



osu!
monthly

ISSUE#4

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STORYBOARDS

STORYBOARD SHOWCASE : STORYBOARDING BY SCRIPTING

—INSIDE—
THE COMMUNITY

COOKIEZI INTERVIEW : GARVEN INTERVIEW : THE COMMUNITY EFFECT



osu!monthly
 July 2011 Edition
 Issue 4
<http://osu.ppy.sh>

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Storyboards Galore!

Did our collage cover surprise you? All the graphics used on the cover are from a variety of Ranked storyboards, newer and older maps alike. Storyboards have helped enrich so many maps in osu!, so we felt we should give them some credit... with your help!

That's right! Can you list all of the maps these storyboard elements were used in? Submit as much as you can find [here](#), as many times as you'd like! A JPEG of the cover can be found [here](#).

Answers and results will be posted in the next edition of the osu!monthly. There are 55 graphic elements in all. Can you spot every one of them?



Collage made by [Quaraezha](#).

Important Links

Interested in joining the osu!monthly staff? [Submit an application](#). Do you have a suggestion to improve the newsletter? [We'd like to hear from you](#).

How about constructive criticism? [We'd like to hear about that too!](#) An alternate listing of the osu!monthly staff is located [here](#).

Submit questions to [Derekku](#) for next edition's interview! Click [here](#) for the submission form.

Submit your answers to the crossword using this form, [here](#). A printable version of the crossword is located [here](#).

Submit your answers to the front cover's collage [here](#). A JPEG version of the cover can be found [here](#).

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INTERVIEW WITH Cookiezi

Written by: [KRZY](#)

This time, the osu!monthly had the pleasure to interview [Cookiezi](#), whose spectacular skills have secured him the #1 place in [osu! standard's rankings](#).

Note: This interview was conducted in Korean and then translated in English. A few parts have been slightly modified for clarity, but no significant changes have been made.

Thanks for joining us today, Cookiezi.

My pleasure.

First off, what was the most difficult record you've set in this game? Like, what record do you think you won't ever be able to do again?

I think it's got to be the Double Time + Hidden + Flashlight record on [Symphonic Love](#); that one took the longest among all of my records. However, if someone asked me to repeat any of my records at all costs, I don't see why I can't do it.

I see. How bad was [Hatsune Miku no Shoushitsu](#)?

The Hidden + Flashlight record on Shoushitsu is definitely up there, but that felt more doable than Symphonic Love since it was easier once you got to the sliderstreams.

Those sliderstreams are the hardest part for me. Tell us a little about how you got to start playing osu!.

It all started when my older brother started playing [Ouendan](#). I had the chance to play when my brother wasn't, and enjoyed it. About two years later, my brother found osu!. "Cookiezi" was actually my brother's account; he played for about a week or two, quit, and I continued with his account.

Wow, interesting. What games does your brother play now?

He used to play [Mabinogi](#) a little right before he went to serve in the military.

So in a few months you'll rule over Mabinogi?

Haha, no.

All right. Now, you have unbelievably fast fingers. How do you manage that?

I... uh... really don't know. I always felt my fingers had more stamina than speed.

Well, how do you have such stamina, then?

I can't give a definite answer to that, either. I think playing long, "streamy" maps helps. I used to drill [Kanbu](#), [Marisa](#), and [Kanburisa](#) a lot when I wasn't as good of a player.

Hmm, it must be frustrating when people PM you and ask this kind of question.

They do, all the time. I usually don't answer back, but sometimes I answer, "Because I'm Cookiezi" just to see how they react.

I bet they love that. Now, which five players do you think are currently the best in this game?

Well... uh... difficult question. I'd rank myself and [Rucker](#) as first and second. The other three, hmm... wow, this is harder than my final exam. Well... [Apple](#) is certainly one of the top five. He's the best player in Japan. Also, I'll go for [Sprosvive](#) and [Flute](#).

The idea for this next question was submitted by [Louis Cyphre](#). "Who is your favorite mapper that specializes in "pro" maps, and what is your favorite "pro" map?"

The mapper is certainly [AngelHoney](#). I don't have a particular map that I like the most, but recently I enjoyed playing [neu](#) by [v2b](#). I like those kind of maps.

Starting from late 2009, you've been consistently one of the world's best players. During these 18 months of dominance, who was the fiercest rival that threatened your throne?

[LemonWater](#) during most of 2010, without doubt. After that, Rucker to some degree.

Surely [hvick225](#), now [SnowWhite](#), was a threat too?

Well, he and I didn't really cross paths that much. He was, and still is, an epic player, but he and I did not have that many fights over #1s.

I remember you and him fighting doggedly for [1000 Phantasm](#) some 12 months ago, with him coming out on top.

Well, I played it with Hidden + Hard Rock recently and reclaimed it!

We expected no less from you! Now, I heard you submitted a [guest difficulty](#) to a new Korean mapper. This is your first time mapping, right?

Right.

Do you plan to map regularly from now on?

Not really, I am too lazy for that. I might throw in a guest difficulty or two every now and then.

I see. I've seen the difficulty, and unlike what most of the community expected, the map is actually a relatively easy Insane.

... What were they expecting?

A large portion of the community was expecting your first map to be crazy, so much so that only you can pass it!

Well, they guessed wrong, didn't they?

They certainly did. Are there any more mappers that you particularly like?

I like [Aenna's](#) maps very much.

Do you follow any sports? Coming from [Busan](#), you must certainly be a fan of the local baseball team [Lotte Giants](#)?

I'm not really that into sports. I mean, I watch it when I have nothing else to do and it just happens to be on television, but I don't actively follow any sports.

What do you normally do when you're not playing osu!?

I... uh... go to school... No, that was a joke! I usually find a book to read or catch up with schoolwork. I rarely go outside, though. I also have an upcoming certificate examination to prepare for, so these days I invest a lot of time on that.

Oh, I see. Good luck with that! Now, one day you just decided you'd go for overall #1 in ranked score, and it took you about a month to do so. What was the incentive behind that?

I'll say I just needed a new challenge.

What games do you play other than osu!?

I play [Starcraft II](#).

Ah, do you play that with a tablet too?

Of course.

Speaking of tablets, how much of a role do you think equipment plays in being good at osu!?

