



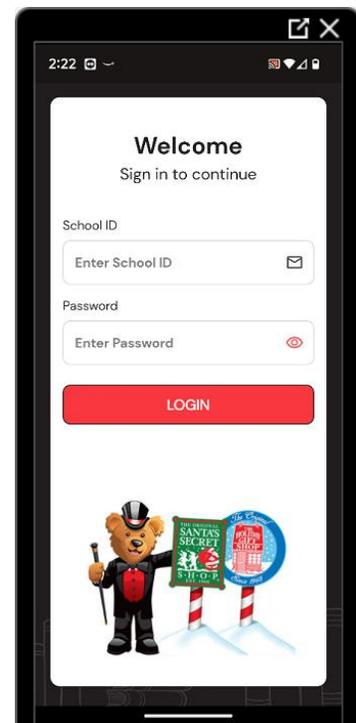
PROGRAM OVERVIEW & OPERATING INSTRUCTIONS

SMART PHONE DEVICES

You and your volunteers can download and install our FunRegister 2.0 cash register app on your smartphone using the login credentials provided to you in your chairperson packet.

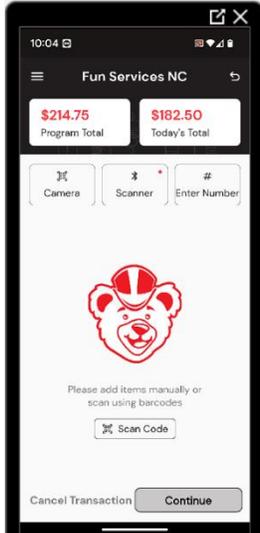


Scan here to get our app
on your smartphone



You will receive your School ID and Password before your shop starts.

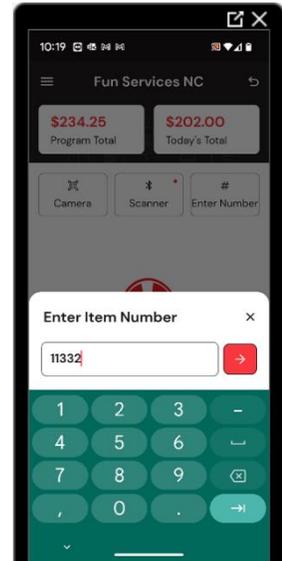
TRANSACTION PROCESS



To start a transaction, **scan** an item using the camera button, or press the Enter Number button below Today's Total, and manually enter the item number.

You can also press the Scan Code button.

When you select the Enter Number option, a new window will pop up & you can either enter the item number from the item list provided in your packet **OR** manually enter a price as instructed below.



Manually Entering a Price

To manually enter a price for an item that does not scan or that does not have a barcode, please type in the item number as the price with a prefix of 99. For example, if your item's price is \$2.25, then you would type in **99225** as the item number. If your item's price is \$.50, they you would type in **99050** as the item number. (*Paying attention to the zero before 50.*)

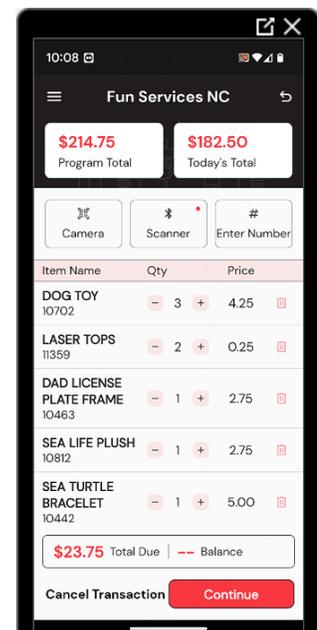
Continue scanning the items or manually entering the item numbers until all items are entered.

If you need to adjust a quantity or remove an item **DURING A TRANSACTION**,

you can press the to change a quantity or the button to completely remove an item.

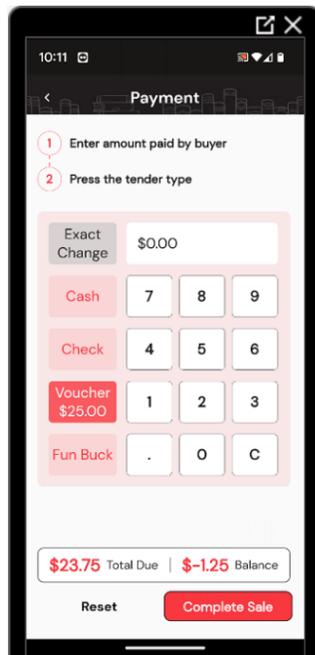
Alternatively, you can cancel the entire transaction with the **Cancel Transaction** button.

Press the **Continue** button to process payment.



RECEIVING PAYMENTS

1. Enter amount paid by buyer by buyer.
2. Press the tender type button.



Once all items have been scanned or entered, you have **multiple options** to receive payment from the students.

