This is the doc exclusive for the [ZIv Academy II] week.

This week requires two people to work on a simfile together (preferably by charts). This week, I'm going to be taking a look at all of the charts this week, graphics, and music quality, just to measure how much effort one side put on a simfile. 2x as much weight will be put on the heavy and challenge charts in normal cases, however, if the same person stepped both heavy and challenge, the highest difficulty the other person stepped (could be standard, or even light) will also have 2x as much weight. The final judgement will be averaged according to that.

Judgement symbols:

- ♥X // I like the chart/graphic/simfile/effort from a person! "X" will be replaced with a value of just how much I liked it accordingly. Goes up to 9, which will be lowered to at least 5 in the votes.
- OK // Not bad. It seems to be well made from a technical standpoint, I just think it could have some more spice to it.
- .. // Not bad, but there are definitely some flaws that should be ironed out.
  - This includes mis-rhythms, facing left/right syndrome, arbitrary double steps, or ambiguous patterns.
- ?? // Poorly structured. This chart is plagued with one of/any combination of the possibles issues above. There are interesting ideas but the file needs a LOT of polish.
- !! // Circular file. Overhaul the chart/simfile please.
- +X // I gave points to the simfile!
- HM // I wanted to give points to the simfile but I ran out.

Let's begin.

AFRO KNUCKLE

AFRO KNUCKLE is a song by "猫叉Master+". It was made by steppers **SM MaxX** and **xXMokou98Xx**. The latter is also involved in "Yava!" with **mf32892**.

SM MaxX is responsible for the difficulties light and challenge.
xXMokou98Xx is responsible for the graphics, CDTitle, and difficulties standard and heavy.

Song: Good stuff.

Cut & Sync: Nothing to complain here! Almost PFC'd Light (more on the reason why I didn't in a bit...), song sounds crystal clear.

Video: I really like it, actually. I almost got distracted by it at one point (and I was using the cover mod!). :P

AFRO KNUCKLE; SM MaxX's side

Light: The 16ths at b102.750-103.750 and 12th at b292.333 are totally assholish. XP (And in particular, the 16ths feel... kinda weird, I'm not sure if they were an accurate choice.) Otherwise, a well-made chart. The spin near the beginning was a little amusing.

Challenge: I wasn't too big on the 12th jacks. But otherwise, this was really really good! Some parts felt a little more like a borderline 11 in my opinion, but that's not really a quibble.

AFRO KNUCKLE; xXMokou98Xx's side

Standard: Really good! Nothing to complain about here.

Heavy: Some of the rhythms were a little odd. They definitely make sense, they just felt somewhat confusing. That's really the song's fault, actually.

SM MaxX	xXMokou98Xx
♥7 Challenge [x2] ♥3 Light	♥6 Standard ♥3 Heavy [x2]
♥4 Song (including Cut + Sync)	
FINAL JUDGEMENT: ♥5	

Simply put, AFRO KNUCKLE is a very very solid submission. Both sides put out their A-Game here.

Aluminum City

Aluminum City is a song by "Honeycut". It was made by steppers **Astroman129** and **darkanine**. The latter is also involved in "Journal of an Unlucky Girl" with **CuzcoBlocko** (me :P).

Astroman129 is responsible for the difficulties beginner, light, and standard.
darkanine is responsible for the song choice, cut, sync, graphics, and difficulty heavy.

Aluminum City; Astroman129's side

Beginner: Pretty good! I especially like how you handled the beginning (XXXXX---X-X-X---) and the similar parts. That slowdown might nudge it to a 2 footer, though.

Light: I think it couldn't have hurt to use a couple of jumps here. Otherwise, pretty good.

Standard: I'm not sure if you added them, but I think you could've used scrolls or adjust the BPM changes so that b137.250 is b137 and not a yellow note. It seems quite out of place compared to the rest of the chart. The rest is good.

Aluminum City; darkanine's side

Song & Cut: Hmmm... a little repetitive with not too much going on. Definitely not bad to listen to though!

Sync: Good! Almost PFC'd beginner (the BPM changes ruined it though lol).

Heavy: Pretty nice, although there's an annoying double step at b77.750 which docked it a heart.

Astroman129	darkanine
♥4 Beginner ♥2 Standard [x2] OK Light	♥4 Heavy [x2] ♥2 Sync OK Cut .. Song
FINAL JUDGEMENT: ♥3	

It's good, although the song kind of limited what these two could do.

Bad Pitched

Bad Pitched is a song by Insan3lik3. It was made by steppers **HealingDMax300** and **KevinRocker10**. The latter is also involved in "Spectrum" with **K-Step**.

HealingDMax is responsible for the difficulties beginner, light, and standard.
KevinRocker10 is responsible for the song, cut, sync, graphics, and difficulty heavy.

