

VERSION [1.1]

Mango

SUPREME

CASH

WRITTEN BY: Mango, full rights belong to Evocati

UID: 1929404

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Other Information:

All calculations made in the eBook does not include fees that will be included from PayPal.

INTRODUCTION

Hi, I'm Evocati.

First of all, I would like to thank you for purchasing my eBook. With this eBook, you will learn how you can make amazing profits with **A SMALL COST!** All you need is a small amount of money to start! **We'll be teaching you everything you need to know, with nothing held back.**

DATE	TO	REFERENCE	DESCRIPTION	AMOUNT
14 Jan 2015	IBG	BY : GOOGLE PAYMENT SINGA	Google Bank Transfer!	S\$931.48
12 Jan 2015	IBG			
12 Jan 2015	QCDM		Check Payment!	S\$350.00

Payments from Google & Others! Over \$1000 made in December and January!

I made over \$1000 in December through the methods shown in this eBook. It's amazing how easy this method is and only requires you to do a bit of work every single day to get a shit ton of passive income! Don't believe me? **JUST READ ON AND YOU'LL SEE!**

**ARE YOU
READY FOR THE PROFIT OF A LIFE TIME?**

METHOD INFO: RESKINNING APPS

Mobile Applications are the new dotcom boom. Millions of mobile apps are available in the Google Play Store and Apple App Store, and all of these apps are **POTENTIAL MONEY MAKERS!** You can make hundreds of dollars of extra income every month by just simply making an app and uploading it!



There are many people out there making a 5-figure income with mobile applications, some making millions! YOU COULD BE ONE OF THEM! It doesn't matter if you don't know how to code, because what we're going to do involves almost **NO CODING AT ALL!**

This method is really simple and only requires a few steps. I will also not be focusing on the technical parts of the reskinning of apps, but rather focusing on the part where you advertise your applications and what not.

METHOD STEPS: #1 – FINDING SOURCE CODE

At the start, you need to find an application which you can reskin. There are a certain numbers of ways to do this:

- Find Open Source Projects That You Can Compile
 - [MobileGap](#)
 - Google
- [CodeCanyon.net – Mobile Apps Section](#)
- [ChupaMobile – Expensive Quality Work](#)
- [Free Source Codes](#)

Make sure that they support advertising platforms such as AdMob!

Before you buy / find a source code, I always recommend making the app for Android and not iOS. This is because iOS App Store developer license (\$99) is much more expensive than the Google Play Store developer license (\$25)!

METHOD STEPS: #2 – RESKINNING APPS

Once you have found the source code, reskin it using the tutorials provided by the coder. If you need graphics and sound effects, use these programs!

Adobe Photoshop: [Trial Download – 30 Days](#)

Audacity: [Free Download](#)

If you want someone else to make the graphics for you, check out Fiverr.com for cheap designers!

METHOD STEPS: #3 – MONETIZATION

There are two main ways of monetizing your application.

- Free To Play with Advertisements
- Paid To Play with No Advertisements

For advertisement networks for the first option, I suggest [AdMob](#) as it is owned by Google and is a very reputable company.

For the second options, you can simply set the price for the app in the Development Environment.

METHOD STEPS: #4 – ADVERTISING

This is the part where I will explain the most in order to help you get the most exposure. It is important to get your applications out there so you can get downloads and make money!

Here are some of the things you should definitely do to get a ton of downloads:

- **Twitter & Facebook Page**

Create a Twitter & Facebook Page for your game / game studio. This will help you look more professional when contacting people and advertising your game.



- **Friends & Families**

One of the most important ways to get started is to tell your friends and families about your new game. They are your pals and family, they'll definitely download your game and give you feedback if you ask. So post on Twitter, post on Facebook, and tell your friends about your game!

- **Share Results**

Some mobile app source code have Twitter and Facebook Share, so make sure to share your results when you play your game yourself!

- **App Review Sites**

One of the most important thing is to get exposure via app review sites. However, some sites actually charge money for reviews, so we're going to avoid that. Here are some of the free review sites you can use:

- <https://appreview.me/>
- <http://appstouse.com/submit-app-for-review/>

- <http://www.androidmarketapps.com/request-a-review/>
- <http://getandroidstuff.com/submit-app/>
- <http://www.lifeofandroid.com/submit-an-app/>
- <http://www.100bestandroidapps.com/contact>
- <http://apps4oo.com/submit-your-application-for-review>
- <http://latestandroidapps.net/submit-android-app/>
- <http://applorer.com/contact-us/>
- <http://www.androidb.com/contact/submit-android-app/>
- <http://app-apes.com/submit-an-app-for-free-review/>

- **Advertising on forums**

If you're an avid forum user like me, you should use the forums you use to your advantage. For example, I use Hack Forums a lot and there's a ton of places where you can advertise your game:

- [Gay Fucking Requests Cuz You Want Free Shit](#)

This is a great place to advertise and ask other Ub3rs and l33ts to download your game and play them, and rate them 5 stars!

- [Mobile & Tablet Gaming](#)

This is also a great place as it fits the type of game you are producing.

- **External App Stores**

If your game / application is an Android game, you can put up your games on other app stores as well if you're interested. I haven't personally tested this but it seems like it would bring in extra impressions.

- <http://www.mobogenie.com/apps>

- <http://slideme.org/>

SUPPORT

Evocati

- Skype: [DylanRickel](#)
- Hack Forums: [Profile Link](#)

FREQUENTLY ASKED QUESTIONS

- **Question:** Do I have to invest money?
Answer: You do not have to sign up as a Google Play Developer, there are external app stores like MoboGenie that is free to sign up as a developer instead. We also included a free source code.

- **Question:** How do I go about getting a refund?
Answer: Contact Evocati for more information.
- **Question:** Can you help me reskin my app?
Answer: We cannot do this for you. We do not specialize in technical support.

TERMS OF SERVICES

- A refund is only granted when you do not earn after 30-60 days.
- In order to receive a refund, the buyer must show valid evidence.
- No refunds are given before the 30 day period, no exceptions.
- Sales trashing or harassment will result in no support or refund.
- You may not leak, modify, or resell all or any parts of the eBook.
- Charging back on PayPal will result in a Deal Dispute being made.
- You automatically agree to these terms after buying the product.