Lesson 1 · 01/36

Direct barter breaks
B-01 · Barter

Double Coincidence Gap

WHAT HAPPENED
A trade fails because each side wants something different at the same time.

PROPERTY STRESSED
Acceptability · medium of exchange

TABLE EFFECT
Only direct swaps work this round. No chain trades or IOUs.

ECONOMIC CONSEQUENCE
Trade volume collapses when exchange depends on perfect matching wants.

This is the My First Bitcoin "double coincidence of

HISTORY OF MONEY · MFB 2.0–2.1

Lesson 1 · 02/36

Direct barter breaks
B-02 · Barter

Spoilage Wave

WHAT HAPPENED
Food and other perishables decay before they can carry value into the next market.

PROPERTY STRESSED
Durability · store of value

TABLE EFFECT
Discard one perishable good before making your next trade.

ECONOMIC CONSEQUENCE
Savings vanish, so people consume quickly instead of planning long-term.

Barter goods can be useful, but weak durability

HISTORY OF MONEY · MFB 2.0–2.1

Lesson 1 · 03/36

Direct barter breaks
B-03 · Barter

Indivisible Wealth

WHAT HAPPENED
A large good like cattle solves one big payment but cannot make small change.

PROPERTY STRESSED
Divisibility

TABLE EFFECT
You must overpay with one large item or miss the trade entirely.

ECONOMIC CONSEQUENCE
Daily trade stalls when wealth cannot be split into smaller units.

Useful wealth is not automatically good money if it

HISTORY OF MONEY · MFB 2.0–2.1

Lesson 1 · 04/36

Direct barter breaks
B-04 · Barter

Long-Distance Trade Stall

WHAT HAPPENED
A neighboring market opens, but hauling goods there costs time and effort.

PROPERTY STRESSED
Portability

TABLE EFFECT
Any remote trade takes an extra turn unless a lighter money is used.

ECONOMIC CONSEQUENCE
Exchange stays local because the money candidate is too bulky to travel well.

As markets grow, portability becomes essential

HISTORY OF MONEY · MFB 2.0–2.1

Lesson 2 · 05/36

The most saleable good emerges
C-04 · Commodity Money

Preference Split

WHAT HAPPENED
One village wants salt, another wants shells, and neither fully trusts the other standard.

PROPERTY STRESSED
Acceptability

TABLE EFFECT
Trades across groups require a discount or an extra exchange step.

ECONOMIC CONSEQUENCE
Regional trade fragments when there is no widely accepted common good.

Indirect barter pushes markets toward one widely

HISTORY OF MONEY · MFB 2.0–2.1

Lesson 2 · 06/36

The most saleable good emerges
C-02 · Commodity Money

Weight Dispute

WHAT HAPPENED
Traders stop trusting uneven weights, grades, and sizes.

PROPERTY STRESSED
Fungibility · verifiability

TABLE EFFECT
Every commodity payment needs an inspection before it clears.

ECONOMIC CONSEQUENCE
Trade slows because nobody knows if one unit really equals another.

Before coins, commodity money kept pulling

HISTORY OF MONEY · MFB 2.1

Lesson 2 · 07/36

The most saleable good emerges
C-03 · Commodity Money

Bulky Payment

WHAT HAPPENED
The chosen money works, but carrying enough of it for a large purchase is exhausting.

PROPERTY STRESSED
Portability

TABLE EFFECT
Large commodity payments take two action steps instead of one.

ECONOMIC CONSEQUENCE
Bigger markets favor monies that move more value with less weight.

Commodity money improves barter, but bulk still

HISTORY OF MONEY · MFB 2.1

Lesson 2 · 08/36

The most saleable good emerges
C-01 · Commodity Money

New Supply Rush

WHAT HAPPENED
A fresh source of shells, beads, or salt suddenly floods the market.

PROPERTY STRESSED
Scarcity

TABLE EFFECT
Commodity money spends easily this round, but its saving power drops by one step.

ECONOMIC CONSEQUENCE
More units chase the same goods, so the commodity loses purchasing power.

Commodity money needs scarcity as well as

HISTORY OF MONEY · MFB 2.1

Lesson 3 · 09/36

Coinage scales trade
M-03 · Coinage / Metallic

Heavy Purse

WHAT HAPPENED
Metal money works well in small trade, but big settlement still means carrying heavy sacks of value.

