

Race

- Race mode added
- Replay function for top 10 players
- Race function that displays your best time character and top 10 players' characters (no collision detection)

Take Down

- Addition of Take Down Rank

Lab

- Allow power weapon spawn pads to be specified rather than random.
- Add loadout weapon spawn pads.

proposal

- In addition to the uniqueness of the portal, add map control elements to the focus of competition.

In OG, in addition to power weapon control, there was BR and SMG control during other times, but in 2, there is only power weapon spawn.

Remove auto-recovery and make it like a traditional arena shooter where you collect heal items from the map. Equipment and abilities may also be placed on the map. Too many will make it complicated.

- I've seen opinions about skill caps for portals, but I don't think stock-based or cooldown-based systems like the current battle royale are good because they consistently limit skill caps.

Overheating system... Limits ultra-fast triple portals due to continuous use. There are no restrictions on activating triple portals, but the portal gun device attached to the hand overheats, resulting in increased recoil or sustained damage, or some other penalty.

Energy collection system... Collect portal energy as items placed on the map. Add map control elements. Eliminate camp playstyle. (Like how everyone at 1047games has roots in Halo, we've been heavily influenced by Quake haha)

- Tutorial and expanded campaign mode
Many people say that Splitgate is a difficult game. However, I think that this high skill ceiling is what has attracted many fans like us. Rather than limiting the skill ceiling, I believe that providing beginners with the right learning opportunities is the solution to this dilemma.
- Class System and Loadout System
I can understand both sides of the argument regarding the class system. SG may seem too powerful, but that's a minor issue. I think developers should make the game they want to make.

- Random Drop Cosmetic Packs

I think the cosmetic packs after R6S and OW matches are a great system that makes it fun to complete matches. In OG, you can open packs once a week with login bonuses and daily challenges, but the frequency doesn't matter.

- Block Portal

2 allows you to overwrite the enemy's old portal. It seems that many players in the Japanese community have a favorable impression of this change. ZachsMaxed seems to like the OG EMP system, but the OG EMP system also encourages a camping play style. However, I can also agree with the opinion that block portals are a type of tactic.

Increasing the effect of EMP hits... making portals unusable for a few seconds (players), making portal walls unusable for a few seconds, etc...

Destroying enemy portals with portal key spam... Spamming the portal deployment button three times (adjustable) on an enemy portal in deployment mode overwrites it. The invincibility after portal deployment is removed. In 2, there are so many operation buttons for equipment and abilities that adding EMP is difficult. If it's added as a type of equipment, it might eliminate other options besides EMP. A block portal with utility somewhere between OG and 2 would be preferable.

Thank you, 1047games, for the most interesting game ever. I've been hooked on OGSplitgate ever since I first played it. I'm not fluent in English, so I'm using a translation tool to write this feedback. I apologize if my intentions are misinterpreted. I'm rooting for you!