

# osu!monthly #2

November 2017

Artist: Anny



## News

Keep up to date with the latest circle clicking action!

## Interview

An interview with Crowie on the concept creation of Mocha!

## Highlights

Scorewatch is here!  
Check out the most exciting highlights of the month!

## And more!

osulidol, storyboarding, and osu!taiko playstyles!

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## EDITORS LETTER

*It feels like an age since when we first pushed out the revival of the osu!monthly. We've had a lot of fun writing and designing this issue - we decided to be a little more ambitious this time round, and we hope you enjoy reading it! But firstly, an apology. We're terribly sorry that this came out so late - we ran into a couple unforeseen issues, and we are currently working hard to get more organised.*

*A couple things to note. To increase transparency, we have opened our Discord server to the public. Feel free to offer us your feedback and suggestions for the future direction of this community project! We have also recognised that last month's puzzle was probably too challenging - while the prize is still up for grabs, I have asked Parachor to tone down the difficulty of the puzzle for future installments. Unfortunately, there is no puzzle for this month. Finally, we are actually looking to recruit some help! If you have a passion for baking/cooking, please refer to the back cover of the issue for further details.*

*A warm thank you to jjrocks and Starrodkirby86 for being our guiding light in times of need. This project would not have been possible without them both.*

-mangomizer



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## OSU!MONTHLY NEWS: NOV 2017

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Catch up on the latest events in the osu! community for the month of November! With huge events ongoing such as osu! World Cup and osu!idol, there's certainly a lot to cover!

## THE INSIDE CIRCLE #3: AN INTERVIEW WITH CROWIE

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We interview Crowie about the origins of Mocha, the beloved mascot of the osu!taiko gamemode!

## THE INSIDE CIRCLE #4: FULL SPREAD INTERVIEW REQUEST

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A lengthy group interview with 4 BNs across the gamemodes. Perhaps you will gain new insight through the eyes of a BN!

## PRODUCER-SAN'S VISION

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With the conclusion of the most successful osulidol yet, Flanster has come to share his experiences as the host of osu!'s most prestigious singing competition,

## READING THE UNREADABLE

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Since the conclusion of the osultaiko Aspire mapping contest, Gezoda has been working behind the scenes on a new taiko storyboard gimmick generator!

## OSU!JARGON #2: TAIKO PLAYSTYLES

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Continuing on the road of enlightenment, we now move on to explaining common playstyles of the osu!taiko gamemode!

## SCOREWATCH: NOV 2017

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Scorewatch makes a successful transition to the osu!monthly! You wouldn't want to miss out on this month's most impressive scores, now would you?

## EVENT HUB: NOV 2017

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Ever wondered about what's been going on in the tournament and contests scene? Join Raveille as he takes you through the highlights of this month's competitive action.

# OSU!MONTHLY NEWS

by mangomizer and deadbeat

## OFFICIAL NEWS

### OSU! WORLD CUP 2017

With a fresh new design cooked up by flyte, the biggest tournament in osu! has returned for its 8th instalment! This year's design is unlike anything we've seen in the past, featuring new idle screens, animations and a new colour palette! At the time of writing, the Semifinals Stage would have just concluded, with only 6 teams remaining. This may turn out to be the most exciting OWC yet!



Both Evrien and Junihuhn have you covered in case you've missed anything. In addition to providing his expert commentary, Evrien has been writing [news posts](#) each week, going over the highlights of each weekend stage. Alternatively, Junihuhn has been creating fantastic recap videos,

covering events that have transpired in much greater detail - it is well worth [checking out](#) if you have the time.

### OSU! COFFEE HOUR: GMT



During Mid-November, HappyStick hosted another Coffee Hour, this time going over the Global Moderation Team. Joined with him was deadbeat and WalterToro, a veteran and newcomer of the GMT respectively. While there was a lot of information that couldn't be disclosed, we now have insight as to why the GMT operates the way that it does. Check it out in full [here!](#)

### OSU!IDOL FINALS RESULTS

Taking place over the past few weeks across multiple elimination stages, [Renril](#) has climbed to top, claiming the title as the new osu!idol! Stealing the spotlight with a majority community vote of 58.7%, her energetic performance of [Mafumafu - Rinne Tensei](#) is truly stunning. Many congratulations to her!

### WINTER 2017 FANART CONTEST



In preparation for winter's frigid chill, a call for artists in the osu!community was sent out, and we received 65 heartwarming entries. The artwork is more amazing than ever, so do check them out!

## NEW FEATURED ARTIST - MOTOLOID



A new Featured Artist has emerged after a few months, and to make things more exciting, MOTOLOID, also known as Tokyologic, is a label similar to that of Monstercat, just on a smaller scale. This new addition brings in 9 new songs across 4 artists, but it doesn't end there. Thanks to a newly formed Mappers' Guild, 6 of these new tracks already have mapped ranked and ready to play. You can read up more about this over on the announcement post.

### THE QAT GAZETTE: NOVEMBER 2017



The QAT have certainly been busy in their crusade towards the betterment of the mapping and modding scene, and there are a couple reworks this month. One notable change involves greater leniency in BNG supervision, potentially giving nominators the freedom to have improved workflow. We may also expect to see mapping contests make a regular comeback in the months to come!

## RECENT DEVELOPMENTS

### OSU!LIVE BECOMES PARTNERED

With the growth in both attention and content, the osu!live Twitch channel has taken its next step forward and is now a partnered channel! You can support osu!live through the paid subscription packages, which start from \$4.99/month, giving you access to exclusive emotes and more!

### NEW CHANNELS IN THE OSU!DEV DISCORD

Four new channels opened up in the osu!dev Discord this month, encouraging discussion of developing topics, namely Modding v2 and the performance points system. Community projects such as Spotlights and the recent Loved Captain's Pick system were also moved here. Hopefully the increased transparency will help move these projects forward in a constructive manner.

### TOUCHSCREEN DETECTION NERF

In light of freedomdiver's 900pp touchscreen score, osu!dev worked on a patch for touchscreen input detection. At the time of writing, no official changes have been applied, but you can follow the developmental efforts on the osu!dev Discord, or use the Cutting Edge release stream and try it out yourself!

# THE INSIDE CIRCLE #3: AN INTERVIEW WITH CROWIE

by mangomizer and deadbeat

Crowie is the creator of Mocha, our much beloved osu!taiko mascot. Following on from ztrot's article of Yuzu last month, we decided to interview Crowie so she could shed some light on Mocha!



## COULD YOU TELL US A BIT ABOUT YOURSELF?

I'm most commonly known as Crowie. Some people from the standard mapping community probably know me, especially those from #modhelp since I hang out there a lot.