PROPERTY STRESSED
Portability

TABLE EFFECT
Any large metallic payment needs an extra helper or extra turn.

ECONOMIC CONSEQUENCE
Coinage helps daily trade but strains under long-distance or high-value settlement.

Precious metals improved money, but bulk still

HISTORY OF MONEY · MFB 2.1

Lesson 3 · 10/36

Coinage scales trade
M-01 · Coinage / Metallic

Clipped Coin

WHAT HAPPENED
Shaved edges reveal that some coins no longer carry full metal weight.

PROPERTY STRESSED
Verifiability

TABLE EFFECT
Discount suspicious coin payments by one step unless verified.

ECONOMIC CONSEQUENCE
People stop trusting the stamp alone and start checking every payment.

Coinage works best when the coin's content

HISTORY OF MONEY · MFB 2.1

Lesson 3 · 11/36

Coinage scales trade
M-04 · Coinage / Metallic

Mint Recall

WHAT HAPPENED
Authorities recall older coins for re-minting after trust in the standard weakens.

PROPERTY STRESSED
Settlement finality · verifiability

TABLE EFFECT
Old coins pause in trade until they are weighed, exchanged, or re-stamped.

ECONOMIC CONSEQUENCE
A payment that looked final becomes provisional when the standard changes.

Even metallic money depends on trusted rules

HISTORY OF MONEY · MFB 2.1

Lesson 3 · 12/36

Coinage scales trade
M-02 · Coinage / Metallic

Alloy Debasement

WHAT HAPPENED
A ruler mixes cheaper metal into new coins while keeping the face value the same.

PROPERTY STRESSED
Scarcity · fungibility

TABLE EFFECT
New coins circulate first; then all posted prices rise by one tier.

ECONOMIC CONSEQUENCE
Debasement transfers purchasing power to the issuer and weakens trust.

My First Bitcoin frames this as a key step toward

HISTORY OF MONEY · MFB 2.1

Lesson 4 · 13/36

Paper claims on gold
G-01 · Gold-Backed / Rede

Overissued Receipts

WHAT HAPPENED
Paper receipts are easier to carry, but banks quietly issue more claims than the gold held in reserve.

PROPERTY STRESSED
Scarcity · backing

TABLE EFFECT
Paper receipts spend normally until redemption is tested; then some claims fail.

ECONOMIC CONSEQUENCE
Too many claims on too little reserve creates hidden fragility.

This is the fractional-reserve tension in the

HISTORY OF MONEY · MFB 2.1

Lesson 4 · 14/36

Paper claims on gold
G-02 · Gold-Backed / Rede

Redemption Queue

WHAT HAPPENED
Everyone wants to turn paper back into metal at once.

PROPERTY STRESSED
Settlement finality

TABLE EFFECT
Only the first redeemers convert claims into hard reserve this round.

ECONOMIC CONSEQUENCE
Confidence disappears when final settlement depends on being early.

Redeemable paper is convenient until too many

HISTORY OF MONEY · MFB 2.1

Lesson 4 · 15/36

Paper claims on gold
G-03 · Gold-Backed / Rede

Gold Export Ban

WHAT HAPPENED
The paper note is still legal, but crossing a border with gold is suddenly restricted.

PROPERTY STRESSED
Censorship resistance · redeemability

TABLE EFFECT
Redeemable paper cannot be converted for external settlement until the ban lifts.

ECONOMIC CONSEQUENCE
A claim can keep circulating locally while losing freedom globally.

Government rules can interrupt redemption even

HISTORY OF MONEY · MFB 2.1

Lesson 4 · 16/36

Paper claims on gold
G-04 · Gold-Backed / Rede

Broken Peg

WHAT HAPPENED
The conversion rate changes, so the paper claim buys less metal than before.

PROPERTY STRESSED
Unit of account · store of value

TABLE EFFECT
Reprice one quoted good upward after the peg is changed.

ECONOMIC CONSEQUENCE
People learn that the paper unit is no longer a fixed measuring stick.

This is the curriculum bridge from sound money

HISTORY OF MONEY · MFB 2.1 → 3.1

Lesson 5 · 17/36

Banking extends trust

L-04 · Merchant Banking /

Correspondent Delay

WHAT HAPPENED
A faraway merchant accepts your claim, but settlement must travel through partner banks and letters first.