About half of being good at osu! is what equipment you have, I'd say. For instance, if I ditched my mechanical keyboard and went back to my rubber dome keyboard now, I would not be able to Double Time anything above 160 BPM. Same goes for tablet/mouse. There are, of course, players with mice who do amazing things, so that's why I say half.

Thanks for the detailed answer. This issue has been discussed quite a lot for a long time in the osu! community, and your answer must be interesting to a lot of players out there. Well, thank you very much for your time.

Thank you as well.

THE COMMUNITY EFFECT

Written by: [Doomsday](#)

Y'alright? It's Doomsday.

The other day, I saw a user say, "osu!'s like my second family". That speaks volumes about how close this community is, which is even more impressive when one considers that the user count is creeping up to the one million mark (well, some of those are inactive and others are multi-accounts, but still, a million sounds impressive!). Despite the size to which the osu! community has grown, it *still* remains a pretty tightly knit unit and *still* feels almost like a big family — as opposed to just an online game where a bunch of people play said game, talk about it on occasion, and the odd person throws a tantrum when they can't win. It's not perfect, of course, but you certainly can't say that it's *bad*.

The thing that really surprises me the most, though, is that it still remains pretty close even though the user base is so big now. Forgive me for playing the "back in my day" card (because, oh my, I feel so pompous doing that), but it was certainly closer in the earlier days. This is typical for a smaller community, but it really was like a small family around 2007 - 2008, with everyone jumping in on the act and the likes of the creators often chatting in the main channels, getting involved in modding and such. Not that I would know much about the time here in 2007 since I wasn't here then, but it was certainly close in 2008, and even 2009 too, when it started to get much bigger. Life events, along with running this bigger game, makes that harder to do.

Nowadays, instead of one big community, it's lots of smaller ones, but all are still fairly closely tied (so maybe it is still one big community!). However, because of how closely knit this community is, sometimes, new people trying to get into our family have a hard time being noticed compared to the more regular users. Of course, we try to welcome them in, but we cannot deny that sometimes, they end up getting left out, whether it be because of events that are going on, the osu! jargon bewildering people (new people aren't going to know what modding, streams, or *poot* is supposed to mean, are they?), or simply because they can't understand what's going on. Perhaps that is typical too for a community like this, but you still have to know quite a bit about this game and community before you can really get into it. Some people just won't want to memorize the ranking criteria before they say their thoughts on a map, will they?

Of course, this isn't the only game with a decently sized, close community (just to clarify, before I get called out on my point earlier). I'm sure there are others, possibly bigger and better in some ways, but I'm happy in the osu! house. The police knock on the door sometimes, but it's warm, it's got a nice atmosphere, some nice songs on the stereo and the residents are nice and fun to hang around with. If I'm nice enough, maybe they'll let me skip paying the rent this month.



INTERVIEW WITH Garven

Written by: [poisonchan](#)

Continuing from our last edition of the osu!monthly, we will interview [Garven](#), a marvelous new addition to the Beatmap Approval Team. A hard-working modder and mapper since his first days on osu!, he has been promoted alongside with [jericho2442](#) into the BAT.

How do you feel about being a BAT?

I was quite thrilled about being chosen. I can only hope that I can live up to everybody's expectations as I help them get their maps to the final step of ranking.

Were you surprised to get BAT?

Considering I didn't know many of the BAT were even aware of who I was, let alone that they were looking for new BATs, I was quite amazed. I suppose I shouldn't have been overly surprised, considering events happening in the MAT forums, but I tend to be oblivious about certain things at times.

What is the mapping element that you like the most?

It's hard to say the one particular element that I like the most since most maps that make you just go "OMG awesome" do everything right: the presentation via skin/SB, hit sounding and beat placement. If I had to pick something in particular, though, I suppose it would be keeping a strong flow while still having interesting and memorable patterns. It's fairly difficult to put these two together and keep it fresh, so it's always great to see it happen in some of the maps I come across. Kudos to the great folks out there keeping mapping interesting after so many other maps to have come before.

What about the one you hate the most?

For this, I would have to say unnecessary overlapping. Square/linear mapping comes a close second. The first because I'm just nazi for stuff like that since it's the small things that mar your presentation and reduce the overall quality of your beatmap. Sure, you've got good flow and hit sounding, but when you have small overlaps that can be easily avoided without compromising patterns and flow, it's a sign of laziness to me. Square/linear mapping is just lazy. Maybe I should have just said I hate lazy mapping? Can we rewind the tape?

What's the weirdest thing you have seen in a beatmap?

The weirdest thing... that's hard to come up with for me, considering that some of the things others call weird, I consider cool or awesome. Generally these tend to be unrankable elements such as [tobebuta's](#) sliders for [Rin to shite saku hana no gotoku](#) or [kid-dly's](#) off-screen sliders/beat+slider combos in [Osu! 2B maps project](#). Once again, I find these more awesome than weird, but definitely worth mentioning.

How do you feel that the amount of modding requests may skyrocket now that you're a BAT?

Honestly, I don't think things will change much. If anything, it may go down since most people know now that MATs can bubble, and the BATs are the ones that take care of bubbled maps. That's a much smaller pool to take from, though I don't mind being asked. It's just that everyone likes to ask at the same time, so the moments that I have available modding time are filled up very suddenly.

Who is your favorite mapper? (Yourself is not an acceptable answer!)

This is hard to decide upon, since there are several mappers that I love for certain things. If anything, I can say that I haven't been disappointed with any of the offerings that [Glass\(lake\)](#) has shared with the community thus far. Those maps are smooth (as glass, ohoho) and are always a treat to play. [Shinde](#) comes as a close second as her mapping style just grooves with me rather well.

What is the color of your underwear right now?

Just plain black. Nothing too racy tonight.

If you have to choose 3 friends on osu! to visit, who would you choose?

Aaagh, [the thread](#) asked for 5, and now it's down to 3? Umm, umm... [val0108](#)... This guy is crazy, and I'm curious to see if he's the same way in real life compared to his online persona. Then [Krisom](#), I mean, come on! Everybody loves Krisom. And finally, [Lanttu](#) --- those Finnish words she gives me to say make my brain melt.

Do you have anything to say to those that, one day, want to become MAT/BAT?

