



Sunday, March 25th 11:00 am - 4:00 pm

# Convert your unwanted games into store credit!

You set the price.

We sell it.

You get 100% payback in store credit.

You buy the games you want.



## The Rules

- A lot is defined as a single entry line on the entry sheet. Multiple items may be combined into a single lot on the entry sheet.
- No video games, PC games, or electronic games. No toys or puzzles.
- There is a non-refundable fee of 15¢ per lot.
- Each lot must be priced in \$1.00 increments (i.e. \$1.00, \$3.00, \$10.00, etc.)
- All lots must be declared as either Verified Complete or Not Verified Complete.
- Seller is responsible for a correct description of the lots contents, and the lot's state of completeness.
- Lots must be securely bundled and clearly marked as a combined lot (if applicable).
- Do not adhere anything to the lots or individual items.
- Deadline for entering items is the end of business, one day before market date.
- For each lot sold, the seller will receive the selling price in Underhill's Games store credit.
- Seller payouts and unsold lots will be available two hours after the close of market, for a period of one week, unless prior arrangements are made.
- Any unsold items that are not claimed by the end of that week will be donated to charity unless alternate arrangements are made.

More information available at: <http://www.underhillsgames.com>

**-----CONTACT INFORMATION-----**

**NAME:**

**ADDRESS:**

**CITY, STATE:**

**PHONE:**

**EMAIL:**

**OFFICE USE ONLY**

  
  

**RCVD:**

**-----ITEMS-----**

#	TITLE	COMPLETE?		PRICE
1:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
2:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
3:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
4:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
5:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
6:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
7:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
8:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
9:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
10:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
11:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
12:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
13:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
14:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>
15:	<input type="text"/>	<input type="checkbox"/> YES	<input type="checkbox"/> NO	\$ <input type="text"/>

Deadline for entering items is the end of business, the day before Market Date. No video, PC, electronic games, or other non-game items. All items must be listed with their complete title, their state of completeness, and the asking price in whole dollars. A \$0.15 non-refundable per item fee is charged for each item listed. For each item sold, the seller will receive the selling price in Underhill's Games store credit. Seller payouts and unsold items will be available one hour after the close of market, for a period of one week, unless prior arrangements are made. Any unsold items that are not picked up by the end of that week will be donated to charity. If you have any further questions, please call us at 330-923-3845 or email us at [info@underhillgames.com](mailto:info@underhillgames.com)

**-----OFFICE USE ONLY-----**

**MARKET DATE:** March 25th, 2012      **SUBMIT DATE:**      /      /           **SELLER #:**