## Merchandise Manager 5.0.0.1001 LOYALTY PLANS

Loyalty Plans allow your customers to receive discounts or free products after they purchase a specific number of a product or spend over a specific amount of money at your store.

Loyalty Plans Setup:
Double Click the Merchandise Manager Back office Icon from the center of your desktop.


Select your company name and System Manager as the login user. Manager has special privileges.
Enter a password if needed and click Log In.



The grid on the right side of the screen will show any existing Loyalty Plans that have been created. Double click a plan to display it on the left side of the screen where it can be edited.


To create a new Loyalty Plan, Enter a description in the Description box.
Select the type of Loyalty Plan from the Plan Type drop down.


Type 1 Purchase $\mathbf{\$} \mathbf{\$} \mathbf{\$}$ and Receive an Item for a pct of list - Customer will receive a product for free or for a percent of the list price after they spend a specific amount of money at your store.


Enter the dates that this plan will start and end.
Enter how many times a customer redeem this reward.
Enter the Amount of money the customer must spend to receive the reward.
Next determine the product the customer will receive. Pressing Search will allow you to search your inventory and select the product. Use the normal filtering to search for specific product.


Double click the item or press Select to use that item in the loyalty plan.


Enter how many of the product the customer will receive in the Qty to Receive each redemption field.
Enter the Pct of Price. NOTE: 0\% means the product will be free.

Type 2 Purchase \#\# of an item and Receive an Item for a pct of list - Customer will receive a product for free or for a percent of the list price after they purchase a specified number of the same or another product.



Enter the dates that this plan will start and end.
Enter how many times a customer redeem this reward.
Enter the Item \# to purchase. Use the Search button to look for and filter the inventory.
Enter how many of this product the customer must purchase to receive the reward. (ex: 10)

Next determine the product the customer will receive. Pressing Search will allow you to search your inventory and select the product. Use the normal filtering to search for specific product.



Enter how many of the product the customer will receive in the Qty to Receive each redemption field.
Enter the Pct of Price. NOTE: 0\% means the product will be free.

Type 3 Purchase $\$ \mathbf{\$} \$$ or \#\# of an item and Accumulate Points (Future Use)

| 嗗 Loyalty Plan Setup |  |  |
| :---: | :---: | :---: |
| Description: | My Test Plan |  |
| Plan Type: |  |  |
|  | 1 - Purchase $\$ \$ \$$ and Receive an Item for a pct of list. <br> 2 - Purchase \#\# of an item and Receive an Item for a pct of list. <br> 3 - Purchase $\$ \$ \$$ or \#\# of an item and Accumulate Points. <br> 4 - Purchase \#\# of a Mix/Match and Receive a Pct of the Mix Price. |  |
|  |  | Sove |
| Ends | $\checkmark$ |  |

Type 4 Purchase \#\# of a Mix/Match and Receive a Pct of the Mix Price

| 吅 Loyalty Plan Setup |  |  |
| :---: | :---: | :---: |
| Description: | My Test Plan |  |
| Plan Type: |  |  |
|  | 1 - Purchase $\$ \$ \$$ and Receive an Item for a pct of list. <br> 2 - Purchase \#\# of an item and Receive an Item for a pct of list. <br> 3 - Purchase $\$ \$ \$$ or \#\# of an item and Accumulate Points. <br> 4 - Purchase \#\# of a Mix/Match and Receive a Pct of the Mix Price. |  |
|  |  | Sove |
| Ends | $\checkmark$ |  |



Enter the dates that this plan will start and end.
Enter how many times a customer redeem this reward.
Enter the Mix/Match code that will need purchased. Use the Search button to look for and filter the mix/match items.
Mix and Match Search

|  | Code | Description | Price | Group Qty |  | Group Price |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Equa... | Contains: | $\bigcirc$ Equals: | $\bigcirc$ Equals: | $\bigcirc$ Equals: | als: $\quad$ ? |
| $\rightarrow$ |  | Candy | 0.00 | 2 | 1.50 |  |
|  | 2 | Marlboro Disc | 0.00 | 1 | 0.15 |  |
|  | 3 | NOS2/4 | 0.00 | 2 | 0.98 |  |
|  | 4 | 2 FOR 2 COOKIES | 0.00 | 2 | 0.50 |  |
|  | 5 | MONSTER 2/4 | 0.00 | 2 | 1.14 |  |
|  | 6 | POWERAIDE | 0.00 | 2 | 0.88 |  |
|  | 8 | VASIUOS | 0.00 | 2 | 0.98 |  |
|  | 10 | Minute | 0.00 | 2 | 0.58 |  |
|  | 12 | JERKY | 0.00 | 2 | 1.98 |  |
|  | 13 | SNAPPLE 160Z | 0.00 | 50 | 0.88 |  |
|  | 15 | CANDY | 0.00 | 2 | 0.38 |  |
|  | 16 | COPE | 0.00 | 2 | 1.00 |  |
|  | 17 | MONSTER MUSCLE | 0.00 | 2 | 0.98 |  |
|  | 18 | 7UP 2002 | 0.00 | 50 | 0.48 |  |
|  | 19 | BAI | 0.00 | 99 | 0.78 |  |
|  | 20 | AQUAFINA | 0.00 | 2 | 1.18 |  |
|  | - | ----...-- | - ... | - | - - |  |
|  |  |  | Select |  |  |  |

Double click or press select to use the Mix/Match code.
Enter how many of this Mix/Match the customer must purchase to receive the reward. (ex: 10)


Enter the Redeem what percent of the Mix match price. NOTE: 0\% means the product will be free.

## Redeeming Loyalty Rewards.

From the POS Sale Screen:


Make sure a customer is used for the sale. Use the Loyalty button, scan a loyalty card or select a customer from the Customer button.

Process sales for that customer.

```
\Xi User: SYSTEM MAN Drawer: }1\mathrm{ Customer: Spartan Software Balance: $0.00
```



The Loyalty Calculator will run once per day. So the reward will be available the following day.
When a follow up sale is started for that customer, if they have accumulated any rewards, the screen will display:


Press OK and proceed to the sale.
NOTE: the top bar will display a Loyalty button if the customer has any available.

|  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Sales man | View Sales | Gift Cards | Inventory | Credit Cards | Loyalty | Override | 18935 | Management |  |  |

Select the loyalty button to see what is available.


Note the Loyalty we created is displayed since the customer has purchased 10 of the item.
Click the select button and that item will be moved to the current sale when Exit is pressed.
The discounted price will be used. NOTE: $0 \%$ is free.


After the sales is completed. The reward will be removed for that customer until the complete the requirements for another reward.

The Mix/Match reward will require an item with that mix/match already be on the current sale for that customer before the reward can be used.

If there are no items on the sale with that Mix/Match code, the following will display:

Select an item with mix and match code 6 before selecting this loyalty

