

ExGon script

Pre-introduction - Ash

It's December 2009. A young teenager from South Korea is scrolling through a forum dedicated to Mario Bross. As he reads the post titles, three letters and a punctuation mark catch his eyes: osu!.

Drawn by the idea of playing the BGMs of video games he likes in a rhythm game, Extream Gondola decides to create his osu! account. A legend was born.

Opening - Ajia

Foreword

Few players from other gamemodes have had their name resonate as strongly within the osu! community. Yet, ExGon's name is well-known to all. More than 15 years after the creation of his account, I decided to recount the story of a player who dominated two gamemodes for years.

Of course, it would be impossible to list every single score ExGon has set – many of which would deserve a detailed explanation. Nevertheless, I hope that the performances highlighted in this video will properly pay tribute to the one who, in my opinion, shaped what CTB is today.

Although this may seem unoriginal, I chose to structure the video year by year. For each of them, I focus not only on ExGon's most impressive scores, but also on key moments that marked his journey – whether it's the osu!catch World Cup, mapping projects, or other significant events.

All sources used will be available in a Drive folder linked in the description.

With that being said, enjoy the video.

Introduction

His early life - Ash

ExGon was born on December 17th, 1996. During his childhood, he developed an interest in many things, including video games, piano and even game creation. As mentioned earlier, the only reason he downloaded osu! was because it allowed him to play the soundtracks of many video games he liked, such as Mario, Sonic, Zelda, MapleStory, or Gradius.

At the time, ExGon was playing on a computer running Windows XP. His monitor was a Samsung SyncMaster 199BW, a 19-inch screen with a 16:10 aspect ratio and a 60 Hz refresh rate. Acquired in 2007, this monitor remained in use until it eventually stopped working in 2022 – meaning that ExGon's entire osu! career was played on this specific screen.

Scores and evolution through 2010 - Elux

Although he initially played mostly Standard, ExGon discovered the Catch the Beat gamemode in January 2010. In this mode, he quickly began going for the same kinds of plays: SSs on maps whose songs came from his favourite games.

During the first months of 2010, ExGon grinded for high leaderboard spots on these maps. He quickly understood the importance of spinning as fast as possible, and thus tried to improve his technique. After only 3 months of playing, he was already able to spin at 477 rpm, something that caught peoples' attention. By the end of May, he had already collected a respectable amount of SSs in both gamemodes, as well as numerous first places.

In July 2010, a player named Hurude Rika motivated ExGon to get more into Catch the Beat. It is also during this period that he started using a square skin. Slowly but surely, the songs ExGon was achieving SS on began to shift away from video game BGMs. He also started to use different mods, although Hidden wasn't his main strength back then.

His last remaining score visible while scrolling through osu! beatmaps was set on October 6th, 2010, on a map called "Super Smash Bros. Melee".

Even though he didn't set any groundbreaking scores back then, there are several things that can be said about his playstyle. First of all, he only submitted SS scores, something that would later make him known as a 'perfectionist player'.

[VelperK's quote:

He initially focused on maintaining a flawless 100% streak, but what stood out even more was his constant drive to grow as a well-rounded player.

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We have to take into account that, to get a high position on the leaderboard of the ranking system used back then, players had to achieve many scores on many different maps. However, the fact that ExGon had a perfectionist mindset didn't mean he wanted to grind many maps. In fact, he was mostly playing maps that interested him – namely, songs from video game whose leaderboards he aspired to top. The actual ranking didn't interest him that much.

2011

Playstyle and scores - Realmaas

In 2011, ExGon continued the journey he had started, earning more and more SSs, as well as high positions on many leaderboards. His first impressive scores were set on April, when he grinded two specific maps: 'He Has No Mittens' and 'I am Murloc'

It is very hard to find information about these scores: the screenshot ExGon put in his post vanished since then, and there are no captures available on wayback machine.

Did you know ExGon was the first to FC "Utage wa Eien ni"? On May 22nd, he achieved the rank 5 on the map, earning a Full Combo with Half Time. Although the score would soon be matched by Dusk, many people couldn't believe their eyes at the time, as it was still miles ahead of everyone else.

The main player under the spotlight back in the day was VelperK. Many compared him with Cookiezi, and for good reason. In every map considered impossible by the community, VelperK was comfortably sitting at the top, especially on TAG4 maps.

In July, ExGon grinded multiple KIRBY Mix maps, such as ‘Aurora’ and ‘Big Brother’. The hundreds of retries he put into these scores likely shaped him into the player he would become. This dedication would soon lead to his first major achievements, including a Flashlight FC on ‘U.N. Owen was Her?’.

Mapping - Connor

But before grinding for those scores, ExGon embarked on a new journey: his mapping career.

If you've already visited his osu! userpage, you've probably noticed that he has uploaded quite a lot of beatmaps over the years. While some of these were reuploads of maps made by users who were banned back then, the majority are ExGon's own creations.

From the very beginning, ExGon shared his work on various forums. His first maps, made for the standard mode, date back to March 2010. It wouldn't take long before his first Catch the Beat maps appeared as well — with *Time to Donald* being shared.

In a 2022 tweet, ExGon mentioned five mappers who influenced his style and helped shape the approach he kept refining over the years: Reikin, kingcobra52, Starrodkirby86, Mismagius, and Tsuka. He also once stated that Hollow Wings and Fanzhen inspired him with their creative patterning. We're still at the early stages of his career here, but as we'll see later, his mapping style would evolve increasingly in that creative direction.

Throughout late 2010 and into 2011, ExGon continued uploading maps. Ranging from fairly standard difficulties to serious challenges for experienced players — along with some practice difficulties — he showed no hesitation in exploring the full range of difficulty levels. He also began mapping with others, notably collaborating with CLSW.

Scores - Ash

In October, after two months of mapping and playing relatively easy maps, ExGon pulled off what was, at the time, a very impressive score: SS on ‘What's up people’ – a score that would remain unmatched for over two years. One week later, ExGon managed to FC two of the most iconic maps of the time in under one hour: the easier difficulty of ‘KIRBY Mix Compilation’ and the EX difficulty on ‘neu’. It would take eight years for someone else to match ExGon's accuracy on the KIRBY Mix map.

By the end of the month, ExGon also achieved a Flashlight SS on ‘Big Brother’, one of the maps he had been grinding for months. With all these feats accomplished, the community truly began to see ExGon as a new rising star. However, some players pointed out that he couldn't play Hidden well – a criticism that didn't fall on deaf ears.

To convince those who still doubted his skills, ExGon set, by the end of the year, a 2,400 combo, 7 miss run on the harder difficulty of ‘KIRBY Mix Compilation’, securing the top spot on the map.

[VelperK's quote:

“I still vividly remember in 2011, when he shocked everyone with his 7-miss run on *Susumu Hirasawa - KIRBY Mix Compilation*. Back then, pulling off a performance like that on such a long and intricate map—without succumbing to nerves—was practically unheard of. It was one of those

moments that made us all realize he had something truly special. That score really helped cement his place in the CTB community”

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It is also worth noting that he achieved a Flashlight SS on “He Has No Mittens”, an AR9 map that few were even able to FC with No Mod or Hidden.

2012

Scores - Realmaas

As 2012 began, ExGon’s popularity was on the rise. In Korea, many already considered him the best Korean player of 2011. Globally, only one player was seen as stronger overall: kenji. If you know about CTB history, you’ve probably heard of kenji. He is the only player to have been first in both the score ranking and the ppv1 system. Even so, the fact that ExGon managed to take second place in that vote is nothing short of incredible.

One of the most popular types of maps back then were the TAG4 maps. As mentioned earlier, the player who dominated these maps’ leaderboards back then was VelperK. But ExGon also wanted to prove that he was able to play TAG4 maps too. Thereby, after five days of grinding, he managed to achieve an Easy Flashlight SS on ‘Cirno’s Perfect Math Class’, shocking everyone once again.

A few days later, he scored an SS on the ‘Madness’ difficulty of “Sticks and Stones”, securing the first FC on a map containing pixel-perfect jumps.

Although he was actively grinding for impressive scores, ExGon continued playing with the goal of reaching top on leaderboards. To make that possible, he learned many spin paths and was thus already seen as a very solid spin player.

