

STICKMEN 1D · FREE GUIDE · 2026 EDITION

The Simple Money Starter Kit

Three online businesses that run without you

Not a list of 47 ideas. Three models, picked from what the market actually rewards right now, each broken down to the tools, the costs, the first customer, and the point where you should quit.

137

VIDEOS ANALYSED

27M

VIEWS BEHIND THE PICK

€0–60

TO START

A plain-English field guide · godlaws.com/book

What's in here

Read pages 3 to 6 first — they decide which of the three you should pick. Then read only that one.

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FINISH

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ONE HONEST PROMISE

None of these makes money in week one. Each has a first-euro milestone reachable inside 30 days, and a clear signal telling you to stop if it doesn't work.

01 How these three were chosen

Most "best online business" lists are the author's own product, dressed up. Here is the actual selection method, so you can judge it.

What was measured

Four search queries were run against YouTube — *best online business to start 2026*, *automated online business 2026*, *AI business ideas 2026 passive income*, and *faceless online business minimal investment* — and the top 40 results of each were collected. After removing duplicates that left **137 unique videos**. Every title was scanned for which business model it promotes, and each model was weighted by the view count of the videos promoting it. The four highest-view videos were then transcribed in full and read line by line.

View count is a proxy for demand, not for whether a model works. It tells you where attention, buyers, tools, and competition are concentrated right now. That matters: a model with a live ecosystem is easier to start than a better model with no tooling around it.

What came out

MODEL	VIDEOS	COMBINED VIEWS	VERDICT
AI automation service	26	6.3M	Selected — highest sustained volume
Faceless YouTube / short-form	7	1.5M	Selected — lowest cash requirement
Digital products	6	0.6M	Selected — highest margin
Dropshipping	2	18.1M	Rejected — see below
Affiliate marketing	2	0.15M	Not enough signal
Micro-SaaS	2	0.02M	Needs code — different guide

WHY DROPSHIPPING WAS CUT DESPITE 18 MILLION VIEWS

Those views come from *one* video. A single viral upload is one channel's algorithm luck, not a market signal — and the model itself fails this guide's entry condition: it needs paid ads to test products, which means real money at risk before you know anything. Every model in this guide can be tested for under €60.

The two filters everything had to pass

- 1 Under €60 to find out if it works.** Not to succeed — to get a signal. If a model needs €500 of ad spend before it tells you anything, it is out.
- 2 Automatable to at least 80%.** The recurring work has to be something software does while you sleep. A model where your hours are the product is a job with extra steps.

02 What "\$1,000 a day" actually means

The videos this guide is built from carry titles like "Up to \$1,000/Day" and "\$373/day+". Here is how to read those numbers without getting hurt.

Three tricks in every thumbnail

WHAT YOU SEE	WHAT IT USUALLY MEANS
"Up to \$1,000/day"	Up to is doing all the work. It's the ceiling of the best case, not a median. The median is usually zero, because most people quit.
"I made \$X in 7 days"	Revenue, not profit, and usually from an audience the creator already had. Your version starts with zero audience.
"Zero employees, zero cost"	True for the software. Not true for the 40-80 hours of setup, which is the real price of entry.

The number that actually matters

Ignore daily revenue. Track **one paying customer**, or **one thousand real views**, or **one sale**. Those are binary. They either happened or they didn't, and they tell you whether the model works *for you* before you have invested anything you'd miss.

30 days

TO FIRST SIGNAL

90 days

TO FIRST REAL MONEY

12 months

TO A REPLACEABLE INCOME

Realistic base rates

Nobody publishes honest failure rates, so treat these as informed estimates from publicly visible outcomes, not measurements:

- Of people who start any of these three, most stop within six weeks. The single biggest predictor of earning anything is **still publishing or still pitching in month three**.
- The first customer or first thousand views is the hard part. Second and third come roughly ten times faster.
- The people making real money in all three models are doing an unglamorous version of it, repeatedly, for longer than they planned.

THE FRAMING THAT KEEPS YOU SANE

You are not buying a lottery ticket. You are running an experiment with a fixed, small cost and a fixed deadline. If the experiment fails, you learned something for €60 and a month. That is a good trade regardless of the outcome.

Educational only. Not financial advice. Figures throughout are as of September 2026; check current rates before you commit money.

03 The three at a glance

Compare on the row that matters to your situation, not on the one with the biggest number.

	1 · AI AUTOMATION SERVICE	2 · FACELESS YOUTUBE	3 · DIGITAL PRODUCTS
What you sell	A workflow that removes a repeated task for a business	Attention, resold as ads and sponsorships	A file that solves one specific problem
Who pays	Small businesses, €300–2,000/month	YouTube, then sponsors	Individuals, €9–79 once
Cash to start	€0–20	€20–60	€0–15
Hours to first sale	20–40	60–120	15–30
Time to first euro	2–6 weeks	3–9 months	1–4 weeks
Margin	85–95%	~100% of ad revenue	88–98%
How automatable	Delivery: fully. Sales: not.	Production: fully. Judgement: not.	Delivery: fully. Traffic: mostly.
Hardest part	Talking to strangers	Surviving months of silence	Picking something people already buy
Fails if you	Won't do outreach	Need money this quarter	Build before you check demand

Choose by constraint, not by preference

IF THIS IS TRUE OF YOU	START WITH
You need money within 60 days	1 · AI automation service — the only one with a short path from work to cash
You hate selling and won't do it	2 · Faceless YouTube — nobody has to say yes to you
You have 5 hours a week, no more	3 · Digital products — smallest total build
You already have an audience anywhere	3 · Digital products — you're one product away from revenue
You have a skill businesses pay for	1 · AI automation service — you already know the problem

DO NOT RUN TWO

Every one of these fails the same way: attention split across two models means neither reaches the point where it compounds. Pick one. The other two will still exist in six months.

04 The one rule that beats every tactic

Sell it before you build it. This single habit separates the people who earn from the people who have a beautiful unfinished project.

Why building first fails

Building feels like progress and asks nothing of you emotionally. Selling feels like exposure. So almost everyone builds for three months, launches to silence, and concludes the model doesn't work — when what actually happened is they never checked whether anyone wanted the thing.

