

Maimai DX Guide - AKA how to play a rhythmic spin cycle washing machine game

By Gozieson

Hello Australia (and whoever else is reading this...), with Maimai DX coming over to Australia, I've decided to write a detailed guide on how to navigate and play Maimai DX.

This guide will be split into several parts. Each section is color-coded to designate the importance of the subject for different groups of players:

- **Blue** - All players should read this
- **Green** - Players who are new to the game should read this
- **Orange** - Players who are looking for some recommendations on cool things to do in the game.
- **Red** - For serious players looking to "git gud" by mastering the mechanics of the game.
- ~~MURASAKI~~ **Purple** - For competitive players looking to flex on their rivals.

Without further ado, let's get to it.

DISCLAIMER: This is a guide in progress and the mechanics of the game may change as time goes on. This is a guide based on mostly personal opinions so please do talk to other players to get a wider view of how the game works or what to do in the game.

Lastly, if you would like to copy any part of this guide and post it on other sites, **please cite this source and credit the writer of this guide.**

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NOTE: Some of the notes here would reflect more towards Maimai Finale and below rather than Maimai DX and above. I will make important notes where necessary if there are important distinctions between the 2 different versions in this guide itself.

1. Gaming Etiquette

Maimai DX can actually take more time to play compared to Maimai Finale and below. This is because of the unlock system and how much in-between pause periods are used when selecting songs or going through the unlock system.

If playing 4 songs per credit, a normal game of Maimai Finale can take 15 minutes if you are fast enough. However, a game of Maimai DX can take upwards of 20 minutes a credit for 4 songs because of all the transitions between songs, event unlocks, etc.

- **NOTE:** Maimai DX's tutorial and new player setup are especially long and it takes about 5 minutes to go through the tutorial before players can start playing one song.

Because players would need to wait a bit longer between sessions before they can play again, a **queueing system** might be necessary if there are multiple players waiting to play at the same time.

- A queue can be created and tracked using a notepad listing the current queue and subsequently crossing off any players currently playing off the list before re-adding them to the queue once they finish playing.
- Another method is to use the game save cards (or any identifying item) to represent spots in the queue.
- At least asking around the waiting group for the next player's turn will be helpful and respectful.

For Maimai specifically, the most efficient way to play is to play 2P at a time. For Maimai Finale and below, you can play 3P / 4P games if you have extra cabinets, but waiting to play 3P/4P may take a while unless both sets of 2 players have finished the game at the same time.

If you are playing with other players, make sure that you and your friends are willing to play the next selected song, and also **make sure that they are ready to play before committing** to the song itself. This will allow all players to be comfortable with the song that they're playing and allow them to be adequately prepared before the start of the song instead of throwing off their groove abruptly if they're preparing for the next song to play.

Take care of the cabinet when you play on it as other people will be playing too. **Don't hit the screen or the buttons too hard** as light touches or slide overs will trigger the inputs. Hitting the screen or buttons too hard can result in injury with or without damage to the cabinet, at the very least it is not efficient in terms of personal energy usage and you might tire out easily. Do get some clarification from your fellow players if you seem to be hitting the buttons / screens too hard.

Make sure to clear out your belongings or trash properly after playing. Keep an eye on your belongings as well.

If you're currently waiting your turn, take some time to play something else in the arcade if you need to, subject to the same queueing rules.

NOTE: The queue can be agonizing especially if the arcade only offers 2P in their establishment. You will need to be understanding of the current waiting times, and also explain these concepts to newbies as well so that they don't misunderstand long queue times or number of songs playable per credit for hogging / elitism.

Above all, make sure to respect your fellow players and have fun.

Minor Discussion Point - Queue times vs. songs per credit:

This may not be a big issue but might be a point of contention in arcades with low cabinet counts (2 sets of cabinets or less) or high queue times. If the queue times to play are long (think an hour per play), it might be a good idea to reduce the number of songs to play per credit (the number of songs per play are fixed in Maimai DX and above). This will allow for more players to cycle through the game and make it more accessible for new players interested in trying out the game.

Discuss with the group and the arcade operator on ways to handle these issues if possible. Adjust for player traffic where necessary.

Coronavirus Update (IMPORTANT!!!)

Due to the unprecedented nature of the COVID-19 pandemic, there are some things that need to be said to protect yourself and other players when playing the game, and all other publicly shared arcade game cabinets in general. Please follow these steps to keep yourself and others safe:

1. **STAY AT HOME!!!**
2. Repeat Step 1 **indefinitely**.

I cannot stress this enough but the less amount of time you expose yourself to the virus, the better it is in the long run. You are not only protecting yourself, but also your family members, your friends, your community and maybe even the world at large.

SEGA (and indeed other game companies) have extended key events and postponed other updates as a proactive protective measure so you do not have to rush into an arcade to complete an event because of fear of missing out.

This is especially important given the exponential nature and ease of transmission of this particular virus. If you display any symptoms of the disease (dry cough, sore throat, difficulty breathing, loss of taste and/or smell, etc.), or if you are generally unwell (even for just a tiny bit), please do not go outside, especially out into crowded areas.

If you are desperate, write to the game companies to grant an extension or a repeat of the event on a later, safer date. It is up to you to do your part to stop the spread and save lives.

However, if you **really** want to be a bit of an asshole and not follow through with “stay-at-home” orders, here’s what you can do:

1. Do not touch your face. (Trust me, it is hard to follow this step)
 - a. The virus’ ultimate goal is to infect lung cells. This is why you must especially prevent touching your eyes, nose, and mouth as the coronavirus can get into the windpipe and into the lungs.
2. Bring hand sanitizer and disinfectant wipes (preferably alcohol based).
 - a. An alternative is a cloth and disinfecting spray - You will spray contaminated areas first before wiping them down with the cloth. More info below...
3. Wear a face mask (players with glasses may experience foggy vision).
4. Follow these general guidelines when playing:
 - a. Waiting for your turn:
 - i. **Sit at least 1.5m away from other players** while waiting for your turn (social distancing)
 - ii. Apply hand sanitizer (**Use the proper hand washing technique** when applying hand sanitizer for full coverage: <https://youtu.be/lisgnbMfKvI>)
 - iii. **Wipe down your phone or other commonly used objects / devices** with disinfectant wipes while you are waiting.
 - b. Starting your turn:
 - i. **Play by yourself** and **distance yourself from any other players** playing next to you (1 screen / cabinet away)
 - ii. Use disinfectant wipes to **clean the following areas of the cabinet**:
 1. Outer circle of buttons (include a good margin of cleaning outside the outer circle for good measure)
 2. The screen
 3. Personal belongings platform
 4. Blue and red triangle buttons (song filter and sorting options)
 5. Arcade Token slot and coin return / arcade top-up card sensor
 6. Earphone jack input slot

7. Any other areas where you habitually grip / use / lean on the cabinet.
- iii. Tap your save data card and insert credits (after storing your save data card back into your wallet first)
- iv. Apply hand sanitizer (with proper hand washing technique)
- v. Wear gloves (try not to touch your face with the gloves)
- vi. Play game (you can continue to play without cleaning again if there is no one else waiting for their turn after yours)
- c. Ending your turn:
 - i. Remove gloves (place them in a plastic bag and don't leave it around any other foreign surfaces)
 - ii. Collect your items
 - iii. Apply hand sanitizer (with proper hand washing technique)
 - iv. Clean the cabinet again (**as in step 4(b)(ii)**).
- d. Arcade session complete (decontamination procedure):
 - i. Discard your face mask (or wash it if it is reusable)
 - ii. Throw all your clothes and gloves into the washing machine immediately
 - iii. Wash your hands
 - iv. Take a shower (use soap and make sure to wash your face)
 - v. Wipe down as many of the objects that you have brought along as thoroughly as you can with disinfectant wipes.
 - vi. Sun out your belongings if possible for at least 8 hours.

Follow this guide in sequence as much as possible as this will minimize the risk of the virus lingering on surfaces of the cabinet from others or yourself. If you are playing any other arcade games, where you will need to clean with disinfectant wipes depends on which surfaces will players' hands usually come into contact with. I'll give you a few examples:

- Common areas (remember social distancing)
 - Screen surfaces when purchasing top-up
 - Arcade token dispensing
 - Coin slots / top-up card readers
 - Buttons
- DDR (1P per game)
 - Hand railings
 - Fans
 - Personal belongings platform
 - Buttons
- SDVX (Distance the cabinets)
 - Earphone jack input
 - Keypad
 - Play surface (including buttons and knobs)
- Taiko / Drummania (1P per game)

- Drumsticks
- Buttons
- Chairs (if any)
- Wangan Midnight (Have gaps between players/cabinets, max 2P per game)
 - Steering wheel
 - Buttons
 - Headrest and seat (including seat adjustment lever)
 - Personal belongings platform
 - Gear shift

If possible, talk to your arcade operator to space out the cabinets as much as possible to improve social distancing and to minimize the risk of infection transmission. If you see any flaws of the layout of the cabinets which may not allow for proper social distancing, please raise this issue with the operators so that they can adjust accordingly.

LEGAL and HEALTH DISCLAIMER: *The advice listed above is not based on any scientific studies and isn't properly vetted by health professionals. Therefore, the writer bears no responsibility (legal or otherwise) for any liabilities, injuries, or deaths resulting from the following of these guidelines by any individuals.*

This is indeed a lot of trouble to go through in order to play arcade games. The simplest and safest way to play **is to not play at all**.

I repeat: STAY AT HOME!

It is not worth risking missing out on a game or event to put the lives of others and yourself at risk.

I know it will be a painful time (at least for the next few months) for all of you, but good things come to those who wait. Be patient and stay at home, I'm sure that you will be able to find something to fill your time.

Coronavirus Update 2 (Restrictions Easing):

Australia is starting to open up the economy again and it is anticipated that arcades and other entertainment venues will be open soon. Because of this, if you are looking to start heading back to the arcades for some game time, please do follow the Standard Operating Procedures and Rules put in place to enforce social distancing. The above SOPs can be used as a guide on what you can do to keep yourself and other players safe during this time.

Arcades have also put in place measures to keep patrons and players safe. Kingpin (Timezone) Australia has posted a notice about how they will reopen while allowing for social distancing and cleanliness:

- https://www.kingpinplay.com/en-au/safety?utm_source=edm&utm_medium=email&utm_campaign=safety

Wherever possible, contact your arcade operator if you have any concerns regarding how they set up their play areas and procedures to ensure social distancing and cleanliness.

Please also pay attention to official news sources for states and territories for specific state business opening guidelines for each state. Go check out the state government websites for opening plans ~~and the federal government website for the 3-step plan for reopening.~~

The main message is still the same: **STAY AT HOME and REDUCE YOUR RISK!**

If you would like to better measure your risks, pay attention to these stats from official sources:

- Number of COVID tests done - especially important is the number of tests done per 1000 or 100000 people (capita).
 - Try to also differentiate between diagnostic tests and antibody test counts if possible.
- Number of new cases, especially **community transmission cases**
- **Location of new outbreaks** - especially important if the arcade that you are heading to have recently been hit by a cluster of cases nearby.
 - **Make sure to keep a record of where you have been** throughout your time outside of the home including places you have visited, where you have purchased goods physically, where you eat, the transport you took and what time you depart and arrive at different stations, etc.
 - This record **can then be used to cross-check with current exposure sites** so that you can stay on top of keeping yourself and others around you safe.
- Transport Options - try and use your own personal vehicle as much as possible. If using public transport, **maintain social distancing, wear a mask, have hand sanitizer on hand**, check peak hour traffic, and personally clean your seats and holding rails if possible.

TBH though, the risk I'd take would be calculated...

... but man am I bad at math...

Coronavirus Update 3 (Opening with Vaccines):

If you are in a position where you are allowed to take a COVID vaccine, I highly recommend that you take it before you continue playing. It is an easy way to keep yourself, your friends and family safe as countries begin to open up as herd immunity from the virus develops.

Check with your doctor or your governments to determine the best way to get the vaccine and to learn more about the types of vaccines that they have. They will usually list the brand of the COVID vaccine that they have and therefore you can make an informed decision about the timelines of when and where to get your shot and your booster shots (where necessary).

It is times like these where herd immunity will be our way out of this pandemic. If you are currently unable to access the COVID vaccine, please continue to practice social distancing and good hygiene practices as you play in the arcade or hang wherever else. You may end up lulling yourself into a false sense of security as different variants of the virus start to build up and take over the world. Getting vaccinated is your best defense against getting seriously ill from these variants of concern.

Even if all is safe, please don't take it for granted. Continue to use your best judgement to keep everyone in your community safe. If you are still not quite sure, just stay home. Continue to follow guidelines from your country's government and get the boosters where necessary. With new COVID variants, the vaccines should give us protection in most cases but do follow the guidelines where necessary.

We will get through this, but we all have to play our part to make sure everyone can get to the other side.

Coronavirus Update 4 (Omicron et. al.)