[While looking for the video that summarize the community vote for the best players of 2011, I came across a video ranking the top players of 2011 and 2012 – well, at least the early months of 2012, since the video was released in March. The thing is, I couldn’t find any clear link between the two votes. This video might be the result of the vote held in the general thread, but I can’t say for sure. So, to avoid any misunderstanding, I decided to treat these two votes as separate. If you have any information regarding these votes or a possible link between them, feel free to let me know. I’d be happy to correct it in the description.

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When the first video reviewing the best CTB players came out in 2012, ExGon placed second, once again just behind kenji. Nonetheless, many players were already pointing out their disagreement with that placement. For some people, the scores ExGon has recently achieved made him the best CTB player.

For ExGon himself, his best score that year was his S-rank pass on ‘deltaMAX’. What makes this play particularly difficult is the spacing between certain notes, which becomes especially brutal near the end. Although an update to the way hypers work in CTB would soon be introduced, this play was achieved before that rework, making it very impressive.

Do you remember when people were saying that ExGon needed to improve his Hidden skills? Well, it's now March 2012 and he just FC'd 'Airman' with Hidden.

Shortly after, he decided to try out another mod: Hard Rock. He quickly began achieving impressive scores with it, including SSs on 'V3', 'Flyaway', 'Red Goose' and 'chipscape'. Still unsatisfied with his performance on 'Airman', ExGon improved his previous Hidden FC with Hard Rock – setting a new PP record in the process.

Apart from improving and becoming one of the best Hard Rock players, ExGon continued setting insane Flashlight scores, such as an SS on 'Basshunter Ivan polka', a 2-miss run on 'Banned Forever' and an SS on 'Vicinity of Obscenity'. This latter feat was one of the most impressive scores at the time, as the map features some insanely difficult sections. Only a handful of players had managed to get a No Mod Full Combo on the map when ExGon achieved his Flashlight SS. The second and third Flashlight Fcs on the map weren't set until six years later.

[VelperK's quote:

“By the end of that year, ExGon had earned his place among the gods. His insane HR SS on *Team Nekokan - Can't Defeat Airman* and the FL SS on *System of a Down - Vicinity of Obscenity* still stand out in my memory as jaw-dropping feats”

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After a short break, he came back in December to once again prove his Hidden skills, re-FCing 'What's up people' with the mod. He also FC'd the top difficulty of 'Pluto' with No Mod.

His first tournament - Maitoo

But 2012 was also the year ExGon began his tournament career. On March 6th, Weez announced the start of a 2v2 CTB Tournament. This is a round-robin tournament, meaning that every team within a group would play against all the others. Among the 40 registered teams was ExGon and Spectator's team: ExSpec. They started the tournament in Group 8. By the end of the round-robin stage, ExSpec had won all their matches, securing the top spot in their group.

They then managed to win both their Round of 16 and Quarterfinals matches. Only four teams remained in the tournament for the semifinals, where ExSpec had to face VELPERAGE, a team made up of Kryzsiak and VelperK. Despite facing such a scary opponent, ExSpec won 4-2 and advanced to the finals. There, they faced Chilean Rangers, a team composed of eldnl and line94. Although this team hadn't lost a single match in the tournament up to that point, ExSpec emerged victorious and claimed the championship.

In just two years, ExGon had secured a spot among the best CTB players. He had become a well-rounded and consistent player across all types of maps. One player, however, would mark the beginning of his first rivalry: VelperK. The two frequently competed on the leaderboards of legendary maps, each trying to outdo the other's scores.

2013

CTB Update - Ash

CTB has undergone several mechanical changes since its release in 2008. Initially, hyperfruits didn't exist at all. However, the hypers introduced in the first update were quite different from the ones we know today.

In fact, many maps were impossible to FC due to the way hypers worked at the time. First of all, snapping wasn't a thing. In other words, when catching a hyperfruit, the catcher was instantly teleported to the next note and could immediately move left or right. This mechanic was patched in January 2013. [video: insert Sartan's explanation]

But that wasn't the only issue with hypers, as they behaved differently when Hald Time or DT were enabled. For some reason, the game didn't account for these mods, meaning that a note that would normally trigger a hyper with No Mod became a regular note when DT was applied. In 2018, ExGon made a clear comparison to illustrate this behaviour, so feel free to pause and take a look at the picture. This issue was patched by peppy in September 2012, with help from VelperK and eldnl.

The 2013 update also changed another aspect of hypers: back in the day, the algorithm that determined whether a note should be a hyper didn't take tick notes or pixel jumps into consideration. As a result, the second note of a three-note jump wouldn't be a hyper, meaning that it was theoretically impossible to catch it.

[ExGon's quote:

Red fruit was only calculated by the distance and timing between one and one of each fruit beat. When I received it, catcher arrived at the end of the plate on the next fruit. These characteristics have led to patterns beyond the current 'edge dash' notoriety, even created a pattern that was completely impossible

To pass a map, I had to study which fruit was possible to receive properly and which was impossible.

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The most important thing to remember is that this change finally made some maps FC'able – an of course, both ExGon and VelperK gave these previously impossible maps a try.

Scores - Realmaas

In early 2013, ExGon improved his left-right skills – something that very few players had mastered back in the day. It is worth noting that this skill simply wasn't necessary at the time: very few maps required such movement. Although some maps featured wiggles, it was totally possible to stand still them, and no one would have even considered playing them with Hard Rock.

Thanks to his refined technique, ExGon SS'd 'neu' – a fairly normal 4 stars convert... except for the 198 BPM wiggles at the end. Shortly before this score, he had also managed to FC 'Pluto' with Hidden, proving once and for all that he had truly mastered the mod.

Even though he was already one of the best, ExGon constantly looked for new skills to improve. In April, he SS'd 'Farucon Pan!' with Flashlight – a CS8 map with awkward slider that make it particularly hard to SS. To this day, only six other players have managed to replicate this score. Once again, his incredible dedication, combined with his desire to learn and master new skills, paid off.

Just a few days later, he pulled off the first No Mod SS on ‘The Big Black’, and although the map had already been FC’d by VelperK with Hidden, it was still regarded as a groundbreaking achievement.

Event – Connor

Unfortunately, ExGon then stopped logging into the game. At first, it was because he had lost interest in playing osu!. But although he might have changed his mind after a few days, his laptop broke, and he had choice but to temporarily quit the game.

According to DakkyChan, this explains his low placement in the yearly vote for the best CTB players. It’s likely that he would have continued setting insane scores throughout the year if he had a working computer, but since that didn’t happen, we can only speculate on what might have occurred if his laptop hadn’t broken.

Scores - Elux

December 2013. For his 17th birthday, ExGon received a brand-new computer. Within a few days, he was fully derusted and managed to set some insane Hard Rock scores, including SS’s on ‘Trigger Happy’ and ‘Shuffle Heaven’. Everyone knew that as long as he kept playing, everything was bound to change forever.

[VelperK’s quote:

Even in 2013, when he was less active, he made it clear that he was still ahead of his time—most memorably with his SS on *The Quick Brown Fox - The Big Black*, which was one of the wildest maps around back then.

But I think 2014 really marked the beginning of the ExGon legend in full force.

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2014

Scores - Realmaas

Thanks to the scores he managed to set in such a short amount of time, the community began to consider ExGon the best CTB player. VelperK wasn’t playing as much as before, and although Dusk was starting to make a name for himself among the top players, ExGon’s abilities remained unmatched. On January 5th, 2014, ExGon reached first place in the rankings. It marked the beginning of an era that would last more than two years.

ExGon never stopped improving his scores on legendary maps, and on January 12th, he proved it again by re-SS’ing ‘The Big Black’ with Hidden.

Although he would re-FC it later with better accuracy, he also became the first to FC ‘StrangeProgram’, an AR8 CS5 map featuring some truly bizarre patterns – but I’ll let you see for yourself.

Though his studies had briefly taken him away from the game, ExGon’s comeback was marked by a return to old challenges. He conquered ‘Atama no Taisou’ with Hidden Hard Rock and finally got the Flashlight FC on ‘Banned Forever’.

