

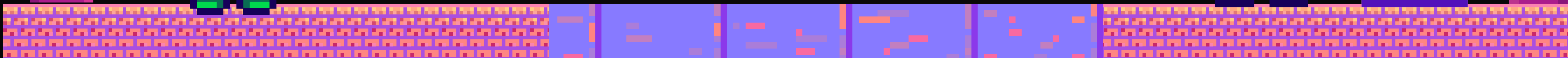
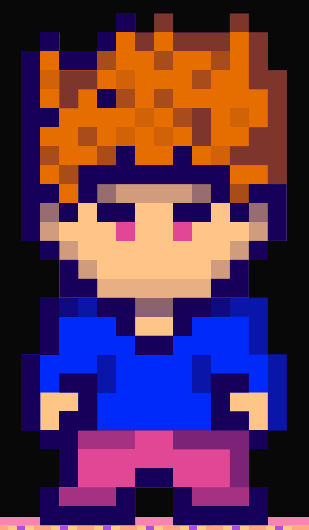
MENU

START

THE \$1,000 PUZZLE A MATH STRATEGY GAME



Presented by Mellisa T Brown

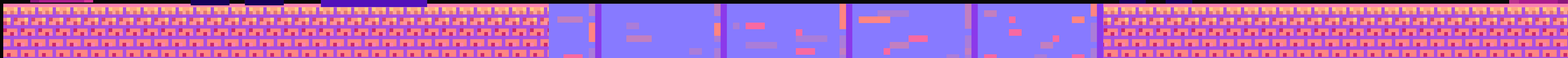




WELCOME TO THE CHALLENGE

The \$1,000 Puzzle Begins

Earn your first \$1,000 by solving real-world money math. Choose wisely. Every action counts.

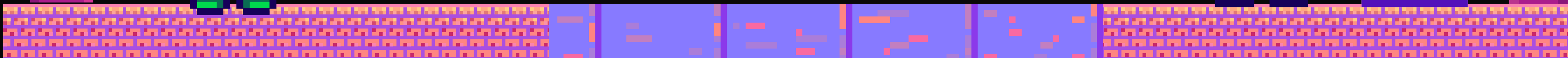
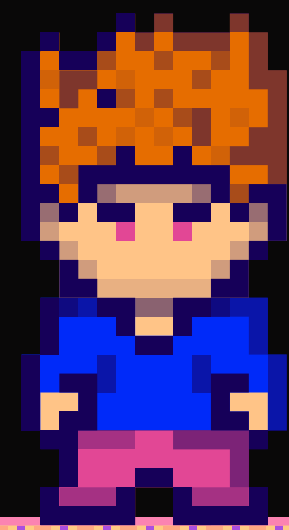


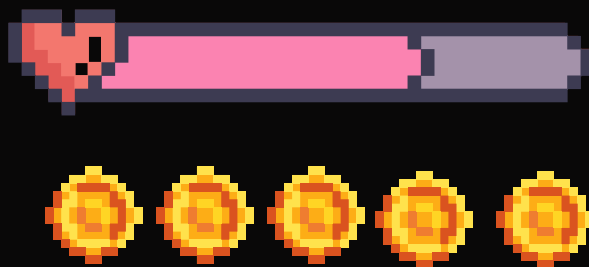


MISSION BRIEFING

Your First Quest

You're starting from zero. Your mission? Reach \$1,000 using skill, logic, and choices. Let's break the system.





