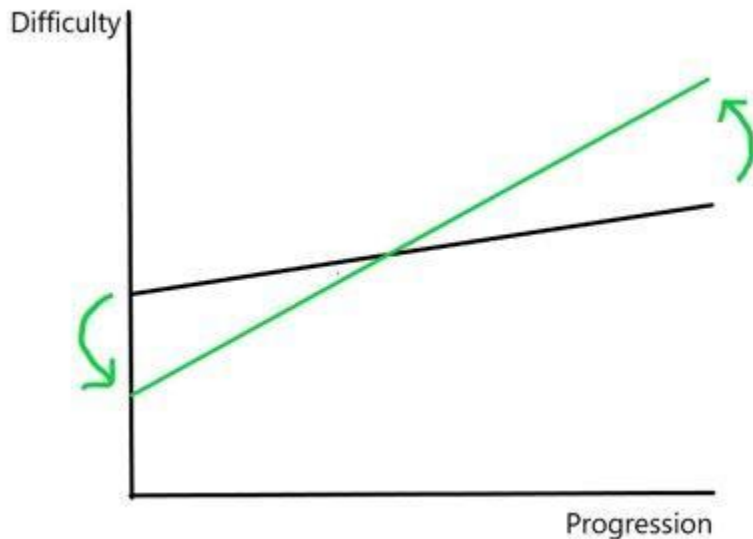


Greetings, Agents!

This is Dongsoo, the Creative Director of Blackout Protocol. The biggest improvement we wanted to make since CB1 was adjusting the difficulty during early and mid-game. Based on CB1 results, we concluded that the overall balance had a steep learning curve at the start, while the mid-to-late game was not as challenging as we thought it would be. We thus adjusted the overall difficulty curve. The image below should give you an idea, where the black line is for CB1 and the green line is for CB2.



To go hand-in-hand with the difficulty change above, we made power-ups more tangible by adjusting when agents acquire Synaptic Enhancements during gameplay. We also added new map and creature elements so that agents can notice different variations when playing multiple runs.

Two major changes we made on the out-game side of things: supporting voice chat by default and adding quick communication (pings & quick chats). We deemed it a priority to have communication tools that help agents work closely together. Since this is our first iteration of the quick communication, we'd like to ask for your feedback so that we can make it even better.

We also made improvements to the permanent enhancements—an essential part of any roguelite game. Permanent enhancement elements are now more accessible, and the UX has been improved. Our findings from CB1 indicated that the high early-game difficulty led to some agents quitting before they reached the first safe room, which is where they would have experienced the roguelite progression. We believe the difficulty adjustments in CB2 alleviated such concerns. We also made the safe room area, as well as the various interactable objects within, more easily recognizable. Additionally, we made it so that agents must spend all permanent enhancement resources before they proceed to the next map. If you find yourself not

being able to exit the safe room, please check if you (or your fellow agents) have any unspent Data Nugs or unsubmitted weapon blueprints.

On top of all that, we made a lot of polishes to various elements that hampered a smooth gameplay experience during CB1. While we cannot claim everything is perfect in CB2, we strongly believe you will see how the game continues to improve. We hope you have more fun in CB2, and would like to ask for your feedback to help us keep making more improvements in the future.

Sincerely,
Dongsoo Oh

Changes from CB1

We have been working on making additions and improvements from our first closed beta earlier this year. Below is a quick list of changes.

Community-Requested Changes

- [Added quick communication features](#)
 - Quick chat (default keybind: C)
 - Ping (default keybind: mouse wheel click)



- [Made improvements to the in-game voice chat](#) by using a new middleware; you can change voice chat volumes per each agent
- [Added space bar for menu selection](#) so that players do not have to take their hands off the mouse
- [Increased the time for Synaptic Enhancement selection from a Nethercube](#) (15 sec. → 45 sec.)

