SQL:

    select walkDistance + swimDistance + rideDistance as totalDistance,

    assists, kills, killPlace, killPoints, longestKill

    from player_statistic

    where walkDistance + swimDistance + rideDistance < 100

    order by kills desc;

移動 100 單位內的擊殺跟助攻個數據，說明在該遊戲中不移動的人是否也能靠實力拿出戰果。