

>_ THE DEVELOPER'S DRM CHEATSHEET

Direct Response Marketing Frameworks for Vibe Coders & Indie Developers

// [CodeToCash.dev](https://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 result is measurable.

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.

© 2026 CodeToCash.dev — Built for vibe coders who want to sell what they ship.

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

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

- Content/SEO:** Long-term compounding traffic to the exact terms your audience searches.
- Twitter/X:** Build in public to share your journey, attract followers organically.
- Reddit + HN:** High-quality traffic from r/SideProject, r/indiehackers, Hacker News.
- Product Hunt:** Great for launches — plan it like a campaign, not an afterthought.
- Email List:** Your owned channel. Highest conversion rate of any traffic source.
- 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

Ready to go deeper?

[CodeToCash.dev/DRM-101](https://codetocash.dev/drm-101)

Subscribe for one actionable DRM tactic every week // codetocash.dev/newsletter

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

Email Open Rate < 20% = Problem | 20–40% = Average | 40%+ = Great



Landing Page CVR < 1% = Rewrite copy | 2–5% = Good | 5%+ = Great



Monthly Churn < 2% = Excellent | 2–5% = Healthy | 5%+ = Fix now



LTV : CAC Ratio < 1:1 = Losing money | 3:1 = Healthy | 5:1 = Scale



Email CTR < 1% = Fix subject/body | 2–4% = Good | 4%+ = Great



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?
Start the free DRM 101 Guide

>_ [CodeToCash.dev/drm-101](https://codetocash.dev/drm-101)

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