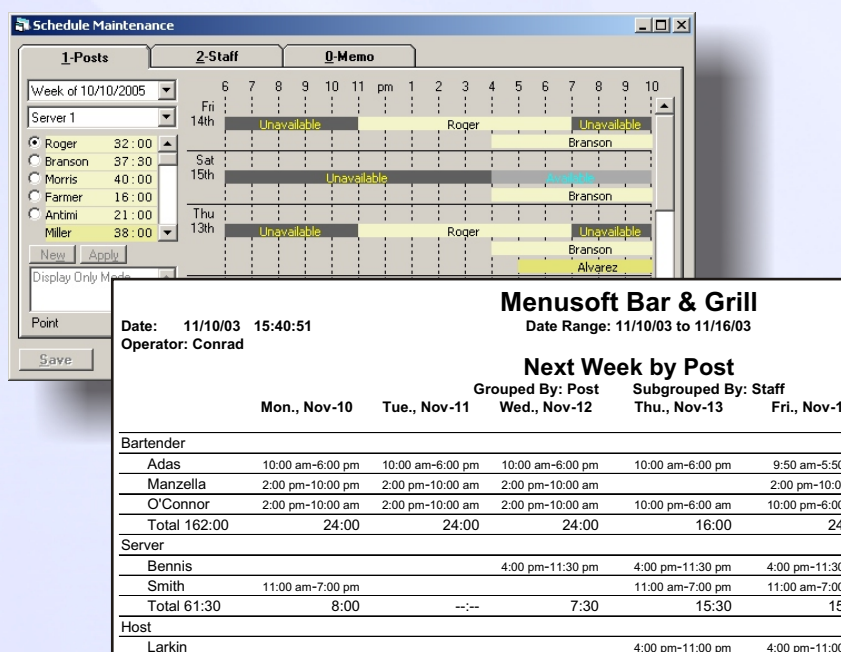


We've taken the labor out of Labor Scheduling. What used to take hours required constant revisions and didn't always accommodate staff availability has been simplified with DIGITAL DINING.

Schedules are enforced as your staff clock in, requiring manager approval for early or late clock ins. Our Fingerprint ID ensures no "buddy" clock ins, dramatically reducing labor costs. DIGITAL DINING matches your staff's skills and availability to your projected needs ... producing the optimum schedule.

Definable report generators allow you to create unlimited schedules, add "promised shifts," and instantly compare actual to expected costs. Lowering labor costs and increasing your bottom line ... is truly a labor you'll love!



Menusoft Bar & Grill
 Date: 11/10/03 15:40:51
 Operator: Conrad
 Date Range: 11/10/03 to 11/16/03

Next Week by Post
 Grouped By: Post Subgrouped By: Staff

| | Mon., Nov-10 | Tue., Nov-11 | Wed., Nov-12 | Thu., Nov-13 | Fri., Nov-14 |
|---------------------|------------------|------------------|------------------|------------------|------------------|
| Bartender | | | | | |
| Adas | 10:00 am-6:00 pm | 10:00 am-6:00 pm | 10:00 am-6:00 pm | 10:00 am-6:00 pm | 9:50 am-5:50 pm |
| Manzella | 2:00 pm-10:00 pm | 2:00 pm-10:00 pm | 2:00 pm-10:00 pm | | 2:00 pm-10:00 pm |
| O'Connor | 2:00 pm-10:00 pm | 2:00 pm-10:00 pm | 2:00 pm-10:00 pm | 10:00 pm-6:00 am | 10:00 pm-6:00 am |
| Total 162:00 | 24:00 | 24:00 | 24:00 | 16:00 | 24 |
| Server | | | | | |
| Bennis | | | 4:00 pm-11:30 pm | 4:00 pm-11:30 pm | 4:00 pm-11:30 pm |
| Smith | 11:00 am-7:00 pm | | | 11:00 am-7:00 pm | 11:00 am-7:00 pm |
| Total 61:30 | 8:00 | --:-- | 7:30 | 15:30 | 15 |
| Host | | | | | |
| Larkin | | | | 4:00 pm-11:00 pm | 4:00 pm-11:00 pm |

POS Integration

We've integrated the Labor Scheduling program with the POS, allowing you to enforce schedules at the Clock In screen. You can require a manager's approval for early and late clock-ins and clock-outs. Combining dynamic security controls with Digital Dining's innovative fingerprint identification technology, you can realize dramatic labor cost savings.

Back Office Integration

No double entries with Digital Dining, where staff ratings, departments, and other valuable information is shared seamlessly between Digital Dining's core Back Office programs and the Labor Scheduling program.

Detailed Reporting

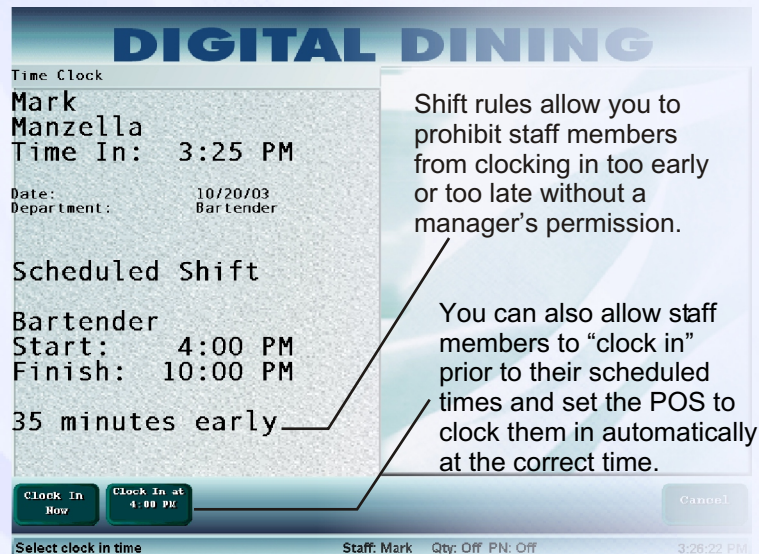
Digital Dining wrote the book on POS reporting, and Labor Scheduling is no exception. Definable report generators allow you to create a virtually unlimited variety of schedule postings, expected labor cost (including overtime analysis) reports, and actual vs. expected labor cost reports that highlight variances.