With the Omicron wave surging everywhere in Australia and in other countries, there are several things that you must pay attention to when it comes to protecting your own health and others if you are looking to play at the arcade:

1. If you have symptoms, get tested. With the excessive number of cases currently going on, Rapid Antigen Tests are your best bet at getting quick piece of mind. See if you can get them from your state-run PCR testing sites if you can't find them in your supermarkets or pharmacies.
2. If you tested positive, please stay home and isolate for at least 7 days. DO NOT HEAD OUT INTO PUBLIC AREAS! I have seen incidents where people have applied for a PCR

test and instead of isolating until they get their results, they were out and about maskless. This is dangerous behaviour, especially with COVID variants as transmissible as Omicron.

3. Make sure you maintain social distancing and hang out with others in well ventilated areas. This greatly reduces your chance of getting infected.
4. Make sure you have a mask on you at all times when you are outside. I recommend getting N95 masks as they are more protective than surgical or cloth masks but any mask is better than no masks.
5. Pay attention to any changes with your arcade's opening hours. There may be changes in opening times or product availability because of staff shortages.
6. Be kind to one another. The situation is challenging and frustrating, but no one wants to cop abuse because of something that is out of their control. Remember the person and treat each other with respect.
7. Get vaccinated or get your booster. It will take some time before a booster specific for any particular variants of concern will be rolled out and would probably be done as a 4th shot, etc. Get your booster when you are eligible as soon as possible.

This will take some time to resolve itself. Until then, please stay safe and make good decisions. If in doubt, ask questions or stay at home.

2. Quick Start Summary

If you want the gist of things of how to play Maimai, here is a quick guide for you to work with:

- Get some gloves and a save data IC card (if you're in it for the long haul).
- Make sure to **check the current queue of players** before starting your playthrough.
 - A maimai cabinet can take 2 players at a time. But if only one player is playing on a cabinet set, you must wait until that player finishes their play because you cannot join in the middle of someone else's game on the other screen.
- If you have gone through the Tutorial, you can skip it to save time (especially true if you're not playing with a card).
- If you are **playing with a new save data IC card**, you get a free song to play (first one is on the house)!
 - If 2 players play on the same cabinet set with new save data IC cards each, both players will get 4 free songs!
 - The first round free play also extends to 4 songs if the new player plays with the new IC card with another player who already has an existing player account on their IC card.
- If playing 2P or more, make sure that any songs selected are agreeable between all players and **that they are ready** before committing to the song.
- When playing, set your note speed to at least 4 to start and then adjust accordingly.
- If you are new to the game, start by playing a difficulty 4 chart and go from there.
- Your main objective is to CLEAR a level by achieving at least an 80.00% achievement rate or above.
 - To unlock Master / Re:Master charts of a song, you must get at least 97.00% Achievement on the Expert or Master charts of that song.
- If you're playing for unlocks, decide if you want to go for time-limited event unlocks first.
 - In Maimai DX, use Auto Set for maximum mileage during unlock areas.
- Make sure to **keep an eye on your belongings** at all times and **clean up the play area** after playing.
- Most importantly, HAVE FUN!

3.Preparation - New Players with Save Data cards

To play Maimai you will need a few things:

- A set of wool gloves
 - Especially important in high levels of play (difficulty 10 and above).
 - Gloves from Daiso are a great starting point and they're cheap as well.
 - Heading forward you might want to find some gloves which may better suit your hand size for comfort reasons.
- An Aime / Amusement IC save data card
 - Allows you to save your scores and importantly, gain access to unlocked songs, Master and Re:Master levels.
 - Even a Banapassport save card can work for some odd reason.
 - Here's a pic of what save data cards you can use for Maimai:



Non-Amusement IC e-amusement card
only compatible with Konami
games (Bemani games such
as DDR, Dance Rush,
Sound Voltex, IIDX etc ...)



Non-Amusement IC Aime and Banapasssport
only compatible with Namco and
Sega titles (Maximum Tune, Maimai,
Chunithim, Taiko etc...)



Amusement IC cards, a new standard that was made to be
compatible with Konami, Bandai Namco and Sega titles, and soon
Nessica supported titles.

These cards will work on all the games that are from Sega, Namco
and Konami, if you have one of these cards you can use it for all
three services available here, Banapassport, Aime and e-amusement
services.

- Earphones / headphones (Optional, DX and above only)
 - Arcades can be cluttered by noise. This is a great way to focus on the beat of the song and you can adjust the volume in the game.
 - Earphones are preferred since they will have a lower chance of them slipping off your ears / head, and they also won't get overly damp from sweat.
- Drinks (Optional but recommended)
 - Gotta stay hydrated homies!
 - Alcohol preferred?
- Towel (Optional)
 - Gotta skip leg day today
- Laundry (Optional)
 - Why? Cause you gotta!



4.Introduction - Note Types and Scoring

Note Types

There are several note types in Maimai.

The [Maimai Intl website has a nice guide](#) if you like pictures but read below if you want a slightly more detailed rundown of how the notes work in-game:

- TAP
 - Your basic (circular) note that appears from the center and radiates outwards towards one of eight points on the judgement circle.
 - These notes are usually pink in colour
 - Yellow notes represent notes that are to be tapped at the same time.
 - You can interact with the note either by tapping the physical buttons on the outer circle or by tapping on the screen.
- HOLD
 - An elongated hexagonal note that is made up of 2 parts:
 - The head - Press the physical button / touch the screen when the head reaches the judgement circle.
 - The tail - Hold onto the button / screen until the tail just barely crosses the judgement line
 - Accuracy of your HOLD note is judged based on the **timing of the head hit** together with the **duration of how long you hold** the HOLD note.
- SLIDE
 - Made up of 2 parts:
 - A blue STAR TAP note - You must hit this TAP note normally first
 - The SLIDE pattern - Trace the pattern of the SLIDE note with your hand on the touch screen after hitting the STAR TAP note.
 - SLIDEs can have various patterns and timings:
 - Some SLIDEs are fast, others are slow
 - Some SLIDEs are delayed, some are immediate
 - Some SLIDE patterns require 2 hands, while others only require 1 hand.
 - Some SLIDE patterns are straightforward, others are much more complex.
 - In almost all cases, the **SLIDE begins 1 beat after the Star TAP note is hit**. Check the BPM of the song to anticipate SLIDE initialization delays.
- BREAK
 - Special TAP notes that can **add bonus points** past its base score if hit accurately.
 - Make sure that you do all you can to hit these notes perfectly as they have a large base score weighting compared to the other notes.

- You will hear a cheering sound if you tap this note with a “Critical Perfect” judgement.
- TOUCH - Maimai DX and above only
 - A blue square note that appears on the touch screen.
 - Tap or slide over the note the moment the “window” of the TOUCH note closes onto the center of the note itself.
 - Can come in groups of more than 2 notes at a time (in a yellow colour rather than blue).
- TOUCH HOLD - Maimai DX and above only
 - A rainbow-colored diamond note that appears in the center of the touch screen.
 - HOLD onto the note until the meter of the note fills up.
 - Accuracy judgement is similar to regular HOLD notes.

Scoring

Scoring in-game is based purely on accuracy and not additive of combo counts. The base score weighting of each note is as follows:

- TAP - 500 pts.
- HOLD - 1000 pts.
- SLIDE - 2000 pts. (500 for the TAP, 1500 for the SLIDE)
- BREAK - 2500 pts. (Bonus points are generally added if the note was hit with a “Critical” Perfect judgement).
- TOUCH - 500 pts.
- TOUCH HOLD - 1000 pts.

If you did not hit a note Perfectly, your score reduces as follows:

- Great - 80% of base score
- Good - 50% of base score
- Miss - No points scored

Your final result on any given level is given as a percentage score known as an Achievement Score. This is calculated by adding together your total score and your BREAK note bonus score, and divided by the total base score of the song level.

EX Notes

In DX charts, you may come across some TAP or HOLD notes which have a faint glow around them. These are known as EX Notes.

- These are special notes which have a looser requirement for accuracy and in general, you just need to hit them to get a “Perfect” accuracy judgement for these notes.
 - They have a distinct sound cue when hit.
- Most of these notes are considered “all or nothing” - either giving you a “Critical Perfect” judgement if you do hit them, or a “Miss” if you don’t hit them at all.
- More information about these notes can be found in “11. Details - Scoring\EX Notes in DX Charts”.

5.Introduction - Song Chart Selection and Objectives

A. Main Objectives

Your main objective is to CLEAR a song's level chart. To CLEAR a song, you must score at least 80.00% of the maximum score of the song. The maximum (achievement) score of the song is dictated based on the total number of notes found in that level.

Each song has several difficulty levels:

- **Easy** - Only available in Finale and below
- **Basic**
- **Advanced**
- **Expert**
- **Master** - Unlock needed
- **Re:Master** - Unlock needed

Current difficulty ratings range from 1 - 15 (1-14, before Maimai DX Plus).

The KEY achievement ratings in Maimai DX are classified as follows:

101.00%	SSS+ / AP+
100.50% ~	SSS+
100.00% ~	SSS
99.50% ~	SS+
99.00% ~	SS
97.00% ~	S
94.00% ~	AAA
90.00% ~	AA
80.00% ~	A

NOTE: All Perfect+ rating does not mean that all notes in the chart were hit with a Critical Perfect rating. It means that all notes were hit with at least Perfects and that all BREAK notes in the chart were hit with a Critical Perfect rating.

To unlock the Master / Re:Master level of a song, clear it's Expert level with an S-rank (97.00% achievement) or above.

- You can also unlock the Master level by playing the Master / Re:Master level (if your current 2P has already unlocked it) and getting an S-rank for it.
 - NOTE: Only some songs have Re:Master levels.
- Older versions of the game require some form of purchasing in order to unlock Re:Master charts. This should be impossible given that the official game servers for the old version are already taken down.
- Pre-DX (Standard) charts will have their Master and Re:Master levels unlocked by default (in Maimai DX onwards) so you don't have to grind to unlock those levels for those old charts.

B. Song Selection Menu

In the song selection menu, you can sort song folders based on the:

- Version of Maimai when the song is released
- Genre of songs
- Your current clear rank of that song
- Difficulty level of a song's chart.

You can also sort songs within the song folders afterwards.

In Maimai DX, the sorting and filtering options menu is accessed by pressing the blue or red triangle buttons near the card reader.

In Maimai DX, most pre-DX songs carry over their old (standard) chart and some old songs gain new DX charts. If you're selecting a song that has 2 different charts (one standard and one DX chart), you can change between the 2 different charts by pressing physical buttons 2 and 7 together in the song selection menu (represented by touch zones A2 and A7, see touch areas in Details - Note Types - TOUCH note).

Once you have chosen a song, you can select the difficulty level that you want to play for that song. You can also adjust the game settings as well as the volume output of your earphones / headphones.

6. MaimaiNET

The MaimaiNET website is the place to go to check on your scores, check on your ~~enemies~~ friends, rivals and adjust your settings without having to play in the arcade.

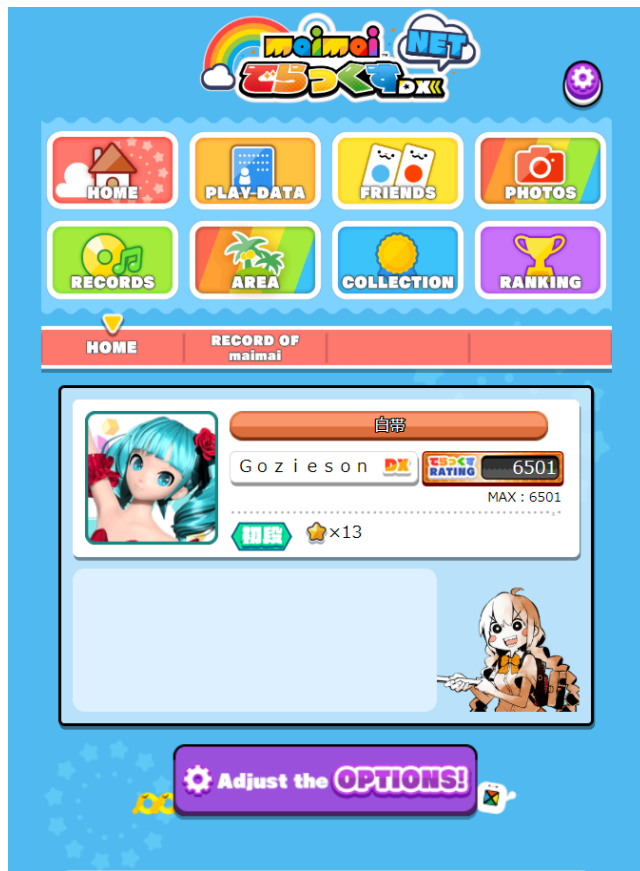
More importantly, this service allows you to **backup your data** should you lose your save data IC card. This service will allow you to change to a new card with no problems.

To create a MaimaiNET account, you can use your FB, Twitter or LINE account to create an ID or click on the create SEGA ID button to create one yourself.

You will need to fill in the following details:

- Your email account
- Your Save Data IC Card number
- A new Login ID
- A Password

Once created, you can then gain access to MaimaiNET.



