

All I Want for Christmas Is You (Cuckson) - Rejected

Lofty:

This file suffers from A LOT of filler stream and an overall lack of direction. The only reason I am really not rejecting this outright is because of one specific pattern that you use that shows a really good intuition about the song. 82.752 and its subsequent sections (the 16th triple jack and 24th motif) can really be utilized here to make a fun and meaningful chart. If you listen carefully this can also be applied, though more intensely, to the last part of the chorus "ALL/ I/ WANT/ FOR/ CHRISTMAS" which means you can, with some editing, have a very (cool) and (meaningful) chorus to this file. All you would have to figure out from there is how to have remnants of this motif within the verses or to come up with some other motif for the verses that would make sense. Overall this file is seriously lacking in identity but you have mined one very great idea in one specific section that I think could get at the heart of where you could go with this file. Also lol fucking song choice troll. Mariah kinda cute, though.

Patterning: 5/10

Structure: 3/10

Creativity: 7/10

Tim:

I really hate that the chart itself is fun lol, and that is only because its set to this annoying ass holiday track that makes its return every December like a bad omen

I enjoyed myself with the chart, but the song is not doing anything for me and that's unfortunate

Patterning: 6/10

Structure: 5/10

Creativity: 7/10

Skwid:

Not the biggest fan overall. I have to agree with Lofty in his assessment and honestly I'd defer to him when it comes to this sort of file in the first place. I don't know if I would say that the bulk of the file is necessarily "filler" stream, but what I would say is that too much of the file relies on expressing the vocals via snap changes as opposed to patterning choices, which is what I think Lofty is getting at when he refers to 82s as being a highlight. It results in the file feeling like an endless stream of rainbows and a lot of what you're trying to do will get lost on the average player.

I don't really share the weird hatred for this song but I'm not the biggest fan either.

5/10, Reject as it stands but I will let Lofty work with you on this if he sees the potential

Asocial Sociopath (Dedlaft) - Rejected

Lofty:

Agree wholeheartedly with Tim's comments on this file. Way too much work would need to be done, and song ain't gucci. Again, a consultation with someone like Sheenaboo or Dourgent would be good for you if you really want to gravitate towards these kinds of files.

Patterning: 3/10

Structure: 5/10

Creativity: 2/10

Tim:

(File was downrated to 0.9, I am not able to play this at 1.0 currently)

I did not like this at all from start to finish, right from the very start of the file there are missed (and audible) 32nd notes that I'm not quite sure how they were even missed, unless you just blatantly ignore that you heard them. Immediately after that, the file starts of with a somewhat underlayered intro that feels like it was rushed along so you could chart the buildup and the rest of the chart - the buildup also being this weird, rolly and confusing mess of 32nd bursts kinda spells out to me that I'm in for a rough time

The main meat of this chart are its short, speedy 32nd bursts and slightly longer 24th bursts with not much rhyme or reason to where the patterns might fall. The difficulty curve is all over the place, as sometimes you'll get jumprill 32nds immediately followed by awkward/uncomfortable 24th bursts with equally awkward transitions between the two snaps.

Song sucks also, but its generic enough that it doesn't even really matter at this point

Patterning: 1/10

Structure: 2/10

Creativity: 1/10

Skwid:

"Rolls to wubs" has been done too much for me to be too excited for this and there's a lot of awkward patterning and unnecessary layering on top of that. Not the worst

thing ever, but pretty uninspired and it would essentially require a full rework/rechart to get it into a spot I would be super happy with. Song isn't special enough to be worth that effort. 3/10.

Salirò (ricetoast) - Approved

Lofty:

Thoroughly enjoyed the "bom--ba" build up towards the beginning of the file--fitting patterning here and great rhythm fluctuations. I really wanted the alternating minijack motif in the 24th sections (see 60.675 and its subsequent sections) to be more reflected in other parts of the verses. They were SUPER fun to play and I really wanted more of it. I couldn't stop hearing places in the verses where they could also be applied once I played them the first time. Your color-stream riffing is great and very playable, but some of it didn't come off super purposeful. I thought the choruses were fun af. Try to make the verses a little more cohesive and it's a yes from me.

Patterning: 7/10

Structure: 7/10

Creativity: 7/10

Tim:

Hard banger of a dump right here, I'd even go as far as to call this as "rainbow accept" because I had a ton of fun from start to finish. Song is a jam to listen to on top of that, ricetoast pulled thru with this one

Can't find anything wrong with it much like DMRI's chart, this goes

Patterning: 9/10

Structure: 9/10

Creativity: 9/10

Skwid:

Cool as shit. 64.96 is EXTREMELY cute. Lots of purposeful patterning and minijack usage in a way that appeals to me a ton. Some of the repeated motifs like the couple of sections with repeated long anchors on 3 make me happy. Not much else to say other than I'm not the biggest fan of the song but it's not bad or anything either.