2014 was also the year ExGon began competing with other well established spin players. One of his most impressive spin scores at the time was arguably his 174k on 'Akai Tsukunise', one if not the most well iconic spin map in the game. To this day, it remains a benchmark for spin players aiming to reach the top by optimizing their spin paths. It took two years before someone else managed to surpass ExGon's score, and another two years before a new record appeared on the leaderboard. Eventually, DreStar achieved 177k on the map, a score that still stands at the top of the map to this day.

But this wasn't the only impressive spin feat done by ExGon: in December, he achieved the first place on 'Clocks', another iconic spin map. What's even more remarkable is that he still holds the 4th place on the leaderboard to this day, having been surpassed by only three players: Bloodcat, rostld and Kyako.

That being said, let's take a step back – 2014 had much more in store when it came to ExGon's accomplishments.

In August, while no one else had even managed to FC the map, ExGon SS'd 'neu' with Hardrock – an achievement that shocked everyone.

As further proof of his unmatched AR10 skills, he also SS'd 'Image Material' with No Mod, a map that only six other players have managed to FC to this day.

Shortly after his 'neu' play, he pulled off a 1.1k combo run on the TAG4 difficulty of 'Utage wa Eien ni'. Being that close to a Full combo on what was arguably one of the hardest maps in the game was unheard of – even if the finals jumps were still considered impossible.

But as insane as this score was, it was merely a warm-up for what would become one of his most legendary play: a Hard Rock SS on 'Rainbow Dash Likes Girls'. Not only was it the first Full Combo on the map, but it took nearly 4 years for anyone to FC it with No Mod, and 8 years before the score was finally replicated.

Analysis - Ash

How can someone become that good? In fact, although I've already mentioned his dedication to the game, all of ExGon's scores can be summed up in a few words: grind and luck. In some of his posts, ExGon talks about the memorization work he had to put in to achieve a specific score. He also mentions the countless retries he invested into a map. And sometimes, he admits that he's extremely lucky.

But at the end of the day, it's still mainly dedication. Once you've acquired all the skill needed to FC a map, it actually becomes a game against yourself. Will you have the will to retry a map again and again? Will you be lucky enough to hit that pixel jump mid-map? Will you keep hope alive even if you misremember a memory jump at the very end?

Unlike many, ExGon never lost hope in achieving these scores.

Scores - Connor

By the end of 2014, he managed to FC several other legendary maps: 'Distorted lovesong' No Mod, 'Heterochromia Hiridis' Hidden Hardrock and 'Kokou no Sousei' Hardrock.

Although the scores mentioned above are arguably his best performances, it's worth noting that ExGon doesn't only play hard maps. In fact, he plays easier maps most of the time. For example, between October and December 2014, he played either older maps or newly ranked CTB-specific map, often aiming for the top spot on them. In other words, ExGon seems to truly love the game. He doesn't just grind for scores that would impress the community, but also plays for his own enjoyment, simply because he likes osu!.

[VelperK's quote:

That year was full of disgusting scores, like his HR 11-miss run on *IOSYS – Utage wa Eien ni SHD* (the TAG4 map, score which he would perfect in 2015), and his HR SS on *Renard – Rainbow Dash Likes Girls (Stay Gay Pony Girl)*—a record that made me realize I just could not compete against such a beast anymore.

The first thing that comes to mind when I think of ExGon are his strive for perfectionism, otherworldly talent, and immense dedication to the game—traits that, ever since he started back in 2010, helped shape him into the legend we know today. Not just in Catch the Beat, but even in osu! standard, his name carries tremendous weight.

Personally, I want to thank him for being a major source of motivation for me during those days as we used to compete on so many maps, and that friendly rivalry kept my passion for the game alive. His impact on the CTB community goes far beyond just his scores, his mapping and collaborations also left a lasting mark. He, without any doubt, truly helped shape osu!catch into what we know today.

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2015

Scores - Realmaas

Although ExGon was then widely regarded as the best player, there was still one mod where he hadn't fully showcased his potential: Double Time. This is why he began grinding AR8 maps with Hidden and Double Time, mostly focusing on KIRBY Mixes. He also didn't hesitate to 3-mods a map when he felt a map was within his reach.

Another skillset he continued to refine was his movements on extremely high CS maps – a practice that led to some incredible scores, such as a Hidden Hardrock SS on 'Make Progress'.

Of course, he didn't abandon the other mods either, as he FC'd 'The Big Black' with Hardrock and Wing My Way with Hidden. Thanks to a Hardrock SS on 'Genryuu Kaiko', he also managed to set a brand-new pp record.

To firmly establish his dominance over the map, he re-FC'd 'neu' with Hidden Hardrock – a score so strong it remained unbeaten until late 2024, when rostld finally sniped it.

CWC 2015 - Maitoo

As the osu!catch World Cup was approaching, some people speculated that ExGon might take part in the tournament. Once the rosters were revealed, it quickly became apparent that China and South Korea had the strongest lineups and were likely to face each other in the Grand Finals.

Both had a solid chance of winning, as each roster featured some of the best players in the world. As expected, China and South Korea easily won all of their matches leading up to the Finals. Once every other team in the winner's bracket had been eliminated, the two giants finally faced off. Many expected a close match – until South Korea delivered a 6 – 0 victory.

The truth is that, although they made it to the Finals by defeating Russia, Germany and Indonesia, China did drop a few points along the way. On the other hand, South Korea had swept every single match. Up to that point, they hadn't lost a single point – not against Austria, Hong Kong, Malaysia, Poland, or even China. What if they were simply unbeatable?

While some believed South Korea's dominance was thanks to ExGon, a closer look at the matches results painted a different picture: his presence wasn't what carried the team to victory. In fact, the rest of the Korean roster was more than capable of securing every win on their own.

On June 14th, South Korea defeated China 6 to 2 in the Grand Finals without any plays from ExGon. They did it. For the second time in history, South Korea took the win. This victory allowed ExGon to get his first ever badge. Feeling that his mission was accomplished, he then spent his summer holidays mostly playing old maps without chasing crazy plays.

ExGon's STD career - Ash

There's an aspect of ExGon's career I've only briefly touched on so far: his standard scores. I chose not to focus too heavily on them, in order to keep the video from becoming overloaded with information. That said, it's worth pointing out that 2015 marked a turning point in this area. That year, he received a notebook – a device that allowed him to aim in osu! using his finger directly on the screen.

There's a lot to say about ExGon's standard plays. He plays with everything: sometimes going for TD plays, other times tapping with his mouse, and occasionally even setting scores with a fully conventional setup. Just like in CTB, ExGon approaches standard with a perfectionist mindset.

He's mostly known for playing low AR maps – whether they're already low AR by default, or whether he lowers the AR himself by adding mods such as Easy, Halftime or both. Most of his scores are on older maps, and he has always been regarded as quite skilled on them. For instance, he was voted the best 11th old map player in a 2018 Spazza's video.

[TheShadowOfDark's quote:

Whenever he went for a score on a map, he would usually grind for SS or insanely high accuracy. A lot of people know him for some of his spin scores on low diffs on popular maps he maxed out, but he was also an amazing low AR player for the time – low AR HD or EZ. Another important aspect of ExGon is that he was incredibly good at old maps: many of his top plays – despite being very old now – are on old maps. He had the accuracy the tapping and the aim to play these.

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Before talking about his low AR plays, let's focus on two other aspects of his gameplay: his Touch Device scores and his spin plays.

When he started playing the game, we saw that he was already aiming for high spots on leaderboards – a goal that pushed him to improve his spin technique. In November 2015, he posted a video that

would go viral: a spin liveplay. For the first time, people witnessed a truly unique technique – something that still shock viewers to this day.

[TheShadowOfDark's quote:

For a normal person, spinning like that is insanely exhausting, you'd have to shake your whole arm really fast. Most people who do full screen spins either change their DPI or take advantage of that fact that raw input didn't exist yet back then, which made things easier.

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Although ExGon stated later that this technique wasn't good for his health, he got numerous first thanks to this, sometimes even with difficulty reducing mods enabled.

[TSOF's quote:

ExGon himself said he stopped doing those massive spins and switched to smaller circles, because the way he used to spin was hurting his arm. Even so, he was still absolutely insane at spinning at the time.