Here are the things you can do in MaimaiNET:

1. **Home** - Shows your main page with specific section pages for each of the options from the other page tabs.
 - a. If you transferred data over from Maimai Finale and below, a tab called "Record of maimai" can be accessed to see your previous records before the transfer.
2. **Play Data** - Shows you the total number of songs you have cleared and your recent achievements
3. **Friends** - Allows you to connect with other players, including those that you have recently played against.
 - a. BTW, my friend code: 1064223912524
 - i. Comment here if you have added me, I'm lonely...
 1. :(
4. **Photos** - If you enabled Photo shoots from the central camera on the game cabinet, you can see your photos stored here.
5. **Records** - Check out the scores of your recent plays or any of your other songs and compare scores with other players.
6. **Area** - Check out each Tour Area that you can access and learn about the unlockables for those tour areas. You can also check out which Tour Members are more suited for those areas and which songs will give you a distance boost for unlocking.
 - a. You can also check out Event Tour Areas and histories of past Event Tour Areas
 - i. So you know, you can cry over missed avatars...
 1. :'C
7. **Collection** - Edit your in-game Icon, Name Plate, Titles, and Tour Member avatars for Tour area unlocks.
8. **Ranking** - Check out your own rankings against thousands of players around the globe.
9. **Settings / Options** - Change your in-game ID and your gameplay settings without having to change them while in-game (See "Introduction - Song / Chart Options" for more details).

NOTE: Your MaimaiNET account is attached to your SEGA ID account. Your SEGA ID account stores the information related to your current save data cards. Should you lose the save data card, login to your SEGA ID account to change to a replacement card.

7. Introduction - Song / Chart Options

There are multiple options available for changing how you want to play the game. The game only utilizes note pattern gimmicks and not chart note speed gimmicks so there are a lot of straightforward options for players to choose from.

The options that a player can change include but are not limited to:

- **Speed Setting** - You can adjust how fast notes move or appear in the game. Each individual note type can be individually calibrated to your liking.
 - This is the most important setting in the game. If you are new to the game, start at around Speed 4 for all notes and work your way up from there.
- **Game Setting** - Adjusting TRACK SKIP threshold mechanics, rotating/mirroring the chart played, judgement accuracy strictness, STAR note rotation settings (which show how quickly the corresponding SLIDE needs to be executed), background video brightness, and sparkling reaction effects on touch zones.
- **Display of Judgement** - What information to display on the screen as you play. This can include total score, score window borders for certain ranks, current achievement, current combo, etc.
 - This area will also allow you to choose where and how you want the judgement of your inputs will be shown.
 - You can also specify how precisely you want your input judgements to be fed back to you. This mainly concerns non-critical and Critical Perfect hits for DX contest scoring.
 - Choosing judgement displays which show Critical Perfect hits will also allow you to see the breakdown of Critical Perfects in the results screen.
 - Below are some of the judgement specificity options that you can choose from. Any that list Critical Perfect hits will show total Critical Perfect hits in your results screen.
 - If the judgement listing is greyed out, it means those judgements won't show during gameplay.

FAST GOOD FAST GREAT PERFECT LATE GREAT LATE GOOD	TYPE1-B
GOOD GREAT PERFECT GREAT GOOD	TYPE1-C
FAST FAST PERFECT LATE LATE	TYPE1-D
GOOD GREAT PERFECT CRITICAL PERFECT PERFECT GREAT GOOD	TYPE2-A
FAST GOOD FAST GREAT PERFECT CRITICAL PERFECT PERFECT LATE GREAT LATE GOOD	TYPE2-B
GOOD GREAT PERFECT CRITICAL PERFECT PERFECT GREAT GOOD	TYPE2-C
FAST FAST PERFECT CRITICAL PERFECT PERFECT LATE LATE	TYPE2-D

- **Design Setting** - Change the design of your notes, note colours and the outer border of the judgement ring.
- **Sound Setting** - Change the volume of your note sounds and change the note sounds themselves
 - In Maimai Finale and below, changing the note sounds require the sounds to be unlocked before being able to use.
 - God forbid, don't even think of using these particular group of note sounds:
<https://www.youtube.com/watch?v=-7cqVNk7vPE>

8.Events / Unlock System

Tour Map System (DX and DX+)

The unlock system of the game is similar to the boss battles in Sound Voltex 3. You have a group of 5 Tour Member avatars, each with a corresponding level that can be increased.

At the start of the game, you will select a “touring area” to travel and unlock new stuff. There may be limited-time event unlock areas to travel around so watch out for those areas.

At the end of each song, you will move a certain distance in your selected unlock area. Each member in your team will level up by 1 for each song played.

These 5 avatars will add to a “walking distance” and your ultimate goal is to complete a touring area by travelling a fixed distance.

- Higher “starred” characters will move you a further distance.
 - You get 1 star at the following levels:
 - 9, 49, 99, 299, 999 (max level)
 - Each star increases the walking distance added by the character by 100m:
 - Level 9 - 48: 100m + member’s current level
 - Level 49 - 98: 200m + member’s current level
 - Level 99 - 298: 300m + member’s current level
 - Level 299 - 998: 400m + member’s current level
 - Level 999: 500m + member’s current level
 - Basically, each character will add to the distance:
 - (The number of stars that character currently has + their current level)m
- Some characters are better suited at specific unlock areas.
 - Those that are not suited may even add only 1m of progress per song in those areas only.
 - A good strategy when going into a new area where you don’t have many suitable characters to move you quickly, is to use this time to level up low-level characters from other unlock areas for later use in other maps.
- Playing certain songs in these areas would give a bonus to your progress. Watch out for these songs in your song selection screen tab “Bonus Song”.
 - You can also check these songs in MaimaiNET under the “Area” tab.
 - These bonuses mainly apply to non-endless tour maps only (such as event maps).
- Playing and winning “オトモダチ MATCHING” challenge songs will also boost the distance travelled per song.

Unlockable objects include new avatars, songs, and other profile-based objects. It's a good idea to have a team of 5 highly-leveled tour members so that you can cruise through the endless unlock Tour Area later on.

Tour Map System (Splash onwards)

An update to the Tour Map System allows for increased flexibility of who you want to use as part of your touring group as well as streamlining the distance travelling metric for completing tour maps. Here are some of the changes:

- Now your character can be up to lvl 9999.
- Out of the 5 characters, you can choose a character to be your tour group leader. The leader's current stats are not affected by the restrictions of any given unlock tour maps so go ahead and use your highest leveled / favourite character to lead your team.
- Distance calculations per song are also different as tour maps are now calculated based on km rather than just simply using metres:
 - A character will now only move a fixed amount of kilometers per song (i.e. 1km, 2km, 3km, and so on).
 - If the character is compatible with that tour map, they move at least 2km, more if they have a higher star count.
 - If the character isn't compatible with that tour map, they move only 1km, less punishing overall if you are looking to level up your favourite characters.
 - A character at level 999 will add on a distance of 4km to each song completed (provided that they are the tour leader or they are compatible with that map).
 - A character at level 9999 will add on a distance of 5 km to each song completed.
 - Because of the lowered penalty to travel in a tour map, the Auto Set button when setting up your tour group will now focus on leveling lower leveled characters. You can tap the buttons around the circle of the cabinet to HOLD a tour group member so that they don't change when Auto Set is selected.
 - When a song is completed, the total distance travelled per song is as follows:
 - Total of all tour group members
 - Additional bonus based on performance:
 - 1km if played with at least 2P
 - 2km if song is cleared with a Full Combo
 - 3km if song is cleared with All Perfect
 - 4km if song is cleared with any Full Sync (with another player)
 - Another 2km if the song cleared is a song that is related to that tour map (or your 2P's tour map). Find them under the 'Bonus songs' tab.
- In permanent maps added in Splash, there exist checkpoints where you have to clear a song to unlock the next stage of the tour map. Make sure you play that song and clear it to unlock that song for regular play and to continue unlocking more stuff from that tour map.

- Some checkpoints are 'Perfect Challenge' stages where you are required to clear a song within a certain amount of non-perfect notes to clear and unlock the song. The amount of leeway that you have to clear a song depends on the time since that tour map was added:

■

Week(s) since the tour map was added	Number of non-Perfect notes permitted	Difficulty to Clear
1	1	Master
2	10	Master
3	50	Expert and above
4	100	Basic and above
5	300	Basic and above

- If you are unable to clear the level in the challenge track, wait a few weeks to have that challenge made easier.
 - Play another tour map if possible while you wait for the challenge to get easier.

Tour Area Tickets (Splash+ onwards)

With the update to Splash+, you can now purchase extra distance tickets in your game to multiply the distance travelled when you travel through a tour map. These do require extra credits to use but it is an option for you to use if you are looking to speed through certain tour maps.

There are 2x and 3x distance tickets that you can purchase with some extra credits. There are also 1.5x tickets that you can earn from the Dojo challenges. More information about these challenges can be found in a separate section.

Partner Unlocks (DX+ onwards)

With the update to DX+, you can earn a stamp to unlock a character once a day. When you first play on any given day, you can select a character to put that stamp on. Play for 10 days and collect all 10 stamps to unlock a new Maimai Partner.

Now you can celebrate being salty with Salt instead of our lion-headed washing-machine door of a Partner!

See if you can collect all 7 partners!

9. Recommended Songs

Here is a list of some of my favourite songs in the game. This list is ordered based on the version of the game so you can find them easily by filtering all songs by “Version” in-game. I hope this list would give you a taste of some of the great songs in the game.

If a song is highlighted in **green**, that song is highly recommended for beginners. If a song is highlighted in **red**, that song is highly recommended for advanced players. If a song is unhighlighted, it means the song has levels catered to a wide range of skill levels so it is suitable for everyone.

NOTE: It's ok if you do want to play the songs highlighted in **RED** as they are really amazing songs. They are highlighted in **RED** purely because most of the charts for that song are quite high difficulty. Make sure to pace yourselves or set some sort of goal to reach and have fun doing it.

- maimai - The first version in the series, the charts created in this version are relatively easy. Since then, **a number of songs here have had Re:Master charts added** to make them relevant to more seasoned players again. Start here if you're in for some old classics or alternative beats to play to.
 - Love You
 - caramellidansen / ウッーウッーウマウマ(♡)
 - NIGHT OF FIRE
 - Connect / コネクト
 - LukaLuka★Night Fever / ルカルカ★ナイトフィーバー
 - MATRYOSHKA / マトリョシカ
 - PANDA HERO / パンダヒーロー
 - Lost Summer / オレンジの夏
 - Reach For The Stars
 - Urban Crusher [Remix]
 - Beat Of Mind
 - Samurai Bloodshow / 源平大戦絵巻テーマソング
 - GEKI! TEIKOKUKAGEKIDAN(KAI) / 激! 帝国華撃団(改)
- maimai Plus - The big thing to happen to maimai here is the addition of **Joypolis Halfpipe Tokyo songs and SEGA classics Reborn** songs to the mix. Even though each Halfpipe Tokyo songs' duration is about 1 minute and 22 seconds, they provide a tremendous amount of difficulty and high BPM charts to the mix.
 - 39
 - Kusare gedou to chocolate / 腐れ外道とチョコレゐト
 - Tell Your World
 - Sweet Magic / スイートマジック

- We Gonna Party
- Lionheart
- Acceleration
- Turn around
- Black Out
- Fragrance
- Starlight Disco
- Endless World
- HOMURA-UTA / 炎歌 -ほむらうた-
- NAKIMUSHI O'clock / 泣き虫O'clock
- Quartet Theme [Reborn]
- Sky High [Reborn]
- Like the Wind [Reborn]
- 采配の刻 Power of order
- DO RORO DERODERO ON DO RORO
- GreenN - This version had a lot of great songs added to the mix, including some new Halfpipe Tokyo songs which are full length specifically for Maimai. This version also saw the inclusion of **Touhou Project songs** to the mix which helped to meld both the rhythm game fanbase together with the Touhou fanbase.
 - Kimi no Shiranai Monogatari / 君の知らない物語
 - AmanoJaku / 天ノ弱
 - nou shou sakuretsu girl / 脳漿炸裂ガール
 - Yowamushi Mont Blanc / 弱虫モンブラン
 - iarufanclub / いーあるふぁんくらぶ
 - IAlA★Night Of Desire / イアアイ★ナイトオブデザイア
 - Rolling Girl / ローリンガール
 - Setsuna Trip / セツナトリップ
 - Houkago Stride / 放課後ストライド
 - Yobanashi Deceive / 夜咄ディセイブ
 - Bad Apple!! feat nomico
 - Grip & Break down!!
 - ShuwaSupa Daisakusen / しゅわspa大作戦☆
 - Help me, ERINNNNNN!!
 - Night of Knights / Knight of Nights / ナイト・オブ・ナイツ
 - Garakuta Doll Play
 - Blew Moon
 - Death Scythe
 - LUCIA
 - L'épilogue
 - BREAK YOU!!
 - kioku, kiroku / 記憶、記録
 - Cosmic Train
 - minna no maimaimaa / みんなのマイマイマー