PROPERTY STRESSED
Portability · interoperability

TABLE EFFECT
Long-distance ledger payments clear one round later.

ECONOMIC CONSEQUENCE
Claims travel farther than coins, but distance still depends on trusted correspondent networks.

Banking expanded trade by networking trust, not l

HISTORY OF MONEY · MFB 2.1

Lesson 5 · 18/36

Banking extends trust

L-02 · Merchant Banking /

Forged Slip

WHAT HAPPENED
A signature mismatch makes merchants question the whole pile of notes.

PROPERTY STRESSED
Verifiability

TABLE EFFECT
Unverified slips are rejected until checked against the ledger.

ECONOMIC CONSEQUENCE
Settlement slows because trust now depends on records, seals, and issuer reputation.

Ledger money is only as strong as its verification s

HISTORY OF MONEY · MFB 2.1

Lesson 5 · 19/36

Banking extends trust

L-03 · Merchant Banking /

Ledger Mismatch

WHAT HAPPENED
Two branches record the same claim differently, and nobody knows which balance is final.

PROPERTY STRESSED
Settlement finality

TABLE EFFECT
Disputed ledger claims cannot settle until the books are reconciled.

ECONOMIC CONSEQUENCE
A money system can move fast in normal times but freeze when reconciliation fails.

Centralized ledgers trade convenience for c

HISTORY OF MONEY · MFB 2.1

Lesson 5 · 20/36

Banking extends trust

L-01 · Merchant Banking /

Branch Run

WHAT HAPPENED
Everyone reaches the banking house before the branch can settle incoming claims.

PROPERTY STRESSED
Redemption confidence

TABLE EFFECT
Ledger claims pause until the banker proves reserves or chooses winners.

ECONOMIC CONSEQUENCE
Convenient paper and ledger money can fail when confidence breaks.

Merchant banking scales trade, but it adds c

HISTORY OF MONEY · MFB 2.1 → 3.1

Lesson 6 · 21/36

Fiat takes control

F-01 · Fiat State Money

Money Printer

WHAT HAPPENED
New fiat enters through favored hands first after the issuer expands supply.

PROPERTY STRESSED
Scarcity

TABLE EFFECT
Add extra fiat to selected players first, then raise posted prices.

ECONOMIC CONSEQUENCE
Early recipients gain purchasing power while late recipients face higher prices.

The curriculum links fiat flexibility to debasement a

HISTORY OF MONEY · MFB 2.1 + 3.1

Lesson 6 · 22/36

Fiat takes control

F-03 · Fiat State Money

Forced Devaluation

WHAT HAPPENED
The measuring stick changes, like a flexible ruler that no longer holds its old value.

PROPERTY STRESSED
Unit of account · store of value

TABLE EFFECT
Reprice all fiat-tagged goods upward by one step.

ECONOMIC CONSEQUENCE
People need more units to buy the same things, so saving becomes harder.

My First Bitcoin uses this "flexible ruler" framing to e

HISTORY OF MONEY · MFB 2.1 + 3.1

Lesson 6 · 23/36

Fiat takes control

F-04 · Fiat State Money

Currency Reform

WHAT HAPPENED
Old notes must be swapped for new ones under new rules and deadlines.

PROPERTY STRESSED
Fungibility · property rights

TABLE EFFECT
Unexchanged fiat loses spending power after this round.

ECONOMIC CONSEQUENCE
A government can redefine which units count and who gets full value.

Fiat money depends on legal and political c

HISTORY OF MONEY · MFB 3.1

Lesson 6 · 24/36

Fiat takes control

F-02 · Fiat State Money

Account Freeze

WHAT HAPPENED
The unit still exists, but permission to spend it is interrupted by an authority.

PROPERTY STRESSED
Censorship resistance

TABLE EFFECT
Chosen fiat holders cannot use balances until the next round.

ECONOMIC CONSEQUENCE
Access rights matter as much as the number shown in the account.

State money is liquid until a gatekeeper says no

HISTORY OF MONEY · MFB 2.1 + 3.1

Lesson 7 · 25/36

Credit multiplies fragility
R-01 · Global Banking / C

Debt Spiral

WHAT HAPPENED
Cheap credit reverses and overleveraged players rush to sell.

