

# osu!

- **Developer:** osu! development team
- **Publisher:** [Dean Herbert](#) (peppy)
- **Version:** Stable: 20220213  
Lazer: 2022.205.0
- **Platform:**
  - Microsoft Windows
  - Android (osu!stream)
  - iOS (osu!stream)
- **Release Date:** September 16, 2007
- **Genre:** Rhythm game

osu! is a free-to-play rhythm game primarily developed, published, and created by **Dean "peppy" Herbert**. Inspired by iNiS' rhythm game ***Osu! Tatakae! Ouendan***, it was released for Windows on 17 September 2007. The game has throughout the years been ported to macOS, Linux, Android, and iOS.

## History

### July 2007

The first version was released on **July 1, 2007** to a small group of peppy's close friends and featured a very **basic beatmap editor** and play mode.

### August 2007

The main menu was updated with a **new look** and the editor received a lot of new functionalities including copy-and-paste support.

### September 2007

September 17, 2007, was the publication of osu!. The forums as we know them today were established, and hosted from peppy's **home domain** ([ppy.sh](http://ppy.sh)). Attention was gained via a news announcement on **bemanistyle**, which drew quite a few interested people with previous rhythm game experience.

Quickly after the public release, the first playable modifiers, **Easy** (EZ) and **No Fail** (NF), were added, as well as break sections.

# Development

The developers of osu! keep the game and website running by fixing bugs and adding new features. Most of them are employees of **ppy Pty Ltd**, the company that owns osu!.

**osu!** was developed and published by [Dean "peppy" Herbert](#) and the osu! development team. The game was developed in C# with the .NET Framework and was released under the MIT License on September 16, 2007.

## *osu!stream*

osu!stream is a version of osu! built from scratch that is made especially for touch-enabled devices. It is currently available for both the **iOS** and **Android** platforms.

## *osu!framework*

osu!framework is an open-source game framework developed with Osu!lazer in mind.

## *osu!lazer*

osu!lazer is an open-source remake of the original game client which is currently undergoing heavy development as of May 2023.

# Rules

These rules are the basis from which we help keep the osu! community a fun and welcoming place for everyone.

## Community rules

1. Each player may only have **ONE** account, ever. The *first* account you make during account registration is your one and only osu! account, from the moment of its creation and forevermore. This account is YOU. It is not anyone else — not your brother, your mother, your sister, your friend — it is YOU. Don't share your account with anyone else. You don't get to make a new one if you lose access to it. Keep it safe.
2. **Play fair.** Using third-party utilities of any kind to get any sort of advantage is not okay. This includes things like macro programs, aim-assist programs, timescale modification, and so on. If a program is doing something to help you play the game that you should be doing yourself, it isn't okay!
3. **Be good to each other.** Harassment or other antagonism has no place within the osu! community.
4. **Don't be a douche.** If at any point you are uncertain as to whether you are breaking this rule, you probably are.
5. **We are an all-ages community.** This means that 18+/NSFW content such as drug use or topics of a sexual nature are not welcome here.
6. **Keep it clean.** osu! is not the place for dating or flirting. Using sexual language, imagery or making unwanted advances on other members of the community in public or private is NOT okay. If you ever feel uncomfortable with how someone is talking to you, **report it to us confidentially** so we can help you (and potentially prevent others from being affected).
7. Where the rules do not prevail, common sense shall. The administration has explicit discretion to apply their judgment on this as they see fit.

## In-game chat rules

1. Be respectful and mindful of other users in the channel, and avoid flooding or spamming. One person taking up half the screen at once is annoying, so avoid doing it wherever possible. Other people are trying to chat too!
2. Let the moderators handle issues in the chat. You can point things out to them with **the !report command** and they'll handle the rest.
3. If someone gets timed out, silenced or restricted, leave them be and don't start talking about them. If someone is restricted, their case involves only them and the game administration — absolutely nobody else!
4. Encourage fair play, and don't give attention to cheaters or other toxic users. These people unfortunately do exist, and giving them attention can encourage them to continue, or provoke others to act as they do. Report them via the chat command **!report** or the buttons on their profile page and move on.
5. Keep the chat clean and appropriate for an all-ages community, avoiding NSFW topics where possible. NSFW stuff really isn't appropriate for an all-ages community. Do what you like in private messages (within reason) but keep the public channels squeaky clean for everyone's sake.

6. Be mindful of what you share with others, especially if the content is potentially disturbing or very graphic in nature. If you have to think twice about whether something is appropriate to link, it probably isn't okay. Avoid things with fast, strobing lights, gore, images of abuse or other graphic material.
7. Keep links to relevant and legal websites. Bootleg streaming websites (officially licensed ones like Animelab and Crunchyroll are OK) and anything related to "warez" or pirated software of any kind aren't okay, and we don't want them in our chat. Advertising Twitch links for other video games is okay, but ONLY in [#videogames](#).
8. Don't advertise third-party chat servers of any kind, including Discord, Teamspeak or Skype servers/groups. The osu! chat is about osu! foremost and not about sharing links to your personal servers. Do it via PM if you absolutely have to.
9. In language-specific channels, you must speak the dominant language (English for [#english](#), Thai for [#thai](#), etc) if you are participating in discussion. Where the language for a channel is not explicitly stated, it is always English. The [#lobby](#) and [#help](#) channels can be used with any and every language, unlike other channels. *Members of the [moderation staff](#) do not need to follow this rule when doing their work.*

## Forum-wide rules

1. Post only meaningful, interesting or otherwise engaging content/topics. Forums are about discussions foremost, so make sure to put the effort in to make it worth everyone's time.
2. Keep your posts and replies suitable for people of all-ages. NSFW content isn't appropriate for an all-ages community, though there's nothing stopping you from discussing these sorts of things in private messages.
3. Be productive with your criticism without resorting to personal attacks. Criticism is a wonderful thing when done properly, but if you're resorting to personal attacks to make your point, you're doing it wrong and you should feel bad.
4. Keep threads relevant, and avoid resurrecting older topics if the conversation has died out. If a topic has been dead for years, it isn't really relevant any more, so just let it fade away. Post a new one, or maybe search and see if someone has answered your question already.
5. Keep your signatures and avatars reasonable. If they're animated, they shouldn't strobe or flash excessively. The images should also be of a filesize small enough for users with slower connections to not feel their presence on the page, ideally under half a megabyte (500 kilobytes) where possible.
6. Don't post advertisements, referral links or any other annoying or intrusive content. Things like affiliate and referral links are fun for the person posting them and an annoyance for everybody else, so don't do it. Autoloading or autoplaying content/embeds falls within this rule as well.
7. Linking to applications or utilities of uncertain intent is not allowed. Put simply, if there is any doubt as to the legality of said utilities, they are not welcome to be posted.

# Beatmap submission rules

*Note: These rules apply to all submitted maps, not just Ranked ones. For more specific rules regarding Ranked beatmaps, see the [Ranking Criteria](#).*

These rules apply strictly to beatmaps submitted via the in-game [Beatmap Submission System](#). These threads/discussions are created via the osu! client when a beatmap is submitted through the [editor](#).

