SALESMANSHIP

Creation		LEARNING	GAMES	<u>SCRIPT</u>	_	Win-Win
J	+ 8	Completion	INTENT	Chaos	do	
	+ 7	Conducting	INTENSITY	Focus	ti	
	+ 6	Research	RESPECT	Amusement	la	
	+ 5	Persuasion	PERSISTENCE	Prosperity	so	4)
Function	+ 4	Mentoring	ACCEPTANCE	Responsibility	fa	Win-Lose
ш	+ 3	Teamwork	DETERMINATION	Power	mi	>
	+ 2	Instruction	PERFORMANCE	Recreation	re	
	+ 1	Education	PRODUCTIVITY	Confidence	do	
	0	Transformation	CONVERSION	Destruction	>	
	- 1	Trainin <mark>g</mark>	GREED	Correction	do	ی
Flow	- 2	Study	LAZINESS	Salaciousness	ti	Lose-Win
	- 3	Evaluation	ENFORCEMENT	Control	la	
	- 4	Memorization	JUDGMENT	Morality	so	
	- 5	Teaching	AGREEMENT	Poverty	fa	
	- 6	Bargaining	OPINION	Deceit	mi	
	- 7	Directing	NICENESS	Hypocrisy	re	
Form	- 8	Enculturation	RIGHTEOUSNESS	Anarchy	do	Lose-Lose