PURPOSE

This Challenge is designed to help you achieve ONE goal:

To help you create & launch your first (or next) digital product in 5 days or less.

Everyone and their brother is selling a "How to Create Digital Products", so I had to differentiate myself.

Here is my "industry rattling" guarantee:

When you create and launch your digital product in 5 days (or less), I will become your FIRST paying customer!

You're getting PAID to create your digital product.

There's not a Challenge like this online.

CREATE, LAUNCH AND PROFIT!

Adam Dukes

Adam Dukes here...

I started life in Brighton, Michigan, a stone's throw from where your father's car was probably built.

I'm the first, and only, born son of Mike and Shirli Dukes (firm handshake for dad, hugs and kisses for mom).

A father to Ava & Ashton, a Dadpreneur, a marketing strategist, a horrendous fantasy football player, a dreadful golfer, a cheeseburger connoisseur and a waste bucket full of useless sports knowledge.

Table of
CONTENTS

THE HISTORY OF THIS CHALLENGE

I created a guide titled "300 Extra" in August 2020 after several people requested I create an ebook on how to make money selling ebooks.

It was designed to help entrepreneurs earn an "extra $300/mo" selling an ebook they wrote and published themselves (not Kindle). These ebooks were 20-40 page guides helping a specific person solve a specific problem. I sold the guide for $7.

I added a unique spin to it...if my customers wrote and published their ebook within 48 hours, I would be their first paying customer.

Mike White – a Hypnotist from Houston – completed the challenge in 8 hours and 13 minutes.

Adam Dukes eBook "300 Extra" was just what I need to get moving quickly. His easy to read and follow guide provided me with just the right amount of information and details to hit the ground running. In less than 8 ½ hours, I had read his book, identified my subject, written my eBook, created my cover, and published online to begin selling. I highly recommend Adam's book for any newbie wanting to publish their first eBook. Let your will to succeed be stronger than your excuses.

Mike White
Houston, TX

His guide on becoming a Hypnotist.

THE HISTORY OF THIS CHALLENGE

I rebranded it as the "48 Hour Ebook Challenge" in early 2022.

I added a few more bonuses, gathered more social proof, and sold it for $27.

Dana – a teacher in North Carolina – completed the challenge in 34 hours;

No problem!
And – Boom! Done!! Created and posted for sale! 34 hours but still under 48! (Obviously it didn't take 34 hours! 😂 but from time of purchase to time of posting.) A HUGE thank you for motivating me to do this. Not only was it the push I needed to get my business rolling, (I've been dragging my feet all summer!) it was fun creating and writing – things I never have enough time to do. It's given me even more ideas to move forward with. Thanks for always keeping it real, giving advice and help, and being a cheerleader for all of us here in the Instagram and TikTok world!

Her guide on how to be a "Super Mom"

THE HISTORY OF THIS CHALLENGE

Mike – a Dadpreneur out of Dallas – wrote an ebook on effective leadership in the corporate space.

He not only completed the challenge, he referred two friends to it;

I have already recommended the 48 hour challenge to 2 friends.

I appreciate you,
Mike, another dadrepenuer

I rebranded it one more (last?!?!) time in Spetmeber 2023, as "The Digital Product Challenge".

Bonnie – an entrepreneur – wrote on guide on how to make money with Amazon reviews;

Hey Adam!

Loved the 5 Day Digital Product Challenge! I kept meaning to get a new digital product out there and it was always falling to the bottom of my 'to-do' list! Your 5 day challenge kept me accountable. It's been live 24 hours and I've had a few sales already!

THE HISTORY OF THIS CHALLENGE

The "48 Hour Ebook Challenge" limited it to only ebooks, and I wanted to broaden it to include any type of digital product (ex: ebooks, guides, templates, spreadsheets, etc).

The lesson in all this...

Your digital product is a living document, that you can add/subtract from at anytime. You'll want to continually improve upon it as you get feedback from your customers, which drastically increases the value, and you get that Word of Mouth marketing (we'll talk about this more in the coming pages).

WHY DIGITAL PRODUCTS?

Selling information is the **most profitable** online business model on the planet. There is minimal overhead, no shipping, printing, inventory or storage. You're selling a digital product that you can sell a million times over, or more.

