OVERVIEW 1/5: A set of briefcases will appear on your screen, which can be opened one-by-one.

NEXT

OVERVIEW 2/5: You will have a **Temporary Bank**, and a **Permanent Bank**.

TEMPORARY BANK	PERMANENT BANK
$ 0.00	$ 0.00

BACK

NEXT

OVERVIEW 3/5: Some briefcases have cash inside which, once opened, will add to your **Temporary Bank**.

$1

TEMPORARY BANK	PERMANENT BANK
$ 1.00	$ 0.00

BACK

NEXT

OVERVIEW 4/5: Other briefcases have an 'X' symbol which, if opened, will erase your **Temporary Bank**, and begin the next level.

TEMPORARY BANK	PERMANENT BANK
$ 0.00	$ 0.00

BACK

NEXT

OVERVIEW 5/5: To save the cash from your **Temporary Bank** to your **Permanent Bank**, click the **Permanent Bank** box (*this will also start the next level*).

	$1	X	

TEMPORARY BANK	PERMANENT BANK
$ 0.00	$ 1.00

BACK

NEXT

GOAL: Earn as much cash as possible.

BACK

NEXT

GUIDELINES: For each additional briefcase you open, you will earn an extra $0.50 cents.
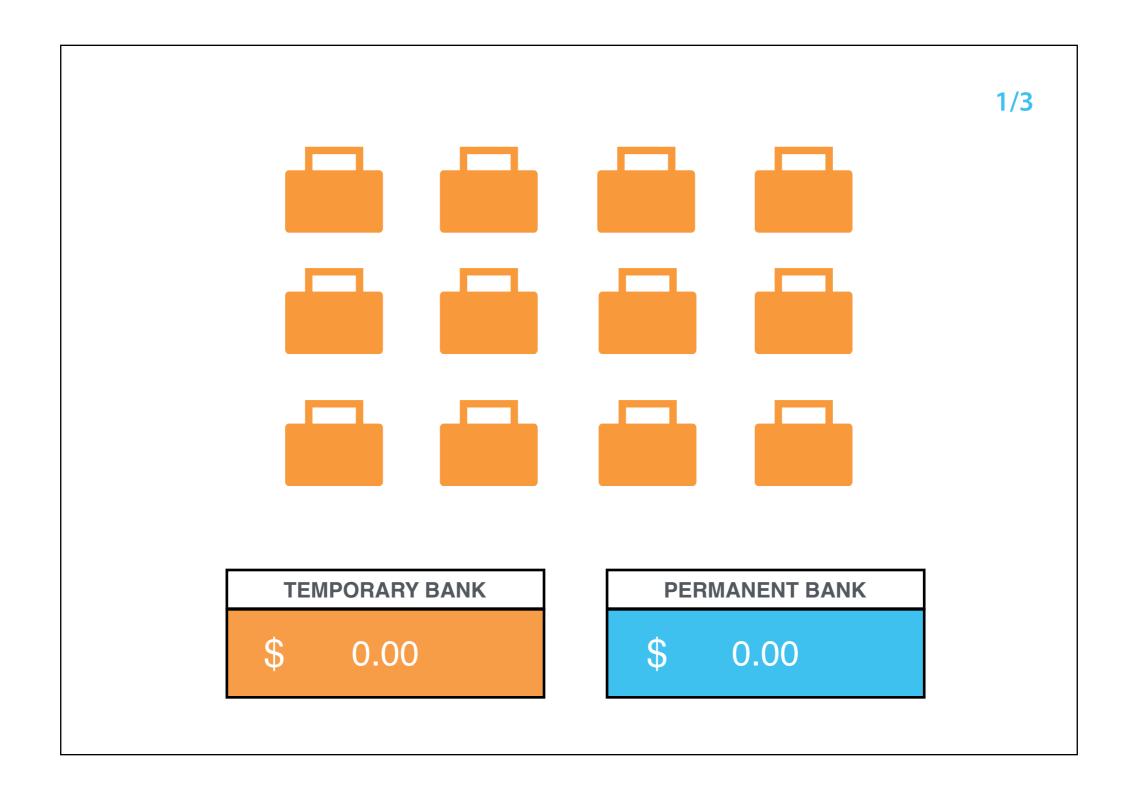
However, the more you open in one round, **the more risk you take of losing your cash!**
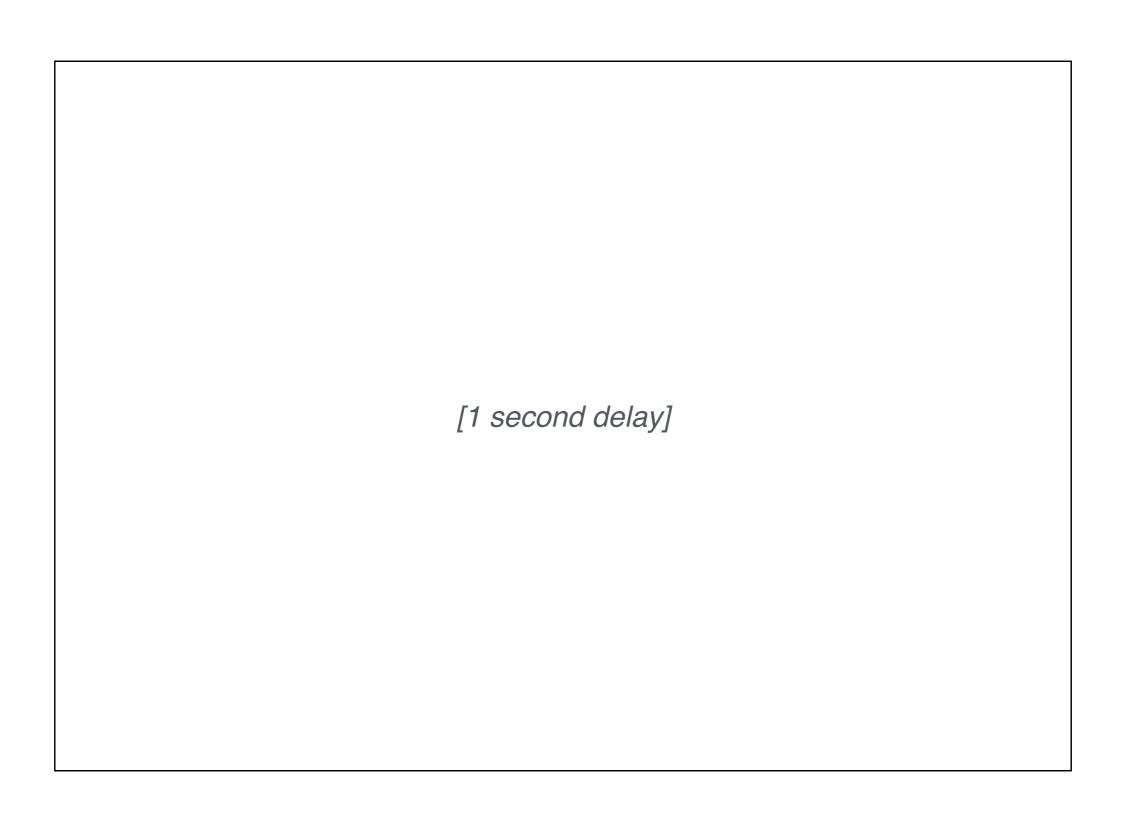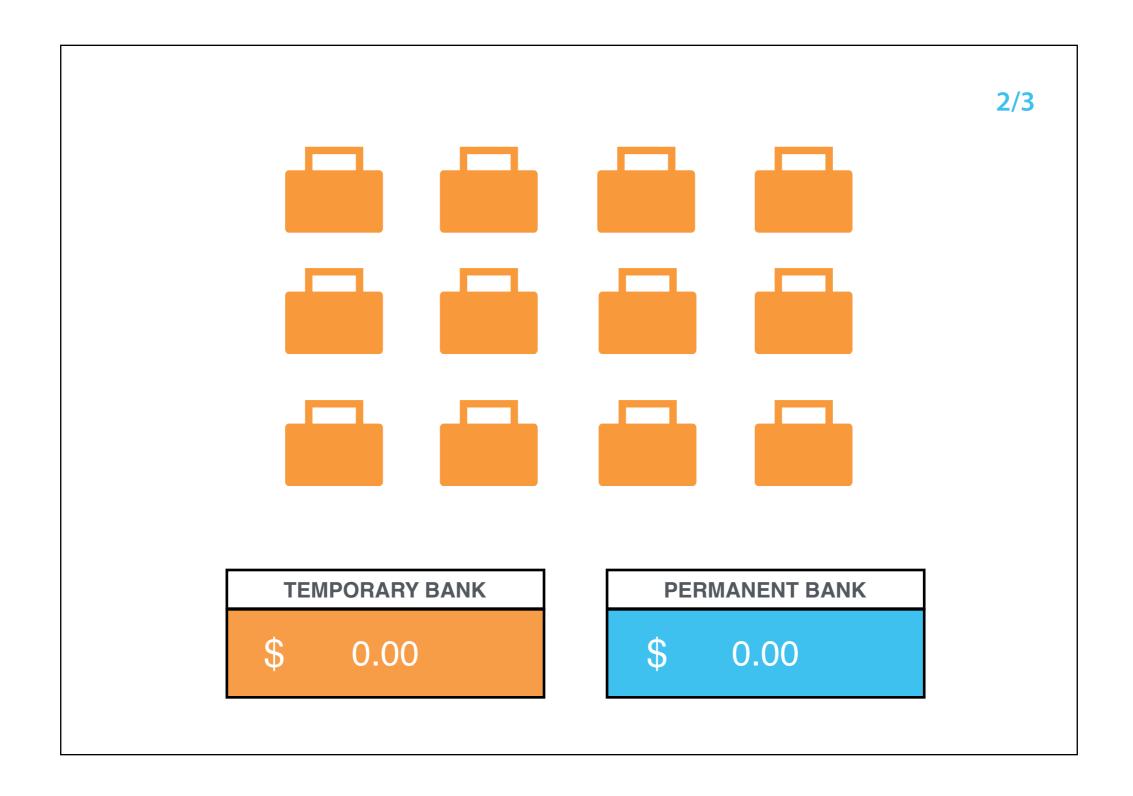
Continue to each level until the game is over.
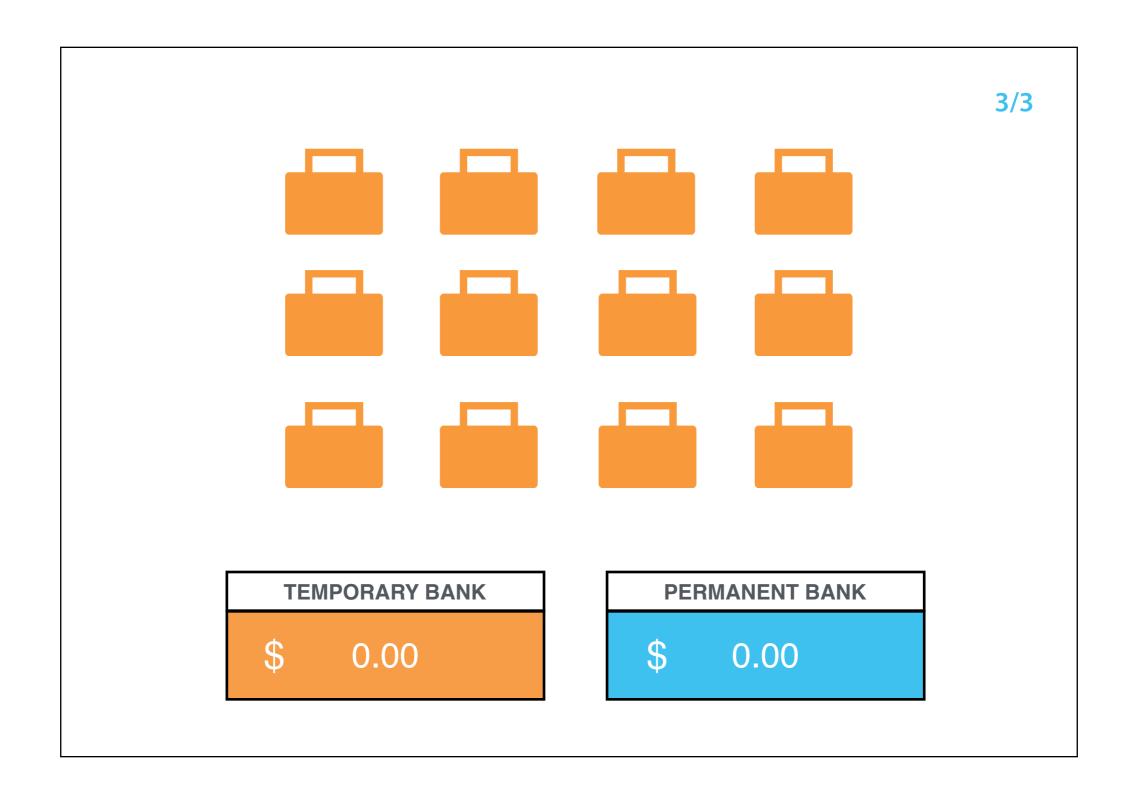
This will take about 2 minutes to complete.

CLICK TO BEGIN

BACK

NEXT

[1 second delay]

TEMPORARY BANK
$ 0.00

PERMANENT BANK
$ 0.00

TEMPORARY BANK	PERMANENT BANK
$ 0.00	$ 0.00

Thanks for Playing!

We measured how comfortable you are with taking **Risks**.

CLICK TO BEGIN NEXT GAME!

GUIDELINES:

1) Position of values / cases should be randomized

2) When a case with an 'X' value is opened, the Temporary Bank should be emptied, and the next level should begin

3) Permanent Bank should always be clickable to allow users to transfer their earned money whenever they want

4) Permanent Bank should always show, throughout all levels, the total money saved

5) *From an analytics standpoint: If a user opens 5 cases in one level, and that 5th case results in an 'X', this user would still fall into the 'Green' grade in our model.*

(Even though they lost the money in the game, that is irrelevant - for the 'Green' grade, we just need to know if they opened 5 cases in one level.)

Value breakdown per cases:
- 5 cases = $1
- 3 cases = 'X'
- 2 cases = $0.50c
- 2 cases = $0