## HAVE YOU HAD MUCH EXPERIENCE WITH OSU!TAIKO BEFORE THE MASCOT CONTEST?

Ironically, I have the least experience with osu!taiko out of all the gamemodes. Although, a long time ago, I did some "not-so-serious" taiko mapping.

## WHY DID YOU DECIDE TO ENTER THE CONTEST?

I can draw, so I try to enter most of the art contests, though I don't always end up finishing my drawings.

## SOME OF THE MAIN DESIGN CHOICES THAT SET YOUR ENTRY APART FROM THE REST WERE THE HAIRSTYLE AND BANDAGE. WHAT INSPIRED THOSE CHOICES?

I think my biggest inspiration was

Niko from Kiznaiver, plus I was obviously into stuff like decora fashion which was what attracted me to Niko in the first place. I don't remember where the hairstyle came from but flyte liked the original design. Personally I wanted the hair to be more subtle, so in the end I kind of combined subtlety and whatever that curly-fry abomination was, and her hairstyle ended up being inspired by confetti!

## HOW DID YOU FEEL WHEN YOU WERE TOLD YOUR ENTRY HAD BEEN PICKED AS THE NEW MASCOT?

It was hard to believe - I didn't think I'd ever be chosen. It was surprising and pretty exciting.

## YOU SPENT A LOT OF TIME WORKING WITH FLYTE TO IMPROVE YOUR DESIGN. WHAT WAS THAT LIKE?

To tell the truth, I was moping around most of the time, and there were a lot of times when I really hated the design and had no motivation to keep going. In reality it could have been done way sooner (shame on me x\_x). flyte was really fun to work with though, and I seriously learned a lot about character design from this experience!

## WERE THERE MANY DESIGN IDEAS THAT WERE SCRAPPED DURING YOUR TIME WORKING WITH FLYTE?

Not really. flyte suggested that osu!taiko's official color is green so

I changed Mocha's hair from brown to green, and also added different colored bangs, since it is now a criteria for all osu! mascots. I actually wanted the hair to be simpler in design and lime green with cream colored bangs, which I found appealing but was rejected. Finding the right shade of green took a while. Otherwise, just some color corrections on her outfit.

## HOW DO YOU FEEL ABOUT OTHER PEOPLE DRAWING YOUR CHARACTER?

It's great! I really love seeing all the talent in our community - it's basically free fanart of my original content (haha). However, it bothers me when people draw the bandage as a plain one - make sure it is colorful and decorative.

## WITH MOCHA BEING THE NEWEST MASCOT IN OSU!, THERE'S ACTUALLY VERY LITTLE INFORMATION ON HER. SLIGHTLY RUDE QUESTION PERHAPS, BUT COULD YOU TELL US A BIT MORE ABOUT MOCHA? FOR INSTANCE, HOW OLD IS SHE? WHAT ARE HER HOBBIES?

Mocha is 17 years old, a senior in high school. She's athletic and has big muscles. She really loves taiko but because it isn't profitable, her parents don't want her to pursue music or taiko in the future. However, she refuses to give up her passion and secretly joins up with the other mascots to form an underground band. Outside of her secretive activities, she leads the taiko team at her school and plays in festivals and regional competitions. She and her team worked very hard

to finally win the national competition in her final year of high school.

## THERE IS ALSO A SECOND "UNOFFICIAL" MASCOT FOR THE OSU!TAIKO GAMEMODE. WHAT ARE YOUR THOUGHTS ON THE LEGENDARY TAIKONATOR 3000?

It's nice that he's pretty popular (potential merch material)! I wanted to combine Mocha and Taikonator into some cool mecha thing - Mochanator - that would spring into action from her Taikonator backpack in a cool mecha transformation sequence during kiai (the idea was rejected).



# THE INSIDE CIRCLE #4: FULL SPREAD INTERVIEW REQUEST

by mangomizer

Beatmap Nominators (BNs) are members of the community who are at the forefront of pushing maps towards the ranked section. Today we interview 4 BNs, one from each gamemode, in order to gain an insight into their thoughts and experiences.



**CELIRIH**  
STANDARD



**TAIKOCRACY**  
TAIKO



**ABSOLUTE ZERO**  
CATCH



**ASHERZ007**  
MANIA

## HELLO! COULD YOU TELL US A LITTLE BIT ABOUT YOUR HISTORY WITH THE BNG?

Hello! I joined the BNG as an osu!std BN on October 24th 2017, after failing an osu!catch and osu!std BN test, managing to sneak in with the first round of new osu!std applications (rip tests).

Hello! I joined the osu!taiko BNG on September 10th, 2017. I had only applied once before in April, barely not meeting the Basic Score requirement needed to test that cycle. After roughly two and a half years on the game in general, I finally snagged a

spot on the Taiko BNG.

I joined the osu!catch BNG about a year ago (November 3rd, 2016). It took a little encouragement from JBHyperion to apply, but in the end, I got in after passing one of the BN tests, scraping by 0.5 points.

I joined the osu!mania BNG on September 10th 2017, just short of a year after registering on osu!, passing the requirements to join on the first time of applying.

## WHY DID YOU DECIDE TO BECOME A BN?

I wanted to join the BNG because I like modding maps and helping people. Being a BN helps me do that even more, while also giving a bigger impact to my contribution by helping maps get sent to the ranked section.

The main reason I decided to join the BNG was due to my admiration of people in the gamemode, people who knew all about the stuff that I didn't know about. Along with that, the idea of being in a position where you can kind of influence the direction of the game was very appealing.

I have always wanted to be a BN because there are maps that I really enjoy - and when I started out, I never really got a chance to push them towards rank. I felt a little powerless in this sense, since there were so many different styles that I loved. I

felt like I wasn't doing justice to the community just modding maps - if I put the effort into being a little more active, perhaps I could do so much more than I usually do.

Because other people wanted me to. Like, a LOT of people. Oh, and I'd thought I'd help a little with getting a few more maps into the ranked section since osu!mania has suffered as of late from having too few of those and it was getting to me a little.

## WAS THE BNG WHAT YOU EXPECTED?

Not exactly. The BNG is much less serious than I thought, and the overall atmosphere of the BNG is much more inviting and friendly than I expected it to be. Turns out we meme just as hard as the rest of the community ;).

Nope, not at all. As the current youngest BN in osu!, I expected the BNG to be an extremely formal group that didn't mess around. I thought there was absolutely zero room for error and that everyone was super mature and whatnot, haha. After about 1 week in the BNG, it was clear that although there are definitely "borders" of maturity and respect that they expect you to uphold, we're all just a group of people that place circles on a grid, and I think at the end of the day we can all take a step back and have a good laugh about it, together.