Don't just take my word, here is an eye-popping stat;

The global E-Learning market size is projected to reach **$325 BILLION by 2025** ([Forbes](#))

I'm not going to refer to it as the "best" online business model, as many others do who are trying to sell you a course. There is no "best". It depends on your goals, lifestyle, strengths/weaknesses, drive and ambition.

You can earn a few hundred dollars per month or turn it into a full-time online business, earning you $10,000 (or more) each month.

IYour choice.

Here are 6 more reasons to create & sell digital products;

- You can work this business from anywhere in the world
- You have very little overhead (no inventory)
- You can get started for FREE
- You're running a high profit business (90% - 95% margins)
- You can create as many (or as little) digital products as you wish
- You can earn as much (or as little) as you wish

WHY DIGITAL PRODUCTS?

Location Freedom

You can create and launch digital products from anywhere in the world, as long as you have an internet connection.

Once you launch your digital product, you now have a digital asset working for you 'round the clock -- 24/7/365. Similar to a storefront, that never closes, and does not have the expense of a brick and mortar building.

Hands-Free

When someone purchases your digital product (at 2:00 am on a Saturday, a Wednesday afternoon when you're out enjoying life, or Christmas morning), it's automatically delivered digitally to your customer.

Zero Start Up Costs

When getting started, you only need two tools (both free). They're explained in more detail in the coming pages.

High Profit

Your only cost is the transaction fee, which is typically 3% - 10% depending on where you're selling your digital product. When you start earning consistent money, it's smart to invest in other tools to help save you time, earn more money, be more efficient, etc.

WHY DIGITAL PRODUCTS?

Flexible

You can earn a few hundred dollars per month (this makes a great side hustle) or turn it into a full-time online business, earning you $10,000 (or more) each & every month.

Your choice.

Publish More

You can create and launch as many digital products as you want.

This is a high-value skill that will serve you for the rest of your life.

It's incredibly fulfilling when someone purchases something you created yourself. It will inspire you to want to create more. The hardest part is getting started, and a big reason why I offer the "**I'll Be Your First Customer**" Guarantee, as I want to inspire you to take fast, imperfect action.

Infinite Income

Your low-stress digital product acts as a gateway to your ecosystem where you can sell more trainings, courses, consulting, coaching, speaking, masterminds, retreats, etc.

05

THE ENTRY POINT

Your digital product is the gateway, not the final destination.

Your digital product is designed to give your customer a quick win, which is one of the fastest ways to build an incredible amount of trust. When you help someone solve a problem they've been struggling with, the chances of them wanting to do more business (read: give you more money) with you skyrockets.

Why You Want to Sell More to Your Current Customers;

- It costs **5x times** more to acquire a new customer than to keep an existing one

- The probability of selling to an existing customer is 60% to 70%, while the probability of selling to a new prospect is just 5% to 20%.

- Compared to new customers, **existing customers are 50% more likely to try new products** and 31% more likely to spend more money

- When they increase customer retention rates by 5%, companies can **increase profits by 25% to 95%**.

DAY 1

HOW TO FIND YOUR POCKET OF PEOPLE (YOUR NICHE)

01

FIND YOUR NICHE

If you've been in the entrepreneurial space for longer than 37 seconds, you've likely heard the phrase, "Find your niche".

Here are the three most profitable niches;

- Health
- Wealth
- Relationships

These niches typically revolve around problems people are struggling with. The list above is too vague, so we need to go deeper. We want to find a market/audience/pocket of people within a niche.

For example;

Health > Lose Weight > Help new mothers get back to their pre-pregnancy weight.

Wealth > Get Out of Debt > Help newly-weds get out of debt, so they can purchase their first home.

Relationships > Gain Confidence > Help single Dads gain confidence after divorce, so they can score more dates.

We want to find a 'Pocket of People' within the niche.

When you focus on a specific group of people, this allows you to create compelling content that resonates with your audience. You want your audience nodding their head and thinking to themselves...

"This person gets me! This person knows my problem better than I do!"

01
FIND YOUR NICHE

Human Psychology: When we can articulate someone's problem better than they can, they automatically assume we have the solution. This is how you attract pre-sold buyers to you, like moths to a flame.

Your secret weapon when it comes to marketing: **EMPATHY**.

Market = A group of people who have a painful, present problem, and are seeking a solution.