- Save This World vMIX
 - Living Universe
 - Ignite Infinity
 - awake
 - Terminal Storm
 - Mysterious Destiny
- GreenN Plus - This version saw the Game Music Triangle collaboration as well as new Halfpipe Tokyo and Sonic songs added to the mix. This version also saw the **addition of new slide patterns** which are shorter or longer than the usual 3-button length slides usually seen in the previous versions which greatly shook up the difficulty curve in the game.
 - Ni SoKu Ho Kou / 二息歩行
 - M.S.S.Planet
 - Deep-Sea Girl / 深海少女
 - magician's operation
 - Lily Lily★Burning Night / リリリリ★バーニングナイト
 - Kanbu de Tomatte Sugu Tokeru / 患部で止まってすぐ溶ける～狂気の優曇華院
 - gensounosateraito / 幻想のサテライト
 - machibitohakozu / 待ち人ハ来ズ。
 - sweet little sister
 - kamigaminoinori / 神々の祈り
 - Epikouros no niji wa mou mienai / エピクロスの虹はもう見えない
 - Jack-the-Ripper◆
 - OPA! OPA! RACER -GMT mashup- / オパ! オパ! RACER -GMT mashup-
 - リッジでリッジでGO!GO!GO! -GMT mashup-
 - Densha de Densha de GO!GO!GO!GC! -GMT remix- / 電車で電車でGO!GO!GO!GC! -GMT remix-
 - RIDGE RACER STEPS -GMT remix-
 - MYTHOS
 - Life Feels Good
 - CYCLES
 - Heartbeats
 - End of Twilight
 - Monochrome Rainbow
 - HELL FLAME / 火炎地獄
 - Live & Learn
 - Windy Hill -Zone 1
 - Kotohana karma / 言ノ葉カルマ
- ORANGE - The big story for this version was the Tenkaichi Otogesai Festival in which Maimai collaborated with Jubeat, Taiko no Tatsujin and Groove Coaster. Each game received a mix of songs from the different games for an epic showmatch in Japan culminating in 4 new songs representing the elements of Earth, Water, Wind, and Fire.
 - Okocyclama Sensou / おこちゃま戦争

- fumou! / 不毛!
- shake it!
- Unhappy Refrain / アンハッピーリフレイン
- One Step Ahead
- Akeboshi rocket / 明星ロケット
- B.B.K.K.B.K.K.
- FUJIN Rumble
- Got more raves?
- Ignis Danse
- Kitasaitama 2000 / きたさいたま2000
- Scars of FAUNA
- FLOWER
- Caliburne ~Story of the Legendary sword~
- Dragoon
- Oboro
- Dreampainter
- VERTeX
- ORANGE Plus - This version introduced the concept of **Re:Master levels** which allowed the game designers to create new charts with new gimmicks for various songs old and new alike.
 - 若い力 -SEGA HARD GIRLS MIX-
 - Six Trillion Years and Overnight Story / 六兆年と一夜物語
 - The Lamentations of the Lost Ones / ロストワンの号哭
 - Umiyuri Kaiteitan / ウミユリ海底譚
 - Streaming Heart / ストリーミングハート
 - Sekishinsei: Kamatoto Araryoji / 赤心性:カマトト荒療治
 - DEAD RED GIRLS / デッドレッドガールズ
 - Captain Murasa's Ass Ketsu Anchor / キャプテン・ムラサのケツアンカー
 - Kyouen / 響縁
 - KERO㊟destiny / ケロ㊟destiny
 - Four-Dimensional Warp Device / 四次元跳躍機関
 - Yet Another "drizzly rain"
 - L9
 - Time To Make History (AKIRA YAMAOKA Remix)
 - Axeria
 - Helix of Garatia / ガラテアの螺旋
 - Oshama Scramble!
 - Aiolos
 - LANCE
 - D★N'T ST★P R★CKIN'
- PiNK - This version introduced the **Challenge Track system**. Each month, a new ORIGINAL song will be designated the Challenge Track and players had to clear the song's chart with a given set of lives. 1 life is lost per non-Perfect hit. Player's can unlock

the song by waiting until the month is over or by clearing the song's Master chart without losing all their lives. The number of lives available to the player increases each week until the month is over. This version also introduced **new slide pattern variations** where 1 TAP (**10-pronged STAR**) radiated SLIDEs which required 2-hand inputs to match.

NOTE: It is at about this time that I had left playing Maimai seriously due to overseas studies. The following sections are rather bare and more insight is necessary before I can finalize the list below.

- The Disappearance of Hatsune Miku / 初音ミクの消失
- +♂
- Arifureta sekai seifuku / ありふれたせかいせいふく
- kakoinakiyohaichigonotsukikage / 囲い無き世は一期の月影
- Soranimae Sumizomenosakura / 蒼空に舞え、墨染の桜
- Party 4U "holy nite mix"
- Omoiyoshino / オモイヨシノ
- Revive The Rave
- GEMINI -M-
- 7thSense
- Brionac of Steel-flash / 閃鋼のブリューナク
- Glorious Crown
- 幾四音-Ixion-
- PiNK Plus - This update set a tone for how often updates would come for Maimai. More of the same but the big hits just keep coming with one more huge challenge in the form of **AMAZING MIGHTYYYY!!!!** taking big names even in Expert difficulty.
 - Sugar Song and Bitter Step / シュガーソングとビターステップ
 - KIMINO YOZORA / キミノヨゾラ哨戒班
 - Mr. Wonderland
 - ECHO
 - YAMERO! KIKUNA! / やめろ！聴くな！
 - Tsuki Ni Murakumo Hana Ni Kaze / 月に叢雲華に風
 - METATRON
 - AMAZING MIGHTYYYY!!!!
 - CITRUS MONSTER
 - Hyper Active
 - Jumble Rumble
 - Nitrous Fury
 - Contrapasso -paradiso-
 - connecting with you
 - Infantoon Fantasy
- MURASAKi - In non-colour-based news, this update brought in character systems, more event challenges and a **special song folder [宴] UTAGE** which contains various new, weird and wonderful **gimmick charts** for various songs.
 - Getting Faster and Faster / だんだん早くなる
 - The MMORPG Addict's Anthem / ネットゲ廃人シュプレヒコール

- Super Nuko Ni Naritai / すーぱーぬこになりたい
- Iro Ha Nioedo Chirinuruwo / 色は匂へど散りぬるを
- taboo tears you up
- Starlight Vision
- conflict
- Sakura Fubuki
- 夜明けまであと3秒
- Panopticon
- April Showers / 四月の雨
- HERA
- Lividi
- Our Wrenally
- The wheel to the right
- MURASAKi Plus
 - 幸せになれる隠しコマンドがあるらしい
 - Kachou fugetsu / 華鳥風月
 - Cirno's Perfect Math Class ⑨(th Anniversary)ver / チルノのパーフェクトさんすう教室 ⑨周年バージョン
 - Calamity Fortune
 - GO BACK 2 YOUR RAVE
 - Moon of Noon
- MiLK - This update restructured the challenge system by overhauling the life damage system and introducing characters that you can level up to unlock various profile-based items.
 - アウターサイエンス
 - Credits
 - MiLK
 - Kirin / 麒麟
 - Excalibur ~Revived resolution~
- MiLK Plus
 - CYBER Sparks
 - ENERGY SYNERGY MATRIX
 - Brain Power
 - SILENT BLUE
 - larva
 - World Vanquisher
 - Xevel
 - Ikazuchi / 怒槌
- FiNALE - This is the final version before the hardware update needed for DX's new game mechanics to be implemented. FiNALE had the super difficult **PANDORA BOXXX challenge** which was full of hardcore difficulty songs that can be unlocked by clearing certain conditions. Playing those songs led up to the final monumental challenge that is [PANDORA PARADOXXX](#), a punishingly difficult boss song to provide one final hill to

climb to those who are willing to take up the task. All songs involved in PANDORA BOXXX are highlighted in purple.

- SHINY DAYS
 - Only my railgun
 - 結ンデ開イテ羅刹ト骸
 - ロールプレイングゲーム
 - Last Brutal Sister Flandre S / 最終鬼畜妹フランドール・S
 - End Time
 - Altale
 - Good Bye, Mr. Jack
 - セイクリッド ルイン
 - Scarlet Lance
 - 極圏
 - TiamaT:F minor
 - QZKago Requiem
 - Schwarzschild
 - Alea jacta est!
 - FFT
 - 雷切-RAIKIRI-
 - the EmpErrorR
 - PANDORA PARADOXXX
- DX - A new version on a new cabinet. This version introduces EARPHONE JACKS!!! But more importantly, it gave us new **DX charts with TOUCH notes**, **new scoring systems** and a new way to unlock new songs and characters in the game. NOTE: Some songs in the previous versions gained new DX charts. They would have already been recommended in the previous versions above.
 - LOSER
 - サヨナラチェーンソー
 - 骸骨楽団トリリア
 - アマツキツネ
 - アカリがやってきたぞっ
 - ナイト・オブ・ナイツ (Cranky Remix)
 - Halcyon
 - Destr0yer
 - アポカリプスに反逆の焰を焚べろ
 - TEmPTaTiON
 - 福宿音屋魂音泉
 - キリキリ舞Mine
 - 一か罰
 - Blows Up Everything
 - Twisted! XD
 - 魔ジョ狩リ

- Technicians High
- Scarlet Wings
- Virtualdam Nation / バーチャルダム ネーション
- MAXRAGE
- P-qoq
- Titania
- STARTLINER
- 管弦楽組曲 第3番 二長調「第2曲(G線上のアリア)」BWV.1068-2
- プナイプナイせんそう
- サンバランド
- イカサマライフゲーム
- DX Plus - This update changed up the difficulty ratings from 1-14 to 1-15. With more tour maps added, this version upped the variety of songs that utilize the TOUCH note system.
 - だから僕は音楽を辞めた
 - 青空のラブソディ
 - アンドロイドガール
 - Black Lair
 - 絡めトリック利己ライザー
 - UniTas
 - ここからはじまるプロローグ。
 - Valsqotch
 - Bad Apple!! feat.nomico (REDALiCE Remix)
 - Flashkick
 - STEEL TRANSONIC
 - アトロボスと最果の探究者
 - energy trixxx
 - NULCTRL
 - バイオレンストリガー
 - 共鳴
 - Stardust Memories
 - My My My
 - wheel
 - 渦状銀河のシンフォニエッタ
 - GRÄNDIR
 - 封焰の135秒 / The Flame Seal 135 Seconds
 - Entrance
 - Saika
 - CHAOS
 - Maboroshi
 - すーぱーぬこになれんかった

- Splash - Time to get out the sunscreen for some fun in the sun. Watch out though as this version has released with some 'Perfect Challenge' songs. This version also brings a revamped tour map system and new Profile Frames to add some flair to your profile IDs. Finally, this version properly added rewards for players who can steel themselves to earn the secret song from the Matching Challenge system.

- 紅蓮華
- 命に嫌われている
- BATTLE NO.1
- felys -final remix-
- ≠≡"/了→
- Boys O'Clock
- ARAIS
- Sqlupp (Camellia's "Sqleipd*Hiytex" Remix)
- 宛城、炎上！！
- Beautiful Future
- Mutation
- Aetheric Energy
- Komplexe
- 絶対にチョコミントを食べるアオイちゃん
- BREaK! BREaK! BREaK!
- カラッポ・ノンフィクション
- c.s.q.n.
- emomomo
- ベノム
- パラボラ
- Virtual to LIVE
- Arty Party
- YURUSHITE
- Climax
- Grievous Lady
- Ether Strike
- Cyaegha
- Sweet Requiem
- ワンダーシャッフエンの法則
- BIRTH
- Regulus
- Desperado Waltz
- アスノヨゾラ哨戒班

- Splash+ - This version added an overhauled stage select screen which splits into the Dan Dojo and normal song selection mode. This version also added a brand new way of calculating skill rating for players which attempts to accurately separate the masters from the close-enoughs. Finally, there was an overhauled Matching Challenge that had a different rating system from the Dan Dojo challenges. (Coming soon...)

10. Details - Note Types

This section is designed so that players who want to get a leg up in improving their scores can understand the exact mechanics of how the notes work so that they can better condition their playthroughs to meet those requirements.

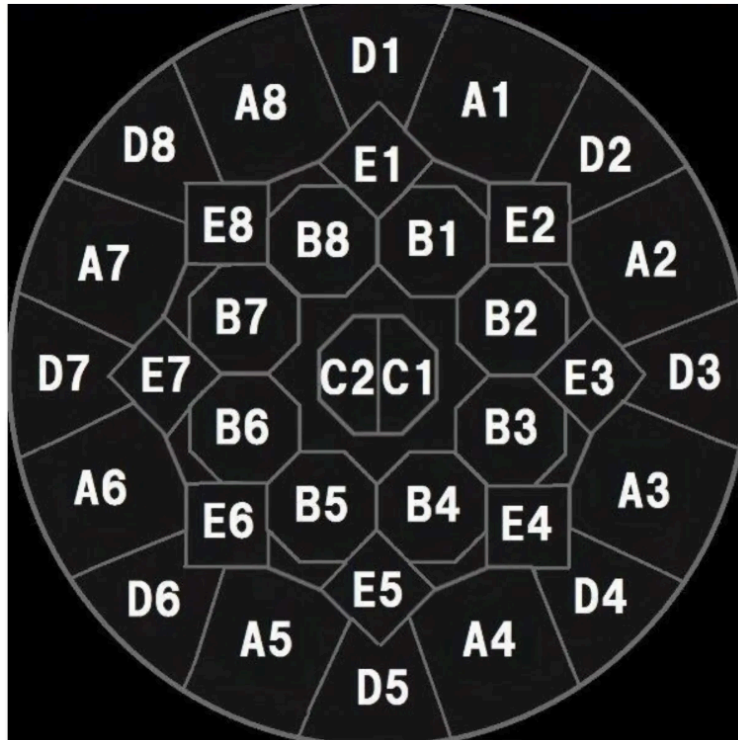
This section will only focus on non-TAP notes as those notes have very specific mechanics of how they calculate accuracy.

