Profits In Advance

Module 1 Notes Section

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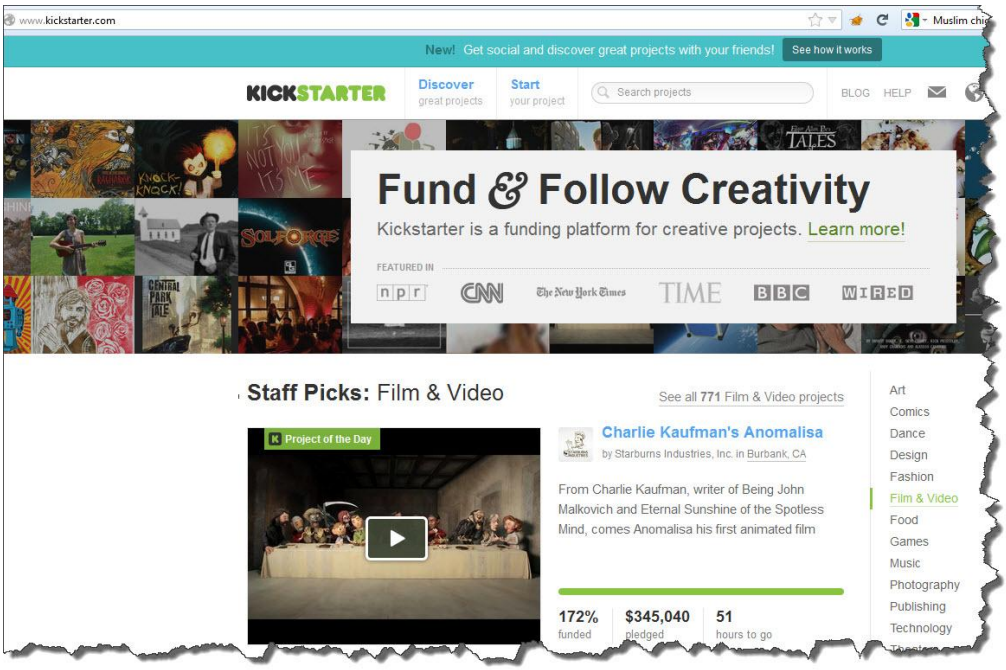

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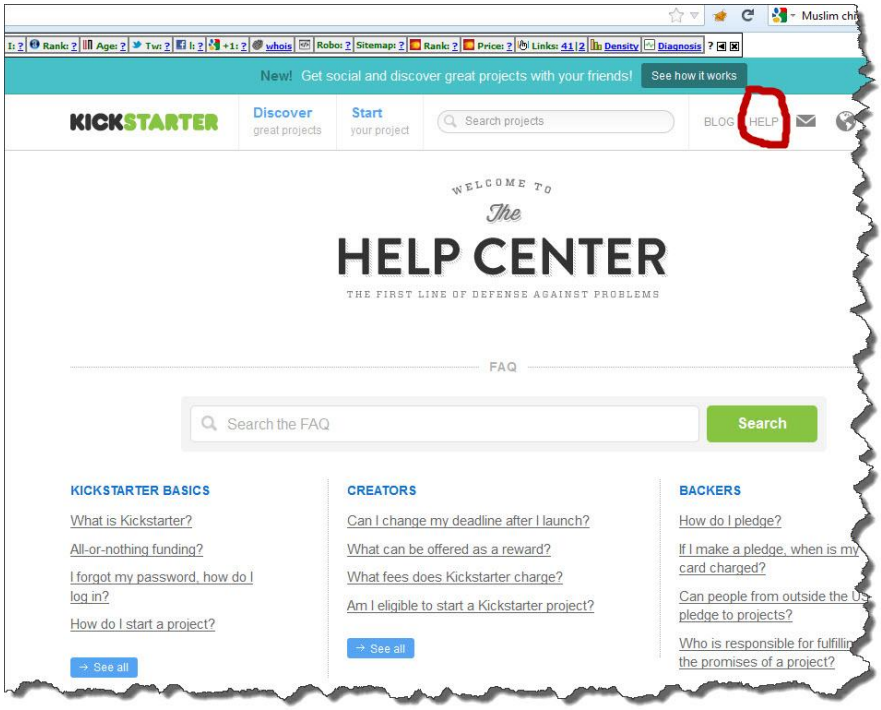

