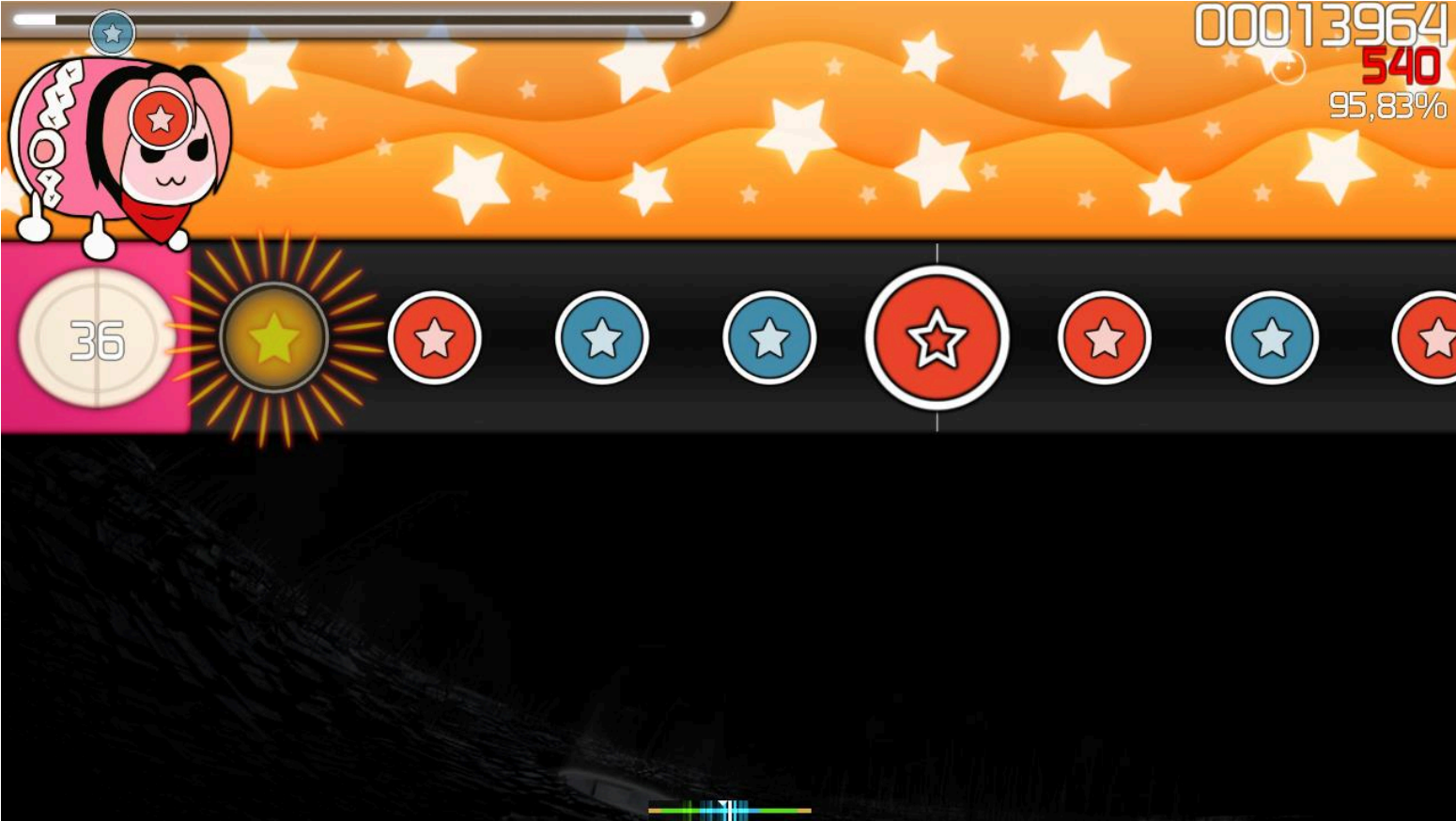


This page does not meet the standards of the osu! wiki and needs to be cleaned up or rewritten. If you are able to help out, please consider updating the article!

osu!taiko



osu!taiko Interface

osu!taiko is a game mode in osu! based on the Japanese rhythm game series, Taiko no Tatsujin (https://en.wikipedia.org/wiki/Taiko_no_Tatsujin) (released as Taiko: Drum Master (http://en.wikipedia.org/wiki/Taiko:_Drum_Master) in North America).

