

Hey Kam,

Thanks for reaching out to the community and asking for our opinions. Thanks to you and the team for also continuing to work on the game we all love to play to this day, we all really appreciate.

Anyway, thinking about the best way to format this I wrote a few ideas down which I will have as a separate sub-title and then a corresponding explanation as to how/why they should/could be implemented.

#### Non-Ranked System like NetEase

I think it would be beneficial to add some kind of non-ranked playing mode like what is currently available on NetEase under "Match Play". Given that Reforged will bring what we hope is an in-surge of new players I think it would be pretty off-putting to have them jump straight into a ladder game after completing the Campaign. I appreciate there are plenty of resources to assist newer players but at the end of the day this is the reality:

1. I, as a somewhat veteran of the game, will smash a new player easily
2. Ladder anxiety is a real thing -- both new and old players alike
3. It's discouraging -- sometimes chat is toxic, sometimes you take a beating, etc.

At the end of the day we want people to play the game and love it, not play the campaign, jump online and then fear pressing that battle.net button again. I also believe one of the SC2 expansions added in something like this?

#### More Consistent In-Game Tournament System

I'm not exactly sure how we could make this work but the best example I can think of is the format that W3A implemented on their servers. What occurred there was every Tuesday and Thursday at 7PM GMT there would be a server-specific tournament. You add in an actual sponsored minor tournament on a Sunday (something similar, to say, the previous ZOTAC, for example) and you had a massively diverse player base moving into a more "competitive" environment. It guaranteed a new level of excitement and fun outside of ladder games and custom games. The only problem with this is because

W3A was only on one server it didn't cater to all regions, but maybe rolling something like that out on US East, West and Europe may be beneficial? I appreciate Blizzard tries to cater for all regions and players by putting on the in-game tournaments at various times but even one or two consistent tournaments throughout the week -- at each server's peak playing times -- would really add a new layer to the game it is currently missing.

## Reporting System

I have no doubt some form of reporting system will be in Reforged but I think it's prudent to mention it here anyway. There should be a means to report a player(s) in-game (maybe in the Menu/Chat screen) and post-game (score screen) for various different reasons such as harassment, cheating, etc. I don't want to focus on this point too much because Blizzard have one of the best anti-cheat and player welfare systems in the world but I do believe Warcraft III needs to be brought up to the standard infrastructure. I think also an easy "ignore" or mute option should be available in game rather than having to type "/ignore or /squelch player name" because I know I don't always have time to type the name and a lot of the time I come across special characters and I literally am unable to type them and there's no means of copying a name in Warcraft III. I'm not sure how this would be accessible but something through the existing Chat window or another sub-menu within the in-game menu window.

## Cross-Realm

I played SC2. A lot. The cross-realm feature was AWESOME. If we would get cross-realm matchmaking once again with a neutral ping that would be incredible. I'm not exactly sure how it worked but I never once felt like my in-game ping suffered a lot under this system and there are no words to describe just how spectacular it would be if this was implemented for Reforged.

In addition, if this is not possible, I really think it would be prudent to add Oceanic servers (with a twist which I'll explain later). The reason I say this is I recently relocated to Australia and none of the in-game servers are great. Even on US West I get pings consistently in excess of 300 and when I go to East it's closer to 450 or 500. However, what would be even better would be some sort of linkage/implementation with NetEase. NetEase is an official Blizzard partnership and it's extremely busy. From Sydney, Australia I get ping <200 consistently with a free accelerator and it's much more playable than US West at the moment.

I fully understand that NetEase is a stand-alone Company and is, ultimately, located in China which has its own logistical nightmares associated with it but just something to consider. I don't think there is a major benefit in having a majority of the average players split across different servers. Even in the old

Garena days everyone trained on ladder and then players Tournaments on separate platforms.

### Multiple Game-Type Searches

This is pretty self-explanatory but we should, at this day in age, be able to search for multiple game types - 1v1, 2v2, 3v3 and 4v4 simultaneously. Please add this feature in Reforged.

### Automated /stats at game start

This is literally just a minor QOL improvement but if you could implement an automatic /stats into the game engine at the start of the game this would be great, no matter the game-mode. This may be a controversial one within the community and I'm happy to hear opinions on it but I really like this feature and I like to get an idea of what level my opponent is at or, in team games, where my allies are at. Again, this is also sometimes hard to complete in-game when players use special characters, etc. that I can't use on my Australian keyboard or I don't have the time to check. With the Blizzard website with match statistics not being 100% up-to-date it's hard to find a solution to match history and the - apparent - level or opponents and/or teammates.

