- `Take back the tablet`, protected by the employee’s PIN code if they have one.

STEP BY STEP

1. The customer reads the summary and the certification statement.
2. They sign with a finger in the area, then tap `I have signed`.
3. The employee taps `Take back the tablet` and types their PIN code if the screen asks for it.

GOOD TO KNOW

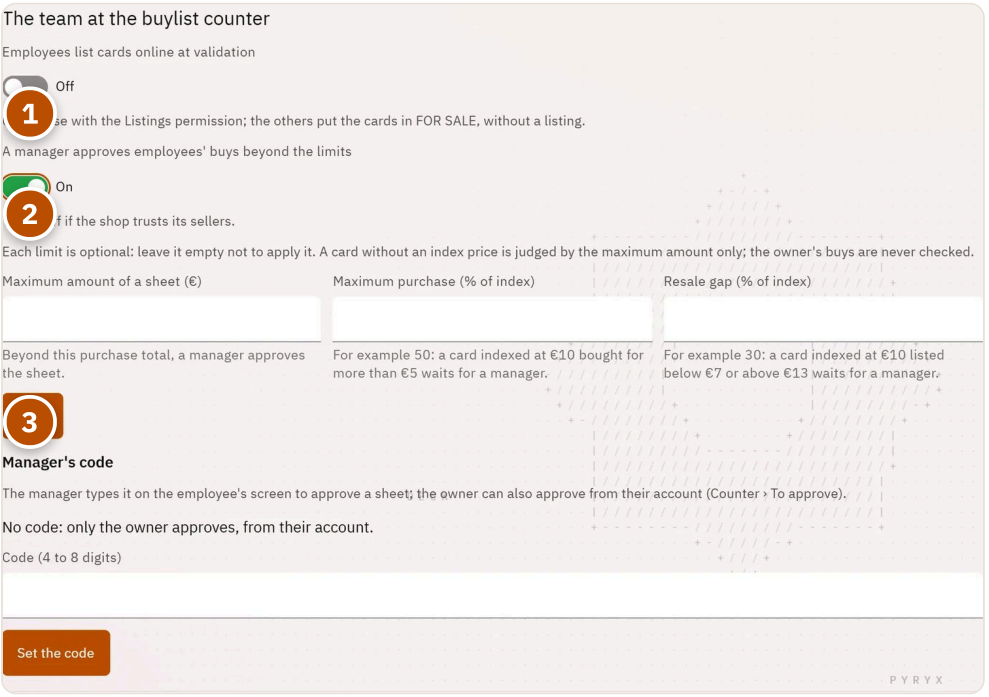
- Any change after signing (identity, price, condition, quantity, payment) voids the signature: the customer always signs what goes into the register.
- The tablet stays locked even if the page is reloaded: the customer cannot wander off into the app.
- A slip resumed the next day must be signed again.

// BUYBACK COUNTER

Manager approval

pro.pyryx.com/reglages/comptoir

Let the team buy on their own while keeping control over large amounts and abnormal prices. Beyond your limits, an employee's slip waits for a manager's approval.



The settings for the buyback team: approval, limits and manager code.

1. Turn on approval
2. The shop's limits
3. The manager code

WHAT YOU CAN DO

- Turn on "A manager approves employees' buys beyond the limits".
- Three optional limits: the maximum amount of a slip, the maximum purchase as a percentage of the market price, the resale gap.
- A "Manager code" of 4 to 8 digits, typed by the manager on the employee's screen.
- Or approval from the owner's account, on the counter home screen.
- The option "Employees list cards online at validation", for those who have the Listings and stock permission.

STEP BY STEP

1. Open Settings, Counter, section "The team at the buylist counter".
2. Turn on approval, fill in the limits you want, then tap `Save`.
3. Set the `Manager code`.
4. At the counter, when the "A manager must approve this sheet" window opens, the manager types their code, then `Approve with the code`.

GOOD TO KNOW

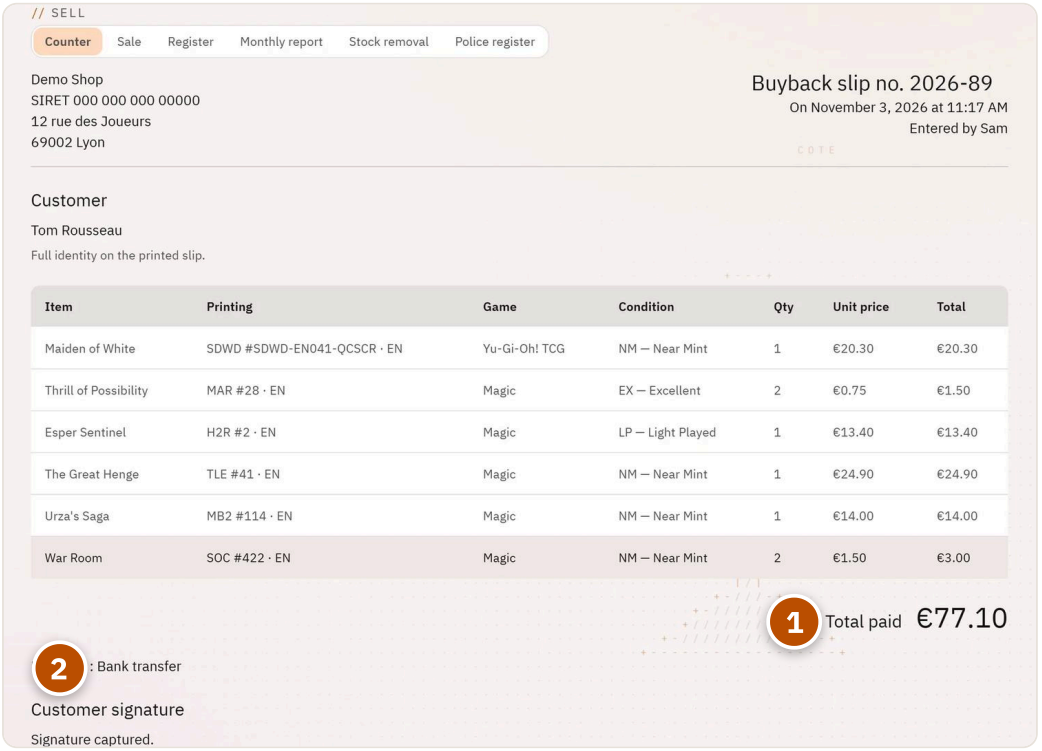
- The window says why the slip is held, line by line.
- The owner's buybacks are never checked.
- Five wrong codes block the codes for 15 minutes; the owner can always approve from their account.
- Changing the slip after approval cancels the approval: it must be requested again.

// BUYBACK COUNTER

The validated buyback slip

pro.pyryx.com/comptoir/fiche/…

The register record, as an inspection will ask for it, printable in A4. It is also the only clean way to correct a mistake: the counter-slip.



A validated slip: the register record, ready to print.

1. The total paid and the payment method
2. The seller’s signature

WHAT YOU CAN DO

- The shop’s legal header (company name, SIRET, VAT, address), the register number and the date.
- The seller’s identity, the items (printing, game, condition, quantity, price), the total paid, the payment method and the signature.
- `Print` in A4, or save as PDF from the print dialog.
- The photos of the batch, the store credit voucher and its balance.
- The summary: listings published, cards left out of sale or out of stock, and why.
- `Cancel the slip`, for the owner.

STEP BY STEP

1. Open the slip from “Latest validated slips” or from the register.
2. Tap `Print` for a paper or PDF version.
3. To cancel: `Cancel the slip`, type the `Reason (required)`, then `Write the counter-slip`.

GOOD TO KNOW

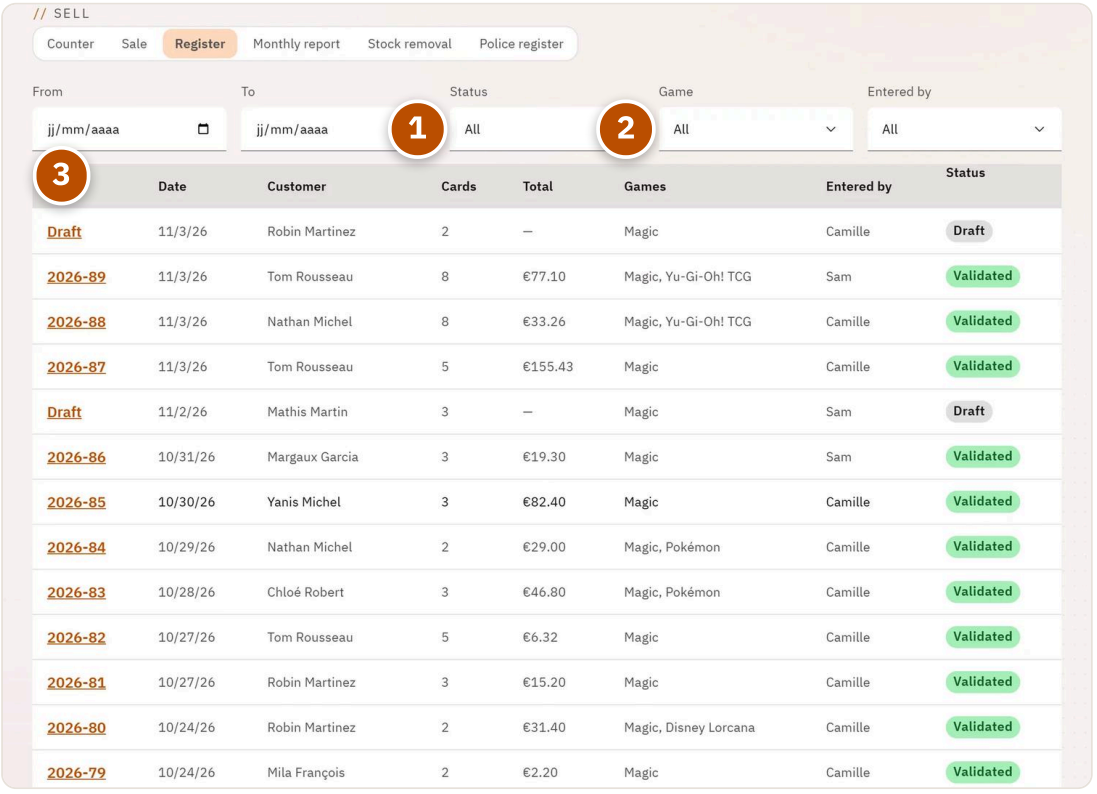
- A validated slip can no longer be changed. Cancelling erases nothing: a numbered counter-slip cancels it, with its reason and its author, and each one refers to the other.
- Cancelling does not take the stock back.
- The store credit is a personal voucher: the customer spends it in your online shop with their Pyryx account.

// BUYBACK COUNTER

The buyback register

pro.pyryx.com/comptoir/registre

Find any slip, finished or not, by period, status, game or employee. A line opens the slip; a started slip opens so that it can be finished.



The register: all the shop's buyback slips.

1. The period and status filters
2. The game filter
3. A slip in the register

WHAT YOU CAN DO

- The filters "From", "To", "Status" (draft, validated, cancelled, cancellation slip), "Game" and "Entered by" (owner).
- The columns: number, date, customer, cards, total, games, entered by, status.
- 25 slips per page, with the total number of slips.

STEP BY STEP

1. Choose the period with `From` and `To`.
2. Filter by `Status` or by `Game` if needed.
3. Tap a line to open the slip.

GOOD TO KNOW

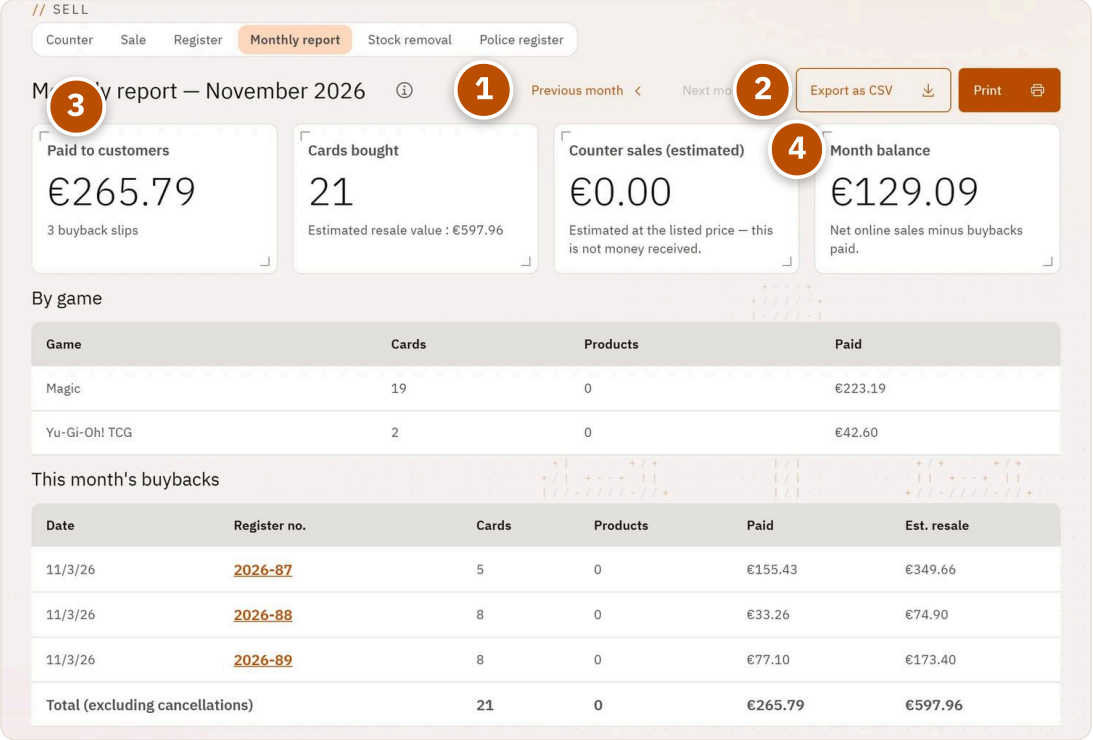
- An employee only sees the slips they entered; the owner reads the full register.

// BUYBACK COUNTER

The monthly report

pro.pyryx.com/comptoir/rapport

What came in, what went out and the month’s money, in counts and amounts, for your own follow-up and for your accountant. No card and no person appears in it.



The monthly report: what the shop paid out and brought in.

1. Change month
2. Export for the accountant
3. The total paid to customers
4. The month’s balance

WHAT YOU CAN DO

- The headline figures: paid to customers, cards bought, counter sales (estimated), month balance.
- The month’s buybacks in a table, with the total excluding cancellations.
- The cost per game.
- `Previous month` and `Next month`, `Print`, `Export as CSV` (readable in Excel).

STEP BY STEP

1. Open “Monthly report” in the counter.
2. Change month with `Previous month`.
3. Tap `Print` or `Export as CSV`.

GOOD TO KNOW

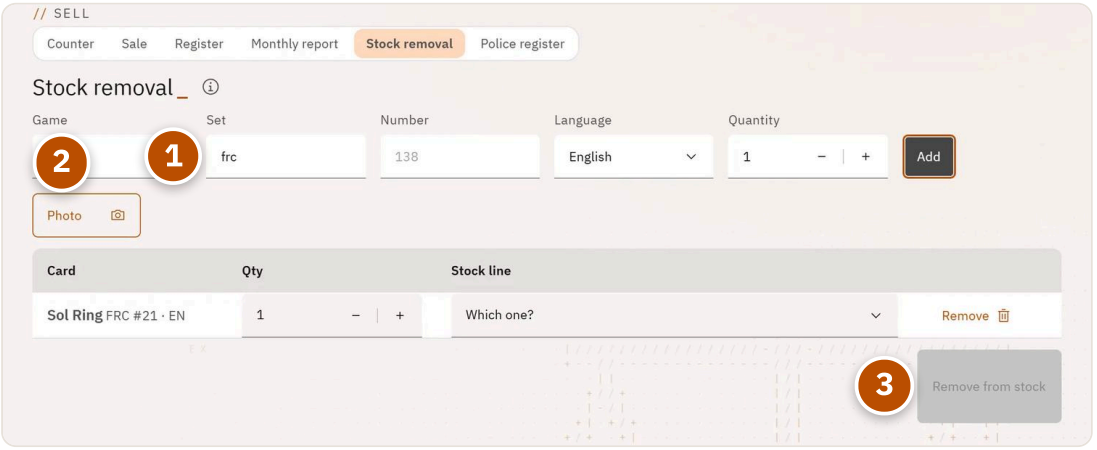
- The report requires the “Counter” and “Figures” permissions.
- Counter sales are estimated at the displayed price: this is not money received, so they stay out of the balance.

// BUYBACK COUNTER

Stock removal

pro.pyryx.com/comptoir/sortie

Remove from stock, and therefore from online sale, a card sold at the counter, lost, given away or used. Your online shop never sells a card that is no longer there.



Stock removal: a card sold at the counter also leaves online sale.

1. The card's set and number
2. Photograph the cards
3. Remove from stock

WHAT YOU CAN DO

- Add a card by its set and number, its language and its quantity.
- Or photograph it: each recognised card joins the list.
- The card is searched for in all your binders; if several copies could match, the screen asks "Which one?".
- `Remove from stock` checks first: if a card is missing, nothing is removed and the screen says so line by line.

STEP BY STEP

1. Type the `Set` and `Number` read at the bottom of the card, then `Add` (or tap `Photo`).
2. Answer "Which one?" if several copies match.
3. Tap `Remove from stock`.

GOOD TO KNOW

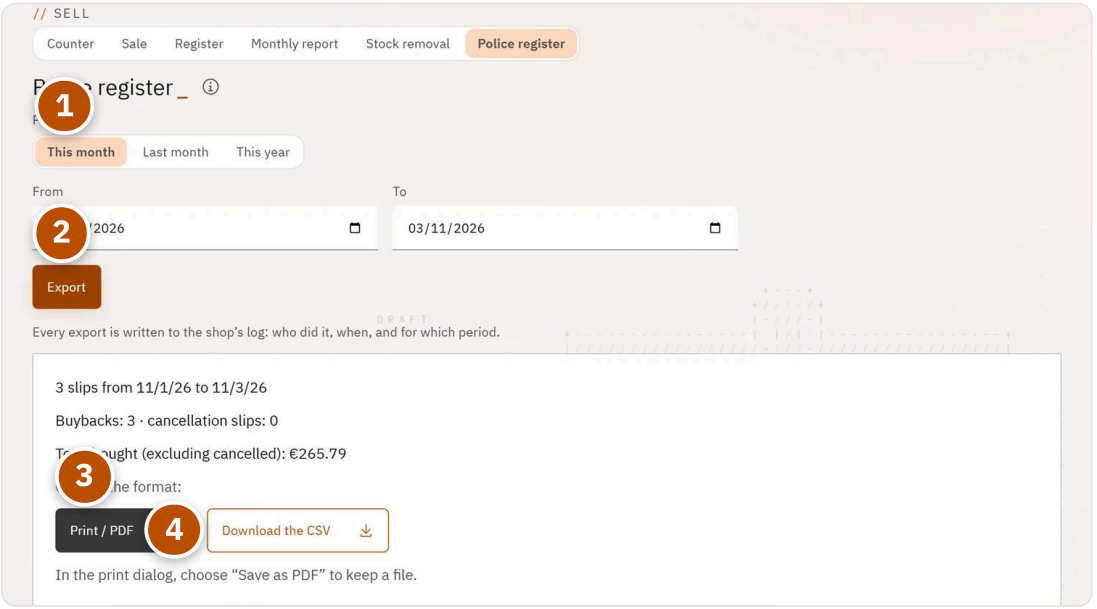
- This is a stock movement, not a till: no price or payment is recorded.
- A team member removes at most 50 cards per action and 300 per day; the owner has no cap.
- Every removal is written to the activity log.

// BUYBACK COUNTER

The police register

pro.pyryx.com/comptoir/police

Export, for a period, the register of second-hand goods that the law requires of second-hand dealers: as a PDF for an inspection, as a CSV for the accountant.



The police register: exporting a period as PDF or CSV.

1. Choose the period
2. Export
3. Print or save as PDF
4. Download for the accountant

WHAT YOU CAN DO

- The period: "This month", "Last month", "This year", or two dates (ten years at most).
- `Export`: the number of slips, buybacks and counter-slips, and the total of the buybacks.
- `Print / PDF`: A4 landscape, legal header repeated on every page, a slip never split across two pages.
- `Download the CSV`: the full identity, the items, the amounts, the cancellations.

STEP BY STEP

1. Choose the period, for example `Last month`.
2. Tap `Export`.
3. Tap `Print / PDF` (then "Save as PDF") or `Download the CSV`.

GOOD TO KNOW

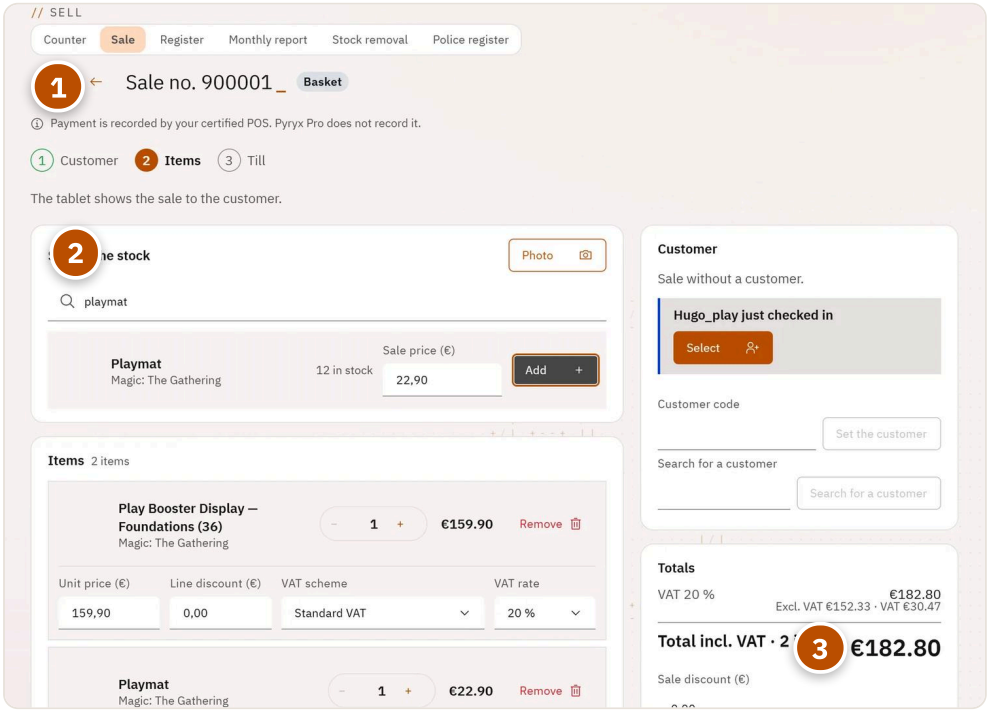
- The register is kept electronically and retained for at least 10 years (French Criminal Code, art. R.321-3 et seq.).
- Exporting requires the "Export" permission and two-factor authentication; every export is written to the activity log.
- 5,000 slips at most per export: beyond that, choose a shorter period.
- On screen, only a summary is displayed: identities are not visible to customers at the counter.

// COUNTER SALE

Preparing a counter sale

pro.pyryx.com/comptoir/vente

Pyryx Pro prepares the sale on screen, from your stock, with the right VAT for each item. Payment is taken on the shop's certified POS. What is sold in the shop can no longer be sold online.



The basket of a counter sale, prepared from the stock.

1. Payment stays on your certified POS
2. Search for an item in the stock
3. The sale total

WHAT YOU CAN DO

- Choose the customer: they scan the tablet's QR code (loyalty and history recognised), or you search for them; or `Sale without a customer` for a walk-in customer.
- Search for an item in the stock by name, or photograph the cards laid flat.
- Set, line by line, the quantity, the price, the discount, the VAT scheme (VAT on margin or standard) and the rate.
- A discount on the whole sale, the totals per VAT scheme and the total including VAT.
- Show the sale to the customer on the tablet.

STEP BY STEP

1. Tap `New sale`.
2. Tap `Select` on the tablet's customer, or `Sale without a customer`.
3. Type an item's name in `Search the stock`, then `Add`.
4. Adjust quantities, prices and discounts, then tap `Send to the till`.

GOOD TO KNOW

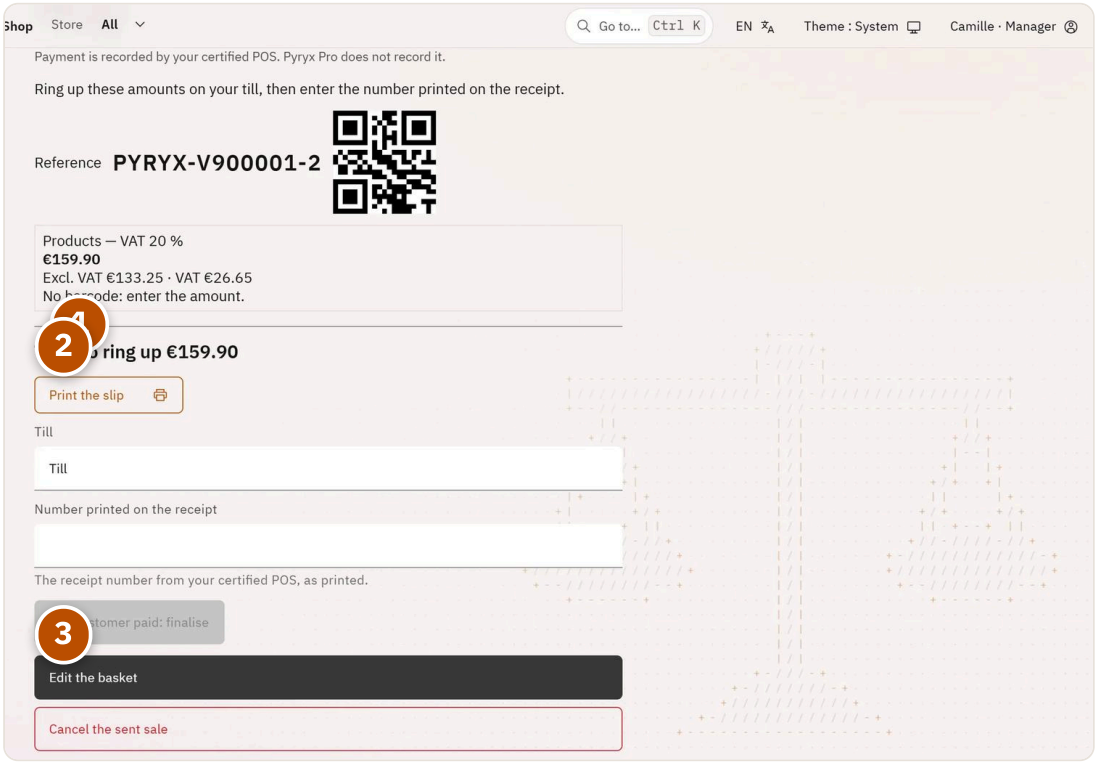
- Pyryx Pro records no payment: no payment method, no amount received, no change given.
- VAT on margin may apply to second-hand cards bought from private individuals.
- A sale holds 200 lines at most. A sale sent more than 4 hours ago appears under "To settle".

// COUNTER SALE

The till slip

pro.pyryx.com/comptoir/vente/…

The slip says exactly what to ring up on your certified POS, VAT group by VAT group. The receipt number then links the sale to the payment.



The till slip: what the till takes, by VAT rate.

1. The sale reference
2. A VAT group and its amount
3. Finalise with the receipt number

WHAT YOU CAN DO

- The sale reference, as text and as a QR code.
- One line per VAT scheme and rate, with its amount and, if you have set it up, a price-embedded barcode.
- The total to take and `Print the slip`.
- The receipt number, then `The customer paid: finalise`.
- With the Hiboutik connector: the sale goes to the till by itself and comes back confirmed.
- Returning a paid sale: quantities returned, reason, then the number of the credit note issued in the till.

STEP BY STEP

1. Ring up the slip's amounts on your till, or scan its barcodes.
2. Type the `Number printed on the receipt`.
3. Tap `The customer paid: finalise`.

GOOD TO KNOW

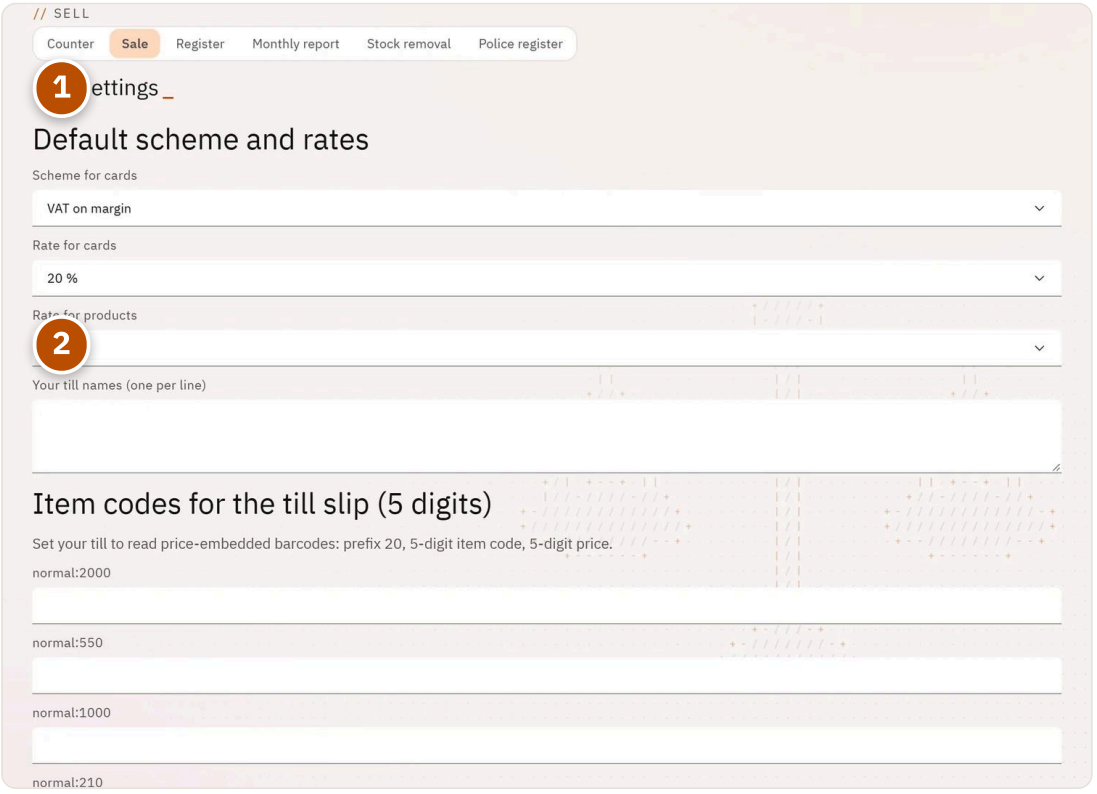
- The same receipt number cannot pay for two sales on the same day.
- As long as the till has not taken payment, `Edit the basket` or `Cancel the sent sale` remain possible.
- A return is refunded in the till; Pyryx Pro only records the reference of the credit note.

// COUNTER SALE

Sale settings

pro.pyryx.com/comptoir/vente/reglages

Set once and for all the default VAT, the store’s tills and the link with your POS software.



Sale settings: VAT, tills and connector.

1 The default VAT

2 The store’s tills

WHAT YOU CAN DO

- The default VAT scheme and rate for cards, the rate for products.
- The names of your tills, one per line.
- The item codes for the till slip (5 digits) for price-embedded barcodes.
- The Hiboutik POS connector, and the latest exchanges with the till.

STEP BY STEP

1. From the Sale screen, tap `Sale settings`.
2. Choose the scheme and the rates, type the names of your tills, then `Save`.
3. For Hiboutik, fill in the connector, then `Save the connector`.

GOOD TO KNOW

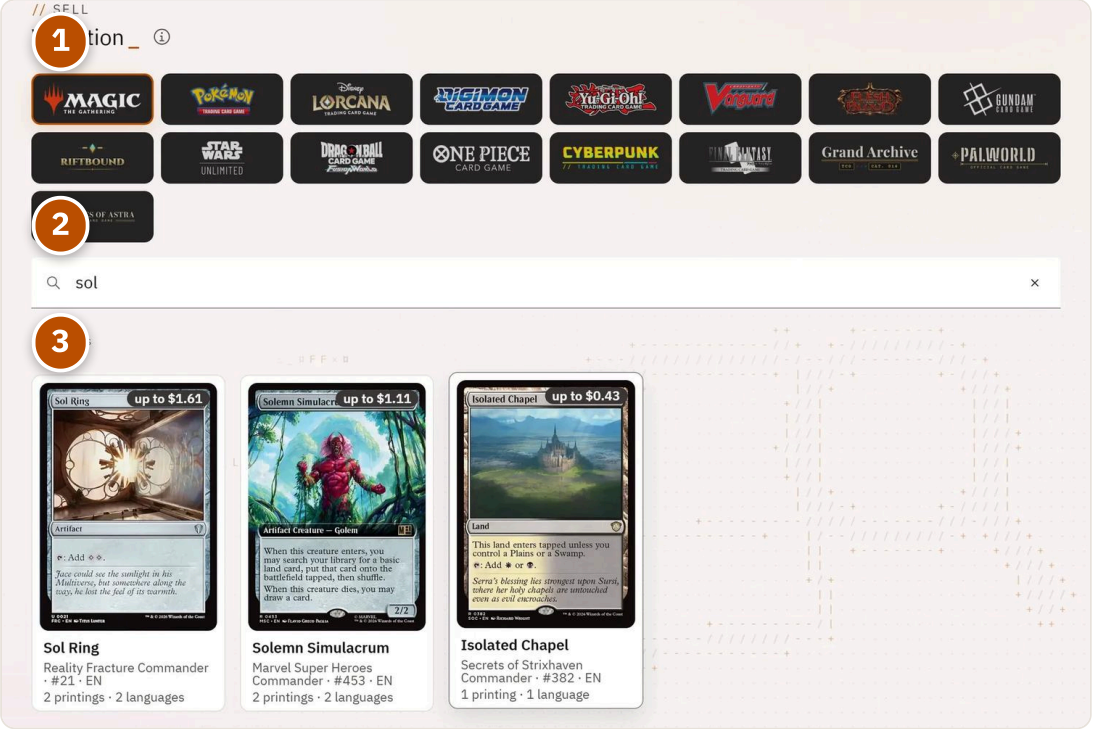
- Reserved for till administration, never from a shared tablet.
- The connector key is encrypted as soon as it is received and is never shown again.

// CARD VALUATION

Searching for a card

pro.pyryx.com/cotation

Find out in a few seconds what a card from any game tracked by Pyryx is worth, before buying it back or setting its selling price.



