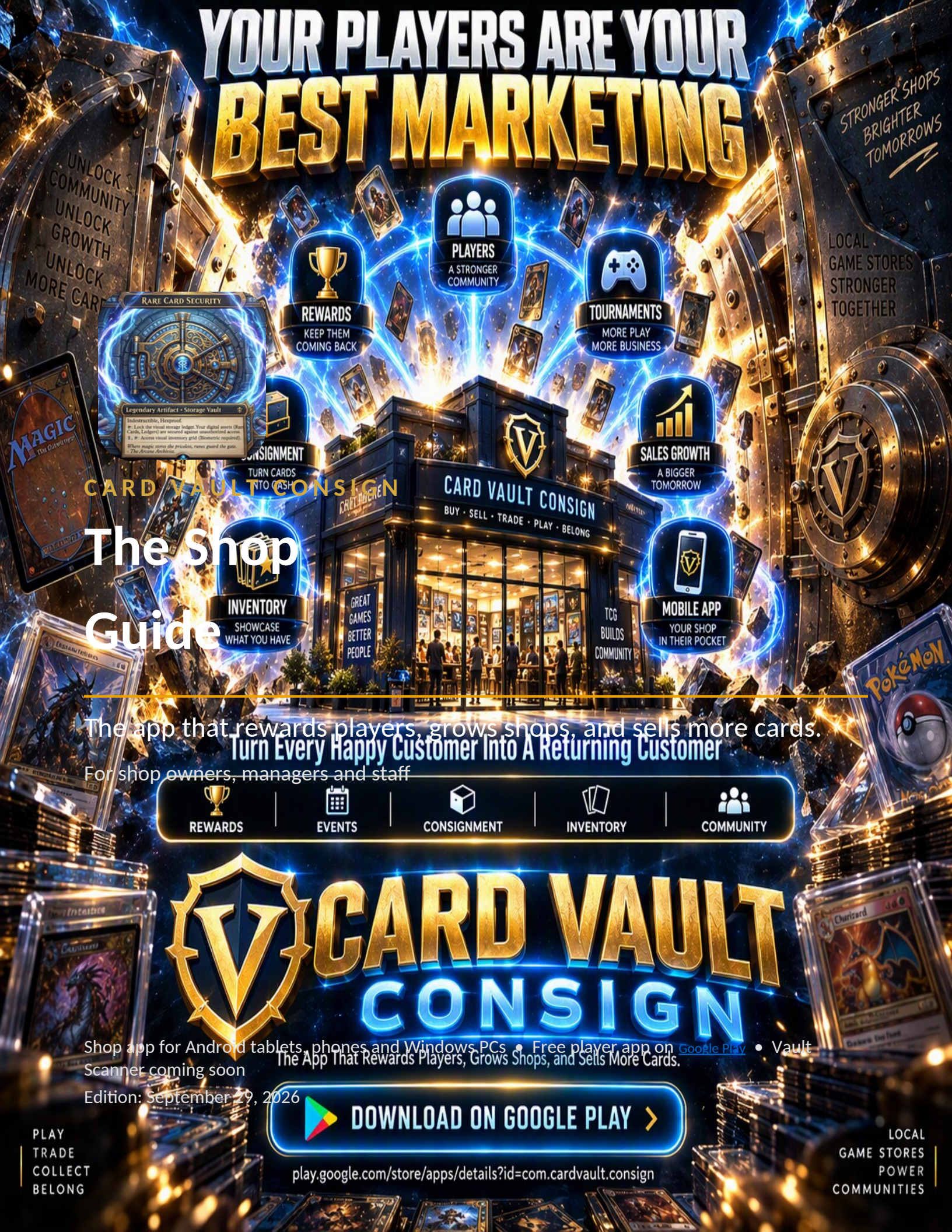


CARD VAULT CONSIGN

The Shop Guide

The app that rewards players, grows shops, and sells more cards.

Turn Every Happy Customer Into A Returning Customer

For shop owners, managers and staff

REWARDS | EVENTS | CONSIGNMENT | INVENTORY | COMMUNITY

Shop app for Android tablets, phones and Windows PCs • Free player app on Google Play • Vault Scanner coming soon

Edition: September 29, 2026

At a glance

Card Vault Consign rewards the players who shop with you, brings new ones through the door, and helps you sell more cards. The app handles your register, tracks your vault, takes cards in on consignment, runs reward boards your players climb by spending, and runs tournaments with pairings that land on their phones — plus a referral system that pays you and your players for growing the community. Everything is tied together through the shop's own cloud account.

0%
platform fee on the shop's own stock, products, pre-orders and tournament entries

$79.99
per month for Shop Premium — or $675.99 a year, or $2,500 for life

5
card games supported today: Magic, Pokémon, Lorcana, Yu-Gi-Oh!, Star Wars: Unlimited

100
cards on each shop's public Card Page, plus 10 Deals & Sealed promo slots

3 + 1
reward boards (Weekly, Bi-Weekly, Monthly) plus the monthly Tournament leaderboard

256
players an event can take — six on a Tuesday or a hundred in a hall

How the pieces fit together

A shop signs up, gets verified, and runs its counter from the shop app. Players download the free app, pick that shop on the map, and from then on the two talk to each other through the cloud: drop-offs and offers flow one way; points, prizes, credit, pre-orders, the card page and tournament pairings flow back. The Vault Scanner, when it ships, is the fast way to get a pile of cards into either side.

Who	What they use it for
Shop owner or manager	Register, intake, vault pricing, consignor payouts, Z-Reports, settings, staff, the public Card Page, the Buy List, reward boards and Events.
Cashier	Register, intake, vault, inbox and events with a limited PIN — no settings, no reports.
Viewer device	A second phone, tablet or PC that looks up cards, quotes prices and sends carts to the main register.
Player	Collection and decks, drop-offs and offers, pre-orders, points and prizes at every shop, tournaments, and every shop's card page.
Consignor	A player (or walk-in) whose cards the shop sells for a cut. Paid in cash or store credit; rewards applied automatically.

PART ONE

The Shop App

Everything a shop can do, screen by screen, in the order the tabs appear. Features marked PREMIUM need a Shop Premium license; everything else is included free.

