

III (3)

:hea:

This is a pretty cool chart. Has a left-facing bias, but I really liked the rhythm choices here.

:cha:

Not too shabby either!. This chart is pretty good, but once again there's a pretty noticeable left-facing bias. Occasionally the chart faces right, but it soon reverts back to facing left again.

Always More Than Three (?)

:hea: Interesting song. Chart goes reasonably well with the song. There's that one double-step that has been mentioned. Maybe it's just me but I think that last stream should be broken up every few measures. (Sounds a bit contrary to what I've said in the past, but it'd basically just mean taking out an 8th once every 32(?) notes during that last stream.

Aurora

:hea:

First issue was the syncing. It started off pretty spot-on. Then all of the sudden it was significantly off. Then after couple of stops, the syncing was perfect again. I think you better check out the beginning.

Some of the rhythm choices are good, though some definitely feel inaccurate or off, not sure if that was intentional or not.

Patterns are a mess for a pad player. Have you seen those guides on what a doublestep is and how to avoid them? If not, then I highly recommend that you look at them (especially if you're looking to score more points). The patterns you have are not particularly friendly to pad players.

Check these links which lead to more links as reference:

<https://zenius-i-vanisher.com/v5.2/thread?threadid=8997&page=18#p377192>

<https://zenius-i-vanisher.com/v5.2/thread?threadid=8997&page=19#p377197>

Also, what was that gray note at the end?!

Backflip Dinosaur

:hea:

So much for a previous "gimmicky file" (in comments on simfile page)? There was one short speed-up, but that's all the gimmicks I saw. Chart is great btw.

:cha: Very good job here! Not much to say here.

Bad Time

:hea: Not bad. Doesn't stand out as too impressive though. I didn't entirely agree with some of the patterning; while it's very consistent, I don't think it switches sides enough (direction facing)

Borealis

:hea: Chart's not too bad, but it doesn't stand out either.

Bullit

:hea: Pretty good, fits the song. A couple of 4th note doublesteps, but other than that no real problems.

CHERNOBOG

:hea: I like the chart. It seems slightly off-sync. Not enough to get Greats or anything, but there's a lot of "Fast" Perfects for me.

CYBER ELEX

:hea: The chart seems way too easy for the complexity of the song.
Aside from that, patterning was good for the first half of the song. After that, patterns start leading into doublesteps.

Designed World - this song makes me think of aftershock!!! (at least in the preview)

:hea: Pretty good job! Very well synced, too! The "stop" was kinda weird. You used scroll changes, but I think there might be a better way to do it.

Enhanced Reality

:hea: Gimmicks make sense. Chart is pretty good. I think going to the claps would've been a better choice than the 2 notes per measure thing you have going on in the second half of the break. Other than that, rhythm choices were good!

envidia

:hea: Not sure what was happening in the first 8th of the file. The rest was good.

Evil Enchantress (Euro Spell Mix)

:hea: Nice job with the chart. I might've picked different rhythms for the 16th sections, but what you have works alright, too.

Force of RA (idk if this even qualifies)

Going Haywyre

:hea: I like it!

:cha: Very good! I can see this getting the most points of any of your files.

illuminate

:hea: I liked the effects and the chart was pretty cool. I did wonder a bit why the "chorus" so to speak wasn't stepped very difficultly. There was some potential in the music to be at least a bit harder.

Lorikeet

:hea: It was alright. I was a bit confused by some of the patterns.

:cha: This was pretty good.

Masked Heart (Benpai)

:hea: I really liked the song and the steps were pretty great.

:cha: Mostly good. The 24th gallop things in conjunction with 16ths felt very awkward. Not sure if those were completely accurate.

Masked Heart (Feraligatr)

:hea: really liked this chart. Very different from the other rendition.

:cha: Definitely more accurate and polished than the other :cha: chart. Good job!

Meat Beat Mania - FLAMBEE

:hea: Not too bad. Rhythms were pretty good for the most part. Still a couple problems with double-stepping, but overall they're easy to work around.

METATRON

:hea: Cool song. Chart was mostly good. A couple of spots required costly double-steps. I think this chart should have toned back on some of the longer 16th streams. I think simple 3-note 16th trills would have left more room for :cha: to add difficulty.

:cha: idk how you still managed to add difficulty. (actually it's the more difficult streams and the Freeze +8th notes [please don't do that at such high speeds]). Other than the 8ths during a long Freeze Arrow, this was probably better made. :hea: seems like a huge copy+paste job. I'd appreciate it if you spent more time making each chart unique instead of copying the chart and merely adding or taking away things.

Mitotsudaira

:hea: The double-stepping was very obvious and it made sense to do so (this is a good thing right here). I liked the chart a lot.

:cha: This was pretty good, too. I'm not sure I did the footswitch mine sections right. (I was able to figure it out the 2nd time around)

Oceanus

:hea: Wow, that was pretty good. I liked the streaminess of it. Patterns weren't a problem like other people's files were.

:cha: some of the 16th trills didn't seem to accent the right sounds in the music. It was more like some 16ths in the song were accented, and other places had 16ths where there weren't really any there. (I guess I do that sometimes, though). Overall the chart is pretty good though. The twists were kinda cool.

On My Wings (IIDX Hardstyle)

:hea: I liked this. I thought the beginning was slightly too barren, but everything else was pretty good

Platinum

:hea: :hea: interesting gimmicks/effects. Not really sure they were necessary, but they're easily readable, IMO. I noticed you cut a chunk out of the song (but there wasn't really much happening there anyways.) Chart is definitely front-heavy. End is super easy in comparison. I think there could have been something done to make it a bit harder. Maybe make the rhythms similar to "Part 4: Chaos". Also I think the first 16th stream should probably be toned down a bit. Other than the odd difficulty balance, the chart is pretty well-made.

Powerhaus - song seems to end a bit abruptly

:hea: Wow this chart is pretty hard to follow at first. It's pretty well made. I did think the transitions from the 24th triplets in the slow sections into the 32nd-32nd-16th/8th patterns was slightly weird. though

Prelude - interesting song choice

:hea: While sync is very questionable throughout the song (as is expected with this sort of live BPM), the chart's not too bad actually.

Shining Wizard

:hea: Wow this song is so oddly structured. I do like this chart a lot. I totally agree with rhythm choices here

:cha: Really good too!

Shooting Fireball

:hea: Patterning is very unsuited for pad play. I'd recommend taking a look at some of the links mentioned in "Aurora"'s Review (see above)

Targets

:hea: Ah...I remember this music. Nice job on this chart! There was one part that seemed off-sync, then was subsequently fixed

:cha: Everything was fine except for the 16th streams. I really don't think this needed to be that hard.

The Fateful Return

:hea: Pretty good. idk why I've been having sync problems with your files lately...it could be an unknown glitch that happens with Pie-kun's files

Time to Game

:hea: This...doesn't seem to be the most steppable song. It doesn't look like you're trying to follow any particular rhythms. You're just stepping the song in general. Patterns tended to work out better than some of your past files. Still a few awkward sections, though.

Welcome to the GTI club

:hea: Pretty good, but idk why everything got so spin-ny at the end. I'm not entirely sure why I (and others) have let you get away with odd spins in the past when we get on others for having bad patterns.

Wicked Fate

:hea: Those attacks were interesting. I did think the motions were kinda cool to watch, but reading the notes was a bit frustrating at first. After learning it, it's pretty cool.

:cha: Really good.