Painful = They've been dealing with this problem for weeks/months/years, and want it gone...yesterday! They've tried multiple solutions, and are still dealing with the problem.

Present = The more often they think of the problem (monthly vs. weekly vs. daily vs. multiple times per day), the more likely they are to whip out their wallets or purses to invest in your solution.

I**F** it's a painful, present problem...money isn't an issue, as they will beg, borrow or steal to find the money. They'll sell their TV, iPhone or kidney for the solution. This is why we focus on solving painful, present problems.

For example, I have weeds in my garden. Yes, that's a problem of mine, but it's not painful (to me), and one that I think of a couple of times a year.

On the other hand, when I become a single Dad in 2018, this was a painful, present problem for me. I feverishly searched Google, YouTube and Facebook Groups for a solution. This was a problem I thought about 238x per day, probably more.

01

FIND A PROBLEM TO SOLVE

Most entrepreneurs refer to this as "Finding your niche". I have a bit of a different approach to this.

Find a problem YOU enjoy solving for a group of people YOU enjoy solving it for.

Not because it's popular, trending, or you can make a lot of money.

Too many get involved in this space, and "chase the money", which is a surefire way that leads to burnout.

When creating a digital product, we want to find a **SPECIFIC** person who has a **SPECIFIC** problem, and our digital product is the solution to that problem.

What Problem Can You Solve?

This does not have to be some huge transformation, either.

If you lost 10 lbs, you could teach people how to do that.

If you've gained 1,000 followers on Instagram, you could teach people how to do that.

If you get 2 dates/week, you could teach divorced Dads that.

You need to help someone go from Point A to Point B.

01

HOW TO FIND YOUR PEOPLE

How to Find YOUR 'Pocket of People'

- What is a problem you've solved for yourself?
- What's the most painful thing you've experienced?
  - Is this something you'd like to help people avoid?
- What is an obstacle you've overcome?
- What is a challenge you've conquered?
- What is a skill you've developed?
  - You do NOT have to be the World's best – you just need to be one step ahead of the person you're teaching
- What do family/friends ask you for help with?
- What do you enjoy talking about?
  - Podcasts you listen to, YouTube videos you watch, Facebook groups you're a part of, what you talk about/do on the weekends

Example

A new mom reached out to me recently. Earlier this year, she had trouble producing enough milk for her newborn. She was tired of "swallowing supplements", and started researching foods she could eat, so she could produce more milk naturally.

She asked my opinion on creating a recipe guide for other new Moms that were facing this same problem.

Here was my reply…

01

HOW TO FIND YOUR PEOPLE

This is an AWESOME problem to solve!! I'm not too familiar with this problem (obviously), but imagine it's a painful one. A problem many new Moms likely think often often. These women NEED what you offer!

She helps New Moms (**specific person**) struggling to produce enough milk (**specific problem**).

Fun Exercise

If I were to hand you a microphone and say;

"You have 45 seconds to walk out on stage and give a 30 minute presentation. No slides. No teleprompter"

What could you talk about for 30 minutes with no preparation?

If you're struggling to find your niche/audience, journal on the above question.

DAY 1 ACTION ITEMS

What SPECIFIC Problem Are You Solving?

Who Are You Solving The Problem For?

DAY 2

HOW TO CREATE A SIMPLE, LOW-STRESS DIGITAL PRODUCT

02

HOW TO CREATE A DIGITAL PRODUCT

What Type of Digital Product Should You Create?

There are a plethora of options when it comes to digital products. Ebooks, guides, templates, spreadsheets, audios and swipes are just a few examples.

If you can save someone time, money, stress, anxiety, shame, guilt, embarrassment, humiliation, fear or frequent trips to the liquor store...

That is valuable, and people will pay good money for that.

Short ebooks or guides (like this one) are great digital products to create, as you can write and publish them in a matter of days. I recommend keeping it 20 - 40 pages long. Many people confuse length with value. If you're helping your customer go from Point A (problem) to Point B (solution), length isn't important.

Remember: You want to solve a specific problem for a specific person with your ebook/guide.

Resources

[TEMPLATE] Canva Editable Ebook - Here's an editable Canva ebook template that you're free to use

[GUIDE] How to Write & Publish an Ebook in 48 Hours or Less - Here's a step-by-step guide on how to write and publish an ebook in 48 hours or less. You'll notice some of the material in that guide is repeated in this guide.