I don't really know, considering my path was rather different from those who would aspire to become a MAT/BAT. I simply did what I enjoyed doing within the community - mapped and helped others make their maps better. If anything, it definitely helps to care greatly about the community as a whole and to do what you can to make it better. Even the small things can add up to something great!

If you had a superpower, what would it be?

The ability to never need to sleep. That or time travel, if something more fantastical is needed.

What is your favorite Pokémon? Why?

I dunno, the only ones I know of are from Super Smash Bros., and they suck for the most part. Uhhh, Pikachu, I guess. Its landing animation, when paused at the right time, is the most adorable thing ever.

Cake, cookies or cream?

Considering Shinde takes the cake, and the whole of the Internet is a cookie distribution system, I'll take the cream. wts cream. *[wts stands for "want to sell." -Ed.]*

THE NEXT KIRBY MIX

WRITTEN BY: [STARROOKIRBY86](#)

So, I'm in the middle of a rut here. I'm in a deadlock between quite a few songs to make an epic map for. That's where you come in! Indeed, you get to take part in picking what the next KIRBY Mix will be. Below is a list of twelve songs that I think could make really interesting beatmaps. Each logo has a YouTube link of its corresponding song, giving you a good idea of what you're voting for. [Click here to vote for the next KIRBY Mix!](#) You can cast up to four votes; whether they're separate songs or the same one, it's up to you! If you submit multiple entries, only the latest one will be counted. Enjoy!

Ancient Temple

We'll begin this poll with a beautiful track remixed from *Touhou 7: Perfect Cherry Blossom*. This rendition of Ancient Temple, while sounding mysteriously soothing, can still provide a challenge due to its mean drumming. Pick this song if you'd like to see how beauty, challenge, and tranquility merge together into one map! Chances are this one will go into the Approved bin.



A classic to many, this is one of *Step-Mania's* most famous tracks that may have started the DJ Sharpnel trend that hardcore experts died for. Remixed from the song *Separation* from *Soukyuu no Fafner*, this song does not skimp on 1/4 beats. While abundant, the song does not make these beats horrendous to listen to; quite the opposite, in fact. Pick this song if you'd like a pure endurance challenge, as I'll map this one to the end.



It's time to bring *Ikaruga* into 2011! While [kingcobra52 mapped a wonderful version](#) of it back in 2008, I felt that it missed some grand opportunities within the song. A KIRBY Mix of this beast will make the perfect training map for triples and other 1/4 streams and jumps. Pick this song if you'd like to master your triple and stream/jump rhythm skills or if you're a total science fiction shoot'em up fan. It'll be two minutes of epic boss battle fun.



The original *Incarnation of Devil* from the classic *Star Ocean* series was created by master RPG composer [Motoi Sakuraba](#). My take on it will hopefully transfer those [superboss](#) battles' action and difficulty into an easy-to-digest osu! beatmap. While sounding like an innocent, voyaging song at the surface, the constant 1/4 beat and rhythm is enough to create a difficult KIRBY Mix out of. Pick this one if you're an avid RPG fan and would like to see a fearsome boss fight.



One thing I enjoyed the most in [Mana Khemia](#) was the soundtrack. It was something as marvelous as Nefertiti that made me smile at the experience I had with those alchemists. The epic guitar rhythms here can evoke passion while possessing a rather quick-shot tempo to boot. A beautiful song in many ways, pick this one if you'd like to have more masterful Rock songs showing their prowess on osu!



This track is the rockin' opening to the surreal horror-RPG *Parasite Eve*. With its separate parts, varying from tough rhythms on the guitar to a desperate and beautiful piano section, Primal Eyes is definitely a unique one in the mix. Don't forget about the snare drum that amps up near the end! Choose this one if you'd like to see some irregular, tough, and deep rhythms be used to create a challenging KIRBY Mix!



An awesome dBu song I had in my mind for quite some time, this epic remix of Touhou's [The History of the Moon](#) contains a mad guitar solo along with an upbeat atmosphere. The excitement never stops with this one. Pick this song if you want to have an epic, action-packed Touhou remix. I'll be mapping the whole song, so this will have to be Approved.



Hungarian for "Stupid Bird", this song is anything but "stupid." Blending orchestral beauty and glitch-like percussion, *Szamar Madar* is breathtaking to say the least. Pick this one if you'd like to be captivated by a challenge that's both formidable and somberly beautiful. I'll begin mapping 1:50 within the song, cutting out most of the "Stupid Bird" sounds at the beginning.



Ending our poll is a song that's one of the most stellar pieces within the *Naruto* soundtrack. This upbeat song comes during a turnabout action scene, and reproducing such a feeling in osu! would be just as majestic. The main highlight for this track, however, is the 1/3 rhythm accompanied by jumps and an optimistic vibe overall. Pick this one for a satisfying and mighty 1/3 beatmap to truly illustrate the Kiai spirit!



A [BMS](#) delight that's a total finger killer. Don't be fooled by its gentle and light instrumentals. The whole song is a trap, as all its beats are based on a 1/6 rhythm in 141 BPM or, to put it into perspective, 1/3 on 282 BPM. It's a very fun and catchy tune as well. Pick this one if you'd like to have your fingers get some speed exercises from streams fast as the wind!



Kawaii speedcore? You bet! The samples used in the song are from the magical girl anime *Fushigiboshi no Futagohime*. However, as we all learned from [StrangeProgram](#), looks can be deceiving. This song does not skimp on the electronic gore, and its difficulty is immediately apparent. Listen through the last two minutes of the song to find those menacing peaks these adorable girls are hiding. Pick this one if you'd like an insane, yet cutesy, endurance challenge. *Iyah iyah iyaaaaah!*

STORYBOARD SHOWCASE

Written by: [Gcode](#)

Hello! It's me, Gcode, with a spotlight on some of the most amazing storyboards that osu! has to offer. The people that made these storyboards must have had a creative surge to concoct such awesome, artistic, and mesmerizing works so successfully. I'll give you a brief description of each of my selected storyboards, complete with a reason as to why they are deserving it.

