

First you have to know that the basic currency is Mexican pesos when adding a new pack in the play console.

Set price for selected countries and regions

The price you set will update pricing for all the selected countries and regions. You'll still be able to edit prices for individual regions afterward. The price you set will be shown to users in the cart. For tax-inclusive countries, the final price will include taxes.

New price

MXN

Cancel

Apply

This is changeable but according to your requirements, I suggest you to use this one.

According to this price the price for all the other 173 regions is evaluated which can be shown to the users according to their region.

Purchase options and offers

Add purchase option

Search by ID

Purchase options and offers	Countries / regions	Last updated	Status	
pack8 Buy Backwards compatible	173 countries / regions	Nov 8, 2025	Active	<div>Add offer</div> <div></div> <div></div>

For example if I set 99MXN for the pack8 then this will be PKR 1500 for the Pakistani users and AED 20.99 for UAE users and keep going for all other regions

Availability and pricing

Edit availability and access

Set prices

All regions

mexico

Country / region	Price	Tax	Availability
Mexico	MXN 99.00	No VAT	Available

Availability and pricing

Edit availability and access

Set prices

All regions

pakistan

Country / region	Price	Tax	Availability
Pakistan	PKR 1,500	No VAT	Available

Availability and pricing

Edit availability and access ▾ [Set prices ▾](#)

All regions ▾

Q united arab emirates

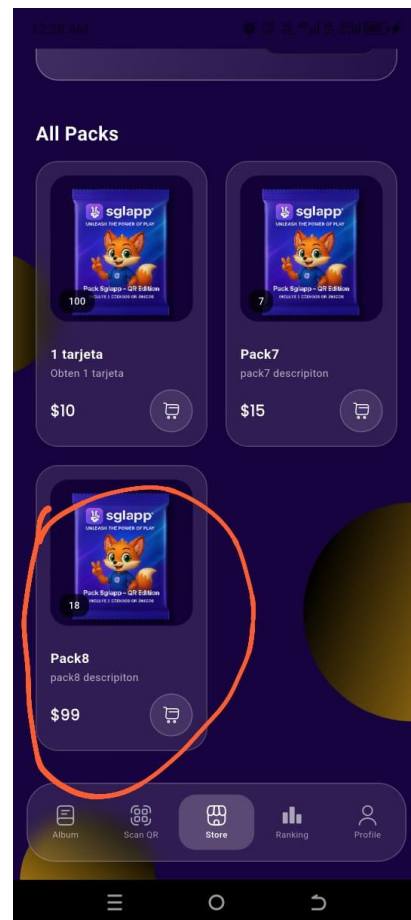
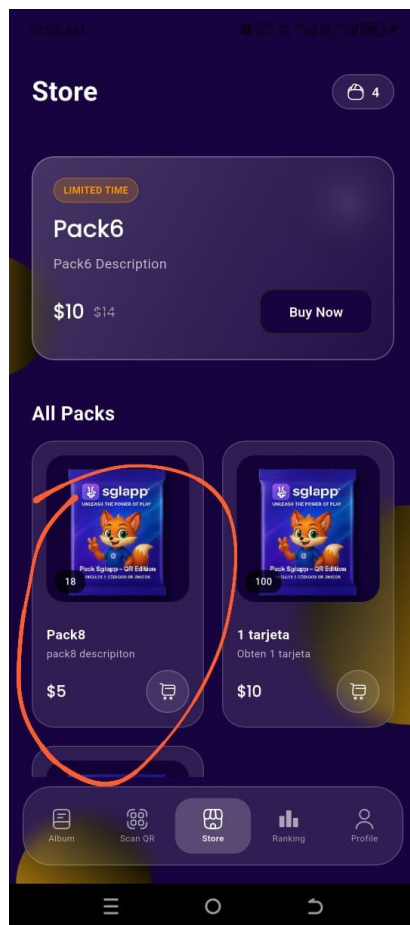
Country / region	Price	Tax	Availability
United Arab Emirates	AED 20.99	5%	✓ Available

Hope so you understand this one!!!!!!