What "sell first" looks like in each model

MODEL	THE PRE-SALE MOVE	THE SIGNAL YOU'RE LOOKING FOR
AI automation	Message 20 businesses describing the outcome. Offer to build it for a fixed fee, paid half up front.	One person asks "how much?"
Faceless YouTube	Publish 3 videos before building any system, branding, or schedule.	One video passes 1,000 views without you sharing it
Digital products	Put up a one-page description with a payment button. Send it to 30 people in the niche.	One purchase, or three people asking when it's ready

A REFUND IS NOT A FAILURE

If you pre-sell and can't deliver, refund immediately and thank them. You bought the most valuable information available — that someone will pay — for the price of a transfer fee.

The 30-day scoreboard

Write these four numbers on paper. Update them every Sunday. Nothing else counts.

	WK 1	WK 2	WK 3	WK 4
Outputs shipped (pitches, videos, or products)				
Real responses (reply, comment, or click)				
Money in				
Money out				

If row one is zero for two weeks running, you don't have a strategy problem. You have a shipping problem, and no tactic in the next 27 pages will fix it.

05 What it is, and who pays

You find a task a business repeats every day, you replace it with a workflow, and you charge monthly for keeping it running. This was the single most promoted model across the videos analysed — 26 of 137, 6.3 million combined views.

The shape of the offer

You are not selling "AI". Nobody buys AI. You are selling a specific outcome: *every enquiry gets answered within two minutes, including at night. Every invoice gets chased without you remembering. Every review gets a reply.* The technology is your business, not theirs.

Five workflows that sell, in order of easiness

WORKFLOW	THE PITCH	TYPICAL PRICE/MO
Enquiry responder	Web form and email enquiries get a useful reply in under 2 minutes, 24/7, then land in a spreadsheet	€300–600
Review responder	Every Google review gets a personal, on-brand reply within a day	€200–400
Quote builder	Client details in, branded PDF quote out, sent and logged automatically	€400–900
Invoice chaser	Overdue invoices get polite escalating reminders until paid	€250–500
Appointment setter	Inbound calls answered by voice AI, booked into the calendar	€600–2,000

START AT THE TOP OF THAT TABLE

The appointment setter is the one every video demos, because it's the most impressive. It's also the one with real-time voice, phone numbers, and the highest chance of an embarrassing failure in front of a paying client. Sell the enquiry responder first. It's boring, it works, and it never speaks to a customer live.

Who to sell to

The right customer has three properties: they get more than ten enquiries a week, one hour of their time is worth more than €50, and they are not a technology company. That points at trades and local services — plumbers, electricians, installers, dentists, clinics, driving schools, kitchen and window firms, small agencies, accountants, estate agents.

Avoid: startups (no money, will build it themselves), big companies (procurement will outlast your patience), and anyone whose enquiries arrive by phone only.

06 The money: pricing, costs, margin

This model has the best economics of the three, and the least romantic path to them.

Price on the outcome, not the hours

A plumber who misses four enquiries a week at an average job value of €400 is losing €6,400 a month. Charging €400 a month to stop most of that is not expensive; it's a rounding error against the loss. That framing — **their number, not yours** — is the whole sales conversation.

STRUCTURE	WHAT IT IS	USE WHEN
Setup + monthly	€500–1,500 once, then €300–800/month	Default. The setup fee pays for your build time; the monthly pays for uptime.
Monthly only	€400–900/month, no setup fee	Your first two clients, to remove the reason to say no.
Per outcome	€15–50 per booked appointment	Only when you can measure it cleanly. Sounds fair, gets argued about.

What it costs you to run one client

Costs are per month, at realistic small-business volume — call it 400 enquiries handled. Model prices are Anthropic's published API rates as of September 2026.

ITEM	BASIS	PER MONTH
Workflow engine (n8n, self-hosted)	Free software on a €5 VPS, shared across all clients	€1–2
Language model — Claude Haiku 4.5	\$1 per million input / \$5 per million output tokens; ~1.5k tokens per enquiry	€3–6
Payment processing	Roughly 1.5% + €0.25 per invoice on European cards	€6
Total cost per client		€10–28

€400

TYPICAL MONTHLY PRICE

€18

TYPICAL MONTHLY COST

95%

GROSS MARGIN

What five clients look like

Five clients at €400 a month is €2,000 in, about €90 out, and two to four hours of work a week once built. That is the realistic ceiling of a solo operation run part-time, and where most people stop, because it's enough.

The cost missing from that table is your time: twenty to forty hours before the first euro. Price the setup fee so a failed client still covers it.

07 The stack, and what it really costs

Four tools. Nothing else until a client asks for it.

LAYER	USE THIS	COST	WHY
Workflow engine	n8n , self-hosted	€5/mo VPS	Visual, no code needed, and self-hosting means client data stays on infrastructure you control — which is also a selling point.
Intelligence	Claude Haiku 4.5 via API	pay per use	\$1/\$5 per million tokens. Fast and cheap enough that a single enquiry costs a fraction of a cent.
Payments	Stripe subscriptions	~1.5% + €0.25	Recurring billing without you sending invoices. Set it up before your first call, not after.
Scheduling	Cal.com or Calendly free tier	€0	One link in every message. Removes the back-and-forth that kills deals.

Why self-hosted n8n, specifically

- **Cost.** The cloud version starts around €20 a month and prices per workflow execution. Self-hosted on a €5 VPS handles all your clients at once.
- **Margin at scale.** Client six costs you nothing extra in platform fees. That's the difference between a 70% and a 95% margin.
- **Trust.** "Your customer data never leaves a server I control" is a real objection-killer with dentists, clinics, and accountants.

TOKEN MATHS, SO YOU CAN PRICE WITH CONFIDENCE

A typical enquiry-and-reply cycle is roughly 1,200 input tokens (the enquiry, plus your instructions and business context) and 300 output tokens. At Haiku 4.5 rates that is about \$0.0027 — a third of a cent. Four hundred enquiries a month costs about \$1.10. Even at Sonnet 5 rates it stays under \$3. **Your model costs are not a business risk.** Your time is.

Keep the prompt in one place

Every client gets the same workflow with a different context block: business name, services, prices, tone, opening hours, and five example replies the owner wrote themselves. Store that block as one file per client. When a client says "it doesn't sound like us", you edit that file, not the workflow. Fifteen minutes, not an afternoon.

DO NOT BUILD A DASHBOARD

Every beginner builds a client dashboard nobody logs into. Send a weekly email with three numbers instead: enquiries handled, average reply time, anything that needed a human. It takes an hour to build and it's what they actually read.

08 Build your first automation tonight

The enquiry responder, end to end. Build it for a fictional business first — you need something to show before you can sell anything.

