

osu!monthly #1

NEWS

PUZZLES

INTERVIEWS

& MORE!



Artwork by SkyDiverFox
October 2017

Contents

NEWS

A lot has been going on this past month, so you don't want to miss out on the spooky action!

Read more on pages 4 & 5!

THE PRODIGAL SON RETURNS



Ever wondered about Yuzu's backstory? Didn't even know he HAD a backstory? Join us with ztrot as we delve into the concept and creation of our beloved osu!catch mascot.

Find out more on pages 6-9!

The Team

Project Leaders:

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Misery

JARGON #1

For the first edition of this planned ongoing series, we start by discussing Long Notes in the osu!mania gamemode!

Read more on pages 14 & 15

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EVENT HUB

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.

Go to pages 16-19 to read more!

PARA'S PUZZLE CHALLENGE

Feeling up for a challenge? Here is one puzzle that is guaranteed to take your head for a spin - first person to submit a correct solution will get 1 month supporter!

Check it out on page 22 & 23!

A TIMELESS PERSPECTIVE



Infamous for all the wrong reasons, we interviewed osu! deviant MinG3012 on his experiences in both the playing and mapping scene. Let's dive right into "The Inside Circle #2".

Check pages 20 & 21 for more!

EDITOR'S NOTE

The idea of an osu!monthly is not a new one. Spearheaded by jjrocks, it was a newsletter made by the community, for the community. What started off as a small project quickly evolved into something far greater, receiving praise for its unique style and diversity of content.

Unfortunately, the project was discontinued in early 2012. Here, we seek to revive the osu!monthly, in part to carry on its legacy, and as a "successor" to the recently discontinued osu!weekly. We hope you thoroughly enjoy the selection of articles we have chosen to include in our very first edition of the osu!monthly.

-mangomizer



osu!monthly news

community related news ranging from milestones to osu!dev written by **deadbeat** and **mangomizer**

Official community news

[osu! World Cup 2017](#)

Registrations took place in the middle of October and just closed off last Sunday. Running into its 8th instalment, the osu!world Cup has already attracted over 800 registrants and it looks to be the most exciting one yet! The Tournament Drawings will take place on November 12th, and we will most certainly be providing more coverage next month.

[osu! Coffee Hour: osu!lazer and Tournaments](#)



The wonderful HappyStick hosted two lengthy Coffee Hours this month. The first of these went over osu!lazer with peppy and smoogipoo, cov-

ering recent progress, and developments that we can look forward to seeing in the near future. The second episode was focused on both the community and official tournament scene, featuring deadbeat, Loctav, Toy and Yazzehh. The discussion was primarily centred around the upcoming OWC, and addressed common issues with the tournaments are managed and run.

[Halloween 2017 Fanart Contest:](#)



Once again, it's that time of the year for the spooks and chills to make their rounds. It's become a yearly tradition to see what the creative minds of osu! can create for Halloween, and this year has been one of the best. There were a total of 51 amazing entries, each focusing on a wide range of ideas, mascots used, and some incorporating other aspects of osu! into their work.

[The QAT Gazette: October 2017](#)

A new issue of the QAT Gazette has been released with a lot to go over. Some of the cover content includes the BN tier system being replaced with a probation system for all new BN members, changes to the QAT team with both new arrivals and some unfortunate departures, new additions to the BNG and the return of Mapping With Rewards!

[Community Mentorship Program Winter 2017](#)

The Community Mentorship Program has returned once again, this time looking at modders from the osu, osu!taiko and osu!catch modding scene. The program called on the help of veteran modders to aid those who seek guidance, a step in the right direction - or maybe just someone to mod their modding.

["Yuzu's New Look" Contest](#)



The osu!catch mascot redesign contest has finally come to an end! After being subjected to the whims of public opinion, it's certainly safe to say that the general community's taste in mascots is unsurprising (and possibly slightly worrying...?). You can read more about Yuzu in ztrot's article, where he goes through some behind the scenes stuff about his origin!

Other community news

[osu! gets Discord Integration support](#)



Surprises come in many shapes and forms, and on October 27th, the Cutting Edge build got a rather unusual one. The update included an integration with Discord, a platform I'm sure has become the home of many communities within osu!. This update has since been ported over to the Stable (Latest) release stream - just make sure Discord has game activity enabled.

[r/osugame became the subreddit of the day!](#)

Avid redditors lo and behold, your precious circle clicking subreddit was announced as the subreddit of the day, back on October 9th. Here's to a bright future in circle clicking conundrums.

