



The PokéTrade EMPORIUM **CONDITION GUIDELINES**

Every card on our site is assigned a specific "card condition" ranging from Damaged to Mint based on the card's general wear and tear, centering, number of blemishes, warping, and a variety of other factors. While condition types (LP, MP, NM, etc.) are generally the same no matter who you buy from, there can be some variation in how companies assign their conditions.

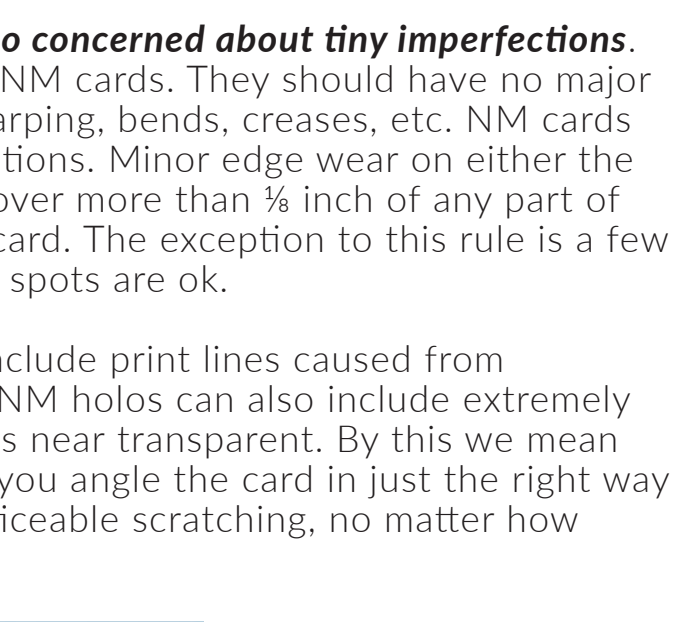
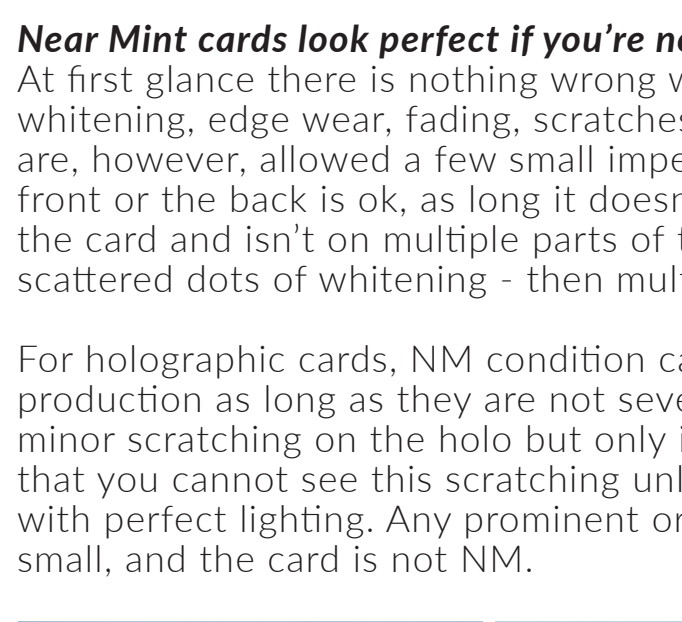
To ensure that our customers know exactly what they're getting when they buy a card that's listed as a certain condition, we've put together this in-depth condition guideline that walks you through each condition type and how we determine what to list each card as.

MINT

Mint condition cards should be utterly flawless. This means no whitening or edge wear whatsoever and - of course - no scratches, scuffs, dents, fading, warping, bending, creases, etc. We also consider a MINT card as having great to perfect centering. Any MINT card from us should be at least a candidate for a graded 10 from any major grading company. We of course cannot guarantee a 10 as we are not affiliated with any major grading companies.