I would give this a fifty-fifty. I knew what I was getting myself into. As a second-guesser, I knew I would

just have to say at some point, "this is good". However, this very concept made it a lot more scary than being a BN actually is. I thought of bubble pops as a "failure", and there was no room for error at all. But in the end, we're a group. Everyone makes mistakes - and I felt comfortable because we could all simply learn from them. Also, it's hard to remember that BNs are people too, sometimes.

Well, in all honesty, I'm not really sure what I was expecting. Having been in the community for such a short amount of time, it's opened up another part I'd never thought I'd encounter. I guess I was expecting people to communicate more with each other though? Or maybe I just don't see that happening. The one thing that did surprise me was the number of people messaging me about checking their maps, which I thought, given the low number of qualified maps for mania nowadays, would be significantly less.

## AS A BN, HOW ARE YOU VIEWED AND TREATED WITHIN YOUR OWN GAMEMODE(S)? ARE YOU CONTENT?

Sometimes it feels like people are a bit scared of me since I got BN, even getting called Sir or Mr by some, which felt quite weird. It's also a bit demotivating when you get asked for mods because of your icon panel, rather than someone wanting your opinion on a map. Apart from that I've been treated nicely, and my experience with the community has been a great

one. No death threats yet!

I'm not quite sure how to answer this question to be honest. The community of your respective gamemode will view/treat you based on how active you are or how willing you are to give icons. Along with that general attitude is important as well, you can't treat the community like trash just because you have that label of power that they don't. Generally, I think I'm treated with a pretty good amount of respect, but those kinds of things in my opinion can change quickly.

I think for better or for worse, being a BN seems to raise you on some sort of "platform" to other people. It's easy to forget that BNs still have emotions and are willing to make compromises as well. I'm not saying that I wasn't ever guilty of this, but I feel people either view the group as a large machine or some other level of ascension. Respect is fine - but I wouldn't let it deter everyone from just treating us the same. Come on, I'm just nineteen.

I feel like people have this misconception that BNs are all-powerful people that decide the fate of every map and crushing their every hope and dream, and thus should be treated with utmost respect. Respect is nice (and honestly the world would be a better place if everyone gave each other the same amount of respect that we do as BNs), but it's not as though we look down upon

people. We're just another member of the community, just with a little more knowledge in what makes a map good and so we're able to push maps into the ranked section. Get to know us a little bit; we don't bite, honestly.

### **ARE THERE ANY OTHER THINGS THAT CHANGED AS A RESULT OF BECOMING A BN? FOR EXAMPLE, YOUR MODDING STYLE ETC.**

When doing a BN check, what you look for in a map is quite different than a regular mod, so my modding has changed to adapt to that. I also had to be less picky about certain things, since admittedly I was quite close-minded before.

I think the biggest change that I underwent after becoming a BN was the kinds of things I modded and decided to start focusing on. In my mind it was a good idea to get a lot of experience in all of the other genres so if the time comes, I can nominate those genres as well. After getting BN though, I have definitely focused a lot more on the Electronic genre, t+pazolite to be specific, and it keeps me motivated to do all my requests because I actually like the music.

To be honest, my modding style did not make any drastic improvement or change. Obviously, I had to check more aspects of the map in order to assure quality - and think about the mapper's choices a little more in depth. There's a level of maturity and responsibility I had to consider when putting my criticism (or praise)

forward.

Not really, surprisingly. The only thing that's really changed is the number of times I need to check each map, just to make sure errors don't slip through the cracks. It annoys me to no end when they do.

### **"CIRCLEJERKING" IS A TERM THAT GETS THROWN AROUND A LOT. WHAT ARE YOU THOUGHTS ON THIS PRACTICE?**

Personally I'm against it. M4M between BNs is something I don't have a problem with, but promised icons, or BNs doing low quality checks and overlooking things for the sake of also getting their own maps nominated shouldn't be accepted and doing so is kinda scummy.

Not surprised that this question showed up, haha. I think "circlejerking" is a much more complicated term than most people make it out to be. Most people will define circlejerking as BNs nominating other BNs' maps, but in my opinion, that is not circlejerking at all. That's just doing your job to nominate maps, if BNs couldn't nominate each other's maps then they wouldn't be able to map at all, lol. Circlejerking to me is when a nominator icons another nominator's map when the quality of the map is still very questionable, or totally lacking any quality whatsoever. In those cases, I am very against it as I see that as an unfair advantage over normal users, and that it hurts the community more than just a "bad

map." It becomes obvious over a certain amount of time who's in what circle and who's out of any circle, but all in all, circlejerking hasn't had too much of a negative impact on the community.

Circlejerking is simply lazy. Yes, BNs are sometimes simply prone to ranking maps considered "safe", but there's no point in creating a sort of monopoly that leaves the majority of people feeling left out. In theory, there's nothing really wrong with the idea. People wanting to help their friends is fine, but circlejerking is abusing the power of a BN and ranking low quality maps. In short, too many chefs spoil the broth. (P.S. "Circlejerking" is a term that I really don't like to use because it's way too easy to simply use as a derogatory term and throw around whenever someone's not ranking your maps.)

Of course this question would appear... So, my opinion? I'm not really that much for it. I mean I can understand it when it occasionally happens, since we do want our own maps to reach the ranked section as well, but when other BNs use it to "stay active" or only nominate other BNs' maps, that's a little bit silly, in all honesty. As far as I'm aware, this kind of thing used to be a prominent thing in the past, hence why there's an abundance of ranked maps from a few particular mappers, which are occasionally of very questionable quality. I'd be ok with this if the BNs in these circles were much more active in nominating other maps, but alas, this is not the case.

## LATELY THERE HAVE BEEN A FEW OVERHAULS IN THE MAPPING/MODDING SCENE. WHAT ARE YOUR THOUGHTS ON THE PROBATION SYSTEM?

The probation system is a huge improvement to the now thankfully gone tier system. Probation was quite helpful to me as a transition phase into the BNG, since it gave me fewer things to worry about when starting off. Knowing that someone will come after you and double check made it easier for me to start giving maps some icons. I also see it as a good way to handle inactivity, as it gives a second chance to BNs to get active again before being kicked off the group. Overall I'm for this system.

