The Red Chip Forumla distributes based on a requirement that must be met by each guild participating in Guild Siege as follows:

(ceiling(total_players_entered /(number of guilds * 2)) * (ceiling(guild_players_entered / 2)) where (ceiling(guild_players_entered / 4) must earn >= floor(total_players_entered /(number of guild

Help: Ceiling functions round a result up to the nearest whole number, whilst Floor functions round a result down to the nearest whole number

The first half of the formula explains the point requirement a guild much achieve to become eligible for rewards.

Guild point requirement:

(ceiling(total_players_entered /(number of guilds * 2)) * (ceiling(guild_players_entered / 2))

The second half of the formula explains the required number of members of a guild that must meet an individual point requirement for the guild to become eligible for rewards.

Guild individual point requirement:

(ceiling(guild_players_entered / 4) must earn >= floor(total_players_entered /(number of guilds * 2)) points)

Enter the required information below to simulate and identify how many points your guild would need to score to earn Red Chips:

100	Total Players from all guilds that entered Guild Siege
8	Number of participating guilds in Guild Siege
6	Number of players in your guild participating in Guild Siege
6.25	total_players_entered /(number of guilds * 2)
7	ceiling(total_players_entered /(number of guilds * 2))
3	guild_players_entered / 2
3	ceiling(guild_players_entered / 2)
2	(ceiling(guild_players_entered / 4)
6	floor(total_players_entered /(number of guilds * 2)) points)
21	**Guild point requirement**
2	**Number of players who must earn the below number of points**
6	**Guild individual point requirement**