

SHORT REVIEWS FOR WEEK 1 - SUMMERTIME

Because I don't have time to write every little thing I liked or didn't like about every single simfile, I'm going to try and keep these reviews on the brief side of things. There's probably a lot more things I could say that I didn't actually say here. If you want me to go over things in greater detail, PM me and I'll find some time to write you an 800 word essay*.

*well not literally but you get the point.

All files are reviewed on [Expert](#) and [Challenge](#).

TOP STEPCARTS OF THE WEEK

Dokkin summer aventure [FoRCeDNaTuRe] (Expert)
Everlasting Resort [eataninja] (Expert)
IT'S SUMMERTIME [TonyAkita] (Expert)
Natsu ni Kiss shite ii desu ka [Daffa212162] (Expert)
Sakamoto Heat Up [HealingDMax300] (Challenge)
Summer Comes Again [djVERTICAL] (Expert)
Summer Days (Haywyre Remix) [talkion] (Expert & Challenge)
Summer Idol [KexMiX] (Expert)
Summerlights(IIDX Edition) [TikalFan9000] (Expert & Challenge)

Baptism of Fire (CliqTrack Remix) [Braeden47]

For the most part I just thought this was kind of boring and generic, and I didn't agree with a lot of the rhythm choices here. That big 8th stream when the song first speeds up to 140 BPM, for instance, I would have rather seen you follow the vocals instead of just plopping down an 8th stream. I get why you have an 8th stream there, I just think the vocals would have been rhythmically more interesting. Plus it would have matched b96 onward where you actually *do* incorporate the vocals into your steps.

Also: PLEASE don't end your song cuts so abruptly! Even a fade-out (as much as I dislike fade-outs) would have been better than just cutting off abrupt

Dokkin summer aventure [FoRCeDNaTuRe]

This was a lot of fun, but *wow* that 12th section is a big jump in difficulty! A few simple 12th streams are okay for a 13* at this difficulty, but that last one with the crossovers was definitely overkill. I mean, it was a fun stream *on its own*, but it sure as heck didn't belong in this chart.

*I know you re-rated it a 14, but the 12th section was the only part that actually felt like a 14 to me.

Everlasting Resort [eataninja]

Well *damn*, this was good! Although I do think you could have relaxed on the crossovers a bit. Crossovers are fun, but I don't think you needed them in the quieter parts of the song. The

pattern at b24 was especially a lot more complex than I would have liked, especially since it's so early in the song.

FIRE (REFLEC Version) [PenTA_]

I felt like there was a *huge* disconnect between the steps and what was actually going on in the song. Sometimes it's almost as if I'm playing a chart for a completely different song. So many of those 16th notes don't actually go to anything. And then when there actually are 16ths in the song, there ends up being no 16th note steps to go along with them. Patterns are generally fine, but the rhythm was very confusing to me.

I do like what you were trying to do starting around b40, but it wasn't well executed IMO. The guitar riff is more of a **dun-dun-BUM-dun-dun-BUM-dun-dun-BUM-dun-dun-BUM-dun-BUUUMM BUM** but that's not exactly how you stepped it. I think those BUMs are where each freeze should have started and the duns are where the 8th minijacks should have been.

I ended up taking a look at [the REFLEC beat chart](#) while I was writing this. Rhythmically speaking, I think that chart is a lot closer to what I would have wanted to see out of this simfile.

Halfmoon Beach de aimashou [_/-43D]

This was alright. Just... alright. Nothing that really stood out, but for the most part nothing offensively bad (other than a couple of weird double-steps at b148 and b268). Also - not every note at b176 and so on needs to be a freeze. Actually, why is it that it suddenly goes from "every note is a freeze" to "nope, no freezes here" back to "everything's a freeze"? It's all going to the same instrument, so ideally there shouldn't be a change like that.

Hello summer [Lampshade]

I couldn't really figure out what you were trying to do during the chorus. Some of the 16ths seem like they're just randomly thrown in there. The rest of the chart's fine, it's just the chorus that feels off. And I do wish you would have stepped the drums at b66 and such. Pretty good overall, but I think it could have used a bit of an extra kick to it.

