Vendor's Documentation

An overview of the selling process

Advertising your products via the https://f-b-a.com website is a great way to increase sales and gain worldwide exposure for your items. The website is set up and optimised to sell both books and artifacts. No other items are to be offered for sale. This document gives an overview of how the selling process works for you as a third-party vendor.

Registration

You first need to register your interest as a Vendor, using the form you can find on this page, https://www.f-b-a.com/third-party-agreement/. You will need to agree to our terms and conditions as part of this registration process. Once you have registered and we have approved your application, you will be granted access to login to the website.

Buying a Selling Package

In order to sell your items, you will need to purchase a Selling Package. These are available on this page, https://www.f-b-a.com/vendor-selling-packages/. There are packages of various sizes from 5 up to 100 items. The larger the package you buy, the cheaper it is to advertise per item and the lower the commission rate.

Adding a product for sale

The next step would be to add your items for sale. You will be able to add a title, description and details about your items as well as upload images to accompany your listing. Your items will remain on the website for a maximum of 12 months or until they are sold (whichever is first), at which point you will be given the opportunity to renew your Selling Package.

Processing a sale

When your item is purchased from our shop, you will receive an email notification of this. You should then package and ship your item to the customer as soon as possible. You will be paid our standard shipping rates for this.

Submitting a withdrawal request

After your item has sold and been shipped, we wait 21 days to ensure the customer is happy with the item and does not wish to return it. After this time, you can submit a withdrawal request. You will the be paid directly in to your bank account.