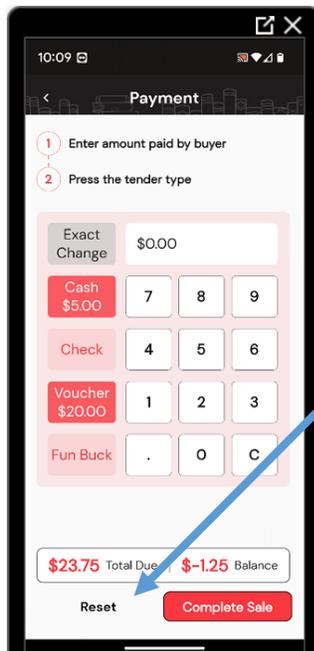
Using the **Exact Change** button is the quickest way. Use this button if the student is paying with exact change, or if you can easily figure the change to be given.

The default exact change tender method is cash. If you are accepting a different form of tender, please use the appropriate blue button for that tender option.

If you are receiving payment via **Voucher, Check or Fun Bucks** (*not all schools receive Fun Bucks*), type in the amount received using the **number keys** then press the corresponding **tender key**.

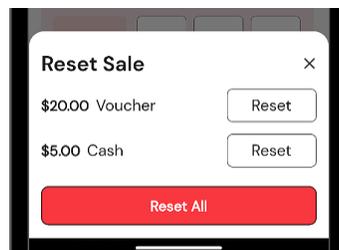
The amount entered will be displayed below the tender type.

You can accept Multiple Tender Methods

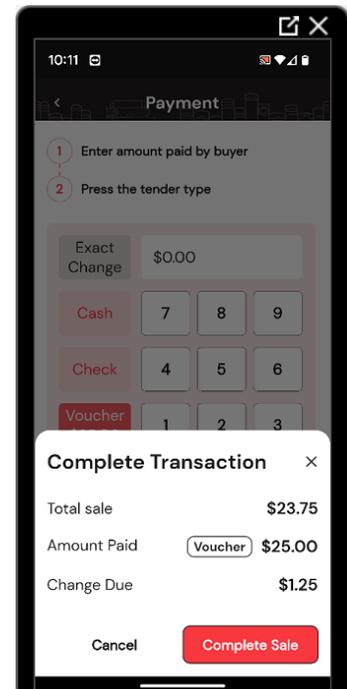


If you press the wrong button, simply press the Reset button.

You can choose to Reset one tender method or Reset All.



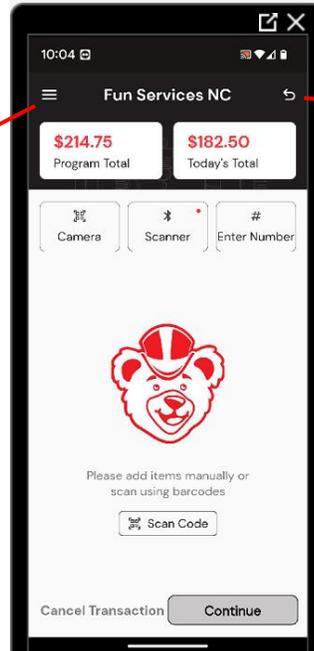
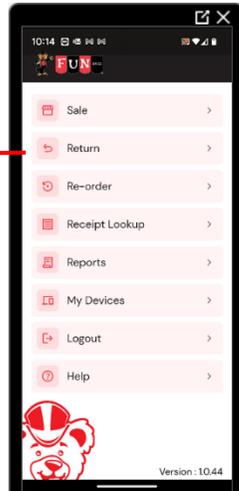
To finish, press the **Complete Sale** button.



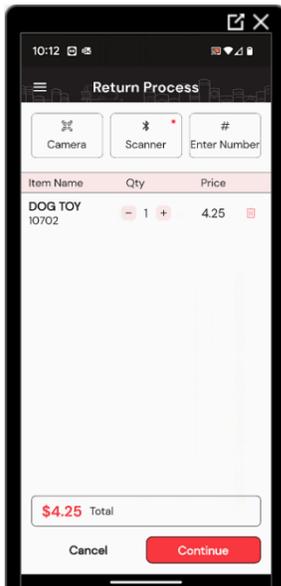
PROCESSING A RETURN

Before scanning an item, please press the RETURN button in the top right-hand corner, OR press the menu button, and select the return screen.

Return

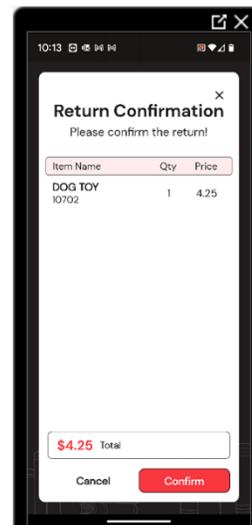


Quick Return



Simply scan the item or manually enter the item, then touch the **Continue** button on the right-hand side.

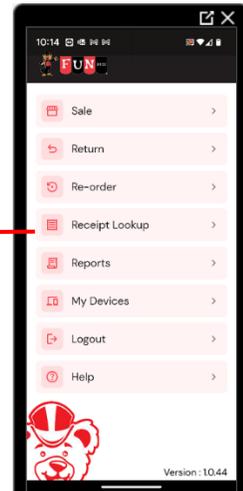
A **Confirm Refund** window will appear to ensure you really want to do a refund transaction.



Once the Return Transaction is completed, the program will default back to the sales/transaction page.

