

osu!monthly

news!

more osu!(lazer) updates
Roundtable Qualifier results
osu!plushies arrive

highlights!

plays of the month
mapping highlights
skin showcase

interviews!

with EEEEEEEEEEEEEE,
the osu!completionist,
and pishifat

...and more!



1 osu!coin

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osu!monthly

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Skinning recap



Nowiae
Mapping recap

In this edition

Around the community (pg. 5–10)

Hear the latest going on in the community this month, including the latest osu!(lazer) updates!

This month in mapping (pg. 11–12)

Want to see the latest news in mapping and our picks for this month? Look no further!

This month in skinning (pg. 13–14)

Brought to you by the wonderful skinship team, see this month's skinning news and their picks!

Score highlights (pg. 15–18)

See what the players have been achieving in this edition of score highlights!

Interview - EEEEEEEEEEEEEE (pg. 19–20)

What does the osu!completionist have to say about his achievements? Find out here!

Interview - pishifat (pg. 21–24)

Get an inside look into Featured Artists with pishifat in this exclusive interview!

Fun and games (pg. 25–26)

Learn some fun statistics about the game or take on the crossword!

What's new in osu!(lazer)

This month was great for osu!(lazer), and these are (some of) the reasons why:

- **Argon skin changes for osu!mania.** The design & colours were revised as a result of [designs by yuuiko](#), which should make the skin much more readable and pleasing to the eyes!
- **The Single Tap mod is now compatible with osu! taiko.** Do bear in mind that you can still double-tap the big notes for extra points.
- **Renderer selection has been added.** You can now select from multiple graphics renderers in the settings, which will aid in performance & stability across a variety of systems.
- **New skinning elements & quality-of-life skin editor changes.** You can now display your avatar and profile flag!
- A bunch of smaller updates which you can check out in the [changelog](#).

Off-Topic writes a book

With the launch of programs like Discord, the forum has been losing importance, as it is no longer the preferred medium of communication for many players. However, there is still a very dedicated community inside the "Off-Topic" subforum, a.k.a. OT!, and recently, they've been

cooking up something amazing.

"OT! Tries to write a book" is Off-Topic's new endeavour into collaborative writing, where every user can create an original character and new chapters for this book. The story takes place in the fictional world "yoony", a land full of magic and strange monstrous creatures. In this book, every character ends up in the same school and they're all forced to coexist with each other, leading to very funny but also tense moments!

If you want to read it or to give writing a shot, [you can access the thread here](#), just make sure to follow the rules!

DigitalHypno's game shows

For some relatively unique osu! content that emerged on YouTube during the month, we have prominent tournament player and osu! content creator DigitalHypno (a.k.a. honmi) premiering a series of exciting game shows.

In [osu! Jeopardy](#), much like the real Jeopardy, participants take turns freely picking questions from a grid of 25 tiles, all worth a varying amount of points corresponding to their difficulty, and everyone can then buzz in to answer. Meanwhile, in the PowerPoint-powered trivia gauntlet [Are you smarter than a 6 digit?](#), two teams of World Cup players are pit against each other on the "easiest" trivia any 6-digit player should know. Hilarity ensues.

Rumour has it that DigitalHypno is planning more formats and new types of content in the future, hopefully with the same charming character and stylish attire.

osu!plushies arrive



The **osu! x makeship** limited-edition plushies have arrived! Check out some of the highlights from people who have showcased theirs and marvel in their cuteness!

These **pippi**, **osu! cookie** and **Taikonator 3000** plush figures aren't available for order anymore, unfortunately. Condolenses to anyone who missed out.





The Roundtable II Qualifier concludes

As you may know, **The Roundtable II Qualifier Tournament**, a major tournament hosted by BTMC, has been going for the past few months, and was concluded in early March.

It is thus after matches more intense than the others between the 16 players previously qualified for the brackets, that mcy4 and maliszewski won the tournament and will have the chance to participate in the second iteration of The Roundtable.

A big congratulations to them and good luck in their future matches!