NEAR MINT/MINT (NM/M)

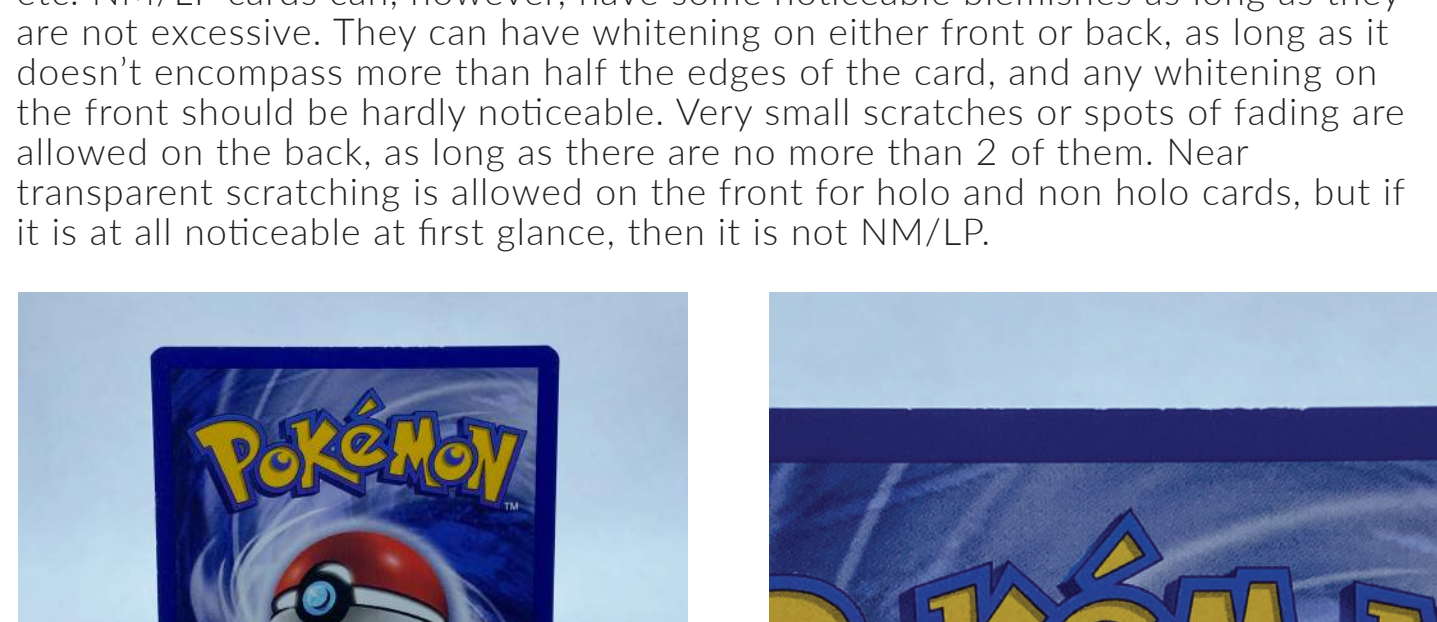
Near Mint/Mint condition cards are very close to perfection. They should never have any blemishes on the front, even if it's just a tiny bit of edge wear or whitening. At most, NM/MINT cards can have up to 3 very small blemishes and again, restricted only to the back of the card. These blemishes can be dots (not lines) of whitening along the edges and nothing more. Any scratching, noticeable edge wear, or fading and it is not NM/MINT. Centering is not considered for NM/MINT cards. They may have great centering or they may not. Photos will show centering clearly if that is a concern.