The valuation search: the game, then the card.

1. Choose the game
2. Search for the card
3. A result, with its printings and its languages

WHAT YOU CAN DO

- Choose the game by its logo.
- Search by name, by a printed code (“OP05-119”), by set and number (“mh2 250”), or by pasting the link of a pyryx.com page.
- Results appear as you type, most expensive first, with the number of printings and languages.
- “Recently valued”: the last cards you looked at.

STEP BY STEP

1. Tap the game’s logo.
2. Type the card’s name or code in `Card`.
3. Tap the card, or press Enter to open the first one.

GOOD TO KNOW

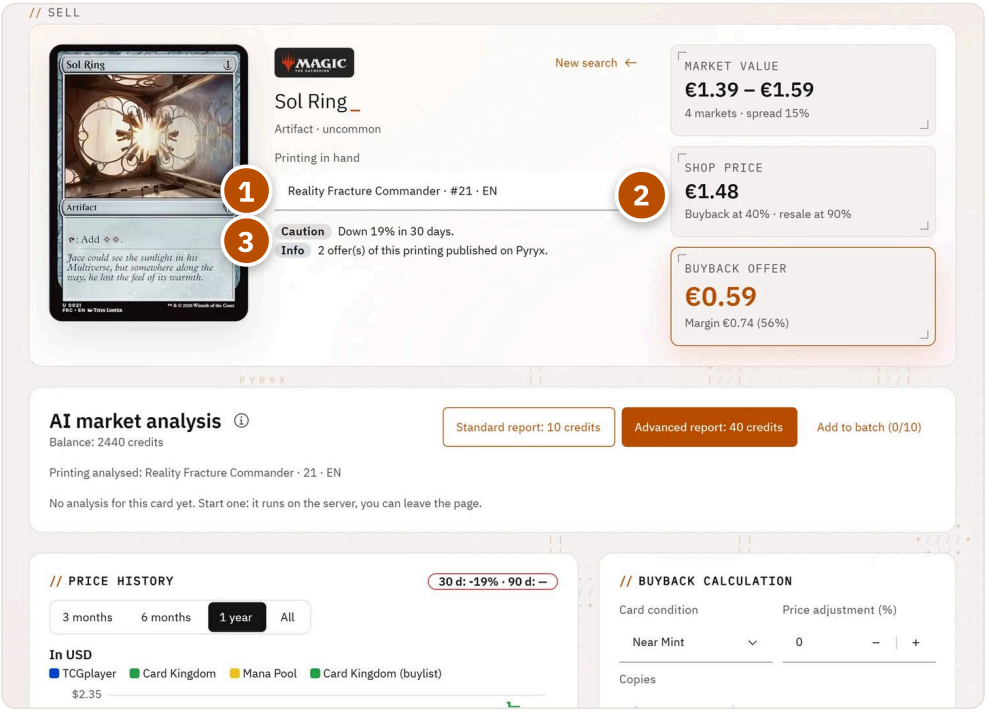
- Valuation requires the “Counter” or “Listings and stock” permission; without the buyback permission, the page can be read without the buyback calculation.
- Coming back from the card’s page brings back your search.

// CARD VALUATION

The valuation page

pro.pyryx.com/cotation/…

Everything you need to decide on a buyback on a single page: the market value, your shop's price, the buyback offer and the signals that should make you hesitate.



A card's valuation page: value, shop price, buyback offer.

1. The printing in hand
2. The three key figures
3. The signals to watch

WHAT YOU CAN DO

- The printing in hand and its finish, to choose.
- Three figures: market value, shop price, buyback offer (with your rates and the margin).
- The signals: missing or old market price, diverging markets, rise or fall over 30 days, volatile price, several printings to tell apart, status in the Commander format (Magic).
- Market prices market by market, each in its currency and with its date.
- All the printings and their languages, the listings already published on Pyryx, and the card itself.

STEP BY STEP

1. Choose the `Printing in hand` and the `Finish` that match the card you are holding.
2. Read the three figures, then the signals.
3. Scroll down to the buyback calculation for the condition and the number of copies.
4. Tap `New search` to go back to the list.

GOOD TO KNOW

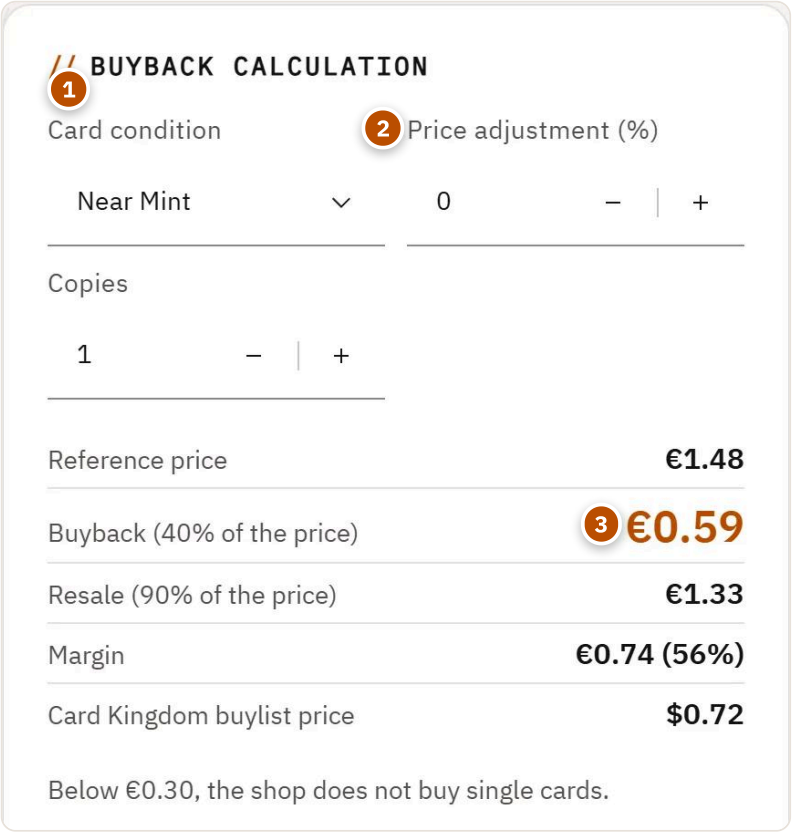
- A market price still being read is never presented as "no market price"; an outage is flagged, and the market price can be read again.
- Market prices stay in their currency; a conversion is always announced.
- The same page opens in a window during a buyback, with `View the valuation`.

// CARD VALUATION

The buyback calculation

pro.pyryx.com/cotation/…

Turn the market price into a real purchase price for the card in hand, at your rates, according to its condition and the number of copies.



The buyback calculation, at the shop's rates.

1. The card's condition
2. The market price adjustment
3. The suggested buyback price

WHAT YOU CAN DO

- The card's condition and an adjustment of the market price (from −95% to +100%).
- The number of copies and the total.
- The market price used, the buyback, the resale and the margin, at your rates.
- For Pokémon: the price difference actually observed by condition, applied in one go.
- The floor: below this amount, the shop does not buy single cards.

STEP BY STEP

1. Choose the `Card condition`.
2. Type a `Price adjustment (%)` if needed (or `Apply` for Pokémon).
3. Set the `Copies` and read the total.

GOOD TO KNOW

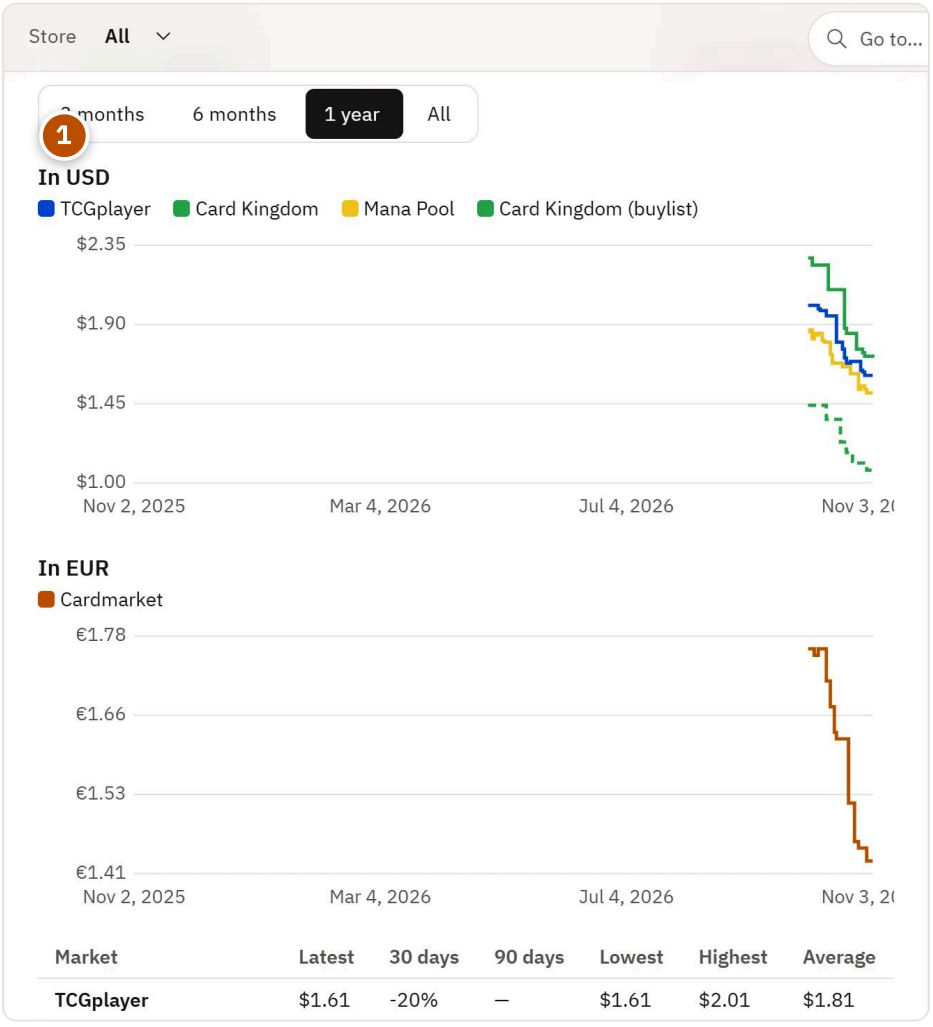
- No condition coefficient is invented: only Pokémon publishes prices by condition; elsewhere, the adjustment is yours.
- Your buyback and resale rates, the reference market and the floor are set in Settings, Counter, "Buy-back rates".

// CARD VALUATION

Price trends and printings

pro.pyryx.com/cotation/…

See whether a card is rising, falling or unstable before paying a lot for it, and compare all its printings to value the right one.



Price trends for a printing, market by market.

1. The price curve

WHAT YOU CAN DO

- One curve per market, in its currency, over 3 months, 6 months, 1 year or the whole history.
- The period table: last price, change over 30 and 90 days, low, high, average.
- All the printings and their languages, most expensive first, with the cheapest Pyryx listing; `Value` on a line.

STEP BY STEP

1. Choose the period above the curve.
2. Read the trend over 30 and 90 days and the extremes.
3. In “Every printing and language”, tap `Value` on the printing you are holding.

GOOD TO KNOW

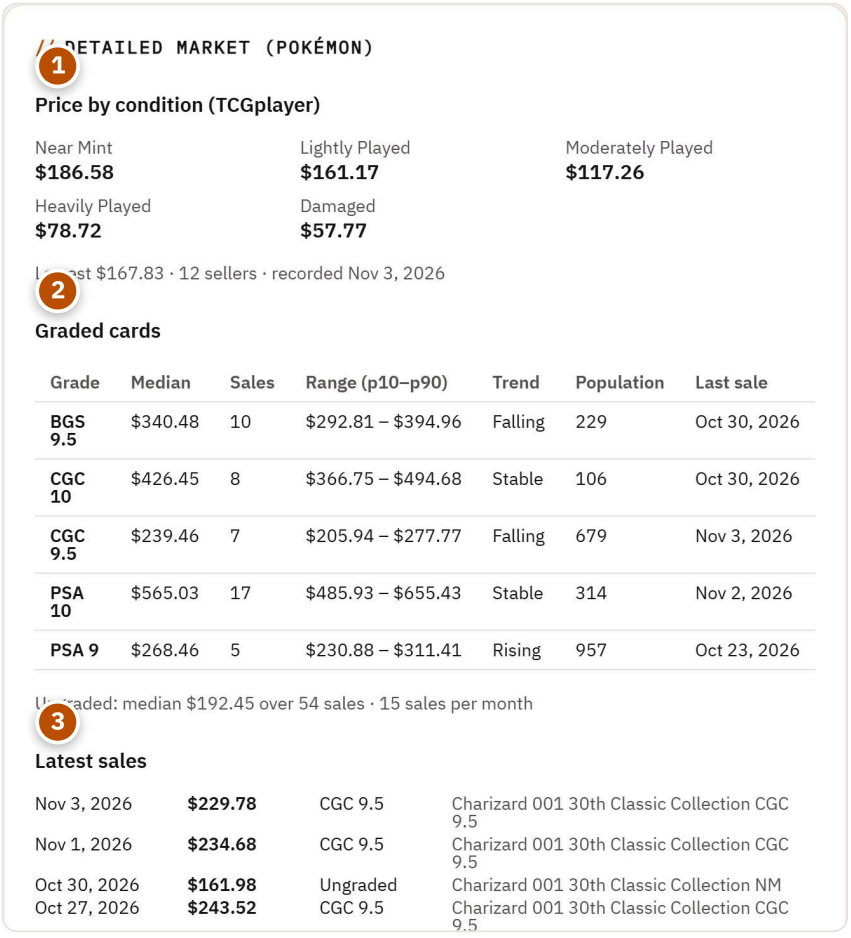
- The table says everything the curves show.
- Choosing another printing updates the whole page.

// CARD VALUATION

The detailed Pokémon market

pro.pyryx.com/cotation/…

For Pokémon, the page shows what the other games do not publish: prices by condition, graded cards and the real pace of sales.



The detailed market of a Pokémon card: by condition and by grade.

1. Prices by condition
2. Graded cards
3. The latest sales

WHAT YOU CAN DO

- Prices by condition, from Near Mint (as new) to Damaged (heavily worn), with the number of sellers and the date of the reading.
- Graded cards, grade by grade: median, number of sales, range, trend, population (number of copies graded at that grade), last sale.
- The number of sales per month and the latest sales one by one.

STEP BY STEP

1. Search for a Pokémon card and open its page.
2. Scroll down to the “Detailed market (Pokémon)” panel.

GOOD TO KNOW

- Amounts are in dollars, like the source.
- These prices by condition are also used in the buyback calculation.

// AI ANALYSES

Requesting an AI analysis report

pro.pyryx.com/cotation/…

For an expensive or rare card, a report that goes further than market prices: AIs search the web (completed sales, graded prices, dealers' buy prices), each price is checked by reopening its page, then a synthesis suggests a decision.



The AI analysis panel, at the top of the valuation page.

1. Your credit balance
2. The standard report
3. The advanced report
4. Add the card to the batch

WHAT YOU CAN DO

- The shop's credit balance.
- `Standard report` (10 credits) or `Advanced report` (40 credits), on the printing in hand.
- Live progress: the steps, and how long ago the analysis was requested and started being processed.
- `Add to batch` to launch up to 10 cards together from the Valuation page.
- At the counter, `Additional AI valuation` on a line worth €100 or more, without touching the buyback slip.

STEP BY STEP

1. Open the card's valuation page and check the `Printing in hand`.
2. Tap `Standard report` or `Advanced report`.
3. Leave the page or wait: the report appears as soon as it is ready.

GOOD TO KNOW

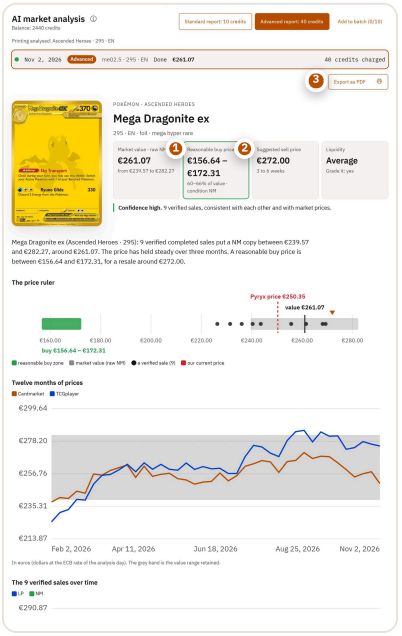
- Reserved for the Pro Extended plan (€49.90 per month), which gives 2,500 credits per month. On the free Base plan, the buttons are greyed out.
- The credits for a report that does not go through are refunded.
- Two clicks do not mean two charges: an identical analysis already under way is reopened.
- The report cannot be requested from a shared tablet.

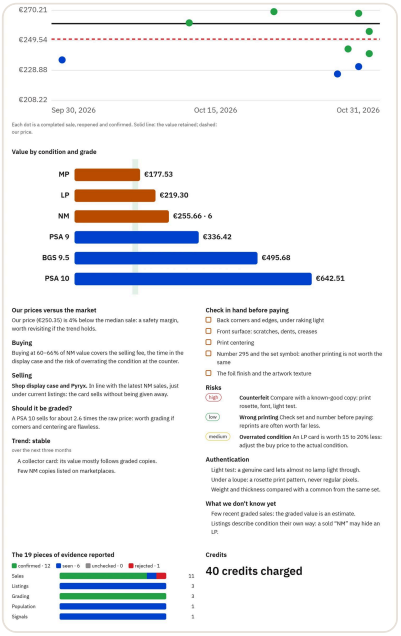
// AI ANALYSES

Reading an AI analysis report

pro.pyryx.com/cotation/…

The report sums up the decision in a few figures, then shows where the prices come from. It informs you; the price you pay remains your decision.





An AI analysis report: the decision in figures and its evidence.

1. The reasonable buyback price
2. The recommended resale price
3. Export the report as PDF

WHAT YOU CAN DO

- The decision: market value and its range, reasonable buyback price, recommended resale price, liquidity, whether to grade, and the confidence level.
- The variants not to be confused with the card.
- The pricing rule, twelve months of market prices, verified sales over time, value by condition and by grade.
- What to check in hand before paying, the risks, authentication, what is not yet known.
- The evidence one by one (confirmed, seen, not verified, rejected), the credits charged, and `Export as PDF`.
- On the Valuation page: the batch to launch, the analyses in progress and the last 50, filterable by name.

STEP BY STEP

1. Open the Valuation page and tap an analysis in the “AI analyses” list.
2. Read the decision figures, then “Check in hand before paying”.
3. Tap `Export as PDF` to keep the report.

GOOD TO KNOW

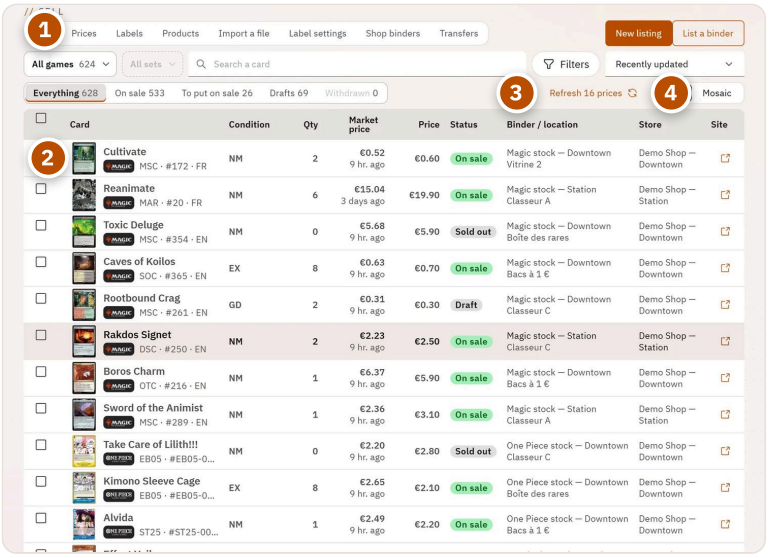
- This is an indicative opinion, not a guarantee: the prices come from public pages read on the day of the analysis.
- Reports already made remain readable even if the shop goes back to the Base plan.

// STOCK AND LISTINGS

The stock grid

pro.pyryx.com/stock

On a single screen you see your online listings and the cards in your binders that are not yet on sale, across all games, with each card’s market price and its date. You tick rows, then act on the whole selection instead of going through the cards one by one.



The grid: the game and the set at the top, what to show, then one row per card with its market price and its price.

1. The game and the set
2. A card: its name opens the preview
3. Market prices to refresh
4. List or mosaic

WHAT YOU CAN DO

- Choose the game (a grid of logos, with the number of rows for each) then the set, sorted by year.
- Search for a card by name (keyboard shortcut: the / key).
- Show in one click Everything, On sale, To put on sale, Drafts or Withdrawn, each with its count.
- Filter by condition, language, binder, status, type, cards without a market price, finish, reserved or graded cards; each filter you set stays visible and clears in one click.
- Sort by date modified, set, name, price, market price or quantity; the column headers sort too.
- See for each card: condition, quantity available and reserved, market price with its date, price, status, binder and location, store, link to its page on pyryx.com.
- Switch from the list to the mosaic of images; hovering over a thumbnail shows a large image.
- Tick rows, the whole page, then all the rows the filters show; the bottom bar then offers labels, transfer and “Act on the selection…”.

STEP BY STEP

1. Open `Stock and listings` in the menu.
2. Click `All games`, choose the game’s logo, then choose the set.
3. Choose `To put on sale` to see the cards in your binders that are not online yet.
4. Open `Filters` to narrow down by condition or language.
5. Tick the rows you want, or `Tick the page`, then `Select all … rows matching the filters`.
6. Click `Act on the selection…`, `Print labels` or `Transfer`.

GOOD TO KNOW

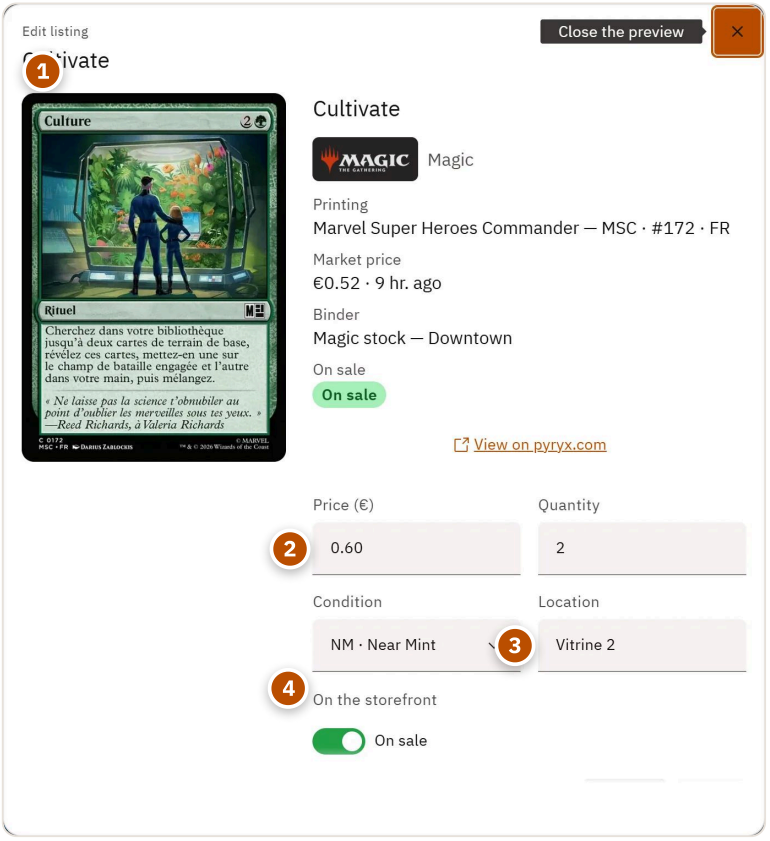
- A “to put on sale” row comes from a binder marked “Shop stock”: with no marked binder, the grid only shows your listings.
- Filters are kept in the page address: a bookmark reopens exactly the same grid.
- The store chosen at the top of Pro (or “All”) filters the grid.
- Changing a filter clears the selection; changing the sort order keeps it.
- Cards “On sale” are visible on pyryx.com and on your shop’s storefront.

// STOCK AND LISTINGS

Card preview and editing the listing

pro.pyryx.com/stock

You correct a listing without leaving the grid: clicking a card's name or image opens its preview, which holds the form. You change the price or the quantity, you save, and the row updates straight away.



The preview of a card on sale, with the form for its listing.

1. The card's image and details
2. The price
3. The location
4. On sale or draft

WHAT YOU CAN DO

- See the large image, the printing, the condition, the quantity, the price, the dated market price, the binder and the location.
- Edit a listing's price, quantity, condition and location.
- Switch the listing from "On sale" to "Draft", and back.
- Take the listing off sale, after confirmation.
- Open the card's public page on pyryx.com.
- For a binder card not yet on sale: a `Put on sale` button leads to listing its binder, or to the new listing.

STEP BY STEP

1. In the grid, click a card's name or image.
2. Change `Price (€)` or `Quantity`.
3. Click `Save`: the grid row is up to date.
4. To stop selling: `Remove from sale` (at the bottom of the form), then confirm with `Remove`.

GOOD TO KNOW

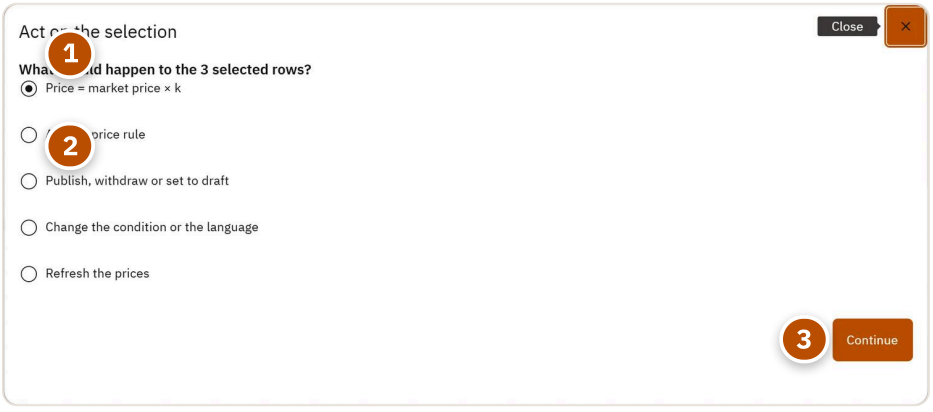
- The quantity cannot go below the copies already sold and waiting to be shipped; a graded card counts as a single copy.
- A card already sold in one condition can no longer change condition.
- The printing, language, finish and slab of a graded card are edited on pyryx.com.
- Removing a listing deletes nothing; clicking outside the form does not close it, so you don't lose what you have typed.

// STOCK AND LISTINGS

Acting on a selection

pro.pyryx.com/stock

You change the price, status, condition or language of hundreds of cards at once, or you put the stock on sale in one go. Before applying, Pyryx shows you exactly what will change and what will be left out.



The “Act on the selection” window: choose the action, set it up, see the preview, apply.

1. Set prices from the market price
2. Publish, withdraw or set to draft
3. Go to the next step

WHAT YOU CAN DO

- Price = market price × k: choose the price source, a coefficient (0.95 = 5% below the market price), a rounding step and a floor, with a worked example.
- Apply a price rule (a % gap from the market price and a floor) that the nightly run then recalculates, or remove it.
- Publish, withdraw or set to draft.
- Change the condition or the language.
- Refresh the market prices.
- For stock rows not yet on sale: put them on sale at the formula price, choosing the condition for the cards that have none.
- Read the preview: rows affected, prices that change, online value before and after, rows left out with their reason, “before → after” examples.
- Apply in batches while watching the progress, stop between two batches, read the report.

STEP BY STEP

1. Tick the cards in the grid, then click `Act on the selection…`.
2. Choose `Price = market price × k`, then `Continue`.
3. Choose the `Price source`, enter the `Coefficient`, the rounding step and the `Floor`.
4. Click `See the preview` and review the examples and the rows left out.
5. Click `Apply` and wait for the `Report`.

GOOD TO KNOW

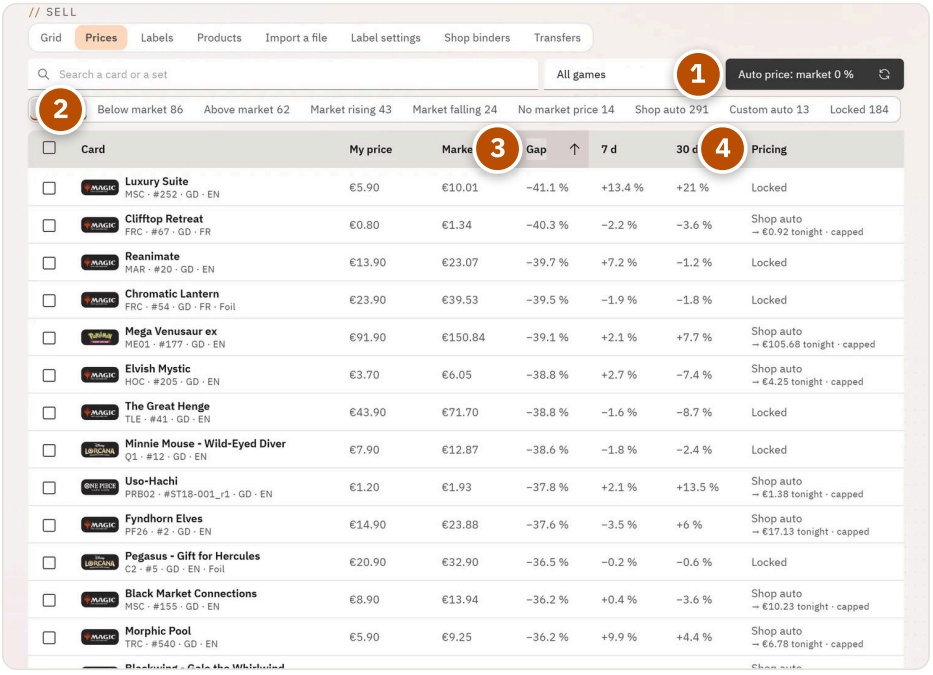
- The preview is valid for 30 minutes; a card that has changed since is not touched.
- A card reserved by an order, a graded card or a card without a market price is left out, and the preview says so.
- Buylist prices from other sites, shown in the preview, are for comparison only.
- If the connection drops, retrying is safe: a row already done is not done again.
- A shop that is paused or closed does not publish new listings.

// STOCK AND LISTINGS

Price tracking

pro.pyryx.com/stock/prix

You know which cards you are selling below or above the market, and which are rising or falling. You correct them in a few actions: lock a price, unlock it, or hand it over to the auto price.



Each card on sale against its market price, its gap, its trend and its tracking mode.

1. The shop's auto price
2. The views: below market, rising…
3. The gap to the market price
4. How each price is tracked

WHAT YOU CAN DO

- Search for a card or a set, choose a game, sort by any column.
- Show the cards below the market price, above it, rising, falling, without a market price, following the shop's auto price, a custom auto price, or locked.
- See for each card: your price, the market price, the gap, the trend over 7 and 30 days, the tracking mode and the price planned for tonight.
- Select a page or all the cards in a view, then lock, unlock or set their auto price.
- Open a card's history: the curve of your price and of the market price, each night's readings, the automatic changes, and the link to its market in Card valuation.

STEP BY STEP

1. Open the `Prices` tab.
2. Click the `Below market` view.
3. Sort by the `Gap` column.
4. Tick the cards, then `Auto price…` so that they follow the market price, or `Lock price` to keep them as they are.

GOOD TO KNOW

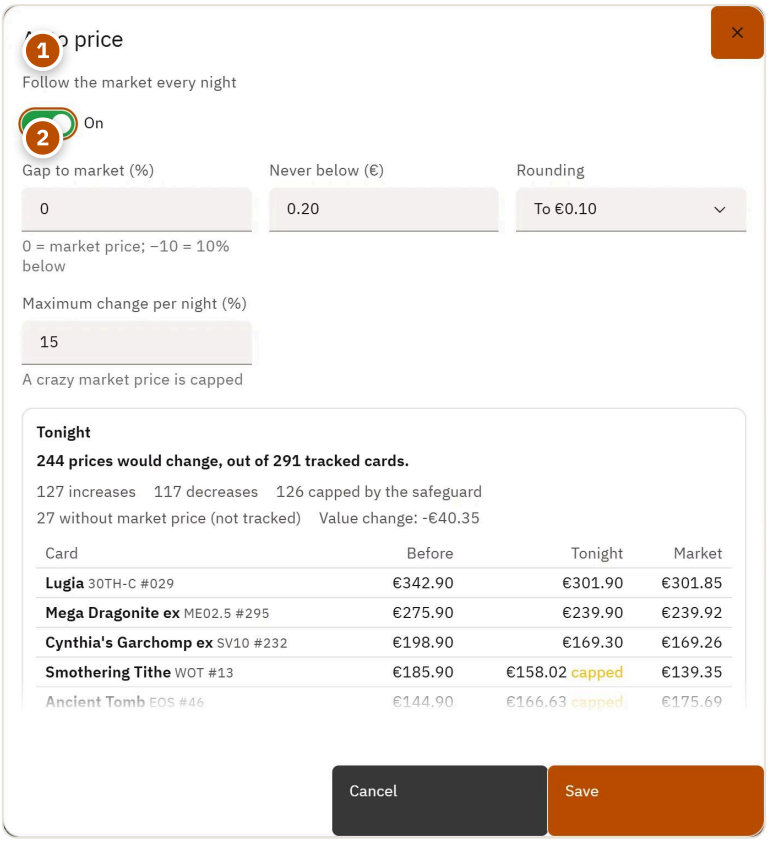
- The trend fills in night after night: the curve appears after two nights of readings.
- A locked price is never changed by the auto price.
- Products and graded cards do not follow a selection's auto price.

// STOCK AND LISTINGS

The auto price

pro.pyryx.com/stock/prix

Your cards on sale that are not locked follow the market price every night, with the gap, the floor and the rounding you choose. A safeguard slows down sudden swings: you no longer have to rework your prices by hand.



The auto price settings and the preview of what will change tonight.

1 Turn on market price tracking

2 The gap to the market price

WHAT YOU CAN DO

- Turn following the market price every night on or off.
- Set the gap to the market price in %, the floor price, the rounding (to the cent, to €0.05, €0.10, €0.50 or to the euro) and the maximum change per night.
- See, with each setting, how many prices would change tonight, the rises, the drops, those the safeguard caps, and the biggest changes.
- Give a selection of cards its own auto price, with a preview of the prices that change straight away, or return it to the shop's price.