THE ROUNDTABLE II

QUALIFIER TOURNAMENT WINNERS

GUARANTEED SPOTS FOR
THE ROUNDTABLE II
IN LOS ANGELES



POLAND



MALISZEWSKI



HONG KONG



MCY4

News

- The [**Mapper's Choice Awards**](#) for 2022 were held. It's been one of the years with both the most amount of participants and the most amount of changes done to the categories. Special mention goes to osu!taiko's astonishing output and community reception, especially with their collabs. If you missed it, look no further than [Corsace's YouTube channel](#).
- The [**Mappers Table Podcast**](#)'s third iteration was held with none other than [pishifat](#) as a guest. It's a promising show so definitely go give it a listen!

Highlights

Have a look at some of the most talked-about beatmaps to come out during the last month!

Global highlight

- [**Polyphia - ABC feat. Sophia Black**](#) hosted by [Mir](#) - Following Mir's sets of [G.O.A.T](#) and [O.D.](#), we get an exciting challenge for players who enjoy the band's music, featuring an impressive display of technical patterns with varying levels of difficulty catering to many skill levels.

- **SOUND HOLIC feat. Nana Takahashi - NONSTOP TOUHOU EUROBEAT MEDLEY** mapped by verychill - Featuring eleven minutes of *Touhou* music compiled into a medley, with different themes and variations throughout the difficulties, this map is a true test of stamina worth checking out!

osu!monthly mapping team's favourites

- **Bjork - Pagan Poetry** mapped by jas - This map contains a variety of ideas and incorporates them all together to create a satisfying experience that perfectly represents the song. There's also a secret at the end of the map for those looking for a puzzle!
- **Black Eyed Peas - DOUBLE D'Z (feat. J. Rey Soul)** mapped by Deppyforce - Deppyforce's difficulty has a very silly style that pairs seamlessly with the song. Adam Levine would be proud.
- **brakence - prozac** hosted by Mimari - An original take on English pop music, with beautiful custom hitsounds that enhance the overall experience. With guest difficulties from renowned mappers like jamesjan3, Sing, Mimari and schoolboy, the result can only be of the highest quality.
- **NUITO - Intrjctn + NeKoMaJiN Vs** mapped by blixys and wyit - This collab is absolutely crazy and filled to the brim with ideas and patterns that will have you left in awe, all packed into their first Ranked map!

News

- The 2nd iteration of the [**osu! skin mixer**](#) was released to the public in early March by [rednir!](#) This tool allows you to mix, modify and manage your skins without the usual hassle of copy-pasting files between folders. With skin previews and the ability to make copies before applying any changes, it makes mixing skins so much more approachable for the common player.
- **Two new skinning GMTs** have been added, so be sure to congratulate [Redo_](#) and [Roan!](#) Among other things, they will be assisting in maintaining the skinning side of the forum, as well as helping shape the future of skinning!
- **2 new skinning elements** have been implemented in osu!(lazer), allowing you to add a *flag* and *profile picture* that update depending on whether you are playing a map or spectating a user. We now have profile details directly fetched from the servers and used in skin elements, how crazy is that?!
- Along with that last one, **skin editor UI improvement** was implemented, making it easier to select individual skinning elements that might be overlapping one another. Upon repeatedly clicking on overlapping elements, the selection will cycle through all of them instead of sticking to the top-most one.

Before moving on to the skin showcase, we want to highlight [kongehund's mapping skin](#), which is actually more of a tool than a skin. It features layouts that allow for spacing measurement, perfect for blankets and more!



Touhou Project ~ Satori Komeiji - Based on Satori from the *Touhou Project* game series, this skin fully embraces the character's colour scheme with pinks, reds and deep purples being present across majority of the skin, along with several illustrations of Satori.



EllySensei
Mafuyu Kirisu
Route End Ver.

Mafuyu Kirisu - If you are a fan of the *We Never Learn* anime and manga series, you will probably enjoy this entry! Solid pink colours are seen across most, if not the entirety of the skin which perfectly matches the colour of the character which the skin is named after.