Although most fast spinners have to change their grip, sensitivity, or setup, ExGon could just pull it off in normal gameplay. I still have how he didn't suffer from mouse drift at that speed, and how he could still snap to the next notes right after a spinner.

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ExGon's STD career (part 2) - Realmaas

I've said that ExGon was mostly known for his spinning abilities. But in fact, he is probably better known for this: [cursor dance video]

While using his mouse to follow the patterns, ExGon used his notebook to teleport his cursor across the screen. The result is this video – something that most of us have probably seen.

Let's now highlight some of his most impressive performances, starting with those done using Touch Device, a mod with which he quickly became one of the best, achieving remarkable scores such as the first FC on 'Highscore', 'Helix' and 'Odoru':

The fact that ExGon remains in the top 50 on two of these maps after 10 years proves that his abilities were far from limited to CTB, and that his standard skills were just as impressive.

By the end of the year, ExGon decided to cement his name in history once and for all. After achieving a low miscount on a map titled 'UN. Owen wa Kanojo nanoka?' with Easy, he spent several days grinding it. And on December 2nd 2015, it finally happened.

Technically, ExGon's FC on the map was the first-ever 1,000pp play in osu! – achieved three and a half years before Vaxei's iconic Hidden Double Time FC on 'Tsukinami'.

In the first half of 2016, ExGon also SS'd 'Running Fire', a 2008 map with CS6 and AR5, using Hidden and Nightcore. Despite many attempts to match his accuracy, no one managed to replicate the score – until chicken_10, arguably the best old map player at the time, grinded the map and finally SS'd it with 3 mods.

2015 was without a doubt ExGon's year. Not only did he win CWC and maintain his dominance over CTB, but his popularity skyrocketed across the entire osu! community. His plays weren't just recognized by top players within the specific skillsets he excelled at – they also caught the attention of many prominent figures and rising prodigies in the game.

But as Touch Device started gaining traction within the community, more and more players began raising concerns about the mod's fairness. For many, playing with Touch Device was fundamentally different from using a mouse or tablet – especially since it made aiming considerably easier, turning otherwise impossible patterns into achievable ones. While ExGon acknowledged some of the criticism directed at Touch Device, he also repeatedly emphasized that stream patterns became significantly harder when using it.

However, as everyone knows, Touch Device was eventually nerfed into the ground after freedomdiver achieved the first-ever 900pp play on Haitai – 2 years after ExGon's unranked 1,000pp play.

Yearly vote - Maitoo

In the yearly community vote, ExGon once again earned the title of the best CTB player. 2015 also marked the first – and only – year in which he held the top spot in the rankings from start to finish. Although the gap between him and the second player was, at times, remarkably wide, Dusk was steadily closing in.

2016

Scores - Elux

2016 was an important year in ExGon's career. Even with his military service approaching, he didn't step away from setting scores – SS'ing 'Galaxy Collapse' in January and reclaiming the pp record, once again on 'Genryuu Kaiko', but this time with Hidden Hardrock. Once his training was over, he announced on Twitter that he would be working until February 2018. Nonetheless, he still found time to play the game.

Der Wald is one of the most legendary CTB beatmap of all time. Its combination of visually impressive patterns and challenging sections offers a test not only for experienced players, but also a striking experience for beginners or newcomers to the game. This map holds a special place in ExGon's career: according to him, it was his SS on 'Der Wald' that made players across the entire game begin to believe in his seemingly godlike instinct. But that moment hadn't come yet. On March 15th, ExGon managed a 10-mis run on that very map – a score already absurd for its time.

Since 2015, we've seen ExGon playing more with Double Time. One thing I didn't mention earlier is that he SS'd 'Akatsuki no Tsuki' with Double Time in September 2015 – an AR9.3 map that lasts more than two minutes with the mod applied. While it wasn't the first DT FC on the map, as Dusk had already done it before, ExGon proved to everyone that he too was capable of handling what was considered high AR at the time.

But since many iconic old maps had an AR of 8, ExGon didn't hesitate to keep pushing with Double Time on these maps. One example is his 3-miss run on the easier difficulty of 'KIRBY

Mix Compilation’. Although he would later go on to improve that score, no one has ever managed to match the original miscount – the closest attempt being Veeti, with 4 misses.

Mapping - Connor

But 2016 was also the year ExGon began to share more of his creations. In March, his followers heard about ‘Broken Hearts’ for the first time – an experimental CS10 map, something few had ever attempted before. Shortly after, ExGon mapped and SS’d ‘Sewing Machine’, an AR9.1 map filled with left-rights, hyperwalks, taps and jumps patterns.

By the end of the year, ExGon began working on one of his biggest mapping projects: ‘Paradigm’. It is a Dodge the Beat map – meaning the goal is to avoid every object falling from the top of the screen. While the concept might sound simple, and although ‘Paradigm’ wasn’t the first map of its kind, ExGon pushed the idea further than anyone had before.

In total, the map features over 51,000 notes. And unlike previous DTB maps, which were relatively manageable, this one raised the bar to a whole new level. If you’ve ever opened the editor, you’ll instantly understand how much time and effort ExGon – alongside Rocma – poured into this project. The visuals, the sheer variety of patterns... it feels less likeosu! and more like an entirely different game. If you’re a little curious, I strongly recommend giving it a try.

Apart from ‘Paradigm’, ExGon often experimented with new mapping ideas, such as a 270 BPM stream map. This was something no one had attempted before – and something almost no one could play, except for him and some rhythm prodigies.

Scores - Ash

Speed has always been, and remains today, one of the least developed skillsets in CTB. Several factors contribute to this, but since this video isn’t about the game as whole, I’ll highlight just one: the mechanics. In standard, taiko or mania, tapping slightly early or late mainly affects your accuracy – you might get a 100 or a 50, but that’s all. In CTB, things are different. You must tap perfectly on the rhythm in order to catch these kinds of patterns – nether too early nor too late. Every tap must be spaced with the exact same timing in milliseconds.

I believe this is one of the reasons why ExGon’s performance was so impressive for its time. Even now, nearly a decade later, only a handful of players can manage to S-rank this map.

Event: the fall from #1 - Realmaas

April 29th, 2016

With the rise of newly ranked CTB farm maps, the gap ExGon had created since claiming number one in 2014 began to narrow. Although many were requesting ExGon to play AugoEidEs – a map where Hyperw7 recently set the new PP record – he chose not to play it and started to disregard these new PP farm maps.

A few minutes before Dusk sniped Hyperw7’s score on the map, ExGon did one of the most controversial things in his career: he overwrote his DT score on ‘Akatsuki no Tsuki’ with a Hidden play. Back then, only the highest score on a map counted, no matter the mod used or the PP it granted. In other words, it was totally possible to lose pp by replacing a DT play with a Hidden

one, as long as the score was higher. And that's exactly what ExGon did. According to Reddit, he lost around 300 raw PP and "undertook" Dusk.

Many saw this as a stroke of genius: ExGon was so good at the game that he could control whether or not he stayed at the top. However, others viewed it as spoiling Dusk's chance to claim first place – something that seemed inevitable, as Dusk was closing in fast.

But why? Why did ExGon, who had never been involved in such events until then, choose to do this? In a now-deleted Twitter post, he revealed the pressure he felt carrying the number one spot. In fact, he was often stressed by the thought of losing his position at the top.

More than a year after the incident, ExGon shared additional insights about how he felt regarding being number one:

[ExGon's quote:

There is something I'd like to clarify about what happened in early 2016. At that time, I intentionally updated many high-pp scores by playing them again with mods that give less pp, resulting in higher raw scores but lower pp. Because of this, Dusk overtook me and became rank #1.

I had been first for over two years and, to be honest, it was a bit stressful. People say it's okay if you just don't care, but that's easier said than done. When I saw Dusk approaching to the first spot by setting multiple records, I thought:

"Looks like Dusk will be first soon... I don't think I can keep pushing myself to fight for that spot. If I drop from rank 1 this time, I might never get it back. Maybe it's better to let go and take it easy. But is there something I can do as a final gesture? Should I point out the issue with Catch's DT weighting being at 1.06, the same as Hidden, and how that allows players to convert high-pp DT scores into lower-pp Hidden scores just to optimize score rankings?"

As everyone knows, I took that action, and Dusk became number 1.

