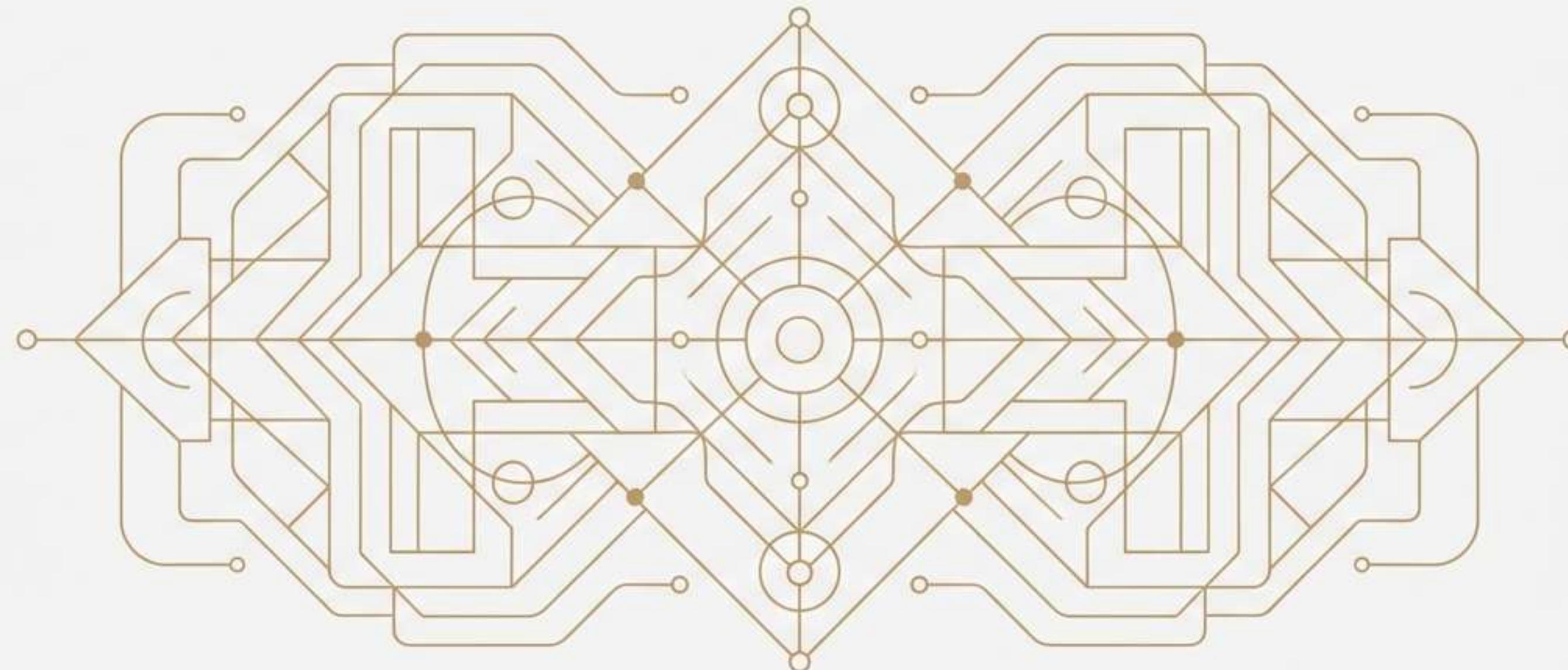


# The Infinite Money Game

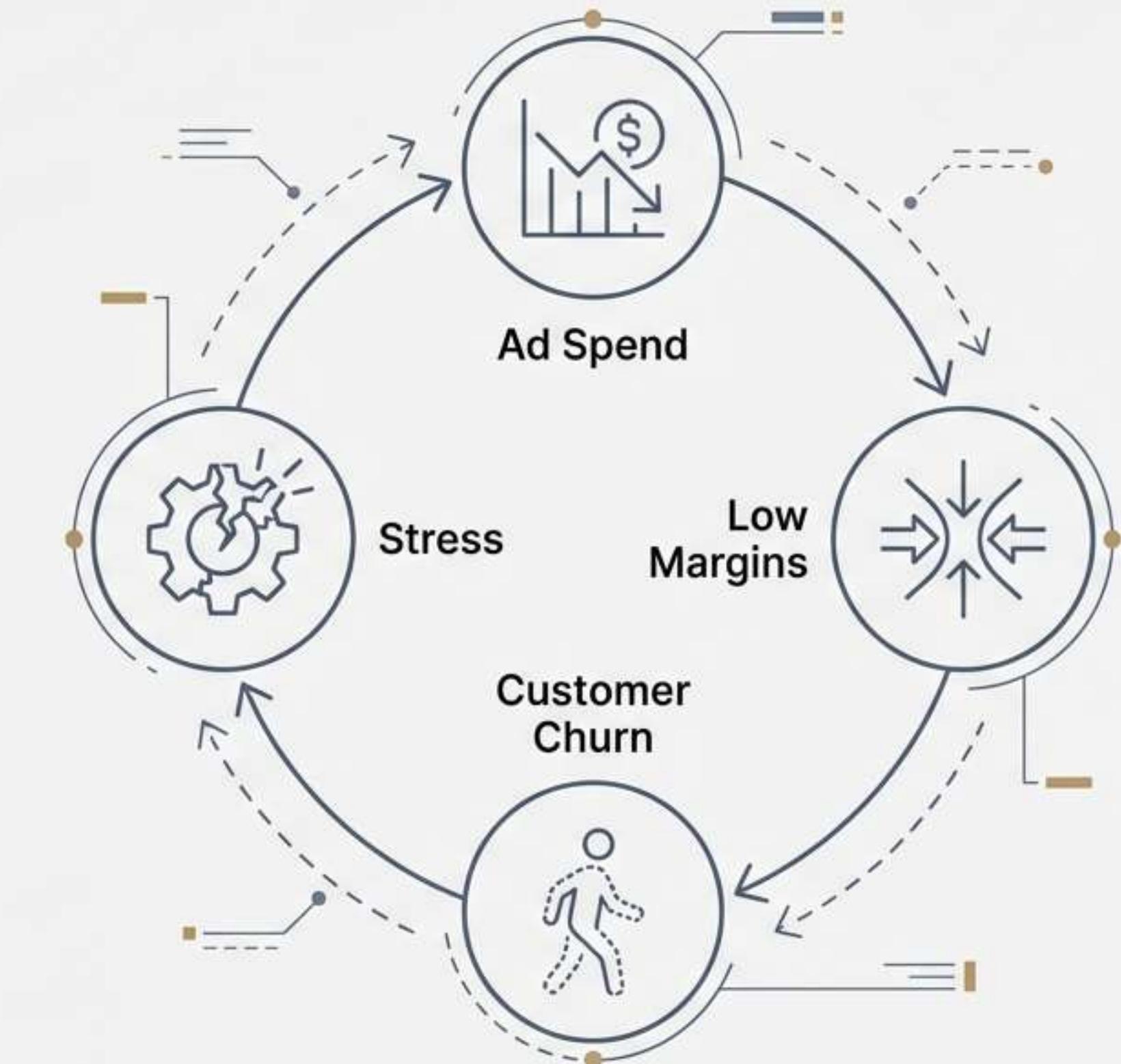
A Strategic Deconstruction of E-commerce Physics for Limitless Profitability.



# Most Businesses Are Playing to Survive. Not to Win.

The typical e-commerce experience is a stressful grind for marginal gains. Stagnant growth, compressing margins, and the constant pressure of advertising costs create a cycle of survival. This is the default difficulty setting.

You cannot win a game if you don't understand its core mechanics. Most are focused on tactics, not the underlying physics of profit.



# The Cheat Code: LTV > CAC

There is a single equation that unlocks a state of perpetual growth. It's not a tactic; it's a **fundamental law**. When the Lifetime Gross Profit (LTV) from a customer is greater than the Cost to Acquire that Customer (CAC), the game changes.

A large black text 'Lifetime Gross Profit (LTV)' is positioned to the left of a large gold right-pointing arrow (>). To the right of the arrow is a large black text 'Customer Acquisition Cost (CAC)'. The entire diagram is enclosed in a thin gold rectangular border.

**Lifetime Gross Profit (LTV)** > **Customer Acquisition Cost (CAC)**

The total gross margin a business earns from a single customer over the entire duration of their relationship.

The total cost of sales and marketing efforts needed to acquire one new customer.

**Master this equation, and you transform your business from a money-consuming engine into a self-fueling cash machine.**