- 1 **Stand up n8n.** A €5 VPS, Docker, one command from the n8n documentation. Two hours if it's your first time, twenty minutes after that.
- 2 **Trigger: new email.** Connect a mailbox. Filter to messages that look like enquiries — the workflow should ignore newsletters and receipts.
- 3 **Extract the facts.** One model call that returns structured fields: name, contact, what they want, urgency, and whether it's actually an enquiry at all. Ask for JSON and validate it before you use it.
- 4 **Decide.** If it's not an enquiry, stop. If it's urgent or unusual, flag a human. Everything else continues. This branch is what makes the system safe to sell.
- 5 **Draft the reply.** Second model call, with the client's context block. Answer the question, give a price range if the client allows it, and end with the booking link.
- 6 **Send, and log.** Reply from the client's own address. Write a row to a spreadsheet: time in, time out, category, and what was sent.
- 7 **Weekly summary.** A scheduled workflow that emails the owner three numbers every Monday morning.

THE STEP THAT MAKES IT SELLABLE

Run it in *draft mode* for the first two weeks at every new client: the reply is written and saved but not sent, and the owner approves each one from their inbox. Almost nobody says no to that, and it removes the objection — "what if it says something wrong?" — before it's raised. Switch to auto-send when they ask you to, which they will, because approving 40 correct drafts is boring.

The three failure modes, and the guardrails

FAILURE	GUARDRAIL
It invents a price or a promise	The context block lists what may be quoted. Everything else routes to a human. Say this explicitly in the prompt and test it with a nasty enquiry.
It replies to an automated email and loops	Never reply to no-reply addresses or messages with auto-submitted headers. Hard rule in the workflow, not in the prompt.
It goes quiet and nobody notices	A daily heartbeat: if zero enquiries processed in 24 hours on a working day, email yourself. Silent failure is the one that loses clients.

09 Finding the first ten prospects

This is the page people skip, and it's the only page that produces money. Twenty pitches is the entry fee.

Build the list in an hour

- 1 Pick **one trade** in **one city**. Not "small businesses". Kitchen fitters in Rotterdam. Narrow enough that your message can be specific and your second client is a referral from your first.
- 2 Search the obvious directories and maps. Take the first 30 with a website and a contact form.
- 3 For each, note one specific thing: how long their contact form takes to get a reply. **Send an enquiry yourself.** Now you have evidence instead of a claim.

THE EVIDENCE MOVE

Sending a real enquiry to 30 businesses and timing the replies takes one evening and turns your pitch from "you might be losing leads" into "I asked about a kitchen on Tuesday at 19:14 and heard back Friday at 11:02." Nobody argues with their own data. Roughly a third will never reply at all — those are your best prospects.

The message that gets answered

Short, specific, one ask, no attachment, no jargon. Something close to this:

SUBJECT: YOUR CONTACT FORM, TUESDAY 19:14

Hi [name] — I sent an enquiry through your website on Tuesday evening asking about a kitchen refit. I got a reply Friday morning, which is normal for your trade and also why most of those enquiries are gone by then.

I set up a system that answers those in under two minutes, day or night, in your own words, and books the ones that are ready. First two weeks it only drafts and you approve each reply.

Worth 10 minutes on Thursday? — [name]

The numbers to expect

STAGE	TYPICAL	NOTE
Messages sent	30	One evening's work
Replies	3–6	Under 3, change the trade, not the message
Calls booked	2–4	
Clients closed	0–1	Zero on the first 30 is normal, not a verdict

Do it three times — 90 messages over three weeks — before you conclude anything. Most people send eight, hear nothing, and decide the model is dead.

10 The call: what to say, what to charge

Fifteen minutes. You are not demonstrating technology; you are getting them to say their own number out loud.

The structure

- 1 **Two minutes: their situation.** "How do enquiries reach you at the moment, and who answers them?" Then stop talking. Let it be awkward.
- 2 **Three minutes: their number.** "Roughly how many enquiries a week? And what's an average job worth?" Multiply out loud, slowly. "So four missed a week at €400 — that's around €6,000 a month walking off." Do not soften it.
- 3 **Five minutes: show it.** Share your screen. Send a live enquiry to your demo business. Let them watch the reply arrive. No slides.
- 4 **Two minutes: the offer.** "€750 to set it up, €400 a month. First two weeks it drafts and you approve everything. Cancel any month."
- 5 **Three minutes: shut up.** The first person to speak after a price loses. Wait.

The four objections you will get

THEY SAY	YOU SAY
"What if it says something wrong?"	"For the first two weeks it can't send anything without you clicking approve. After that, it only quotes from the price list you give me — anything unusual comes to you."
"My customers want a real person."	"They do. They want one within two minutes. Right now they're getting one on Friday. This buys you the time to be that person on the jobs worth having."
"€400 is a lot."	"It's one job a year. You said an average job is €400 — if it saves one enquiry a month, it's paid for eleven times."
"Send me some information."	"I'll send one page tonight. Can I call you Tuesday at 10 to hear yes or no either way?" — a soft no is the expensive outcome, not a hard no.

NEVER DISCOUNT THE MONTHLY

If they push, cut the setup fee to zero, keep the €400. The monthly is the business. A client at €200 a month costs the same to serve, takes the same support, and blocks the slot a €400 client would fill.

11 Delivery, handover, and hands-off running

Someone said yes. The next seven days decide whether this becomes recurring revenue or a refund.

Day one: collect the context, once

Send one form. Everything you need in a single pass, because a second round of questions makes you look unprepared:

- Services, and what each typically costs — including what you may quote and what you may not
- Opening hours, service area, and how fast they really respond today
- Five real enquiries with the replies they actually sent — this is the tone sample, and it's the most valuable item on the list
- Their three most common questions, with the answers
- Booking link, or the calendar you should write into

Days two to three: build and test

Clone the workflow, drop in the context block, and run twenty test enquiries you write yourself — including three nasty ones: a complaint, a price haggle, and an enquiry for something they don't do. Show the client those three replies before anything goes live. It's the fastest trust you'll ever buy.

Days four to fourteen: draft mode

Everything drafts, they approve. Check in on day seven with the numbers. On day fourteen, ask one question: "Shall I let it send the straightforward ones by itself?" In almost every case the answer is yes, because approving correct drafts is tedious.