[Major milestones in pp were broken this month!](#)

Cookiezi became the first player to reach 14,000pp in the osu! gamemode, and similarly _yu68 for the osu!taiko gamemode at 13,000pp. Many congratulations to both players for reaching such an impressive milestone!



The Prodigal Son RETURNS

the forgotten history of the osu!catch mascot, Yuzu
written by **ztrot**

Hello everyone, ztrot here! I am the creator of Yuzu, and with the recent mascot redesign, I think this is the perfect time to shed some light on how our beloved mascot came to be.

Late in 2013, I was given a chance to rework the mascot for Catch the Beat, or as it's currently known - osu!catch. To be honest, I didn't think my artwork would be given any attention at the time since daru was the bee's knees for art in osu!, and my personal art skills were far from perfect. Regardless, I gave it a shot and Yuzu was born! What you

see to the left are my rough drafts before daru came in and cleaned up my work.

As for Yuzu's back story, well that is pretty much my fault for it never coming to light. The comic image on the next page is the direction I was aiming for, so I'll go ahead and fill you in on the story.

Yuzu was a young man that idolized the Osu! Tatake! Ouendan group. Ryuta was

his hero and he wanted to be a dancer just like him but unfortunately for Yuzu, he had two left feet and was a horrid dancer. He didn't let this discourage him though and trained for months and years. During his tryouts to be a dancer,

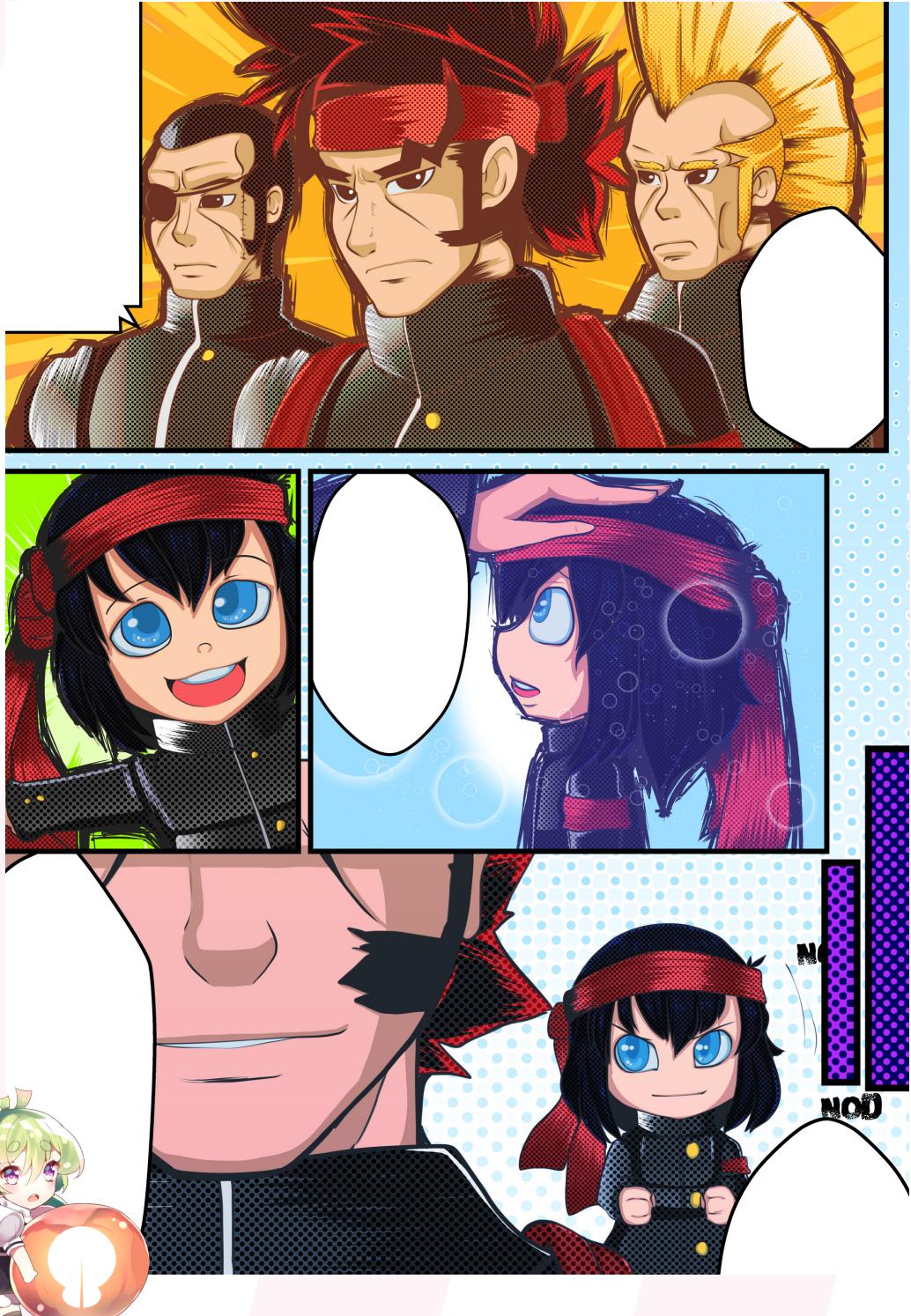
he knocked over one of Ryuta's prized possessions. To the group's shock, Yuzu's breakneck speed not only allowed him to catch the prized object, but return to the starting position of his dance. The group looked at each other in shock and they decided to turn down Yuzu's request to join the team as a dancer, but instead have him hold the mantle as the team's catcher - thus his legacy was born!

