Interview with peppy
Tatsuo

Today, I find myself with peppy, the creator of osu!. After reading through all the questions that were sent to us, we took the best ones and interviewed peppy on a variety of topics, including general management, Taiko and his personal life.

Peppy, I'm from the osu! newsletter, and I would like to know if you have some time to do a quick interview with me.
Sure.

Awesome, thanks. To start things off... The first question that seems to be on people's minds is: Do you still pay for the osu! servers, or do donations totally take care of that for you?
Donations currently cover server/prize costs fully (on a monthly basis). I haven't added up the historical cost since the beginning of osu! (before donations were even accepted) to work out if we are overall positive, but I would say this is likely.

Wow, osu! sure has gotten popular then. You created one heck of a successful game. On that note, how do you feel about the popularity of osu!? To put in another way, when you first started out, did you feel like it would take off like this?
The first version of osu! was just a little testbed I was using to try out the new game libraries released by Microsoft. I didn't really expect to take it too far, but after my real-life friends showed a lot of interest I made it public.
In the beginning, things picked up quite slowly, but after a period of 6-12 months from release the growth has been pretty linear, so since that point it has not exceeded my expectations.

You must be glad/proud that your game has taken off like that then.
To keep things simple, let's say "yes" to that one!

Hah, yeah. I don't want to take up too much of your time anyways... Speaking of which, do you ever find the time to play your own game?
Only for testing, though I will usually end up playing for longer than I should once I get started. I do get together with friends and play the osu!arcade box occasionally, too.

Here's a question from a Taiko player. *"There are achievements for osu! standard, and for Catch the Beat, but why haven't there been Taiko achievements added yet?"*
Because no-one has created them yet. I would suggest a feature request topic. Including artwork for the achievements would speed things up, too.
Graphic assets don't just fall from the sky, unfortunately. Also, when the development team is so small, some aspects of the game regularly get overlooked.

Yeah, I would imagine so. Must be quite a burden, which I most likely won't be able to fathom. Anyway, last question. How did you come up with the idea of osu!? Some of the community knows that it sprang from "Osu! Tatakae! Ouendan" and "Elite Beat Agents", but what made you do it? Is that beatmap about how you created osu! telling the true story?
As I mentioned before, it was just a proof-of-concept implementation to give XNA (a game library) a go. 24 hours later it had a working game and editor. I enjoyed playing Ouendan around the time I made it, and remember picturing beatmaps for songs not included in the Nintendo DS games in my head. So I made a little game to let me try that out.

And that concludes the interview! Many of the questions that were not asked can also be found on the history page. Next time, we interview ztrot, the MAT manager. If you have a question please submit it here and remember, make them interesting!

Doomsday on Mouse vs. Tablets
Doomsday

Y' alright? It's Doomsday.

Now, a common argument I often see on osu! is the "Mouse vs Tablet" one. People going on about tablets being easier to play with, or mouse being harder to play with, and some mouse users getting a superiority complex if they can clear a certain jumpy map because it's "harder to do it with a mouse", like someone running a marathon with a bad leg.

I'm a mouse user, and when I tell people that when they ask me what I use to play, they start bowing down and calling me the almighty god of the universe (I mean, c'mon, I'm not all that good really), but I dunno. I've tried playing osu! on a tablet a few times, and even though I haven't spent too much time with it, or much time at all on it for that matter, but enough to get to grips with it, I fall apart. It's hardly the magical "get-good-at-osu!" pad some seem to think it is. It's certainly more fun, and had I not spent eons playing osu! with a mouse, I would've used it to play too when I started (with it feeling a little more like EBA/Ouendan and all, and a little more intuitive), but from what I see it's not superior. For the record, I still prefer using a mouse, just because I

Now, I'm sure many of you are thinking "But Doomsday! If a tablet isn't easier than a mouse, why do so many of the top players use a tablet?" Good question! And I don't really have an answer, since I'm probably just talking out of my inexperienced backside here. I've probably only played osu! with a tablet for a few collective hours, and I'd probably need more time to really get used to it, but I did fail a few times on simple songs last time I tried, which must mean something, right?! That said, the top tablet players (You know, your Cookiezis, your Lesjuhs and so on) didn't just pick up the tablet pen and start clearing 200BPM monster maps from the get-go, obviously. I'm sure you already knew that, you're not all that silly.