02

HOW TO CREATE A DIGITAL PRODUCT

I launched this Challenge with a simple Googe Doc. I starting with Google as it' simple, easy and anyone can use it (you've most likely used it before).

Canva is another great option, and one you can use to make your product more aesthetically pleasing. However, if you're brand new to Canva, I don't recommend it, as there is a bit of a learning curve.

Create your digital product in Google, get a few customers, and then you can "pretty it up" using Canva. Better yet, be a smart entrepreneur, and hire someone to do it for you (this is what I did).

This is who I hired to create **The Digital Product Challenge** you're reading right now.

You can use Google Sheets if you want to sell spreadsheets, content calendars or any type of planners.

HOW TO CREATE A DIGITAL PRODUCT

How to Outline Ebook/Guide

I've used this outline for years, and it makes writing a short ebook or guide effortless.

- **Introduction**
  - Give a little background of yourself, why they should trust you on the topic you're teaching, and what to expect. Show off your personality (far too many forget to do this important step).
- **Chapter 1**
  - Main point 1
  - Main point 2
  - Main point 3
- **Chapter 2**
  - Main point 1
  - Main point 2
  - Main point 3
- **Chapter 3**
  - Main point 1
  - Main point 2
  - Main point 3
- **Conclusion**
  - Wrap it all up. Let them know how they can find out more about you (website, social media links, email address, etc). If you offer coaching (or an in-depth course on the topic), this would be a great place to let them know.

This is not to say your ebook/guide needs 5 chapters. This is an example. You might have a 3 step process, or a 7 step process. I typically break it down in steps (chapters) and outline my framework for whatever I'm teaching them.

02

HOW TO NAME YOUR DIGITAL PRODUCT

Years ago, an entrepreneur gave this advice when creating names for digital products, and I've never forgotten it;

Clear over clever.

As entrepreneurs, we tend to want to get "cute" with the name of our product. It sounds good to us, but our audience is left questioning – "What the hell is that? Is that for me? Will that help me?"

The name of this product is: **The Digital Product Challenge**. It's not the flashiest name, but it describes what it is.

Here are some power words that you can use in the name of your digital product: How to..., The Ultimate..., framework, methodology, system, process, challenge, blueprint and/or game plan.

TUTORIAL:
[How I use Chat GPT to brainstorm digital product name ideas](#)

02
HOW TO CREATE A GODFATHER OFFER

You want to create an offer so good, that your audience cannot refuse it.

Alex Hormozi's first book was called [$100 Million Dollar Offers](#).

Your offer is a key component piece to the online business puzzle.

You've likely heard the S.M.A.R.T. acronym when it comes to creating goals. We're going to use that same acronym for creating our offer.

S   **Specific** - Is your offer specific? A silly test I like to ask myself to determine if it's specific or not...Can I draw a picture of it? If not, it's not specific enough.

M   **Measurable** - Can you measure the result/outcome?

A   **Attainable** - Does your audience believe they can achieve it? Not if you can achieve it, but do they believe THEY can achieve it? (this is a BIG one)

R   **Relevant** - Do they want to fix their problem right NOW?

T   **Time** - How long will it take them to achieve the promise? (Days, weeks, months?)

02

HOW TO PRICE YOUR DIGITAL PRODUCT

"How do I price my digital product?"

One of the most common questions I get asked. My advice is counterintuitive to what you may have been taught.

I recommend you sell your digital product for $10 - $17 when you first launch it.

When launching your digital product, the initial goal is to generate customers. We're not looking to maximize profits (yet).

We want to get a handful of customers (3-10+), so we can get feedback from them. We use this feedback to improve our digital product. This feedback will allow you to build a better product, increase the price/value, and make easier sales.

I recommend manually emailing each customer 3 - 5 days after purchase to ask for their HONEST feedback. If you want to hop on the phone, that's a great idea, too.

The bar is set incredibly low, and you manually reaching out to them is going to provide an added bonus, and they'll appreciate their customer experience that much more.

Here are the four questions I ask;

- Why did you buy [INSERT DIGITAL PRODUCT NAME]?

- What's your #1 takeaway from [INSERT DIGITAL PRODUCT NAME]?

