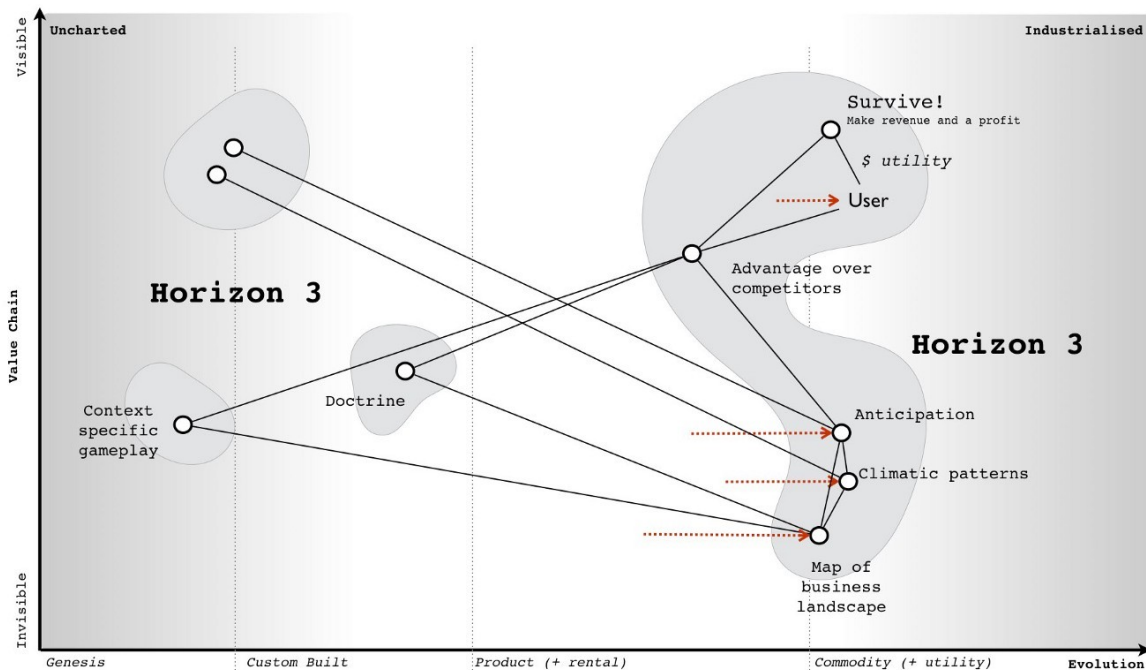something new such as the use of doctrine for competitor analysis or the arms sale of context specific gameplay or even some novel, uncharted, higher order system that I haven't even considered. I've shown these divergent horizon threes in figure 216.

Figure 216 — Horizon three

Now let us add the pioneer — settler — town planner model onto the horizon three map (see figure 217). Remember each team has different attitudes, which is what pioneer, settlers and town planners represent. Each team not only builds but operates and maintains their own work until such time that another team takes it away from them. The important thing to note is that horizon three consists of town planners or settlers or pioneers or all of them depending upon where I choose to focus.