Then: forty minutes a month, per client

WHEN	WHAT	TIME
Monday, automatic	Weekly summary email fires on its own	0 min
Monthly	Skim 10 replies, adjust the context block if the tone drifted	20 min
Monthly	Send a two-line note: what it handled, what you improved	10 min
Quarterly	Ask for a referral, by name: "who else fits this?"	10 min

THE REFERRAL IS THE WHOLE GROWTH ENGINE

Trades talk to trades. Client two and three usually come from client one, and they arrive pre-sold. The quarterly referral ask is the single highest-value ten minutes in this business — and almost nobody does it.

12 What goes wrong, and when to quit

Everything below has happened to someone. Reading it now is cheaper than discovering it in month three.

FAILURE	WHY IT HAPPENS	PREVENTION
You build for six weeks and pitch nobody	Building is comfortable, pitching isn't. This is the number one killer, by a distance.	Hard rule: first pitch goes out before the workflow is finished. A rough demo closes deals; a perfect one you never show closes none.
The client's tone is wrong and they lose faith	You wrote the prompt from their website instead of from their actual replies.	Five real replies, collected on day one, non-negotiable.
It quotes a price that costs them money	The prompt didn't distinguish between "may quote" and "must escalate".	Explicit allow-list of quotable items. Test it adversarially before go-live.
Client churns in month three	They never saw evidence it was working. Silence reads as "nothing is happening".	The Monday summary email. Three numbers. Automatic.
You take a client you can't serve	Custom CRM, phone-only enquiries, or a regulated industry with rules you don't know.	Say no. One bad client eats the profit of three good ones.
Everything breaks and you don't know	An API key expired, a mailbox password changed, a webhook silently stopped.	Daily heartbeat check. Silent failure is the only kind that matters.

KILL CRITERIA — DECIDE NOW, NOT LATER

Stop after 90 pitches across three different trades with zero paid clients. Not zero replies — zero *clients*. At that point the problem is either your market or your offer, and grinding out pitch 91 won't tell you which. Switch to Business 3 and keep the workflow: you can sell it as a template instead.

The signs it's working

- A prospect asks "can it also do X?" — that's a buying question, not a curiosity question.
- Your first client mentions you to someone unprompted.
- You catch yourself reusing the same workflow for the third time without changes. That's the moment this becomes a business rather than a series of projects.

13 The 4-week plan

Roughly eight hours a week. Tick the boxes; don't reorder them.

Week 1 — build one thing, badly

- ☐ Stand up n8n on a €5 VPS
- ☐ Get an API key and make one successful model call
- ☐ Build the enquiry responder for a fictional business — rough is fine
- ☐ Record a 90-second screen capture of it working

Week 2 — collect evidence and pitch

- ☐ Pick one trade, one city. Write down which.
- ☐ List 30 businesses with a website contact form
- ☐ Send a real enquiry to all 30. Log the reply times.
- ☐ Send 30 pitch messages using those response times
- ☐ Set up Stripe and a booking link before the first reply lands

Week 3 — talk to humans

- ☐ Run every call that came in. Follow the five-step structure.
- ☐ Quote €750 setup + €400/month. Don't discount the monthly.
- ☐ Send 30 more pitches, same trade, different businesses
- ☐ Fix whatever the calls exposed in your demo

Week 4 — deliver or iterate

- ☐ **If you closed someone:** context form out on day one, build, twenty test enquiries including three nasty ones, go live in draft mode
- ☐ **If you didn't:** 30 more pitches in a *different* trade — same message, new market
- ☐ Update the four-number scoreboard. Be honest about row one.

90

PITCHES BY DAY 30

€5–20

TOTAL SPEND

0–1

CLIENTS — BOTH NORMAL

IF YOU ONLY DO ONE THING THIS MONTH

Send the 30 test enquiries and log the reply times. That evidence file is worth more than the automation, and it takes one evening.

14 What it is, and why 2026 is different

A channel with no face, no camera, and no schedule that depends on you being awake. Script, voice, visuals, and upload all run as a pipeline.

The honest version of the pitch

Faceless channels are not passive income. They are a **production business** with a delayed, uncertain payout, where the machine does the making and you do the judging. What has changed is the cost of production: a ten-minute video that needed a freelance voice actor and a stock footage subscription two years ago now costs a couple of euros in API calls.

What has *not* changed: the audience still decides, and most channels get no audience. Low production cost lowers the barrier for everyone, which means the bar for what gets watched is higher than it was.

Where the money comes from, in order of arrival

SOURCE	WHEN IT STARTS	REALISTIC SCALE
YouTube ad revenue	After 1,000 subscribers and 4,000 watch hours (or 10M Shorts views in 90 days)	€2–8 per 1,000 views in English-speaking markets, wildly niche-dependent
Affiliate links	Any time — no threshold	Often exceeds ad revenue in the first year
Your own product	Once you have a few thousand real viewers	The highest-margin option; see Business 3
Sponsorships	Around 10,000 subscribers	€200–2,000 per video, negotiated

THE THRESHOLD IS THE WALL

Nothing pays until 1,000 subscribers and 4,000 watch hours. Most channels die before that, in month two or three, in silence. **Decide now that you will publish 30 videos before you judge anything.** If you can't commit to 30, pick a different business — this is the wrong one for you, and that's a useful thing to know on page 16 rather than page 100.

Why it's still worth doing

- **Nobody has to say yes to you.** No sales calls, no rejection, no outreach. For a lot of people that is decisive.
- **The back catalogue keeps earning.** Video 4 can start paying in month nine because of something video 27 did to the channel.
- **It's the cheapest audience you will ever build,** and an audience makes the other two businesses easy.

15 The money: RPM, timeline, odds

The most over-promised model of the three. Here are the mechanics without the thumbnail.

RPM is everything

RPM is what you earn per thousand views after YouTube's share. It varies by more than tenfold depending on who the advertisers are — which means **your niche choice is worth more than your production quality**.

NICHE FAMILY	TYPICAL RPM	NOTE
Personal finance, investing, insurance	€8–20	Highest advertiser value; also the most competitive
Business, software, productivity	€6–14	Strong, and pairs naturally with affiliate income
Health, fitness, self-improvement	€3–8	Large audience, moderate rates
History, science, explainers	€2–6	Very watchable, weaker advertisers
Entertainment, compilations, reactions	€0.5–2	Needs enormous volume to matter

Do the arithmetic before you start

A finance channel at €10 RPM needs 100,000 views a month for €1,000. A compilation channel at €1 RPM needs a million. Only one of those is reachable for a beginner in year one.