ANZT10S - A custom-made skin for the ANZT10S tournament that maintains a blue palette, minimalistic design and just keeps everything looking clean across the board. You can be assured that gameplay was the primary focus of this entry.

osu!

- Azer did the impossible with an **FC** on [Our Stolen Theory - United \(L.A.O.S remix\)](#) with HDHR, making it the HDHR pp record at 485 pp and one of the best scores ever in the game. With HR applied, the patterns are more spaced and harder to tap and aim due to all kinds of weird angle changes, and Azer went beyond the already insane finger control and aim requirement with his breathtaking accuracy.
- Flaro gets an **FC** on [Fellowship - Glory Days](#) with HDNC. This is already a long map filled with streams, but Flaro FC's the map with NC for a 1.5x speed increase, setting the score for 1,141 pp and a new USA pp record.

osu!taiko

- In what can only be described as the best score of the month, eXomin got an **FC** on [Frums - Wavetapper \[Genjuro's Futsuu\]](#), a difficult tech map filled with odd timings and snaps. This first FC ever of theirs comes out with a whopping 35 pp, which is quite considerable after a nearly year-long break. Congratulations!
- applerss has once again shown off their prowess as the king of high SR in taiko, this time with his **#1 play** on the top difficulty of [Babuchan - 13 stairs](#), with it being the current hardest ranked taiko map in the game. This map is filled with straining 1/6 and 1/8 snaps, showing off just how skilled applerss is in every skillset at the game.

osu!catch

- This score is a very special one, as peaceful has obtained an HDHRDTFL SS on the legendary beatmap **the brilliant green - Ash Like Snow (TV Size)**, the AR increase provided by both HR and DT, combined with the memorisation required to play HDFL and the nonconventional mapping this map uses, makes this map a true nightmare to learn and play.
- After nearly 12 years, and multiples chokes by other top players, rostId got an SS on infamous convert marathon **Susumu Hirasawa - KIRBY Mix Compilation**, defeating it once and for all. This map features the hardest gameplay from its era, having tons of incredibly precise patterns, which more often than not, are also very hard to read and understand.

osu!mania

There were too many historic achievements in osu!mania to cram into two scores! So much stuff has happened it's hard to narrow down, but here are some of the biggest highlights to keep up with:

Old-school player [Bssd](#) capitalises on the seemingly unending streak of very high-SR 7K maps being ranked and manages to do something that didn't seem possible: on the March 7th, he overtakes [dressurf](#) to become the new #1 — an astounding achievement!

[dressurf](#) had been global #1 since last summer where he passed the legendary [Jakads](#). Now the battle for #1 rages on as Bssd has already been passed after 2 weeks in the throne, truly exciting times!

Immediately after the ranking of MWC 2022 Grand Finals tiebreaker map [HyuN - Duplicity Shade](#), the leaderboard became a top player battleground, with 2 clear winners: [- Kura -](#) and [dressurf](#) both with plays over 1,700 pp and 930k score, basically tied for the new pp record. Congratulations to them, [_underjoy](#) and everyone else involved in reaching this historic moment!

The 4K scene hasn't been silent either! [bojii](#) continues to demonstrate his superiority by setting unmatched scores in maps that have had a leaderboard for years:

- The first-ever **SS and 999k** on XeoStyle's **The Deceit / The Violation [Unmerciful Fate]**, a brutal 10 minutes of 250 to 270 BPM jumpstreams and handstreams, with a leaderboard that includes some of the biggest names in the game. That is more than 11,000 notes at brutal speeds without a single 200 dropped.
- The first-ever **SS and 997k** on Evening's **K.Y.A.F.A. [RELENTLESS MASSACRE]**, another legendary map with a star-filled leaderboard. Whether it be jumpstreams, handstreams, minijacks, trills or LN bursts, bojii steamrolls through it all for another monumental score.
- Yet another first-ever **SS and 998k** on 4hri's **Scattered Faith [Catastrophic Trust]**, another very well-known marathon that has been Loved for years. The raw consistency needed to combo (and SS!!) through all the bursts is truly unbelievable. The nerves must've been unimaginable on the quite lengthy outro section.