IT'S SUMMERTIME [5I1n65h07]

Simply put, I think TonyAkita did way better with his version of IT'S SUMMERTIME in just about every regard. I think his rhythm choices made a lot more sense and I think he did a lot more to make the steps interesting. By contrast, I thought this version had some inconsistent rhythms and it didn't really have anything that cool or interesting IMO. Very slow-moving chart and wasn't that fun to me.

IT'S SUMMERTIME [TonyAkita]

I think some of the 16th crossovers are a bit on the harsh side for a 10, otherwise this is pretty good. Definitely a bit slow for my tastes but I'd have a really hard time calling this a bad simfile.

Jao Tee Rang [Pomimi123]

Me: This doesn't feel like a 12 at all.

Me when I see the ending drill: *Oh*

A lot of this chart has a bad habit of making the player face towards the left. Facing one direction for too long can get boring. Facing one direction for the majority of the song gets very boring. Unfortunately on the occasion that you did mix up the patterns a bit, you ended up creating some awkward double-steps. If you're not already doing so, I highly recommend playtesting your files before releasing them, that way you can spot bad patterns and fix them up. I thought the chorus felt really empty too. As for that ending... yeah, don't do that. Sudden increases in difficulty like that aren't that fun.

Logan Square [VanEden]

Expert's not bad, but it felt rather basic. I didn't think there were any elements that were really cool or interesting. I also didn't like how inconsistent you were with stepping those 16th bursts. Once or twice every single note is stepped (which I don't recommend for this chart; the rest is way too easy to be considered a 14 and I think full 16ths streams would be an unnecessary difficulty spike), but most of the time some are randomly left out. Not stepping every note in m70 is understandable, but I absolutely do not get where you're coming from with the rhythm that you used there. If you absolutely needed 16ths here, I think four groups of triplets would have been better.

Challenge was a little bit better, but it still wasn't great. It's great that those drum bursts were stepped more consistently this time, but I think you needed to simplify the patterns. Compared to the rest of the chart, those 16th streams are way too hard. The last 8 measures were actually pretty good though.

Lure Module [KOSIN#931]

LOTS of double-steps. This was really uncomfortable to actually play. If you're not already doing so, I highly recommend playtesting your files before releasing them, that way you can spot bad patterns and fix them up.

~~MAGICAL SUMMER SMILE [Gameeson]~~

~~no i'm not adding an extra two notes just to get a 573 max combo~~

MANDOLIN SUMMER SUN [chewi]

The first few measures of the chart were boring to get through (something more than just karaoke stepping here would be greatly appreciated), but fortunately things picked up once the chorus hit. The intentional double-steps during the chorus were a great touch! Not so much the double-step at b88, though, that was just kind of weird. Not hard to deal with and not a major deal breaker, just doesn't feel good to play.

Calling this a 12 feels like a bit of a stretch. Hard 11?

MY SUMMER LOVE [vonafroa]

I'm not crazy about seeing a DDR restep in the contest, but then again it's also not against the rules to do DDR resteps for contests. MY SUMMER LOVE kind of needs the restep treatment anyway.

This was alright, but try not to rely too heavily on copy & paste. b60 to b68 are already just the same thing as b52 to b60 but with the left and right arrows flipped, and that's perfectly acceptable in most cases. But then those four measures are repeated verbatim in the next four measures. And then when the chorus is repeated again at the end, it's just a repeat of b52 to b84! That's a lot of repetition! More pattern variation would have been very nice to see. Maybe make the patterns slightly harder as it goes along.

The half-speed section had absolutely no reason to be half-speed.

Natsu ni Kiss shite ii desu ka [Daffa212162]

Normally I don't like when people make up their own rhythms, but Expert is a really good example of how made-up rhythms can be done well. Those gallops don't technically exist in the song itself, but it just feels so *good*. It still feels at least loosely connected to the song, and it manages to give the chart such a great groove to it. It goes completely against my approach to simfiles and yet it's just stupidly fun! But the fact that you didn't step the "woah oh oh" part at b172 accurately is inexcusable. :(

Unfortunately, some of that magic is lost on Challenge. I think trying to force a 15 out of this song was kind of a bad idea. Some of the additional steps - especially during the chorus - just make the file feel overstepped instead of fun, and I really don't like how that "woah oh oh" part was stepped here either. It felt like the completely wrong time to use ghost gallops. There's still a lot to like about Challenge, but... yeah, Expert is where the magic is.