1. Make sure you have permission to use any content involved in your **beatmap**. This includes songs, videos, hitsounds, graphics, and any other content that isn't your own creation. If you are unsure of where to find content that is free to use, check out our growing [Featured Artist](#) library for music 100% licensed for use in osu! and the [Content Usage Guidelines](#) for more information.
2. Stay on topic in [beatmap discussions](#). These threads/discussions are about the beatmap in question, and nothing else. If you have an issue with something not directly pertaining to the beatmap, post it in the appropriate forum.
3. Do not plagiarise or attempt to steal the work of others. Do not also upload or use other people's work without their explicit permission (including, but not limited to, skins and guest difficulties).
4. Follow the [Song Content Rules](#) and [Visual Content Considerations](#).

## What happens if I break the rules?

If you do find yourself on the wrong end of our community rules, bad things will happen.

These bad things may include (*but are not limited to*):

- The removal of your ability to chat in-game for a period of time (known as a [silence](#)).
- The removal of any infringing content from your userpage, profile or uploaded beatmaps.
- The loss of the privilege to edit or alter your userpage or profile details.
- The loss of the privilege to play or qualify in officially hosted tournaments.

**Silences** and other infringements automatically increase in duration near-exponentially with each infringement. Moderators do not control the length of time you are silenced for an offence — repeat offenders will find themselves locked out of the game for increasingly longer periods of time.

Certain offences carry a minimum duration (usually 42 hours or more) if they are particularly severe, though they are almost exclusively reserved for severe infractions, such as sharing graphic content or unrepentant harassment of other users.

If after several infringements you continue to break the rules, your account may be [permanently and irrevocably restricted](#).

Restricted accounts cannot play online, set scores, chat with other users and are for all intents and purposes "banned" from interaction with the community. Restriction for community rule violation can only be removed upon appeal to the support staff after 3 months have passed ([more conditions may apply](#)).

Severe offences that go well beyond the scope of our rules and into the jurisdiction of illegal content as per international common law will result in immediate account termination. This applies nearly exclusively to extremely graphic or otherwise abhorrent offences, such as the distribution of child pornography or other material of abuse.

# osu!standard

**osu!standard** is the unofficial name for the first and main mode out of the four game modes of osu!. The game mode has stayed the most popular among players over the years. It is based on the Japanese rhythm game *Osu! Tatakae! Ouendan*.

## Gameplay

### Gameplay Basics

#### *Playfield*

The top-left bar is the health bar, which will decrease at a steady rate (depending on the beatmap's difficulty settings), but can be replenished by tapping notes at the right time or spinning the spinner. A perfectly timed hit (a 300 or Geki) will recover health more than a badly timed hit (50). A total miss will take a good chunk of health out of the health bar.

On the right of the health bar is the total score. Below that is the accuracy. The circle beside the accuracy (and below the score) is a timer for the duration of the beatmap. The number on the bottom left is the combo counter/score multiplier.

#### *Hit circles*

Coloured circles with numbers on top of them, called hit circles, will appear on the playfield when playing. A thin, similarly coloured **approach circle** on the outside of the hit circle will shrink over time. Tap on the hit circles at the exact point when the approach circle touches their white borders, in the order indicated by the numbers. After hitting a hit circle, a number appears indicating the **judgement** received for how accurate the timing of the hit was.

#### *Sliders*

First, tap on the circle at the beginning of the slider, called the **slider head**, at the right moment. When tapped, a ball will begin to move across the path. The orange outer circle, called the follow circle, will appear when holding onto the slider's ball, but will disappear when the cursor is outside the circle or the button is released. Hold the mouse/keyboard button (or keep the pen on the tablet) and follow the ball within the follow circle as it moves.

Sometimes, as seen in the screenshot above, the ball may reverse its direction and the player must follow the ball back to the start of the path or vice versa. The visual cue is a reverse arrow at the ending/starting circle of the path.

## Spinners

Hold on the mouse/keyboard-button (or keep the pen onto the tablet). From there, use the mouse (or pen) and spin the spinner in a circular motion (in either direction) until the spinner circle grows outwards completely. A *Clear* notice will appear to indicate that the spinner was completed. If the spinner was cleared early, you can continue spinning to collect score bonus and gain some health back.

The outer white circle shows how much time is left to complete the spinner. This circle will turn red to notify that time is almost out. Older skins, using **skin version 1.0**, will have a meter/gauge to indicate how close the spinner is to being completed.

The small box below the spinner shows the current spin speed, measured in spins per minute.

## Scoring

**Score in osu!** is a weighted sum of multiple components of gameplay. It depends on the following:

- **Judgement** determines a hit object's base scoring value (300, 100, 50, or 0 in case of a miss). For **hit circles**, well-timed key presses are valued more, both in terms of score and accuracy. **Sliders** and **spinners** don't have hit windows, but will break combo when missed or not cleared properly. Getting a higher judgement also provides a higher **health** boost.
- **Accuracy** depends on judgement and shows how precise hits are. Late or early key presses, as well as misses, decrease overall accuracy.
- **Combo** is a score multiplier: clearing a hit object contributes more to the total score when combo is high and vice versa. Combo may be **broken** by a miss or a **slider break**.

When combo is maintained, the total score grows exponentially. Objects closer to the end of the map are worth orders of magnitude more points than the ones in the beginning, which means that a player will lose way more potential score on them in case of mistimed hits. As a result, it's possible and very common for a score with lower accuracy to have a higher amount of points and beat a score with higher accuracy.

After completing a beatmap, the score is assigned a **grade**, a short accuracy assessment in the form of a single letter. A golden or silver SS denotes 100% accuracy, and everything else, from S to D, depends on the amount of 300s, 50s, and misses.



# Score

**Score** is the metric used in all plays in osu!, and is generally referred to as the scoring system. In each game mode, score is used to rank the best plays on beatmaps to be displayed on its leaderboard. Score was the foundation for the ranking system before being superseded by Performance Points.

## For Profiles

### Total Score

**Total Score** is the sum of all submitted plays on any beatmaps. osu! attempts to submit all failed and passed plays, but they do not show up on profiles without site modifications. Total score will always be greater than or equal to Ranked score.

### Ranked Score

**Ranked Score** is the sum of the player's highscores on all ranked, approved, or loved beatmaps. Unlike with total score, a player has to pass the beatmap to obtain ranked score. Ranked Score is the type of score used in the score rankings, which was the main ranking system before being replaced in favor of ppv1.

## For Plays

### ScoreV1

**ScoreV1** is the colloquial name for the original scoring system in osu!standard. In osu!standard plays, the scoring system involves the accumulation of score received from the hitobjects.

Each slider tick hit grants 10 score, and each slider repeat or slider tail hit grants 30 score. For spinners, each spin grants 100 score, and subsequent spins after the spinner is completed until it ends will also grant 1000 points (full spins are off in orientation).

The completion of hitobjects is where the main score gain occurs. Score increases by a value calculated based on how well the play is doing at that exact moment.

### ScoreV2

**ScoreV2** refers to the new scoring system that changes the fundamental calculation of score in osu!standard. Its usage is frequent in the tournament scene and is undergoing development in osu!lazer.

# Trivia

## Inspiration

The gameplay of osu! is based on *[Osu! Tatakae! Ouendan](#)*, a rhythm game for the Nintendo DS. Like osu!, the gameplay consists of only three elements: tapping circles on the touchscreen, dragging a ball across a fixed path, and rotating a spinner very fast. All these elements are timed to covers of popular Japanese songs.

The gameplay circles can be seen on the bottom screen, and the story on the top screen. Each stage is basically a self-contained story about a person in trouble. That is where the *Ouendan* (cheer squad) comes in. Through the magical power of male cheerleading, the player has to help the people in trouble.

