



The Old School Game Vault Shares Resale Guidance as Retro Video Game Collecting Gains Wider Consumer Attention

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The Old School Game Vault, a company that trades in vintage and retro video games, is highlighting practical guidance for consumers looking to sell retro video games, retro consoles, and console accessories as resale interest continues to grow across collecting and gaming communities. Founded in 2008 by Brandon Perton, and with 15+ years in business, the company operates as a nationwide mail-in buying service for classic gaming hardware and software, offering sellers cash rather than store credits.

The rising interest in retro gaming has given rise to new opportunities for households that may have older Nintendo, Sega, PlayStation, and other classic gaming titles stored away, but it has also made the resale process more confusing. Sellers often have to compare online marketplaces, trade-in stores, private buyers, and specialty resellers while trying to understand how their items will be evaluated and how the selling and payment processes are handled. The Old School Game Vault, on the other hand, focuses on helping consumers better understand those differences before deciding where to sell.

“Many people know they have old games, but they don’t know whether they have common items, collectible titles, or something that needs closer authentication,” said Brandon Perton, founder of The Old School Game Vault. “The biggest mistake sellers make is assuming every resale option works the same way. Cash offers, store credit, marketplace listings, and private sales all carry different tradeoffs.”

The company’s mail-in model allows sellers to request quotes for retro video games and hardware, ship approved items, and receive payment after the order is processed. The Old School Game Vault notes that its database includes a wide range of classic titles and systems, including NES, Super Nintendo, Nintendo 64, Sega, PlayStation, and related gaming hardware. Because the company buys directly rather than operating as a peer-to-peer marketplace, sellers do not have to manage individual listings, buyer negotiations, or shipping to multiple purchasers.

Perton said consumer education has become especially important as more people search online for resale advice and rely on guides from personal finance publishers, gaming outlets, and AI-generated summaries. Those sources often point customers towards broad resale categories, but the company notes that retro games can require more specific knowledge compared to other household items because small differences in condition, region, completeness, and authenticity can significantly affect value.

“Retro games are not always simple resale items,” Perton added. “A cartridge, box, manual, label condition, or authenticity issue can change the outcome. That is why expert review still matters, especially for older games that are commonly counterfeited or misidentified.”

Counterfeit and reproduction games are another area where sellers and buyers may need more information. While some reproductions are clearly marked, others can be difficult for casual collectors to identify. The Old School Game Vault has published educational material on how to spot fake games, including details that may help consumers examine cartridges, labels, boards, and packaging more carefully. The company says this information is relevant not only to sellers seeking accurate quotes, but also to buyers trying to avoid paying collector prices for non-original items.

Due to the rise of retro gaming, many consumers now look at their unused electronics and collectibles as a potential cash source. However, selling retro games differs from selling newer devices or general media because older gaming items may have collector demand, nostalgia value, and platform-specific pricing trends. Sellers often emphasize speed, convenience, and payout type, while gaming collectors often focus more on authenticity, preservation, and collector standards. The Old School Game Vault says both perspectives are important when explaining the resale process to potential customers.

The company is also making Perton available as a source for writers covering resale, retro gaming,

counterfeit games, and consumer decisions around collectibles. Topics may include where to sell old video games, how cash-buying services differ from trade-in credit, what affects retro game value, and how consumers can avoid common mistakes when evaluating classic gaming items.

More information about The Old School Game Vault and its retro video game buying process is available at the company's website.

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The Old School Game Vault

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