

♥♥- Cream of the Crop, a flawless example of a proper simfile (or very close...)

+♥- Also a very good simfile! Sometimes the difference between this rating and '♥♥' lies merely on personal opinion, though sometimes it could be due to less subjective minor flaws.

++- A good simfile, though some minor flaws (or an occasional moderate flaw) are present.

..- Okay, but moderately flawed.

-?- Some good parts, but needs some work. Frequent and inappropriate doublesteps fit well in this category.

-!- Sheer horror, please overhaul immediately. (Thankfully this didn't need to be used...)

III- I actually really like the beginner chart! The only potential problem could be the wierd direction change for those not returning their feet to the center of the panel. (♥♥/+♥)

The basic chart was also very nice! Personally, though, I would have liked to have seen more freeze arrows used between measures 31-42 to keep more consistency. (+♥)

The standard chart has a doublestep which can be fixed by changing the directions of the 32nd in measure 28 from left to right. Also, I felt that the first triplet would have flowed better if it began with a right arrow instead of an up arrow. I wasn't a fan of your more repetitive patterns, but other than the tasteless doublestep, the chart as a whole was nicely structured. (++)

The heavy chart was nice, but the inconsistency between using gallops and straight 8ths made no sense. Also, a doublestep exists in the same area as it did in the standard chart, which could be fixed by replacing the down arrow in beat 116 with an up arrow. (Considering it's also in the standard chart, it's possible that it was intentional, but I can't understand why it would be.) The 4 note 8th pattern in measure 37 seems like a copout to me, and I would have preferred if you kept to the synthesizer. Finally, I don't know why the 16th stream in measure 49 wasn't stepped fully, considering this chart's proclivity to 16th notes. However, I really enjoyed the 8th stream, and most of the 16ths weren't bad. (++/..)

The challenge chart is a little out of my reach as far as difficulty is concerned, but I really can't find anything wrong with it. (+♥)

Always Three More Years- The steps start too early in my opinion. It would be better to start to measures later.

I find it a little strange how the start of the basic chart goes only to the guitar, but it works pretty well! I like the spins here, too. (♥♥)

The standard chart was a little interesting in what it chose to step to, but it's pretty nice and without problems. (♥♥/+♥)

As for the heavy chart, personally I wasn't a fan of the step-jump patterns that you used repeatedly, especially at this speed. The doublestep in measure 14 is definitely not a good one (and not something that could be considered remotely artistic), so I would advise repatterning the whole 8th pattern. (++)

Aurora- I like how the beginner chart has freeze arrows unique to this chart, but there's a doublestep, which could be made into a spin by having the left arrow that starts measure 10 become a right arrow. There are other doublesteps here too, but they seem to resolve themselves eventually. (..)

As for the other charts... are you still engaging in heavy levels in copy/paste? The beginner chart was a noticable improvement as far as the originality department is concerned, but the other charts have very few differences, other than that the harder charts add more arrows. If you're going to create easier charts, you should start from scratch (not using the hardest chart as a base), and try to aim to capture the feel of the song at an easier level, depending on the difficulty that you're wanting to step at.

In the basic chart, measure 7 has an ambiguous pattern that would be better if the left arrow in beat 31 was changed into a right arrow.* Other than that, the doublesteps here seem either resolving ones, or ones that are easy to see (beat 139, which can be fixed by changing the up arrow into a down arrow, beat 153, which can be fixed by changing the right arrow into a left arrow, and beats 163-166, which can be fixed by changing the right-down-up-down pattern into left-down-up-right.. Also, as for the steps after the freeze arrows (particularly for the one in measure 27), I would recommend that you would make the arrow that has the foot that you want to use for the next arrow shorter than the other freeze arrow. (../-?)

Looking at the standard chart, it seems that measure 10 can be made into a spin if you lengthen the freeze arrow to end when the left note starts. Measure 12 faces the player perpendicularly right, which can be shortened by changing the 8th pattern from left-up-down to right-down-up. (If you do this, though, you would also have to change the left arrow in beat 72 into a right arrow, as well as the left arrow in beat 78.) There are more doublesteps in this chart, but they eventually resolve themselves as spins, so for now, I won't point them out. (../-?)

Regarding the heavy chart... The down-right jump with an up arrow following immediately after isn't very tasty as a pattern, in my opinion. (If you want to stick with this pattern, I would suggest changing the right arrow in beat 27.5 into a left arrow.) Personally, I would change the pattern after the jump into down-right-down up-left instead of up-right-down-up-up. Also, I would suggest changing measure 7's ambiguous down arrow into a right arrow. For measure 10, the down-left jump was a fairly poor choice, so I would suggest changing it into a down-right jump. The 16th jacks, especially the ones that involve a jump, are not very good (though the gallops were less offensive), and from measures 34-37, I noticed that you didn't properly step the

4th-16th-16th pattern, as the last note is a 16th late. The chart is filled with questionable doublesteps, and I felt that the up-down jump in measure 43 should have been a down-right jump instead. Not bad use of the lift and rolls, though. (../-?)