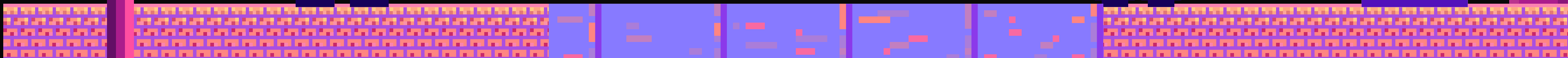
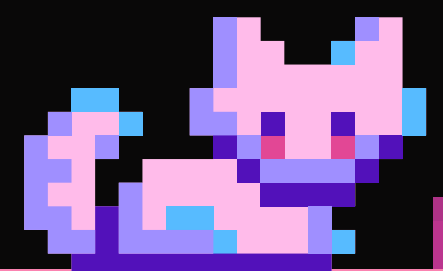
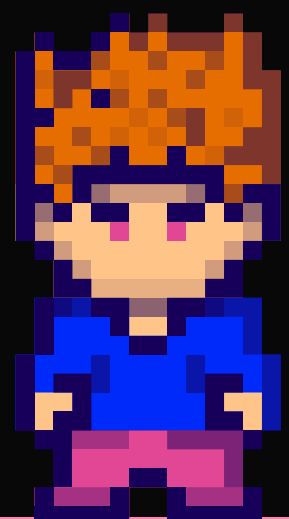
MENU

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CHOOSE YOUR PATH

- 10 SALES OF \$100
- 100 SALES OF \$10
- 4 CLIENTS @ \$250

WHICH PATH WILL YOU CHOOSE?

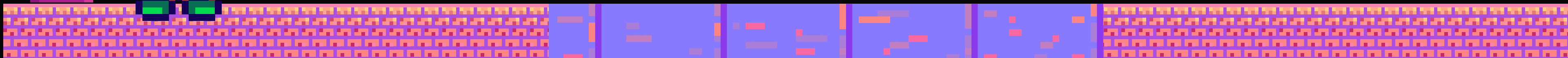
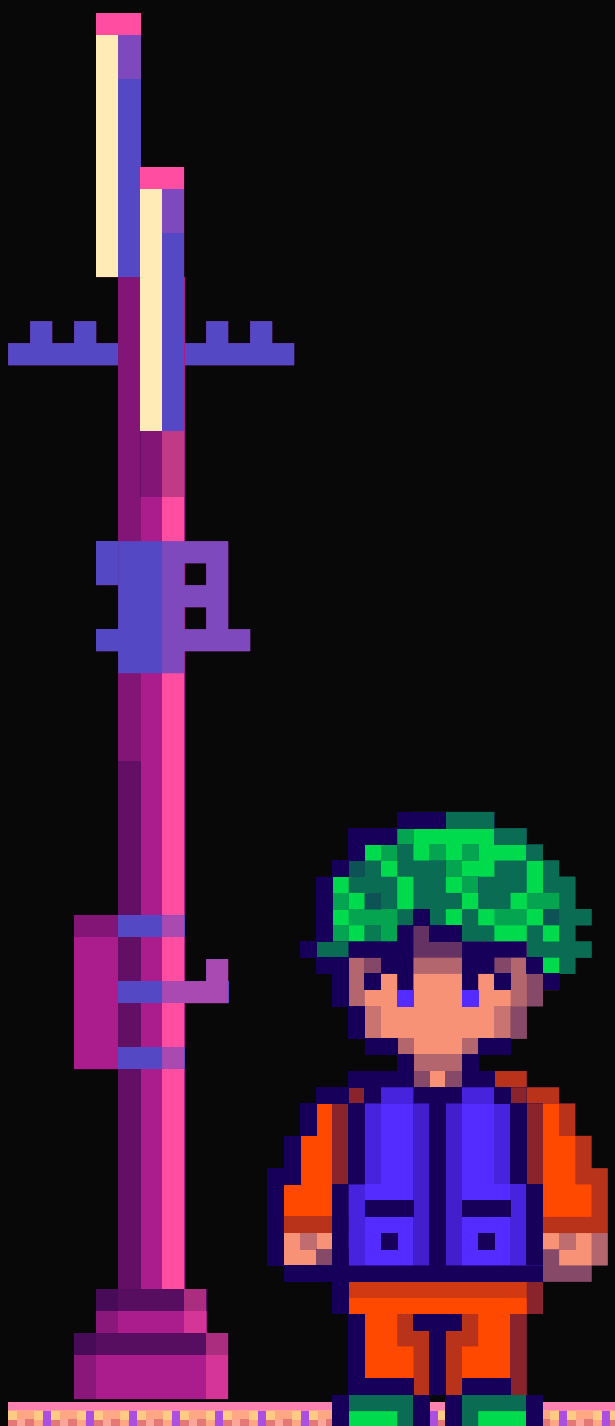




THE DAILY GRIND

HIT \$34/DAY
FOR 30 DAYS.