30

VIDEOS BEFORE JUDGING

3–9 mo

TO MONETISATION

€2–3

COST PER VIDEO

A realistic first year

PERIOD	WHAT NORMALLY HAPPENS	REVENUE
Month 1–2	10–16 videos published. Views in the dozens. This is the phase where people quit.	€0
Month 3–4	One video does 10–50× your others. That's the algorithm finding an audience — make more like that one.	€0
Month 5–7	Threshold crossed. First payout. It is small and it is still a real milestone.	€20–200
Month 8–12	Back catalogue compounds; affiliate income often overtakes ads.	€100–800/mo

THE DISTRIBUTION IS NOT THE AVERAGE

Most channels earn nothing, ever. A few earn a lot. The average is meaningless and every income screenshot you have seen is from the right-hand tail. Set the kill criteria on page 22 before you start, not after you're committed.

16 The stack and cost per video

Everything below is optional except the script and the upload. Start with the cheapest column and only upgrade what viewers complain about.

STAGE	FREE / CHEAP	BETTER	COST PER VIDEO
Research	YouTube search + the sidebar	YouTube Data API (free quota)	€0
Script	Claude Haiku 4.5	Claude Sonnet 5 for structure	€0.01–0.10
Voice	Free system TTS	A neural voice — roughly \$30 per million characters, so a 9,000-character script is about \$0.27	€0.05–0.30
Visuals	Free stock libraries	Generated images, one per 15–20 seconds	€0–2.00
Edit	ffmpeg script	Any free editor	€0
Thumbnail	Free design tool	Generated, then hand-fixed text	€0–0.30
Music	YouTube Audio Library	Licensed library	€0
Total	≈ €0.10	≈ €2.70	

Where to actually spend

- 1 Voice.** The single upgrade viewers notice. A robotic voice loses people in ten seconds regardless of how good the writing is.
- 2 Thumbnail.** It decides whether the video is watched at all. Worth more of your personal time than the video's second half.
- 3 Nothing else,** until you have thirty videos published.

THE 80% RULE FOR AUTOMATION

Automate script, voice, assembly, and upload. Keep *topic choice*, *title*, and *thumbnail* manual. Those three are where judgement lives, they take fifteen minutes a video, and they are exactly what separates a channel from a content landfill. Full automation of all six is how you end up with 200 videos and 40 subscribers.

Batch, don't drip

Produce eight videos in one Saturday, then schedule them across four weeks. Batching removes the daily decision to start, which is what actually kills output. A pipeline that runs once a week beats a perfect pipeline that runs when you feel inspired.

17 Picking a niche you can survive

The most consequential decision in this business, made in an hour, usually badly.

Three tests, all of which must pass

- 1 **Money test.** Would an advertiser pay to reach this audience? Finance and software: yes. Compilations of funny animals: barely.
- 2 **Volume test.** Can you list 50 video topics right now, in ten minutes? If you can't get past 15, you will run dry in month two — which is exactly when quitting is most tempting.
- 3 **Endurance test.** Could you make 100 videos about this without hating your life? You don't need passion. You need the absence of dread.

Where the openings are

PATTERN	WHY IT WORKS	EXAMPLE
Boring-but-valuable	High advertiser value, low creator interest, so less competition	Business insurance explained; VAT for freelancers
Specific software	Searched constantly, affiliate programmes attached	One tool, thirty workflows
Local language	English is saturated; most other languages are not	Dutch, Polish, Portuguese finance explainers
Ambient / long-form	Enormous watch time per view, near-zero script cost	Sleep audio, focus music, rain
Narrow how-to	Small audience, high intent, easy to rank	Repairing one appliance brand

What to avoid in year one

- **News and commentary.** Nothing compounds; a video is worthless in a week.
- **Anything needing a personality.** Faceless removes your best asset there.
- **Broad self-improvement.** The single most crowded corner of YouTube.
- **Anything with copyright exposure.** Clips, music, film scenes. One strike and the channel is gone.

THE 50-TITLE EXERCISE, BEFORE VIDEO ONE

Open a document and write 50 video titles in your niche. Don't research, don't edit, just write. If it takes more than 20 minutes, the niche is too narrow or you don't know it well enough yet. If it takes 10, you have a year of content and you can start today.

18 The production line, end to end

One video, from idea to published, in about 40 minutes of your attention once the pipeline exists.

- 1 **Topic (manual, 5 min).** Take the next title from your 50-title list. Check the top results for that phrase — if the first three are enormous channels, pick a narrower angle rather than competing head-on.
- 2 **Script (automated, 2 min).** Generate 1,200–1,600 words for a 9–11 minute video. Demand a specific structure: a hook that names the payoff in the first sentence, then sections, then a close that points at the next video.
- 3 **Read it (manual, 8 min).** Cut every sentence that doesn't add information. Fix anything factually wrong. **This is the only quality gate that exists** — skip it and the whole channel drifts into generic.
- 4 **Voice (automated, 3 min).** Generate the narration. Normalise the loudness, trim long silences.
- 5 **Visuals (automated, 10 min).** One image or clip per 15–20 seconds of audio, with slow movement — a static image for ten seconds loses viewers even when the audio is good.
- 6 **Assemble (automated, 5 min).** Stitch audio, visuals, captions, and quiet background music with ffmpeg.
- 7 **Title and thumbnail (manual, 15 min).** Three title options, pick one. Thumbnail: at most four words, readable at the size of a postage stamp.
- 8 **Upload (automated).** Scheduled through the API, same weekday and hour every time.

Build it in this order

STAGE	DO THIS
Videos 1–3	Everything manual. You cannot automate a process you haven't done by hand.
Videos 4–10	Automate script and voice. Keep the rest manual.
Videos 11–20	Automate visuals and assembly. Now you have a pipeline.
Videos 21+	Automate upload and scheduling. Batch eight at a time.

KEEP A DAILY CAP

Set a hard limit on uploads per day and a spend cap on every API in the chain. A loop bug that publishes forty videos overnight is both a wasted month of content and a fast route to channel problems.

19 Titles, thumbnails, first thirty seconds

Most of a video's outcome is decided before anyone watches a frame of the middle. Spend your judgement here.

The title does one of three jobs

JOB	SHAPE	EXAMPLE
Answer a search	Plain, literal, keyword first	"How VAT works for freelancers in the Netherlands"
Open a loop	State a gap the viewer wants closed	"The invoice mistake that costs freelancers €4,000"
Contradict a belief	Deny something the viewer assumes	"Paying off your mortgage early is usually wrong"

Write three titles per video and pick the one you'd click if it appeared next to a video from a channel you already trust. Never write a title the video doesn't deliver — that's the fastest way to train the algorithm that your videos disappoint.