Now with that out of the way, let me explain why none of this came to light as it was mostly my fault. At the time, I was making everything in Manga Studio 5 and things were going good - in fact, most of the artwork for this story had already been finished. Sadly, the release kept getting pushed back for things like making the actual catcher sprite as I was the only one working on it.

I was also releasing osu!academy videos at the time, way more than I currently do today as everything was still fresh and there were little to no video guides for osu! at the time. The final nail in the coffin was when I unfortunately lost all the work I had done to the story. With other things on my mind and no major push to finish his backstory, I let it fade into the darkness.

There were other reasons why this backstory wouldn't have worked, and that was because we were aiming to move away from Osu! Tatake! Ouendan based mascots and lore at the time. My write up was a nod to what got us here and a bright future for what was to come, but because it relied on old source material and we needed to get away from that, it simply wasn't possible to incorporate it.





Fast forward to 2017 and Yuzu is looking to get the love he really deserved! Looking at the entries, I saw a lot of creative designs and some were even really close to a few of the drafts I made in the past. It fills me with a joy to see so many giving Yuzu that much needed polish. So now the moment you all have been waiting for, my thoughts on the favourite design of Yuzu created by the community.

The entry from [crystalsuicune](#) nailed what my version of Yuzu was lacking - energy. Their take on Yuzu blew me away and the attention to detail and nods to his previous version is like a love letter - he even manage to make the headphones stand out more than before and with a very nifty hat! This design also fixes one of the biggest problems the catcher has had - we never actually figured out how to animate his legs. I wish I would've thought of roller blades - that was total genius! The back story is a bit cheesy, but so was mine so I really hope to see this one as the new face but only time will tell. I would've loved to see what kind of partner they would have made, but sadly this entry didn't give him a buddy but for sure this is hands down my personal favorite of the entries.



The Inside Circle #1

Commentator's Curse

an interview with **juankristal** about tournament commentary
written by **mangomizer**

With the osu! World Cup 2017 just around the corner, I decided to get in touch with juankristal, a veteran commentator with over 2 years of official commentary experience under his belt. Today, he will share some of his most memorable experiences, and let us know what it takes to be an outstanding caster.

Let's start off with something simple - tell us a little about yourself.

Hello! I am juankristal, an osu!mania 4K player from Argentina who really likes playing this game. I have been around for quite some time now - 7 years since my account was created, and 4 since I started being somewhat active in the competitive scene. Currently, I am a core commentator for the official osu! World Cups, and an active member of the GMT and BNG.

How and when did you get involved with commentary?

Commentary for a world cup was my ultimate dream since the very first time I played in MWC 2014. Back then, our team (Euroe, Icaruz and myself) managed to

juankristal

Global Moderator
Beatmap Nominator
Commentator
osu!mania Player



achieve what we thought was impossible, which was beating Spain and Germany to get ourselves a spot in the brackets. After that I knew that the tournament scene was for me. I fell in love with the organization and I started to host tournaments myself just after that.