STEP BY STEP

1. In the `Prices` tab, click `Auto price`.
2. Turn on `Follow the market every night`.
3. Set `Gap to market (%)`, `Never below (€)`, `Rounding` and `Maximum change per night (%)`.
4. Read the `Tonight` preview, then click `Save`.

GOOD TO KNOW

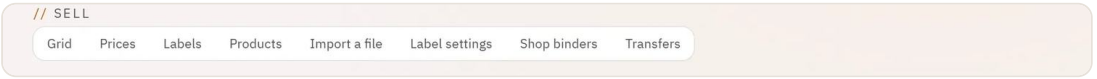
- Nothing changes when you save: prices move during the night, after the market prices are updated.
- An auto price set on a selection takes precedence over the shop's.
- This setting is open to members who have the "Listings and stock" permission.

// STOCK AND LISTINGS

A new listing

pro.pyryx.com/stock/annonce/nouvelle

You put a single card on sale by typing what you read on it, the set and the number, or its name. Pyryx suggests a price and tells you where it comes from.



The new listing: the game, then what you read on the card.

WHAT YOU CAN DO

- Search for a card by set and number (for example “MH2 138”) or by name, in the chosen game.
- Choose the edition from the printings found.
- Enter the condition, the language, the finish, the quantity and the price.
- Use the suggested price, which states its source: price of this printing, of another language, of the cheapest printing, or no known price.
- Note where the card is, so you can find it when it sells.
- Publish right away, or keep the listing as a draft.

STEP BY STEP

1. In the grid, click `New listing`.
2. Choose the `Game`, type the card in `The card`, then `Search`.
3. Choose the edition.
4. Fill in `Condition` and `Quantity`, then `Use this price` or enter your own price.
5. Click `Create the listing`, then `Create another` or `View in the grid`.

GOOD TO KNOW

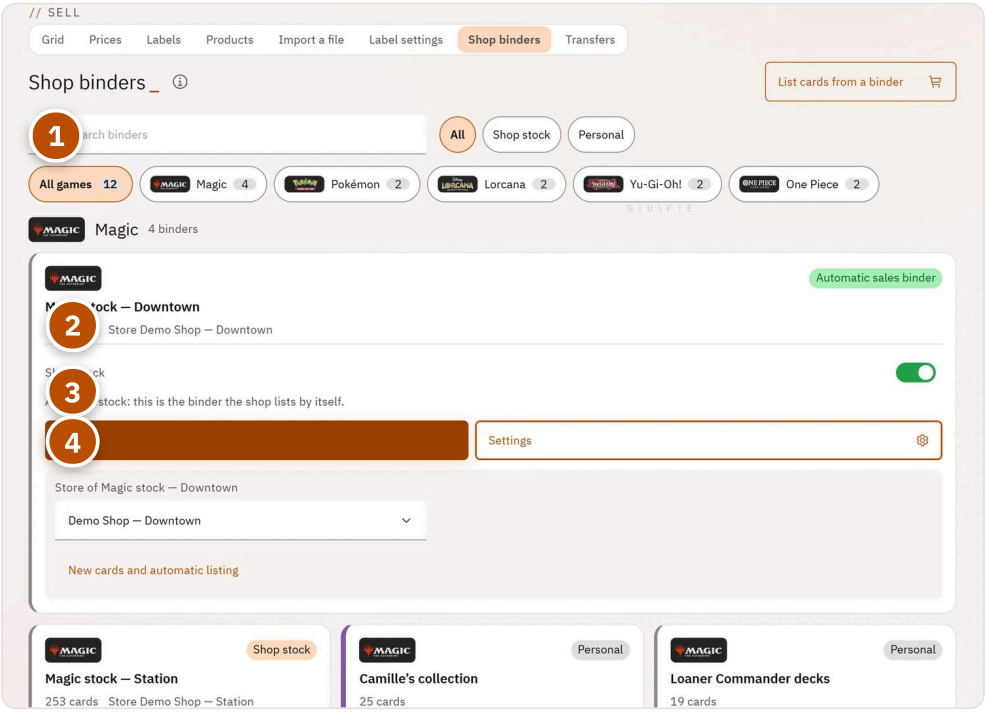
- It is the same search as at the buyback counter.
- If the printing does not exist in the chosen language, the listing uses the English printing, and the screen says so.
- A graded card is declared on pyryx.com.
- For several hundred cards, use a binder or a file import.

// STOCK AND LISTINGS

The shop’s binders

pro.pyryx.com/stock/classeurs

You decide which binders make up the shop’s stock for sale: your team then sees their cards in the grid and can put them on sale. Each binder belongs to a store and can grow its listings on its own.



The binders as tiles, sorted by game, with their settings expanded.

1. The game filter
2. Mark a binder as stock
3. List this binder
4. The binder’s settings

WHAT YOU CAN DO

- Search for a binder, filter by game, show all binders, the stock ones or the personal ones.
- Mark or unmark a binder as “Shop stock”.
- Open the listing screen of a binder, even a personal one.
- In the settings: choose the binder’s store, see the cards added since the last listing, turn on automatic listing, synchronise the listings.

STEP BY STEP

1. Open the `Shop binders` tab.
2. Choose a game from the chips.
3. Turn on `Shop stock` for the binders to sell.
4. Click `Settings`: choose the store, turn on `Automatic listing` if you wish.

GOOD TO KNOW

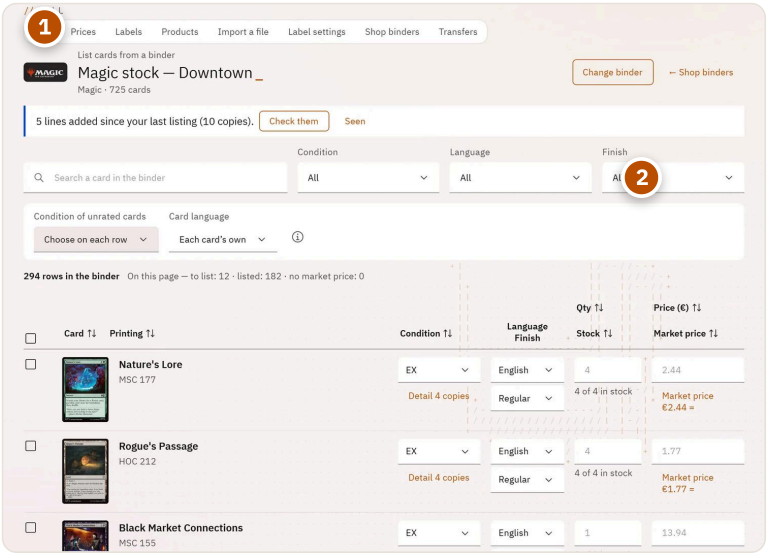
- Unmarking a binder removes it from the grid; nothing is deleted.
- Two binders always stay in the stock: the one the shop puts on sale itself, and those where buybacks store the cards bought, one per game.
- Automatic listing: a card that joins a row already on sale grows its listing; putting a new card on sale is still up to you.
- `Synchronise` aligns the listings already on sale with the binder’s stock, without ever creating any.
- This screen is reserved for the shop owner.

// STOCK AND LISTINGS

List cards from a binder

pro.pyryx.com/stock/classeurs/vendre

You put all or part of a binder on sale, even one of several thousand cards, on a single screen. A dry run tells you before publishing which cards cannot go, and why.



The chosen binder, its quick tools and its cards, ready to be put on sale.

1 The chosen binder

2 The quick tools

WHAT YOU CAN DO

- Choose the binder from tiles sorted by game.
- See the cards added since the last listing and tick them in one click.
- Search for a card, filter by condition, language or finish, sort by column.
- Correct, before publishing, the condition, the language, the finish, the quantity and the price of each row; detail the copies of a row.
- Change the condition or the language of many cards at once with the quick tools.
- Choose the scope (ticked cards, page, whole binder) and the price (the market price, the market price minus a discount, or a price entered for each card).
- Publish the whole binder in batches, stop and resume later.

STEP BY STEP

1. In the grid, click `List a binder`, then the binder's tile.
2. Open `Quick tools` › `Change the condition` for the cards without a condition.
3. In `Apply to`, choose `the whole binder`.
4. In `Price`, choose `The suggested price, minus a discount` and enter the `Discount (%)`.
5. Click `List … cards`; if the dry run flags cards, read the reasons, then `Publish anyway`.
6. Click `See the listings in the grid`.

GOOD TO KNOW

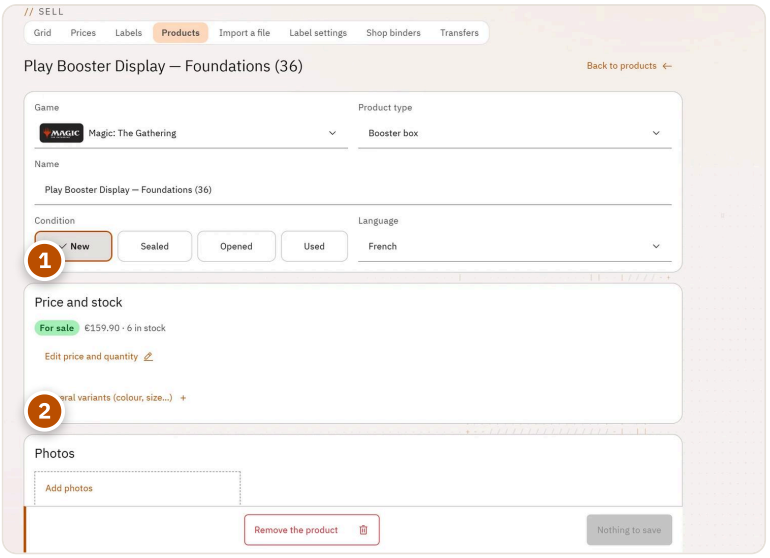
- Nothing is written before the listing button; your binder remains the inventory.
- A card without a market price never goes out blind; a graded card needs a price entered by hand.
- The owner can sell all their binders; a member needs the "Listings and stock" and "Sell a whole binder" permissions, on the stock binders of their stores.
- All Pyryx games are supported.

// STOCK AND LISTINGS

Products: sealed, accessories, bundles

pro.pyryx.com/stock/produits

You sell what is not a card: displays, box sets, decks, card sleeves, bundles. A product page describes the product once, with its variants, its photos, its price and its stock.



A product's page: its description, its price and stock, its photos.

1 Price and stock

2 The photos

WHAT YOU CAN DO

- List the products with photo, category, condition, price, sale status and stock; search, filter by category or by sale status.
- Create a product: name, game, product type, condition (new, sealed, opened, used), language.
- Set the price and the quantity, and put it on sale or keep it as a draft.
- Add variants (colour, size...), each with its own reference, price and quantity.
- Fill in the brand, the reference, the description, the box contents, the weight, the dimensions, the number of pieces and a location known only to you.
- Add up to eight photos and order them: the first one is the storefront photo.
- Import a CSV or Excel file from your spreadsheet to create or update many products, with a template to download and a preview before the import.

STEP BY STEP

1. Open the `Products` tab, then `New product`.
2. Fill in `Name`, `Game`, `Product type` and `Condition`.
3. Enter `Price (€)` and `Quantity`.
4. Drop your photos into `Add photos`.
5. Click `Create and put on sale`.
6. For a large number of products: `Import`, `Download the template`, fill it in, drop it, check the columns, then `Import`.

GOOD TO KNOW

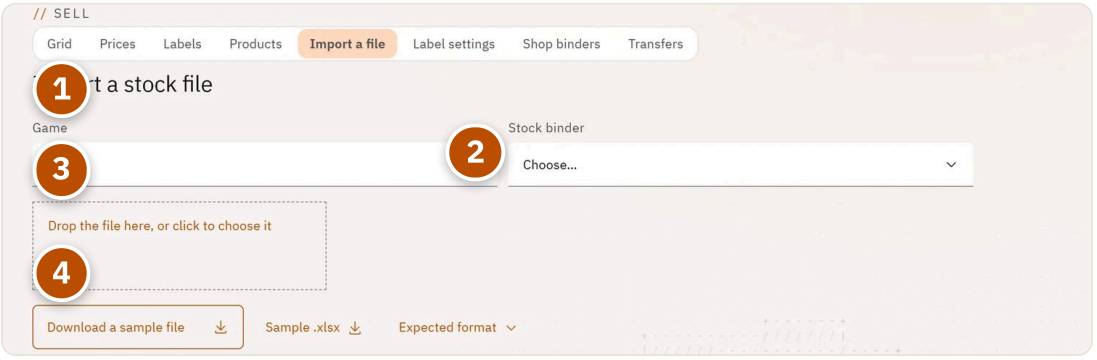
- Each photo is checked before being shown to the public.
- A product from the Pyryx catalogue shows the catalogue photo until it has its own.
- Removing a product deletes its listings and its photos; orders already placed are kept.
- A link to a competing site in a text is refused before saving.

// STOCK AND LISTINGS

Importing a stock file

pro.pyryx.com/stock/import

You load into a stock binder a file exported from another selling site, or your own spreadsheet, and you can put it on sale at the file's price. Nothing is added before you have seen the preview.



The game, the binder that receives the cards, the file to drop and an example to download.

1. The game
2. The stock binder
3. The file to drop
4. The example file

WHAT YOU CAN DO

- Choose the game and the stock binder, or create a new stock binder.
- Drop a CSV or Excel file; download an example file and the expected format for the game.
- Have the format recognised automatically, then correct the column mapping (name, quantity, edition, number, language, finish, condition, price...).
- See the first five rows as they will go in.
- Put on sale at the file's price, and publish straight away.
- Read what would be added: rows kept and rows left out by reason, copies, merged rows, value; download the rows left out.
- Add to the binder in batches, stop, resume an interrupted import.

STEP BY STEP

1. Open the `Import a file` tab.
2. Choose the `Game` and the `Stock binder`.
3. Drop your file.
4. Correct a column if it was guessed wrong.
5. Tick `List for sale at the file's price` if you wish, then `Check the file`.
6. Review "What the database would add", then `Add to the binder`.
7. Click `See the stock`.

GOOD TO KNOW

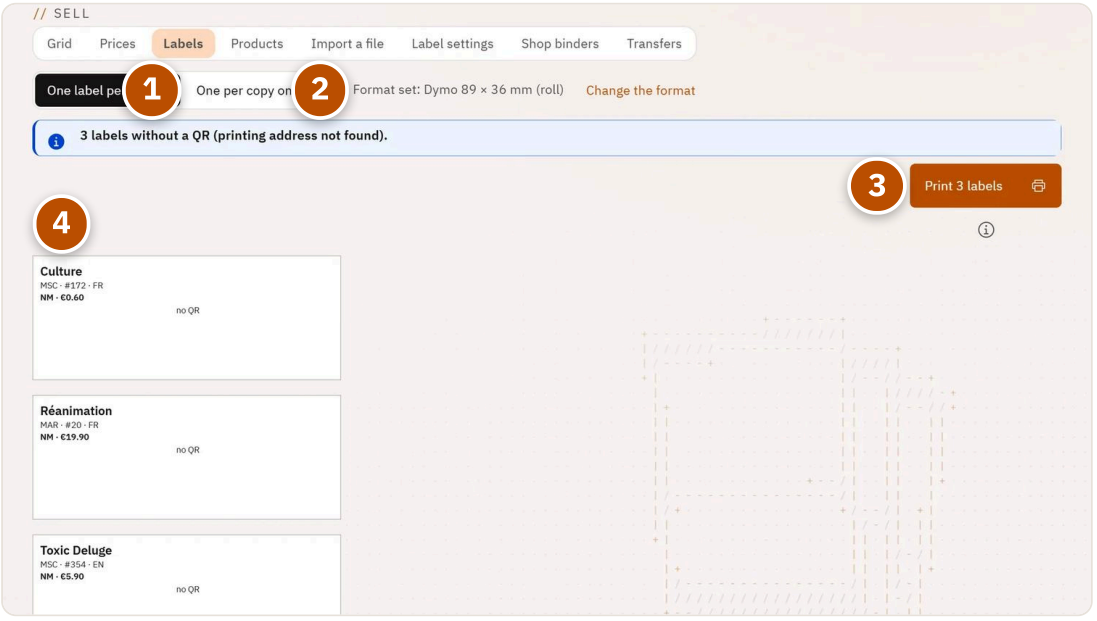
- The file is read on your device; it is not sent as is.
- Rows without a price stay in stock; rows without a condition are not put on sale; signed, altered or first-edition cards are not imported.
- The preview warns you if the file exceeds your account's limit.
- An interruption resumes where it stopped, with no duplicates.

// STOCK AND LISTINGS

Labels

pro.pyryx.com/stock/etiquettes

You print price labels with a QR code for your cards in the display case or in binders, in your printer’s format. The customer scans the QR code and finds the card on pyryx.com.



The actual-size preview of the labels, before printing.

1. One label per copy
2. The format set
3. Print
4. The actual-size preview

WHAT YOU CAN DO

- Print one label per listing, or one per copy on sale.
- See the actual-size preview before printing.
- Be warned of a listing that is no longer in stock, a listing not on sale, a label without a QR code or a name too long for the format.
- Set the format once (Dymo 89 × 36 mm roll, Brother 62 × 29 mm roll, A4 sheet of 3 × 7) and the offsets that correct the printer’s margins.
- Choose whether or not to show the price and the condition on the label.

STEP BY STEP

1. In the grid, tick the listings to label.
2. Click `Print labels`.
3. Choose `One label per listing` or `One per copy on sale`.
4. Click `Print … labels`, at 100% scale, without margins or headers.
5. The first time: `Label settings`, choose the `Format`, print a test, adjust the offsets, then `Save`.

GOOD TO KNOW

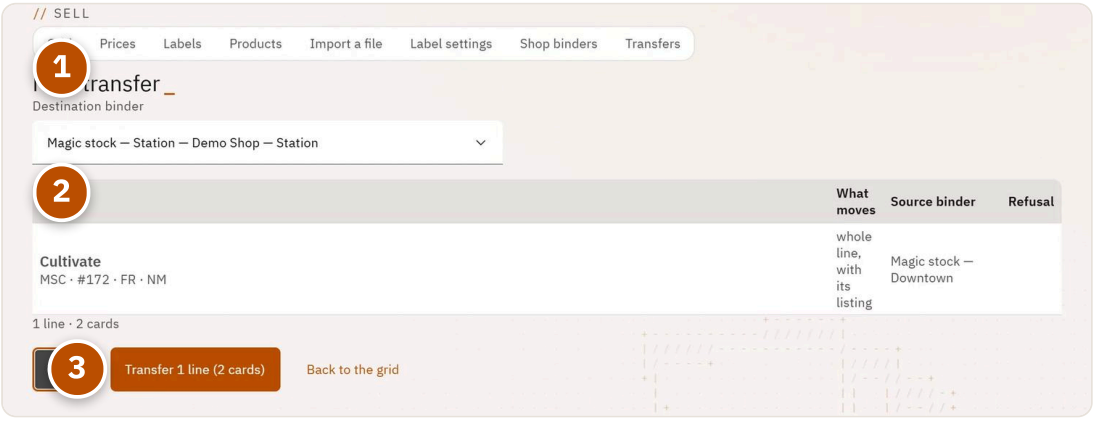
- 500 labels at most per print run.
- A binder card not yet on sale has no label.
- Label settings are reserved for the owner; the team uses them when printing.

// STOCK AND LISTINGS

Transfers between stores

pro.pyryx.com/stock/transferts

You move cards from one store to another while keeping track of who transferred what. Each transfer is checked line by line before it leaves, and leaves a printable slip.



A new checked transfer: the destination binder, what is leaving, the button to transfer.

1. The destination binder
2. What is leaving, line by line
3. Transfer

WHAT YOU CAN DO

- Start from a selection in the grid and choose a stock binder in another store, for the same game.
- Send a whole row with its listing, or only some of its copies.
- Check line by line what is leaving and why a line would be refused.
- List past transfers: date, route, destination binder, number of lines and cards, author.
- Open and print the transfer slip, on one A4 page.

STEP BY STEP

1. In the grid, tick rows from the same store and the same game.
2. Click `Transfer`.
3. Choose the `Destination binder` and adjust the partial quantities.
4. Click `Check`, then `Transfer`.
5. Find the slip in the `Transfers` tab and click `Print the slip`.

GOOD TO KNOW

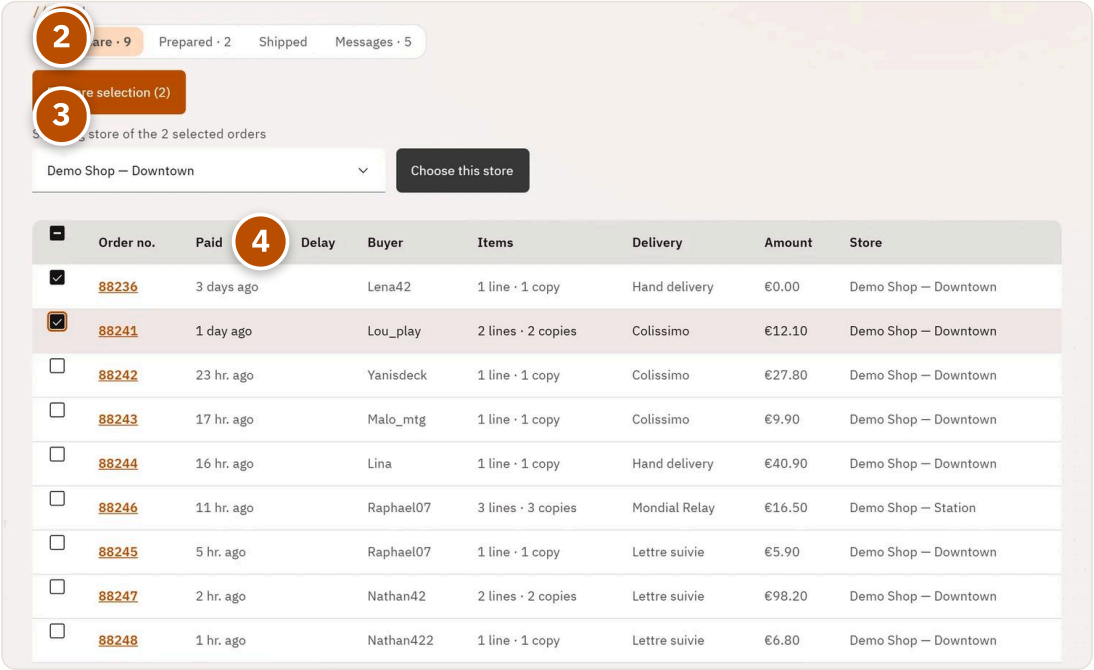
- A transfer leaves from a single store, and goes through in full or not at all.
- A card on sale leaves with its listing; a graded card is transferred whole.
- 500 lines at most per transfer.
- Reserved for the owner and for members who have the “Transfers between stores” permission; a member limited to their stores only sees their transfers.

// ORDERS

The order queue

pro.pyryx.com/commandes

You handle online orders in order of urgency, from preparation to shipping. Late orders move to the top, and you keep track of the ones that have left.



The orders to prepare, the most overdue first, with the current selection.

1. To prepare, with its counter
2. Prepare the selection
3. The shipping store
4. The delay

WHAT YOU CAN DO

- Switch between “To prepare”, “Prepared”, “Shipped” and “Messages”, each with its counter.
- See for each order: number, payment date, delay, buyer, items, delivery method, amount, store.
- Tick up to 50 orders and prepare them together.
- Choose the store the selected orders ship from, when the shop has several.
- In “Prepared”: ship the selection, or prepare it again.
- In “Shipped”: the orders sent in the last 30 days, with their tracking and any disputes.

STEP BY STEP

1. Open `Orders`.
2. Tick the orders to prepare.
3. If you have several stores, choose the shipping store, then `Choose this store`.
4. Click `Prepare selection`.

GOOD TO KNOW

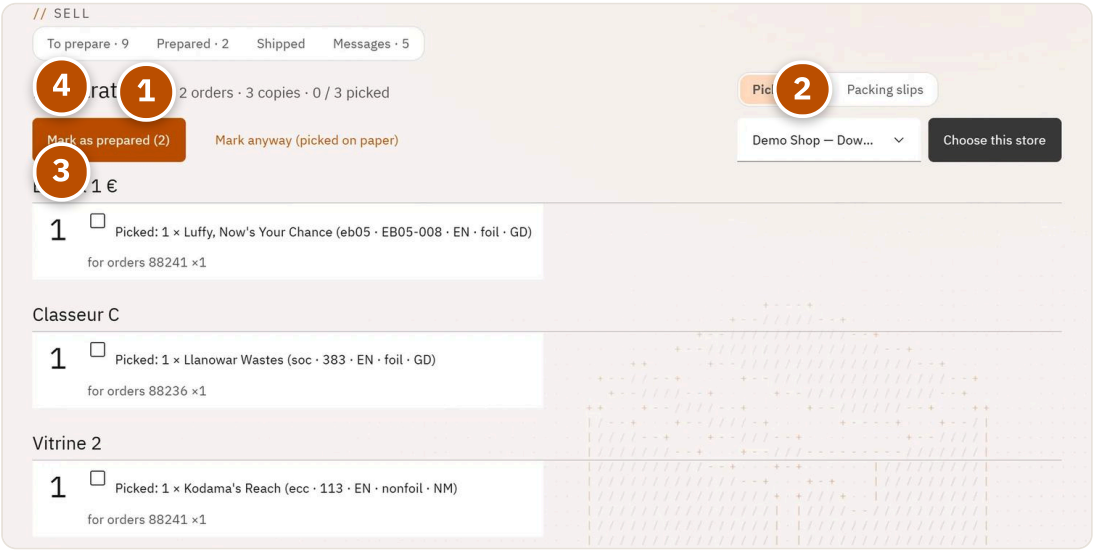
- The buyer’s address only appears on the packing slip.
- Amounts are only shown to members who have the “Figures” permission.
- A dispute is followed on pyryx.com: there is nothing to do here.
- The shipping store is suggested from where the cards are located, never imposed.

// ORDERS

Preparing orders

pro.pyryx.com/commandes/preparation

You prepare several orders in a single pass through your storage bins, following the locations. You print one slip per parcel, then you mark the orders as prepared.



The picking list, grouped by location, and the progress of the preparation.

1. The progress
2. The packing slips
3. A line to pick
4. Mark as prepared

WHAT YOU CAN DO

- Follow the progress: number of orders, of copies and of lines picked.
- Pick from a list grouped by location, then by binder and by card, with one box per line.
- Print one packing slip per order, on one A4 page: delivery address, delivery method, lines with their location, a box to tick with a pen.
- Mark the orders as prepared, then move on to shipping.

STEP BY STEP

1. In the queue, tick the orders, then `Prepare selection`.
2. Follow the `Picking list` and tick each line picked.
3. Open `Packing slips`, then `Print the slips`.
4. Click `Mark as prepared`, then `Ship…`.

GOOD TO KNOW

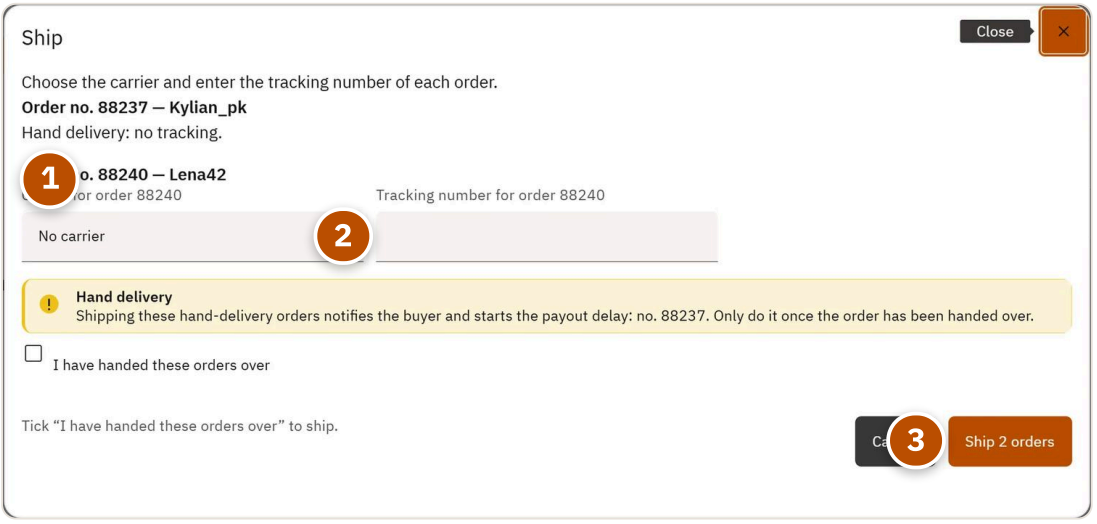
- Your ticks survive a page reload.
- Picked on paper? `Mark anyway (picked on paper)`.
- An order whose lines have changed since the slip was printed is not marked: `Read the slips again`.
- The buyer's phone number never appears on the slip.

// ORDERS

Shipping

pro.pyryx.com/commandes/preparees

You enter the tracking numbers for a whole batch of parcels in a single window. Each buyer is notified that their order has left.



One line per order: the carrier and the tracking number.

1. The carrier
2. The tracking number
3. Ship

WHAT YOU CAN DO

- Choose the carrier and enter the tracking number of each order.
- Ship a hand delivery, without tracking, after confirmation.
- Read the result for each order, with the parcel’s tracking link.
- Ship large batches in several successive sends in the same window.

STEP BY STEP

1. In `Prepared`, tick the orders, then `Ship selection`.
2. For each order, choose the carrier and paste the tracking number.
3. Click `Ship … orders`.

GOOD TO KNOW

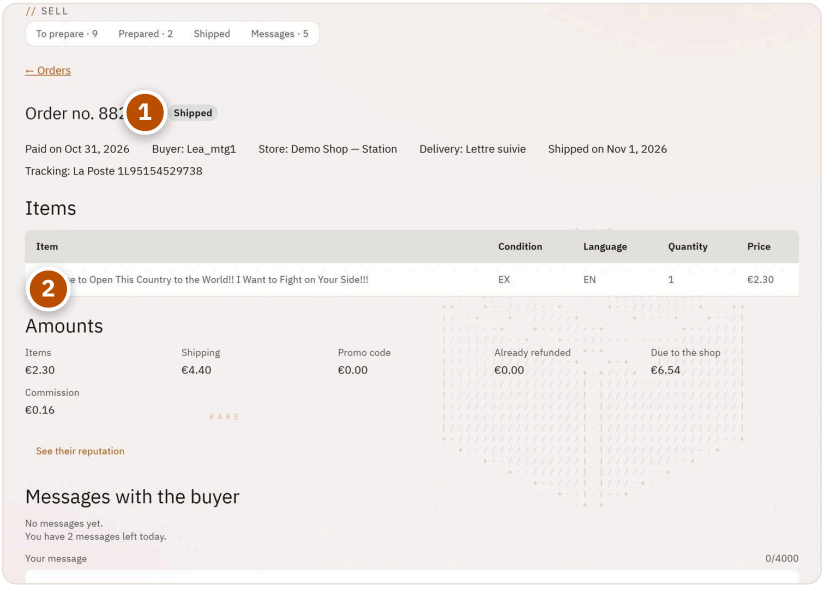
- A hand delivery notifies the buyer and starts the payout clock: tick `I have handed these orders over` only once the order has actually been handed over.
- A refused order does not stop the others from leaving.
- If the connection drops, retrying is safe: an order that has already left is not shipped twice.

// ORDERS

An order’s page and messages

pro.pyryx.com/commandes

You have everything about an order in front of you, and you carry out the rare actions there: cancel, report a missing item, rate the buyer, write to them. The Messages tab gathers the conversations of all your orders.



An order’s page: its status, its amounts and the messages with the buyer.

1 The status

2 The amounts

WHAT YOU CAN DO

- See the status, the payment and shipping dates, the buyer, the store, the delivery, the tracking, any dispute.
- See the items and the amounts: items, shipping, promo code, already refunded, due to the shop, commission.
- Check the buyer’s reputation.
- Cancel the order and refund the buyer, with a reason that is passed on to them.
- Report a missing item and state how many you can supply; the refund is calculated before you confirm.
- Rate the buyer.
- Write to the buyer on behalf of the shop; find all the conversations, unread first, in the Messages tab.

STEP BY STEP

1. In the queue, click the order number.
2. For an item you cannot find: `Item missing`, enter the quantity you can supply, then `Confirm`.
3. To reply to the buyer: write in `Your message`, then `Send`.
4. To see all the conversations: `Messages` tab, `Unread` filter.

GOOD TO KNOW

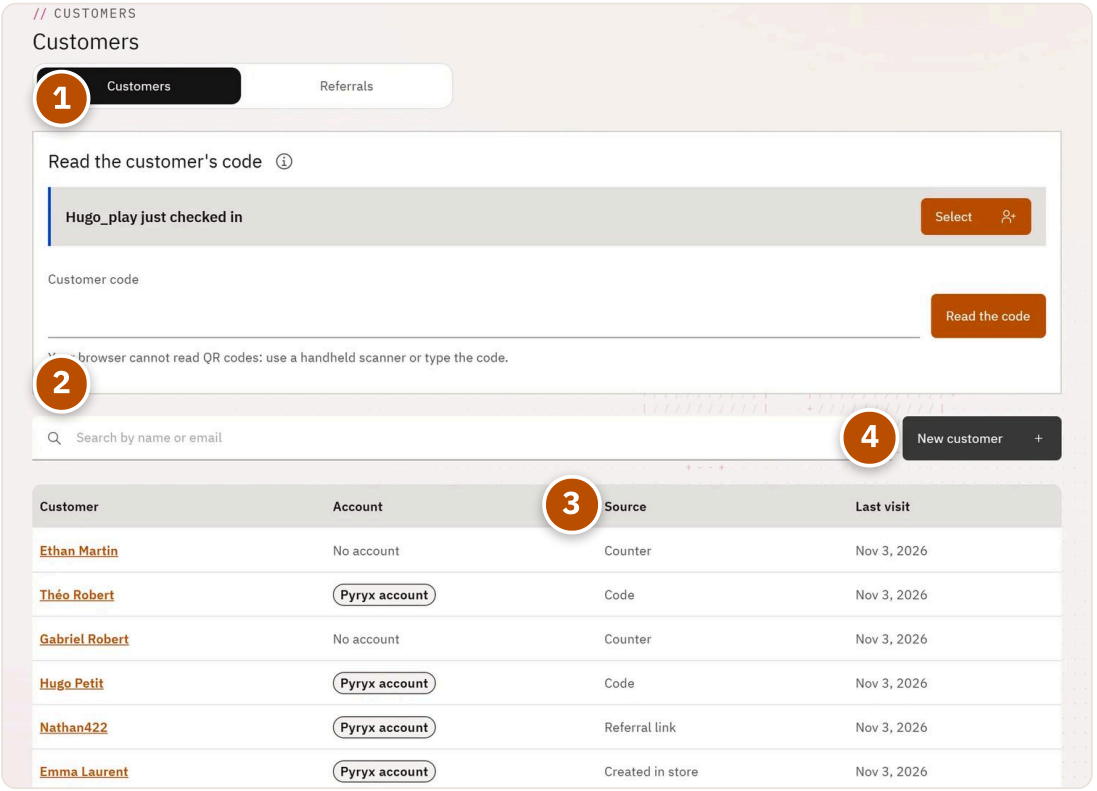
- Cancelling and reporting a missing item require the “Cancellations and missing items” permission.
- The shop can send two messages per 24 hours to a buyer, colleagues included; the buyer sees the shop’s name, never the employee’s.
- Your rating of the buyer stays secret until they have rated you, or until the deadline has passed.

