

- 1. WEARINESS greater than REASON plus SELF-LOATHING: The minion flees/runs/wanders off, giving up on his struggle.
- 2. SELF-LOATHING plus WEARINESS greater than LOVE plus REASON: The minion is killed.
- 3. SELF-LOATHING greater than WEARINESS plus REASON: The minion destroys itself.
- 4. LOVE plus REASON greater than SELF-LOATHING plus WEARINESS: The minion integrates itself into the society of Townspeople.
- 5. LOVE equals zero: The minion emerges from the ashes of the Endgame as a force of Fear in his/her own right.
- 6. SELF-LOATHING plus WEARINESS equals LOVE plus REASON: The minion finds a new Master to serve.

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