

In light of the recent changes to rematch I am here to voice my complaints as well as list a few suggestions. I aim to be as blunt as possible as y'all were with the recent patch notes. It is my hope that Soclap actually takes the time to consider the feedback from the community of players that enjoy an aspect of the game that is now essentially crippled. First, I would like to begin with my experience of what once used to be a wonderful game. I've been playing since beta. I took a long hiatus from the game and recently started playing near the end of season 3. My reasons for quitting were the constant lag spikes and game crashes I experienced while playing.

Although some of that has been adjusted for a slightly more playable experience, the servers still - for lack of better words - suck ASS! Although I personally no longer experience any server bugs now due to me being hard wired to a wifi extender, I tend to play against players that are not as fortunate as I and are teleporting across the map. Anyway, I shall digress from that topic for now and return to the primary reason for this review; dribbling. Dribbling is what brought me back to the game despite at the time still experiencing lag spikes and server crashes it was a thrill to learn how to maneuver between defenders. Watching clips of amazing dribblers inspired me to want to learn how to do the same. So I did, I took the free time I had and spent hours learning the timing of all the techniques the game had to offer. It was frustrating at first but as I got the hang of it I learned what playstyle suited me best. I learned how to tackle other dribblers like me and I learned how to bait dribble more effectively. This allowed me to get elite for season 4. I do admit I am a ball hog but I also found competent players who I could entrust the ball to score. An egoist that had the drive and game sense to dribble and score.

The flair of dribbling made it so satisfying to be able to avoid tackles and dribble past defenders either for a solo play or teamplay. It took effort and genuine skill to perform all the mechanics in the game and a great game sense to be able use the techniques to avoid getting tackled. The only way I was able to learn that lesson was by 1v1ing great defenders and dribblers. The same can be said for all the other players just like me that have learned similar lessons through trial and error, through getting tackled and defending. Adapting to the mechanics of the game and learning how to effectively play offense and defense. The mechanics of the game that you have now stripped from us.

Altering the very core of the game's initial design due to a player base of gamers that learned mechanics Soclap programmers never expected. Gamers that even now in light of these recent changes have attempted to adapt but are struggling. For example, due to the buff in defense and decrease in dribbling, you are now likely to get tackled due to being frametrapped and even if you attempt to untrap yourself you cant without push balling. Furthermore even if you do input a push ball before you get tackled you can still get tackled as if there are added frames to the pushball.

You can no longer "double swipe", let alone spam it indefinitely, to bait out a tackle from a defender for a team play or solo play. Double swipe enabled players to have quick resources that were a fluid and smooth movement to confuse defenders and make easy maneuvers around the opponents defense. The way y'all have crippled dribblers abilities prevents us from even making plays to get around defenders to make a pass or solo play. You are more likely to be tackled in the attempt to do so or need extra effort and immediately pass as the opponent will with most certainty, will extra effort behind you and slide tackle you. Passing is essentially now harder especially if everyone of your teammates are man marked, which makes it virtually

impossible to make coherent and consistent passes. This byproduct of nerfing dribbling makes the game feel longer to play as no one is able to get past a single defender to make a play. Meaning the only way to effectively score is through the fortune of the opponents poor defense and gaps in man marking. Other more complex techniques like the Ippy, Double Vexis, Pushcut, and various drags were ways to make dribbling not only fun in this game but gave options for more fluid movements around defense. These techniques were certainly abused but they were not as overpowered as presumed. They gave life to the game and allowed for creative plays to be made. Players had to resort to these inventions due to a lack of dribble options in the game.

Now that there are virtually no dribble options in the game to avoid tackles it makes it harder for new players and older players, who have stayed committed to the game a lot longer, to be able to enjoy the game at times due to the drastic increase in the chances of getting tackled.