// CUSTOMERS

Customers and reading a code

pro.pyryx.com/clients

You find a customer in a few seconds at the counter, using the code they display in their Pyryx account, or by name. Customers who sign up through your referral link join the list on their own.



Reading the customer code at the top, then the list of customers and where each one came from.

1. Read the customer’s code
2. Search by name or email
3. Where each record comes from
4. New customer

WHAT YOU CAN DO

- Read the customer’s code with the handheld scanner, the keyboard or the camera.
- Search for a customer by name or by email.
- See for each customer whether they have a Pyryx account, their last visit and where their record came from (code, counter, created in store, referral link, counter QR).
- Create a new customer.

STEP BY STEP

1. The customer displays their code in their Pyryx account.
2. Scan the code with the handheld scanner (the field is already ready) or type its eight characters, then `Read the code`.
3. Their record opens.

GOOD TO KNOW

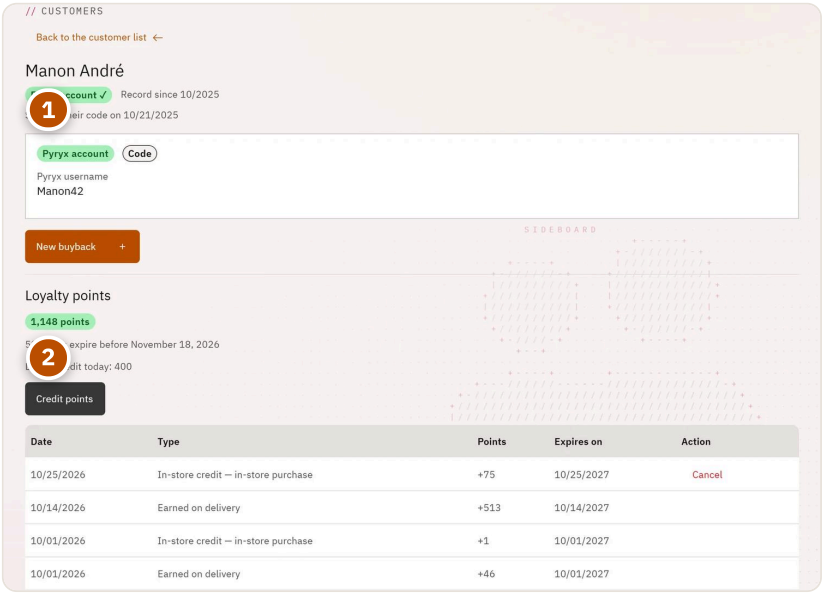
- A code can be used only once.
- An “I sell” code opens the buyback counter directly, for an account that has the buyback permission.
- The camera depends on the browser; otherwise, a handheld scanner or the keyboard is enough.

// CUSTOMERS

A customer’s record

pro.pyryx.com/clients

You have in front of you what the shop knows about the customer and their history with you: buybacks, orders, vouchers, loyalty points. You keep notes there and you credit their points.



A customer’s record: their identity, their loyalty points and their history in the shop.

1 The identity and the Pyryx account

2 Credit points

WHAT YOU CAN DO

- See the identity entered in store, the status of their Pyryx account and the origin of their consent.
- Edit the record, resend the welcome email, create the Pyryx account of an old counter record.
- See their points balance, what expires soon, what can still be credited today and the points history.
- Credit points with a reason: in-store purchase, event, buyback, goodwill gesture, welcome, attendance, referral.
- Look up their buybacks, their orders and their vouchers in the shop.
- Write notes, start a new buyback, delete the record.

STEP BY STEP

1. Open the customer’s record.
2. Click `Credit points`.
3. Enter the `Points to credit`, choose the `Reason`, then `Credit`.
4. Add a note in `Notes about this customer`, then `Save`.

GOOD TO KNOW

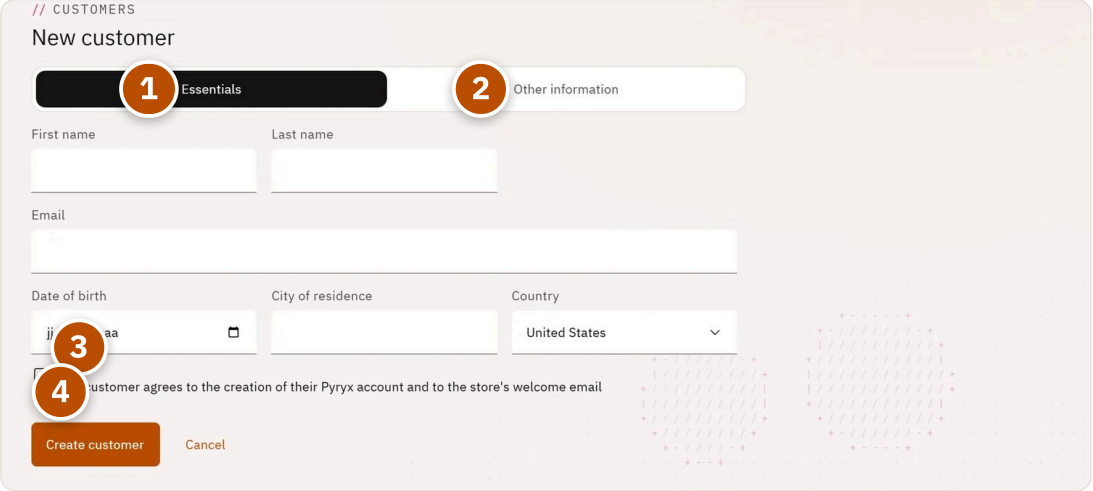
- The customer sees your notes in their Pyryx account: don’t write anything you wouldn’t tell them.
- You enter points, never an amount: Pyryx does not record your in-store sales.
- A customer joins the loyalty programme themselves from pyryx.com; a customer without a Pyryx account does not earn points.
- The owner can cancel a credit within 30 days, as long as its points have not been used.
- The record deletes itself 3 years after the last contact; deleting a record does not affect the buyback slips in the buyback register.

// CUSTOMERS

A new customer

pro.pyryx.com/clients/nouveau

You register at the counter a customer who does not have an account yet: their record, their Pyryx account and the shop's welcome email are created in a single step. Your shop becomes their sponsor.



A new customer's record, with the customer's consent to tick in front of them.

1. The essentials
2. The other information
3. The customer's consent
4. Create the customer

WHAT YOU CAN DO

- Enter the essentials: first name, last name, email, date of birth, town of residence, country.
- Add if needed: phone, address, postcode, email language, notes.
- Obtain the customer's consent to the creation of their account and to the welcome email.

STEP BY STEP

1. In `Customers`, click `New customer`.
2. Fill in the `Essentials` tab.
3. Tick the customer's consent, in front of them.
4. Click `Create customer`.

GOOD TO KNOW

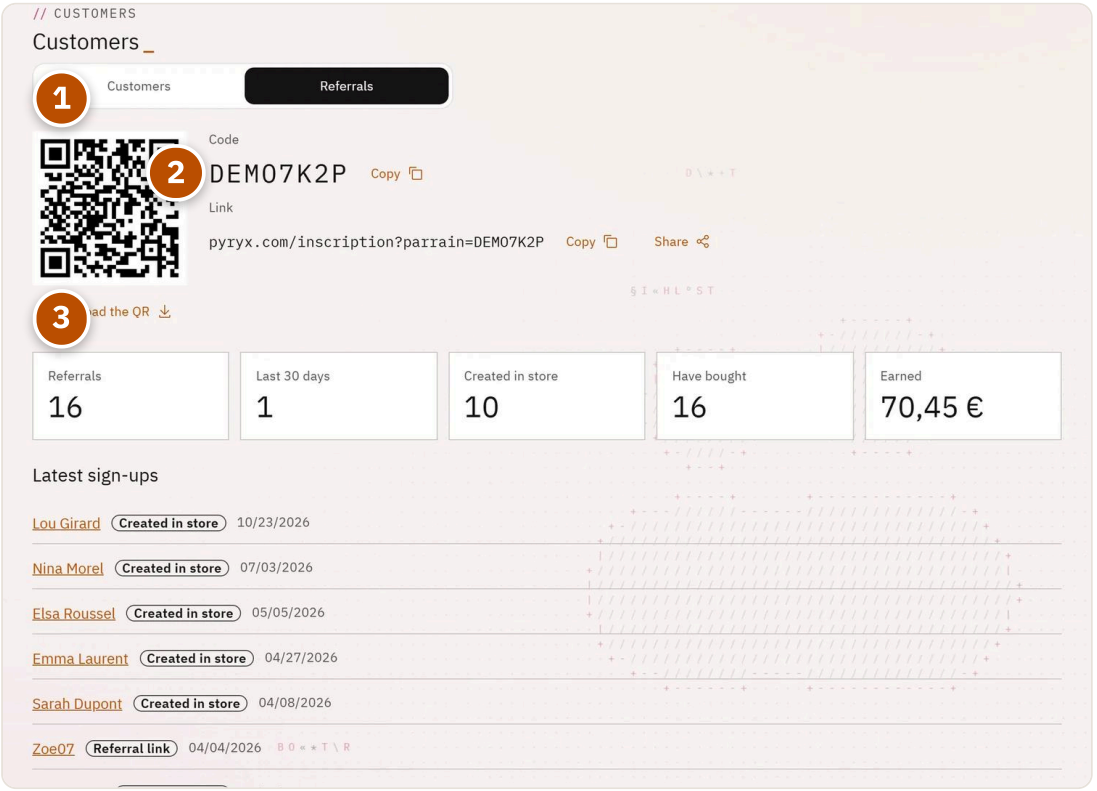
- Without the customer's consent, nothing is created.
- An account cannot be created in store for a customer under 15.
- An email address that already belongs to a customer opens their existing record.
- A missing field is flagged on the field and on its tab.

// CUSTOMERS

Referrals

pro.pyryx.com/clients/parrainage

Your customer base grows on its own: everyone who signs up through your link or your QR code joins your customer list. You have all the material to spread it: poster, ready-to-send messages, badges.



The QR code, the referral code and link, and the referral figures.

1. The QR code
2. The code and the link
3. The referral figures

WHAT YOU CAN DO

- Copy or share the referral code and link; download the QR code.
- Follow your referrals: total, last 30 days, created in store, those who have bought, what referrals have earned.
- See the latest sign-ups.
- Print the counter poster in A4 or A5.
- Copy ready-to-send messages for SMS or WhatsApp, for email or for social media.
- Get badges, dark or light, and their code for your website.

STEP BY STEP

1. In `Customers`, open the `Referrals` tab.
2. Choose the poster `Format`, then `Print the poster`.
3. Copy the `Social media` message and post it.

GOOD TO KNOW

- A customer created in Pro automatically has your shop as their sponsor.
- What referrals have earned is only visible with the “Figures” permission.

// LOYALTY

Setting up the programme

pro.pyryx.com/fidelite

You launch a points programme without setting anything up from scratch: you choose a ready-made model, the settings fill themselves in, you adjust, you turn it on. Everything can still be changed afterwards.

WHAT YOU CAN DO

- Choose one of the three models (Simple, Generous, Collector) or a custom programme.
- See for each model its rules and what it gives back to the customer.
- Adjust the prefilled settings, then turn it on after reviewing the rules your customers will see.

STEP BY STEP

1. Open `Loyalty`: as long as no programme is active, the screen offers the setup.
2. Click `Choose this program` on a model, or `Set it myself`.
3. Adjust the suggested values.
4. Click `Turn the programme on`, review the rules, tick `I have read the rules my customers will see`, then `Turn on`.

GOOD TO KNOW

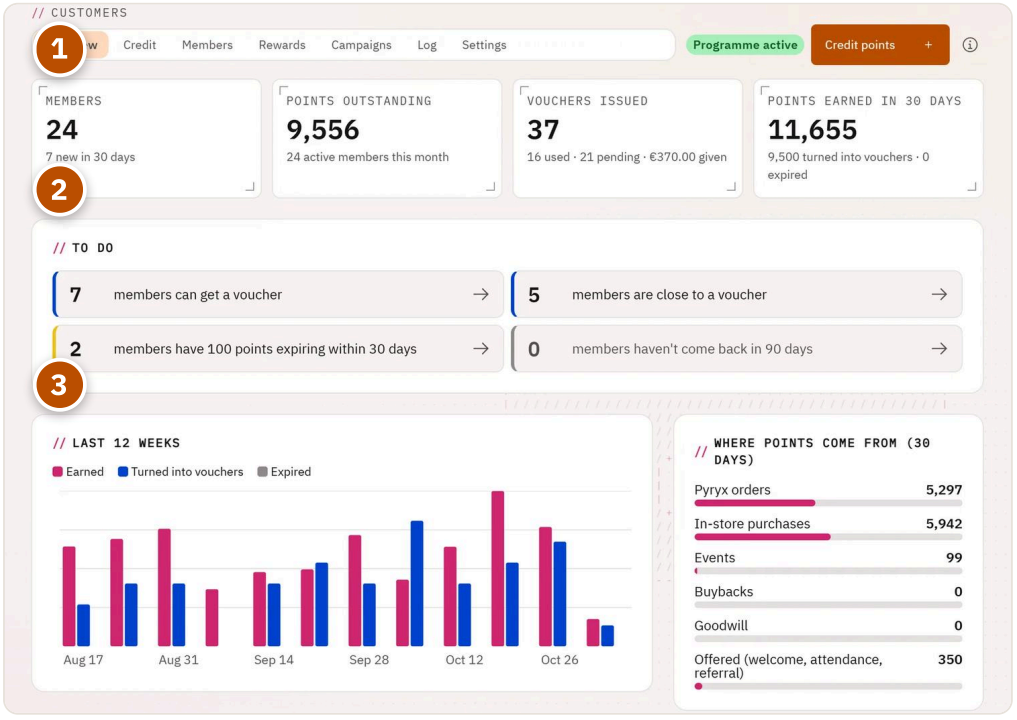
- Choosing a model saves nothing: only turning it on launches the programme.
- The other loyalty tabs appear once the programme has been launched.
- Setup is reserved for the shop owner.

// LOYALTY

Overview and members

pro.pyryx.com/fidelite

You see at a glance how the programme is doing and what needs action today: members who can get a voucher, points about to expire, customers who no longer come back. Each alert opens the list of the members concerned.



The programme's figures, today's alerts and the last twelve weeks.

1. The key figures
2. To do today
3. The last 12 weeks

WHAT YOU CAN DO

- Follow the members, the points in circulation, the vouchers issued and the points earned in 30 days.
- Spot the members who can get a voucher, those who are close, those whose points expire within 30 days, those who have not come back for 90 days.
- See the last twelve weeks, where the points come from, the best members and the breakdown by status.
- List all the members, filter like the alerts, search, sort by points, points earned, last visit or name; credit from the list.

STEP BY STEP

1. Open `Loyalty`.
2. Click an alert in the `To do` block, for example the points that are expiring.
3. In `Members`, click `Credit` on a member's row, or their name to open their record.

GOOD TO KNOW

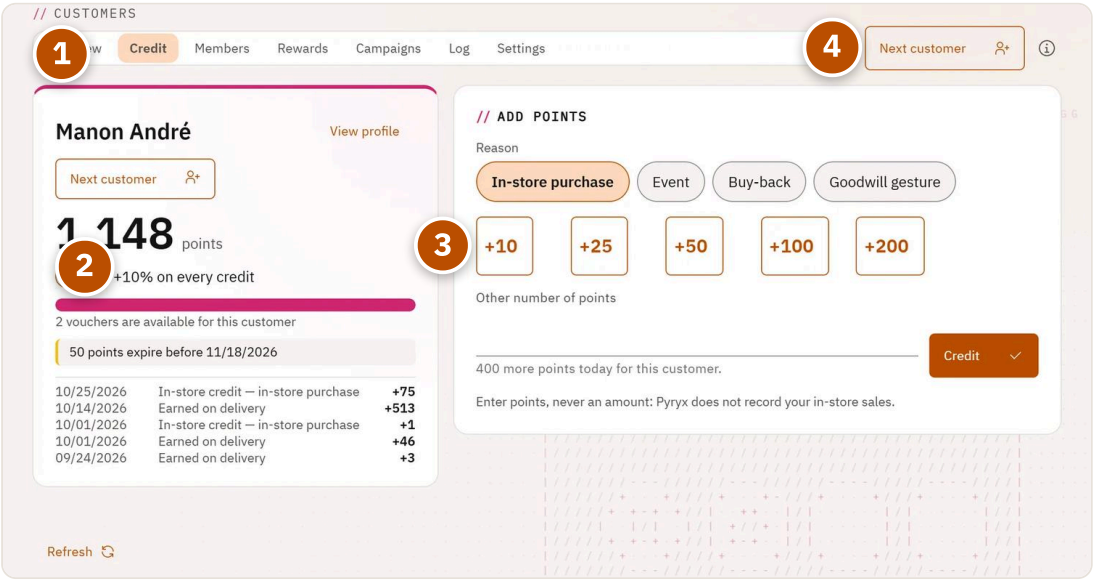
- Points are earned on delivered Pyryx orders and, if you decide so, at the counter.
- Loyalty is open to team members who have the "Customers and loyalty" permission.
- The member list filters are the same as the alerts: an alert finds exactly the same members, and the chosen view is kept in the page address.

// LOYALTY

Crediting at the counter

pro.pyryx.com/fidelite/crediter

This is the everyday screen, designed for the counter tablet: you identify the customer, you see their balance and what they still need for a voucher, you credit with one tap.



The identified customer, their progress towards the next voucher and the quick credits.

1. The customer and their balance
2. The progress towards a voucher
3. The quick credits
4. Next customer

WHAT YOU CAN DO

- Identify the customer by their code (handheld scanner, keyboard, camera) or by their name.
- See their balance, their status bonus, their progress towards the next voucher, the available vouchers, the points that are expiring and their latest movements.
- Credit with one tap (10, 25, 50, 100 or 200 points, depending on what is still allowed today) or another number, with a reason.
- Cancel a credit entered by mistake (owner).
- Move on to the next customer.

STEP BY STEP

1. Open `Credit`.
2. Scan the customer's code with the handheld scanner, or look them up in `By name`.
3. Tap a quick credit, choose the reason, then `Credit`.
4. Click `Next customer`.

GOOD TO KNOW

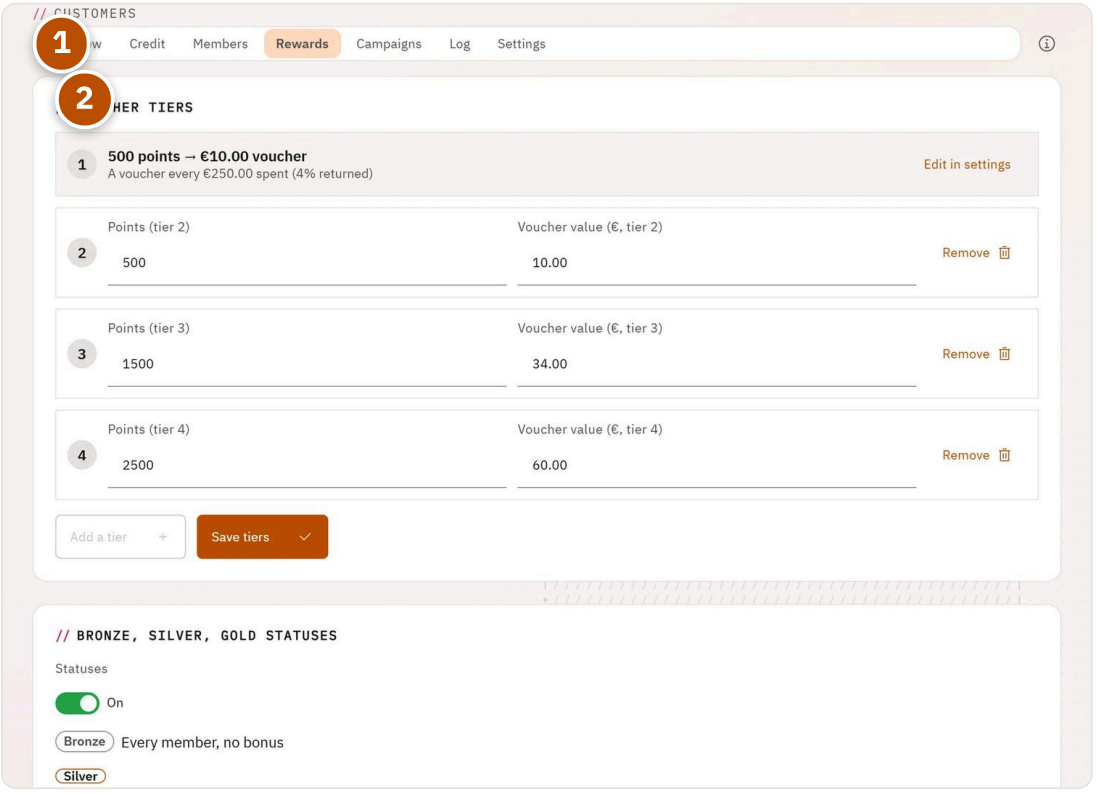
- You credit points and a reason, never an amount: Pyryx does not record your in-store sales.
- The cap per customer per day is set in the programme settings.
- A customer who has not joined the programme joins it themselves from their pyryx.com account.

// LOYALTY

Rewards: tiers and statuses

pro.pyryx.com/fidelite/recompenses

You reward your best customers more: bigger vouchers for more points, and Silver and Gold statuses that add points to every earning.



The voucher tiers and the Bronze, Silver and Gold statuses.

1. The voucher tiers
2. A tier

WHAT YOU CAN DO

- Add up to three voucher tiers beyond the first, each with more points and a bigger voucher.
- Have tiers suggested based on the first one.
- Turn on the statuses: Bronze for everyone, then Silver and Gold, with a threshold of points earned over 12 months and a % bonus on every earning.
- See the current breakdown of members by status.

STEP BY STEP

1. Open the `Rewards` tab.
2. Click `Suggest tiers`, adjust, then `Save tiers`.
3. Turn on the statuses, enter the thresholds and the bonuses, then `Save statuses`.

GOOD TO KNOW

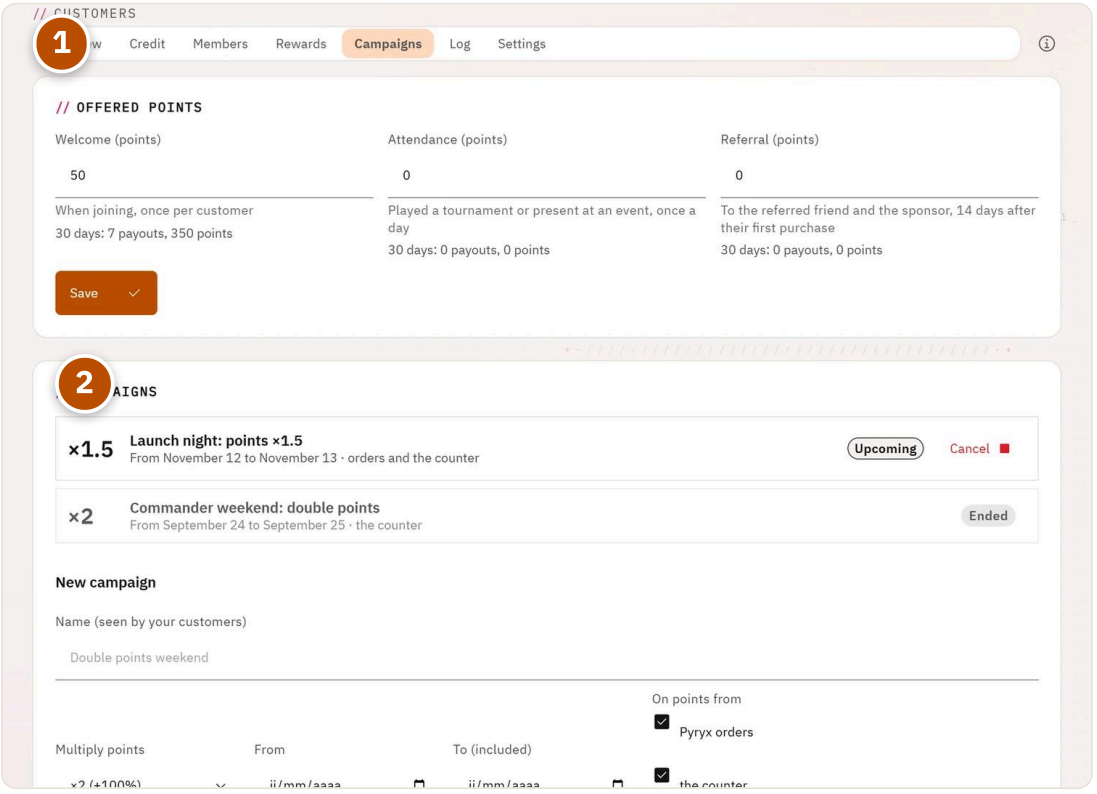
- Your customers see tiers and statuses in the programme rules.
- The first tier is set in the programme settings.
- Gold status requires more points than Silver, with a bonus at least as high.

// LOYALTY

Campaigns

pro.pyryx.com/fidelite/animations

You bring your customers in and bring them back: welcome points, attendance points for tournaments and events, referral points, and “points ×2” campaigns over a few days.



The points on offer and the current or upcoming campaigns.

1. The points on offer
2. A campaign

WHAT YOU CAN DO

- Give points on joining (once per customer), for attending a tournament or an event (once per day), for referrals (to the referred customer and to the sponsor).
- See what each offer has paid out over 30 days.
- Create a campaign with a name your customers see, a points multiplier (from ×1.25 to ×3), dates, on Pyryx orders, the counter, or both.
- Stop the current campaign or cancel the upcoming one.

STEP BY STEP

1. Open the `Campaigns` tab.
2. Enter the points in `Welcome (points)`, then `Save`.
3. Click `New campaign`: name, multiplier, dates, sources, then `Create campaign`.

GOOD TO KNOW

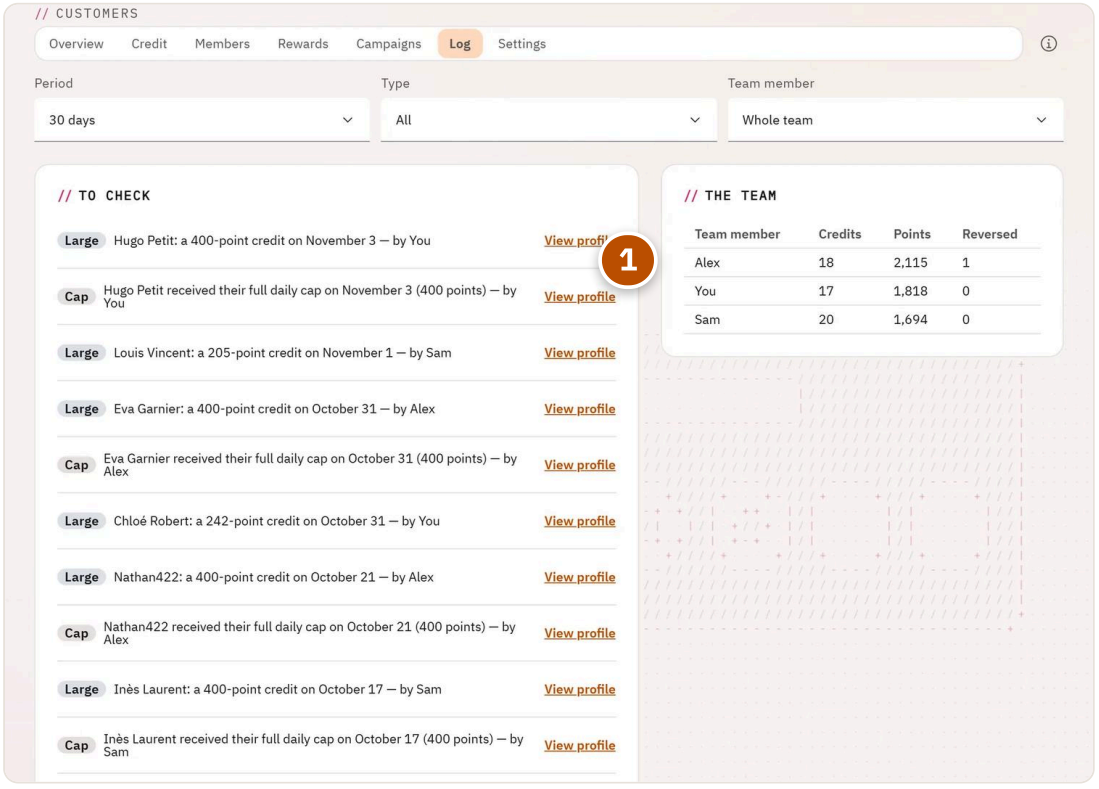
- 0 points turns an offer off.
- A campaign lasts 31 days at most, and never two at once.
- The customer sees the campaign and its dates where they see their points.

// LOYALTY

The loyalty log

pro.pyryx.com/fidelite/journal

You know who credited what, and you spot an input error or abuse: a customer credited several times on the same day, a cap reached, an unusual credit.



The alerts to check, the team's activity and every points movement.

1 The team

WHAT YOU CAN DO

- Filter by period, by type (earnings, reversals, vouchers obtained, expiries) and by team member.
- Read the alerts: customer credited several times on the same day, cap reached, large credit.
- See for each team member their credits, their points and their reversals.
- Cancel a wrong credit, after confirmation.

STEP BY STEP

1. Open the `Log` tab.
2. Read the `To check` block.
3. If a credit is wrong, cancel it from its row and confirm.

GOOD TO KNOW

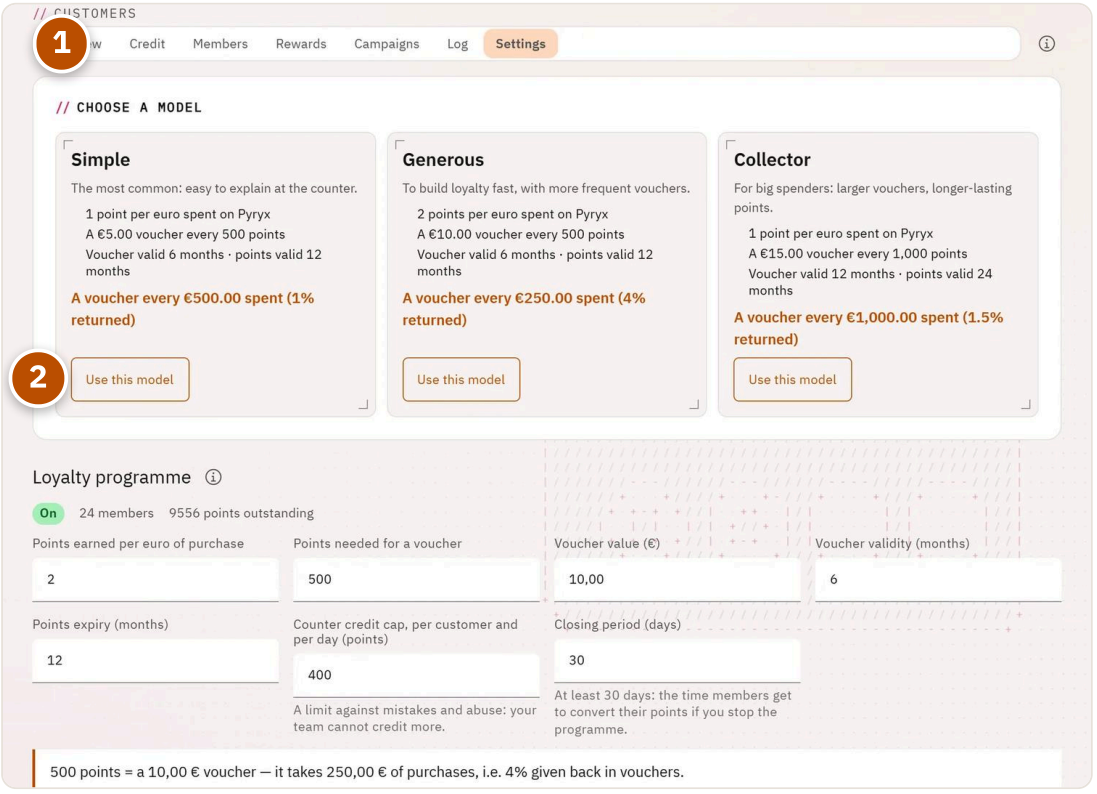
- The log is reserved for the owner: it is the only place where the author of a credit is shown.
- A credit can be cancelled within 30 days.

// LOYALTY

The programme settings

pro.pyryx.com/fidelite/reglages

You set the programme's rules and you immediately see what they give back to the customer: how many purchases for a voucher, and what share comes back as vouchers.



The ready-made models, then the form and its preview.

1 The models

2 Use a model

WHAT YOU CAN DO

- Start from a model (Simple, Generous, Collector) that fills in the form.
- Set the points earned per euro, the points needed for a voucher, the voucher's value and validity, the points expiry, the counter credit cap per customer per day, the closing period.
- Read the preview: how many purchases it takes to get a voucher, and the share given back as vouchers.
- Turn the programme on or off.