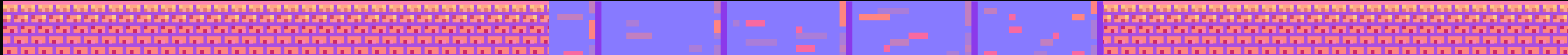
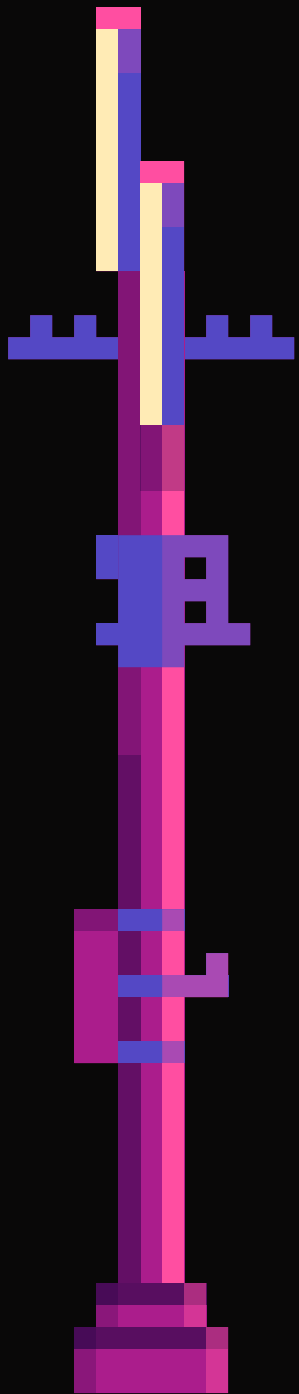
Small actions → big result.
What will you sell? Who will you help?





THE MATH ENGINE

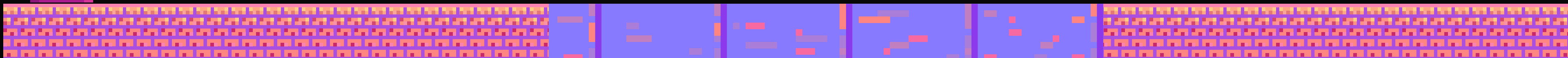
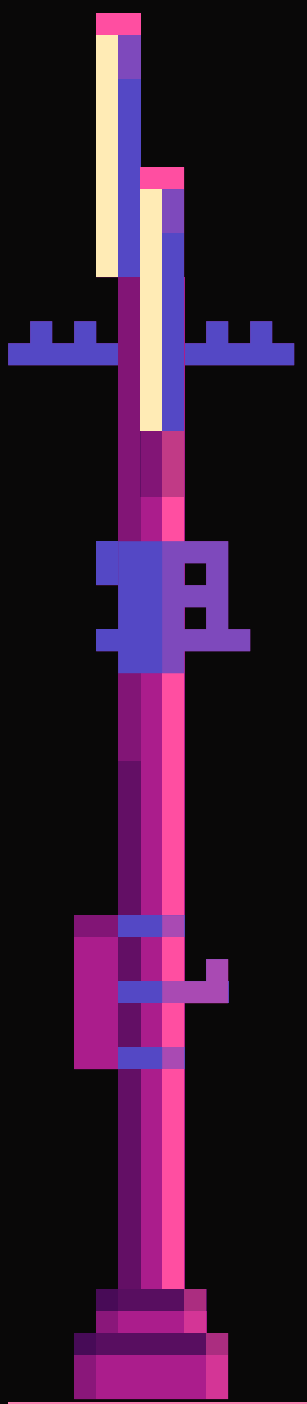
Value x Volume = Income
Can you increase either... or both?





