Hi.

• Unfortunately, I've decided to only play heavy-challenge this week. Apologies if there's something in the beginner-standard charts you wanted me to see.

With that said...

### **Bits of Paper**

Heavy: Um...

...what.

Wh... ...no, no. The song is bad, the steps go off-sync and can't decide whether to be 120 BPM or 140 BPM, and it's just... ... no.

### **Blastix Riotz**

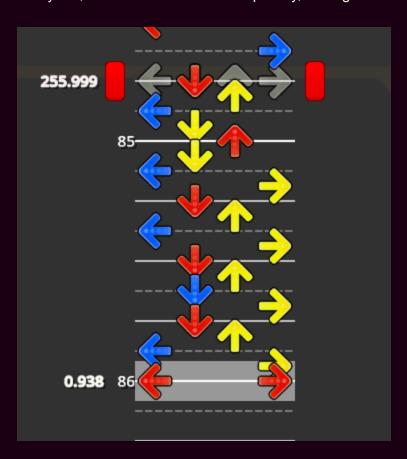
**Heavy**: It seems way too hard for the song in this slot. This being the challenge chart would've worked. Also, there's lots of facing left and jarring doublestepping scattered across the chart (b64, b104.5 unless you footswitch, b128.5, b260.333, b264.333, b317.5, b402). That ending stream seems way too hard, harder than Egoism 440 even. Consider making the right arrow at b371 a freeze down to b372 because if player impulsively step the down arrow with their right foot (it'd make sense as that foot is closer), the next few arrows really aren't gonna be good. There's also mis rhythms rampant in the chart (b275.250 should be 275.5, for instance). Honestly, I can't review all 1042 arrows to see which ones are and aren't technically correct, so, uh... I'll just leave it at that.

Challenge: ... No.

No.

This is a contest for *pad* charts. If you want to make Tachyon style dumpstream charts, great, but there's only a handful of people that would consider them fun. I wouldn't submit them to a contest where a majority of the players look to DDRish simfiles either. :/ There's so much copy + paste from heavy rampant all over the chart, particular during a large portion of parts that aren't riddled with even more 256 BPM 16th streams. So likewise, this chart suffers from large amounts of facing left syndrome and some annoying double steps (including one where you apparently have to footswitch on a roll), and some more mis-rhythms, with some parts somehow still missing notes in a **17** ITG, which doesn't make sense. Please get rid of that (pseudo) 20th stream during b448-452, it's completely artificial and I fail to hear them in the actual song whatsoever.

...oh yeah, and before I move to Chop Suey, I thought I should let you know.



Don't do this. Please, for the love of god, don't do this. I'm talking about that jump. Some people can do 256 BPM 16th streams, but throwing in jumps at the end (or worse, in the middle) definitely give vibes of a keyboard file. I'm pretty sure this is not what the inventor of "You Won't See This In DDR" had in mind when putting down the criteria "step it in a way that it wouldn't appear in DDR". Overall, I think song choice might have had a hand in how bad the steps are. It really only lends itself to really hard files, otherwise the steps would be just meh. But, uh... yeah. This file was a disaster.

## **Chop Suey**

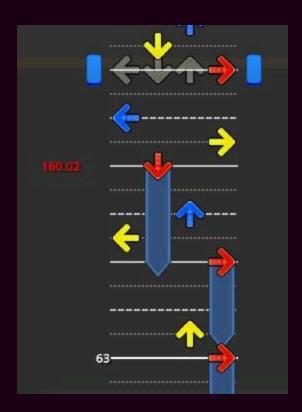
**Heavy**: During b18-46, the drums play an 8th note just before b18.750/22.750/26.750/30.750 that gradually gets louder every measure. Also, the double step at b90 puzzles me because, while it was easily telegraphed, all of the other stops in that section, you didn't do a similar double step, so it just leaves me confused. A pretty good chart otherwise.

### **Columns (Blue Square Mix)**

**Heavy**: The crossover section near the middle had me double stepping and I'm not sure why. But you did what you could here. It felt a bit off-sync though.

