

## TABLE OF FUNDAMENTAL SOCIAL MODELS

	Individual	Predator/Prey	Master/Slave	Team
Intentions	Take care of self.	The predator is greedy. Takes everything from the prey, often destroying the prey.	The master is selfish and treats slaves as domesticated animals to maximize his gain.	The team leader and its members want to maximize benefits for all team members.
Social Actions	No social actions.	Deceptions such as hiding and faking. Then using force and violence.	Deceptions, plus psychological and intellectual attacks. Force and violence are a last resort.	Respect, fairness, honesty, trust, negotiations, agreements, organization, sharing, helping.
Social Influence	No influence on other people.	None. Only resistance, opposition, and conflict from the prey.	Poor. Negative motivations create low cooperation and low commitment.	The enormous benefits, sharing, and helping create high cooperation and commitment.
Skills	Skills limited to what a single person can invent and master by himself.	A predator develops skills of deception, suppression, and control, no skills for producing.	Low. The master limits slave skills to keep them under control. The master does not learn skills to produce.	Good. Team efficiency provides the time, help and resources for learning special skills.
Productivity	Very low. Productivity is limited to what a single person can do.	Zero or negative. A predator only consumes. The prey may die and the stop producing.	Low. Master suppresses slaves. Slaves have poor health, skills and motivation.	High. Team work strategies increase efficiency and amplify productivity.
Total Group Benefit	1	0	$\frac{1}{4} n^2$	$n^2$
Per Person Benefit	1	0	$\frac{1}{4} n$	n
Freedom	100% personal freedom but options are limited by low skills and resources.	Options are limited by low skills, zero resources, and the continuous need to hunt.	Options are limited by mutually harmful environment, low skills, and low resources.	Social rules limit harmful actions. Wealth, skills, and helpful environment provide new and exceptional freedoms.
Health	Low health due to low abilities, productivity, and resources	Bad. Continuous conflicts often result in serious injuries.	Poor. Adversarial environment, low skills and low resources are unhealthy.	Good. The team is skilled, wealthy, peaceful, and members take care of each other.
Group Stability	No relationships	Destructive relationships end quickly.	Poor. Slaves want to destroy the social relationship.	Good. Very high motivation to preserve the team and its benefits.
Group Survival	Poor due to severely limited abilities.	Bad. Predators often starve or are injured by prey or competing predators.	Low due to conflicts, low skills, production, and resources	Good. A team is powerful, having high skills, production, wealth, and commitment.