Gameplay

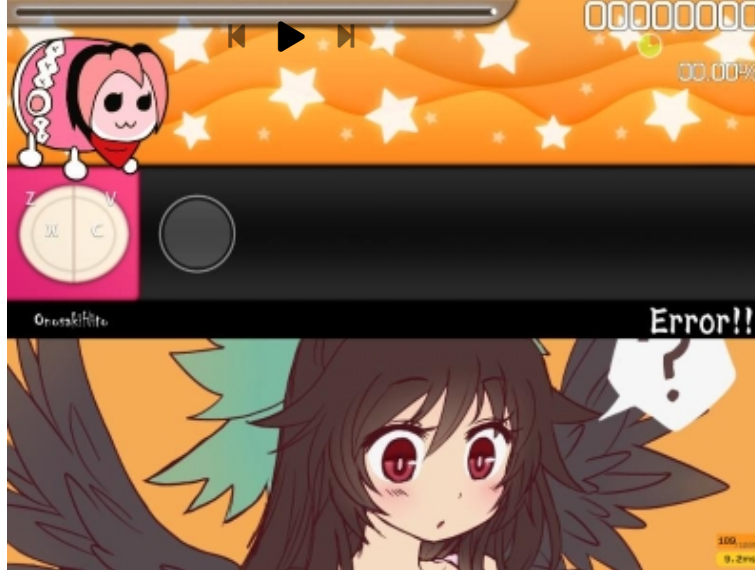
Song Selection

To access the osu!taiko game mode, press `Ctrl + 2` at the same time.

Alternatively, click on the `Mode` button and select `osu!taiko`.

Gameplay Basics

Playfield



osu!taiko playfield

For players with prior *Taiko no Tatsujin* experience:

- No chibi dancers at the bottom (must be storyboarded)
- The health bar must be at least 50% full to pass the song
- *Kiai Time* triggers the "*Go-Go Time*"
 - Gameplay gimmicks like the hit balloons or forked paths are not implemented (only the basics)
- Background difference
 - A video or static background image-only beatmap will take up the lower portion of the screen
 - If the map has been storyboarded, the storyboard will take over the entire screen, but stay a layer behind the playfield

For newcomers to the osu!taiko game mode:

The screen is split into two sections; the upper section contains the gameplay elements while the lower section contains an image, video, or storyboard for the beatmap. In the upper section, there is the health bar, which, unlike other game modes, starts empty and must be filled up to at least 50% full or half-full to pass the beatmap. Below the health bar, a taiko drum is located on the left side and a moving conveyor belt carries the hit objects from right to left through the judgement circle near the taiko drum. Above the taiko drum is an animated taiko mascot (otherwise known as a pippidon or don) which will react based on kiai sections, combo milestones, and notes missed during kiai time along with a scrolling background slider that changes colour when notes are missed. Lastly, there is the usual score, accuracy, and progress of the beatmap in the upper right.

Please note that health drain is disabled in osu!taiko, so only hit objects will affect the health bar. Unlike osu!, combo milestones occur every 50 consecutive hits. The base score will be boosted after obtaining a combo that is a multiple of 10, but stops at 100 (max combo limit for the boost). If the combo is broken, the boost resets back to the base score. During *Kiai Time*, every successful hit will give the player 20% more points over the current score amount. Score gained from a hit can be checked below the accuracy at the upper-right corner in red.

Taiko notes



osu!taiko hit circles

Taiko notes will appear as either a red or a blue circle. These circles are called Don (for red notes) and Katsu or Kat (for blue notes), respectively.

If it is a small red note, press the button bound to the inner portion of the taiko drum or hit the large flat area (centre) of the *TaTaCon*. If it is a small blue note, press the button bound to the outer ring of the taiko drum or hit the sides of the *TaTaCon*. If the note is a **LARGE** circle, press or hit both of either inner or outer drum depending on the colour of the note for double the points (a single correct hit will give single point instead).

The notes must be pressed or hit in the small white judgement circle next to the drum. Hitting the wrong colour, or both red and blue colours at the same time, will be considered a miss.

Drumrolls



osu!taiko drumroll

Hit the inner (or outer) parts of the drum continuously for points until the end of the drumroll. For **LARGE** notes, hit both buttons on the inner (or outer) drum simultaneously and continuously until it is complete. Do note that drumrolls hits are hardcapped and only counted when hitting on the tiny hit circles, rather than being able to drumroll as fast as possible as in *Taiko no Tatsujin*.

Drumrolls can be ignored with no health penalty, as they do not recover the health bar at all. However, it will cost possible points gained from the drumroll. Each successful hit on the tiny hit circle gives a static 300 score.

Dendens/Shaker



osu!taiko spinner (denden)

Hit the inner and outer drum **in order** (like red, blue, red, blue, red, blue, ...) until the denden counter reaches 0. The starting colour does not matter (you can start with blue or red), and failing to complete it will incur a miss health penalty but no combo break. Hitting the same colour will not decrement the denden counter, until a different colour is hit instead.

They do not increment the combo counter, and does not recover the health bar in any way. Each successful denden hit only gives a static 300 score, and denden completion will give a perfect (GREAT) large note score.

Play Styles

Refer to *Play Styles* page under *osu!taiko* (../Gameplay/Play_style).