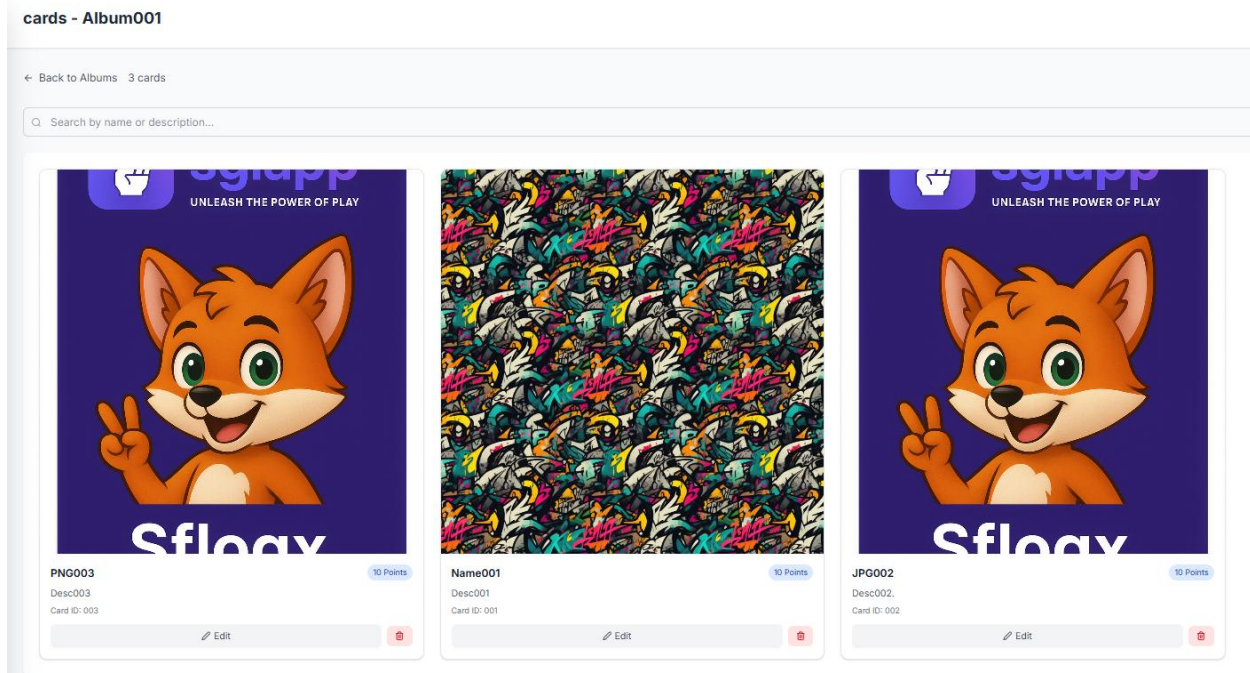
Now setup the price and settings in such a way that the currency used in the app is MXN.

First thing to know that the pack price in the app is just a text which is manageable and editable from the admin panel.

Like the same pack having 2 prices which is edited through the admin panel.



Second thing keep in mind that pack8 is linked to the **Album001** which have only 3 cards.



So if the price is 99 so we have to adjust the **single card price** because this is the main thing which is being used by the card redeeming logic from a pack.

For example: if a pack price is **10\$** and single card price is **2\$** then when we buy this pack then **5** cards are redeem from this pack and there are **2** cases,

- If the number of cards present in the linked album is **greater then the number of cards to redeem** from this pack then **5 cards are redeemed** from this pack.
- If the number of cards present in the linked album is **less then the number of cards to redeem** from this pack then this is showing **error, this pack is out of stock**.

In this case where the price of pack 8 is 99MXN we have to adjust the single card price in that way which suits our card redeeming logic.

For example:

If admin wants that **20MXN** pr card then set single card price to **20** changing the single card price will effect the card redeeming logic and if **20** for single card then this will show **error pack is out of stock**

but when the single card price is set by the administrator to **40** then cards to redeem from this

pack is 2 which successfully meets the card redeeming logic condition and 2 cards are successfully redeemed from this pack and added to the user collection.

Lets have an example to understand this one

In the reference vedio when the first time card is bought by the user then the pack price is **99MXN** and the single card price is **2** them number of card to redeem from this pack is **49**

(99/2 = 49) then this is showing error “**pack is out of stock**”

In the second time pack price remains the same where the single card price is set to **40** then number of card to redeem from this pack is **2 (99/40 = 2)** then this pack will successfully redeem 2 cards from the linked album and add them in the user collection.