Getting started

1. **Shop registration** A shop signs up with its name, business/tax number, street address, phone, admin email and a master password. The address is looked up and becomes the shop's pin on the players' map. New shops land in a waiting room until Card Vault Consign verifies them, so players only ever see real, approved stores.
2. **Setup checklist** The first time the register opens, a four-step checklist walks the owner through it: add staff and their PINs, check the tax rate and currency, connect Stripe for card payments, and take in the first card. Each step has a "Go" button that jumps to the right screen.
3. **Lock screen and staff PINs** The whole register locks behind a six-digit staff PIN. Owners and managers unlock with full access; cashiers unlock with a limited view (no settings, no Z-Report, no comparison tools). Every sale, payout and register close is authorized by a staff PIN, so the name of whoever did it is on the record.
4. **Staff follow you to every device** Staff and their PINs are kept in the shop's cloud account, so an Admin PIN set on the phone works on the tablet, on a second register, in a browser, and after a reinstall. The first time a PIN is used on a new device it is confirmed with the server; after that it works there with no signal. Store Settings and Profile show "Checking staff list" until they know who the staff are, so a PIN is never rejected just because the list hadn't loaded yet.
5. **Send files from your phone** On an Android phone or tablet, share a file straight to the app: in Files, Drive, Gmail or another scanner app, tap Share and pick Card Vault Consign. A CSV card list asks where it goes: into a vault (shop stock or a consignor's cards) or a customer's want list for the Register cart. A picture asks: a Deals & Sealed promo or your shop picture, and you crop it before it saves. Not signed in yet? The file waits until you are. On a PC, use the Import and Upload buttons instead.
6. **Phone-friendly layout** On a phone or small tablet, the top menu folds away on its own the moment you open Register, Intake, Vault, Card Page or Buy List, or tap into any search box, so the keyboard and results fit on screen. A full-width blue "SHOW TOP MENU" button brings it back with one tap.
7. **The phone Back button** On an Android phone or tablet, Back closes whatever pop-up is open, then takes you to the Register. On the Register it asks "Leave Card Vault Consign?" with Stay or Exit, so a stray swipe never closes the app mid-sale. Back does nothing while a sale or card payment is being recorded, or on the PIN lock screen.
8. **The Windows program** Card Vault Consign also runs as a program on a Windows PC, for shops. Sign in with the same shop account. The vault is saved on the PC's own hard drive (Documents\Card Vault Consign), with an automatic copy made every day and the last seven kept. Store Settings shows where it all is, with Open folder and Make a copy now buttons. The register, intake, card reader, Stripe and cloud backup work the same as on a tablet; the Android-only pieces (the Back button, sharing files into the app, USB and Bluetooth drawers) are left off.

One main register, the rest are viewers

9. **Pick the main device** Each phone, tablet or PC keeps its own vault, and they do not merge. So one device runs the shop: in Store Settings → Main device, tap "Make this the main device" (Store Settings is behind the Master PIN). It is the only device that sells, adds cards, pays out and backs up. Until you pick one, every device works on its own, the way it always has.

10. **Viewers look things up** Every other device signed in to the shop becomes a viewer. A blue "View only" strip across the top says whose copy it holds and how fresh it is. A viewer can look up any card and its price, quote a customer, and browse the Vault, Collectors, Card Page, Events and Buy List. Intake, Products and the Ledger show "Main device only", and anything else that would change the vault is refused with a plain message.

11. **Fresh copies, no fuss** The main device sends a copy of its vault to the cloud about two minutes after the register goes quiet (at least every ten minutes while it is busy), right after a Z-Report, and when the app is put away. Viewers load the newest copy when they open, every 15 minutes, and whenever you tap Refresh on the strip.

12. **Send a cart to the register** On a viewer, build a cart on the Register as usual, attach the customer if you like, add a note, and tap "📤 Send to register" with your staff PIN. On the main register, "🛒 Sales waiting" shows how many carts are waiting; open it (Refresh checks for new ones) to see who sent what. "Load into cart" puts it in the cart and checks every card is still in stock (anything sold since is listed as not added). Take payment as usual and it leaves the list; "Throw away" removes it. The viewer sends the shop's prices; discounts happen at the register.

13. **If the main device breaks** Open Store Settings on another device and make it the main device; it carries on from the last copy. "No main device" puts every device back on its own.

14. **Backups follow the main device** Once a main device is set, only it backs up to the cloud, so a spare phone can never replace your backups with an old or empty copy.

The Register

15. **Inventory lookup** Type a card name, a set code, or "set + collector number" and the register finds it in your active stock instantly. Quick-code chips at the top prefill the set codes you carry most. Each result shows a small picture of the card, its condition as a colored chip, a rarity dot, and NEW if it came in this week. Tap a card to add it to the sale.

16. **Scan a player's QR code** Scan the QR code from a player's profile with a handheld scanner (or type their ID) and their account attaches to the sale. They confirm with their own six-digit PIN at the counter before the sale completes. A first-time player gets a customer record at that moment, so their very first purchase counts toward their points.

17. **Prizes pop up on their own** The moment a player's PIN passes, anything they have earned on your reward boards and not yet collected pops up: the prize picture, what it is, and one button. An item is recorded as handed over; store credit is added to their balance right there; a percentage-off prize becomes credit worth that share of the cart in front of you and is applied to the sale. Every claim is recorded on your side and theirs. The same pop-up appears at Intake when a player is scanned in, so nothing they earned is ever forgotten.

18. **Tournament entry** When a verified player is attached and you have an event taking entries, a "Tournaments taking entries" box lists it with one Enter button. Tap it, the entry fee goes on the cart, and paying it puts the player in the event. That is how a player gets into a tournament: paying at the counter is entering. If an event is full or closed the sale still goes through and the register tells you to refund the entry by hand.

19. **Barcode products** Scan a product barcode (sleeves, boosters, playmats, anything you've set up under Products) and it rings straight into the cart. A handheld scanner works anywhere on the Register, not only while the search box is selected, and the Enter at the end of a scan can never press a button by accident.

20. **Card reader at the counter** Once a Wi-Fi card reader is paired (Store Settings → Card reader), the Register shows a 💳 Reader button next to Cash and Card. Pick it and tap Complete Sale: the amount appears on the reader and the customer taps, inserts or swipes — credit cards or Interac debit. The Register waits, then records the sale only once the payment has gone through. Declined? Try again on the same payment, so the customer is never charged twice, or cancel. The cashier can cancel while the reader is waiting. It works the same from a tablet or a PC.

21. **New barcode? Add it on the spot** Scan a box the app has never seen and a "New barcode" box opens with the code filled in. Type the name and price, say how many are on the shelf, pick a category (or make one), and tap Add & ring up: it is saved to Products and put in the cart. Your existing stock gets into the app one sale at a time, with no afternoon of data entry. (Products is a Premium feature.)

22. **Load a customer's list** A customer emails or hands you a CSV or deck list? Load it and every card on it that you have in stock drops into the cart at once. The register tells you exactly what it couldn't fill (out of stock, wrong finish, not enough copies) and gives you a one-tap copy of that list to hand back to the customer. Got the list on your phone? Share it to Card Vault Consign and pick "Customer's want list".

23. **Card picture on hover** Turn on image preview and hovering any card in the results shows its art, handy for confirming the right printing.

24. **Unpriced cards** If a card was taken in without a price, the register asks for one on the spot, saves it to the vault, and adds it to the sale.

25. **Store credit** If the attached customer holds store credit, a toggle applies it first. The rest is paid by cash or card. A sale fully covered by credit is recorded as such.

26. **The cash drawer opens itself** With a drawer set up (Store Settings → Cash drawer), it pops open the moment a sale goes through: on every sale, or only on cash sales if you choose. If it does not open, a yellow note says so; the sale is never undone because of the drawer.

27. **Open Drawer (No Sale)** Need to make change? "💵 Open Drawer (No Sale)" under Complete Sale opens the drawer after a staff PIN. Every opening is logged with who and when, and counted on the Z-Report. The button only shows on a register with a drawer the app can open.