I started commentary when I began hosting spanish tournaments (called THM, "torneos hispanohablantes"). Like I said, the organization of MWC shocked me for good and I just wanted to replicate that in the spanish environment - which mind you, had not found a single tournament that finished properly before I joined. It started out as an osu!mania tournament, but I ended up branching to osu!catch, osu!taiko and of course osu! as well. This wouldn't have been possible without the help of Yuii-, my partner in crime for those tourneys.

Hosting tournaments was definitely a hard task that was super time consuming, but I regret nothing. I remember going 8 hours without breaks with Yuii- on both Saturday and Sunday, commentating and streaming every single match. In the end, the matches and the players feelings will always pay off if you put everything out of you into it.

When it comes to official commentary, I feel that if I don't explain myself a bit on this one, no one would believe me haha! I was actually picked up from twitch chat to commentate during MWC 2015.

Hang on, you were picked from the twitch chat? Could you elaborate on that please?

Of course! So the story is a bit interesting. Back then the staff didn't really have many (if any honestly) osu!mania players on the team and they were looking for commentators. They never really made any kind of announcement and I wasn't even close to being known back then, other than my experience as a player of the MWC 2014.

During the first streamed match of MWC 2015, some people started to complain about the commentary quality, given that there wasn't really an osu!mania player to back-up the most technical aspects of the games. I remember ztrot mentioning that they were actively looking for new people to help, but couldn't

find anyone sadly. And then I had the most crazy and important idea I had in my life during this game existence hah! I actually said in twitch chat that I could commentate if it was needed because I had some experience doing so in spanish (as I did host spanish tournaments before that).

Exactly 3 minutes later, I received a PM from Loctav asking how good my english was. And the rest of the story is just me setting up the tournament client at light speed to go and commentate without a single bit of preparation and with people I never talked to before in my life and without any type of english experience commentary wise. Thankfully I managed to do well enough and the world cup ended up being super cool.

That's quite an amazing story! What is it about commentary that you enjoy so much?

It's hard to explain. My passion definitely has to do with commentary but it's also directly hooked with the tournament play scene in general.

It really is hard to describe such passion but all the people in that place would definitely understand what I mean exactly. The adrenaline of being there in the match, representing your country in a competition, showing your true potential and having to be all prepared as a team is a fantastic feeling and after all this experiences



from my side, it was my duty to make sure that everyone who wants to feel this has the rights to do so, and I would be there in any form that I can to help that feel to reach anybody. That was my trigger for commentary and just tournament organization and I still feel that to date in every single match I commentate.

What is your all time favourite moment throughout your casting career?

I have three moments in my head that I find particularly memorable. These are the matches between the US and Taiwan in the RO16 of OWC 2015, the recent match between Chile and France in MWC 2017, and of course, the final tiebreaker of OWC 2015 between China and USA. The last one is a pretty well known story so I won't go over that one.

The match between the US and Taiwan is more of a funny one. The US was losing 3-4 and the map to be played was Kakushigoto. If Taiwan won the map, they would advance, otherwise they would play the tie-breaker. The US had a complicated start with some misses and Taiwan was rocking a four man full combo.

All the commentators were thinking about the commentator's curse and I mentioned "Hey, if we all say the name of one player at the same time, that player will miss right?". So I mentioned

the name of one of the players from Taiwan. You can probably imagine what happened next. Not one, but everyone in Taiwan started dropping immediately. As you know, the US would continue on to win the World Cup that year, and so the meme "#blamejuan" was born. People even considered me as the 9th player of the US at times, given my "cursing abilities".

The other match I find memorable was Chile vs France. This was a match that was decided by a tiebreaker after a map where the score difference was only 94 points. You can probably read the 4K MWC recaps for more information, but you should just watch the VOD and experience it for yourself because it was one of the most epic matches I ever witnessed (I hope I didn't scream too loud on it oops).

Do you have any other stories you would like to share?

There are really so many stories that I could go and mention but I want to remark one in particular, which took place on SOFT (Springtime osu!mania Free for all Tournament), a tournament hosted by [Halogen-](#) back then. For those who don't know, SOFT is legit Murphy's Law in a nutshell, where every single thing that can go wrong in a tournament WILL go wrong.

In the earlier stages of the first edition of the tournament, everything was running smoothly - until one of the maps in the pool was deleted in

the middle of one of the matches. We figured such a thing had happened because the player playing didn't have the mappool downloaded beforehand. It was such a bad luck moment - the mapper wasn't even aware that the tournament existed!