PROPERTY STRESSED
Solvency · leverage

TABLE EFFECT
Any player carrying debt must liquidate one asset or lose a turn.

ECONOMIC CONSEQUENCE
Credit expands spending in the boom, then amplifies pain in the unwind.

The modern system is powerful precisely because it

HISTORY OF MONEY · MFB 2.1

Lesson 7 · 26/36

Credit multiplies fragility
R-04 · Global Banking / C

Counterparty Chain

WHAT HAPPENED
One institution fails and suddenly every promise connected to it is questioned.

PROPERTY STRESSED
Counterparty risk

TABLE EFFECT
Any claim linked to the failed counterparty trades at a discount.

ECONOMIC CONSEQUENCE
Layered credit creates efficiency in calm periods and contagion in stressed periods.

A network of promises can be liquid until one key

HISTORY OF MONEY · MFB 2.1

Lesson 7 · 27/36

Credit multiplies fragility
R-02 · Global Banking / C

Interbank Freeze

WHAT HAPPENED
Banks stop trusting one another, so transfers are sent but not truly settled.

PROPERTY STRESSED
Settlement finality

TABLE EFFECT
Large bank transfers are delayed until the next clearing round.

ECONOMIC CONSEQUENCE
Account balances can look spendable while final settlement is still pending.

In credit systems, much of the "money" is really

HISTORY OF MONEY · MFB 2.1

Lesson 7 · 28/36

Credit multiplies fragility
R-03 · Global Banking / C

Capital Controls

WHAT HAPPENED
Money in the bank is not the same as money that can leave the country today.

PROPERTY STRESSED
Portability

TABLE EFFECT
Large transfers require facilitator approval or split settlement.

ECONOMIC CONSEQUENCE
Cross-border money depends on rails, rules, and political tolerance.

Bank money is not fully portable if movement

HISTORY OF MONEY · MFB 2.1

Lesson 8 · 29/36

Digital rails add gatekeepers
D-01 · Digital Platform /

Payment Rail Outage

WHAT HAPPENED
Tap-to-pay feels instant until the switch, processor, or network goes down.

PROPERTY STRESSED
Availability · settlement finality

TABLE EFFECT
Digital payments pause unless another money form is accepted.

ECONOMIC CONSEQUENCE
People discover that instant money still depends on electricity and platform uptime.

Digital speed inherits physical and institutional

HISTORY OF MONEY · MFB 2.1–2.2

Lesson 8 · 30/36

Digital rails add gatekeepers
D-03 · Digital Platform /

KYC Lockout

WHAT HAPPENED
Your balance exists, but a failed ID check blocks you from moving it.

PROPERTY STRESSED
Access · portability

TABLE EFFECT
Locked accounts cannot send until identity review is cleared.

ECONOMIC CONSEQUENCE
App money can be highly portable for approved users and immobile for everyone else.

Digital money usually comes bundled with

HISTORY OF MONEY · MFB 2.2

Lesson 8 · 31/36

Digital rails add gatekeepers
D-02 · Digital Platform /

Programmable Spend

WHAT HAPPENED
A payment works only for approved merchants, times, or categories.

PROPERTY STRESSED
Censorship resistance

TABLE EFFECT
One payment type may buy essentials only until the next card.

ECONOMIC CONSEQUENCE
Convenience rises while user freedom becomes conditional.

The more programmable the money, the more

HISTORY OF MONEY · MFB 2.2

Lesson 8 · 32/36

Digital rails add gatekeepers
D-04 · Digital Platform /

Platform Delisting

WHAT HAPPENED
A popular wallet, game, or platform shuts a feature and strands balances inside its own garden.

PROPERTY STRESSED
Interoperability · custody

TABLE EFFECT
Platform balances must be spent in-network or accepted at a discount.

ECONOMIC CONSEQUENCE
Closed systems feel seamless until users need to exit.

Not all digital money is open money.

HISTORY OF MONEY · MFB 2.2

Lesson 9 · 33/36

Bitcoin changes the tradeoffs

S-01 · Bitcoin / Self-Cus

Exchange Freeze

WHAT HAPPENED
Convenient custody stops withdrawals right when stress hits.

PROPERTY STRESSED
Counterparty risk

TABLE EFFECT
Coins on a platform are delayed; self-custodied savings remain spendable.