CHOOSE YOUR WEAPON (SKILL)

- Graphic design
- Tutoring
- Clothing resale
- Pick your income weapon.





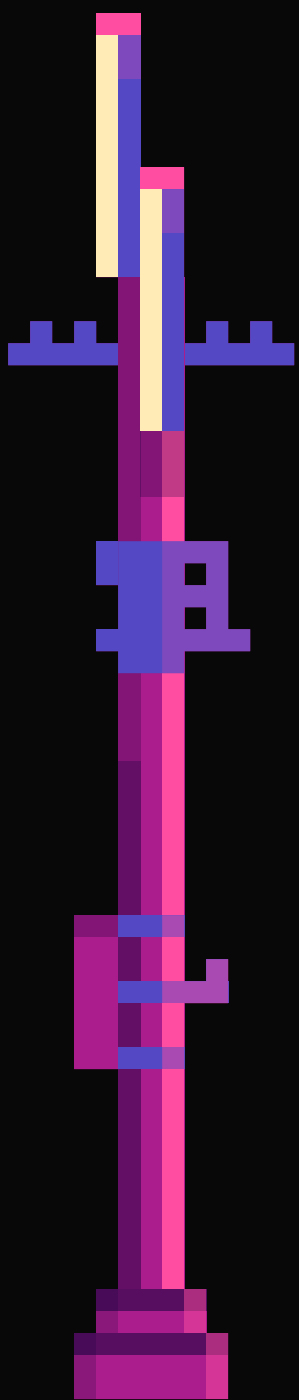
BOSS BATTLE

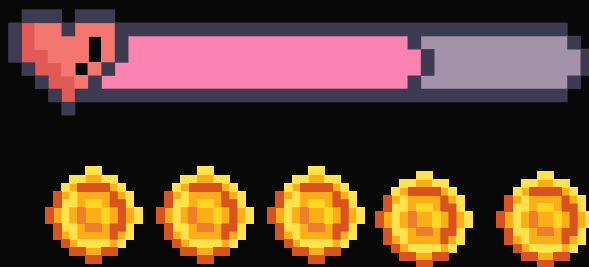
NUMBERS DON'T LIE

Reach \$1,000

How many people do you need?

Solve: $\$1,000 \div \text{Your offer} = ???$



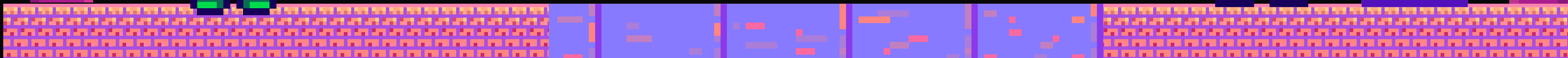
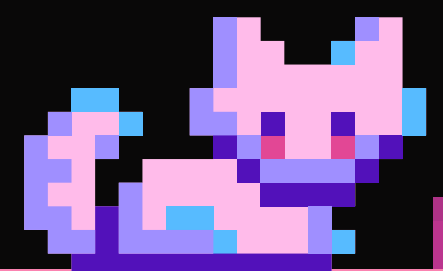
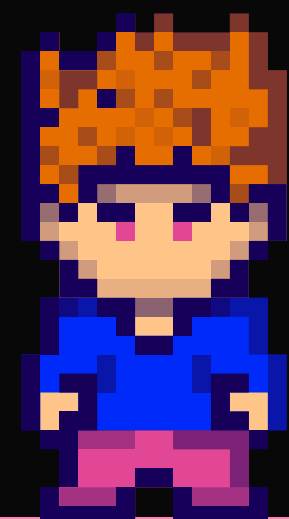


