



ACTION GUIDE

4 STEP FRAMEWORK FOR A PROFITABLE COMIC BOOK KICKSTARTER LAUNCH

with Tyler James

COMIXLAUNCH.COM

BEFORE THE MASTERCLASS

The #1 thing I hope to get out of this Masterclass is...

My biggest questions, struggles or obstacles when it comes to getting ready for a Kickstarter launch is...

TIPS TO GET THE MOST OUT OF THE CLASS

- Print out this Action Guide
- Have a pen or pencil handy for notes
- Get in a quiet room
- Turn off your phone so you can devote your FULL ATTENTION to the training.
- Close down other browser apps or windows, especially Facebook & Twitter.
- Keep an open mind and stay COACHABLE

DURING THE MASTERCLASS

What do you want your LEGACY to be?

What, if any, FEARS do you have related to launching a Kickstarter project?

What, to you, is more powerful than those fears? What would make it worth pushing past those fears?

3 Major Mistakes to Avoid With Your Kickstarter Launches

MISTAKE #1

**COMIXLAUNCH PROS KNOW THAT KICKSTARTER IS THE _____,
BUT THE CREATOR IS IN CHARGE OF THE _____!**


MISTAKE #2

MISTAKE #3

4 STEP FRAMEWORK FOR A PROFITABLE COMIC BOOK KICKSTARTER LAUNCH

 **1: P_____**

 **2: B_____**

 **3: L_____**

 **4: F_____**

HERE ARE 4 THINGS YOU NEED TO PLAN IF YOU WANT A
SUCCESSFUL LAUNCH...

1.

2.

3.

4.

HERE ARE 4 THINGS YOU NEED TO BUILD FOR A SUCCESSFUL LAUNCH...

1.

2.

3.

4.

HERE ARE 6 PHASES OF A KICKSTARTER LAUNCH YOU NEED TO GAME PLAN FOR...

1.

4.

2.

5.

3.

6.

HERE ARE 4 KEYS TO FULFILL LIKE A BOSS...

1.

2.

3.

4.

Your Next Steps

Do you want....

- The complete step-by-step system to launch profitable comic book Kickstarter campaigns, explode your audience growth & build the creative business of your dreams?

Yes No

- Ongoing support and coaching from Tyler James and the ComixLaunch Pro team for guidance as you level up your launches and play a bigger game on Kickstarter and beyond?

Yes No

- Access to the #1 community of comic creator crowdfunders for feedback, support, accountability, networking and cross-promotion during launches?

Yes No

If you answered yes to any or all of these questions, then I hope to see you inside of **ComixLaunch Pro**. *The doors are opening again soon!*



A Final Word Before You Go

Thank You!

Seriously, thank you.

Thank you for your time and attention and for having the courage to take your creative career seriously.

Most people go through life with their best music trapped inside of them, and go to the grave with far too many stories left untold.

If you attended this Masterclass, filled out this workbook, and started taking action on the content I presented, you're already well on your way toward more successfully bringing your art to a world that desperately needs it.

I appreciate your willingness to seek out new ideas, be coachable, and take action.

It took me way too long to learn and master the lessons and powerful framework shared in this Masterclass.

It took even longer for me to start taking concrete, decisive steps toward implementing them so that I could bring my own dream projects to life.

Don't make the same mistake I did.

Don't wait!

Take action now!

Best,

Tyler James

Founder of ComixLaunch Pro, Publisher of ComixTribe

P.S. If you have feedback on this Masterclass training, I'd love to hear it. Leave me a quick voice message at ComixLaunch.com/voicemail.

I can't wait to hear from you and see what you launch next!