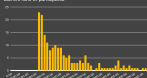
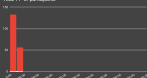


Current rank of participants



Total PP of participants



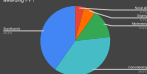
How much PP do you think your current top play should be worth? (with the current PP system)



Compared to your current top play, how much PP do you think your best ranked play should be worth? (in current system)



How much should very high accuracy (%) be factored in when awarding PP?



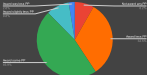
How much should Miss Count be factored in when awarding PP?



How much should Combo be factored in when awarding PP?



How should mid-map passes affect the PP awarded to a score?



How much PP should the best play in the game be worth? (across all keymodes)



Should higher keymodes be rewarded more PP than lower keymodes, for maps of the same Star Rating?



The star rating of a map should represent how hard it is to achieve...



How much should general LN (Long Note) patterning be taken into consideration for calculating Star Rating?



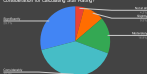
How much should Inverses be taken into consideration for calculating Star Rating?



How much should Pattern Manipulability/Unmanipulability be taken into consideration when calculating Star Rating?



How much should LN release difficulty be taken into consideration for calculating Star Rating?



How much should Video be taken into consideration when calculating Star Rating?



How much should Str (Slider Velocity / Speed Variation) be taken into consideration for calculating Star Rating?



How much should Starline difficulty be taken into consideration for calculating Star Rating?



What should be the Star Rating of the hardest possible ranked map in the game? (across all keymodes)