The worst part of it was that the size of the mappools were created with the intention of having exactly 10 maps in a best of 7 series, which means that if one map is missing, nothing works anymore. So we had to get the link of the map from one of the other players and deliver it to those who didn't have the pool beforehand. It was hilarious but it was again another test of how important is for a host and the staff of a tournament to be motivated and really wanting to get stuff done because there is always a way out.

So you've been through a lot of experiences. What do you think makes a good commentator? Can anyone be a commentator?

I think being "good" is always a subjective thing. I have to say that I don't consider myself as the best commentator ever either. The thing that just shocks me is my improvement over time was real and noticeable, especially in terms of the fluency of my english.

If there is one thing that I might have that makes me a "good" commentator, it would be my reliability and my passion. I will always be there

to back-up literally everything and I will always do my best to deliver as I want everyone to be happy watching the VODs of their amazing plays. That and the fact that I play all the gamemodes to at least an average level definitely helps.

Regarding your second question, I do believe the answer is yes. Which doesn't mean that commentary IS for everyone - that is a different story. You have to not be afraid of yourself, you have to love what you do and you have to constantly want to give your best. Anyone can be there and commentate and anyone who is interested should definitely have their chance to try it out and see if they actually like it. But at the end of the day, it just might not be for you. You might feel nervous, lazy or anything and that's also completely fine.

However, if you really do enjoy it, you should never give up and you should always push yourself to do better, re-watch VODs of you commentating and see what you missed, see what you can improve out of yourself and always think that you are the player featured on that video. Think how the player would feel about what you say. You can make the tournament experience of a person unforgettable and I can ensure you that the feeling that you will get if you do it right is as good as it gets.



Jargon #1

"LN"s in osu!mania

What is an LN? How does it work?

We've got you covered in the first edition of **Jargon**, a series covering the technical terms across all game modes!

written by Raveille

Hello there! I am Raveille, and I'll be covering this first issue of Jargon series!

First off, what is "jargon"? Well, dictionary.com defines this term as "any talk or writing that one does not understand". In this month's issue, we'll be hoping to dispell that aura as we dive into the depths of long notes and how they work, both inside the osu!mania editor and when playing.

So... what *is* an LN?

A long note (commonly referred to as "LN") is simply the equivalent of a slider or a spinner (in osu!standard). When the note reaches the judgement line, you will have to press and hold it until the end of the LN tail, in which you release. Just like regular notes, the judgement of an LN can vary from 300g (rainbow 300), 300 (regular 300), 200, 100, 50 and a miss (which only occurs if you do not hit the LN entirely).

During play, the health bar will slowly regenerate if the LN is long enough.

Long notes can be created within the osu!mania editor, on the

left hand side when you are under the Compose tab. Select the hold icon and make sure it is toggled. From there, place the note down on the editorial interface and drag it to a snap line.

It is possible to edit the .osu file to create a P-note, which is the result when the end of the LN comes earlier than the start of the LN. This can create some weird effects when playing, causing some fake notes to appear. You can read on about how P-notes work in [this document](#).

Popular LN Maps



Memme-Chinese Restaurant

The Insanity "Noodles" difficulty is definitely a popular LN chart in the ranked section, as of October 2017, boasting 52,000 plays on this chart alone. Only 2 players have managed to attain 100% accuracy on this chart. This is one of the first few 4K ranked maps to ever have short inverse LN sections, and even the kiai section does not fall short of LNs as well. We will not see another popular LN map until a certain map came and got ranked...



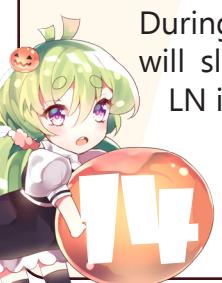
This map got ranked on the 22nd of October, but it is not unknown to many. This map has already been used in 3 different tournament mappools, and for a very good reason too. [juankristal](#) is known to be a very popular LN mapper, and this map marks his first ranked mapset. In all the 3 kiai sections, there is an inverse LN section that lasts roughly 3-6 seconds, which says a lot about this map. I personally enjoy this mapset a lot and I recommend this LN map for all osu!mania players to try out!



sun3 - Morgenglut 2012

An unranked LN map this time! [underjoy](#) finished mapping Morgenglut in 2016, and is still widely known by the osu!mania community, being used in arcwinolivirus' LN tier 8 and also in MWC 2016. This map is a speed LN type map, which can also be commonly seen in many other tough LN maps such as Cheshire,s dance and Time to say Goodbye.