Backflip Dinosaur- The beginner chart was good, though I felt that measure s32-39 should have went at 2 arrows/measures, instead of the whole chart going at 1 arrow/measure. (++)

The basic chart, while still easy, felt more interesting with its patterns, so no complaints here. (♥♥)

I also liked the standard chart, though I felt that the freeze arrow steps in measure 23 should have also been present in measure 19. (♥♥/+♥)

The heavy chart was great, nothing to complain about here. (♥♥)

As for the challenge charts, I personally felt that the rolls were a little unfitting (and would have rather have them be regular freeze arrows), but other than that, I like the chart. (+♥)

Bad Time- I really enjoyed the basic chart, and there's nothing to say about it. (♥♥)

I also found the standard chart to be interesting, with nothing to complain about. (♥♥)

The heavy chart was also pretty nice, though I felt that the section with the 4th freezes dragged on for a little long. (♥♥/+♥)

Borealis- for the basic chart, there are a few doublesteps, though most of them are very easy to compensate for. The first one could be avoided by changing the down arrow on beat 100 into a left arrow, but since the new pattern comes from far away, it's not something that would really need changing in my opinion. The second doublestep is a little more annoying, though easy to spot, and can be fixed by swapping the directions of the left/right arrows from measures 70-72. I felt that the break section from measures 70-72 was a little jarring, though to be fair, this song is a little repetitive. (+♥)

The standard chart is pretty good for the most part, in my opinion. Measures 80-82 are a little awkward, in my opinion, since it you have to use your right foot for the down freeze instead of your left foot that was used for the up arrow (which is different from the next similar pattern in measures 84-85. The patterns that have you face backwards in measures 17/21 are a little questionable as well, but they aren't too bad. (+♥)

I like the heavy chart, but measure 34 had a doublestep that threw me off. The easiest way to remedy it would be to make the up arrow in beat 137 face left instead. Measure 81 is also a doublestep, though I would be more easily convinced that it's intentional. (if it's not, then swap the directions of the left/right arrows to eliminate it.) To be honest, if the 16th streams were simpler, this would have made for a very fun 9 footer. (+♥)

Bullit- Strange that you didn't step the last 2 measures.

In the basic chart, measure 10 seems like a minor doublestep to me, which can be fixed by changing the directions of the left/right freezes. Measure's 15 freeze, in my opinion, should have been extended by at least half a beat. The final direction change was a little strange, but it works out well. Other than that, I really like the chart. (+♥)

For the standard chart, I felt that the right arrow freeze in measure 8 should have been extended up to the next arrow in measure 10. Measure 16's freeze arrow could be lengthened by a beat to make it clear that a doublestep is intentional. Measure 29's pattern is a little iffy to me, so maybe I would swap the left/right arrow in beats 118-119. (+♥/++)

For the heavy chart, I measure 19 felt awkward, and I felt that the right arrow at beat 79 would better be replaced by an up arrow. Ditto or measure 27, whose left arrow in beat 111 would be better off as a down arrow, in my opinion. I would also extend the freeze arrow in measure 34 by a beat to convey that the doublestep (which is necessary in measure 35) is intentional. Also, I felt that some of your rhythm choices, such as the 16th triplets, were a little strange. (Moreover, this chart feels like a 7, not an 8.) (++)

CHERNOBOG- I enjoyed the beginner chart! I felt that the break was a little wrong and strangely executed though, and felt that at least beat 238 should have been stepped (maybe with a right arrow). (♥♥/+♥)

The basic chart was great, nothing to say about it. (♥♥)

The standard chart was also great, though the doublestep in measure 17 came out of nowhere. It is easy to avoid, but if it was unintentional, then change the right arrow at beat 68 to an up arrow to eliminate it. (♥♥/+♥)

Cyber Elex- I enjoyed the basic chart but found measures 8-11 to be repetitive (especially the continuous left arrows), and was a little concerned with the ambiguous arrows after a jump (measures 50/52, for example.) (+♥)

As for the standard chart, measure 8 has a doublestep, which can be fixed by mirroring the directions of the arrows in beats 27-29. I feel that measures 19 and 21 are mistepped, since it doesn't follow the obvious synthesizer accurately. In the same vein, I feel that the arrow on beat 105.5 should be deleted and moved to beat 105; ditto for beat 198, which should become beat 198.5. (++)

As for the heavy chart, measure 27 seems problematic to me, so I would suggest mirroring (left/right) the pattern from beats 110-114. I would do the same for the pattern from beats 126-128, and change the down arrow on beat 129 into a right arrow. In addition, I would change the right freeze arrow on beat 142 into a left freeze arrow, as well as the left arrow in beat 158 into a right arrow, in order to improve the flow. The freeze arrow in measure 49 could lead to some strange patterning, but it isn't too difficult to get the idea of stepping the left arrow on beat 198 with the left foot. Furthermore, I would replace the up arrow on beat 208 with a right arrow to eliminate a doublestep. Finally, I would replace the left arrow on beat 222.5 with a right arrow. (..)

