FREE SAMPLE / POCKET PRODUCT LAUNCH KIT

Make one small thing useful.

A three-page sample for choosing a product, seeing a finished example and testing clarity.

Choose a narrow job

A pocket product is a small download that helps one audience finish one task. For example: a meeting-follow-up template for independent consultants. The name describes scope; it does not promise sales.

Buyer and recurring task:

What is difficult? What evidence do I have?

What usable result will the download help them create?

The smallest complete package

Start-here instructions + a reusable template + a completed example + a checking checklist. Make the first action obvious. Leave large courses and integrations outside the first version.

The full kit includes product specification, research notes, six editable mini-toolkit example files, packaging and launch copy templates, and a seven-day review plan. Pricing and release details will be announced separately.

FREE SAMPLE / FICTIONAL WORKED EXAMPLE

Preserve what was actually agreed.

A small template becomes valuable when it helps the user avoid a real mistake.

Source notes

Sam will draft the welcome guide; no draft date was agreed. Jordan will send approved screenshots by Wednesday. Friday was suggested for launch but not confirmed. An FAQ was suggested but not approved.

Checked recap

We agreed to create the welcome guide.

Agreed actions
- Sam: draft the guide; date not yet agreed.
- Jordan: send approved screenshots by Wednesday.

Open questions
- What draft date is workable?
- Is Friday a workable launch date?
- Should the guide include an FAQ?

Checking checklist

- Each fact is supported by the source.
- Missing owners or dates stay open.
- Suggestions are not presented as approvals.
- Questions are specific enough to answer.

This fictional example is not a real client record or a sent message.

FREE SAMPLE / A FIRST USABILITY TEST

Watch someone use it.

A useful sample test reveals where instructions, scope or outputs need work.

Action	Keep
Give a willing tester a realistic task.	The task and what a useful finish means.
Let them try the sample without explaining every step.	Stops, questions, errors and support needed.
Ask what they would change.	Specific feedback linked to the task.
Fix one important issue and try again.	The change and what improved.

The task and success condition:

What the tester actually completed / support needed:

One change / next test date:

What this can and cannot tell you

This tests clarity and usefulness. While price is undecided, it does not establish willingness to pay. Keep sample usage, inquiries and later paid decisions separate.

Explore the kit at wealthexperiment.live/pocket-products/pocket-product-launch-kit/. The complete kit is prepared separately; pricing and paid sales are not active.