NEAR MINT (NM)

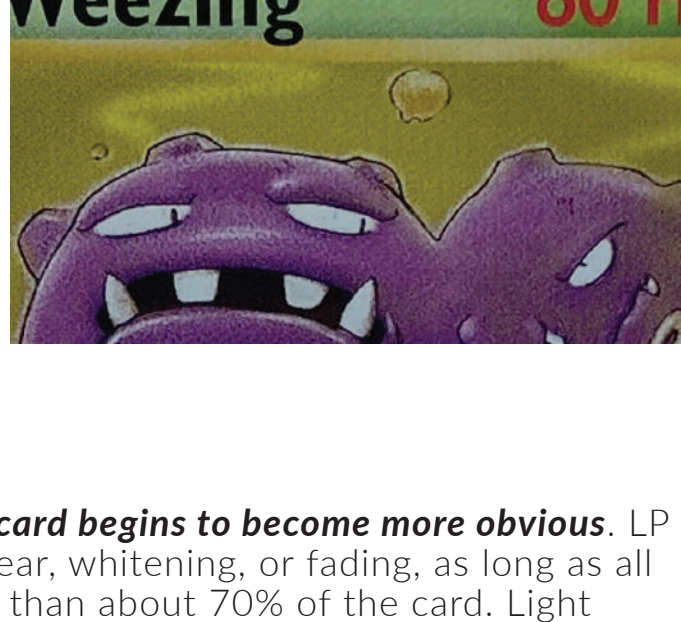
Near Mint cards look perfect if you're not too concerned about tiny imperfections. At first glance there is nothing wrong with NM cards. They should have no major whitening, edge wear, fading, scratches, warping, bends, creases, etc. NM cards are, however, allowed a few small imperfections. Minor edge wear on either the front or the back is ok, as long as it doesn't cover more than 1/4 inch of any part of the card and isn't on multiple parts of the card. The exception to this rule is a few scattered dots of whitening - then multiple spots are ok.

For holographic cards, NM condition can include print lines caused from production as long as they are not severe. NM holo cards can also include extremely minor scratching on the holo but only if it is near transparent. By this we mean that you cannot see this scratching unless you angle the card in just the right way with perfect lighting. Any prominent or noticeable scratching, no matter how small, and the card is not NM.



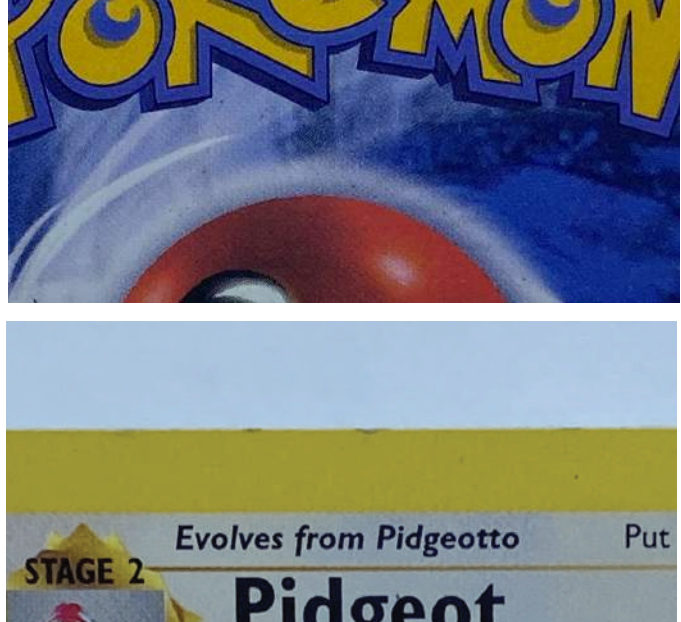
NEAR MINT/LIGHT PLAY (NM/LP)

Near Mint/Light Play cards are a great option if you are looking for a good condition card for a cheaper price. NM/LP cards are not pristine, but they certainly aren't bad. They have no major edge wear, fading, scratches, warping, bends, creases, etc. NM/LP cards can, however, have some noticeable blemishes as long as they are not excessive. They can have whitening on either front or back, as long as it doesn't encompass more than half the edges of the card, and any whitening on the front should be hardly noticeable. Very small scratches or spots of fading are allowed on the back, as long as there are no more than 2 of them. Near transparent scratching is allowed on the front for holo and non holo cards, but if it is at all noticeable at first glance, then it is not NM/LP.