Bad Pitched; HealingDMax300's side

Beginner: Genuine 8ths in the beginner chart? ... ... that's new... ... There's a double step from b167-173 but it's so far apart that it's not that much of a problem at all. Otherwise, it seemed kinda meh.

Light: Interesting idea to use 270s and spins in the chart. This was a bit more enjoyable than beginner and I gotta say those stops are pretty fun.

Standard: For the most part it played out pretty well. However, I'm pretty sure some 16ths, like the ones during b179-181 and similar flourishes, would be better moved one 64th down.

Otherwise, it's a pretty solid chart.

Bad Pitched; KevinRocker10's side

Song & Cut: Not bad, but I've heard better.

Sync: Good! Managed to get single digit greats on beginner and light.

Heavy: Well constructed for the most part, but there's a rather annoying double step at b10-11 that could be avoided by switching the left and up freezes at b8.500-10.000, so that you hit the down arrow with your right foot. And again, the thing I said about some of the 16ths being 64ths applies here. Also, the freeze ends very close to the next arrow seemed kind of obnoxious. But overall it's not bad.

Graphics: Pretty nice.

HealingDMax300	KevinRocker10
♥3 Standard [x2] ♥2 Light OK Beginner	♥4 Sync ♥2 Graphics ♥1 Heavy [x2] OK Song (including Cut)
FINAL JUDGEMENT: ♥2	

Definitely not bad, though there are some small issues in most of the charts, and ironing them out could definitely make this better.

Comet Fall

Comet Fall is a song by itikura. It was made by steppers **Benpai** and **coolpeaches**. Benpai is also involved in "Night Landscape" with **Feraligatr** and coolpeaches is also involved in "Hakanakimono Ningen" with **vincentw**.

Benpai is responsible for the graphics, BPM gimmicks, and difficulties beginner, light, and heavy.
coolpeaches is responsible for the song, cut, sync, and difficulties standard and challenge.

Comet Fall; Benpai's side

Beginner: ...super boring. I get it's a beginner chart but you could've at least made it go a little more to the music. It's literally just a steady stream of arrows (one each measure) with very little variety (not even jumps). It's kinda too generic, frankly.

Light: This is the same case as light; There are literally only 4 parts that aren't just a generic 2nd stream with patterns not really that interesting. Like... at least try throwing in some jumps or jacks or crossovers or ANYTHING that could add some variety to large portions of the charts. (Then again maybe it's the song itself...)

Heavy: ...it... might be the song itself, actually. I can see that this is well structured but I just wasn't enjoying it either. I don't think the ending 16th notes were necessary; Making the 12th note before them a roll would've worked well.

Gimmicks: They're okay.

Comet Fall; coolpeaches's side

Song: Meh. Reminds me of your first submission (headphones of the universe) but this one just doesn't seem as steppable for some reason.

Cut + Sync: ...It's... weird. Something feels odd about it, I keep getting greats in certain parts of the chart and not others and I don't know exactly why. For the most part it's good though.

Standard: I think you did what you could.

Challenge: I think the 24ths were a bit of a stretch, but the rest was decent.

Benpai	coolpeaches
.. Beginner .. Light .. Heavy [x2]	OK Cut + Sync OK Standard OK Challenge [x2] .. Song
OK Graphics	
FINAL JUDGEMENT: ..	

I think the biggest problem here is that the song didn't make for super exciting charts. Barely any of them were interesting...

Cosmic Cat

Cosmic Cat is a song by 8bit Moonside. It was made by steppers **KNS-17** and **Loodee**. The latter is also involved in "Gourmet Race (Drumstep Remix)" with **The Legendary DJXYZ**.

KNS-17 is responsible for the song, cut, and difficulties light and standard.
Loodee is responsible for the graphics and difficulties heavy and challenge.

Cosmic Cat; KNS-17's side

Song: You have a good musical taste. I like this song a lot!

Cut + Sync: It felt a little early at the beginning, but the rest is spot on.

Light: Very great for a light chart.

Standard: Also very nice! You made the lower difficulties worth playing here, to be honest.

Cosmic Cat; Loodee's side

Heavy: Some of the rhythms were a little strange, but it played out very well in my opinion.

Challenge: Wow. Those were some rhythms, alright. But they all went with the song well, no matter how out of hand some of them seemed to get! :P I liked that "mine bowl" to cue you lifting your foot around the middle of the chart, it was a pretty nice effect.

Graphics: Pretty humorous. :P

KNS-17	Loodee
♥6 Song ♥5 Standard [x2] ♥4 Light ♥2 Cut + Sync	♥4 Challenge [x2] ♥3 Heavy [x2] ♥2 Graphics
FINAL JUDGEMENT: ♥4	

KNS-17's lower charts are great, and Loodee's higher charts take care of anyone wanting more to a fantastic song.

Gourmet Race (Drumstep Remix)

Gourmet Race (Drumstep Remix) is a song by dj-Jo. It was made by steppers **Loodee** and **The Legendary DJXYZ**. The former is also involved in "Cosmic Cat" with **KNS-17** (above) and the latter is also involved in "Nightmare before oversleep" with **JunkoXXX**.