And that's all for our first edition of Jargon. Next month we will be tackling the different playstyles in the osu!taiko gamemode, so stay tuned!



Event Hub

What is going on in the tournament and contest scene? We got you covered for that here!

written by Raveille

What's happening folks, I am Raveille, and for this issue of the osu!monthly, we've got a ton of tournaments and contests that are happening and have happened, so let's waste no time and jump right into the big ones!



Hosted by
handsome
and VINXIS

<https://ohc.gg/>

The osu! Histy Championship is one of the largest community-run competitions out there, with teams of 6-8 players battling it out to snag the grand prize pool of over \$2000 - one of the biggest prizes to ever be given out in an osu! Tournament! Stepping up from last year's edition with a staff team of more than 40 people (and a new host), this year's instalment is bigger than ever, with top players such as [Cookiezi](#), [HappyStick](#), [WubWoofWolf](#) and more joining the top spots of this prestigious tournament.

The highlights section of this tournament is one of the most eye-catching videos the tournament has to offer, as there have been some close matchups and tiebreaker scenarios that have occurred over the past few weeks! There has also been some upsets in a few matches of the Group Stage, especially team FRAF, consisting of a few great players such as [Explosion007](#) and [traps](#), coming in as a D seeded team but managing to enter the knockout brackets!



This tournament is certainly one you don't want to miss! The Grand Finals takes place on the 5th of November, so if you have nothing much to do that day, tune in to the [OHC Livestream](#) to find out who will take the top prize of this huge competition!

Hosted by Tayo
[Forum post](#)

The tournament scene has often seen a large amount of competition with the same formats in mind and while these are fun, it's sometimes nice to put them aside and have a different focus.

Enter the TAG4 Tournament with Tayo! This tournament, like OHC, consists of many stacked teams with great players that include [Rucker](#), [ThePooN](#), [Azer](#), [Niko](#) and more! This tournament sounds really simple at first glance; it is a TAG Team VS mode tournament and the win condition is based on team accuracy.

Prizes are relatively simple as well. The winning team receives 2 months of osu! supporter per team member, while first and second runners-up get 1 month each. If you ever want to check out the finals of this tournament, head on over to the [Discord](#) and check out the player streams!

I've never heard much about a TAG4 tournament before, but it does sound interesting!



TAG4 Tournament

osu!taiko Last Man Standing 4

Hosted by Nwolf and Lno
[Forum post](#)

The Last Man Standing concept has been predominantly used in the osu!taiko

tournament scene, spanning over both single player and team based formats. For those unfamiliar with the concept, after each map played, the lowest scoring player gets knocked out. The match ends when only one player or team remains standing!

This edition is team based, players compete in a 3v3 setting over 6 weeks of grueling drumming action. This makes for some nervously exciting matchups! Many top players have joined this year's edition of LMS including [sing216](#), [Jaye](#), [yu68](#) and more! There are many VODs to watch over at their [Twitch channel](#), so do have a look at some of the matches!



Hosted by
Wesley,
Sartan and
He Ang Erika



[Forum post](#) An osu!catch tournament? 48 teams of two go head to head in this group stage and double elimination battle to see who can top the rest and win a profile badge. This tournament uses a simple 2v2 ScoreV2 system, however, the teams are not as simple to beat, with players such as [Motion](#), [RAMPAGE88](#) and more participating.

The grand finals has ended for this tournament, so do check out the [VOD](#) to see who won!

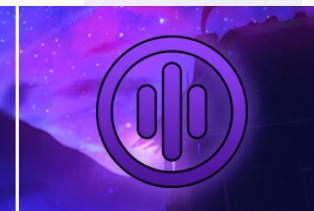
Two osu!mania tournaments took place in the month of October, the osu!mania South East Asia League and Rhythm Rivals tournaments.



Hosted by
Raveille

[Forum post](#)

The osu!mania South East Asia League is a two-half round robin in split league (Premier and Classic) where 15 teams of 5 to 10 players pit against each other for glory of osu!mania 4K. This tournament uses a unique home vs away system that scraps the usual rolling system, the home team will pick maps first and the away team will ban maps first. Well known South East Asian players such as [Asrielly](#), [cheewee10](#), [Entozer](#) and [LostCool](#) are playing in this league, and this will definitely create some competition. The tournament will extend itself to November, so don't miss out on the second half of the league!