At first, I thought the probation system was flawed in quite a few different angles, I thought putting the QAT in charge of monitoring and evaluating all the new BN entrees was an absolutely impossible task that would take too much time. In my mind, this would lead to people getting past the probation that should not have gotten past the probation, and sometimes, vice versa. In the end though, it has proven to be a very useful system that kind of penalizes nominators for unethical behavior and inactivity, which is useful for keeping the BNG active. Overall, I think the system is quite useful, and can be tweaked to be a very valuable, non-temporary kind of system.

I have been kept out of probation and

the tiering system, so I don't actually have any experience with it. From an outside point of view, probation was actually not that limiting. Although probationary BNs can only bubble maps, in osu!catch it generally doesn't pose much of an issue, though it does become sort of a roadblock in hybrid sets, because your pool of "who can I pick" is changed. However, it's helped the osu!catch BNG in terms of productivity because BNs who were put into probation actually became more motivated to get back to iconning more maps. There have been complaints while being on probation, but we have more ranked maps, so that's really fine with me.

The probation system is an interesting move. Certainly much better than the tier system that was in place which luckily didn't affect osu!mania. Getting "moved into probation" is a little bit odd, since you lose the ability to qualify (or place the second nomination), which can rule you out of nominating some maps already iconed, which can make it a little more difficult to get out. On the other hand, it allows for people with low or questionable activity to be checked, which I feel is a good thing to do. Overall, I think I'm for it.

## MODDING V2 HAS ALSO BEEN OUT FOR A WHILE. HOW DO YOU FEEL ABOUT THE SYSTEM IN ITS CURRENT STATE, AND WHAT COULD BE IMPROVED?

There are a few things that I do like quite a bit, there is less repetition and it's easier to follow discussion. But

there are still tons of things that need improvement: discussion feels very disconnected, being able to separate issues by modders is missing, navigating the panel is clunky and obnoxious, kudosu! is an insanely abusable mess, a lot of needed features are still missing.

Modding v2 when it first debuted wasn't ideal for me, as well as many other BNG members and even casual modders. The layout while aesthetic was more complicated than the simplicity of the older forum, and for me the worst thing about was that I had to separate each of my points into its own separate post. The timeline takes up too much of the page's space, and the idea of the hype train was easily abused. Granted, many changes have been made, including the fact that BNG members can now veto nominations in v2, and the hype train can only be used 5 times a month AFTER you play or mod the map. I think modding v2 is heading in the right direction, but I just wish that it wasn't forced so early on when there were still some obvious flaws with it.

Before you start disagreeing with my thoughts, I personally feel that the idea behind Modding v2 is quite smart, and opens up hope for modders who don't put as many points forward. The "visual timeline" concept is very accessible and makes it easier to apply mods, compared to the old "timestamp game timestamp repeat" idea. This is just the core idea though. What's sort of been half-developed from this is not what

I'd call "good". There are a lot of key features that have been missing after repeated feedback. The distribution of three different panels makes it far more complicated than before. The hype system and kudosu system are both poorly executed in terms of how they've been implemented. It kind of feels like they tried to apply the same concepts to something that's actually completely different. I haven't tried to nominate anything in v2 yet, so I can't really say what I think about the fact that we can't pop a bubble. It sounds kind of strange, since I don't usually check the map before the nominator bubbles. So would I have to qualify, knowing there's an issue, and then get it DQ'd...? As a whole, it's fine, but honestly there's a lot of work to do in my opinion.

If anyone's been stalking me, checking about my profile, you'll have noticed that I'm not taking any requests that are in v2. I even moved to fallback to carry on uploading maps into v1. Modding v2 has been around for quite a while, but there were so few people and maps to test it that the issues that existed weren't pointed out, meaning that when the forced and what some feel unannounced switch came, it was far from ready, which has discouraged some mappers from using it. It's slowly getting better, but this should have been done much sooner. Retrospectively, I would have appreciated the thought of having the option between v1 and v2 for a small time to fix these issues, rather than the force and then hurriedly patch everything... or not, so

I hear. Besides, what exactly was wrong with the old system?

### **THERE IS TALK ABOUT THE KUDOSU! SYSTEM BEING REWORKED. IN THE PAST, KUDOSU! HAD LIMITED PRACTICAL USE - WHAT SORT OF CHANGES ARE YOU HOPING TO SEE IN THE FUTURE?**

Personally I'd like to see kudosu! move away from being seen as a currency. The less it's simply used as a way to gauge someone's activity, the more incentive there is to abusing the system put into place. The more incentive there is to farm kudosu!, the more willing we have to be to throw quality of mods out the window, and that's not how I think we should be moving forward.

Kudosu! In v1 versus in v2 are quite different concepts. Kudosu! Used to be a mostly accurate representation of modding activity for a certain user, which is why the BNG applications require both 50 kudosu for a baseline of experience, and a certain amount of mods per month. Those two go hand in hand. Being that kudosu! was before only awarded by the map owner, it also gave a general sense of whether what the modder said was helpful or not. Modding v2's kudosu takes away that power. While the map owner can "upvote" a suggestion and give kudosu, the community can as well, and they are not the best people to judge the "helpfulness" of a

suggestion. Along with that, the way that users can get up to 3 kudosu per suggestion encourages abuse, as most people can just ask their friends to upvote their suggestions for kudosu. I think the kudosu system needs quite a bit of rework, as right now I don't see the number of kudosu a person has as any sort of measurement of skill or ability.

Kudosu! was fine as a relative measure of activity in modding v1. The amount is determined by the person who is affected by the mod most: the set owner. Call me a stubborn person, but I feel the new kudosu! system doesn't seem to work out. It's far more exploitable than the old system (even unintentionally "farming" kudos has the same effect), and this comes with a huge incentive: to be a BN. I see kudosu as a number, so I could care less how much or how little I have, but if it begins to matter like that, that's a bit of a problem. With an incentive to be quantitative, not qualitative, there's no reason to even put effort into mods. I'd go as far as just to remove kudosu completely, or have it function exactly the same way as in v1 - receiving one per mapset.

To be frank, I'm not really sure about what the intentions are regarding this rework. Yes, they have restricted use now, but they used to have a fair bit more, like being used in the Loved system, or, long long ago, upvoting suggestions made to improve the game so that they got more attention. Perhaps we'll see a reintroduction of these features somewhere along the line, who knows?

### **WHAT IS YOUR ADVICE TO UPCOMING MAPPERS/ MODDERS WHO ARE LOOKING TO JOIN THE BNG?**

Be ready to fail, but don't give up! Not a lot of people get into the BNG on their first try. Take criticism then improve your modding.