Designed World- The beginner chart is very great, though the up-down patterns in measures 27-30 were a little too ambiguous for my tastes. (♥♥/+♥)

The basic chart was also great! Nothing to say about it. (♥♥)

The standard chart was also great, nothing to complain about. (♥♥)

The heavy chart is also great, though personally I felt like the jacks detracted from the flow a little. (♥♥/+♥)

Enhanced Reality- Interesting gimmicks, though the ones that stutter are my least favorite. Also, I feel like the final freeze arrows should all be a beat longer.

The beginner chart was great and varied, so nothing to complain about. (♥♥)

The basic chart was also very fun, so nothing to complain about. (♥♥)

The standard chart was also great! As for the freeze arrow in measure 49, I feel that replacing the arrow in beat 198 or the one in beat 199 with an up arrow would have made the pattern more interesting. (♥♥/+♥)

The heavy chart was also very fun, though I feel Gameoson has a point in that it's a little repetitive. Perhaps adding a little more variety to the 5-note 16th patterns would have helped a little. (♥♥/+♥)

Envidia- The beginner chart is great, nothing to say here. (♥♥)

The basic chart was great, and I loved the 8th jump! (♥♥)

The standard chart was great, except for measures 48, which would flow better if arrow in measures 193.5-194 were flipped (left/right). (♥♥/+♥)

For the heavy chart, I felt that it was strange to step the less audible instruments, but overall, I felt that it was a nice job. (+♥)

Going Haywire- I enjoyed the beginner chart, though the one doublestep in measure 18 was somewhat strange. (♥♥/+♥)

The basic chart was great, nothing to say about it. (♥♥)

The standard chart was great, though I thought the single gallop was a little odd. (♥♥)

The heavy chart was also great, but the first gallop doesn't make much sense to me. (♥♥/+♥)

The challenge chart was great, nothing to say about it. (♥♥)

Illuminate- The beginner chart was great, though there was one pattern in measure 22 that was a little unfriendly to playing 'DDR Helper Style'. (♥♥)

The basic chart was great, nothing to say about it. (♥♥)

I also like the standard chart. Personally, I would have preferred for the patterns after measures 34 to make the player face towards the left panel instead of towards the right panel, since I feel that it's more intuitive to jump on beat 134 facing right, and thus would have liked to have seen a 180 degree turn. (+♥)

I also liked the heavy chart! I felt that maybe it was a little bit under stepped for an 11, though. (♥♥, +♥)

Like Asian Spirit- Kind of Reminds Me of the Enthusia soundtrack...

I enjoyed the basic chart, nothing to say here. (♥♥)

I also enjoyed the standard chart, nothing to say here. (♥♥)

I also loved the heavy chart! I feel like some 16ths during measures 36-38 would have been a nice touch, though. (Beat 147.25 and beat 150.75 I can be certain of, though there might also be others.) (♥♥/+♥)

Also, I feel like freeze arrows that were a beat long on the jumps in measures 32-34 on all of the above charts would have really been a nice match to the piano. (I feel this is something warpdrlve would say.)

The challenge chart was a bit difficult for me, especially with the 32nds and some of the 16th patterns, but nothing I could find wrong with it. (♥♥)

ロリキート- Nice timings/scroll gimmicks!

The beginner chart was great, with an interesting use of 8th notes. (♥♥)

The basic chart was also really nice, though a little easy for a 4 footer. (♥♥)

The standard chart was also really nice, though I think it's more of a 6 footer than a 7 footer. (♥♥)

The heavy chart was also good, but I wasn't a fan of it's daring direction changes/spins, and I don't know why an arrow exists on beat 180. (+♥)

The challenge chart was pretty interesting, I have to say. Personally, I would have liked the violin from measures 66-67 to be stepped, and I also felt that this had some strange patterns, but other than that, I have nothing to say. (+♥)

Masked Heart- First Impressions:

Benpai's Beginner: A good leg up on Feraligator for including it! It's great, and there's nothing to complain about! (♥♥)

Feraligator's Basic: Great! Nothing bad I can say here. I love the accurate freeze arrows! There's also a nice variety of 4th patterns, including those with jacks and jumps. (♥♥)

Benpai's Basic: Starting off the steps, I can already say the Feraligator's freeze arrows give the other chart a significant head start. The freeze arrow present here doesn't seem as carefully crafted, if I may say so. In general, actually, the freeze arrows seem more half-baked, seemingly because of your unwillingness to bridge the arrows together with freezes (in other words, have a freeze arrow end right on the next note), and also due to not being willing to end your freeze note on a 16th as appropriate. There's also an inconsequential doublestep in measure 39, but, though it's inconsequential, it's still a little annoying, and seems to serve no purpose. (To

eliminate it, I would make the up arrow on beat 158 a right arrow.) The rhythm choices here are great, but personally, not quite up to match with Feraligator's diverse range of rhythms. Interesting to see you put out a 3 footer for a basic chart, though. (+♥/++)

Time for...



Feraligator: The shorter beginning, with only isolated 4th notes, also provides a nice contrast to the later, more difficult patterns. Having this take only 8 measures helps this not overstay it's welcome. In my eyes, this version takes the point here.

