

## BREATHING SPACE AND THE FOUR ECONOMIC AGES

### *HUNTING/GATHERING*

### *AGRICULTURE*

### *INDUSTRY*

### *INFORMATION*

<b><i>PRINCIPLE GOODS:</i></b>	Game, Roots, Berries	Crops, Livestock	Raw Material	Knowledge
<b><i>DEPENDENT UPON:</i></b>	Luck, Instinct, Game Available	Timing, Weather, Location	Capital, Labor	System Configuration
<b><i>KNOWLEDGE BASE:</i></b>	Oral History, Observation	Oral History, Almanacs	Training, Manuals	Overabundance of Data

<b><i>LOCATION:</i></b>	Wilderness Near Water/Refuge	Rural, On Fertile Soil	Urban, Near Labor Supply	Cyber, Portable, Anywhere
<b><i>LIFESTYLE:</i></b>	Nomadic	Settled, Plots of Land	Commuting	Telecommuting
<b><i>MOBILITY:</i></b>	Necessarily Mobile	Necessarily Stationary	Necessarily Mobile	Stationary or Mobile

<b><i>SOCIAL UNIT:</i></b>	Tribe, Clan	Extended Family	Family	Self/Family
<b><i>THE ELITE:</i></b>	Biggest, Strongest, Fastest	Most Efficient	Capitalists, Politicians	Entrepreneurs, Anyone
<b><i>SUCCESS TRAITS:</i></b>	Agility, Cunning	Strength	Distribution of Channels	Continual Adaptation