## Gameplay

- Depending on difficulty setting and the timing tolerance, tapping on the hit object *way too early* will heavily vibrate the hit object instead.
- Releasing slider ball on empty slider path without hidden or visible slider ticks does not result in combo break nor any score given. Slider judgement only check for whether the starting circle was clicked, the slider ticks was collected, and ending circle was completed successfully or not.
- On the *DS*, completing spinners is a good way to scratch the touchscreen (or screen protector), especially on the higher difficulties. In osu!, spinners have been toned down as to not be such a nuisance to complete. The maximum number of spins per minute achievable is 477 which is also the rate at which the *Auto* game modifier spins while the *Spun Out* game modifier spins slower at 287 spins per minute.
- Changing spin direction in the middle of a spin will cause the spinner to slow down (spins per minute will go down to 0 to reset the spin orientation), then spin in the correct direction. The spin progress will not be lost during the reorientation (it will not increase instead), and will continue to increase on reverse spin.
- Not spinning around the centre core of the spinner will **not** be considered as a valid spin.
- Smoke last longer than default in-game cursor trail. Apply smoke effects sparsely to prevent old smoke effects disappearing too quickly.
- Mascot for osu! is *pippi*.
- When played by *Auto*, the player name will be osu!.

# Beatmap

A beatmap (sometimes called *beatmapset*) is a set of game levels (**difficulties**) that are composed of various **hit objects** and almost always represent a single song. It also includes other components, all packed in an archive with **the .osz extension**:

- the song itself, stored in MP3 or Ogg format.
- **background images**, or a video, acting as a playfield.
- **custom hitsounds** for arrangement and improved aural feedback (optional).
- **storyboard** with motion graphics and special effects, serving as a background story or theme for the song (optional).
- **custom skin**, which changes the appearance of interface and gameplay elements (optional).

*Note: Some of the visual and aural features of a beatmap can be disabled through the **visual settings** overlay.*

## Difficulty

A *difficulty* is a file with **the .osu extension** which describes the placement of hit objects, hitsounds, and special effects like **kiai time**. It also contains **difficulty settings** and other parameters that directly affect gameplay. Difficulties of a beatmap have different structure and sometimes can be played in only one **game mode**. The **star rating** system is used to visualise a difficulty's skill requirement.

## Submission

*Main article: **Submission***

Beatmap authors can **submit** their creations to the public **beatmap listing**. While every beatmap is attributed to **a single person**, it is often a joint effort: some difficulties may be mapped by other people working **in collaboration** or **separately**.

After the submission, a beatmap gains additional metadata fields, such as description, language, genre, and the explicit content marker, which can be changed by the beatmap author themselves on the website. The beatmap also acquires **title text**, appearance of which may be altered with the aid of **Nomination Assessment Team**.

## Identification

Every submitted beatmap is assigned a numeric identifier (**BeatmapSetID**), by which it can be tracked on the website and via **osu!api**. Difficulties of a beatmap also have their own numeric identifiers (**BeatmapID**). The URL leading to a specific difficulty's tab on a beatmap's page includes both identifiers and has the following format:

```
https://osu.ppy.sh/beatmapsets/{BeatmapSetID}#{GameMode}/{BeatmapID}
```

# Beatmap category

*Main article:* [Beatmap category](#)

A submitted beatmap belongs to one of the following categories, which may change over time:

- [Graveyard](#)
- [Work in Progress / Pending](#)
- [Qualified](#)
- [Ranked](#)
- [Approved](#)
- [Loved](#)

Some categories have [submission criteria](#) and enable the beatmaps to have transient or permanent [leaderboards](#). The most popular way of achieving that is the [beatmap ranking procedure](#), while the second option is to get the beatmap [loved](#).

## Downloading beatmaps

Beatmaps can be obtained through a few different ways:

### Beatmap listing

Beatmaps from various categories are available from the [beatmap listing](#) on the website. They can be filtered according to certain conditions and then downloaded one by one. [osu!supporters](#) have access to an extended set of filters, such as an ability to see beatmaps on which they achieved a certain rank.

### osu!direct

osu!direct is the beatmap listing built into the game client, which is used for quick access and provides a set of features similar to the listing on the website. It is only available to the [osu!supporters](#).

## Beatmap packs

*Main article:* [Beatmap packs](#)

Beatmaps that were ranked in the same month, or share the same theme (e.g. the same artist), are packed for bulk download into archives, which are called the beatmap packs. The list of all official packs is available on the [website](#).

## Unofficial sources

There are also secondary sources of beatmaps, which are neither checked nor operated by the osu! team. However, they are available on the forums and appreciated by the community. Such sources include:

- third-party beatmap mirrors hosted off a platform;
- player-made packs and compilations shared via [p2p-networks](#), such as BitTorrent.

# Beatmaps and community

## Leaderboards

osu! players across all game modes use beatmaps to [rank up globally](#) and [compete against each other](#). osu! has different types of beatmap-specific leaderboards, all of which, except the first one, are only available to [osu!supporters](#):

- Global ranking, which works across the active playerbase;
- Global ranking for every combination of [game modifiers](#);
- Country-specific ranking made of players bearing the same flag;
- Friend ranking that shows a player's position on the map compared to their friends.

The top 500 scores on every difficulty of a beatmap provide [replays](#), which can be watched online or saved for further display in a local leaderboard.

## Charts and Spotlights

*Main article: [Beatmap Spotlights](#)*

Since its early days, the community has had various ways to showcase unique and excellent maps. One of the first documented approaches were monthly and seasonal charts consisting of a small subset of ranked beatmaps, where top players from leaderboards displaying total score across these maps would be awarded with [osu!supporter](#).

The chart system has later evolved into the [Beatmap Spotlights](#) project, which now operates on similar conditions, but takes place in [osu!\(lazer\)](#)'s playlists instead.

## Beatmap contests

*Main page: [Contests](#)*

osu! community regularly runs different contests in order to promote creativity and award mappers who do their best. Contests range from small competitions, which are made inside local communities, to large ones that are conducted on a global scale and have breathtaking prizes. Winners often receive awards in form of [osu!supporter tags](#) and a themed [profile badge](#).

## Featured Artists

*Main page: [Featured Artists](#)*

Featured Artists is a community program by the [osu! team](#) that focuses on licensing music by various artists for osu! and making it available for mapping. The

website's [Featured Artist listing](#) showcases each involved artist and provides pre-timed templates for mapping.

# Difficulty

*Not to be confused with [Beatmap](#).*

A beatmap's difficulty is a game level, which is stored as a text file with [the .osu extension](#). It consists of [hit objects](#) of a certain [game mode](#), which are set up accordingly to the [timing](#) tailored to a specific song. Difficulties have different aspects, which directly affect user experience. The difficulty name and [star rating](#) usually give enough information to tell how challenging it is.

The hit objects of a difficulty compose [patterns](#), which also vary per game mode and set the tone for overall look and feel of how a difficulty should be played. The gameplay of beatmap difficulties can also be altered by various [difficulty settings](#) set by the beatmap's author or toggled by [game modifiers](#).

From the auditory perspective, a difficulty can augment the song by providing one or multiple sets of audio samples, or [hitsounds](#), that serve as an additional layer of feedback.

[Visual components](#) of a difficulty, contrary to its patterns, provide auxiliary experience during gameplay and can be disabled in the [visual settings](#) overlay for the most part. While some of them, such as [storyboards](#) or [custom skins](#), belong to the beatmap as a whole, most of the visual components may vary per difficulty (e.g., [kiai time](#) sections and [combo colours](#)).

