

osu!monthly #3

February 2018

Art: Leisss



News

Keep up to date with the latest circle clicking action!

Highlights

Check out the most exciting highlights of the month!

Interview

An interview with Toy on Project Loved!

& More!

CNY celebrations, Anti-Meta, and Puzzles!

EDITORS LETTER

Welcome back to another edition of the osu!monthly! It's been a while since we've published one of these - regrettably we found ourselves skipping an issue, but we're happy to be back!

We have a couple changes in mind for 2018. For one, we aim to provide more interactive content - expect to see more puzzles and polls in the near future! We have also fixed our dating system to accurately reflect the magazine's pull date - hopefully this has alleviated some confusion as to the magazine's relevance, and will make planning and designing for themed content much easier. Thus, do not be alarmed that this release is dated for February 2018, instead of January 2018.

As always, feedback and suggestions would be very much appreciated. We are happy to hear what you would like to see us feature on the osu!monthly. You can find out the different ways you can contribute by joining our Discord server [here!](#)

-mangomizer



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OSU!MONTHLY NEWS: JAN 2018

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Catch up on the latest events in the osu! community for the month of January!

THE INSIDE CIRCLE #5: PROJECT LOVED

Pages 6 & 7

We interview Toy, tournament player extraordinaire and leader of the Loved Captain's Pick community project. This is our chance to find out a bit more about Project Loved!

THE INSIDE CIRCLE #6: ANTI-META IN OSU!MANIA

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We interview Kamikaze, an osu!mania BN who is certainly no stranger to anti-meta keymodes. Hopefully he can help shed some light on this mysterious subject!

CNY CELEBRATIONS IN OSU!

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Chinese New Year is just around the corner, and we are excited to present the voices of many players who celebrate this wonderful tradition.

SCOREWATCH: JAN 2018

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Scorewatch enters a new year, bringing the most amazing plays from the new year.

EVENT HUB: FEB 2018

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Ever wondered about what's been going on in the tournament and contests scene? Led by Misery, our newly formed "Event Hub Team" will take you through the highlights of this month's competitive action.

FUN AND GAMES: FEB 2018

Pages 24 & 25

This month we have prepared two fun activities for you to compete on - a "fill in the comic" style contest, and our first ever osu!monthly crossword! There are prizes to be won so be sure to check them out!

OSU!MONTHLY NEWS: FEB 2018

WRITTEN BY DEADBEAT

OFFICIAL EVENTS:

osu!mania 7K World Cup 2018



With Loctav's departure as the host of the official World Cups, they continue under new management with veteran helper juankristal now at the helm. juankristal will be handling the main organization duties, but he will also be helped out by HappyStick and deadbeat, who will be managing streaming and commentary management respectively.

With the new team comes some new changes. For the first time in official World Cup history, it will be hosted in a 2v2 format. This decision was made after considerable debate between the staff and the public, and already we can see a record breaking 24 teams participating this year! Hopefully this change will also give some teams a better fighting chance.

osu! Coffee Hour: osu!catch Gamemode History



While osu!catch is often referred to as just a minigame, it does have some rather interesting backstory. In the first of many history episodes, HappyStick invited QAT member JBHyperion, and our enthusiastic osu!catch commentator Sartan to discuss the vast history of this gamemode. I feel bad for the poor souls who didn't have hyperdashes. It sounds awful. (it was)

Aspire 2017: osu!catch



After many months, the 3rd Aspire contest of 2017 has reached the voting stage. The livestream showing off all the entries was held in late January. On the judging panel this time, we had Ascendance, Nokashi, Sartan and Zak!. One of the more bigger changes being that the replaying weren't being played by Auto, but rather by alienflybot, along with a new transition screen that caught, and pleased the eyes of many.

Community Choice 2017



Year after year, the osu!team has hosted "The best of..." giving the players a say in what they deem the best map(s) of the year. This year though, it's been rebranded to the Community Choice. While it does have the new name, the system remains the same. You can still only vote on maps you've played, and are only given 10 votes. For some, this is a painful task - but an easy task for others. Regardless though, the winning mapper will earn themselves a new shiny badge.

Community Mentorship Program Spring 2018



Learning how to map or mod is always a tricky process. There are lots of things to look out for. For mapping, it can be hard trying to create something you can be happy with. For modding, it can be hard being mindful of different styles and ideas that the mapper is trying to present.