Thumbnail rules that survive contact with reality

- **Four words maximum.** Three is better. It's read at thumbnail size on a phone, not on your monitor.
- **One idea.** A thumbnail with two ideas communicates neither.
- **High contrast, no clutter.** Check it by shrinking it to 120 pixels wide. If you can't read it, nobody can.
- **Don't match the neighbours.** If every competitor uses red arrows, use none.

The first thirty seconds

Retention in the first 30 seconds is the number that decides whether YouTube shows the video to anyone else. Three rules:

- 1 **No introduction.** No "hey guys", no channel branding, no explaining what you'll cover. Start with the most interesting sentence in the script.
- 2 **Name the payoff in the first sentence.** The viewer must know within five seconds exactly what they get for the next ten minutes.
- 3 **Show the destination.** A number, a result, a before-and-after — something concrete that makes staying worthwhile.

READ YOUR OWN RETENTION GRAPH

YouTube shows exactly where people leave. If there's a cliff at 0:25, your hook is broken. If the graph declines smoothly, the video is fine and the packaging is the problem. This one graph is more useful than any advice in this chapter, including this sentence.

20 What goes wrong, and when to quit

The failure modes here are more emotional than technical.

FAILURE	WHY IT HAPPENS	PREVENTION
Quitting at video 12	Views are still in the dozens and the effort feels absurd. This is where most channels die.	Commit to 30 before you start. Write the number down. Judge nothing until then.
Full automation, zero judgement	It's technically satisfying to automate topic choice too. The output becomes generic and nobody watches.	Topic, title, thumbnail stay manual. Permanently.
Changing niche at video 8	Impatience dressed up as strategy. Resets whatever the algorithm had learned.	One niche for 30 videos. Change the angle, not the subject.
Copyright strike	Borrowed clips, music, or film footage.	Only stock you have a licence for, generated images, and library music.
Robotic voice, high bounce	Saved €10 on the wrong line item.	The voice is the one upgrade viewers consciously notice.
Publishing erratically	Batch production never happened; you upload when inspired.	Batch eight, schedule four weeks, same day and hour.

KILL CRITERIA — WRITE IT DOWN BEFORE VIDEO ONE

Stop after 30 published videos if no single video has passed 1,000 views organically. Not the channel — one video. If nothing has broken 1,000 after 30 attempts in the same niche, the niche, the packaging, or the format is wrong, and more of the same won't reveal which. Change one variable and run 15 more, or move to Business 3 and sell to the small audience you did build.

The signs it's working, before the money arrives

- One video does 10× your median. That's not luck, that's a signal — make three more like it immediately.
- Comments that ask follow-up questions rather than saying "nice video". Real viewers ask for more.
- Impressions climbing while click-through stays flat: your topics work, your thumbnails don't. That's a fixable problem and a good place to be.

21 The 4-week plan

Target: eight videos published in 30 days, and a pipeline that makes the ninth easy.

Week 1 — decide and publish

- ☐ Run the three niche tests. Write the chosen niche on paper.
- ☐ Do the 50-title exercise. Keep the document; it's your content calendar.
- ☐ Create the channel: name, banner, description, one sentence on who it's for
- ☐ Make videos 1 and 2 *entirely by hand*. Publish both.

Week 2 — automate the boring half

- ☐ Script generation: one prompt that produces your structure reliably
- ☐ Voice generation with a neural voice, plus loudness normalisation
- ☐ Publish videos 3 and 4
- ☐ Check the retention graph on video 1. Note where the cliff is.

Week 3 — automate assembly

- ☐ Visual selection and the ffmpeg assembly script
- ☐ Thumbnail template — same layout every time, only the words change
- ☐ Publish videos 5 and 6
- ☐ Compare your two best and two worst. What's actually different?

Week 4 — batch and schedule

- ☐ Produce four videos in one session. Time it — that number is your real capacity.
- ☐ Schedule them a week apart. Publish 7 and 8.
- ☐ Set upload caps and API spend caps
- ☐ Write down your kill criteria and the date you'll check it

8

VIDEOS LIVE

€20–60

TOTAL SPEND

€0

REVENUE — EXPECTED

MONTH TWO IS THE WHOLE GAME

Videos 9 to 30 are where this is won or lost, and they arrive exactly when motivation is gone and the numbers are still small. The pipeline you built in week 3 is what carries you through it. That's its real purpose.

22 What it is, and who buys

You make one file that solves one specific problem, and sell it repeatedly. Highest margin of the three, and the fastest to a first euro.

What actually sells

Not ebooks about mindset. What sells is a **shortcut**: something that saves a specific person several hours or removes a decision they don't want to make.

PRODUCT	WHO BUYS IT	PRICE	BUILD TIME
Templates — spreadsheets, Notion systems, project boards	Freelancers, small teams	€15–49	1–2 days
Prompt / workflow packs	People using AI tools badly	€9–29	1 day
Checklists and SOPs	Anyone doing a complex thing for the first time	€9–19	Hours
Mini-course — 5–8 short videos	People with a specific gap	€39–99	1 week
Asset packs — icons, presets, audio	Creators	€12–39	2–4 days
Toolkits — template + checklist + walkthrough	Everyone above	€27–79	1 week

The bundle beats the file

A spreadsheet at €15 is a commodity. The same spreadsheet with a checklist, a ten-minute walkthrough video, and two worked examples is €39 and gets fewer refund requests — because the buyer knows how to use it. The extra work is a single afternoon.

THE SPECIFICITY RULE

"Budget template" sells nothing. "Budget template for freelancers with irregular income and quarterly VAT" sells, at three times the price, to a tenth of the market — which is still far more people than you need. **Narrow the buyer, not the price.**

Why this is the best starting point for most people

- No sales calls, no audience required to begin, no monthly costs.
- You find out whether anyone wants it in days, not months.
- It composes with the other two: it's what Business 2's audience buys, and Business 1's workflows can be sold as templates.

23 The money: price points and fees

Margins here are the best of the three, and the platform you choose quietly decides how much of it you keep.