- HOLD
 - The mechanics of how accuracy is judged for HOLD (hexagonal) notes for Maimai DX and beyond, versus Maimai Finale and before vary substantially.
 - Similarities:
 - The HOLD notes consist of 2 parts, the start (head) and the end (tail).
 - The initial judgement of the accuracy begins with how accurately you hit the head of the HOLD note.
 - You must then hold (keep your hand on) the note until the tail of the HOLD note just barely crosses the judgement line.
 - Differences:
 - Finale and below:
 - Releasing a HOLD note too early immediately ends the note and results in at least a “Early Good” judgement.
 - Releasing a HOLD note too late always results in a “Late Good” judgement.
 - Therefore in these versions, it is actually a better idea to release a note earlier as you will always get at least a “Early Good” or better judgement.
 - DX and above:
 - Now releasing a HOLD note early does not immediately end the note.
 - You have a short window of time in which you can re-engage the note before the accuracy rating of the HOLD note decays.
 - This is similar to how you can “float” on HOLD notes in DDR except it won’t punish you by resulting in a MISS if you don’t re-engage it fast enough.
 - You will not be penalized for holding a HOLD note for too long and releasing the note too late.
 - Missing the head of the HOLD note (**the note would turn grey** signalling that there isn’t an input detected to match the HOLD note) would not automatically count as a MISS as long as you manage to re-engage the note quickly.

- In this case, your judgement could improve from a MISS to at most a GREAT.
 - This basically means that the HOLD note's overall accuracy rating after the initial hit on the head depends on the length of time the player spends holding the note relative to the actual duration of the HOLD note.
- In several high level tracks, there are some HOLD notes which are so short they act like TAP notes which are double the value.
 - Finale and below, these were pretty hard to hit perfectly because the note had to be "Grazed" over quickly to prevent a "Late Great / Good" judgement from happening due to the previous mechanics of HOLD notes when holding down these notes for too long.
 - DX and above, this shouldn't be an issue and the most important thing to remember for these notes is to hit the head of the HOLD note accurately as the HOLD time is almost negligible.
- SLIDE
 - These notes are what makes MaiMai so special and challenging.
 - These notes are made up of 2 parts:
 - A blue-STAR (5-pronged) TAP note
 - This indicates where the SLIDE note will start
 - A **10-pronged STAR** indicates that there will be slide patterns radiating out of the note **which require 2 hands to match**.
 - The Slide Pattern
 - The actual SLIDE note itself and the pattern you need to match it.
 - The STAR note will move along the path of the SLIDE at least **one beat after the STAR is tapped**.
 - In high levels of play, this quirk of when SLIDEs start usually means that there are **other notes that sometimes need to be hit right before the SLIDE actually starts trailing**.
 - There are profound effects of how SLIDEs are to be matched on a chart **based on their beats per minute (BPM)**.
 - Some examples to illustrate this point about SLIDEs starting one beat after the STAR TAP is hit:
 - Destr0yer (Expert, 90 BPM) - <https://youtu.be/4jM-PWAKut0>
 - Slow BPMs in charts results in significant delays in the timing to act on the SLIDE pattern.
 - QZKago Requiem (Expert, 257 BPM) - <https://youtu.be/inL0p7xJJ1A>

- Fast BPMs on the other hand require fast reactions to match. SLIDE speeds are usually fast for these charts.
 - Getting Faster and Faster / だんだん早くなる (Re:Master, 94-160 BPM) - <https://youtu.be/BFU4z0xEhSQ>
 - Note how the changes in BPM augments the delay of the SLIDEs
- You must match the slide note by touching / sliding over each section of the SLIDE pattern in sequence.
- Accuracy is calculated based on your timing of how you match up your slide completion to **the moment when the trailing STAR note completes the path of the Slide pattern.**
 - **If there are at least 2 sections of the Slide remaining** (that you don't manage to match) by the time the Star completes the pattern of the Slide, the Slide will be judged as a MISS.
 - If you complete a Slide pattern **but the trailing star has not reached the last section** of the Slide pattern, the Slide will be judged as an "Early Good" or better.
 - **If there is only 1 section left in the Slide pattern** but you don't manage to match it in time after the trailing star reaches the end of the Slide pattern, the Slide will be judged as "Late Good".
- Here are some videos on how SLIDE notes can be matched without having to "follow the STAR" strictly:
 - Brand-new Japanesque (Expert) - <https://youtu.be/Nz-dMOfUQgs>
 - Notice how he pre-emptes the SLIDEs and leaves out the last part on both sides. He then taps the last section of the SLIDE to complete them.
 - Natural Flow (Expert) - <https://youtu.be/x8SlgW1pwpM?t=72>
 - SLIDEs like these are very easy to mis-time and you'll end up getting very weird judgement ratings here.
- BREAK
 - These are orange TAP notes which allow you to have an achievement rating of beyond 100.00%.
 - A breakdown of the points you can score from hitting a BREAK note can be found in the section "Details - Scoring"
- TOUCH - Maimai DX only
 - These notes do not seem to have an "Early" judgement rating of any kind so it's actually relatively easy to trigger these notes with a Perfect judgement just by tapping /sliding onto those notes in that general area.

- However, do note there may be a lot of instances where the note does not register the input in a timely fashion which results in a MISS.
- Understanding the timing windows of TOUCH notes as well as using your whole hand to increase surface area of sensor coverage are key to hitting them well.
- Below is a list of touch detection areas on the screen. All TOUCH notes will be found within the inner sensor circle (non-A / D touch areas)



- TOUCH HOLD - Maimai DX only
 - So far, I've only seen them appear in the center of the screen (C2 / C1) but this may change.
 - TOUCH HOLD notes operate similar to HOLD notes so check out that section for more information on how to score well for those notes.

11. Details - Scoring

A. Maimai Finale scoring system

Each note type scores a different amount of points. The points listed here are the base points obtained when you hit a Perfect on these notes:

- TAP - 500
- HOLD - 1000
- SLIDE - 500 (TAP) + 1500 (SLIDE)
- BREAK - 2500
 - NOTE: BREAK notes have several hidden accuracy tiers.

Scores decrease based on accuracy:

- Great - 80% of total points
- Good - 50% of total points

For each chart, your Achievement rating for a chart is calculated based on your current play score relative to the total base score possible for that chart (by adding up the total points of all the notes in the chart).

- For example, to clear a chart you need at least an 80% Achievement rating.
 - If a chart has a total base score of 250,000 points, you will need at least 200,000 points to get that 80% Achievement rating.

BREAK notes are special because they have several hidden scoring tiers and therefore a higher number of accuracy tiers. A list of possible points scored from a BREAK note is listed as follows:

"Critical" Perfect	2600
Perfect	2550
Perfect (Base)	2500
Great	2000
Great	1500
Great	1250
Good	1000

BREAK note inputs that result in more than 2500 points are what will bring your Achievement rating above 100.00% (if you're playing well) or give you a larger buffer to work with in terms of scoring well.

B. EX Notes in DX Charts

Quick note about **EX notes** in DX Charts:

- TAP EX notes are basically all or nothing: They will **either give you a “Critical Perfect” rating on hit or you can “Miss” them entirely**.
 - This is why songs like [Oshama Scramble's DX Master Chart](#) are easier to play because of the amount of EX notes in the chart and that the EX notes are concentrated in TAP Spin Cycles and TAP Short Slides.
 - A chart like [Blows Up Everything Re:Master](#) on the other hand does not have any EX notes and this greatly contributes to the difficulty of getting a high score much like many of the pre-DX charts.
- TOUCH EX notes are basically like TAP notes. They are also all or nothing except with the caveat of how TOUCH notes operate compared to TAP notes.
 - For these notes, they always appear in the centre of the screen.
 - This also applies to TOUCH HOLD EX notes.
- HOLD EX notes are unlike the TAP or TOUCH EX notes:
 - They are not all or nothing and their accuracy can degrade.
 - They do not possess a “Good” rating, but all other ratings are still fair game.
 - To get a “Critical Perfect” rating for a HOLD note:
 - Hit the Head of the HOLD note before it advances too far and turns grey.
 - HOLD the note normally until the tail of the note passes.
 - If you release the HOLD note before the tail is reached, the accuracy rating of the note will start to degrade.
 - If you don't manage to hit the head of the HOLD note in time but you did manage to continue to HOLD the note mid-way, you will get a Great rating.
 - If you miss the note entirely, you will get a “Miss” rating.

C. DX scoring system

Maimai DX scoring system doesn't use the Maimai Finale scoring system strictly.

The maximum achievement rating that you can get for each chart is 101.00%. That is:

- 100% as the base score
- 1% for the extra points from BREAKs

This means that the amount of points provided by BREAK notes depend on the total number of BREAK notes in the chart itself.

The formula to calculate the achievement score from a chart is as follows:

$$\frac{\text{Accuracy Score}}{\text{Total Base Score}} + \frac{\text{Extra Points earned from BREAK notes}}{\text{Total number of break notes} * 100}$$

Where:

- The Total Base Score is added as per usual to Maimai normal scoring system
 - TOUCH notes count for 500 points each.
- Each BREAK note can award either 1 / 0.75 / 0.5 extra points on a Perfect (based on accuracy).
 - There are some guides which note that you do still get some Extra Points if you don't hit a BREAK note Perfectly:
 - On a Great hit - 0.4 Extra Points added
 - On a Good hit - 0.3 Extra Points added
 - This will need some verification.

An All Perfect rating on a chart would always be at least 100.50% Achievement rating or above.

As an example:

This is a screenshot of my play on Scarlet Wings (Expert).

EXPERT

TRACK 04 2020/01/16 19:01

Scarlet Wings

CLEAR!

ACHIEVEMENT

NEW RECORD 100.6929% SSS

NEW RECORD 1,430

FULL COMBO

1st

Tour Member

★×1

Lv16

★×0

Lv3

★×0

Lv3

★×0

Lv7

★×1

Lv13

Details

FAST 3 LATE 1

	CRITICAL PERFECT	PERFECT	GREAT	GOOD	MISS
TAP		368	0	1	0
HOLD		32	3	0	0
SLIDE		31	0	0	0
TOUCH		47	0	0	0
BREAK	21	5	0	0	0

MAX COMBO 508/508

MAX SYNC 499/1016

400

(+0)

RATING

6076

6476

EXPERT YUKINA

—

—

DISPLAY OFF

The total Base Score for any chart is calculated as such:

$(\text{Total TAP notes} + \text{Total Touch notes}) * 5(00) + (\text{Total HOLD notes}) * 10(00) + (\text{Total SLIDE notes}) * 15(00) + (\text{Total BREAK notes}) * 25(00)$

Thus, the base score for this chart is:

$(369 + 47) * 5 + 35 * 10 + 31 * 15 + 26 * 25 = 3545$

My base achievement score then would be:

$3545 - 2.5 (1 \text{ Good on TAP}) - 6 (3 \text{ Greats on HOLD}) = 3536.5$

Therefore, out of 100%, my base Achievement rating is:

$3536.5 / 3545 = 99.7602\%$

Then I look at my BREAK score and I have 21 / 26 “Critical” Perfects. This means that my achievement score tacks on this percentage amount:

$$21 / (26 * 100) = 0.8077\%$$

Bringing my tentative total to:

$$99.7602 + 0.8077 = 100.5679\%$$

That leaves the non-critical Perfect Break notes. We know that each non-critical BREAK notes would give a bonus of either 0.5, or 0.75:

- $100.6929\% - 100.5679\% = 0.1250\%$ (Find the percentage achievement added from non-critical Perfect BREAK notes)
- $5 / (26 * 100) = 0.1923\%$ (Find the theoretical percentage achievement possible if all non-critical Perfect BREAKs were hit with a “Critical” Perfect)
- $0.1250 / 0.1923 = 0.65$ (average extra points scored from the non-perfect notes)
- $0.65 * 5 = 3.25$ (total extra points awarded from non-perfect notes)
- Finally, using some linear algebra calculations, I can propose that from the non-critical BREAK notes, I hit 2x 0.5 bonus and 3x 0.75 bonus.

Yes, I know it's a weird scoring system, so let's move on to something a bit more familiar.

D. DX Competitive Scoring system

- There's also a competitive scoring system (でらっくスコア) similar to that of DDR's EX Scoring system. Each note is weighted the same and after the level ends, the total contest score is calculated (it can also be shown on the screen during gameplay):
 - 3 points for “Critical” Perfects
 - 2 points for Perfects
 - 1 point for Greats
 - 0 points for Goods or below
- Each note is weighted equally which means there is a greater focus on the accuracy of TAP notes rather than the accuracy of SLIDE or BREAK notes (where SLIDE / BREAK notes are usually worth 3-5 times the base score of TAP notes).
- Because all notes are weighted equally, and that there are “Critical” Perfects, this means that this will greatly test contest participants to how well they can match up the chart.
- By default, the game does not automatically discriminate between Critical and non-critical Perfect hits in the results screen. If you want to see the exact number of Critical Perfects that you hit at the end of the game, you just need to adjust your judgement display settings to any setting that includes the display of the Critical Perfect judgement tier.