(Beat 47)- For the next section, I feel that the step choices completely logical. However, I do feel that the 5-arrow pattern was a little repetitive, and prefer Benpai's example a little more, up until his measure 23. From there, he falters a little bit, but you stay consistent all the way through the section. Maybe a freeze arrow lasting .75 beats would have done well for the arrow on beat 77.

(Beat 79)- From the section afterwards, the difficulties of the two files begin to diverge. You mostly do a straight 4 stream with an occasional use of jumps and freeze-breaks, which I can definitely dig.

(Beat 111)- Similar to the previous section, though a little interesting that you start with the jumps early on, rather than later.

(Beat 143)- Here, the different song cuts have a different level of intensity for this part. Your steps, as similar as they are, fit into the more upbeat version that's in your cut.

(Beat 175)- This section is a very nice oasis of easier difficulty, after the large 4th streams that were previously in your file.

(Beat 207)- The final section was a nice recap of some of the earlier step patterns in this song. Nothing new to add here.

Benpai: To start, you, on the other hand, decided to shake things up every four measures. I can see that the first mini-section is slightly less barebones than Feraligator's section (sans freeze arrows), the second minisection is based around triplets melded by the clapping instrument (?), and the third minisection is like the first, but with freeze arrows.

(Beat 70)- For the next section, the notes play similar to Feraligator's file, but I think I like this version slightly more. While Feraligator's file's first 5-note pattern feels like a bit of a generalization, yours plays exactly to the lower-pitched piano. I even like the freeze arrows, though they really should connect together, in my opinion. After the first freeze notes in this section, though, I feel that you dropped the ball, particularly with the inconsistent pattern from beats 92-94. Measures 24-25 were also a little iffy to me, and Feraligator stepped this part more to my liking.

(Beat 102)- From the section afterwards, this chart becomes easier than Feraligator's chart. Thankfully, the step patterns seem consistent throughout this section, but personally, I prefer the difficulty raise that Feraligator applied to his file.

(Beat 134)- The section afterwards feels almost exactly the same. While Feraligator's version plays similarly in this part of the song, I feel he made enough of a differentiation to keep the chart interesting.

(Beat 166)- I actually like how this part starts with more ambiance, then adds the beat later on. Your steps match very well, and I loved the contrast of the steps before the beat kicks in and afterwards. Probably the only section so far that I completely prefer to Feraligator's file.

(Beat 198)- The final section for your file feels really similar to your earlier portions. Not a *bad* thing, but a little repetitive. It doesn't nearly capture the scope of Feraligator's final section.

Winner: Feraligator! (A little less repetitive, and the freeze arrows seem more 'polished')

First Impressions: Second Set

Feraligator's Standard- Strange how the beginning had some of the most difficult patterns. Other than the sections with chaos, this doesn't deviate too much from Benpai's file, and I would personally rate this a 6. (♥♥/+♥)

Benpai's Standard- A nice chart, but some strange inconsistencies (such as the omission of an arrow on beat 45.5), and perhaps a little inhibited by it's lack of 16th usage (though the last freeze arrow ending on a 16th was definitely a subtle touch). (♥♥/+♥)

Side by Side (refer to the basic Side by Side for reference):

Benpai: Like your basic chart, the beginning of your standard chart can be split into three mini-sections. The only problem I have is in the second section, particularly with how you made

the pattern that starts on beat 44.5 only two notes long, instead of the 4-note patterns that precede and succeed this one. More consistency would also help with this mini-section. Also, maybe it would have been nice to have beat 67.75 stepped instead of beat 68, though maybe that would mess with the overall note scheme.

As for the next section, it's not bad, but I would rather you continue the 8th motif with beats 77.5 and 91.5, rather than starting 4th patterns with beats 77 and 91. I'm also not too sure how to feel about the up arrow freeze on beat 92, considering that the last pattern didn't have one. I'm fine with pattern modifications, but usually only either when the instrumentation changes or in a completely different section than the last (say, near the end, rather than in the same place). The short freeze arrows in beats 98 and 99 were interesting; I'm guessing they're supposed to go with the instrument in the background that I can't name.

The next section plays out more like I expected the last section to play out. Maybe stepping some of the other instruments would be good here, but it might depend on how the rest of the song plays out.

The section after that is stepped pretty well, I must say. It's strange, though, how you decided to apply freeze arrows to beats 156 and 157, but not to beats 140 and 141.

I like how you decided to step the section afterwards. However, I feel it would be better to stay consistent with the triplet-4th-4th-triplet pattern until the beat picks up in beat 182.

Not much to say about the final section, but it's stepped well. I like the final 8th patterns and the freeze that ends on a 16th.

Feraligator: I wouldn't have a problem with starting off with your long streams if they weren't the most difficult part of your chart. It's not bad by any means, but as the rest of the chart stands, I would rather start the song with something a little easier, such as 3-note patterns.

The next section seems to go with the piano chords, much like Benpai's, except also using 16ths. It works pretty well, so there nothing I can really say here. I wonder if freeze arrows would work better here, though...