STEP BY STEP

1. Open the `Settings` tab.
2. Click `Use this model` on the model that suits you.
3. Adjust the values, then save.

GOOD TO KNOW

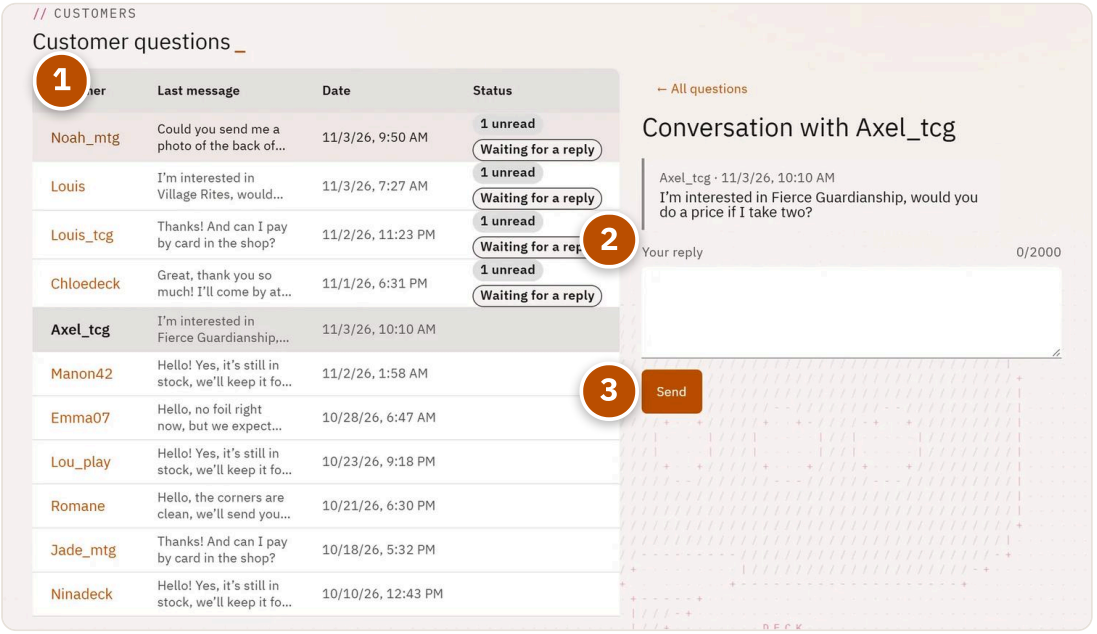
- Before turning it on, you review the rules your customers will see.
- If you stop the programme, your members keep at least 30 days to convert their points.
- The settings are reserved for the owner.

// QUESTIONS

Customer questions

pro.pyryx.com/questions

You answer the questions customers ask your shop on pyryx.com, often just before buying. Unread conversations come first.



The conversations on the left, the open conversation and your reply on the right.

1. A conversation
2. The open conversation
3. Send

WHAT YOU CAN DO

- See each conversation: customer, last message, date, unread messages, waiting for a reply.
- Open a conversation and read it in full.
- Reply on behalf of the shop.

STEP BY STEP

1. Open `Questions`.
2. Click the first unread conversation.
3. Write in `Your reply`, then `Send`.

GOOD TO KNOW

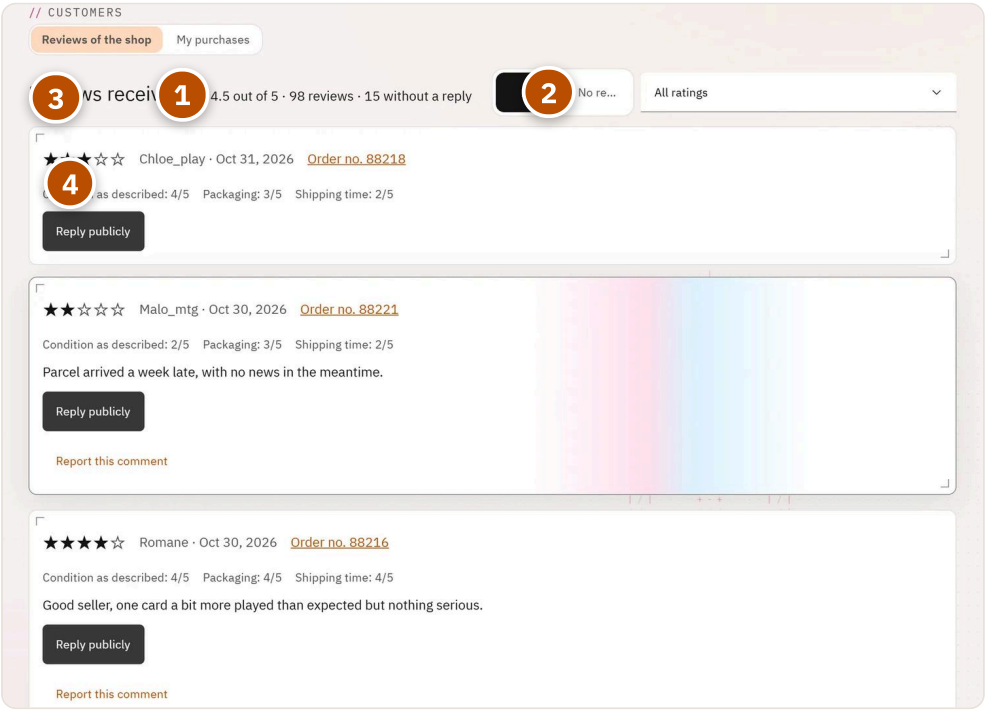
- The customer sees the shop's name, never that of the employee who replies.
- Opening a conversation marks its messages as read.
- This screen requires the "Customer questions" permission.

// REVIEWS

Reviews received

pro.pyryx.com/evaluations

You keep track of your shop's reputation and you reply publicly to buyers. The owner also manages here the reviews of their own purchases on Pyryx.



The shop's rating, the reviews without a reply and the public reply.

1. The rating summary
2. The reviews without a reply
3. A review
4. Reply publicly

WHAT YOU CAN DO

- See the average rating, the number of reviews and the number of reviews without a reply.
- Show all the reviews or those without a reply, filter by number of stars.
- Read each review: stars, criteria (condition as described, packaging, shipping time, communication, receipt confirmed), buyer, order, comment.
- Reply publicly, once per review.
- Report a comment.
- In "My purchases" (owner): rate your purchases, reply to the reviews received as a buyer, find the ones you have given.

STEP BY STEP

1. Open `Reviews`, then `No reply yet`.
2. Click `Reply publicly` under a review.
3. Write your reply, `Publish the reply`, then confirm.

GOOD TO KNOW

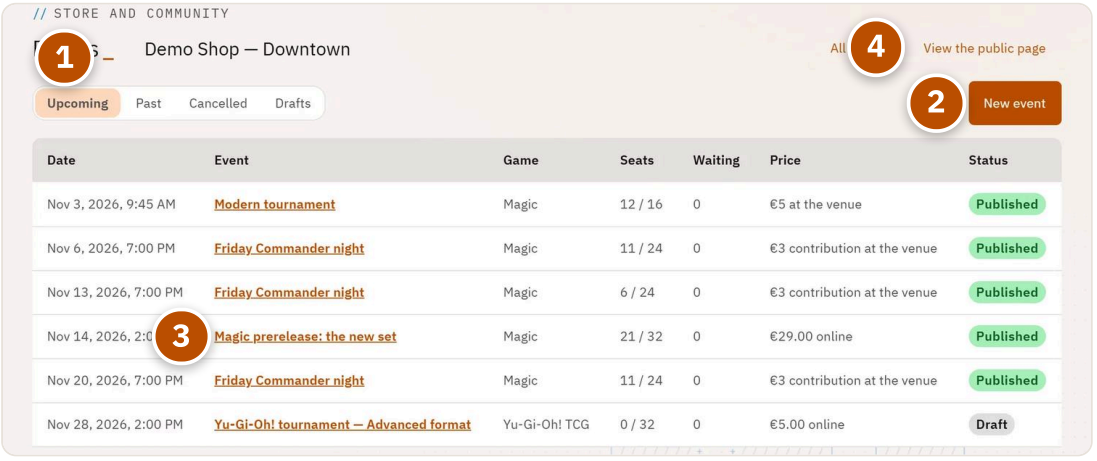
- Your reply is final and visible to everyone on the shop's page.
- A reported comment is hidden while it is being reviewed; the rating stays.
- This screen requires the "Customer reviews" permission.

// EVENTS

The events calendar

pro.pyryx.com/evenements

Keep your store’s calendar: game nights, prereleases, leagues. See at a glance how full each date is and what is still in draft.



The store’s upcoming events, with their seats, price and status.

1. Views: Upcoming, Past, Cancelled, Drafts
2. Create an event
3. A paid online event
4. The store’s public page

WHAT YOU CAN DO

- Four views: `Upcoming`, `Past`, `Cancelled`, `Drafts`.
- For each event: the date, the game, the seats taken, the waiting list, the price and the status.
- The price is spelled out: “Free”, “… online” or “… at the venue”.
- A link to the store’s public page, as your players see it.

STEP BY STEP

1. Open `Events` in the menu.
2. If you have several stores, choose one (for example `Events of Demo Shop — Downtown`) or set the `Store` selector in the header.
3. Stay on `Upcoming`, or switch to `Past`, `Cancelled` or `Drafts`.
4. Tap an event to open its page, or `New event` to create one.

GOOD TO KNOW

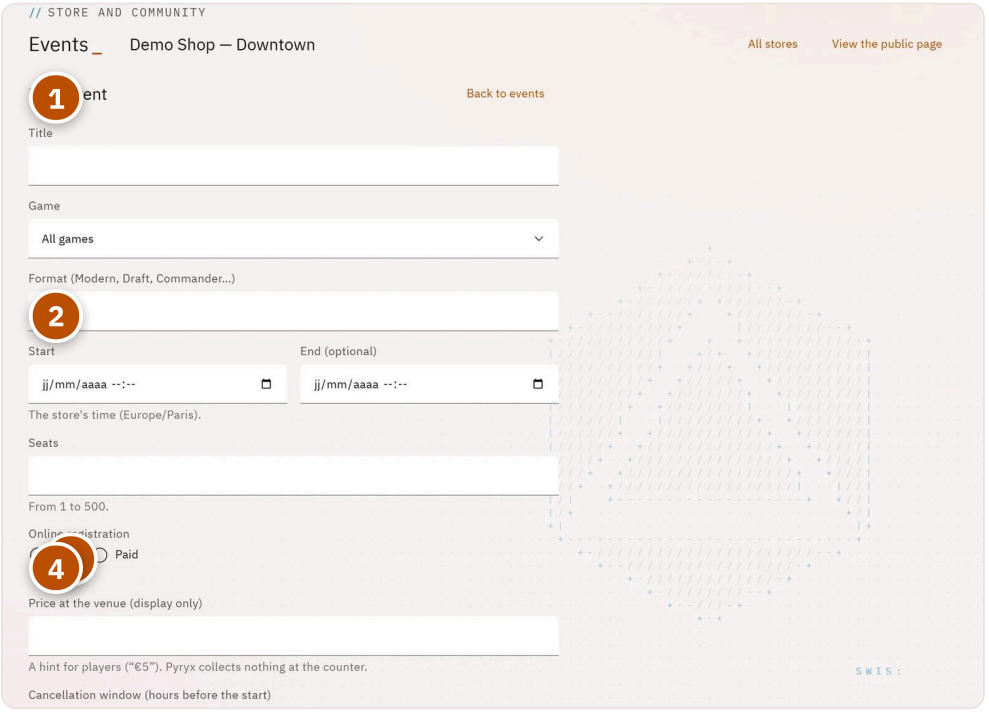
- Times are always the store’s time, even if you use Pro from another time zone.
- This screen is open to the store manager and to members with the “Store events” permission.

// EVENTS

Create an event

pro.pyryx.com/evenements/nouveau

Prepare an event at your own pace: it stays an invisible draft until you publish it. Free or paid online registration, waiting list, cancellation deadline: everything is set here.



The form for a new event, saved as a draft first.

1. The title
2. The start date and time
3. Free or paid registration
4. The price at the venue, for information

WHAT YOU CAN DO

- The title, the game, the format (Modern, Draft, Commander...), the start and an optional end.
- The number of seats and, when it is full, a waiting list (free registration).
- `Free` or `Paid` online registration, with the price in euros.
- A price at the venue, shown for information.
- How long a player can still cancel their registration, and a description.

STEP BY STEP

1. In `Events`, tap `New event`.
2. Fill in `Title`, `Game`, `Format`, `Start` and `Seats`.
3. Choose `Free` or `Paid`; for paid registration, enter the `Online price (in euros)`.
4. Tick `Open a waiting list when it is full` if you wish.
5. Tap `Save the draft`, then publish from the event's page.

GOOD TO KNOW

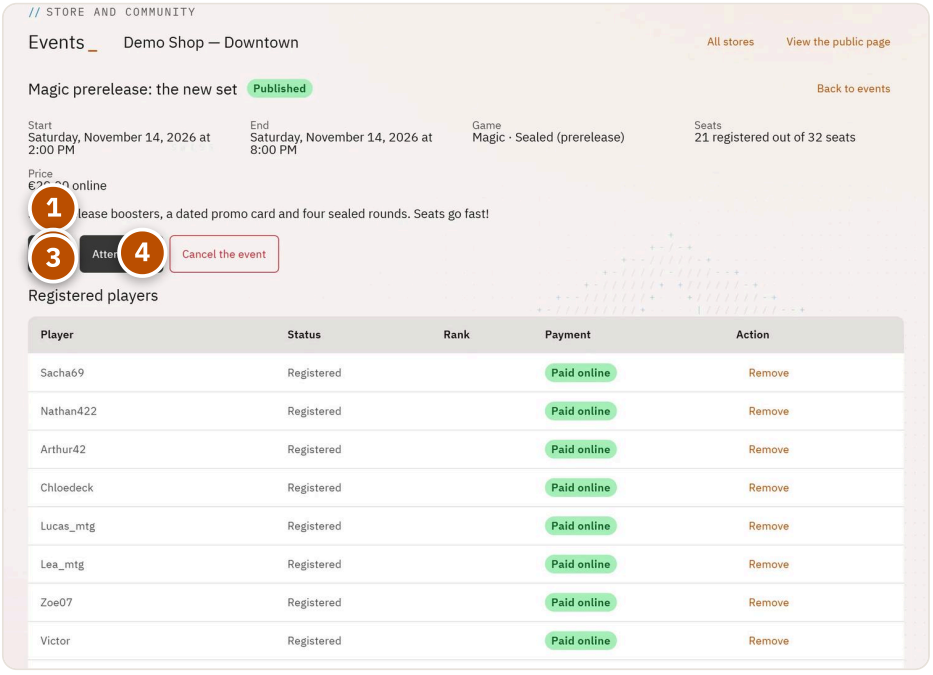
- Paid registration requires the store to be linked to your Pyryx Pro shop: the player pays online, and the store receives the payout after the event.
- The "price at the venue" is only an indication: money paid at the store goes through your own till.
- As soon as one registration has been paid, the date and price can no longer change: you have to cancel the event and create it again.
- The default values (cancellation deadline, screens, news, waiting list) are set in `Settings › Events`.

// EVENTS

Publish, follow registrations, take attendance

pro.pyryx.com/evenements

From an event’s page, you publish it in one move on the store page, on your TVs and in the news. You follow who has registered, check off those present on the day and print the attendance sheet.



The page of a paid event: its attendees and its actions.

1. Edit the event
2. Today’s attendance
3. The list of attendees
4. Cancel the event

WHAT YOU CAN DO

- Publish a draft, with two boxes: `Show on the store’s screens` and `Announce in the news`.
- See the attendees, their status, their place on the waiting list and whether they paid online.
- Remove an attendee, with a reason the player will read; their paid registration is refunded.
- Cancel the event: the window tells you how many paid registrations will be refunded, then shows the outcome.
- Attendance: tick who is present and who paid at the venue, then print the list.

STEP BY STEP

1. In the list, tap the event’s name.
2. For a draft: tick the boxes you want under `Publish the event`, then tap `Publish`.
3. On the day, tap `Attendance`, tick `Present` and `Paid at the venue`, then `Save attendance`.
4. Tap `Print the list` for a paper sheet to have signed at the door.
5. If something comes up: `Cancel the event`, enter the reason, then confirm.

GOOD TO KNOW

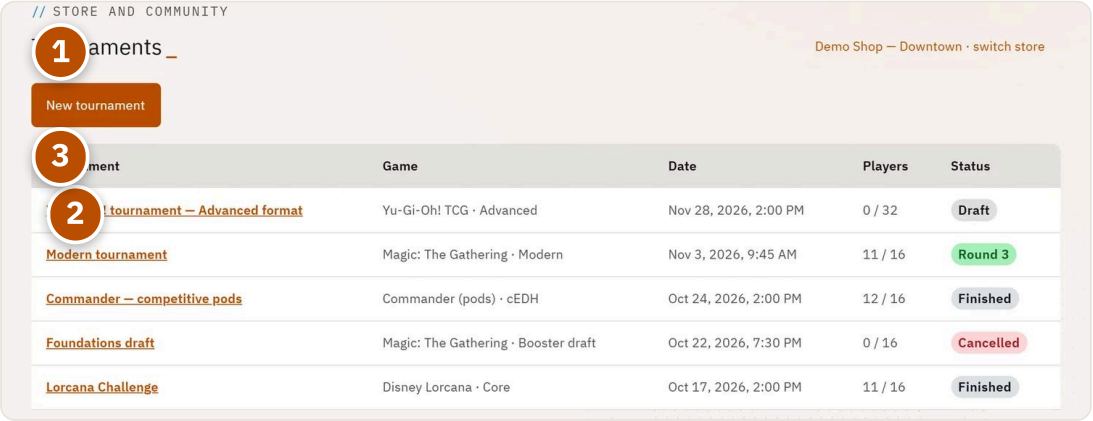
- Cancelling and removing always require a reason: attendees are notified.
- A registration under dispute is not refunded automatically: Pyryx decides.
- Attendance opens the day before and closes one week after the start.
- “Paid at the venue” is just a note for you: payment is taken on your till.

// TOURNAMENTS

The store’s tournaments

pro.pyryx.com/tournois

Find your tournaments in progress, upcoming and finished, and create one in seconds: the chosen game automatically sets the scoring, the match format and the official tiebreakers.



The list of tournaments, from draft to finished.

1. Create a tournament
2. A tournament in progress
3. Its status

WHAT YOU CAN DO

- The list of tournaments with the game, the date, the number of players and the status (draft, registration, in progress, round n, finished, cancelled).
- Ready-made settings for more than twenty games, including Magic (and Commander), Pokémon, Yu-Gi-Oh!, Lorcana, One Piece, Flesh and Blood, Star Wars: Unlimited, Riftbound, and a “house tournament”.
- Six structures: Swiss with a top cut, Swiss only, single elimination, round robin, pools then elimination, double elimination.
- The link with an event: its attendees become the tournament’s players.

STEP BY STEP

1. Open `Tournaments` and choose your store if asked.
2. Tap `New tournament`.
3. Choose the `Game`: the rules summary appears (BO, round length, scoring, tiebreakers).
4. Enter the `Tournament name`, the `Structure`, the `Start`, the `Seats` and, if needed, the `Linked event`.
5. Tap `Create the tournament`.

GOOD TO KNOW

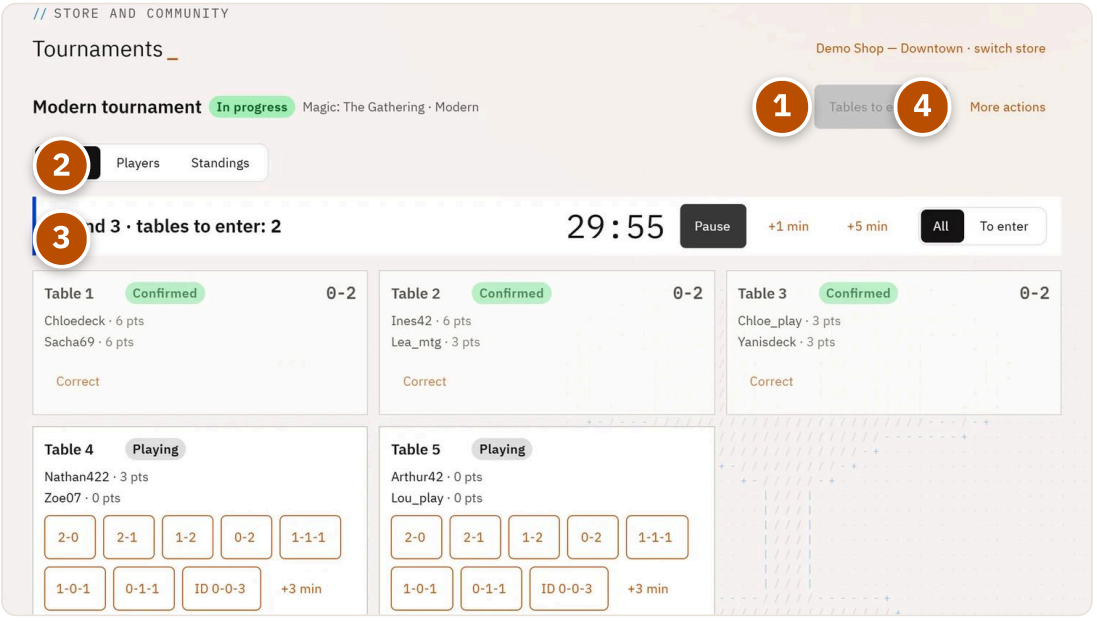
- The rules are locked at creation: an update to the preset does not change a tournament that has already been created.
- The number of rounds and the top cut are calculated when you start, from the actual number of players, unless you set them yourself.
- A preset not yet confirmed by an official document is marked “Rules to confirm”.

// TOURNAMENTS

Run a tournament

pro.pyryx.com/tournois

A tournament's console guides you step by step: the main button is always the next thing to do. Pairings, timer and results are all handled from a simple tablet.



A tournament in progress: the next step, the round timer and the tables.

1. The next step
2. The round timer
3. A table and its results
4. More actions

WHAT YOU CAN DO

- The step button: `Open registration`, `Start the tournament`, `Pair round n`, `Publish and start the timer`, `Close round n`, `Finish the tournament`.
- The round timer: start, pause, resume, add minutes.
- One tap per table result (win, draw, double loss…); results reported by players and disputes to rule on.
- The registration QR to show players, and the tournament screen to display in the room.
- In `More actions`: remove a round, close registration, print, cancel the tournament.

STEP BY STEP

1. In the list, tap the tournament's name.
2. Tap `Open registration`, then show the `Registration QR`: one scan is all it takes to register.
3. Tap `Start the tournament`, then `Pair round 1`.
4. Check the tables, then tap `Publish and start the timer`.
5. Enter each table's result, then `Close round 1`; repeat until `Finish the tournament`.

GOOD TO KNOW

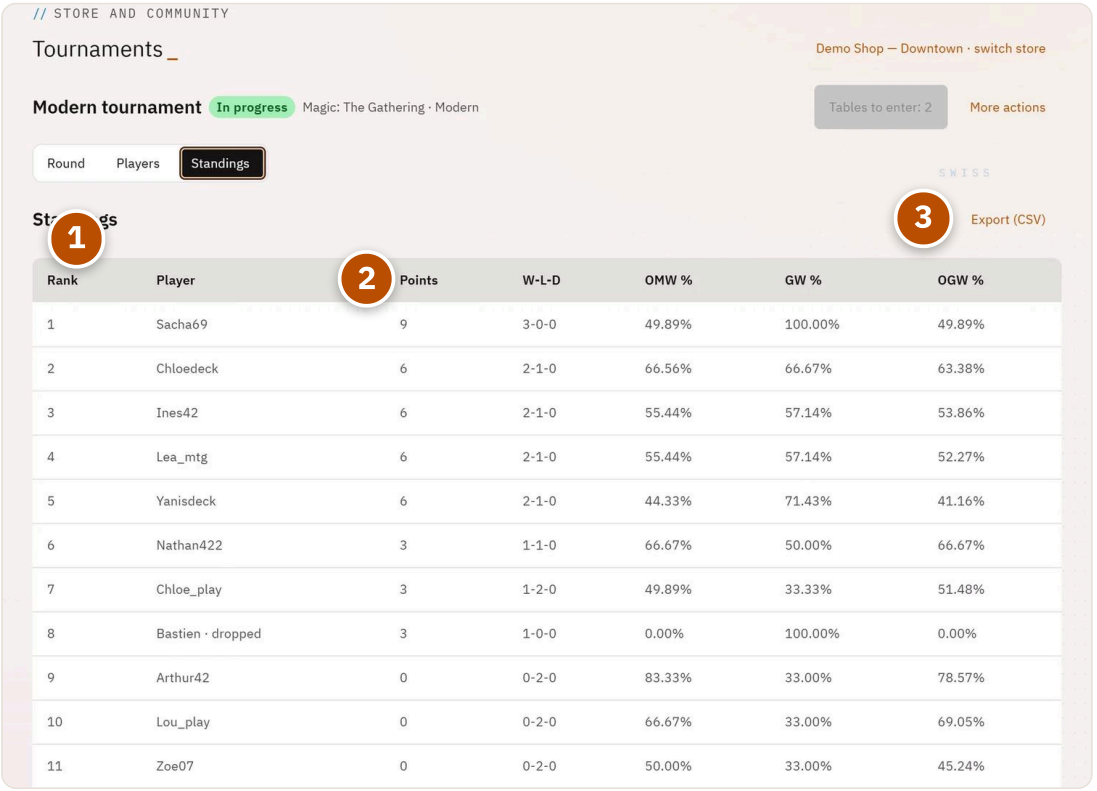
- Players can report their results from their phone: the console updates by itself.
- As soon as one player has been checked in, only checked-in players are paired.
- Swapping two players, correcting a result that has already been confirmed or removing a round requires a reason, recorded in the tournament log.

// TOURNAMENTS

Players, standings and printouts

pro.pyryx.com/tournois

Manage players at the door, follow the live standings with the game's official tiebreakers, and print pairings and match slips for the room.



The tournament standings, recalculated every round.

1. The rank
2. The points
3. Exporting the standings

WHAT YOU CAN DO

- `Players` tab: check in those present, add a Pyryx account or a guest, import the event's attendees, mark a drop, disqualify with a reason, grant byes.
- `Standings` tab: rank, points, win-loss-draw record and the game's tiebreakers.
- `Export (CSV)` to keep the standings or pass them on.
- `Print pairings` (to post on the wall) and `Print match slips` (one per table, with two signatures).

STEP BY STEP

1. In the tournament console, tap `Players`, then `Check in` each player who arrives.
2. For a latecomer, type their username in `Add a player`, then `Add the account` or `Add a guest`.
3. After a round, tap `Standings`.
4. Tap `Export (CSV)`, or open `More actions` then `Print pairings`.

GOOD TO KNOW

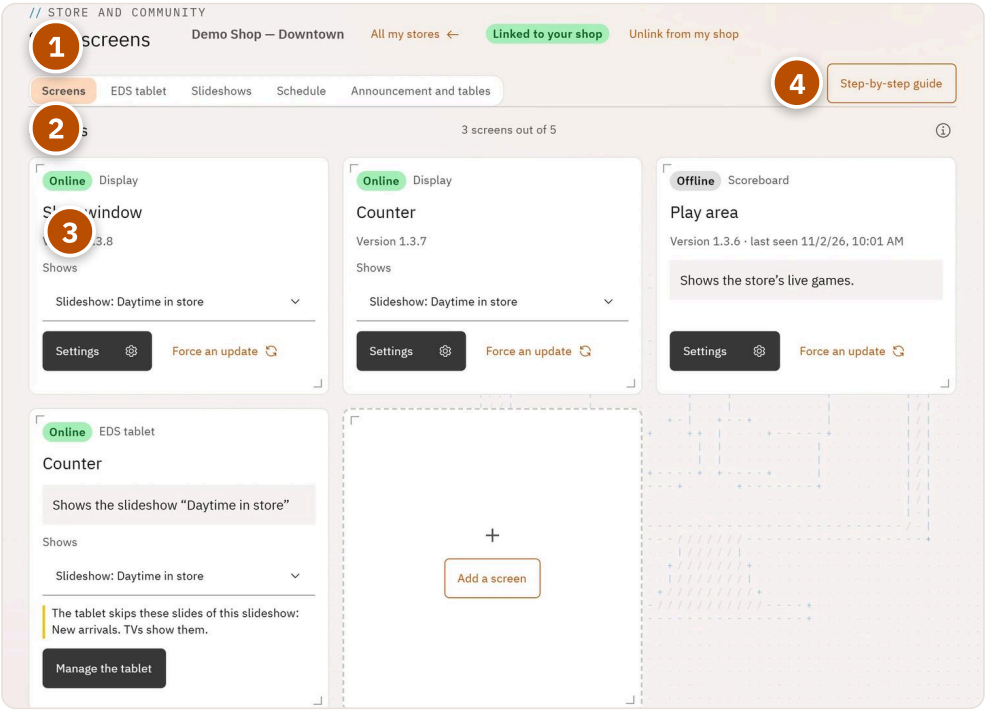
- The standings appear after the first round.
- Printing goes through your browser: print, or save as PDF.

// STORE SCREENS

The store screens

pro.pyryx.com/ecrans

Control every TV in the store from Pro: you see whether each one is on and change what it shows without leaving your spot. The TVs use the Pyryx TV app (Android TV, Google TV, Fire TV).



A store's TVs: their status and what each one shows.

1. The store's tabs
2. A TV and its status
3. What it shows
4. The step-by-step guide

WHAT YOU CAN DO

- One card per TV: `Online` or `Offline`, its version, its name and its mode.
- The `Shows` menu: nothing, a slideshow or a schedule.
- `Force an update` on a TV.
- In `Settings`: the name, the mode (`Display`, `Scoreboard` for the scoreboard, `All options`), "Stay on Pyryx TV" (opens at power-on, locks the Back and Menu buttons) and the exit code.
- Link a store to your shop so that your team can run it (`Your stores` page).

STEP BY STEP

1. Open `Store screens`, then `Open screens` on the store you want.
2. On a TV's card, open the `Shows` menu and choose a slideshow.
3. To lock it on Pyryx TV, tap `Settings` and tick `Lock the Back and Menu buttons`.
4. To add a TV, tap `Add a screen`: the step-by-step guide opens.

GOOD TO KNOW

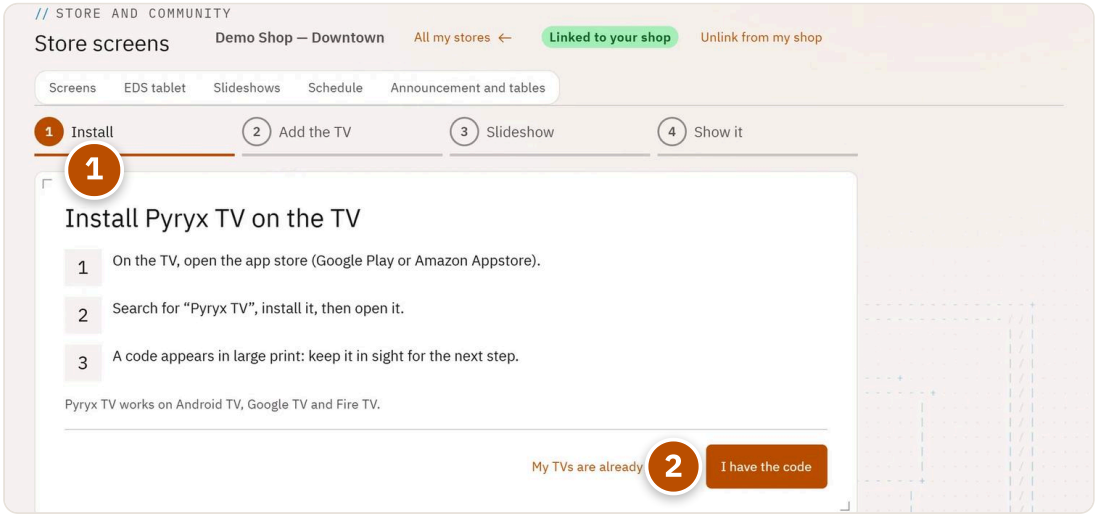
- A TV checks its instructions regularly: a change reaches it in under 5 minutes, with the TV on.
- Adding or removing a TV, or changing its exit code, is reserved for the store manager.
- Linking a store to the shop is confirmed with your two-step verification code.
- Base plan: 1 screen; Pro Extended: up to 20 screens. Beyond the limit, a screen shows "Outside your plan".

// STORE SCREENS

Set up a TV

pro.pyryx.com/ecrans

The step-by-step guide connects your first TV and gets a slideshow playing on it in four steps, without knowing anything about the studio.



The "Set up a TV" guide, step by step.

1. The current step
2. Go to the next step

WHAT YOU CAN DO

- `Install` step: install Pyryx TV from the TV's app store; a code appears.
- `Add the TV` step: enter that code, name the screen (Window, Counter…) and choose what it shows (a slideshow or the games in progress).
- `Slideshow` step: create a starter slideshow (Welcome, QR code to your Pyryx page, your opening hours) or reuse an existing one.
- `Show it` step: choose the screens that show it.

STEP BY STEP

1. In a store, tap `Step-by-step guide`.
2. Install Pyryx TV on the TV, then tap `I have the code`.
3. Enter the `Code shown on the TV` and the `Screen name`, then `Add the TV`.
4. Tick the starter slides, then `Create the slideshow`.
5. Tick the screens, then `Show it`: "It's on its way!"

GOOD TO KNOW

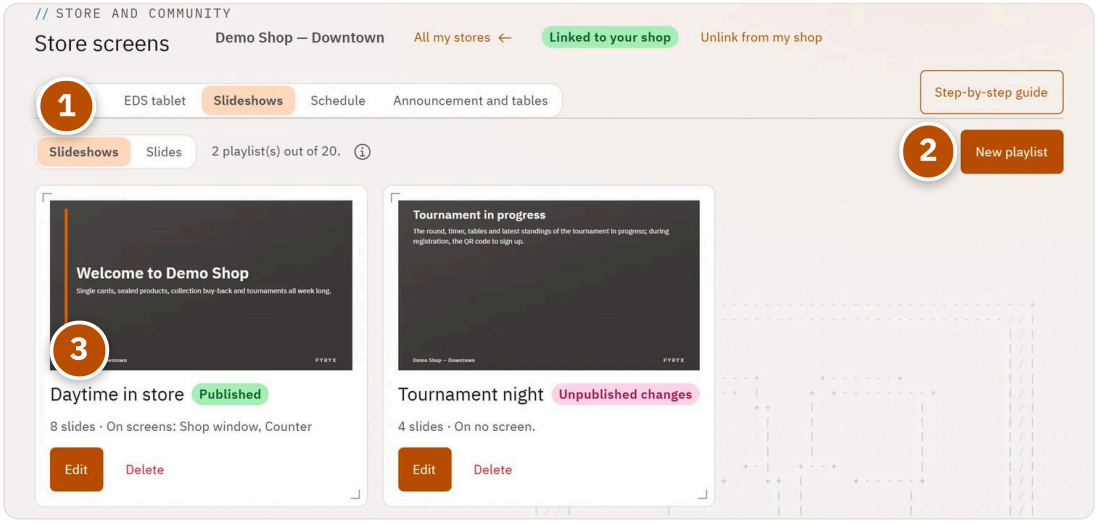
- The code shown by the TV changes regularly: enter the one currently on screen.
- A TV already linked to your Pyryx account is added in one move, with no code.
- Images, videos, products and events are added afterwards, in the `Slideshows` tab.

