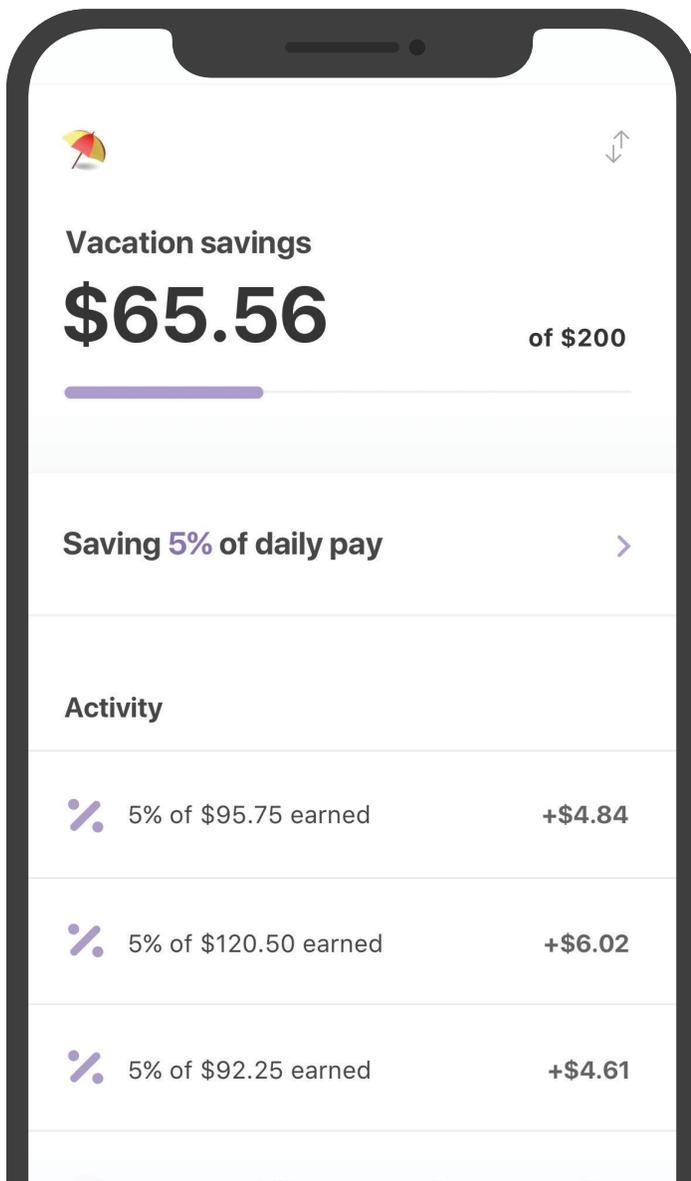


Automatic Saving

Paves the way to financial wellness with an easy, achievable way to save money.

www.even.com



Once financial stability is reached, employees can start building savings

By avoiding payday loans, getting bills paid on time, and avoiding overspending, employees find themselves in a good place to start saving money. Even helps employees incorporate saving into their overall financial strategy, instead of leaving it as an afterthought.

Takes the work and willpower out of saving

Employees can set a savings goal, and a percentage of each paycheck they'd like to save towards that goal. Then every payday, Even calculates how much money to take out of the employee's bank account and moves the savings into a separate bank account managed by Even.



“I definitely have a problem with savings. If I see the money in my bank account, I tend to spend it.”

Manager, Walgreens
Chillicothe, OH

Replacing temptation with motivation

Even encourages saving behavior by showing employees how each day’s earnings are contributing to their goals. The app also offers a “Hide my Balance” option, which obscures the amount of savings unless the employee holds a button to reveal it. Early data indicates that employees using this feature are saving more money and keeping it saved for longer.

Keeps employees in control of their money

Employees can transfer money from their Even savings into their bank account at any time. In addition, the savings percentage can be adjusted or stopped altogether with the tap of a button. Even lets employees save money flexibly, while staying in complete control.

How much of your pay would you like to save each workday?

3%

MOST POPULAR



3% = about \$3.50 each workday

A simple slider lets employees choose how much of each paycheck they’d like to save. This can be updated at any time, meaning the employee is fully in control.

Hide my balance



Data shows that employees who hide their balance save more successfully. This can be turned on or off at any time.