Point is, from what I've seen, heard and tried, tablet is no easier than mouse. Whether in the long run I'm wrong, I sure as hell can't see myself clearing Made of Fire with one hand, eating a peach with the other, while reading the Express & Star on my lap using a tablet anytime soon; you wouldn't catch me dead eating a peach.

osu!core
poisonchan

Posted by **MetalMario201**, April Fools this year consisted of Nightcore jokes.
According to the announcement thread:

Nightcore is a genre of pop remix where the music is made higher pitched. In the spirit of progress, and due to the huge popularity of this genre within the community, we have decided that every beatmap in the osu! repertoire should be Nightcore.

The prank used the "Double Time" mod to create high pitches and add a "particular beat" (A synchronized drum) to the maps. You could also disable it, but every time you changed the beatmap, the mod enabled itself again.
For those who liked the joke, even the next day, if you returned your computer's date to April 1st, the "Double Time Nightcore" mod would be enabled again, however this option is not available anymore.
At the same time, a new mod was added in the osu! server. A new interface was available too, with an anime character (typical of Nightcore songs) placed on the main screen.
Community reaction varied between praise and criticism. As a result, some of the players have repeatedly asked for the official Nightcore mod, while others were relieved it was gone.

like to contradict myself.

osu! World Cup
Lilac

On February 1st, 2011, Lunah announced the first official osu! World Cup in the Tournaments subforum. The event was inspired from the 2010 World Cup held in South Africa and intended to gather the osu! player community in friendly competition. After the devastating earthquakes in Japan that also led to the Japanese team withdrawing, the tournament was dedicated in the honour of the Japanese people and the hardships they faced on the outcome of the disaster.

Teams from twenty-eight countries, each represented by four players and two back-ups, competed against each other over five rounds for the grand prizes: six months of supporter status and a special profile badge. Teams negotiated with each other on match schedules so that there would be no major time zone conflicts.

The first three rounds had teams facing knockout best of three matches, with the first two maps in each match selected by the participants out of a predefined list and a set map for tie breaks. In the semifinals, participants had to go through a six map battle.

The tournament had some spectacular events, as well as some people who deserve an honorable mention for their extreme skill which impressed all spectators. The first to display such prowess was Wishy22 from the Argentinian team, who single-handedly managed to outlast every other player in the match against the Dominican Republic and keep his team's hopes alive despite an early loss.

In the finals, Taiwan came in first against Netherlands in an eight map battle, including a special map designed by the staff team. Netherlands had some difficulties when Lesjuh's pen broke in the middle of the tournament and had to switch to a different method in order to finish the tournament. Taiwan and Korea, who placed third, each won a month of supporter status. An identical honorary prize was given to the Japanese team. The rest of the results can be found here.

Congratulations to all the staff for their hard effort and dedication towards the tournament, as well as the participants for partaking in the tournament.

Editing Staff list

User	Position
jjrocks	Project Manager
Corin	Co-Project Manager
Doomsday	Writer
Gcode	Interviewer
Lilac	Writer
Omega	Writer
Poisonchan	Writer
Yunacat	Writer, Graphics Designer
Shiirn	Editor
Starrodkirby86	Editor
Sinistro	Proofreader

For a full staff list, click the "osu!Monthly Team" link below

Games Corner

Minecraft
Corin

This month in the "Games Corner" we talk about Minecraft, the popular indie game with blocks, wood, and creepers.

Minecraft is a sandbox/survival-type game where the world is in the palm of your hands. You could create a mansion of diamond, gold, and/or cobblestone, have a little cave somewhere, or even build a sand hut by the beach--it's your choice. You build everything from scratch with resources that you yourself have gathered. To aid your gathering you need tools and this is where the biggest game implementation comes in: Crafting.

For example, if you want to mine some coal, you need to make a pick-axe first. Cutting down trees? You create an axe to speed up the process. When the creatures of the night arrive, bent on your destruction, you'll need weapons, armour, and fortifications. And after you take the inevitable beating, you'll have to find some food to heal yourself.

With the update of Survival Multiplayer, you can now have all the fun of single player with your friends on osu! by joining our Survival Multiplayer server (SMP for short) hosted by Ephemeral.

There are three cities, each with its own economy: Ephemeral's spawn city of Bastian Harbour is a market town, so you can buy a few things if you are passing through. It is also the only PVP-Disabled area on the server, meaning you can't hurt another player while being in there. Subway systems in Bastian Harbour link to the city of Lirao, dkun's residential city and Poseidon, Shiirn's underwater market city.

Come to our community server and join in the fun! The server is still small and we need all the people we can get, so feel free to invite all your friends! For more details, check the Minecraft thread in the "Other games" subforum.

If you have any comments, questions, or suggestions, click here. Remember, this newsletter is for you.