Luckily there are people that can help show you the ropes, and

that's just what the mentorship program does. Normally each round is restricted to just 1 or 2 modes, but not this time. This time, it's free game - all modes are open. Unfortunately, registrations are now closed, so you'll have to wait for the next cycle.

COMMUNITY/DEVELOPING NEWS:

Rafis is now the new #1 in osu!

Rafis takes the global #1 spot by setting the (current) highest pp score in osu!standard, dethroning Cookiezi after his 15-month long reign as the previous title holder! How long will he be able to hold on? Read more about it in our Scorewatch article.

ppy blog - osu! developmental updates

osu!lazer completion grows closer with each passing day. In January, we were treated to a new set of default hitsounds for osu!, as well as OD and AR implementation. osu!catch is finally fully implemented into osu!lazer, marking all 4 gamemodes as complete, though further tweaking is required. Remember, you can always check out the blog for all the nitty gritty details for yourself!

TIC #5: PROJECT LOVED

AN INTERVIEW WITH TOY, WRITTEN BY MANGOMIZER

In the spirit of the upcoming Valentine's day, I decided to have a look into Project Loved. Toy is currently leading the initiative, and he has kindly agreed to give some insight into the project!

1. Hello! It's a pleasure to have you here. Please introduce yourself!

Hi, my name is Toy and I've been an active member in the osu! Community for 4 years now. I've tried to get involved in almost every way, from tourney participation and management to attending meetups and conventions, and now spearheading the new Loved Project.

2. What is Loved, and what is its purpose?

Loved is a ranking category not unlike ranked maps themselves, but are characterized by two major differences: 1) Plays on Loved maps award 0 pp. 2) A map can only reach Loved state after passing a community vote.

3. Loved has undergone several revisions in the way it was handled since its inception. Could you take us through the history of the Loved category?

There have been 3 "eras" in my eyes of what Loved has been like in terms of adding new maps in. The first era involved a voting stage each week, where individual players would nominate 4 maps from a pool of 10, per gamemode. Maps that passed the average voting threshold would then be sent into Loved. This was criticized because maps were essentially being put into comparison with other maps in that week's "pool".

The second "kudosu!" era was where the Loved category began to be seen with disdain. It was initially an attempt to give kudosu!, a currency gained from modding pending beatmaps, a value. However, this backfired as individual users were now able to singlehandedly launch their own beatmaps into Loved, no matter how good or bad it was. Currently, I've tried to take the better aspects of these eras and mix it in with some community ideas to create the "Loved Captain's Pick".

4. Was Loved Captain's Pick your idea? What is it like managing this project?

Captain's Pick was, in essence, my idea. I actually had DM'd Ephemeral in January 2017 expressing interest in helping select maps each week to be put up for vote since the first votes were spaced so inconsistently. I received

a response back in September 2017 following a break after the kudosu! era asking if I was still interested in helping out. It's been a bit stressful managing a large project on top of all my other responsibilities, but I have a wonderful team of people that make it much easier for me.

5. How does Loved Captain's Pick work, and how does it address some of the issues faced in the previous iterations?

Loved Captain's Pick aims to give back power to the community in directly influencing which maps get put into the category. Maps are submitted by the community via google form, which are then filtered by the captains to avoid troll/meme submissions, and then put back into the hands of the community to poll whether they want to see the map Loved or not. Consensus seemed that voting was the way to go, but individual map polls fixes the issue of maps being compared to other maps that week. So far, feedback has been mostly positive and any underlying issues are fixed as immediately as possible.

6. Are there any issues that Project Loved is currently facing? Will we expect to see any changes in the near future?

The largest issue is simply consistent community interaction. Weekly interaction is a difficult thing to ask from a community so small, and it doesn't help that this Project is tucked away within the new website forums. The only real advertising the project gets are from my Twitter announcements and /r/osugame posts on reddit. The more people that participate, the larger of a success the project becomes. Aside from that, the frequency of votes will almost definitely slow down in the future, as the pool of quality maps to choose from starts to run dry, especially for smaller gamemodes like osu!catch.

7. How can someone get involved and help, or offer suggestions?

There are three extremely helpful ways you can get involved directly in picking what maps get into Loved! Submit maps in the Google Form located in my userpage! Vote directly on maps each week located here.