8/10, accept from me, but definitely work with Lofty on some of the finer details

snover:

Fantastic file with only minor flaws with unpolished patterns. I see great potential in this. I feel the dumping was a bit overdone in parts (especially the intro and outro) while some parts felt a bit underwhelming when compared to the rest of the file. The more 'creative' patterns were executed very well. With minor adjustments to some of the more generic parts and cleanup for some of the more unnecessarily messy snaps/patterns this could be a shining polished diamond.

Patterning: 8/10

Structure: 8/10

Creativity: 8/10

Appetizer Expensive Meals (DMRIw) - Approved

Lofty:

Staying in my lane but my two cents is that this didn't really have the fun factor for me that a lot of DMRIw's files usually have. I thought the faster bursts were often stepped lazier than they needed to be and that some of the more creative decisions don't actually play all that well. I appreciated the grace note usage in much of it though. All in all, I didn't think this song choice lended to a lot and we got a file that, in my opinion, doesn't give a lot. Usually with song choices like these there are great climaxes, and that isn't present here. IDK

Tim:

The song itself is brooding and cold, with each section of the chart leaving you wishing it lasted just a few seconds longer; its stop and start nature left me anticipating what each section was going to offer in terms of control and focus, the chart is accessible in difficulty but still engaging for any skill level to score on

I genuinely can't find much if anything wrong with the chart from a technical standpoint, this fucks

Patterning: 9/10

Structure: 9/10

Creativity: 9/10

Skwid:

I am EXTREMELY biased against files like these, both in terms of the style of stop-and-go bursty tech charting as well as the song barely giving your ears anything to digest. For what it's worth, it's well charted.

3/10, not going to give reject/accept because I think someone else needs to judge this more fairly. I would never play this a 2nd time and the 1st time would be a struggle, but I know there are people that would like this.

snover:

I understand that the idea of this file is to be a funny little technical bursty tech file, but in terms of how it plays I don't think it works very well. Either the bursts are excessively hard or the rest of the file is simply too easy; either way it feels quite inconsistent and odd to play. I don't see any major problems with the patterns themselves besides feeling a bit generic for tech standards, though. I think this file could have more potential with some adjustments to the difficulty curve and some more interesting patterning ideas.

Patterning: 6/10

Structure: 4/10

Creativity: 4/10

ABC (Leo137) - Approved

Lofty:

I remember you sending me this file after I uploaded my version of GOAT onto insta. File slapped then and it slaps now. Pretty straight forward file with just about every decision made in patterning being a great one. I can't remember the last time I've played jumpjack patterns as fluently as I did with those alphabet jacks. They are so right they feel effortless. The section at 82.393 might have benefited from a change in direction from the rest of the file imo. Also, the repeat of it right after could have been a lot more intense than the first time--the vocals certainly allow for it. The guitar solo section left me wanting more but im a sucker for going nuts on those and I understand why you chose to do it the way you did given the file. Possible cut for 123.464? Drags a little after that for me.

Patterning: 10/10

Structure: 9/10

Creativity: 7/10

Tim:

Fun stuff, nothing bad or blatantly wrong which is a consistent factor of Leo's charting - but from a layering standpoint there are some spots that maintain the same glut burst layering in spots where you could argue it feels too dense (i.e. the first round of ABCs from Sophia at the start of the track, and later the guitar solo)

A small bit of clean up and this could be an easy accept.

Patterning: 6/10

Structure: 8/10

Creativity: 7/10

Skwid:

I can't help but feel like the 32nd bursts would be better represented as trills considering the theme of the file, but maybe upon playing it like that I would change my mind, since the current 32nd patterning makes them into a break of sorts.

68s feels a bit too easy and held back, even taking into account the more relaxed pace of the song at that point.

Super cool file even if I think that some things are played a bit too safe. Good song too.

7/10, accept but would like to see some experimentation with my suggestions

snover:

Quite a quirky little jacky file overall with no notable flaws beyond a few questionable patterns feeling a bit misplaced or wonky.

My only complaints are the minijack in the intro feeling very awkward due to the orientation of the flam and due to it being so sudden and some of the 32nd bursts feeling a bit too compact and mashy (patterns like [12]342[34] in particular).

Everything else in this chart works perfectly fine for what it is, if only falling somewhat short with its simplicity.