// STORE SCREENS

Slideshows

pro.pyryx.com/ecrans

Put together what your TVs show: new arrivals, promotions, opening hours, the tournament in progress. You prepare at your own pace, and nothing reaches the screens until you publish.



A store's slideshows, with their publication status.

1. The Slideshows and Slides views
2. Create a slideshow
3. A published slideshow

WHAT YOU CAN DO

- Create, edit and delete slideshows; see which screens each one plays on.
- Put the slides in order (`Move up`, `Move down`, or drag with the mouse) and set how long each one lasts.
- A looping preview, in the TV's format.
- `Publish`, then tick the screens that show the slideshow.
- Twelve kinds of slide: text, image, product for sale with a QR code, event, QR code, opening hours, new arrivals, monthly ranking, club welcome, video, YouTube video and "Store tournament".

STEP BY STEP

1. In a store, open the `Slideshows` tab.
2. Tap `New playlist`, give it a name, then `Create`.
3. Tap `Add a slide`, choose one, then `Add`.
4. Check the `Looping preview`, then tap `Publish`.
5. Tick the screens under "The screens that show this playlist".

GOOD TO KNOW

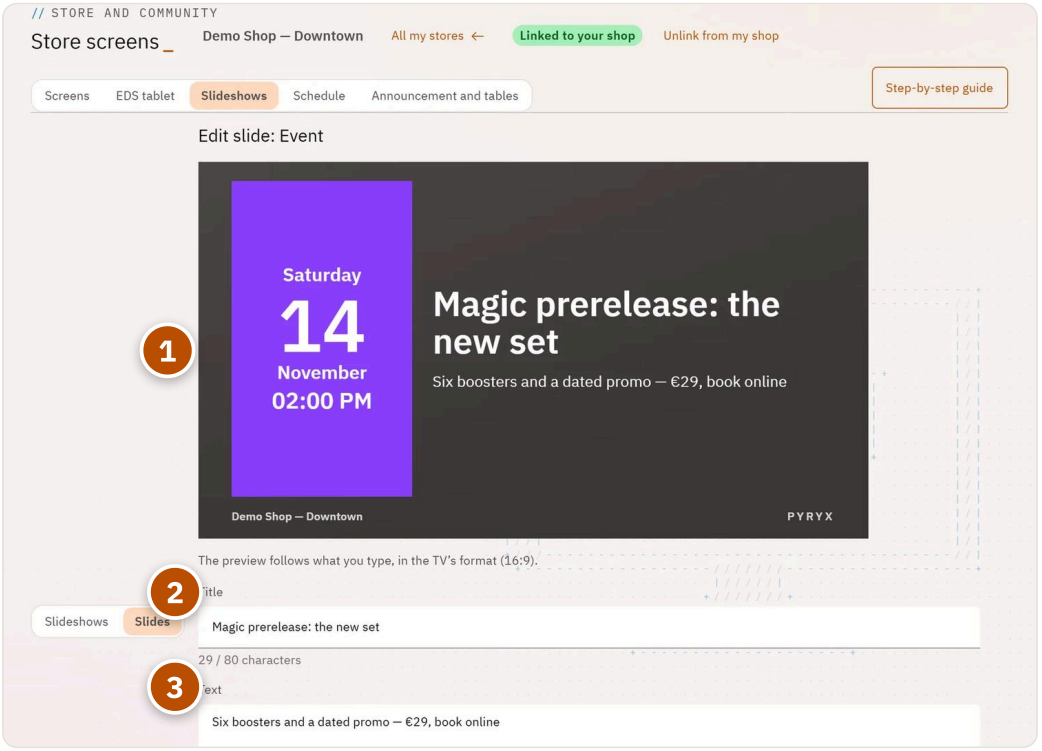
- Three states not to confuse: unsaved draft, unpublished changes, published. Only the published version plays on the screens.
- A screen shows only one slideshow at a time: ticking one removes it from the other.
- The "New arrivals", "Monthly ranking" and "Store tournament" slides update by themselves.
- When you publish, Pro tells you which slides were left out and why (image being checked, product sold, opening hours missing...).

// STORE SCREENS

Create a slide

pro.pyryx.com/ecrans

Each slide is set up with a preview that follows what you type, exactly in the TV's format. A listing from your stock becomes a slide with a photo, a price and a QR code to buy it.



The slide editor and its preview in the TV's format.

1. The preview in the TV's format
2. Search for a listing
3. The listing to show

WHAT YOU CAN DO

- A form specific to each kind: title, text, image, listing to show, an event's date, a QR code's destination.
- An image cropped to the TV's format before it is uploaded.
- One of the shop's own videos, kept on the TV and played even without internet, or a YouTube video from its link.
- The time on screen and an accent colour.

STEP BY STEP

1. In the `Slideshows` tab, switch to the `Slides` view, then tap `New slide`.
2. Choose the kind, for example `Product`.
3. Choose the listing (`Search the listings` if it is not in the list), set `Time on screen (seconds)`.
4. Tap `Save the slide`, then `Add to a slideshow` and publish that slideshow.

GOOD TO KNOW

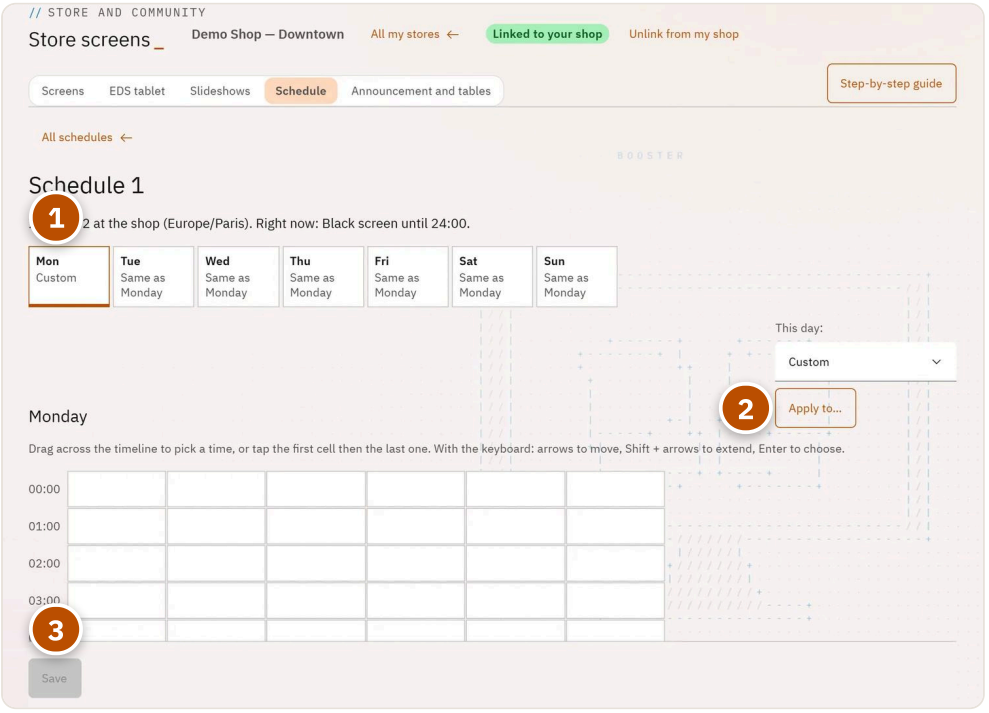
- Every image and every video goes through an automatic check: until it is approved, the image is "being checked".
- A video must be in MP4 (H.264) format; Pro checks it before uploading and tells you straight away if it is not suitable.
- No web address or email on a store screen; a QR code only leads to a public page on pyryx.com.
- An "Opening hours" slide uses the opening hours from the store page.

// STORE SCREENS

The screen schedule

pro.pyryx.com/ecrans

Have the display change by itself through the day: today's slideshow, tournament night, the store logo or a black screen at closing time. The TV follows its schedule on store time, even without a connection.



The schedule editor: the days of the week and the day's timeline.

1. The days of the week
2. Copy a day
3. Save

WHAT YOU CAN DO

- Named schedules that can be renamed, duplicated or deleted; each one says which screens use it.
- For each day: "Custom" or "Same as Monday"; `Apply to…` to copy a day.
- A timeline in 10-minute steps, and the same day as a list of time slots.
- For each time slot: a slideshow, a black screen or the store logo.

STEP BY STEP

1. In a store, open the `Schedule` tab, then `New schedule` and `Create`.
2. On the timeline, drag from the start time to the end time (with a finger: tap the start cell, then the end one).
3. Choose `Slideshow`, one of your slideshows, then `Confirm`.
4. Tap `Apply to…`, tick the other days, then `Apply`.
5. Tap `Save`, then, in the `Screens` tab, choose this schedule in the `Shows` menu of a TV or of the tablet.

GOOD TO KNOW

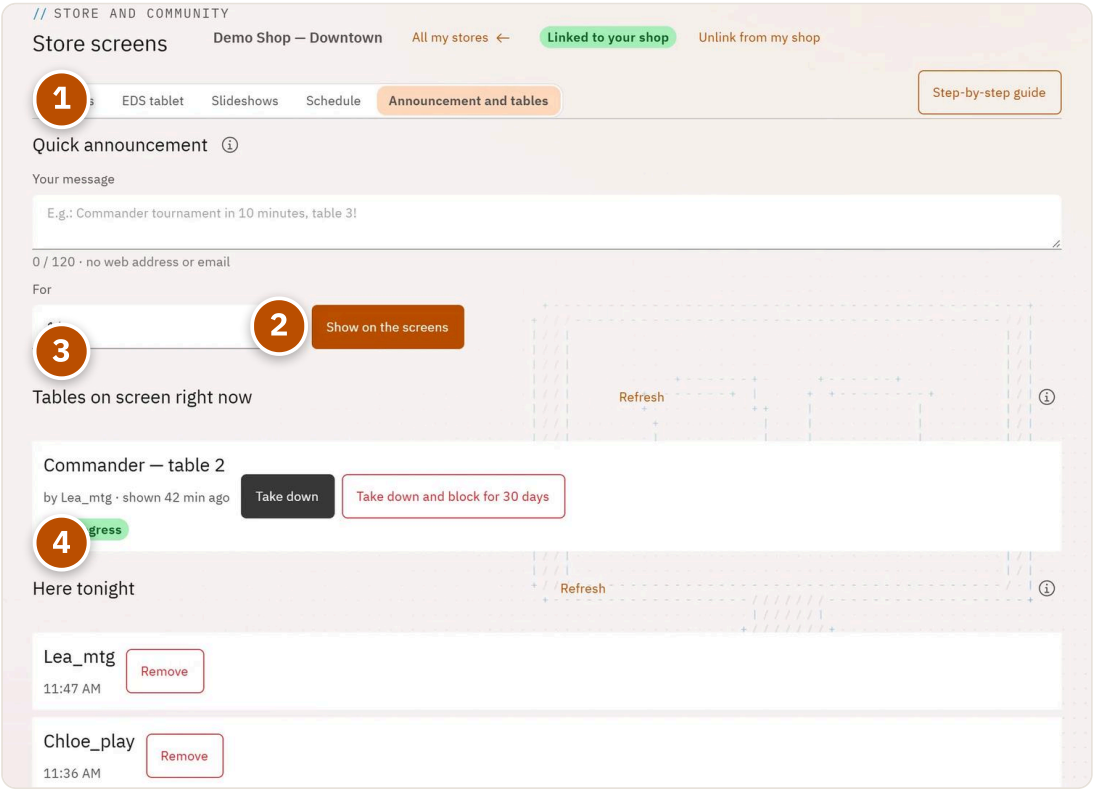
- A schedule or a slideshow: a TV shows one or the other, never both.
- A TV that is too old shows schedules greyed out: update Pyryx TV.
- If you leave with unsaved changes, you are always asked first.

// STORE SCREENS

Quick announcement and tables on screen

pro.pyryx.com/ecrans

An urgent message on all your TVs in ten seconds, without going through the studio. And control over the games your players put on your screens.



The quick announcement, the tables on screen and tonight's attendees.

1. The quick announcement
2. Show it on the screens
3. The tables on screen
4. Here tonight

WHAT YOU CAN DO

- `Quick announcement`: a short message, shown as a banner on every screen in the store, for the duration you choose.
- `Tables on screen right now`: the games that players are showing in Scoreboard mode, with their host.
- `Take down` a table, or `Take down and block for 30 days` its host.
- For the manager: `Here tonight`, the players who checked in using the "Club welcome" slide.

STEP BY STEP

1. In a store, open the `Announcement and tables` tab.
2. Write `Your message`, for example "Commander tournament in 10 minutes, table 3!".
3. Choose the duration under `For`, then tap `Show on the screens`.
4. To take it down earlier, tap `Remove`.

GOOD TO KNOW

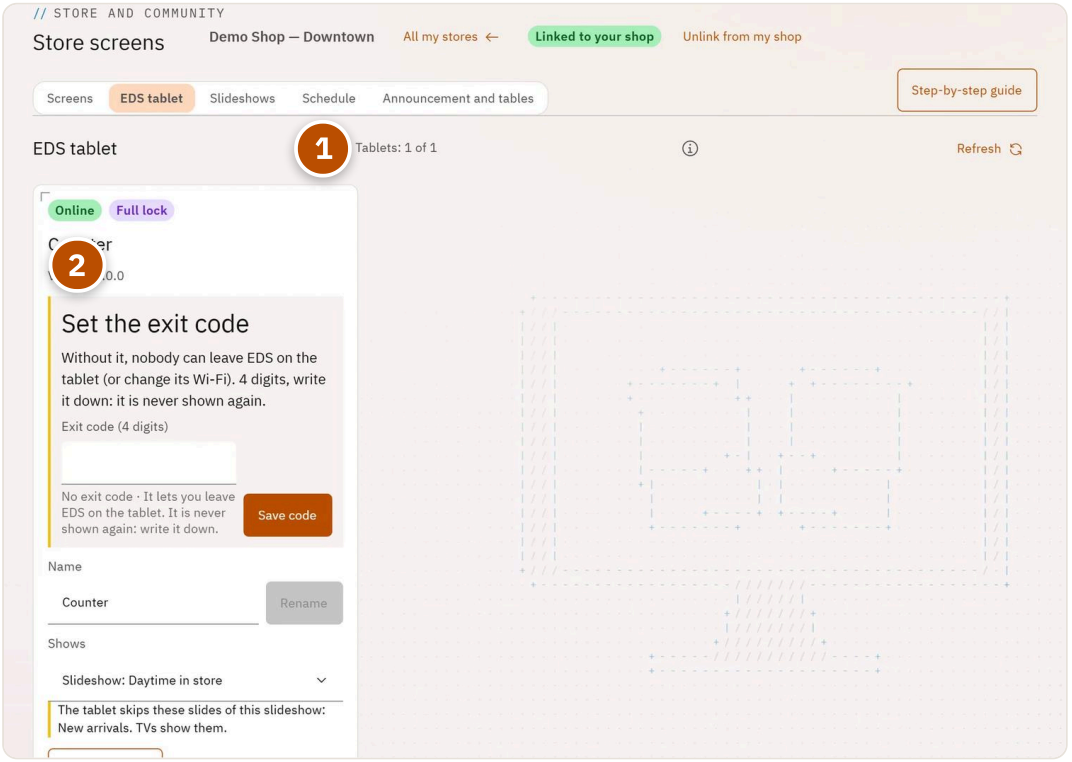
- Only one announcement at a time per store: posting a new one replaces the old one.
- No web address or email in an announcement: a TV cannot be clicked.
- An announcement posted by a member disappears if they lose the "Store screens" permission.

// STORE SCREENS

The EDS counter tablet

pro.pyryx.com/ecrans

The EDS tablet sits on the counter, facing your customer. When idle, it plays a slideshow; during a buyback, it shows the current slip and the customer signs their offer on it. It is set up entirely remotely.



The shop's EDS tablet, its status and its slideshow.

1. The number of tablets
2. Set the exit code

WHAT YOU CAN DO

- Install a new tablet with a QR code (it sets itself up and keeps only EDS), or pair one with its code.
- Choose its slideshow or its schedule, rename it, set its exit code.
- Follow its status: online, lock, version, update available.
- Remote settings: brightness, on/off times, volume, Wi-Fi networks, restart, update.
- `Release the tablet` (it becomes an ordinary tablet again) or `Remove` (if it is lost or stolen).

STEP BY STEP

1. In a store, open the `EDS tablet` tab, then `I have a new tablet`.
2. Tick the box confirming that the tablet will be wiped, choose the Wi-Fi, then `Show the installation QR`.
3. Reset the tablet, tap the first screen six times, then scan the QR.
4. Back in Pro, choose its `Slideshow`, enter an `Exit code (4 digits)`, then `Save code`.
5. Tap `Tablet settings` to adjust the screen, its hours and the Wi-Fi.

GOOD TO KNOW

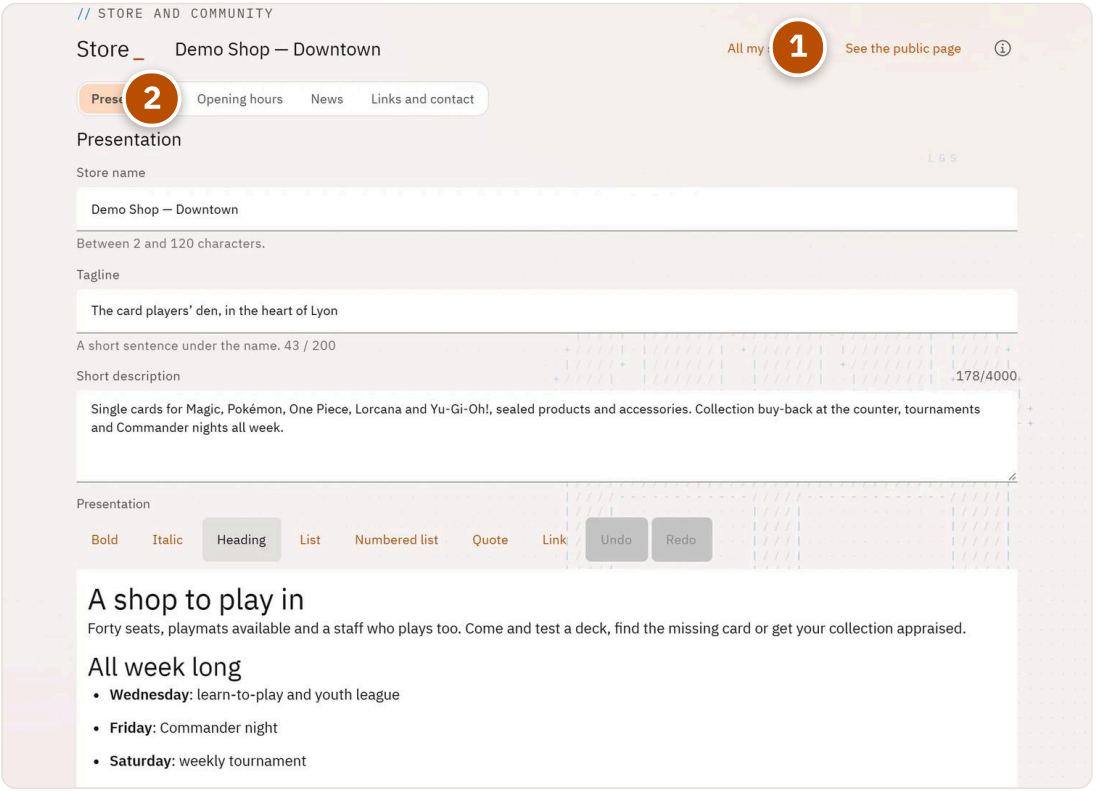
- The tablet belongs to the shop: only the owner manages it.
- Write down the exit code: it is never shown again. Without it, no one can leave EDS on the tablet.
- Use a tablet dedicated to the counter: installation wipes everything on it.
- Base plan: 1 tablet; Pro Extended: up to 10 tablets.

// STORE PROFILE

The store’s presentation

pro.pyryx.com/magasin

You present your physical store on its public Pyryx page: its name, a tagline, a formatted text and a large image. Players looking for a store near them discover it this way.



The store page: its sections, its presentation and its banner.

1 View the public page

2 The page’s sections

WHAT YOU CAN DO

- Choose the store, when you manage several.
- Edit the store’s name, its tagline, its short description and its presentation, with an editor (bold, italics, headings, lists, quote, links).
- Drop a banner, crop it, remove it.
- Open the store’s public page.

STEP BY STEP

1. Open `Store profile`, then choose the store.
2. Fill in `Tagline` (the short sentence under the name) and `Presentation`.
3. Drop an image into the banner, crop it, confirm.
4. Click `Save the presentation`.

GOOD TO KNOW

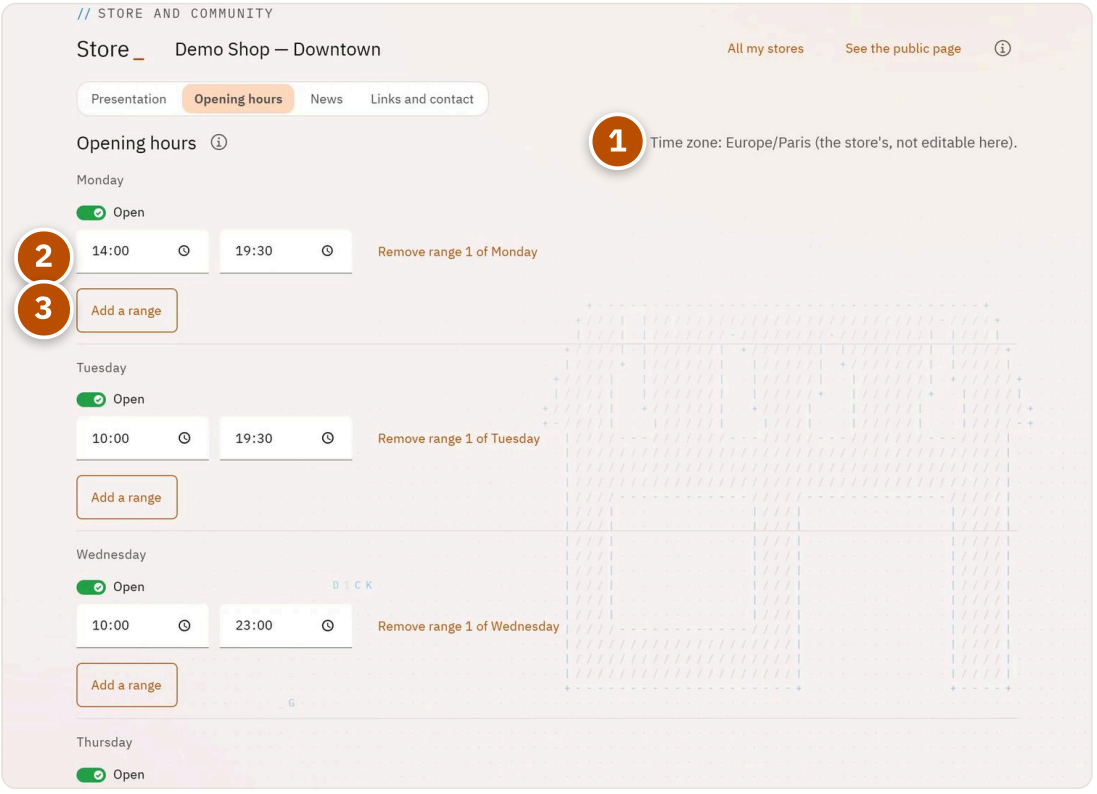
- A change appears on the public page within a few minutes.
- The banner is checked before it appears.
- A link must start with https:// or mailto:, and must not point to a competing marketplace.
- Only the manager changes the store’s name; this screen is open to the owner, to the store manager and to members who have the “Store page” permission.

// STORE PROFILE

Opening hours

pro.pyryx.com/magasin

You show accurate opening hours on the public page, including split days, evenings that run past midnight and exceptional closures.



The standard week, up to three time slots per day, and the store's time zone.

1. The time zone
2. A day of the week
3. Add a slot

WHAT YOU CAN DO

- Open or close each day, with up to three slots per day.
- Create a slot that runs past midnight: the screen shows it clearly.
- Declare unknown opening hours.
- Add exceptional periods (public holidays, holidays, event): closed, or specific slots, with a label.

STEP BY STEP

1. In the store profile, open `Opening hours`.
2. Turn on `Open` for each day and enter the times; `Add a slot` for a lunch break.
3. Click `Save the opening hours`.
4. For holidays: fill in `From` and `To`, tick `Closed`, then `Add the period`.

GOOD TO KNOW

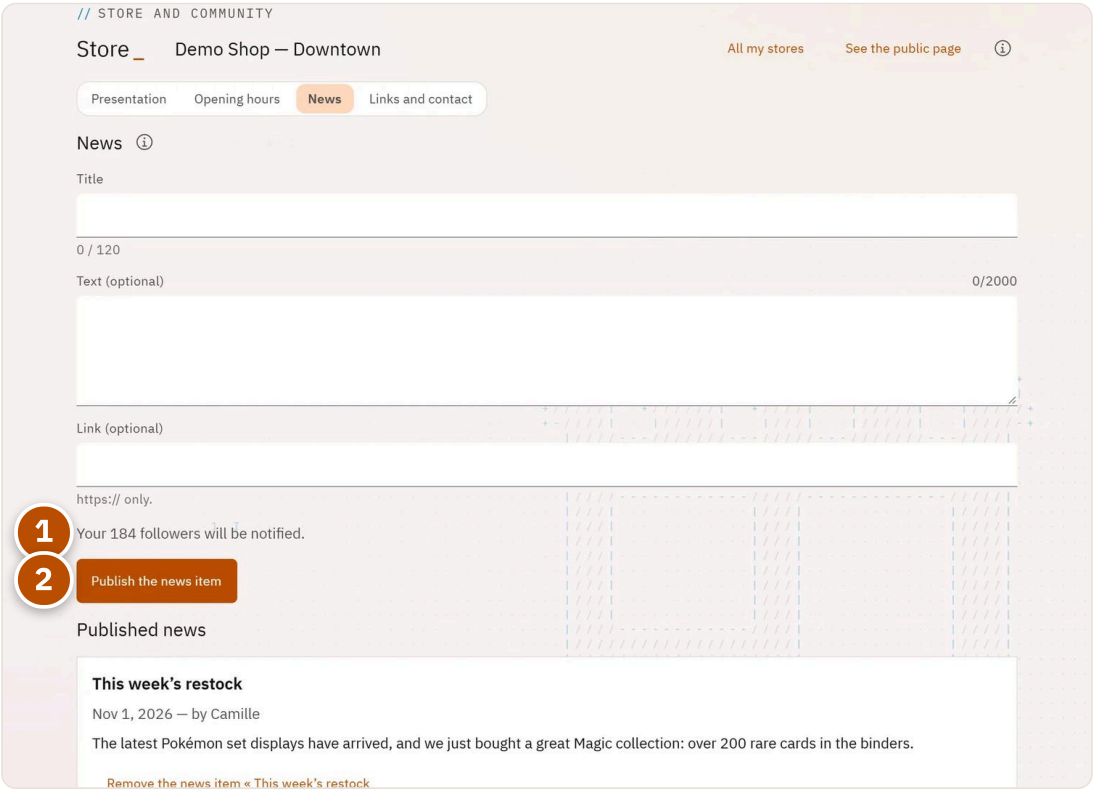
- Unknown opening hours do not mean closed: the public page then shows no opening hours.
- The time zone is the store's.
- Thirty upcoming exceptional periods at most.

// STORE PROFILE

News, links and contact

pro.pyryx.com/magasin

You publish news (a new arrival, a tournament, a closure) on the public page, and the store's followers are notified. You also give your website and your phone number.



A news item being prepared, the number of followers notified and the published news.

1 The followers notified

2 Publish the news item

WHAT YOU CAN DO

- Publish a news item with a title, a text and a link, after a preview.
- Know how many followers will be notified, then how many were.
- Remove a news item.
- In "Links and contact": enter the store's website and phone number; show your Pyryx shop and your creator page on the page.

STEP BY STEP

1. In the store profile, open `News`.
2. Enter the `Title` and the text, review the preview.
3. Click `Publish the news item`.
4. In `Links and contact`, enter `Website` and `Phone`, then `Save the contact details`.

GOOD TO KNOW

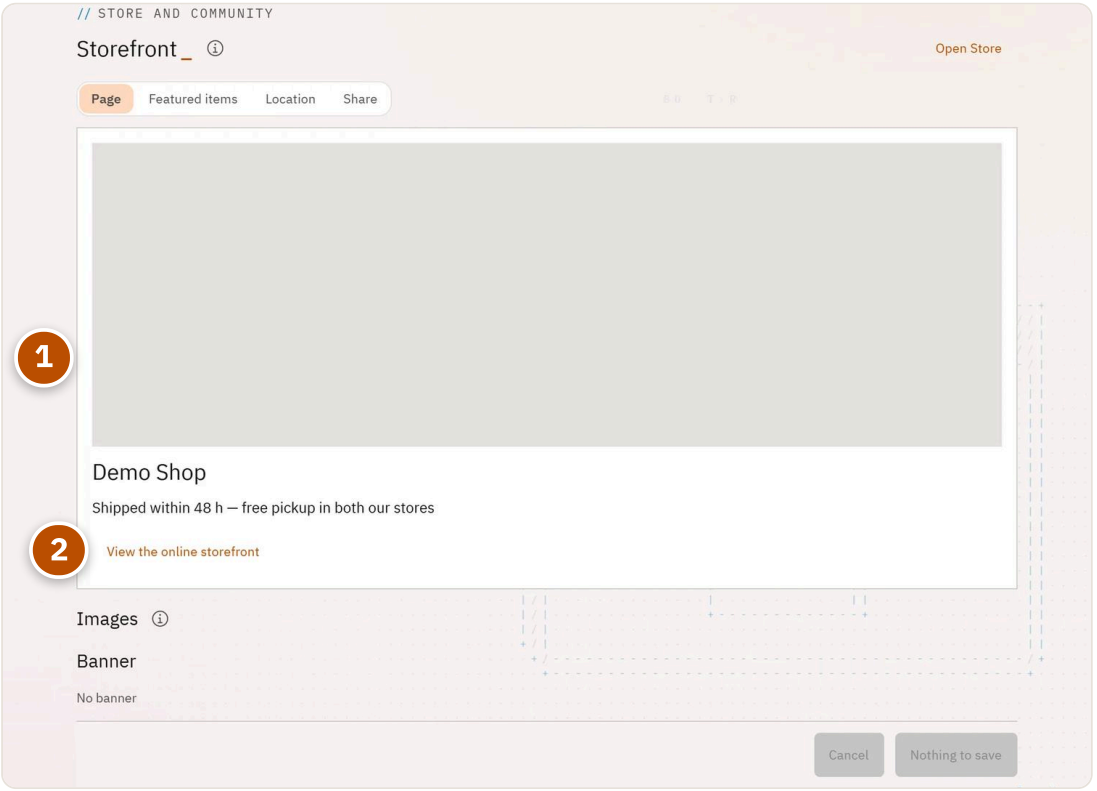
- A news item is plain text, with no formatting.
- Links start with https://; a link to a competing marketplace is refused.
- The switches for the shop and for the creator page are reserved for the manager.

// ONLINE STOREFRONT

The storefront page

pro.pyryx.com/vitrine

You take care of the home page of your online shop on Pyryx: its image, a message of the moment, a presentation and the terms of sale that the buyer reads before paying.



The storefront preview, its images and its message of the moment.

1 The storefront preview

2 View the storefront online

WHAT YOU CAN DO

- See the storefront preview and open it online.
- Change the banner and the background (owner).
- Write a message of the moment: a promotion, a new arrival, an absence.
- Write the presentation and the terms of sale: return period and costs, required condition, refund.
- Choose the shop's public location: town, postcode, exact or rounded point, or the position of a store.

STEP BY STEP

1. Open `Online storefront`.
2. Write the `Message of the moment`.
3. Complete the `Terms of sale and return policy`.
4. Click `Save`.
5. In `Location`, click `Use the store's position`, then `Save the location`.

GOOD TO KNOW

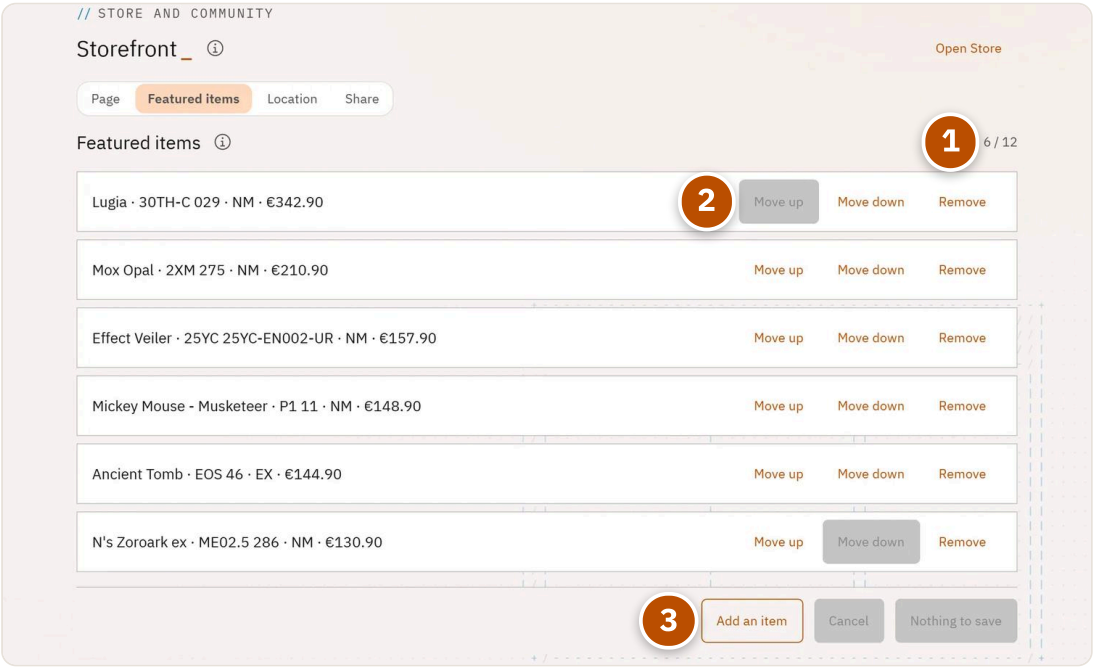
- The storefront is your online shop; the address and opening hours of your physical store are set in the store profile.
- An image is checked before it is published, and only changes the storefront when you save.
- The public location is not your shipping address, which stays private.
- The page and the location require the "Online storefront" permission.

// ONLINE STOREFRONT

Featured items

pro.pyryx.com/vitrine/mise-en-avant

You choose the twelve items shown at the top of your online shop: new arrivals, flagship cards, sealed products.



The featured items, in storefront order.

