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1)

To improve the strategic and defensive aspects of the game and promote more thoughtful decision-making among players, one effective method is to increase the starting lifepoints. This will also prevent excessively aggressive tactics from dominating the game, resulting in a more balanced and extended gameplay. Another way to balance is , If certain weapons are too powerful, leading to a lack of diversity in gameplay, decreasing their damage output could be a practical solution. This would encourage players to try out different weapons and tactics, leading to a more unpredictable and dynamic gaming experience.

Part 2