## Difficulty levels

See also: [Difficulty naming](#)

These are the typical levels of difficulty that a beatmap can fall under.

- Easy
- Normal
- Hard
- Insane
- Expert

## Difficulty and star rating

In some instances, such as [AIMod](#), difficulty is classified into six level ranges based on star rating as follows:

- Easy: 0.0★–1.99★
- Normal: 2.0★–2.69★

- Hard: 2.7★–3.99★
- Insane: 4.0★–5.29★
- Expert: 5.3★–6.49★
- Expert+: 6.5★ and above

Note that while the intended difficulty levels of most beatmaps match the colours or level ranges they are given, some may deviate significantly due to certain factors. This is why the [ranking criteria](#) offers more decisive ground rules to determine a beatmap's actual difficulty level and spread regardless of its star rating.

# Game modes

**Game modes** (gamemodes) are distinct gameplay configurations in osu!. As of 2022, osu! has 4 game modes.

When osu! was launched in September 2007, it initially came with the main gamemode, osu!standard. Shortly after, in May 2008, a since-removed mod called "Taiko" introduced osu!taiko in the form of converts. Then in February 2010, the first osu!catch beatmap was released, and in October 2012, the first osu!mania beatmap was released, making it the latest game mode for now.

The stylistic choice of the gamemode order is well-defined to be the game modes released in chronological order.

# Grades

**Grades** are a label attached to scores in osu! that reflect the "quality" of a play.

## List

These are listed in order of quality, from best to worst.

## SS

In some records, SS is referred to as X.

This is the best obtainable grade in osu!. Scores must have 100% accuracy on a map in order to achieve an SS/X.

## S

A common grade, requiring 0 misses, over 90% 300s hit and less than 1% 50s hit. Thus, an S signifies either an FC or that the player only combobroke from sliderbreaks.

## A

Another common grade, usually gotten through scores with a few misses or low-accuracy 0-misses/FCs. Specifically, if you've missed an A requires at least 90% 300s hit, otherwise the standard decreases to 80% 300s hit.

## B

A common grade when passing a beatmap. This is the lowest grade whose standards change with 0 misses. A B is achieved with at least 80% 300s hit, lowered to >70% 300s with 0 misses.

## C

Another common grade when passing a beatmap, gotten with at least 60% 300s hit.

## D

The worst grade submittable, signifying the lowest accuracy. If the player fails to meet the standard for a C grade or higher then they end up with a D grade.

## Silver variant

The silver variants of the S and SS/X grades are obtained if the player has used at least 1 visibility mod (Hidden, Flashlight and in osu!mania, Fade-In).

In plain text, 'H' is appended to the grade (SH and SSH/XH respectively).

# Full Combo

A **full combo** (abbreviated as FC) is a term used in many rhythm games, including osu!. It officially means to pass a beatmap with a combo that matches the beatmap's combo (known as perfect combo). To the majority of the community, however, it generally means to pass a beatmap without breaking your combo (this can be caused by missing or slider-breaking; missing sliderends is permitted).

## Information

- Both osu!'s scoring system and pp system reward scores that are FCs over scores that are not FCs.
- Since the game only considers perfect combo as an FC, the game's star rating FC medals and hush-hush medals that require full combo are not achieved if you miss a sliderend.



## Trivia

- You can achieve a D grade FC if you hit <60% 300s. The lowest possible accuracy for a perfect combo is 16.67% (1/6) from hitting all 50s, on a map with no sliders.

# Approach Rate

Approach Rate (AR) is a difficulty setting that determines the amount of time before a hitobject's time to appear on-screen. The setting does not impact spinners. Lesser values mean hitobjects appear earlier before they are meant to be clicked, and higher values mean there is less time between the hitobject appearing and the hitobject's time. AR can vary between 0 and 10 using the editor's AR slider. The mod HT can simulate ARs down to AR-5, and the mod DT can simulate ARs up to AR11.

## Calculation

The AR translates to the amount of time before the hitobject's time that it will appear, in milliseconds. This length of time will be referred to as ARms (Approach Rate in milliseconds).

As a continuous piecewise function, ARms from AR is (insert graph here):

- $AR < 5$ :  $ARms = 1200 + 600 * (5 - AR) / 5$
- $AR = 5$ :  $ARms = 1200$
- $AR > 5$ :  $ARms = 1200 - 750 * (AR - 5) / 5$

## AR relating to Mods

Respecting the boundaries, AR is multiplied by 1.4 through HR and halved with EZ. The ARms is divided by 0.75 through HT and divided by 1.5 through DT.

# Circle Size

Circle Size is a difficulty setting that determines the size of the circles and sliders (thickness, not length) measured by radius. Lesser values mean larger radius, thus larger circles. Circle size can vary between 2 and 7 using the editor's CS slider, and with the usage of mods, the range becomes 1 to 9.1. Through .osu file editing, the circle size can be set anywhere from 0 to 10, and it's still rankable.

Respecting the boundaries, circle size is multiplied by 1.3 through HR and halved with EZ.

# Overall Difficulty

**Overall Difficulty** (OD) is a difficulty setting that determines the hit window for hitobjects and the difficulty of spinners. It ranges between 0 and 10.

## Health

[This article will refer to HP as the difficulty setting instead of an abbreviation for Health.]

In all game modes of osu!, **Health** is a dynamic value that is displayed in a thin bar at the top-left corner of the screen called the **health bar** (HP bar).

## Mechanic

There is a lot that goes into how health changes during a play. In osu!standard, health will passively decrease at a rate known as **health drain**. Hit objects can also grant health in an intricate process. Health begins at full, and when the health depletes to 0 after a combo break, the play will fail.

### *Health drain*

**Health drain** is a hidden stat that describes the passive drain of health, and is influenced by HP and the section with the least amount of health to gain, such as a slow section, or section with low amounts of hit objects, in order to make the beatmap passable. Health drain is active whenever the play is not at a break.

Health is lost by the following means:

- Health drain being active.
- Misses and combo breaks on hit objects. Failure to achieve a 50 on a spinner.

Health is gained by the following means:

- Successful hits on hit objects (including a 50 or better on a spinner).
- Spinning and completing spinners.
- Achieving a Katu or Geki judgment.

## HP

**HP** is a difficulty setting that influences the difficulty of gaining health. When the HP is higher, the more difficult it is to retain health and recover health. HP can vary between 0 and 10 using the editor's HP slider.

Higher HP entails that:

- Health drain is more rapid.
- Misses and combo breaks on hit objects will greater penalize health.
- Successful hits on hit objects will grant less health.

- Spinning and completing spinners grant less health.

### *HP relating to Mods*

Respecting the boundaries, HP is multiplied by 1.4 through **HR** and halved with **EZ**. Health drain is multiplied by 1.5 with **Double Time** and 0.75 with **Half Time**.

## Mods

**Mods** are optional settings in osu! that toggle changes to the gameplay in any game modes. Mods change up a beatmap's gameplay in various ways, resulting in increased or decreased difficulty.

### List

In **osu!standard** there are 13 mod slots, and with some slots including an additional mod when clicked on again, that makes a total of 16 playable mods to choose from.

#### *Difficulty-reduction*

The following are mods that aim to decrease the difficulty of a beatmap.

