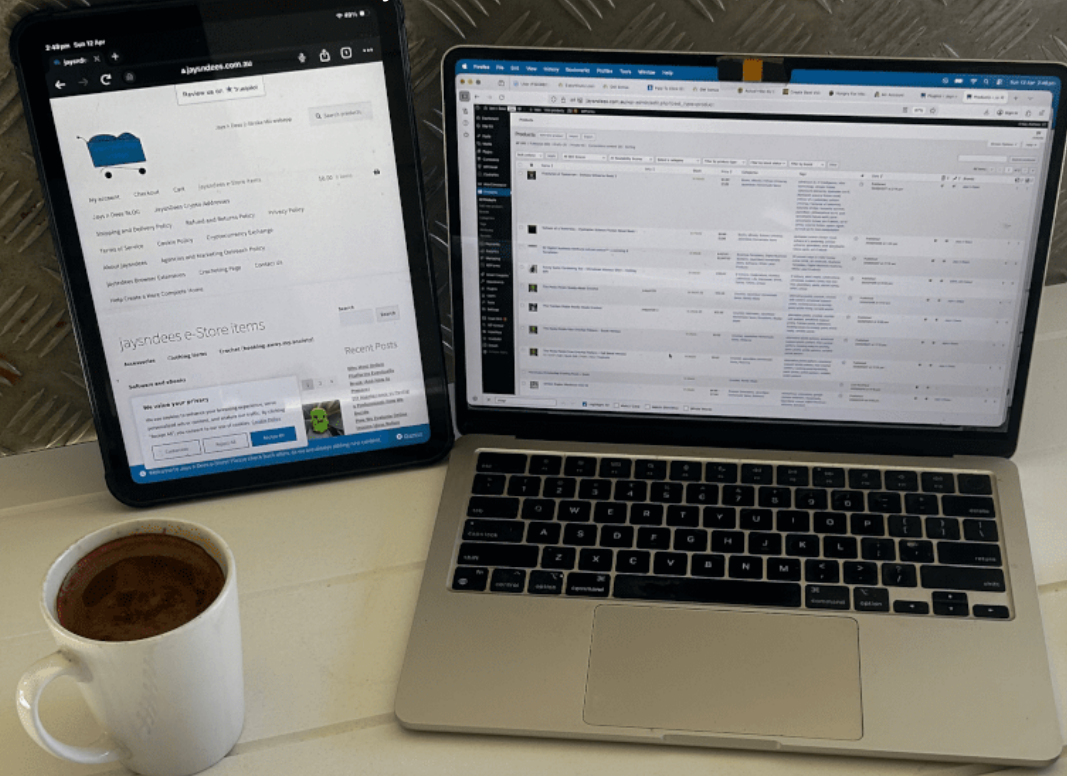


F.R.O.I.S.K. - First Product Selection Guide

First Real Online Income System Kickstart



A simple framework to define and validate your first product

Jaysndeeds (D1)

◆ Disclaimer & Expectations

This guide is designed to provide a clear and practical starting point for building your first online income stream.

It is not a guarantee of income, results, or success.



Important:

- Your results will depend on your effort, decisions, and consistency
- There are no guaranteed outcomes in online income
- This is not a “get rich quick” system

What This Guide Is

This guide is:

- a structured plan
- a simplified system
- a realistic starting point

What This Guide Is Not

This guide is not:

- a shortcut to instant income
- a fully automated system
- a done-for-you business

Effort & Time

Building something real requires:

- time
- focus
- consistent action

You will need to:

- make decisions
- complete tasks
- continue beyond the initial setup

Financial Expectations

Some parts of building an online income stream may involve costs, such as:

- domain names
- hosting
- tools or platforms

These are normal and part of building something real.

Responsibility

By using this guide, you understand that:

- you are responsible for your own actions and decisions
- you are building your own system
- results are not guaranteed

Final Note

This guide is designed to help you build something real - not to promise something unrealistic.

◆ How to Use This Guide

This guide helps you:

- choose a realistic first product
- avoid overcomplicating
- move from idea → to something buildable

Use it like this:

- work through each section in order
- write your answers as you go
- keep everything simple

Your first product is not your final product.
It is your starting point.

◆ SECTION 1 - The First Product Rule

Before choosing anything, understand this:

▮ Your first product must be simple enough to launch - not perfect enough to impress.

If your idea:

- feels too big
- takes too long
- requires advanced skills

👉 it is too complex

◆ SECTION 2 - What Makes a Good First Product

Your product should:

✓ Be Simple to Create

- no advanced tools
- no complex setup

✓ Solve One Problem

- not multiple problems
- not a full transformation

✓ Be Easy to Explain

If you can't explain it in one sentence:

👉 it's too complicated

✓ Be Fast to Launch

👉 days, not weeks

✓ Be Expandable Later

👉 Version 1 now, improvements later

◆ SECTION 3 - Good vs Bad First Products

● GOOD First Products

- a short PDF guide
- a checklist pack
- a simple template
- a beginner toolkit
- a basic POD design

● BAD First Products

- a full course
- a large product range
- a complex app
- a membership system
- a “complete business solution”

👉 If it feels heavy, it's wrong for now

◆ SECTION 4 - Product Idea Builder

Step 1 - What Do You Want to Help With?

→ _____

Step 2 - What Problem Does This Solve?

→ _____

Step 3 - Who Is This For?

→ _____

Step 4 - How Will It Help Them?

→ _____

Step 5 - How Will It Be Delivered?

Examples:

- PDF
- template
- product
- service

→ _____

◆ SECTION 5 - One-Sentence Product Test

Complete this:

This product helps _____
solve _____
by _____.

👉 If this is unclear:

👉 simplify your idea

◆ SECTION 6 - Product Filter

Run your idea through this checklist:

- ☐ I can create this without getting stuck
- ☐ It solves ONE clear problem
- ☐ I can explain it simply
- ☐ I can launch it quickly
- ☐ I am not overcomplicating it

👉 If any answer is “no”:

👉 simplify it

◆ SECTION 7 - Scope Control (CRITICAL)

Most people fail here.

Your product should NOT:

- include everything you know
- try to be perfect
- take weeks to build
- require advanced design

Instead:

- 👉 Build Version 1
- 👉 Improve Version 2

◆ SECTION 8 - Version 1 Mindset

Version 1 is allowed to be:

- simple
- basic
- imperfect

But it must be:

- 👉 finished
- 👉 usable
- 👉 live

◆ SECTION 9 - Common Product Mistakes

✗ Overbuilding

Trying to create too much

✗ Waiting Too Long

Delaying launch

✗ Changing Ideas

Switching before finishing

✗ Trying to Impress

Instead of trying to launch

✗ Copying Without Thinking

Building something that doesn't fit you

◆ SECTION 10 - Final Product Definition

My Product:

→ _____

It Helps:

→ _____

By:

→ _____

Delivered As:

→ _____

Final Check:

- ☐ This is simple
- ☐ This is clear
- ☐ This is buildable
- ☐ I am not changing it this week

👉 If yes:

👉 move forward

◆ FINAL NOTE

Your first product is not about perfection.
It's about getting something real into the world.