[Queen - Don't Stop Me Now](#)



One map that really deserves a spotlight would be Don't Stop Me Now, mapped by [m980](#). This map faithfully recreates the entire [Elite Beat Agents](#) experience, the series osu! was based off of. The storyboard's plot hails from the fanfic "[To Each a Tempo](#)", a crossover story between [Phoenix Wright](#) and Elite Beat Agents, where ace attorney Phoenix Wright must defend one of the EBA without exposing their organization. This is one storyboard you'll actually want to perform poorly in as well, as the fail sequences are at least as well-made and hilarious as the passing ones!

[fripSide - only my railgun \(Full Ver.\)](#)



"Only my railgun" truly has an amazing storyboard, and is even perhaps one of [SiRiRu's](#) best. Even at the beginning he doesn't pull any punches, unleashing fantastic effects like circle strobes, fireworks, and a ripple similar to a water droplet. From start to finish, the entire storyboard radiates the feeling an anime opening would give me. The map itself is also very nice to play and flows quite smoothly. Overall, this storyboard uses a plethora of techniques that are both impressive and creative.

[Various Artists - The Jarto Series](#)



The Jarto series is a series of storyboards made by [Jarby](#) and [Larto](#) (hence "Jarto"). They're focused on community based jokes set in a sitcom-like environment, complete with plenty of knee-slapping humor and gags. Each storyboard forms an extremely silly and surreal episode, with hilarious outcomes depending on whether you're passing or failing. For example, in "[Gay Bar](#)", you have to save the world from an [evil anime fanatic](#) who has launched a giant "weeaboo meteor".

[The O.C. Supertones - I Can Be Your Friend](#)



"I Can Be Your Friend" is a great example of how the osu! community worked together to provide an entertaining and whimsical storyboard. Inspired from conflicts between Japanese and Western song preferences in osu!, the storyboard follows one user's attempt to bring two warring factions at peace against impending doom. Putting the unity in community, [K2J](#) actually requested users [to post personas of themselves](#) so they can participate in this fun storyboard with a deep message of togetherness.

[The EX-Box Boys - Braid - Counting You Up](#)



"Counting You Up", by [LuigiHann](#), shows how well a storyboard can work in conjunction with a skin and even the map itself. Based on the time-manipulating puzzle game [Braid](#), the whole storyboard is actually played backwards, even culminating in a reverse countdown at the end (or is that the beginning?). Despite its age, "Counting You Up" efficiently uses the Passing and Failing mechanism, changing the game sprite subtly and smoothly.

[IOSYS - The Lovely, Freezing, Tomboyish Bath, Cirno's Hot Spring](#)



One of the more recent storyboards that impressed me was "The Lovely, Freezing, Tomboyish Bath, Cirno's Hot Spring." The astounding visuals and detail [Mafiamaster](#) put into the storyboard are actually faithfully emulated from an [IOSYS flash video](#). This type of storyboarding dates back to [Neko Miko Reimu](#), where [-SiN-](#) surprised everyone by showing how storyboards can actually compete with the power of Flash videos. Other maps that employ this style of storyboarding include [Miracle Hinacle](#) and [Fallen Angel \(TV Size\)](#).

[Federica Felini - Je t'aime](#)



"Je t'aime", by [AlexanderPD](#), is a pioneer among storyboards, as it was the first original storyboard to emulate an Elite Beat Agents stage. The hilarious story follows peppy's tribulations after taking the challenge to create a successful online community. You'll enjoy playing the map, as this cute rendition of the history of osu! is sure to bring a smile on your face.

storyboarding by scripting

part 1: setting up a storyboard

by: [Starrodkirby86](#)

From the moment it began, there was an eerie atmosphere emanating from the screen. As this enigma of a mood built up and the comforting relief of a countdown came to form, a small tingle raced down my spine. The screen warned me of the danger and ferocity of the incoming patterns, which promptly resulted in my palms sweating rapidly in anxiety. Balancing between failure and success, I voraciously fought through the thicket of hostile hitcircles, sliders, and spinners to desperately reach the end. As I finally broke through the map's final attack, I was rewarded with a mighty, heavenly feeling of accomplishment. In the short victory party held at the Ranking screen, I realized something marvelous while the song progressed. Within this map, I experienced more than just a level to demolish, but an adrenaline rush, followed by a feeling of euphoria.

It is this experience that I exclusively feel when playing well-storyboarded maps. As we're smack dab into the center of the [first official Storyboarding Contest](#) in osu!, now couldn't be a better time to actually learn what storyboarding is all about.

Storyboard script and map screenshot are from "Susumu Hirasawa - Pacific Rim Imitation Network".

0,54816,67348,A
0,55196,55956,255,255,255,255,255,0
0,66588,67348,255,255,0,255,255,255
0,85562,,0.25,0
0,85562,146342,A
0,109865,,0,0.5
2,109865,111384,255,0,0,0,128,255
0,122038,,0,128,255,236,0,140
0,134190,,236,0,140,0,255,0
0,137228,,0,255,0,255,255,0
0,140266,,255,255,0,255,0,0
0,145583,146342,0.5,0.25
0,145583,146342,255,0,0,255,255,255
0,158494,,0.25,0
PRITE,BACKGROUND,CENTRE,"SB\SUSU.PNG",199,178
L,79500,8
F,1,0,380,0.25,0
S,0,0,380,0.8,0.9
F,0,0,760,0
F,0,0,,0
S,0,0,,0.8
SPRITE,BACKGROUND,TOPLEFT,"SB\W-GRADIENT.PNG"
F,0,3550,6588,0,1
0,3550,6588,125,9,204
0,18740,19500,125,9,204,0,255,0

To many mappers, the scripting side of storyboarding might as well be ancient Egyptian hieroglyphics. This is what my feature plans to decipher — I'll make the language of storyboarding something very easy to digest and utilize powerfully. I don't promise to be a Rosetta Stone for storyboarding, nor do I guarantee great success (or your money back), but I'll sincerely try my best in breaking down this language for your benefit. It's also going to be rather wordy, so I hope you're very patient in this all. Don't try to read this in one sitting!

Before we begin, I recommend having the osu! editor and [Echo's Storyboarding by Scripting](#) topic open alongside this article, as applying knowledge is much more valuable than just reading it. Echo's topic is the bible of storyboarding, as it has everything you need to know and look up. Anyway, with all that settled, let's get our thinking caps on and embark on this enlightening journey!

