

Player Name	War Day #1			War Day #2			
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0
Player Name	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position
	0	0	0	0	0	0	0

Player List	
Player Name	Final Score
--	0
--	0
--	0
--	0
--	0
--	0
--	0
--	0
--	0
--	0

Custom Ratios	
<input type="radio"/> [-1, 0, 2] Ratio <input type="radio"/> [-1, 0, 1] Ratio <input type="radio"/> [-2, 0, 1] Ratio <input type="radio"/> [-2, 0, 3] Ratio <input checked="" type="radio"/> [-2, 0, 2] Ratio <input type="radio"/> [-3, 0, 2] Ratio	<p>Using this feature will allow you to select between custom ratios for calculating players' scores.</p> <p><b>[A,0,B]</b></p> <p><b>A = Under mirror close war bases (#1, #2, #3, #4, #5, #6, #7, #8, #9, #10, #11, #12, #13, #14, #15, #16, #17, #18, #19, #20, #21, #22, #23, #24, #25, #26, #27, #28, #29, #30)</b></p> <p><b>B = Above mirror closer war bases (#28, #29, #30)</b></p> <p><b>0 = Players mirror in the middle</b></p>

--		0
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--		0

Comments:
<i>The player's score is being calculated base [-X,0,X] factor. If the player attacks more th above or below the mirror, they are penali star (point) from their current calculation p</i>

War Day #3			War Day #4			War Day #5			War Day	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	
Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	Stars Gained	Position	Attacked	
0	0	0	0	0	0	0	0	0	0	

Crafted & Coded By: D.RUSS#2430, SapphireRose#3127

allow you  
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[illegible]