

Investigation of worst hr player

Worst hr player has been an enigma to the osu! community for a long time. He is regarded as one of the best aim control players of all time as well as one of the fastest improvers in osu! history. Many see him as a breath of fresh air and inspiration to the community as a whole.

Unfortunately, a problem we face in modern day osu! is that it's impossible to tell if someone is cheating. **There are no longer any methods unless you use bad cheats or fuck up royally. Even live-plays, in-depth ones, are not to be trusted and can be easily faked.** The point we're trying to make is that anyone could be cheating, even your favorite players and they could be doing it live in front of your eyes. Even at IRL tournaments.

A tip from a prominent norwegian player by the name of GRANDMASTER dating almost 4 years back led us down a deep rabbit hole regarding Forum. This provided us with a lot of never-before-seen information and suspicious activity. Through the painstaking effort of a large team we have attempted to comb through as much history and data as possible to attempt to quell our suspicion.

Below is the findings of our investigation. It contains some suspicious score improvement, general inconsistencies, and most of all proof of software interference.

Relevant content

Realistik user: "<https://ussr.pl/users/2317?mode=0&rx=0>"

2020 Bancho:

<https://web.archive.org/web/20201103232014/https://osu.ppy.sh/users/14106450>

2021 Jan. Bancho

<https://web.archive.org/web/20210117193400/https://osu.ppy.sh/users/14106450>

2021 Oct. Bancho

<https://web.archive.org/web/20211011045101/https://osu.ppy.sh/users/14106450>

Twitter main

<https://x.com/Foworum>

Twitter alt

<https://x.com/Foworum3>

Irregularities

Painting a picture for you how confusing his history is

From the info we were provided by our witness, we were led to a private server named "Realistik." Where sure enough, we found a user by the name of "Nameless" who ties directly to Forum, he even links his own profile, and it spans back 4 years. We however did not find any accounts on other private servers.

Despite having no trouble with his general consistency on Bancho, many of his scores on Realistik are inconsistent and erratic in comparison.. Many times having strings of bad plays on maps he would otherwise be extremely proficient at.

Some examples:

When playing this on bancho he had no problem full-comboing or getting close to such in every attempt. But on Realistik it seems he can't even get to the kiai. (2024)

The screenshot displays a list of seven game performance entries. Each entry includes a green 'A' grade, the map name, score, multiplier, and mod, the time since the play, the score in points (pp), and the accuracy percentage. The background of the list is a dark, stylized illustration of a city street.

Grade	Map	Score	Mod	Time	PP	Accuracy
A	lapix - Nexta [DOWNPOUR'S INVERSE FLUX]	257,406 / 114x	No Mod	5 months ago	114pp	94.93%
A	lapix - Nexta [DOWNPOUR'S INVERSE FLUX]	785,670 / 202x	No Mod	5 months ago	156pp	93.66%
A	lapix - Nexta [DOWNPOUR'S INVERSE FLUX]	335,054 / 133x	No Mod	5 months ago	108pp	92.83%
A	lapix - Nexta [DOWNPOUR'S INVERSE FLUX]	323,280 / 130x	No Mod	5 months ago	159pp	96.79%
A	lapix - Nexta [DOWNPOUR'S INVERSE FLUX]	1,418,228 / 264x	No Mod	5 months ago	229pp	96.45%
A	Kotoha - God-ish [Expert]	2,466,200 / 368x	No Mod	9 months ago	232pp	97.93%
A	Kotoha - God-ish [Expert]	335,368 / 137x	No Mod	9 months ago	75pp	94.87%

S	Co Shu Nie - asphyxia [thats when you lose your breath basically] 27,202,366 / 1,277x / No Mod 2 years ago	348pp accuracy: 97.25%
C	Co Shu Nie - asphyxia [thats when you lose your breath basically] 95,838 / 67x / No Mod 2 years ago	11pp accuracy: 83.08%
B	Co Shu Nie - asphyxia [thats when you lose your breath basically] 3,165,136 / 437x / No Mod 2 years ago	129pp accuracy: 92.64%

A	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 980,042 / 196x / HDDT 5 months ago	161pp accuracy: 96.67%
B	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 37,526 / 32x / HDDT 5 months ago	4pp accuracy: 90.28%
A	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 184,905 / 83x / HDDT 5 months ago	55pp accuracy: 95.00%
A	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 38,201 / 32x / HDDT 5 months ago	14pp accuracy: 93.06%
B	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 129,171 / 67x / HDDT 5 months ago	15pp accuracy: 89.54%
B	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 39,101 / 32x / HDDT 5 months ago	4pp accuracy: 90.28%
A	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 966,105 / 196x / HDDT 5 months ago	143pp accuracy: 95.95%
A	765 MILLION ALLSTARS - UNION!! [We are all MILLION!!] 64,430,531 / 1,646x / HDDT 5 months ago	782pp accuracy: 97.89%