Huge congratulations to bojii for all his achievements!



EEEEEEEEE osu!completionist

EEEEEEEEE (a.k.a. Momo) is one of three (3) people to ever have completed every single Ranked osu! beatmap. That is 100% completion for the almost 98,000 individual difficulties available at the time.

Why did you decide to go for completion?

I decided to go for completion because of 2 things. 1st, I was bored of playing osu the "normal" way (trying to pp farm). 2nd, seeing [xasuma](#) complete osu inspired me to try giving score farming and eventually completion a shot.

How did you stay motivated?

It's all about having goals. But not just the big goals, you need small, even micro goals. Having a smaller thing to do like SS 10 maps in the 4*+ range in a session helps. Without smaller goals next to the big goal, it will get stale and repetitive quite quickly. Also, having my friends and the community encourage me as I posted my progress on Twitter helped.

Would you recommend anyone else go for the same achievement?

I dont want to be a detractor and say "No" outright. But, I think if you are able to have fun with it, sure. If you aren't having fun, DONT. Having fun is the point of playing games after all.

As someone that's played every map, what is OBJECTIVELY the best year for mapping?

I think the years 2012-2015 were the golden age for maps that are meant for players to actually play. 2013 is the year I joined, so I am biased towards that year the most.

Do you have a favourite map?

tiger yamato - tiger YAMATO

Do you have anything that you would like to say to "the people"?

Everybody 哥哥牽妹妹 Everybody 阿桑牽阿伯 Everybody 練到一百歲 Everybody 心情好甲像十八 Everybody 哥哥牽妹妹 Everybody 阿桑牽阿伯 Everybody 練到一百歲 Everybody 心情好甲像十八



pishifat osu! Paragon

pishifat may by his own words be "just a dude who likes osu!", but in reality he's super well known for his mapping videos on YouTube. He also contributes immensely to Featured Artist outreach and creates videos, news posts and pre-timed beatmap templates around them.

Which Featured Artist is your favourite?

i don't have a favorite, but i've listened to a few of the emo/rock/metal bands outside of osu for a while (like michael cera palin, thank you scientist, native construct, and a few more) so those probably. i don't have an actual favorite though lol

Which Featured Artist should have more beatmaps of their songs?

.....ben briggs (this is an ancient meme)

the point of fa is to let people map whatever they want, so. whatever artist people want to map should have more maps.

After visiting peppy in person at osu! HQ in Japan, what is his best quality?

his *shine*. i don't know lol he's just a dude who likes osu too

What is the biggest improvement in regards to the Featured Artist program since its inception?

it's a snowball i think. more artists in catalog → more artists willing to join. that's how it feels but idk if that's true.

What is the creative process behind Featured Artist showcase videos?

at first the goal was to just show video of a new fa map, but that was gonna get stale really fast, so the concept shifted to "how can i show new fa map gameplay in a way that's different from the last one?". naturally as i ran stable dry with that, i shifted towards lazer, and i've been focusing on showcasing lazer features for the most part since then

Which Featured Artist showcase video one was the most fun to make?

garlagan. it was just painting circles and sliders on canvas but it looks super cool in the end. they're on my wall now

Who does the Featured Artist outreach team currently comprise of, and will it be expanded at some point?

i do new fa stuff, mango coordinates world cup commissions, peppy helps with translations, ephemeral does everything in between. i don't see it expanding unless mango chooses to play in twc or there's a sudden need for more featured artists. it's pretty manageable as is

What is the current process of onboarding new Featured Artists?

uhhhhhh negotiate terms with the artist (or other copyright holders), sign paperwork according to terms, announce artist. it's pretty boring lol

How do you feel about the current state of the Featured Artist program?

i felt like fa stuff is a bit imbalanced. like there's lots of artists coming in, but not enough people mapping them. mg alone isn't enough to get mappers involved, especially as it ages and people aren't as engaged with it, so shifting towards other forms of "mapper outreach" as described in the ashrount fa news post is the way i think to bring fa in a better place