1. The number of featured items
2. Change the order
3. Add an item

WHAT YOU CAN DO

- Add up to twelve items on sale, by searching for them among your listings.
- Order them with Move up and Move down, or remove them.
- Be warned that an item is no longer on sale.

STEP BY STEP

1. Open `Featured items`.
2. Click `Add an item`, search for the listing, then `Add`.
3. Order with `Move up` and `Move down`.
4. Click `Save the featured items`.

GOOD TO KNOW

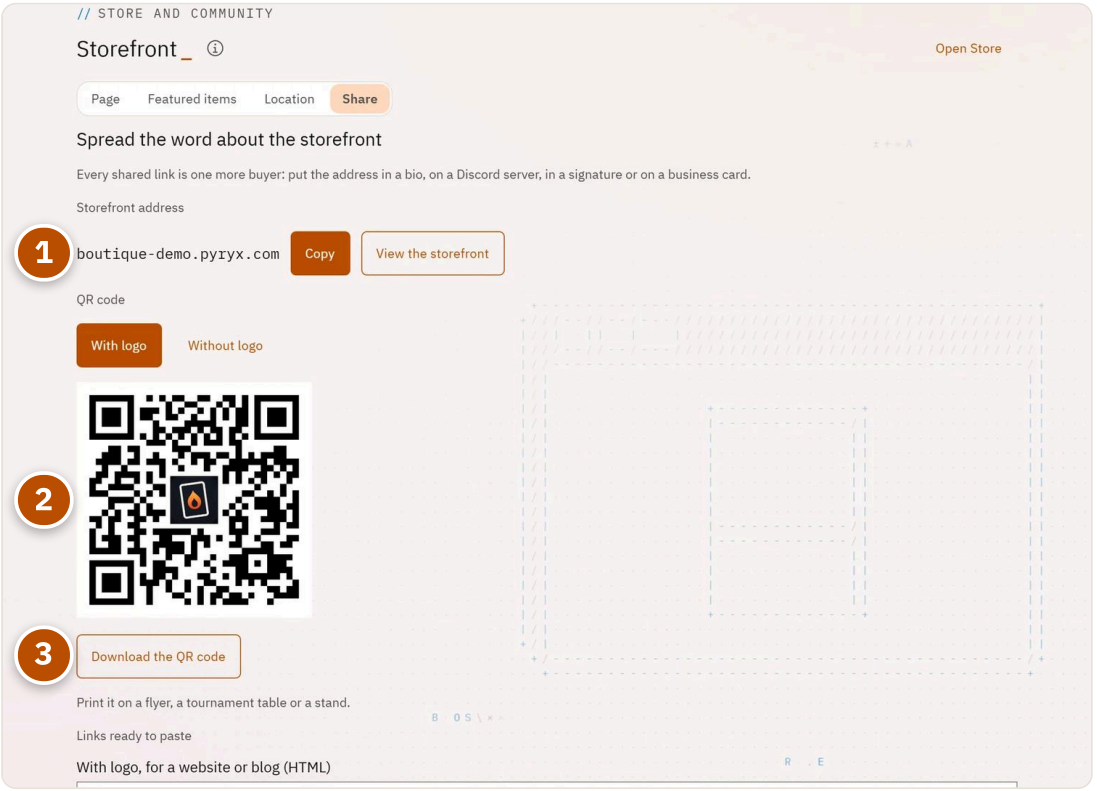
- Only listings on sale are offered; an item sold in the meantime is removed when you save.
- Featured items require the “Listings and stock” permission.

// ONLINE STOREFRONT

Promoting your storefront

pro.pyryx.com/vitrine/partage

You spread the address of your online shop wherever your players follow you: bio, Discord server, signature, flyer, tournament table.



The storefront address, its QR code and links ready to paste.

1. The storefront address
2. The QR code
3. Download the QR code

WHAT YOU CAN DO

- Copy the storefront address, or open it.
- Download a QR code, with or without a logo.
- Copy a ready-to-paste link, with a logo for a website or a blog, without a logo for a message or a bio.

STEP BY STEP

1. Open `Share`.
2. Click `Copy` next to the address.
3. Choose `With logo`, then `Download the QR code`.

GOOD TO KNOW

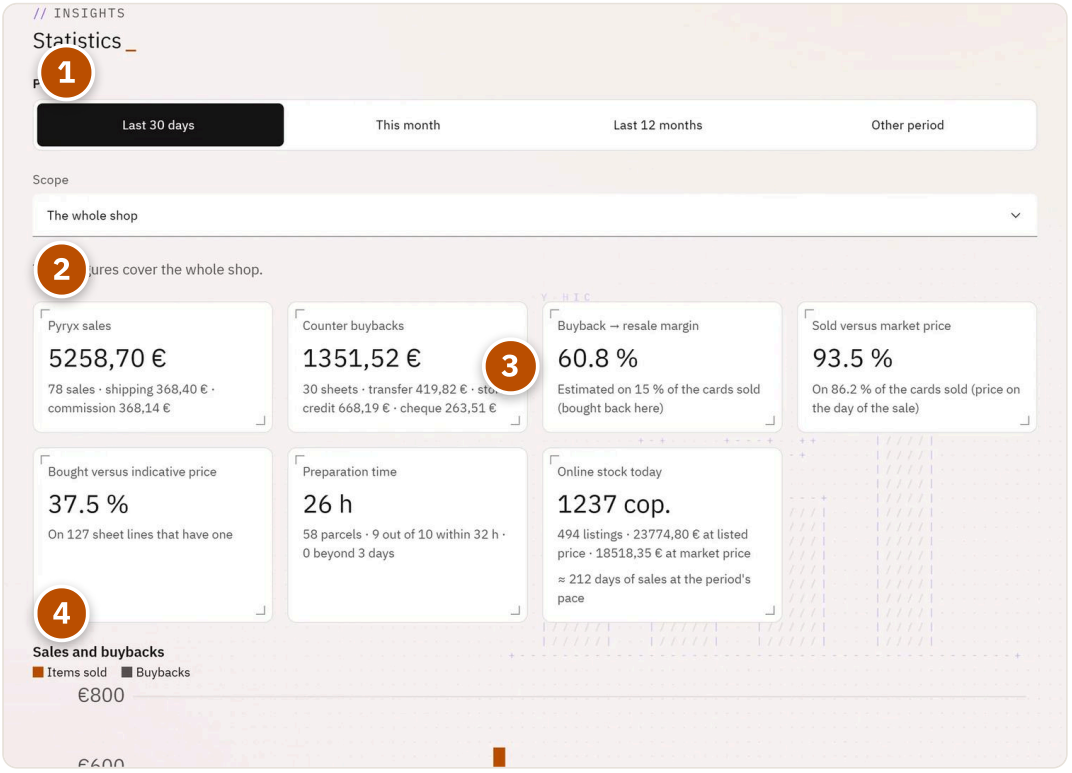
- The link can be shared as soon as the shop opens.

// STATISTICS AND REPORTS

Statistics

pro.pyryx.com/statistiques

Your shop's figures over the period of your choice: online sales, counter buybacks, margin, preparation time and stock. Enough to know where you stand without a spreadsheet.



Statistics over 30 days: tiles and charts.

1. Choosing the period
2. Pyryx sales
3. The buyback → resale margin
4. Sales and buybacks over time

WHAT YOU CAN DO

- A period: last 30 days, this month, last 12 months, or from one date to another.
- The whole shop or a single store.
- Tiles: sales, buybacks, estimated margin, selling and buying prices compared with the market price, preparation time, online stock and the days of sales it represents.
- Charts: sales and buybacks, sales by game, by condition, best-selling sets, listing age; the table of best-selling cards.

STEP BY STEP

1. Open `Statistics`.
2. Choose the period, for example `Last 12 months`.
3. Read the tiles, then scroll down to the charts and the best-selling cards.

GOOD TO KNOW

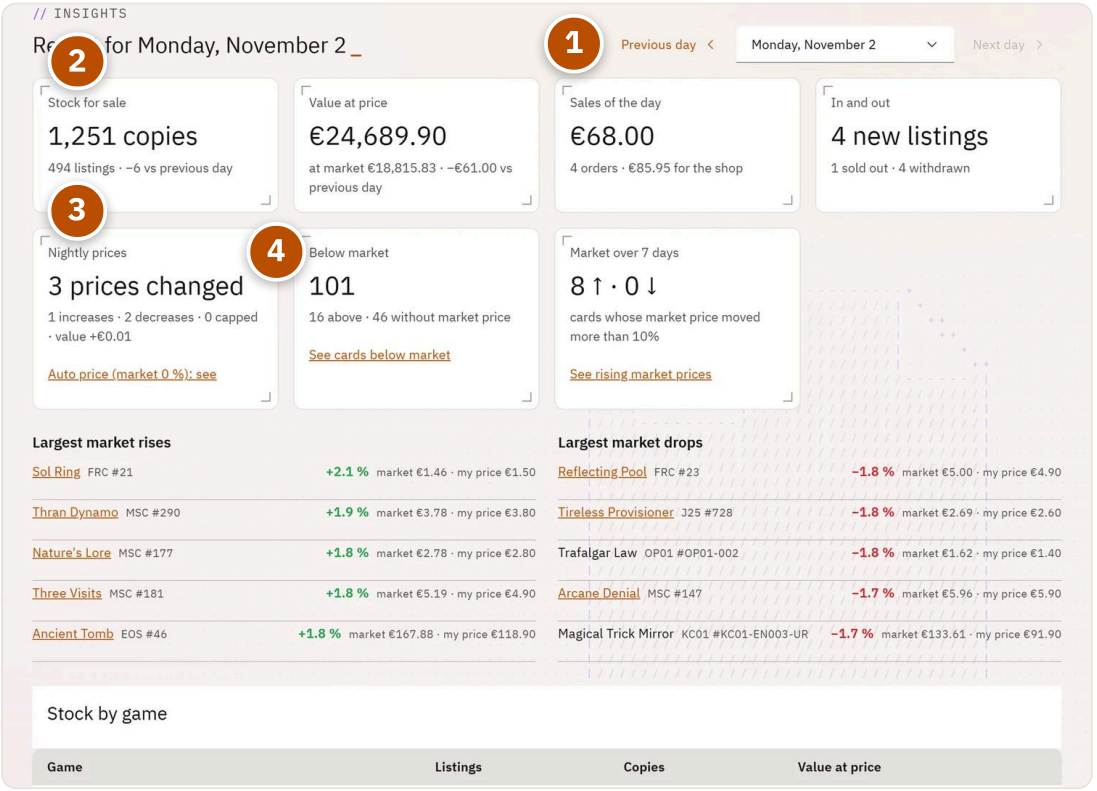
- The margin is an estimate: it is based on the average buyback cost of the same card, before commission and shipping.
- You need the "Figures" permission. A member limited to certain stores reads the figures for their stores, one at a time.

// STATISTICS AND REPORTS

The daily report

pro.pyryx.com/rapports

Every morning, a report frozen overnight: the value of your stock, the previous day's sales and what moved in prices. Each figure leads to the screen where you can act.



Today's report, compared with the previous day.

1. Go to the previous day
2. Stock for sale
3. Overnight prices
4. Cards below market price

WHAT YOU CAN DO

- The tiles: stock for sale, value at listed price, the day's sales, items in and out, overnight prices, cards below market price, market prices that moved over 7 days.
- The change from the previous day for each figure.
- The biggest market price rises and falls, and stock by game.
- Shortcuts: `See cards below market`, `Turn on auto price`, `See rising market prices`.

STEP BY STEP

1. Open `Reports`: today's report appears.
2. Tap `Previous day` or `Next day` to compare, or `Choose the day`.
3. Tap `See cards below market` to adjust your prices.

GOOD TO KNOW

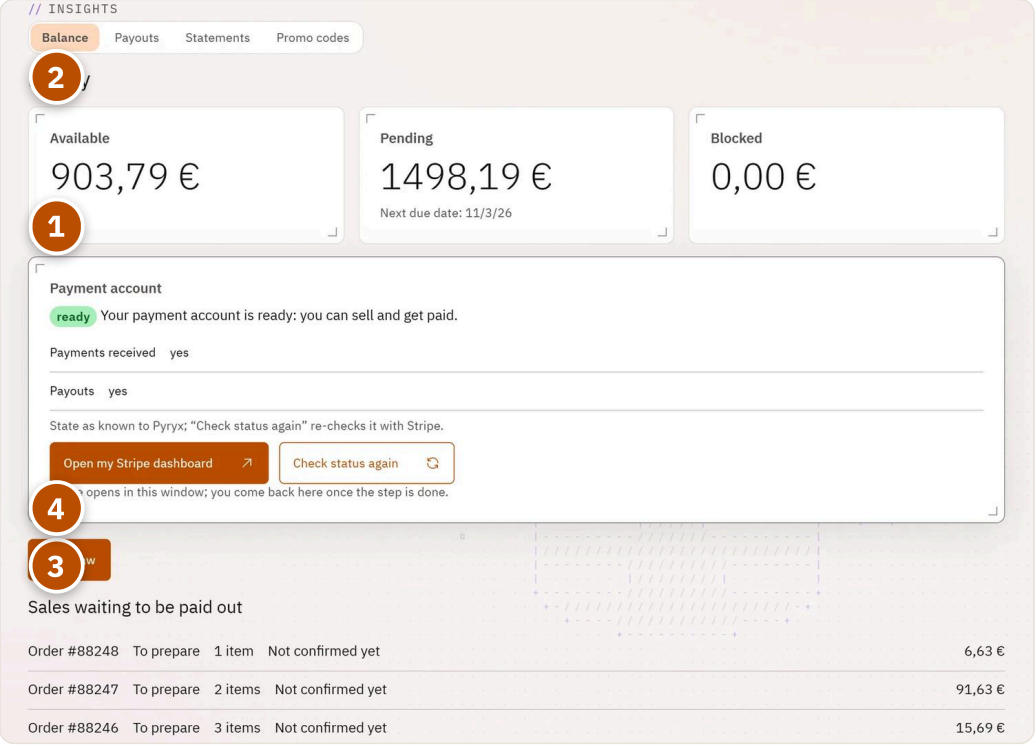
- A brand-new shop receives its first report the next morning.
- Reports require the "Figures" permission.

// MONEY

The balance and the payment account

pro.pyryx.com/argent

See what your online sales have earned you, what is available and what is pending, then transfer it to your bank account. The Stripe payment account is created and completed without leaving Pro.



The balance: the payment account, the available amount and the pending sales.

1. The payment account
2. The available amount
3. Sales awaiting payout
4. Withdraw

WHAT YOU CAN DO

- The payment account's status (ready, to complete, blocked), what Stripe still needs, and the matching action: `Create my payment account`, `Complete my registration`, `Open my Stripe dashboard`.
- Three amounts: `Available`, `Pending`, `Blocked`, and the next due date.
- The details of sales awaiting payout and of withheld amounts (disputes).
- `Withdraw` to your bank account.

STEP BY STEP

1. Open `Money`: the `Balance` appears.
2. If needed, complete your payment account from the `Payment account` card.
3. Tap `Withdraw`, enter the `Amount to withdraw (€)`.
4. Check the summary, then tap `Confirm the withdrawal`.

GOOD TO KNOW

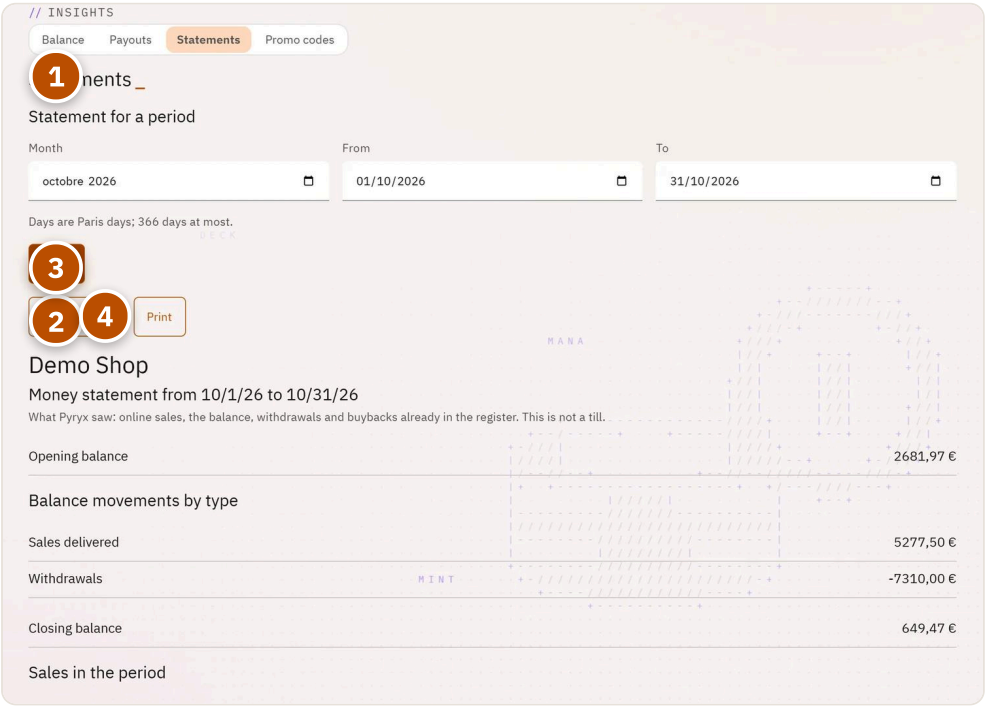
- The balance only holds money from online sales. Sales made at the counter are collected on your shop's certified till and do not appear in it.
- A withdrawal and opening the Stripe dashboard require a recent two-step verification code.
- Money is reserved for the shop owner, whatever the members' permissions.

// MONEY

Payouts, statements and invoices

pro.pyryx.com/argent/releves

All the documents for your accounts: the payout history, a printable statement per period, your monthly commission invoices and the DAC7 summary (the sales declaration that the platform sends to the tax authorities).



A period's statement, ready to print or export.

1. A period's statement
2. The statement header
3. Export for spreadsheets
4. Printing

WHAT YOU CAN DO

- `Payouts`: credited sales, withdrawals and other movements, with their status and the Stripe reference.
- `Statements`: opening and closing balance, movements by type, sales for the period, buybacks already in the register, withdrawals.
- `Export (CSV)` and `Print` the statement.
- Commission invoices, one per past month, to open and print.
- The `DAC7 summary`: your sales for the year, by quarter.

STEP BY STEP

1. In `Money`, open `Statements`.
2. Choose a `Month`, or `From` and `To` dates, then tap `Show`.
3. Tap `Print` or `Export (CSV)`.
4. Further down, open a commission invoice with `View`, or choose a `Year` for DAC7.

GOOD TO KNOW

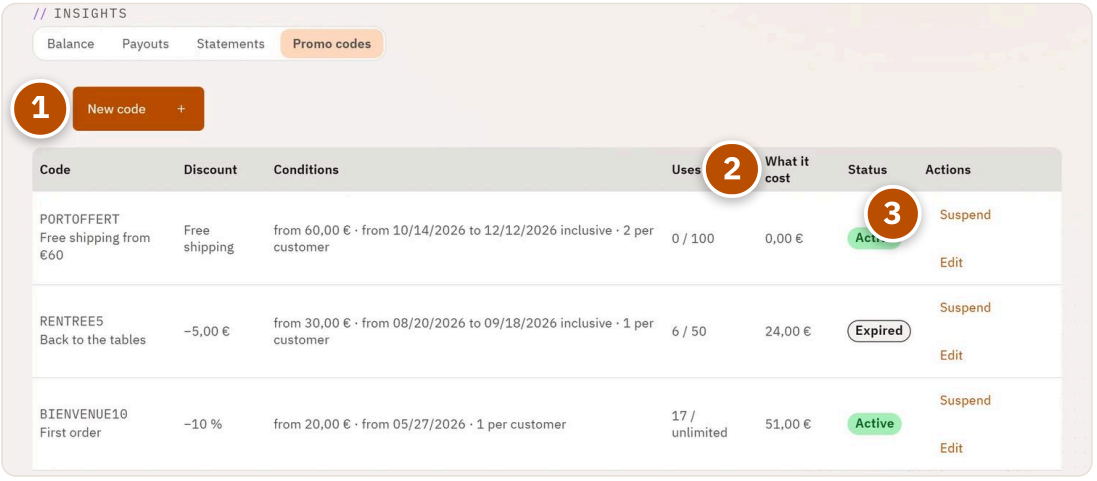
- The statement and DAC7 require a recent two-step verification code.
- The commission is a final price: no VAT is charged on it, and it is already deducted from your payouts.
- No figure is recalculated on screen: everything comes from the platform's accounts.

// MONEY

Promo codes

pro.pyryx.com/argent/codes

Create discounts for your online shop and see what each code has really cost you, so you can decide whether to keep it running.



The shop's promo codes and their real cost.

1. Create a code
2. What each code has cost
3. Suspend a code

WHAT YOU CAN DO

- Three types of discount: percentage, fixed amount, free shipping.
- Conditions: minimum order, total number of uses, uses per customer, validity dates, label shown to the buyer.
- For each code: its uses, what it has cost and its status (active, suspended, expired, used up…).
- `Suspend`, `Reactivate`, `Edit` (extend or cap).

STEP BY STEP

1. In `Money`, open `Promo codes`, then tap `New code`.
2. Enter the `Code`, choose the `Discount type` and the `Discount`.
3. If needed, add a minimum, a cap on uses and dates.
4. Tap `Create the code`.

GOOD TO KNOW

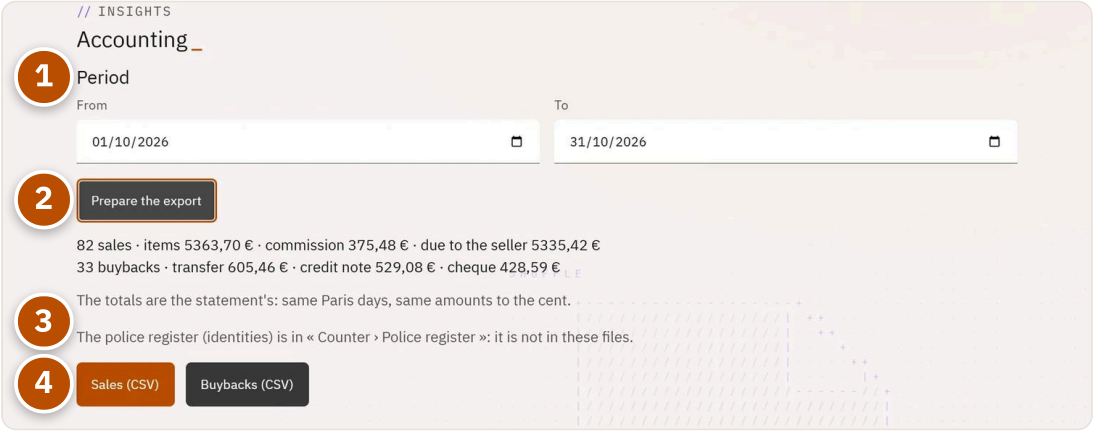
- You bear the cost of the discount, but the commission is calculated on the discounted price: you pay no commission on what you give away.
- Without a cap, a code shared on a forum costs as much as the forum is big.
- Neither the code nor its value can be changed afterwards: for that, create another code.

// ACCOUNTING EXPORTS

The export for your accountant

pro.pyryx.com/exports

A period’s sales and buybacks, in two CSV files that open in Excel: everything you need to send your activity to your accountant in one move.



The accounting export prepared for last month.

1. The period
2. Prepare the export
3. The period summary
4. The sales file

WHAT YOU CAN DO

- A period, the previous month by default.
- A summary: number of sales, items, commission, amount due; number of buybacks and how they were paid.
- Two files: `Sales (CSV)` and `Buybacks (CSV)`.

STEP BY STEP

1. Open `Exports`.
2. Choose the period `From` … `To`.
3. Tap `Prepare the export`, then enter your code if Pro asks for it.
4. Download `Sales (CSV)` then `Buybacks (CSV)`.

GOOD TO KNOW

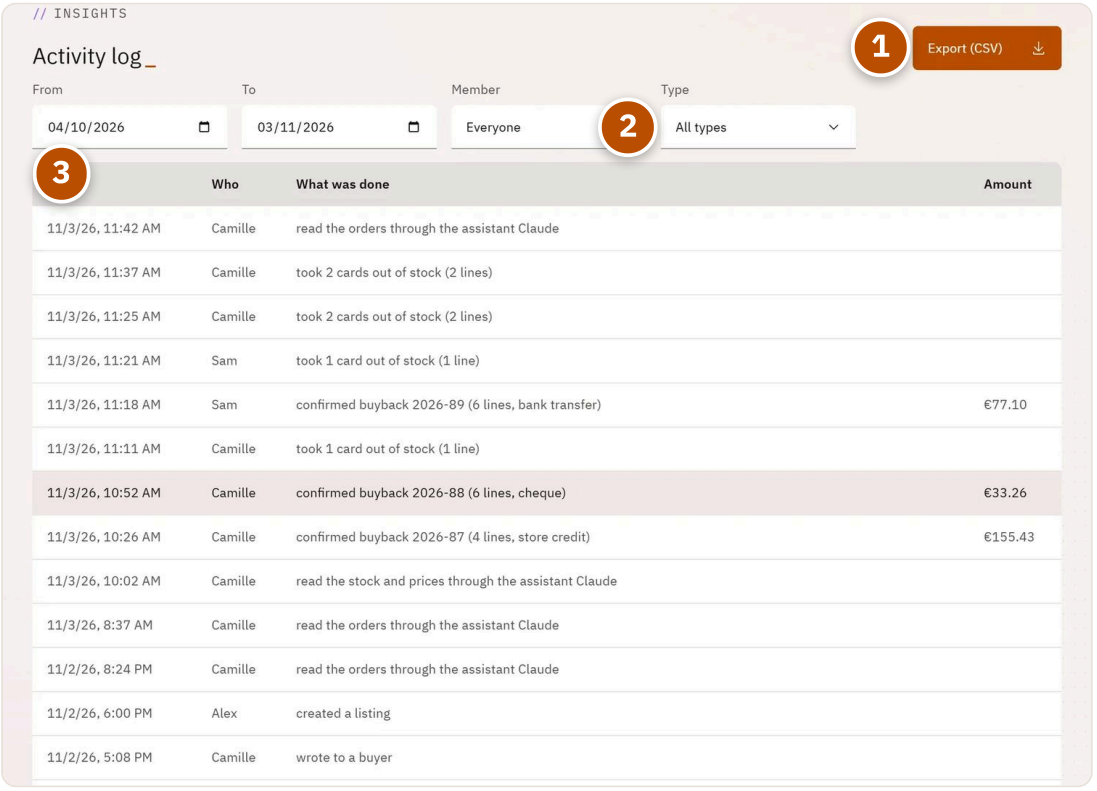
- You need the “Export” and “Figures” permissions, and a recent two-step verification code.
- The totals are exactly those of the money statement.
- The police register (sellers’ identities) is not in these files: it is in `Counter › Police register`.

// ACTIVITY LOG

The shop's activity log

pro.pyryx.com/journal

Know who did what, and when: buybacks, stock removals, prices, orders, settings, actions by the team and by AI assistants. Useful for understanding a stock discrepancy or following the team's work.



The activity log: every action in the shop, by whom and when.

1. Export the log
2. Filter by type of action
3. A log entry

WHAT YOU CAN DO

- The filters "From" and "To" (the last 30 days to start with), "Member" (for the owner) and "Type" (buybacks, stock, listings, orders, money, team, assistants...).
- The table: when, who, what was done, and the amount if there is one.
- `Show more` to go further back.
- `Export (CSV)` for the owner, up to 10,000 lines.

STEP BY STEP

1. Open "Activity log" in the menu.
2. Set `From` and `To`, then choose a `Type` and, if needed, a `Member`.
3. Tap `Export (CSV)` to keep a record.

GOOD TO KNOW

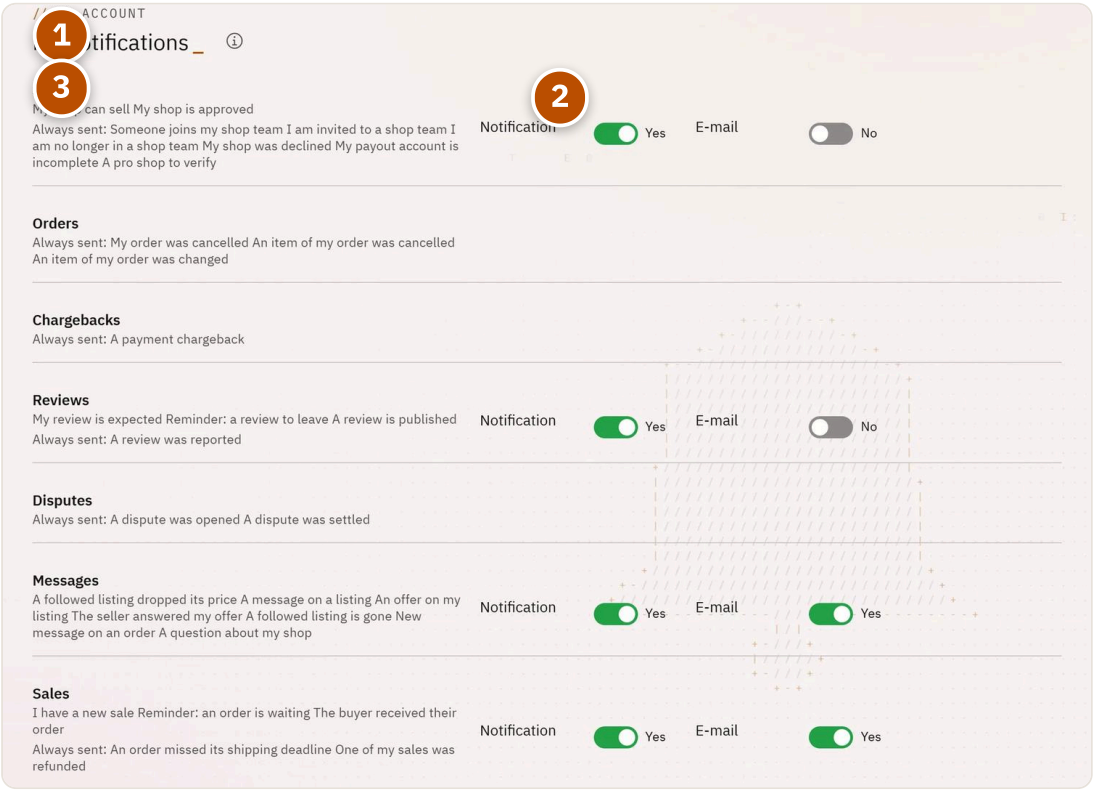
- Nothing is written from the activity log: it is read-only.
- A team member only sees their own entries; the owner reads everything.
- Actions by AI assistants are recorded there just like those of people.

// NOTIFICATIONS

My notifications

pro.pyryx.com/notifications

You choose what you receive about your shop, by email and in the app, family by family. You keep what matters without being overwhelmed.



The notification families, each by email and in the app.

1. A notification family
2. A switch
3. What is always sent

WHAT YOU CAN DO

- Set, for sales, orders, messages, reviews, disputes, chargebacks, payouts and the shop, the email and the notification.
- Receive everything or nothing in one click.
- See the messages that are always sent.

STEP BY STEP

1. Open your account menu, at the top right, then `My notifications`.
2. Turn a family's switch on or off, for the email or for the notification.

GOOD TO KNOW

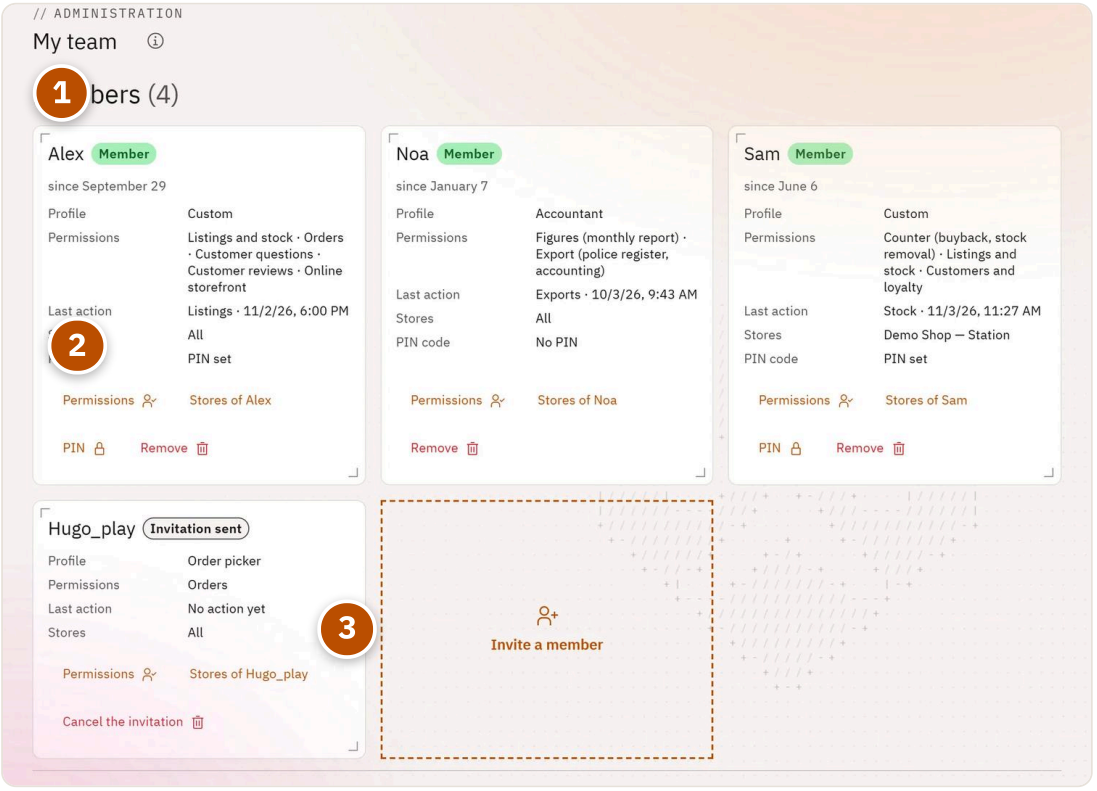
- These settings belong to your account: they also apply on pyryx.com.
- Mandatory messages, such as a dispute or a failed payout, are always sent.
- A fine-grained setting made on pyryx.com shows as "Partial".

// TEAM

Team members

pro.pyryx.com/equipe

Each employee has their own account and only sees what you entrust to them. You see their profile, their permissions and their last action at a glance.



The team members, their profile and their permissions.