- Easy
- NoFail
- HalfTime

#### *Difficulty-increasing*

The following are mods that aim to increase the difficulty of a beatmap.

- HardRock
- Hidden
- DoubleTime
- Flashlight

## NoMod

**NoMod** (NM) simply refers to no usage of mods, and is not a mod itself.

# Double Time

Double Time (DT) is a difficulty-increasing modifier that aims to increase the difficulty of the map through pace. DT simulates a 1.5x multiplier to game speed, resulting in higher Approach Rate, HP (drain only), and Overall Difficulty. Activating it multiplies the score multiplier by 1.12, and typically results in a significant increase in pp-worth.

## Nightcore

Nightcore (or NC) is a variant of DT selected by clicking on DT again after it is already selected. Along with the speed, the pitch of the music is also raised, with an accompanying beat. There is no gameplay or calculation difference for NC.

## Converted Difficulty Setting Calculation

DT is relevant to the OD and AR of maps - with DT, the approach time of hitobjects and the hit window (unsure with specific 300,100,50 windows) is divided by 1.5.

## AR

The maximum possible AR with DT is 11 (300ms). Simulated conversion of ARs from non-DT to DT is determinable by a specific formula.

## OD

The simulated OD from pre-DT to post-DT is determined by a specific formula. The maximum possible OD with DT is OD11.1 (~13ms).

## Notes

- Double Time cancels out the Half Time mod in mod selection.
- AR11 can be achieved through DTHR with  $AR \geq 7.2$  or using DT with AR10.
- The Nightcore mod was originally an April Fools joke but was then added into the game as an actual playable mod.

## Easy

**Easy** (EZ) is a difficulty-reduction modifier that attempts to decrease the difficulty of a map through general difficulty. EZ reduces the difficulty settings and gives the player 2 extra lives for a total of 3 lives. Applying this multiplies the score multiplier by 0.5.

Upon losing a life (with  $\geq 1$  remaining), the game will pause for a brief moment of time before resuming normally, with the player's HP fully(?) replenished. NoFail disables this effect.

## Trivia

- Easy cancels out the Hard Rock mod in mod selection.
- The game's SR FC and pass medals reject any scores played with EZ.
- There are a few medals dedicated to passing/FCing maps with the EZ mod.
  - Obviously, the "Taking it Easy" medal.

## Flashlight

**Mod abbreviation:** FL

**Category:** Difficulty-increasing mods

Flashlight (FL) is a difficulty-increasing mod that attempts to increase the difficulty of the map through visibility. By limiting the visible area around the cursor, mimicking a real flashlight, this typically increases reading difficulty and introduces a memorizing requirement, with some exceptions.

## Mechanic

FL causes the entire playing field to be black. The flashlight shines light in a circular area, making the screen visible within the area. The edges of the flashlight field have a smoothened visibility gradient. The flashlight continually follows the cursor albeit with a slight delay of a few milliseconds.

The flashlight's radius decreases past 100 current combo, then again past 200 current combo, so its radius resets upon combo break. During breaks, the flashlight radius increases to nearly the entire screen.

## Tips

- When making practice difficulties for a beatmap that you want to FC with a mod combination that includes FL, ensure the combo you start at matches the combo you would get if you FCed everything up until that section. This is so that the combo's effect on the flashlight radius is applied.
- Increase your background dim, and use a skin with highly visible follow points. The follow points between hitobjects within a combo can help you determine where the next notes are going to appear angle-wise.
- Optionally, you can increase your monitor's gamma setting to more clearly make out notes at the edges of the flashlight field.

# Half Time

**Half Time** (HT) is a difficulty-reduction modifier that aims to decrease the difficulty of the map through pace. HT simulates a 0.75x multiplier to game speed, and is compatible with all game modes. Activating it multiplies the score multiplier by 0.3 in osu!standard, osu!taiko, and osu!catch, and by 0.5 in osu!mania.

HT multiplies a map's BPM (beats per minute) by 0.75 , which increases the map's length by about 33.3%. This will then simulate lower Approach Rate, HP (drain only), and Overall Difficulty.

## Notes

- Half Time cancels out the Double Time mod in mod selection.
- AR-5 can be achieved through EZHT/HT/HTHR with AR0.

# Hard Rock

**Hard Rock** (HR) is a difficulty-increasing modifier that attempts to increase the difficulty of a map through general difficulty. Hard Rock multiplies the score multiplier by 1.06x. Applying this mod typically results in an increase in the Star rating.

## osu!standard

Hard Rock vertically flips the entire layout of the beatmap. With all difficulty settings capped at 10, Hard Rock increases AR, HP, and OD by 40%; and increases CS by 30%. HR on common values are expressed in the table below.

### *Difficulty*

Without	With
0	0
1	1.3
2	2.6

Without	With
3	3.9
4	5.2
5	6.5
6	7.8
7	9.1
7.7-10	10

*Approach Rate, HP Drain, Overall Difficulty (no DT or HT)*

Without	With
0	0
1	1.4
2	2.8
3	4.2
4	5.6
5	7
6	8.4

Without	With
7	9.8
7.2-10	10

For HP, OD, and AR, values at least 7.2 will hit the cap using HR. For CS, values at least 7.7 will hit the cap using HR.

## Trivia

- Hard Rock cancels out the Easy mod in mod selection.
- AR11, the highest possible Approach Rate in the game, is significantly more accessible with Hard Rock, since AR7.2 or higher will cap it at AR10. Therefore, DTHR is a common means to access AR11 on beatmaps.
- You may find a few short Easy-difficulties on ranked beatmapsets whose top-50 leaderboards are entirely scores that are HDDTFL SSs rather than HDDTHRFL SSs. This is rooted in OD's effect on a beatmap's spinners. The increase on OD that HR does also results in the increased difficulty of spinners, meaning there is less score to gain from maxing out (with 477rpm) spinners. With a long-enough spinner and a low-enough number of hitobjects, the score decrease from spinners can overcome the score increase from gaining combo from the score multiplier, resulting in less maximum score to achieve for the given map. A prevalent example of this is [No title \[Irre's Beginner\]](#)

## Hidden

**Hidden** (HD) is a difficulty-increasing modifier that attempts to increase the difficulty through visibility. It changes the way hit objects (apart from spinners) appear on the playfield. Activating it multiplies the score multiplier by 1.06 and causes a strict increase in pp gained.

All hit objects fade in as normal, but the approach circle is removed. Hit objects then fade out quickly when it is nearly ready to click (the timing and speed of the fade is proportionate to AR).

## No Fail

**No Fail** (*NoFail* or *NF*) is a difficulty-reduction modifier that disables failing. This mod is compatible with all game modes and applying it multiplies the score multiplier by 0.5.



## Usage

It is used when players want to submit a score on a map that they can't pass, to record pre-pass progression. This is especially useful on maps with higher HP.

## Effect on PP

NoFail affects Performance Points directly, imposing a 0.02x penalty for each miss, down to a 0.9x multiplier. This means if you accidentally Full Combo a beatmap with the mod on, there will be no loss in pp, but there is still a loss in score.

## Trivia

- A strange exception to this mod however is that if the player gains no points throughout the entire beatmap, the play **will** fail.

# Performance Points

**Performance Points (PP or pp)** are a system that estimates performance, known as the *PP system*. The player receives pp when passing ranked or approved beatmaps, and the pp system estimates how well the player did on a map, taking into account how hard the map is calculated to be. Accuracy, combo, misscount, and mods influence pp gain.