Be open to criticism and always use this to improve yourself. Most people don't get into the BNG the first time around, just always keep that goal in mind and work as hard as you can to obtain it. Although, with all these new changes, I think you should really consider whether or not you'd like to join the BNG, as the future state of the mapping community as we are aware is not a state that the BNG nor the QAT is very happy about. So, be wise, and think logically about it.

First thing is to take your time and care about what you're doing. It's easy to want to just rush to get that purple name, but the more experience you have, the more likely you're going to have a streamlined entrance. This also gives you the chance to say to yourself, "do I really like what I'm doing when I'm modding?" Don't volunteer for something you don't enjoy. Also, understand that you will receive criticism and you will fail sometimes along the way. Take this in stride. Use constructive criticism to improve yourself, and don't fight fire with fire. Logistically, remember that behavior counts, as well! The requirements aren't just pure activity. It's not "brown-nosing", it's "acting mature". On the internet, it's easy to

forget that more often than not, we feel the ability to type whatever we want under the guise of "no one will ever find who I am". Remember that being a BN just means you place the icons, and that there are mappers and modders who have opinions just as valid as yours.

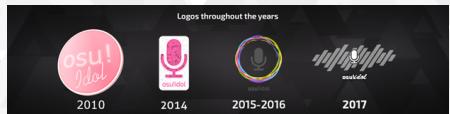
With so many drastic changes happening to the system, it's hard to know for certain what to put here. Regardless of what happens, there are always three things I keep in mind. Firstly, get to know the ranking criteria and keep up to date with changes. Small bits of information like this will improve the quality of your mod significantly. Secondly, modding comes with experience. Yes, I know, this appears obvious, but it's really surprising how limited you are when you don't know what works well. Play the game, see how other people go about creating maps and find out why. Finally, and what I consider to be the most important, think about your outward appearance. This is the internet where people think they can do whatever they want, just because nobody can attach a username to a face. You can only earn respect if you respect others; nobody likes a person who only insults others.

## PRODUCER-SAN'S VISION

by Flanster

Hi all, this is Flanster! Alongside my experience in the GMT, I've been running osu!idol for the last 3 years now. What is osu!idol you may ask? Is it a new thing? Is it edible? Of course not! It is in fact a singing contest with the intent of seeking the greatest vocal talents in the community. Allow me to take you on a journey through osu!idol's history!

osu!idol was born long ago in the form of an off-topic thread when the game was two to three years old. It was simply a forum game, just for fun and nothing official - though peppy himself did participate as a guest judge! osu!idol 2 was organised shortly after, and it attracted a greater number of contestants. Unfortunately, for a variety of reasons, the competition soon went into obscurity and entered an indefinite hiatus.



Fast forward to 2014, and it was brought back to life by ztrot. While the format did not change significantly from its predecessor, the competition received a huge surge in popularity and attention as a result of receiving official support from prominent community members.

Like before, the format consisted of a few knockout stages, each offering different genres and twists to provide some challenge to the contestants. Entries were evaluated by a panel of judges on a scale of 1-10. I was one of the judges under ztrot's hosting but he had other duties and responsibilities to attend to. As a result, I found myself handling a lot more aspects of the event.

The year 2015 was where I stepped in to host osu!idol. The responsibility was passed on to me and it was in my interest to keep it running as smoothly as possible. There was a lot on paper - this included getting coverage via announcements, scouting for judges and keeping them in check in terms of reliability and getting things done on time. There was also managing the documents used for registration and judging, checking all entries for possible rule violations,

as well as answering everyone's questions.

My first year was what you'd expect it - getting used to management and all the hurdles that come with it. Of course, the format ran smoothly, but I saw room for improvement from last year. The first change I made in 2015 was the introduction of community voting during the finals. In the past, judges evaluated them like any other knockout stage. With this new change, the community itself would have the final say via voting. It seemed like the logical thing to do, no? It spread the word around and it gave the community a voice, so there was no simply no hesitation in doing

it.

You can listen to the entries for the 2015 finals [here](#). I was very happy how it came along, which gave me motivation for next year.



The osu!idol in 2016 brought along new rules and clarifications. During the registration phase in 2015, I wasn't pleased with the amount of people newly registering on osu! just to take part in the contest. This is an event by the community for the community. It's illogical for anyone outside it to take part in. As a result, there were stricter requirements for entry. A discord server was also made for discussions and karaoke plus a twitter account for announcements. Of course, everything was kept up to date in the main thread as well.

One thing I found a bit of a hassle was finding new judges. Finding reliable people to work with isn't as easy as you might think. But be it either luck or not, we've always had 4 or 5 judges who have done an excellent job. Their part is very important as it is no small task to listen and judge all the entries throughout the entire contest. Ears and minds were really put to the test. Sometimes, I also took part in judging, be it replacing a judge who wasn't

available or just for fun. However, as the years went by, people started to have other commitments, and there was a real need to scout for new judges. I decided to recruit some osu!team members since I was familiar with their contributions, reliability and overall work ethic.

That year did run smooth overall except one small mistake, which escalated into something much bigger. During the registrations I overlooked a duet which featured a newly registered user. Someone pointed this out to me around the midway through the contest. I was actually excited for this duet at the beginning since they were really promising, but now I was faced with the decision of whether or not I should disqualify them as the new rules would render them ineligible. I sat thinking for a good 30 minutes, and then decided to do it. I knew it wasn't going to be well received and was prepared for backlashes. It was an honest mistake and I will treat it as one. I contacted them via Twitter as there was no guarantee that they knew forum PMs existed. And well... as I expected, it was very negatively taken, to the point where people outside of the community (assuming their friends) decided to step in on their side and try to bring us down in a day full of complaining, nitpicking and immature statements. I read every single tweet they spat out. At the end, I still think I made the right call. I posted a formal apology in the discussion thread, locked it for a few days to let it cool down and continued with the contest.

Time to move forward.

The 2016 final entries can be found [here](#)



In 2017, taking into consideration the mistake I made last year, I decided to get a co-host to help me manage the contest. Two heads are better than one and lowers the chances of any oversights. Kyonko Hizara was a judge throughout the years and her productivity has always impressed me so it was a no-brainer having her onboard as a co-host.

More improvements were made to the rules to cover most of the problems we faced in previous years. The carpetbombed twitter was removed altogether, and we now operate under one roof - the osu!idol Discord server. The design of the logo and banners were given a fresh new look.

The scope for judge scouting was widened to anyone being able to be a judge as long as they had either taken part in the competition before or had won it in any year. It was announced in the server and all they had to do is contact us then we "interview" them with a few questions such as if they will be available during the projected duration of the contest, if they're able to get things done on time. To my

delight, we managed to get a finalist from 2015 onboard - I was low-key wanting that so I was really happy about it.

