

how to be good at speed

by doge

foreword

if you are under 5k pp, **stop reading this and go get better at the game first**

intro

what is speed?

"erm, dubass, everyone already knows this one"

kill yourself

speed is playing high bpm streams/bursts (generally 1/4th rhythm)

playing speed well requires maintaining technique throughout multiple bursts or longer and faster streams

this means that **you need good technique to start**

"ok i will go khz method now for 140 beats per minute until i can play speed"

kill yourself

having good technique **doesn't mean** being able to deathstream x bpm or for y amount of notes

having good technique means your hits have **little spread** and **the technique can be replicated and maintained**

- little spread
 - what does that even mean
 - it means you follow the **rhythm**
 - you see a triple? 1 - 2 - 3
 - 1 - - 2 - 3 is mashing
 - 1 - 2 - - 3 is mashing
 - 1 - 23 is mashing
 - you get the fucking idea
- can be maintained
 - this means your fingers are striking with consistent force and at a consistent pace, with similar application from both fingers
 - if one finger sucks dick, train it
 - either dingletap with it or play slower maps until it catches up
 - this also means when you play **ANY PATTERN** at **ANY BPM** you use **THE SAME** tapping technique
 - this is what flyingtuna teaches us
- OK im still confused
 - oh well

part 1 : finding a good technique

this one is really simple

you need three criteria for good technique

- comfortable
- precise
- offload strain from your hand to another part of your body
 - your dick works if you are very skilled

comfortable

tapping feels smooth and you don't have to strain to change between rhythms (e.g. $\frac{1}{2}$ -> $\frac{1}{4}$)

precise

see above point about not mashing, should be controllable. you will find techniques that are comfortable and are not precise. these usually let you play *way faster* so be careful

offload strain

i dont really know how this one works i wont lie, but i push my thumb into my keyboard and keep a raised wrist position. this means when i "feel the burn" **my hand doesn't**

ok you are ready to learn how to play speed now

"wait, how do i know if my technique is ready??"

it's not. you need to train it

part 2: training technique

what does that even mean???

it means you build **finger control** with your technique

"erm, i already have finger control!! look at my play on xyz map that has back to back bursts!"

kill yourself

you **do NOT** have good enough finger control if you can't play **every map in the game +DT** so how do you get there????

once you have your technique, you need to train it on specific types of patterns

- A. numerical variations in $\frac{1}{4}$
 - nerd way of saying doubles, triples, quads, quintes, so on and so forth. basic derivatives of $\frac{1}{4}$ rhythm and what most people refer to as "bursts"
- B. rhythmic variations between $\frac{1}{2}$ and $\frac{1}{4}$
 - nerd way of saying jumps and bursts
 - play joint struggle
- C. rhythmic variations between $\frac{1}{x}$ and $\frac{1}{y}$

- nerd way of saying rhythm maps. or $\frac{1}{3}$ in stream ($\frac{1}{4}$) maps
- big thing here is chaining together rhythmic deviations - i.e. $\frac{1}{3} \rightarrow \frac{1}{4} \rightarrow \frac{1}{6}$, or vice versa, or any variation therein, or any $1/x$ **you get the point**
- play ktgster maps

on all of these patterns, **your technique doesn't change.**

"but it does!!!"

you are shit at the game. try harder.

i will be using A B & C as notated above to describe these three main types of patterns

remember when i told you to kill yourself for playing long stream practice? **do it.** but if you want to get good at type A patterns while maintaining technique, this is actually a pretty solid way of doing so. just make sure to practice plenty of other maps with type A patterns, and **all variations of type A patterns.** you don't have to play every bpm, but you must **be able** to play every bpm(up to your current limits. **obviously**). if you can't, you are shit at the game.

type B patterns are *pisser* if you single tap. if you alt you will struggle. that's fine. my only recommendation here is that regardless of your tapping style, **be able to start all variations of type B patterns with both fingers.** this means being able to single tap with both fingers and being able to play type A patterns starting with both fingers.

why does this matter? **it doesn't** but it will give you more options and allow for more flexibility, as well as making it easier to chain certain type A patterns back to back (back to back triples being the best example)

type C patterns are mostly about being able to speed up and slow down **while maintaining good technique.** if you mash while accelerating, **play slower maps.** if you mash while decelerating, **play slower maps. THESE ARE THE MOST IMPORTANT TYPES OF PATTERNS TO GET GOOD AT.** there's some science behind this but most of you fuckers can barely read this document, so my source is "trust me bro"

once you can play all three types of patterns and maintain technique regardless of the bpm you are playing at then you are ready to learn speed

"all that work just to learn speed?? im just going to go spam the deceit over and over until i'm better"

kill yourself

no one cares about stamina, roaz streamed 20000 notes of 280 bpm in 2023, **you are not special**

"i'm still confused!!"

ok that's pretty fair

the gist is as follows, your technique should be the same regardless of what patterns you play. you should play every pattern possible and try to ensure this.

conscious effort translates to subconscious action. it will **feel like shit** and it's **not easy**. but once you can do it to an extent consciously, it will become natural

part 3: training speed

congrats! you already know what to do. play maps that challenge your tapping, whether that's through finger control or raw stamina or raw speed. play those a lot. play them more. play finger control today and penis deathstreams the next. or don't. it doesn't matter because **you now have all the tools you need to improve.**

"wait, is that it? that's the end of the guide?"

yea pretty much

"does it matter if i singletap or alt???"

no

"do you have maps for me?????"

i believe in you to find them for yourself

"is it really that easy???"

theory-wise, yes. you will still need countless hours of practice