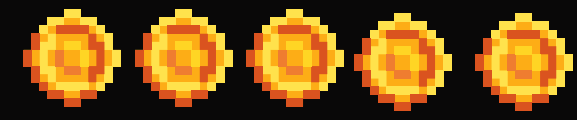
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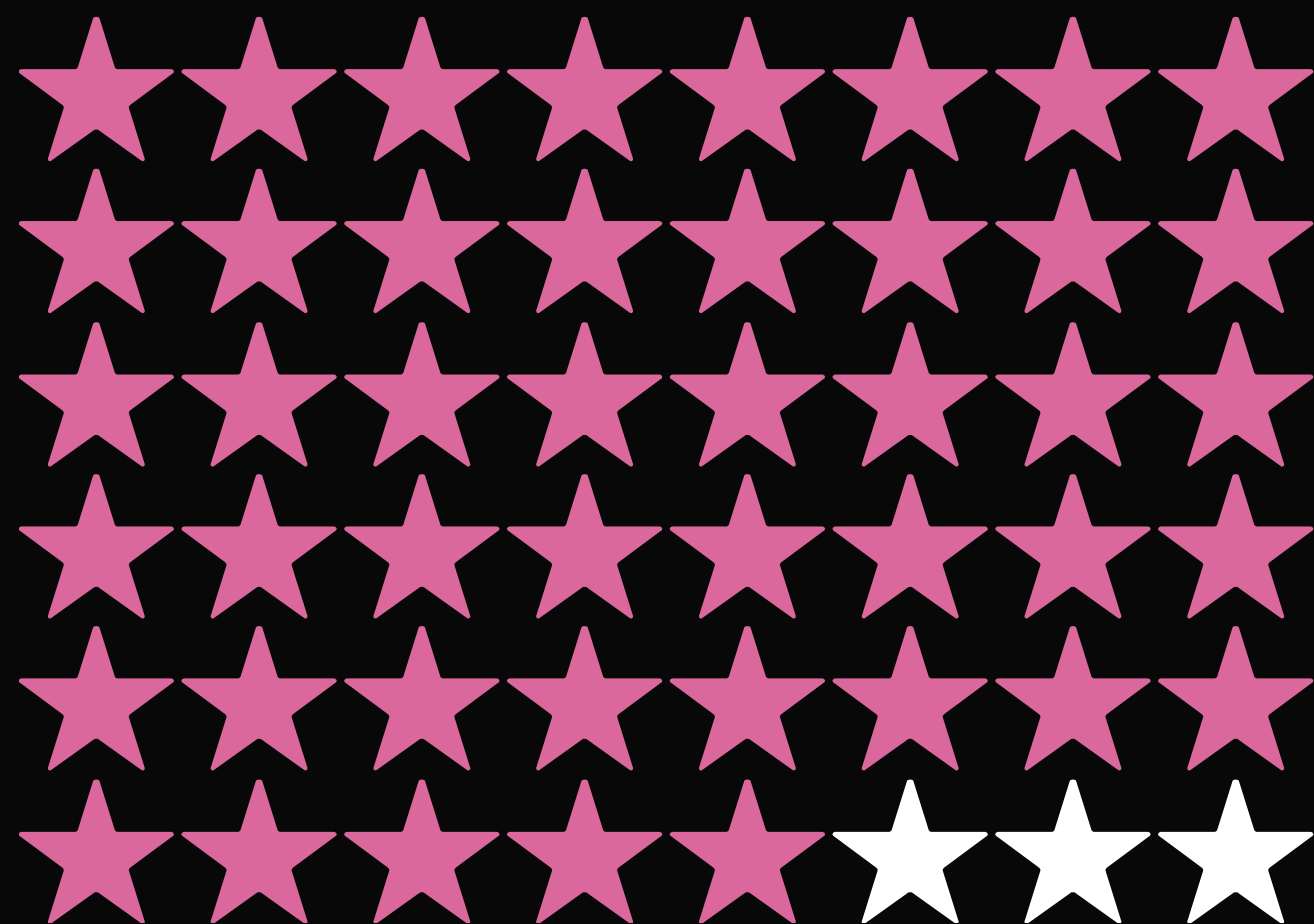
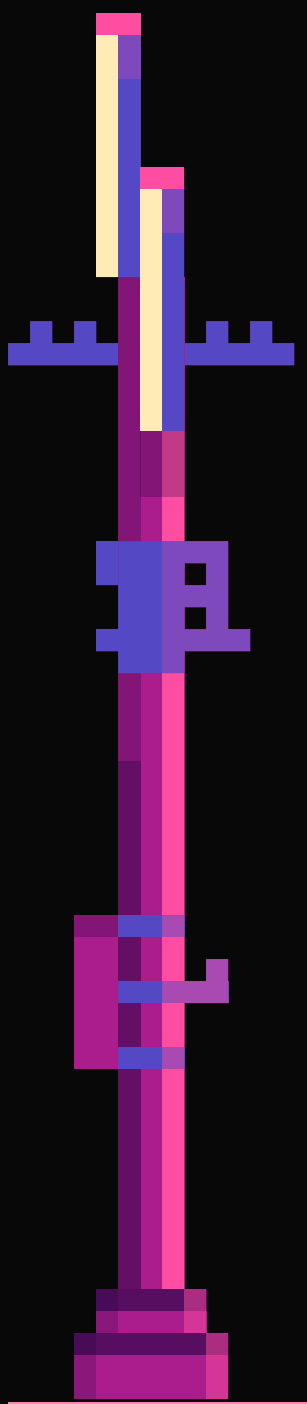


