

# >\_ THE DEVELOPER'S DRM CHEATSHEET

Direct Response Marketing Frameworks for Vibe Coders & Indie Developers

// **CodeToCash.dev** — Your marketing algorithm, on one page

## 1/ THE DRM PIPELINE — Your Marketing Algorithm



Think of DRM as a function: Input = visitor, Output = customer. Every element is testable. Every res

## 2/ COPYWRITING FRAMEWORKS — Fill-In-The-Blank Formulas

// AIDA — The Classic Framework

**Attention:** Grab them with a bold headline or striking stat

**Interest:** Show you understand their exact problem

**Desire:** Paint the transformation they want

**Action:** Tell them exactly what to do next

// PAS — The Workhorse Formula

**Problem:** Name the exact pain your audience feels

**Agitate:** Deepen the cost of doing nothing about it

**Solution:** Present your product as the logical fix

// BAB — Before-After-Bridge

**Before:** Describe their current painful state

**After:** Show the dream outcome they want

**Bridge:** Your product is how they get there

// FAB — Feature to Benefit

**Feature:** What your product does technically

**Advantage:** Why that capability matters

**Benefit:** The real outcome the user gains

## 3/ HIGH-CONVERTING LANDING PAGE — Section by Section

● **Headline:** State the #1 benefit. Under 10 words. Hook in 3 secs.

● **Subheadline:** Who it's for + how you deliver the outcome.

● **Hero/Demo:** Screenshot or video — show it actually working.

● **Problem:** 2–3 sentences naming the exact pain your user feels.

● **Solution:** Your product as the clear, inevitable fix.

● **Benefits:** 3–5 bullets: Feature → Advantage → Benefit (FAB).

**THE VALUE EQUATION** — Price Your Offer Like an Engineer

```
const Value = (Dream_Outcome * Perceived_Likelihood) /  
              (Time_Delay * Effort_Sacrifice);
```

● **The Offer:** Pricing, what's included, guarantee.

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WIREFRAME

## 4/ 7-EMAIL WELCOME SEQUENCE — Set It Up Once, Sell on Autopilot

● **Email 1 (Instant):**

Deliver lead magnet. Introduce yourself...

● **Email 2 (Day 2):**

Share your origin story — why you built t...

● **Email 3 (Day 4):**

Teach one quick-win DRM tactic they ca...

● **Email 4 (Day 6):**

Case study: a real developer who used ...

● **Email 5 (Day 8):**

Address objection: 'Marketing feels sleaz...

● **Email 6 (Day 11):**

Introduce your paid offer with value-first...

● **Email 7 (Day 14):**

Final pitch with urgency or bonus. One ...

### EMAIL SUBJECT LINE FORMULAS

— Get Opens, Not Ignores

**Number + Outcome:**

"5 landing page fixes that doubled my CVR"

**How To + Desired Result:**

"How to get 100 paying users without ads"

**Curiosity Gap:**

"The mistake 90% of developers make"

**Proof + Specifics:**

"0 to \$2K MRR using one email sequence"

**Direct Question:**

"Are you building in public the wrong way?"

**Contrarian/Hot Take:**

"Stop A/B testing your page (do this instead)"

## TRAFFIC SOURCES — Ranked by ROI for Solo Developers

1. **Content/SEO:** Long-term compounding traffic to the exact terms your audience searches.

2. **Twitter/X:** Build in public to share your journey, attract followers organically.

3. **Reddit + HN:** High-quality traffic from r/SideProject, r/indiehackers, Hacker News.

4. **Product Hunt:** Great for launches — plan it like a campaign, not an afterthought.

5. **Email List:** Your owned channel. Highest conversion rate of any traffic source.

6. **Paid Ads:** Google/Twitter ads. Start \$5–10/day. Kill losers fast. Scale winners.

## KEY METRICS — Track These or You're Guessing

**CAC**

Customer  
Acquisition Cost

**LTV**

Lifetime Value  
(LTV > 3x CAC)

**CVR**

Conversion Rate  
(visitors→customers)

**Churn**

Monthly churn rate  
(< 5% is good)

**Open%**

Email opens  
(aim for 40%+)

**CTR**

Click-through rate  
on emails/ads

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>\_ **CodeToCash.dev/drmm-101**

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## 1/ THE VALUE EQUATION — Price Like an Engineer

```
const Value = (Dream_Outcome * Perceived_Likelihood) /  
              (Time_Delay * Effort_Sacrifice);  
  
// Maximize top (green variables). Minimize the bottom (red variables).  
// That's your pricing formula.
```

## 2/ HEADLINE COPY TEMPLATES — Paste & Adapt

- "[Outcome] without [Pain Point]"  
"Deploy in seconds without writing DevOps config"
- "The [Adj] way to [Desired Outcome]"  
"The fastest way to go from idea to paying users"
- "Stop [Pain]. Start [Outcome]."  
"Stop guessing. Start converting."
- "[N] [Audience] use [Product] to [Outcome]"  
"1,200 devs use this to hit \$1K MRR faster"
- "[Do Thing] in [Fast Time], not [Slow Time]"  
"Ship a landing page in 60 min, not 2 weeks"
- "Finally: [Outcome] for [Specific Audience]"  
"Finally: marketing that makes sense for developers"

## 3/ CTA BUTTON FORMULAS

Formula: [Strong Verb] + [The Value They Get]

Bad: "Submit" "Sign Up" "Click Here" | Good: "Start Building Free" "Get My Dashboard" "Ship My First Product"

- Start Building Free
- Get My Dashboard
- Launch My Campaign
- Ship My Product
- Claim My Guide
- See It Working

## 4/ LAUNCH CHECKLIST — Ship With Confidence

- ✓ Offer Clear outcome, priced with the Value Equation.
- ✓ Landing Page 10 sections complete. CTA above the fold.
- ✓ Email Sequence 7-email welcome series live and tested.
- ✓ Lead Magnet Free resource that solves one immediate prob...
- ✓ Analytics Plausible or PostHog tracking conversions.
- ✓ Traffic Plan 1 primary channel + 1 launch spike (PH or HN).
- ✓ A/B Test Queue 3 headline variants queued to test post-lau...
- ✓ Newsletter First issue drafted. Signup form live everywhere.

## 5/ KEY METRICS — Track These or You're Guessing

CAC  
Customer Acquisition Cost

LTV  
Lifetime Value  
Target: LTV > 3x CAC = healthy

CVR  
Conversion Rate  
visitors → customers

Churn  
Monthly churn rate  
< 5% is good, < 2% is great

Open%  
Email open rate  
aim for 40%+

CTR  
Click-through rate on emails/ads

## 6/ METRIC BENCHMARKS — Know Where You Stand



## 7/ A/B TESTING RULES — Data-Driven Decisions

- ✓ Test ONE variable — headline, CTA, price, or layout. Never combine tests.
- ✓ Run for 100+ conversions OR 1–2 weeks minimum. Don't judge early.
- ✓ Test big levers first. Headline rewrite > button color change.
- ✓ Document: hypothesis → variant → result → learning. Always.
- ✓ Winner stays. Loser dies. Move to the next lever. Repeat forever.

Ready to go deeper?  
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