I also posted several tweets explaining that I had no bad feelings towards Dusk. I feel sorry about that in many ways, but I don't regret what I did. Even if I hadn't intentionally dropped some pp back then, I don't think it would have changed where things stand now.

]

Scores - *Ash*

Going back to scores, ExGon set a bunch of impressive low AR plays in standard: an SS on 'oddloup', a choke on 'Cry for Eternity' with Easy, an Easy Halftime Flashlight FC on 'Crimo's Perfect Math Class', an SS on '8 bit Princess' with Easy and Nightcore, an 'Inferno' EZ SS or even a FC on 'Tsubaki' with Easy and Halftime.

Each of these plays was widely regarded as an impressive feat by the community. While some of them remain unmatched to this day – likely due to their low popularity or the fact that they simply weren't worth the grind – others were eventually replicated. For example, EzChamp became the second player to SS 'Inferno' with Easy... 5 years after ExGon.

Relax - *Maitoo*

But he wasn't only playing standard – around the same time, he also started grinding a CTB skillset that remains niche even today: Relax.

Relax in CTB is fairly simple to explain: instead of using the arrow keys to control the catcher, players move it with a mouse or pen. But this one change shifts the entire gameplay. Speed no longer relies on finger or wrist tapping, but on full-arm motion. The same thing goes for precision and control – every aspect of the game is now dictated by the player's ability to move their arm with both accuracy and consistency.

[Kevaca's quote:

Mechanically, I'd say CTB Relax is basically just '1 dimensional standard: you don't really care where the cursor is vertically, you just want the catcher to end up under the note before it misses

]

One of his first impressive Relax score was a 25-miss run on Highscore with Double Time – a map he had SS'd without DT previously. But Relax's mechanics also opened the door to something previously impossible without the mod: spinning. Since the catcher's movement speed isn't capped on Relax, it becomes possible to catch bananas that were once literally uncatchable. This is how he managed to achieve a 1,1 million score on Almagest – one of the most iconic spin maps in CTB.

As ExGon's influence continued to grow, his Relax gameplay began to inspire others – and one of those players is Eps. While his Bancho profile might seem rather unremarkable at first glance, everything changes once you realize that he is the first Relax player on Akatsuki, and that his top plays are nothing short of mind-blowing.

Loved & Scores - Connor

As 2016 came to a close, the osu! staff introduced a new beatmap section: the 'Loved' category. This section allowed popular maps with unrankable patterns to have their own leaderboard. One of the first CTB maps to receive this status was 'Der Wald', the very same map on which ExGon had set a 10-miss run earlier that year.

Less than a day after the leaderboard went live, ExGon was already sitting at the top with a golden SS. While I didn't mention it before, he had actually SS'd the map shortly before it was added to the Loved section. But now that the replay was available for everyone to watch, this moment marked a turning point in his career.

ExGon had by then become a name known by everyone in the osu! community. His CTB plays were nothing short of extraordinary – and I haven't even mentioned that he SS'd a CS10 map with Hardrock and Flashlight. But beyond that, his standard performances and his unique playstyle were also widely admired. Without a doubt, he had become an icon.

In CTB, many new players were introduced to the game through his scores. He wasn't just a top player, he was the favourite of many, including veterans who had been around for years. Meanwhile, in standard, the 'osu! cursor dance' video had gone viral, and more and more videos began to showcase his distinctive playstyle whenever ExGon's name came up.

2017

Scores - Ash

2017 would mark a new era in ExGon's career: high AR's era. If you've followed the story up to this point, you already know that ExGon had proven his ability to handle AR9.3 with his FC on 'Akatsuki no Tsuki' back in September 2015. However, while no comparable scores were set in 2016, that was about to change. From here on, his journey into high AR would take two distinct paths: one toward FCs on maps that would later become farm, and the other toward AR11 scores on legendary and iconic maps.

Let's first look at the first path, and highlight some of the scores he set along the way:

On March 1st, he fc'd 'Adularescence' and 'Xeno', two AR9.3 maps that were respectively 904 and 1070pp at the time, getting the DT pp record in the process. In September, he FC'd 'Inferno' and 'Vajuranda' back-to-back, proving once again his place among the best DT players.

But in between those two sessions, ExGon turned his attention to AR11 on three iconic maps: 'Airman', 'The Big Black' and 'Image Material'. On 'Airman', he scored a DT pass with 97.86% accuracy, later improving it with a 3-mods 95%. He then managed to pass 'The Big Black' and 'Image Material' with 95% accuracy. These three maps would become landmarks in the world of AR11 DT, attracting attempts for many of the top dt players in the years that followed. But I'll come back to that later in the video.

Apart from his high AR scores, ExGon also focused on lower approach rate maps – and more specifically on one particular map. In April 2016, he scored a 1-miss run on 'Vicinity of Obscurity' with Hidden and Double Time – a performance so absurdly difficult that no one else came close. Exactly one year later, on April 12th, 2017, he returned to the map and secured an FC, this time with DT only. He mentioned that he likely wouldn't attempt a Hidden DT FC, as he didn't want to overwrite his Flashlight score. To this day, his play remains the only DT FC ever achieved on this CS6 AR8 map.

But DT wasn't the only mod ExGon played with that year – far from it. He also brought back the Flashlight mod, managing to pass 'Der Wald' with only 41 misses. I do not think I have to remind you that this is an AR9.8 map featuring 180 BPM left rights and several tricky sections.

What's truly impressive is ExGon's ability to memorize movement patterns. As obvious as it may sound, many of his AR11 plays were partially memorized. The maps he passed with DT were ones he had played hundreds of times since his early days in the game. He knew exactly where to go after each note – and that's probably what made his Flashlight pass on 'Der Wald' possible. It is still nonetheless an insane achievement that still shock many players to this day.

With Hardrock, he SS'd the 'EX' difficulty of 'neu' – a score that, to this day, only rostld has managed to replicate. Once HR is applied, some of the wiggles that could be stand-still without the mod now require actual movement, and their inconsistent nature makes the ending particularly difficult to FC.

In standard, ExGon set some very impressive low AR scores that are still highly appreciated to this day: Uta and Kuraki Easy Halftime FCs – two plays that require an insane reading.

CWC 2017 - Maitoo

On May 8th, ExGon shared a screenshot on Twitter conforming his registration for the osu!catch World Cup 2017. For the second time in his career, he would be competing in CWC – this time alongside Spectator, JISAN, Hyperw7, Rocma and mjj. While China once again looked like a strong contender, other teams such as the United States and Indonesia also had impressive rosters. During the Group Stage, South Korea defeated both Singapore and Australia before advancing to the Round of 16, where they faced Hong Kong. After a clean 5 to 0 win, they moved on to face Sweden – another 5 to 0 victory. In the Semifinals, they were now up against the United States. Although the US managed to get a few points, South Korea ultimately closed out the match with a win, securing their place in the Finals. The only team remaining in the winner’s bracket was, just like in 2015, China, who had defeated Indonesia 6 to 3 in the Semifinals. Despite an early lead from China, nothing seemed able to stop the Korean momentum. After a very close match against Indonesia, China now had to face South Korea once again – in what would be the final match of the tournament.

July 9th, 2017. China had the first pick and opted for DT2. After a few early misses from the Korean side, it looked like China would secure the first point of the match. However, a series of drops on the Chinese side turned the tide, and the point ultimately went to South Korea. It was then Korea’s turn to pick. Knowing they had a strong chance on Hidden 3, they chose it – and what followed was astonishing: ExGon managed to set a 1-miss run on an AR8 CS5 convert with Hidden and in a tournament setting. But China wasn’t ready to give up. They immediately counter picked another DT map. Despite misses from both teams, South Korea once again held their ground and took the point.