Unlike Benpai, you decided to step a completely different pattern in this next section, Unfortunately, I found it to be a bit boring. A greater usage of 8th notes, and maybe a touch of 16th notes, would have worked wonders for this part.

The section afterwards has an interesting 8th pattern, but after that, you went a little bland with your patterns.

After that, I felt the steps got a tad more interesting. I particularly liked the up-right jump sections.

The next's sections patterns were definitely a step up over the previous ones. Nothing much to say here.

Like your basic chart, the last section is mostly a recap of your previous steps. Not surprisingly, I found the latter half (starting on beat 239) to be a bit barren, relatively speaking.

Winner: Benpai! (I didn't like Feraligator's difficulty spike in the beginning, with the rest of the chart being relatively easy.)

First Impressions: Third Try

Feraligator's Heavy: This chart is quite good. I didn't like how you handled the pattern starting on beat 51.5, though. (+♥)

Benpai's Heavy- Actually, I like this one much more than Feraligator's Heavy. It might be a little more repetitive, but rather than trying to stuff the instrumentation into 9-footer steps, this mainly relies on more solid rhythms, which translates into a very fun file. (♥♥)

Not much of a point doing a side by side on these charts, since I find them so different.

Winner: Benpai!

First Impressions: Fourth Finale

Benpai's Challenge- Great chart! Nothing much here I can say about it. (♥♥)

Feraligator's Challenge- Also a great chart! It might have a little more (such as the tasteful direction changes), but it's a close match! (♥♥)

Side by Side:

Feraligator: The first section kept the flow going nicely, and I liked the use of the 32nds. Better than Benpai's version in my eyes.

The section after the first was stepped quite well, I must say. Interesting choice to have down freeze arrow and 4th notes (starting on beat 74.75), instead of having the 4th notes being freezes. I do like how the 24th arrows after beat 77 flow a tad more than Benpai's version, though.

The next section is pretty similar, and I really don't have anything to point out here.

I could say mostly the same about the section afterwards. The mirrored triplet starting at beat 117.5 was interesting, but I personally preferred how Benpai handled the triplets. The roll was interesting, though it wasn't anything too revolutionary. Other than that, not much to say here.

The next section was mostly straightforward, but I wasn't a huge fan of how the jump leading up to the pattern in beat 199 flowed; maybe replace the arrows on beat 199 and 199.5 with a down and right arrow?

The final section was well stepped, so nothing I can say here.

Benpai: It's interesting how you played with the chart's intensity in this first section, but I don't find it perfect. I find the gap starting at beat 43 a little jarring, since it doesn't seem to be part of a cohesive pattern, and the lack of the triplet at beat 63.5 was a little strange. Plus, it doesn't make use of the 32nds, opting for 24ths instead, which doesn't seem as 'on-point' to the song.

The next section seems similar to Feraligator's version, at least in spirit. For what they were, the 24th gallops were a good substitute for the 32nds, and I didn't mind the sparser use of

freeze arrows. I felt that a triplet should have been made on beat 76.25, which is present on Feraligator's challenge chart, but it isn't as jarring as the segment on his heavy chart.

Similar to Feraligator, the next section is much of the same, and I can't think of anything to say here.

As for the section afterwards, I liked how the triplets starting on beat 138.5 were handled. I feel similarly for the jump at beat 143.25 as I do for Feraligator's roll. (I prefer how beat 207.25 was stepped.) Also, as part of personal opinion, I feel the freeze arrows in measures 37-38 should have used all four arrows; for example. Consider changing the right freeze arrow on beat 149 into a right freeze arrow. On another note, I like the 12th notes used in measures 39, and they definitely put this section a leg above Feraligator's file. The 48th was interesting, though I think 32nds would be more accurate.

In the next section, the crossover 24th pattern starting on beat 180.5 might be a yellow flag, but I can't say for sure, since I simply can't play charts on this difficulty on the pad.

The last section was stepped pretty well here, as was Feraligator's final section, so there's nothing I can say here.

Winner- Feraligator! (Pretty close match, but in this version, 32nds were used well, as were the direction changes.)

Tie Breaker- Feraligator! (Unfortunately, Benpai's short freeze arrows wierded me out a little, and I liked the short diminuendo/crescendo before the song's end in this version.)

Meat Beat Mania- Flambee- The basic chart is pretty nice, nothing to say about it. (♥♥)

As for the standard chart, the down arrow at beat 25 was a very poor use of an ambiguous step; to fix it, I would suggest adding a freeze arrow to the right arrow of the jump on beat 24. There's also a minor doublestep in measure 13 (that doesn't seem to serve a purpose, which can be eliminated by changing the right arrow in beat 54 into a left arrow. Also, I think that the freeze arrow on beat 80 should be lengthened by a beat simply to make the doublestep intentional (or clarify that it is intentional, since that's what the patterns dictate). Other than that, there were some wierd rhythm choices, but this chart is alright. (+/..)

