

PSN:B2B API — Integration Guide

psnb2b.com/api-docs

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The PSN:B2B REST API lets resellers automate inventory sync, place orders, and retrieve delivered codes programmatically. This guide gives you the minimum needed to integrate in 4–8 hours of dev time.

Base URL & authentication

All endpoints are served under the base URL:

```
https://psnb2b.com/api/v1
```

Authenticate with a bearer API key issued per partner account:

```
Authorization: Bearer <YOUR_API_KEY>
```

Example request:

```
curl -sS "https://psnb2b.com/api/v1/inventory" \  
-H "Authorization: Bearer YOUR_API_KEY" \  
-H "Accept: application/json"
```

Endpoints

Method	Path	Purpose
GET	/inventory	Live denomination catalogue, qty per region.
GET	/balance	Current USD balance of the authenticated partner account.
POST	/orders	Create a bulk order (array of region + denomination + qty).
GET	/orders/{id}	Order status: pending, paid, delivered, failed.
GET	/orders/{id}/codes	Delivered codes (available once status = delivered).
POST	/claims	File a code-support claim within the 7-day window.

Example: placing an order

```
curl -sS -X POST "https://psnb2b.com/api/v1/orders" \  
-H "Authorization: Bearer YOUR_API_KEY" \  
-H "Content-Type: application/json" \  
-d '{  
  "items": [  
    { "region": "US", "denomination": 50, "qty": 10 },  
    { "region": "TR", "denomination": 250, "qty": 5 }  
  ]  
'
```

```
]
}'
```

Rate limits & webhooks

- Default: 60 requests / minute / partner key. Bulk endpoints have separate quotas.
- Webhooks: on request, PSN:B2B will POST order-status transitions to a URL you configure.
- 429 responses include a `Retry-After` header and can be safely retried.

Error handling & 7-day claim window

- All error responses use RFC-7807 problem+json.
- File a code-support claim via `POST /claims` within 7 days of delivery.
- Include order id, affected code, and the PSN error code observed.

Client libraries

The API is standard JSON over HTTPS, so any modern HTTP client works (Node.js fetch, Python requests, PHP curl, Go net/http, etc.). No proprietary SDK required; sample code is available at psnb2b.com/api-docs.

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