Spread awareness for the project and get everyone that you can involved! Any suggestions, comments, concerns, etc. can be submitted into the pinned threads themselves each week. I read through all replies and will usually have a response back within a reasonable amount of time.

TIC #6: ANTI-META IN OSU!MANIA

AN INTERVIEW WITH KAMIKAZE, WRITTEN BY RAVEILLE

osu!mania is home to 2 dominant keymodes, 4K and 7K! But have you ever considered what life is outside those 2 keymodes? Kamikaze is definitely familiar with the anti-meta keymodes, and he is here to share his experiences outside of the norm!

1. It's a pleasure having you here Kamikaze! Could you tell us a bit about yourself before we get into things?

Hello! I'm glad that I've got this opportunity to talk about stuff, I'm Kamikaze and I'm a 21 years old button smasher. I've been playing this game for a little over 5 years now, starting with standard in late 2012 and getting into mania around second quarter of 2013. I've been involved with a wide variety of things in mania throughout the years, from various tournaments to mapping, modding and even nominating maps in osu!mania. I've played or mappicked in all Mania World Cups up to date, which I'm really happy about.

2. To the readers who are unfamiliar with the term "anti-meta", can you explain what the term means and where it comes from?

The term was brought to life by myself, I think around 2014 and it refers to the metagame definition. Back then, most of the maps ranked in osu!mania were either 4K or 7K, to which we could refer as the "meta" of mapping. "Anti-meta" refers to maps that do not have either of those keymodes in. I named it "anti" because I made mapsets that intentionally skipped those keymodes in hopes of getting more players to play other, in my opinion, well underrated keymodes.

3. Besides the obvious difference with the number of lanes, are there any other important distinctions that set anti-meta apart from the dominant keymodes?

Yes, there is a line in ranking criteria saying that every single keymode should be treated like a different gamemode and there is a number of reasons for that. With a higher number of keys, you are using more fingers and that changes everything, from a variety of patterns, through correlations between fingers, specific combinations of patterns that are naturally awkward on specific keymodes, playstyles, etc. There's also the usage of "Special Key". Mostly used in 7+1K, the "Special Lane" that some

players refer to as a "Scratch Lane" represents the scratch disc known from IIDX and has similar function, just with normal key presses. Other than those two things, the only difference is that 7K and 4K come from games that are or were most popular VSRGs in the past and thus that popularity transitioned to osu!mania.

4. Why do you choose to not follow the meta (4K, 7K) and instead focus on these underrepresented keymodes (5K, 6K, 8K)?

For three reasons. Firstly, I started to make those maps just because I wanted to play more of those keymodes (8K specifically), but there wasn't enough maps to play. Secondly, I think it's more interesting and enjoyable to create content that's "different". It's simply more fun to make novel stuff, rather than making the 100th map that looks exactly like the other. And lastly, I felt like "anti-meta" keymodes got a really unfair treatment right when osu!mania came out, so I wanted to help motivate people, to show them that this is something worth looking into, something that's worth trying out.

5. Have you always stuck with anti-meta throughout your osu! journey? If not, why did you change?

Mapping wise I had episodes of delving into both 7K and 4K, mostly for experimental purposes or just to make training charts for myself. I think that in mapping, the most valuable lessons come from experiments, so I try to challenge myself and try out new ideas whenever I get motivated to map something. That helps me improve as a mapper a lot. Playing wise I play a lot of 4K and 7K, but that just comes from the fact that there's simply way more maps to play for them. "anti-meta" does not stand for "unusual meta keymode chart".

6. What is the community reception to anti-meta like (both ranked/unranked)? Is it generally positive or mixed?

I think it's mostly positive, although it does sometimes seem like the term is being misused when talking about unusual style of charting - "anti-meta" does not stand for "unusual meta keymode chart". However, even when the reception to those maps is generally positive, that still hasn't been enough to spark enough of an interest in the mapping community to make a change I dream of happening. Maybe one day.

TIC #6: ANTI-META IN OSU!MANIA

7. Who are some mappers you look up to in the osu!mania community? What is your favourite osu!mania map?

I generally look up to mappers who have their specialized style and are capable of charting something really fun and interesting, while not following "mainstream" rules of charting I guess. Some examples would be: Agka, Shoegazer, BilliumMoto, Evening, LordRaika, Fullerene-, Valedict, Couil, Pope Gadget and there's many others that I haven't listed. I try to take as many ideas as I can from those people and implement them into my own maps in the way that would fit mine.