Patterning: 8/10

Structure: 8/10

Creativity: 6/10

SAKURA PUNCH (Falstroemeria) - Approved

Lofty:

This file toes the line between dump and tech. The technical parts seem fine to me (though I'm certainly no authority on the subject) but the dumped parts leave a lot to be desired. There are some dumped patterns that fit what's going on really well like the main part of the drop at 82.996 with those slappy 4143[12] patterns that I wish were utilized even more in this section. I don't really like that you decided to start representing those glistening sounds at 84.607 as sort of pick-up notes. You could

have started it in the same place you did at 82.996 and had it in conjunction with what you already have there and it could have been really nice. Way more needed to be done to the 24th stream sections to be fun for me. The patterning is fine but not all that interesting and since a whining noise is introduced like midway through a lot of them there was a lot of room to push the envelope. The color note ending seemed a little bizarre to me as well because not much in this file points to the style being relevant and the song doesn't change enough here to warrant this kind of switch up.

Patterning: 5/10

Structure: 6/10

Creativity: 4/10

Tim:

Bit of an interesting tech/dump hybrid going on, I had a little bit of fun but more often than not I was trying to figure out what the dumped aspects of the chart were even going to

Absolutely viable structure and concept, but could use a second pair of eyes to go over and hone in on what parts supposed to be dumped and what's being played straight

Workable file that could be beefed up into something cool

Patterning: 4/10

Structure: 5/10

Creativity: 6/10

Skwid:

Super awkward mix of tech and dump that I don't think goes over particularly well, especially as the difficulty ramps up throughout the song. There's a lot that could be done to even out the difficulty curve between the more tech-oriented and more dumpy aspects of the chart, namely by making the slower 16th sections a lot harder patterning-wise.

Idk why, but 45.75 is one of the best examples I can think of when it comes to this. There's no reason for that percussion to be represented as a trill considering everything surrounding it. At the very least, some minijacks are warranted. That isn't the sole issue, but it's indicative of what I'm referring to and there are too many issues to exhaustively list.

snover:

Promising tech file. There were parts that felt somewhat odd, especially with the weird snaps in the ending and the intro feeling a bit strange with the synth not being

accounted for well in my opinion. The file needs minor adjustments throughout and some cleanup and polish.

Patterning: 7/10

Structure: 5/10

Creativity: 5/10

Toono Gensou Monogatari (Falstroemeria) - Rejected

Lofty:

I have too much of a bias to weigh in on this file. Hate these kinds of songs, jumpstream is boring as hell, and almost all the decisions here feel too safe and sober unless they are fast jacks that ruin playability on high rates. I don't know, not my cup of tea.

Tim:

This could use some beefing up in some sections to normalize the difficulty a bit, the jumpstream runs are a snoozefest while the burst/tech sections are the main attraction of this and clearly have the most thought put into them. Song is your average rgcore endeavor, feels like I've heard this exact same song a dozen times over at this point from various artists

Fun in the areas that have effort put in, but I would not be afraid to swap out the jumpstream for something that feels consistently difficult compared to the burst/tech sections

Patterning: 6/10

Structure: 5/10

Creativity: 6.5/10

Skwid:

There are entire sections of this that I think are very cool, even if unrefined, and then entire sections that I think are uninspired to the point that they would need fairly major reworks for me to want to accept. I'll go through some large chunks:

Intro to 15.55 - Nothing particularly offensive or exciting. I don't like the burst patterning of the 32nds and the broken JS patterning is uninspired.

15.55 to 25.15 - 4 note jacks here are already iffy, but them leading into 32nd bursts sends them over the top imo. The 32nd burst patterns here are just rolls. You can do

more than just straight rolls without making them too hard. The cute 24th thing at 23.35 is what would carry me to the next section.

25.15 to 34.45 - The stream/JS patterning here is much more thoughtful and pretty solid, but I think your layering is too heavy and limits your burst patterning a lot. The 24ths in particular are very awkward at points, like 27.25 being a really funny CBtrap.

34.45 to 53.95 - Serviceable JS. Nothing much to say.

53.95 to 73.15 - This is the section that's worth saving. Even if it can be a little rough around the edges, this section is full of ideas and very fun.

73.15 to the end - File basically lost steam after the previous section. Mostly hyperdense JS/HS after this point and nothing much to point out.

5/10, reject. I could see a world in which this is salvaged, but I just don't know if the song lends itself to being more interesting than what's currently there.