Since no Nod Mod map had been played yet, South Korea chose NM5: ‘Quaver long version’. Although Korea suffered a few early misses, China quickly took the lead, carried by Callionet’s huge combo. But as the final jumps approached, the Chinese team began, to collapse. The Koreans, showing remarkable composure, built up their combos through the intense ending section and managed to steal the point. With this, South Korea had 4 points – only 3 away from winning the tournament. Still, China wasn’t out of the game. On No Mod 1, they held firm and secured their first point of the match. The next map, initially in China’s favour, slowly shifted back toward Korea, who clinched it in the final moments. But once again, China fought back. On No Mod 4, they managed to edge out a win by a razor-thin margin – just 8,000 points – in one of the closest plays of the match. South Korea then responded with a solid victory on Hidden 1. But China answered immediately, taking their own pick on Hardrock 1, keeping the scoreline tense and the match alive. It was South Korea’s turn to pick, and they were now just one map away from victory. When NM6 began, it was anyone’s game, as both teams struggled to hold combo. But in the end, it was South Korea who managed to pull through, securing the final point and claiming the championship title.

This year, ExGon truly dominated the matches. Match after match, he consistently earned the MVP title – and rightfully so. One of his most unbelievable performances remain his runs on Hidden 3 – ‘The Secret of the Flowers’. While the rest of the lobby barely scrapped past 900,000 points – if at all – ExGon FC’d the map in the first match, then followed up with a 1-miss in the second.

Mapping - Connor

Beyond scores and tournaments, 2017 was also a year of mapping for ExGon. Since his first maps, ExGon’s style has improved a lot, and his maps as well as his collaborations started to gain visibility

within the community. It is particularly the case for a lot of creations he made with DakkyChan, notably 'At the Speed of the Light', 'Pacific Girls' and 'AiAe'. Eventually, all of them would make it into the Loved section.

But one of the most significant moments in ExGon's mapping career was still to come: Various BGM Loved. This set features dozens of maps across different gamemodes, each built around unique gimmicks and experimental concepts. One difficulty, for instance, demands extremely precise movement at AR7 and CS1, while another requires the player to finger-tap at exactly 150 BPM – and if you don't quite grasp how absurd that is, here's a look at the leaderboard back then... and now.

[DakkyChan's quote:

His insane speed with the consistency also made it possible to fc twice one of the fastest maps that are ever made in CTB called 'From under to upper'. You need 150 bpm single tapping speed to fc this, as well perfect timing. Everyone thought that this guy must be a robot as this timing is just wtf

]

But more than just an experimental set, Various BGM tells the story of ExGon's journey as a mapper. This wasn't a project completed in a day, a week, or even a month – it took him several years to bring it to life.

But that wasn't all ExGon achieved as a mapper that year. Remember 'Paradigm' – the DTB project he has started back in 2016? After months of intense work, the map was finally completed and ready to be challenged. Spoiler: it wouldn't stay unbeaten for long – ExGon himself was about to clear it.

Event: Waltz o' the Irish - Realmaas

In April 2017, ExGon discovered a map by the name of 'Waltz o' the Irish'. While the information shown on the beatmap page might not seem impressive at first glance, things take a different turn once you open it in osu! – and realized the map lasts several days.

But how is that even possible? The truth is that the entire map is made of a single, continuous slider. Every 75 second, you need to click once to avoid breaking the combo. And since the total combo is 3,587... that means you must stay focused for 75 hours straight. Now you might be thinking: 'Who on earth would be crazy enough to go for a Full combo on something like that?' Well, if I'm bringing it up here, you've probably already guessed the answer – ExGon did.

On April 27th, he launched the map on his laptop and began sharing his progress with his followers. At first, everything was going smoothly. But as he approached the final two hours of the map... osu! crashed.

That fail, however, wasn't enough to stop him from completing what he had set out to do. After taking a short break, ExGon gave it another shot – this time offline, and on a better device. Since his tweets about the attempt had gained traction and more and more people were growing curious towards the map, ExGon decided to stream his journey through the infinite slider. On May 3rd 2017, the stream began. He was ready to take on the challenge – one last time.

After 73 hours, the combo counter at the bottom of the screen had reached 3100x. ExGon feared only one thing: another crash. But as time went on, the combo kept rising – and thankfully, nothing happened. Finally, on May 5th at 10 PM Korean time, ExGon tapped one last time on the slider, and the map came to an end. Even though a player named OskarRRRitoS achieved a Full combo with Halftime by the end of the month, ExGon remained the first to ever conquer ‘Waltz o’ the Irish’.

2018

Scores - Ash

When 2018 began, ExGon’s ambitions hadn’t changed – he was still determined to push his DT limits. I didn’t mention it earlier, but back in December 2017, he had already left his mark with a 15-miss run on ‘Genryuu Kaiko’ DT, a performance that, at the time, stood as the best miscount ever achieved on the map. But as impressive as it was, that play turned out to be only a glimpse of what ExGon had in store for the year to come.

In March, he fc’d ‘Yoiyami Hanabi’ with an impressive 99.71% accuracy. While that number might seem modest by CTB standards – where SS’ing maps is often expected – the map itself tells a different story. ‘Yoiyami Hanabi’ is densely packed with sliders that require precise timing to catch every droplet, making any high-accuracy FC particularly difficult. Even though Motion would go on to FC the map later that same year, no one came close to ExGon’s accuracy – until October 2024, when qwhj finally surpassed it with a 99.92% FC.

Shortly after, he achieved a DT Full combo on ‘Shotgun Symphony’ – a legendary CS7 map where, to this day, ExGon’s play remains the only DT FC. That same day, he also played ‘Airman’ with DT, missing only 9 notes – a miscount that only Motion has managed to reach so far.

But as if all of this had only been a warm-up, ExGon went even further the following month by achieving what is still considered to this day the greatest AR11 score ever set: ‘Oracion’ with Hidden, Double Time, and Hardrock. What makes this play truly mind-blowing is how smooth his movements appear – almost as if he were reading the map in real time. Of course, everyone familiar with AR 11 knows it’s far from being perfectly readable; there was undoubtedly a great deal of memorization involved. Yet, ExGon’s play made it look completely natural.

I think I speak for everyone when I say that this play was truly ahead of its time. AR11 in CTB is a skill very few players have even attempted since. While claiming it’s readable remains highly debatable, the number of players who have managed to set any notable AR11 remains extremely low. Motion, for instance, achieved a 10-miss run on ‘Airman’ with Hidden and Double Time. Dahcreeper was the first to pass Scorpiour’s ‘Image Material’ with DT, beating ExGon’s miscount in the process. Ekr pulled off a 3-mod FC on Kumano – but only after nearly 3,000 attempts. Matt_H recently set two 500pp plays with DT Hardrock. Fuhie, on the other hand, beat ExGon’s miscount on ‘The Big Black’ with DT. Ayrssiell has also delved into AR11, with performances on maps like ‘oyasumi’, where he, along Dahcreeper and Motion, holds one of the best scores. Dea ex Machina also managed to push AR11: over the past few years, she managed to set a wide range of AR11 scores, showcasing consistency where most others have only dared to try.

Yet, no one has been able to beat ExGon’s play on Oracion.

Sometimes, if you wander around Hardrock DT No fail leaderboards on iconic CTB maps, there's a good chance you'll come across some of ExGon's 2018 plays: Adularescence, Akatsuki no Tsuki, Genryuu Kaiko, Snow Goose, Yoiyami Hanabi or XENO – ExGon is always there, sitting at the top.

But 2018 wasn't only about DT. ExGon started the year by FC'ing a newly loved map: 'AiAe', topping the leaderboard by a wide margin. Shortly after, he re-FC'd 'Der Wald' with Hidden – and this before anyone else could even secure another Full combo on the map. He also FC'd Countdown 3 2 1, a loved CLSW map known for its tricky sections. And his streak didn't stop there: just two days after 'Sonic Blaster' was loved, he had already achieved an SS on the map.

Although rostld would FC the map the following day, it's worth highlighting ExGon's SS on 'I Am Murloc' with Hardrock – a CS7.8 AR8.4 map once the mod is applied.

Event: real life hits hard - Connor

Despite how legendary ExGon's 2018 scores already were, he was sooner or later bound to take the longest break of his career. In May, he tweeted this:

[I will not participate in this year's CWC and all future tournaments. Real life hit me hard and my passion for osu! is not as strong as before

]

He continued to play for a short while after this, achieving a 1,000pp pay on an AR9.6 map with DT – 'Coolest' – earning an A rank on the pixel-perfect jump map 'I Wanna be a Hippy', and even SS'ing 'Soulless 6'. But shortly after, he disappeared from the internet. No one knew where he had gone – but then again, it was probably the right choice, given that his passion for the game was no longer what it used to be.