Hosted by
[Scarlet Red]
[Forum post](#)

Rhythm Rivals is a simple group stage followed by double elimination tournament. 64 players participate in the tough group stages, and this is immediately followed by a double elimination bracket. This will be Scarlet Red's 4th osu! tournament. With players such as [juankristal](#), [Dawt](#) and [xElectroGH](#), this tournament will be a close one right until the end!



It seems like we have another contest for fanarts out once again! This time, the theme is based around Halloween, so do make sure to check out the amazing artwork done by the community! Artists will stand a chance to win 2 months of osu!supporter.

All the submitted artworks look really amazing, but there can only be one winner for this contest! Congratulations to [Leissss](#) for winning the Halloween 2017 Fanart Contest!

That is all we have covered for this month's edition of the Event Hub. What do we have in store for November? We have planned a section to include advertising for tournaments/contests whose signups are in December, so if you are running a tournament around then, send us a PM and we'll advertise it here!

In the meantime, if you are yearning to watch something, have a look at the [Coffee Hour](#) that took place where [HappyStick](#), [deadbeat](#), [Loctav](#), [Toy](#) and [Yazzehh](#) talked about tournaments!



The Inside Circle #2

A Timeless Perspective

an interview with **MinG3012** about his wacky reputation as both a player and mapper written by **mangomizer**

MinG3012 is an osu! player from Hong Kong, infamous for being "osu!'s least accurate player". In addition to boasting an average accuracy of 66.66%, he is quite the accomplished mapper, having placed 2nd in the Aspire mapping contest. Today, we dive into the psyche of one of osu!'s quirkiest players.

It's a pleasure to have you here today, MinG3012. Tell us how you were first introduced to osu!.

Around 5 years ago, my best friend at the time told me about this game. That's pretty much how things got started.

You are notorious for doing unusual things in both the playing and mapping scenes. Let's focus on playing for now. How is it that you ended up pursuing low-acc scores? What were you inspired by, if anything?

Back in 2015, my average accuracy was around 93%. One day, while browsing the country ranking page, I suddenly had the bright idea of getting even lower accuracy. My decision wasn't really inspired by anything, it just seemed like a fun thing to do.

Did you expect to receive such a large fol-

MinG3012

Accuracy King
osu! Mapper
osu! Player



lowing? How do you feel about the public response to your scores?

Actually, I didn't expect a big following since I was purely doing low accuracy for fun. That being said, I'm happy to see that people are interested in these kinds of unusual scores.

People have suggested that you could easily be top 50 material if you played "seriously". Do you have any comments on that?

I don't think my skills are close to that of the Top 50 players. Perhaps Top 100 level would be more reasonable. However, I don't think I will ever reach that rank. For one, I would like to maintain my low accuracy, and secondly, I'm too lazy to keep up the rank at that level.

Are there any players that you look up to?

I really admire Adamqs - his Hard Rock plays on technical maps are really impressive. I also respect Toy, as his performance in tournaments is very consistent.

What do you think is your most impressive score?

cosMo@Bousou-P - Sadistic.Music Factory [Endless] +HD,HR (60.14%). I'm proud of this score because I have the only HDHR FC on it, considering the map was ranked over 1 year ago.

What is your advice to players who want to improve at the game?

If you want to improve, just enjoy the game while keeping some challenges, eg. trying a mod that you are bad on. Another important thing is to avoid afk for a long period (a week or more), as this may result in your skills fading out rapidly.

What are your current goals and aspirations?

No goal currently because 66.66% overall accuracy looks amazing. However, I hope osu!lazer comes out soon, as ScoreV2 will impact accuracy differently.

Time to move on to mapping. You are known for being the pioneer of "ghost sliders", a mapping gimmick featured extensively in some of your earlier maps and recent Aspire entry. Could you tell us how you started to experiment with gimmick mapping?

I started experimenting with gimmick mapping mostly out of curiosity. In the beginning, I wanted to try out extremely high bpm mapping. I messed around with the resolution ratio by changing the config file manually, until the slider starting point started to change position. One year later, I had a second attempt on Re:TrymentT. I mapped the sliders mostly in notepad this time because I could set some extreme numbers with it. I never expected the slider to warp off the screen, and these are the "ghost sliders" you know today.

You could say it was an accident the first time, but more an "in-depth experiment" for my second attempt.

Could you briefly explain what these "ghost sliders" are, and how they work?