28. **Sale complete** When a sale goes through, a green banner shows the total, how many items, how it was paid and the receipt number, then fades after a few seconds. Tap ✕ to close it sooner.

29. **Cash or card** Cash is one tap. Card payments run through Stripe, typed into the secure card box on the screen or tapped on a paired card reader, and the money goes to the shop's own bank account.

30. **Tax and currency** The tax rate is prefilled from settings and can be overridden per sale. Every price shows which currency it's in (CAD or USD).

31. **Attach a customer** Before completing, choose a customer or consignor from your list (searchable by name, phone or email), register a new one in seconds, or ring it as a walk-in.

32. **Receipts** A thermal-style receipt prints with the shop name, receipt number, cashier name, every line, tax and total.

33. **Works offline** If the internet drops, the sale still completes and saves locally. It's sent to the cloud automatically the next time the register connects.

34. **Loyalty cash-back** When loyalty is switched on, every sale with a customer attached earns them a percentage back as store credit, automatically.

35. **Points follow the player** After every sale, credit change or payout, the register quietly sends that customer's store credit and spend to the cloud, so the player sees their up-to-date points at your shop in their own app. Everyone is re-sent once a day as a safety net.

36. **Fees are handled for you** Card Vault Consign's platform fees are calculated in the background, never shown on the customer's receipt, and invoiced to the shop monthly. Store-owned cards carry no fee. Consigned cards carry a 7% shop fee plus a 5% consignor fee that comes out of the consignor's cut. Products, pre-orders and tournament entries carry no fee at all.

37. **The lead fee** The one time your own stock carries a fee: a player starred a card on your Card Page or was hunting it on their Buy List, and then bought that card at your counter with their QR code scanned. That line pays the 7%, shown in the hidden fees box as "Player Lead Fee". The same card sold to a walk-in, or to any player who never asked for it, is 0%. The server checks every sale against its own records, so the fee is never guessed.

Intake

38. **Digital drop-off queue** Players send you a list of cards from their phone before they walk in. The queue shows who, how many cards, and the estimated value. Tap "Review Manifest" to see every card with set, condition and foil, tick them off as you check the physical cards, and approve the lot straight into the vault.

39. **New player handshake** The first time a player consigns with you, you set their payout cut (default 70%). From then on they're linked to your shop and every future drop-off uses their cut.

40. **Shop stock intake** Add your own inventory: pick the game, search by name (or type "dmu 10" for an exact Magic printing), set condition, foil, quantity and asking price, and save. Market price is prefilled and converted to your currency. After each save the cursor jumps back to the search box so you can keep typing.

41. **Browse a whole set** For Magic, pick any set and get every card in it with a plus/minus counter. Set your counts and add the whole batch in one tap.

42. **Set a price range first** Above the set picker, type the low and high price you're shopping for (say $2 to $20). Open a set and only cards in that range show, with a count like "42 of 287 cards in $2.00 – $20.00". Change either number and the list re-filters on the spot. Any card you've already put a count on stays visible even if you tighten the range, so nothing goes into the vault unseen. The range is remembered on that device.

43. **Consignor intake** Scan a player's QR code (camera, or a handheld scanner right on the Intake start screen, no button needed), pick an existing consignor, promote a register customer to a consignor, or create a walk-in consignor with just a nickname. Then take in their cards the same way, with their cut applied. Scanning a player here also pops up any prizes they have waiting.

44. **CSV import** Import a spreadsheet of cards with set code and collector number (plus optional quantity, condition, foil, price and game). Each row is looked up in its own game, missing prices are looked up automatically, and a row still goes in from the file if the lookup doesn't answer; the message says exactly what was added, matched or skipped. Or share the CSV to Card Vault Consign from your phone: it waits at the top of Intake until you open shop stock or a consignor, then one Import button brings it in.

45. **Vault Scanner pull** One button pulls everything your Vault Scanner has photographed (see the Vault Scanner section) straight into active stock.

46. **Consignor fee-waiver bonus** Players who've earned fee waivers through the rewards program get them applied automatically while you're taking in their cards. Nothing to remember.

Inbox

47. **Offers and negotiation** For players who chose "sell outright" rather than consign, their list arrives here. Cross out any cards you don't want, make a cash offer and a store-credit offer, add a note, and send. The player sees it in their app, can accept either amount or counter, and once they accept you finalize with one tap and the cards land in the vault.

Vault

48. **Live vault worth** The header shows your total active items and what the vault is worth, split into store stock and consignment.

49. **Game tabs** Tabs across the top for All games and each game you carry, with counts, plus Not sorted for older cards with no game recorded. Tick cards and use 🗂️ Set game to file them. The tab you were on is remembered on that device.

50. **Search and filter** Search by name or set, filter to store stock or consignment only, or show only unpriced cards that still need a price.

51. **Read it at a glance** Condition shows as a colored chip (NM green, LP light green, MP orange, HP red, DMG grey) and foils get ✨. A colored dot shows rarity (common grey, uncommon silver, rare gold, mythic orange, special printings purple), using each game's own rarity words. Cards added in the last seven days say NEW, and on the All games tab each row carries its game (MTG, PKMN, LOR, YGO, SWU…).

52. **Price-check arrows** A ▲ or ▼ beside the sell price flags a card priced well above or well below its market reference (at least 20% and 50 cents off). Hover it for the exact numbers. Foils (the reference is the regular price) and unpriced cards are left alone.

53. **Stack duplicates** Identical copies (same card, condition, finish, owner and price) show as one row with a count like ×5. Open it to see each copy, set one price and Save all to reprice every copy together, or Remove 1. Copies at different prices stay on their own rows. Untick Stack Duplicates to see every copy separately; each device remembers.

54. **Market reference and sell price** Every card shows a market reference price alongside your sell price. Edit either in place. Set a manual market reference and the system stops overwriting it.

55. **Refresh Market** Tick some cards (or the whole view) and pull today's market price for each, converted into your currency. Your sell prices aren't touched; you decide what to do with the new information.

56. **Daily market refresh** Once a day the app also refreshes the market reference of every card with a known game on its own (Magic, Pokémon, Lorcana, Yu-Gi-Oh!, Star Wars: Unlimited), converted to your currency. Sell prices never change, and market prices you set by hand are left alone.

57. **Bulk pricing** Tick cards and apply one rule to all of them: match market, market plus or minus a percentage, move current prices by a percentage, or set a fixed price. Preview before you commit.

58. **Export** Export the whole vault or just the selected cards to a CSV, including each card's game, that imports cleanly on another device.

59. **Sold at a show / online** Sold cards at a show or online? Upload the list and the vault marks those copies sold, records the sale in the Ledger, and pays consignors their cut, without deleting anything.

60. **Wanted-by badges** Any copy a player has starred on your Card Page or is hunting on their Buy List shows a "wanted by N" badge, so you know what to bring to the counter — and that selling it to one of them carries the 7% lead fee.

61. **Remove** Remove single cards or a selection; anything on your public Card Page comes down with it.