Loodee is responsible for the graphics and difficulties standard, heavy, and challenge.
The Legendary DJXYZ is responsible for the song, cut, and difficulties beginner and basic.

Gourmet Race (Drumstep Remix); Loodee's side

Standard: The 374 BPM speed-up was way more annoying on this one, but it's not bad.

Heavy: Was able to predict the speedup this time. Pretty fun in my opinion.

Challenge: Pretty solid! There were some parts I messed up but I think it's my skill level instead of the steps.

Graphics: Pretty disappointed you didn't use Kirby in them, but they aren't bad.

Gourmet Race (Drumstep Remix); The Legendary DJXYZ's side

Song: Heh, Kirby. :P

Beginner: Good use of mines to mark gimmicks! They by themselves would be quite tricky for new players to see coming. Chart by itself is fine.

Light: Began to lose interest starting in the middle, but by no means bad.

Loodee	The Legendary DJXYZ
♥4 Heavy [x2] ♥3 Challenge [x2] OK Standard OK Graphics	♥2 Beginner ♥1 Light [x2] ♥1 Song

FINAL JUDGEMENT: ♥3

This is a pretty good submission, the only dud is the standard chart.

Hakanakimono Ningen

Hakanakimono Ningen is a song by "BUTAOTOME". It was made by steppers **coolpeaches** and **vincentw**. The former is also involved in "Comet Fall" with **Benpai** (above)

coolpeaches is responsible for the song choice, cut, sync, and difficulties beginner, standard, and challenge.
vincentw is responsible for the graphics and difficulties light and heavy.

Song: Pretty nice, actually.

Cut + Sync: Good!

Video: O___o

Hakanakimono Ningen; coolpeaches's side

Beginner: It's good for what it is.

Standard: Very good! The last two notes can come off as a jerk move to some but I personally found them no problem.

Challenge: This chart wasn't that bad. You should probably mark the footswitches during the section starting from b68 and the freeze at b76 should extend down to b77.50 (same with the one at b92). That might be what confused Gameoson. Also, I'm having a hard time hearing the 16ths in b72-76 and other similar parts (and in the chorus too) but it definitely isn't as bad as what I heard anticipated me to believe.

Hakanakimono Ningen; vincentw's side

Light: Wow. I didn't even notice that was an attack at the end. In any case, the chart presented here was great.

Heavy: The patterns here significantly stood out from what I've seen! The hold ends very close to the next note were KIIINDA awkward for me, but the rest is definitely great.

Graphics:

coolpeaches	vincentw
♥5 Standard ♥3 Challenge [x2] ♥3 Beginner	♥7 Heavy [x2] ♥5 Light
♥4 Cut + Sync ♥2 Song ♥2 Video	
FINAL JUDGEMENT: ♥4	

The challenge chart may be questionable, but every other chart here was enjoyable enough to redeem that.

Incomplete

Incomplete is a song by "Lawrence". It was made by steppers **Braeden47** and **usaminseijin**. This is the only collab with either of those steppers.

Braeden47 is responsible for the song choice, cut, sync, and difficulties light, standard, and heavy.
usaminiseijin is responsible for the graphics, .lrc file, and difficulties beginner and challenge.

Incomplete; Braeden47's side

Song: Not my favorite, but I can definitely see it being a good DDR 5th mix-ish song choice. The audio quality doesn't seem too bad either (although apparently it's 128kbps).

Cut & Sync: No complains here. I almost PFC'd Light in one go, the one great was just me being absent minded. I agree with the length too, this simfile sounds like it could've been boring if it were longer.

Light: There's actually a big problem with this chart. For what it is, it's just okay. Some comments are that this chart feels like it has a bigger percentage facing left in it than it does with facing right. While it's not SUUUPPPERR severe, I should also comment that the jump followed by a down arrow at b16 is an ambiguous pattern. But the biggest problem with this chart, especially since there's also a beginner difficulty included, is that this chart actually has **less arrows than the** *beginner* **chart**. Did you check your note counts across difficulties? I'm very certain that you could've taken way more chances with this. Some brief 3-note 4th streams could've made the chart more interesting. It definitely needs a lot more sprucing up.

Standard: Kind of better, but there's still room for improvement here. b16 has a LR jump followed by an ambiguous down arrow, and if the player impulsively faces left, it leads to an unresolved crossover. Adding a freeze on the right arrow probably would've helped. The same thing happens at b84, perhaps you should've had b88 as an LR jump instead as well. It feels like there is a lot of facing left bias starting from b88. b184 up to the end doesn't feel well put together, the first four times, you only use yellow/16th notes, but on the last four, you decide to use 8ths, which doesn't add up. There's also a double step at b192.750.