A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 45,623,465 / 1,364x / HDDT 8 months ago	728pp accuracy: 98.04%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 1,345,217 / 235x / HDDT 8 months ago	129pp accuracy: 93.62%
B	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 66,435 / 52x / HDDT 8 months ago	7pp accuracy: 82.83%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 2,343,487 / 320x / HDDT 8 months ago	214pp accuracy: 95.77%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 5,633,918 / 505x / HDDT 8 months ago	341pp accuracy: 97.60%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 39,420,868 / 1,272x / HDDT 8 months ago	587pp accuracy: 97.76%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 8,874,715 / 614x / HDDT 8 months ago	414pp accuracy: 97.82%
A	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 3,664,378 / 402x / HDDT 8 months ago	294pp accuracy: 97.54%
B	MOMOIRO CLOVER Z - SANTA SAN [1-2-SANTA] 66,979 / 52x / HDDT 8 months ago	7pp accuracy: 83.33%

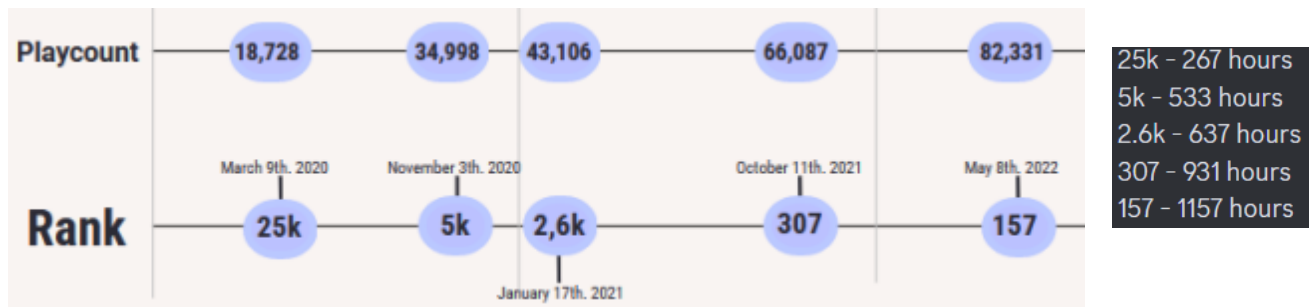
B	DatManOvaDer - Busta Rhymes Goes To The Wii Shop Channel [oof] 749,610 / 80x / No Mod 3 years ago	12pp accuracy: 86.75%
B	Elmo and [2021-07-01T08:28:11+02:00] Choco-Cookie [Properly mapped by...]	77pp

You'd rightfully assume that one of the most consistent tournament players in the game currently wouldn't be struggling on maps that he's already full-comboed. But that is the reality of what we found on Realistik.

22 fewer misses, 2 month difference.



a timeline showing just how insane his improvement is



Now if we take into account his improvement rate, he had already mastered a handful of skills at an early osu! age. Showing aptitude in many skillsets, like EZ and every form of reading, including flashlight and standard low AR. He was at a top level in aim control and mechanics under 1k hours despite aim control being one of the hardest skills to master, and most people having to sacrifice mechanics for that level of proficiency. He also clearly showed signs of tapping and speed, despite stating he was unable to do so.

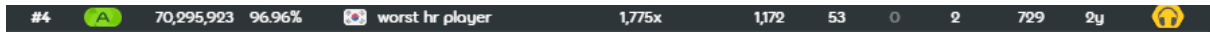
Now on a surface level its possible to master this much in your career, but with the amount of practice needed to do so, it's hardly believable he did so in such a short amount of time.

Relevant Bancho scores

Santa san +HDDT (6/6/2022)



union +NC (6/6/2022)



God-ish nomod (27/6/2023)



Nexta nomod (2/1/2023)



Proof of software interference

Here it is, why this document even came to light in the first place. Linked below is the video in question, and is a clip from one of Forum's recent livestreams. Please follow along with the timestamps and use critical thinking as it is confusing to understand at first why this seemingly insignificant clip could be such damning evidence.

References below. **(EX4)**

The clip starts with Forum scrolling through song select. At 0:08 you can see Forum tab out of the game, indicated by the game shifting slightly upwards. This confirms that his game is in fullscreen at the moment.

At 0:12 you can see he opens his options menu. There's a few things to note here.

Firstly we can observe that he has the option Confine mouse cursor: Set to Never. This means that in the case he attempted to move outside of the game area, his cursor would not be affected by the game being fullscreen; and would exit the screen, provided that you had a second monitor to move it to.