What would you say is the percentage of Featured Artist tracks that actually have beatmaps made for them?

hard to answer that since the "lifetime" of a licensed song is. a long time. so any songs not mapped yet may be mapped some time down the line.

i still dont have any stats for that tho lol. some artists with a lot of songs probably have very few songs mapped (like -45), while some of the smaller tracklist artists have a much higher % mapped. it's a tradeoff of what osu can afford vs demand on osu, and those vary from artist to artist

Do you ever get tired of timing beatmap templates?

yes. i usually yoink from existing maps, adjust as needed, and clean with <https://github.com/pishifat/osz-cleaner> (this is code created from frustration it's so gross)

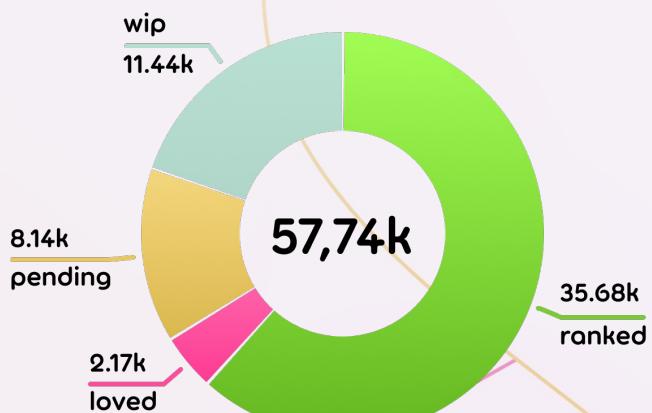
How would you describe an upcoming Featured Artist that you're excited about, but in one word?

e

Ranked beatmap statistics

Ever wanted to know just how many beatmaps have been made over the course of osu!'s history? How many of those are Ranked?

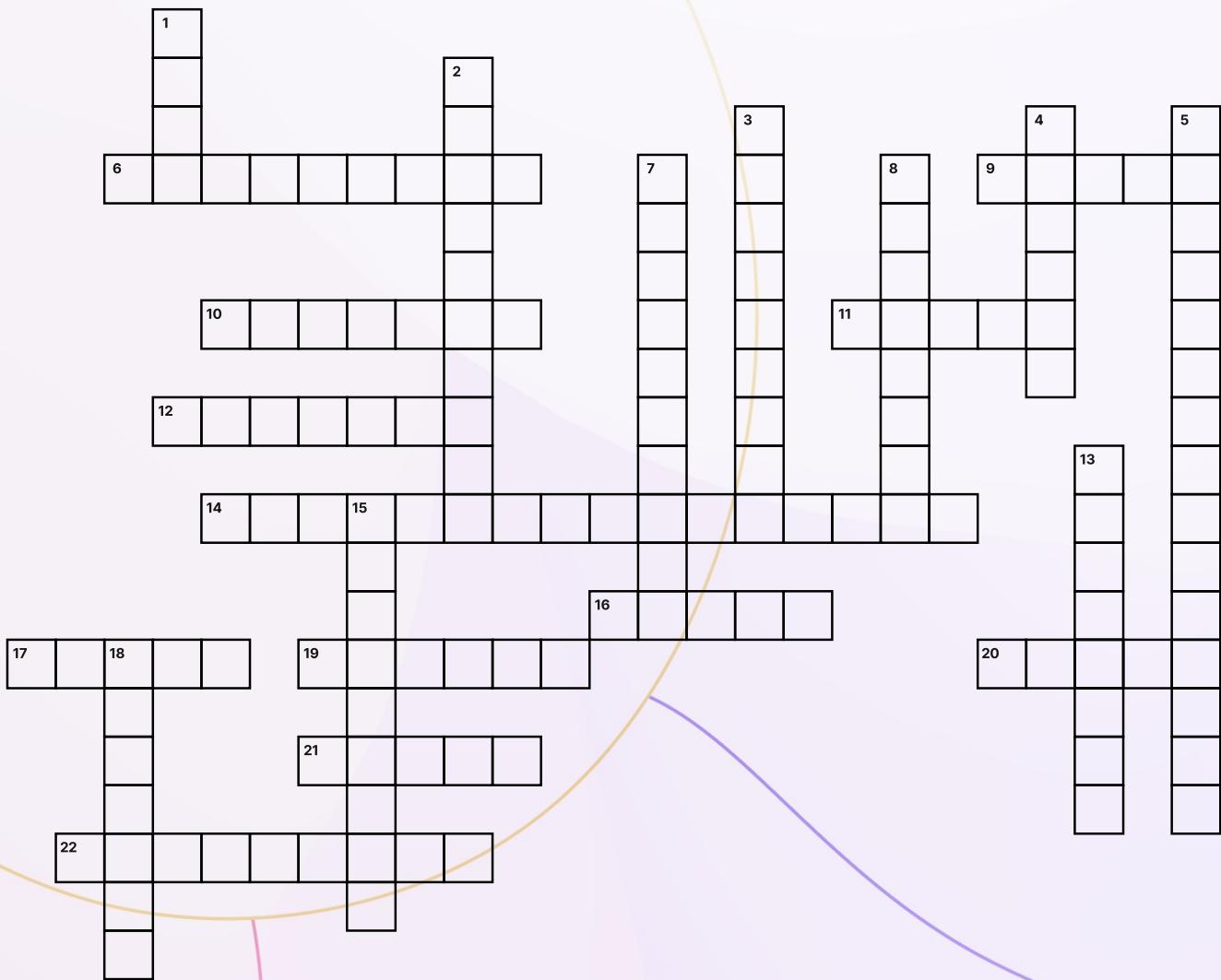
Wonder no more, here are all the juicy stats so far!