Setting Up

Images

Every storyboard starts out as a concept, or a vision, so to speak. From a basic thought of collaborator names to something complex like a background video, these delicious ideas start from one's head. To make them reality, of course, we'll need images.

There are various ways to obtain images for your storyboard. For example, we have the great convenience of **image search engines** at our disposal. Searching for anime pictures for a slideshow is as simple as a few taps on our keyboard and a click of the search button. However, we must note that images obtained online still need to follow two important conditions:

1) First, you need to make sure they follow the dimension restrictions. **Try to keep your still images around 640x480 pixels big** (that means 640 pixels wide and 480 pixels tall). If you're planning to have the image scroll around, feel free to ramp it up to 800x600, but **if it's some long or tall panorama, then the maximum dimensions for those are 640x1440 (for tall ones) and 1920x480 (for long ones)**. You can't have them both at once, though, so having something like 1920x1440 would be unacceptable. **The maximum for that would be 800x600.**

2) **Secondly, you need to consider if you'll give proper credit to the original creator of the image.** In hindsight, this isn't as important, but if you're heavily using works a particular artist made, then it would be quite honorable to pay your respects.

Editors

While scavenging for images is nice and all, there are obviously some items that just can't be found by scouring the Internet. That's when you have to use an image editor to make a graphic yourself. **Unfortunately, Microsoft Paint is not going to do.** We'll have to hit it into the big leagues with more advanced image editors to create something decent for storyboarding. [Adobe Photoshop](#) is clearly the champion in the ring, but it comes at a hefty price. However, Adobe does offer a free trial, which, I suppose, can help depending on the circumstances. **Fortunately, there are free alternatives to Photoshop. The two most famous ones I'd like to mention are GIMP and Paint.NET.**



Yep, making awesome images will be a breeze thanks to *not* using MS Paint.

Since I use Photoshop, I can't proclaim how fabulous those two are in comparison, but, for being a free advanced image editor, they're rather robust and can still get the job done. Creating your images in the aforementioned image editors varies somewhat per program, so if it's your first time using one of them, I highly recommend searching for a basic tutorial in using it. You can, of course, experiment around as well. That's how I got into Photoshop. Before I let you run wild in creating images, there are a few things I'd like to mention about creating graphics like collaboration names or image sprites.

Make sure the image's background is transparent. The de-facto look for a transparent background is a grey checkerboard, so make sure the graphic is backed by that. My other assertion is to make sure that **the image doesn't contain extra, blank space.** Crop the image until its pixels are right at the edge. **osu! actually puts blank pixels to work, making things rather bloated, which then causes the overall performance to decrease.** For more details on this, read the second tip in [LuigiHann's SB Load topic](#).

With all the image creation undergone, we shouldn't forget about the actual scripting itself. Like an image editor, finding a good text editor for your storyboards is important as well. **Luckily, Microsoft's Notepad and Wordpad fit the bill here**, as they can open an .osb file with relative ease. **Personally, I prefer using the free program Notepad++.** I think the organization and convenience the program offers makes storyboarding a much less aggravating experience. However, it's largely up to you what program you'll choose to cipher up with.

Organization

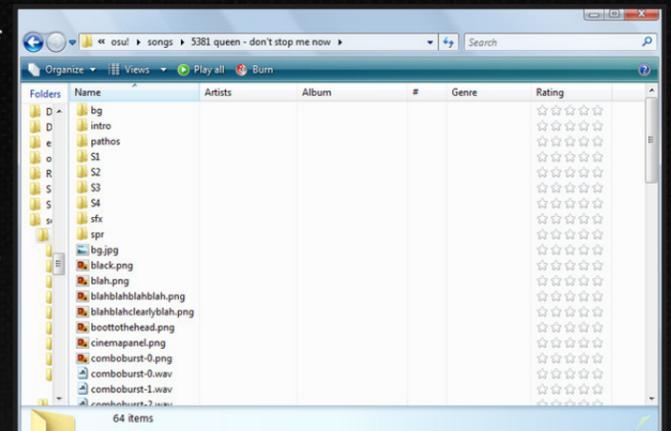
Now that we have all the images, it seems all that needs to be done next is to just chuck all those graphics inside the song folder and call it a day, right? While it may seem extremely tempting to do something like this, we should first think a few things over.

For instance, if our storyboard is going to have a lot of images, wouldn't the song folder end up cluttered and unorganized? If there's a large variety of filenames within the folder like toys littering a messy child's room, won't it be a little aggravating to constantly search this labyrinth to find one sprite?

Having sub-folders that each hold similar graphics is the best solution to handling this problem. osu! can easily read these folders while you and modders would have less headaches overall when dealing with the storyboard. Of course, there are times when sub-folders aren't really necessary or there's simply too much of them.

- **If your storyboard is only going to feature a few images, such as collaborators' names, then a sub-folder isn't needed.**
- **Having one sub-folder to represent something should be sufficient enough.** Don't try to create too many sub-folders within sub-folders though. What I usually do is create a folder named "SB", then have sub-folders within there. Two-three levels should be fine for the most part.
- **Group similar images together.** For instance, I'd put all backgrounds in a folder called "BGs", all sprites in a folder called "sprites", etc. Following that pattern should make file browsing less complicated.

With that, I unfortunately have to bid adieu for now. That's all the space we have for this month, unfortunately. In the meantime, try your best learning from Echo's topic. If the situation gets really tough, then don't fret and lose hope. Just keep trying your hardest. Good luck, and have fun!



Without these sub-folders, [Don't Stop Me Now](#) would have over 300 additional files in the root folder... Yikes!

TAIKO PLAY STYLES

Written by: [Yunacat](#)

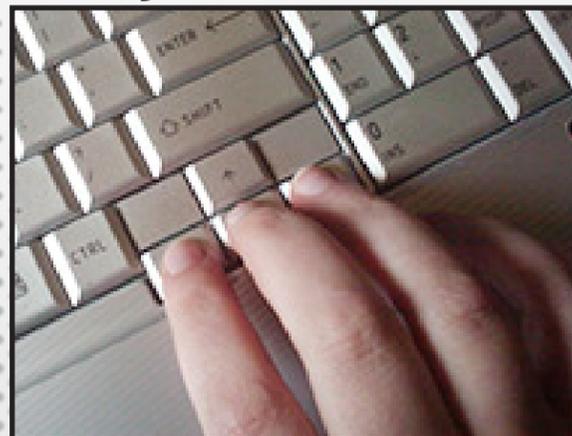
We've heard about osu! standard play styles time and time again, but it seems no one ever really talks about those for Taiko. Many may not even realize how many different styles exist, considering that some are only used by very few. Similarly, the reasons each user prefers their own method of play can be just as diverse. If you are new to the Taiko game mode, or even just curious, here's a few of the styles available.

