

Skewing Payout by ELO

Settings:

In Server Configs -> Server Configuration -> Combat:

The screenshot shows the 'MekWars Server Configuration' window with the 'Combat' tab selected. The window has a menu bar at the top with options like Rewards, Single Player, SOL Units, Support Units, Techs, Tech Research, Units, Units 2, Unit Research, Voting, and Unit Limits. Below the menu bar is a toolbar with icons for Factory Purchase, File Paths, Influence, Loss Compensation, No Play, Pilots, Pilot Skills(Mek), Pilot Skills, Pilot Skill Mods, Repodding, Misc Options, Advanced Repairs, Black Market, BV Options, Combat, Database, Defection, Direct Sales, Disconnection, Faction, and Factory Options. The main area contains various settings:

- ☐ Probe In Reserve
- ☒ Use Force Salvage
- ☐ Allow Limiters
- ☒ Use Prelim Op Report
- ☐ Use Real_Blind_Drops
- ☒ Use Advanced Terrains
- ☐ Count Inf For Limits
- ☒ Display Op Name
- ☒ Selectable Salvage
- ☐ Show Inf In /c ca
- ☐ Allow Unit Ratios
- ☒ Force Deactivate Players
- Upper Limit Buffer:
- Lower Limit Buffer:
- Default Upper Limit:
- Default Lower Limit:
- Mek to Inf Ratio:
- Chance For Op Report:
- Immunity Time:
- Mek Map Factor:
- Veh Map Factor:
- Inf Map Factor:
- Aero Map Factor:
- Game Log Name:
- Proto Map Factor:
- BA Map Factor:
- Fast Hover Mod:
- Salvage Scrap Time:
- Mek to Vehicle Ratio:
- ☒ Show Unit Id?
- ☒ Time Stamp Save Games?
- ☒ Keep Game Log?
- ☐ Allow partial bins?
- ☒ Allow damaged units to activate?
- ☒ Allow Attacks From Reserve?
- Response Time:
- Wait Time:
- Max Negative Bays:
- ☒ Modify Op Payout for ELO Difference?
- ☒ For Higher Player?
- ☒ For Lower Player?
- ☒ Money
- ☒ Exp
- ☒ RP
- ☒ Influence
- ☒ Land
- Payout Multiplier:

At the bottom of the window are 'OK' and 'Cancel' buttons.

The lower section contains the settings we're interested in.

- **Modify Op Payout for ELO Difference:** If this is checked, Operation payouts will be modified based on the ELOs of the players involved.
- **For Higher/Lower Player:** if checked, the payouts will be applied to either the lower, higher, or both players. If all are unchecked, the modifiers will not apply
- **Money / Exp / RP / Influence / Land:** If checked, this type of payout will be modified.
- **Payout Multiplier:** this will change the extent of the modification (see below)

How the Payout Multiplier works:

The basic formula is this:
ELO of opponent / My ELO

For instance, given a 1700 ELO player vs. a 1550 ELO player, the nominal payout multiplier would be:

1700 player: $1550 / 1700 = 0.91176$
1550 player: $1700 / 1550 = 1.09677$

So, given a multiplier of 1, the payout for anything modified would be 91% of normal for the 1700 player, and 110% for the 1550 player.

This can be changed with the multiplier. The multiplier determines to what power the modifier will be raised. Given the same numbers above, and assuming a multiplier of 5, we get the following:

1700 player: $(1550 / 1700)^5 = 0.91176^5 = 0.6301$ or a 63% payout
1550 player: $(1700 / 1550)^5 = 1.09677^5 = 1.5870$ or a 159% payout

The multiplier can be a decimal number, giving the SO a very fine control over payouts.

Given the same multiplier of 5, and using a 1600 vs 1650 ELO, we get the following:

1600 player: 117% payout
1650 player: 86% payout

As you can see, relatively closely ranked players will have a fairly minimal change, even with a high multiplier, while those further apart will have a fairly significant change, if the multiplier is set high enough.