1. A member and their permissions
2. Actions on this member
3. Invite a member

WHAT YOU CAN DO

- One tile per person: their profile, their permissions in plain words, their last action and whether they have a PIN.
- Visible buttons: `Permissions`, `PIN`, `Remove` (or `Cancel the invitation`).
- Limit a member to certain stores (`Stores of …`).
- Team settings: the shop's binders that members can access, and the screen lock delay.

STEP BY STEP

1. Open `Team`.
2. On a member's tile, tap `Permissions`.
3. Choose a `Profile`, then adjust the boxes.
4. Tap `Save`.

GOOD TO KNOW

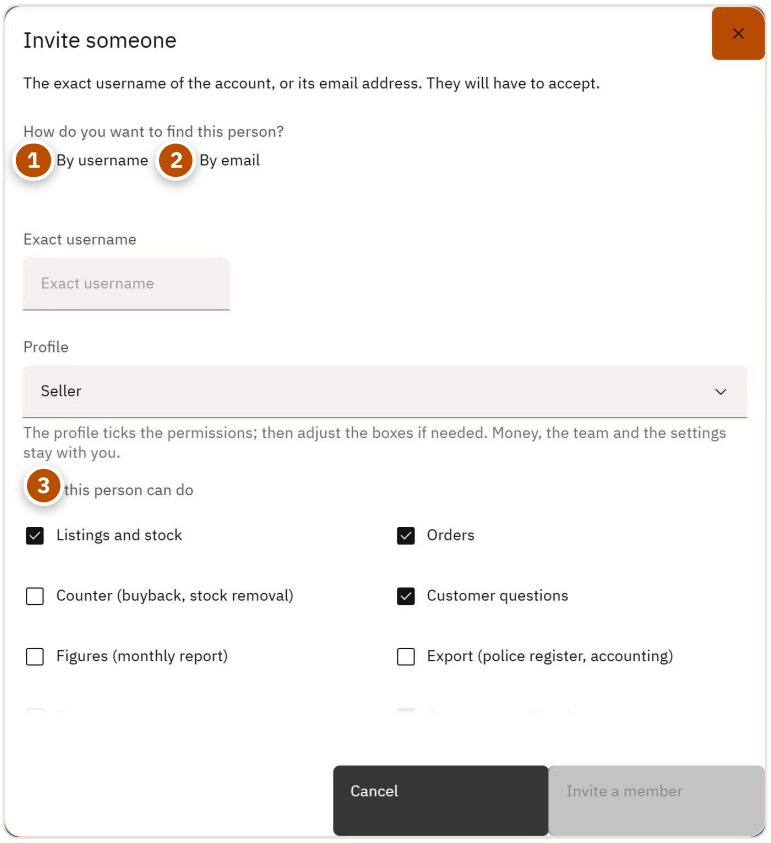
- Money, the team and the settings always stay with the owner.
- A removed member loses access at their next action; the log keeps what they did.
- A forgotten PIN is cleared here: the member chooses a new one at their next sign-in.

// TEAM

Invite someone and choose their permissions

pro.pyryx.com/equipe

Invite an employee by username or email and give them exactly the permissions their job needs: a profile ticks the boxes for you, then you adjust.



The invitation window: find the person, then tick their permissions.

1. By username
2. By email
3. The permissions to tick

WHAT YOU CAN DO

- Find the person by their exact username or by their email address.
- Six ready-made profiles: Store manager, Seller, Counter, Order picker, Accountant, Event host.
- Permissions box by box: listings and stock, orders, counter, counter sales, questions, figures, export, screens, customers and loyalty, store page, transfers, events, reviews, cancellations, storefront...
- Team codes: a person joins the team by entering the code, without you having to look up their username.

STEP BY STEP

1. In `Team`, tap `Invite a member`.
2. Choose `By username` (or `By email`) and enter it.
3. Choose a `Profile`, then adjust the boxes.
4. Confirm the invitation at the bottom of the window: the person must accept it.

GOOD TO KNOW

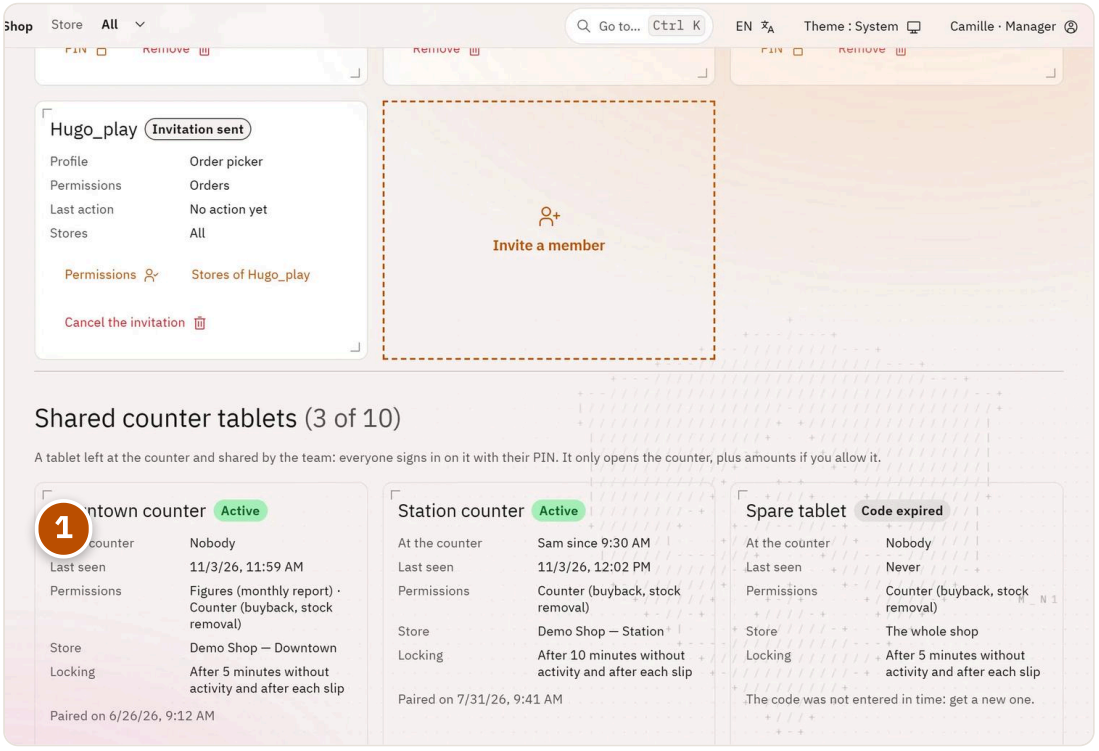
- By email, Pro always answers the same way, whether an account exists or not: no one can use it to guess accounts.
- The profile suggested by default is set in `Settings › Team`.
- A team code works only once and expires after a week.

// TEAM

Shared counter tablets

pro.pyryx.com/equipe

A tablet on the counter, shared by the whole team: everyone signs in with their PIN. It only opens the counter, and you keep control of it remotely.



Shared counter tablets: who is at the counter, and since when.

1 The shared counter tablets

WHAT YOU CAN DO

- For each tablet: its status, who is at the counter and since when, its last sign of activity, its permissions, its store.
- `Settings`: locking after a few minutes without activity, or after each slip.
- `Lock now`, `Unblock` (too many wrong PINs), `Revoke`.
- Unblock a member who is locked out at the counter.

STEP BY STEP

1. In `Team`, `Shared counter tablets` section, tap `Pair a tablet`.
2. Enter the `Tablet name`, what the tablet allows and the `Store`, then `Get the code`.
3. On the tablet, open pro.pyryx.com/poste and enter the code yourself.

GOOD TO KNOW

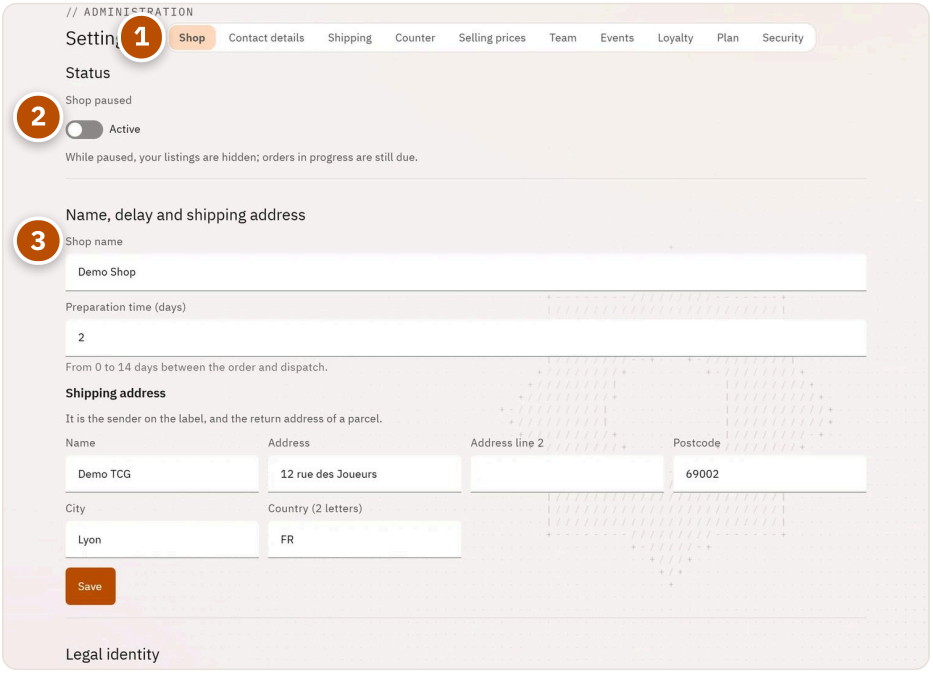
- The pairing code is shown only once: do not read it out loud.
- Creating a pairing code and unblocking a tablet require your two-step verification code.
- A tablet paired by mistake can be revoked in one move (“Not your tablet?”).

// SETTINGS

The shop and its contact details

pro.pyryx.com/reglages/boutique

Pause the shop while you are on holiday, with a scheduled reopening, and keep its name, preparation time, shipping address and public contact details up to date.



Shop settings: the pause, the name and the legal identity.

1. The settings sections
2. Pause the shop
3. The shop's name

WHAT YOU CAN DO

- `Shop paused` and an optional `Return date`: Pyryx reopens the shop at around 8 a.m. that day.
- The shop's name, preparation time and shipping address.
- Read-only: the legal identity (company name, SIRET, VAT number), the commission and the payment account's status.
- `Contact details` section: the legal address, the customer service email and phone number published on the storefront, and the account holder's private information.

STEP BY STEP

1. Open `Settings`: the `Shop` section appears.
2. Switch on `Shop paused`, then confirm with `Pause the shop`.
3. Tap `Schedule a return date` and choose the day.

GOOD TO KNOW

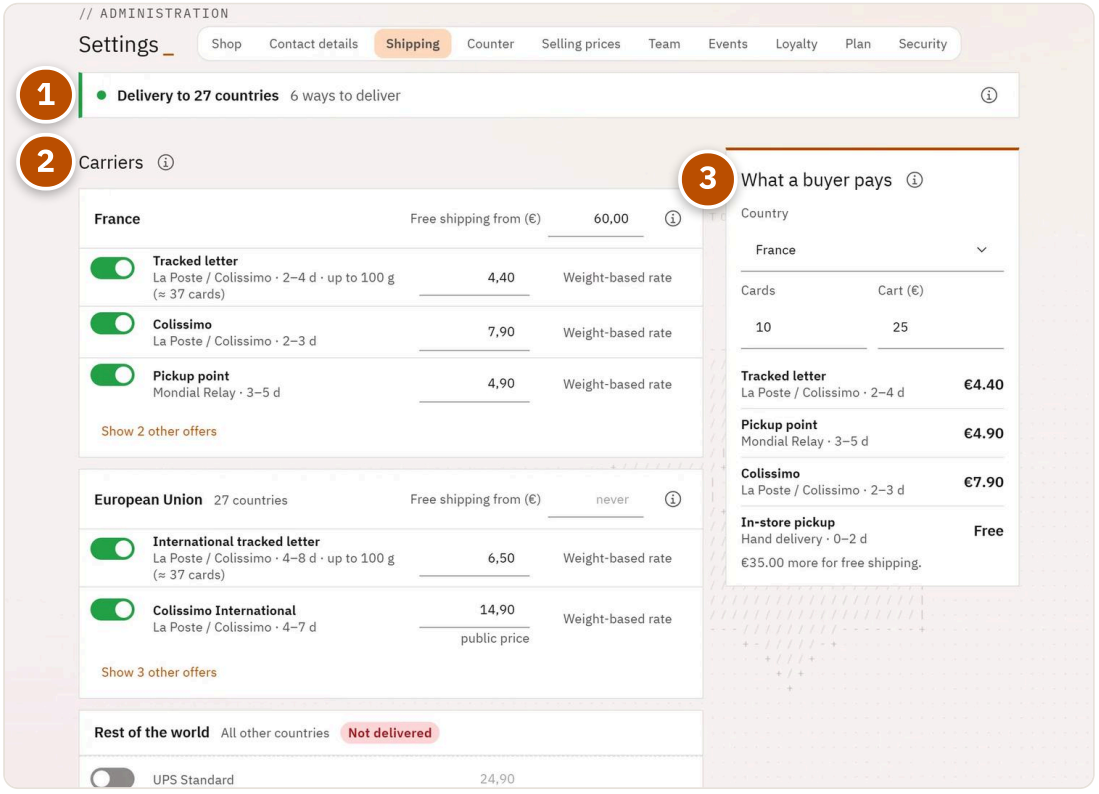
- While the shop is paused, your listings are hidden, but orders in progress must still be fulfilled.
- Reopening checks the same points as if you reopened it yourself: payment account ready, shipping costs set, one listing published.
- Published contact details are mandatory for a professional seller: they can be corrected, never deleted.
- Settings are reserved for the shop owner.

// SETTINGS

Shipping costs

pro.pyryx.com/reglages/port

Just one question: how much does a buyer pay to have their order delivered? A buyer only sees your shop if you deliver to their country: with no rate for them, nothing sells.



Shipping costs: the delivery status, the carriers and the buyer preview.

1. The delivery status
2. The carriers
3. What a buyer pays

WHAT YOU CAN DO

- A status line: how many countries you deliver to, and in how many ways.
- `Carriers`: tick the platform's offers and correct their price on the spot, weight-based rates included.
- Free shipping above a basket amount, by zone.
- `Own grid`: your own zones, methods and prices, for whatever the catalogue does not cover.
- `What a buyer pays`: the shipping calculated for a country, a number of cards and a basket.

STEP BY STEP

1. Open `Settings › Shipping`.
2. In `Carriers`, tick the offers you provide and adjust their price.
3. If you wish, enter `Free shipping from (€)`.
4. Check the result in `What a buyer pays`.

GOOD TO KNOW

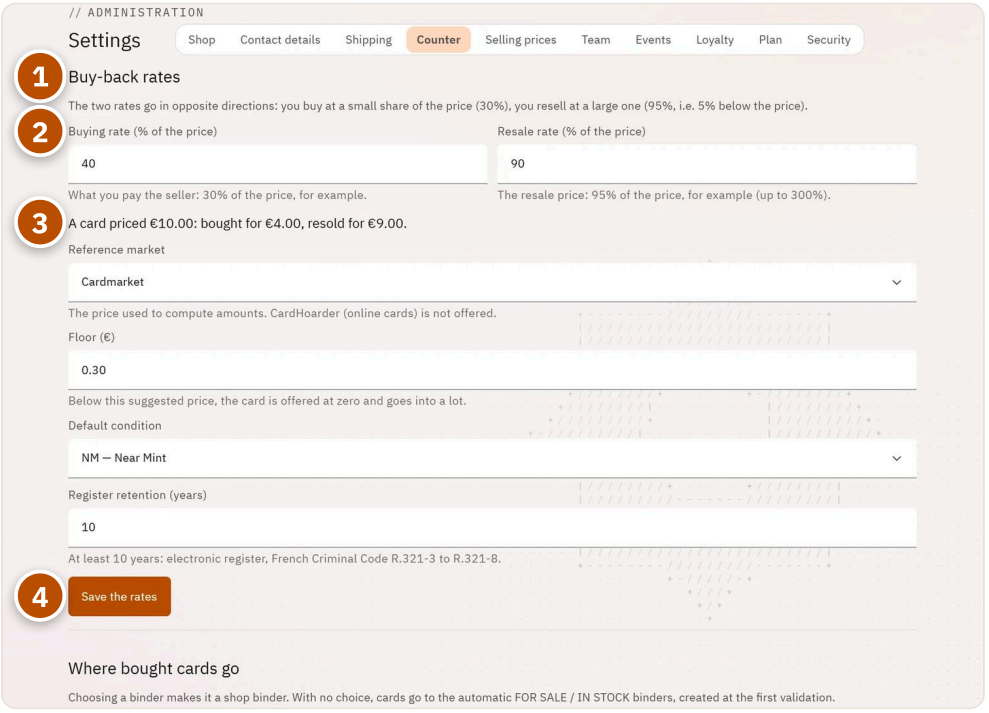
- A free shipping threshold lowers your commission.
- In your own grid, an empty cell does not mean "free": it means "I don't deliver there".
- Without tracking, you will not be able to prove anything if a payment is disputed with the bank.

// SETTINGS

Buyback rates and default prices

pro.pyryx.com/reglages/comptoir

Set your buyback rules once and for all, what your employees can do on their own, and the price formulas suggested by default in the stock.



The buyback rates, with an example calculated live.

1. The buyback rates
2. The buying rate
3. The calculated example
4. Save the rates

WHAT YOU CAN DO

- The buying rate and the resale rate (as a % of the market price), the reference market, the floor, the default condition and how long the register is kept.
- A live example: “A card priced at …: bought for …, resold for …”.
- Where bought cards go: the sale binder and the stock binder for each game.
- The team at the buyback counter: listing by employees, approval by a manager above your thresholds, the manager’s code.
- `Selling prices` section: the price formula and the follow rule suggested by default in stock batches.

STEP BY STEP

1. Open `Settings › Counter`.
2. Enter the `Buying rate (% of the price)` and the `Resale rate (% of the price)`; the example updates.
3. Tap `Save the rates`.
4. Further down, turn on manager approval if needed, then `Set the code`.

GOOD TO KNOW

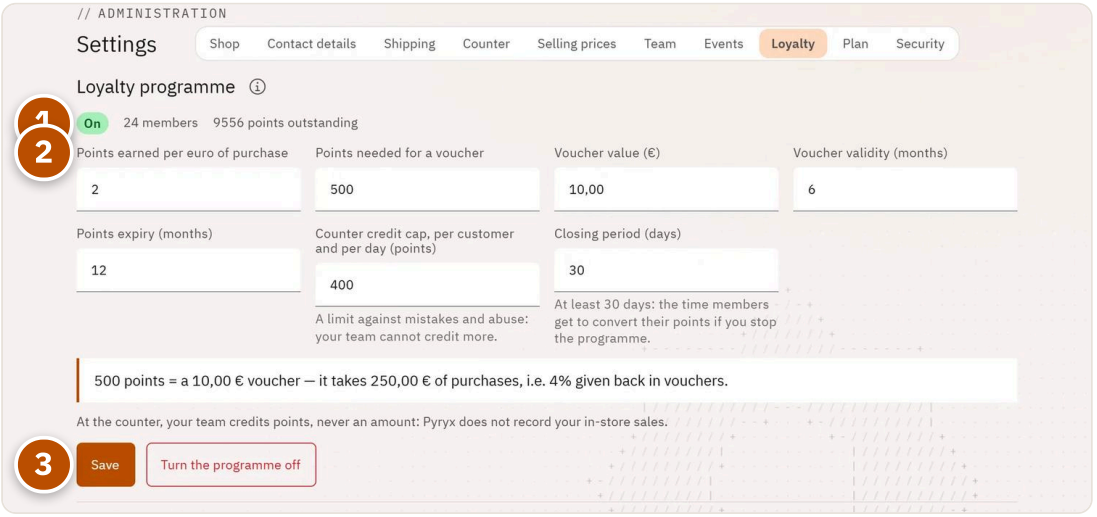
- The buying rate is low (30% of the market price, for example), the resale rate close to the market price (95%).
- The list of information required from the seller is a matter for legal advice: it is set by Pyryx.
- Default prices change nothing on their own: they prefill the batches, and no price changes until you confirm.

// SETTINGS

Loyalty, team and event defaults

pro.pyryx.com/reglages/fidelite

Launch a loyalty programme on your own terms: your customers earn points and turn them into vouchers for your shop themselves. Also set the profile suggested for invitations and the values for a new event.



The loyalty programme: its status and its rates.

1. The programme's status
2. Points earned per euro
3. Turn the programme on

WHAT YOU CAN DO

- The rates: points per euro, points needed for a voucher, the voucher's value and validity, points expiry.
- The cap on points credited at the counter per customer per day.
- A preview of the rate actually given back in vouchers.
- `Team` section: the profile suggested for each invitation.
- `Events` section: the cancellation deadline and the boxes ticked by default for a new event.

STEP BY STEP

1. Open `Settings › Loyalty` and set the rates.
2. Tap `Turn the programme on`.
3. Read over the rules your customers will see, tick `I have read the rules my customers will see`, then `Turn on`.

GOOD TO KNOW

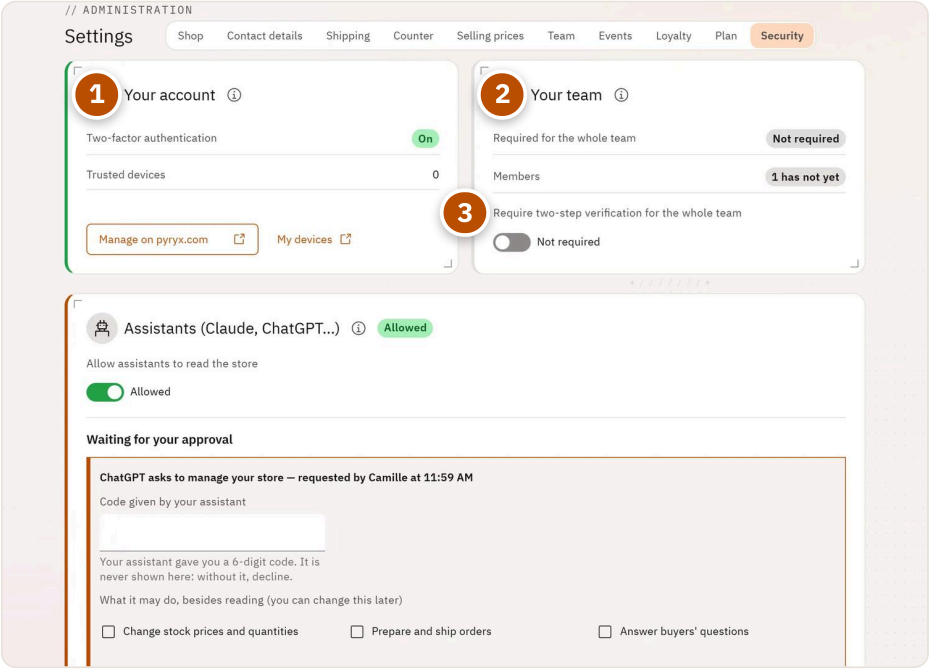
- The programme is turned off by default.
- At the counter, your team credits points, never an amount: payment for the sale stays on your certified till.
- If you stop the programme, your members still have some time to convert their points.

// SECURITY AND ASSISTANTS

Shop security

pro.pyryx.com/reglages/securite

Your shop is protected by two-step verification: a 6-digit code from your authenticator app, at sign-in and before every sensitive action. You can require it from the whole team.



Security: your account and your team at a glance.

1. Your account
2. Your team
3. Require two-step verification for the team

WHAT YOU CAN DO

- The `Your account` card: your two-step verification and your trusted devices.
- The `Your team` card: how many members have not turned it on yet.
- The `Require two-step verification for the whole team` switch.
- The screen lock: everyone chooses their PIN in `My PIN` (account menu); the screen locks after a break, without ever signing you out.

STEP BY STEP

1. At your first sign-in, scan the QR code with your authenticator app, then enter the 6-digit code.
2. On your usual device, answer `Trust` to “Trust this device?”: you will not be asked for the code for 30 days.
3. For the team: `Settings › Security`, switch on `Require two-step verification for the whole team`, then `Require it`.

GOOD TO KNOW

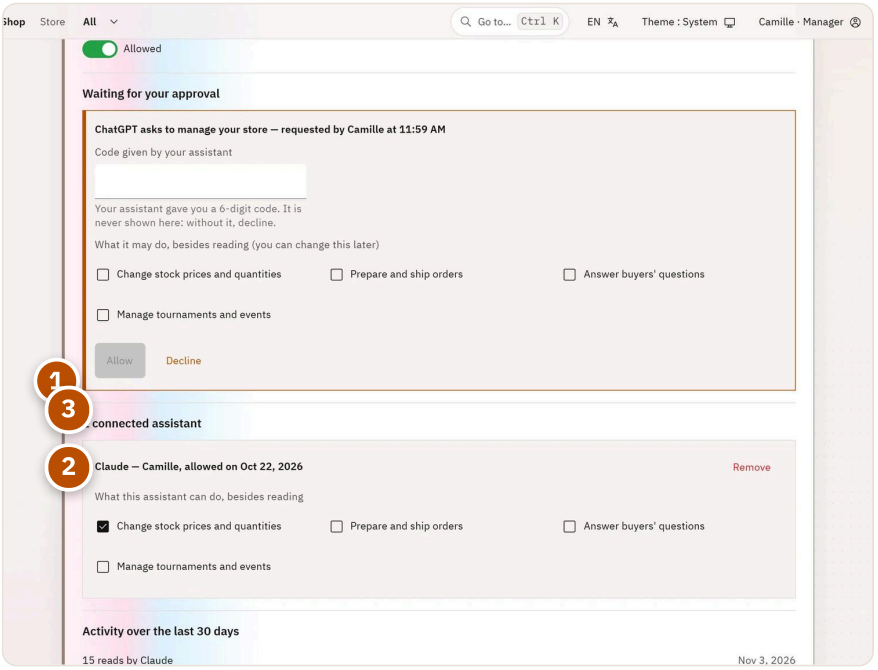
- A recent code is asked for again before sensitive actions: withdrawing money, showing a statement, exporting the accounts, opening the Stripe dashboard, subscribing to Pro Extended.
- Linking a store and pairing a tablet require the code even on a trusted device.
- Do not trust a public or shared computer.
- Without your phone, `Use another account` always gets you out of the code screen.
- Every action, by every member and every assistant, is recorded in the log.

// SECURITY AND ASSISTANTS

Your AI assistant (Claude; ChatGPT coming soon)

pro.pyryx.com/reglages/securite

Talk to your shop as you would to an employee, by keyboard or by voice: “How many orders are there to prepare today?”, “Set the Sol Ring to €4.50”. You decide, action by action, what it can do.



Assistants: an access request to approve, and the actions entrusted.

1. The pending access request
2. Allow with the code
3. The actions entrusted to the assistant

WHAT YOU CAN DO

- Allow or cut off the assistants’ access to read the shop.
- Approve an access request with the code the assistant gives you, or refuse it.
- For each assistant, tick what it can do on top of reading: change prices and quantities, prepare and ship orders, reply to buyers, manage tournaments and events.
- See the last 30 days of activity, and remove an assistant.
- A guide to connect Claude; ChatGPT is coming soon.

STEP BY STEP

1. In Claude, add the Pyryx connector (or tap `Add Pyryx to Claude in one click` in the guide).
2. Sign in with your Pyryx account and say: “Open my Pyryx shop”. The assistant gives you a 6-digit code.
3. On `Today` (or in `Settings › Security`), enter this code in `Code given by your assistant`, then tap `Allow`.
4. Tick what it can do on top of reading.

GOOD TO KNOW

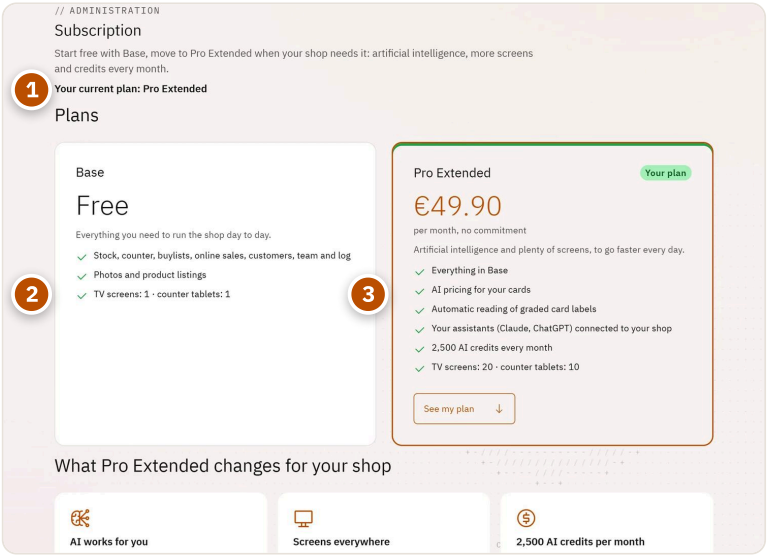
- Assistants are part of Pro Extended.
- The assistant reads each action back to you before doing it: answer “yes” to confirm. Everything is recorded in the log.
- Never money, the counter, customers or the team: those stay in Pro.
- The code exists only in your assistant’s conversation: no one else can get authorised in your place.

// PLANS

Your plan: Base or Pro Extended

pro.pyryx.com/abonnement

Start free with Base, move to Pro Extended when your shop needs it: artificial intelligence, more screens and AI credits every month. No commitment.



The two plans side by side, with yours marked.

1. Your current plan
2. The Base plan
3. The Pro Extended plan

WHAT YOU CAN DO

- Base, free: every Pyryx Pro module (counter and buyback by photo, card valuation, stock, orders, customers, events, tournaments, screens…), 1 store screen, 1 EDS tablet, no AI.
- Pro Extended, €49.90 per month: everything in Base, plus card valuation by AI, automatic reading of graded card labels, AI assistants, up to 20 screens and 10 tablets, and 2,500 AI credits per month.
- An AI analysis report costs 10 credits, an advanced report 40.
- `My plan`: where your plan comes from (subscription, offer), screen and tablet usage, the credit balance, the latest invoices, `Manage subscription` and `I have a voucher`.
- `Compare everything, line by line`: the full table of both plans.

STEP BY STEP

1. Open `Subscription` in the menu.
2. On the Pro Extended card, tap `Upgrade to Pro Extended`.
3. Tick the agreement box, then tap `Switch to Pro Extended` and pay with Stripe.
4. Back in Pro, the plan activates within a few seconds.

GOOD TO KNOW

- Cancel whenever you like from `Manage subscription`: the plan runs until the end of the paid period, then the shop goes back to Base.
- Credits used up: AI features wait for next month’s top-up, and everything else carries on as normal.
- When you go back to Base, nothing is deleted: the oldest screens keep displaying, the others show “Outside your plan”.
- Only the owner can change plans. The mobile app only shows the plan’s status.

// MOBILE APP

Pyryx Pro on phone and tablet

pro.pyryx.com

Pyryx Pro can already be used today in the browser on your phone and tablet, and can be added to the home screen like an app. The Android and iPhone/iPad apps are coming soon.

WHAT YOU CAN DO

- The same screens as on a computer, adapted to the phone.
- Sign-in with Google, Apple or a link received by email, which brings you straight back into Pro.
- On Android, the Back button first closes the open window, then goes back to the previous page.
- Pro can also be added to the home screen from the browser.

STEP BY STEP

1. Open pro.pyryx.com in your phone's browser, then "Add to Home screen".
2. Sign in with your shop's account.
3. Enter your two-step verification code.

GOOD TO KNOW

- The subscription will not be managed in the apps: they will show your plan's status, and everything else will be done from the browser.
- From the browser, Stripe sign-up opens directly in Pro.

Appendices

Glossary

Balance
The money from your online sales, waiting to be paid out to your bank account.

Binder
A set of cards in Pyryx; the shop's stock is made up of binders. The location (box, display case…) says where the card is.

Buyback slip
The record of a buyback: customer, cards, prices, payment, signature; it goes into the register.

Cancellation slip
The slip that cancels a validated buyback slip: a validated slip is never edited.

Credits
The unit that pays for Pro Extended's AI services; a report that does not complete gives them back.

EDS
The counter tablet that faces the customer (Easy Display System).

Market price
A card's reference price, recorded on the markets; Pro tracks it for each printing.

Online storefront
Your shop's page on pyryx.com, with your featured items.

Police register
The legal register of items bought from private individuals, exportable as PDF and CSV.

Printing
A specific version of a card: set, number, language, finish.

Pyryx TV
The app for the store's TVs (Android TV, Google TV, Fire TV).

Shared counter tablet
A shared tablet at the counter, where each member signs in with their PIN code.

Store credit
Payment for a buyback as a voucher in the customer's name, valid for one year on your online shop.

Tier
A number of points that earns a voucher in the loyalty programme.

Frequently asked questions

Does Pyryx Pro replace my till?

No. Pro prepares counter sales on screen (items, discounts, till slip by VAT rate) and keeps stock accurate; payment is taken on the certified till you already have.

What equipment do I need?

A computer or a tablet with a recent browser. A webcam to photograph cards at the counter, a printer for labels and a TV for the store screens, if you want those tools.

Which games are supported?

The games open on Pyryx: their cards, sets, languages and market prices are already in Pyryx Pro.

How do I bring in my existing stock?

Import a CSV or Excel file: Pyryx Pro recognises the cards and prepares your listings. You can also add cards as your buybacks come in.

Do my employees need an account?

Yes, each one has their own Pyryx account and role: they only see what you entrust to them. At the counter, one shared tablet is enough; everyone signs in on it with their PIN code.

How is my data protected?

Two-factor authentication is required of the owner at sign-in and for sensitive actions, and can be required of the whole team; the screen locks after inactivity, and every action is written to the activity log.

I have several stores: is that possible?

Yes. Each store has its own stock, team, screens and events; your buyers see a single online shop.

Where are my cards sold?

On pyryx.com, the trading card marketplace. Your listings appear there as soon as you put them on sale.

How much does it cost?

Two plans: Base, free, and Pro Extended, at €49.90 per month, with AI credits and more screens. The platform also takes a commission on your online sales, shown before each sale.

Can I try it before signing up?

Yes: the demo opens the real Pyryx Pro on a made-up store, with no account needed, at pro.pyryx.com/demo. Nothing you do there is saved.

Which languages are available?

French, English and Spanish, chosen by each team member.

What is the AI assistant?

With Pro Extended, you can connect Claude to Pyryx Pro (ChatGPT is coming soon) and entrust it with specific actions: change a price, prepare an order, reply to a buyer, create a tournament. You choose each action, and everything is written to the activity log.

Try Pyryx Pro without an account: **pro.pyryx.com/demo** · Open your shop: **pro.pyryx.com/inscription**