- Was anything unclear about [INSERT DIGITAL PRODUCT NAME]?

- Would you recommend [INSERT DIGITAL PRODUCT NAME] to a friend?

Again, you want their HONEST feedback. I like to say something along these lines;

> *"Please tell me your honest thoughts about [INSERT DIGITAL PRODUCT NAME]?. This is not going to hurt my feelings. Your feedback will allow me to improve [INSERT DIGITAL PRODUCT NAME], which allows me to help even more people".*

If they enjoyed your digital product, this is a GREAT time to ask them for a testimonial. When they give you a testimonial, take a screenshot ([this is the tool I use](#)) of it and save it to a Google Drive folder for easy access. I like to save my testimonials on my phone, too, for easy access when publishing content online.

Add all testimonials to your order form/sales page. Use these screenshots on social media and in your email campaigns. Use them whenever and wherever you can.

Once you have a 2 - 4 testimonials, you can increase the price to $17.

If you have 5 - 8 testimonials, you can increase the price to $27 - $37.

If you have 10+ testimonials, you can increase the price to $47 - $97.

Use this as a guideline, it doesn't need to be followed to a T.

You do not have to raise your price, it's completely optional. I know entrepreneurs who do very well selling ebooks for $7 as they just want as many customers as possible, so they can sell them higher priced coaching, consulting and/or done-for-you services on the backend.

If you do not offer anything else (more digital products, coaching, consulting and/or done-for-you services), it's a good idea to increase your prices.

DAY 2 ACTION ITEMS

What Type of Digital product Are Your Going to Create? (ebook, guide, template, etc)

What is the name of Your Digital Product?

How Much Are You Going to Charge?

DAY 2 ACTION ITEMS

Is Your Offer S.M.A.R.T?

Is it SPECIFIC?	YES	NO
It is MEASURABLE?	YES	NO
It is ATTAINABLE?	YES	NO
It is RELEVANT?	YES	NO
Does it have a time-frame?	YES	NO

DAY 3

HOW TO LIST YOUR DIGITAL PRODUCT FOR SALE

03
WHAT PLATFORM TO USE?

There are hundreds of platforms where you can sell your digital products. These platforms deliver your digital product automatically to your customers.

If someone purchases at 2:00 am on a Wednesday, Christmas morning or a Sunday afternoon, your digital product is being delivered within seconds of them purchasing.

Gumroad - A simple platform to start selling your digital products. They charge a 10% transaction fee on each sale, so it doesn't cost money upfront. You're limited on design capabilities, but it's a simple tool to get your digital product live within 15 - 30 minutes. (Beginner friendly)

Sign Up for Gumroad

Stan Store - A simple platform that's very similar to Gumroad. They offer quite a bit more features than Gumroad, but the setup process is similar. They offer about a dozen templates, so you have a more control over the design. (Beginner friendly)

Sign Up for Stan

18
HOW TO SET UP YOUR STAN STORE

You can use Systeme.IO to sell your digital products, however, it's more challenging to set up. Stan allows you to have a product for sale in 15-20 minutes.

Your Stan store acts as your "one stop shop" to house all your digital products, affiliate links, and social media links.
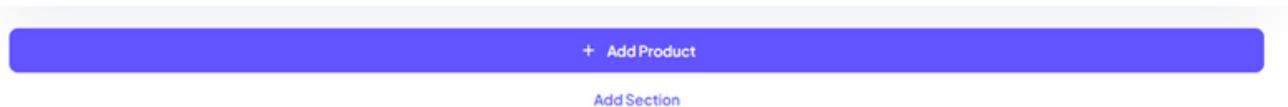
Step One: Sign up for your FREE 14-day trial with Stan

