Figure-ground reversal about "type-behavior" and "token-behavior" in plays (Analized by rough sets derived lattices).
Tetsuya Matsui,Kobe-uni

Hunter : the oldest story tellar

Carlo Ginzburg (1988)
historian

1. Traces (token)
2. Story to track the animal (type)
3. The hunter guesses where the game is.

Image of animal tracks and natural settings related to the hunter story.