### Ladder Resets and Patches

While everyone in the community fully appreciates the changes that are occurring with balance patches and hotfixes, this has not historically been the case. Warcraft III is a fairly balanced game. We all understand it won't be absolutely perfect – that is the nature of the beast. However, if there is going to be a period (hypothetically >12 months) without a patch it would be great to see more frequent ladder resets within the same patches. I'm personally thinking around every 90 days or so, but maybe every 120 would be the community's preference.

As a sub-set of this I think decay needs to be looked at. I'm not sure of the equation in the background but I think it's currently just a bit TOO extreme. Don't remove it from the game, that would be a bad idea but look at lowering the scaling modifier passed level 30-35, especially for people who play multiple game types as it's simply unsustainable, even with a few games a day. I think it's unfair to decay to the depths of hell because you only play 1 or 2 games a day and it's only going to be a deterrent to more casual players who maybe, say, only play at weekends or every couple week's when their friends are around or whatever it may be. Level is prestigious and is evidence of hard work, let's not take that

hard work away from people in a, somewhat, dramatic fashion.

A little off-topic but still related to ladder

1. I mentioned the need to have a mute & report feature above. However, I think there should be an option to toggle chat completely. I fully appreciate Blizzard are all about the social aspect of the game (trust me, I am, too). But sometimes, I just stick on /dnd and grind out the ladder for a few hours and don't participate in any community chat channels. I think it would be a nice QOL to add a toggle to enable/disable chat with some sort of in-game command on a game-by-game basis such as "/chat on".
2. I mentioned above how level is a reflection hard work and dedication. It isn't necessarily a reflection of skill. What do I mean by this?
  - a. Divisions/Medal System

Both NetEase and Starcraft II do a fantastic job of this. If you're a Masters skill level player it's reflected in your icon and the division/table you're in. On NetEase, your medal changes from bronze, to silver to gold and so on as you progress through their levelling system. This adds a lot to the dynamics of ladder and creates that "whoa" factor when you see a level 50 player in the "X Division/Y Medal" division in comparison to the same level 50 player in "A Division/B Medal".

I'm not saying I agree with a division system – I wouldn't be sure there would be enough of a playerbase to bring that in but maybe a medal/special portrait (I'm thinking elites, rares or boss icons in WoW, as an example) would add something special to the existing state of the game.

And the ultimate benefit of this change? It will provide an indication of MMR brackets. I think we can all agree the recent change to MMR and searching was good. It's not perfect, but it's a whole lot better than it was. The system I propose above gives a somewhat reliable visible indicator as to what their MMR is. I know you don't want to disclose the MMR system and that's absolutely fine but if I'm a (hypothetical) Silver player and I'm constantly meeting gold players then I know I'm on the "verge" of progressing to the next tier/level. That can ONLY be a positive impact on someone's enjoyment of the game. Similarly, someone who is at the same level and playing against (hypothetical) bronze players will have an additional incentive to review their replays, look at what went wrong and **reach out to the community for help and guidance.**

We all want this game to succeed and it just adds another level of excitement the Warcraft III used to instill on players outside of icons (more on this later). Casual is good – hell, I am one massive casual these days – but for the guys who want to go ham and be better than they were the day before why not give them and everyone else another layer of excitement and achievements to reach for? I don't see any negative impact to changing this system slightly. Nothing major, just a minor overhaul to bring it in

line with more modern RTS engines and systems while adding additional need for social interaction. Win-win.

3. And finally, I have one more suggestion. Mix up the in-game icons. Above, I've been referring to QOL changes, minor updates to the game engine, increased social engagement and added layers of excitement. The most iconic (pun) aspect is player icons and portraits. Let's be real, they are a bit outdated now. **THAT SAID**, I LOVE them. I don't want them to change but I would love choice. For example, I play Human so I would propose something like this:-

Level 1 (25 wins) – Militia, Footman or Rifleman

Level 2 (150 wins) – Sorcerous, Priest or Mortar Team

Level 3 (500 wins) – Spellbreaker, Siege Tank or Dragonhawk Rider

Level 4 (750 wins) – Bloodmage, Knight or Gryphon Rider

Level 5 (1500 wins) – Jaina (because that icon is fucking sick), Archmage or Mountain King (because he's a Human icon really)

Level 6 (100 TOURNAMENT WINS AS HUMAN) – Paladin, Gyrocopter or Goblin Alchemist (this is just for fun but point sticks)