Heavy: Luckily, it's a step up from standard. There's only a few suggestions I have. Perhaps during b24-32, you could've made some of the bursts of 8ths/16th face right. The gap during b148.5-151 is a bit strange. During b168-184, I think you could've broken up the freezes with 4ths and varied the patterns a bit more. But other than that, it seems to be relatively decent.

Incomplete; usaminseijin's side

Graphics: Meh. Kind of plain. I get that the song's called "incomplete" but at least perhaps texturing the background could've worked out.

Beginner: Good, looks all in order and right for people at this difficulty.

Challenge: b164 to the end could've used more facing right. That's about it really, for what you worked with, this actually had some interesting ideas and seemed like something I would chart to the song (although I'd rather chart other, more variable songs).

Braeden47	usaminseijin
OK Song OK Cut + Sync OK Heavy [x2] .. Light ?? Standard	♥1 Challenge [x2] OK Beginner .. Graphics
FINAL JUDGEMENT: OK	

I don't like light or standard. However, the other three (including heavy and challenged) turned out to be surprisingly decent! None of the steps presented are FANTASTIC, just okay, but that's really the fault of the song they had to work with.

Joyride

Joyride is a song by "Chuck E. Meyers". It was made by steppers **DDRDAIKENKAI** and **Gameoson**. The former is also involved in "No title" with **ddrstepper** and the latter is also involved in "Rock The Club" with **CuzcoBlocko** (me :D).

DDRDAIKENKAI is responsible for the graphics and difficulties beginner, light, and heavy.
Gameoson is responsible for the song choice, cut, sync and difficulties standard and challenge.

Joyride; DDRDAIKENKAI's side

Graphics: They look pretty nice. I especially like the font choice here.

Beginner: It's good for what it is.

Light: The LR jump at b336 followed by a down freeze, up freeze, then left-right-down had me facing backwards. Perhaps you could've made b345 a jump instead. Otherwise, decent. I liked what you were going for with the jumps present.

Heavy: The spins at the end were... kinda odd. However, I enjoyed everything else!

Joyride; Gameoson's side

Song + Cut: It's... just okay. Not sure about it being suitable for Stepmania, really.

Sync: Good!

Standard: Pretty enjoyable, actually.

Challenge: This literally reminds me of a much more polished version of Quickman's Man of Mystery (something I happened to like, even if it could use some fixes). I had lots of fun playing it!

DDRDAIKENKAI	Gameoson

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♥3 Heavy [x2]          ♥5 Challenge [x2]
♥1 Graphics            ♥3 Sync
♥1 Light               ♥2 Standard
♥1 Beginner            .. Song + Cut
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FINAL JUDGEMENT: ♥3

The song made it seem like this was indeed gonna be a meh file (I was surprised when I noticed it only had one point after 6 days). Congratulations to you two for defying my expectations as the difficulties progresses.

Kongara Girl

Kongara Girl is a song by "Charisma.com". It was made by steppers **mf32892** and **Nezemarth**. The former is also involved in "Yava!" with **xXMokou98Xx** and the latter is also involved in "Panama" with **Quickman**.

mf32892 is responsible for the song choice, cut, sync, graphics, video cut, and difficulties heavy, challenge, and challenge doubles. Nezemarth is responsible for difficulties beginner, light, standard, light doubles, standard doubles, and heavy doubles.

This is the first file with doubles charts, so please note that I will judge them with an assist clap and a pseudo "two pads" layout instead of actually playing them because my keyboard doesn't allow for "smooth" doubles index play.

Kongara Girl; mf32892's side

Song: Pretty cute, in my opinion. I particularly like the glitter sound that's about 30 seconds in.

Cut + Sync: Great, actually.

Heavy: Very good! The beginning part (with the freeze) seems the most memorable part in my opinion.

Challenge: The first part was a little confusing, but everything else was pretty good!

Challenge Doubles: I think the ending's too twisty at a fast pace, but the rest is really fun (especially the 16ths).

Graphics: They're... something.