Moreover, the 30 percent increase to the dive tackle was arguably not needed as it was already overpowered, even more so now. Sliding from pdot to almost the midfield line is ridiculous. The idea for the changes were there but poorly institutionalized. No thought was put into how this would affect gameplay for all levels of play. Not only was there no word of a beta for these changes or consideration of the contemporary player base, but no polls that could be voted on by the community to see what should be kept or changed by majority vote. For example, the change to the magnetism of the ball has led to many inconsistency with ball possessions; unless I'm holding an input I can barely receive a pass or self pass. I assume the change was to stop the Vexis, I will not reinstate my opinion of that change as I have already spoken on it but removing the magnetism has more negative effects than positive effects. Simple adaptation to the new system will not suffice for that inconsistency, a change must be made for that.

Adding these changes is like Fortnite taking out the right hand peak (which was a mechanic in the game players found and instead of removing it, Fortnite instill it in the game dynamics allowing for more player ingenuity and creativity) or Rocket League removing aerials. Rematch, Fortnite, and Rocket League all have one thing in common and one difference. All games had a player base that took the initial mechanics of the game and expounded them through trial and error as well as dedication to each respective game. Only one removed a core characteristic to nerf an entire player base of their creative and adaptability. Whether it was due to the majority of casual players complaining that certain mechanics should not be in the game or simply that Soclap did not want this in their game, it was unfair to neglect an entire playstyle and cripple us as a result. I've never seen a game change their entire core characteristics to forcefully enforce a single playstyle due to a skill difference. The dribbling was annoying indeed, but it was not overpowered if you knew how to defend. Nerfing the game because players went outside Soclaps level of expectation and created techniques to further advance the game and enjoy it, is the worst decision a game can make. Players found ways to fake shots, use the extra effort in various ways, and found competitive level strategies to score either as an individual or as a team.

Soclap devs have always been behind the player base, having to adapt our creativity into the game mechanics. Yet the developers now strangle the neck of players who have helped elevate the game to higher levels. Zero stamina dribbling only became a problem when players adapted to it. I do understand why Soclap nerfed it as I can see that with its initial design the

developers intended to prevent ball hogging. However the selfishness of a player can not be singled out by the ability to dribble even without stamina. People are inherently selfish and will continue to do so. Of course teamplay will always beat solo play but teamplay plus solo play creates opportunity for individual egos to be expressed. I strongly believe that allowing a player base to play with 0 stamina for so long and then to take away hard earned mechanics was a bad decision that took away the flair from the game. In addition, if Soclap were going to nerf dribbling to this extent Soclap should not have increased the tackle radius as we are already getting frametrap that is just outright overkill and vise versa if Soclap were going to boost defense once again Soclap should not have nerfed dribbling. I think it was a poor decision to nerf an aspect which expresses individual ego while in a season that is meant for that very thing. Blue lock is literally indicative of how selfishness can be expressed and how only your goals matter. In the show they have a character, Meguru Bachira who dribbles past a whole team to show that the game isn't over until it is. This shows how one person's ego can change the game's pace. Nerfing dribbling eliminates that ability.

I would like to end this long, emotional rant off by saying that I genuinely love this game. I'm very passionate about it as it was very fun to play. I understand that a certain player base did not enjoy it because of the ball hogging and honestly despite that I would rather have season 4 than season 5 or at the very least consider creating another Rematch with everything from season 4 included and game data saved for dribblers. Though I imagine it'd be very hard to run both servers with how laggy the servers are now. Another suggestion is to revert back to season 4 gameplay and take the time to hear the player base opinions and attempt to institutionalize the changes at a later time period. Fixing bugs before changing the game and allowing betas for players to find bugs and voice complaints, so that everyone can have an enjoyable experience even if that means that 0 stamina dribbling has to be nerfed. As long as I can still express my ego through freestyle dribbling. I've witnessed many talented gamers quit the game because of the changes and Soclap may be insensitive or indifferent to that as majority of the player base now seems to mostly like these changes and the game for now has more traction , but I beseech you to listen to our complaints and hear our plead for assistance and change from long time veterans of game and consider what we want from a game we love. Thank you for reading, sincerely a dedicated rematch fan.