Products PREMIUM

62. **Your own categories** Sleeves, boosters, snacks, playmats: create any categories you like, rename or delete them.

63. **Products with stock counts** Each product has a price, an on-hand count, a low-stock warning level and an optional barcode. Receive new stock, adjust counts with a reason, edit or retire products. The register shows "LOW" and "OUT" badges as it happens.

64. **Scan a box to find or add it** On the Products tab, scan any box with a handheld scanner. A product you already have opens for editing; a new barcode drops into the Add a product form with the name box ready. Typing the code into the Barcode field works too.

65. **Stock history** Every product has a History button: a full record of every change to its count, with the date, what happened (received, count adjusted with your reason, sold at the register, pre-order handed over), the plus or minus, and what was on hand after each step. If a count ever looks wrong, the answer is one tap away.

66. **Pre-orders** When a product is out of stock, the register offers a pre-order for any player with an account. The shop decides how much is paid up front (nothing, part, or all). The Products screen lists every open pre-order with what's paid and what's owed; mark it ready when stock arrives, collect the balance at the register with the customer attached, and hand it over. Cancelling refunds any money paid to the customer's store credit.

Card Page PREMIUM

67. **Your public shop page** Ten sections of ten cards each: a hundred cards from your vault that every player in the app can browse when they tap your shop on the map. Give each section its own header ("Commander staples", "Under $5", "Vintage wall"). Your shop picture and name sit at the top of the page, on your side and theirs.

68. **Picking cards for the page** The "add a card" list has the same game tabs as the Vault, runs A to Z by name, and shows 60 at a time with a Show more button, so every priced card in your vault can be found. Search works inside the chosen tab.

69. **Fair-play rules** A section goes live once it has ten cards and stays live after sales thin it out. Filling an empty slot is always free; swapping out a card that's still in stock is limited to once per section per day so the page stays honest. Sold cards disappear automatically every day.

70. **Player interest** Players tap "I'm interested" on any card. You see who and when. Your price is the price; there's no haggling, they just know to come in. When that player buys that card with their QR scanned, the 7% lead fee applies to it.

71. **Deals & Sealed** Ten promo slots above the cards for anything you like: booster boxes, fat packs, weekend sales. Add a title, a line of text, a price, and a picture from your phone or a link. A photo opens in a cropper first: drag and zoom it into the 4:3 frame players see. You can also share a picture to the app from your gallery and pick "Deals & Sealed promo". Change each promo once a day.

Buy List PREMIUM

72. **What your players are hunting for** Players mark the cards they're missing in their decks as NEED THIS and hit Start Hunting with your shop selected. Those cards land on your Buy List through the cloud, added up across every player: the card, its set and collector number, how many copies are wanted, and how many different players want it, most-wanted first. Players are counted, never named.

73. **Cross-checked against your vault** Every line also shows whether you already have it: copies of that exact set, copies from other sets, and the lowest price you have it at (or "needs a price"). Filter to "In your vault" to see what you can sell today, or "Not in stock" to see what to order. Search by card or set; refresh any time.

74. **Always current** When a player buys the card and ticks it OWNED, adds a card, or removes one, your list updates within seconds. When a player has nothing left to hunt, they drop off.

75. **Ring it up** One tap opens the Register with the card already searched. Scan the player's QR code before completing the sale: if they were one of the players hunting it, that line carries the 7% lead fee automatically. Sold to anyone else, it's 0%.

Collectors

76. **Player profiles** Every consignor on one screen: active cards, cash owed and store credit held. Register new collectors with their payout cut. Free shops can hold ten consignors; Premium shops fifty.

77. **Cash payout** Pay a consignor what they're owed with a staff PIN authorizing it. The payout is recorded in the ledger and synced to the cloud, and the cash drawer opens once it is saved.

78. **Store-credit payout, with your bonus** Offer store credit instead of cash. Any trade-in bonus is entirely your call: you set one number in Store Settings (0 to 100%) and every store-credit payout adds it automatically. Store Settings is behind the staff PIN, so the cashier cannot change it at the counter. The consignor's balance is settled and the credit is ready to spend at the register.

Events — the tournament maker

79. **Create an event** Name, game, date and time, entry fee (free is fine), three to eight Swiss rounds, playoffs (none, top 2, top 4 or top 8) and an optional player cap. An event takes anywhere from two players to 256; leave the cap blank for no limit. The moment you save, the event shows in your players' app.

80. **How players get in** Players tap Join on their phone, which signs them up and asks the poll question. They are in the tournament when the entry fee goes through your register with their QR scanned. Someone who never tapped Join is entered the same way. There is also an "Add by hand" button for a player who paid another way.

81. **The playoff poll** Every player who joins is asked one question: do you want playoff rounds after the Swiss? You see the count the whole time ("6 of 9 want playoffs"), and you can change the playoff setting right up until the playoffs start. The poll closes when round 1 is paired.

82. **Pair round 1** Round 1 is random. Every round after that is best plays best: players are ranked by match points and paired within their point group (2-0s with 2-0s, 2-1s with 2-1s), never against someone they already played if there is any way to avoid it. An odd player count gives the lowest-ranked player without a bye the bye, recorded as a 2-0 win.

83. **Tap a table to score** Every table for the current round on one screen. Tap a table, pick 2-0, 2-1, 1-1, 1-2, 0-2 (or 0-0 for a no-show, both lose). A result can be changed until the next round is paired. "Scan player" (camera), or simply scanning a player's QR code with a handheld scanner anywhere on the screen, jumps straight to that player's table and opens the score sheet — with fifty tables in a hall, that is the fast way. A player can be dropped between rounds; an unfinished match that round is recorded as a 0-2 loss for them.

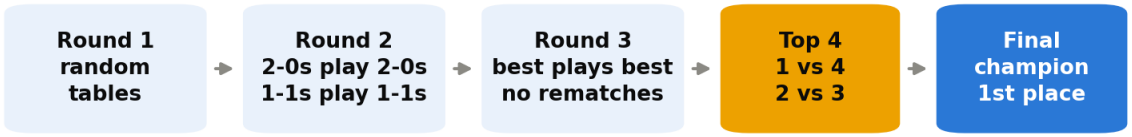
84. **Standings** Match points are win 3, tie 2, loss 1 — the same at every shop. Ties are broken by fewest losses, then game difference. The standings screen shows points, record and difference for everyone, and tapping a name jumps to their table.

85. **Playoffs and the bracket** After the last Swiss round, tap Start Playoffs or Finish. Playoffs are single elimination, seeded so 1st plays 8th, 2nd plays 7th and so on (top 4: 1 vs 4, 2 vs 3; top 2: a final). If fewer players are in than the cut, the cut shrinks so nobody gets a free win. A playoff match must have a winner. The bracket draws itself round by round with the champion at the end.

86. **Finish** Final places are recorded: the champion 1st, the runner-up 2nd, semifinal losers share 3rd, quarterfinal losers share 5th, and everyone else by their Swiss standing. Without playoffs, the Swiss standings are the final places. Every match from the event also counts on your monthly Tournament leaderboard (below).

