Team Sub-Classes (preliminary)

	Trading Partners	Dead Men's Team	Negotiated Team	Altruistic Team	Generational Team	Extra Large Team	Trading Between Teams
Intentions	Create fair exchanges to benefit everyone.	Maximize your personal benefits, minimize costs.	Maximize benefits for all team members.	Help others excel so everyone benefits.	Optimize benefits for current and future generations	Organize everyone into a single team.	Create fair exchanges to benefit everyone.
Social Actions	Respect, fairness, openness and honesty	Minimal social actions.	Negotiate, make agreements, commitments, and organize.	Make sacrifices and help others to excel.	Create products to benefit many generations.	Apply team social actions vertically to organize a large hierarchical team.	Use the social actions of Trading Partners (see first column)
Social Influence	Limited to occasions of trading products.	Little or no influence. Working independently.	Good due to benefits and social bonding.	Highest social bonding created by mentoring.	Lower due to lack of social bonding to ancestors.	Lower due to relayed social bonding.	Influence is limited by the value of the trading benefits.
Skills	Medium skills, limited to a single person's learning abilities	Good due to efficient learning of society's knowledge.	Team members become experts and share knowledge.	Excellent skills due to aggressive investment in people.	Accumulated skills from ancestors are unlimited.	High due to the highly organized large society.	Higher skills due to greater wealth and sharing of knowledge.
Productivity	Low benefits obtained by trading.	Low. Limited to what one person can produce.	High due team strategies.	Higher due to higher skills and commitment.	Productivity grows with each generation.	Highest due to improved organization.	Fractional improvement in productivity.
Total Group Benefit	$1 + K$ K = constant < 1	2-10 times greater	n^2 n = team members	$n^2(1+K)$ K = constant < 1	gn^2 g = generations	n^2 n is unlimited	$n^2(1+K)$ K = constant < 1
Per Person	$1 + K$	2-10 times greater	n	$n(1+K)$	gn	n	$n(1+K)$
Freedom	Few social limits. Limited by single person abilities and resources	Some social limits. Limited by single person abilities and resources	Limited by social rules. Team wealth provides new freedoms	More freedoms due to greater trust, abilities and resources.	Highest freedoms due to the greatest skills and productivity	Slightly higher social limits but new options are generated.	Foreign social limits but new options when with other teams.
Health	Low health due to low production.	Fair health due to fractional improvements	Good. Members assist and care for each other.	High. Health technology is excellent	High. Advanced technology in all fields.	Highest. Biggest problems and threats eliminated.	Reduces competition and threats.
Group Stability	Low due to low benefits and low social bonding.	Low due to low social bonding.	Good due to high motivation to preserve team and its benefits.	Highest due to strong social bonding.	Lower due to low social bonding to ancestors.	Lower due to relayed social bonding.	Low benefits results in low commitments to foriegners.
Group Survival rating	(1) A rating of one is assumed as a reference.	(2) Slightly improved survival.	(10) Team strategies make a stronger team.	(20) Expert skills, and more commitment.	(100) Higher productivity makes a stronger team.	(1000) Larger teams survive bigger threats.	(10000) Increases efficiency and reduces threats.