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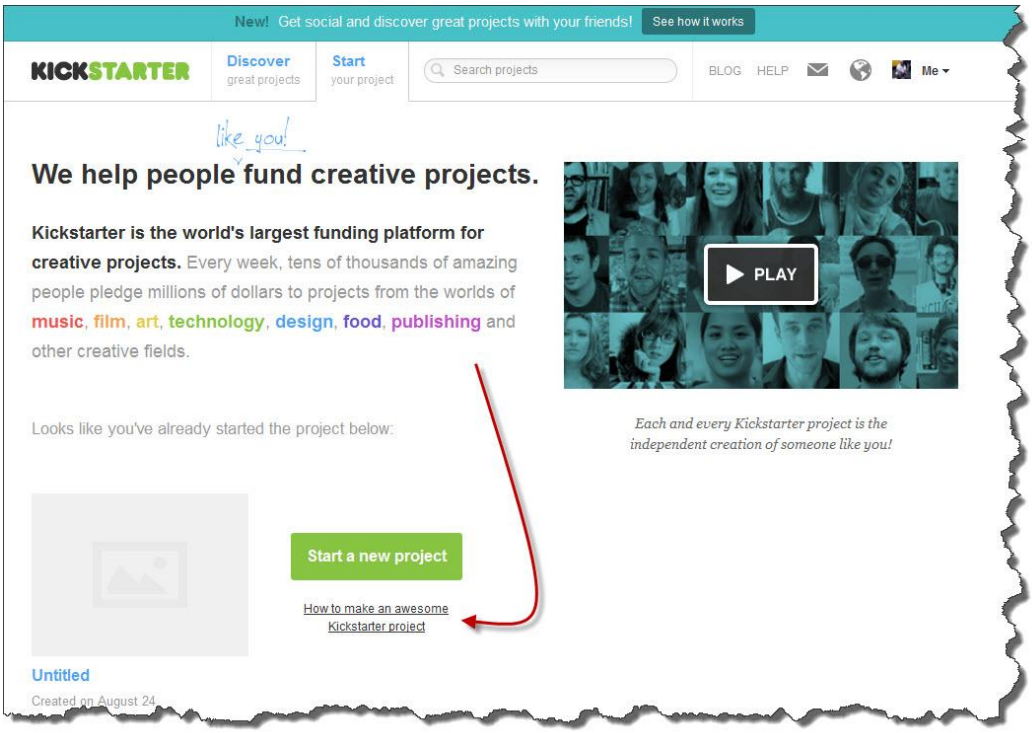

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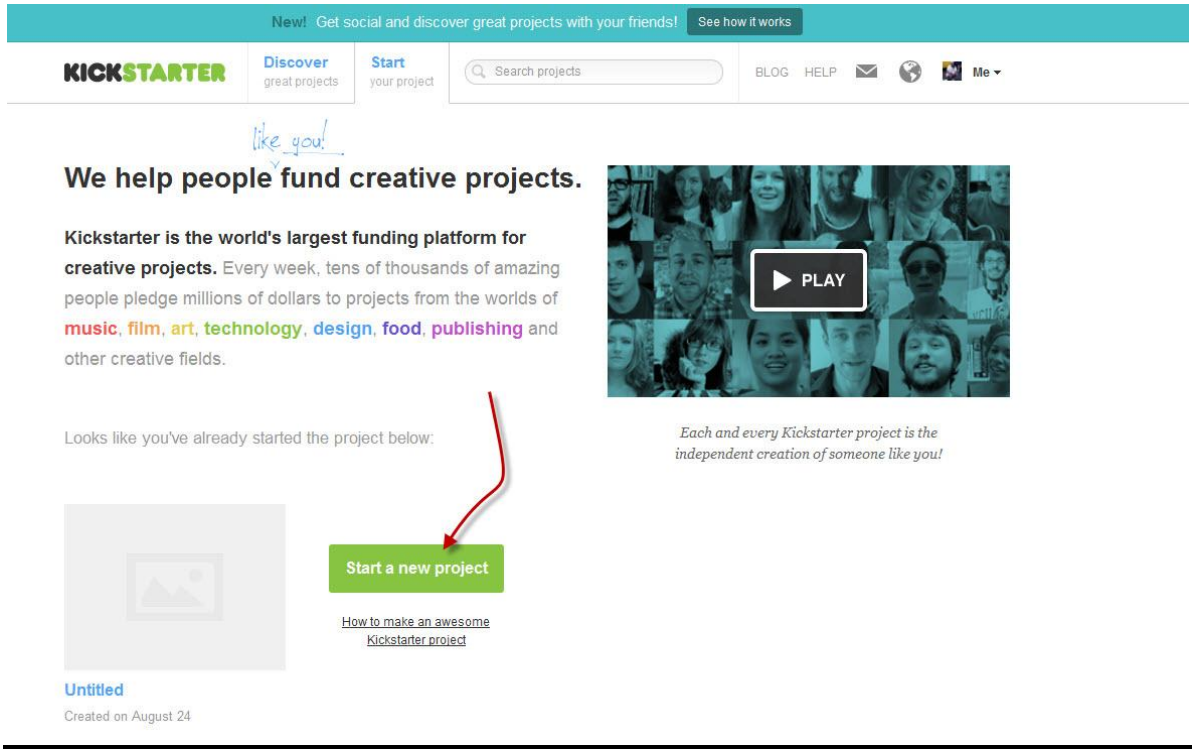