Beginner Style

This is the style which most people start with. You can stick with the default configuration (ZXCVB) and use any combination of a single kat (blue) and don (red). It's suitable for learning the simple beats of [Easy] and [Normal] songs, but nearly impossible to use if you plan to play [Hard] or [Insane] maps. As for Taiko-specific difficulties, the options for beginners are limited to authentic maps, which are increasing lately, but are still few and far in between. While basic, this style can help new players get used to Taiko and serve as a gateway to a few other styles.



StepMania/DDR Style



This style was introduced to me by a friend of mine. It makes sense, especially if the user has played [Stepmania/DDR](#) and is already used to playing arrows with one hand. It's organised well enough to potentially become an enduring and popular style, though it seems it could take some time to master. Still, if you're looking for a unique style of play, or just want to try something different, it's worth a shot. I'll warn you though: this style becomes much more difficult to use on a laptop's keyboard, as most have half-size arrow keys that can easily feel cramped.

Authentic Spread



Spread seems to be the most popular style for players. The user sets their keyboard in any way that allows them to use one kat and don per hand. It allows good control of speed, interchangeability, and coordination, but it can be a bit of a hassle for straight streams of single notes. Even so, many experienced players go beyond that, even being able to beat songs at a crazy high BPM regardless of note order. The style's popularity seems to stem from two things: its ease of use, and - for some - its similarity to authentic arcade Taiko play. I spoke with [AngelusMist](#), who pointed out that the style is also compatible with

other two-handed styles of play, especially the following style in this list.

There is also another variation of spread known as "Colored Spread", which assigns one color to each hand. For those who use it, it seems to have the same advantages to separating the colors. The possibility of stream control early on might be better, considering one hand would be easier to make streaming consistent. I talked with [Noobita](#) about this style, and he explained to me it "offers a good control of alternation between colors, even at fast speeds."

Authentic One-Handed

This style is an evolution of the beginner style. Instead of hitting just two keys, you use one hand to hit all four in a row. Mastering it takes a lot of endurance and getting used to certain patterns, as you'll often be using only one hand to play note setups designed for two. The only people I know that use this style--or at least something similar to it--are me and [Medi-chan](#). We both agree that adopting a difficult style such as this can be very rewarding in the end. I personally prefer it because I feel I have more fun pushing my limits with it and seeing just how far I can get. Every new song is a challenge, and of course there will be songs I wouldn't dream of passing ([Uroboros](#) being a good example) but I find it fun just seeing what I can do. I mean, this is a game after all.



There are probably more styles than even I know of, but these are all I can remember. Each person is different and will definitely have their own reasons behind why they play the game the way they do. Noobita quoted "osu! Taiko was my first Taiko experience, so I wasn't familiar with the authentic Taiko games. I only came to know about them much later, and I've stuck with this play style because it absolutely fits me." When I asked AngelusMist about it, I simply got a "just because" type of answer. Whatever your style or reason for using it, make sure you're not afraid to experiment to find the one you like best and you're sure to have fun and become a better Taiko player!

STREAMING X

THE FINGER-KILLING TECHNIQUE

WRITTEN BY: [MR COLOR](#)

Hello everyone, this is Mr Color. If you're even a little familiar with osu!, you have already heard of or come in contact with "streams", a technique used frequently in Hard and, especially, Insane difficulties of an osu! standard mapset. At its heart, a stream is a large group of hit objects that follow each other in quick succession. Behind this general definition, though, there lie many different varieties, each with its own name: deathstreams, sliderstreams, triples, spaced streams... the list goes on.

Streams can often pose a challenge to osu! players, to the extent that a single hard stream can make people give up on certain maps entirely. However, passing a stream, even with only "300" scores, isn't "impossible"; it just requires a certain strength in the fingers (especially if the BPM is high) and, most importantly, a good sense of rhythm. Mashing your keys or buttons as fast as possible will not do you any good, unless you want to barely pass with a C or D. Furthermore, each stream demands a different amount of skill in various domains. Just because you can deal with a triple doesn't mean you'll fare well against a deathstream! In this article, we'll present the different types of streams and how to go about playing them.

First off, let's talk about the "triple", or, as it is wrongly called, "triplet". A triple is a succession of three hit circles snapped in 1/4 (or 1/3, in which case it can be called a triplet). In rare cases, they can be found snapped in 1/6 or 1/8. The triple is the most basic kind of stream there is, to the extent that users often don't think of it as a stream at all. Triples in ranked/approved maps are passable regardless of the BPM and thus can be overused by a mapper. A triple itself is not a problem, but if it is deadly spaced, or is followed by, say, three more triples with a 1/2 gap between each, things can get messy.

"Regular" streams can be considered as a scaled-up triple (or, if you like, triples are scaled-down streams). They often consist of an odd number of hit circles (five, seven or nine) and are snapped in 1/4. Occasionally you'll find streams with an even number of hit circles (four, six or eight), especially in 1/3 snapping. The difficulty of a regular stream is strongly related to the song's BPM, but also to the spacing of its circles; generally speaking, a stream whose circles are stacked on top of each other is easier to deal with compared to one whose circles are spread out around the play area.

In the hardest difficulty of some maps, the number of circles in a stream skyrockets, turning it into the nightmare whose very name is enough to scare players: the [deathstream](#). Deathstreams consist of a continuous string of around twenty hitcircles or more and are probably the most difficult streaming technique to master, even at low BPM, as they require a lot of endurance and precision to keep the rhythm going.

A variation of deathstream, sometimes called a [kickstream](#), includes short sliders in the mix, which can give a quick rest to the player's hands but also risk him breaking his rhythm pattern.

