

Referrals and daily rewards

Two ways to build up Impact Stars and plan time without earning them one event at a time: turning up regularly, and bringing other people.

Daily rewards

Sign in and claim your reward each day. The run works in cycles of seven days, and the amount grows as the cycle goes on — the seventh day is worth considerably more than the first.

On the seventh day there is also a draw for a code giving you a few free days of a paid plan.

Missing a day breaks the run, and you start the cycle again. There is a short grace period after midnight, so claiming late at night and then again the next evening does not punish you — but a skipped day is a skipped day.

The point of the escalation is that it only pays properly if you come back. There is no way to shortcut it.

Referrals

You have a referral link and a code. Anyone signing up through them is counted as yours.

A referral only counts once the person actually uses Involvo — specifically, once they have completed their own first seven-day run of daily rewards. Signing up and disappearing does not count. This is deliberate: the reward is for bringing people who stay, not for collecting registrations.

Because of that, referral rewards arrive with a delay of at least a week after someone joins. That is normal, not a fault.

The referral ladder

Rewards come at three thresholds of people who became active:

- **Three** — a code for a few days of Plus.
- **Six** — a code for a longer stretch of Pro.

- **Ten** — a T-shirt, arranged by emailing Involvo rather than by a code.

Codes arrive by email and have an expiry date, so redeem them rather than saving them for later.

Worth knowing

Both of these reward the same behavior: using Involvo, and bringing people who also use it. Neither can be gamed into a real income, and the limits on gifting Stars exist to keep it that way — see [Earning and spending Stars](#).

The honest way to use referrals is to send your link to people who would have liked Involvo anyway.

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