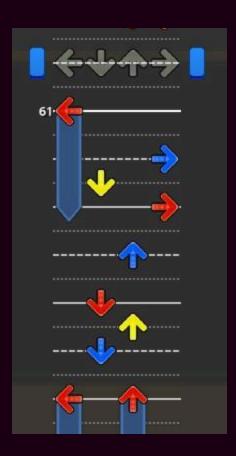
### **Dear sexxx DanCer (One night stand mix)**

**Heavy**: I don't like the speed changes. Changing from 40 to 160 once the first arrow comes around is aggravating (particularly on this chart, it wasn't as jarring on challenge) and that 640 BPM speedup was NOT necessary at all. It's near impossible to read without a C-Mod. The patterning in here didn't flow well, a lot of it required double stepping, and then we have this part.



Don't do stuff like this at such high speeds. This is not fun to do on a pad at all. Particularly that you have to swing your right foot from a crossover'd left to a normal right, that is not a good pattern.

**Challenge**: Again, this annoying forced 16th double stepping problem is present.



It's not AS bad as heavy's pattern but it's still uncomfortable. Otherwise, an okay ish chart. Please get rid of that 640 BPM speedup though.

# **Dong Saya Dae**

**Heavy**: b84-100 was a little too weird but me, but everything else is pretty good.

Challenge: Unfortunately I can't play it how it's intended (using keyboard), but I can definitely respect it.

#### **Esta Noche**

**Heavy**: Eehhh.... I think you could've went without that 432 BPM part. Otherwise, this is a decent chart.

### **FUK UR MGMT**

Heavy: A little underwhelming, but I still enjoyed it.

**Challenge**: That was really great! Gimmick added to it quite a bit too.

#### **Hide and Seek**

Certainly a fitting song... Oh, and I thought I should let you know the video is actually corrupt. :/

Heavy: Please sync your file.

Please, please, sync your files correctly. This entire chart really looks like you used Ctrl+R to put it together. There's so many wrongly synced notes here and the patterning is quite messy. And to top it off... ... this song is not steppable. There's songs that don't lend to exciting charts, and songs that genuinely aren't for pad files. :/

### **History Rock**

**Heavy**: Please cut out the talking during b115-132. I don't know if it's just me but including Phineas and Love Handel talking like that randomly in the middle of the song is kinda disorienting from a stepchart perspective (unless there's no other way to get it...). Otherwise, I honestly think this deserves at least one point by now. There were some minor flaws but at the very least this is way better than the other file with 0 points as of writing this.

#### **Intensive Madness Unit**

...ergh.

Before I start I need to say that I actually really, REALLY hate object shows (I don't want to say why) so I might have a ton of bias against this file even if the steps are good. I also disabled the video for this. Apologies in advance.

**Heavy**: Well I played it. And unfortunately the steps themselves need big improvement.

First, the difficulty feels inconsistent; Some parts feel pretty under-stepped compared to the "intensive" parts of the chart. There are some mis-rhythms rampant. The beginning doesn't seem right, b158 should be at b157, missing arrow at b229, amongst others. Those freeze-forced doublesteps at b288 and 304 is the same problem as your other file, they're way too fast. Having the freeze arrows only go to the next note would've worked fine. But in particular, b310 is not a good pattern at this speed and please get rid of it. The patterning starting at b484 seems way too tense to keep up with, but it's not that wrong until we reach b549. There's at least 5 double steps at rather aggravatingly fast speeds. Please watch how you keep the player turned with adding crossover. And when there's not that, sometimes the chart feels like it's facing left for too long.

Overall, my final ranking might have bias of the song contributed to it, but... I really didn't like Intensive Madness Unit at all. With some extra care, it might be able to be something good, but...

# Intro (S3RL PRESENTLY PRESENTS)

**Heavy**: I had to disable the video for this one, but... LMAO.

Memes everywhere here (including DHMIS's "Let's Get Creative!"?!?!). The steps in here were solid and there's not much else I can complain about here aside from the peculiar video.

