

	PolyMoney Timeline	
Year	Actions	Outcomes
2014	SOB: Consolidates Learnings of Ghent Project (w/Lietaer) Develops Ghent Game to Demonstrate Impact Researches Other Communities With Local Currencies	<ul style="list-style-type: none"> • College Course about Money Design • Ghent Game for Teaching About Money • Connection to Local Money Practitioners
2015	Completes Ghent Game Prototype Trademarks PolyMoney Name Seeks Funds to Digitize of Ghent Game	<ul style="list-style-type: none"> • Ghent Game Play Sessions in Europe • Second Chance Game Draft • PolyMoney Trademark Europe, USA
2016	Proposes Care Economy Meet Up Proposes Learning Platform for Local Practitioners Broadens Connections to Local Money Communities	<ul style="list-style-type: none"> • Ghent Game Play Sessions USA, India • Draft Structure fro Money Learning Platform • Nonprofit Strategy Direction for Ghent Game
2017	Receives Phase 1 Seed Funding (\$1M Mustardseed) Builds PolyMoney Organizational Infrastructure Convenes Care Economy Meet Up Organizers Plans Game Digitization	<ul style="list-style-type: none"> • Care Economy Meet Up Team • Learning Platform Design (wiki) • Specs for Digital Ghent Game • Operational Infrastructure
2018	Expands Team and Infrastructure (USA) Begins Digital Game Development Surveys New Currency Tech (Block Chain Apps) Invents FairyDust Currency (Files Patent) Produces Care Economy Meet Up Launches Learning Platform	<ul style="list-style-type: none"> • Ghent Game Digital Prototype • Care Economy Conference #1 w/100 ppl • Specification for FairyDust Currency • US-Based Nonprofit -- PolyMoney
2019	Completes Digital Game Develops Second Chance Board Game Completes FairyDust Prototype Begins Podcast Development	<ul style="list-style-type: none"> • Digitized Ghent Game: Crystal Island • Second Chance Prototype • FairyDust Application Prototype • Podcast Pilot • Website, Social Media, CRM
2020 (Projection)	Planned Actions: Secure Phase 2 Seed Funding (\$2M) Launch Crystal Island Game USA Launch Second Chance Game USA Launch of "Pod of Gold" Podcast Develop FairyDust Platform Produce World Conference #2	Planned Outcomes: <ul style="list-style-type: none"> • Crystal Island Game in NY Schools • Second Chance Game on Market • Pod of Gold Ranking in USA • FairyDust App Ready for Test • Care Economy Conference #2 w/250 ppl
2021 (Projection)	Planned Actions: Expand Crystal Island Market Expand Second Chance Market Expand Pod of Gold Audience Launch of FairyDust App Plan New Initiatives	Planned Outcomes: <ul style="list-style-type: none"> • Crystal Island in US Schools • Second Chance in US + Europe • Pod of Gold Ranking in USA + Europe • FairyDust App on Market (Free) • Full Self-Sustaining Revenues