# Unlocking the Infinite Money Glitch

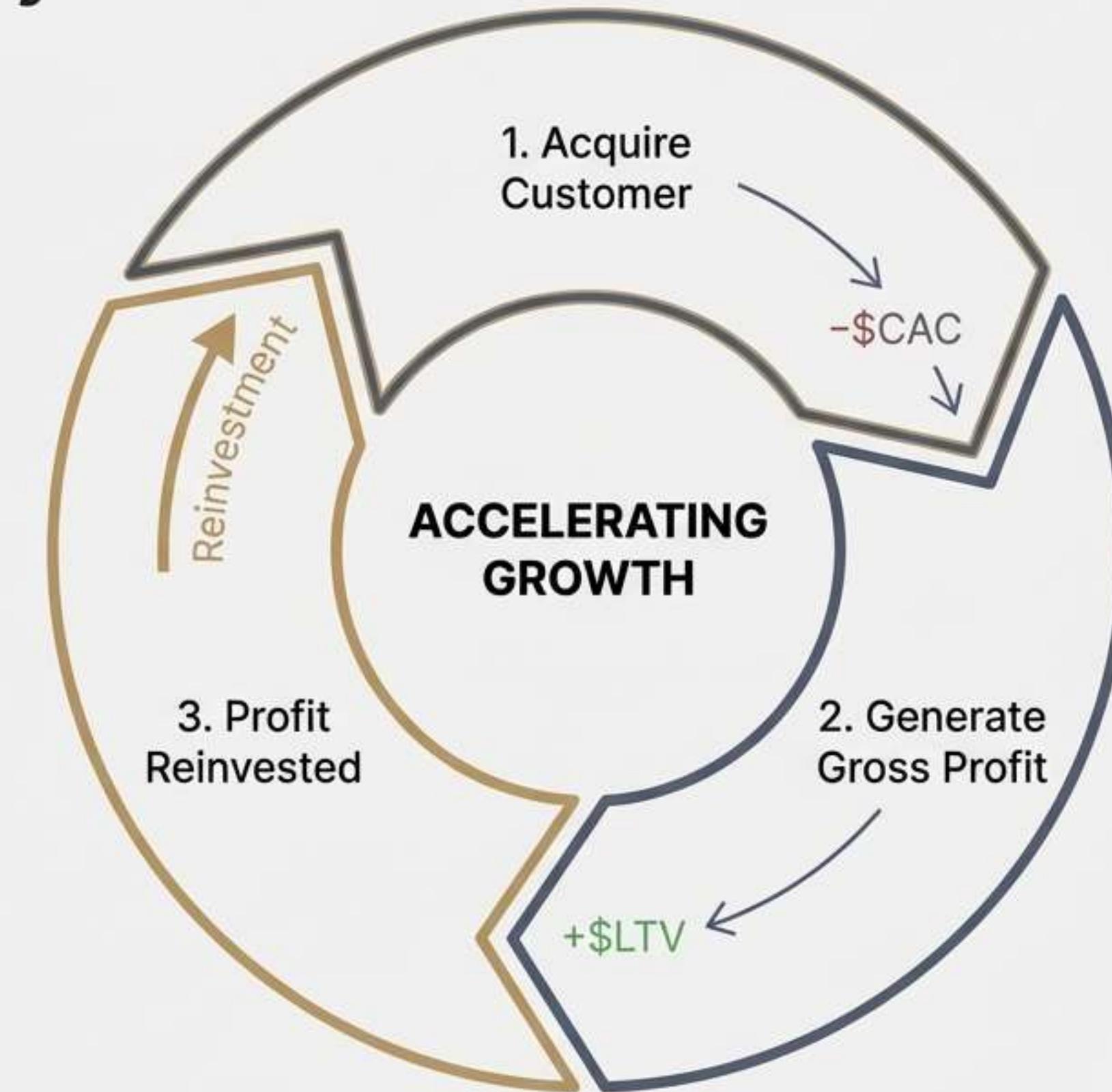
When  $LTV > CAC$ , cash is no longer a constraint. Each new customer pays for their own acquisition *and* the acquisition of the next customer.

This creates an accelerating flywheel of profitable growth.



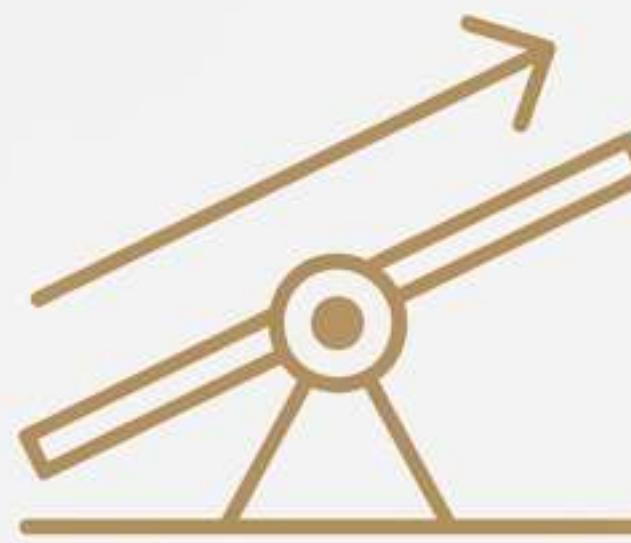
"If I pay to get a customer, and that customer comes pre-loaded with the cash to deliver for him and get another customer... I can pretty much just crank the advertising until something else breaks."

– Alex Hormozi



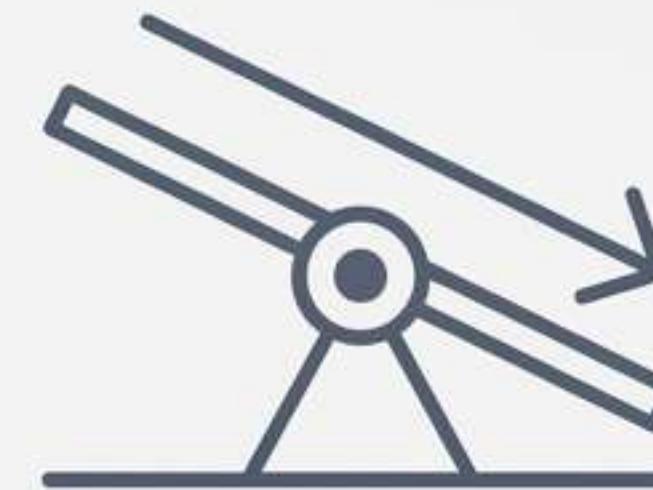
# There Are Only Two Levers That Matter

To activate and sustain the flywheel, your entire focus must be on manipulating two variables. We will deconstruct the master strategies for each.