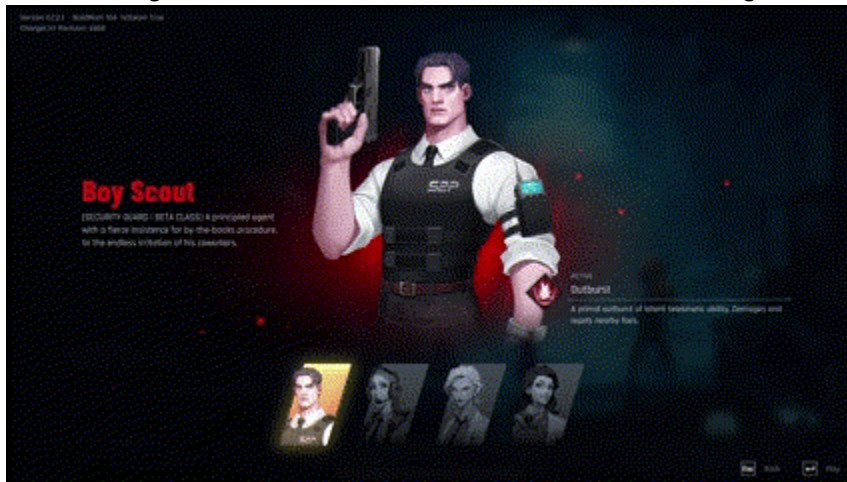
- [Made improvements to the objective markers](#) for better navigation, as well as easier finding downed teammates
- [Added the option to go to main menu from the results screen](#)

Roguelite Elements

- Changed so that agents must use all permanent growth currency (Data Nugs & weapon blueprints) in the safe room to proceed
- Added 7 new permanent enhancements
- Adjusted some existing permanent enhancements (examples below)
 - Extended Clip will now apply only to Firearms Department weapons
 - Card Collector will now increase max HP, instead of healing current HP
- Added a tiered unlock system for permanent enhancements, based on the number of Data Nugs spent

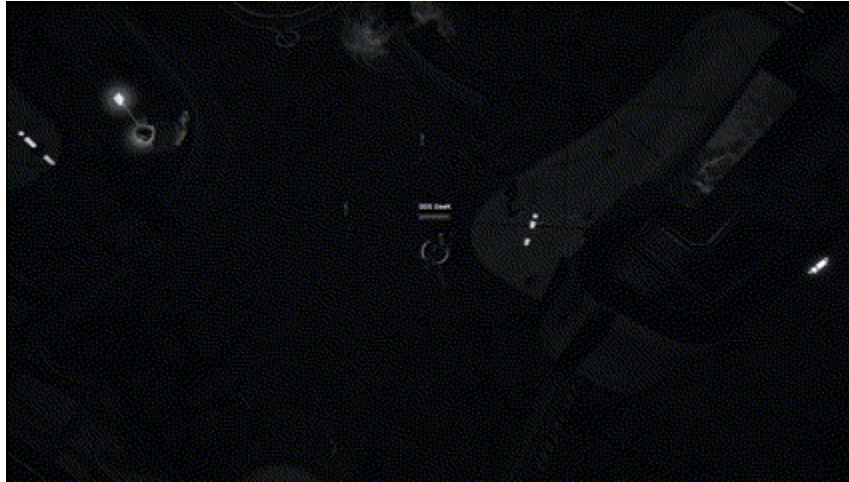
UI/UX

- Made changes to the character selection screen, including how the characters look



- Made improvements to the results screen
 - Added effects and lore elements to enhance immersion
 - Added visual cues that indicate if an agent has the highest output in a certain category (e.g., physical damage)

- Added an indicator for overall map progression for the run



- Added level art and information in the loading screens
- Made improvements to the HUD
 - Remaining ammo in the current clip is better visible
 - When the current clip is empty, it is more noticeable with a flashing "0"
- Added UI to indicate agents entered the safe room
- Added the feature to invite Steam friends

Combat

- Added a reset at the very start of the run, when agents are entering the front gate of facility into the parking lot
 - This was because we saw some agents, after experimenting upon choosing their weapons, sustained heavy injury damage and spent all ammo before even starting the mission
- Added variations to 4 of the creatures
- Added variations to maps
 - Some of the map variations will unlock based on the agent's permanent progressions
- Adjusted how the injury mechanics works
 - Initial injury amount has been reduced
 - Now the longer an agent stays downed, the more injury penalty they will sustain

Others

- Added background music
- Added various sound effects (flashlight, results screen, combat, etc.)
- Added visual and sound effects to indicate when active skills are off cooldown
- Added small talk between agent characters

CB2 Known Issues

We will update this section as we get more information.

- You may encounter unlocalized text when joining through Steam friend invite

- *The ODS Team*