Speaking of sliders...you didn't think circles had all the fun, did you? Sliders can also form the basis for streams which are, unsurprisingly, called sliderstreams. These are finger-friendly most of the time. When their sliders have repeats and/or are spaced closely, not only are they easy to hit, but also are a guaranteed full 300. The hardest types are the opposite, lacking repeats, spacing their sliders far from each other, requiring perfect control and timing to get a full "300." However, they will probably not outright break your combo, unless they're snapped to 1/8 or have sliderticks. In short, there is little middle ground; they'll either get you great accuracy and boost your combo...or ruin both.

It is also possible to have slider-deathstreams; this technique, though rare, still exists and is usually combined with circle streams or triples interspersed between them. The challenge this chimera poses depends on the variables listed above, but usually missing an entire slider anytime during the stream will lose you an often lethal amount of health.

In case you're wondering, no "spinner streams" exist. The correct term for such a practice is "spinner spam".

If you want to practice on streams, keep in mind that practicing on triples will not allow you to pass deathstreams or sliderstreams with perfect accuracy (the other way around is more likely though), and that your training will be long, tiring, painful, but ultimately rewarding. Try practicing on maps that have a BPM slightly higher than what you can handle (use [this](#) program to calculate your 1/4 streaming speed) and play a lot of maps in general to increase your overall skill. Playing Taiko might help to develop your accuracy and precision too. Don't give up, and remember: if it was ranked/approved, it's doable. Besides, streams aren't the only technique out there. There's plenty more for you to master... but that's a story for another time.

You've read about them... Now try them! We've selected these beatmaps to help you train on the aforementioned techniques like a boss. But beware! They're not for the faint of heart!

[KOTOKO - Princess Bride!](#)



The textbook definition of triples. Watch out for some of the tricky zig-zags this song provides as well!

[Humanoid - MENDES](#)



A total whale of a map. Deathstreams everywhere! Be careful of the 1/3 half-way.

[Mizuki Nana - Justice to Believe](#)



A classic with a Mystearica twist. In fact, Mystearica and deathstreams seem to go together extremely well. Be prepared for long streams.

[Yasuharu Takanashi - Invoke Magic](#)



The biggest challenge. Mix some deathstreams, gradual distancing, sliderstreams, and tricky rhythms to create this beastly Fairy Tail difficulty.

GAMES CORNER

Improbable Island

Written by: [Omega](#)

Note: Despite the game's overall PG-14 content, site policy strictly requires players to be aged eighteen or above (or at least have a corresponding level of maturity). You have been warned.

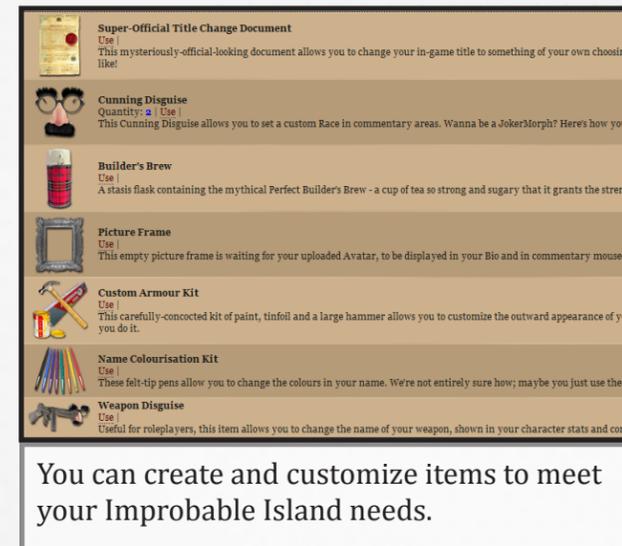
Improbable Island is a very silly massive multiplayer online text role-playing game where you get to be dropped out of a plane in your birthday suit, fight improbable monsters such as your own tongue or a gazabo, die and get transferred to the Failboat, fight your way out — only to find how tired you really are, thus using a chronosphere to jump you over to the next day, and experience many more zany antics. Eventually, you will even be able to fight your master in one of several dojos to level up for the last time and go root out The Improbability Drive, armed only with a chainsaw, an invisibility suit, some pink cotton socks, a pair of Hello Kitty cotton mittens, eighteen ZAP grenades and a fish bowl on your head.

Does all that sound confusing? Do not worry; despite its steep learning curve, this game is notable for its extremely helpful community. Whenever you are confused, you can receive explanations on what each term means, advice on where you need to go to fulfill your quest requirements, or just a quick loan!

Unlike the “Turns” system used by most games of this type, Improbable Island uses the “Stamina” system. You begin each in-game day with a full Stamina bar at 100%. Certain actions can raise or lower this percentage. However, while in other games you can keep adventuring until your turn count drops to zero, Improbable Island has a more realistic “not all turns are created equal” approach. Your character starts feeling tired when he drops to 60% stamina, meaning you will get negative buffs to your attack and defense stats. It is not advisable that you fight after that point without proper equipment and preparation. If you strain yourself further, you will eventually reach a point where your stamina bar will drop below 20% and into the dreaded red area, after which you will be prone to falling unconscious after every action you take.



Every four hours equates to one game day, referred to as “Newday”, thus resulting in a total of six Newdays per real life day. At the start of each Newday, players earn interest in their bank account with their stamina and health fully replenished. Missing a couple of Newdays due to sorely needed real-life sleep is not a problem; one is given every time you log in after missing any number of Newdays. In addition, missed Newdays can be saved in special items called chronospheres, two of which are in each player’s possession from the start. If that is still not enough time for you, you might want to buy more chronospheres, which you can do by spending supporter points.