87. **History and cancelling** Every finished event stays in the tab with its final places. An event that has not started can be cancelled; any entries already paid are yours to refund by hand. The register needs a connection while an event is running, because players are watching the tables on their phones.

How a tournament runs — 8 players, 3 Swiss rounds, top-4 playoffs



Every match: win 3 · tie 2 · loss 1. Ties broken by fewest losses, then game difference.

Players see their table number and opponent on their phone the moment a round is paired.

Final places: champion, runner-up, semifinal losers share 3rd, the rest by Swiss standing.

Every result also counts on the shop's monthly Tournament leaderboard with prizes for the top three.

Round 1 is random; every round after pairs best with best; playoffs seed 1st against the lowest seed.

Ledger and Z-Report

88. **Live shift view** Everything since the register was last closed: shop sales, consignment sales and your commission, consignor payouts, discounts, store credit used, cash in the till, show and online sales, products, pre-order payments, tournament entries, platform fees owed, drawer openings with no sale (who and when), and grand total revenue. Tax is split into two buckets (GST/PST) when both rates are set.

89. **Receipt log** Every receipt with time, cashier, tender type and totals. Export the shift, or export any date range, to CSV.

90. **Close Register (Z-Report)** A staff PIN seals the shift, records who closed it, shows net cash to the safe, backs the register up to the cloud (and, on the main device, sends the viewers a fresh copy), and starts a fresh shift. The number of No Sale drawer openings is on every Z-Report. The app warns if a shift has been open more than 36 hours.

91. **Z-Report history** Every sealed shift with opened-to-closed times and duration, who closed it, and the key numbers. Tap one for the full report. Export all Z-Reports to CSV for your accountant.

Compare

92. **Competitive analysis and savings calculator** A side-by-side of Card Vault Consign against the big POS systems, and a calculator: enter your monthly store-owned and consigned sales and see what you'd pay on each system, monthly and annually.

Store Settings

93. **Premium license** Subscribe monthly ($79.99), annually ($675.99, saves $283) or buy out for life ($2,500), right in the app with a card. Manage billing, invoices and cancellation through Stripe's portal.

94. **Stripe payouts** Connect your bank so card sales at the register pay out to you.

95. **Card reader setup** Set up a Wi-Fi card reader (Stripe Reader S700 / S710 or BBPOS WisePOS E) in four checked steps: Stripe payouts connected; in-person card payments turned on (one button opens Stripe for anything it still needs); your shop address saved with Stripe; then pair the reader by typing the code on its screen and naming it ("Front counter"). Each register device picks which reader sits next to it, so two counters can have two readers. Reader payments go to the same Stripe payouts as your other card sales.

96. **Core financials** Default tax rate, store profit cut, your currency (CAD or USD; new Canadian shops are set to CAD automatically), and the USD exchange rate. Pull today's bank rate with one tap or let it update automatically every day.

97. **Cloud backup** The whole register (inventory, ledger, customers, products, settings) backs up to the cloud once a day and every time the register closes. Back up any time with one tap. Two copies are kept. Restore either one to any device signed in as your shop. A brand-new device with no cards never backs up on its own, so it cannot push a good backup out; once you pick a main device, only it backs up.

98. **Cash drawer** Tell each register how its drawer is connected: a Wi-Fi or network receipt printer (its IP address), a USB printer or drawer plugged into the tablet, or a Bluetooth receipt printer; on the Windows program, a network printer or the printer's own Windows driver. Pick the printer brand (Epson and most others, or Star), which drawer socket, and whether it opens on every sale or cash sales only. A Test button opens it.

99. **Main device** Which device runs the shop, this device's name (shown to the others), and buttons to make this device main, publish a copy now, load the main register's copy now, or go back to no main device.

100. **Vault on this computer** On the Windows program only: where the vault file and its daily copies are on the PC, when the last copy was made, Open folder, and Make a copy now.

101. **Loyalty cash-back** Switch loyalty on and set the cash-back percentage. Every sale with a customer attached earns them that share back as store credit.

102. **Store-credit trade-in bonus** One number for the whole shop, 0 to 100%. When a consignor takes their payout as store credit instead of cash, this much extra goes on top, automatically, every time. 0 means no bonus. Only this PIN-locked screen can change it; the cashier sees the bonus on the payout screen but cannot touch it.

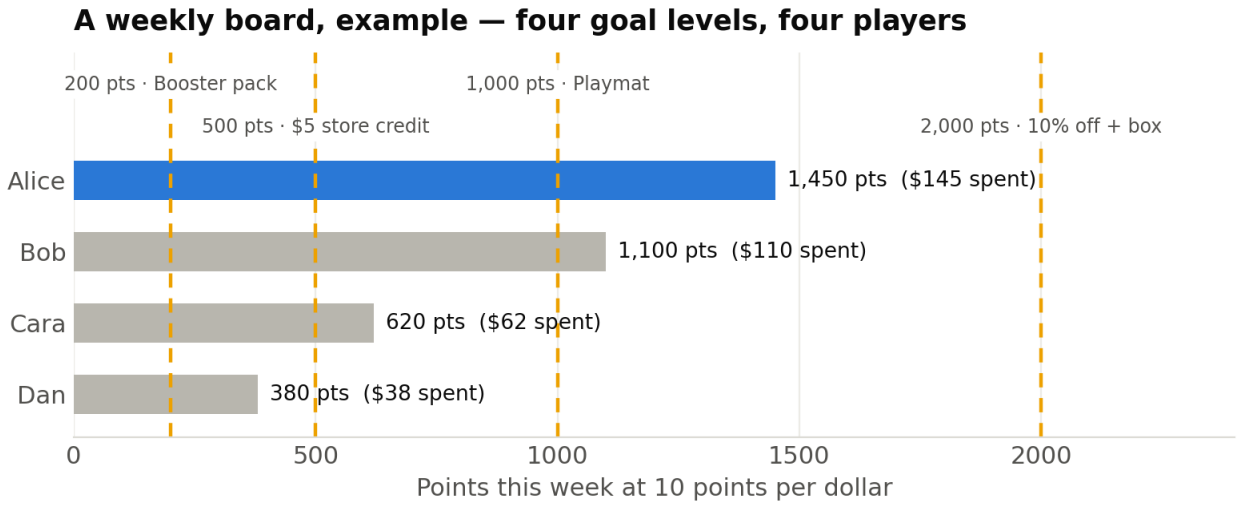
103. **Player Rewards: the boards** Turn on the reward boards and set how many points a dollar earns (say 10, so $25 spent is 250 points). Three boards run on the real calendar: Weekly (Monday to Sunday, week 1 from the 1st to the first Sunday, a short week at month end is its own bonus week), Bi-Weekly if you switch it on (weeks 1+2, then week 3 to month end) and Monthly. Every dollar a player spends with their QR scanned earns points on every board at once.

104. **Goal levels and prizes** For each board, set up to ten levels, each with a points goal, a prize name and a picture (a booster pack, a playmat). A prize can be an item you hand over, store credit, a percentage off a purchase, or an item plus one of those. Goals for the period players are chasing are locked; you edit the next period, which can be set any time ahead. A period you never set inherits the last goals before it, so set them once and they keep running.

