

Promo Depth Calculation Rules (v15)

1. Normalization: Thousands separators removed (2,199 -> 2199), decimal commas to dots (12,50 -> 12.50).
2. Base Price: Extracted from left side of '-' (e.g., '400 - ...').
3. Hard Special Cases:
 - 'SGD 60 ANY 2 BOTTLES' -> $(1 - 60 / (2 * \text{Base})) * 100$
 - '60 SGD OFF 2 Bottles' -> $(60 / (2 * \text{Base})) * 100$
 - 'Receive a free bottle' -> 0% (Gift)
 - Device/Sticks bundles -> 0%
 - Generic Combo without keywords -> 0%
 - Rating-only messages -> 0%
 - 'UP TO X% OFF' -> X%
4. AxB Patterns: '4x3' -> $(1 - 3/4) * 100$
5. Direct %: 'Save 33%' -> 33%
6. Chinese Discount: '8折' -> $(1 - 8/10) * 100 = 20\%$
7. Was/Now: 'Was 100 Now 80' -> $(1 - 80/100) * 100 = 20\%$
8. Save X: 'Save 10' -> $(10 / (\text{Base} + 10)) * 100$
9. Money Off: '10 Off' -> $(10 / (\text{Base} + 10)) * 100$
10. Yen Off: '1000■■■■' -> $(1000 / (\text{Base} + 1000)) * 100$
11. Buy X Get Y: 'Buy 2 Get 1 Free' -> $(1 / (2+1)) * 100 = 33.33\%$
12. Any N Get M Free: 'Any 3 Get 1 Free' -> 25%
13. X + Y Free: '2 + 1 Free' -> 33.33%
14. Leve X Pague Y: 'Leve 3 Pague 2' -> $(1 - 2/3) * 100 = 33.33\%$
15. Quantity For: '2 For 15' (Base 10) -> $(1 - (15/2)/10) * 100 = 25\%$
16. Buy N Pay X: 'Buy 3 Pay 20' -> Similar logic to Quantity For
17. X Each: '9.99 Each' (Base 12) -> $(1 - 9.99/12) * 100$
18. Unit Price X: 'Unit Price 9.99' -> Same as above
19. Buy 1 Get 2nd for X: Calculates effective unit price for 2 items.
20. Buy 1 For X when purchase 2: Special bundle logic.
21. Buy 1 for X, 2 for Y: Uses the '2 for Y' price.
22. Buy N For P Save S: Uses the saving amount.
23. Each ... X for N: Handles 'each 10 for 2' patterns.
24. Special: 'Any 3/4 Get 1 Free' -> Forced to 25%.

FINAL RULE: If multiple rules match, the LOWEST calculated discount % is used.