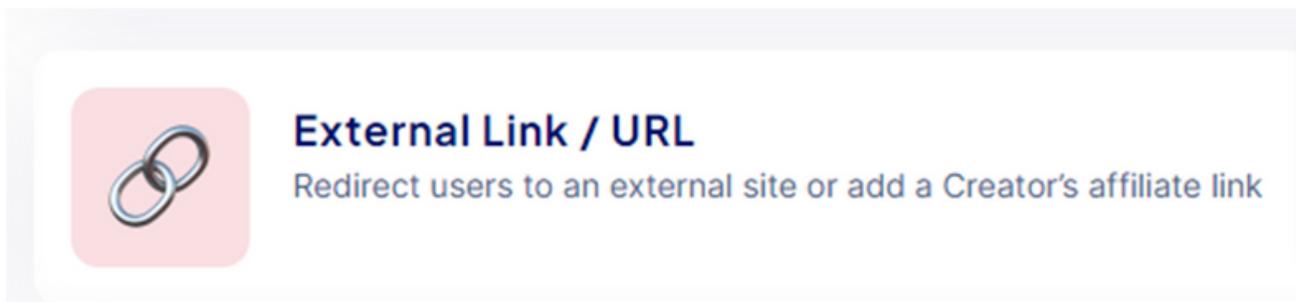Step Two: Follow this "paint-by-numbers" simple process from Stan

Step Three: Click on **My Store**
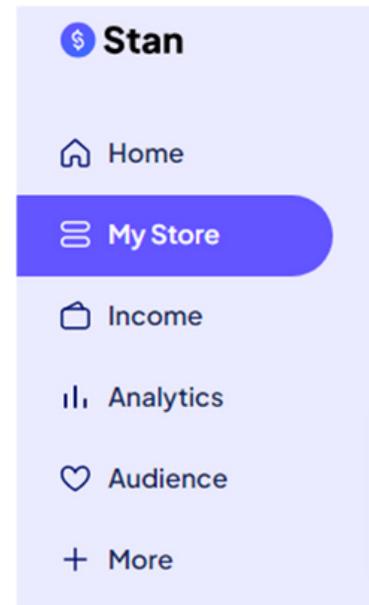
Click on Add Product

Click on External Link/URL

Fill out information with the link to your landing page that we created in step #15.
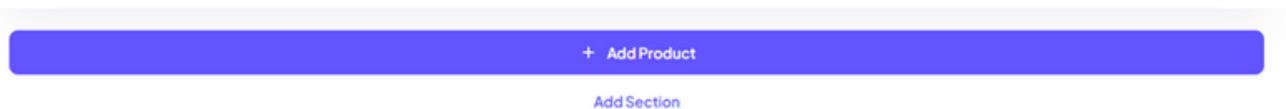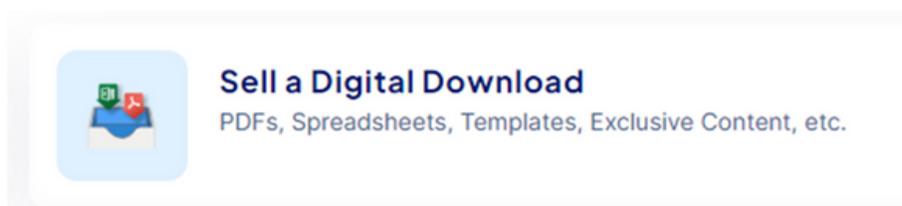

Click Publish

You now have your landing page linked inside your Stan store.

It's time to create your sales page in Stan store (this is for the digital product you're going to sell).

Click Add Product

Click on Sell a Digital Download

Fill out your information for your digital product;

[VIDEO: How to Optimize Your Stan Store and Drive More Sales](#)
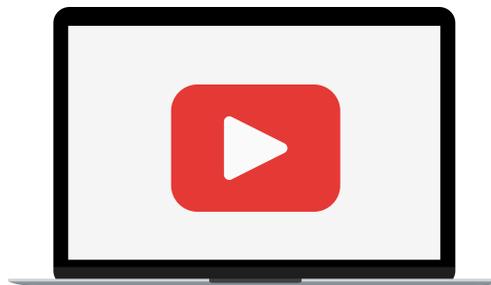
03
SHOULD YOU INCLUDE BONSUES?

I like to include bonuses with my digital products to increase the perceived value. I usually include 3 - 5 bonuses, and these bonuses are designed to help my customer get the desired result (from the main digital product) faster/easier.

Here are the bonuses I created for The Digital Product Challenge;

- **127 Niche Idea List** - Most new entrepreneurs struggle with picking a niche, so I included this list to help them pick a niche faster.

- **777 Digital Product Idea Vault** - A common question I get asked is, "What type of digital product should I create?" This list will give them all the inspiration they need.