As for the stages - of course a change was needed to get some diversity to keep the interest and challenge factor up there. We introduced a stage with slow songs and acapella (only voice, no instrumentals). We removed the Pop stage that was present in previous years. It was a lot of trouble since Pop has many sub genres and people kept asking us "Is this pop?" while we were unsure as well. Rock was kept of course as it's a good challenge for those who don't sing much other than TV Size :D.

So how did this year go then? Overall it ran so well it was bori-- easygoing! Only problem coming to mind is one of the finalists having trouble with the submission deadline for the finals. Unbeknownst to me it was technical issues rather than being busy as I initially thought. Imagine having to do your entry FOR THE FINALS on a PHONE with MIXING. That took some serious effort to pull off on their side. If they had informed me I would've gladly helped them mix their recording as there's always the chance of a finalist not having the skills or hardware to achieve their desired final cut. The mistake on my end was never asking them why it was taking so long. Lack of communication made it difficult for both of us. At the end they even wanted to replace it with a spare recording they did earlier because they weren't confident with it. I couldn't turn them down.

Definitely something to keep in mind for next time.

In terms of the coverage we got for the finals... it was BIG. So much bigger than before. Considering I was kind of in the downs during past years due to lack of coverage and announcements getting overshadowed by world cups, this surprise gave me a good kick! We got over five times as many votes on the FIRST DAY than last year's TOTAL vote count which ran for 2 WEEKS. I'm sure all our finalists are happy, knowing that this many people have listened to their singing \*blush\*.

Now as I'm writing this, there's less than a week left before the voting ends. Chances are results will be out before this gets published. You can check it out [here](#). Wait a minute.... I forgot to vote! Alright let's wrap this up then. Thanks to everyone who took part in the contest over the years and have supported us. Without the community it wouldn't be possible to stand where we are today. My motivation is still strong so be prepared for next year's edition! No shyness and whispering under the sheets allowed! Have a good one.

## READING THE UNREADABLE

Storyboarding with Gezoda

Hello there, my name is Gezoda, formerly and most widely known as \_Gezo\_. You must be wondering what is up with this article talking about Taiko and storyboarding, the kind of thing that does not really happen that often, right? Well, I'm here to talk about a program I have made that allows you to make weird crazy things that may as well be an Aspire winner. It is called "Taiko Mod Generator", and allows you to redo some of the osu!taiko gimmicks that you all loved and cherished in Aspire.

### BUT FIRST, HERE IS A LITTLE BIT OF HISTORY

Contrary to the sudden burst in popularity I'm partly guilty of, this gimmicking technique is fairly old: you can dig far in the past and find REDALICE - Volar, which was one of the very first beatmaps to use this. When you look at it, we sure have come a long way! Then, gimmick beatmaps came and went, until March 2014 where one of them got fairly popular.

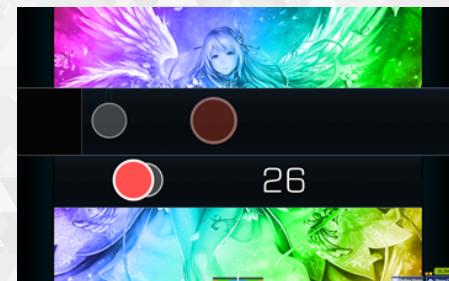


That map was DJ Noriken feat. Yukacco - Lucent (JAKAZiD Remix), which consisted of multiple gimmicks, called modes. Starting with a mode inspired by the memory game "Simon", it is followed by one of the most used gimmicks in storyboard maps - Abekobe, a gimmick originating from the Taiko no Tatsujin series where the colors are inverted. However, here you have to process the color flip in your head (the game does not display the change for you). The true challenge resides in its second-to-last mode though, which reverses colors, scroll speed, and even the entire storyboard! This map ends nicely with a split mode, and is a real breather. No wonder why it really is the staple of modern-day storyboard mapping, even inspiring the Aspire winner!

In parallel, things were going crazy in the ITG (In The Groove) community, with the famous "UKSRT" and "WinDEU Hates You" sight-reading tournaments. This is what sparked the idea of this program, along with Lucent. I have started writing it in Java in early 2015, not having any experience with other programming languages. The program worked and the result was Yooth - MariannE, currently a Loved beatmap. I then

tackled this project again two years later, to celebrate the first osu!taiko Aspire contest, and rewrote the entire program from scratch in Python 3. V1 was out the day the submissions ended.

Another reason for the rewrite was due to the release of "NotITG", an OpenITG (open-source ITG port) release oriented towards gimmick play, which gave me some great ideas. Sadly, I did not port the best features of that game, because of the limitations in osu! storyboarding.



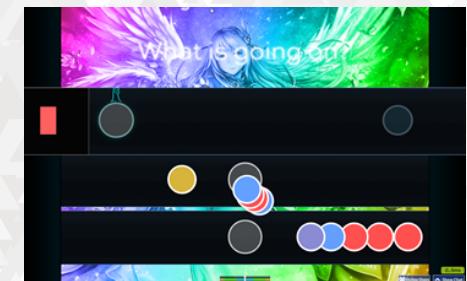
### WHAT IS THIS PROGRAM, REALLY?

Glad you asked! Well, it is simple. It is a standalone executable, which source code can be found [here](#). The program will create a few files if you don't have any, so make sure to have it in its own folder, to avoid conflicts!

Also, make sure to choose your settings wisely, as the program will make everything from this settings file. Put your taiko beatmaps in the "osuBeatmaps" directory, and you're set! If you have no idea what each mod does, you can check out [this post](#) for more information. It will be updated for each release, so subscribe to stay tuned!

You can also chain mods together, as seen in the "NotTaiko" edition of MariannE, which makes for a more fun experience. The program also supports chaining them together. However, it does not support moving already existing elements - but if you want to make a simple storyboard like the first version of MariannE, it is totally not needed. There are so many possible combos, that even with such a small selection of base mods, the only limit is your imagination!

And of course, don't hesitate to leave a post on the forum - I'm always open to suggestions!



## JARGON #2 - PLAYSTYLES IN OSU!TAIKO

by mangomizer

The osultaiko gamemode spans a long and rich history, having bloomed since its humble origins as a gameplay mod over a decade ago. In that time, a myriad of playstyles and techniques have emerged, and understandably a lot of confusion in terminology as well. Hopefully by the end of this article, you'll have gained a better understanding and appreciation for the fascinating diversity in which 4 buttons can be arranged!