Where to sell, and what it costs

PLATFORM	FEE	TRAFFIC	BEST FOR
Gumroad	~10% flat	None — you bring it	Fastest possible start; no setup
Etsy	\$0.20 listing + 6.5% + payment processing	Built-in search traffic	Templates and printables people search for
Stripe + your own page	~1.5% + €0.25 on European cards	None — you bring it	Best margin once you have any traffic
Lemon Squeezy / Paddle	~5% + fees	None	Handles EU VAT for you

The same €29 product, three ways

ROUTE	FEE	YOU KEEP	TRADE-OFF
Gumroad	€2.90	€26.10	Zero setup, you supply all traffic
Etsy	€2.90	€26.10	Similar cost, but Etsy sends buyers
Stripe on your own page	€0.69	€28.31	Best margin, you handle VAT yourself

Start on Gumroad or Etsy. Move to Stripe when you're selling enough that the fee difference is worth an afternoon of admin — roughly past €500 a month.

EU VAT, BRIEFLY

Selling digital products to consumers in the EU means VAT at the buyer's rate. Platforms like Paddle and Lemon Squeezy handle it as merchant of record; Gumroad and Stripe leave more of it to you. Check your own obligations before volume gets interesting — this is the boring thing that becomes expensive later.

What a working product looks like financially

€29 PRICE	~10 SALES/MONTH	€260 KEPT, NEAR-ZERO COST
---------------------	---------------------------	-------------------------------------

Ten sales a month is a modest, entirely achievable outcome for one good product with a working traffic source. Three products at that level is a €780-a-month business with no delivery work and no customers to manage. That's the realistic target — not the €10k launch.

24 The stack and what it costs

You can launch a product for nothing. Every tool below has a free tier that's genuinely enough at the start.

NEED	USE	COST
Build the product	Spreadsheet app, Notion, or a document exported to PDF	€0
Walkthrough video	Any screen recorder	€0
Sales page	Gumroad's built-in page, or one static HTML page	€0
Payments and delivery	Gumroad — handles files, receipts, refunds	10% per sale
Email list	Any provider's free tier (usually to 500–1,000 contacts)	€0
Product mockups	Free design tool	€0
Total to launch		€0

The email list is the actual asset

The product makes money once. The list makes money every time you make something new. Collect addresses from day one — a free version of the product in exchange for an email is the standard trade, and it works.

The economics are stark: a list of 500 people who trust you will out-earn 50,000 followers on a platform that decides who sees your posts. It is also the one asset no algorithm can take away.

FREE VERSION, PAID VERSION

Give away a genuinely useful cut-down version. The buyer discovers you're worth paying, and you get an address. The free version must actually solve something — a crippled demo teaches people that your paid product is also disappointing.

What to automate, and what not to

AUTOMATE	KEEP MANUAL
Delivery, receipts, refunds — the platform does all of it	Deciding what to build next
The welcome email sequence after purchase	Reading what buyers actually write to you
Social posts pointing at the product	The sales page copy — rewrite it by hand quarterly

25 Finding what to sell (demand first)

Almost every failed digital product failed here, on this page, before a single file was created.

Three places demand is already visible

- 1 **Search what already sells.** On Etsy and Gumroad, look at what's selling in your area — review counts and sales counts are public. A crowded category is proof of demand; your job is a better, narrower version, not a new category.
- 2 **Read the complaints.** Reddit, forums, and Facebook groups where your buyer already talks. Search "I wish there was", "does anyone have a template for", "how do I keep track of". Those sentences are product briefs.
- 3 **Look at your own last six months.** What did you build for yourself, figure out the hard way, or explain to someone twice? That is a product you can make faster and better than anyone.

The validation test, before you build

Write the sales page first. One page: who it's for, the problem, what's in it, the price, and a payment button. Then put it in front of 30 people in the niche — a relevant subreddit, a group, your existing audience if you have one.

WHAT HAPPENS	WHAT IT MEANS	DO THIS
Someone buys	Validated. Best possible outcome.	Build it in the next 5 days. Deliver personally.
3+ ask when it's ready	Real interest, wrong timing or price	Build it. Email them first when it's live.
Polite compliments, no questions	They're being nice. That's a no.	Change the buyer or the problem, not the design.
Silence	Either wrong audience or invisible problem	Try one more audience, then change the product.

THE TRAP: BUILDING SOMETHING NOBODY ASKED FOR

Building is the fun part, so people do it first and validate never. A weekend spent on a page nobody clicks costs a weekend. A month spent on a product nobody wants costs a month *and* the motivation to try again.

Price higher than feels comfortable

Beginners price at €7 because they're nervous, then need 100 sales for €700. At €29 that's 24 sales — and €29 products get taken more seriously than €7 ones. Low prices attract the buyers most likely to ask for refunds.

26 Building the product in a weekend

Two days. Version one should be slightly embarrassing — that's how you know you shipped instead of polished.

Saturday: the core

- 1 **Morning — outline.** Write the buyer's journey: where they are when they buy, what they do first, what "done" looks like. Your product is the shortest path along that line.
- 2 **Afternoon — build the main artefact.** The spreadsheet, the template, the document. Working, not beautiful.
- 3 **Evening — use it yourself.** Run it on a real case start to finish. Every point where you hesitate is a point where a buyer gets stuck and asks for a refund.

Sunday: the wrapper

- 1 **Morning — the quick-start.** One page: how to use this in the first ten minutes. This single page halves refund requests.
- 2 **Midday — the walkthrough.** A ten-minute screen recording of you using it. No editing, no intro. The most convincing asset you can make.
- 3 **Afternoon — worked examples.** Two filled-in versions. Buyers copy examples; they rarely start from blank.
- 4 **Evening — package and publish.** One zip or one link. Upload, set the price, publish. It is live.

What version one does not need

SKIP	WHY
A logo or brand identity	Nobody has ever declined to buy a useful template because of the typeface
A custom website	The platform's page converts fine and takes ten minutes
A community or Discord	An empty community is worse than none, and it's a permanent obligation
Every feature you thought of	Version two is informed by buyers; version one is informed by guessing

DELIVER THE FIRST TEN PERSONALLY

Email every one of your first ten buyers by hand. Ask one question: "what were you trying to do when you bought this?" The answers rewrite your sales page in their words, which is the single highest-return edit available to you.

27 The traffic engine that runs itself

The product is done and nobody knows. This is the part that decides whether it earns €0 or €500 a month.

Four sources, in order of effort

SOURCE	EFFORT	SPEED	HOW IT WORKS
Marketplace search (Etsy)	Low	Weeks	Buyers are already searching. Your job is the listing title and the first image.
Answering questions	Medium	Days	Find people asking the exact question your product answers. Answer properly, mention the product once.
Short-form video	Medium	Weeks	One clip per feature, one per objection, one per result. Reuse across platforms.
Email list	Low, after setup	Immediate	Your own audience. Slow to build, instant to activate.

