

Chapter 110 Sharing Links

On the day of Funbuy's official release, the Kingland Group's executives assembled in the meeting room, with one conspicuous absence: Hank.

Liam had cleverly gotten rid of him by offering him a seven-day cruise as a "bonus." With Hank safely out of the way, the executives were eager to see how their new application would fare.

However, the mood in the room was far from jubilant.

Instead, a sense of tension pervaded the air, with all the senior executives staring nervously at their phones.

They knew that today was the day when the future of their company would be decided.

Julie was especially eager to see the application, and as soon as she had downloaded it, she eagerly clicked on the icon.

But to her surprise, the shopping interface did not appear. Before she could do anything, an ad popped up on her screen.

Its bright colors and bold font demanded her attention with the words "Get 100 dollars for sharing the link with five new users!" written in the center.

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The same ad appeared on the other executives' phones. As they all scrutinized their devices, their expressions shifted from confusion to curiosity. They couldn't fathom the source of this offer.

"Did we do this?" one of them questioned.

"How can we offer 100 dollars for just sharing the link with five new users?" another wondered out loud.

"Is this some kind of marketing stunt? We might be accused of false advertising. I don't want to go to jail!"

But Liam had anticipated their reaction and responded

with a knowing smile, "Just give it a try."

All the executives were skeptical at first, but Liam's reassuring smile gave them the courage to give it a try.

They hesitantly shared the link with their friends and were stunned to see their screen told them they now accumulated eighty dollars, and once they accumulated one hundred dollars, they could turn them into cash!

There was also a wheel of fortune. As long as one of their friends downloaded the app, they would get a chance to spin the wheel to earn three to five dollars. With each spin, they felt a rush of excitement, and the thought of being able to turn their winnings into cold, hard cash made them determined to keep playing. They knew they had to share the link with more friends to win big, and so they did, with each friend who downloaded the app bringing them one step closer to the coveted one hundred dollars.

As they continued to share the link, the words on the wheel seemed to whisper to them, tempting them to keep going, and they found themselves drawn into the game. It was like a simple game had them all hooked, and they felt like they were on the verge of striking gold.

The senior executives all wore grim expressions on their faces. They had seen through the game and they knew that it was all just a marketing ploy.

"This is a trap. You won't get a penny out of it no matter how many friends you have shared the link with."

"This will only make the users hate the app."

One of them even mused aloud, "How can we win against Rileymart with these insidious tactics? We should bail out before it's too late."

As their confidence waned, a voice boomed over the chaos, ringing with disbelief and amazement.

"I did it!"

"I got the money too!" another senior executive burst out.

"It's really one hundred dollars!"

The announcements sent ripples of excitement through the room, as everyone stared at each other in disbelief. Then, one by one, they began to cry out in joy, exclaiming that they had also received a hundred dollars.

The executives stared in disbelief at Liam as the message they received from the bank confirmed their one hundred dollars.

They couldn't wrap their heads around how this was possible.

However, Julie was quick to raise her concerns about the sustainability of such an approach. "Mr. Hoffman, this is madness! It's like throwing money away," she said, her brow furrowed.

Liam remained calm and collected. "We're not done yet. Keep going," he said, a hint of a smile playing at the corner of his lips.

Julie obediently looked at her phone and found another page popping up on the app - this time, the prize was two hundred dollars!

But there was a catch - she had to share the link with ten of her friends to claim the prize.

"Two hundred dollars? If this continues, the two hundred million dollars we have invested in it will be gone in no time. How can we keep our users hooked at that time?" Julie pondered out loud.

Despite the increased difficulty of getting the prize, Julie still found it easy enough to share the link with her ten friends.

The lure of the reward was just too tempting to resist.

Julie repeated the same steps as before, inviting ten new users to download the app, but this time she was disappointed to find out that she hadn't earned the expected two hundred dollars.

Bewildered, she clicked on the link and realized why.

Sharing the link with new users would bring them a big amount of money, but the amount earned by sharing the link with existing users was reduced to just one dollar per link.

However, Julie was still determined to get that reward. She invited another ten users but still failed to collect the two hundred dollars she was hoping for.

Fortunately, when she finally invited a total of twenty new users, she was able to collect the two hundred dollars promised.

With different pages popping up on her screen, Julie couldn't resist the temptation of earning more money and decided to start the third round.

As the game continued, Julie found herself facing skepticism and ridicule from her friends.

"Julie, it's just a stunt."

"Julie, is this the new application your company has developed? You shouldn't false advertise."

"What's this? I've been using Rileymart and never heard of Funbuy before."

It was a constant battle for Julie to explain the ins and outs of the game to her skeptical peers, persuading them to download Funbuy and participate in the challenge.

Before she knew it, she had successfully recruited a horde of people, all eagerly trying their luck at the chance to earn some extra cash.

Having tasted success twice already, Julie was confident in her abilities to complete the challenge for the third

time.

She continued to share the link with even more acquaintances, spreading the game throughout the city of Ninverton like wildfire.

It wasn't long before the entire community became hooked, eagerly trying their hand at the addictive game.

As the senior executives snapped out of their trance, they realized that they had managed to spread the app to a staggering number of new users, ranging from forty to fifty each!

Unable to contain his excitement, the director of the marketing department exclaimed, "Incredible! I'm not even remotely tired of this advertising trick. In fact, I'd love to play a few more rounds! We can use this ingenious technique to promote all our products."

The senior executives' attitudes towards the app had undergone a complete transformation. They showered it with praise.

"What a brilliant concept! Only by inviting new users do you receive a reward, and it encourages everyone to bring new users to us."


"A virus! This software is like a virus. It's absolutely insane!"

"Brilliant! The mastermind behind this idea must be a business genius!"

None of them had anticipated that a shopping app could be so addictive.

Now, that was something new and exciting!



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