## Level Up LTV (Lifetime Gross Profit)

Maximize the total profit from every customer you acquire.



## Crush CAC (Customer Acquisition Cost)

Systematically reduce the cost to acquire new customers.

# Lever 1: Engineer Your Pricing for Maximum Profit

## Radically Raise Prices

Pricing is more inelastic than you think. A price double can survive a 35% reduction in sales and still **double your absolute profit**.

Old Scenario	New Scenario
\$1000 price – \$500 cost = <b>\$500 profit</b>	\$2000 price – \$500 cost = <b>\$1500 profit</b>
Sell 10 units = <b>\$5,000 profit</b>	Sell 6.5 units = <b>\$9,750 profit</b>

**3x PROFIT PER SALE**

## Price Anchoring

Add an offer 6-10x more expensive than your core offer. You don't even have to plan on selling it. 10% of customers will always buy the most expensive thing.



**Case Study:** A weight loss business added a 6x higher-priced offer. People started buying it more than the core offer, **tripling profit overnight**.

# Lever 2: Extend the “Look-Back Window” to Lock in Value

## The Principle

Customers judge a purchase based on their *last* experience. Monthly billing creates **12 opportunities per year** for a customer to feel they didn't get value and cancel.

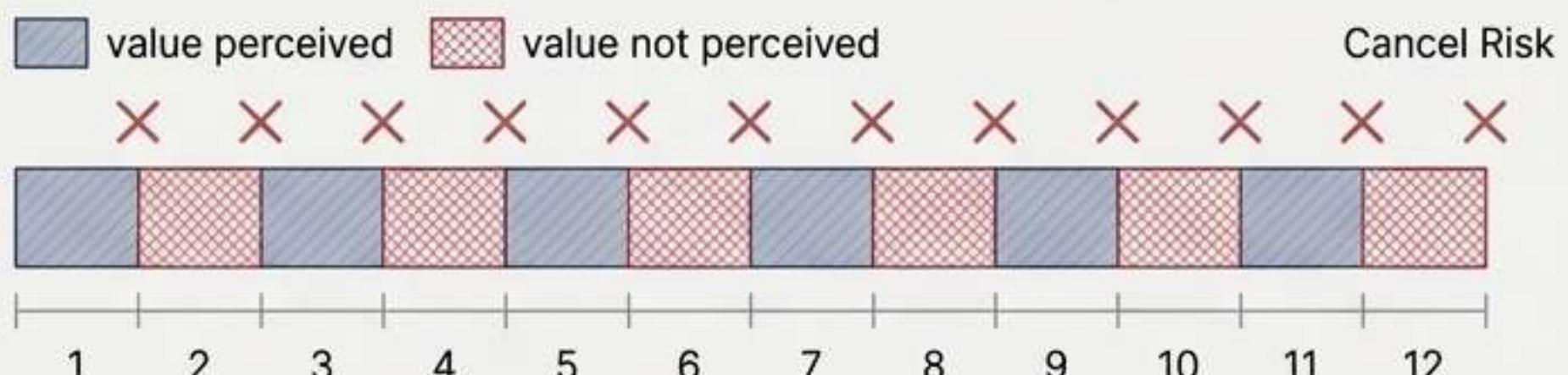
## The Strategy: Bill for Longer Durations

Move from monthly to **quarterly or annual** billing. This extends the **look-back window**, smoothing out value delivery and giving you more time to prove your worth.

## The Financial Impact

Getting **paid upfront** for longer terms provides the cash to acquire the next customer, directly fueling the “Infinite Money Gitch.” Offering a 10-15% discount for an annual prepay can **double your immediate cash flow**.

## Monthly Billing



## Annual Billing



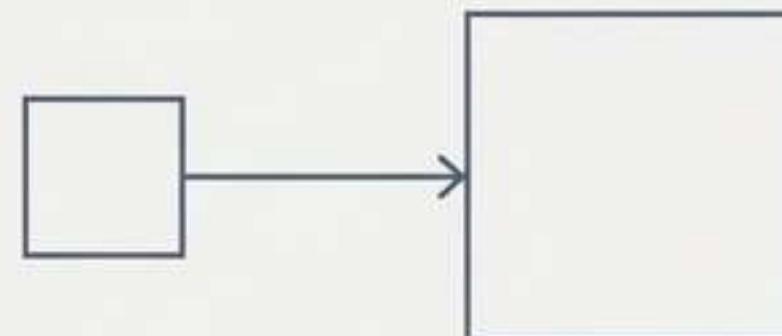
# Lever 3: Systematize the Profit Multipliers

## UPSALES

Selling a more valuable version of the same thing.