2019

Come back and scores - Maitoo

November 29th, 2019. After 18 months, ExGon logged into his Twitter account and posted this:

[Hello, it's been a while, hasn't it?

]

In no time, ExGon came back to osu! and shocked everyone once again. 'Shoukei to Shikabane' Easy DT SS, 'Stream Compilation' Easy DT Flashlight SS, as well as SSs on 'Sewing Machine' and 'Pacific Girls'. It was mainly from this comeback onward that ExGon began to seriously focus on playing EZDT and Relax – mods he had touched before but never mastered the level he would achieve in the years following his return. His ripple account is probably the biggest goldmine when it comes to Relax scores. Hundreds of impressive plays are there each one more remarkable than the last.

2020

Scores - Ash

One thing you might notice from ExGon's tweets since his comeback is that his relationship with the game had changed. As a sign of nostalgia for his early years, he actively searched for old maps and replays – sometimes rediscovering them long after.

However, one thing that never changed was his interest in new gimmicks in mapping. Once again, he explored and experimented with many innovative ideas, some of which would later be compiled into a single set: 'Various BGM 2'.

But we aren't there yet, and 2020 is also filled with some insane scores from ExGon. As mentioned earlier, he started the year with impressive EZDT plays, such as 'Honesty' SS. However, whenever he found EZ boring, he didn't hesitate to switch to Hardrock, notably SS'ing 'I Want You' in the process. Once Hardrock and Double Time are applied to that 2009 beatmap, the CS rises to 6.5, and I probably don't need to emphasize how incredibly precise you must be to hit every single object without missing even a droplet. For reference, the second-best droplet accuracy on this map is held by Ttobas and DakkyChan – two players renowned for their very accurate movements.

It is also during this year that ExGon managed to SS 'Fallen Angel' with 3 mods. This was a map he had attempted in previous years, occasionally managing to hit its most difficult sections. But this time, he secured the Full combo. While it might not seem as hard as some of his other scores, the timing required between each tap is so unforgiving that hitting just a few milliseconds too early or too late leads to an instant miss. Oh – and keep in mind, this map sits at AR9.8 without DT.

Beyond his scores on ranked and loved maps, ExGon also ventured into lesser-known territories. Some of these maps featured insanely difficult wiggle sections – yet he still managed to hit them.

In June 2020, ExGon stumbled upon a beatmap titled 'Space Invaders'. This wasn't your typical CTB map. Inspired by 'Paradigm', the DTB map ExGon himself had created back in 2016, Meow Mix set out to craft his own DTB experience. What sets 'Space Invaders' apart is its unique use of storyboard elements. Instead of relying solely on visual hit objects, Meow Mix and Endaris developed an entire storyboard to drive the gameplay. The result is a truly fascinating and unconventional take on what a CTB map can be. After several attempts, ExGon learned the map's trickiest sections and eventually pulled off the world's first 0-hit run. Since then, a few others have managed to match the feat – namely Enjuxx, Kevral, AgentYous, RotMg, Lightning Storm, and Owen123c.

One of the last scores he set that year was his 'Coolest' SS. Although this CS8 map has been FC'd by several players over time, no one has ever managed to replicate the SS – as achieving that level of precision requires wiggling through some sliders.

2021

Scores 1 - Maitoo

After a short break, ExGon returned in 2021 and SS'd the newly loved map 'Jackhammer Madness' – one of his own creations, filled with 200 BPM left-right, wiggles and stairs. It's worth noting that he had already come incredibly close to defeat this map years earlier, with a 2-miss run dating back to December 2017.

But before taking another temporary break, ExGon returned once more to Ripple for a series of Relax scores. Among them, one of the most impressive was his 7-miss run on ‘Lost Dedicated’ – played with Easy and Double Time. A feat that showcases just how far his control, precision and speed had come, even under unusual mod combinations.

In July, ExGon logged in with the intention to set some Flashlight scores once again. The first map he set his sights on was ‘Lagtrain’ – a 4-minutes CS5 map with AR8.5. Only four other players have managed to FC the map with No Mod or Hidden. Shortly after this score, a player named Rougoku began putting up highly impressive runs using Hidden and Flashlight, pushing the map’s limits even further.

Just two days later, ExGon secured the first place on CLSW’s difficulty of ‘Legend of Moonlight’. While the Star Rating of the map might appear quite low at first glance, that illusion quickly fades when you examine the leaderboard: in over seven years, the only other FC belongs to Ttobas.

On August 1st, ExGon achieved an SS on ‘Cirno’s Perfect Math Class’ with Flashlight – a map that holds deep personal meaning for him.

But if you were following ExGon closely during that period, you’d know I’ve left out a crucial score he set just before that one. ‘Soulless 4’ is a 12-minutes marathon composed by ExileLord and mapped by Kryptoric. Since its release in 2018, countless players have tried to pass it – and for the best among them, the real challenge quickly became minimizing the miss count. One of the earliest grinders was DakkyChan, who managed a 14-miss run in May 2018. In the replies to his tweet, ExGon challenged him to go for the FC – something he would later attempt as well, though without success. But that was years ago. Now it’s July 2021, and ExGon is back – more determined than ever to finish what DakkyChan and fuhie – who pulled off a 5,000-combo run in April – had both started.

Scores 2 - Realmaas

July 13th

After several unsuccessful attempts, ExGon had to step away for a few minutes. But once he returned, he resumed his grind with quiet determination. Then, everything began to fall into place. After flawlessly hitting every note of the ‘Remembrance B’ section, he had reached his highest combo ever on the map – and yet, nearly a third of ‘Soulless 4’ remained. The two remaining ‘Remembrances’ sections went smoothly, and ExGon soon crossed the 6,000-combo mark. With each section he cleared – ‘Stepping solo B’, ‘Breaker solo’, ‘Enlightened solo’ – he edged closer to the impossible. When he reached the ‘Mourning Solo’ section, his combo hit 8,000. He was now fewer than 1,000 notes away from a Foll Combo. As the ‘Murderous Solo’ approached, ExGon held his nerves – each movement precise, unwavering. He hit the last left-rights of the map. Then, the first notes of the ‘Outro’ appeared on screen. He paused. He was about to do it. Soulless 4 SS. It was done. For many people, this became the best score in the game.

And the craziest part? He wasn’t done – not even close. Just a few days later, he tweeted this:

[I don’t know if this is possible to FC] – alongside an 1,800-combo run on Image Material with Easy and Flashlight. The grind had officially begun. On July 19th, he pulled off a 2-miss run, worth 962pp. Even though it took him several more days of grinding to beat that attempt, he refused to

let go. August 5th, 2021. After countless retries, frustration, and perseverance, it finally happened: Easy Flashlight FC on a 7-minute map.

ExGon was undeniably back – and the scores kept coming. In the weeks that followed, he dropped some of the most absurd Easy DT performances: his ‘Sky of Twilight SS’ and 1-miss run on ‘The Big Black’ are good examples of this.

Then came November. He returned to a map he had already FC’d years before with Hidden: ‘Wing my Way’. This 2010 map is known for its unconventional spacings and its countless choke points, especially when Double Time is applied. But this didn’t stop ExGon, who finally set the DT FC on the map – finishing what he had started 3 years earlier. To assert his dominance over ‘Wing my Way’, he re-fc’d it with Flashlight the same day.

In December, he SS’d the newly loved map ‘Brain Power’ with 4 mods. He wasn’t a stranger to the map: back in 2017, he had already FC’d it with Hidden, Double Time and Flashlight. But still, nobody could’ve expected this. As 2021 ended, ExGon decided to step away from osu! once again.

2022

Scores - *Ash*

It is August 2022, and ExGon is online! As always, his sessions include a fair share of Easy DT scores – but from time to time, he shifts his focus toward newly ranked standard maps, especially those that become uniquely challenging once converted to osu!catch. One of them is ‘Ikusauta’, a map where the reverse sliders turn into brutal 250 BPM wiggles in CTB. With Hardrock and Halftime, the wiggles slow down to a more manageable 187 BPM – but that doesn’t mean they’re easy. No further explanation is needed that ExGon is simply a human metronome.