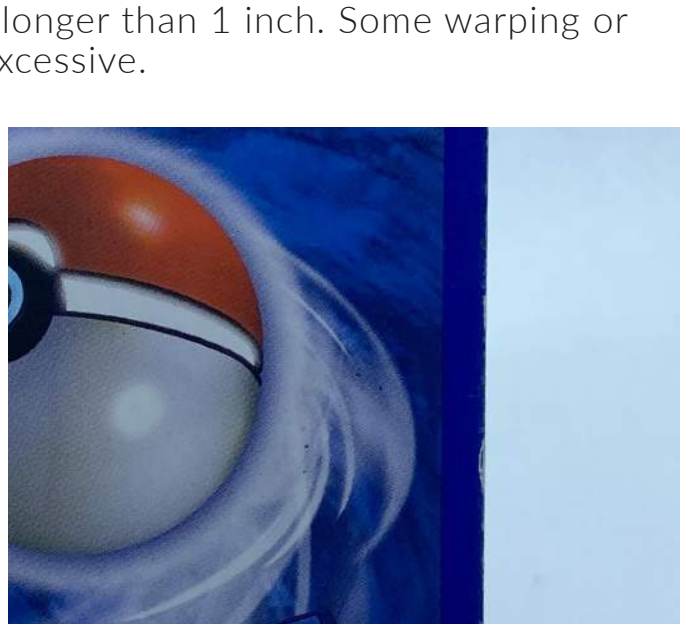
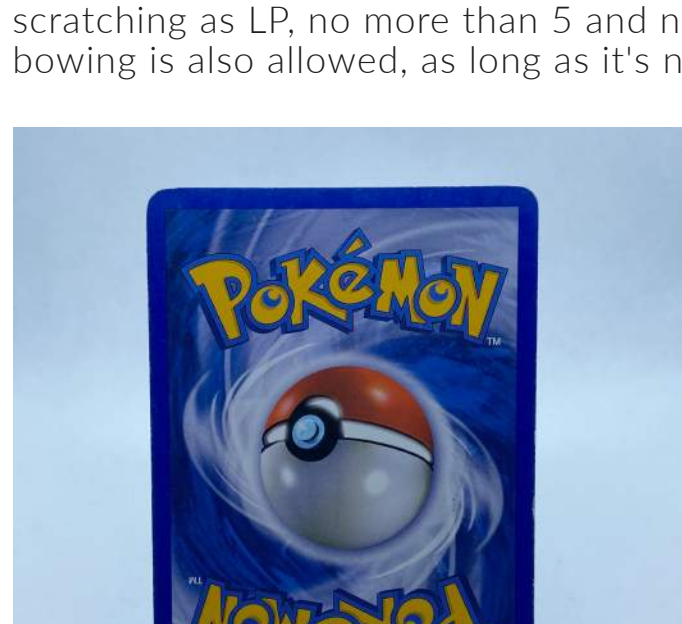
LIGHT PLAY (LP)

Light Play condition is where any wear on a card begins to become more obvious. LP cards can have a decent amount of edge wear, whitening, or fading, as long as all of those issues combined don't cover more than 70% of the card. Light scratching is ok on both holo and non holo, even some noticeable scratches, but if you can count more than 5 scratches on either front or back, or if any of those scratches are longer than 1 inch, it is not LP. Some very minor warping or a slight bow is ok for LP, the kind that is usually consistent for a card that has sat in a binder for a long time, but if the card is at all wavy or if the warping is largely noticeable it is not LP. Finally, there should be no creases, bends, or corner peel whatsoever, no matter how small.