105. **Tournament tier prizes** The fourth board is the monthly tournament leaderboard, ranked by results from your Events. Set prizes for 1st, 2nd and 3rd (1st is required if you use it). Tied players share a place and each gets its prize. Awarded when the month ends, handed over the same way as everything else: the pop-up when the player's QR is scanned.

106. **Staff** Add staff with a name, six-digit PIN and role (Admin, Owner, Manager or Cashier). Free shops get two staff; Premium ten. Revoke anyone in a tap. Staff are kept in your cloud account and work on every device.

107. **Legal** Terms of service and privacy policy, in the app.



A weekly board with four goal levels. Alice has passed three and gets each prize the next time her QR is scanned.

Referral Rewards

108. **Your shop referral code** Every shop gets a unique referral code (like CVC3KX7BNPA) in Store Settings. Share it with players by word of mouth, a poster at the counter, or on social media.

109. **Players lock in at sign-up** A player enters your code when they create their account. It links them to your shop permanently — one code, one shop, locked forever.

110. **Earn credit when they go Premium** For every referred player who subscribes to Player Premium ($9.99/month), your shop earns a $1.00 credit each month, applied automatically to your consignment fees on the next invoice. No cap on how many. The credit stops if the player cancels.

111. **Welcome bonus if referred by a player** If a player shared their referral code with you and you entered it when you created your account, you'll receive a one-time $5.00 credit on your next invoice after subscribing to Shop Premium. That same player is automatically linked as your first referral — if they're on Player Premium, you'll earn $1.00/month from day one.

Profile

112. **Shop profile and verification** Shop name, street address, city, province and phone; request verification once filled in. Saving looks the address up and places your pin on the players' map; drag the pin (or tap the map) if it lands a street over. The Profile says whether you are on the map yet and why not.

113. **Your shop picture** Add a picture of your shop from your camera or gallery, free for every shop. You crop it first: drag and zoom it in a square frame, with a ring showing the round part players mostly see. Then it is shrunk on the phone. You can also share a picture to the app and pick "Shop picture". Players see it as your pin on the map, in the pin's popup, on their points card for your shop and at the top of your Card Page. Change or remove it any time.

114. **Store Supporters CRM** Your top customers by lifetime spend, and this month's tickets (one per $10 spent). Reward goals, prizes and the boards your players see live under Store Settings → Player Rewards.

115. **Report a problem** Something broken or odd? Tap "Report a problem" on the Profile, write a sentence about what happened (and, if you like, what you were doing and a screenshot) and send. It goes straight to the Card Vault Consign team. The app attaches its version, which screen you were on, your last few taps and the last few errors it logged, so you don't have to describe any of that. When it's fixed, a note shows up on your Profile.

116. **What the app records about you** Card Vault Consign keeps, for support only: when your account was last online, and how many minutes the app was actually in use (screen touched) each day. It is used to know who is active and to help with bug reports; it is not shown to players or other shops.

117. **Delete my account** At the bottom of the Profile. Enter your password and type DELETE. Your shop account and everything it keeps in the cloud go for good: settings, staff, customer and consignor lists, backups, Card Page, events, reward boards, pre-orders. Sales, fee and payout records are kept for the books under your shop ID. The register's own local data stays on the device. The full list is on the public "Delete your account" page linked there.

Hooking up your hardware

118. **Barcode and QR scanners** Any USB or Bluetooth handheld scanner that works as a keyboard (the default mode on nearly all of them) works with no setup: plug it in or pair it with the tablet or PC, and scan. To read players' QR codes it must be a 2D scanner; a 1D-only scanner reads product barcodes only. The Register, Intake, Events and Products screens all listen for it.

119. **Receipt printer** Receipts print as a normal print job laid out for 80 mm thermal paper. On a PC, install the printer's driver and pick it in the print window. On an Android tablet, install the printer maker's print-service app from the Play Store (Bluetooth thermal printers all have one); the printer then shows in Android's print screen.

120. **Card payments** Two ways, both paid out to your own bank through Stripe. Type the card into Stripe's secure card box on the Register screen, or use a Wi-Fi card reader: Stripe Reader S700 / S710 or BBPOS WisePOS E. The reader only needs your shop's Wi-Fi (password-protected) and power; it talks to Stripe over the internet, so it works with a tablet or a PC on any network and needs no cable or Bluetooth. Pair it in Store Settings → Card reader. Tap, chip and swipe; credit and Interac debit.

121. **Cash drawer** A cash drawer plugs into the receipt printer's drawer socket (the phone-jack style port), and the app tells the printer to pop it open. It works with a Wi-Fi or network receipt printer, a USB printer or drawer on an Android tablet (Android asks to allow it the first time), or a Bluetooth receipt printer (pair it in Android's Bluetooth settings first). On the Windows program, use a network printer, or a USB printer whose Windows driver opens the drawer with every receipt; with the driver route, payouts and No Sale cannot open it.

122. **Several devices** A tablet at the counter, a phone on the floor and a PC in the back office can all run the same shop. Make one the main device and the others become viewers that look things up and send carts to it.

PART TWO

Vault Scanner (coming soon)

A separate Android app for photographing cards in bulk and sending them straight into Card Vault Consign — into a shop's stock or a player's collection.

123. **Point the camera, it does the rest** Hold a card in the on-screen frame. The scanner detects when it's in focus and steady, takes the picture on its own, and waits for you to place the next one. Up to 80 cards in one live session.

124. **Flatbed scans, a page at a time** Or put a nine-pocket binder page on a flatbed scanner and load the scan: it picks out all nine cards from the one image. That is the proven way to do a page at a time. A phone photo of loose cards spread on a table is not something it can do yet.

125. **On-device reading** It reads the set code and collector number off each card with text recognition that runs entirely on the phone. No card images leave the device. Works for all seven games; older Magic frames can be read by title instead.

126. **Automatic lookup and pricing** Each card is matched to its catalogue entry for name, set, rarity and market price, with foil pricing where it exists. Anything read with low confidence is flagged for a quick check; anything it can't find can be typed in.

127. **Session vault** Corrected cards commit to a local session that survives closing the app. Set a default condition for the whole lot, adjust quantities, toggle foil.