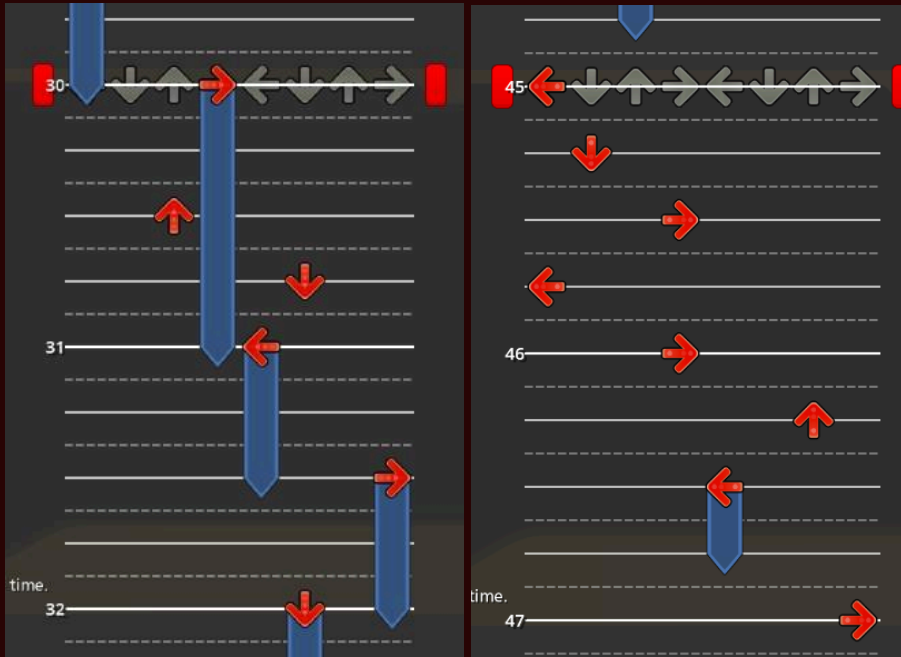**Video**: I decided not to download it... >/////<;

Kongara Girl; Nezemarth's side

Beginner: I think it's a lot more like a 1-footer (barely 100 arrows), but I enjoyed it.

Light: Good. Nothing seemed out of place here.

Standard: The X--X--X--X--X rhythm was kinda odd for me but it was a nicely made chart overall.

Light Doubles:

1st picture: ...what the hell is this freeze right here? That looks extremely confusing and kind of unfit for a LIGHT chart.
2nd picture: This too is a rather bizarre leg swing.

The rest is pretty good though.

Standard Doubles: I don't like the freeze at b183.500 (I assume it was an oversight and it should only extend to b184.000). Everything else is pretty good.

Heavy Doubles: Pretty good!

Other notes: Disappointed nothing in any of the 9 charts marked the glitter sound at b67.500, but that's okay.

mf32892	Nezemarth
♥5 Heavy [x2] ♥4 Challenge [x2] ♥3 Song (Cut + Sync) ♥2 Challenge Doubles ♥2 Graphics	♥4 Heavy Doubles ♥3 Light ♥3 Standard [x2] ♥2 Standard Doubles ♥2 Beginner OK Light Doubles

FINAL JUDGEMENT: ♥4

A great set of complete charts to a cool song.

Lone Digger

Lone Digger is a song by Caravan Palace. It was made by steppers **ledgam3r1279** and **NuVirus**. NuVirus is also involved in "Thing Called Love (Culture Code Remix)" with **Feraligatr** (more on that in a bit).

ledgam3r1279 is responsible for the graphics and difficulties standard and heavy.
NuVirus is responsible for the song choice, music cut, sync, and difficulties beginner, light, and challenge.

Lone Digger; ledgam3r1279's side

Standard: Really good, actually! Perhaps some 5-note 8th streams could've been used but this was pretty nice for what it is.

Heavy: Good, but it feels like it could be a bit better. I'm not sure why.

Lone Digger; NuVirus's side

Song: Great! Fun fact, if you notice, it was kind of a wonky cut, but this was one of the songs I put up that I wanted to collab. Gameoson could've actually picked it if I didn't include Rock The Club in there. In any case, glad to see it's in the contest anyway!

Beginner: Very... interesting rhythm choices.

Light: It probably could've benefitted with more jumps. Otherwise decent.

Challenge: Eh... it could probably use a bit more polish and more craft usage with jumps or holds. Otherwise, decent.

ledgam3r1279	NuVirus
♥4 Standard ♥3 Heavy [x2] OK Graphics	♥5 Song ♥1 Challenge [x2] OK Light OK Beginner
FINAL JUDGEMENT: ♥2	

I think it might be more of the song being kind of... odd instead of the steppers. It's still decent though!

Night Landscape

Night Landscape is a song by "Rhodz". It was made by steppers **Benpai** and **Feraligatr**. The former is also involved in "Comet Fall" with **coolpeaches** (above) and the latter is also involved in "Thing Called Love (Culture Code Remix)" with **NuVirus**.

Benpai is responsible for the graphics and song cut (and choice).
Feraligatr is responsible for the CD Title and beginner.
Both of them are responsible for the light, standard, heavy, and challenge charts.

Night Landscape; Benpai's side

Song cut: Cool!

Sync: Spot on. PFC'd Light in one go.

Graphics: They're good.

Night Landscape; Feraligatr's side

Beginner: Good.

Night Landscape; Collaborated charts

So... you two both worked on all four of these charts together instead of "you do these 2, I'll do these 3"? Pretty cool idea!

Light: Pretty good! Some parts felt generic but it's otherwise pretty nice.

Standard: Nothing to complain about here. Feels like a good introduction to rolls for people at this skill leve.

Heavy: Great, though the 16th jack was a little odd.

Challenge: Really well done! I kinda hoped rolls would be where the 32nds are in some of the other charts, but everything felt very well put together here, including the footswitches!