TIME MOODE ACTIWAATED



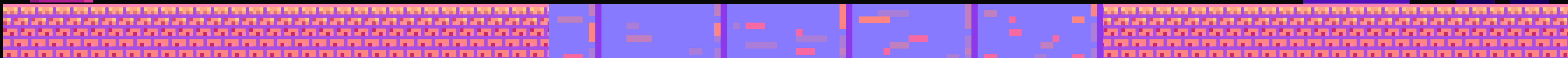


TIME MODE ACTIVATED



- Easy (30 days)
- Normal (14 days)
- Hard (7 days)
- Shorter time = higher daily goal.

Choose your mode.



UNLOCK PASSIVE MODE



Options:

Templates

Digital products

Courses

One-time creation = ongoing income



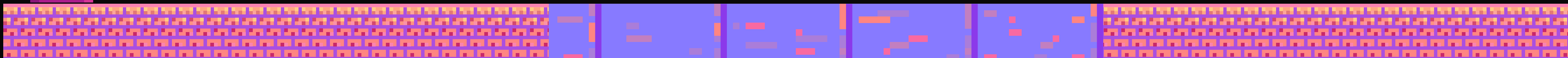
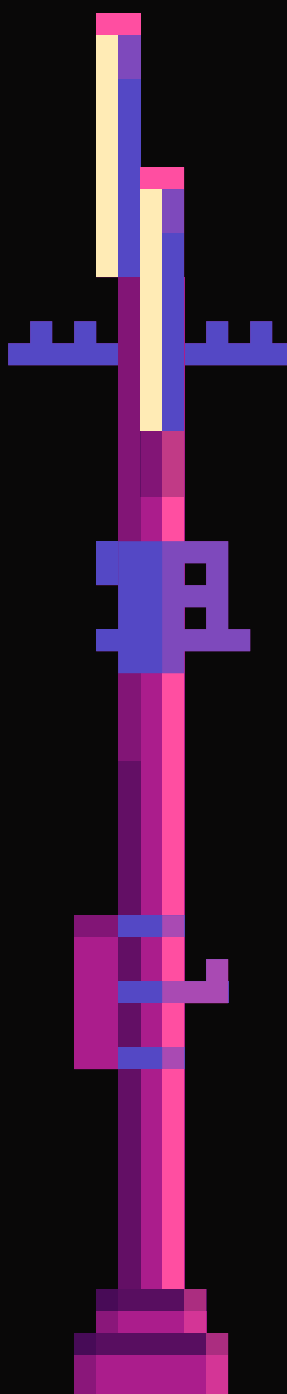


THE SETBACK

What if your first offer flops?