As for my favourite map - that honestly changes every time I see something that stands out and is fun. I don't have an all time favourite map, but if I had to point out one, it would be CircusGalop's Piano Beatmap Set. That mapset is the embodiment of "Anti-Meta" while also having some 7K and 4K charts to train on.

8. Would you mind sharing some of your best memories and/or experiences within the osu!mania community?

I think the fondest memories I have are related to tournaments. I have a special place in my heart for the first edition of Springtime osu!mania Free-For-All Tournament, known also by SOFT. Right after mappicking for the first time on a grand stage in a 7K Mania World Cup, I was looking to get some experience in 4K mappicking before the 4K MWC. I came across Halogen's tournament and knowing his experience, I knew that it would turn out good, so I poked him if he could use some help for mappicking. That really was one of the best decisions I've made in this game. We had a blast discussing maps, thinking of making players suffer, debating on how to make the mappools fun, fair and challenging, and some moments of it left me crying in joy.

To this day I remember when Daikyi made the Exhibition Match (known later as Batting Show) map for a warmup on his match and when we were thinking of an SV pick for the second round, I threw it in the chat and I was like "dude, let's do this LOL", to which Halogen replied with maniacal laughing. Back then, a few hours before the showcase, Halogen would throw a link to mappool notes and links to download for commentators to have time to prepare for the mappool showcase. When commentators saw "EXHIBITION MATCH" in the mappack they both started hysterically laughing live on the

stream, and soon after, me, Halogen and a bunch of other commentators who have been around joined the voice chat and live on air hysterically laughed for solid 10-15 minutes. I will never forget that moment, haha.

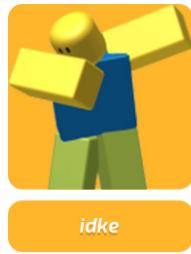
9. Lastly, how will you convince the readers that anti-meta is something that people can get into?

If you ever get bored or playing the same keymode over and over again, if you're looking for some fresh, new content, or if you would just like to expand your horizons, both playing and mapping wise - give other keymodes a try. They're not impossible to learn; switching from lower keymode to a higher one is hard at first, but just give it some time and you'll see how fun it is. Expand your horizons. Don't sit in the same spot all the time. Try something new. You can help with building a place to stay for people who play keymodes that are underdeveloped. People like me or them, really need your help. Thank you.

CNY CELEBRATIONS IN OSU!

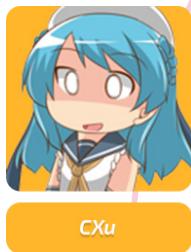
WRITTEN BY EVRIEN AND MANGOMIZER

Chinese New Year is an important festival that is celebrated at the start of every lunar new year (February 16th this year). osu! is home to many players from China and other countries that celebrate this wonderful tradition, so we thought this would be an excellent opportunity to share some responses from prominent community members about what they do on this occasion!



idke

"Actually it's not that much. We just go eat dinner at our cousin's house. Usually hosted alternating between two of our cousins houses. That's pretty much it lol, I don't really pay attention to it. All I know it happens - basically just dinner with entire family in the US"



CXu

"I guess? I mean not really since most of the family is in China so most of the time it was more just calling them and talking for a while until they went back to celebrating and whatnot"



Raveille

"During CNY, we will go to different relatives' houses to catch up on current affairs and talk about things whilst eating CNY snacks and goodies. Generally during this period, there will always be at least 1 'lao yu sheng' session every day. This session requires most or all of the present people to have a pair of chopsticks and toss different ingredients in a bowl (raw fish salad) to mix the 'yu sheng' for everyone to eat. Each ingredient represents a different blessing, such as good grades, good health, good wealth and more."



Emilia

"Every year I go back to visit my extended family and relatives to have a grand reunion, filled with lots of good food and lots of good fun. It feels nice to get away from the stresses of the norm to celebrate a joyous occasion together with loved ones. And lots of good food!! Never forget the good food. That's about it."