Also at 0:12 you can see that when he opens the menu, his cursor moves as far to the left of the screen as possible, and his cursor is stopped halfway off the monitor. This indicates that he either has one monitor, or no monitor to the left. (see EX1)

(the fact he has 1 monitor is also seen in his liveplays however there is a 2 week gap between this recording and his latest liveplay, this rules out the need to rely on an assumption as he could have theoretically gotten a second monitor in that time.)

At 0:23 you can see that his cursor disappears from the screen completely. This in and of itself is extremely odd, however it can be chalked up to a bug.

However at 0:24, you can see his cursor appear from the left side of his monitor, and

he begins to play the map. Now stop.

Did you notice it?

Truthfully, neither did we. Not until we looked a lot closer, and found that when his cursor appeared from the left it was shown to be more than halfway off the monitor.

This wouldn't be out of the ordinary if he had a monitor to his left. However, with all of the context the clip provides, we can tell that:

A) His game is in full screen at the moment.

B) He has confine mouse cursor set to: Never

C) His cursor was confined halfway off the screen to the left.

D) When his cursor reappeared from the left, it was seen more than halfway off the monitor.

Exhibit D provides a clear contradiction.

All of the context in the clip leads us to believe that he has no monitor to the left, and is in full screen.

Under the circumstances provided, it should be impossible that his cursor is appearing more than halfway off the screen to the left as this is only possible with two monitors, one being to the left.

We attempted to replicate this behavior by any and all means, asking as many people as we could without raising suspicion towards our investigation. However we were unable to find any way to replicate the suspected behavior.

Except one way.

We were only able to replicate this exact scenario with the Maple replay editor, which is a cheat program that submits a replay to your game as though you did it yourself.

Below is a clip of Zylice using this program to submit a replay. **(EX5)**

At 0:03 Zylice selects a replay, sent from Yip which contains him moving his mouse from his monitor on the left to the right onto the game as the map starts. This replicates the exact behavior seen at 0:24 in the original Forum clip. The cursor is seen teleporting off the screen entirely, and is seen more than halfway off the monitor

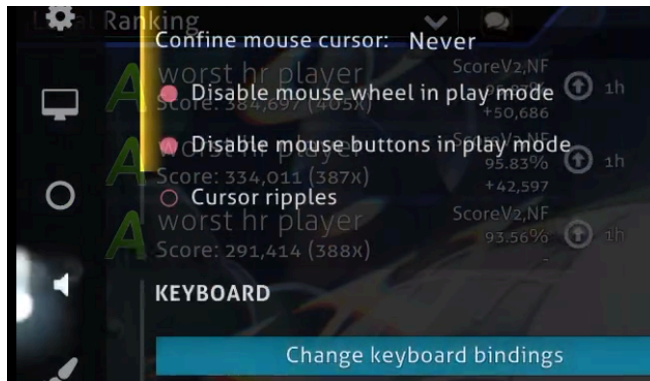
soon after. (EX5)

At 0:18 you can see Zylice showing that he currently only has one monitor connected. (EX5)

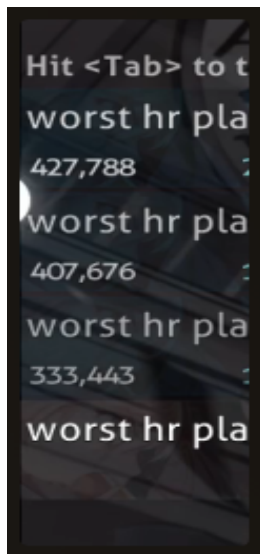
At 0:24 you can see Zylice's cursor is still confined on the left, as it should be with one monitor.

References

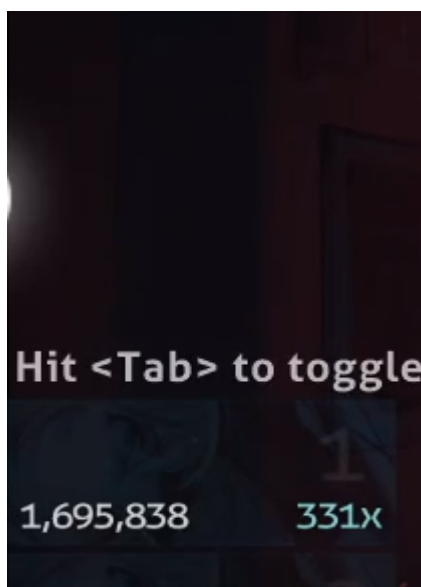
EX1)



EX2)



EX3)



EX4) <https://streamable.com/pssvvk> (Clip showing Forums cursor clipping beyond the boundary)

EX5) <https://streamable.com/itnxj6> (Recreation through use of a cheat client, replay editor specifically)

Conclusion

We tried, and could only replicate Forum's behavior with a cheat software. This leads us to believe that Forum is at the very least using a replay submitter of some kind.

We ask osu! Support to please look into this case ASAP, and that the community share this around.