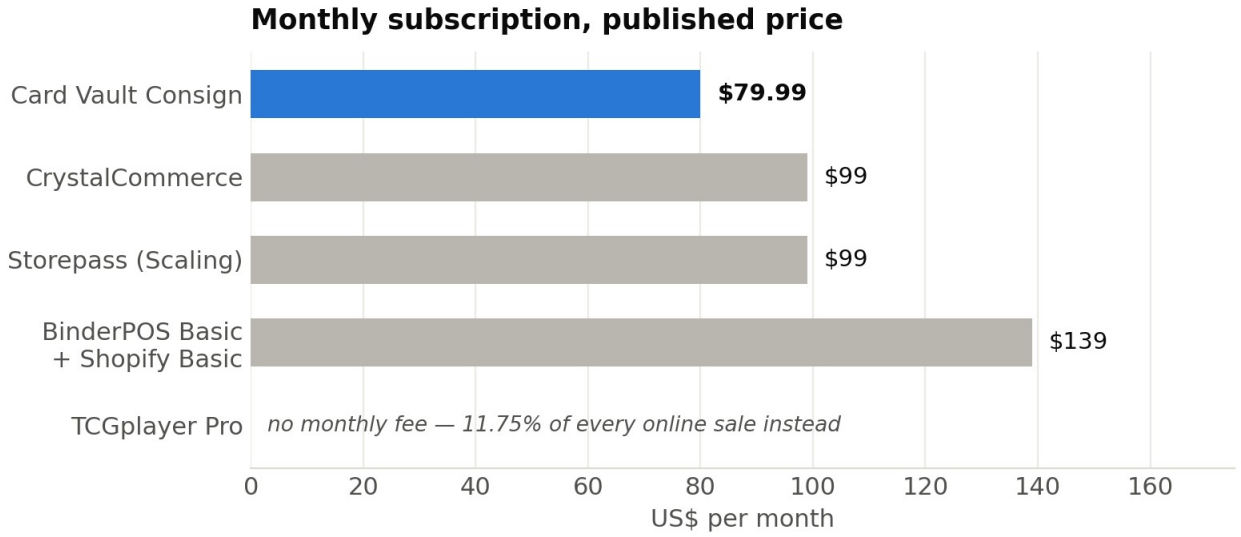
128. **Send to the shop** One tap transmits the batch to the shop's account. Back in Card Vault Consign, "Pull from Vault Scanner" drops every card into active store stock, priced and ready to sell.

129. **Player mode** Players scan their own QR code and PIN in, then scan their collection. The cards land in My Vault in the player app.

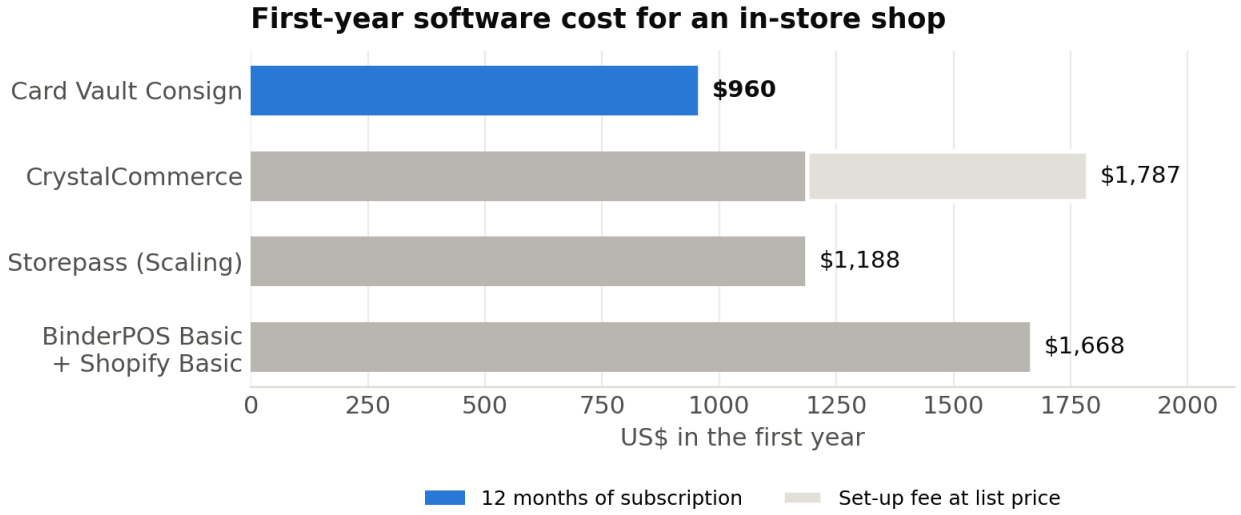
HOW WE COMPARE

Card Vault Consign against the rest

The published prices of the tools card shops most often use, as of September 2026, and what each one does and doesn't do. Sources are listed at the end of this section. Prices are in US dollars as published by each company.



Base subscription for the entry plan of each product. BinderPOS requires a Shopify subscription (from $39/month) on top of its own $100–150; TCGplayer Pro has no published monthly fee and charges per marketplace sale instead.



Twelve months of the entry plan, plus any set-up fee at list price. CrystalCommerce's $599 set-up fee is currently offered at $0.99.

Where a consignment sale goes

Most shop software has no idea what consignment is. Card Vault Consign is built around it: the consignor keeps ownership, the shop sells the card, and the split is worked out automatically. Here is a $100 sale with the consignor on the default 70% cut.

A $100 consignment sale at a 70% consignor cut



The 5% consignor fee comes out of the consignor's 70%; the 7% shop fee comes out of the shop's 30%. Store-owned cards, products and pre-orders carry no fee at all.

Fees at a glance

Product	Monthly	Fee on your own in-store sales	Fee on online / marketplace sales	Consignment
Card Vault Consign	$79.99	0%, except 7% when a player who asked for the card on your Card Page or Buy List buys it	No shipping marketplace. Your Card Page shows 100 cards + deals to every local player, no listing fee	7% shop + 5% consignor, only on consigned cards
BinderPOS	$100–150 + Shopify from $39	0%	2% web, 2.5% marketplace	Not offered
CrystalCommerce	$99 (+ $599 set-up at list)	0%	2.5%	Not offered
Storepass	$99 (Scaling) to $4,999	2% on connected products	2% on connected products	Not offered
TCGplayer Pro	None published	None on kiosk / pay-later pickup	9.25% + 2.5%	Not offered

Feature matrix

A tick means the feature is built into the product itself. A note means it's available another way, usually through Shopify or a hosted web store. A dash means it isn't offered.

Feature	Card Vault Consign	BinderPOS	CrystalCommerce	Storepass	TCGplayer Pro
In-store register (POS)	✔	via Shopify POS	✔	via Shopify POS	kiosk only
Fee on your own in-store sales	0% (7% only when we brought the buyer)	0% in store	0%	2% on connected products	n/a
Player consignment built in	✔	—	—	—	—
Players send drop-offs from their phone	✔	—	—	—	—
Counter-offer / haggle in the app	✔	—	—	—	—
Players see their points & credit per shop	✔	—	—	—	—
Reward boards with prizes players climb	✔	—	—	—	—
Tournament maker with pairings on players' phones	✔	—	—	—	event listing
Player deck "NEED THIS" demand list	✔	—	—	buylist (shop-set)	—
Public card page + interest button	✔	web store	web store	web store	marketplace listing
Products with stock counts & history	✔	✔	✔	✔	—
Pre-orders tied to a player account	✔	—	—	—	—
Loyalty cash-back	✔	via Shopify apps	—	store credit	—
Works offline at the counter	✔	—	—	—	—
Automatic cloud backup + restore	✔	Shopify-hosted	hosted	hosted	hosted
Shipping marketplace listing (eBay / TCGplayer)	—	✔	✔	✔	✔
In-app storefront every local player sees (100 cards + deals, no listing fee)	✔	—	—	—	—
Requires a Shopify subscription	—	✔	—	✔	—

Feature	Card Vault Consign	BinderPOS	CrystalCommerce	Storepass	TCGplayer Pro
Phone camera bulk scanner	coming soon	—	—	—	—

Being honest about the other direction: BinderPOS, CrystalCommerce, Storepass and TCGplayer Pro all list your inventory on shipping marketplaces, and Card Vault Consign does not. What it has instead is a storefront every player in the app already carries in their pocket: tap your shop on the map and they see your Card Page — up to 100 cards from your vault at your prices, plus your Deals & Sealed specials — and can tell you they want something, with no listing fee and no shipping. The only time your own stock carries the 7% is when one of those players buys the card they asked for — the platform brought you that sale. If most of your sales are shipped, one of the others may still be the better fit, or a partner to this. If most of your sales happen across the counter and you want your players in the building, this is the one built for that.