The expert chart has a minor doublestep in measure 3, which can be eliminated by changing the down arrow in beat 15 into a left arrow. A similar one also exists in measure 6; if it isn't intentional, you could eliminate it by changing the down arrow in beat 27 into a right arrow. The next doublestep in measure 9, however, is worse, and could be eliminated by changing the up freeze in beat 36 into a right freeze. Furthermore, the jump on beat 62 just doesn't flow very well; replacing it with a down-right jump would fare better in my eyes. Also, there's another minor doublestep here which could be fixed by changing the right arrow on beat 64 with a down arrow. In addition, the 4-note 16th pattern that starts on beat 82.75 makes no sense to me. The pattern that starts on 185 doesn't start on the right foot as I thought it would, so to be safe, I would suggest changing the right arrow on beat 185 into a left arrow, or coming up with a

different pattern altogether. Measure 9's doublestep repeats itself in measure 54. Despite the problems that I have with this chart, I do like some of the patterns present. (++)

Metatron- The beginner chart was fun! The only potential issues would be the ambiguity following measure 16, and the doublestep in measure 32, assuming you step the arrow on beat 68 with the left foot. (Seeing the patterns near the end, I wouldn't judge this chart too leniently.) (+♥)

For the basic chart, I felt that it was a little strange that you used jumps on beats 28 and 30, and I would have preferred you use 8th instead. There's also a doublestep in measure 26, which could be fixed by mirroring the left/right arrows from measures 26-39. Also, I have mixed feelings about the freeze arrow being on beat 204, when the string instrument dictates that it should be at beat 203.5. I enjoyed the chart, though. (++)

The standard chart starts with a mild doublestep, which can be fixed by changing the left arrow on beat 32 into a down arrow. There's another doublestep in measure 82, which can be solved by swapping the directions of the arrows in beats 326 and 326.5. Other than that, the chart's fine. (++)

As for the heavy chart, I feel that measure 22 is stepped entirely incorrectly. Instead of what this chart has, the music seems to dictate gallops/double-taps starting at beat 88.5, and notes placed at beats 91 and 91.5. Also, instead of a triplet in beat 156.5, two gallops would have made more sense. There's a really bad doublestep in measure 56, which can easily be fixed by mirroring the triplet in beat 226.5-227. Two gallops would have also made more sense than the triplet at beat 252.5. The jump at beat 291 is very awkward, so I would remove the left arrow to make it a normal up arrow. (If you must keep it a jump, it would be better off as an up-down jump or a down-right jump.) The jump at beat 323 is also similarly awkward, and would be better off as a single arrow (either down or left) or as a down-left jump. There's yet another doublestep in measure 85, which can be easily fixed by mirroring the triplet that starts at beat 341.5, as well as making the left-down-left triplet that follows a down-left-right triplet. Overall, plenty of doublesteps to be found, though with some fixes, the chart could be fun. (../-?)

Seems like you made the challenge chart a copy/paste of your expert chart. Some of the changes aren't bad, but there are definitely some, such as the 8th stream using one foot (the other occupied by a freeze arrow) and the 16th leading straight to a jump (beat 255.75) that really feel like a keyboard chart. If that's what you were going for, or if you wanted to make a version of the heavy chart that you felt was the true/more controversial version, then please be sure to make use of the edit slot. (../-?)

Mitotsudaira- The beginner chart is great, nothing to say about it. (♥♥)

The basic chart is also great, nothing to say about it. (♥♥)

The same could be said for the standard chart, so nothing to say about it. (♥♥)

There were some interesting choices you took for the heavy chart, but many of them made the chart very fun to play! One thing I would note is that personally, I felt that the 16ths in measures 42-43 should have started right on beat 171. (♥♥/+♥)

I feel the the challenge chart has some overstepped patterns, but it's not bad by any means. (+♥)

Oceanus- The beginner chart was amazing! (♥♥)

The basic chart was also great! (♥♥)

The standard chart was also very nice, though the pattern starting on measure 74 was a little ambiguous. (♥♥/+♥)

The heavy chart was also great, nothing to say here. (♥♥)

The challenge chart felt a little overstepped, but still fun. (+♥)

On My Wings- The beginner chart was great, nothing to say here. (♥♥)

The basic chart was also great! I feel that a freeze arrow for the jump on beat 276 that lasts until beat 283 would have been a nice touch, though. (♥♥/+♥)

The standard chart was also very good! Personally, I feel that making the up arrow on beat 99 a left arrow would improve the aesthetics/feel of the pattern slightly, though it's probably just semantics. The crossovers starting on beat 202 felt a little strange here, and consistency starting from beat 196 would have helped here. Having the jump on beat 276 be an up-right didn't feel like the best choice; maybe having it be a left-right jump would have been better for the flow. (+♥)

The heavy chart was great, nothing to say here. (♥♥)

PLATINUM- The beginner chart was great! Nothing to say here, except that the final note played somewhat strangely, being on a 4th note. (♥♥/+♥)

The basic chart was great, nothing to say about it. (♥♥)

The standard chart was also very good, nothing to say about it. (♥♥)

I liked the heavy chart, especially the use of the mines. Personally, though, I wasn't really able to hear the 16th stream in measure 8, so the pattern came off as wierd to me. (+♥)

