Console condition guide

Match the exact offer, play a game, and write down what you can verify before you send a console to Zypher.

Check the console from the outside

Match the listing. Read the model number on the label. Check the region, edition, color, storage capacity and disc or digital version. For a special edition, disclose any replacement shell or mismatched parts.

Match the contents. Choose Item Only or Complete according to the selected hardware offer. List the controllers, cords, power supply, dock, receiver and original packaging you have. Identify missing or third-party parts.

Start from cold and play. Use a compatible power supply and a known-working game. Check picture and sound during play, then restart. Record how long you played and any freezing, shutoffs, flicker, unusual noise or read errors.

Check controls and connections. Try each applicable controller port, button, stick and trigger. Test wireless pairing, storage and saving where supported. Record any port, feature or media format you could not test.

Describe visible wear. Give the location and extent of scuffs, gouges, yellowing, stickers, cracks, bent pins, missing covers or a loose port. Disclose known repairs or modifications. Leave the housing closed.

Choose the right next step

Matches the offer	Use the Buy List when the unit matches the listing, contents and working condition. Record what you tested and any visible wear.
Needs review	For power-only tests, missing required parts, intermittent faults, repairs, locks, bans or known failures, ask Zypher to review the unit before shipping. A parts offer requires separate approval.
Keep out of the box	Set aside units with liquid damage, corrosion, pests, contamination or persistent smoke or mildew odor. Never power, charge or ship a device with a swollen or leaking battery, or plug in a frayed power cord.

Zypher checks condition, identity, contents and function after arrival. Inspection may confirm the estimate, change the offer or result in a declined item.

What to test on your model

Use the checks that apply to your hardware. If a game, accessory or feature is unavailable, record exactly which test you skipped.

Cartridge systems / NES, SNES, Genesis and Nintendo 64

Start a known-working cartridge from power-off and try a second game if it fails. Check picture, sound, reset and each controller port. For N64, identify the installed Jumper Pak or Expansion Pak if known, and note a missing bay cover separately.

Disc systems / PlayStation, Xbox, GameCube and Dreamcast

Load and eject a compatible game, enter actual gameplay, then load another stage or save. Note grinding, repeated retries or failures after warm-up. On PS2, test both a CD-based and a DVD-based game if available. Skip drive checks on digital-only models.

Wii and Wii U

On Wii, sync a remote and test the pointer with a sensor bar. For a GameCube-compatible Wii, check its GameCube ports and disc support if you can. For Wii U, identify the paired GamePad and test its display, touch, controls and charging.

Nintendo Switch family

Check game-card reading, charging, touch input and stick drift. On original Switch and OLED, test the Joy-Con attached and wirelessly, then check TV picture and sound with a compatible dock. Switch Lite has built-in controls and no TV-output feature.

Handhelds / Game Boy, DS, 3DS, PSP and Vita

Check each screen for lines, dark spots, yellowing and dead pixels. Try sound, controls, charging and unplugged play where supported. On folding models, gently move the hinge through its normal range. On DS or DS Lite, test both DS and GBA slots if possible.

PS4, PS5, Xbox One and Xbox Series consoles

Confirm storage in system settings. Launch a local game and test HDMI audio/video, USB, controller pairing and network access where available. Record any exact error code or known console ban. A Wi-Fi connection alone cannot verify access to online play.

Controllers, cables and power supplies

Identify the brand and model. Check neutral sticks for drift and try all inputs. Verify wireless pairing or a steady wired connection. Note a missing receiver, sticky trigger, damaged insulation, bent connector or power that cuts out.

Selling several consoles?

Give each unit a short ID and use it in your notes, photos and packing list. Label the bag or wrapping so adhesive never touches the console.

One record per console

> **Example seller note**
>
> Unit 04 · PS2 Slim SCPH-70012 · U.S. · black. Boots cold, picture and sound work. Played a CD game for 15 minutes. Two known-working DVD games stopped at the loading screen. Both controller ports worked. Light lid scuffs. Includes Sony power adapter and AV cable. No controller. Requesting review.

Unit ID / model / region / color / edition / storage

Included accessories, brand and missing parts

Tests passed, time played and features left untested

Faults, visible wear, repairs, modifications or locks

Before sealing the box

Submit the lot. Use Sell a Collection for mixed or untested lots and include photos of the items and disclosed damage. Standard Buy List entries do not require photos. Wait for your approved items, label and instructions.

Clear personal data. After testing, back up what you want, remove accounts, payment details and parental locks, then reset where supported. Remove personal games and memory cards. Keep passwords out of the notes.

Pack each unit separately. Cushion screens, sticks and ports. Bag cables and controllers separately so they cannot hit the hardware. Fill all empty space. Include the packing slip and use a separate approved label for each box.

Questions about your lot?

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