12. Advanced Skills and Practice

This is a list of some of the specialized skills you must practice if you want to tackle any of the higher difficulty songs and some recommended songs on where to practice them.

I recommend going through this list only if you can comfortably S-rank difficulty 8+ / 9 charts. Otherwise, your basics still need work and you will need to take more time to practice and get a better hold on the feel of the game.

NOTE: Most of these example tracks are from older versions of Maimai and their difficulty rating listed in the video would be incorrect compared to current difficulty rating standards.

● Fast sequential SLIDEs

- In many high level charts, fast SLIDE sequences are required.
- You will need to be able to read quickly where one slide starts and ends, and anticipate the next SLIDE coming up.
- Example Tracks:
 - Beginner:
 - Spin me harder (Expert) - <https://youtu.be/q2HFhHfDCCA>
 - DRAGONLADY (Expert) - <https://youtu.be/kSRB3Ta13-s>
 - Intermediate:
 - Oshama Scramble! (Expert, Standard Chart) - <https://youtu.be/dSqjnBOzdJo>
 - Calamity Fortune (Expert, Standard Chart) - <https://youtu.be/iaVlh1o3VSs>
 - fumou! / 不毛! (Master) - <https://youtu.be/4Yr6NtSUtyM>
 - Hard:
 - 人生リセットボタン (Master) - https://youtu.be/ngveOdG_yMk
 - Contrapasso -paradiso- (Master) - <https://youtu.be/aKBxFb1REil>

● Single / DUAL TAP spam

- Many songs require that you keep a consistent beat and follow the TAP notes quickly.
- Here are some example tracks with the key pattern of spam to look out for.
- Example Tracks:
 - Beginner:
 - Bad Apple!! feat nomico (Expert) - <https://youtu.be/7K6jAMOnh4Y>

- A basic consistent beat TAP spam chart where notes fly all over the screen.
- Reach for the Stars (Expert) - <https://youtu.be/XwxOnOn2jsg>
 - DUAL TAP Spam
- Samurai Bloodshow / 源平大戦絵巻テーマソング (Expert) - <https://youtu.be/qMp6Kw-Sa1w>
 - Frenetic TAP Spam with DUAL TAP sequences
- Acceleration (Expert) - https://youtu.be/v7Di_dao64
 - Evolving TAP patterns and trills
- MAXRAGE (Expert) - https://youtu.be/Rt1M_c5SjME
 - Spam Trills and alternating TAP sequences
- Garakuta Doll Play (Expert) - <https://youtu.be/NVDsVZEcrSs>
 - DUAL TAP Spam
- Intermediate:
 - YA・DA・YO[Reborn](Expert) - <https://youtu.be/knH0iHznBXo>
 - Flowing Alternating button spam trills
 - Aiolos (Expert) - <https://youtu.be/rVbKFFI0A08>
 - Broken TAP Sequences and DUAL TAP spam
 - (K)night of (k)nights / ナイト・オブ・ナイツ (Expert) - <https://youtu.be/hvn8tPSoTGE>
 - Consistent and frantic TAP Spam
 - 腐れ外道とチョコレゐト (Expert) - https://youtu.be/m__jAKXwKHo
 - Tricky alternating Single and DUAL TAP patterns
 - TiamaT:F Minor (Expert) - <https://youtu.be/GmEeGgNHw-8>
 - See-saw Single and DUAL TAPs, and a BREAK trill flourish
 - 怒槌 (Expert) - https://youtu.be/nEcn_z1uE4U
 - Fast-paced TAP sequences
 - 宛城、炎上！！ (Expert) - <https://youtu.be/pmuakT5ecE0>
 - Mixed tap sequences with DUAL TAP Spam at 2 different speeds and fast BREAK SLIDES
 - Bad Apple!! feat nomico (Master) -
 - TAP Spam based on Sound-cues and DUAL TAP Spam based on vocals with continuous trailing SLIDES
 - 39 (Standard Chart, Master) - <https://youtu.be/Y2vz2uoXtDU>
 - One tricky section with alternating Single TAPs and DUAL BREAKs
 - Climax (Expert) - <https://youtu.be/z6sUluT8zqU>
 - 2nd half of the song has some tricky patterns including Spam, alternating TAPs and DUALs which jump around and follow-up SLIDES
- Hard:
 - Nyan Cat EX (Master) - <https://youtu.be/xyMWzOskhTw>

- Sound-cue-based TAP Spam
- (K)night of (k)nights / ナイト・オブ・ナイツ (Master) - <https://youtu.be/WhWJNAyCe6g>
 - Beat-based TAP Spam
- After Burner (Master) - <https://youtu.be/Yg1pM9mnigo>
 - Jazz and Swing-based Tap Spam with complex SLIDE patterns
- Extreme:
 - Turkish March - OWATA＼(^o^)／ / トルコ行進曲 - オワタ＼(^o^)／ (Master) - <https://youtu.be/T4n--G2x2mY>
 - Consistent Flowing Spam
 - L9 (Master) - <https://youtu.be/hdf5LATpb50>
 - Consistent Spam with fast Slide sequences
 - DRAGONLADY (Master) - <https://youtu.be/k7PTxM8Kz3g>
 - Chaotic sound-cue-based Tap Spam
 - Reach For the Stars (Master) - <https://youtu.be/3WFNiUarm3c>
 - Fast-paced alternating Single and Double TAPs
 - My My My (Master) - <https://youtu.be/bg9-5kryS4w>
 - Fast-paced Spam, alternating Single and DUAL TAPs, Touch Spam, and some technical SLIDE patterns
 - ARAIS (Master) - <https://youtu.be/SoaebrWZZYg>
 - Various spam patterns that are either scattered or close to each other with some double TAPs and TAP slides thrown into the mix.

● Technical HOLDS

- HOLDS can sometimes be used to represent 2 different beats in a chart (one beat / sound for the head, another beat / sound for the tail).
- This can sometimes result in very technical HOLD sequences which can trip you up very easily if you're not paying attention.
 - **Pre-DX, with the way HOLDS worked**, you can easily be forced into an "Early Good" judgement if you were suckered into thinking that the HOLD note ended earlier than it should and you reflexively release the HOLD note early because of it.
 - In a sense, you may also start panicking and end up HOLDing too long and end up getting a "Late Good" judgement instead and causing you to mistime further notes.
 - **DX and above, HOLD notes are much easier to contend with**. You can re-engage a HOLD note if you're fast enough, the penalty for losing the HOLD note early is reduced, and there is no other penalty for hanging on to a HOLD note for too long.

- A steady focus on when a HOLD note should be properly disengaged can help clear some important charts in the game.
 - Beginner:
 - Space Harrier Main Theme [Reborn] (Expert) - <https://youtu.be/iDZ8U0tmRfw>
 - Ievan Polkka (Expert) - <https://youtu.be/Aoja26C2cJo>
 - Intermediate:
 - FFT (Expert) - <https://youtu.be/sY--94wt1I4>
 - NULCTRL (Expert) - <https://youtu.be/JFozMeaib3U>
 - Urban Crusher [Remix] (Expert) - <https://youtu.be/DOilkG2z7HU>
 - Hard:
 - Epikouros no niji wa mou mienai / エピクロスの虹はもう見えない (Re:Master) - <https://youtu.be/EomvAjjzs58>
 - 進め！ イッスン軍団 -Rebellion of the Dwarfs- (Master) - <https://youtu.be/4-8nmSG5Pa4>

● TAP Spin cycles / TAP Slides

- A bread-and-butter skill at high levels of play. Almost every Master and Re:Master chart will utilize this pattern in some form.
- You need to know how fast to spin and how the spin matches up to the rhythm (8th / 12th / 16th / 24th / 32nd note spins).
 - Spins can be done using one hand or by chaining with both hands where one hand takes care of one side of the screen.
 - At higher levels, patterns utilizing both hands to match 2 simultaneous spin cycles will be present which severely reduces the effectiveness of chaining hand positions together to complete spin cycles.
 - Understanding your positioning of your hands when you start or continue your cycles are key to matching the patterns properly.
- This skill also includes short slides over several buttons but not fully forming a circle.
- Example charts:
 - Beginner:
 - FEEL ALIVE (Expert) - <https://youtu.be/04ZmMmrpavE>
 - Xevel (Expert) - <https://youtu.be/ZjZNWkLWA3s>
 - Soran☆Bushi / ソーラン☆節 (Master) - <https://youtu.be/twKpB-f0oB4>
 - Samurai Bloodshow / 源平大戦絵巻テーマソング (Master) - https://youtu.be/xpeiavXN8_g
 - Intermediate:
 - Blew Moon (Master) - <https://youtu.be/sWTs6V0LrD4>

- Quartet Theme [Reborn] (Master) - <https://youtu.be/woGI9WPHCtI>
- VIIIbit Explorer (Expert) - <https://youtu.be/VHwY1rEUfnI>
- OPA! OPA! RACER -GMT mashup- (Master) - <https://youtu.be/k-dJqTmi0Ow>
- Glorious Crown (Expert) - https://youtu.be/_gsyc7bTPF0
- We Gonna Party (Master) - https://youtu.be/1qNKCD_ZogA
- Halcyon (Master) - <https://youtu.be/irRg4zFwBsE>
- Hard:
 - FEEL ALIVE (Master) - <https://youtu.be/Vzit0wERTyw>
 - FEEL the BEATS (Master) - <https://youtu.be/DA-BGYT3O1c>
 - Oshama Scramble (Master, DX chart) - <https://youtu.be/hsn2YHADqWQ>
 - Like the Wind [Reborn] (Master) - https://youtu.be/foEGE6_BiOk
 - Boys O'Clock (Master) - <https://youtu.be/CYigFblrFd0>
 - Burning Hearts ～炎のANGEL～ / Angels with Burning Hearts (Re:Master) - https://youtu.be/jTv_m5PkH0A
- Extreme:
 - CYBER Sparks (Re:Master) - <https://youtu.be/5mUbOosZJQ4>
 - MYTHOS (Master) - <https://youtu.be/KWBIJwKpg7I>
 - Aiolos (Master) - <https://youtu.be/QQ0UghYzDa8>
 - B.M.S. (Master) - <https://youtu.be/kTGmt5dpeRc>
 - 7th Sense (Master) - <https://youtu.be/fU4JfB13tgw>
 - FUJIN Rumble (Master) - <https://youtu.be/PjCPziINTROQ>
 - Titania (Master) - <https://youtu.be/cjRgCY5dPBE>
 - UniTas (Master) - <https://youtu.be/oSWvzvvyraRc>
 - Felys -final remix- (Master) - <https://youtu.be/M7JfKTD8cFw>
- Boss:
 - End Time (Master) - <https://youtu.be/HDcW6-z7EKI>
 - アポカリプスに反逆の焔を焚べろ (Master) - https://youtu.be/O_p9Qc44xkc
 - ねえ、壊れタ人形ハ何処へ棄テられるノ? (Master) - <https://youtu.be/SfmR4uCUM2Q>
 - Glorious Crown (Master) - <https://youtu.be/AdKop8TIJE0>
 - BREaK! BREaK! BREaK! (Master) - <https://youtu.be/PmNnqEJPPog>
 - the EmpErroR (Re:Master) - <https://youtu.be/1N0hGtLnnUQ>

• Continuous Trailing SLIDES

- A series of SLIDES chained together from one end to another.
- A common strategy is to match the taps with one hand while using the other hand to follow the trail.

- Higher levels would demand you increase your speed of matching the trails which means you have to pay attention to the slide patterns and match them quickly
- Example charts:
 - Beginner:
 - SEGASATURN Startup Sound[H.][Remix] (Master) - <https://youtu.be/beMo-l9wRYE>
 - Getting Faster and Faster / だんだん早くなる (Re:Master) - <https://youtu.be/BFU4z0xEhSQ>
 - 色は匂へど散りぬるを / Iro Ha Nioedo Chirinuruwo (Master) - <https://youtu.be/kr3dDwmEsMo>
 - METEOR (Master) - <https://youtu.be/uh57CKAGtto>
 - からくりピエロ / Karakuri Pierrot (Master) - <https://youtu.be/Yjkl7Tj8xKQ>
 - アカリがやってきたぞっ (Master) - https://youtu.be/OIVm_MnUiw
 - Intermediate:
 - WAKAICHIKARA -SEGA HARD GIRLS MIX- / 若い力 -SEGA HARD GIRLS MIX- (Re:Master) - <https://youtu.be/4wWhAcarg24>
 - Magician's operation (Master) - https://youtu.be/R_MhENUchH0
 - Streak (Master) - <https://youtu.be/lhxVasz-tZQ>
 - maiム・maiム feat 週刊少年マガジン (Master) - https://youtu.be/nV0f4_6E2oA
 - 天狗の落とし文 (Master) - <https://youtu.be/VZ6S4ef9QAY>
 - Change Our MIRAI! (Master, Standard Chart) - https://youtu.be/U_eeaCSUz2w
 - Mysterious Destiny (Master) - <https://youtu.be/S66lAJjnp3Y>
 - キズナ物語 / Chain story (Master) - <https://youtu.be/u80xPPTAj3s>
 - Hard:
 - CYCLES (Master) - <https://youtu.be/PktL86m1oLQ>
 - Turn around (Master) - <https://youtu.be/qDY-lDdTpXs>
 - Mr. Wonderland (Master) - <https://youtu.be/--BJa2HtuRA>
 - Back 2 Back (Master) - https://youtu.be/wrIVjWE6_Pg
 - Bad Apple!! feat.nomiko (REDALiCE Remix) (Master) - <https://youtu.be/QIblx-dA3qM>
 - wheel (Master) - <https://youtu.be/8l5Uotr6YdQ>
 - Jack-the-Ripper◆ (Master) - <https://youtu.be/3LPs1IUFR3M>
 - 幻想のサテライト (Master, Standard Chart) - <https://youtu.be/tulc2Jq2f4w>

● Stutter / Gallop / Triple TAPs

- A quick series of 2 or 3 TAP notes one after the other followed by a short pause.