Sources

BinderPOS pricing and Shopify requirement. TCGplayer Seller blog, "Unlocking the Power of BinderPOS: Understanding the Fee Structure" (updated Sep 2024); Storepass comparison page (2026) for web/marketplace fees and the note that new BinderPOS sign-ups are paused. *(seller.tcgplayer.com; storepass.co/compare/binderpos)*

CrystalCommerce pricing. crystalcommerce.com/pricing: Professional plan $99/month, 0% on POS and buylist, 2.5% on online sales, $599 set-up (currently offered at $0.99). *(crystalcommerce.com/pricing)*

Storepass pricing. storepass.co/pricing: Scaling $99/month + 2% on connected products; Starter $499/month with no transaction fees; higher tiers to $4,999/month. *(storepass.co/pricing)*

TCGplayer Pro fees. help.tcgplayer.com, "TCGplayer Fees": Pro sellers pay 9.25% marketplace commission plus a 2.5% Pro fee on marketplace sales; kiosk and pay-later in-store pickup carry no fee. *(help.tcgplayer.com)*

Competitor prices change; check the linked pages before quoting them to a customer. Card Vault Consign's own prices and fees are the ones set in the app as of this edition.

Quick reference

Shop: Free vs Premium

	Free	Premium
Register, intake, vault, inbox, collectors, ledger, events	Included	Included
Cloud backup, loyalty cash-back, Player Rewards boards	Included	Included
Consignors	10	50
Staff PINs	2	10
Products with stock history, pre-orders	—	Included
Public Card Page with Deals & Sealed	—	Included
Buy List (player demand)	—	Included
Price	Free	$79.99/month, $675.99/year, or $2,500 lifetime

The rules in one place

- Fees: store-owned cards 0%, except 7% on a card sold to the player who starred it on your Card Page or was hunting it on their Buy List (QR scanned); consigned cards 7% shop fee plus 5% consignor fee; all invoiced monthly and never shown on receipts; products, pre-orders and tournament entries 0%.
- Points: store credit is spendable only at the shop that issued it. Tickets are one per $10 spent in the calendar month. Reward-board points are dollars spent × the shop's points-per-dollar, rounded down per sale, tax excluded, store-credit-paid amounts included. A player sees the same numbers the shop's CRM shows.
- Boards: weeks run Monday to Sunday; week 1 is the 1st to the first Sunday; a short week at month end is its own bonus week; bi-weekly blocks are weeks 1+2 and week 3 to month end. Goals for the current period lock the moment it starts with goals on it; edit the next period. A period with no goals of its own inherits the last ones.
- Prizes: earned the moment points cross a level; claimed at the counter with the player's QR; recorded on both sides. Store credit is added on the spot; a percentage off becomes credit worth that share of the cart and is applied to that sale.
- Tournaments: 2 to 256 players; 3 to 8 Swiss rounds; playoffs none / top 2 / 4 / 8, shrinking to fit the field; round 1 random, then best plays best with no rematches; win 3, tie 2, loss 1; ties by fewest losses then game difference; a playoff match must have a winner; results correctable until the next round is paired; entries and the poll close when round 1 is paired; only an unstarted event can be cancelled.
- Card Page: 10 sections × 10 cards; a section goes live at 10; one swap per section per day; 10 promo slots changed once a day each.
- Map: only verified shops with a placed pin appear. Save your street address on the Profile and the pin is placed for you; drag it if it lands a street over. Add a shop picture and it becomes your pin.

- Store-credit trade-in bonus: one shop-wide percentage in Store Settings (0 to 100), added to every store-credit payout automatically; the cashier cannot change it at the counter.

Referral rewards: every shop and every player gets a unique code. A player enters a shop code at sign-up, locked forever. For each referred player on Player Premium, the shop earns $1/month credit on consignment fees. If a player referred your shop and you entered their code at sign-up, you get a one-time $5 welcome credit when you subscribe to Shop Premium, and that player is auto-linked as your first referral. A player who refers a friend who goes Premium earns $1/month in spendable store credit. No cap on either side.

- Bug reports: Profile → Report a problem. A sentence is enough; the app attaches version, screen, last taps and last errors. You get a note on your Profile when it is fixed.
- Hardware: any keyboard-mode USB or Bluetooth handheld scanner works with no setup (2D needed for player QR codes); receipts print to any 80 mm printer your tablet or PC can print to; Wi-Fi card readers (Stripe Reader S700 / S710, BBPOS WisePOS E) pair in Store Settings → Card reader and take credit and Interac; a cash drawer plugs into the receipt printer.
- Card reader: the sale is recorded only after the reader says paid. A retry after a decline reuses the same payment, so nobody is charged twice. Cancel works while the reader is waiting.
- Sharing (Android): Share → Card Vault Consign sends one CSV or one picture into the app. CSVs go to a vault or a customer's want list; pictures go to a promo (cropped 4:3) or the shop picture (cropped square).
- Security: six-digit PINs for staff and players with lockout on repeated wrong attempts; staff PINs stored scrambled on the server and confirmed once per new device; no full card numbers stored; payments through Stripe.
- Backups: daily cloud copy plus one on every register close, two copies kept, restorable to any device. A new device with no cards never backs up on its own; once a main device is set, only it backs up. The server database has continuous point-in-time recovery and daily snapshots.
- Main device: one device sells, adds cards, pays out and backs up; the rest are viewers with a copy that refreshes when opened, every 15 minutes and on Refresh. Viewers send carts to the main register's Sales waiting list. No main device set = every device on its own, as before.
- Cash drawer: opens on every sale (or cash sales only), on cash payouts, and with the PIN-logged No Sale button; No Sale openings are counted on the Z-Report. Network, USB and Bluetooth printers on Android; network printer or the Windows driver route on the PC.
- Windows: the shop app also runs as a Windows program with the vault on the PC's hard drive (Documents\Card Vault Consign) and a daily copy, last seven kept.
- Games: Magic, Pokémon, Disney Lorcana, Yu-Gi-Oh!, Star Wars: Unlimited. One Piece and Flesh and Blood switch on when reliable price data is available.