ECONOMIC CONSEQUENCE
Users learn that bitcoin the asset and bitcoin IOUs are not the same thing.

Bitcoin the asset and bitcoin IOUs are different

HISTORY OF MONEY · MFB 2.2

Lesson 9 · 34/36

Bitcoin changes the tradeoffs

S-04 · Bitcoin / Self-Cus

Zero-Conf Race

WHAT HAPPENED
A merchant accepts an unconfirmed payment too quickly and learns speed is not the same as finality.

PROPERTY STRESSED
Settlement finality

TABLE EFFECT
Unconfirmed bitcoin payments clear provisionally until they reach final settlement.

ECONOMIC CONSEQUENCE
Users must choose the right rail and confirmation standard for the size of the trade.

Bitcoin teaches a sharper distinction between

HISTORY OF MONEY · MFB 2.2

Lesson 9 · 35/36

Bitcoin changes the tradeoffs

S-02 · Bitcoin / Self-Cus

Fee Spike

WHAT HAPPENED
Base-layer settlement stays final, but urgent block space becomes expensive.

PROPERTY STRESSED
Settlement finality · cost

TABLE EFFECT
Fast final settlement costs extra unless players batch or wait.

ECONOMIC CONSEQUENCE
Users trade off speed, certainty, and cost during periods of congestion.

Hard digital money can still face settlement friction

HISTORY OF MONEY · MFB 2.2

Lesson 9 · 36/36

Bitcoin changes the tradeoffs

S-03 · Bitcoin / Self-Cus

Seed Phrase Lost

WHAT HAPPENED
No bank can restore access if the owner loses the recovery words.

PROPERTY STRESSED
Self-custody responsibility

TABLE EFFECT
A poorly backed-up self-custody stack loses one saved bitcoin claim.

ECONOMIC CONSEQUENCE
Bearer money removes intermediaries, but the user must handle backup discipline.