Starrodkirby86

"I get to spend time with my extended family – with incense wafting the room as we remember and pray for our ancestors. Then there's the folding (and burning!) of what's called joss paper to give the deceased wealth and blessings – pyromaniacs rejoice. But what's best of all, especially for the youngsters, are those red envelopes. Those ang-pau are packed money machines. I didn't get much of an allowance back then, so every envelope counted. Now that I grow older, I dread that I'll have to someday fork them over to grubby vultures instead..."



rustbell

"睡觉过的，我爱睡觉。"

TL: I sleep through it. I love sleeping.

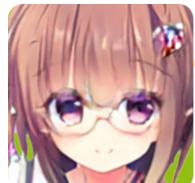


MatsumotoRise

"文明 5 all day"

TL: Civilization V all day

CNY CELEBRATIONS IN OSU!



aabc271

“下 咪全家人食飯 去人屋企玩下同呃利是果啲囉
雖然平時廢開青呢個唔會變
相比起人地我冇咩特別架噶“

TL: Dinner with family, visit friends' home, get "lai see" (red packets). Also stay at home as usual. Nothing special compared with others.



IamKwaN

“我叫KwaN，過年前叫KwaN，過年後依舊是KwaN，
WanK什麼的只是你們想被我開年罷了？
你問我過年做乜？除了osu!，我啥都做啊

TL: I am KwaN. Before CNY, I am KwaN. After CNY, I am still KwaN. It's just people calling me WanK desiring a slap from me. What did I do during CNY? Anything, except osu!.



Rixia Mao

“哎...我大年初一有 taiko performance. 哈哈, 死亡“

TL: Oh... I have Taiko performance on the first day of CNY. Haha....RIP me.



MinG3012

“我新年玩周公online
i go to school by bus
我到時celebrate嘅野, 就係我要做嘅野.
i uninstall osu!

As far as i know i only need to sleep in new year,
therefore every 60 second in africa, a minute passed."



Emik

“讲真, 有几年除夕还真的是跨年屙屎“

TL: To be honest, I did end up spending the day before CNY playing osu for some years

Thank you for reading - let us know if you would like to see more similar content in the future! To all osu! players, we hope you have a wonderful Chinese New Year!



Flask

“中立回答： 和家人出去玩
中立邪恶： 和家人后回家屙屎
邪恶回答： 屎屎“

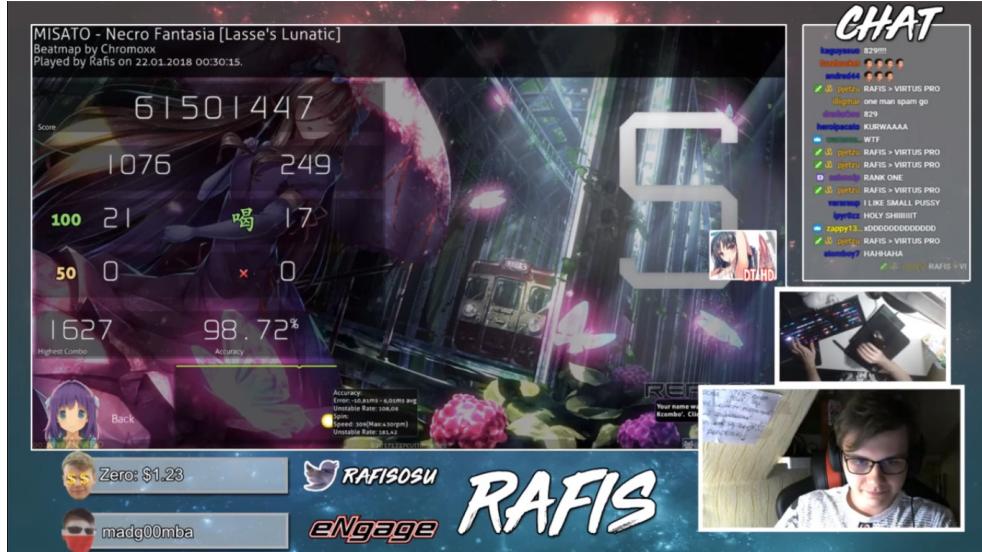
TL:
True Neutral: Hang with family
Neutral Evil: Hang with family, then play osu!
Chaotic Evil: Just osu!