Unlike score, total pp is weighted on profiles, making top plays contribute significantly more to the profile performance than lower pp plays. A profile's total pp is the aggregate of all weighted pp plays, on top of bonus pp.

## History

In the early years of osu!, there was no such system that evaluated a play based on its difficulty. The main statistic that featured on the leaderboard back then was score, which mainly rewarded length or high amounts of hitobjects. It wasn't until April 2012 that the first pp system was introduced, now known as *ppv1*.

### *ppv2*

The *ppv2* system is our current Performance Point system. The latest official version of performance points has been live since [30 Sep 2022](#).

# Play Style

**osu!** has a few play styles. Here are some of them:

## Mouse

The 'default' playstyle, with a large proportion of the playerbase using mouse.

### *Mouse-Only*

A similar playstyle but ignoring the keyboard and solely using the mouse buttons for clicking. A small amount of players do this.

## Tablet

Some players decide to make a switch to tablet as a specialised tracking device. A survey concluded that tablet is the most preferred playstyle in osu!. Statistically, most players in the current top 100 use it.

## Touchscreen

A niche way of playing osu!. Usually achieved with a laptop. osu! can detect plays that have been obtained using touchscreen, adding a 'Touch Device' mod to the score which imposes a decrease in aimpp gained, but not score.

# Skin

A **skin** is a collection of files that determine the appearance and sound effects in [osu!](#). While the game comes with a default skin, players have the option to create and use custom skins to personalize their gameplay experience. Skins can modify various aspects of the game, including graphics and sound effects.

Players can switch between different skins through the options menu, allowing them to customize the visual and auditory elements of the game to their preferences.

## Skinning

Skins are stored in the `/osu!/Skins` directory. They can be created, modified, and shared by players. Various online repositories exist for the distribution of skins, such as Circle People and r/OsuSkins.

# Tablet

A **graphics tablet** (often referred to simply as "tablet") is a device that accepts input from a tablet pen. It is commonly used as an alternative input method to a mouse and is favored by many players in various games, including osu!.

As of 2022, tablets are the most commonly used aiming-style in osu!standard, providing players with a competitive advantage over mouse players.

# Important events and players

## rayuui

rayuui, previously known as **Arraxey**, **BiasedFilms**, [ **Aegis** ], **\_RyuK**, **RyuK**, **im a fancy man**, and **femboy tummy**, is a Canadian osu!standard player.

- **Real Name:** Ryan Kwan
- **Sex:** Male
- **Date of Birth:** August 21, 2001
- **Country:** Canada
- **Location:** Vancouver, BC
- **Plays with:** Keyboard, Tablet
- **Join Date:** April 11, 2015
- **Status:** Active
- **Global Ranking:** 14 (as of June 1, 2023)
- **Highest Ranking:** 3 (October 11, 2020)
- **Country Ranking:** 2 (as of June 1, 2023)
- **First Place Ranks:** 507 (as of May 25, 2023)
- **Height:** 5'2"

## lifeline

lifeline is currently the #3 player on the global osu!standard ranking. He is known for his speed and aim.

## About Player

- **Country:** Indonesia
- **Location:** Indonesia
- **Sex:** Male
- **Joined:** 19 December 2017
- **Game Mode:** Standard
- **Plays With:** Mouse, Keyboard, Tablet
- **Global Ranking:** 3 (as of October 13, 2023)
- **Highest Ranking:** 2 (March 26, 2022)
- **Country Ranking:** 1 (as of October 13, 2023)
- **First Place Ranks:** 504 (as of October 13, 2023)
- **Status:** Active

## Early Life

lifeline was born on October 3, 2006, in Indonesia. He is one of the youngest players in the top 10, about the same age as mrekk. Supposedly, lifeline found his way into osu! because a friend advised him to use the game as an aim trainer for shooter games, but decided to stay with osu!.

lifeline started his osu! career by playing with a mouse and switched to a tablet when he reached the top 100 on the global leaderboard.

## Trivia

- As of September 17, 2023, lifeline has won 5 tournament badges.
- As of September 17, 2023, lifeline has 78 1,000pp+ plays.
- Of these, 4 are achieved with HDDTHR. All others are with HDDT.
- lifeline was the first Asian player, as well as the first Southeast Asian player to achieve a 1,000pp score in osu!.

## Mathi

### About Player

- **Country:** Chile
- **Location:** Santiago
- **Sex:** Male
- **Born:** May 1, 2002
- **Joined:** December 10, 2014
- **Game Mode:** Standard
- **Plays With:** Keyboard, Tablet
- **Global Ranking:** 13 (as of June 9, 2023)
- **Highest Ranking:** 1 (July 11, 2018)
- **Country Ranking:** 1 (as of June 9, 2023)
- **First Place Ranks:** 1016 (as of June 9, 2023)

## History

Mathi, previously known as TrollFk and Kumagai Eri, is a Chilean osu!standard player. He is known for being good at finger control while also playing speed.

## mrekk

**mrekk**, previously known as **mReKk**, **sakamata1**, **rushia1**, is an Australian osu!standard player that is currently the Number 1 player on global rankings. He joined on December 13, 2015 under the name **EliteBrandon365**. He is best known for his aiming skill, speed and his many plays worth 1000pp or more.

## Early life

mrekk was born on July 12th 2006 in Australia.

## Present day

mrekk is currently the Number 1 player on the osu!standard ranking and is widely regarded as the greatest player of all time. He achieved this position on April 8, 2021, surpassing WhiteCat who was Number 1 for more than a year.

## Trivia

- mrekk, as of 2022, has won 10 tournament badges.
- mrekk holds the HR pp record of 1132pp, set on October 24, 2022.
- mrekk is the first Australian #1 since 'eyup' who had achieved #1 in late 2007.
- mrekk holds the record for the longest time spent as number #1 overall, surpassing chocomint's 967 days, now over 1000 days (as of January 2th, 2024).
- mrekk has held many of osu!'s pp records. This includes the following:
  - Stella-rium Remix?
  - 1241pp (now 1033pp) from June 9, 2022 to August 5, 2022 (nerfed due to a rework)
  - Team Magma: 1322pp from November 2, 2022 to December 1, 2022.
  - 1371pp from December 7, 2022 to October 1, 2023.
  - 1381pp from October 1, 2023 to October 6, 2023.
- With his 'saradisk - 168 - 401 [Torpedo]' HDDT FC worth 1209pp on Feb 24, 2023, mrekk became the first player to obtain the 10\* FC medal intended (there are two other players 'goink' and 'TheMagicAnimals' who obtained the medal using touchscreen separately unintended). As of May 24th 2023, the player Zoomer became the second to obtain the 10\* FC medal intended.
- On February 24, 2023, mrekk would become the first player to have their entire top 100 best scores be worth 1000pp or more. (As of February 11, 2024, he is still the only player who has done this.) About a year later, on January 23, 2024, mrekk's top 100 would only consist of 1100+ pp scores.

## No title

**No title** is currently the most played osu! beatmapset, being ahead of **Harumachi Clover (Swing Arrangement) (Sotarks)** by around 10 million plays. It was submitted on June 5, 2015.

## Trivia

- No title is the first beatmapset to reach 100 and 110 million plays consecutively.

# Osu! World Cup

The **osu! World Cup** (OWC) is an annual osu!standard tournament started in 2011. Participators play in their country's team. The teams compete against each other in 4v4 matches. Sister tournaments of OWC include: osu!taiko World Cup (TWC), osu!catch World Cup (CWC), and osu!mania World Cup (MWC).