#### **Jackie Chan Adventures**

**Heavy**: It's a good simfile, I just wish it was a little longer. (The audio quality seems a little quiet too...)

#### Leave It All To Me

Well this song's certainly kinda annoying... but not that much (it's certainly a lot better than, say, Pharrell William's Freedom).

**Heavy**: Some of the spins got a bit too out of hand, but otherwise good for what you have to work with.

# **Looking Like This**

**Heavy**: I did not like the gimmicks in the middle, but the rest of the steps are quite fun! Although I swear some parts felt like they face left for too long... Eh, I still really like this one.

### **Mechanical Rhythm (KAZOO'd)**

**Heavy**: Wasn't really a fan of some of the gimmicks and some in particular had me read the chart at an underwhelming 115 BPM. But the rest is good.

### Mega Francesita

**Heavy**: The patterning starts to become sloppier as the simfile goes on. Even though this week is about being silly, I'm sure it's about being silly with the song choice, not the actual steps. :/ The song choice here also doesn't make for good charts.

**Buuuuuut** I'm going to have to say that I actually started to crack up midway through the Hatsune Miku part. Maybe it's a case of "so bad it's good", or the background changes, I'm not sure, but this simfile did legitimately entertain me. Good try.

Oh, by the way, nice CDTitle. :P

## MTTS (feat. Reid Stefan)

**Heavy**: It's alright (same problem as Murder; The song might limit what you could do here), but the sync is bit off.

### Murder ft. Minx & Chilled

Heavy: It's good. It's not super fantastic (like, say, bruno's files), but that's the song's fault. You did what you could here.

# Playing a Capriccio to Awaken One's Love

**Heavy**: ... ...most literal keyboard chart ever?

But it works. I found the tempo waves weird but... I guess it's good for what it is?...

### **Pursuit of Happiness (Steve Aoki Remix)**

**Heavy**: The middle section with only the sweep section is rather annoyingly hard to time right. Everything else is good, though.

# **Sky of Scented Souls**

Heavy: ... ... it's, uh... something?

# The Sampling Paradise

**Heavy**: Felt underwhelming. The gimmicks were nice, although I thought one in particular was too difficult to read (the one where you have to hit an arrow at like 9 BPM or something).

**Challenge**: I'm not saying it's bad, but... I just wasn't enjoying it.

# Well, Everybody's Fucking In A U.F.O.

Oh dear oh dear, what do we have here?

**Heavy**: This suffers the same problem the Sampling Paradise does; I don't know why, the steps here are definitely well put together, but I wasn't feeling it some reason. :c

+4 FUK UR MGMT

+4 You Are a Cunt

Challenge: It was a little better, but ... I guess it's the song, I really don't know why else these steps aren't doing it for me...

#### You Are a Cunt

My goodness.

**Heavy**: ... ...what... did I just listen to?

No, no, I'm confused, what is this song?

Anyway, as for the steps, they were ridiculously entertaining (those skittle notes) and I like them.

brunobg24 vincentw

The Legendary DJXYZ +3 Mechanical Rhythm (KAZOO'd)

Lisek +1 Lookin' Like This

brunobg24 +1 Intro (S3RL PRESENTLY PRESENTS)

Astroman129 +1 Columns (Blue Square Mix)

The Legendary DJXYZ +1 History of Rock

ledgam3r1279 HM Dong Saya Dae chewi HM Esta Noche mf32892 HM Chop Suey HM Pursuit of Happiness (Steve Aoki Remix) mf32892 Feraligatr HM Jackie Chan Adventures Murder ft. Minx & Chilled Gameoson Astroman129 MTTS (feat. Reid Stefan) HealingDMax300 Leave It All To Me coolpeaches .. Sky of Scented Souls Nezemarth .. Playing a Capriccio to Awaken One's Love KevinRocker10 HM Mega Francesita .. Well, Everybody's Fucking In A U.F.O. Gameoson ?? The Sampling Paradise Benpai ?? Dear sexxx DAnCer (One night stand mix) 511n65h07 !! Bits of Paper Nezemarth !! Intensive Madness Unit 511n65h07 !! Hide and Seek K-Step Blastix Riotz Braeden47