WRITTEN BY THE SCOREWATCH TEAM

Hey guys! I'm Raveille, and we return for the year of 2018! It may be a new year, but nothing new has changed in the score setting scene. Let's start the year by showcasing some of January's best achievements players have set that month!

Scorewatch Highlight of the Month:

Rafis | MISATO - Necro Fantasia [Lasse's Lunatic] +HD,DT | FC 98.72% 829pp #1



Pulling the most random score of them all, Rafis has stolen not just the highest pp score of osu!standard, but also the global number one rank with his HDDT FC on MISATO - Necro Fantasia. His 98.72% score gave him a whopping 829pp and the number one spot on the map! What a score, what a player!

Check out the video of this monumental play by clicking on the image above!

Other Highlights:

ThePooN | BABYMETAL - Road of Resistance [Crimson Rebellion] | FC 99.16% 716pp #2



Climbing 21 ranks and gaining 200 pp, ThePooN smashed BABYMETAL - Road of Resistance with an unshakable 99.16% FC to take 716pp and the 2nd spot, losing out to idke by just a mere 1,110 points! Check out his livestream reaction!

WubWoofWolf | Blind Stare - Shotgun Symphony+ [Impossibly Intense] | 99.42% FC 233pp #1



Possibly the only man that could contend with the Champion Above Champions, WubWoofWolf one-upped -GN and sniped his score on Blind Stare - Shotgun Symphony+ with an incredible 99.42% FC!

Cookiezi | Yousei Teikoku - Hades: The rise [Hardest] +HD,HR | SS 709pp 7.46* 58.91UR #1



Cookiezi felt a little left out on the 700pp action, and decided to have a little peek into the 700pp clubroom by setting an absolutely incredible HDHR SS on Yousei Teikoku - Hades: The rise, earning him 709pp whilst having 58.91UR!

Totoki | Ni-Sokkususu - Blade Dance [Kneesocks] +HD,DT | FC 95.35% 714pp



Totoki continues to set himself alight as he has set the 2nd HDDT FC on Ni-Sokkususu - Blade Dance with a solid accuracy of 95.35%, earning 714pp! Keep an eye out for this man.

SCOREWATCH: JAN 2018

Notable Mentions:

osu player84 | EVO+ - [A]ddiction [Vert's Expert] +HD,DT | FC 99.67% 648pp #1

2018 started strong with a score set by osu player84 (formerly known as Azerite), as he destroyed EVO+ - [A]ddiction with an amazing HDDT 99.67% FC to claim 648pp and the number one spot on the map, sniping Rafis!

Totoki | MISATO - Necro Fantasia [Lasse's Lunatic] +HD,DT | FC 97.99% 796pp #1

Now onto something a little more crazy! Totoki became the first player to set an amazing HDDT FC on MISATO - Necro Fantasia. His score of 97.99% earned him 796pp and the former #1 spot on the map. What a way to begin 2018!

Mathi | *namirin - Koi no Hime Hime Pettanko [Sweet Sweet Angel] +HD,DT | FC 98.13% 724pp #1

Mathi continues to set himself ablaze with the first ever HDDT FC on *namirin - Koi no Hime Hime Pettanko with his 98.13% score, earning him 724pp and the number one spot. There's not really much to say about this other than checking out the replay.

Rafis | supercell - Kimi no Shiranai Monogatari [Our Story in the Stars] +HD,DT | FC 99.34% 698pp #1

Pulling off a random first place on supercell - Kimi no Shiranai Monogatari, Rafis was 2pp shy from another 700pp score as he stomps Cookiezi out of his path with a solid 99.34% HDDT FC, wrapping up a great stream highlight!

kiyumi | The Quick Brown Fox - The Big Black [WHO'S AFRAID OF THE BIG BLACK] | FC 99.91% 320pp #4

It took us a while to find the next FC on The Quick Brown Fox - The Big Black, but kiyumi could've taken the 2nd SS! Unfortunately, he just missed out, but what a crazy achievement this is regardless!

applerss | Camellia as "Bang Riot" - Blastix Riotz [WereOni] +DT | 85.31% 8.86* 384BPM

applerss stormed through Camellia as "Bang Riot" - Blastix Riotz with DT, setting a clear with 85.31%. With DT, this map hits at 8.86* in star difficulty and 384bpm! That is some quick and possibly painful finger mashing.