Para siempre [Pandemonium X]



Old memes aside, I did not like those jacks. And on a technical level, I don't think the jacks really make any sense. The synth isn't one single note on repeat the whole way through, it actually shifts up and down in tone. I looked up [the Another chart in IIDX](#), and I think the first few bars of that part of the song are a little more accurate to what the synth is actually doing. I'm not

saying you need to be 100% pitch relevant with your simfiles, but I really don't agree with using long jackhammers in this case.

I'm also really confused why you chose not to step 16th streams at b150, b166, etc. despite having 16th streams in plenty of other places.

Playing In The Sun [darkanine]

I can appreciate wanting to give the steps a little more personality, but I don't think minijacks were the way to go here. Personally I thought they were more annoying than fun. You had a good thing going on here otherwise, but those minijacks dragged it down for me.

Remember Summer Days (Night Tempo Showa Groove Mix) [mikeintyo]

This one felt *very* overstepped. A lot of those 24th gallops feel like they're not actually going to anything in particular in the song. They're just kind of there for the sake of being there. I think a more laid back chart would have been more appropriate for this song.

Sakamoto Heat Up [HealingDMax300]

Can't say I'm a fan of how you handled the Expert chart. A bunch of rhythms just kind of felt off to me, especially during that piano part at b172 onward. And I especially didn't like at m9 and m13 and such you'd just have one long freeze when I think you could have also incorporated 4th taps like you did at other parts. I get you wanted to gradually scale the difficulty up as you went along and that's fine, but I prefer the approach you took with Challenge. There's still a few good things in here though.

Challenge was much better, although I wasn't really a fan of the footswitches and I really don't think you needed the 12th crossover streams to get *that* hard. One second the streams are really simple patterns, then all of a sudden it turns into a slower version of Lachryma. I'm not against having 12th crossovers here but I think they need to be toned down.

Not sure why you left out those two brass notes just before m9 on both charts.

Summer (Album Mix) [K-Step]

There isn't much of anything I can say negatively about the steps here. The patterns work, the file's got a nice sense of progression... Really the main issue I have here is that the song's just so damn repetitive. That difficulty progression was a good way to try and make the chart less repetitive, but that doesn't solve the problem entirely. It's a good simfile regardless though.

SUMMER (awfuleess remix) [about:blank]

Well it's definitely not awful (^{puns!}) but I can't help but feel like there's so much untapped potential and so much that could have been improved here. This song could have had an absolutely BONKERS stepchart. But instead I feel like I got the watered down version. There's moments like b179 and b195 and the entirety of measure 56 where I just found myself screaming "Why is none of this stepped?!". There's stuff like that 8th jump at b38.5 - or rather, the lack of corresponding jumps at b42.5, b54.5, and so on. There's so many little quirks that keep piling on

top of each other and I just can't bring myself to like this simfile. I know there's potential in there somewhere, but I really don't like how this was executed.

Summer Comes Again [djVERTICAL]

I think you may have gotten a *little* carried away in a handful of spots. Sometimes I felt like this dipped into 14 territory. Solid chart though, and good job not letting the gallops go on for too long at a time.

Summer Days (Haywyre Remix) [talkion]

GODDAMMIT WHY IS EVERYTHING HERE SO GOOD? Great patterns, great pacing, rhythm is completely on point. I can't think of anything bad to say!

Well except maybe for the fact that I keep tripping over myself on some of the Challenge chart's more complex patterns, but I'm pretty sure that's just me being stupid.

Summer Holiday [Petterrw9000]

I... I really do not understand this simfile. Not at all.

Starting off, I really don't get what's up with stepping this song at 218 BPM rather than 109 BPM and why you're using blue 8th notes on the downbeat instead of red 4th notes. Neither one actually has any effect on how you actually play the chart, but regardless it's a really weird choice.

Actually playing the chart though, I was even more confused. Some of the patterns you used here are pretty ambiguous. I ended up double-stepping through some of it because I really wasn't sure what it was you wanted me to do. I *think* there were supposed to be some footswitches along the way? If those were indeed footswitches, I didn't really see a good reason why they needed to be there, and they were really poorly telegraphed. And those 16ths were *completely insane*. 218 BPM 16ths in a 14 are okay in extremely small doses and in really simple patterns. Not like what you did in the ending. That's a really mean difficulty spike!