The one automated loop worth building

- 1 A **free version** of the product, given away for an email address.
- 2 A **five-email sequence** that goes out automatically after signup: useful, useful, useful, story, offer.
- 3 **Three short videos a week** pointing at the free version, produced in one batch.
- 4 **Every buyer** lands on the same list and hears about product two.

Built once, this runs indefinitely. It is the closest thing to automated income in this guide, and it takes about a week to set up.

ANSWER QUESTIONS PROPERLY

The highest-converting traffic in this business comes from genuinely answering someone's question in a forum, then adding one line: "I put the whole thing in a template if you want to skip the work — [link]." Give the answer away first. Do it the other way round and you get removed, deservedly.

The compounding move: product two

The second product sells to everyone who bought the first, which is why it earns faster with no new traffic. Make it adjacent, not different — the same buyer, the next problem. Three adjacent products aimed at one buyer beats three good products aimed at three strangers.

28 What goes wrong, and when to quit

The failure modes here are cheap, which is exactly why they're worth avoiding — you can afford to try again immediately.

FAILURE	WHY IT HAPPENS	PREVENTION
Built first, validated never	Building is enjoyable; asking is exposure.	Sales page and 30 people before any file gets made.
Too broad	"Everyone could use this" feels like a big market; it reads as "for nobody".	Name the buyer in the title. If you can't, you don't have a product yet.
Priced at €7	Nerves. Then 100 sales are needed for €700.	€19–39 for a first product. Lower prices bring more refund requests, not more sales.
Published, then silence	No traffic plan. The product page is not a traffic source.	Traffic loop built in the same week as the product.
Refund rate above 10%	The sales page promised something the product doesn't deliver.	Quick-start page, walkthrough video, and honest copy about what's <i>not</i> included.
Endless polishing of version one	Fear of publishing, disguised as craftsmanship.	Hard deadline: published by Sunday evening, whatever state it's in.

KILL CRITERIA

Stop after two products and 60 days with zero sales — provided you actually ran a traffic loop for both. Two failures with real distribution means the audience isn't buying from you, and product three won't change that. Switch to Business 1, where you find out in a week instead of a month.

The signs it's working

- A stranger buys — someone you didn't personally send there. That's the whole proof of concept, and it usually happens before you feel ready.
- A buyer emails asking whether you have something for the *next* problem. That's product two, specified for free by the person who'll buy it.
- Sales continue in a week where you did nothing. That's the model working as advertised.

29 The 4-week plan

Target: one product live, one traffic loop running, first sale attempted. Around five hours a week.

Week 1 — find the problem

- ☐ Pick one buyer, described in a single sentence including their situation
- ☐ Find 20 places they complain — threads, groups, reviews. Collect the exact wording.
- ☐ List 10 possible products. Pick the one you could build in a weekend.
- ☐ Write the sales page. Just the page.

Week 2 — validate before building

- ☐ Put the page in front of 30 people in the niche
- ☐ Set up Gumroad with a payment button that works
- ☐ Count buyers and "when is it ready?" replies
- ☐ **Go / no-go:** one sale or three enquiries means build; otherwise change the buyer and repeat week 1

Week 3 — build it in a weekend

- ☐ Saturday: outline, main artefact, use it yourself on a real case
- ☐ Sunday: quick-start page, walkthrough video, two worked examples
- ☐ Publish Sunday evening. No exceptions, no extra week.
- ☐ Email anyone who asked, personally

Week 4 — build the traffic loop

- ☐ Cut a free version and put it behind an email signup
- ☐ Write the five-email sequence and automate it
- ☐ Answer 10 real questions in forums where your buyer is
- ☐ Batch 6 short videos pointing at the free version
- ☐ Email your first ten buyers and ask what they were trying to do

1

PRODUCT LIVE

€0–15

TOTAL SPEND

1–10

SALES IN MONTH 1

30 Pick one

You have read three plans. Reading a fourth thing will not help. Answer these five questions and the choice is made for you.

QUESTION	IF YES
Do you need money within 60 days?	Business 1 — the only one with a short path from work to cash
Would you rather do anything than message a stranger?	Business 2 — nobody has to say yes to you
Do you have under 5 hours a week?	Business 3 — the smallest total build
Do you already have an audience anywhere?	Business 3 — you're one product away from revenue
Do you have a skill businesses already pay for?	Business 1 — you already understand the problem

Ties go to **Business 3**. It's the cheapest to test, the fastest to a real answer, and whatever you learn transfers directly to the other two.

Your 30-day contract

Fill this in by hand. The specificity is the point.

I am starting business	1 / 2 / 3 (circle one)
My specific market or niche is	
I will ship this many outputs	
I will spend at most	€
I will check my kill criteria on	/ / 2026
The person I've told about this	

THAT LAST ROW MATTERS MORE THAN IT LOOKS

Tell one person what you're doing and when you'll report back. It is the cheapest accountability available, and it roughly doubles the odds you're still going in week six — which, on every page of this guide, is the thing that actually determines the outcome.

31 Total costs, and tomorrow

Everything this guide asks you to spend, in one table, so there are no surprises.

BUSINESS	UNAVOIDABLE	MONTH 1	ONGOING
1 · AI automation	VPS €5/mo, model API a few euros, Stripe on revenue only	€5–20	€10–30 per client
2 · Faceless YouTube	Voice and image generation, ~€2.70 per video	€20–60	€20–40/mo
3 · Digital products	Nothing until you sell; then ~10% per sale	€0–15	% of revenue

Prices as of September 2026. Model rates are Anthropic's published API pricing; platform fees are the standard published rates and change without much warning. Check before you commit.

Do this tomorrow — one hour, whichever you picked

BUSINESS 1	BUSINESS 2	BUSINESS 3
List 30 businesses in one trade, one city. Send a real enquiry to each and log the reply time.	Run the three niche tests, then write 50 video titles in 20 minutes.	Find 20 threads where your buyer complains. Copy the exact sentences.

None of those need a tool, an account, or money. All three are the step people skip. Doing one of them tomorrow puts you ahead of almost everyone who reads a guide like this and then reads another one.

Where this came from

This guide was assembled by analysing 137 YouTube videos with 27 million combined views, and reading the four highest-view ones in full. The method is on page 3 so you can repeat it yourself.

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