Before we dive right in, I'd like to give a shoutout to Yunacat for having written a similar article many years ago for the original osu!monthly. It's certainly refreshing to see how far we've come since then!

### THE BASICS

There are currently two playstyles recognised by the vast majority of osultaiko players. These are KDDK and DDKK/KKDD. This terminology describes the keybinds from left to right, where K stands for "kat" (blue), and D stands for "don" (red). Each hand generally covers 2 keys, and the vast majority of players use both their index and middle fingers to play.

The most popular keybind among top players is probably DFJK. Here, the hands are centred around the middle of the keyboard on parallel keys, spaced apart by a suitable distance.

This is to prevent your hands from potentially clashing with each other, a problem often observed in the ZXCV keybind. However, there are cases when it is advantageous to have your keybinds close together, especially when you are trying to execute advanced techniques like TL beating. Slanted keys (eg. EFJI) are also not uncommon, as it may conform to a player's hand more comfortably.

### KDDK PLAYSTYLE

Considered to be the original authentic playstyle, this is the playstyle that all players are first introduced to, as these are the default keybinds on osu!. Most players play with four fingers, though there is a significant proportion of players who choose to play with their index fingers only. KDDK is further subdivided into alternating styles, which determine how certain patterns are played.

### FULL ALTERNATION

A style which involves alternating between the left and right hand for every note, regardless of rhythm or speed. This playstyle is the most difficult to master, but is widely used among the top players as it is excellent for conserving stamina.

### SINGLE TAPPING

A style which involves restarting every sequence that is a 1/2 snap or slower on the dominant hand. Any snap that is 1/3 or faster is alternated, unless the BPM is slow. This playstyle

is draining on stamina on fast maps, but has useful applications when trying to maintain accuracy.

### SEMI ALTERNATION

A style which awkwardly sits in between the aforementioned two. The definition isn't entirely clear, but what is universally accepted is that 1/2 snaps are always alternated. It suffers the same drawbacks as Single Tapping, though to a lesser extent, and is generally used by players who are training to Full Alternation.

### ROLLING/NON-ALTERNATION

A technique which involves using the one hand to play kd or dk patterns in one motion. The smooth motion of the fingers gives an impression of rolling, hence its name. Rolling is most commonly used for completing spinners quickly, though some players (eg. janitoreihil, Ekoro) are known to use this extensively to tackle complex streams.

### DDKK/KKDD PLAYSTYLE

This playstyle is popular among players who come from osu!. As most players are well practiced in streaming on one hand, it is easier to transition to a DDKK or KKDD playstyle where they only have to train the other hand to stream the other colour. osu!mania players are also infamous for using this playstyle in conjunction with the TaikoMania skin.

This playstyle offers advantages in being able to handle complex patterns more easily, as players do not need

to keep track of which hand they are currently on. However, one drawback players find are monocolor streams, which often put too much of a burden on one hand. Many players also find trouble in maintaining strong accuracy, as it is generally easier to maintain accuracy by alternating hands.

### HANDSWITCHING

By binding all 4 keys close together, one can tackle the weakness of monocolor streams by using both hands for those particular patterns. However, this technique is incredibly difficult to pull off, especially in the heat of the moment, and thus it is rare even among the best DDKK/KKDD players.

### UNUSUAL PLAYSTYLES

While the above playstyles account for the majority of the playerbase, there exists other styles which defy common sense. Keep your eyes peeled out over the next few months, as I will go over these in another article in the future!

Thanks for reading this edition of Jargon. Next month we'll be discussing something about osu!catch. Let us know what you'd be interested in reading about next!

## SCOREWATCH: NOV 2017

by Raveille

Hey guys! I'm Raveille, and November has been packed with amazing scores! This time, we got our friend, [oliebol](#), to help produce some flashy and cool scorecards. Do take a look at his [website](#) and generate some scores with it! We managed to get help from Circle People as well! By clicking on these images, you will be sent directly to the video of the play! Without too much delay, let's jump right into the first score of this month!

### TOY | ESTI - HELIX (EDIT VER.) [EX EX] +HD | 99.78% FC 313PP #1



We began November strong! What a way to snipe someone! Toy managed to coincidentally get the exact same accuracy as fellow American player Woey on ESTi - HELIX (Edit ver.), scoring an impressive 99.78% HD FC, beating Woey by 8860 points to claim the top spot! Don't count Woey out though!

### RAFIS | UNDEAD CORPORATION - EVERYTHING WILL FREEZE [TIME FREEZE] | 98.99% FC 662PP #1



Rafis has sniped Cookiezi by pulling off an unbelievable 98.99% FC on UNDEAD CORPORATION - Everything will freeze, taking the 1st spot and 662pp. This is a must watch for all osu! players.

### FILSDELAMA | CLARIS - SHIORI -TV SIZE MIX- [APEX] +HD,DT,HR | 98.89% FC 803PP #1



The next player to break the 800pp barrier is the No. 1 French player, filsdelama! He scored an impressive 98.89% HDDTHR FC on ClariS - SHIORI -TV size mix-, grabbing 803pp and the No. 1 spot on the map.

### TOTOKI | MAFFALDA - PENSAMENTO TIPICO DE ESQUERDA CAVIAR [GANGSTA] +DT | 98.70% FC 576PP #1



Another crazy score addition to this month's article, Totoki has risen from inactivity to snatch an amazing 98.70% DT FC on Maffalda - pensamento tipico de esquerda caviar, becoming the 2nd player to take the prestigious DT only FC on this map.

FIERYRAGE | BABYMETAL - ROAD OF RESISTANCE [REBELLION]  
| 99.31% FC 616PP #2



Taking the 2nd spot on BABYMETAL - Road of Resistance (Monstrata's map), fieryrage leapt over Rafis on the leaderboards of this 7.25\* marathon with a 99.31% FC to take 616pp!

\_YU68 | D(ABE3) - MANIERA [VIRTUOSO] +HD,DT | 99.46% FC 801PP #5



\_yu68 has farmed and gotten the number one pp play in osu!taiko off his own map! Slapping on HD and DT, he went on to grab a 99.46% FC on D(ABE3) - MANIERA to poke through the 800pp barrier!

## NOTABLE MENTIONS

firebat92 | Wake Up, May'n! - One In A Billion [zeluaR's Extra] +HD,DT | 98.74% FC 686pp #1

CXu | dj TAKA - quaver [Crescendo] +HD,HR | 98.78% x3 miss 620pp #39

GNKAIT | SOUND HOLIC VS. DJ TAKA FEAT. YURICA - TIEFSEE [INNER ONI] +HD,DT,HR | 99.48% FC 662PP #1



GNKait sniped \_yu68's year old score on SOUND HOLIC Vs. dj TAKA feat. YURiCa - TIEFSEE by taking the first HDDTHR FC, earning 662pp and the No. 1 spot. Do take a look at the video as this is some impressive stuff!