Summer Idol [KexMiX]

I mean if Sora e no katamichi kippu is a 13, I'd say this is just barely a 13 too.

Anyways, really fun chart! I have a few nitpicks here and there, but otherwise this was really good!

Summerlights(IIDX Edition) [TikalFan9000]

Not a lot I have to say about Expert other than just nitpicks, really. Like, I really wish you used freezes for b153 and b169 instead of one "Uh" lacking a freeze, I think b202 to b208 should have followed the bass rather than the vocal samples, etc. But regardless, it's solidly stepped!

Challenge is pretty good too, but I ended up having a lot more of those little nitpicks on this chart compared to Expert. Things like ignoring the 16ths during the first half of measure 34,

missing 16ths at the very end of measures 54 & 58 etc. And while I do love some good side footswitches, I do wish you would have started with some easier footswitches on the up and down arrows first. Then once the concept is introduced, increase the difficulty a little bit.

Summertime [Nezemarth]

Things started off promising, but once the vocals began that's where I thought the chart lost all of its steam. The middle part of the chart is so much lighter than the beginning and end, and I don't really like that. And what bothers me is that there *are* 16ths during the verse and the chorus that you could have stepped in order to fill in the chart a little more, but it's totally ignored. It's like half the file wants to be a 13 or even potentially a 14, while the other half is content being an 11. Either I would have filled in that middle part a little more or I would have toned down the beginning and end.

The crossover at b213 is really mean. :(

Summertime Sadness (Re-Con Remix) [Vinylyarou]

I was confused about a lot of your rhythm choices in this file. The first few notes are fine. "Okay, you're stepping the vocals," I thought. But then immediately after that, the steps are watered down to just 8th notes. There's a lot of inconsistencies like that throughout the chart. Other than that, this was mainly "just okay".

Sunglow (Happy Hardcore Style) [hypnoticmarten77]

There's a lot of fun patterns in this one, but also quite a few odd rhythm choices - mainly that a bunch of 16ths are ignored and I don't really understand why. m10 I can understand that you shifted from the chopped vocals to following a different sound (which I don't really agree with, I think you should have stuck to the vocals), but then there's stuff like b126 where suddenly the 16th stream ends even though there's still a few more 16ths to go. I still enjoyed playing the file, but I think it could use a bit more polish.

The Ketchup Song (Asereje) [Akira]

I don't know why this song randomly popped into my head, but it did one day and I thought "Hmm, this actually *would* be kind of fun to play in DDR." I never actually went through with stepping it, but now here I am reviewing somebody else's take on... The Ketchup Song, of all things.

But for as much of an annoying earworm as that chorus is, I thought the steps during that part were sorely lacking. It just feels a lot more empty than I would have liked, you know? It's a wild and crazy summer song where everybody's partying in the video, so I wish the steps would have gotten wild and crazy during that part too. The lead-up to the chorus is good, the "na-na-na-na" part's good (although I wish the patterns would have gotten harder in order to coincide with the additional vocalists joining in halfway through), but I feel like the main hook ended up being incredibly weak.

The Summer [RaverAce]

Pretty good overall, but I really don't like how jump heavy the ending gets. The first few gallops were slightly off too - They should have been shifted either a beat earlier or a beat later. You got it right during m15 and m16.

Really minor, but you probably don't need that first 4th note in the chart.

Tiempo Loco [tsugaru7reveng]

Nice use of 48ths. :)

I wasn't really a fan of how the first half of the file was structured. The 16th triplets are good here, but it felt like they were used a little inconsistently. The song keeps a pretty steady rhythm so I was expecting the 16ths to be pretty steady too. The second half of the file is a lot better and has a decent sense of progression too.

That quick 90 BPM section at b93 is *really* poorly telegraphed. Even when I know it's coming, I still manage to screw it up. It looks too much like an ordinary 5-note 16th burst. Maybe you can add some short freezes to the last two steps? That way you have a visual indication of "Okay, that's where the slowdown is" plus it's just a nice little way to accent those two notes.