SALESMANSHIP

Creation — Function — Flow — Form

Win - Win — Win - Lose — Lose-Win — Lose-Lose

	LEARNING	GAMES	STORIES
+ 10	Wonder	Serve the Web	Enlightenment
+ 9	Discovery	Close the Deal	Creativity
+ 8	Exploration	Amuse Yourself	Altruism
+ 7	Conducting	Let Go	Chaos
+ 6	Research	Split Focus	Surprise
+ 5	Storytelling	Create Value	Affluence
+ 4	Mentoring	Love What Is	Responsibility
+ 3	Coopetition	Make It Happen	Teamwork
+ 2	Instruction	Have Fun	Sensuality
+ 1	Education	Be Honest	Validation
0	*Transformation*	*Phoenix*	*Conversion*
- 1	Training	Bend the Rules	Correction
- 2	Study	Don't Play	Exhaustion
- 3	Evaluation	Pressure Others	Heroism
- 4	Memorization	Pass Judgment	Morality
- 5	Teaching	Get Agreement	Poverty
- 6	Interpretation	Hold Opinions	Hypocrisy
- 7	Enculturation	Act Nice	Anarchy
- 8	Spin	Be Right	Deceit
- 9	Propaganda	Make Wrong	Glory
- 10	Dogma	Sell Hard	Terror

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