shinchikuhome | DragonForce - Revolution Deathsquad [Tatsujin] +DT | 99.35% 589pp

Storming in strong, shinichikuhome slapped on the DT mod on DragonForce - Revolution Deathsquad, missing only 9 times with 99.35% to earn 589pp, an accuracy that beats out _yu68 himself! Is competition brewing between the Japanese players?

cheewee10 | senya - Mahou ga Umareta Hi [Elegance Lunatic] +DT | 99.86% FC 1412pp #1

Hitting the number one spot on senya - Mahou ga Umareta Hi, cheewee10 decided to give himself a challenge with the DT mod, but it doesn't seem challenging enough for him as he strikes a menacing 99.86% FC score to take 1412pp!

Contributors:



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JDRAGO14



THEPOON



N1DOKING



RIVEN



KASUMII-SAMA



MY ANGEL YAONG



VIKTOR

Thanks for reading this edition of Scorewatch! Meanwhile, you are able to vote for the Best scores of 2017 nominated by the Scorewatch team here!

WRITTEN BY THE EVENT HUB TEAM

Hello, Misery here! With Raveille stepping down as Event Hub Leader to focus more on the Scorewatch section, I have volunteered to take over. Event Hub is now managed by a team of individuals with widespread awareness on current events in the osu! community. This change was inspired by how the Spotlights project is managed, so without further ado, let's dive right in!

Event Highlight of the Month:

SOFT3: osu!mania FFA tournament



Hosts: juankristal & -Konner-
Forum | Discord | Twitch

The third edition of the largest 1v1 osu!mania 4K tournament is back for 2018! juankristal, -Konner-, and their staff will be handling matches for over 240 players. With renowned players such as inteliser, SillyFangirl, and Pope Gadget participating, imagine the exciting matches that will take place!

The qualifiers for this year will be testing 4 very different skill sets, mapped by 4 very different mappers - Ciel, Guilhermeziat, juankristal, and Gekido-. Unfortunately, registrations have ended as of the time of this monthly's post, but you can follow this tournament by checking out their stream link above.

Other Highlights:

MCA & AYIM



Hosts: VINXIS & handsome
Forum (MCA) | Forum (AYIM)

Mapper's Choice Awards is a collection of awards given and chosen by proficient modders and mappers as a commemoration for a year's worth of maps. It consists of two stages: a nomination phase where the mappers choose eligible maps, and a voting phase, where they select and vote for maps that fit specific categories. It also has awards for mappers as well!



A Year In Mapping, on the other hand is a statistical overview for a year's worth of maps. Definitely a good read for number-savvy players who like to see a breakdown of the year's mapping progress! It even includes map-specific aspects you may not know about!

The 2017 version of this will be released soon, and they will include translations for major non-english languages to read on. If you're into the *good* stuff, make sure to check this one out. *wink*

otst! 2018



Hosts: Trigonoculus & Seaweed
Forum | Discord | Twitch

The second iteration of the special "TV Size" tournament is here! Using specific short maps as the tournament's pools system, this will make really fast and intense battles. It's a relatively simple concept, and there's a lot of hype surrounding it! With an all-rank cap this time, expect a few of the top-tier players appear. The tournament has a badge as well, keeping the competitive aspect really high.

As of the time of this article's release, the tournament has already started its group stage. Be sure to check out their Twitch livestream when they go live!

EVENT HUB: FEB 2018

Other Highlights:

Para's Puzzle Challenge II



Host: Parachor
Forum

While having absolutely nothing to do with osu!, this is an interesting event for sure. Para's Puzzle Challenge is a team-based puzzle solving competition, filled with challenging conundrums in a variety of formats.

The first instalment of this challenge was hosted approximately one year ago, where teams of 4 competed to solve 8 incredibly difficult puzzles. In consideration of last year's outcome, this year's format has gone for a more progressive approach by setting the initial bar lower, then ramping up the difficulty of the puzzles in later stages. The competition has just concluded, and the puzzles are now released to the public.

8v8 Test Tour



Host: Cavoebboy
Forum | Discord

A completely brand new style of competition comes around the corner with the 8v8 Test Tournament! Teams of 10-16 players of all ranks will dish it out in an 8v8 battle. As a result of this, there are a couple of important changes to the usual tournament format. For example, teams will need to have at least four team members select a mod for their FreeMod picks - a sight to behold for sure!