*Example: 20oz soda -> 32oz soda.*

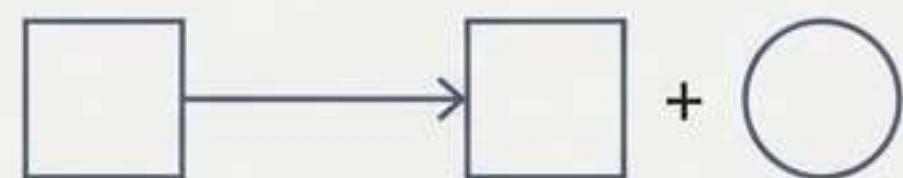
*'Done-With-You' service -> 'Done-For-You' service.*



## CROSS-SELLS

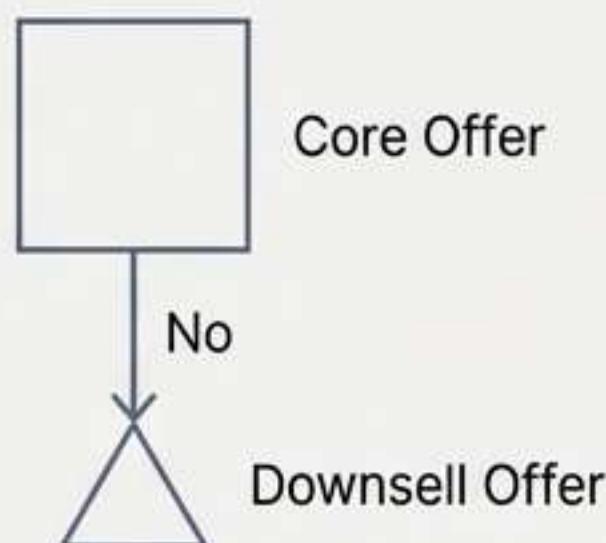
Selling a product that solves an adjacent need.

*Example: Soda -> Burger & Fries. The profit is often in the cross-sell.*



## DOWNSELLS (The “Sawdust” Principle)

Monetizing traffic that says 'no' to your core offer. Every business has 'sawdust'—assets or traffic it isn't monetizing. Offer a lower-cost 'DIY' version or refer them to a trusted partner for a commission. This captures revenue that would otherwise be lost.



# Lever 4: Automate Retention with Core Email Flows

## The Goal

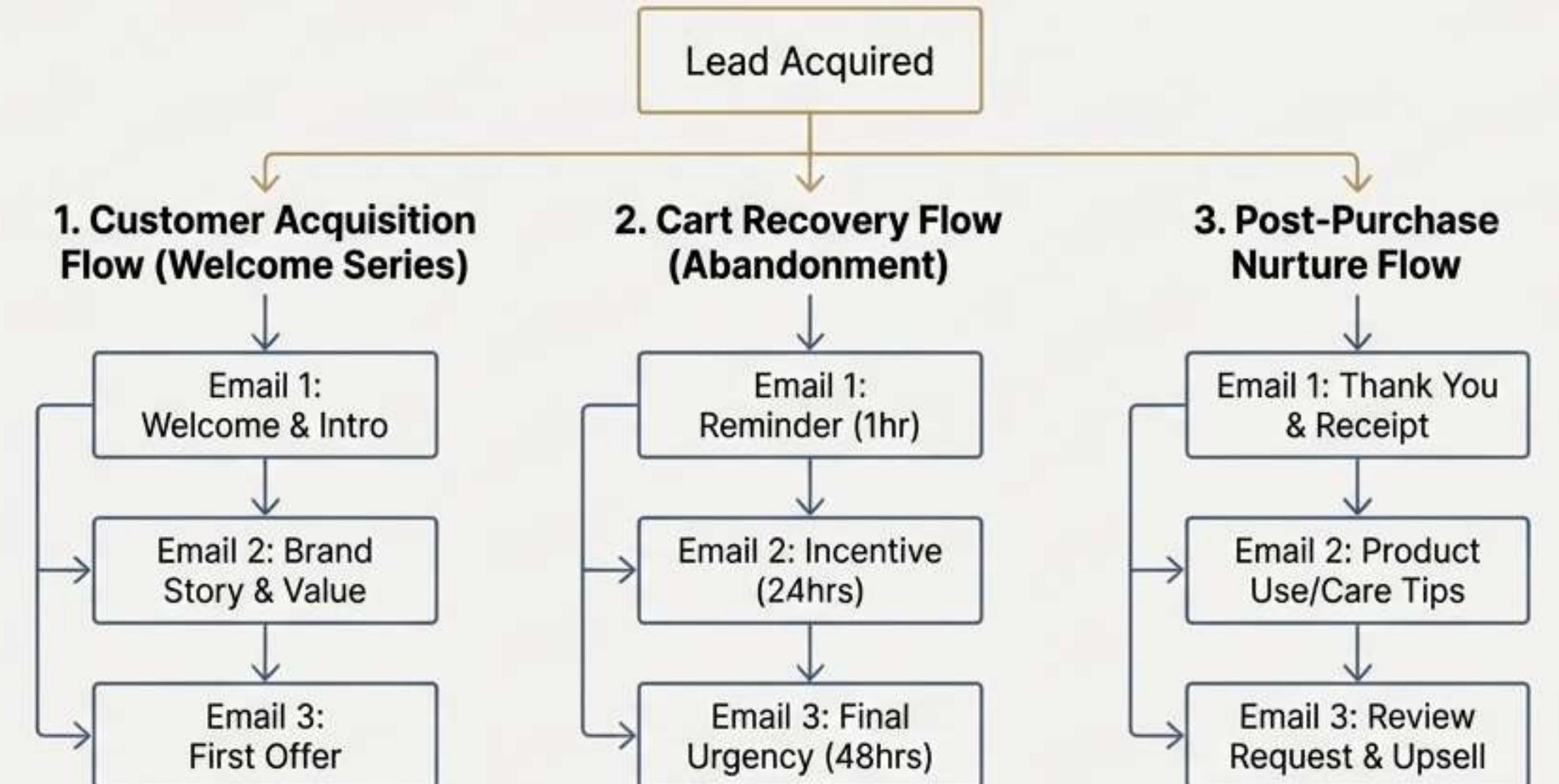
Build an automated backend system that nurtures, converts, and retains the leads you're already paying for.