Ranked beatmaps across all years in osu!



Crossword



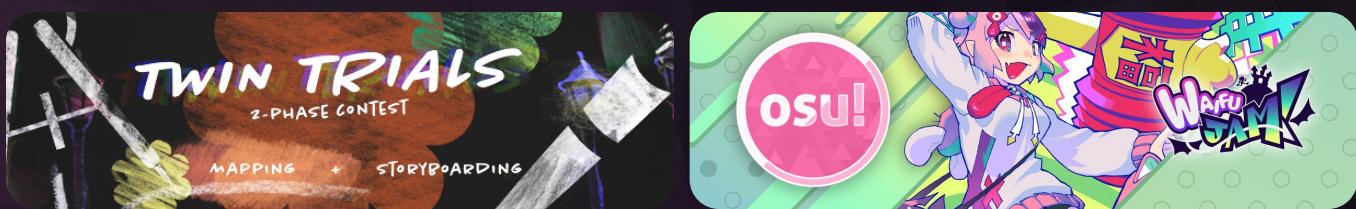
Down

1. Somewhat sour mascot (4)
2. Bad for nyctophobes (10)
3. Famous old-style mapper (9)
4. Name for the osu! logo (6)
5. Quizmaster's favourite (9, 6)
7. Community favourite osu!taiko mascot (10)
8. April Fool's tradition (3, 5)
13. Former #1 player (8)
15. Avian overlord (9)
18. Endangered species (7)

Across

6. World-leading badge collector (9)
9. Caffeinated mascot (5)
10. Most played beatmap (2, 5)
11. Infamous tournament player (5)
12. Keyboard brand (7)
14. Funny number (5, 6, 5)
16. "Zero Respect Permazoomer" (5)
17. The next major update (5)
19. Shiny collectables (6)
20. Former mod (5)
21. Our beloved leader (5)
22. Accordion player (9)

things to look out for in april



thank you for reading osu!monthly!

Time waits for no one! Despite the delays, this project would not be abandoned. Thank you to everyone who contributed. Ambitious as it was, hopefully it inspires similar or even greater efforts, in the future, in another time. Perhaps you'll be part of it.

What do you think? Should this medium make a grandiose return, or are pages of text a thing of the past?

see you next time!