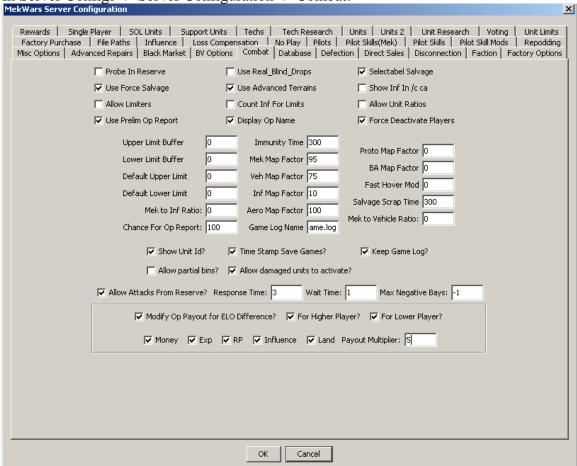
Skewing Payout by ELO

Settings:

In Server Configs -> Server Configuration -> Combat:



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 modifer 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.