Schedule Budgets

Ensure that your restaurant enjoys the best possible coverage with our labor budget capabilities. Using definable staff ratings, prioritized days of the week, and staff availability records, you can create labor budgets to accurately predict your upcoming labor needs. Furthermore, you can use labor budgets as a framework to produce actual schedules and to ensure that those schedules have the correctly qualified staff covering all the required labor posts in your operation.

Labor Scheduling

| Features | Benefits |
|-----------------------|---|
| Schedule Enforcement | When staff clock in or out, the POS forces them (within definable limits) to work within the scheduled shift. |
| Manager Overrides | Managers can easily override an enforced schedule to clock in unscheduled staff and quickly resolve labor scheduling problems on the floor. |
| Copy Budgets | After you create an initial labor budget, you can use that budget as a template to quickly create alternate budgets for holidays and special dates. |
| Copy Schedules | If your schedules usually change only slightly from one week to the next, you can easily copy an existing schedule, quickly revise it, and then use it as a future schedule. |
| Promised Availability | You can promise shifts to staff and set the program to automatically add those promised shifts to newly created schedules (allowing you to easily support your restaurant's most valued staff). |



DIGITAL DINING

Time Clock
Mark Manzella
 Time In: 3:25 PM
 Date: 10/20/03
 Department: Bartender

Scheduled Shift
 Bartender
 Start: 4:00 PM
 Finish: 10:00 PM
 35 minutes early

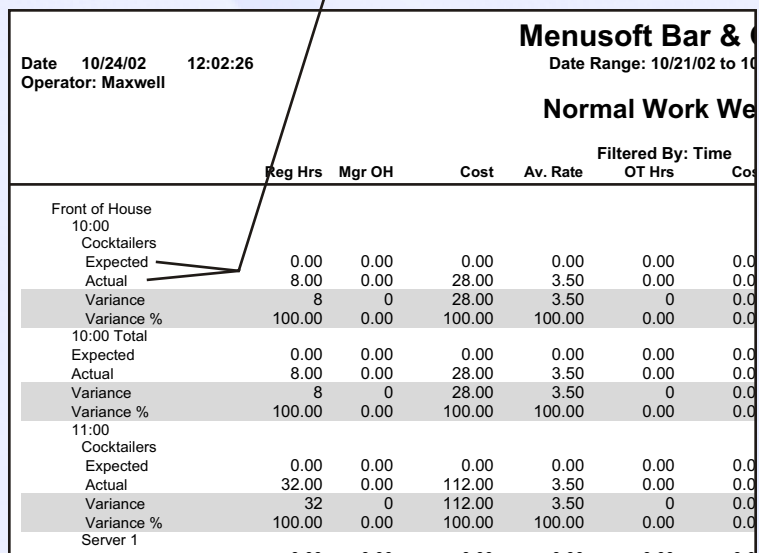
Shift rules allow you to prohibit staff members from clocking in too early or too late without a manager's permission.

You can also allow staff members to "clock in" prior to their scheduled times and set the POS to clock them in automatically at the correct time.

Clock In Now **Clock In at 4:00 PM** **Cancel**

Select clock in time Staff: Mark Qty: Off PN: Off 3:26:22 PM

The Actual vs. Expected Labor Report allows you to compare expected labor to actual labor and view the differences in both hour totals and percentages.



Menusoft Bar & Grill
 Date: 10/24/02 12:02:26
 Operator: Maxwell
 Date Range: 10/21/02 to 10/24/02
 Normal Work Week

Filtered By: Time

| | Reg Hrs | Mgr OH | Cost | Av. Rate | OT Hrs | Cost |
|----------------|---------|--------|--------|----------|--------|------|
| Front of House | | | | | | |
| 10:00 | | | | | | |
| Cocktails | | | | | | |
| Expected | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |
| Actual | 8.00 | 0.00 | 28.00 | 3.50 | 0.00 | 0.00 |
| Variance | 8 | 0 | 28.00 | 3.50 | 0 | 0.00 |
| Variance % | 100.00 | 0.00 | 100.00 | 100.00 | 0.00 | 0.00 |
| 10:00 Total | | | | | | |
| Expected | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |
| Actual | 8.00 | 0.00 | 28.00 | 3.50 | 0.00 | 0.00 |
| Variance | 8 | 0 | 28.00 | 3.50 | 0 | 0.00 |
| Variance % | 100.00 | 0.00 | 100.00 | 100.00 | 0.00 | 0.00 |
| 11:00 | | | | | | |
| Cocktails | | | | | | |
| Expected | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |
| Actual | 32.00 | 0.00 | 112.00 | 3.50 | 0.00 | 0.00 |
| Variance | 32 | 0 | 112.00 | 3.50 | 0 | 0.00 |
| Variance % | 100.00 | 0.00 | 100.00 | 100.00 | 0.00 | 0.00 |
| Server 1 | | | | | | |
| Expected | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |
| Actual | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |
| Variance | 0 | 0 | 0.00 | 0.00 | 0 | 0.00 |
| Variance % | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |