

The questions people **actually ask**

Is anyone even looking at this board?

Check before you spend. Every visitor count, click count and click-through rate is published at **bidsurvivor.space/stats**, per brand, updated continuously. We are a new site and the numbers say so. We would rather you see a small honest number than a large invented one.

Why would I pay for an hour instead of a month?

You would not, if you already know a channel works. An hour is for finding out. It costs a dollar and sixty minutes rather than a budget and a fortnight, and if nothing happens you have learned that for a dollar.

What happens if I get outbid ten minutes in?

You lose the slot and the money. You had ten minutes of the board and that is what you paid for. It is rule five on the front page for exactly this reason — nobody should discover it from a receipt.

Can I just take a free hour and never pay anything?

Yes. Genuinely. Empty hours are free to the first brand in, and there is no trick attached — no card required, no trial that converts, no follow-up. If the board is quiet you may hold a free hour all day.

Do you sell my data or email my leads?

No. Clicking a brand sends the visitor to that brand's own site. We record that a click happened, which is what the brand is buying, and nothing about who made it.

How do I know the click numbers are real?

You do not, on our say-so — nobody should take a platform's word for its own numbers. What we can offer is that they are published rather than reported privately, that they are per-brand rather than aggregate, and that a click is only counted when somebody actually leaves for the brand's site. An opened card that went nowhere is counted separately and shown separately.

What if my logo does not load?

We read it from your site automatically. If it comes out wrong you can upload one. If you supply nothing at all we generate a mark from your name, and the slot works exactly the same.

Is there an API?

Not yet. If you want one, say what you would do with it — that is the only thing that decides what gets built next.