## Overview

### *Pools*

Beatmaps for mappools are chosen before the tournament (citation needed) by mappool selectors. The mappools change after every phase of the tournament. Each mappool consists of:

- Six nomod maps
- Three hidden, hardrock, and freemod maps each
- Four doubletime maps
- One tiebreaker beatmap

Freemod lets players choose whichever mods they want.

### *Phases*

Registration begins one month before the tournament. After the registration, the teams are randomly put on a bracket. The bracket uses a double-elimination system, meaning teams lose two matches to be eliminated. If a team loses once, they will go to the losers' bracket, giving them another chance to progress.

## History

In 2011, almost 4 years after its release to the public, the first installment of the Osu! World Cup was created by the osu! team.

## Peppy

**Dean Herbert**, known as "**peppy**" or "**ppy**", is an Australian software developer who is the creator and publisher of [osu!](#).

## WhiteCat

**WhiteCat** is a German osu!standard player known for his versatility in jumps. He joined osu! on June 9, 2014.

- **Real Name:** Samuel (citation needed)
- **Country:** Germany
- **Location:** Switzerland
- **Other Names:** eZHG, BlackDog5
- **Join Date:** June 9, 2014
- **Game Mode:** Standard
- **Plays With:** Tablet, keyboard
- **Global Ranking:** 14 (as of January 13, 2024)
- **Highest Ranking:** 1 (October 7, 2019)
- **Country Ranking:** 1 (as of December 8, 2023)
- **First Place Ranks:** 77 (as of ??, ??, 2023)
- **Status:** Active

## History

WhiteCat faced accusations of cheating and was banned due to multiaccounting and boosting. He was unbanned around three years later and quickly climbed to the #1 spot on the pp leaderboard within a month. He held the #1 position for one calendar year before losing it to mrekk due to inactivity.

## Xi

**Yusuke Ishiwata**, known online as **xi**, is a Japanese music artist and a Featured Artist on osu!.

## Discography

- **Parousia** (2011)
  - "Parousia"
  - "Finders Keepers"
  - "Evolve Cybernation"
  - "Peace Breaker"
  - "[Blue Zenith](#)"
  - "Mirage Garden"
  - "[Ascension to Heaven](#)"
  - "Breakthrough Atmosphere"
  - "Halcyon"
  - "Beatrice"
  - "Sedap Malam"
  - "[FREEDOM DiVE](#)"
- **Agartha** (2013)
- **World Fragments** (2015)
- **Evolved Chronicles** (2016)
- **Quietus Ray** (2018)
- **のらねこさいまとめ** (2019, with ねこみりん and nora2r)



## Trivia

- xi has the Featured Artist ID of 727, which is coincidental to the [When You See It](#) meme later on that is associated with xi and Blue Zenith.

## 727(WYSI)

727, also referred to as WYSI, abbreviation of WHEN YOU SEE IT, is an internet meme within the osu! community. Players would respond to any occurrence of the number with "WYSI". The number 727 originally comes from two plays set by Cookiezi on Blue Zenith, both worth 727pp.

## Origin

In November 2015, the pp record was a HR FC on "Defenders" worth 667pp, held by WubWoofWolf. Shortly after Cookiezi was unbanned, the beatmap Blue Zenith caught his attention. He played once every now and then and eventually FC'd it. He stated the map was too easy for him, so he started playing it with HR over the course of a few days. He passed the map several times but always missed at the end. On January 2, 2016, he had a run with 99.8% accuracy and he was approaching the end. Due to his accuracy, even with a few misses at the end jumps, he could still get over 700pp. He did miss once on the jumps, giving him 727pp and also earning him \$1000 because of a bounty.

## Spread

The number 727 was immediately shared within the osu! community. Many people used it in ironic memes or to annoy other people in the community.

## Second 727

A year after the first 727pp play, a player by the name of dabovo sniped it with HD. Cookiezi responded by playing the map with HDHR. He was on a good run but missed once again on the jumps and intentionally missing another note while chatting with someone. This ultimately sniped his score back, and was again worth 727pp, replacing his old HR choke. Players were intrigued by this coincidence and 727 became popular again. 727 stayed a meme over the years but it eventually died down.

## WYSI

On December 22, 2020, Aireu was playing Guess Who Is Back [Extreme] with DT. He missed twice at the end, saying calmly: "Goddangit. So close", followed by him pointing at the 727pp he got and yelling: "727! 727 WHEN YOU SEE IT! [...]". The clip gained a lot of popularity and WYSI became an instinct for osu! players to say whenever they see the number. This time, 727 became more than an inside joke and osu! fans start memeing in other communities.

# Coincidences

On October 6, 2023, Accolibed set the PP record for 1,505 PP, on the Beatmap, Valley of the Damned by DragonForce [Apocalypse] Using +DT. Coincidentally, the song uploaded by the official DragonForce Youtube, is precisely 727 seconds long.

## Akolibed

**Akolibed**, previously known as **debiloka**, **Accolibed**, **Rimuru**, is an osu!standard player that is currently the Number 2 player on the global rankings.

## Trivia

- He currently holds the osu!standard pp record of [1710.57pp](#) since October 13, 2023.
- He also held the previous pp record of [1505.47pp](#) from October 6, 2023, to October 13, 2023.
- His account got auto-restricted instantly after he set this play, likely due to a check in the game to restrict players who set a play 1500pp or above. However, this was evidently changed, and he was unrestricted an hour later.

## About player

- Title: Accolibed
- ID: 9269034
- Sex: Male
- Country: United Kingdom
- Location: Aberdeen
- Other Names: debiloka, Akolibed, M0RGENSHTERN (hidden), Rimuru (hidden)
- Join Date: November 13, 2016
- Game Mode: Standard
- Plays With: Keyboard, Tablet
- Global Ranking: 2 (as of October 7, 2023)
- Highest Ranking: 2 (January 14, 2023)
- Country Ranking: 1 (as of October 7, 2023)
- First Place Ranks: 67 (as of October 13, 2023)
- Status: Active

## aetrna

**aetrna**, previously known as **Risingfevers**, **Xeltol**, **Merami**, **Peter FamilyGuy**, is a Canadian osu!standard player. He is best known for his streaming abilities.

## History

On May 31, 2023, aetrna tweeted that he was quitting osu! because he hates music. This tweet might be a joke.

## Trivia

- aetrna used to be a parkouring player of the game Roblox in 2019.

## About player

- Title: aetrna
- Sex: Male
- Country: Canada
- Join Date: May 11, 2015
- Game Mode: osu!standard
- Plays With: Tablet, keyboard
- Global Ranking: 10 (as of Dec 8, 2023)
- Highest Ranking: 2 (January 16, 2022)
- Country Ranking: 1 (as of Dec 8, 2023)
- Status: Active

## Blue Zenith

"Blue Zenith" is a song by xi from his first album "Parousia", which was first released back in 2011.

## History

Blue Zenith by Asphyxia got published on the 9th of March 2015 and ranked 5 months later on August 16. The top diff, "FOUR DIMENSIONS", was 7.2 stars. Many of the best players would go on to attempt this map, but it remained without any FC (Full Combo) Score for weeks. Eventually on 18th of September 2015 Rafis gets the first FC. After Cookiezi got unbanned, he set some impressive scores on songs like FREEDOM DiVE and Everything will Freeze, and even attempted Blue Zenith passes with HR (Hard Rock) with few retries. Over the few months, he plays the map nomod and gets the FC. He set up more HR runs, eventually set the first 700pp with 1 miss and 99.71% accuracy, and gained \$1000 due to a bounty which was placed on it. Shortly after it spawned a new meme, 727 (which was what the play was worth, making a nice palindromic number) and it grew shortly.