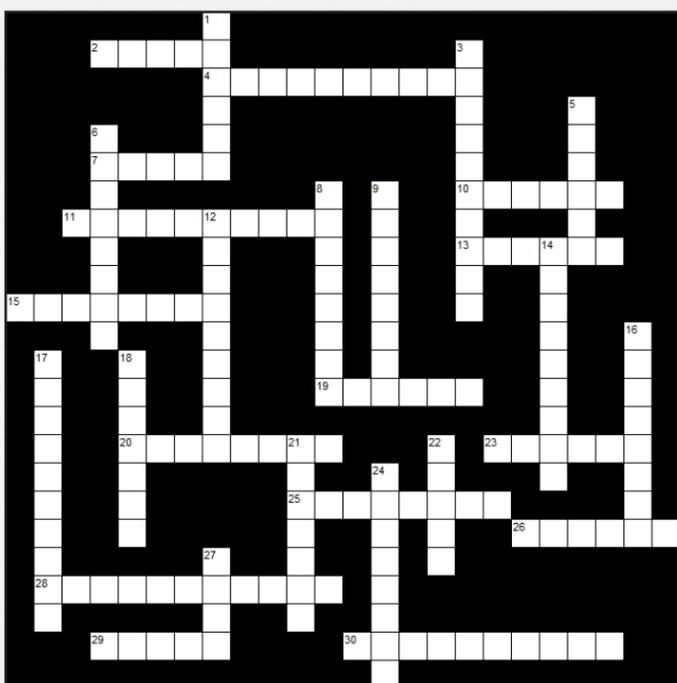
Supporter points can be earned in a variety of ways, including, but not limited to, registering with the game’s [BOINC](#) team to help cure a variety of diseases, participating in contests, getting your ideas for new game monsters accepted, or donating money to the game, to the tune of one hundred supporter points per dollar. Supporter points can be used to buy all sorts of items or perks, like fuel for your teleportation beacon, your very own custom-made item, or a box of cigarettes, which are actually quite important in the game world. Supporter points are also useful in a whole other level. The game’s creators, Caveman Joe, a brilliant British programmer and writer, and his wife Emily, a talented writer, have both quit their jobs to dedicate all of their time to Improbable Island, so this is their only source of income.

With new content unlocked as you play, extra-random combat, and all sorts of events, dwellings and people to interact with spread around the Island map, you will be attached to this game for extensive periods of time. Even after beating the game, you can start all over again with a higher rank, which gives you an increased challenge and netting you greater rewards. If you’re hardcore enough to keep clearing the game in ever-increasing ranks, you’ll eventually test your mettle with a mode that’s said to be at least thirty-five times tougher than the original game. Don’t worry about ending up with more than you can handle, though; **The Watcher**, a mysterious figure that looks over the Island, will gladly lower your rank for free, provided that you visit her in the Failboat. All in all, Improbable Island is a unique, creative, and addictive gaming experience that can provide you with hundreds of hours in playtime. Whether you enjoy text games or not, Improbable Island is still worth a try!

CROSSWORD

Think you got what it takes to solve osu!monthly's crossword? Give it a go! The first users to solve or submit the most correct answers for the crossword will be forever crowned in next edition's Hall of Fame. For a complete listing of the rules, please refer to the answer submission form linked below.

- All answers only contain letters from the English alphabet. Symbols, numerals, and spaces don't apply.
- Teams are allowed! When submitting your answers, make sure to credit all contributing team members.
- Please don't publicly discuss answers or hint at them. After all, you don't want to have more competition on who completes the crossword first, right?
- You have until July 31st to submit your answers. You can submit your crossword answers [here](#). A printable version of the crossword is available [here](#).



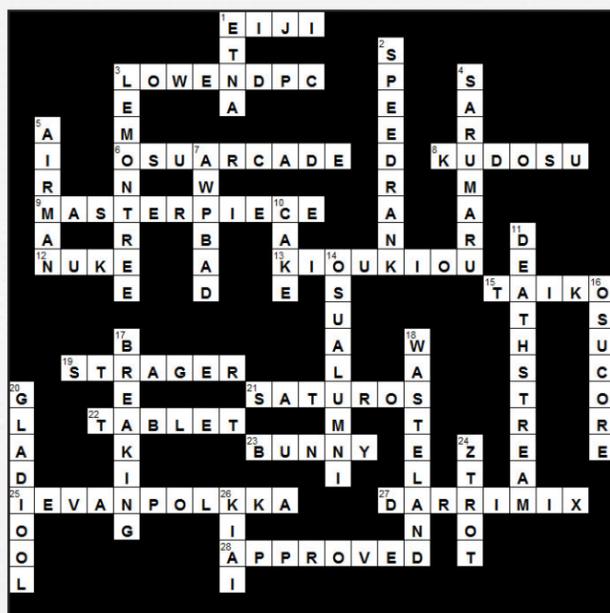
ACROSS:

- The purest teacher
- Former member of 6 down
- Opposite of No Buts
- Not to be "confussed" with 3 down
- Leaving with a deadly bang
- Lartoplasm
- Rad MS Painters
- Total boozehound
- Confusing, dystopian, SHMUP day
- Be careful, it hurts
- Trolling distance snap
- I can't see
- Just give Natteke credit for it
- Fruity phenom
- Vehicle for insane jumping

DOWN:

- Timeline magnet
- Healthy gluttony
- Oriental controversy
- League of Legends
- Has the most "eyes" you'll ever see
- Oink oink
- Goes black, too fast?
- ignorethis...?
- For the less swift
- vs. 2 across
- Part of an impossible orchestra
- Conqueror of the old
- Balls or lasers
- Donned our mascot's identity
- Dared to be stupid

Last Edition's Answers



HALL OF FAME



- JesusYamato, KRZY, napttime, waterfall** 30
- Derekku, Beuchi-chan 30
- Lybydose 28
- Nivalis 26
- Charles445, ouranhshc 23
- Sinistro 21
- Gonzvlo, Vivere, Krisom, ErufenRito, Kenezz 20

I'll only publish those who got over half of them correct. For everyone else, sorry! Try again next time?

NEXT ISSUE . . .



Be prepared for more osu!monthly action during the month of August! Here's a preview of what's to come.

- We'll be interviewing [Derekku](#) to discuss about the New Rules and the toils of being a moderator in osu!. Feel free to submit your questions using [this](#) submission form.
- Be prepared for a continuation of [Starrodkirby86's](#) Storyboarding by Scripting guide! The next part will guide you through scripting commands and show you how to do a few neat things with them.
- Are you trying to improve as a mapper? If so, then check out the next edition for more tips on creating better maps! Even if you're not a mapper or consider yourself a honed veteran, these articles will definitely be worth your while.

There's much more in store, but you'll have to wait for now. Rest assured that we are working tirelessly to finish the next edition!

Until next time!