Benpai	Feraligatr
♥5 Song (Cut + Sync) ♥3 Graphics	♥4 Beginner
♥7 Challenge [x2] ♥5 Heavy [x2] ♥4 Gimmicks ♥4 Standard ♥4 Light	

Both of your stepping styles click quite well when you work together.

Nightmare before oversleep

Nightmare before oversleep is a song by "Nekomata Master". It was made by steppers **JunkoXXX** and **The Legendary DJXYZ**. The latter is also involved in "Gourmet Race (Drumstep Remix)" with **Loodee** (above).

JunkoXXX is responsible for the graphics and difficulties light & heavy.
The Legendary DJXYZ is responsible for the song cut (and choice) and difficulties beginner & standard.

Nightmare before oversleep; JunkoXXX's side

Light: This might be stretching it for a light chart. It definitely feels more like a 7 than it does a 5. Reducing some of the 8th streams would've helped remedy that. On it's own, not bad. Also, I find it interesting you decided to start this later than the beginner chart.

Heavy: Uh... ... perhaps this simfile would be better structured if light-heavy got moved up one level (standard-challenge) and there was a new easier light chart. I think DJXYZ's standard chart was the right amount of difficulty. Either way, this is way too overstepped in my opinion. There are so many bullshit 16ths slipped in for the sake of making the chart an 11. For instance, I think the 16th at b70.250 would be better off at b70, as a straight 4th. Same goes for all of the similar sections. Those 16ths during b106-107? I'm not hearing where they are in the song at all, I promise. (Perhaps, if you insisted, you could've put a 16th at b105.750?) The same problem applies to b114-115 (b115-116, I can hear them, so I guess it's okay?) And then, oddly enough, you decide NOT to step 16ths during a part I hear them (b128.5-131.5). And there's so much other inconsistency scattered across the chart (PM me if you want every single area I think should be fixed). The patterning is fine, but you need to slow down the music and listen to it more carefully, because the parts where you decide to use 16ths is arbitrary, there are cases where either you get it right, you miss them, or you step where they aren't warranted, and it's kind of detracting from the quality of the chart.

Graphics: They're pretty good.

Nightmare before oversleep; The Legendary DJXYZ's side

Song: Not really my stepping forte, but it's definitely a song I wouldn't mind listening to.

Cut + Sync: Good to go!

Beginner: Well made, nothing to complain about here.

Standard: Pretty enjoyable, actually.

JunkoXXX	The Legendary DJXYZ
♥2 Graphics OK Light ?? Heavy [x2]	♥2 Standard [x2] ♥2 Beginner ♥1 Song (Cut + Sync)
FINAL JUDGEMENT: ..	

...ouch. Some actually nice charts from DJXYZ got docked by some overstepped charts on Junko's side.

No title

No title is a song by "reol". It was made by steppers **DDRAIKENKAI** and **ddrstepper**. The former is also involved in "Joyride" with **Gameoson** (above) and the latter is also involved in "WILDFIRE!!" with **Lisek**.

DDRDAIKENKAI is responsible for the graphics and difficulties beginner, heavy, and challenge.
ddrstepper is responsible for the song choice, cut, sync, video cut, and difficulties light, standard, and challenge.

No title; DDRDAIKENKAI's side

Beginner: Pretty good actually!

Heavy: The switches from X--X--X-X to X--X--X didn't seem right. Following the first rhythm would've worked. Everything else was good though!

Graphics: You did well in replicating the video.

No title; ddrstepper's side

Song: Pretty cute. I like it!

Light: Good. I particularly like the ending freezes here.

Standard: Very similar to the light chart in that I like it and the ending section is particularly memorable.

Video: It definitely clicks with me in a creative fashion.

No title; Both sides

Challenge: I loved the creative patterning here! While some 16th jacks seemed kind of weird, the rest was honestly very fun to play!

DDRDAIKENKAI	ddrstepper
♥3 Beginner ♥3 Heavy ♥2 Graphics	♥5 Standard ♥4 Song ♥3 Light ♥3 Video
♥7 Challenge	
FINAL JUDGEMENT: ♥5	

I can definitely see why this is winning. The challenge chart was really enjoyable.

Panama

song is a song by "artist". It was made by steppers **Nezemarth** and **Quickman**.

Nezemarth is responsible for the song choice, cut, sync, graphics, and difficulties light, heavy, beginner doubles, and standard doubles.

Quickman is responsible for difficulties beginner, standard, light doubles, and heavy doubles.

Panama; Nezemarth's side

Song: Cool, actually.

Cut + Sync: The ending is a bit awkward. For the sync, the small slowdown in the middle is ridiculously hard to get perfects on, but otherwise it's pretty spot on.

Light: Good work!

Heavy: Very well structured! If only one part didn't feel off-sync...