- Pacing your gallops is key, especially when you have to switch up which hand starts the gallop first.
 - Sliding over the gallops may be an option but only if the notes are nearby each other
- Example charts:
 - Beginner:
 - Change Our MIRAI! (Expert, Standard Chart) - <https://youtu.be/l56P74HL-3E>
 - POPIPO / ぽっぴっぽー (Master) - <https://youtu.be/A3CuoJU2Sg>
 - DO RORO DERODERO ON DO RORO (Expert) - https://youtu.be/s_uRerW1Qoc
 - Conflict (Expert, DX chart) - <https://youtu.be/BuhYIJNszZQ>
 - GRÄNDIR (Expert) - <https://youtu.be/MsfmVaqMiZE>
 - Turn around (Expert) - <https://youtu.be/h8-69bM-Lns>
 - Valsqotch (Expert) - <https://youtu.be/EJfRxnSNZHc>
 - Intermediate:
 - 結ンデ開イテ羅刹ト骸 (Master) - <https://youtu.be/9Lv98YVAOEA>
 - caramelldansen / ウッーウッーウマウマ(°▽°) (Master) - <https://youtu.be/oDrWUiHWMr8>
 - LUCIA (Master) - <https://youtu.be/TWMFgmPlnSs>
 - Heartbeats (Master) - <https://youtu.be/J7gi-ZKNMmE>
 - RIDGE RACER STEPS-GMT Remix- (Master) - <https://youtu.be/8VMobZyQmCQ>
 - Space Harrier Main Theme [Reborn] (Master) - <https://youtu.be/-Vjsxyud1c>
 - 隠然 (Master) - <https://youtu.be/8mwb5ooAQHo>
 - BAD∞END∞NIGHT (Master) - <https://youtu.be/TJFyaRcviLc>
 - Setsuna Trip / セツナトリップ (Master) - <https://youtu.be/nfoTY3cUobE>
 - Hard:
 - FLOWER (Master) - <https://youtu.be/-D9CpfhwGWY>
 - AMAZING MIGHTYYYY!!!! (Expert) - <https://youtu.be/zGUnczYvUQw>
 - 隠然 (Re:Master) - <https://youtu.be/vUZKs65wHyM>
 - Nou shou sakuretsu girl / 脳漿炸裂ガール (Master, Standard Chart) - <https://youtu.be/G9y2L1sljAk>

● 2 DUALs, 1 SLIDE

- A very common pattern which involves in sequence:
 - A DUAL TAP where one of the notes is a STAR note.

- The Slide is not executed yet until another set of DUAL TAP notes appear, one of those notes going to where that SLIDE is supposed to start.
- Once that 2nd set of DUAL TAP notes are hit, the slide is then executed quickly.
- There would usually be a successive series of SLIDEs to match in a section
- SLIDEs here usually need to be executed quickly in this pattern.
- Example charts:
 - Beginner:
 - Densha de Densha de GO!GO!GO!GC! -GMT remix- (Master) - <https://youtu.be/ZMrZuyUmsM4>
 - 華鳥風月 / Kachou fugetsu (Master) - <https://youtu.be/W6IP9-UN90Y>
 - planet dancer (Master) - <https://youtu.be/gpxEscEHpug>
 - Future (Re:Master) - <https://youtu.be/H1yFwMrx1JY>
 - Intermediate:
 - 命に嫌われている (Master) - <https://youtu.be/p9wr20aaCvY>
 - 不思議の国のクリスマス (Master) - https://youtu.be/iZxije_M4Q0
 - ウミユリ海底譚 / Umiyuri Kaiteitan (Master) - <https://youtu.be/IFoyjtH8rW0>
 - ECHO (Master) - <https://youtu.be/gkOchDaiztw>
 - 絶え間なく藍色 (Master) - <https://youtu.be/Z--KSLShtJK>
 - 妄想感傷代償連盟 (Re:Master) - <https://youtu.be/TporAi9Clqk>
 - MiLK (Master) - <https://youtu.be/LzsH9-4rouk>
 - REVIVER オルタンシア・サーガ -蒼の騎士団- オリジナルVer. - (Master) - <https://youtu.be/e7pzsP16MBM>
 - Virtual to LIVE (Re:Master) - <https://youtu.be/xD5zKXs351U>
 - Hard:
 - Infantoony Fantasy (Master) - <https://youtu.be/gV0fQkeHoHU>
 - 緋色のDance / Hiirori no Dance (Re:Master) - <https://youtu.be/F12C975dKJU>
 - もぺもぺ (Master) - <https://youtu.be/irugpOo7jck>
 - Flashkick (Master) - https://youtu.be/Jl1y_J_XJT8
 - LOSE CONTROL (Master) - <https://youtu.be/IZlotNLYytc>
 - 幸せになれる隠しコマンドがあるらしい (Master) - <https://youtu.be/U6vuHfBj9Wc>
 - スリップフリップ / Slip Flip (Master) - <https://youtu.be/qjWyEk2xGFU>
 - GO BACK 2 YOUR RAVE (Master) - <https://youtu.be/dbq1TIYV6zY>
 - GRÄNDIR (Master) - <https://youtu.be/HZgFEGjpS9g>
 - 天火明命 (Master) - <https://youtu.be/h0uz6Db9hd8>

- conflict (Master, Standard chart) - <https://youtu.be/w6qPgn8CYfk>
- Crush On You (Re:Master) - <https://youtu.be/gS2KONkSFW4>
- Extreme:
 - Oshama Scramble! (Master, Standard Chart) - <https://youtu.be/Hw5JGr9LY6Y>
 - VERTeX (Master) - <https://youtu.be/zevWYr5nXVg>

● Low BPM SLIDES

- These songs have low BPMs and therefore there is a longer pause between when a SLIDE's STAR TAP is hit to the start of the next beat where the SLIDE is executed.
 - In most cases, this is paired with a slow slide speed.
- Keeping in mind the slow BPM of the song, you'll need to steel your nerves not to reflexively match the SLIDE pattern too quickly or you will end up with a less than perfect SLIDE judgement.
 - Most of these SLIDES will also have notes to hit one beat after the SLIDE appears which signals the actual timing of when to start sliding.
- For very advanced slide sequences, some memorization of when the TAPs were hit may be necessary.
 - Beginner:
 - Destr0yer (Expert) - <https://youtu.be/4jM-PWAKut0>
 - 四月の雨 / April showers (Expert) - <https://youtu.be/ZUukB-8ZZq4>
 - KAMURO-SETSUGEKKA - / 神室雪月花 (Expert) - <https://youtu.be/BRmei7eFzcw>
 - Our Wrenally (Expert) - <https://youtu.be/3FR6tdY1ehU>
 - 馬と鹿 (Master) - <https://youtu.be/uF6i5jEJFhk>
 - Intermediate:
 - 玩具狂奏曲 -終焉- (Expert) - <https://youtu.be/mxSrqTkcASg>
 - Panopticon (Expert) - <https://youtu.be/l9Vp3vtgEKs>
 - Destr0yer (Master) - <https://youtu.be/UPFO9Nqvupc>
 - HOMURA-UTA / 炎歌 -ほむらうた- (Master) - https://youtu.be/yq5XmbS_ywc
 - ガランド (Master) - <https://youtu.be/yBLNTVuDIXc>
 - 砂の惑星 (Master) - <https://youtu.be/aOZWipBMWHI>
 - 鼓動 / KODOU - move on - (Master) - <https://youtu.be/LyPK5vQw5j0>
 - Hard:
 - PANDORA PARADOXXX (Expert) - <https://youtu.be/gjdB4gyajJc>
 - There are a lot of BPM changes in this chart, but notice the BPM slowdown within the period of 1:20 - 1:36.
 - Last Samurai (Master) - <https://youtu.be/3H1kPdAgpZQ>

- 花と、雪と、ドラムンベース。(Re:Master) - <https://youtu.be/wDLR6OWdM3E>
 - The SLIDEs in Re:M are played at half speed (aka twice the delay for the SLIDE to start) compared to the Master chart.
- 四月の雨 / April showers (Master) - <https://youtu.be/C4BYTh1WzdY>
 - *I actually don't know wtf is charts anymore, do you?*
- Extreme:
 - Panopticon (Master) - <https://youtu.be/aved5esWOBg>
 - Panopticon (Re:Master) - https://youtu.be/Eny3_TCPOgs
 - Our Wrenally (Master) - <https://youtu.be/M3aGDZI-vVQ>
 - Valsqotch (Master) - <https://youtu.be/hpoHVdb1SW8>

● One side TAP - one side SLIDE / TOUCH

- A multi-tasking skill where one side of the screen consists of TAPs (mostly?) while the other side requires you to match SLIDEs.
 - This section now includes cases of the other hand focusing on TOUCH notes.
- You may want to focus on prioritizing one area more than the other during sections like these:
 - SLIDE - Focus here if the slides are fast or the SLIDEs are trailing in some form.
 - TAP - Focus here if the beat stream of the notes is not constant (i.e. mixed with HOLD notes, etc.).
- Example charts:
 - Beginner:
 - Connect / コネクト (Master, Standard Chart) - <https://youtu.be/igSx1WUSOS4>
 - Moon of Noon (Expert) - <https://youtu.be/4nnorqN4DMM>
 - Blows Up Everything (Expert) - <https://youtu.be/maMKcTAhn4>
 - Intermediate:
 - Crazy Beat / クレイジー・ビート (Master) - https://youtu.be/Su2mT_hmO_Y
 - Prismatic (Master) - https://youtu.be/pi_oUH8oilc
 - Senbon Zakura / 千本桜 (Master, Standard Chart) - <https://youtu.be/nv8SETr2rxQ>
 - LANCE (Master) - <https://youtu.be/FA15Qx9Cv9c>
 - グラーヴェ (Master) - <https://youtu.be/DHULASmMvOg>
 - Connect / コネクト (Re:Master, DX Chart) - <https://youtu.be/WNEIZX3IGlw>

- emomomo (Master) - <https://youtu.be/dKgEZYmBZxs>
- MAKE IT FUNKY NOW (Master) - https://youtu.be/_iahSteYAOs
- Hard:
 - System “Z” (Master) - <https://youtu.be/fVSVAnMHscU>
 - Kagerou Days / カゲロウデイズ (Re:Master) - https://youtu.be/L-eeNgQG_4U
 - Caliburne ~Story of the Legendary Sword~ (Master) - https://youtu.be/UffQUb-_nJg

● 1-button TAP spam

- A compact flood of TAP notes onto a single button.
- You'll need to focus on using both the outer button and the touch screen to match it.
- Most of the time though, expect this to appear in short bursts of 8 notes or less.
- Example charts:
 - Beginner:
 - Contrapasso -paradiso- (Expert) - https://youtu.be/tZ_IRtIZoX0
 - the EmpErroR (Expert) - <https://youtu.be/PTUsGeiylew>
 - Intermediate:
 - Re: End of a Dream (Expert) - https://youtu.be/Ju4Et_Gf-JQ
 - タカハセ！名人マン / Takahase! Meijin-Man (Master) - <https://youtu.be/E3JTTD3JujE>
 - Hard:
 - Nitrous Fury (Master) - <https://youtu.be/ZMK3kQGe8yk>
 - Arty Party (Master) - <https://youtu.be/izx9GbGAzvw>
 - トリドリ⇒モリモリ！Lovely fruits☆ (Master) - <https://youtu.be/Y7qhgdhpGy4>
 - The Disappearance of Hatsune Miku (Master) - <https://youtu.be/N4LdgyW9Jwo>
 - 分からない / wakaranai (Master) - <https://youtu.be/vtlt-GxkXLM>
 - HERA (Master) - <https://youtu.be/CwpH6tqCfqY>
 - Extreme:
 - AMABIE (Master) - <https://youtu.be/K3eeO4jKtpY>
 - AMAZING MIGHTYYYYY!!!! (Master) - <https://youtu.be/bQqJuBw6bqw>