Later somebody named Dabovo had sniped him with HD, but Cookiezi sniped him back with HDHR and 2 misses, which coincidentally made out to be 727pp once again. Later somebody named Yaong got the first HR FC ever but with lower accuracy, making it less than 700pp at the time. Karthy played for hundreds of attempts with HDHR on the map, and eventually he was able to achieve a HDHR FC surpassing Cookiezi's score. On 20th of May 2022 Rupertion set a HDHR FC with an exceptional accuracy taking the #1 spot on Asphyxia's Masterpiece, Blue Zenith,

As of January 2023, this is currently where Blue Zenith stands.

## Other Notable Scores

- [Karcher] set an HDHR FC as well, but Accuracy only made him get #3.
- Otherwise not much has changed.

## chocomint

Shigetora, better known online as *chocomint* and formerly as *Cookiezi*, is a famous South Korean [osu!standard](#) player. He is widely regarded as the most influential osu! player of all time.

## About player

- **Real Name:** Shigetora
- **Sex:** Male
- **Date of Birth:** March 4, 1996
- **Country:** South Korea
- **Location:** Japan
- **Other Names:** Cookiezi, nathan on osu, Shigetora
- **Join Date:** June 17, 2009
- **Game Mode:** Standard
- **Plays With:** Tablet, keyboard
- **Global Ranking:** 41 (as of Dec 8, 2023)
- **Highest Ranking:** 1 (May 1, 2011)
- **Country Ranking:** 3 (as of Dec 8, 2023)
- **First Place Ranks:** 300+
- **Status:** Active

## Early life

Shigetora was born in South Korea on March 4, 1996. He joined the game on June 17, 2009 under the nickname Cookiezi. Originally, his brother created the account under that nickname, and he came up with it as well. After some time, Shigetora's brother got tired of osu! and decided to give his account to him. Shigetora, on the other hand, became interested in the game because at the time he often played Taiko machines.

## Beginning (2009-2013)

It took him only a year to reach first place on the leaderboard. After that, he took periodic breaks in 2011, 2012, and 2013, but despite that, he still managed to win the OWC 2012 with South Korea players. Cookiezi has set a lot of good scores during that period, for example, a Kokou no Sousei SS and a FREEDOM DiVE 1x100 FC.

Because Cookiezi did not like how some staff members treated him and his eyes were worsening, he decided to self-ban himself by using Timewarp on two beatmaps. On November 11, 2013, he set his final play on masterpiece [Insane] HDHRDT. He was banned promptly after.

## Post-ban (2015-2020)

For almost 2 years, Cookiezi didn't playosu!. But in 2015 (or 2014?), he made an account named burstlimit (which is multi-accounting), but nobody noticed it until a few months later where he participated in a tournament and he got disqualified for multi-accounting after setting a 99.89% FC on Blue Zenith FOUR DIMENSIONS. In June 2015, Shigetora went live on Twitch, saying that he was still active, after talking with Peppy himself, Shigetora got unbanned 5 months later on November 26, but his old scores were all wiped off his profile.

Shigetora set really insane scores that remain unbeaten today. 8 months after his unban in 2016 he started streaming from Twitch to OpenRec because of lag and spam.

On February 17, 2020, Cookiezi tweeted "quit w", marking that he left the game because of military service.

## After military service (2021-present)

On August 26, 2021, after a year and 6 months of military service, Cookiezi (now known as chocomint) returned to the game. With spectators peaking at 3,953 players spectating him, this caused Bancho to crash. Peppy brought Bancho back again to normal later. He now plays frequently on Twitch, he also streams other games as well, such as 100% Orange Juice and Genshin Impact.

## Trivia

- The username choice "Cookiezi" is not allowed due to a player abusing the username change to take his name while he was banned.

# FREEDOM DiVE

## About Song

**Artist:** xi

**Genre:** Happy Hardcore

**Length:** 4:18

**BPM:** 222.22

**Mapper:** Nakagawa-Kanon

**Gamemodes:** Standard

**Top Difficulty:** FOUR DIMENSIONS (7.58 stars)

**Submitted:** 14 November 2011

**Status:** Approved

**Topscore by:** Cookiezi

"FREEDOM DiVE" is a Happy Hardcore song by featured artist xi from his first album, Parousia, which was originally released in 2011.

## History

### *Early stage*

On 14th November 2011, a osu! mapper named Nakagawa-Kanon (formerly known as dksslqj) submitted a map of the song FREEDOM DiVE which was already known through other rhythm games like BeatMania. Originally the map was 5\*, which was the maximum star rating at that time, since difficulty was calculated completely differently before ppv2. The spaced deathstreams, the reading difficulty, and aim patterns in general were the aspects that made this map the most difficult at that time. Even though the community was unsure whether it was even possible to pass this map, it was pretty much obvious which player had the required stamina back then: Cookiezi and Niko. Cookiezi eventually achieved the first NoMod pass with 13 Misses on it. Weeks passed by and some new scores appeared on the leaderboard including rrtuyi and Niko with a solid accuracy between 95 and 96%.

### *First NoMod FC*

On 2nd of January 2013, Cookiezi showed his dominance over all other top players at that time and scored the first NoMod FC with an astonishing accuracy of 98%. Barely 30 days later, on the first of February 2013, another score appeared on the leaderboard, so ahead of its time that it is still talked about today. Cookiezi scored a 99.97% NoMod FC, just a single 100 away from an SS.

### *November 11, 2013*

November 11, 2013, marks the day Cookiezi quit osu! and was banned, wiping his score from the leaderboard. On May 5th, 2014, rrtuyi and cptnXn scored the second and third FCs respectively, rrtuyi taking the number one spot. The leaderboard hasn't really changed much afterwards, except for Rafis appearing just below, trying to dethrone cptnXn.

### *November 23, 2015*

November 23, 2013, marks a historical point in osu! history, when Cookiezi was unbanned and set his goal to FC FREEDOM DiVE using mods, since all of his scores have been completely wiped. Only 6 weeks after his unban Cookiezi set the jaw-dropping score of a 99.13% HardRock FC.

### *Today*

On September 20, 2016, Cookiezi set the number one score using HDHR with an astonishing Accuracy of 99.83%, simultaneously setting the very first 800pp score in the entire game. About 5 years later, Rupertion took the number two spot on the leaderboard being the second person to FC FREEDOM DiVE with HDHR.

As of 2023, this is where FREEDOM DiVE is set today.

### *Other notable scores*

- In late-December 2015, -GN achieved the very first FC on FREEDOM DiVE with the Easy mod (EZ).
- Mafham beat -GN's accuracy in August 2016 with the second EZ FC on the map, at 99.87%.
- In May 2021, -GN achieved the first EZHD FC on the map.

### Trivia

- There are currently 5 HDHR FCs on FREEDOM DiVE (Cookiezi, Rupertion, Utami, AxewB & mrekk).
- The Featured Artist ID of xi is 727.
- Elchxyrlia's FREEDOM DiVE [Arles] is one of the most difficult maps including only 7 NoMod Passes.