



87	0.002217821782	221,782	0.001108910891	110,891	0.28%	0.001108910891	110,891						
88	0.002059405941	205,941	0.00102970297	102,970	0.26%	0.00102970297	102,970						
89	0.001900990099	190,099	0.0009504950496	95,050	0.24%	0.0009504950496	95,050						
90	0.001742574258	174,257	0.0008712871288	87,129	0.22%	0.0008712871288	87,129						
91	0.001584158416	158,416	0.000792079208	79,208	0.20%	0.000792079208	79,208						
92	0.001425742574	142,574	0.0007128712872	71,287	0.18%	0.0007128712872	71,287						
93	0.001267326733	126,733	0.0006336633664	63,366	0.16%	0.0006336633664	63,366						
94	0.001108910891	110,891	0.0005544554456	55,446	0.14%	0.0005544554456	55,446						
95	0.0009504950496	95,050	0.0004752475248	47,525	0.12%	0.0004752475248	47,525						
96	0.000792079208	79,208	0.000396039604	39,604	0.10%	0.000396039604	39,604						
97	0.0006336633664	63,366	0.0003168316832	31,683	0.08%	0.0003168316832	31,683						
98	0.0004752475248	47,525	0.0002376237624	23,762	0.06%	0.0002376237624	23,762						
99	0.0003168316832	31,683	0.0001584158416	15,842	0.04%	0.0001584158416	15,842						
100	0.0001584158416	15,842	0.0000792079208	7,921	0.02%	0.0000792079208	7,921						

- [1] The higher the rank, the more you get of the prize pool.
- [2] Represents the same value as Satoshis, just differently displayed.
- [3] Represents the same value as Bitcoins, just differently displayed.
- [4] Given in satoshis.
- [5] The % of site revenue to use as prize pool.
- [6] How much % goes to the player when selling their mine, this should be 50% or lower.
- [7] Tells the sheet how many satoshis there are in one bitcoin, easier than having to put endless zeros in every formula.
- [8] If you deleted the value accidentally (copy & paste into cell):  
 $= (C2 * G2)$
- [9] The % of prize pool that the lowest rank of user will get and then is added on top for the next user and so on till rank 1.
- [10] See the note accompanied by each number in this row, these values are to check that everything is correctly displayed in this sheet, if not the % in G3 must be fixed.
- [11] Should show the Total Prize value.
- [12] Should show the Total Prize Value modified by Mine Sale %.
- [13] Should show 100% this might be rounded up or down.
- [14] What goes back into the Site Revenue or Total Prize Value if a player sold their mine at that rank.