Crusher (zaalseen) - Rejected

Lofty:

Way too many inconsistencies here. For a file like this to be fun you need to REALLY pay attention to when these rainbow streams should be stopping and ending. There too many mistakes in that area alone to make this acceptable. Not only that, but the decisions you make rhythmically are not always sound. There are too many moments where wubs are slowing down and you are keeping rhythms relatively static. We have gotten to a point in charting where files like this need to be INTENSELY accurate. It takes patience and an extremely measured approach. You could benefit from talking to Sheenaboo about how to approach songs like these for technical dumping. All in all this would require too much work to fix and the song choice really isn't interesting enough to win me over.

Patterning: 4/10

Structure: 6/10

Creativity: 4/10

Tim:

(File was downrated to 0.85 because holy shit this is hard)

I'm honestly not sure what to comment on here, the song is serviceable (albeit outdated) but the chart itself is a little confusing with inconsistent layering and

somehow, consistently wrong snaps for certain rhythms i.e. the wubs being 12ths yet stepped as 16ths. In spite of that I'd say its still fun to play, but definitely needs some work before being looked over again

Hard maybe on the chance of being accepted, but definitely not out of the running

Patterning: 3/10

Structure: 4/10

Creativity: 5/10

Skwid:

The opposite of "purposeful". Too much of the patterning/snap usage seems like it was decided on a whim without much consideration. There's a weird mix of accurate-ish wub charting and complete nonsense combined with the fact that the same sound will use entirely different snaps literally 2 seconds later and it's a total mess to understand what's going on as a player. There's often bits of sonic space between the wubs in the music as well but the streams/bursts will continue regardless of the (lack of) intensity.

I'm not being facetious when I say I think there are definitely some 30msd zoomers that would enjoy this, but I don't think it makes any sense here.

Flip Flap (Skwid) - Approved

Lofty:

Love this stupid thing. To me this file felt a bit like an exercise in experimenting with different kinds of trills. We have funny trills, broken trills, mini trills, short trills, long trills, poly trills--file is really keeping it trill and all of them feel warranted and compliment the song nicely. Flip flap patterns are hilarious and good in a way that some rebound dumps tried to do but failed miserably at. Some of the color stream stuff felt a little heavy handed to me and the 24th light js after the flip flap patterns could have been more thoughtful. Other than that, cute little file, dawg.

Patterning: 9/10

Structure: 8/10

Creativity: 8/10

Tim:

I played this last year and got a decent score on sightread, but I felt worth giving it another try - chart is cute with a lot of friendly, constant bursts that keep you on your toes up until the very end of the track

In my rusty state I'd say the "flip flap" patterns in the chorus are a little awkward for me to transition in and out of but I'd chalk that up to just being shit rn lol

Song doesn't really do much for me, but I think would be fun and cute for others

Patterning: 7/10

Structure: 9/10

Creativity: 8/10

snover:

This file's biggest weakness is very clearly its difficulty curve. The trills are significantly harder than the rest of the file and make the whole first half feel pointless. The first half also consists almost entirely of some very typical speed bursts that I wouldn't particularly have a problem with if the rest of the file made up for it. As for the trills themselves, I definitely think they need to be nerfed somewhat. Overall, the file feels a little bit overdone as a dump.

Patterning: 7/10

Structure: 3/10

Creativity: 5/10

PAPEPIPUPO (Skwid) - Approved

Lofty:

The file is fun but it also utilizes a lot of symbolism I've seen a million times. Using 12 or 34 jumps when anime girls scream JUMP, using single notes, jump, hands, and quads when the anime girls scream 1,2,3,4! It feels like other skwid files may have implemented a lot of these ideas already and also in a more fun way. I would want a little more originality when/if this gets edited. However, I especially liked the patterns when the anime girl said googoogoo and also when the anime girl says glubglubglubglub the latter I liked more, though. (9.490) The poly usage also felt nice and natural.

Patterning: 7/10

Structure: 7/10

Creativity: 5/10

Tim:

I honestly don't hate this song lol, its very silly and reminds me of stuff like I Love Fidget Spinners in Skwid 9 - Very straightforward 24th JS with the occasional 32nd

burst mostly, with the main gimmick of the chart being found in the chorus and the repeated burst patterns to the certain phrases Nozomi repeats thru the track

Same case as flip flap - song could probably get old fast for some. but the chart (and song) are short enough that repeated plays for scores would go over fine

Patterning: 8/10

Structure: 7/10

Creativity: 8/10

snover:

Mostly an unremarkable file although there's nothing really technically wrong with it. The patterning is kind of exactly what I would expect. Nothing much to say beyond it feeling generic and not particularly suitable for this pack in my opinion. It works.

Patterning: 7/10

Structure: 8/10

Creativity: 2/10