- **6 Accountability Emails** - Sadly, most people who invest in a digital product don't even consume it. I added an automated follow-up email sequence, to inspire/motivate my customers to create and launch their digital product in 5 days or less.

- **Digital Product Checklist** - Over the years, I've discovered that most people want a "do this, then do that" type checklist. This works for ANY digital product (hint, hint)

Bonuses are optional, and always something you can add in the future, but highly recommend you include a few bonuses to incentivize your audience to purchase your digital product.

03

CREATING GRAPHICS

Creating a graphic to put at the top of your sales page on Stan will help increase conversions (more sales).

You have two options: Create your own in Canva, or hire a professional to have them create the graphic for you.

Here is the graphic I had created for The Digital Product Challenge;

This costs me $28.88, and he had it ready within 24 hours. [This is the guy I used for this graphic](#).

This is optional, but highly recommended, as it should only help you increase sales (as long as the graphic looks decent – another reason why I hire a professional designer)

DAY 3 ACTION ITEMS

What Platform Are You Going to Use?

Have You Created Your Sales Page?

☐ Yes   ☐ No

Have You Created Bonuses?

☐ Yes   ☐ No

Have Your Created/Ordered Graphics?

☐ Yes   ☐ No

DAY 4

HOW TO GET YOUR FIRST 10 CUSTOMERS FAST

04

TIME TO LAUNCH

Now the fun begins.

It's time to launch your digital product to the world.

First thing's first, make sure you have your Stan store in the bio of any social media channels you're active on.

I highly recommend talking about your digital product while you're creating it. Share

- What you're working on
- Bonuses
- Screenshots
- Ideas
- Brainstorming sessions
- Why you created it
- What problem it solves
- Who it's for/not for
- Pricing
- Launch date
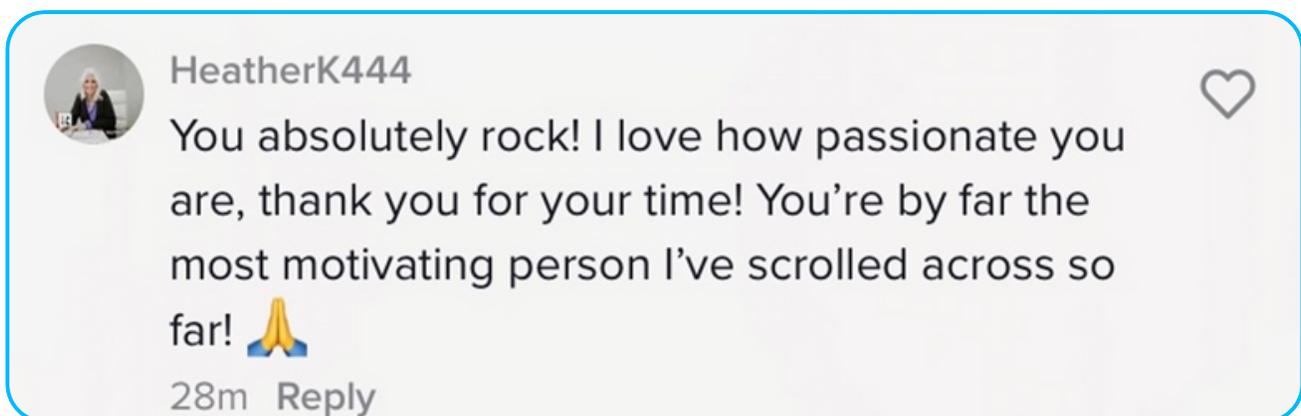- Anything else you can think of.

Instagram/Tik Tok Stories are a perfect place for this.

04
TIME TO LAUNCH

Your audience wants to FEEL something. Don't hold back your enthusiasm for what you're working on/about to release. You should be FIRED UP about this.

I get messages like this often…

Energy, enthusiasm, excitement, confidence, conviction are all contagious. I could argue that those 5 things are more important than knowledge/experience.

People are NOT buying your digital product, they're buying CERTAINTY. They want to know – without a shadow of a doubt – that you can truly help them solve the problem they're facing.

It's good to determine the length of your launch. A typical launch is 3 - 10 days long. Promote yourself MULTIPLE times per day, every single day of the launch.

In my experience, 50 - 70% of your sales will come on the LAST DAY.

People wait until the last minute, it's human behavior.