The prize for getting in the top 3 is a free ticket for every player for the upcoming osu!event 2018 in the Netherlands this summer! This is definitely one tournament to look out for, so form your own team with your friends and join before signups are closed on 02/28!

Beginner's Taiko Tournament (Season 3)



Host: FlamingRok
Forum | Discord | Twitch

The third edition of the beginner's taiko tournament will be coming around the corner, where every new Taiko player above rank 10k will be able to dish it out in different 1v1 battles! So even if you're still getting confused with the colors, or you're just afraid to jump out of your comfort zone, don't be afraid - this tournament will put the showlight on you!

Registrations for this tournament will be ending on February 18th, so if you just wanna play in it, you can go and register to it to have some fun on Taiko.

Contributors:



MISERY



KASUMII-SAMA



MARBLELEMONS



MANGOMIZER



RAVEILLE

Thank you for reading this month's edition of Event Hub! We always try to keep our eyes and ears open for any interesting projects, though there will always be a few events that fly under the radar. If you'd like to help us in our search of promoting noteworthy events, we would appreciate it if you could notify us in the osu!monthly Discord server!

WRITTEN BY ENTERTAINMENT TEAM

Thievley's Comic Corner:

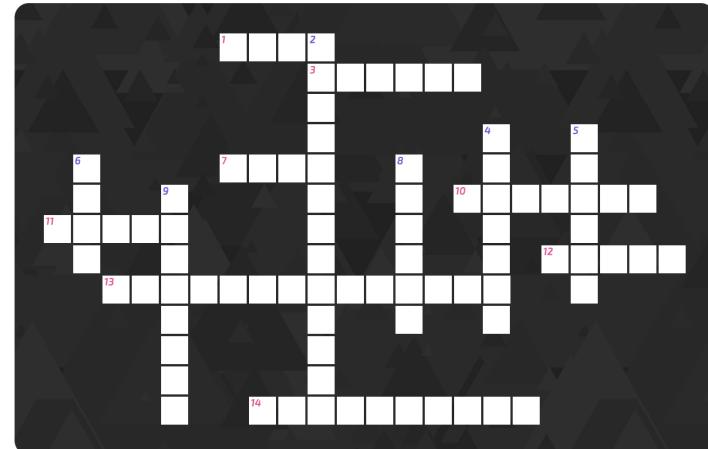
It's Valentine's Day, and it looks like Pippi has received a letter from a mysterious sender! I wonder what it says? (click image for full size)



Submit your entries as a forum PM (in image format) to mangomizer, and wait for a notification of receipt. The winning entry will be announced and featured in next month's osu!monthly magazine. The deadline for submission is the end of February, so any entries received after this date will not be considered!

osu!monthly Crossword Feb 2018:

Welcome to the first osu!monthly Crossword! This puzzle isn't for the faint of heart, though some clues are easier than others. Good luck!



across

- 1 The one true taiko playstyle with no weaknesses.
- 3 Delicious tunes!
- 7 ztrot's prodigal son.
- 10 Taking 5 minutes for the team.
- 11 Dean Herbert.
- 12 soonTM...
- 13 Somebody scream!
- 14 Twin tailpipes in action!

down

- 2 One-eighty-two.
- 4 A place to be careful when it falls.
- 5 Sometimes a banana is just a banana.
- 6 Keep your statistics, I prefer the magic.
- 8 The Popcorn Fairy!
- 9 Batter up!

Submit your entries as a forum PM to mangomizer, and wait for a notification of receipt. The first correct submission will receive 1 month of osu!supporter. All subsequent entries will receive no prize. Solutions to the crossword will be posted on the next month's osu!monthly release.

upcoming articles in **March 2018**

osu!catch Aspire 2017



MWC 7K 2018 player perspectives



And more!

**Thank you for reading this edition
of the osu!monthly!**

If you didn't recognise the character on the front cover, that was Aiko - the winning entry of the osu!taiko mascot design contest community vote, created by JMC. Let us know if you would like to see more community created characters featured in the future!

As this project continues to expand, we will need more helping hands to help shape the project into the best that it can be. Currently we are looking for more designers - if you are experienced with Adobe InDesign, please get in touch with us through our osu!monthly Discord!

We hope you've enjoyed, and we look forward to seeing you next month!