Bitcoin improves ownership sovereignty by

HISTORY OF MONEY · MFB 2.2

04/36

Lesson 1 · Direct barter brea

B-04

PROPERTY STRESSED
Portability

Barter · MFB 2.0–2.1
Barter shock

03/36

Lesson 1 · Direct barter brea

B-03

PROPERTY STRESSED
Divisibility

Barter · MFB 2.0–2.1
Barter shock

02/36

Lesson 1 · Direct barter brea

B-02

PROPERTY STRESSED
Durability · store of value

Barter · MFB 2.0–2.1
Barter shock

01/36

Lesson 1 · Direct barter brea

B-01

PROPERTY STRESSED
Acceptability · medium of exchange

Barter · MFB 2.0–2.1
Barter shock

08/36

Lesson 2 · The most saleable

C-01

PROPERTY STRESSED
Scarcity

Commodity Money · MFB 2.1
Commodity shock

07/36

Lesson 2 · The most saleable

C-03

PROPERTY STRESSED
Portability

Commodity Money · MFB 2.1
Commodity shock

06/36

Lesson 2 · The most saleable

C-02

PROPERTY STRESSED
Fungibility · verifiability

Commodity Money · MFB 2.1
Commodity shock

05/36

Lesson 2 · The most saleable

C-04

PROPERTY STRESSED
Acceptability

Commodity Money · MFB 2.0–2.1
Commodity shock

12/36

Lesson 3 · Coinage scales tra

M-02

PROPERTY STRESSED

Scarcity · fungibility

Coinage / Metallic Money · MFB 2.1

Coinage shock

11/36

Lesson 3 · Coinage scales tra

M-04

PROPERTY STRESSED

Settlement finality · verifiability

Coinage / Metallic Money · MFB 2.1

Coinage shock

10/36

Lesson 3 · Coinage scales tra

M-01

PROPERTY STRESSED

Verifiability

Coinage / Metallic Money · MFB 2.1

Coinage shock

09/36

Lesson 3 · Coinage scales tra

M-03

PROPERTY STRESSED

Portability

Coinage / Metallic Money · MFB 2.1

Coinage shock

16/36

Lesson 4 · Paper claims on go

G-04

PROPERTY STRESSED

Unit of account · store of value

Gold-Backed / Redeemable Paper · MFB 2.1 → 3.1

Redeemable paper shock

15/36

Lesson 4 · Paper claims on go

G-03

PROPERTY STRESSED

Censorship resistance · redeemability

Gold-Backed / Redeemable Paper · MFB 2.1

Redeemable paper shock

14/36

Lesson 4 · Paper claims on go

G-02

PROPERTY STRESSED

Settlement finality

Gold-Backed / Redeemable Paper · MFB 2.1

Redeemable paper shock

13/36

Lesson 4 · Paper claims on go

G-01

PROPERTY STRESSED

Scarcity · backing

Gold-Backed / Redeemable Paper · MFB 2.1

Redeemable paper shock

20/36

Lesson 5 · Banking extends tr

L-01

PROPERTY STRESSED
Redemption confidence

Merchant Banking / Ledger Claims · MFB 2.1 → 3.1
Ledger shock

19/36

Lesson 5 · Banking extends tr

L-03

PROPERTY STRESSED
Settlement finality

Merchant Banking / Ledger Claims · MFB 2.1
Ledger shock

18/36

Lesson 5 · Banking extends tr

L-02

PROPERTY STRESSED
Verifiability

Merchant Banking / Ledger Claims · MFB 2.1
Ledger shock

17/36

Lesson 5 · Banking extends tr

L-04

PROPERTY STRESSED
Portability · interoperability

Merchant Banking / Ledger Claims · MFB 2.1
Ledger shock

24/36

Lesson 6 · Fiat takes control

F-02

PROPERTY STRESSED
Censorship resistance

Fiat State Money · MFB 2.1 + 3.1
Fiat shock

23/36

Lesson 6 · Fiat takes control

F-04

PROPERTY STRESSED
Fungibility · property rights

Fiat State Money · MFB 3.1
Fiat shock

22/36

Lesson 6 · Fiat takes control

F-03

PROPERTY STRESSED
Unit of account · store of value

Fiat State Money · MFB 2.1 + 3.1
Fiat shock

21/36

Lesson 6 · Fiat takes control

F-01

PROPERTY STRESSED
Scarcity

Fiat State Money · MFB 2.1 + 3.1
Fiat shock

28/36

Lesson 7 · Credit multiplies

R-03

PROPERTY STRESSED
Portability

Global Banking / Credit · MFB 2.1
Credit shock

27/36

Lesson 7 · Credit multiplies

R-02

PROPERTY STRESSED
Settlement finality

Global Banking / Credit · MFB 2.1
Credit shock

26/36

Lesson 7 · Credit multiplies

R-04

PROPERTY STRESSED
Counterparty risk

Global Banking / Credit · MFB 2.1
Credit shock

25/36

Lesson 7 · Credit multiplies

R-01

PROPERTY STRESSED
Solvency · leverage

Global Banking / Credit · MFB 2.1
Credit shock

32/36

Lesson 8 · Digital rails add

D-04

PROPERTY STRESSED
Interoperability · custody

Digital Platform / App Money · MFB 2.2
Digital shock

31/36

Lesson 8 · Digital rails add

D-02

PROPERTY STRESSED
Censorship resistance

Digital Platform / App Money · MFB 2.2
Digital shock

30/36

Lesson 8 · Digital rails add

D-03

PROPERTY STRESSED
Access · portability

Digital Platform / App Money · MFB 2.2
Digital shock

29/36

Lesson 8 · Digital rails add

D-01

PROPERTY STRESSED
Availability · settlement finality

Digital Platform / App Money · MFB 2.1–2.2
Digital shock

36/36

Lesson 9 · Bitcoin changes th

S-03

PROPERTY STRESSED
Self-custody responsibility

Bitcoin / Self-Custody · MFB 2.2
Bitcoin shock

35/36

Lesson 9 · Bitcoin changes th

S-02

PROPERTY STRESSED
Settlement finality · cost

Bitcoin / Self-Custody · MFB 2.2
Bitcoin shock

34/36

Lesson 9 · Bitcoin changes th

S-04

PROPERTY STRESSED
Settlement finality

Bitcoin / Self-Custody · MFB 2.2
Bitcoin shock

33/36

Lesson 9 · Bitcoin changes th

S-01

PROPERTY STRESSED
Counterparty risk

Bitcoin / Self-Custody · MFB 2.2
Bitcoin shock