A lot of people get discouraged when launching, and end up "losing steam" and slow down promoting themselves because of a lack of sales at the beginning. They miss out on a huge chunk of sales (on the last day). I will be sending 4 - 5 emails on the last day to capitalize on this. I plan to go live daily during the launch (likely multiple times per day).

04

SETTING PROPER EXPECTATIONS

Unrealistic expectations is what causes new entrepreneurs to give up, or quit.

That's the LAST thing I want for you.

Conversion Rate:

This is how many sales you generate divided by how many people visit your order form/sales page. Industry average is about 3%, meaning for every 100 visitors, you should generate roughly 3 sales.

If you're above 3%, you're doing something right, and you need more traffic.

If you're below 3%, something isn't right. It could be your offer, product, price, audience, content, time of year, or a plethora of other things.

Goal:

Have a goal to get 300 visitors to your order form/sales page in XX days (if you have a larger audience, you'll do this faster. If you have a small audience, this will take more time)

You should expect a minimum of 10 sales after 300 visits. However, it could be 25-30 sales, as there are many factors – offer, price, time of year, relationship you've built with your audience, your energy/excitement online, content, and a handful of other things.

I want you to focus on the number of visits, instead of the sales. It's hard, but it's really important, so you can make decisions based on data, and NOT on emotion.
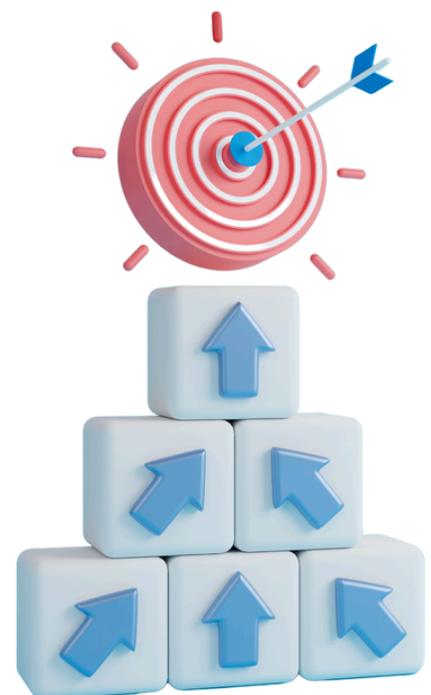
DAY 4 ACTION ITEMS

What is Your Launch Date?

How Many Days is Your Launch?

Have You Announced it to Your Audience?

☐ Yes ☐ No

Conclusion

GO TAKE ACTION!

The kids and I are celebrating YOU for creating your own digital product!

You should be incredibly proud of yourself!

I WANT to be your FIRST paying customer!

REMINDER: You have knowledge, wisdom, skill set and/or experiences that could save someone time, money, stress, anxiety, shame, guilt, embarrassment, humiliation, fear and frequent trips to the liquor store.

That is valuable, and people will pay you good money for that information.

WHEN you create and launch your digital product within 5 days of investing in the Digital Product Challenge, I will **be your FIRST paying customer**! Your digital product must be priced at $10 (or lower), as I might go out of business if you price it at $100 😛

If you have any questions, please reply to any of the emails I send out.

I'm here to help, and want to hear all about your success!

Adam Dukes

Resources:

[Reprogram Your Subconscious Mind](#)

[127 Evergreen Niches](#)

[777 Digital Product Idea Vault](#)

[$100 Million Dollar Offers](#)

[[GUIDE] How to Write & Publish an Ebook in 48 Hours or Less](#)

[Resource Rolodex](#)

[Leads & Sales Tracker](#)

[Nurture Email Sequence](#)

Websites:

[Google Docs](#) - Create your digital products

[Canva](#) - Create aesthetically pleasing digital products

[Stan Store](#) - A place to sell your digital products

[Inc File](#) - Set up your LLC

[Namecheap](#) - A website to buy your domains

[Google Workspace](#) - Set up your professional email address

[Awesome Screenshot](#) - A screenshot tool I use on my desktop

Videos:

[5 Ways to LEGALLY Protect Yourself](#)

[How to Set Up a Professional Email with Google Workspace](#)

[How I use Chat GPT to brainstorm digital product name ideas](#)

[How to Optimize Your Stan Store and Drive More Sales](#)