In October, ExGon came across a very specific map: ‘ded_ed’. Played with No Mod or Flashlight, this CS7 AR0 map by Phob isn’t particularly difficult. It certainly demands solid control, but given that the song only lasts 30 seconds, many players are capable of FC’ing it. However, things change drastically once Hardrock is applied. The circle size jumps from 7 to 9.1, and the note randomization introduced by the mod makes the map significantly harder to read. But as usual, nothing is impossible for ExGon, who ended up securing the SS.

To put things into perspective, the second-best play on the map is held by Henrick with 7 misses.

While it's true that movements become slightly more forgiving with Half Time — due to the reduced catcher speed — it's still impressive that both Kyako and Phob managed to Full Combo it with Hard Rock and Half Time, with Phob even enabling Flashlight.

As a side note, I believe one more score deserves to be highlighted: Schwartz, a multi-mode player, achieved a Full Combo with Hidden and Flashlight — and the result is truly remarkable.

Later that month, as ExGon was in a high CS mood, he decided to go for some attempts on his own CS10 map, ‘Broken Hearts’, with Flashlight. The map, loved back in 2019, had already seen a 1 miss run from ExGon when he returned in December that year. But on October 30th, 2022, he finally pulled off the SS. The two other No Mod Full Combos on the map would come much later: Kyako in November 2024, followed by Nyaro in March 2025.

But as you already know, EZDT was still his focus at the time, and one of his most notable scores with this mod combination is undoubtedly his ‘Caliburne’ play.

The end of 2022 was, once again, marked by a wave of insane scores from ExGon: a ‘Soulless 3’ SS, an ‘Obsidian’ SS with Hidden—a map that had already been FC’d multiple times, but catching every droplet is the real challenge here, and doing it with Hidden only makes the feat more impressive. Shortly after, he secured the first Full Combo on ‘Teo’, a map infamous for its tricky pixel jumps. And then, just like that, ExGon vanished from osu! once again.

Or, at least, as a player.

2023 - 2025

Mapping - Connor

Earlier in the year, BGM 2 was finally completed. With the help of Enjuxx, ExGon managed to gather over 40 difficulties in what became one of his biggest mapping projects. Spanning from 2017 to 2022, the set reflects the evolution of his mapping style, his experimentation with new gimmicks, and years of creative effort. In March 2023, the Loved Captains picked the mapset, and at last, the monumental work received its own leaderboard, where players could compete and push each other to the limit.

Even though ExGon was no longer actively playing, this didn’t stop him from contributing to another aspect of the game he had been involved in since the very beginning: mapping. During the Round of 16 map pool showcase of the osu!catch World Cup 2023, his name reappeared on screen – marking the start of a new mapping career that continues to this day. Since then, ExGon has mapped a total of 11 maps for the osu!catch World Cup. But his work didn’t stop at official tournaments: he has also contributed to many other events.

[Ascendance’s quote:

ExGon is an amazing mapper. He's able to bring so much out of any song and he has a distinctly unique style that makes people want to continue to play and look forward to his maps. He really molds the map around songs better than so many people these days and he's able to do this with unique patterning or for tournaments, in ways that fit the slot he's mapping for without compromising his ideas.

]

Mapping 2 - Realmaas

Nowadays, ExGon’s profile aligns more with that of a mapper than a player. Although he briefly logged back in after a two-years break in 2025, setting a few reading scores in standard and tapping scores in CTB, he now seems fully at least with his new role within the community.

This was the Story of ExGon

Conclusion - Ajia

In August 2017, ExGon wrote a TwitLonger in which he shared his thoughts on his SS on *Der Wald* and the consequences it brought about:

[Since the day I set an SS record on the map “Der Wald”, I’ve noticed a big increase of comments like “ExGon is the best at CTB, they could be first anytime if they farmed pp properly”, or “If they were ExGon, they would’ve gotten a FC on that map first try”. The truth is that I’m not a god of CTB, nor someone with overwhelmingly superior skills.

Some players may see it as a meme, but I’m just another player who works hard to set records. Honestly, most of the plays set by the top CTB players nowadays are at a level I can’t keep up with. On top of that, many of the scores I’ve set are also within reach of other top players. I’m not being humble, it’s the truth.

]

The popularity ExGon gained after that score was so immense that it led to an entirely new phenomenon. For many players, ExGon was so good that the achievements of others instantly felt less impressive. Sometimes it was because his signature didn’t appear at the bottom of those scores, and sometimes simply because people believed ExGon could have matched - or even surpassed - them with ease.

Although this situation has faded away since then, mostly because ExGon has gradually stopped playing the game, I believe it is still important to address that issue. Catch the Beat is one of the least popular gamemodes in osu!, and it is normal that a lot of players from every gamemodes, including CTB, consider ExGon as the best player of all time.

Because, at the end of the day, he is an anomaly. ExGon is, without a doubt, the greatest player in the history of the game. His influence across the community is unmatched, and CTB simply wouldn’t be the game we know today if ExGon had never taken an interest in it. A lot of maps mentioned in this video have become legendary within the CTB community. Perhaps it was their status that drew ExGon to them, but it may have been his legacy that made them legendary.

We can also say this about the playerbase: a huge majority of current top players have been inspired by ExGon at some point in their career.

Although ExGon might be anywhere in this gamemode, Catch the Beat has plenty of other players as amazing as him. Even though no one has ever managed to gather as many different skills in their pocket as ExGon, a lot of players have surpassed them in specific ones.

ExGon’s legacy isn’t defined solely by the legend he became in the eyes of the community. What truly gives him another dimension is the passion that has always driven him – a passion that goes far beyond leaderboards and records.

ExGon has been passionate about osu! since the very beginning. Passionate about learning new mods and skillsets – even the most niche ones, like Relax or EZDT. Passionate about old beatmaps, the ones he returned to time and time again whenever he grew tired of chasing extraordinary scores. Passionate as well about the community, as shown by his still-active Twitter account, filled with retweets of the latest plays from today’s top players.

He’s been passionate about mapping since his very first steps in the game. Always looking for new gimmicks, often diving into collaborations that gave birth to a whole new variety of maps. He’s

always tried to push the boundaries of the game – not necessarily in terms of raw skill, but in the gameplay possibilities the game could offer to its players.

Of course, ExGon is not just that – he has other passions, and there were certainly moments where the game caused him a great deal of stress. But beyond the hundreds, maybe even thousands of scores that would deserve to be shown and remembered, I believe the most important thing to keep in mind is that ExGon is, in the end, just a player like the rest of us. A player who gave his very best to reach the top of the leaderboard. A player curious enough to push the boundaries of the game – in every possible sense.

For all these reasons, I hope this video does him justice. But I also hope it pays tribute to every other player who, at some point in their life, played CTB – from the oldest accounts now bearing the _old suffix, to the most recent ones that have already climbed into the top 100.

Outro

In order to make this video, I read countless forum posts – sometimes in Korean – and watched video across multiple platforms. But I also reached out to many people who kindly agreed to help me build the project you're watching today. For their invaluable help, I want to thank them from the bottom of my heart:

Credits

- **Rougoku**, **DakkyChan** and **Patatitta** for their assistance with sources
- **VelperK** and **CLSW** for their knowledge about ExGon's early years
- **TheShadowOfDark**, for his deep insight into ExGon's standard career
- **Eps** and **Kevaca** for their knowledge about Relax's mechanics and scores
- **[Amazing]**, **Kuzino** and **KingKevin30** for their kind messages about their opinion on ExGon's scores and legacy
- **Don Omar**, for his help regarding the hyper rework
- **Ascendance**, for his perspective on ExGon's mapping journey

And of course, the people who endured my countless messages about this video even though they never asked for it: 100, Eunie, ExPin, rakety, ti gnida, WOAHO, yeeeter, YesMyArab (Pixel) and Zileni.

Outro (End)

This is a tribute to one of my favourite games – a game I discovered five years ago, without ever imagining the impact it would have on my life. I truly love this game: the music, the maps, the history, the players, the spirit of competition, the multiplayer lobbies... I've never felt this strongly about any games before. So, for all of this, thank you.

Thank you to the players who keep this game alive. And thank you for watching this video.

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THE END