You must adjust: new price, new audience, or new strategy.

Recalculate or restart?



Deception Trap

You're offered a "get rich quick" hack.

Do you:

A Accept the easy money?

B Stick to the real math?

(Only one path leads forward.)

Scoreboard Check

Keep track of:

- Revenue earned
- Sales closed
- Missed chances
- This is where winners separate from quitters.

Final Boss – Scale or Fail

Can you make your final play?
You're at \$850.

Do you:

- Upsell
- Cross-sell
- Launch again
- Choose. The game ends now.

Victory Screen

\$1,000 Unlocked

You cracked the code.

Want to try again with a new
product or faster timeline?

This isn't the end—it's Level 1.



GAME RESOURCES: YOUR \$1,000 PUZZLE

Income Tracker

Track your daily progress toward \$1,000. Know what's working—and what's not.

→ Use the daily goal calculator: $\$1,000 \div \text{Days} = \text{Your target}$.

Pricing Strategy Sheet

Explore winning combos:

- \$10 × 100 people
- \$25 × 40 people
- \$50 × 20 people
- \$100 × 10 people

Pick your level. Play your game.

Skill & Offer Ideas

Don't know what to sell? Start here:

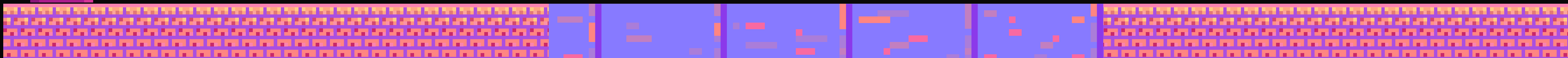
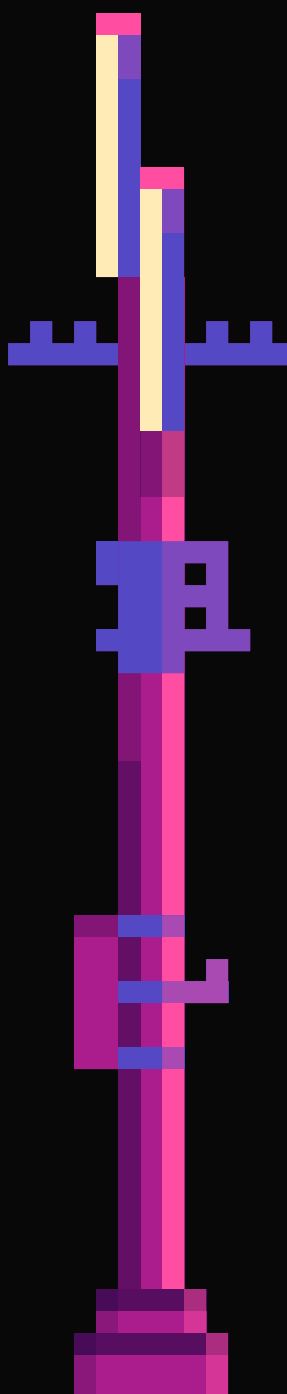
- Design logos or templates
- Flip vintage finds
- Offer tutoring, coaching, editing
- Sell AI-made content or digital art

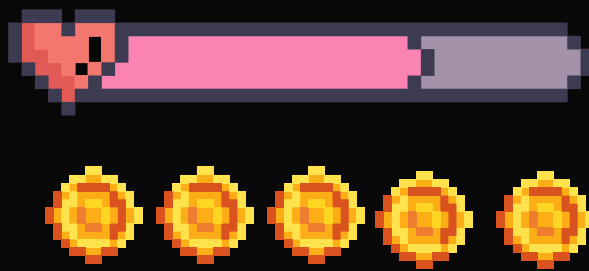
Money Math Worksheet

Plug in your prices, time, and audience.

→ Formula: $\text{Price} \times \text{People} = \$1,000$.

Solve it like a puzzle.





MENU

START

THANK YOU