### Pro Tip

For maximum deliverability, maintain a 60% text to 40% image ratio in your emails.

## The 3 Essential, High-Revenue Flows



Tied to your pop-up, this converts new leads into first-time buyers.

Recovers customers who leave items in their cart, capturing otherwise lost revenue. This is a critical profit center.

Turns one-time buyers into repeat customers and brand fans. This is where LTV is truly built.

# Now, Let's Crush Your CAC

Acquiring customers is a cost, but it's a variable you can control and optimize with ruthless efficiency. The goal is not just to acquire customers, but to do so profitably and at scale.



# Lever 1: The Volume Principle - “No One Knows You Exist”

## The Hard Truth

You get so sick of your own advertising long before a customer even remembers your name.

The fear of “harassing” your audience is costing you millions.

### The Henry Ford Story

After seeing the same ad campaign mock-up for 3 months, Henry Ford asked his CMO when they would stop running it. The CMO replied, “We haven’t started running it yet.”

## The Action

### The Rule of 100

A baseline for daily action. Choose one:



#### 100 Outreaches (Cold or Warm)

Inter Regular



#### 100 Minutes of Content Creation

Inter Regular

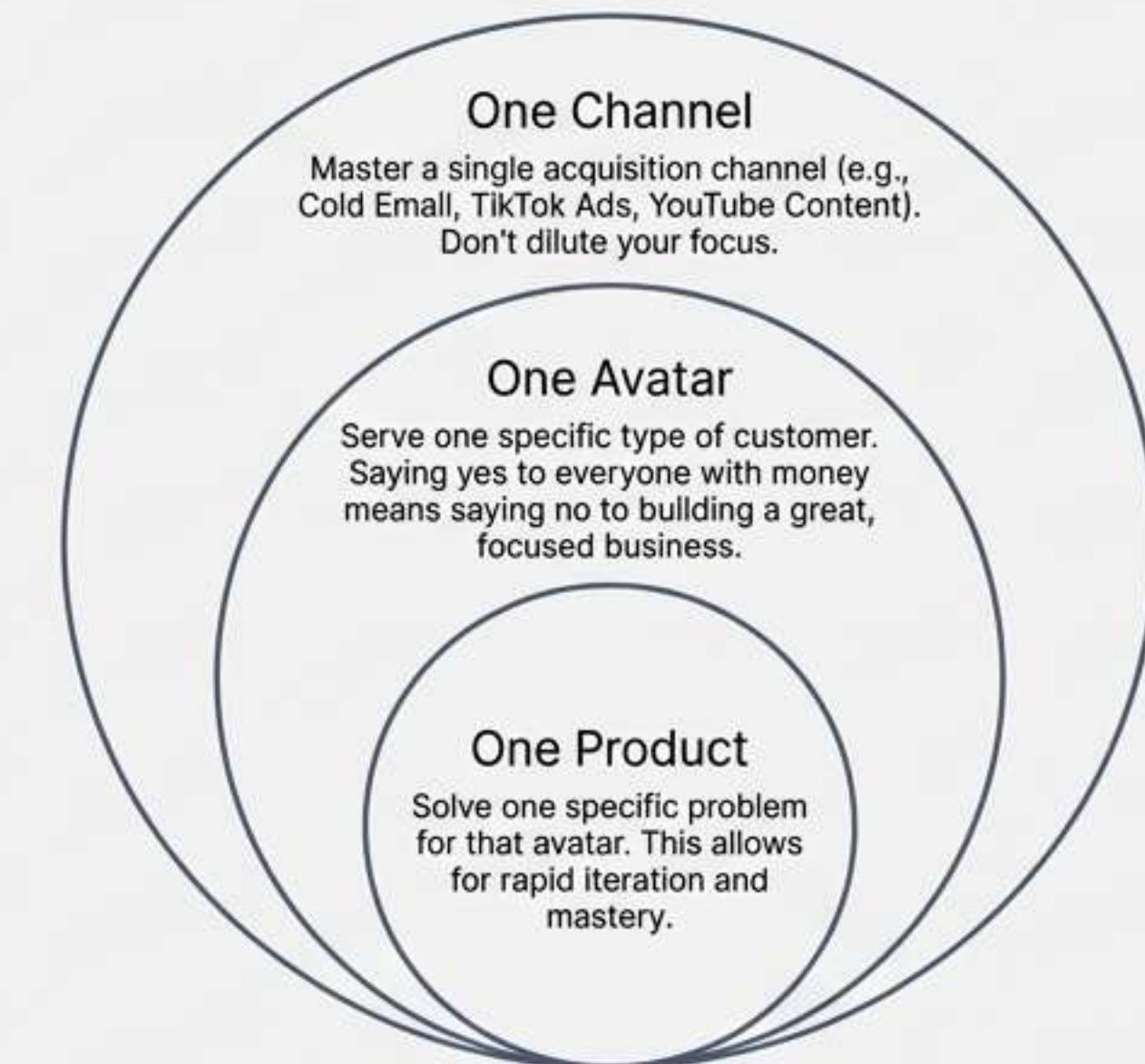


#### \$100/day in Advertising Spend

Inter Regular

# Lever 2: The Focus Principle - One Channel, One Avatar, One Product

The Rule (Under \$1M/Year):



## Why It Works

You **don't have enough volume** (<\$1M/yr) to get enough reps to master multiple things at once. Reliability in one channel is the objective.

## Real-World Example

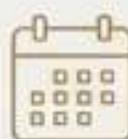
Alex Hormozi didn't open a second acquisition channel until his business was at **\$4 million per month**.

# Lever 3: The Conversion Engine - Proof > Promise



Who wins? Seller B, every time. Your proof will do more selling than any promise can.

## The 4 Elements of Compelling Proof:



**Recent:** Proof from last week is more compelling than proof from 5 years ago.



**High Volume:** Screenshot every 5-star review from every platform. Frame them. Turn them into your wallpaper. Overwhelm prospects with social proof.



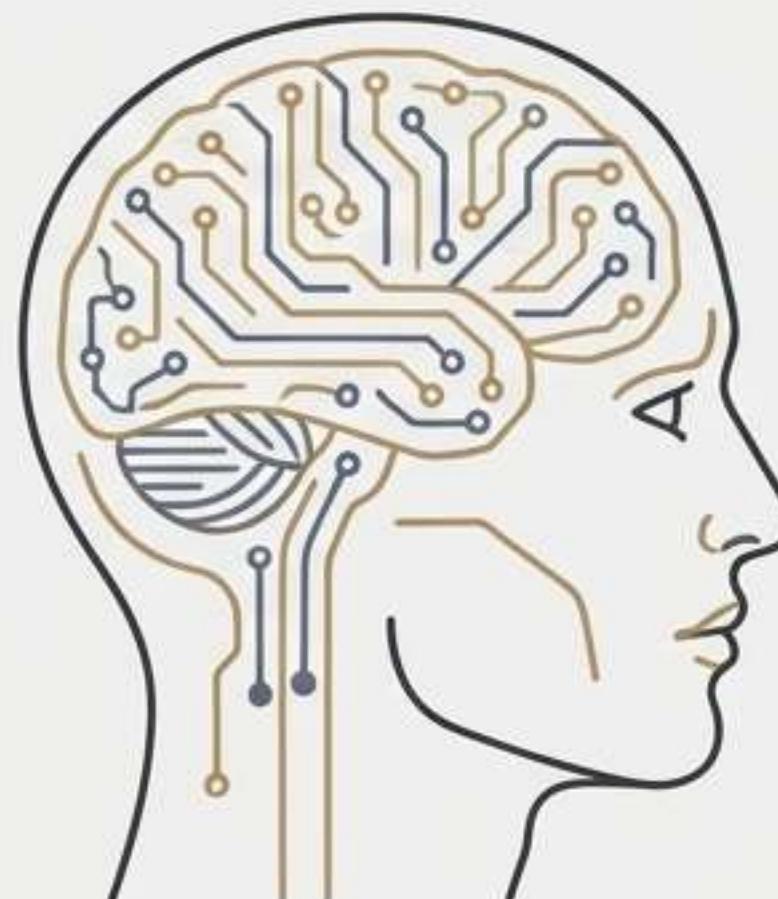
**Visual:** A screenshot of a bank account beats text. A video of a weigh-in beats a static "before/after" picture.