Beginner Doubles: This chart demonstrates why beginner doubles charts aren't a thing... even though it's only 88 arrows, a lot of the patterns and rhythms are relatively tricky. Good try, though.

Standard Doubles: b47-63 seemed... way too twisty in patterning for my liking. Good chart though.

Graphics: Pretty good.

Panama; Quickman's side

Beginner: Oh my god, those 8th notes... XP Rest of the chart was pretty well done.

Standard: There is a double step at b189. The rest is good though.

Light Doubles: The ending is a little weird, and b196-198 is kind of awkward to do, but it was pretty good in my opinion.

Heavy Doubles: I see what you're going for at b78-79 with the mines. However, I think you should've done the same for p1 during b86-87. The jump at b119.5 is annoyingly ambiguous and I did it the wrong way the first time through. b189-190.5 is kind of awkward, perhaps switch those two arrows. Overall, a pretty well made chart (if a little twisty) though!

Nezemarth	Quickman
♥4 Heavy [x2] ♥2 Light ♥2 Standard Doubles	♥3 Heavy Doubles ♥2 Light Doubles ♥2 Beginner

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♥2 Song (cut)          ♥2 Standard [x2]
♥1 Graphics
♥1 Sync
OK Beginner Doubles
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FINAL JUDGEMENT: ♥3

I think this simfile deserves more credit than it's been given due. While the charts had their share of flaws, they are quite interesting to me and I overall like the set of charts given here.

Spectrum

Spectrum is a song by "Zedd ft. Matthew Koma". It was made by steppers **KevinRocker** and **K-Step**. The former is also involved in "Bad Pitched" with **HealingDMax300** (above)

KevinRocker10 is responsible for the graphics and difficulties standard and challenge.
K-Step is responsible for the song choice, cut, sync, and difficulties beginner, light, and heavy.

Spectrum; KevinRocker10's side

Standard: I don't like the fact that the chart starts on an up arrow followed by LD, but I suppose you could footswitch if you're quick enough to notice you're stepping with the wrong foot. There's facing left bias from b75-109, perhaps switch some of the up/down arrows to face right for a little instead. The ending was also kind of weird, but this was better structured than light and beginner. That speed up is a little assholish by the way.

Challenge: Seemed like a better version of heavy. I don't really see anything that needs to be fixed here, the steps feel limited but I think it's the fault of the song.

Graphics: The background image seems a little artifacted but I like everything else in the graphics.

Spectrum; K-Step's side

Song: I feel like I've heard it somewhere before... but it's a pretty nice song actually.

Cut + Sync: Good!

Beginner: This chart is nonsensically patterned, with corner jumps and off-beat 4th streams that I don't think belongs in a beginner chart. It didn't flow well at all.

Light: Doublestepping spread across the chart, and where there wasn't double stepping the chart suffered from facing right syndrome 80% of the time. Try to work on avoiding these things in your future submissions.

Heavy: Please work on your patterning. There's lots of annoying spins and awkward spins throughout the chart and sometimes the rhythms seem not to flow well. That spin during that 256 BPM section in particular is way too much.

Other notes: A problem I have with the simfile as a whole is that all of the charts start right when the rhythm does, and it's really annoying to get a perfect (or even marvelous) on that first arrow because there's nothing to grip onto during the "intro" before it, and relying on it visually is also tricky as it's during a half-time segment.

KevinRocker10	K-Step
♥2 Graphics ♥1 Challenge [x2] OK Standard	♥2 Song (Cut + Sync) ?? Beginner !! Light !! Heavy [x2]
FINAL JUDGEMENT: ??	

Yikes. KevinRocker10 did his best, but the patterning in K-Step's charts was so bad that it dragged his side of the collab down. I'm sorry. ;-; The "arrows starting right when the music does" thing admittedly dragged this down too.

Thing Called Love (Culture Code Remix)

Thing Called Love (Culture Code Remix) is a song by "Above & Beyond feat. Richard Bedford". It was made by steppers **Feraligatr** and **NuVirus**. The former is also involved in "Night Landscape" with **Benpai** (above) and the latter is also involved in "Lone Digger" with **ledgam3r1279**.

Feraligatr is responsible for the graphics, CDTitle, and difficulties beginner, light, and standard.

NuVirus is responsible for the song choice, cut, sync, and difficulties heavy and challenge.

Thing Called Love (Culture Code Remix); Feraligatr's side

Beginner: Pretty good. Those warp gimmicks, though (I sightread full combo'd the file but they're still very... odd.).

Light: Those warp gimmicks are very odd, but the rest of the chart is quite good.

Standard: Those warps are getting more annoying and harder to react to the higher up the difficulty I go, but the rest of the chart redeems that. Kind of. Perhaps you could've used rolls during the dubstep parts where the...synth thing is doing 12ths.

Graphics: They're alright.

Thing Called Love (Culture Code Remix); NuVirus's side

Song: Don't really care for it but I suppose it would make for some good charts.