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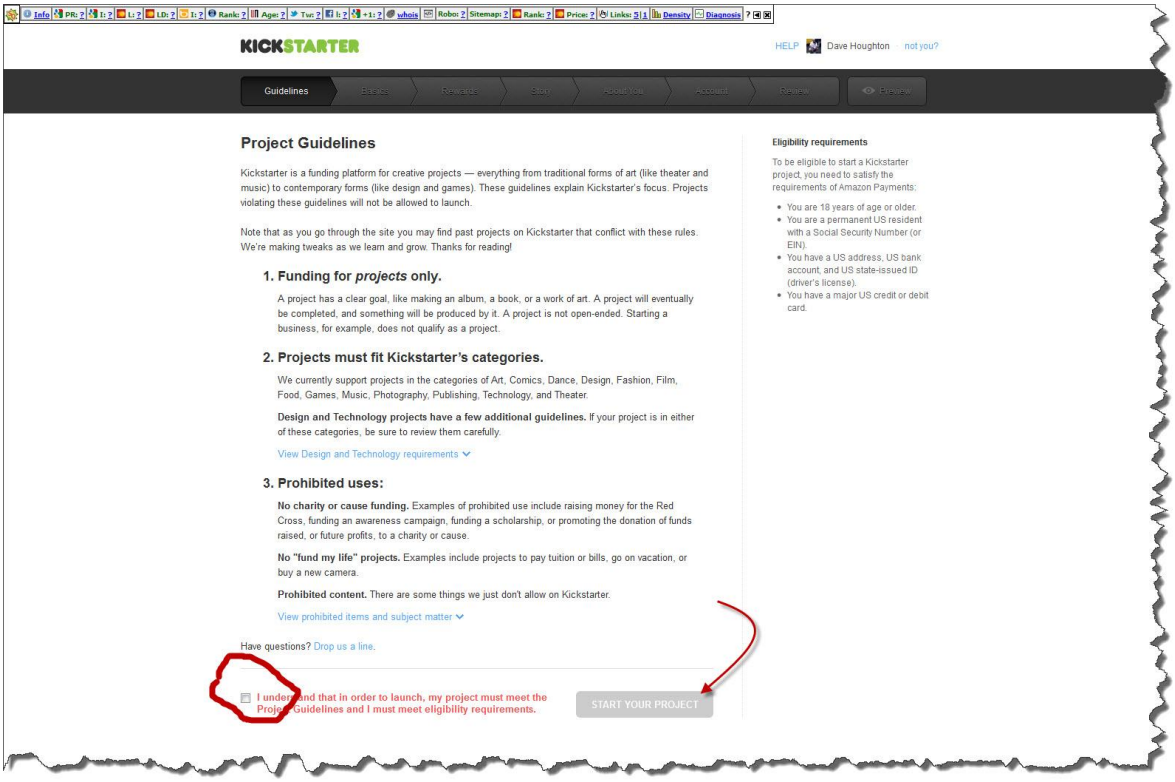

KICKSTARTER

HELP Dave Houghton not you?

Guidelines | Basics | Rewards | Story | About You | Account | Review | Preview

Project Guidelines

Kickstarter is a funding platform for creative projects — everything from traditional forms of art (like theater and music) to contemporary forms (like design and games). These guidelines explain Kickstarter's focus. Projects violating these guidelines will not be allowed to launch.

Note that as you go through the site you may find past projects on Kickstarter that conflict with these rules. We're making tweaks as we learn and grow. Thanks for reading!

1. Funding for *projects* only.

A project has a clear goal, like making an album, a book, or a work of art. A project will eventually be completed, and something will be produced by it. A project is not open-ended. Starting a business, for example, does not qualify as a project.

2. Projects must fit Kickstarter's categories.

We currently support projects in the categories of Art, Comics, Dance, Design, Fashion, Film, Food, Games, Music, Photography, Publishing, Technology, and Theater.

Design and Technology projects have a few additional guidelines. If your project is in either of these categories, be sure to review them carefully.

View Design and Technology requirements

3. Prohibited uses:

No charity or cause funding. Examples of prohibited use include raising money for the Red Cross, funding an awareness campaign, funding a scholarship, or promoting the donation of funds raised, or future profits, to a charity or cause.

No "fund my life" projects. Examples include projects to pay tuition or bills, go on vacation, or buy a new camera.

Prohibited content. There are some things we just don't allow on Kickstarter.

View prohibited items and subject matter

Have questions? Drop us a line.

I understand that in order to launch, my project must meet the Project Guidelines and I must meet eligibility requirements.

START YOUR PROJECT

Eligibility requirements

To be eligible to start a Kickstarter project, you need to satisfy the requirements of Amazon Payments:

- You are 18 years of age or older.
- You are a permanent US resident with a Social Security Number (or EIN).
- You have a US address, US bank account, and US state-issued ID (driver's license).
- You have a major US credit or debit card.

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