● Progressively Complex Patterns

- A major feature in individual charts in Maimai (and by extension a few other rhythm games in general) is that repeated verses or choruses in a song will result in a similar but slightly more complex note pattern to be used.
- That said, other charts with repeated verses may utilise completely different chart patterns not similar to the one used earlier in the chart, but the patterns are still more complex than the previous verse.
- Here are some examples of this concept being used:
 - Beginner:
 - 幸せになれる隠しコマンドがあるらしい (Expert) - <https://youtu.be/EFwQa-HUAsq>
 - サドマミホリック (Expert) - <https://youtu.be/JKuFuMPXjSY>
 - Intermediate:
 - SILENT BLUE (Expert) - https://youtu.be/A3_uCMQHx7A
 - BREAK YOU!! (Master) - <https://youtu.be/f27q93yPNFU>
 - Save This World vMIX (Re:Master) - <https://youtu.be/on2E3dneVcM>
 - IKUSHION -Ixion- / 幾四音-Ixion (Master) - <https://youtu.be/wYqPNzBpOu8>
 - Save Our MIRAI! (Master, DX Chart) - https://youtu.be/_1TzUXxUVEA
 - Hard:
 - Uraomote Lovers / 裏表ラバース (Master) - <https://youtu.be/FXnCCtJo8BU>
 - Got more raves? (Master) - <https://youtu.be/c9vlfebuTHY>
 - Kitasaitama 2000 / きたさいたま2000 (Master) - <https://youtu.be/iDSn1JKvWe8>
 - Fragrance (Master) - <https://youtu.be/6TpkGisR7Dg>

● Counterflow SLIDES

- A fairly common pattern which comes in 2 parts:
 - a SLIDE has to be matched in one direction (either clockwise / anti-clockwise)
 - TAP Spins which have to be matched in the other direction.
- Understanding the pacing of how to match the TAPs as well as not getting your arms twisted into a knot while matching this pattern is key.
- Example charts (these are all tough charts btw):
 - METATRON (Master) - <https://youtu.be/fdgxYpvYsVE>
 - エテルニタス・ルドロジー (Master) - <https://youtu.be/MNW06mORNY>

- Death Scythe (Master) - <https://youtu.be/8VqoPBCPo3w>
- Axeria (Master) - <https://youtu.be/EPWYiuKtpo>
- GEMINI -M- (Master) - <https://youtu.be/2MYtypjXpO0>
- CHAOS (Master) - https://youtu.be/N_y9OTC17MU

● Dual First, SLIDE Later

- This is a fairly niche pattern where you have to hit a series of DUAL TAPs in quick succession and then matching the combined SLIDE pattern.
- This is not seen very often in the game and it takes a lot of specific movements or trickery to match these patterns.
- Example Charts:
 - からくりピエロ / Karakuri Pierrot (Re:Master) - <https://youtu.be/PYBBFAjZq9M>
 - D★N'T ST★P R★CKIN' (Master) - <https://youtu.be/GT0RqXaAHxk>
 - Outlaw's Lullaby (Master) - <https://youtu.be/TBW8F6iApW4>

● Delayed SLIDES

- These charts feature SLIDES which do not have their STAR immediately move towards their intended end point after 1 beat has passed since it was hit.
- This skill is based on a matter of patience, control, and understanding the pacing of the song you're playing.
- Notice in the example charts how the STAR note when tapped **briefly disappears from view, fades back in, and then starts moving when it fully comes back into view** (applies mostly to later versions of the game).
- This is a **fairly niche gimmick** that doesn't appear all that often. When it does, it is not prevalent throughout the chart itself, either that or it is prevalent throughout all the SLIDES in the chart.
- In most cases, these SLIDES are found in the UTAGE folder of the versions between MURASAKi and FiNALE. More charts may feature this gimmick in future updates.
- Example charts:
 - Beginner:
 - Altale (Expert) - <https://youtu.be/Ujq09qFJ3F4>
 - BPM 83 - 90, notice how there is about a 1-second delay between the TAP note and the SLIDE. Not consistent with the SLIDE starting after 1-beat in 90 BPM.
 - It feels more like it's following a 60 BPM timing.
 - Intermediate:
 - Altale (Master) - https://youtu.be/V2_95lErQ7o

- <https://youtu.be/5y4R6u2bzKY> - A clearer view of how the STAR TAP disappears and fades back into view after tapping.
- Hard:
 - ♡マイマイマイラブ♡ (Master) - <https://youtu.be/5eE0xHJkKUo>
 - Watch the last SLIDE in this chart.
 - Grievous Lady (Master) - <https://youtu.be/f3yLMmFspJs>
- Extreme:
 - QZkago Requiem (Re:Master) - <https://youtu.be/Pmbwfvf0hMs>
 - Notice the pauses in the SLIDE STAR TAP at 1:20 and at 2:20. Do notice how the TAP note fades into view after it is tapped and then moves in when it has become fully opaque.

At this stage of the game, there will be a great need for fine-tuning your plays to meet with the mechanics of the game. Once you have a solid-understanding of the basic mechanics, you will be able to better anticipate and meet the challenges posed by each of these songs head on.

I did my best to try to isolate specific songs based on their key pattern gimmick. If you have any suggestions for songs that can be useful for training the following patterns, please do leave a comment with the specific song and chart.

13. Misc

- Maimai official (International) website - <https://maimai.sega.com/>
- Maimai official FB page - <https://www.facebook.com/maimaiDX/>
- SEGA Rhythm game Official Twitter Page (JP) - <https://twitter.com/performai>
- Maimai official Twitter page (JP) - https://twitter.com/maimai_official
- MaimaiNET International login page - https://lng-tgk-aime-gw.am-all.net/common_auth/login?site_id=maimaidxex&redirect_url=https://maimaidx-eng.com/maimai-mobile/&back_url=https://maimai.sega.com/
- SEGA Arcade Rhythm Game Youtube Channel - <https://www.youtube.com/channel/UC8Gka-5Toy9TPvaU4o7Kr1w/featured>
- Maimai on TVTropes - <https://tvtropes.org/pmwiki/pmwiki.php/VideoGame/Maimai>
- Chinese guide to Maimai on bilibili - <https://www.bilibili.com/read/cv3076128/>
- Chinese wiki guide on changes from Finale to DX - <https://maimai.fandom.com/zh/wiki/%E9%81%8A%E6%88%B2%E7%B0%A1%E4%BB%8B>
- Soundtracks:
 - [HALFPIPE TOKYO Original Soundtrack](#)
 - [Maimai SEGA Sounds, Vol. 1 - Ukiuki Wakuwaku Pack](#)
 - [maimai SEGA Sounds, Vol.2 - Adult Healing Pack](#)
 - [Maimai Sega Sounds, Vol. 3 - Sega No Game Wa Uchuuichiiii Pack](#)
 - [Maimai SEGA Sounds, Vol. 4 - Maimai Chan Ga Eranjyattayo - Pack](#)
 - [Maimai SEGA Sounds, Vol. 5 - GreeN Hajimemashita! Pack](#)
 - [Maimai Sega Sounds, Vol. 6 - Endless de Bakkyun! Nakimushi, Pi Pi Pa Puu! Pack](#)
 - [Maimai Green + Halfpipe Tokyo / Joypolis, Vol. 01](#)
 - [Maimai Green + Halfpipe Tokyo / Joypolis, Vol. 02](#)

14. Guide Change Log

11 / 01 / 2021

- Added another COVID Update with respect to the Omicron variant.
- Minor text fixes.

08 / 01 / 2021

- Added new songs in Advanced Skills and Practice.
- R.I.P. SHIKI

05 / 01 / 2021

- Added new songs and adjusted the difficulty rating for some charts in Advanced Skills and Practice.

12 / 12 / 2021

- Updated notes about playing the game safely during the COVID pandemic with regards to health advice, booster shots, and new COVID variants
- Updated note about accuracy judgement with TOUCH HOLD notes.
- Cleared all comments and suggestions.
- Updated recommended songs for DX, DX+ and Splash versions.
- Updated list of Advanced Skills Practice with Splash+ charts to practice with.
- Other text edits.

06 / 07 / 2021 (Long overdue, I know...)

- Changed this guide access from the public being able to comment on the guide to the public only being able to view the guide.
- Added a coronavirus update note as COVID vaccinations are available.
- Updated notes about unlocking Master and Re:Master charts in the game.
- Added updates to the Tour Map system for Splash.
- Added new songs to Advanced Skills and Practice Section.

01 / 01 / 2021

- Adjusted difficulty ratings for some songs under Advanced Skills and Practice.
- Added new songs to Advanced Skills and Practice.

29 / 12 / 2020

- Added lots of new songs to Advanced Skills and Practice.
- Updated "Single / DUAL TAP Spam" subsection by restructuring songs of interest into difficulty categories.
- Updated "One side TAP - one side SLIDE" subsection to include cases with TOUCH notes instead of SLIDEs

- This sequence may be pending further changes down the road.
- Minor text updates.
- Have a happy and safe new year everyone!

22 / 12 / 2020

- Added new songs to Advanced Skills and Practice
- Updated notes about Coronavirus and protecting yourself and others in Coronavirus Update 2 sub-section.
- Merry Christmas and a Happy New Year, stay safe everyone!

13 / 12 / 2020

- Corrected misinformation related to bonuses to distance travelled when playing a bonus song in a Tour Map.
- Added new songs to Advanced Skills and Practice.

10 / 12 / 2020

- Added even more songs to Advanced Skills and Practice.
- Added new sub-sections to Advanced Skills and Practice:
 - Counterflow SLIDEs
 - Dual First, SLIDE Later
 - Currently there are no rankings of difficulty for these charts. They are all quite hard.
- Applied updates to Tour Map System Information to include bonuses on distance travelled calculations in non-infinite maps.

28 / 11 / 2020

- Added more DX songs to Advanced Skills and Practice.
 - When I'm supposed to be studying for exams... T.T
 - I'm a pretty bad procrastinator...

25 / 11 / 2020

- I have added a subsection to 'Events / Unlock System' section called 'Partner Unlock'. These detail the Partner unlock system for DX+.
- Added DX+ songs to Advanced Skills and Practice.
- Will be AFK until 30th November arvo, see you then.

22 / 11 / 2020

- With restrictions easing further in Melbourne and the arcades opening soon, I will be present at Kingpin, Crown Melbourne on the 24th of November, and further onwards from the 30th of November after my exams are over.
- If you would like to meet up with me and the rest of the rhythm game gang of Melbourne, feel free to drop by (subject to indoor arcade density limits).

- I will be updating this guide considering the release of Maimai DX+ as we go along. Hopefully, the arcades would have updated the firmware for DX+ by then when I reconvene to the arcades.
- To all who are still affected by lockdowns and this pandemic in general, my heart goes out to all of you in these trying times. We had it very rough and we're hoping that this is a year we wished we forget.
 - But do remember that we must learn from the mistakes of our past. We didn't have the benefit of hindsight of what happened then. Hopefully you will all be safe and that we can meet up again on the other side.
- I want to thank everyone for their patience and diligence in fighting COVID through this time. It will still be challenging for a lot of us, but I guarantee this that as long as we play our part, we will see each other again fact-to-face soon.
- Thank you everyone, stay safe.

22 / 09 / 2020

- Minor updates to the guide.
- SIDE NOTE: I am currently unable to update the guide as Melbourne is still currently in lockdown.
 - Once I have a hand at playing the game again, I will update this guide further.
 - Stay safe everyone. We are doing the best we can to contain this.

27 / 05 / 2020

- Updated "Advanced Skills and Practice" section to now include quick-viewing via the document outline in the Document.
- Added new songs to "Advanced Skills and Practice" section.

19 / 05 / 2020

- Added an updated notice about the COVID-19 outbreak specific to Australia reopening businesses and easing restrictions.
- Updated "Advanced Skills and Practice" section with difficulty level ratings to guide players into specific songs to practice based on their skill levels.
- Added new songs to the "Advanced Skills and Practice" section.

29 / 03 / 2020

- Added an important notice about the COVID-19 outbreak in "Gaming Etiquette".
 - **PLEASE STAY AT HOME!!!**
 - I've included a NOTE about using this advice given in this section if you are playing Maimai or any other arcade games in a public arcade.
- Added some songs to the Advanced Skills and Practice section.

15 / 03 / 2020

- Added more songs to "Advanced Skills and Practice"

12 / 03 / 2020

- Added more songs to the “Recommended Songs” section.
- Some minor but important clarifications added to the guide.
- Some minor edits to the Advanced Skills and Practice section.

10 / 03 / 2020

- Added notice about fair use of this guide and citing the source in the Title page of this guide. **Please cite the author and the link to this guide** if you are using this guide in any way.
- Added subsections about EX notes and how their accuracies are rated in sections related to Scoring.
- Expanded some information about BREAK notes in Maimai DX and above giving Extra Points on non-Perfect hits in “Details - Scoring\DX Scoring System”.
- Added more songs to “Advanced Skills and Practice” and included a subsection “Progressively Complex Patterns”.

12 / 02 / 2020

- Added important notice about not tapping on the buttons or screen too hard in the “Gaming Etiquette” section.
- Added clarity of SLIDE initiation delays after 1-beat of the STAR TAP in the “Details - Note Types \ SLIDE” section.
 - Split up the “Delayed SLIDES” skill in the “Advanced Skills and Practice” section to exemplify the above clarification.
 - A new section called “Low BPM SLIDES” is added to the “Advanced Skills and Practice” section to better emphasize the 1-beat delay in the STAR TAP and the SLIDE.
- Added the skill “Technical HOLDS” in the “Advanced Skills and Practice” section.
- Other minor edits in “Gaming Etiquette” and “Recommended Song” sections.