RECEIPT LOOKUP OPTION

Press the menu button and select the Receipt Lookup option.



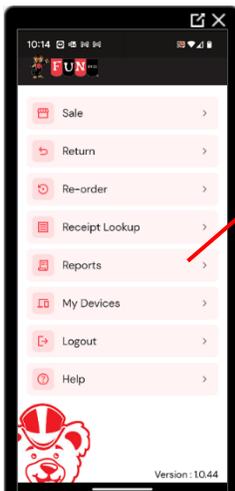
Receipt Lookup

Date	Time	Qty	Price
08/29/2023	10:14	1	\$4.25
08/29/2023	10:12	8	\$23.75
08/29/2023	09:56	2	\$8.50
08/29/2023	09:50	10	\$14.75
08/29/2023	09:41	5	\$12.50
08/29/2023	09:40	1	\$0.25
08/29/2023	09:33	4	\$11.25
08/29/2023	09:26	1	\$4.25
08/29/2023	07:30	7	\$34.75
08/29/2023	07:21	2	\$9.50
08/29/2023	07:20	1	\$4.25
08/29/2023	07:19	2	\$10.00
08/29/2023	07:19	3	\$13.75
08/29/2023	07:19	1	\$4.25
08/29/2023	07:18	3	\$13.75

You can select a receipt to view the items, tender method, and change provided.

DAILY REPORTS

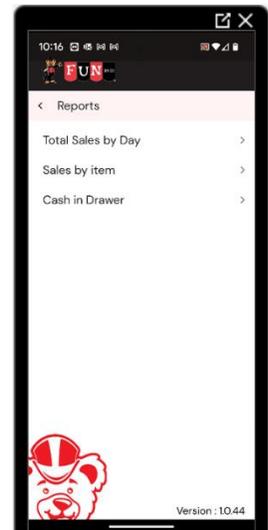
Press the menu button, and select the Reports option.



Reports

If all of your devices are connected to wifi/internet/cellular, then you will have a grand total for all devices running transactions at your school. To ensure the totals are accurate, please be sure your volunteers are connected to wifi/cellular before leaving for the day, and go to the Reports page.

1. Total Sales by Day gives you a running total of each day your shop uses the program.
2. Sales by Item allows you to see which items are selling the most.
3. Cash in Drawer Report shows how much in cash, checks, vouchers & Fun Bucks (if applicable to your school) you should have at the end of each day.
Remember to subtract your starting bank.



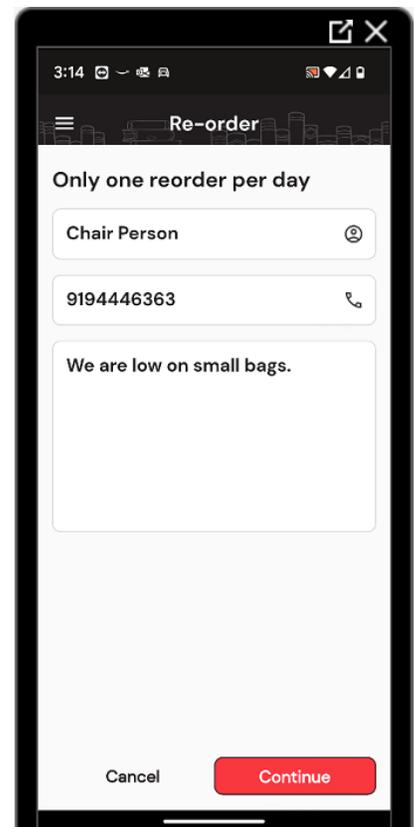
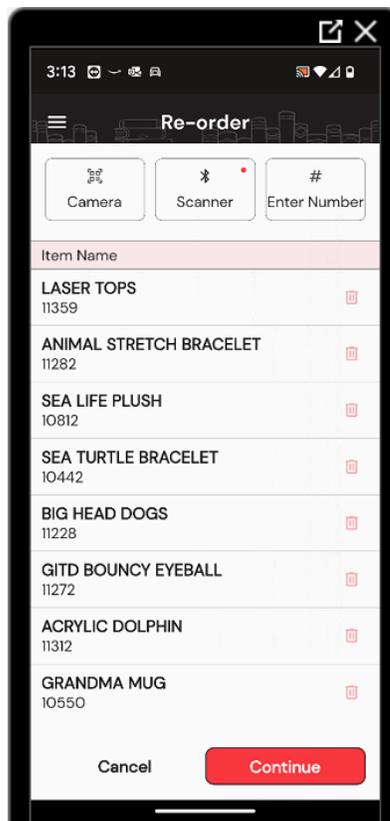
REORDER PROCESS

(Can only be done using the device if you are connected to Wi-Fi or cellular
AND if your school is confirmed for the electronic reorder process.)

The reorder process is similar to a sale transaction. Please scan or enter the items you are running low on or have completely sold out of.

Press the **Continue** button.

Complete the information on the second page side, and then press the **Continue** button to submit your reorder request.





You will need to confirm the reorder request. Remember, you can only submit **ONE** reorder per day, and only through the app if you are **confirmed** ahead of time by Fun Services.