In short, they are simply sliders that are too long for the game engine to render it properly. The longer the slider, the greater the effect will be. This requires notepad editing, and my recommendation is to set the slider length to around 400,000.

Do you have any advice for aspiring mappers? (pun intended)

I quote: "Where others see chaos, you occasionally catch a glimpse of a pattern...". You should try to act on the ideas that come to you, and perhaps you can develop something worthwhile out of it.

Do you have any mappers that you look up to?

I am always mindblown by jesse1412's unusual and unique ideas. His maps also have decent structure (example: <https://osu.ppy.sh/b/1154620>). I also enjoy taku's maps, as his maps are fun and challenging to play (example: <https://osu.ppy.sh/b/1071131>).

At the end of the day, would you consider yourself more of a player or a mapper?

Definitely a player. I don't have to think too much when playing maps - it is quite relaxing even when I have to concentrate. When it comes to mapping, I spend most of my time doing nothing - often struggling to think of what to put next in the song! Sometimes I just end up playing some other map instead.



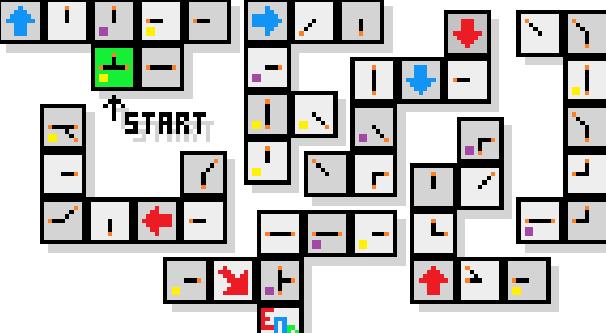
Para's Puzzle Challenge

you are not prepared for this madness
written by Parachor

Think you're good at puzzles? Have a go at this one! In this challenge you are given no clues and no instructions. Really, the only information you get is that the solution comes in the form of one or two words (you will know when you find it). The first person to solve it will receive 1 month of osu!supporter. Everyone must submit their solutions via forum private message to mangomizer and Parachor, with an explanation of how you solved it. Each solution sent will be told whether it is correct or incorrect, but you must allow at least 24 hours between sending solutions. Needless to say, I wish you all good luck!

7x7 IN WONDERLAND

$\text{red} = +1 \text{ move}$
 $\text{blue} = -1 \text{ move}$
 $\text{purple} = 0$
 $\text{yellow} = 1$



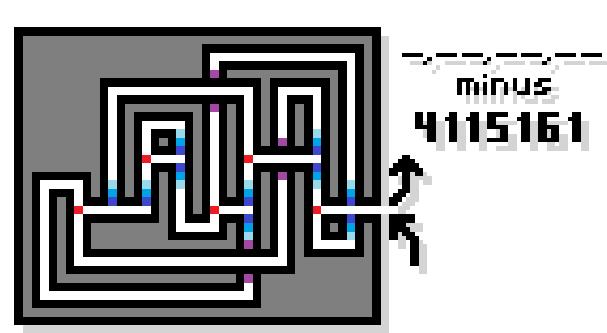
START

END

H:NB:LIHG

BETWEEN 1 AND 21

$\text{red} = 1$
 $\text{purple} = 0$

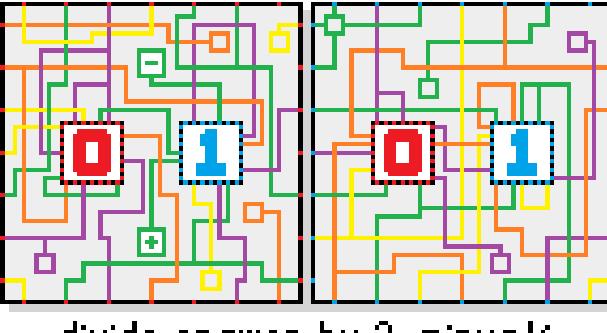


minus
4115161

H:C:NTI

MAZECEPTION

$\text{green} = \text{start}$
 $\text{green} = \text{finish}$



divide answer by 2, minus $\frac{1}{2}$

HE:Y:ONE



22



23

Coming next issue

Taiko storyboarding programme

An interview with Crowie

osu!idol with Flanster

BN's on probation



We hope you've enjoyed the first issue as much as we have done making it! Feedback and help is always appreciated! PM mangomizer or clayton in the osu!dev Discord if you wish to help or give feedback!

Until then, see you next time!