SILLYFANGIRL | CAMELLIA - K.Y.A.F.A. [RELENTLESS MASSACRE]  
| 99.70% 2X MISS #1 LOVED



It might not be an FC, but SillyFangirl still holds top on Camellia - K.Y.A.F.A with an outstanding 99.70% 2 miss, hitting the 986k score barrier!

mcy3 | AKINO from bless4 & CHiCO with HoneyWorks - MIIRO vs. Ai no Scenario [Tatoe] +HD,DT | 96.17% x1 miss 664pp

Wakson | BABYMETAL - Road of Resistance [Rebellion] | 99.95% 1xMiss 1380/2495x 442pp

Toy | Avenged Sevenfold - Save Me [Tragedy] +HDHR | 99.52% FC 636pp #1

## EVENT HUB: NOV 2017

by Raveille

What's happening folks, I am Raveille and we are back once again for the osu!monthly! The osu! World Cup 2017 is well underway, but we must not forget the other tournaments that are also taking place as well!

### 1V1 1 DAY TOURNAMENT



**HOSTS:** mniminwoo

**FORUM DISCORD**

I have seen many unusual tournaments taking place over the past few years, but I have not heard of a 1 day tournament, until I came across this one! Apparently, there has been 2 installments of this type of tournament hosted by Apraxia (The 1v11 Day Tournament in 2016 and 2v2 2 Day Tournament in 2017).

This is very unique because, as the title explains, the tournament will only last one day! Players will have to find ways to practice the mappools as you are practically given so little time to do so. There is also the pressure on knowing who is your next opponent, what time your next match is going to start and how much time do you have to practice the next mappool.

I have never seen such a frantic tournament but I am definitely interested in future installments of such tournaments!

### TOC 7



**HOSTS:** Zenyatta, SirCircle, Yazzehh, emanfman

**FORUM TWITCH DISCORD**

TOC is back for the next installment! Zenyatta has returned, and this time he has brought along many amazing players to fight for an actual trophy once again!

Rucker will not defend his title this year, so it is up to some of the big boys of osu!, which include Rafis, VaxeI, filsdelama, Emilia and more to fight for the 6 months supporter, badge and prestigious item!

A classic group stage into a double elimination tournament, this is a tournament for osu!standard lovers and those who want to watch something else other than the OWC. The semi-finals will begin on the 2nd and 3rd of December, so do check out the matches before it ends!

### OSU!PH OFFICIAL HOLIDAY FRIENDLIES 2017

**HOSTS:** Zaphirox, Lobsterr, SurfChu85

**FORUM DISCORD**

It is the biggest single country tournament of the year, the Philippines Holiday Friendlies 2017! This tournament houses osu!standard, osu!catch, osu!mania 4K and 7K game modes as players fight through qualifications and single eliminations to reach the top of the tournament and receive a badge!

With the great graphic editors OsuMe65 and Mira-san joining the staff, be prepared to be amazed by the skin designs. Players with Filipino ethnicity are allowed to join, and several great players have already joined this massive event which include Dunois, HaruTachi-, -Nicotine, Niro- and more!



This tournament will also extend itself till December, so make sure you don't miss out on any of the juicy matches that will take place!

## SEA TOURNAMENT 17-18



**HOSTS:** phox  
**FORUM DISCORD**

A tournament exclusively for Southeast Asia players, this time on osu!standard, will showcase some of the greatest talents the countries can offer, which include GSBlank, wuhua, smh and more!

A simple head to head tournament, the group stages will begin on the 8th of December, so you do not want to miss out on some tasty matches that may take place during the duration of this tournament.

The top 5 players will all receive prizes, and the first place player will receive a 6 month supporter, so be prepared for some heaty competition between the players. Brace yourselves for one of the ultimate region tournaments of 2017!

## DONKAT 2.0 2V2 TAIKO TOURNAMENT

**HOSTS:** xfraczynho  
**FORUM TWITCH DISCORD**



DonKat is back for its second installment, and things are looking to be more exciting than ever! With 64 registered teams of two, this international tournament is huge for osu!taiko players. The small team registration size, coupled with the unique rule of limiting at least one player to below 9000 pp makes this tournament more balanced and accessible to all players.

Registrations are now over, and matches start this weekend! This is a rather lengthy

tournament - the Grand Finals stage is planned to take place on the last week of January 2018. With top players participating from all around the world, this is an exciting event that you don't want to miss out on!



## AXS THIRD EDITION

**HOSTS:** Wesley, Sartan & Dohland  
**FORUM YOUTUBE TWITCH DISCORD**

Over the past few years Wesley and Sartan have hosted 6 osu!catch tournaments, such as the recent DAT tournament or MaS. AxS however, is the only consecutive series of tournaments they host, this being the 3rd edition. AxS is most probably going to be really fruity with it's custom calculation formula, which makes accuracy account for your score much more than it would with regular scoring (calculation can be found on the forum post).

Matches are planned to start on 13th January, and conclude on the 18th of February. Stakes are high as the best of the best will battle for the glory of becoming the champion in the biggest and most well renowned osu!catch community tournament around.

**THANKS FOR READING EVENT HUB. STAY TUNED IF YOU WANT TO CATCH UP ON THE LATEST HIGHLIGHTS ON OSU!**

# Upcoming articles

December 2017

## An Interview with the OWC 2017 champions!

With OWC 2017 concluding soon, we will be interviewing the team captain of the soon to be crowned champions! Perhaps he can teach us the secrets to winning tournaments?



## Diving into Vitaru (touhosu!)

osullazer comes with many new features, one of them being the ability to create custom gamemodes. Shawdooow will talk about the project he has been working on over the past year.

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## And more!

Not all our articles have been decided, so get your suggestions in early, and you might be able to influence the direction we go in!



## We need your help!

We are thinking of starting an osu!cookbook.

If you are a passionate baker who can come up with delicious recipes for various osu! themed pastries and confectioneries, let us know and you could end up sharing your recipes in your very own recurring article!

Thank you for reading this edition of the osu!monthly! We hope you've found it more enlightening than the last one - we definitely tried much harder this time!

Also, we have decided to open up our Discord to the public, where you are welcome to offer us your feedback and suggestions. We have even created a channel for avid puzzle solvers to collaborate on last month's unsolved puzzle!

Enjoy the christmas holidays, and have a wonderful new year - we will be back soon!