Cut + Sync: Good!

Heavy: Seemed a bit too...plain, so to speak. Perhaps some crossovers could've seasoned it a bit. Also, I don't think stepping to the vocals THAT accurately was necessary.

Challenge: The hold ends exactly next to the next note were again kinda... I don't know, they're technically not wrong, but they just don't look visually appealing (but they aren't completely jarring). And again, the vocal steps were kind of weird. However, this chart had some interesting ideas in it.

Other notes: Missed opportunity for rolls in any of the difficulties...

Feraligatr	NuVirus
♥3 Light	♥3 Cut + Sync
♥3 Standard [x2]	♥1 Challenge [x2]
♥3 Beginner	OK Heavy [x2]
OK Graphics	OK Song
FINAL JUDGEMENT: ♥1	

Feraligatr chugs out some pretty good charts like he usually does, but NuVirus' charts, while not bad, could use some seasoning. Perhaps if Feraligatr did one of the higher difficulties, this simfile would be higher up the scale. But every chart here was definitely at least average and somewhat worth checking out.

WILDFIRE!!

WILDFIRE!! is a song by "CIRCRUSH feat. Araki". It was made by steppers **ddrstepper** and **Lisek**. The former is also involved in "No title" with **DDRDAIKENKAI** (above).

ddrstepper is responsible for the song choice, cut, sync, and difficulties standard and challenge.
Lisek is responsible for the graphics (or rather, Nusa is...?), video cut, and difficulties beginner, light, and heavy.

WILDFIRE!!; ddrstepper's side

Song: Nice! I especially like the pitch change midway.

Cut + Sync: No complaints here.

Standard: Good!

Challenge: Pretty well done. Some of the 16ths at the beginning were a little odd but overall it was a good chart.

WILDFIRE!!; Lisek's side

Graphics: Kinda wish they were relevant to the person in the video, but they look quite awesome by themselves. ^^;

Video: Pretty cool in my opinion!

Beginner: Simplistic. I think it's good.

Light: I think it faces left a bit too much, but it was pretty good otherwise.

Heavy: Solid. I like the shock arrows and spins here and everything else felt just right!

ddrstepper	Lisek

♥4 Challenge	♥6 Heavy
♥4 Song	♥4 Graphics
♥4 Cut + Sync	♥3 Video
♥3 Standard	♥2 Beginner
	♥1 Light

FINAL JUDGEMENT: ♥5

ddrstepper and Lisek's more conservative styles helped this simfile stand out!

Yava!

Yava! is a song by "BABYMETAL". It was made by steppers **mf32892** and **xXMokou98Xx**. The former is also involved in "Kongara Girl" with **Nezemarth**.

mf32892 is responsible for the song choice, cut, sync, and difficulties standard, heavy, and challenge.
xXMokou98Xx is responsible for the graphics and light difficulty.

Yava!; mf32892's side

Song: I think it's pretty nice.

Cut + Sync: Good!

Standard: Not too interesting, but I think you did the best you could.

Heavy: It gets a little streamy at times, but it was overall enjoyable.

Challenge: Wait, this is easier than heavy? ...that's interesting. O.o

(plays)

Oh, it's a shock arrow chart, I see. I honestly found this more interesting than heavy, believe it or not. :P

Yava!; xXMokou98Xx's side

Light: A good chart for what it is.

mf32892	xXMokou98Xx
♥3 Cut + Sync ♥3 Challenge ♥2 Heavy ♥1 Song ♥1 Standard	♥1 Light [x4]
FINAL JUDGEMENT: ♥3	

Not much to say about this one, but it was pretty solid.

FINAL RANKINGS

Simartist team	Ranking
DDRDAIKENKAI + Gameoson	+3 Joyride
SM MaxX + xXMokou98Xx	+3 AFRO KNUCKLE
Benpai + Feraligatr	+2 Night Landscape
DDRDAIKENKAI + ddrstepper	+2 no title
ddrstepper + Lisek	+2 WILDFIRE!!
Nezemarth + Quickman	+2 Panama
coolpeaches + vincentw	+1 Hakanakimono Ningen
KNS-17 + Loodee	HM Cosmic Cat
mf32892 + xXMokou98Xx	HM Yava!
mf32892 + Nezemarth	HM Kongara Girl
Loodee + The Legendary DJXYZ	HM Gourmet Race (Drumstep Remix)

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ledgam3r1279 + NuVirus              OK Lone Digger
Astroman129 + darkanine             OK Aluminum City
HealingDMax300 + KevinRocker10      OK Bad Pitched
Feraligatr + NuVirus                OK Thing Called Love (Culture Code Remix)
Braeden47 + usaminseijin            OK Incomplete
JunkoXXX + The Legendary DJXYZ      .. Nightmare before oversleep
Benpai + coolpeaches                .. Comet Fall
KevinRocker10 + K-Step              ?? Spectrum
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