| Script Draft 1/1 |  |  |  |
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| Project Ref: |  |  |  |
| Project Title: | Pierhouse - Tickets That Sell |  |  |
|  |  | Date: |  |


| Audio |  |
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|  | V1 Visual |
|  | FADE IN: |
| A2 | V2 |
| VO: Every penny spent on marketing and <br> promotion comes down to one tiny moment. The <br> big decision at the shelf edge. | Jane, 35 year old shopper, enters the store <br> pushing a trolley. |
| A3 | V3 |
| VO: But how can we persuade the customer to <br> make that decision a buying decision? | A dusty shelf edge, with two shelves of different <br> boxes reading product 1 and product 2. There's <br> no price tag! The boxes move around with <br> anticipation. |
| A4 | V4 |
| VO: When Jane here looks at a product, she's <br> asking herself four big questions. | Jane walks by the shelf, stops, picks up product <br> 1 and stares at it for a moment. <br> We close up on her face as she ponders. <br> Titles pop up around her head: <br> - Do I want it? <br> - How much is it? <br> - IS it worth the money? <br> - |
| Can I afford it? |  |


| VO: These days though, the price alone isn't enough. Sometimes, shoppers need encouragement. | A silhouetted head shot of a group of shoppers looking to us. Question marks and the previous titles pop over their heads. |
| :---: | :---: |
| A7 | V7 |
| VO: But how can we do this at the shelf edge? <br> Well an attractive offer helps for starters. | Back to the shelf. We close in on where the price tag should be. It transforms into a sign reading: 'Was £10.99, Now Only £8.99.' <br> A big tick by the ticket. |
| A8 | V8 |
| VO: Yep, that always makes a difference ... and that's what Pierhouse calls, a Ticket That Sells. | Back to the shoppers, one of them lights up and a money sign pops over their head as they all 'oooh.' <br> Title: Tickets That SELL. |
| A9 | V9 |
| VO: But these aren't just about the special price. | Close up of the ticket again. Next to the price says 'Reasons to buy me.' |
| A10 | V10 |
| VO: When a shopper asks 'Do I want it?' We help them to say YES. | Back to the shoppers, another one lights up with a money sign popping up as they all 'hmmm.' |
| A11 | V11 |
| VO: And it can all be done via the price ticket. <br> Sometimes it's as simple as a nice picture of the product. <br> Recommendations from other shoppers works well too ... <br> ... As does a few more details about the product. <br> And if there's enough room, a nicely placed QR code can allow customers to get even more information. | Back to the ticket, a picture of the product pops up underneath 'reasons to buy me.' <br> - The picture of the product transitions into a customer recommendation with five stars. <br> - The word 'specifications' and a list of words pops up by the stars. <br> - A small QR code appears on the side of the ticket. A mobile phone scans over it. |
| A12 | V12 |
| VO: Tickets that Sell increase sales significantly | The shoppers. All of them light up and pound |


| whilst also creating happy customers. <br> Look at those smiley faces. | signs pop over their heads as they cheer. |
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| A13 | V13 |
| VO: And would you look at that, even Jane's <br> joining in now. | Back to shelf, with the new ticket/layout. We <br> zoom out and rewind. Jane stops, looks at the <br> ticket and picks up a number of the boxes and <br> puts them in the trolley. The boxes jump for joy. <br> Jane, big smile on her face, walks away. <br> FADE OUT: |
| A14 | V14 |
| VO: If you want to know more about Tickets <br> That Sell then talk to the software company that <br> loves retail ... <br> Pierhouse. | Titles over black. |