Controls

The default controls for osu!taiko are:

| Type | Mouse | Keyboard | TaTaCon |
|------|----------------|---------------|---------------------------|
| Red | Left click(L) | X (L) / C (R) | Flat surface of the drum |
| Blue | Right click(L) | Z (L) / V (R) | Outer surface of the drum |

The placement of the in-game cursor does not matter when playing.

If the Relax (../Gameplay/Game_modifier/Relax) mod is used, the score judgement only accounts for hit timing (the mod automatically adjusts hits to the correct colour).

The *TaTaCon* drum controller was primarily made for the home ports of *Taiko no Tatsujin* and *Taiko: Drum Master*, but is not as common in osu!taiko. However, the options (../Client/Options#other) menu has an option for *Wii mote/TaTaCon Drum support* .

Scoring

Score in osu!taiko (../Gameplay/Score/ScoreV1/osu%21taiko) is a weighted sum of multiple components of gameplay. It depends on the following:

- Judgement (../Gameplay/Judgement/osu%21taiko) determines a hit object's base scoring value (300, 100, or 0 in case of a miss). The value of regular and large notes depends on hit timing, while every other object's base value is constant.
- Accuracy (../Gameplay/Accuracy#osu!taiko) depends on judgement and shows how precise hits are. Late or early key presses, as well as misses, decrease overall accuracy.
- Combo (../Gameplay/Combo_%28score_multiplier%29) 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 (../Gameplay/Judgement/Combobreak) by a miss. In osu!taiko, the score multiplier derived from combo is limited and doesn't affect total score as much as it does in osu! or osu!catch.
- Kiai time (../Gameplay/Kiai_time): in osu!taiko, kiai time increases score gain by 20%, just as it does in the original *Taiko no Tatsujin* series.

In addition to giving score, each cleared object fills a small part of the health bar (../Client/Interface/Health_bar), which must be at least **50% full** for a player to pass a beatmap.

After completing a beatmap, the score is assigned a grade (../Gameplay/Grade#osu!taiko), 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, 100s, and misses.

Skinning

Refer to *Skinning* page of *osu!taiko* (../Skinning/osu%21taiko) for full information.

osu!taiko Mapping

- Red notes refer to normal hit circles,
 - large red notes need a finish hitsound.
- Blue notes need to have a whistle/clap hitsound on that hit circle,
 - large blue notes need both finish and whistle/clap together.
- The sliders represent the long yellow note (also known as a drumroll)
- The spinner represents a denden.

Placement of the notes does not matter.

osu! conversion notes

When a map conversion happens (playing an osu! map in osu!taiko mode), very short sliders (usually less than a beat) are automatically converted to red or blue notes, depending on the hitsound used.

For maps with 125 BPM or lower, 1/8 drumrolls are given instead of 1/4 drumrolls.

Do note that 1/8 rhythms are not often used in music. It is not suggested to place sliders when in 1/8 rhythm.

Also note that 1/6 drumrolls are given if the slider tick rate of **3** was used.

Trivia

Gameplay

- Playing on an empty playfield does not incur any miss.
- Drumroll: The upper limit on number of hits on the slider is:
 - 4 times of the length of slider, or
 - 8 times of the length of the slider in songs that is equal or lower than 125 BPM.
- Unlike the other game modes, *Kiai Time* influences scores because it is based off of the "*Go-Go Time*" in *Taiko no Tatsujin*. While *Kiai Time* is active, the drum in the upper-left changes animation (named *pippidon* in osu!taiko or *Don/Katsu* in *Taiko no Tatsujin*), the playfield has a background gradient and the hit area gains a fire graphic around it.
 - Additionally, all hit notes gain a 1.2x score multiplier, long yellow notes included, except for hits on a spinner (the final hit is still multiplied).
- The mascots for osu!taiko are pippidon (../Mascots#pippi) and Mocha (../Mascots#mocha).
- When played by Auto (../Gameplay/Game_modifier/Auto), the player name will be *mekkadosu!*.



Taiko logo in Special Mode

- The Use Taiko skin for Taiko mode in Options sidebar under Skin section will use the taiko folder's skin elements when playing in osu!taiko, regardless of the current skin's taiko elements. The folder used to hold the skin *Taiko* by *LuiginHann* (<https://osu.ppy.sh/community/forums/topics/41319>), which could be downloaded from the now-deprecated *osume.exe* (the original update system, before it was integrated into the game) under Skin tab.
- The first ranked beatmap to contain an osu!taiko difficulty was Taiko no Tatsujin - Saitama2000 (<https://osu.ppy.sh/beatmapsets/210>) by Kharl (<https://osu.ppy.sh/users/452>)
- The first ranked osu!taiko-specific beatmap was Mutsuhiko Izumi - Red Goose (<https://osu.ppy.sh/beatmapsets/55920>) by lepidopus (<https://osu.ppy.sh/users/194807>)