

Sell your inventory to every collector in the country

PullHouse puts your cards into digital packs that players rip online. When your card is pulled, PullHouse buys it from you. You never have to find the buyer, run the listing or answer a single message.

How one of your cards sells

1

You list it

One card at a time, or a whole spreadsheet.
Raw or graded, PSA or Beckett.

2

It goes in packs

Your card sits in the pack pool at its market value, with published odds.

3

A player pulls it

If they want it shipped, you mail it within 2 business days, tracked.

4

You get paid

At the agreed price, once delivery is confirmed. Vaulted cards are paid when pulled.

One card, worked through

An illustration. Your price for each card is agreed with PullHouse.

A \$100 card you bought in a collection

Market value	\$100
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What you paid for it (example)	\$65
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PullHouse pays you	the agreed price
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Your profit	everything above \$65
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What you don't pay

- ◆ No listing or seller fees
- ◆ No marketing or ads to find buyers
- ◆ No haggling, returns or chargebacks
- ◆ No booth time: it sells around the clock

How much PullHouse buys

For every \$1 of packs ripped, PullHouse buys roughly 39¢ of new cards from suppliers. The rest of the pulls are cards players sold back.

PULLHOUSE PACK SALES / MONTH	CARDS BOUGHT FROM SUPPLIERS / MONTH	PER YEAR
\$250,000	~\$97,000	~\$1.2 million
\$1,000,000	~\$390,000	~\$4.7 million
\$5,000,000	~\$1,950,000	~\$23 million

Approximate, across all suppliers combined, from PullHouse's simulation of its published odds. Illustrations, not a forecast.

How you get paid

- ◆ **Cards you hold:** paid the agreed price on confirmed delivery to the player or the vault.
- ◆ **Graded and \$250+ cards** go to the PullHouse vault first, so they're paid the moment they're pulled.
- ◆ **A 10% reserve** is held for 30 days, then released.
- ◆ **Your dashboard** shows every pull, shipment and payout.

What PullHouse asks of you

- ◆ **Real, accurately described cards:** condition and grade as listed.
- ◆ **Ship within 2 business days** of a ship request, with tracking.
- ◆ **Keep listed cards available:** they're locked while in a pack.
- ◆ **A missed shipment** is refunded to the player by the supplier.

Bigger suppliers can become partners

A founding supply partner can earn twice: as a supplier on every card PullHouse buys, and as an owner of the platform. Terms are discussed one-on-one.