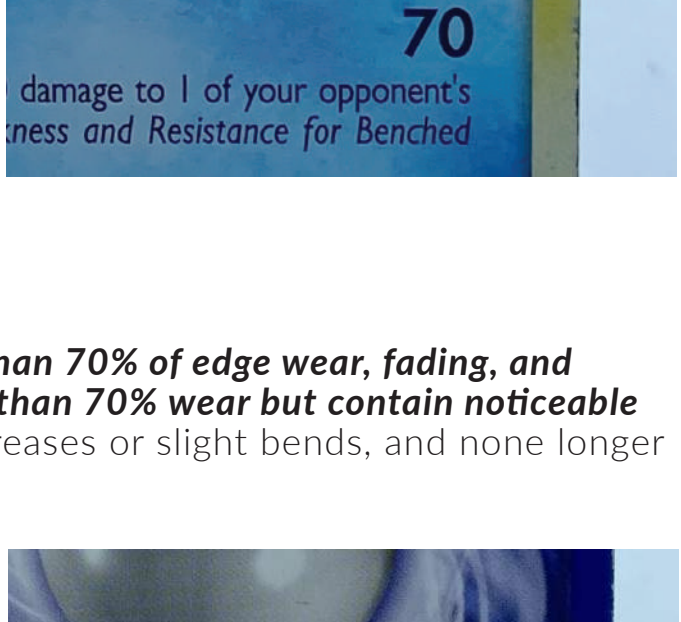
LIGHT PLAY/MODERATE PLAY (LP/MP)

Light Play/Moderate Play cards fall into one of two categories: either the card looks fantastic but has one or two very tiny creases on the border of the card, or it has just a bit too much edge wear or fading to be considered LP but does not have any creases or bends. LP/MP cards should follow the same rule for scratching as LP, no more than 5 and none longer than 1 inch. Some warping or bowing is also allowed, as long as it's not excessive.



MODERATE PLAY (MP)

Moderate Play cards can have either more than 70% of edge wear, fading, and scratching but no creases, or they have less than 70% wear but contain noticeable creases. There should be no more than 3 creases or slight bends, and none longer than 1 inch.



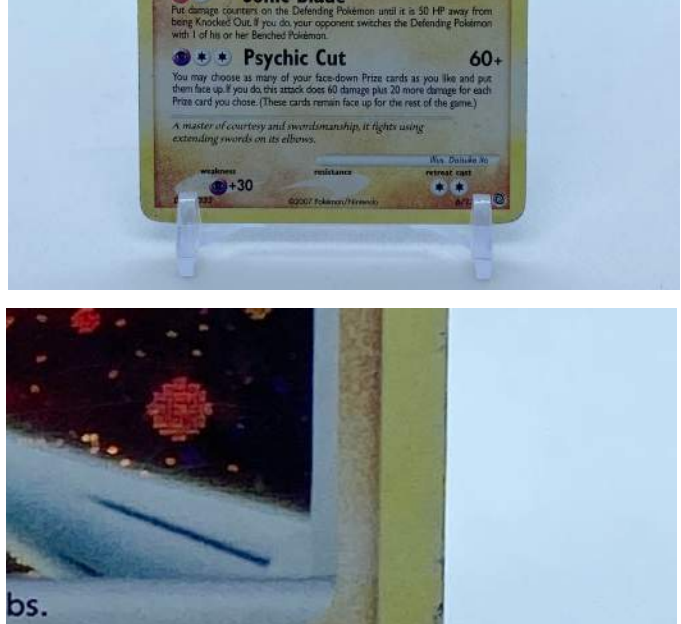
MODERATE PLAY/HEAVY PLAY (MP/HP)

Moderate Play/Heavy Play cards can have either more than 70% of any kind of wear, up to 3 creases or bends - none longer than 1 inch - or any wear plus one prominent crease that exceeds 1 inch.



HEAVY PLAY (HP)

Heavily Played cards will have more than 3 creases or bends, and/or more than one prominent crease exceeding 1 inch. HP cards may also have any other amount of wear or scratching as well as very minor corner peel.



DAMAGED (DMG)

Damaged cards may have rips, tears, severe corner peel, creases that show the white innards of the card, or any other damage that compromises the structural integrity of the card or completely alters it from its original shape.