Powerhaus (Klipa & Mayhem Mix)- The beginner chart was good, but I feel like it could have used notes that didn't lie on the start of the measure. (♥♥/+♥)

The basic chart was great, nothing to say about it. (♥♥)

The standard chart was also very nice, nothing to say about it. (♥♥)

The heavy chart was also very good, so nothing to say about it. (♥♥)

Shamisen Drives the Wind- Nice basic chart! I would have handled the freeze arrows a little differently, though; see what I wrote for the standard chart.(♥♥/+♥)

In the standard chart, I felt that the freze arrows at the beginning should have been 2 beats long, instead of 1 beat long. Ditto for the ones in measures 44-45.(♥♥/+♥)

The heavy chart was nice; some interesting rhythm choices, but nothing to say about it. (♥♥)

The challenge chart was pretty fun! I felt that a triplet should have been used starting at beat 219.5, much like the one starting on beat 12)3.5. (♥♥/+♥)

Shining Wizard- The beginner chart is pretty good! Nothing I can say about it. (♥♥)

The basic chart is also very good, so nothing to say here. (♥♥)

The standard chart was also very nice, nothing to say here. (♥♥)

For the heavy chart, the triplet that starts on beat 96.5 was a weird choice, given that it seems to be based on the drums, but other than that, great chart! (+♥)

The challenge had some interesting patterns, and I'd prefer for it to end with a right note, rather than the up-down jump, but it was still great. (♥♥/+♥)

Shooting Fireball: There's an audible fault in the music cut at around 114 seconds in.

The beginner chart is great! The first down arrow could be considered a little ambiguous though, if you don't return your feet to the panel after every note. (♥♥/+♥)

As for the basic chart, I feel that the flow could be improved if you mirrored measure 5-7. The patterns in measures 8-15 (3 jumps followed by jump-freezes) were very weird, though they aren't too bad. I don't think that the music warrants a jump on beat 96, or even a single arrow. The back-facing part that starts on beat 152 doesn't seem to me like a good idea. There's also a doublestep which can be fixed by changing the left arrow at beat 228 into a right arrow. Other than that, the chart isn't bad. (++)

Regarding the standard chart, I don't like how you used the jump freezes so extensively when starting the song, and felt that only the first one was necessary. Measures 11-12 would probably flow better if the arrow on beat 46 was a down arrow instead of a right arrow, and the arrow on beat 50 was an up arrow instead of a right arrow. Measure 21 has a doublestep that could be fixed by changing the right arrow on beat 83 into an up arrow. The galop patterns are fine for the most part, but they don't make sense on beats 91-93, and they feel like a weird stepping choice for measures 33-38. Measure 61 feels like it would initiate a doublestep, so I would change the 8th pattern at the start of the measure by changing the left arrow on beat 245 into a right arrow. Measure 64 doesn't flow too well either, so I would make a spin by changing the left arrow on beat 258 into a right arrow. Also, the ending feels a little weird, and turns the player backwards; I'm not sure if this is intentional. (++)

Looking at the heavy chart, beat 2.5 may be a little ambiguous, so I would change it into a right arrow. Also early on, measure 6 has a very minor doublestep, which can be eliminated by changing the left arrow at beat 23.5 into a down arrow. The next section, however, is a hot mess. The patterns are okay, and could be easily doublestepped/spinned, but measure 11 presents a problem; to fix it, I would change the arrow in beat 45.5 from a right arrow to a down arrow, and the left arrow at beat 46 to a right arrow. The triplets in measure 15 also present atrocious doublesteps; to fix them, I would change the down-right-down triplet to become right-down-right, and the up-left-up triplet to become left-up-left. To straighten yourself out, I would suggest changing the right arrow on beat 66.5 to a down arrow. Also, I would suggest changing the down arrow on beat 71 into a right arrow. Consider changing the up arrow on beat 79 into a right arrow, as the doublestep here could be used against you. As for the gallop section, I feel that it would flow a little better if you make the down arrow at beat 102.75 into a right arrow instead. Moreover, I would replace the first two gallops on measure 28 with right-down/down-right, and the last two gallops of measure 29 with up-left/left-down. Finally, I would consider flipping the directions of the left arrows at beats 125 and 125.75, though this isn't too necessary. Measure 34 has a doublestep, which could be fixed by changing the down arrow at beat 135 into a right arrow. (The spin that's left starting at beat 136 might still be too fast, so consider finding a way to remove it.) Measure 47's right freeze arrow feels uncomfortable, so I would change it into an up freeze arrow, replacing the up arrow at beat 193 with another arrow, and changing the left arrow at beat 196 into a right arrow. Changing the right arrow in beat 216 to a left arrow will help ward off doublesteps for a while. Measure 58's pattern creates a doublestep which can be fixed by changing beats 234.5-235 from down-right to

up-down. The gallop pattern on measure 65 is glaringly inconsistent, which can be fixed by swapping the directions of the arrows on beat 262.25-262.5. I feel that the up arrow on beat 266.25 should be made a right arrow, and the up arrow on beat 269.75 should be made into a down arrow. Following that, change the right arrow on beat 277.5 into an up arrow, swap the directions of each arrow in the triplets from beat 285- 291.5 (right-up-right becomes up-right-up, left-right-left becomes right-left-right, etc.), and you should be good. Overall, the chart has decent rhythms, but there's a fair amount of doublesteps. If you want to receive points in this competition, you absolutely cannot assume that the players are willing to half-heartedly doublestep the entire song to face forward. (./-?)