**Starts with Pain:** Testimonials that begin by describing the customer's problem before the solution convert significantly higher. The prospect relates to the pain.

# The Winner's OS: Mindset Required for Execution

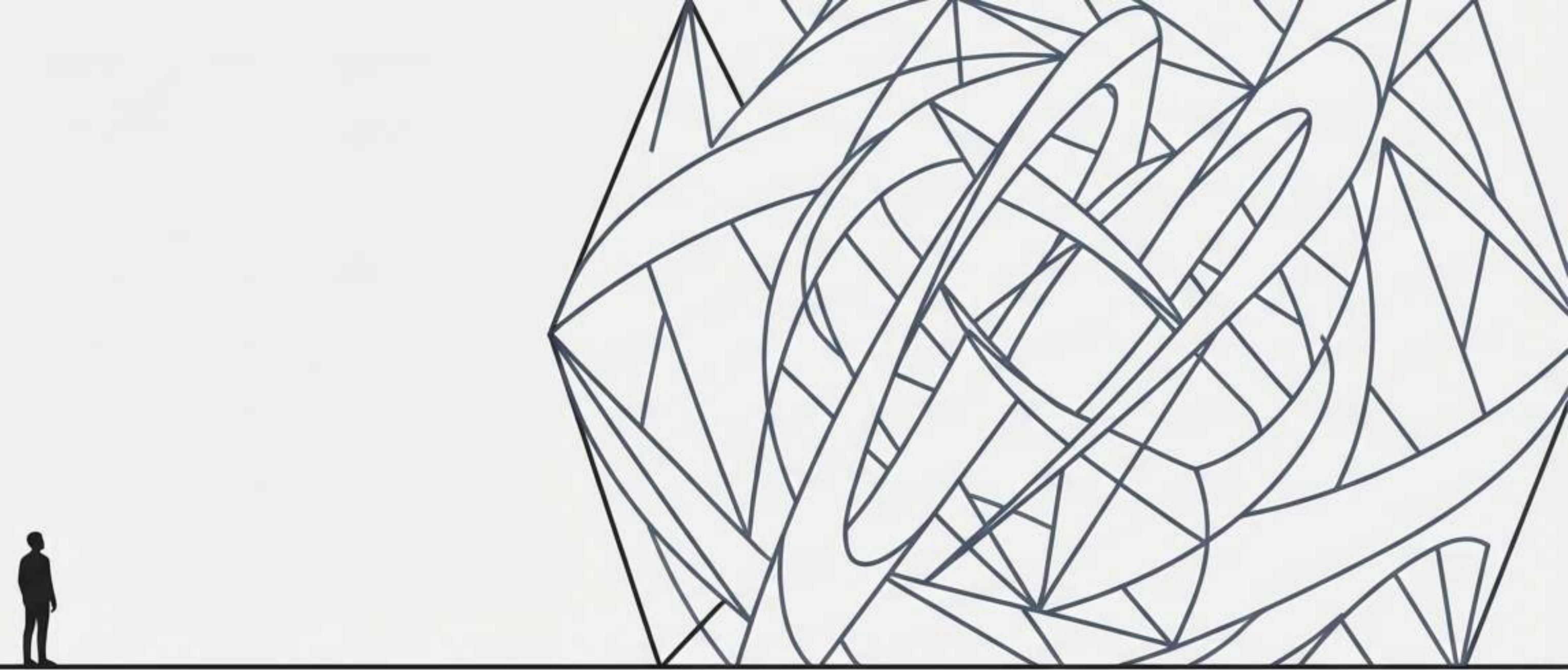
The Cheat Code and its levers are just information. Executing them requires a specific internal operating system. Business is stressful during growth, stagnation, and decline. The stress is a constant; your response is the variable.



Winner's OS v1.0  
Inter

**Dare Greatly, Motherf\*\*\*\*\*:** The **greatest risk** isn't failing; it's setting a goal so small you achieve it. When a team member asked, "What if we don't hit the **\$100M launch goal?**" the response is to **commit to the effort**, divorced from the outcome.

**Record-Breaking Outcomes Require Record-Breaking Work:** Do not expect to achieve something no one has ever done with a level of effort that has been repeated many times. The work is the price of entry.



# The Hardest Work is the Work You Don't Know How to Do

## **The Paradox:**

Entrepreneurs often solve the problems they already know how to solve because it feels good. But real growth lies in confronting the one big priority you don't know how to fix.

## **The Reframe:**

Every problem you overcome is a barrier that any competitor behind you must also solve. **The bigger the rock you have to move, the bigger the bag of money on the other side.**

The journey of entrepreneurship is turning the unknown into the known through trial and error. That is the game.