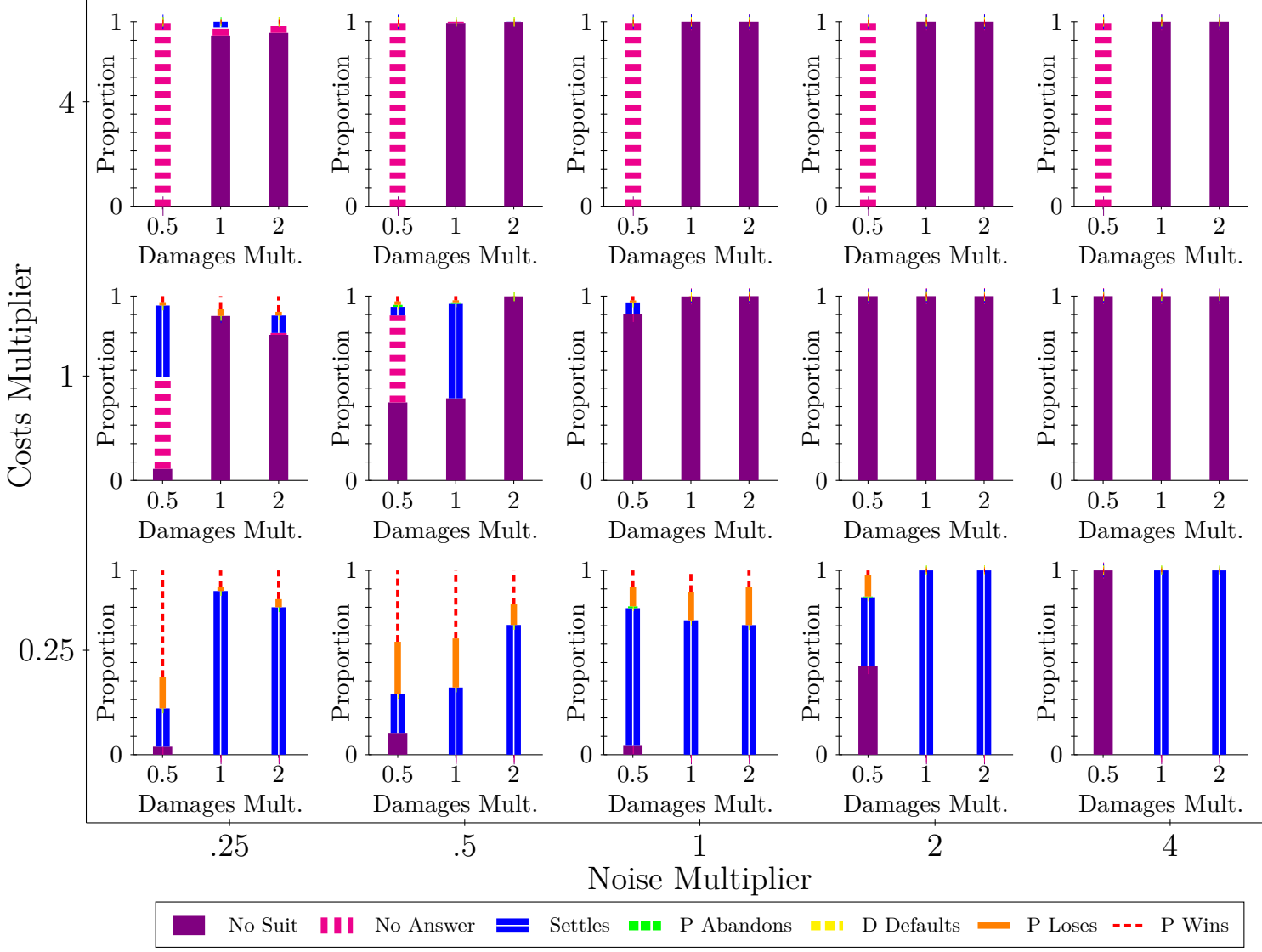
Costs Multiplier
4
1
0.25
Proportion
0
1
0.5
1
2
Damages Mult.
.25
.5
1
2
4
Noise Multiplier
No Suit
No Answer
Settles
P Abandons
D Defaults
P Loses
P Wins