Targets!- A song that I've been wanting to step for a while, so I'm interested in how it will turn out.

The beginner chart is good, though the freeze arrows were interesting. (♥♥)

The basic chart is also pretty good, but I felt like instead of mostly repeating what you did in the beginning in the second loop, you could have played with some crossovers instead. (+♥)

The standard chart had a pretty good layout of notes, so nothing to say here. (♥♥)

The heavy chart was also very good for what it is, so nothing to say here. (♥♥)

The challenge chart seems like a strange ITG-style stamina test, but I like some of the patterns here. (♥♥/+♥)

What I didn't mention beforehand was that neither the heavy nor the challenge chart fit my tastes like a glove. Personally, I think this file would make for a good 9 footer, so it would have been nice to see some of the 16th patterns in the challenge chart appear in the the heavy chart.

The Fateful Return- The beginner chart is very nice in my opinion, though I feel that the freeze in beat 144 should have been 3 beats instead of 2. (♥♥/+♥)

The basic chart was also very good, but I feel that changing the up arrow in beat 130 into a left arrow would improve the flow. Also, I feel the left freeze in beat 142 and the right arrows in beats 145-146 should have their directions swapped, since the patterns after beat 147 seem to want the player facing left. (+♥)

The heavy chart was very nice, and nothing to say here. (♥♥)

The edit chart was the heavy chart without the 24ths, it seems, so nothing to say here. (N/A)

Time To Game!- The basic chart is good, though the rhythm choices are a little weird. The only flaw is that the final notes (measure 82 onwards) assumes you face left, when the notes leading to the up-down jump freeze have you face right; to fix this, mirror measures 82-83. (+♥)

As for the standard chart, some of the steps early felt ambiguous (specifically one beats 32 and 61), and some of them were very repetitive (the worst offender being measures 64-67), but the chart isn't bad. (+♥/++)

Regarding the heavy chart, the start of measure 22 might a doublestep, but it's minor enough that it probably doesn't need eliminating. If not, the patterns are a little strange, but sort themselves out in measures 25, only to run into a problem again once the speed picks up. Assuming this is not the case, I would start off by switching the directions of the arrows in beat 88-88.5, and swap the directions of the arrows in beats 102.5, 103, and 103.5. Measures 30-31 don't seem to be stepped quite correctly; there should be an arrow on beats 123 and 125, and no arrow on 124, as far as I can tell. In the same vein, I would delete the down arrow on beat 140 and insert an up arrow on beat 141. Consider changing the right arrow on beat 169 into a left arrow, to eliminate any possible doublesteps. Measure 46 also requires a slightly awkward direction change, given that the two freeze arrows connect. Moreover, I would swap the directions of the arrow at beats 201.5 and 202, since otherwise a doublestep occurs. Regarding the sudden speedup, I think that at the very least, a change in pattern is in call. Additionally, the pattern at beats 316.5- 319 should be left-down-up-down-up-right instead, to eliminate a doublestep. Overall, though, this chart is better than your files in previous weeks. (++)

Welcome To GTI Club- Great song! I don't know where I can find it in the game, though. Shame it was removed.

The basic chart was great, nothing to say about it. (♥♥)

The standard chart was also good, though I feel that the second half of measure 26 should have followed the 16ths. (♥♥/+♥)

As for the heavy chart, I really feel that a second gallops to complement the one in measures 9 and 54 would have felt great and made sense musically. Other than that, the chart is great! (♥♥/+♥)

Wicked Fate- The beginner chart is nice, so nothing to say here. (♥♥)

The basic chart was also great! Maybe some more variety in the section from measures 24-39 would have been welcome, though. (♥♥/+♥)

The standard chart is great! Nothing to say about it. (♥♥)

The heavy chart was very fun, and the dizzy gimmick wasn't too difficult to learn. (♥♥)

The challenge chart was also very interesting, so nothing to say about it. (♥♥)

Ratings:

♥♥- Bad Time, Designed World, Enhanced Reality, Envidia, Going Haywire, Like Asian Spirit, Powerhaus (Klipa & Mayhem Mix), Shamisen Drives the Wind, Welcome To GTI Club, Wicked Fate

+♥- Always Three More Years, Backflip Dinosaur, Borealis, CHERNOBOG (very close to the ♥♥ ranking), Illuminate, Masked Heart (both versions), Mitotsudaira, Oceanus, On My Wings, PLATINUM, Shining Wizard, Targets, The Fateful Return

++- III, Bullit, Cyber Elex, Meat Beat Mania- FLAMBEE

..- Metatron, Shooting Fireball

-?- Aurora